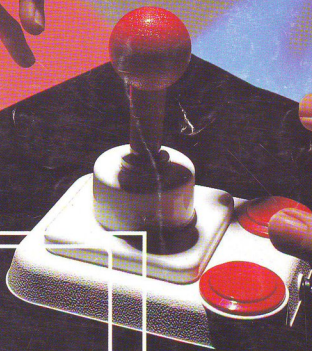


# ST ACTION

THE WORLD'S ONLY DEDICATED  
ST GAMES MAGAZINE

**Joysticks:  
We test  
the best!**



**Grab yourself  
a piece of  
the Action!**

REVIEWED THIS MONTH: TEENAGE MUTANT HERO TURTLES • PANG CORPORATION • CHIPS CHALLENGE • ROBOCOP 2 • POWERMONGER



02

# SPARKS



**MR BIG** The arcade action thriller with the BIG finish infiltrate the criminal underworld - your mission is to seek out and destroy the king pin of the MR BIG CORPORATION - if you get that far. You'll have to outwit his

enormous army of body guards... gangs of charisma-bypass patients in trench coats, the bullet brain with the build of a triceratops and the breath of a dung beetle, packs of vicious canine yuppies, the psychotic clown with an evil sense of humour - you'll die, but not laughing! Then there's the gas guzzling Cadillac jock - a cool specimen, elbow hanging on the door rail, a serious looking piece in his hand and ready to blow you away as he rolls down main street leaving you coughing lead. It's not all bad!... You've got a chopper to back you up, a mean, shiny street machine, some heavy metal hardware and some pretty neat moves. And what about the king pin... did I say he was Mr. Big? No, he's MR BIG!



TM & © WILLIAMS ELECTRONICS GAMES INC.



Seven levels of muscle-straining, reflex-testing, sideways scrolling fury!

Destroy the lethal drug Nuke, face a stream of deadly Nuke gangs, and then - if you survive - face the terror that is Robocop 2!  
**MORE THAN A GAME ROBOCOP 2 IS THE PRIME DIRECTIVE.**

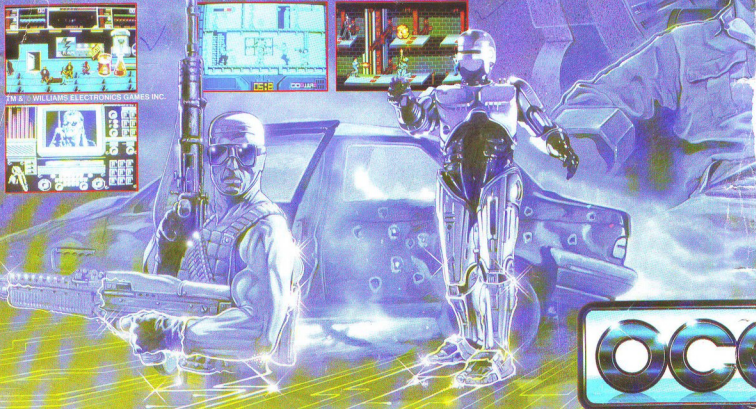
ROBOCOP TM & © 1990 ORION PICTURES CORP. ALL RIGHTS RESERVED



**SCHWARZENEGGER** TOTAL RECALL stole your mind hypnotized by Mars. You all unique fantasy fantasies that turn their dream horror as a

nightmare. Suddenly you're an assassin, you discover the surprise. Travel to Mars to discover now a journey of non-stop action vehicles and a startling array of evocative graphics and a game of the year's top movie. TOTAL RECALL the 21st Century.

© 1990 CAROLCO PICTURES



# OF GENIUS

How would you know if someone had? As long as you have been carrying dreams of another life on your mind, drawn to ReKall Incorporated, a service specializing in implanting the minds of those who desire to turn their dreams into reality. Experience the fun dreams turn into hideous reality as you are dogged by would-be assassins. You're not you, you're our true identity, your possession is gone, strange mutants, futuristic weaponry all captured in superbly detailed that compliments the success of RECALL... a nightmare journey into



**CHASE HQ II** - Special Criminal Investigation - continuing where CHASE HQ left off. Your mission is to track down, chase and apprehend dangerous criminals. It's **FASTER** - explosive power sends you bulleting through various terrains - hold the line or plough the fields! It's **TOUGHER** - the criminals wield some heavy hardware - but so do you! You can shoot but you must dodge their flak... heavy gunfire, trucks unloading their cargo onto your bonnet... it's the meanest pursuit game to hit the micro screen. The extra features will leave you gasping for extended play - weather changes, bodyguard squads, grenade lobbing bikers, gun-choppers... just play it... we dare you to stop!



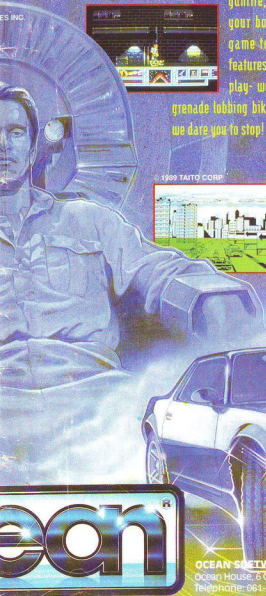
No time for balloomin' around!... no time to shout the breeze!... in fact you've hardly set your feet down in the mighty U.S.S.R. and it's all action. You sight up your latest and most formidable balloon poppin' piece... but now that bounce bomb has just multiplied!! Tour the world in the most addictive arcade game of the year from Mitchell Corp. A quick eye and super fast reflexes will give you just a half-chance of a win... the other half will come if the bounce goes your way!



1989 TAITO CORP.



MITCHELL CORP.



OCEAN SOFTWARE LIMITED  
Ocean House 61 Conzill Street, Manchester M2 5NS  
Telephone: 061-832 0335 (10 LINES) Fax: 061-834 0650

THEIR EYES MET ACROSS THE LABORATORY...  
THE CHEMISTRY WAS INSTANTANEOUS!

BUT IS CHIP MAN ENOUGH TO GET INTO  
MELINDA'S CLUB?



Chip is in love, but if he wants to capture the heart of Melinda the Mental Marvel there is a tough challenge ahead.



# CHIPS CHALLENGE



144 levels of mind-boggling dexterity and wrist-wrenching agility stand between him and Membership of the BIT BUSTER CLUB.

Once he gets into the club he'll get into Melinda's heart and together they can integrate technology.

- 144 exasperating levels.
- Hordes of traps and nasties.
- An exhilarating test of mental agility.
- An exhausting exercise of dexterity.
- 100% ADDICTIVE!

Screen shots are only intended to be illustrative of the game play and not the screen graphics which vary considerably between different formats in quality and appearance and are subject to the computer's specifications.

**U.S. GOLD**

AVAILABLE ON :  
CBM 64/128, Amstrad, Cassette & Disk,  
Spectrum Cassette, Atari St, Amiga & PC

Screen shot from Atari ST version

# ST ACTION

THE WORLD'S ONLY DEDICATED ST GAMES MAGAZINE

ST Action is the single biggest source of high-quality news, reviews, interviews and playing tips for Atari ST games players. Not only is STA's coverage the most complete, it is also the most sophisticated featuring as it does, the unique Punter-Power™ reviewing system.

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FEBRUARY 1991

## SPECIALS

### BIG ONES, LITTLE ONES - WE TEST 'EM 25

Check out what's what in the joystick world with our definitive guide to all of the weapons available to you. Size and colour are unimportant as we put them all through the rigorous ST Action test and see which comes out on top.

### WIN A DAY OUT AT DONNINGTON 54

We've got a bit of a special competition for you this month with a very nice prize indeed missus. You could win a day out at the British motorcycle Grand Prix at Donnington in August. You'll also be guided around the pits and meet the Suzuki team.

### TURTLES FEATURE REVIEW 35



We sent two of our intrepid reporters down to the capital to try and find out a little more about the development of one of the biggest licences ever. Also included is of course ST Action's review of the Turtles game so you can check it out for yourself.

### PUNTER-POWER™ 22

Most of you will now know all about Punter Power. If you're a new reader and are unsure what's going on, we give you the complete run down on what we believe is the fairest scoring system around.

## REGULARS

### ACTION NEWS 04

Have we got a scoop for you? No, but we have the very latest information on Virgin's Realms, Rainbow Arts sure-to-be terrific Turrican II and more from them too, and some breakthrough news on Infogrames' Alcatraz.



### DISK SPECIAL 13

Four more demos to enthral you, including Ubi Soft's Jupiter's Masterdrive, Big Shot's Bug Bash, Psygnosis' Nitro, and Millennium's Tentacle.

### GIVING THE GAME AWAY 47

We bring you the much needed help we know you are crying out for! In this month's ST Action, we give you guides to Sly Spy, Captive, and the totally wicked James Pond. We cure all your pains and problems without the help of the health service!

### DUNGEONS AND DISK DRIVES 75

The Troll stays on top form with enough advice to keep you busily tapping away at your keyboard through all the dark, cold wintry nights.

### JUSTIN CHECKEDOUT 92

Justin's settled in nicely and has been beavering away several late arrivals that have appeared in the ST Action letterbox.

### BACK PASSAGE 96

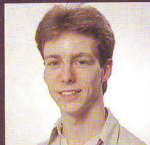
How do we get away with it? I don't know, but it's funny!



## MEET THE ACTION MEN



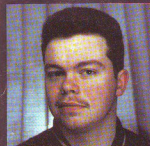
Jon Ross is the smooth and suave member of the team whose love for Portsmouth FC is inexplicable.



This dude named Alan Bunker is the lady puller. His sights are on stunning Sally who works downstairs.

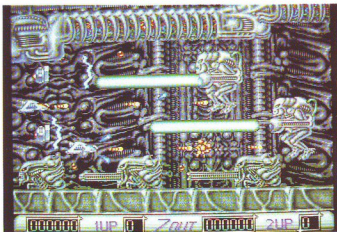


Jason Dutton's driving is bad! The Road Safety Officer has declared him a public health hazard.



Paul McNally is the newest member of the team. The way he's going, he won't be able to call himself that for very long. (Only joking, Paul. You're doing a great job!)

It was a sad day that dawned on the 28th November. ST Action's Nick Clarkson, the Editor since the magazine began, decided to leave. He explained, "That Dutton guy just does my head in!" He also left so he could work on ST User and Amiga Computing to try and pep them up a little. Good luck, Nick!



## TURRICAN II - RAINBOW ARTS

Morgul, the three-headed incarnation of evil has finally been destroyed, but you Turrican, cannot rest. You have another, more dangerous mission ahead of you.

Aeons ago, brave rebellious fighters destroyed the menacing hordes of the Machine and its tyrannical spreading satellite, which circled the planet called Landoria.

Although the moon had gone, the Machine still ruled the planet. Its mutants were rampant upon the planet's surface. The citizens managed a cry for help and you, Turrican must go and save the population.

Apparently, Turrican II will be better in every respect to its predecessor: more graphics, more sound (including speech) and most importantly, more gameplay.

Out in February. No price yet.



## Z-OUT - RAINBOW ARTS

After its successful demo on the ST Action coverdisk, the final version of Z-Out is now ready for release. As the sequel to X-Out, it continues where it's predecessor left off. The victory celebrations after the success on Alpha Centauri were abruptly cut off as the long-range scanners suddenly showed intense activity on the planets surface.

Your new mission is now to destroy the whole planet. You must blast your way through the six levels picking up the dozens of extra weapons that are available. Pick these weapons up and destroy all that crosses your path as you aim to complete your quest losing as few lives as possible. The game comes with extra fast loading and the option to play in two-player team mode. This could prove to be invaluable as the levels get progressively harder and harder, so your joysticks in for a bit of a bashing.

It should be available any time now and will be priced at priced at £19.99 so pop down to your shop and try it out.



## M.U.D.S. - RAINBOW ARTS

The roughest, toughest sports game you'll ever play is ready to arrive on the ST. Taking part in the Mean Ugly Dirty Sport, you can choose to be either a manager or player. The teams are made up from convicts, playing for freedom. The frisbees are living and are flying at you trick and fast.

Graphics and animation feature strongly in both the player and management sections of the game. There are 16 teams to play against, each consisting of outrageous creatures. Each team has five players in it and you must match your mighty warriors against theirs.

MUDS should be available any-time now priced at £24.99.



## JOHN BARNES FOOTBALL - KRISALIS

Following on from their Manchester United license, Krisalis have recently announced their latest footy tie-in. Who better to endorse it than last season's Player Of The Year and Liverpool's leading scorer, John Barnes. Apparently the Man. Utd. game played a large part in the signing of Barnes. He was very impressed with the set-up and is now hoping that he can provide his new team with a few winners.

Barnes won't be making his first appearance for Krisalis until the new season (September for those that aren't sure when that is) but this one could be the one to look out for. The burning question is...will it rival Kick Off 2?

The Rotherham based outfit think that they're on to a definite winner here but whether they've dipped into the transfer market shrewdly has yet to be revealed.

# Hard Drivin' II

## DRIVE HARDER

A year ago, *Hard Drivin'* shook the world. Now buckle up and step on the gas as *Hard Drivin' II*, the sequel, streaks onto your screen.

Hold on tight as you roar round four thrilling new circuits, or build your own using the unique Track Editor. Once designed, a computer generated view of the new circuit will appear so that you can memorise your route and its hazards. Now you can test your skills on a really mind-blowing stunt track!

And there's more! Link your computer to a friend's Amiga, Atari ST or IBM PC for a head to head race to the finish. If you're lagging behind, go for gold and boost your speed with Nitro Injection - guaranteed to leave the opposition standing.

*Hard Drivin' II* is faster, meaner and even better looking than the award winning original.

**Hard Drivin' II - Drive Harder!**



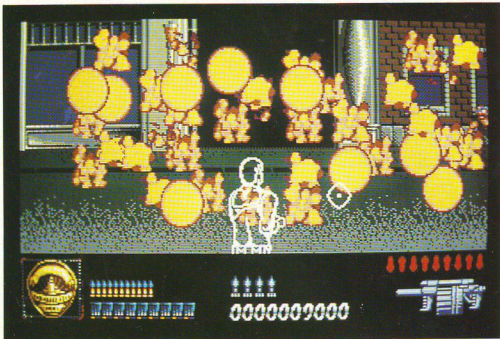
The fantastic sequel to  
**HARD DRIVIN'**

### TENGEN

*The Name in Coin-Op Conversions*

Available on: Amiga, Atari ST, IBM PC 3.5" & 5.25"  
Programmed by: Jürgen Friedrich  
© 1990 TENGEN INC. All rights reserved.  
™ Atari Games Corporation  
© 1990 Artwork & Packaging  
Domark Software Ltd.  
Published by Domark Software Ltd, Ferry House,  
51-57 Lacy Road, London SW15 1PR  
Tel: 081-780 2224 Amiga & Atari ST Screenshots

# DOMARK



## PREDATOR 2 - IMAGEWORKS

The Predator is back and he's meaner than ever. Set to repeat the success of the first game, Predator 2 has been licensed by Imageworks and is set in the same scenario as the film.

In downtown LA in 1995 there is a ferocious drug war between the Colombians and Jamaicans. You're the cop caught in the crossfire.

While all this is going on a seemingly motiveless string of murders are being committed...murders that no

human could be capable of. The Predator is back and he's as bloodthirsty as ever.

Your task, as Harrigan the cop, is to engineer a ceasefire in the drugs war. To do this you must wipe out the drug gangs. After you've fought your way through the lawless streets of Los Angeles, you can face the Predator.

Predator 2 will be available in April with the price yet to be announced. This should coincide with the film being the hit that it probably will be.

## INSECTS IN SPACE - HEWSON

Deadly insects have invaded earth, killing all but very young human offspring. Taking the role of the Arch Leader of the Motherhood, Saint Helen Bak, you must use your laser-powered eyes to stop killer bees swooping in and picking-up "babies of fun", dropping them from great heights in their bid to obliterate all. These insects must be stopped before they destroy the whole human race.

The game is programmed by David Cantrill and the graphics are by Mark Jones of Stormlord fame. Look out for it in January priced at £24.99.

As you can see it looks quite impressive from this screenshot.



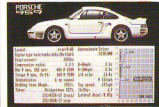
## TEST DRIVE II - ACCOLADE

It's now ages and ages since the first Test Drive was available. The basic idea of the game was to choose one of the five sports cars available and drive it around a winding mountain road, stopping regularly to get gas. In Test Drive II - The Duel, you have a choice between the Ferrari F40 and (my car) the Porsche 959.

A series of four accessory discs will be released at the same time and will include enhancements such as extra cars and new scenery.

Test Drive II and the other discs should be in the shops before the end of January, priced £24.99 and £11.99 respectively.

Test Drive was a well respected game on the ST when it first came out. We can only hope that the sequel will now show the advances that have been made since then.



## MIGHTY BOMB- JACK - ELITE

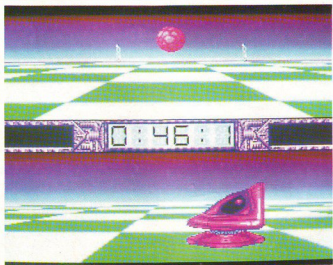
Programmed by the same team that did World Cup 90 and (not too surprisingly) Bombjack, comes the Mighty Bombjack.

With massive sales already on the Nintendo it is said to boast one of the most complex playing areas of any game. Incorporating 17 levels and over 250 adventure screens.

With the success Bombjack achieved on all formats, it is difficult to see this new version not being a spectacular hit.

Bombjack involved moving your little character around various screens which were based around the world, collecting all of the little bombs that were cunningly placed upon all of the platforms. Collect them all and you're off to the next level. Addictive qualities were the games best thing.

Available any time now with a price tag of £19.99, look out for this one in the shop near you.



## MASTERBLAZER - RAINBOW ARTS

The return of Ballblazer. It's mean, it's lean, it's bigger, better and faster than ever. It can only be Masterblazer.

Programmed in Germany with the support of Lucasfilm in the USA, the old 8-bit classic has been reworked completely to use the advanced capabilities of your machine.

Up to eight players can participate at the same time in the Masterblazer Tournament featuring the futuristic high-speed one-on-one sport Ballblazer. Training modes are included so you can hone your skills. All in all it looks like it could be a cracker.

The game is supposed to feature incredible in-game sound that means you'll never hear the same tune twice. Featuring ultra-smooth 3 D graphics, you can see from these screenshots that it looks quite interesting.

Available around now at £24.99 look out for this one in your local computer shop next time you're in town.



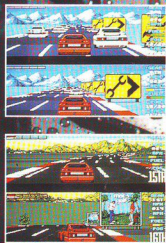
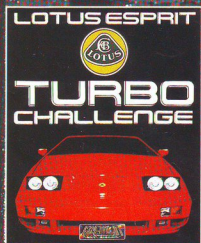
# ONLY GREMLIN CAN DO THIS

LOTUS 94% C & VG, 94% Raze Rave, 90% ST Action Award, 90% Zero Hero, 88% Amiga Action Award.  
TOYOTA C & VG Hit, Amiga Action Award, ST Action Award, More To Follow.  
TEAM SUZUKI .... Prepare To Be Amazed ....

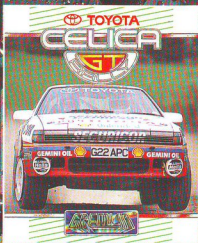


"LOTUS ESPRIT TURBO CHALLENGE demands immediate purchase" C & VG 94%.

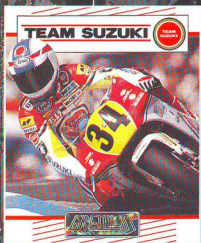
APPROVED AND LICENCED PRODUCT OF GROUP LOTUS PLC



ENDORSED BY TOYOTA (GB) LTD.



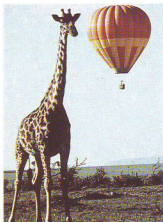
"TOYOTA really is an excellent game... very playable" ST ACTION.



"3 D-speed truly impressive ... superb fast polygon graphics ... Realistic Races" ACE Jim Douglas.

ENDORSED BY SUZUKI GRAND PRIX TEAM





## NAKSHA ON SAFARI

Leading British mouse manufacturer Naksha has recently announced a rather good competition that one or two of you wildlife lovers may be interested in. Before we get onto what you must do, let's talk about the prizes.

First prize will be a two week balloon safari holiday for two. The lucky (but not as lucky) runners up will receive a Goldstar 386 SX compatible computer and third prize will be a Sony CD player.

To win one of these prizes you're going to have to come up with a caption for the photo shown on the entry forms. These can be obtained from Naksha UK Ltd, 29 The Wharf, Warrington. Alternatively they can be picked up from most computer dealers.

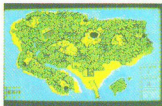
The prize is worth winning and we here at ST Action are busy trying to come up with the winner!

## DD - FIGHTING BACK

These three fine looking chaps are behind a new software venture for the ST. Known as Digital Dimension they have decided to launch the Software Initiative.

Through personal experience, the guys have found that the big corporate software companies aren't really interested in small games and for the most part, don't even look at the games that are sent into them.

DD was formed a few months back by three young men who have decided that software is vastly overpriced and so they have decided to start writing their own games and selling them at £5.99 each



## NARCO POLICE - DINAMIC

New from Dinamic comes Narco Police, a combination of strategy and arcade featuring a *hyper-realistic* 3-D presentation that uses a graphical animation technique using high resolution no matter how close you get to the objects.

Taken to a tropical island in the near future you must work against a sophisticated defence system, commanding a mission made up of three groups of anti-drug police. You must use a variety of weapons and assault equipment as well as two different computers.

Watch out for it in the shops any time now priced at £24.99. If reports are anything to go by, it should be worth looking out for.

## REALMS - VIRGIN

Hot off the press as always comes news of Virgin's latest title. Currently under the working title of Realms, the game is under development by Graftgold, the team responsible for classics such as Simulcra and Urium. You may also know that more recently they did Super Off Road, which went down well here in the office.

Realms will apparently be an original role playing game and other than the fact that it's been in development for six months and Virgin are impressed with it, we know very little else.

It's not going to be out until the third quarter of 1991. Unfortunately we haven't got any pics for you because the graphics are currently, being completely revamped, but Nicole, our friendly contact at Virgin has told us that they're going to be a bit good.

Even we here at ST Action can't get to see anything to do with the game as all of the details are top secret. Hopefully it'll be as good as Graftgold's other recent Atari releases and it will continue to build their reputation as one of the best development house currently doing the business.

Remember where you heard it first. No prices as yet but keep an eye out here for more details.



## MINDSCAPE AND RENEGADE JOIN FORCES

There's been a lot happening in the old software world of late. One of the biggest items to come in was the news that software stars Renegade have just signed to Mindscape International, and that mighty Mindscape will now be distributing their products throughout Europe.

Commenting for Renegade, Tom Watson said: "Mindscape have impressed us with their attitude to business. We look forward to working with them". Renegade, who of course have the mighty Bitmap Brothers on their books, have created an environment where the programmers

now have an active role in the way their games are marketed.

The contract will last until at least 1993, with the first Renegade/Mindscape game to be released early in 1991. Hopefully it will be a deal that will produce a few good pieces of software for us to review over the next year.

There was due to be a big photo-shoot in Piccadilly but unfortunately this was after our deadline so we are unable to bring you any of the fun and games that went on. Watch out next month...

## TEAM TALK

In Team Talk we'll be checking up on what those unsung heroes of the software biz are up to. News on what projects, what development teams are doing for which software houses



Virgin are soon to release their much awaited conversion of the hit adult comic - Viz. You play the part of either Buster Gonad, Biffer Bacon or the man with the outrageous trousers, Johnny Farpants. In a race against time you must negotiate five levels of Fulchester. Along the way you will come across many of the other characters of Viz, Spoilt B\*\*tard (being spoiled), Postman Plod (abusing old ladies and rooting through the mail) and the Fat Slags (doing what they do best).



At the moment, Gremlin are working on an animated fantasy adventure called The Little Devil. Six angels have been cast down from Heaven to Hell for no apparent reason. You play one of the Angels and must find your way back to the golden staircase that leads up to Heaven before the other five Angels do. Otherwise you will be damned for all eternity. Hero Quest is also on the agenda for Gremlin. A fantasy role playing game being programmed by a new development team called 221b and featuring some excellent 3-D graphics. To be released early April.

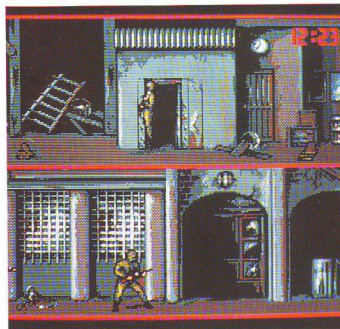


For the start of the new year, Ocean have promised us epic - a space adventure type of game that is being programmed by D.L.D. the team responsible for F-99 Retaliator - and Billy the Kid, a romp through history with one of the most infamous bandits of all time - William H Cobb. Ocean have also just announced two of their latest licences, Terminator 2 and The Simpsons, due to be released later on in the year.

## STARTING BLOCK - INFOGRADES

Infogrames have just announced that they will soon be releasing two special packs containing some of their past releases. The Red Starting Block contains Murders in Space, Tintin on the Moon and The Light Corridor. Infogrames have stressed the point that they are not compilations but three games enclosed in a binder.

The second pack, called The Blue Starting Block contains Welltris, North and South and Full Metal Planet. Both titles will be available soon. Price £49.99 each.



## ALCATRAZ - INFOGRADES

After the great success of Hostages, French software house Infogrames are proud to present their next release in the form of Alcatraz. The year is 1993 and a massive earthquake has forced the evacuation of Alcatraz.

The island has now been taken over by Miguel Tardiez, the Godfather of drugs. From here he operates a worldwide drug empire which is taking over the youth of the world. He will not hesitate to murder anyone who stands in his way.

You control a crack commando team who must destroy his operation at all costs. The game comprises several 3D Cellhouse levels, realistic graphics and sound effects, and various other actions available to your character.

Priced at £24.99 with a release date of early February.

## SOFTSELLERS BITE THE DUST

Mail order firm, Softsellers, have recently gone into liquidation, so please refrain from ordering any games from them.

This warning may come late for those of you who have already ordered games, so if this is the case, contact their official receivers for details and the possibility of compensation. Write to: Thompson and Patterson, 12 Lowerbrook Street, Ipswich.

Softsellers offer their apologies for any inconvenience that this may have caused.

## CODEMASTERS HIT THE HEIGHTS

What a month Codemasters have had! First, Gallup placed Guardian Angel, Quattro Adventure and Quattro Combat as the three top selling games in the UK, giving them chart positions one, two and three respectively. Not even the Beatles managed that!

Now the news gets even better. After many months of simply selling more software than anybody else, Codemasters has at last taken the number one spot in the Gallup Value of Units Sold chart as well. Now no-one can dispute the fact that they are one of the UK's favourite software houses.

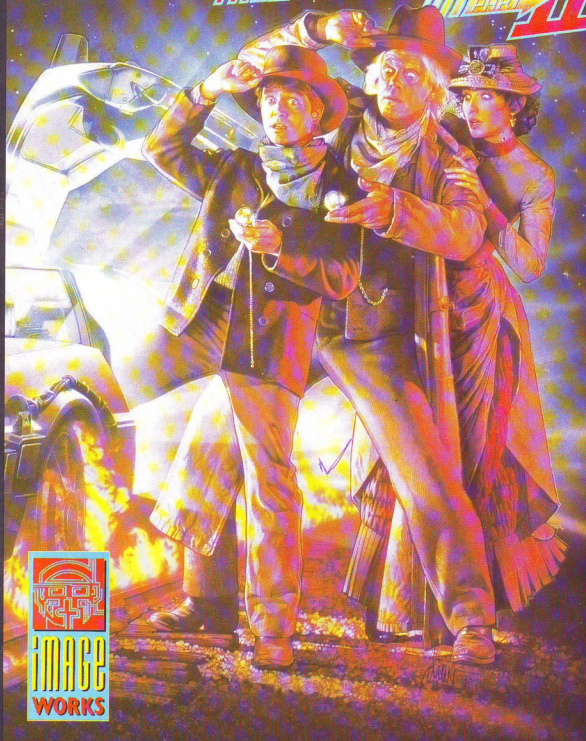
This phenomenal success can only be attributed to the better-than-ever-before product range and the fact that consumers know they're getting top-quality, extremely playable and highly polished games when they select Codemasters. So that's why Managing Director - David Darling - is playing with a silly hat!

It is only too often we see successful software houses drop their standards when riding high, so we sincerely hope that Codemasters don't follow in such footsteps.



COMING SOON...

# BACK TO THE FUTURE III PART III



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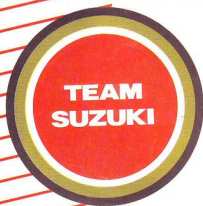
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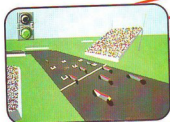
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# Probably the world's most playable coverdisk



JUPITER'S MASTERDRIVE - UBI SOFT



BUG BASH - BIG SHOT SOFTWARE



NITRO - PSYGNOSIS



TENTACLE - MILLENNIUM

Once again, ST Action manages to bring you another four demos to your home. What is it that we hope to achieve with a coverdisk? Well, hopefully, we give you a good enough look to gain a true impression of the games in question. It is the software industry's voice, in a manner of speaking.

In conjunction with the editorial work that accompanies each demo, we hope you feel informed and on top of the many happenings from the world's top development houses.

To demonstrate our international ventures, we have a demo from across the waters. The place of origin is Paris, and is all thanks to Ubi Soft.



## INTERSTELLAR INTERNATIONAL GAMING

Jupiter's Masterdrive is a fast, smooth driving game with a two-player option to increase the amount of fun to be gained.

French programming team P.O.F. talked exclusively to ST Action about their latest ST offering, giving the intimate details of their likes, dislikes, and what secrets they have from the past!

## KEEP BRITAIN TIDY

Big Shot offer us Bug Bash, a pleasant and colourful affair, where the object of the game is to tidy the garden that you live in, disposing of all the rubbish that has been carelessly strewn about.

To discover more about the game and its talented programmers, read the following pages.

## HAVE A BOOST, HAVE A NITRO

Well, actually, we have three Nitros. Not three versions of the game, but a Nitro game with a three player option where you can gather all your mates and race the night away!

## TIME PODS AND TENTACLES

Eldrich The Cat and Millennium have produced a demo of their latest project work, Tentacle. Involving the movement and distribution of time pods with the aid of your Tentacle craft. You must save your own race of people from the merciless mercenaries who are attempting to overrun civilisation.

Next month, we are planning on a really spectacular coverdisk, with some exceptionally good demos. Look out for an exclusive that will be accompanied by a special feature review but we're not giving anything away just yet. You'll have to buy the next issue of ST Action to find out more (that's a whole month to prepare yourselves!).

## BACK UP YOUR COVERDISK...

Firstly, unless told otherwise, make sure the disk's write-protect tab is in the open position (You should be able to hold up the disk and see through the hole) - this will stop you from accidentally damaging the disk. It really does make sense to back-up your disk before using it.

## SINGLE-SIDED OWNERS...

Format a blank disk and label it. Insert the original coverdisk into the drive and select all the icons except the folder labelled SIDE2. Drag the icons onto the DISK B icon and follow the on-screen prompts, inserting your newly formatted disk when the computer asks for disk B. When the copy process has finished you will have backed up side one of the coverdisk.

## FOR DOUBLE-SIDED OWNERS...

Double-sided disk drive owners will be able to open up the SIDE2 folder and copy these files onto their back-up disk. Unfortunately, single-sided owners will not be able to access side 2. Keep your original coverdisk in a safe place and use your backup at all times.

## COVERDISK FAULTY?

We can't guarantee that all of our coverdisks are 100% fault free. However, the odds of you actually having a faulty disk are pretty slim. If you think your disk has genuine problem then please return it to:

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SIDE  
1



Supporting our less well known software houses is important if you want to keep the British computer industry thriving. This month, ST Action brings you a stunner of a demo with Bug Bash, a horizontally scrolling shoot'em-up from a software house who deserve credit. In conjunction with Big Shot we bring you one complete level for you to play and enjoy to its fullest!

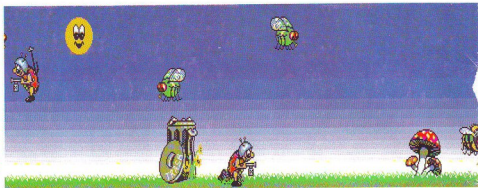


## HOW TO PLAY THE DEMO...

To begin clearing your garden of all its rubbish, double click on the BUGST.PRG. The game will now automatically load and you will be ready to play.

Initially, you appear at the side of a dustbin. By moving your Bug character about the land by means of a joystick, you must find all the trash items you can.

Collect each item by pulling down on the joystick and pressing fire (only one item can be collected at any time). Travel back to the dustbin, and dispose of the trash by pressing fire when over it. Use your insecticide gun to kill enemies and push up to fly instead of walk. Watch out for the end of level guardian!



# Bug Bash

B I G   S H O T



Do those 'Keep Britain Tidy' signs really work? They can be seen plastered onto everything that offers the space. I suppose they must have a certain degree of success, otherwise they wouldn't be displayed anywhere at all. In an attempt to aid the cleansing process of the filthy, decadent society we live in, Big Shot Software have released Bug Bash, the latest 'green' game to appear on the ST.

Phew! 'Heavy' environmental stuff but not to be taken lightly. Bug Bash has you controlling an unusual insect character who is trying desperately to keep his garden tidy. By collecting the various trash items and dropping them into a bin, you will become one step nearer to achieving your goal.

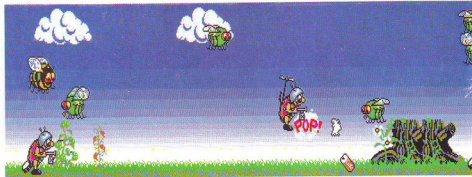
As if you hadn't got enough to contend with, there are large and totally unfriendly oversized creatures who will bash your bug's brains out at the end of each level unless you destroy them with your ultra-powerful insecticide!

The designer of Bug Bash, Adrian Cummings, has had a lot of experience when it comes to computers. A musical background and a draughtsman

profession have enabled him to be suitable to enter the competitive world of programming with an upper hand, as his past has given him experience in graphics and composing magnificent merry melodies!

Adrian began his computing career on a Sinclair ZX80, and slowly learned to program, simply by playing with its 'capabilities'. After eventually learning how to write in assembly language, he began work on Bug Bash which took him over a year to code.

The result of all his hard work is a very creditable product. Adrian may have been the original seed for the design of the game, but it was Rob Brooks that made Bug Bash bloom on the ST. Adrian now spends all of his time writing and producing games, so we hope to see more of his work in the future and perhaps another demo of another game in the months ahead. I want to thank both Adrian and Rob for helping to create this month's coverdisk demo, and thanks to Big Shot for their co-operation.



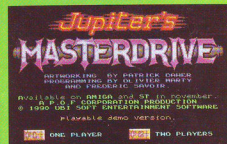




SIDE  
1



ST Action has gone European! This month's number one demo has been flowing here all the way from those magnificent French people who go under the name of Ubi Soft. Not only have we decided to smash the social barriers, but we have done it with style. Jupiter's Masterdrive is a two player fully playable racing game, which includes two full terrific levels!



## HOW TO PLAY THE DEMO...

To be able to participate in this exclusive speedy demo, you must double click on the file labelled MSTDRIVE.PRG. The game will now load and you will be ready to go.

Firstly, you must select whether you want to play in one or two player mode. Simply press the relevant key to proceed, as instructed on the screen.

On the starting grid, wait until the light turns green then accelerate away by pressing fire. You can shoot the opposition by pushing up on the joystick. It is a three lap race in all.

On the second level, collect the ten bonuses before your competitor. Use the radar at the base of the screen to plan your journey.

# Jupiter's M

U B I



*Modern French architecture leaves something to be desired. Never mind, these lads seem to like it.*

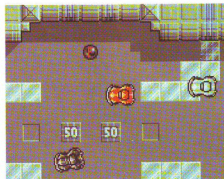
French publisher's Ubi Soft have decided to enter the fierce competition that is raging in the world of racing games. With games such as Nitro, Lotus Esprit Challenge, and Toyota Rally thriving on the home computer market, Jupiter's Masterdrive is up against the odds to make a success of itself.

So why have Ubi Soft attempted to match, and even better, the likes of the very high quality racing games mentioned above? The people in Paris explained: "During a meeting describing the lack of arcade programs which allow two people to play together, we had the idea of creating a car race offering the participants total independence."

It may seem simple so far, but technically, it is always a great feat to accomplish a good, multi-player game where there are two or more playing areas that run separately. Ubi Soft agreed: "This objective posed numerous technical problems (such as two multi-directional scrollings independent of one another).

We had also wanted the steering to adapt itself to the player's actions as naturally as possible. It was important for us to take maximum advantage of the machines on which we were developing, so that is why the program turns 50 images per second on the Amiga, and 25 images per second on the ST. Thus, we have tried to obtain a playability worthy of a game that you could find in an arcade or on a console."

When it comes to French development houses,

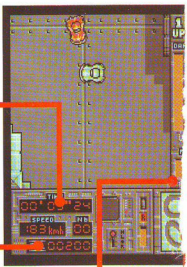


*The race is in progress, and the competition is fierce. If you collect the objects that litter the track, they may be able to help you to gain the lead and finish ahead of the rest.*

## TWO PLAYER MAST

*There is a time limit in which to complete each level. You can collect timers on the track which will give you more breathing space.*

*Credits are important if you want to achieve victories at a later date.*



*Carefully watch the fuel level at all times. Fortunately, extra fuel can be collected which will prove extremely vital in the later stages.*

I must admit to being a little ignorant. Masterdrive was programmed by P.O.F. Just who are P.O.F. you may wonder? Well, read on, and hopefully, I can enlighten you.

Patrick Daher is a graphic artist who has been addicted to video games since the first consoles appeared. It wasn't until 1985 that he left his studies to concentrate on home computer graphic creation. He wrote several small programs that were developed mostly on the Amstrad. It was when Ubi Soft devised Zombi that Patrick achieved his first commercial success.

Patrick's game favourites vary greatly from shoot-em-ups to RPG. According to him, he

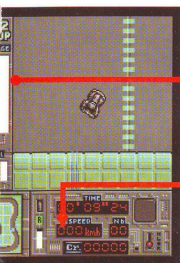


*At the beginning of level two, the two competitors face away from each other. I thought that when people were to participate in a duel, they were supposed to face each other.*

# Masterdrive

S O F T

## MASTERDRIVE MAYHEM!



The bar chart illustrates the amount of damage to your car.

Your speed is digitally displayed here, and can be compared with your opponent's which is shown opposite.

is the diagram of the circuit you will be racing around. It will also tell you the position of your opponents by means of colored blocks.



The P.O.F. Corporation are responsible for Masterdrive, but who's responsible for those shades!

directing commercials at Radio Television Luxembourg. Frederic often plays in the video arcades and has a considerable weakness for *cute* games such as New Zealand Story and, like Patrick, the Bubble Bobble series.

The three men joined forces to unite their skills under the name of the P.O.F. Corporation, and as a result, Jupiter's Masterdrive appeared.

As for what the team have planned in the future, they have just begun programming a cutey, arcade game called Tetanos Valley. They remarked: "We hope it will be an original title in this area of programming that we are particularly interested in." They then sagely added: "We are working on other projects that we prefer to keep secret."

Masterdrive seems to offer more variety in terms of gameplay than most of the other games in the racing genre as the object of each level differs. On the demo, you will see just two gaming aspects. The first is simply to race around the circuit, beating your opponents to the checkered flag. On the second level, you must collect 10 items before your opposite number does. Complete this, and you are then ready to go out and buy the game!

If Jupiter's Masterdrive has managed to draw out all of the combined talents of the P.O.F. Corporation, it should be a hit. The best way to discover the worth of Masterdrive is to boot-up the demo on this month's coverdisk. Give it a go and see what you make of it!

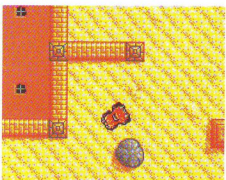
spends most of his spare time playing Elite, Blood Money, Dungeon Master, and the Sierra and Bubble Bobble series of games.

By 1988, Patrick had teamed up with Olivier Marty who had contacted Ubi Soft to offer his services. Before that, Olivier had been studying for a degree in engineering. The product that evolved from the two was Night Hunter which was created on the ST. Olivier describes himself as a reflex gamesplayer with his favourites being Tetris and Puznic, although he has a tendency to be found playing adventure games.

Meanwhile, Ubi Soft had hired Amiga programmer, Frederic Savori. His background involved



Charging around the track, you and your opponent suddenly find yourselves converging together on the vital bonus that will contribute towards your quest for the total of 10.



The option is always open to take a cross-country route. Depending on your manoeuvring skills, you may find it much quicker or the many obstacles may prove too much of a hindrance.

This is a section of the track where you can take a much needed relaxation period, but only for a very short while, as the following road becomes more difficult and winding.

SIDE  
2



Listen to the power of Formula One engines, and smell that oil in Psygnosis' exhilarating racing game. Once you've exhausted yourself on the racetrack, take a peek at the highly promising Tentacle.



## HOW TO PLAY THE DEMO...

To boot-up Nitro or Tentacle, click on the SIDE2 folder to open it. If you wish to play Nitro, open the NITRO folder. From here, you must double click on the file called NITRO.TOS.

Once Nitro is ready to play, you can determine how many players you want participating by pressing fire on the joysticks or Shift on the keyboard. The other keys for keyboard players are Z for left, and X for right. Collect fuel and cash to improve your chances of surviving.

Tentacle can be loaded by simply double clicking on the TENTACLE.TOS file. The non-playable demo will then begin to run, allowing you to have a sneak preview at what looks to be a potentially excellent game.

# Nitro

PSYGNOSIS

Psygnosis have captured the speed and excitement of motor racing with the four-wheeled, three player high performance car game, Nitro.

ST Action have managed to catch up with the game, and present you, our readers, with a fully playable demo, consisting of many terrific levels on which to scream along.

In Nitro, you compete against three other players, with the option of having up to three human players participating. Not only must you muster up all the driving skills you possess, a great deal of good judgement is required as you'll have to decide when to press on and when to take a detour to collect vital fuel icons and cash with which to enhance your vehicle at the end of each level.

Nitro is a great sporting achievement from Psygnosis. If you're looking for a fast multi-player racing game that relies on arcade playability to create great fun, then Nitro is for you.

We highly rated it in January's issue of ST Action, awarding it a very respectable 82%, so we recommend that you save your money and put Nitro on the top of your shopping list priorities. But why am I telling you all this? Load the demo and see for yourselves!



# Tentacle

MILLENNIUM

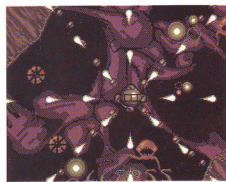
Yet again, we see Eldrich the Cat on the ST Action coverdisk. Last time, we had a demo of their Flimbo's Quest. This month, we have Tentacle - a strategy shoot-'em-up with an inventive storyline that will have you awaiting the playable game with eager anticipation.

To summarise the basic concept of Tentacle, you must prevent an incredibly powerful alien force from overwhelming your own people on your home planet.

To complicate matters, this involves a certain amount of time travel and the distribution of time pods. A lot more information on this will be given in next month's issue, when we are hoping to have a completely playable demo of what looks to be a superb game.

In the meantime, what else can ST Action tell you? Well, Tentacle has been in development for four months now, and the full version should be completed around March, to be then published under the Millennium label.

The names to be associated with bringing Tentacle to our screens are graphic artists Jimmy Savage, Mark Jones, and Martin Calvert. Masters of music Tim Wright and Steve Wetherill provide ecstasy for the ears, and co-founder and director Mark McCubbin was responsible for the design and coding.



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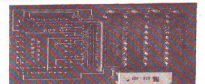
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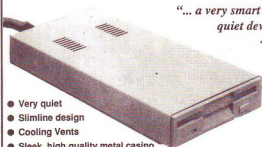
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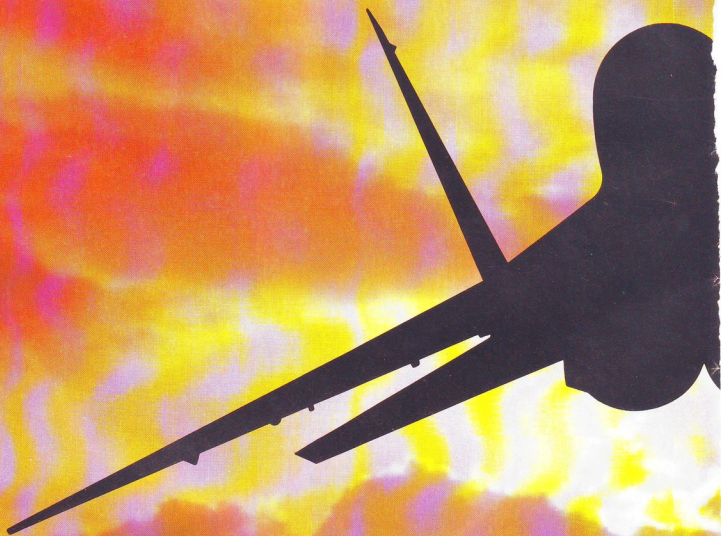


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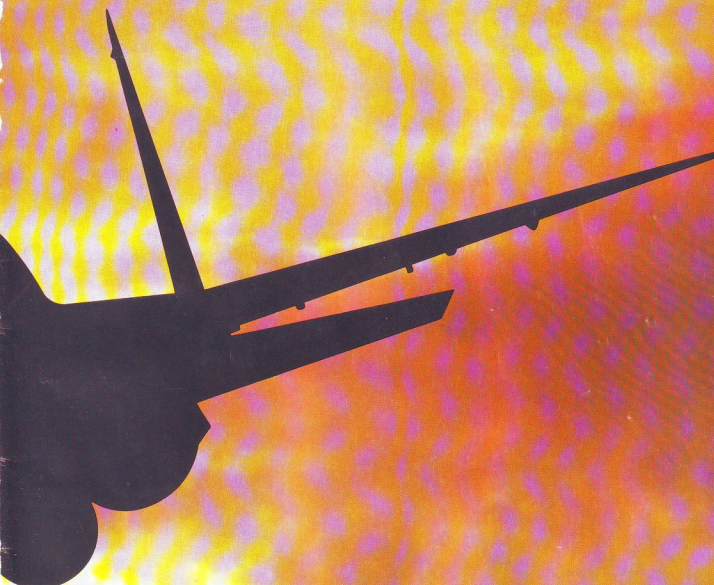
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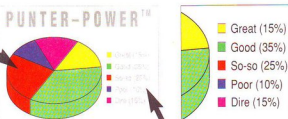
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# TEAM WORK

That's what's involved in producing the most entertaining and informative pages around. Here's the low-down on how it's done and how you the Punter can become part of the action...

## THE SCORE PANEL EXPLAINED

The Punter-Power™ Pie Chart itself. The pie is divided in to five colour coded sections. By looking at how large each pie section is you can tell what proportion of our panelists had what opinion of the game.



Not much explanation needed here. Name of the game under scrutiny and the all important price tag in pounds and pence including VAT.

GAME: SAMPLE GAME  
PRICE: £19.99

Throughout our testing, the thing that became obvious about Sample Game is that it has real depth of gameplay. No sooner have you completed one 'brain teaser' than the next is upon you. Some of the problems you may find are just a little bit irrational but for the most part they are gripping and challenging. The gameplay is enhanced by some excellent 3D graphics with stunning backdrops to add a touch of realism. The game is only marred by a lack of solid sound effects. Overall a very interesting game.

The key on the left of the pie chart details what level of appeal each sector colour represents. These appeal levels correspond to what each Punter-Panelist thought of the game in question from 'Great' right down to 'Dire'. The key also gives the exact percentage of panelists voting for each level of appeal. In this example, 15% of panelists thought the game was 'Great', 35% thought it was 'Good' and so on.

Gameplay is above sound and graphics for a reason - we know it's more important! Gameplay is the factor behind whether your £20+ investment will stand the test of time. Ratings from 1 (Noughts and Crosses ZX81 style) to 10 (More fun than a night with Kim Basinger!). The example here shows a score of 7 which is good.

GAMEPLAY: ██████████  
SOUND: ██████  
GRAPHICS: ██████████

The comment text summarises what the reviewers and panelists thought of the game. This text has been designed to highlight reasons why games were marked up or down.

Pretty simple really - it's the good old bar chart. How good the sound and graphics are - from 0 (none at all) up to 10 (state-of-the-art). The example shows 3 for sound and 8 for graphics.

If you're after a snappy answer to 'is this game worth buying?', then check out the overall rating. Pie chart data is only one of the factors used in the overall rating. Scores of 75%+ are excellent games that will not disappoint. From 50-75% are games that are good solid products but maybe lack that state-of-the-art graphic sparkle or 'just-one-more-go' gameplay. Below 50% it's all downhill and we really would advise you to try before you buy. Remember the overall score is only one indicator - read the review as a whole to get the complete picture.

RATING=75%

ST Action is keen to acknowledge the fact that you, the consumers, are the most important judges of whether software is good, bad, indifferent or downright dreadful.

We have therefore developed the ultimate in games rating systems, a system like no other before! No longer do you have to place your trust into the hands of a reviewer. All ST Action's scores are now decided by the people for the people (with a little help from our team).

### Punter-panelist open sessions

STA holds regular open sessions, during which ST owners are invited to play the very latest games for their machine. During the gamesplaying sessions, ST Action reviewers are on hand to offer help and advice to anyone experiencing difficulties with a game, thus making sure everyone sees every possible aspect of the games under scrutiny.

Having played a game and seen all it has to offer, panelists are asked to fill in a detailed questionnaire detailing their thoughts about the game. When writing up reviews our team uses these questionnaires as a primary source of information.

So into each review goes countless hours of playtesting from not only our team but also a veritable army of punter panelists. The best of both worlds - a team of talented and experienced reviewers and an army of enthusiastic consumers who know what it's like to spend £20 or more on a piece of computer entertainment software.

### The Punter-Power™ score panel

The ST Action Punter-Power™ score panel was created to best display the findings of the punters. By simply taking a quick glance at the panel, you'll be able to determine just how good a game is.

Of course there's an overall rating, but we've also managed to include a summarising comment; gameplay, sound and graphics indicators; and details of the game's official title and price. Finally, you'll also notice the Punter-Power™ Pie Chart.

### And there's more...

In addition to our revolutionary new scoring system we've also improved the presentation of the reviews. Using the most up-to-date technology, we can now offer you even more in the way of state-of-the-art layouts.

We've invested huge amounts of time and money to bring you the best quality screenshots you're ever likely to see. With this new technology you can now see even more aspects of the games in the form of our perfectly joined Digi-Scape™ sequences showing how the detailed mechanics of games work.

There's also the feature we've christened Roll Call™ - enlarged, colourful pictures of the major characters in the game, taken straight from the screen. A lot of time and effort goes into producing these to add to your enjoyment of the review.

Labelled screen pictures are also used to point out important sprites, icons and other graphic detail. Combine these with the informative captions and body text and you've got the best guide to buying entertainment software possible.

### Calling all potential panelists

If you live in the Manchester area and would like to be a Punter-Panelist why not drop us a line. We're currently creating a database of willing volunteers who would like to take part and everyone is welcome.

So, if you'd like further details visit (including your phone number if you have one) to:

Alan McLachlan, STA Punter-Power™, Europa House, Adlington Park, Macclesfield, Cheshire. SK10 4NP.



# cat and mouse



**Sometimes the**

*SO WHEN ITS LIFE OR DEATH*

**Situation Allows**

*CONFLICT ON YOUR COMPUTER GAME*

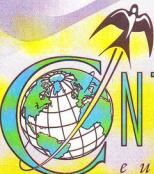
**No Second**

*YOU CAN RELY ON CONTRIVER!*

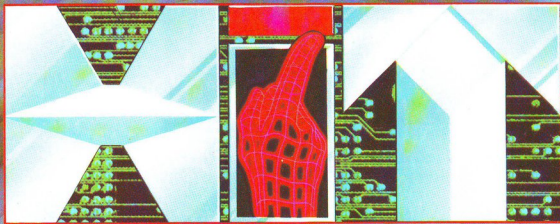
**Chances...**

*BREEDER OF SMART MICE!*

**By**

**CONTRIVER**  
europe ltd

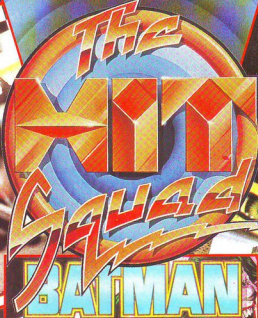
# THE BUTTON HAS BEEN



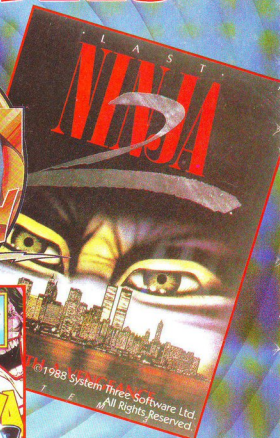
TO LAUNCH A BRAND NEW RANGE OF

# 16 BIT TITLES

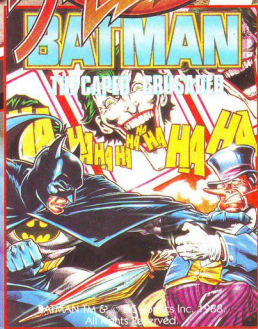
FROM



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RETIKREK  
Game © 1988 Electric Dreams Software.



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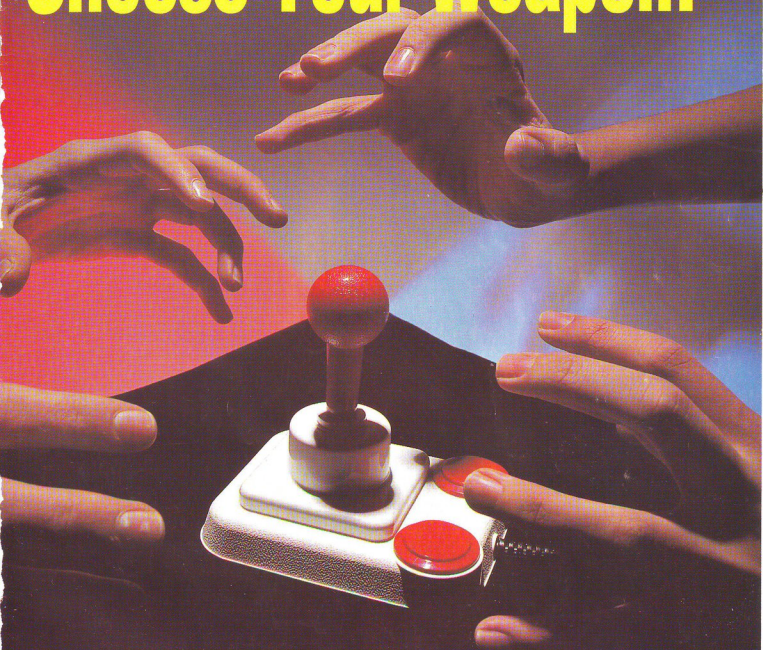
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## HIT NAMES • HIT GAMES • HIT SQUAD

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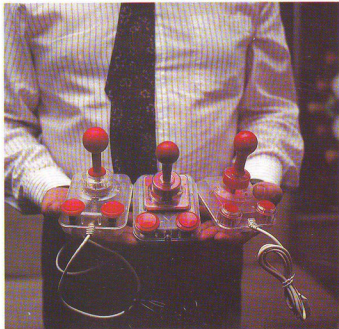
# Choose Your Weapon!



The ST Action team brings you a special in-depth look at a selection of the major joysticks available for the ST. In addition there's a chat with a well known manufacturer and the low down on what really goes on behind the scenes. It's your definitive guide to find yourself the definitive weapon!



Ernest Eward, the Managing Director, believes his joysticks are the best in the world. The Competition Pro Range has been in existence for over eight years!



Often copied, the Competition Pro's image is renowned all over the world. Can you spot which of these is the genuine article and which are the fakes?

# DYNAMIC TOOLS OF T

**Although most of you use one, not that many of you will actually know how one is made and put together. We are, of course, talking about joysticks. So, to set your minds at ease, we sent one of our most experienced journalists, Nick Clarkson, down to Oldham to visit Dynamics – a very reputable joystick manufacturer. There he spoke to Ernest Eward, Dynamic's Managing Director.**

**Q:** How many different joysticks do you produce?

**A:** We produce about nine or ten regulars and occasionally we bring out some additional sticks that we call specials. The Combat Pro – a standard Pro 5000 with a camouflaged body – and the special World Cup Series Pro 5000 in the colours of World Cup teams – are two line examples.

**Q:** How many joysticks do you produce in a week?

**A:** An average week sees about 6,000 made but if we pull out all stops we can produce about 8,000. Quite a lot don't you agree?

**Q:** What is the demand like for joysticks worldwide?

**A:** We export our joysticks all around the world and at this time of the year for instance, from just two customers alone, I receive orders totalling over 50,000.

**Q:** How do you fix all the components and screw all the micro-switches onto the joysticks?

**A:** We have a specific department

for that but in some cases we use what we call outletters. They work elsewhere and come in during the day to drop them off.

**Q:** On the Comp Pro Extra there is a slow motion switch. Can you explain its use?

**A:** The switch slows down your character – person, monster, vehicle or whatever it is that you are controlling. This idea was intended to offer the expert gamer more of a challenge.

**Q:** Who is responsible for the moulding of the components?

**A:** We have a man in Leeds who does this, as well as other things. Last Christmas he was moulding 24 hours a day, seven days a week, just so that we could comply with our deadline.

**Q:** Are your present joysticks compatible with all models of home computer?

**A:** Yes. All our joysticks can be used with any computer except for the consoles. We looked into them and found it almost impossible to

make a joystick that has two or even three separate fire-buttons like the Sega paddle.

**Q:** Have you any plans for next year involving mice and/or other peripherals?

**A:** Definitely. Most people use the standard Atari mouse, which, although quite good, has a restricted life expectancy. So we are planning a new mouse that should override the problem.

**Q:** Dynamics has become a brand name in joysticks and you have earned yourselves a fine reputation for quality. How do you do it?

**A:** We develop it, we make it and we market it. The Competition Pro name has become the strongest thing in joysticks. I could show you joysticks other companies have made trying to imitate our own.

Well, that concludes the interview. We at ST Action would like to offer our thanks to Dynamic's Managing Director – Mr Ernest Eward – for all his time and effort, given willingly to bring this interview to you.

Moulded plastic handle attached to shaft

Shaft passes through a large block of rubber

Four microswitches placed at right angles to each other around shaft

The shaft has a wide rim on its end, wide enough to activate one or two microswitches when moved away from its central position

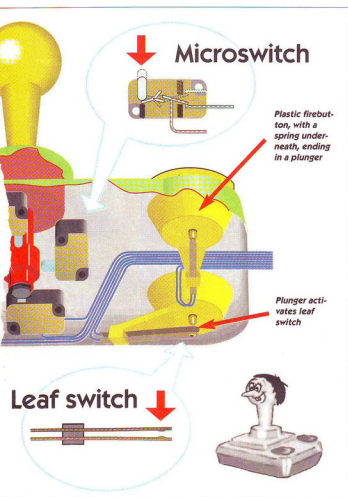


## WHAT MAKES A STICK TICK?



During the summer months sales tend to relax. However, the 1990 World Cup provided Dynamics with a golden opportunity to mix and match their sticks.

# THE TRADE



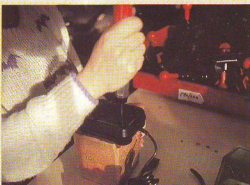
## IN THE MAKING



The skilled workers have all the components close at hand. The top section comes with the stick already in place. The buttons are the first parts to be added.



The micro switches are some of the few parts that are imported. Carefully positioned in the base, all the switches are thoroughly tested before the stick is passed.



The sticks are finally made. The workers have all the necessary equipment close at hand. That includes an electronic testing device on which every stick is used.



Dynamics' latest project, the Combat, features two-tone molds. As you can see they are going to be available in abundance and market reserch indicates they're going to be big.



## CHEETAH MACH I £10.95

The Mach I has been available for quite a while now. Cheetah's original joystick fitted comfortably in the hand, and came with four fire buttons (two on the stick and two on the base), accommodating both left-handed and right-handed gamers. Most importantly, the joystick felt and played perfectly. Its response was perfect and it moved smoothly in and out of positions.

Unfortunately, the Mach I

seems to have changed from its earlier days. When new it tends to stick in some positions, and the stiffness in its manoeuvrability seems to have disappeared. This creates a very loose and occasionally uncontrollable joystick.

All things considered, the latest Mach I joystick still proves value for money and is tough enough to stand up against the rigours of any kind of gaming, despite its flimsy feel.



## QUICKJOY SUPERCHARGER £9.95

The strikingly coloured Quickjoy II is one of many types of joystick from the popular Quickjoy company. It comes complete with two stick-mounted fire buttons that convey a pleasing microswitch feel when pressed. This will make any gamer believe he has good control over the fire buttons.

The stick manoeuvres easily without being loose. It fits well in the hand, although some of you may suffer the problem of occa-

sionally trapping the skin of your hands between the stick and base when wrenching it left or right. Also the stick is relatively short, leading to your hand resting heavily on the base.

The other problem is that there isn't a single fire button on the base. Even so, it should prove more than satisfactory for those who don't like stiff joysticks and don't mind a stick-mounted fire button.



## QUICKJOY SUPERBOARD £17.95

This rather clumsy looking chunk of moulded red and black plastic isn't as bad as it appears. Don't be perturbed by this stick's incredible number of fire buttons and other various switches. All the fire buttons feel perfect and are extremely responsive. With many different fire button positions, there should be at least one that you will find to your liking. However, the number of fire buttons means the base is enormous and

therefore the joystick is too large to be hand-held.

There's also a stop-watch that you can utilise with the switches underneath the LCD display, not forgetting the two batteries that are required.

Overall, the Quickjoy Superboard manoeuvres well and responds admirably to your actions, but it is clumsy and you may find a smaller, easier to grip joystick much more favourable.



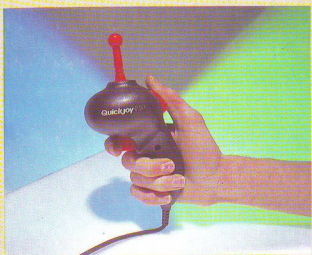
## QUICKJOY MEGABOARD £24.95

This is even larger than the Superboard which means it's even clumsier. There is no way you can hold the beast in your hands! However, the hand grip is moulded nicely, allowing you to grip it firmly.

Unfortunately, the fire buttons aren't as responsive as we would have liked. There are times when you click them that the result is a blank. The fire buttons on the base are the worst culprits of this

response flaw, and sometimes, no matter how hard you hit them, you can't get your action to register.

There are two stop-watches: one that counts up and the other down. There's also an option to slow down your on-screen character's movement to increase the challenge, but it's not a major attraction, as games become too difficult when you are unable to manoeuvre at the normal speed on the screen.



## QUICKJOY 120 £5.95

Problems occur with the Quickjoy 120 before you even begin playing a game. When you go to grasp it, you are presented with the dilemma of which hand to hold it in. Once this has been decided, you will initially find difficulty in mastering its feel, due to the unusual design.

The leaf switch design has a very breakable feel to it. Although the casing seems as though it could withstand quite a

lot of bumping and bashing, the actual stick consists of a thin plastic shaft that is destined to become damaged.

Finding the diagonal directions isn't particularly easy, especially during frantic shoot-em-ups. The fire buttons may seem unimpressive with not even a satisfying click emitted when pressed, but they actually feel quite strong and solid, offering a fast rate of fire.



## KONIX SPEEDING £11.99

The weird and wonderfully shaped Speeding is uniquely styled. It has been carefully produced to fit snugly into the hand (both left and right-handed versions are available). The rather short stick shouldn't really be a problem once you have become used to the way it handles, and accessing all eight directions can be done with ease, centring quickly and decisively.

The extraordinarily positioned

fire button is in exactly the correct position for your index finger, enabling you to make use of your most sensitive digit. Due to this, executing the button can be done speedily and devastatingly!

Unfortunately, even though it can be gripped firmly, you'll find that because you have such a large volume in one hand, that hand will ache until you become accustomed to the unusual handling method.



## COMPETITION PRO 5000 £15.50

This has long been a favourite with many gamers, mainly because of its sturdiness. Two base-mounted fire buttons make it simple to use for left or right handed people, and the strong microswitched shaft shouldn't cause you any problems. It's nice to hear the reassuring click as the handles centres itself. The whole thing works well and fits into the hand quite comfortably.

The stick is now available in

a variety of colours. There's even the World Cup series decorated in the colours of various international football teams that took part in the Italia 90 competition last year.

An autofire option is included and this helps to make it one of the few joysticks that you can't really go wrong with.

Although it's similar to the Zipstick in style, you'll prefer it if you like a stiff handle.



## QUICKJOY TOPSTAR £23.95

The most noticeable feature is its heavy, sturdy base. For a joystick with no base fire buttons, you won't find a better balanced and weighted piece of equipment. It's a shame that the remaining parts are only fit for criticism.

When manoeuvred, the stick tends to stick. This is because the springs aren't strong enough to centre the joystick automatically. Also contained within the base case are four shock absorbers.

This may seem a rather strange addition, but it's even stranger when you realise that they serve no useful purpose whatsoever. They just cannot absorb shock! It seems to be a cheap gimmick to sell units.

The stick looks quite attractive but that's as far as it goes. It's only aesthetic letdown is the awful brown which the shaft is coloured. For playability, this one doesn't rate very highly.



## EUROMAX ZIPSTIK £14.95

Wow! What a demon. This is the joystick that Doty really likes. It is very similar to the Competition Pro in many respects, although we found that its fire buttons react much more successfully than the Pro. The shaft, though, isn't quite as tight and can be moved around much more freely and with far better results.

The only real gripe is the position of the autofire. A minority of people will find that it sticks

into their hand if they hold the joystick a certain way. This is obviously incredibly uncomfortable for the people concerned (our Alan happens to be one of them) and creates a major problem in using it.

Fortunately, a version of the joystick without an autofire is available.

In the end, this is the stick that came out tops on our overall rating guide.



## QUICKJOY JET FIGHTER £13.95

The Jet Fighter looks cheap and feels cheap. While manoeuvring the stick, you may find yourself wondering how tough the joystick is, and whether it would survive a short fall from the top of your computer desk. Actually, we can tell you the answer to that poser. After toppling it over a three foot drop, the plastic casing on the stick split slightly in half, but at least it held together!

The Jet Fighter suffers from

microswitch fire buttons that require you to release too much pressure from them before they are ready to be pressed again. This leads to rapid fire problems, and the autofire option doesn't redeem this as it functions poorly.

As usual with fire buttons mounted on the top of the stick, you will need good thumb reflexes which most people lack, and hence the popularity of base and front-mounted fire buttons.



## GIMME THE FACTS, MAN!

### KEY:

- A** - Autofire
- D** - Durability
- E** - Ergonomics
- R** - Response
- V** - Value for money
- W** - Warranty (months)

Rank	Make	Joystick	A	D	E	R	V	W	Comment
1	Euromax	Zipstik	Optional	8	9	9	9	6	Not as strong as it could be
2	Dynamics	Comp Pro 5000	Optional	9	9	8	9	24	Too stiff for some people
3	Konix	Speedking	Optional	8	8	9	9	12	Unusual stick needs getting used to
4	Cheetah	Mach I	Y	9	9	7	8	12	Loose stick hinders accurate control
5	Quickjoy	Supercharger	Y	8	7	8	8	12	Should get your money's worth
6	Quickjoy	Superboard	Y	8	7	9	7	12	Responds well but too large
7	Quickjoy	TopStar	Y	7	8	6	5	12	Very pricey for what it is
8	Quickjoy	Jet Fighter	Y	3	6	6	4	12	Fire buttons not responsive enough
9	Quickjoy	120	Y	5	7	4	6	12	Small and nasty. Should be avoided
10	Quickjoy	Megaboard	Y	4	4	4	2	12	Gimmicks don't compensate.

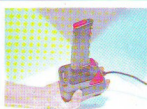
## Further details...

**Dynamics Marketing:** New Coin St. Royton, Oldham OL2 6JZ. Tel: 061-626 7222

**Euromax Electronics:** Bessingby Ind Estate, Bridlington.

**Cheetah Marketing:** Norbury House, Norbury Road, Fairwater, Cardiff CF5 3AS. 0222 555525

**Quickjoy:** Unit 27, Northfield Ind. Estate, Beresford Ave, Wembley, Middlesex HA0 1NU. Tel: 081-900 0024



### Alan

*I'm a fan of the Euromax Zipstik although I always seem to perform better on the computer screen with the Cheetah Mach I. I've used a Mach I for a number of years and must confess to it being my overall favourite. If you prefer a loose but strong and responsive joystick, then I'd go for the Mach I.*



### Jason

*As the Action's Joint Kick Off II champ, I need a stick that can adapt to my speed and strength. And with similar qualifications, the Zipstik is definitely the one for me. The fire buttons are easily accessible and very responsive, making light work of any game needing fast reactions and accuracy.*



### Paul

*It's alright everyone opting for the looser type of joystick, but my favourite is the very popular Pro 5000. The stiff stick requires a firm grip but needs little movement before the response is shown on the screen. You know when you use it, that you have a tough, sturdy, and responsive joystick.*



QUICK GUN

TURBO

PROFI

2 FIRE BUTTONS

LED CONTROL FOR AUTO FIRE

2 FIRE BUTTONS

- 8 MICROSWITCHES
- 4 FIRE BUTTONS
- LED CONTROL FOR AUTO FIRE
- SWITCH FROM NORMAL TO AUTO FIRE
- 4 SUCTION FEET

SWITCH FROM NORMAL TO AUTO FIRE

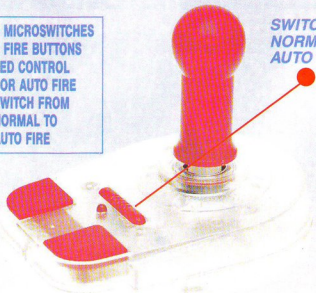
# The Top Line

LED CONTROL FOR AUTO FIRE

2 FIRE BUTTONS

- 6 MICROSWITCHES
- 2 FIRE BUTTONS
- LED CONTROL FOR AUTO FIRE
- SWITCH FROM NORMAL TO AUTO FIRE

SWITCH FROM NORMAL TO AUTO FIRE

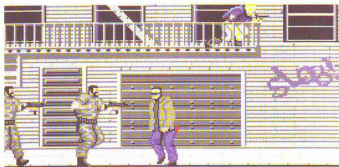


PRO

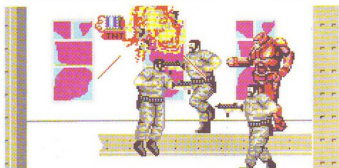
TURBO



After you complete a level you are presented with a progress screen that indicates how many criminals you have captured and how many are left. The bars on the first criminal represent a conviction, the others are still on the run.



Whilst on patrol, you uncover a derelict warehouse being used to store drugs and armaments. Taking cover on the fire escape, you begin to scout around and are noticed by some machine-gun carrying security guards. Time for a quick exit!



After your promotion, you are presented with an exo-suit. You and it are put to the test when you are alerted, by radio, to an enemy hideout. Unfortunately, they were warned of your presence and have planted dynamite to stop your advances.



# ESWAT

U.S.

Criminals are running amok and law and order has reached an all time low in Cyber City. Rape, theft, drug dealing and prostitution are an everyday occurrence here in the city of corruption. Only ESWAT (Enhanced Special Weapons And Tactics), an elite division of the Cyberpolice, are capable of restoring peace.

First you must prove that you can handle yourself on the streets as a regular SWAT cop. Survive your missions, impress your superiors, earn your stripes and then if you are brave enough, you just might get the chance to enter the elite forces of the ESWAT squad.

After your application is accepted, you will patrol the streets equipped with a cybernetic exo-suit and armed with the latest in firepower, including duo laser-cannons. You will have the power to make even the most street worthy punk quiver in fear.

ESWAT is an arcade conversion of a game received quite well by the gaming public. You play one of the two supercops in 15 levels of horizontal scrolling, infested with badguys and crawling with filth. Just like the arcade version the game can be played by one or two players simultaneously, allowing for extra firepower and a greater cover.

Your first task is to work your way up the ranks from Captain to Chief and finally to an ESWAT officer. To do this you must locate and capture three known felons, all hiding out on the first three levels. Once this has been done you gain possession of your exo-suit and can begin to wipe the crime off the streets of Cyber City.

In ESWAT you must work your way from left to right shooting all your enemies with your police issue pistol and generally rid the streets of scum. At the end of each level there is a well known criminal who tries to defy capture by letting loose his secret weapon, which can be anything from a fire-breathing body-guard to an extremely large and ferocious tiger.

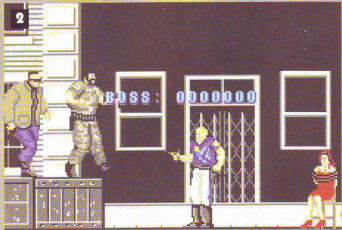
Most of the end of level guardians are wanted criminals so they will stop at nothing to retain their freedom, even resorting to violence! These adversaries are defeated by multiple hits to the body or head with either a gun or alternatively - to display your vast knowledge in martial arts - a bone-cracking kick. The enemies have an energy bar on screen that, when hit, depletes until there is no more left, resulting in their capture.

After completing the first three levels and gaining your stripes, you

## IN THE WORDS OF DIRTY HARRY -



Proceeding with caution, you decide to take a look down an alleyway for any signs of disturbance. What you disturbed is that happy with you and tries to ask you politely to move. That didn't work so he tries to barbecue you instead.

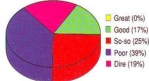


With only two hoods left to dispose of and the beautiful Mabel in your sights, nothing can go wrong. Unfortunately, Boomerang - her captor - appears and tries to put an end to you once and for all. Can you save Mabel? Only time will tell.

# ESWAT


GOLD

## PUNTER-POWER™



GAME: ESWAT  
PRICE: £24.95

Although ESWAT made quite a good coin-op, this conversion by U.S. Gold fails to live up to the usually high standards set by the Birmingham based software house. A past record of some of the best coin-op conversions in the business: *Strider*, *Ghouls and Ghosts*, *Gauntlet II*, unfortunately didn't have much bearing on this attempt. Don't get me wrong, the game isn't bad; in fact it's quite playable once you start to get into it a little. The graphics are large and colourful but on inspection turn out to be rather blocky and the animation falls well short of brilliance. Sound has been restricted to gunshots and death cries, which, after continual bombardment of the eardrums, can become repetitive. Another point to mention is the instability of the game. With over 16 levels of gameplay and numerous enemies to capture, you are sure to get excellent value for money. A reasonable attempt that might appeal to all you scrolling shoot 'em-up fans but don't expect anything extraordinary to blast out of your machine.

GAMEPLAY:   
SOUND:   
GRAPHICS: 

RATING=67%

acquire the use of an exo-suit which comes with built in duo laser-cannons and allows you to sustain more hits from the armoury of weapons being used on the police force every day by the thugs.

Once you are an officer of ESWAT various extra weapons get dropped down to you from your helicopter pals, Airbourne Assistance. These weapons can be anything from fireballs to eight-way laser beams, which all come in handy for the confrontation with the end of level adversaries.

After completing each level, there's a short animated sequence that shows the captured criminal being read his rights and shoved in the slammer. Once you have taken a short break you are led into the de-briefing centre and shown a mugshot of the next criminal you must apprehend, then it's back out onto the streets for another exciting day in the life of an ESWAT officer.

One thing that improves the gameplay immeasurably is the two-player option. You, as player one, can start a game and complete the first two levels. Then, when things really start hotting up, you can pause it, grab a friend and he can then join in, which will increase your chances of successfully completing the mission.

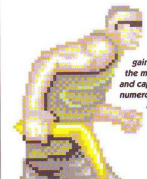
Jason

## ALL POINTS BULLETIN...

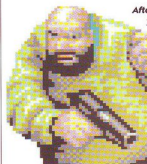


In order to gain your stripes and your exo-suit you must capture the criminals at the end of the first three levels and transport them to the jailhouse. The end of level one

guardian is relatively easy compared to the rest of them. When he appears on the screen, he shoots a mean fireball from his shield and then turns into a ball and flies across the screen knocking you out of the way - if you are fast enough to stay in the way that is!

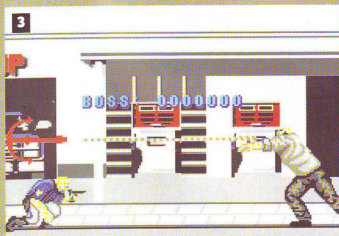


After facing the perils of level one, you manage to fight your way towards the end of level two and come face-to-face with Boomerang, level two's renegade criminal. Cunningly, and for a little bargaining power, Boomerang has kidnapped the mayor's daughter, Mabel. To rescue her, and capture the criminal, you have to duck the numerous boomerangs thrown by your enemy and shoot him when his body is visible. Just make sure that you don't hit the Mayor's daughter!



After rescuing the Mayor's beloved daughter, you have your promotion and the exo-suit in your sights. The only thing stopping you is a villainous felon by the name of Anchorman, armed with - yes you've guessed it - an anchor. Not any old anchor but an extremely large anchor that comes equipped with a throwing rope and can do some pretty serious damage if needs be. Once you have defeated him, you can report to your superiors and claim that well earned exo-suit.

## GO AHEAD PUNK... MAKE MY DAY



After completing the first two levels, you come to the last of the three trial criminals - capture him and the suit is yours. Only one thing is stopping you and that weighs about a ton and is used to stop ships from floating away.



Your pains and problems have all been for this metallic masterpiece. Now that it's finally yours you can try it out on the more deserving causes - namely the scum of Cyber City. The E.S.W.A.T. badge of justice, there's no better thing to hold.

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# Turtley Terrific Facts

With all the hype surrounding the release of Teenage Mutant Hero Turtles, we decided to head on down to London and pay a visit to Image Works and find out the facts. Armed with only a tape recorder and their wits, our two intrepid journalists - Jason Dutton and Alan Bunker, braved the depths of the subways and the chaos of the roads in their search for truth and justice.

After arriving at Image Works, we were introduced to Cathy Campos - Image Works head of PR and began our interrogation into the revealing facts of our slimy green friends. After much sweating and various changes of clothing, Cathy decided on reinforcements and brought into the battle Joe Bonar - Probe's Production Manager.

**Q:** Cathy, what is your opinion on the acquisition of the Turtles licence?

**A:** I'm not actually saying this because we acquired it, but I think that it is good for the industry that somebody else got the license instead of only one or two companies being involved.

**Q:** Where did the idea for the conversion come from? Most people will be expecting a coin-op conversion, whereas the game you are marketing has been taken from the Nintendo version?

**A:** Surprisingly enough, many more people have seen the film than have played the arcade game. The Nintendo version follows the film more closely than the arcade version, so the idea to convert the Nintendo version will probably work out for the best.

**Q:** How do you, and for that matter, any other software house get to know about forthcoming licences?

**A:** We have an agent who lives in America called Dick Lehrberg



Here we see our two 'Journalist of the Month' candidates modelling turtle t-shirts and relaxing with a nice, cool, refreshing, turtle drink. Whilst PR manager Cathy looks on, Joe - Probe's production manager - tries to fulfill his lifetime ambition and become a member of the Teenage Mutant Hero Turtles. Sorry Joe but we think that Raphael suits the red headband better than you do.



who has been in the software business for a long time. Dick brings to our attention all of the forthcoming licenses and arranges for us to see anything he feels is good.

**Q:** Marketing has played a great part in the sales figures for many licensed games. With the name of Turtles all over the country, many people will buy the game through name alone. Have you cut costs going to sell the game on name alone?

**A:** Not at all. In fact, we have spent more money this time than we have ever done before. Our budget is decided upon by expected sales, so because this is an all format licence the budget was quite considerable.

**Q:** Was any pressure put on the development team due to the fact that the film was released and Christmas was drawing near?

**A:** I don't think that we were unrealistic in our allocation of time to the development house. Obviously it was tight but Probe - the development team behind the Turtles - are very professional and have done a terrific job in the time they had.

**Q:** Is there any chance of a coin-op conversion? If so, would Image Works have the first refusal or would the licence be up for grabs?

**A:** There isn't a coin-op conversion planned for the moment but even if there was, Image Works would not be guaranteed the rights.

If we get them though, we will let you know.

**Q:** Joe, when did Image Works first approach Probe with the task of converting the Turtles to the home computers?

**A:** About four and a half months ago. The programmer had done some good work on the Commodore 64 and had some spare time so we asked him to do the Turtles.

**Q:** Joe can you give us some of the specifications for the game?

**A:** It's over two megabytes in size, compacted down into 880k and put onto one disk. The sound uses 16k of memory with the graphics using up the rest of the spare memory. The characters have been drawn with over 40 frames of animation - with 10 frames being used for just walking!

**Q:** Obviously, there have been some changes from the Nintendo to the Atari ST version. Can you elaborate on some of these?

**A:** The enemies have been made easier to kill - you don't have to hit them as many times. There is a greater number of end of level guardians and also the graphics have been improved. In fact the graphics have been redrawn and because of this they have adopted a new degree of style. The new graphics artist draws with blockier sprites and uses more colour.

**Q:** Just a quick one this. Why has the name been changed from Ninja to Hero?

**A:** The BBC felt that the mention of the word 'ninja' would promote violence amongst children, so they changed it to hero and all the other relevant companies followed suit. That's your answer.

We'd both like to take this opportunity to express our gratitude to all the people at Mirrosoft and Probe who contributed to this special feature. As I, Alan, had nothing to do with the writing of this article, I deny any claims of falsehood and breaches of national security that may be forwarded in my direction.

I'm sure Jason would gladly accept any complaints while I will accept any compliments. In other words, thank you and we hope you lovely Londoners are happy with the article, and we hope it provides interesting reading.

# Teenage Mutant Hero Turtles



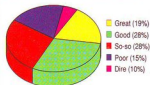
IMAGE WORKS

America's latest craze has, as expected, finally hit England. Almost every shop in the country is selling something to do with the Turtles. You can pop into your local DIY shop and see Turtle bedspreads, lamps, curtains and carpets all for sale. Across the road in the toyshop there is an abundance of items up for grabs: toy figures, costumes, lunchboxes and even Turtle skateboards, all of which are emblazoned with the portrait of probably the world's coolest and hippest crime fighters – The Teenage Mutant Hero Turtles.

For those of you that haven't seen the film the story goes as follows: April O'Neil, a streetwise journalist, is walking home from work one night when she stumbles across a robbery taking place in the posh area of town.

Her assurance of silence to the

## PUNTER-POWER™



GAME:TMHT  
PRICE: £24.99

RATING=78%

With all the hype surrounding this game, most people awaited the final version with eager anticipation. The in-game sound is quite good with slashes and chops adding atmosphere. Graphically, the game is quite good, the sprites and backgrounds are colourful and well detailed. Unfortunately, once you have played the game for a while, you realise that it is nothing special and its latability could be short lived. However, it'll be a hit with Turtle fans.

GAMEPLAY:

SOUND:

GRAPHICS:

crooks falls on deaf ears and just as they are about to 'do her over', from out of nowhere jumps Raphael, a six-foot slimy green reptile, shouting COWABUNGA and wearing a ridiculous red sash across his eyes. He

then proceeds to beat the living daylight out of them with a ninja Sai (one of the favourite weapons of the ninjitsu warrior) and then disappears back down from whence he came – the sewer.

After dropping one of his Sai in frantic combat, which Miss O'Neil was glad to retrieve, Raphael decides to venture out into the night to take back his pride and joy that was taken from him. Once again his services are called upon by Miss O'Neil, whose attraction to danger has landed her in trouble with the Foot Clan. This time Miss O'Neil having received a bang on the head is taken down into the sewer by Raphael, who, although breaking one of Splinter's laws, looks after her and then sends her back out into the night.

Not more than two hours ago, April O'Neil was kidnapped from her mobile news van by the vile, ruthless, terrorist bully – Shredder! He's a sadist, a villain more vicious than an army of mind-altered Bruce Lees. The fearless foursome, Raphael,

## HEROES IN A HALF SHELL



**LEONARDO:** Leonardo's primary weapon is the razor-sharp half-splitting Katana blade. He is at his most effective when he is attacking sewer enemies, especially ones that lurk in the dark.



**RAFAEL:** The needle-tipped Sai is Raphael's preferred attack tool, and he handles it like an expert. The speed and grace of his lethal strikes are what he prides himself on – and rightly so.



**MICHAELANGELO:** Compared to his comrades, Michelangelo's power is only average. However, enemies around his feet usually fall prey to his Nunchukus' onslaught. His courage will also amaze you.



**DONATELLO:** The dreaded Bo is Donatello's chosen form of amusement. Don't be fooled by the fact that it looks like a simple stick, this baby can take out enemies from both above and below.



Michaelangelo, Donatello and Leonardo, must think up a way to rescue April before the evil Shredder brainwashes her into joining his Ninjitsu Foot Clan.

They'll combine this treacherous task with the mission they've been engaged on since their mutated beginnings – to thrash Shredder and capture his Life Transforming Gun, the lone piece of technology that can turn their rat friend and master, Splinter, back into the man he used to be.

You take on the role of the four Turtles and must battle your way through six levels of sewers and cities to finally reach April and your ultimate goal – the Technodrome, home of the evil Shredder and his Life Transformer Gun. Each turtle is armed with a different weapon capable of doing severe damage to anything foolish enough to get in the way.

Controlling your character is done simply using the joystick and the usual pause, music and quit keys. To use your Turtle's weapon, you must press the firebutton and move the joystick in the direction you wish the blade to strike.

Each turtle has a separate eight-unit energy bar that, when hit, depletes bit by bit until it is no more, resulting in the capture of that turtle. On almost every level there are special objects available that, when collected, do different things to help you in your mission, including energy replenishment and extra weapons.

The six levels are divided up into various sections, the main two being outside in the city and down in the sewer. At one point in the game you must don your swimming costume and dive into the depths of the criminally polluted Hudson river to deactivate several bombs, placed there by the manic Shredder. To progress further into the game you must rescue April and be victorious in the end of level battles with some of Shredder's most outstanding students.

Also at your disposal is a multi-purpose information screen from which you can choose your turtle, learn the position of it on the detailed map and even receive messages of help from your loyal friends. The actual playing screen shows your score, weapons, karate boss's energy (only visible at the end of each stage) and most importantly, your hero's lifeline. **Jason**



*Our turtle heroes must charge through the city streets, finding sewer and building entrances where they can enter and explore.*



*Down in the sewers, you will be attacked by the large, brutal meanies. You must hurry or April will be kidnapped and rushed through the door in the top corner.*



*Turtles are best in water which is very fortunate for the city as many bombs, like the one shown, will have to be disarmed if the city's citizens are to sleep at night.*

## TURTLE POWER



*Whole pizza: Rejuvenates your turtle's energy.*



*Half Pizza: Returns a portion of your prowess.*



*Weapon Icon: Shows the currently selected weapon.*



*Anti-Foot Clan Missiles: For demolishing barricades in level 3.*



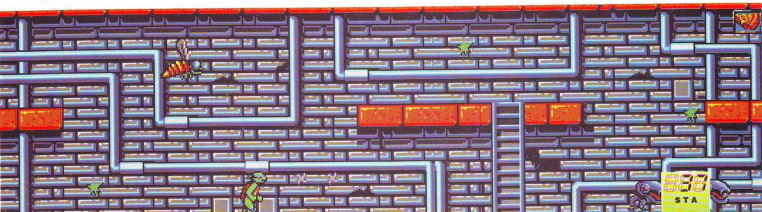
*Shuriken: Hurl these gruesome weapons one by one.*



*Boomerang: Another useful weapon to have at your disposal.*



*The Rope: Used in levels 3 and 4 to leap from building to building.*



# Super Off Road Racer

Ivan 'Ironman' Stewart's Off Road Racer was the centrepiece of all arcade establishments when it first arrived on the games scene a while ago. Now, it has receded into the corners of such lively places but still attracts a vast number of people to the large four player unit.

At last, the popular coin-op has made it onto the ST courtesy of the award winning development team Graftgold. Perhaps the most satisfying thing to notice is how accurate the conversion is visually. The reason for its almost identical appearance is that the coin-op version isn't particularly advanced looking anyway, so it couldn't have been that difficult to convert it in that respect.

However, it was how the vehicles reacted when they struggled in and out of ditches and puddles, along with the way they bumped and lurched over ramps and potholes that made the coin-op so enjoyable to play. Thankfully, Graftgold haven't disposed of these features on the ST, so the level of playability still remains.

The game consists of four rugged pick-up trucks scrambling around a number of hazardous circuits. As a driver, you must finish first in each of the four-lap races you participate in. To help, you have a limited number of nitro boosts which suddenly send you hurtling along the track at an alarming rate. Apart from that, the race doesn't consist of much else - after moneybags, of course! Moneybags? Yes, you know how it is - collect moneybags to add to your funds.

Before starting the next race, you can buy various extras such as nitros, new tyres, a more powerful engine equipping you with either greater acceleration or a faster top speed, and even improve your

Nitros are used in the race to give you a quick burst of speed. They're very cheap and very effective.

Better tyres will give you a greater turn rate and improve your traction during the races.

Shock absorbers will give you a less bumpy ride and improve acceleration due to improved tyre contact with the ground.



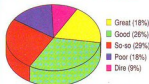
Acceleration units greatly improve the rate you speed off at. However, they are very costly and perhaps not worth the money.

The top speed accessory boosts your top speed. The expensive asking price is worthwhile.

This icon allows you to begin the next race. If you look carefully at the picture, it illustrates the actual track to follow.

## SPENDING THAT LOVELY LOLLY

### PUNTER-POWER™



GAME: OFF ROAD RACER  
PRICE: £19.99

RATING = 74%

Off Road Racer manages to successfully capture the atmosphere of the coin-op. However, as an ardent fan of the arcade version, I found not being able to use a steering wheel a little detracting. In the coin-op a lot of fun was gained by frantically spinning the steering wheel as you struggled desperately to keep control of your bouncing truck. Nonetheless, the multi-player ST version is still very playable although some may find the circuits a touch repetitive.

GAMEPLAY:

SOUND:

GRAPHICS:

undoubtedly worn suspension.

The more useful add-ons cost considerably more money than the items that would normally be regarded as less useful in a race. For example, high speed will involve spending many more thousands of dollars than improved shock

absorbers. However, each purchase shows the expected results reasonably well when you're racing.

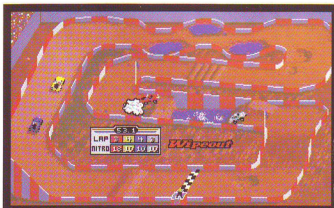
Graftgold and Virgin's Super Off Road Racer will have you racing in your dreams after you've participated in what, without doubt, be the race of a lifetime!

Alan

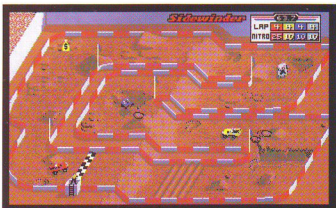
## WHO'S THIS IRONMAN GEEZER?



Ivan 'Ironman' Stewart is a Californian off-road racing expert. With over 20 years of racing experience, Stewart is highly regarded among American racing fans. But how did he gain the nickname 'Ironman'? It was because of his huge successes in long distance, endurance races. Annual racing events that had Stewart thundering through the Mexican desert demanding a lot of stamina, skill, and concentration, earned him great respect from the general public. The American people attached 'Ironman' to his name due to his quite unique endurance and driving talents. Today, he still goes on, striving for more incredible accomplishments.



Taking control of a powerful truck demands a lot of stamina and skill. Be wary of your opponents as they will try to obstruct your progress.



By running over the money in the top corner, you will be awarded with thousands of pounds with which you can buy add-ons at the end of the race.



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## **COSMO'S MESSAGE FOR THE MONTH**

"Yo ST using Dudes and Dudettes, dis is the first time I've been in ST Action and it's cool in it. I've got a really great view from here.

Mr Mike and the GLC crew, that's Nilbog and Nigel the Munchkin if you aint been keeping up with things, has been working on those offers for ages Dudes and there well 'ard ain't they.

So ST using Dudes and Dudettes, get your butts down 'ere and see de bestest ST Shop in the whole world, which Mr Mike said is pretty big so there Dudes.

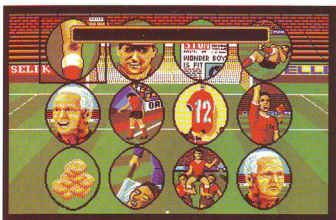
Ta Ta For Now Dudes,  
Cosmo



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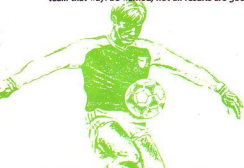
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The chance screen allows you to take a risk and see if you can scrape into the team that way. Be warned, not all results are good for you.



Passing practice allows you to hone your skills on the training pitch. Keep the ball away from your opponent for as long as possible.



# Striker

## IMPRESSIONS

It may be tough at the top but it isn't much easier at the bottom as you are about to find out.

Striker sees you taking control of a gifted 17-year-old footballer, trying desperately to impress the coach and force your way into the first team. To do this you must excel at three different exercises each week. Do sufficiently well and you'll get a chance at the success you crave.

If you manage to get a first team game you will be told beforehand of the number of chances you will have to score a goal. The better you do in training, the more shots you'll get. For each one that you pop in the back of the net, you'll receive a healthy cash bonus.

Do well enough throughout the whole of the season and you may even find yourself transferred to one of the big teams and get the chance to strut your stuff on a larger stage in front of capacity crowds each

week. To achieve this dream though, you're going to have to put in a lot of hard work in training and that's where the fun starts.

With 12 different disciplines to practise at, you must become adept at them all if you are to have a chance of being in the team week in week out.

Some of these training methods are real energy sappers such as the stamina training which involves doing two laps of the track as quickly as possible. To complete this you must waggle your joystick like you've never waggled it before and you'll find that you're in a sorry state by the time you've finished both circuits.

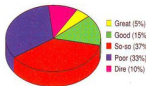
The other type of training you'll have to participate in is based around ball skills. There are a variety of different exercises including keeping a football up in the air as you move along a running track, dribbling around a set of traffic

cones without knocking them down, passing, overhead kicking and penalty practice.

At the end of each week you'll be able to try your luck with the chance option. This involves pressing the joystick button as a box circles around a screen full of icons. Depending where you stop the box, you will either receive some good or bad news. Good news usually means extra chances that week. Bad news is usually something like an injury that'll keep you out of the team for a period of time.

A running check is kept on how many games you have played and how many in which you could have taken part in. You are also constantly informed of how many times you have stuck the ball in the back of the net. The overall idea of the game is to earn as much cash as possible before your career comes to an end. Starting off at £50 a week, you've got a long way to go yet. **Paul**

### PUNTER-POWER™



GAME: STRIKER  
PRICE: £19.99

*Striker reminded me in some ways of the old 8-bit game Footballer of the Year by Gremlin. The idea of having a certain number of chances in each game has remained the same. This time though all of the training has been included to give an idea of how difficult it is to become successful. The game is a bit disappointing really. It could have looked much better and been easier to control, as some of the training is simply exhausting. Joystick waggling such as this went out of fashion years ago, let's hope it isn't beginning to make a come-back again.*



**RATING=61%**

## PRACTICE MAKES PERFECT – THE ONLY WAY TO THE TOP



Starting out on your career, you must impress your boss and gain your position. To do this you must perform well in practice



As the game draws closer, you decide to practice your penalty skills. Maybe if you're good enough, you'll get the job regularly.



Your third practice session of the week this time involves dribbling around cones. Do this as quickly as possible and you'll get a chance.



The big match begins and you get your first chance of your career. Bury it in the back of the net and you'll be a hero.

# THE 1990 ATARI ST PRODUCT GUIDE

## PERIPHERALS & ACCESSORIES



FLOPPY DISK DRIVES



MONITORS



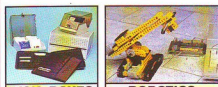
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| Monitors         | Mouse controllers | Plotters           |
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| Sound Digitisers | Sound Samplers    | Video Enhancers    |

### ACCESSORIES:

- |                |               |                 |
|----------------|---------------|-----------------|
| Cables         | Cleaning Kits | Disks           |
| Disk Boxes     | Dust Covers   | Joysticks       |
| Monitor Access | Mouse Access  | Power Supplies  |
| Printer Labels | Printer Paper | Printer Ribbons |
| Stands         | Upgrades      |                 |

### BOOKS:

- |              |                 |                   |
|--------------|-----------------|-------------------|
| ST Dedicated | 68000 Processor | General Computing |
|--------------|-----------------|-------------------|

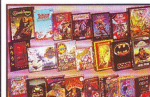
### SOFTWARE - ENTERTAINMENT:

- |              |              |                  |
|--------------|--------------|------------------|
| Arcade Games | Compilations | Advanced Sims    |
| Sport Sims   | Adventures   | Board & Strategy |

### SOFTWARE - PRODUCTIVITY:

- |                  |           |                    |
|------------------|-----------|--------------------|
| Art & Graphics   | Accounts  | CAD                |
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| Spreadsheets     | Utilities | Word Processors    |

## SOFTWARE & BOOKS



ARCADE GAMES



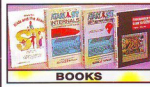
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As you continue in your balloon destroying quest, the scenery changes constantly and you find yourself battling during the day and at night.

We all know that Ocean has never shied away from doing coin-op conversions. Their latest is of the popular money-eating monster, Pang, based very closely around the original Taito arcade game.

As the hero you must travel around the world shooting balloons with your harpoon gun. Once one of the large balloons has been hit, it will split into two smaller spheres. Another direct hit will split it once more into two tiny balloons, which when shot will explode and give you points.

Each balloon bounces around the different screens, hitting the various platforms that are present. These platforms can usually be shot and removed from the playing area. Depending how you look at it, this may or may not be a good thing, as the platforms sometimes keep the balloons at bay for that bit longer. The smaller the balloon at the time, the less it will bounce. This leads to the screen becoming full of the small ones if you aren't careful. Get hit by one of

these and you lose one of your precious lives. Successfully shoot the lot and you will progress on to the next stage.

The idea of the game is to move around the globe starting at Mount Fuji and processing through to the island of Pacques. Each stage must be completed within a certain amount of time in order to move on.

Fail to do so and it's back to the start of the level.

Certain balloons, when shot release extra weapons and other goodies. The weapons will increase your chances of survival and include things like the Vulcan Guns, which can be used for a spot of quick blasting, or even a grappling hook which blocks the screen for a short period, bursting any balloons that come into contact with it. Objects that can be picked up range from hourglasses, which will provide you with more time, to a clock which will stop all of the objects on screen for a short period and allow you to shoot them.

Throughout the game you will find that little creatures tend to scur-

# Pang

OCEAN

## PUNTER-POWER™



Great (25%)  
Good (48%)  
So-so (19%)  
Poor (7%)  
Dine (1%)

GAME: PANG  
PRICE: £24.99

RATING=85%

*Pang is one of those strange games that you really have to play first before you actually think that you'll like it. The idea may not seem very appealing, but once you've played it for a while you'll find that you won't want to put it down. Addictiveness just isn't the word as you desperately try to get that one stage further than last time. This is certainly one that will appeal to people of all ages, and one you'll keep coming back to for more and more.*

GAMEPLAY:      
SOUND:      
GRAPHICS:

ry across the bottom of the screen towards you. Happily, contact with these does not mean instant death but it does prevent you from firing your weapon for a few seconds. Certain creatures such as the crab, if they come into contact with a balloon, will split it up by bursting it with pincers, thus helping you out a bit.

Without a doubt, Pang is one of simplest games you're ever likely to find and this is due to the straightforward controls. The aim of the game is

also easy to get to grips with, even if it is a little strange.

Throughout, you are treated to a very pleasant little tune that fits in well with the game's overall cutely angle. Bright, colourful graphics straight out of the arcade and smooth animation show why this attracted people in the first place. Now it appears set to do so on the ST. Pang is one of those games that is so easy to start playing but difficult to master properly. **Paul**

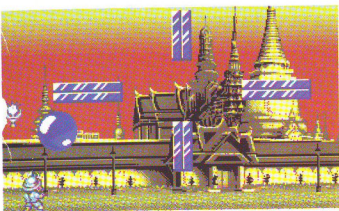
## JOURNEY INTO THE MYSTERIOUS WORLD OF PANG



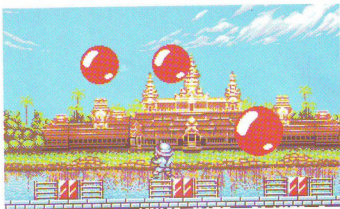
Starting off in Pang you have the choice of four levels of difficulty. The screens remain the same but the game speed alters drastically.



At the first location of Mount Fuji, you pick up a shield which will protect you from one blow from a balloon. This comes in handy when the action gets frantic.



The mystical buildings in the background set the scene at Emerald Island. Don't forget the balloons while you're gazing around though.



The sun shines down as you attempt this difficult screen. Balloons will be flying all around by the time you're into this one.

## EXTRA PICK-UPS



This clock will freeze everything on screen.



Touching a creature will stop you firing.



The Vulcan Gun allows you to fire rapidly.



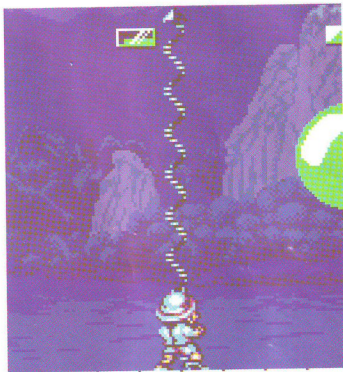
The double harpoon lets you fire twice.



Picking this up will give you a shield.



Firing this creates a temporary barrier.



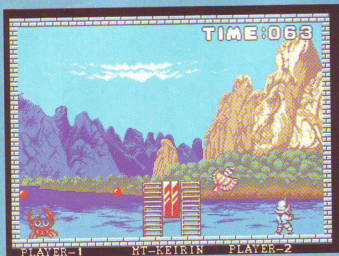
The balloon splits into two smaller ones after a direct hit from your harpoon gun.

## DESTROY THOSE WORLD DOMINATING BALLOONS



YOU'VE GOT A LONG WAY TO GO. MT. KEIRIN.

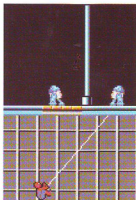
The world map appears after every few stages so that you can keep track of whereabouts you are and how far you've got.



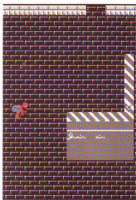
At Mount Kirin, your task remains the same, destroy the balloons. Now there are creatures present to slow you down.



Spiderman's most important amazing ability is wall walking. He can move quite safely along vertical objects as well as hang upside down. When it seems impossible to get anywhere else. Don't forget your special skills.



Where would Spiderman be without his web? A strong strand of web can be cast in any of eight directions.



Spiderman possesses tremendous strength. This allows him to fall incredible distances without harming himself.



Climbing through an opening, Spidey finds himself outside the film studios. Now he'll have to find the correct switch.

The webbed wonder is here to do his heroic work! Quicker than Superman, more agile than Hong Kong Phooey, Spiderman is the star that stuns us all. As a freaky looking representative of justice, Spiderman cleanses the world we live in from the vile villains that lurk about the city streets.

This time, Spiderman's treacherous mission involves him attempting to rescue red haired beauty Mary Jane Watson-Parker. And who is this delightful Mary Jane character? She's not only an incredibly sexy and sensuous model, actress, and dancer, but she's also Spiderman's wife!

Slightly peeved at not having anything to do at night anymore (his television broke, OK!), Spiderman decided to find Mary Jane and put the kidnapper behind six inches of steel bars. Fortunately, Spidey knows who the culprit is - it's the lousy, low-down Mysterio!

In true superhero style, Spiderman begins to hunt down Mysterio. This is where you become involved. You take the role of Spiderman because, apparently, he must be incapable of tackling Mysterio using his own wits. With Spiderman's body and soul under your control (as well as his web weaving skills), you stand a good chance of defeat-



# The Amazing Spiderman

## EMPIRE

ing Mysterio and saving the damsel in serious distress!

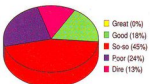
You will be confronted with many problems and puzzles such as Mysterio's wicked henchmen, trapdoors, moving walls, and so on. By experimenting with switches, using elevators, and manipulating numerous other objects, you should find yourself making significant progress. Having hands and feet that cling to ceilings and walls will also prove beneficial as this will allow you to clamber over dangerous, fiery floors, and to avoid anything else that is a hindrance.

Don't forget the special utility and weapon that you have in your possession. With a press of the fire button, you can cast a long, strong web that you can swing on, climb along, or even capture your enemies with. However, anybody you decide to wrap up will soon break free so use the short time you can give yourself to make a rapid run for it.

Should you come into contact with something unpleasant, your energy will deplete. This is shown by the Spiderman figure at the side of the playing area transforming into a skeleton.

**Alan**

### PUNTER-POWER™



**GAME: SPIDERMAN**  
**PRICE: £19.99**

It's a shame that such a charismatic superstar should be reduced to a minute size on the computer screen, and this reduces the playability of the game somewhat. The sound effects are minimal so again the gameplay suffers. As for what the actual game involves and demands from the player, it is rather frustrating as progression is slow. This is mainly due to having to press a large amount of switches and the fact that Spiderman himself isn't exactly very fast. If you should ignore our advice and buy Spiderman, don't expect a great deal from it.

**GAMEPLAY:**

**SOUND:**

**GRAPHICS:**

**RATING=61%**

### GUESS WHICH ONE I FANCY...



**SPIDERMAN**

Peter Parker was just a typical student until he was bitten by a spider that had become infected with radiation.



**MARY JANE WATSON-PARKER**

Mary Jane is the only person who knows Spiderman's real identity. She was slightly apprehensive about this at first.



**MYSTERIO**

Mysterio's aim in life is to discredit Spiderman so Mysterio himself can take the role of the most famous crimefighter.



# GET READY FOR THE RACE OF YOUR LIFE



Carefully choosing your machine, you prepare to roar off into the distance as you race to win.



On the starting grid you must wait for the green light and accelerate away on your challenge.



Hurting around the corner at break-neck speeds you must try to maintain your balance and not come off.



Your dream machine roars into a tunnel. You'll have to take care now that you don't hit the walls.

# The Ultimate Ride

M I N D S C A P E

Prepare to go for a ride: The Ultimate Ride. As yet another racing game screams onto the screens there can be no doubting that this one is entering the arena at a time when competition is fiercest.

Instead of cars this time you're on your bike. You have a choice of six dream machines. Whichever you choose, you'll be hurtling around those bends at breakneck speeds. Your choice of bike is largely up to your personality and ego. For example, if you fancy yourself as a bit of a boy (or girl) racer, you could go for the fast, sleek and powerful FZR or if you fancy something a little more nippy you may decide to pick the little old V-Max.

The game is supplied on three disks: one for the main program, one containing the data for all the

bikes and the other containing scenery for the actual race.

On loading, you are asked for the password from the manual. This is essential as the disks are not copy-protected and the single-sided disks that are included can be transferred to a double-sided one. After entering the correct password, you progress onto the option screens which allow you to race one or two player. After this you can choose the machine of your dreams and even pick what type of tyres you wish to race with.

After all of this is over and you have entered your name, you'll get to begin your ride. If the two-player option was chosen at the beginning, the screen will be divided up into halves, so that both players can see what's going on. If the one player

option was picked then the whole of the screen will be devoted to your machine.

As you shift your bike into gear and roar off the starting line, you'll ride along accompanied by the digitised sounds of your engine. Where you ride is entirely up to you. If you fancy your chances on the famous Grand Prix circuits then off you go, but if long country drives are more your scene then you're also well catered for.

On the off-chance you're feeling really radical you may even want to design your own track using the unique editor that is supplied. You can also create your own custom disk containing your favourite bike and track combination to save going through the selection process every time you load up.

Paul



The road opens up in front of you. Now's the time to push for the race lead.

## PUNTER-POWER™



GAME: THE ULTIMATE RIDE  
PRICE: £24.99

The Ultimate Ride attempts to do what most other racing games don't and that is to give you more choice. The choice of bikes and tyres add something extra to the game but don't really affect the outcome too much. The graphics are smooth and fast but aren't really colourful enough to stand out from the crowd. Sound is a digitised engine noise that suffices but you'll find yourself tuning it down before long. Overall it's not a bad game but then again it isn't really that special. As a simulation it must rate pretty highly due to its sheer detail. As a game it could never be described as being brilliant. It's certainly worth a look if you're a dedicated racing fan but there are better games available for you to spend your hard earned cash on. With Team Suzuki still to come it might be worth waiting a while to see which of the two you'd prefer to have.

GAMEPLAY:

SOUND:

GRAPHICS:

RATING=72%



## GIVING THE GAME AWAY – SMALL TIPS

Hello again and happy New Year to you all! I hope you all had a great Christmas and are looking forward to a whole year of new and exciting games for us to cheat at! Over the last two months I have received a few letters asking for tips on some old and almost forgotten games. So this month I have dedicated this page to all of you who went out and bought some of the old favourites from yesteryear. Oh, and by the way, don't forget about the free game of your choice on offer for the best tip of the month. Happy gaming.

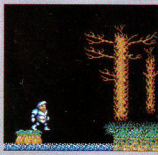
### GHOST BUSTERS II

If there's something strange in your neighbourhood, you've bought a game but you're not that good, who you gonna call?? Dotty Busters! Load up the game as usual, then when the Activision logo appears, hold down the keys: Alternate, Control, S and U, then press fire. You will now find that on level one your cable will not snap and you should have infinite courage. Thanks go to Alex Durani of Durham for that spooky tip.



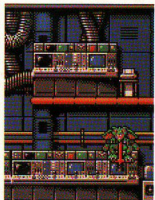
### GHOSTS 'N' GOBLINS

I quite enjoyed this conversion by Elite, although it was quite hard to get into. So this cheat by Helen Wallace of Bedford, London should come in quite handy. Load the game up as normal and then on the credit screen type in **Delboy** and immortality will be yours. Thanks to our only female tipster this month for that one.



### GREMLINS II

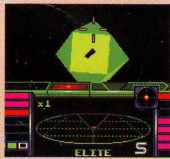
As the great man said "I did it my wayyyyy..." or something like that. Anyway, typing **Sinatra** on the highscore table will give you infinite Billys, so trying to stop them shouldn't be such a hard task as it sounds.



### ELITE

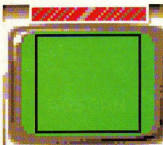
You'd be surprised how many people out there have asked me for help on this game. Well that help comes in the form of Kevin Miller of Sutton Saint Nicholas, Hereford. When you have loaded the game and it asks you for a word out of the manual, type in **SARA** and then whilst playing the game, pressing the \* key enters you into a cheat screen. Next, you will be asked to type in the new value for the byte you wish to change. Listed below are some of the more useful numbers and their meanings.

- 33/01 Gives you a Cloaking Device (press Y to use)
  - 34/01 Supplies you with 16 tons of Food
  - 38/01 Supplies you with 16 tons of Textiles
  - 18/01 Provides you with an ECM unit that tracks and destroys oncoming enemy missiles
  - 24/01 Gives you an energy unit that increases your speed of recovery
  - 31/01 Takes up quite a lot of space but adds 16 tons of Machinery to your cargo
  - 33/FF ECM Jammer (press L to use)
  - 27/01 Gives you a much needed piece of equipment, the Docking Computer (probably an STE)
  - 21/01 For any budding young Houdini, the perfect Escape Capsule
  - 51/FF More cargo, this time 16 tons of Computers
  - 61/FF You'll never go cold with 16 tons of Furs to keep you warm
  - 71/FF Provides you with 16 tons of Gem Stones
  - 2F/01 Retro Rockets
- If you have any problems with these, try changing the first digit by one e.g. 21/01 = 22/01.



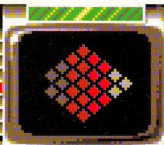
# GIVING THE GAME AWAY PLAYERS' GUIDE – CAPTIVE

**Captive has been the reason behind many late nights. We believe it's too early to tell you detailed tips, instead here's a quick summary of how the Optics and Dev Scares can assist you.**



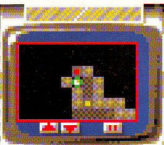
**BASIC OPTIC – AG SCAN**

When plugged into an expansion port it'll give a read out on the amount of damage you have caused when you hit an enemy. Only switch it on when in combat as it drains your power.



**OPTIC II – ROUTE FINDER**

As soon as you have the chance, buy this item. When plugged in and turned on it'll direct you back to the base's entrance. Simply follow the direction the arrow is pointing.



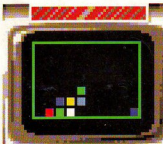
**OPTIC III – MAPPER**

As you travel around a base the mapper will record areas you have visited. Using the red button on the right, it is possible to leave a marker to indicate a specific point in the base.



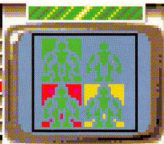
**OPTIC IV – RADAR**

When activated this upgrade will scan the immediate vicinity for an enemy presence. Learn how to use it properly and you'll be able to avoid creatures with ease, thus avoiding attacks.



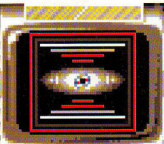
**OPTIC V – MAGNA SCAN**

You'll find that when your robots bump into fire their vision will become blurred by static. Activating a Magna Scan will clear the interference, leaving you with clear vision.



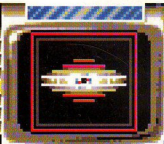
**OPTIC VI – BODY SCAN**

This item is especially useful for quick damage updates. When a portion of your robot becomes damaged it will highlight the specific area. Should you run low on power it'll flash.



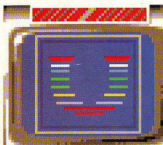
**OPTIC VII – VISION CORRECTION**

Some of your droids may suffer from short sightedness, especially after heavy combat. Installing and running the Vision Correction optic will reset your eyes giving you 20/20 vision.



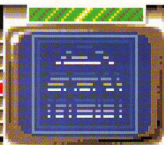
**SUPER OPTIC – VISOR**

On some of the later planets certain areas may have no light sources. In such instances a visor will give your robots infra red vision. Without this item progress will be impossible.



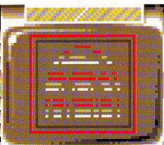
**BASIC DEV SCAPE – ANTI GRAY**

The Anti Gray will allow you to walk on the ceiling. This item is particularly useful when you are faced with flying monsters. Some areas are only accessible when using this Dev Scape.



**DEV SCAPE II – SHIELD**

This item will provide minimal protection from the alien attacks. Whilst not making you invulnerable, the shield will reduce the amount of damage you receive from vicious onslaughts.



**DEV SCAPE III – FIRE SHIELD**

Your robots are not immune to fire. On the later levels you'll encounter aliens with flame throwers. With the Fire Shield activated you'll receive far fewer damage points than usual.



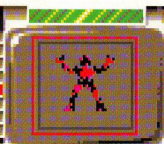
**DEV SCAPE IV – GREASER**

The Greaser activates a small duct on your feet to secrete an oily substance. Beware, when you use the Greaser you may travel too quickly. Only use it when a quick getaway is needed.



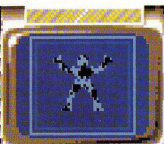
**DEV SCAPE V – POWER SAPPER**

There seems no real use for the Power Sapper. When used it saps your power until you are left immobile. Be warned, the Sapper works extremely quickly, draining your energy in two seconds!



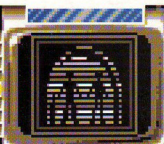
**DEV SCAPE VI – FIXER**

Although it requires a lot of energy, the Fixer will repair body parts. When used correctly you may never have to pay for repairs again. Therefore the Fixer is a real investment.



**DEV SCAPE VII – RECHARGER**

Some bases have very few plug sockets. However, when you use a Recharger your power will automatically increase. When used with a Fixer, the Recharger really comes in handy.



**DEV SCAPE SUPER – DEFLECTOR**

Many of the alien creatures found within the base fire projectiles at your robots. If you activate a Deflector their shots will rebound and hit your opponents, causing them the damage.



# GIVING THE GAME AWAY PLAYERS' GUIDE – SLY SPY

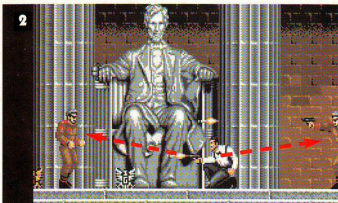


**Hail my followers, the mad dog has returned! This month's GTGA includes a full playing guide of Ocean's Sly Spy. So don't forget to send in any of your problems in writing and I promise I'll try to help out as good as I can. I'm off now, but don't forget to drop in next month when hopefully I will be mapping System Three's Last Ninja Remix.**



Although graphically nice, Ocean's conversion of Sly Spy lacked that little bit on the playability side. This playing guide by yours truly should help all of you out there who find saving the world that little bit too difficult to handle on your own.

**Level 1:** The parachute fall is probably the easiest of the levels. To complete this, all you need to do is stay in the middle of the screen and when the enemy soldiers start to appear, glide upwards and shoot them before they get on line with you and then just return to your original position in the middle of the screen. This routine works better if you approach the men from an angle. You will know that the end of level is near as soon as your score reaches 6,000 points.



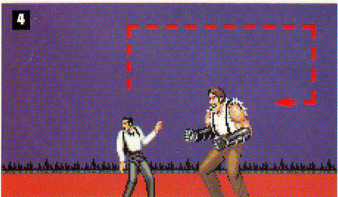
**Level 2:** First thing to look out for is the two rottweiler dogs that run onto the screen from the right-hand side – just duck and shoot twice to rid yourself of these canine pains. After shooting the dogs, you should come to the two golden gun icons. Pick these up and then proceed to the right. Shoot the man holding the barrel and then, when the screen stops scrolling (President Lincoln should be in full view), just kneel down and alternate your shooting – one to the left, one to the right. If any of the grenades get thrown too close, jump up diagonally and then land in the same place that you jumped from and continue shooting.

**Level 3:** The motorbike level is quite a toughie but not when I'm around. When you start off, keep Sly Spy's bike as close to the left of the screen as you can and shoot anything that appears from the right. The soldiers usually appear together from the right – one at the top and one along the bottom, so just jump up and shoot to kill the hoverman and shoot straight forward to destroy the guy on the bike. Watch out for the bikes appearing behind you. Just before you get to the end of the level, you should see a red spiky thing glowing on the floor – jump over it, it's a mine that will lose you valuable energy. The black sedan drives up with men hanging out of the window. Shoot these once and then the thug with the rocket launcher will appear. Stay at the left and fire twice, then duck. Repeat this and you shouldn't have much trouble from him.



**Level 4:** Three dogs appear straightaway: just follow the same procedure for their dismissal. Go right, jump over the box and collect the extra energy (coke can). Go right and when you get to the ladder go up. Walk right not forgetting to shoot alternatively and jump onto the swing slide. Keep walking right and fall off the edge. You should now be down at the bottom facing Jaws! Jaws can only be hit in places not protected by his arms. An easy way around this is by using a little bug in the program – try to jump behind him and then just turn around and keep kicking him from behind. Voila, instant fish food!

**Level 5:** The first underwater level. Quite easy if you follow the same pattern for disposing of your enemies. Attack the sharks and the scuba divers from below and at an angle, not forgetting to pick up anything left behind by them. To defeat the end of level shark, stay at the top left hand corner of the screen and when it appears from the left, swim down behind it and keep shooting until it comes towards you then just return to the top left and start again.



**Level 6:** Walk to the right shooting the two barrel holders as they appear, don't go up the ladder. When the platform with the coke can on it appears, jump up onto it shooting the soldier as you jump. Walk to the right and jump off when you get to the end. Keep walking right and jump up onto the conveyor belt from underneath. As soon as you get onto it jump right: this will stop you falling back off it again. Now jump right and keep walking until you reach the conveyor belt on the ground. Go over this, not forgetting to duck down to avoid the spikes. When you get off it walk towards the right and you should see a platform in the air on the right. The tigers will now appear. Stay kneel down just to the left of the platform, keep shooting and they should all be wiped out.

**Level 7:** Walk right until you go fall down then go left, right, left, right, left, right and then continue walking right. Shoot the three dogs as they appear and then walk right until you get to the boxes. Collect the machine gun and walk right until Oddjob appears. Walk back left so that you are just underneath the



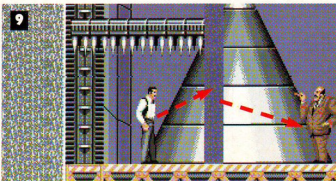
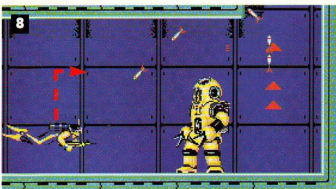
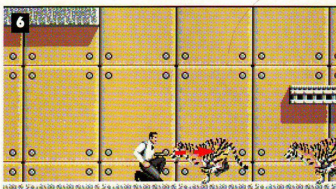
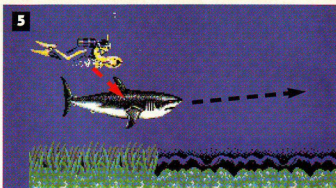


platform. Wait until he throws his hat and then walk right up to him and kneel down. When he catches his hat, stand up and time it so that you jump just before he throws his hat. When you land, shoot twice, duck and repeat the process until he dies.

**Level 8:** The second underwater level is very similar to the first in the way that you must dispose of your enemies with the diagonal approach. Keep moving right until you get to the screen with the red arrows pointing upwards. The Aqua diver should now appear firing rockets from his head. Move Sly Spy so that his body is in the top left corner on line and in between the first and second red arrows on the wall opposite. Now just keep shooting and you will shoot the rockets as they reach you, sustaining no damage at all and killing the Aqua man.

**Level 9:** This is probably the hardest of the nine levels just because of its sheer size. Go right and shoot the three dogs that run on from the right. Fall down the hole and pull off to the left after you land on the platform. Now jump to the left and climb onto the pulley. Don't forget to pull off when you have cleared the spikes on the floor. Go up the ladder and proceed right until you come to a hole. From the hole, jump up onto the platform and go right jumping off at the end. Now keep shooting left and right until you get to the orange ladder, go up it and keep shooting left and right until the next orange ladder appears and then go up it. Jaws should now appear with half his usual energy. Let him hit you once (you should lose the gun) and then kill him. Three tigers will now show up. Just stay in the bottom left hand corner of the screen and keep foot sweep kicking. After these have gone, climb the ladder and you will meet Oddjob again. Follow the same procedure to kill him, only this time you will use kicks instead of bullets. At the top of the next ladder is Blowslik himself, but to get to him you must first knock out the shield in your way. Four kicks will do the job (which is why you must be hit by Jaws, otherwise the gun won't get you through) and one kick will seal Blowslik's fate once and for all. Easy huh?

The main thing to remember is keep moving. Secret agent or no secret agent stand still and you're a dead man. Oh, one more tip. Don't bother to turn on your auto-fire, it slows down your firing rate considerably and increases the chances of you being hit. So keep busy!



# GIVING THE GAME AWAY PLAYERS' GUIDE – JAMES POND

**James Pond has plenty to offer most players who are looking for something not to taxing. But for those of you struggling in this watery tale, we sent our intrepid reporter Paul "Jaws" McNally deep, deep, deep underwater to see what he could fish up. The results weren't pleasant but here there are for all to see.**



This little gem was a big favourite at the office, and we all rate it very highly on a scale (sorry) of one to ten. This brief playing guide is intended to get you well into the game so that you can save the seven seas.

## BONUS ITEMS

Scattered all over the place, these are pretty good if a big score is what you're after. You can boost your points dramatically by just going on a treasure hunt. Don't forget to watch the time though, as it'll catch up with you in the end.

## GENERAL CHEATS

As well as completing the game properly you could always go about it the naughty way and cheat. You should have Dotty's MR2 invulnerability cheat from last month and now ST Action is proud to present the lazy ones amongst you with a nice little trick to make life easier.

On level one dash around frantically and free all of the lobsters by unlocking their cages (before the diver reaches them). Once you have done this, swim to the far left of the level where the cliff is and jump up onto the small ledge. As you land pull down on your joystick and you'll The Warp Tunnel.

You should then find that you

come out on level 11! This leaves you just two levels to complete to finish the game. This isn't the only Warp Tunnel in the game, there are more around, but you're going to have to find them for yourselves because we don't where they are either!

## WHAT TO AVOID

Obviously, you must avoid at all costs all of the nasties that move about the screen. Don't forget to be careful because you can't see all the monsters all the time. (This doesn't apply if you're using the cheat because it gives you infinite energy).

Perhaps less obvious things to steer clear of are some of the objects found lying around. These include the bottle of Jack Daniels, which makes life awkward as you stagger around the screen for a few seconds. This can often lead to you coming into contact with a meanie, thus draining your valuable fish-force.

## THE LEVELS

The 12 levels take progressively longer to complete and involve a lot of tracking backwards and forwards through the many screens. For example if you use the warp tunnel to level 11, you'll find that you'll be trying to complete it for what seems like ages.

It's important to keep your patience and try to keep a mental map of the route you are taking. If necessary you can always draw a map if you feel happier with this. You may find this particularly useful on the later levels.

I won't spoil the ending for you because I'm not that kind of person so you're just going to have to play it yourself.

## BONUS BOOTY JUST FOR JAMES



Get your little fins on this and you'll get 100 points.



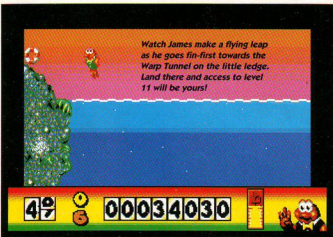
100 points for this item too. What do points make?



This dynamite will help you complete mission three



There's seafood on the menu with this little oyster.



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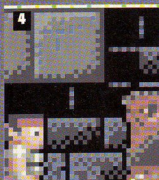
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# QUEUE HERE FOR A DONNINGTON DREAM DAY

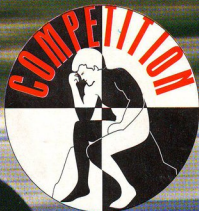
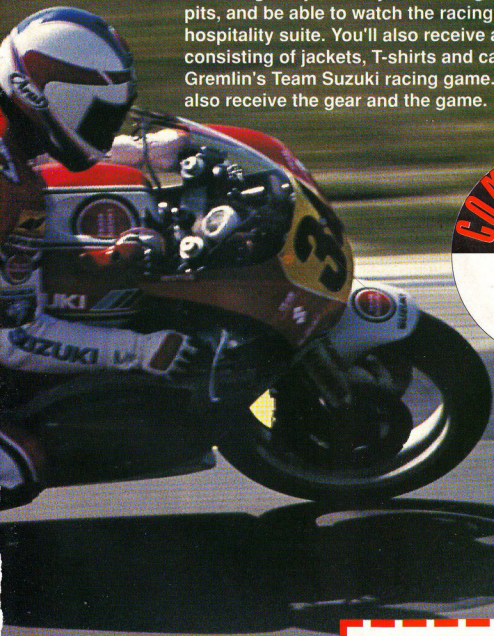
All you have to do to stand a chance of winning one of these fabulous prizes is to study the enlarged screen cut-outs below, and then say what Gremlin Graphics games they've come from. We'll put all the correct entries into a hat and select the seven lucky winners. Send your entries to reach us no later than 1st March 1991 to: Team Suzuki Compo, ST Action, Interactive Publishing, Europa House, Adlington Park, Macclesfield SK10 4NP.



# WHEELS ON



Whether you're a motor cycle fanatic or just have a passing interest, the opportunity of a free day out at a major racing event is not something to be sniffed at. Well that's just what's on offer in this month's competition, courtesy of Team Suzuki and Gremlin Graphics. The two lucky winners – yes two! – will be treated to an all expenses paid trip to the British Motorcycle Grand Prix to be held at Donnington Park on 4th August 1991. There will be a Team Suzuki member on hand to greet you and you will be given a guided tour of the pits, and be able to watch the racing from the comfort of the hospitality suite. You'll also receive a load of fab Suzuki gear consisting of jackets, T-shirts and caps, plus a copy of Gremlin's Team Suzuki racing game. Five runners up will also receive the gear and the game.



# FIRE

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Chip seems to be surrounded by a lot of unfriendly objects. He must use logic to complete the level - there's no deadly firepower in this game!



# Chips C

Chip's life was not fulfilled. He would wander aimlessly about the corridors of his school, his mind full of images. Those images had a name, the name of Melinda.

Some saw Chip as a dreamy character, while others perceived much more deeper feelings of sadness and despair. Nobody knew of Chip's secret admiration for Melinda, and so far as Chip was concerned, nobody would ever know. He never imagined that Melinda would even look at him, let alone go out with him.

One day, however, the lady of all his love approached Chip. After quickly recovering from the shock of the first few initial moments, Chip began to see little red hearts floating

before his eyes. Amid all his intense passion and thoughts, he could hear Melinda talking softly to him, explaining that she wanted Chip to join the Bit Busters, a computer club that she was involved with.

Chip accepted the offer with some glee, but there was one final barrier to overcome. To become a club member, he had to complete a special challenge that had been set before him. The challenge had been split into a number of tasks but, essentially, the aim was the same. Chip's challenge was to collect all the microchips that had been discarded about various locations.

At first, Chip thought that the task ahead wasn't really a problem.

In fact, he found it relatively easy. It was only later that he realised the complexity of the problem. A lot of logic and puzzle solving was required, and although Chip was by no means unintelligent, he discovered just how much brainpower was needed for seemingly simple scenarios.

There were many times when Chip wanted to return home and forget the challenge, but the thought of being able to be with Melinda in the club, spurred him on. Did he eventually succeed? Well, it is your responsibility to ensure he does.

You must guide Chip through

the vast number of levels. By collecting certain objects, you will be able to bypass water and fire barriers, unlock doors, and many other useful activities.

There are also small creatures and other moving objects that will not attack you, but walk into their path and they will have no hesitation whatsoever in disposing of you.

The controls are simply up, right, left, and down. With Chip being a rather shy, placid character, he doesn't wield a battleaxe or possess a gun, dagger or any other weapon you care to think of. You must, therefore, dodge any uncon-

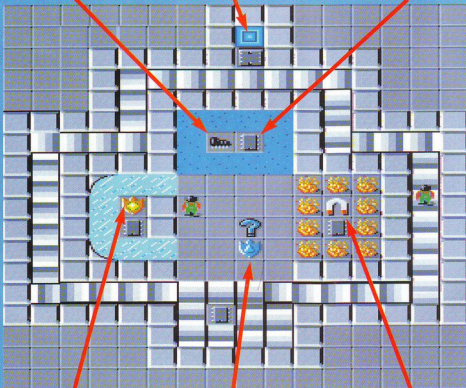


## CAN YOU HELP CHIP COMPLETE THE CHALLENGE?

Special boots with extra tread allow you to safely walk on ice.

When all the chips are collected, the blue portal will transport you to the next level.

Various puzzles will have to be solved to be able to collect all of the scattered microchips.



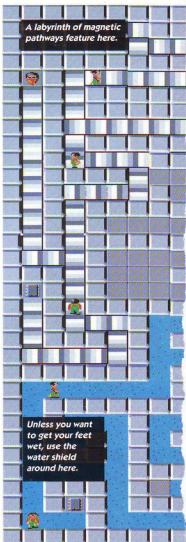
A fire shield will enable you to walk through the walls of fire that are present on this level.

By having the water shield in your hands, you can tread on water without sinking and drowning.

The magnet will enable you to control your movement when stepping onto the moving magnetic floors.

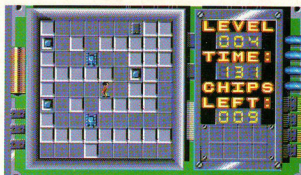
A labyrinth of magnetic pathways feature here.

Unless you want to get your feet wet, use the water shield around here.



# Challenge

G O L D



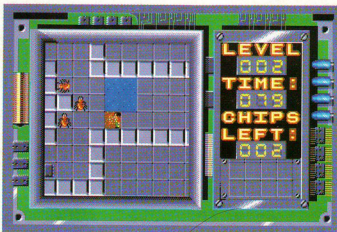
ing projectile or nasty – if you don't, you'll have to begin the level again.

Fortunately, each level has a code number so when you start a new game, you can begin again at the level you had previously gained access to.

With loads of levels to complete, the access codes are vital as this means that when you reach the later levels, you can immediately begin at the same stage when you load the game in again at a future date.

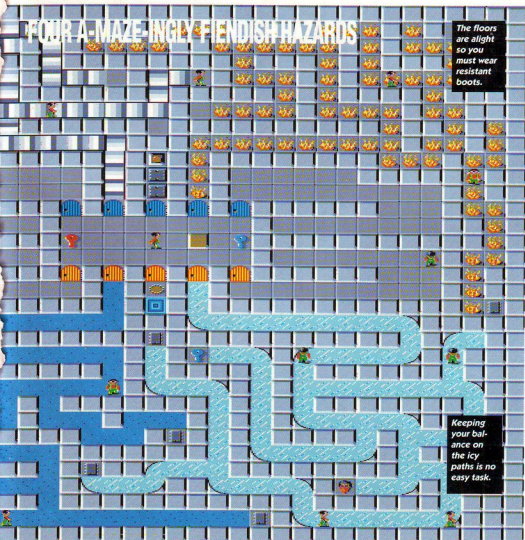
During the game, you cannot die. Unlimited lives doesn't make the game any easier, though, for the puzzles are complex enough to keep you working incredibly hard at your challenge.

**Alan**



(Above) The game designers even decided to incorporate some heavy artillery to try and prevent Chip from succeeding in his awesome task. Fortunately, the tanks are easily controlled by manipulating the blue switches, therefore allowing Chip to make his way around.

(Left) Initially, Chip is trapped by walls on three of his sides and water to the left. Without a sledgehammer, there is absolutely no way he can smash his way through the walls! This means Chip has to push two loose boulders into the water which will create a crossing point for him. All that remains for him to do then, is to simply stroll across, but beware of the spiders on the opposite side.



## PUNTER-POWER™



**GAME: CHIPS CHALLENGE**  
**PRICE: £19.99**

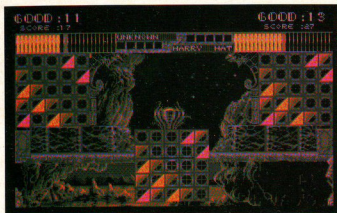
There may be many of you with pessimistic feelings towards Chip's Challenge. After all, converting a game from a less powerful machine like the Atari Lynx can't be seen by many as a good thing. First impressions are that the graphics are frighteningly basic! However, once you get involved in the game, you will discover there is a lot more depth and fun to be had than you could ever have imagined. Its addictive qualities are great, with immense amounts of fun to be gained. Initially, the puzzles aren't very challenging and are mainly there to help ease you into the requirements of the game, but the later levels will require a lot more thought and you may find them highly frustrating! Chips Challenge is an excellent piece of design and programming.

GAMEPLAY:

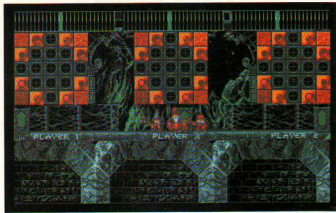
SOUND:

GRAPHICS:

**RATING=85%**



Playing in Memory Fight mode has you competing against the computer player. When finished, the correct pattern is displayed in the centre and points are awarded for each correctly positioned block.



The three player mode is the most hectic of all. The patterns are the same for each player, so you can refresh your memory by looking at your opponents' grids. Stealing blocks that others need is also recommended!

Just how do you interpret a striking title like Brainblasters? I suppose there are two ways: the first is that the game is an incredibly explosive affair with you blowing the hell out of every living thing within bullet and bazooka range, or secondly, that the game is extremely addictive and infuriating, and consequently, gives you a severe case of brain-ache!

Unfortunately, it is the latter description that is correct. I say unfortunately, because producing a magazine gives me enough brain-ache to last from here to heaven or hell (depending upon where I'm destined!).

Seriously, though, Brainblasters is one of those simple looking games that contains basic gameplay, but tries to captivate you into playing it in the early hours of every morning for the following months after you bring it home from the shop.

The idea is to pass the test of Iozu. Doesn't sound too difficult, does it? Perhaps a little agility test, then maybe a test of intelligence. A past Daley's Decathlon expert, champion Trivial Pursuit player: Brainblasters should be a piece of cake. Give me your best shot Ubi Soft.... Oh dear!

A memory test, eh? Well actually, if we're being more precise, 25 memory tests, and they change

# Brainblasters

U B I S O F T

PUNTER-POWER™



GAME: BRAINBLASTERS  
PRICE: £19.99

RATING=79%

Ubi Soft's last effort at this type of game was Pick 'n' Pile. With Brainblasters, they seem to have bettered themselves. Graphically, the game is very simple but the patterned blocks can be clearly defined and the movement of the characters is quick and smooth. The sound is very suitable and satisfactory, giving the game real charisma. Learning to play the game is easy but the many puzzles will keep you busy through the long Winter nights.

GAMEPLAY:

SOUND:

GRAPHICS:

each time you begin a new game (and that's before Iozu!). It seems you have to re-construct a pattern of blocks that the computer generates, with the blocks that fall from above. Arrange these correctly in a special grid and you can progress to the next level. However, the pattern you have to create is only shown at the

beginning of the level. This means that during play, you can't see it!

With a time limit and a computer opponent to beat (who has his own grid but the same pattern), the task of completing each level suddenly becomes very formidable, especially when the block you require falls to the ground and is then stolen by

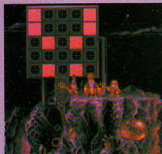
your devious opponent for his own purposes.

Helpful items can descend, such as duplicators which allow you to create an identical block from one you already possess. Therefore if you require two similar blocks, you will actually only need one. Erasers allow you to remove incorrectly positioned blocks, and helmets enable you to see, for a while, the pattern you are aiming to create.

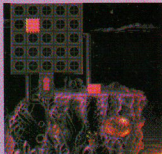
Gift boxes could contain a vital block or alternatively, a brain blasting bomb. If you discover a bomb, your character will be replaced by another, but beware, for you have a limited number of men in reserve. Win through to the test of Iozu and you have one final gripping puzzle to survive.

What else does Brainblasters offer? There's a three player option where you take on your friends and a few game variant options to try out with interest. **Alan**

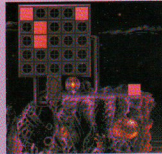
## A STEP - BY - STEP GUIDE ON HOW TO STOP YOUR BRAIN ENTERING A STATE OF MELTDOWN!



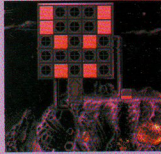
Initially, you are shown the pattern of blocks you have to aim for, then the game becomes a frantic dash about the screen.



You begin to collect the necessary pieces and slowly assemble the pattern. It shouldn't take too long as this is the first level.



The grid is now taking shape. The duplicator you have in your hands will enable you to copy pieces to save you some time.

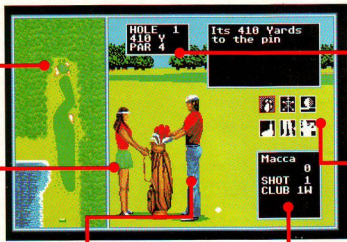


Eventually, you complete the task that had been assigned to you. The game now becomes more difficult and will really test you.



# GO CLUBBING IT WITH ELITE

Looking here will give you the overall view of the hole that you are about to play.



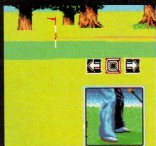
Your trusty caddy will always be there to give you all the advice you need throughout the round.

Looking smooth in those trousers you prepare to tee off. Bet you can't wait until the 19th hole!

Your current round details are displayed here. All you ever wanted to know about how many shots you've taken is here.

The hole details are here. You can see what the par for this hole is and how far it is away from you

By selecting one of these, you can select your club or even change your feet position.



Setting your feet position is essential. You must make sure that they are right or you'll hook the ball.



You seem to have strayed a little with your shot and are now confronted by the forest.

# Tournament Golf

E L I T E

What's your handicap? Are you the King of Swing? All of these questions can be answered in Elite's new golf simulator. You've been invited to play on three world class golf courses, against 15 other totally professional players. You're going to have to master all of your strokes to have a chance of donning the champion golf blazer. If you ever get that good, then you really can wear it with pride.

As in the real-life version of the game, you'll be aided by the one person you should trust when you leave the clubhouse - your loyal caddy. Her advice could be invaluable when the pressure begins to

slowly get to you. Listen to her when she gives you advice, as what she says might be the difference between over-hitting a crucial shot and winning the championship.

Upon loading the game, you are greeted with rather an awkward password-protection system that involves you thumbing vigorously through the manual in search of the necessary word. Once found you must click on each individual letter with either the mouse or the joystick until the word is accepted and the game can begin.

If you press the fire button while on the title screen you'll access the Game Select options. From here

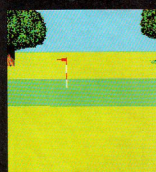
you can choose to either practice or enter a tournament. If you choose to play a tournament the object of the game remains the same. You must get around the 18 hole course in as few shots as possible.

Each tournament consists of 12 rounds. All the other players that are not human controlled will be operated by the computer (thankfully you don't have to watch) and their scores will be shown on screen. To win you must achieve a lower score than the other 15 competitors. If you manage to tie a round, you will have to play in a sudden-death play-off.

As mentioned already, your caddy is very important to your success. The advice level that she possesses can be altered to suit your requirements. For example, if you wish to be given lots of help, the caddy can be set-up to tell you everything.

The shots are easy to play and involve using a gauge at the side of the screen and timing the press of the firebutton to activate hook and slice. If you get it right you'll watch your ball float gloriously towards the green. Get it wrong and it'll be in the lake. You'll then have to get the old wellies out and wade in after it. If this happens you must drop your ball out on the other side but this costs you a valuable shot

Paul



With your next shot you find yourself in front of the green. It's important now to set yourself up for the chip that will win you glory.



Once on the putting green you can attempt to sink the ball in one and maintain your push to the top of the leaderboard.

## PUNTER-POWER™



GAME: TOURNAMENT GOLF  
PRICE: £19.99

RATING=80%

Never having been a fan of golf I was a little unsure what this would be like. As it turns out it's an enjoyable game that you'll get a lot of fun playing. The graphics are nicely done and one or two spot sound effects like the crowd clapping and the birdie (geddit?) tweeting make the game nice to listen to. A fun game that will appeal to people whether they are golf addicts or not. Dust off the old clubs, get out the strange trousers and buy it.

GAMEPLAY: ██████████

SOUND: ██████████

GRAPHICS: ██████████





# WEAVER'S WALKING WOUNDED



**Pte William Blom; U.S. Residence; Pittsburg, Pennsylvania.**  
Status: 6'1", 168 pounds, 24 years old, married, one child. Six months active service in Vietnam. Aikido 2nd dan black belt.



**Pte Robert Case; U.S. Residence; Columbus, Ohio.**  
Status: 5'11", 147 pounds, 31 years old, married, two children. Nine months active service in Vietnam.



**Pte Harvey Moore; U.S. Residence; Fayetteville, North Carolina.**  
Status: 5'8", 163 pounds, 22 years old, single. Six months active service in Vietnam.



**Pte Richard Bachman; U.S. Residence; Bangor, Maine.**  
Status: 5'10", 161 pounds, 28 years old, single. 14 months army service, six months active in Vietnam. Highly proficient marksman.



**Pte David Cain; U.S. Residence; West Liberty, Kentucky.**  
Status: 6'0", 163 pounds, 27 years old, single. Two years in the army, seven months active service in Vietnam.



**Pte Juan Gomez; U.S. Residence; Montgomery, Texas.**  
Status: 5'6", 138 pounds, 24 years old, married, two children. Nine months active service in Vietnam.



June 7th, 1966; a U.S. helicopter returning troops from a period of R 'n' R in Saigon crashes in the remote central highlands of Vietnam. Leading a group of seven people who survive, you must make the nightmare trek across 57 miles of harsh terrain infested with booby traps and enemy V.C. soldiers, and find your way to Do Hoc, the nearest U.S. base.

You take the part of Sgt. Weaver, the only officer left to take charge of the remaining crew but with little food or ammunition your chances of making it are less than slim. Are you a survivor? "This night belongs to the V.C."

Weaver's the name, Charlie Weaver. Military Sergeant, two years army service, reporting for duty sir! I've been stranded in the remotest part of Vietnam with only my six compatriots for company. It's my job to lead this bunch of no-hopers out of this place. Somehow we've got to make it 57 miles to Du Hoc, a friendly base where we will be safe from the mounting V.C. attacks. Some hope!

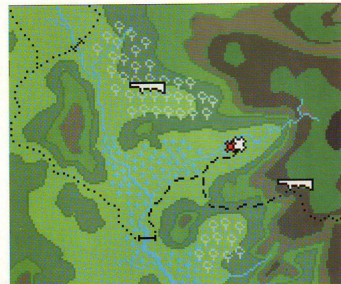
After the helicopter crash, I searched the wreckage and discovered a few rounds of ammo and a couple of sacks of food. Unfortunately, they won't last very long so I think a dawn raid on the village will be my first order. We'll have to be careful though, these

villagers don't give up that easily! I give the order to proceed north at double march. Our scout, Gomez, spots a derelict building off to the north, which, after closer inspection turns out to be an enemy bunker. (Oops, our Alan's taken another wrong turn on his way to work from Oldham, silly sausage!) After much thought, I planned the attack for after dark.

I can't believe it! We were ambushed before we could even raise a rifle to defend ourselves. Bachman, my best marksman, has been shot in the left arm. I guess he's not my best shot any more! The morale is low, the lads blame me for the attack. They say it was my fault because I withdrew the scout. What could I do for God's sake we needed the manpower?

The men are in a better frame of mind now that Blom came back from scout patrol with a V.C.'s hat under his belt. Even I know not to mess with a 2nd dan black belt in Aikido. After the bunker fiasco, I decided to try my luck at organising a raid on a village overrun by enemy soldiers. Morale is low, so this has just got to work.

I am happy to report that the raid went well, thank God. The villagers were quite co-operative considering that we stole all their food, ammunition, grenades and



After receiving a detailed map of the area from reconnaissance, we head east to the village. That little red X is us. Modern technology, you can't beat it!



# Lost Patrol

E A N

found some useful claymore mines.

One of the villagers was not happy with the way we treated their women and proceeded to shoot off randomly with an old AK-47 rifle, injuring two of my men. Without a word of command the remaining officers opened fire and brought the life of that man to a sudden halt.

We're getting closer, I can feel it. Case, today's scout, has just reported back warning me of an enemy bunker dead ahead and a minefield off to the left. With two of my men still injured, I can't risk another confrontation with the V.C. so, after tossing a coin, it looks like the minefield has won the chance to put us out of our misery.

The men are ecstatic. Out of the bullet ridden glare of the moon we spotted an American flag flying from the rooftop of a building. It can only be one place - Du Hoc. All we need to do now is dig in for the night, regain some energy and then make the final crawl across the marshes to freedom. It can't be this easy, something has to go wrong. The last I heard was Gomez shouting: *Sarge look out behind you!* Now all I can feel is the last droplets of life draining away from me. We were so close, so close...

Jason



Looking around you can't really believe that there's a war going on can you? That peasant looks as peaceful as the corn blowing in the wind.

## PUNTER-POWER™



GAME: LOST PATROL  
PRICE: £24.99

*Lost Patrol is a war strategy/ arcade game of reasonable quality. Graphically, it is extremely well drawn and detailed with digitised pictures following your every move. The sound has been restricted to machine-gun fire and grenade explosions that do the job in hand amicably. As well as a strategy game, Lost Patrol incorporates a variety of arcade sequences from murderous snipers to lonely Viet Cong soldiers looking for a fight. Although not a game for the strict shoot em' up fan, Lost Patrol rates as a good attempt at a war/strategy game from a company new to the experience. Good try Ocean!*

GAMEPLAY:        
SOUND:        
GRAPHICS:

RATING=72%

## CASUALTIES OF WAR



*After closing in on an enemy village, Cain discovers a minefield. As there is no way around it, I must lead my boys through it and out to safety. The only problem is...who or what's on the other side of it.*



*Whilst we were on 'sleep easy', we were attacked by enemy V.C. soldiers. With them hiding behind a stone wall and us out in the open, things aren't looking at all good!*



*Whilst out on scout duty I came across a lone V.C. soldier hiding out in the forest. The time has come to test out my two years of army training!*



*After stocking up on food and water at a local village, we are attacked by a sniper hiding out in the undergrowth. Bachman, bring the grenades!*

# Edd the Duck

I M P U L Z E



The temperature in the weather centre has got a little colder as Edd reaches the later part of the level. Watch out for the frozen fish fingers!

When you're a star, life's tough (even we at ST Action feel the pressure from time to time). It's especially tough if you're a duck because nobody takes you seriously (or so I'm told). When you're a megastar though, life's a bit different because you get your own computer game.

Taking on the role of our little green-haired, feathered friend you must negotiate your way through the various departments of the BBC Television Centre, collecting 20 little stars from each section. These stars will enable you to achieve the fame and success you desire.

The Television Centre is divided into three major departments: the weather centre, the Special Effects Department and the Children's TV area with the broom cupboard and so on.

All the time whilst on your star-collecting mission you must avoid at all costs the naughty Wilson the Butler and all of his cronies. If by chance you should come into contact with one of these you will lose one of your precious lives and go flying off into the distance whilst

turning several somersaults.

You're not entirely defenceless though. In your possession you'll be able to find special snowball shooter that can be activated by pressing the joystick's firebutton. If your snowball comes into contact with one of the enemies it will freeze them instantly for a short period of time, during which contact with them causes no harm to come to you. During this time you must make sure that you are well clear because as soon as the effect wears off you'll be back in immediate danger.

The game takes the form of a platform romp, obviously with Edd himself as the hero. The scenario scrolls upwards and you must jump from platform to platform, timing it just right so that you don't collide with any of the meanies. After you've collected the 20 stars for that level you are transported to the next section of the building.

The Edd sprite actually looks like him and is therefore quite cute (judge for yourselves whether this is a good or bad thing). Wilson is (as usual) depicted by a gloved hand

## PUNTER-POWER™



GAME: EDD THE DUCK  
PRICE: £24.99

I suppose it was inevitable really. Edd the Duck is so popular the only surprising thing is that he hasn't been on the computer screens a for a long time already. The game doesn't really offer much new in the line of originality or gameplay. It's basically an old-fashioned platform game with well-known characters. Sound isn't really worth writing home about with just the usual sub-standard tune in the background. It'll probably sell because of Edd, but if it had been based on Pete the Parrot it would've stayed where it should be, and that's on the shelf.

Perhaps the game's major problem is its difficulty level is too high for its obvious audience, that is, the kids. Apart from that it also has very little playability in it.

GAMEPLAY:            
SOUND:            
GRAPHICS:

RATING=54%

and sleeve, so that his identity remains a secret. The baddies range from little owl-like birds, fish and of course the argleflogs. Contact with any of them results in the same messy end and takes you back to the last starting point for you to try again.

Paul

Edd must make his way up the vertically scrolling screen by jumping from platform to platform whilst avoiding all the meanies, including Wilson.



Little Edd must carefully negotiate his way up the blocks towards the end of the level.



Edd prepares to exit the level and move through to the next part of the BBC television centre.



# Supremacy

MELBOURNE

1  
ST  
A1 RATED

All that lies between you and the enemy is a cluster of lifeless planets. As you begin your quest for supremacy you'll only be able to call upon the resources of your home planet.

However, as time passes, it is possible to terraform dead stars, causing them to become new colonies ripe for picking.

As the days go by you should find yourself with a whole range of new and varied planets; each with their own individual traits. Should you manage these correctly, your people will thrive and flourish and life will be blissful.

Naturally, as you're going about your day-to-day business, the enemy will be doing just the same. There will come a time when all the lifeless stars are colonised and you'll have to look further afield for new

## PUNTER-POWER™



Great (27%)  
Good (42%)  
So-so (18%)  
Poor (11%)  
Dm (2%)

GAME: SUPREMACY  
PRICE: £29.99

RATING=84%

*Supremacy is an involved game. Arcade fanatics would be well advised to steer clear. However, for those of you who crave an intellectual test, Supremacy is here to challenge your grey matter. The game is superbly presented. Each governmental control screen has been designed with simplicity and ease of use in mind. Newcomers to this style of game may seem a little overawed at first, with four levels of difficulty, everyone will find the game fun to play.*

GAMEPLAY:   
SOUND:   
GRAPHICS:

territories. When this happens your armies will be called upon to invade alien planets, capturing them in your name.

When this occurs, the defeated party not only loses all the resources

and revenue from that planet, he also loses all of the equipment deployed on the planet surface. Of course, you may befall the same fate, so a wise leader leaves a military presence on his more vital stars.

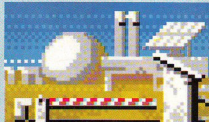
In this way an invading army may be driven away.

The key to success lies in the deployment of craft and the wise use of resources. Only when you have achieved a strong military status can you launch a final attack on the enemy's base. In order to overcome your foe you'll probably need at least four battle cruisers, full to the brim with top-class troops. Succeed and you'll gain supremacy, fail and you're back to square one; minus a vast army to protect your colonies.

All in all there are four star systems to conquer, each containing more stars than the last - thus increasing the challenge somewhat. Beginners would be well advised to try their tactical skills against Wotok, while seasoned strategists may try the ultimate challenge against the all-powerful Rorn. **Nick**

## MAKING THE MOST OF YOUR PLANETS

There are six basic planet types, all of which have their own individual traits. By learning to use their attributes wisely you'll greatly enhance your chances of Supremacy.



**Starbase:** Your home planet is the only place you may commission and build ships. It's also the only planet where you may train and equip troops. Both mining and horticultural stations work well here and the taxation rate is very similar to that of a sprawling space Metropolis.



**Lifeless:** As the name suggests, these barren planets are dead stars. Only by terraforming the surface will you be able to breath life into them. Use your atmosphere processor to prepare the ground prior to habitation. Send a fully-laden cargo ship after it and you'll have the makings of a colony.



**Volcanic:** Although horticultural and orbiting solar stations work normally in these conditions, the real gains are to be made in mining. A mining station produces five times the yield of minerals and three times the yield of fuel when deployed on a productive volcanic planet.



**Desert:** Both mining and horticultural stations work at a normal rate. However, because of the planet's unusually thin atmosphere the energy yield from orbiting solar satellites is greatly increased. What's more, practically no energy is lost when beamed down to the planet's capacitor storage devices.



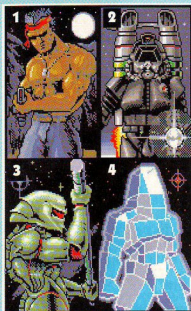
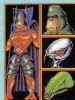
**Tropical:** Both solar satellites and mining stations work well when deployed here. However, as you might expect, because they use local flora and fauna horticultural units produce significantly more food units when deployed here. Ferry any excess units to less fortunate planets.



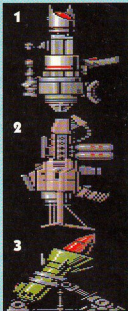
**Metropolis:** These vast planets are little more than breeding grounds. All units work to a satisfactory degree but the real gains are to be found in revenue. Try to build a large colony of inhabitants, the revenue per unit of time you receive is far greater than any other planet.

## FRIEND OR FOE?

There are four star systems to conquer, each one having its own supreme dictator. These range from Wotok, an ape-like being whose military and tactical skills are near non-existent, to Rorn, a powerful military genius. In order to stand a fighting chance of defeating an alien leader you must equip your men. There are four types of armour and three types of weapons available.



- 1. Basic Suit:** Little more than what your troops were born in. At only 20 credits per man losses are going to be high.
- 2. Carbon Fibre Armour:** Costing 100 credits per man these units provide a reasonable degree of protection against low powered weapons. Your troops will also have the advantage when hand-to-hand combat is called for. Unfortunately, these suits do little to reduce the effect of nuclear fallout.
- 3. SynthAlloy Armour:** Rendering the wearer almost invincible in hand-to-hand combat this suit gives substantial protection against low-powered weapons and minor chemical and nuclear attack. Unfortunately, only reasonable defence is offered against plasma and laser weapons. SynthAlloy suits retail at 200 credits per man.
- 4. Personal Force Field:** At a little under 300 credits per man, personal force fields are pretty pricey. However, when new, the suit will make its owner impervious to all attacks (apart from direct nuclear strikes). The one flaw is that when used in battle conditions it will degrade to the state of SynthAlloy armour.



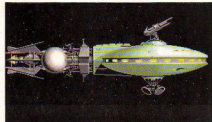
- 1. Recoil Cannon:** Costing 50 credits, the recoil cannon employs simplistic technology to hurl a projectile at the enemy with a reasonable degree of accuracy.
- 2. Self-Loading Gas Cannon:** A versatile weapon that can be used as a rapid-fire infantry cannon, a highly accurate sniper's rifle or a grenade launcher. Able to adapt to all-manner of ammunition this cannon is well worth the asking price of 120 credits.
- 3. Nuclear Mortar:** Used either as a hand-held cannon or a traditional mortar this formidable weapon can fire, at great accuracy, devastating nuclear grenades. At 250 credits it's an expensive piece of hardware, but worth it if you consider the damage they do.

## USED SPACECRAFT - ONE LADY OWNER

As your empire grows and expands, your fleet of ships will increase in size. Obviously, you'll need to manage your craft to obtain the most from your planets. We present a quick guide to your crafts' attributes.



**Cargo Cruiser:** With its fuel load of 1,250 tons, a cargo cruiser is a long-range work horse. It can carry a payload of 2,250 tons and up to 1,850 civilians. Load up a cargo ship and send it to a newly formed planet - thus proving the new settlement with an instant starter pack.



**Battle Cruiser:** Battle cruisers can hold 4,500 civilian passengers and are therefore invaluable for boosting the population of a colony. The main role of the battle cruiser is to take your troops into battle. Up to four full platoons may be carried at any one time. You'll probably need a whole fleet.



**Solar Satellite Generator:** When put into orbit, these units capture energy, sending the power to capacitors on the planet's surface. One satellite is recommended per horticultural or mining unit. When orbiting a desert planet the units tend to capture far more energy.



**Atmosphere Processor:** Powered by its own nuclear device and controlled via a remote link they are used to clear a dead planet and resuscitate it. If you leave an atmosphere processor on a planet which is captured by the enemy, he will scrap it leaving you to find the money for a new one.



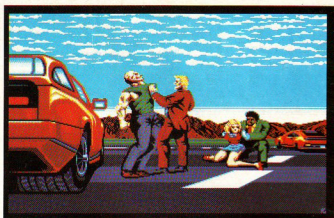
**Mining Station:** Capable of mining minerals and fuel from a planet, these giant units can be moved around the galaxy. Make sure you install them early as they tend to work rather slowly. For maximum output of minerals and fuel, create a large mining colony on a volcanic planet.



**Horticultural Station:** Without a constant supply of food your people will invariably die. Horticultural stations provide the necessary food sources needed to maintain life. It is wise to make sure you acquire several of these at an early stage. For best results, assign stations on tropical planets.



Having received the telephone call from Karen, you screech off in hot pursuit of the villain. You've got 60 seconds to find him.



Having completed the first stage you can now beat out of him the clue that you require to continue.

# Chase HQ II

O C E A N



A year after the original Chase HQ smashed its way from the arcades onto your ST, the sequel - Special Criminal Investigations - now makes the transition to your computer.

Billed as being faster and tougher than the disappointing original, Chase HQ 2 sees you embarking on the most important case of your life. The mayor's daughter has been kidnapped and is being held by the baddies somewhere on the south side. You must complete six missions before you can save the wench.

Upon completion of a mission, a clue will be revealed allowing you to continue. Following all of the leads will eventually lead you to the secret location where she is being held and you can free her.

Unfortunately finding her is not your only problem. Through your sources, you have found out that there is a time bomb keeping her company. You must get there before this blows up or it won't be worth bothering about.

Each individual mission will be transmitted to your in-car computer by Karen from Chase HQ. Once you

receive this information you have 60 seconds in which to locate the criminal and once you've found him you get a further minute in which to apprehend him by ramming him off the road.

While you are trying to hit the criminal with your Ferrari (like you do!), using a pump-action shotgun you can shoot to try to inflict a little



The status screen gives you details of your mission as Karen sends them via your in-car computer.



The supply helicopter hovers above waiting for the right moment to drop down a new weapon to you.

more damage on the car. This increases your chances of beating the time limits.

If you find that you're getting a little behind in your pursuit you can use one of the few Nitro Boosts that your car is supplied with. This will give you a very short burst of speed that might just catch you up with him. As you only have a couple of these it's wise not to use them unless you have the car in sight.

Throughout the game a helicopter will appear above you and drop more advanced weaponry down to you, which, if you catch it will give you stronger firepower for a limited period of time. Items such as rockets will vastly increase your chances if you can get your hands on them.

The major hazards in the game are the roadside obstacles (which luckily enough don't affect the enemy as they seem to be able to drive right through them) and the appalling driving of the innocent people (it's almost like they've been modelled on Dotty).

If you can weave your way through all of these you'll be able to launch your attack on the criminals and maybe even rescue the poor old mayor's daughter. **Paul**

## PUNTER-POWER™



GAME: CHASE HQ  
PRICE: £24.99

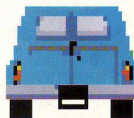
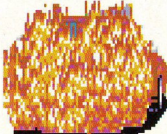
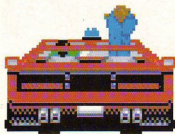
For some reason I was expecting a lot of this, but sadly my hopes were dashed. The only real improvement on the original are the graphics, which are larger and more colourful. The scrolling, even on the high score table, is appalling and the way that the enemy can drive off the side of the road through the barriers, when all you have to do is clip one to go spinning across the road, is bad news. Sound isn't as good as Chase HQ either (and that's saying something!) so really this hasn't got much going for it. Nobody could say that it isn't tougher than the original because without a doubt it is. Its only saving grace is that for one reason or another, for a while at least, you want to play it again and catch the criminal. If you've got the first version, buying this isn't going to provide you with a great deal more than you've got already. If you haven't, try it before you buy it.

GAMEPLAY:

SOUND:

GRAPHICS:

**RATING=60%**



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*"From my point of view, the game has kept me sitting up at nights and through holidays and weekends for up to 12 hours at a stretch, with miniscule breaks for food and other necessities.....It is a game I have no hesitation in recommending to anyone with even the slightest interest in American Football."*

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OUR PRIORITY: GAMEPLAY

# HEADCOACH V.3



### THE GAME

Headcoach is the complete American Football simulation. You take charge of the latest recruit to the National Football League, and through skilful design of gameplans and the use of the college draft, build up a 45 man squad to keep your fans happy and win the Superbowl. Unlimited seasons, and ageing players, produce a realistic game of fluctuating fortunes.

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The match is a game in itself taking about 40 minutes to complete. With 26 offensive plays and 21 defensive plays, there is ample scope to match your gameplan to the skills of your squad, and exploit the weaknesses of your opposition. It's here where the strengths and weaknesses of your own players are highlighted.

### TRAINING CAMP

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### STATISTICS

The statistics section will encapsulate your team's and your players' season. Total yards, rushing yards, passing yards, kick-off returns, punt returns (and averages for all these), interceptions, sacks...all these are kept for each match, the whole season, for the team and for each player. American Football is a game of stats and we retain that.

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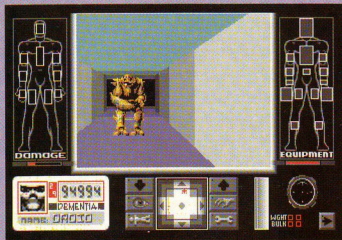
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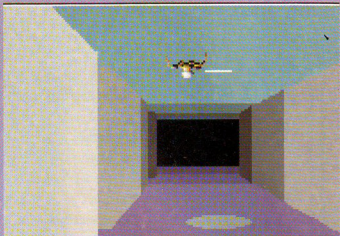
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# WELCOME TO THE FUN-FILLED FACTORY OF



One of the first creatures that you'll encounter is this charming chapple. On closer examination you'll find that it is just an illusion.



Later, on your journey through the building you are attacked by the monster on the roof. Dispose of this quickly if you want to survive.

The Universal Cybernetics Corporation are about to be placed under secret observation by the Government for suspected illegal use of genetic manipulation. What this all basically boils down to, is that this company, respected worldwide for its innovative advances into the world of robotics, allowing almost every home in the country to have some kind of robot as a servant, has been working on a top-secret, highly illegal, killing machine, a completely new giant humanoid lifeform, its staple diet being people.

It was given a rapid healing system and the instinct to kill and devour whatever it found. Suspicions may never even have been aroused if something hadn't escaped from the factory in London. Feeding on a regular lunch of pedestrians that happened to pass by, the killer began to be nicknamed *The Ripper* by the press. What caused the most concern was the state in which the corpses were discovered - they

appeared to have been eaten!

The government, worried about what may be going on, have called in the legendary espionage group, Zodiac, believed by many to be a myth, to investigate the strange goings on. It is decided that the agent must be chosen from the Libra chapter, whose speciality is restoring balance. Once chosen, the agent will be dropped onto the factory's roof, from where the genetics lab must be located and an embryo of the humanoid stolen.

As soon as this task is complete the agent must exit the building at ground level. No government assistance will be forthcoming. If the agent is caught he must face the penalty, as any official intervention may be seen by the Corporation as an attack upon them, leading to their withdrawal from this country.

At the beginning of the game you must choose which of the six possible agents you wish to attempt the mission. Your final choice is limited

# Corpo

ed between two males, two females and two Core androids. Each has its own individual characteristics and styles.

There is also a very novel feature built into the game which allows you to use yourself as the agent. By filling in the accompanying application form, you can become a member of Zodiac. To do this you must send the

completed form, a passport photograph and £1.50 to Core, who will then digitise your facial features and send you back a disk with your character on it. You then have the option while loading to use your own data disk instead of the one supplied.

Once you have chosen your agent, it is time to supply him/her/it with all of the goodies that you can

## CHOOSE YOUR AWESOME AGENT



Rick Allen



Steve Sumner



Donna Jaxxon



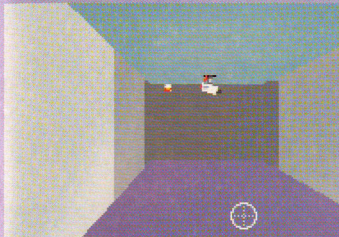
The Core Droid



Toni Carter



# FEAR - WATCH OUT FOR THOSE MEANIES!



You accidentally trigger the alarm by walking carelessly in front of the security camera. Guards will now be closing in on all sides.



Failing to evade capture you are imprisoned in a cell by the Corporation while they think of something to do with you.

# Corporation

O R E

afford to take with you into the factory. For example, you will get a choice of weapon to take and it is up to you to decide which most fits the bill.

Control is by mouse and is similar to the old Dungeon Master type scenario, with you moving around a maze, this time by clicking on your little on-screen compass. When you

come across a baddie you can use your gun by simply carrying it in either hand. If it should run out of power and you cannot find anywhere to recharge it, then you will have to resort to punching your enemies. Punching, unfortunately does very little damage indeed, so it is wise to always keep your weapon fully powered up.

## PUNTER-POWER™



GAME: CORPORATION  
PRICE: £24.99

**RATING = 81%**

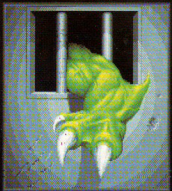
Every now and then something different comes along and Corporation is such a game. An original storyline mixed together with good programming makes this one a refreshing change. Admittedly it won't appeal to everyone as this sort of game has its own audience but you'll soon find yourself becoming engrossed in the challenge. The outstanding feature is the option to play as yourself. This should help to give the game an extended play life.

GAMEPLAY:            
SOUND:            
GRAPHICS:

It is important to watch out for the various methods of security employed by UCC. These include simple closed circuit TV cameras and infra-red beams which when triggered set off the alarm. Setting off the alarm is particularly bad news as not only does it attract the attention of the guards, but it also causes tranquiliser gas to be pumped into

the air, rendering you unconscious and prone to capture. It is therefore wise to purchase a gas mask at the start of the game. If you are caught, you will be placed into a cell and from there you must work out how to escape. Fail to do so in a set period of time and the guards will set Freddie, a genetic mutant, onto you, to end your existence. **Paul**

Now they've thought of something to do! They're feeding you to Freddie, their pet. Did you remember to save your game?



UNIMPRESSED BY YOUR REFUSAL TO RESPOND TO INTERROGATION YOUR CAPTORS DECIDE TO INTRODUCE YOU TO FREDDIE: YOUR CELLMATE FOR THE LAST PAINFUL MINUTES OF YOUR LIFE!

## TOYS TO PLAY WITH



Your trusty gun



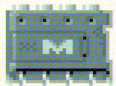
The Jet-Pac for flying



A pocket stun bomb



Obtaining the bionic arm gives you power



The Medi-Kit



# Robocop 2

OCEAN

## PUNTER-POWER™



GAME: ROBOCOPI 2

PRICE: £24.99

*I didn't think that much of the first Robocop conversion so I awaited for Robocop II with bated breath. I'm glad to say that I was not let down. Special FX have managed to create a game that's not too difficult to get into but keeps you coming back for one more go. The sprites are nicely animated and the backgrounds are colourful and well detailed. A nice, updated version of the original title music plays at the start of the game and some well applied sound effects add that little touch of atmosphere. My only small gripe is the collision detection. Occasionally, when you are shooting at an elevated angle, the bullets seem to go straight through the intended target causing multiple problems when being attacked from all sides. But I think we can allow for one slight error in many months of dedicated programming, don't you?*

GAMEPLAY:

SOUND:

GRAPHICS:

**RATING=88%**



Foreboding, futuristic skyscrapers soar into the polluted, grey sky. Decay and decline – this is the city of Detroit in the near future, a city that is slowly crumbling into unwanted ruin.

With the police force out on strike, the helpless citizens and the legions of the homeless are easy prey for the gangs of heavily armed hoodlums, none more ruthless than the evil Cain and his gang of psychopathic killers.

Only one force stands in the way of anarchy's path. One force that can prevent the innocent residents of Detroit falling into an abyss of lawlessness and chaos – Robocop is back!

Just over a year ago, Manch-

ester based software house, Ocean, acquired the licence to the film and released a game that was to take the market by storm. Jumping into the Christmas number one spot, Robocop stayed at the top of the software charts for 32 weeks and was still in the charts its late last year. Quite some achievement don't you agree?

Ocean have now released Robocop II and are hoping to duplicate their phenomenal success of last year. Programmed by Special FX, the development team responsible for Batman the Caped Crusader and Midnight Resistance, Robocop II is an arcade shoot 'em up that

puts you in the role of Murphy, an officer blown to pieces and then transformed into an inhuman fighting machine, to wage war against monsters hell-bent on destruction.

As Robocop, you must track down the infamous drug dealer, Cain, as he wreaks havoc in his pursuit of the totally addictive narcotic – Nuke. Stop him before he reaches his hideout, the Tokogawa Brewery, and unleashes OCP's new robot, Cain, onto the streets to cause mayhem and destruction. Starting off in the River Rouge Industrial Complex, you must rescue all the scientists, collect any abandoned Nuke and arrest 'The Female' – one of Cain's evil assistants who is



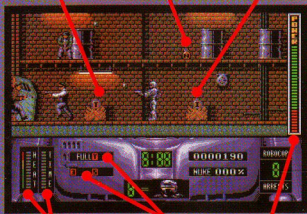


## SERVE THE PUBLIC TRUST... PROTECT THE INNOCENT... AND UPHOLD THE LAW

Collecting this icon allows you to use the latest in advanced weaponry - the three-way power pistol.

This is what all the fuss is about. Collect all the abandoned Nuke before Cain's men retrieve it.

Quite a useful item this one. Pick it up for a short period of invulnerability.



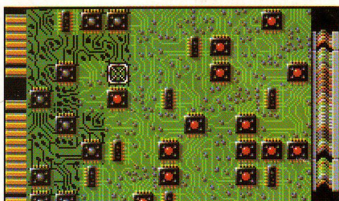
These gauges tell you how hot your gun is and how much time you have left if you have collected the shield icon.

This display tells you how many bullets you have left and what weapon you are currently using.

This displays your current energy level. It can be replenished by picking up baby food.



Just when you thought it was safe to go back into the streets. You have just managed to negotiate three live electrical energy lasers and you feel safe! Out of the corner of your eye you notice two felons about to blow you away. Feel safe now?



This is one of the bonus sections that you must complete. Your memory banks have been filled with false directives, you must disable all the activated circuits so that you can remember your true directives before it's too late.

hiding out at the end of the level.

Always available to you is a useful status panel that displays your current energy level, your lives remaining, the time you have left for that level and a text window that updates you on any relevant information.

During the level you will be attacked by various thugs belonging to Cain's gang. Shooting some of them will cause an icon to be left behind that, when picked up, will grant you one of several bonuses, from weapons (Three-way, Scatter, and Rapid fire) to the energy reviving cartons of baby food.

Crates and other inanimate objects can be punched to reveal canisters of Nuke and extremely

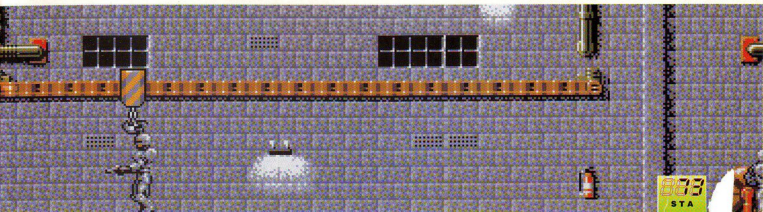
useful invincibility icons. Lifts have been positioned around the complex to help you find and rescue the scientists. But be careful, the floors are not what they seem - beware of weak boards and disappearing platforms! Unfortunately, some one has carelessly left all the industrial chain saws turned on and to a guy like you that looks like a pretty mean can opener.

Between levels three and four there is a chance for you to improve your shooting on the firing range. Depending on how well you performed, you can gain an advantage over your opponents.

Robocop - the future of law enforcement, is now in your very capable hands. Go for it! **Jason**



A nice touch that has been introduced into the game is the target range. Your skill and accuracy here determines how many hits your opponents will take, before they are dispatched to the big prison in the sky!





# Castle Software



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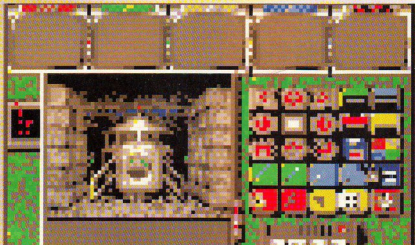
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STAFEB

# Dungeons & Disk Drives

**And where were you when we needed you so badly? The last day of the Wembley Christmas Shopper Show was on December 9th and reports on the Dungeon's steam radio were warning of blizzards heading in from the Continent. Only fools would dare to risk the trip on such a day - the Dungeon Crew set off at 7am!**



Three days of snow were blanketing large tracts of the countryside, and although we worried that we might never get back to the safety of the Dungeon, we decided to take the risk; at least we could play with all the software without being jostled by the usual mobs. Arriving in the hall we couldn't believe our eyes, the place was packed. There was no room to swing a mouse, never mind a cat!

Fearing that the Troll's disappointment might cause him to grumpily twist the head of an Amiga user, I decided to head for the ST Action stand and take shelter behind the counter. Might as well meet the public if we couldn't play with the games, I reasoned. Little did I know that a hard lesson was waiting in store for us there.

As the streams of buyers jostled around the piles of mags we attempted to smile bravely and ask the jolly readers what they thought of ST Action.

"Great! Smashing!" they all replied.

"And what do you think of the Dungeon Crew's Column?" we pressed.

"Dunno, we hate adventures so we never read that bit", came the snotty replies.

After an hour of misery a serious looking character with glasses turned up and in desperation we fell upon him and offered to sell him a half-priced, autographed copy of ST Action.

"No thanks I hate games, I'll take a copy of ST World though!"

So much for fame and stardom. Just when you think you're a mega-hero, along come hordes of rotten, joystick wagglers to kick you in the teeth. So I say again: "Where the hell were you when we needed you?"

In an attempt to cheer us all up we decided to ring up the current Dungeon Hero - Tony Crowther. Tony's latest game Captive is currently smashing records in the 16-bit charts. If you have ever played Monty Mole, Blogger, Son Of Blogger or Potty Pigeon on a Commodore 64 then this is the man behind them all.

Having written a stream of 8-bit successes Tony then looked at the price of 16-bit software and decided that gamers were being ripped off by having to pay such large prices for such little gameplay. He decided to take a year off work and produce a game so jammed

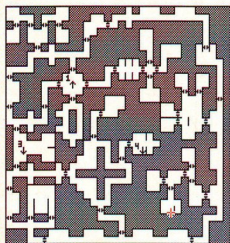
with features that it would be worth the asking price. If you have already got Captive you'll know how successful he has been.

We rang at the right time because Tony had just been told that his game had won the French 'Tilt Dor' award for the best RFG game of 1990 (Chaos came third!) and he had signed a five year contract with the game's publishers Mindscape. With mega-bucks about to be showered upon him, Tony confessed that he now hoped to fulfill a secret ambition and buy a white Porche 944 with white leather seats which he has been lusting over for years.

True to his word to help out the Troll with any queries, he gave us the following hints:

- If one of the group is using the DEV SCAPE II Shield, then all hits on the group will be reduced by half. If every member has a shield activated, then the hits will be reduced to a sixteenth which makes things a damn sight easier.
- If you have been puzzling over the purpose of the SLEEP icon then here is the lowdown. Unlike Dungeon Master, your hit points do not recover while you sleep, instead it has two simple purposes. Select to sleep when you wish to speed up some lengthy task (e.g. flying between planets, or using the power fixer). When you are asleep you don't use up so much energy so it can be useful if you are waiting for an elevator or a monster to turn up. (*I'm not sure I fancy that last idea!*)
- If you are not sure what planet you should be visiting next, take a close up peek at the top, left corner of the galaxy map. Here is a red number indicating the level of base you should be looking for. You can find a planet's base number by zooming in and pointing at it. A LEV number will be shown against the flashing bases.
- If you are already on a planet and wish to find out the level of difficulty you are coping with, buy some explosives. Divide the price of the explosives by 100 and then subtract 1 from the answer. Note that the first level you

## Given up the ghost with Xenomorph? These maps won't help you in the slightest!

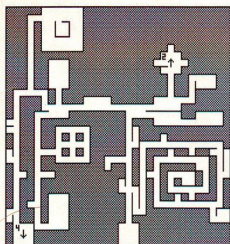


### XENOMORPH

MAP OF LEVEL 2

↕↕ = STAIRS TO LEVEL 1 ?  
 ━┳━ = DOOR

RR

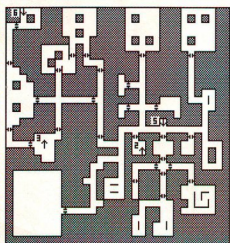


### XENOMORPH

MAP OF LEVEL 3

↕↕ = STAIRS TO LEVEL 2 ?  
 ━┳━ = DOOR

RR



### XENOMORPH

MAP OF LEVEL 4

↕↕ = STAIRS TO LEVEL 3 ?  
 ━┳━ = DOOR

RR

tackle is level zero. More hints next month.

Oh I forgot to mention that the Troll's diet has finally ended. Not because he lost any weight – he just ate all the diet sheets. I must confess that we are all secretly glad that it's ended. You'll just have to take my word for it, a Troll on a high-fibre, cabbage diet is something which strains your patience – and your nostrils. It may just be a coincidence, but someone sent the Troll two Christopher Robin books for Christmas which he has become quite fond of – *Poo and the Windy Day* and *Poo in a Tight Place*. Nuff said...

## TROLL LETTERS SING YOUR WAY TO FREEDOM

I cannot put my hands on Patti's nectarines, where are they? I am also stuck in the Bamboo Jungle. How do I get through before Patti dries up and starts looking like a bit of old orange peel? One last thing, can the player switch between Larry and Patti at will? ...

I would be most humbly grateful for an answer. If you do answer I have a cubic tonne of rotten compost that I can let you have for drawer liners. Either drawers to put things in, or drawers to put your bits in!

I Fink Yor Mag Iz Grate.

**Mike, Dagenham**

*Why do you want to hold Patti's nectarines? On second thoughts, don't tell me I'd probably be sick.*

*When Patti visits the Chip & Dale Nightclub she can take off her pants and throw them at the male stripper. (He doesn't seem to mind her doing this, but when I tried the same trick with my boxer shorts I got thrown out). When the stripper finishes his act, talk to him and he will give you the clue to examine the song in your manual.*

*The first letter of each word in the naff lyrics is the compass directions which will guide you through the bamboo. You will need something to drink, so before you leave the hotel take the bottle of wine and go to the Cabana and fill it with water. No you can't switch between Larry and Patti.*

## KEEP AN EYE OPEN IN MANHUNTER NY

I have entered Harvey Osbourne's house, collected the key and then looked at the body hanging in the bathroom. Using the key I then unlocked the side door of the museum. Can you give me the directions to get through the maze of doors in the museum and can you tell me if the 12 keycards which I have found are enough?

**Mathew Banks**

*Your problem is that you suffer from piggy human eyes. You don't need me to give you directions, open your optics and note the route your suspect takes with the tracker.*

*Your other problem is again caused by your poor 'goggle organs'. You will need one extra keycard to those you found in the sewers and if you visit the nightclub and look carefully you will see that someone drops a keycard onto the floor just seconds before you are tossed out on your soft, pink, piggy*

ear. Grab it quick. As for the body in the bathroom, it just proves what I've always said. 'Bathrooms are deadly places'.

## RISE ABOVE YOUR PROBLEMS

Could you please tell me the name and address of the person who wrote Spellbreaker so I can go to his house and violently murder him and his family? What is the reason for this outbreak of mayhem? Well it is because of three problems which puzzle me greatly. How can I get the opal eye from the idiot? How do I buy a carpet from the merchant? How do I get the cube from the Roc's nest?

**P. Ashworth**

*I don't remember anything about an opal eye in a statue, but there is definitely a cube in its mouth. The mouth is not open enough to let you take the cube. The only answer is to use magic to bring it to life. WAIT until you are told that it is definitely looking for you then ESPNIS THE IDOL. Use magic to make it fall asleep. If you are lucky it will behave like Dragon when he sleeps - flat on its back with his mouth open! If not, try spell-casting again.*

*The merchant has two carpets for sale, you want the blue one. ASK the Merchant about the carpets. HAGGLE! When he finally asks for 500 Zorkmids and holds out his hand, give him the gold coin. He will then give you a carpet. Check your inventory before you leave the Shop. If you have the red carpet, ASK MERCHANT FOR BLUE CARPET. He will apologise and exchange it! LOOK UNDER THE CARPET and READ the LABEL you find there.*

*This magic carpet is the solution to your final problem because you use it to fly to the Roc's nest. Once there, quickly, get off the carpet, take the cube, SIT ON THE CARPET and then go UP. You have very little time to do this! If the egg cracks and you are confronted by the Baby Roc, you are going to DIE!!*

## SPACE QUEST III'S RODENT ROBBER

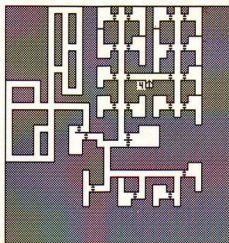
Believe it or not I am having trouble with Space Quest III, the so-called 'easy game'. I have got the reactor and the wire and whilst walking back to the ship I got mugged by a giant rat who took both the items. How do I stop him? How do I pick up the warp motivator and get it to my ship; if that is what I am meant to do?

**Nick Hull, Essex**

*That wasn't a giant rat, you've just been beaten up by a mouse - YOU WIMPI! I'm not surprised the mouse beat you up because he was reading ST Action when you cleverly stole the reactor which powers the lights. Being a very intelligent mouse, as opposed to you - you spineless worm! - he has returned the reactor to where you found it so he could carry on reading Dungeons and Disk Drives. If you wait a moment until he has finished reading my pearls of wisdom you'll be able to go back and retrieve it.*

*If you had examined the controls in the little overhead cable car instead of gaily chugging around tooting the horn you would*

## Told you didn't I? Never mind there's lots more where these came from.



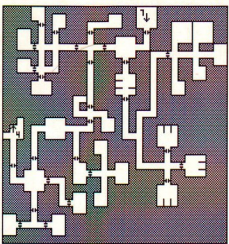
**XENOMORPH**

HARP OF LEVEL 5

↓↑ = STAIRS TO LEVEL: ?  
☒ = DOOR



RR

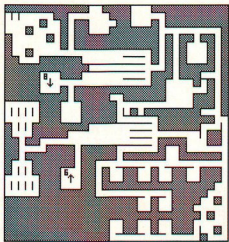


**XENOMORPH**

HARP OF LEVEL 6

↓↑ = STAIRS TO LEVEL: ?  
☒ = DOOR

RR



**XENOMORPH**

HARP OF LEVEL 7

↓↑ = STAIRS TO LEVEL: ?  
☒ = DOOR

RR

have found the levers which control the electro-magnetic crane. Got it!

## POLICE QUEST'S BUST

If you manage to answer this question Boge Face, your ears shall grow as big as saucapans and your warts as big as mole-hills. I have got to the part in Police Quest where I attempt to arrest the drug dealers in the park. I wait until the dealer arrives and then I step out with my gun drawn, but I keep getting shot. Can you stop bail being given at the court house?

### The Wizard of Cheldar

You can stop the bail at the court house, but that ain't got nothing to do with the bad guys in the park I won't say any more about it. As you are one of many whimpering humans who have been pestering me with this question I'll give you the official Sierra Hint Book solution.

When you are near the picnic table draw and load your gun. Hide behind one of the rear bushes. Radio Laura then wait. Wait for the dope dealers to arrive and then begin to argue. Radio Laura again. Remain hidden and say "Half Police". One suspect will flee. Leave your cover and walk near to the remaining man. Put your gun in your holster and cuff him.

From there on you must carry out the official arrest procedure. I think this means that you must ensure that he falls down two flights of stairs and then bites lump out of your boots until all his teeth are gone.

## CAPTIVE'S PUZZLE DICE EXPLAINED

I hope you haven't been getting yourself lost in Captive as I wish to know... Hang on a moment while I swap my head so I can see what I'm doing! Ah! that's better. I would like to know what the dice are for and also how can I get the camera to work?

In return here is a tip to save you some bags of gold: Buy each droid a pair of human feet and use them whenever you have to go splashing about in water for long periods of time. The reason is that these feet are very cheap to have repaired.

I'll have to go now as R2D2 has detected a rogue, Acid-House TV set dancing its way down the corridor. I wonder if I could catch it and tune it into Twin Peaks on BBC2?

C. Wood, Rochdale

There are loads of dice around, but you need only keep one. If you place one in your hand, stand before one of the internal doors which has the four corner buttons and 'action' your hand it will give you the combination.

The camera is a brilliant device, but has some sneaky actions. I won't tell you everything just yet, but it can be moved remotely. Place the camera half-way up the screen to make it stand on its green pillar, press the camera 'on' button on your control pad, then use the side buttons on the camera screen to make it point the way you wish to move it. Simply clicking on the centre of the camera screen will make it jump forward one square.

## GET A WINNING COMBINATION

After having my operation, I wasn't allowed to do hardly anything. My son has given up the computer since courting his girlfriends, so I thought I would have a bash at it. I am now well and truly hooked. I have just started buying your magazine and I noticed a question about Shadowgate a game which has also got me stuck.

After using the spell book and crossing the bridge, where do I find the combination for the levers to operate the cylinders? I've been to the Well Room and got to the Skull Room, I've even put the golden sun in the first slot and blown the horn, but the Warlock turns round and kills me. I'm also confused as to the use of the Wand and the Golden Spike. I've looked through the library, but I am no wiser.

J. Newton (Mrs.) Notts

So you are hardly allowed to do anything. Correct me if I am wrong, but to get to this point in the game you must have already beaten up a Troll - or do you consider Troll Bashing as being 'Hardly Anything'? If that hospital needs a part-time porter to help people on crutches to get down the stairs, I'm willing to come round and give a helping foot.

Your son has given up computers for girls has he. Well you can tell him from me, KISSING DON'T LAST - COMPUTING DOES.

I suppose I've got to help you or 'Boy Blunder' will start ringing up and complaining again, but just don't think I'm smiling that's all.

The combination you seek is 3-2-3. You'll find this in the Sphinx Room. The wand is operated on the Snake Statue which is found at the far side of the rickety bridge. If the bridge collapses when you try to cross you should either drop all nonessential items or go on a Cabbage Diet. The Spike comes later.

## THE BERMUDA PROJECT REVISITED

Dear Mister 'T', thanks for your previous help with The Bermuda Project, but I'm stuck again. I have rescued all the hostages bar one, found the stowaway and sent the pilot back to the plane. I can't release the final hostage trapped in the rope cage in the Indian Camp because I can't find the knife your clue list talks about. Do any of your hordes of fans know where this knife is? If so, please write to me at 51, Sevenoaks Road,

Crofton Park, London SE4 1RF.

I have just finished Shadowgate and I noticed a screenshot in one of your recent pages showing a game which looks very similar. Are there other games in this series?

Malcolm Furneaux, London

Well you've exhausted my knowledge on Bermuda, let's hope some snotty human wants to try for a Lucky Dip into my Bermuda Shorts! As for your other query, I think you are looking for Uninvited which is also by Icon Simulations. Deja Vu and Deja Vu II are another two in the same mould. I think they are published by Microprose in this country. Rainbird also had a hand in Deja Vu II, or was it Mirrorsoft?

## ZAPP THE WIZ OF KINGS QUEST III

Here am I, 'Numb-brain from Perth' again. I am trying to get that wizard off my back in Kings Quest III. You told me to give him the Cat Cookie in a sneaky way. I have tried stuffing it down his throat when he's sleeping and tried to disguise it in other food that I have found in the kitchen, but nothing seems to work. Please give me a step by step solution which even my malfunctioning grey matter can cope with.

You'll be amazed to hear that I have completed Kings Quest II and have found all the items needed to complete Kings Quest I - but you won't be surprised to hear that I am stuck in the Leprechaun's underground home.

D. Bodie, Scotland

Ach it's that per wee stou frae the Land of Mince and Tatties. Stop yer greeting and dinna fash yersel laddie. Wit ye need is a big bowl o' hot porridge to gie ye sumthin to hod yer kilt up. Ye'll find some porridge doon at yone Three Bear's hoose. I'll even crumble a sweetie biscuit into it to mack it taste better for ye.

As fir that damn wee fairy's hoose, jist nibble oon a mushroom to mak yersel even wee'er than ye already are and yil be able tae squeeze oot o' the brow wee hole in the flair.

That's it, am awa tae ma bed.

How was that for a bit of fluent Haggis Munching? (Translations are available on a postcard.)

Send your letters with an SAE (enclosing two baabees or funny Scott's paper money) to:

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Operation Wolf sparked the beginning of a new coin-op and computer gaming era. It was the first in a line of incredible shoot'em-ups where the enemy advanced from the depths of the screen to the forefront with guns and rocket launchers blazing. In return, you blasted back with a hand-held machine gun and grenades, felling all those that dared turn their fire upon you.

The enemy's offensive vehicles were just as destructive as yourself, meaning every confrontation between you and them would result in certain death – and it was your marksmanship that would determine just who would win and who would lose.

The Line of Fire coin-op followed in the same vein of combat. Sega had a huge hit on their hands and it was inevitable that a computer conversion would be the next step in this success story. U.S. Gold are responsible for bringing the game to the homes of ST owners.

Line of Fire is either one or two player, where you either enter into fierce combat above or with the support of your two player comrade. You must battle through eight levels of explosive chaos, attempting to take the prototype Rapier gun to the

*Attacked by surface-to-air missiles, you are near completion of your mission. Hold on just a little longer!*



*Treading warily through the ruined city, destroy the half-concealed opposition with great accuracy.*

## PUNTER-POWER™



GAME: LINE OF FIRE  
PRICE: £24.99

RATING=59%

*Line of Fire is a spectacular coin-op. Unfortunately, the ST computer version fails miserably to live up to its coin-op standard. There are two major problems with the computer game. Firstly, the graphics move amazingly slow in most parts as the ST seems incapable of handling the update routines. Secondly, the conversion is shockingly easy and presents the player with the very minimum challenge possible. It is really pitiful to see this sort of thing happen.*

GAMEPLAY:

SOUND:

GRAPHICS:

Western World from the Middle Eastern Terrorists who designed and built the deadliest battlefield weapon ever known to Mankind.

While your bullets are unlimited, your grenades certainly aren't. You

*You board the plane that will fly you to safety. Beware of the enemy aircraft that are hot on your heels.*



begin the game with very few grenades but, thankfully, they can be collected along your treacherous journey out of enemy territory and into the safety of your own people. They can be found in containers that

*You've reached the river and decide to dump the jeep in favour of a speed-boat. You're not even safe here.*



must be destroyed by yourself for you to gain the reward of more grenades.

Enemy is another important concern. This is displayed by a bar at the top of the screen that depletes each time you sustain injury from the enemy firepower. Again, help is at hand, as medical boxes can be shot open, allowing you to patch your wounds up a little.

Survive the immense enemy forces, return to your base with the Rapier, and only then can you congratulate yourself on a job well done.

It is men like you that the civilised world needs: men who will fight for justice, men who will fight for peace, and men who will fight for what they believe in.

It is only then that the American people can walk in society with their heads held high.

**Alan**

*Behind the wheel of a hijacked jeep, you must tear through the jungle, killing everything that moves!*



*After repelling tanks, helicopters, fighter bombers, and infantry, you are still pursued, this time by a train!*

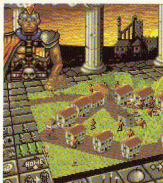


*Reaching the end of the canyon is vital if you want to go home. However, it's the perfect setting for an ambush.*



*You've stolen the Rapier gun, but can you get out of the enemy camp and begin your long journey back to base.*





*Small settlements are relatively simple to capture. However, in order to seize a city of this size you'll have to pre-plan all your moves and ensure you have a large, well-equipped army of troops.*

Ever since Bullfrog announced their intentions to release Powermonger, everyone thought that the game would be an extension of their best-selling hit, Populous. After all, the games feature the same style of graphics and have been programmed by the same team. It transpires, however, that Powermonger is anything but a sequel, and any knowledge of Populous will count for

# Powermonger

ELECTRONIC ARTS

little with Powermonger.

Through no fault of your own, Miermer, your old kingdom has been the victim of devastating volcanic movements. Torched by fierce flames and ruined by molten ash, Miermer has been made virtually uninhabitable and your loyal subjects decide to take to the seas in search of new lands. It just so happens that the armada of boats sights land after a couple of weeks. The island you find is one of 195 and, with an ever expanding population, you decide to rally your troops in a bid to conquer the other territories for yourself.

All of the other lands are under

the rule of kings, emperors and dictators, all similar to yourself. In order to claim a territory for yourself you must have at least two-thirds of the population under your control. There are a number of different ways to achieve this state of affairs.

The obvious way to gain supremacy is to be victorious in battle. Alternatively, you may use some of the more sneaky tactics in order to form an alliance with your enemy.

Your troops will stick with you as long as morale is riding high; lose a couple of skirmishes and deserters

could be plentiful. Don't forget that an army marches on its stomach. If you run out of rations, you'll also run out of soldiers. Therefore it's wise not to recruit every living sole into your army. Leave some to fish and farm, thus providing you with a constant source of food.

Initially you start with only once captain (look after him, if he's killed in combat your dream will be over). Captains have three aggression levels: passive, neutral and aggressive.

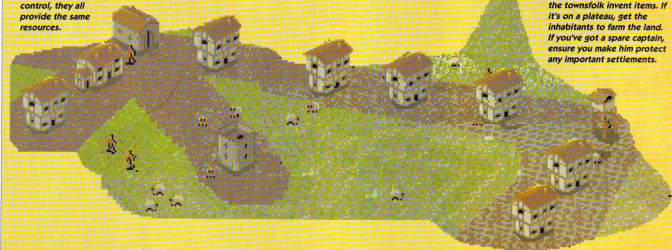
Depending on which setting you choose your captain will respond accordingly. For instance when set a full aggression your captain will



*Hamlets, villages, towns and cities. No matter which are under your control, they all provide the same resources.*

## HOME IS WHERE THE HEART IS...

*Make sure you concentrate on settlements that have a workshop. If your town is in the middle of a forest, make the townsfolk invent items. If it's on a plateau, get the inhabitants to farm the land. If you've got a spare captain, ensure you make him protect any important settlements.*



## LIVE BY THE SWORD AND DIE BY THE SWORD, LIFE



*Having taken a small village your troops set about building the tools of war— Before long they've created a catapult.*



*Matching into another town, your army are given the order to attack. A rather bloodthirsty battle.*

# ger

men with any available items and set off to battle.

As you give the order to attack, your troops will clash in deadly combat. Unfortunately soldiers will float skyward in the form of angels while the victors will give a loud yell when the battle is won.

Captured communities come under control, as do defeated captains. As you begin to intrude deeper into enemy territories, the opposition becomes tougher. Out right aggression is not always the best policy and would-be Powermongers will find that making alliances is sometimes preferable to battling.

Spying on the enemy will allow one of your captains to infiltrate their ranks. With a mole established, you be able to glean invaluable information about the enemy's strengths and their movements. Using your newfound knowledge you should then be able to plan your own tactics to the full.

Like Populous, Powermonger may be played simultaneously by more than one participant. Two players may compete via the RS232 interface.

When this option is selected,

trade, recruit and fight at maximum levels. This isn't always a good thing and a fine balance should be met in order to succeed. When attacking it's wise to set the aggression rate to a minimum. When this happens, the defending townsfolk will surrender to you and work for your cause rather than choosing to die in the wholesale slaughter.

Gathering your soldiers you should make sure you have enough provisions to feed your men. It's also wise, especially when you're attacking a large town or city, to spend time inventing items. These range from passive ploughs to menacing catapults and cannons. Equip you're



(Above) Control your armies well and you'll be invited to choose another territory to invade. Miscalculate your enemy's strength and you'll be wiped out in a particularly gruesome ending.

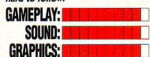
you will still have to defeat the computer-controlled lords but this time you'll also have to deal with the added encumbrance of another power-crazed warlord. **Nick**

## PUNTER-POWER™

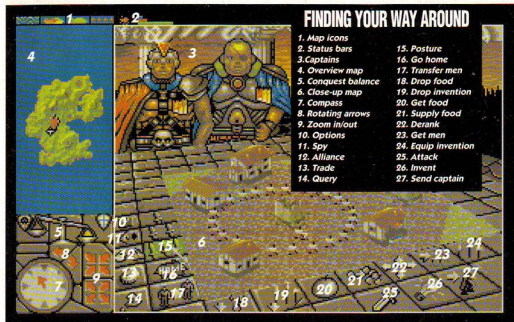


**GAME: POWERMONGER**  
**PRICE: £29.99**

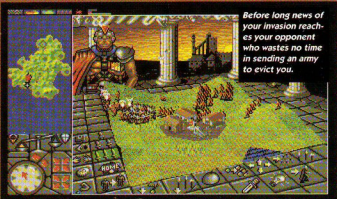
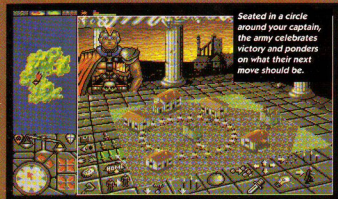
*Powermonger is a huge game that will keep players busy for hours on end. Initially it is rather confusing. However, after reading the manual a couple of times and experimenting with the easier lands, players should begin to understand some of the intricacies. The graphics are first-rate, everything being incredibly detailed. The sound, too, is astonishing; the spot effects adding greatly to the atmosphere. Powermonger doesn't have the same instant appeal of Populous, but it does seem to offer more of a challenge. Powermonger sets a standard of excellence that will be hard to follow.*



**RATING=90%**



## IS CHEAP IN POWERMONGER



## YG30 ON IPSOS



You discover the ship's Captain slumped in a chair, all the life gone from him. You must search his corpse and find anything that may be of use.



Once you have gained access to the transporter room, you are almost ready to beam yourself to IPSOS II. First, though, you must activate the power generator.



Once a destination code has been keyed into the transporter's computer, you will be quickly sent on your way. Hopefully, you will land on firm ground!

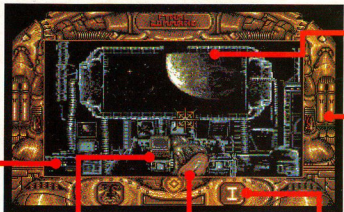


Unfortunately, you threw yourself into outer space. Floating helplessly among the stars, you are now another victim of the mystery.

## JUST WHERE DOES A TOP AGENT START?

As Agent YG30, you must examine every object closely at every location. Don't miss a thing.

A safe with an unknown combination. Trying to open it without the combination is useless and will waste your valuable time.



Computer terminal with Captain's last entry.

The dead body of the ship's Captain.

This accesses your short list of inventory!

The planet IPSOS II where the mystery of the missing people lies.

Entrance to the transporter room but it requires an ID card which can be found elsewhere.

# Final Command

U B I S O F T

There came a time when the Earth could no longer support its inhabitants in peaceful harmony. The skies were spared the sound of singing birds, the wind carried the noise of ratter rather than laughter, and the air became rotten with the stench of evil.

The year 2000 should have been regarded as a joyous occasion, but instead, people covered indoors from the bombs that reigned upon them as World War III had began and didn't look like ending.

It was a period of many years before the fighting stopped. The nations of the world united, realising the error of their previous ways but the fact that a third of the world's population had been slaughtered could not be hidden.

A peace agreement was made by the world leaders and space exploration became the first objective, so a new beginning could be made on another planet in another galaxy.

It was this quest for peace that brought the result of death. Other life-forms were discovered. They reacted violently and, yet again, death followed the people of the Earth. Once peace was made, exploration and discovery resumed.

A space station was constructed on the planet IPSOS II. It was when communications were suddenly lost and when the investigating spacecraft also disappeared without reason that something had to be done.

Hopefully, the solution to the

mystery is Agent YG30. He must go and investigate the unusual happenings and find the answers. It is you who controls Agent YG30. It is you who must face the unknown.

The game is mouse controlled and will take some time to get into. The screen displays a still shot where various areas can be investigated by clicking the mouse icon in particular places. This means the screens have to be studied carefully if you want to find all useful objects quickly.

Once items have been collected, you can utilise them by accessing the inventory screen - which is done by clicking on the icon at the base of the screen and executing the Use command. If the correct object has been used in the correct place, the relevant result will be displayed.

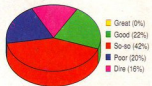
It is this examine and execute process that will cause you to progress. A lot of searching is needed so you may find a single screen taking up considerable time.

Ubi Soft don't believe in easing you into the game, so a lot of patience is needed if you want to move onto the following screens. You must search every corner, otherwise you could leave something behind that is vital for later on in the game. There is also a very useful Save Game option.

Go forth and give it your best shot, Agent YG30. The world is waiting for you to bring back the answers. But even you cannot guess what lies ahead.

Alan

### PUNTER-POWER™



GAME: FINAL COMMAND  
PRICE: £24.99

There seems to be a lot of scope available in Final Command. The plot is open and you are free to try and examine every possible item on the screen. This is perhaps where the downfall of the game lies as it does become a touch too tedious scanning your cursor around every millimetre of the screen, looking for that one elusive object that you need to progress onto somewhere else. In terms of presentation, the graphics are reasonably good and complement the storyline with moody pictures. As for the sound, it is quite the opposite and doesn't enhance the enjoyment of the game at all. Final Command should appeal to thinkers who like to sit back and relax with a game for many hours.

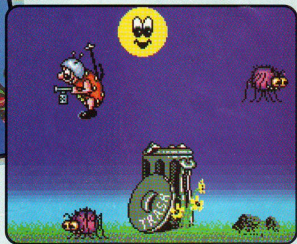
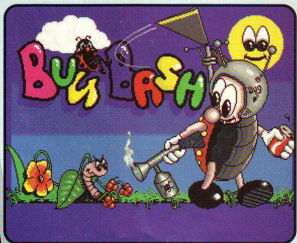
GAMEPLAY:

SOUND:

GRAPHICS:

RATING=71%

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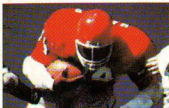
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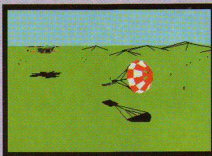
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# HE WHO DARES ... WILL PROBA



After earning a much deserved promotion, you are given command of your own Mauler attack tank. Upon entering the debriefing room, you are shown slides of your intended target and given your orders to proceed immediately.



After ordering your Gunner Sergeant to load up the chambers, you climb into the command seat of your tank and wait for the order to drop. You hear the order and pull the release lever on your parachute to drift down to safety.



After locating your bearings, you give the order to arm your weapons and proceed cautiously towards the heading provided by Strategic Command. Driving a tank is not as easy as it looks as the tree beside you finds out, the hard way!

## WEAPONS OF WAR



**The Pulveriser 120mm Battle Cannon:** The most basic armament provided for the Mauler. The barrel is a launching tube for the powered, unguided, missile shells.



**Banshee Surface-to-surface Missiles:** When this weapon is selected, a sight appears in the centre of your view allowing you to line up on hostile targets. When the fire button is pressed the missile launcher locks onto the closest target in a cone directly in front of the Mauler, the cursor will change shape and a flashing "Locked On" message will appear in the HUD (Head Up Display).



**Spectre LR Decoy Flares:** Launched to decoy heat seeking missiles. When one is spotted, the missile changes course to follow it rather than your Mauler.



**K-40 Mortar:** This weapon throws a shell forwards and upwards. Unlike the Cannon, shells from the Mortar are unpowered, affected by gravity and travel in a ballistic arc.

# Battle C

Looking back over the last two or three months there have been two tank simulations released on the Atari ST that were well worth a look - M1 Tank Platoon and Team Yankee in particular.

Set in the near future, Battle Command is an arcade/strategy game that puts you in charge of a single Mauler tank in one of a series of scenarios. The missions take place in the new world where the Ultra War is being fought between the two dominant races that occupy most of the land.

The latest phase of the North/South war has been going on for over 10 years, with a World War I situation developing - a standoff between armies massed over a long dug-in battle front.

Such are the defensive capabilities of each side, full scale attacks are suicidal, so any offensive moves are, by necessity, small behind the lines actions performed by elite troops in specially designed vehicles.

The Mauler is the latest such machine - an Armoured Fighting Machine capable of being lifted in and out of hostile territory by a fast silent Stealth Chopper (the Helicarrrier) and armed with the most advanced weaponry science can devise.

Upon loading the game, you are presented with a clipboard that displays your choice of missions. There are 15 scenarios to choose from, one of them being a practice mission so that you can start to get the feel of the game. The missions increase in difficulty the further you progress

and by the time that you have completed two or three missions, things really start to hot up.

Once you have chosen your mission the screen displays a rotating graphical image of your selected target and also provides a short detailed mission briefing in writing. Also available from the mission briefing screen is the option to view the map.

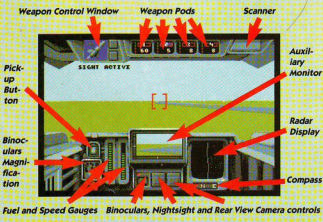
This displays several useful pieces of information: your pick-up and drop points, your current position and also your selected target - designated as a circle.

One of the other options available is to visit the stores. From here you can acquire any weapons that you require for your preset mission. Your choice of weapons is severely restricted depending on how many missions you have successfully completed.

The practice mission only allows you a choice of three: the ever faithful 120 mm Cannon, Banshee radar-guided surface-to-surface missiles and the Banshee infra-red guided surface-to-surface missiles. If you manage to complete some of the missions, your armoury will gradually increase until you have the Sleeper Time Bomb and the Dragonfly Wire Guided missiles at your disposal!

The status screen shows your score for that mission and your overall score, as long as you manage to stay alive that is! There is also a save game option that can be used via this screen and your mission's complete score is continually displayed.

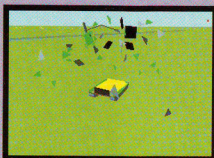
## THE MAULER CONTROL PANEL



# BLY GET SLAPPED ABOUT A BIT!



As you are rolling steadily towards your target, you notice an enemy tank appearing from behind a cluster of rocks. You aim your cannon and fire. Unfortunately, you missed your target but your target didn't miss you!



Not even a Mauler can take the impact of three Banshee missiles on its front end. You make a hasty grab for the fire extinguishers and prepare to evacuate your battle tom tank. Now you might get that desk job that you've been after for so long!



Although you performed admirably, your efforts were just not sharp enough and you and your team suffered the consequences. Perhaps after you recover and leave the hospital, they might allocate you a nice cosy desk job.

# Command

## PUNTER-POWER™



GAME: BATTLE COMMAND

PRICE: £24.99

RATING=80%

When Ocean released P29 Retaliator, everybody went crazy. Now they have released Battle Command, a futuristic tank simulation that looks and plays well. The vector graphics move and look quite nice. The sound of the missiles exploding is atmospheric and the overall feel of the game is projected well. I think that this simulation will appeal to the beginners and not the strict strategists amongst you. My only gripe is the lack of missions.

GAMEPLAY:

SOUND:

GRAPHICS:

Now you can start your mission and sit back and watch as your tank is lowered by the Helicopter and then dropped mercilessly into the enemy occupied territory with only a parachute for protection.

The first thing that you must do is get the hang of the two control systems - Active and Passive. Active mode is the default during a mission, where there is no cursor shown on the screen and the movements of the mouse correspond with the Mauler itself. All other commands can be operated via the keyboard.

Passive mode activates a cursor that can now utilise all the onboard devices with the touch of a button. Unfortunately, during Passive mode you have no control over the Mauler, which, in frantic combat, can cause problems.

The weapons control is extremely easy to use. All of the weapons bar the cannon have an auto-locking

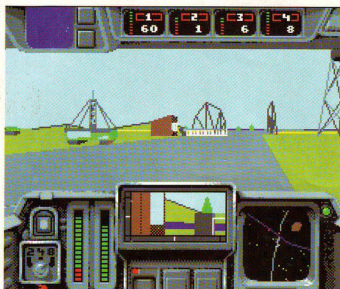
facility and are extremely accurate in combat. Combat becomes easier once you have learnt how to master the other outside views.

The Absolute View will keep in a fixed position relative to the scenery - that is, steer your Mauler to the left and you'll see it spinning around in the external view and the scenery stays, more or less, still. Choosing the Relative View will keep the view fixed relative to your Mauler and the scenery will move in co-ordination with the tank.

Once you have completed a mission, you get an impressive score bonus and a message displayed on your monitor which will tell you to report to the rendezvous location immediately.

Once there, you must transmit a message to the pilot of the Helicopter. He will then pick you up and take you back to HQ to receive your congratulations from the boys. Good luck Commander.

Jason



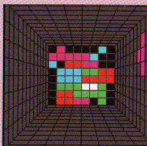
Whist out on a secret mission you come across a road, guarded by a gate, that leads to an Industrial complex. Beyond the complex lies the bridge that you must cross to secure your objective. If you can't go around the gate...go through it!



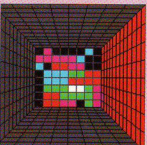
Having fought your way through one of the most battle tom sectors on the map, you notice your target through the smoke filled air. You also notice a tank creeping up on you from the left. Do you go for the refinery or do you take out this intruder first? The choice is yours.



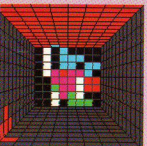
ALEXEY PAJITNOV'S  
ARTISIAN TEASER



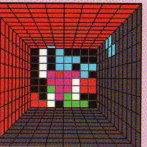
You frantically look for a space in which to drop the next shape.



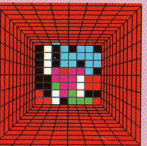
The piece hits the base of the well some of it overlaps the outer wall.



The irregular shape of the bonus piece will be difficult to place.



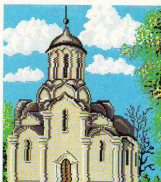
The attempt fails and two walls are redded out and unseable.



The game is over as all of the walls became blocked.

# Welltris

INFOGRAAMES



The right-hand side of the screen is taken up by a picture. The better you do, the more you'll see.

Alexey Pajitnov is a member of the Soviet Academy of Sciences. A famous mathematician, Pajitnov is the man behind the best-selling puzzle game, Tetris. Now the Russian gamesmaster presents the world with another fiendish challenge, Welltris.

The game is really an extension of Tetris, in that the blocks being dropped down a well-like tunnel instead of from the top of the screen. This gives the game a strange sense of 3D and makes for intriguing gameplay.

Before the game commences you will be given the option to set the difficulty level you wish to play at. There are three basic settings to choose from. Beginners will find the first level's shapes prove challenging enough. However, seasoned gamers will relish the challenge encountered when playing with the hardest level's complex patterns.

The speed at which the pieces

appear can also be changed; this ranges from a snail's pace to a rapid crescendo.

The game's overall concept is very simple. Shapes randomly appear at the top of the well and slowly make their way to the bottom. Using a pre-defined set of keys you must position the piece so that it will fit into the grid at the base of the well.

In order to achieve this goal, you may move the shapes around the well's perimeter, thus gaining the exact position you require. In addition, you may also rotate the shape through 90 degree turns. Combining these two manoeuvres it is possible to direct the pieces into exact positions.

The grid at the base of the well is either by eight square. In order to score points you must construct complete lines, either vertically or horizontally. When a line is created your score will be incremented and the completed line will be removed, causing the remaining squares to close ranks.

There will be times when you'll be unable to position a block. When this happens you have two options. By dropping a shape down a corner of the well you'll be able to split the shape in two. If this method fails you have no option but to leave a piece overlapping on one of the well's walls. Should this occur, you'll be unable to use the offending wall for a set number of moves.

The game continues in a similar fashion until you block all four surrounding walls, thus making it impossible to carry on. **Nick**

PUNTER-POWER™



GAME:WELLTRIS  
PRICE: £19.99

Puzzle games of this ilk are definitely an acquired taste and many arcade fans will find Welltris's pace a little too slow for their liking. However, fans of the original Tetris will relish the challenge Alexey Pajitnov has set for them. Neither the graphics nor the sound can be classed as stunning, but the addictive gameplay will have you coming back for more, time and time again. Infogrames have done well to produce a game with so many different levels. Players of all abilities will enjoy the challenge of Welltris.

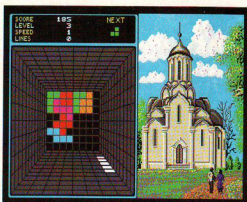
All in all, the game is terrific fun. The presentation may be simple but the overall feel is of a winning game. Welltris deserves all the praise it receives. I for one will let it find its way into my favourites collection.

GAMEPLAY:            
SOUND:            
GRAPHICS:

RATING=76%



Alexey Pajitnov's Welltris is a hybrid of the highly acclaimed Tetris. The game is a number of different difficulty levels, thus allowing both novices and seasoned gamers to enjoy the game's delights.



Level three presents you with yet more complex shapes that will confuse and confound you. You'll need all the skills that you acquired during the early levels of the game in order to survive.

Since you were a boy you have always dreamed of becoming a member of the elite Screaming Race Skull Team. Now you have got your chance. You have qualified through the play-offs on the various participating planets, and now, taking the role of Earth One, your aim is to emerge from the finals as the victorious Annihilator One.

It won't be easy though, this race isn't on a planet. This track, the awesome Grid of No Return, has been constructed by prisoner droids deep within the bowels of a black hole. Only if you have razor sharp reactions will you have a chance of survival. Anything less and it won't be just the race that you lose.

You will be dropped from your mother spacecraft onto the circuit in a specially tuned marauder racing pod. It has been brought to its condition by earth's finest mechanics. Any error will be human error. You will face ever more challenging levels of difficulty and more frightening opponents as your bid to become the champion progresses.

Steering your Marauder through the maze of Death Tunnels you'll find yourself negotiating torturous bends and corners with your opponents right behind you. They want to win as well and won't think twice about killing you if it will help their cause.

If you manage to qualify from one section of the race to the next you can enter a pit Grid. Once here you may refuel and re-arm your ship so that you can continue your race. Of course, if it's getting a little too hot for you, you can always pull out. It is important that, at the end of each stage, you make sure you have picked up enough fuel and speed enhancers to be able to reach the next one.

Around the grid you will also

# Matrix Marauders

PSYGNOSIS

## PUNTER-POWER™



GAME: MATRIX MARAUDERS  
PRICE: £19.99

RATING=60%

*At first I wasn't really sure about Matrix Marauders and after I played it I still wasn't impressed. Never having been a fan of games controlled by both mouse and joystick, I found it difficult to control, having to switch between the two methods. The game has an enthralling scenario but hasn't really got any interesting gameplay to get you hooked into it. It may appeal to some people but they'll be few and far between. This should be left alone.*

GAMEPLAY: 

■	■	■	■	■	■	■	■	■	■
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SOUND: 

■	■	■	■	■	■	■	■	■	■
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GRAPHICS: 

■	■	■	■	■	■	■	■	■	■
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find bonuses such as extra ammo and equipment that will aid your ship. However, while you are picking these up your opponents will be screaming nearer to the finish line, so you must pick them up as quickly as possible.

At all times you must be prepared to kill off your fellow racers. Once they are in your sights you must show them no mercy or you may find that it costs you dearly when they finish ahead of you.

Control of your ship is by a mixture of mouse and joystick and is awkward to get used to at first. The in-game sound isn't ear-shattering but a tune is included. Other sound is restricted to the whine of your ship's engine.

The graphics are smooth scrolling vectors but their colour is limited which lessens the game's overall appeal. Action throughout is fast and you may find the grid a little disorientating.

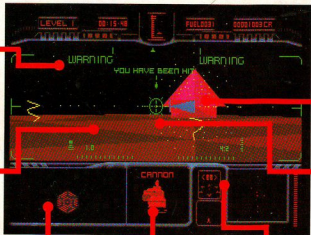
Paul

## DO YOU REALLY WANT TO BE NUMBER ONE?

Sirens sound, warning lights warn! It all adds up to you being attacked. Quick evasive action must be taken.

The grid spans out in front of you as you hurtle around it trying to become the champion. Have you got enough skill to do it?

The status boxes along the base of the screen inform you of your ship's damage and so on.



You can see the state of your cannon by glancing at this - remember to get ammo!

Your radar and compass give you direction and an idea of what lies in front of you.

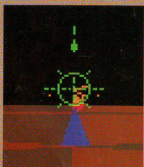
You may have another competitor ahead of you but if you shoot him he won't stay there long and you'll be off.

Your gunsight is central but you can't quite lock it on target. Try to ease your sight over you're enemy and blast him away.

## GET ONTO THE GRID



Before each race you have the option to rearm your ship. This can be quite useful for when you're trying to kill things.



As the race gets under way, you're in pole position. The idea is to stay there without being killed by an opponent.



Continuing into the race you find yourself trailing to another ship. Now's the time to use your cannons and wipe one out.



Having suffered a crash because you weren't quick enough on the firebutton, you are seriously injured and forced to retire.

# JUSTIN...

Hi there, I'm Justin Checkedout and I've been asked to take a peek at some of the games those awfully nice chaps at ST Action didn't have time to see. The Star Rating is based on my first impressions of the game. If a game only receives a single star it's pretty naff, if it gets three, four or five then expect to see a full review next month...

Toodle-pip and tally-ho - Justin.

## Rotor: Action Sixteen



The Roto-Raider's prime directive has always been to keep an infiltration force of Rotors (flying battle tanks) behind enemy lines, ready to destroy the enemy's defences. It has long been your ambition to become a member of the Rotor Elite. To achieve this, you must show your ability using the Rotor flight simulator.

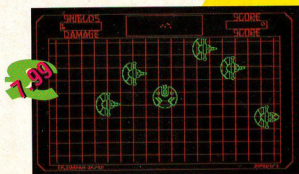
Once you have been awarded sufficient prestige units, you will be

sent on a mission. As you move up the ranks you will get more complex missions to try out. After you've completed all of these missions you will become a Rotor ace and be awarded the Rotor Elite medal.

For £7.99 the game seems like value for money and is quite fun to play, for a while at least. Control is simple once you've got the hang of it so wipe the dust of your joystick.

Star Rating ★★

## Cosmic Pirate: Action Sixteen



Originally a Palace release, Cosmic Pirate sees you performing various daring, dangerous raids for small bounties (not even a full Mars bar). You are a man with nothing to lose and little to win, but still you roam the galaxy in search of your fortune.

First you must find a likely ship to drag back and sell. This enables you to buy additional fire and speed so that you can create more intergalactic havoc. A series of simulators

allow you to practice various missions providing you have sufficient cash. As cash can only be obtained by getting out there and doing your stuff, you'll just have to wait before you get onto the more complex sims withing the onboard computer.

Stereo sound and smooth graphics are included free of charge so if you fancy yourself as a bit of a cosmic villain, check this little number out down at your local shop.

Star Rating ★★★

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## Maya: Action Sixteen



Set in the hot, steamy world of the jungle, you must make your way through this tangled mass, known as the Yucatan. Having decided to continue your recently deceased teacher's work, Although his body has just been found, Professor Halifax has been missing for over three years. He was believed to have discovered an ancient parchment belonging to the Maya proving the existence of a mysterious fetish.

Having flown to Mexico with the intention of relocating the parchment, you have to make your journey by foot or by jeep, as you try to get your hands on what you want. The game is icon driven and easy to control. Movement around the screen is performed with the joystick. A panel on the right of the screen shows you your current energy levels and all of the other details that you may wish to know during your quest.

Star Rating ★★

# ...CHECKEDOUT

# JUSTIN...

## Championship Run: Impulze



Experience the thrills and spills of Formula One racing in the latest exciting... YAWN! Yes, you've heard it all before, I know! What we have here is another racing game allowing you to compete against the world's top drivers on the world's top circuits.

Featuring solid 3-D vector graphics, the game runs quite fast and smoothly. The speed gets the adrenalin pumping and draws the player, or driver if you prefer, into the game quite successfully.

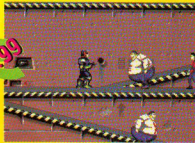
The method of control can be chosen at the beginning of the game from a menu screen. Automatic or manual gears is also an option available to you. As you would expect, selecting automatic gears will make it easier for you in the race.

However, the controls are too responsive, and therefore collisions with barriers and other cars are far too frequent. Once the controls are mastered - if that's possible - there may be a challenging game lurking beneath.

Star Rating ★★

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## Judge Dredd: Virgin



One answer to Ocean's Robocop comes in the form of that well-trod lawman, Judge Dredd. Set in the 23rd Century, violence is a common way of life. It is people like Dredd who try to restore order against all the odds.

You are Dredd. Armed with some of the deadliest hand-held firepower known to mankind (which include high-powered lasers and homing missiles), the odds are a little more even but your job will always be difficult.

Upholding the law and keeping

the crime rate low is not a task for the weak. Battle through various eight-way scrolling environments which include enforcing the law on the city streets, in an aqua station, a shuttle, and many more.

If you feel you have the bravery to fight against the most evil criminals that the world has ever probably been witness to, then taking the role of Judge Dredd might be the solution to the world's problems.

Believe in yourself and justice. In the words of Dredd: "I am the law and you'd better believe it!"

Star Rating ★★

## Damocles Mission Disk: Novagen



Not so long ago, a certain software company published a game by the name of Damocles. That game turned out to be immensely popular, and was highly acclaimed by the computer press throughout all the home computer formats.

Novagen have decided to capitalise on the success of Damocles with the mission disk. The five new missions require the original Damocles to be loaded so don't buy the mission disk on its own!

**Mission 1:** Disarm the Novabomb at the top of the Eris Spaceport tower. It is set to detonate in 10 min-

utes' time. Quickly find a flight craft.

**Mission 2:** Having a cashflow problem, you must borrow a casino manager's car to proceed with your mission.

**Mission 3:** A little trading is needed so you can buy the Novabomb and Novatrigger from the maniacs who are in possession of them.

**Mission 4:** Refrain from celebrating just yet, for Eris is still doomed!

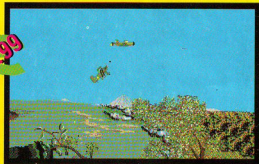
**Mission 5:** Some help is at hand for Damocles. Worth taking a look at for the solution.

The five new missions will prove an invaluable buy for Damocles fans.

Star Rating ★★★★★

... ..

## Legend of the Lost: Impressions



The Indiana Jones theme has crept into Impressions' latest software release. In Legend of the Lost, you take on the role of tough guy Jack, a pilot who has had enough of the way life is treating him. When his stewardess girlfriend is shot out of the skies, the only thing he can do is to go and find her.

Your venture into the wilderness where your girlfriend was brought down sets before you a number of different problems to overcome.

These include overpowering the enemy that are holding her hostage.

The arcade action will have you sweating with the pressure and highly physical joystick wrenching. Fighting rhinos and clambering up the sides of volcanoes will demand all of the strength and stamina you can muster.

Impressions don't believe in presenting you with a simple task and Legend of the Lost upholds their usual arduous tasks.

Star Rating ★★

...CHECKEDOUT

As the old saying goes, "a problem shared is a problem halved". If you've got any old moans, parcel them up and send them in to: **Write On!**  
ST Action, Europa House, Adlington Park, Macclesfield, Cheshire. SK10 4NP.

## COVER DISK COMPLAINTS

I am writing to enquire about a missing coverdisk that I sent back to you last month. The problem I had was with the Off-Road Racer demo which failed to load when I tried it. I posted it to your offices and awaited eagerly for my replacement which, as you may have gathered, I have not yet received. The coverdisk is one of my favourite things in ST Action and I know you won't let me down with it.

Finally, I love the revamp look and hope you will keep producing what is easily the best ST mag around and continue to make it even better.

**John Clarke, Fleet.**

*Your faulty coverdisk has been sorted out and forwarded to the correct address. Sorry for the problem. We must stress that any faulty coverdisks should be sent to Stanley Precision Data Systems, whose address is printed on the coverdisk page, and NOT sent to the ST Action offices. Due to the large volume of mail that we receive, we cannot guarantee that your coverdisk will be forwarded instantly, and they do tend to clog up the works, so to speak. So remember, don't send 'em to us.*

## GAME QUERIES

Could you please tell me if SSI are thinking of releasing Second Front on the ST. And if they are, when? Also, whatever happened to Elite II

**G. Edwards, Norwich.**

*I hate it when people only put an initial. We're a friendly lot here. Let's get happy and get on first name terms.*

*On to your letter. We haven't heard anything about Second Front being released, but in this game, you never know. Elite II? Having asked around, nobody here ever knew there were any plans to release it. Where did you here this anyway?*

## DOUBLE-SIDED DILEMMA

Recently I purchased a cheap, reliable second-hand ST with several games. The problem is that the drive is single-sided and as more and more games produced are for double-sided machines, I need a new drive.

Could you please advise me on which is the most economical and reliable external disk drive to buy? Also, does it matter whether or not they need to be plugged into the joystick port? Would it still be possible to play with a joystick?

**Dominic Hogan, Chipperfield, Herts.**

*Wow, another disk-drive question. There are quite*

*a few people out there wanting to upgrade aren't there? Basically, for what you want, get a replacement internal drive. Once fitted, they are a lot less hassle and you should be able to load everything from it.*

*The problem with an external drive is that not everything will boot up from it. This stops you from playing all your games. The new internal drive is relatively easy to replace, but if you're unsure you could always get your shop to fit it for you (for a charge of course).*

## SIMPLY THE BEST

Firstly, I would like to say what an amazing mag. It's the best. Now to my points:

1. Is there such a game called Bad Dudes vs Dragon on Ninja on the ST?
2. Give the troll more space.
3. Please say Hi to Neil Clarkson and tell him to get a haircut.

Well that's it and I can't wait till the next ST Action.

**Lee Beddows, Oldham, Lancs.**

*Hi Lee, thanks for your kind words. To answer the points you made:*

1. Yes there is and it was done by Ocean.
2. His wartiness doesn't want more space because it'll mean more work for him. And anyway, four pages is enough.
3. We tried to find Crispy out in the wilderness of the ST User office where he now works, but apparently he's gone to become a Buddhist monk because he gets a free haircut.

## IN PRAISE OF PUNTER POWER

I would firstly like to say how good the new scoring system is. At first when you said you were going to change it, I thought you would maybe copy some ideas from another mag (magazine piracy?) but the Punter Power is totally original and brilliant with it too. However in issue 30, Operation Stealth which I have now bought after reading the review, obtained 99% in every section on the pie-chart.

Now on the darker side of life, how about a high score page or some charts. If you included these two things, ST Action would surely be the greatest mag ever. Finally, what do you think I should buy - Off Road Racer or Badlands?

**Richard Whitaker, Essex.**

*Let's start off by saying that we think the Punter Power system is the fairest system of them all, and we're very happy you like it. Sorry about the Operation Stealth mistake - teething problems. Hopefully*

*they're all sorted out now.*

*Score tables and charts are space consuming and other magazines have proved that the high score system doesn't work. The charts seem like a good idea but by the time you read them, they are out of date.*

*Finally we dragged Dotty, screaming from his cell and asked him which of the two games he prefers. After a severe beating he released the top secret information that both were very similar, but he'd probably go for Badlands if threatened.*

## DISGUSTED WITH DUPLICATION

After purchasing a few copies of your great magazine from my newsie, I decided to subscribe and save myself the trouble of battling through this tough concrete jungle to reach my goal.

To my disgust, Off Road Racer didn't work. I decided to keep quiet and not cause a fuss. Then when I received games Disk 12, Defender II kept crashing and Z-Out.Prg didn't even exist!

Please stop sending me these dud disks. If you think just because I have subscribed I will have to stick with them, or if you think I'm going to send you the disk back each time something is wrong with it, then think again. Messing your customers about isn't the way to keep them buying your product.

Finally, try and print the reviewers initials at the end of their own work, so as we know who's views we agree with or trust in.

**C.S. Alexandrou.**

*I don't think all of your points are entirely fair. It's obviously impossible for us to check every disk on every magazine. We'd never get the next mag out. There are going to be problems in duplication as such a lot of disks have to be done. If you're not willing to send the disks back, what can we do? If you send them to the correct address you'll receive a replacement quickly.*

*I take your point, because I know it's frustrating but it's one of those things we don't have total control over.*

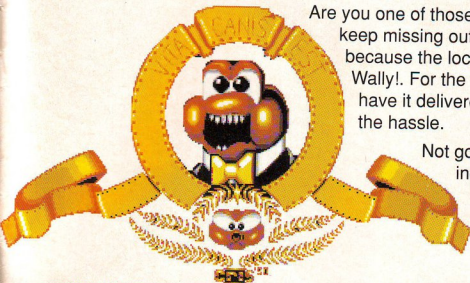
*Lastly, you may have noticed that our names now appear at the bottom of each review. Hopefully you'll find you can trust us all.*

**Starting next month we'll give a prize to the writer of, what we consider to be, the best letter published on this page. So include your full name and address .**

# Write On!



# Don't let this one get away – subscribe to ST Action now and catch the big one ...



Are you one of those unfortunate people who keep missing out on ST Action each month, because the local shop's sold out? What a Wally!. For the tiddling sum of £24 you can have it delivered to your door and save all the hassle.

Not good enough? Well, stop carping! To add a bit of fishy bait to the deal, we'll throw in, completely free of charge, a copy of one of Millennium's latest releases: James Pond – Underwater Agent.



And, horrors of horrors, if that's not your cup of blood, as an alternative you can get your fangs into Horror Zombies from the Crypt, Millennium's tale of ghouls, ghosties and creatures of the night.

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Fill out the coupon below giving details of which games you require and the method of payment that you wish to use (N.B Cheques should be made payable to Database Direct) Then send the coupon to:

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You do not need to put a stamp on the envelope if you live in the UK.

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**(Tick appropriate box):**

James Pond

Horror Zombies from the Crypt

**Select appropriate box**

**New Sub    Renewal**

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I would also like to subscribe to the cover disk (£12 inc VAT)

**Please indicate payment method:**

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# BACK PASSAGE

## NEXT MONTH...

As usual, next month's exciting issue of ST Action will be full to the brim with the latest, most informative reviews of ST software.

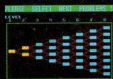
### PRINCE OF PERSIA - DOMARK

Take on the role of a young sword-wielding adventurer in your attempt to save a beautiful princess from the clutches of the evil Grand Vizier. First escape from your cell then avoid all the many traps laid for you by the guards.



### PUZZNIC

Yet another mind-bending puzzle game to hit the ST, that requires forward, fast thinking. Your job is to eliminate the various types of blocks from the screen. Stationary blocks, moving blocks and hidden blocks make the 144 levels a challenge for even the most hardened addict.



### JOYSTICK UPDATE

Several slicks missed our survey this month because they couldn't meet the deadline. We'll update you on the Quick Gun Turbo range, recently arrived from France - first impressions are favourable. And there are two extra models from Euromag who scooped first place in the survey with the Zispick.

### PSYGNOSIS BEAST

Just to give you a taster of the quality sent in for this graphics extravaganza, while Psygnosis tackle the unenviable job of picking a winner, we'll show you a random selection of some of the entries from our weird and talented readers.

Next month's awesomely stunning edition of ST Action will be at your newsagent's early February 1991!

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**Publisher:** Hugh Gollner  
**Art Editor:** Jonathan Ross  
**Production Editor:** Alan McLachlan  
**Staff Writers:** Alan Bunker, Jason Dutton, Paul McNally  
**Contributors:** Nick Clarkson, Andy Mitchell.

**Systems Manager:** David Stewart  
**Electronic Art consultant:** Ian K Tindale  
**Photography:** Stephen Hepworth

**P. A. to Mr Gollner:** Carolyn Wood

**Advertising Manager:**  
Jane Conway  
Tel (0625) 859555 Fax (0625) 879967

**Advertising Sales Executive:**  
Nikki Taylor Tel (0625) 859555

**Subscriptions enquiries:**  
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Every Christmas, we at ST Action receive cards from countless software houses. This year the award for the best card must go Domark. Their card depicted the company's employees smartly dressed up for their end-of-term photo.

However, after opening the card up we get to see the girls and boys of

Domark School in their real light. We thought you'd like to share the Grimbo card of the year and all our congratulations go out to Domark for a real cracker.

Only one question remains. If you look at the back row, the fourth person from the left is none other than Rod Cousins, Activision's main man!



## COMPETITION WINNERS

### MURDER COMPETITION

Congratulations to Paul Alexander of Prestbury near Cheltenham. Paul successfully deduced that Stephen White was responsible for the death of Martin Baskerville. Paul's prize is a day out at U.S. Golf's Birmingham M.O. and his visit will culminate with a one-minute trolley dash around the warehouse!

### ROLE PLAY IT OUT COMPETITION

Well done Stephen Reilly of Shiremore, Tyne-and-Wear. Stephen was the lucky entrant who correctly answered our role-playing questions. Stephen has won a TV and video!

The 35 runners-up, who each receive a copy of Rainbow Arts' Conqueror and X-Out are: Alan Chan of Birkenhead, P. Edwards of Cockeremouth, Jonathan McIlwaine, Simon Everett of Pershore, G. Kennerley of Wars, Matthew Godebski of Sireford, Charles Hammond of Gobby, Stephen Meath of Maghull, F. Pearsall of Tenby, Neill Weatherup of Newton-Abbey, Daniel Haynes of Wafford, Lee Ghent of Southampton, Steve Cox of Portsmouth, Ruth Sargent of Sheffield, James Chadwick of Knutsford, Andrew Mackay of Peebles, Trajan Drew of York, Gary O'Brien of Hayes, B. Drake of Hanell, Trevor Castle of Stevenage, David Williamson of Cheltenham, Andrew McCarthy of Ontario Canada, S. Counsell of New Arley, D. Stanford of Belper, T. Martin of London, Lee Storey of Ipswich, Tony Blow of Hull, Lee Irving of Ashington, Philip Robinson of Bramley, R. Hubbert of Westeham, Paul Dowsett of Hailsham, S. Zibace of Northwood, Paul Andrews of Sidcup, Philip Wilson of Mansfield, Steven Martin of Palmers Green and I. Warrington of Stockport. Congratulations, to all of you!

### CRAZY CAPTION COMPETITION

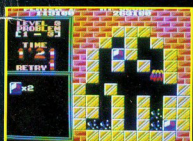
Do you remember the photo of the two Domark boys in their Lotus? We asked you for a zany caption to accompany the picture.

Having sifted through the entries we've finally come up with a winner. Mr. Greg Harlow of Beckenham suggested the caption might read: "I thought Lotus's only had one dipstick!".

Congratulations Greg, a copy of the Spy Who Loved Me is on its way. Meanwhile, we thought you might like these two suggestions. P. Sinden of Heanings offered: "Can we have our ball back please?" and Jason Simons of Anstey suggested: "That's it shoot him! I'd recognise Jeremy Beadle anywhere".

# THE ARCADE

# BRAIN



"Puzznic has some very  
**addictive gameplay**  
Early levels provide a nicely graduated introduction to an  
**utterly compulsive game**  
EASILY ONE OF 1990'S BEST PUZZLE GAMES" ZAPP SIZZLER  
"Just about as puzzle gamey as they come..  
**this is a class act alright**  
Right from the start this game  
**oozes a certain elegance"** YOUR SINCLAIR



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SOMEONE HAS STOLEN MY **MIND**

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### YEAR'S TOP MOVIE

A NIGHTMARE  
JOURNEY INTO THE  
21ST. CENTURY

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