

# ST ACTION

THE WORLD'S ONLY DEDICATED ST GAMES MAGAZINE



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No carrier...  
hanging up.  
AT D 0860 295888  
Online...  
Welcome to the  
underworld timewarp  
world of Avalon  
Enter your

**From fantasy to future with on-line adventures**

**Reviewed:**  
**Predator 2, SWIV, Demoniak, Brat, Super Monaco GP, Elvira and more**



## ST ACTION GAMES DISK 17

- **METAL MUTANT**  
Join the battle of the beasts in Palace Software's latest
- **PRO TENNIS TOUR 2**  
Side 2: In time for the summer comes Ubi Soft's fast action sim (1 meg only)
- **ELVIRA: MISTRESS OF THE DARK**  
Side 2: Sit back and watch a graphical extravaganza from Accolade

**No disk?  
Give your newsagent a frisk!**



**WAMP OF THE MONTH**



**wrath of the demon**

**Big, Big Compo! Take Elvira home (on video!)**





# GOING OVER



**NARC** 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 rhinoceros 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!**



The **Arcade** thriller takes you from the bright lights of **Paris** to the rugged terrain of the **Sahara**. Your mission is to track down, chase and apprehend the 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!

# FOR THE BEST IN S



**AVAILABLE FOR YOUR : SPECTRUM . AMSTRAD  
COMMODORE . AMIGA . ATARI ST**



# ER THE TOP



## TOTAL RECALL

As Doug Quaid you have been haunted by recurring dreams of another life on Mars. You are drawn to Recall Incorporated, a unique travel service specializing in implanting fantasies into the minds of those who desire to turn their dreams into



reality. THE EGO TRIP OF A LIFETIME

Experience the horror as your dreams turn into hideous nightmares. Suddenly your every move is monitored by would-be assassins. You discover the surreal truth -

You're not you - you're me.

You must travel to Mars to discover your true identity - your mission is now a journey of non-stop action, strange mutants, futuristic vehicles and a startling array of weaponry all captured in superbly executed graphics and a game play that compliments the success of the year's top movie.

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EVEN IN THE FUTURE OF LAW ENFORCEMENT, THERE'S ALWAYS ROOM FOR IMPROVEMENT.

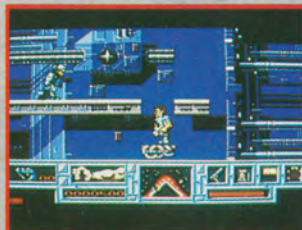
The future is a rough place Detroit is a bankrupt city...torn apart by the decadent forces of the Old Man and his corrupt corporation. If you want to die - then walk the streets, if you want to live - then pray for the return of RoboCop!



Robocop 2 has justice in mind... a kind of justice only he can deliver! Take on Detroit's evil mastermind and his mega-corporation in some of the most action-packed scenes ever devised for maximum entertainment value. Detroit is falling apart - it's time to put it all back together! HE'S BACK... TO PROTECT THE INNOCENT

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# SOFTWARE ACTION



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# 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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## SPECIALS

### PHONE A PHANTASY 23

An ST, a modem and a telephone line are all you really need to experience the fascinating world of Multi-User Online Games. You can battle in real-time against sword-wielding thugs in the likes of Shades, or pilot your own spaceship, trading on the various planets across the universe in Federation II. All you have to do is decide which is for you. Paul McNally helps you make up your mind.

### WIN AN ELVIRA VIDEO 44

The Mistress of Darkness has got a treat in store for you. Can you spot the items that have changed in her kitchen? You could stand a chance of winning a copy of Elvira on video cassette and the full game to play to your heart's content.

### PUZZLE CORNER 72

Mindbending games aren't to everybody's liking, but there are still quite a few holding their own in the ST marketplace. Here we put through their paces Backgammon Royale and Go for boardgame fans, and Jiggers and Fruit Pursuit for those of you who enjoy something a little different.



## REGULARS

### ACTION NEWS 04

Hot off the press! Pages packed full of news and previews of all the latest happenings on the software scene. There's news of troubled software houses, the French invasion of Palace Software in London and how Electronic Arts scooped the board with Powermonger and The Immortal in the Golden 4 awards across the Channel.



### A SPECTACULAR COVERDISK 13



On this month's incredible coverdisk we have a demo of Palace's Metal Mutant that will see you rampaging through a strange land to battle against 40 different kind of enemy. For 1 meg owners there's a fully playable demo of Ubi Soft's Pro Tennis Tour 2, and a graphic slideshow of extracts from Elvira for double-sided drive owners.

### CHEAT YOUR WAY TO VICTORY 48

Once again, ST Action comes to the aid of all you needy gamers with a selection of playing guides, including Supremacy, Ninja Remix and Spindizzy Worlds. Small Tips and Helpline will also provide some handy hints in your hour of need.



### DUNGEONS AND DISK DRIVES 73

The Troll returns and does his utmost to help all you adventurers out in ST land. There's news and updates on Captive and Chaos, and life-saving tips for Elvira, Hero Quest, Future Wars, Uninvited, Police Quest II and others. Plus a Design a Troll competition for you arty types to try and win yourselves a copy of Core Design's Corporation and Mission Disk.



### BACK PASSAGE 96

We introduce Brian Sharp, a real college type from Rent-a-writer, and we also show you Paul McNally as you've never seen him before, in our light-hearted dig at ourselves and the industry in general.



# THE ACTION MEN...AND A WOMAN



This beautiful young lady is our new Art Editor - Sue. After a few months at our sister mag, ST User, Sue has decided to further her career with a decent mag.



This is a man who eats THREE Shredded Wheat for his breakfast. Alan 'Barry Sheen' Bunker is the Acting Editor and loves to rev up his motorbike - in the comfort of his own back garden.



Jason 'Dracula' Dutton is still recovering from the embarrassment of being pictured on last month's cover. At the moment he is getting his teeth into a beautiful young lady from Fallsworth.



Paul 'Leisure Suit Larry' McNally is the ST Action news man. When he's not out searching for a story, he's out looking for love in the middle of Manchester.

Psygnosis are in the process of releasing three major products for the ST. Unfortunately, we can't review them fully in this issue because copies of the games couldn't remain in the office.

However, we can give you an extensive and revealing look at all three and we promise (sort of) that full reviews will appear in next month's issue.



## AWESOME

Awesome or awful? From what we've seen, Psygnosis' Awesome lies somewhere between the two categories but should prove a reasonable buy for the standard £25 price tag.

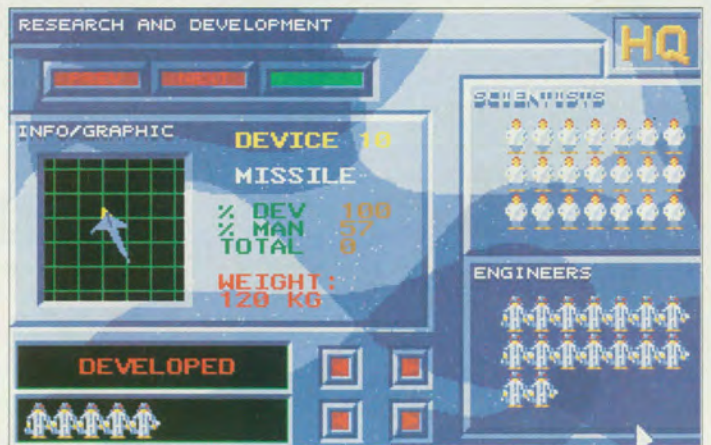
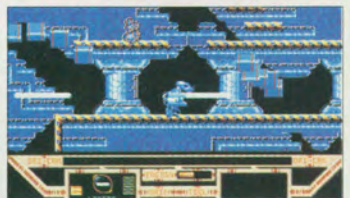
The game contains a number of elements and gaming styles. You could be piloting an inter-galactic spacecraft through an asteroid belt one minute, only to then find yourself under attack by a huge space monster who doesn't take kindly to your intrusion another minute. You can even venture out of your craft and wander about the planets through a relentless attack of killer aliens.



## THE KILLING GAME SHOW

One of the most outstanding games of the year on the Amiga, TKGS is will be available for the ST by the time you're reading this article. Featuring super-smooth graphics and frenzied shoot'em-up action, it looks set to receive the same acclaim on the ST as it did on the Amiga.

There are 16 levels in all with a plot containing some dangerous similarities to the Running Man. It is basically about you participating in a deadly future sport where the aim of the game is to survive the lethal onslaught of foes, escape from the complex, and hence prove your innocence - or something like that!



## ARMOUR-GEDDON

Reminiscent of Carrier Command and Battle Command in some respects, Armour-Geddon is eagerly awaited for by all the ST Action staff. You can take control of a jet fighter, try your nerves by manoeuvring a combat helicopter through unfriendly airspace, seat yourself in a highly reinforced tank or opt for a more agile light tank. Even a hovercraft is available!

Arm your vehicles (as you can control more than one at a time), and venture into the warzone to retrieve a reactor. Meanwhile, assign scientists to develop more advanced weaponry, study intelligence reports, and plan your strategy very carefully.

Armour-Geddon should be available soon, and from what we have seen, it could be a stunner. Hopefully, a full review will appear in next month's issue of ST Action.







Chuck Rock's peaceful existence has been shattered by the kidnapping of his beautiful wife Ophelia by the evil Gary Gritter. In his quest to find her, Chuck kicks and belly butts his way through over 500 screens played over 25 comical zones of exciting and addictive gameplay.



AVAILABLE ON  
ATARI ST AND  
COMMODORE AMIGA  
- £24.99

SCREEN SHOTS TAKEN  
FROM AMIGA VERSION







## US GOLD PRIZEWINNER

Way back in October 1990, in the revamp issue, we ran a competition where you, the public, had to work out who the criminal was, in a dastardly deal of murder here at the STA offices. The prize was a trip to Birmingham (good eh?) to the US Gold headquarters, and once there, the lucky winner would be let loose in the warehouse to take his pick of software.

The winner of this super competition was Paul Alexander from Cheltenham, and these photographs show him collecting his prizes and looking rather pleased with his booty. Our full congratulations go out to Paul, we hope he enjoyed his prize.



## WONDERLAND - VIRGIN

We've got some good news for owners of half meg STs. Virgin have just announced that their mega-game, Wonderland, planned for release very shortly, will now also be available in a version that can run on a 520 ST.

This half meg disk will still run under the windowing system but will feature only the text and graphics windows.

For those of you that aren't in the know, Wonderland is the game of the Lewis Carroll story, Alice in Wonderland and from what we've seen so far it's pretty hot stuff.

It'll be available in the near future priced at just under £30 and should be worth checking out.

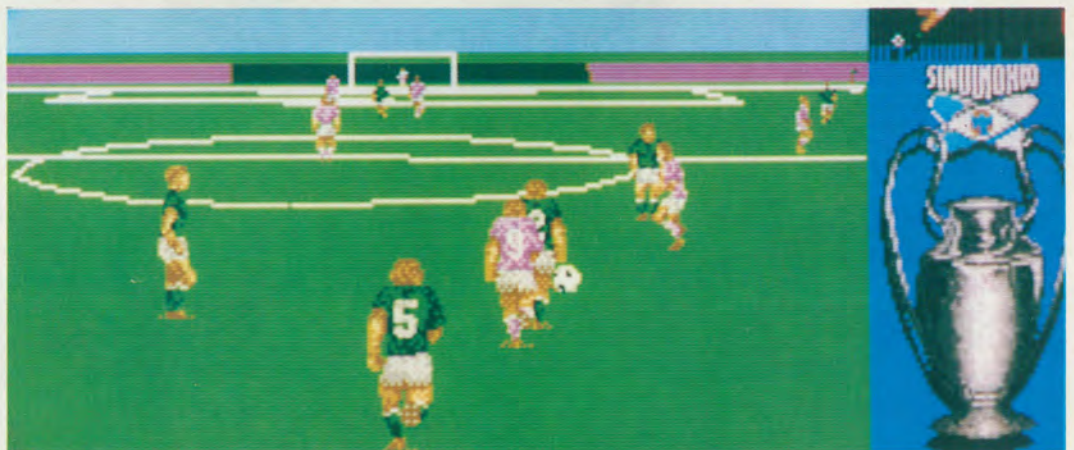
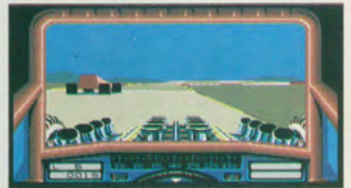


## CHALLENGERS - UBI SOFT

Compilations are always a good way to get old games back out on the shelf and for ST owners to pick up games they missed first time round, maybe because they're new to computers.

Usually, though, compilations contain one or two good games and the rest are real turkeys. Challengers from Ubi Soft is a bit different as all the games on it are worth having.

Any compilation that includes Kick Off, Fighter Bomber, Pro Tennis Tour, the excellent Stunt Car Racer and Super Ski has to be worth a place in anyone's collection. All the games are very playable and for just £29.99 they could be yours. Out in the shops now, Challengers is definitely worth checking out if you haven't already got the games.



## I PLAY 3D SOCCER - SIMULMONDO

Football games are still big business on the ST and the latest has been developed by Italian company Simulmondo. These boys reckon that it is the first time anyone has truly attempted to simulate soccer.

As you can see from the screenshot the view is from the players' level and you take control of a single player and see the game from that perspective. There are stages during the match in which you can alter a player's position, central defender to centre forward for example, in which case the viewpoint will alter.

Other players and the ball become bigger as they get nearer to you and the opposition's goal looms ever larger as you close in on it. There's also a two-player option which splits the screen into two and an option to watch the whole game, or just half of it, at various speeds from the viewpoint of any player, not just the ones you were controlling during the match.

I Play 3D Soccer should be available at any time now priced at £24.99. It will be distributed throughout Europe by Software Inspirations Ltd.





# HEROQUEST



From the best selling role-playing game Gremlin brings you...

## COMPUTER ADVENTURE IN A WORLD OF MAGIC



Screen shots from Amiga version

Gremlin Graphics Software Ltd.,  
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Tel: (0742) 753423



HeroQuest © 1990 Milton Bradley Ltd.

Available On:  
Amiga • Atari ST/STE •  
Spectrum, Amstrad and  
C64 cassette & disk  
*(PC VERSION AVAILABLE SUMMER 91)*



## FLOOR 13 – VIRGIN

In a democratic society like our own, how does an elected government appear to keep its popularity? How are scandals averted, subversive elements controlled and undesirables eliminated?

Just how does a government keep in power? A democratic government like our own cannot be seen to be suppressing opposition, invading privacy and spying on its nationals.

Housed on the 13th floor of an anonymous new office block, deep in the heart of docklands, the organisation you control does not officially exist. It is totally secret and the public must never know of your actions. In the name of national security you

must limit the the political damage to the government using any means at your disposal – including assassination and infiltration.

Virgin are also going to release data disks with more scenarios on them at a later date to go with the 100+ that will initially be included.

Floor 13 won't be available until later in the year and the price hasn't been sorted out just yet.



## GOLDEN 4 AWARDS IN FRANCE

At the recent Golden 4 four awards in Paris, Electronic Arts were rather pleased with the successes they scored. Over the last year EA have produced some top quality products in Powermonger and The Immortal, and this was fully recognised by the French.

The Immortal picked up the award for best arcade/strategy for its brilliant gameplay and Powermonger picked up three top awards: Best Strategy Game, Best Original Game and Best Overall Game.

Look out for the Powermonger Data Disk that will be released at the

end of May. We don't know a price as yet but we'll let you know when we do.

Electronic Arts are also working on two new shoot 'em-ups that will be released later on in the year, but other than that we have no further details.



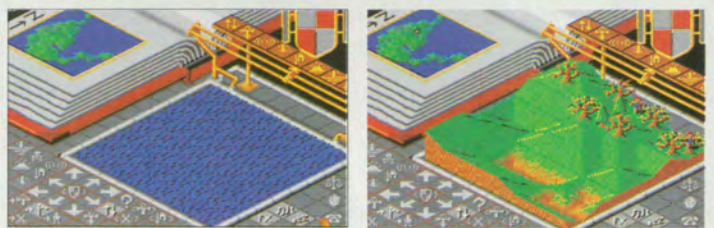
## STORMBALL – MILLENNIUM

In the blackness of night a pool of light illuminates the sky, the glinting steel stadium doors slide, slowly open and two futuristic gladiators step into the spotlight. The noise of the crowd erupts with a thunderous roar and the two men take up their positions at opposite ends of the arena staring straight at each other. A whistle is blown and the first Stormball contest of the evening begins.

Stormball is Millennium's entry into the futuristic sports market and features super smooth 3D graphics and an atmospheric soundtrack. You take the role of a Stormball professional and must employ your lightning reflexes to intercept the ball, catch it, take aim and send it rocketing back at your opponent. There are

plenty of different targets all giving you different points.

One or two player modes are included so you can play against a friend too. Stormball will cost £24.99 and will be out on Wednesday the 22nd May! (By the way, does anyone recognise the chap in the the trench coat?)



## SIM CITY AND POPULOUS

Two of the most popular games of all time are about to come out in one package from Infogrames. Sim City and Populous have both received international acclaim from as far away as the United States. In the past, ST Action has recognised the quality of the two products, awarding both respectfully.

For those of you not in the know Sim City sees you in the role of Mayor of a community as you try to build it up into a successful city. You choose where to place the various zones (for example Industrial and Residential) and must gradually make your land more hospitable in order to attract a larger population (and therefore more taxpayers!). Watch out for the natural disasters though.

In Populous you have to conquer over 500 worlds, some of them, less hospitable than the last, while your army gathers strength. But don't forget to wipe out your opponents at the same time.

Sim City and Populous will be available in mid-April at a price of £29.99 which is excellent value for money.



# ALCATRAZ

The island of Alcatraz stands empty and discarded - a relic of the past. But, as night settles, the ruins of the old prison comes to life. In an ironic twist of fate, Alcatraz is now the hide out of an evil drugs cartel, led by Miguel Tardiez, its cruel and callous chief. As a crack commando you are about to undertake the most perilous and daring mission ever. Your task - penetrate the island of Alcatraz and capture Tardiez. If you fail the State Department will simply deny any knowledge of your existence. There's no such thing as a dead hero.



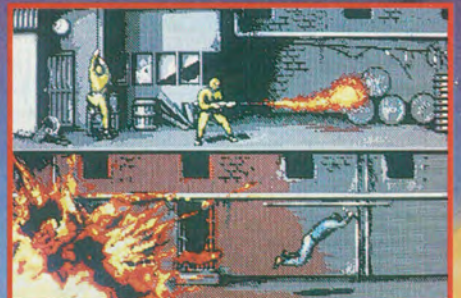
*It's the final countdown, as HQ gives the last briefing.*



*Prepare with care, a simple mistake will cost you your life.*



*Track down Tardiez's men, as you move ever closer to the very centre of corruption.*



*One false move and your cover is blown.*



*Tardiez's men lurk on every corner.*

INFOGRAVES



FOR:

ATARI ST/STE - AMIGA - PC & COMPATIBLES

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stein



# TEAM TALK

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



The Sales Curve are currently developing two ST titles from coin-op conversions. Jaleco's Big Run and Rodland are being programmed simultaneously.

Big Run is a driving game that is two months into development and will be completed in an estimated six months, while Rodland is a cutesy type product with four or five months to go.

Also look out for Double Dragon 3 and a number of other products that The Sales Curve are negotiating contract terms for.

## Digital Magic Software

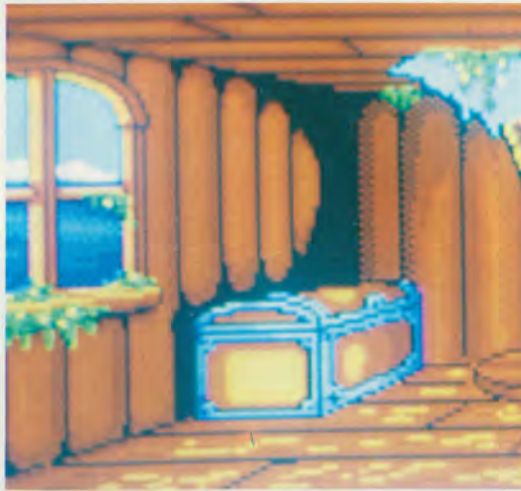
Digital Magic are in the middle of a busy schedule at the moment. With the imminent release of Escape From Colditz, which is sure to be a success, they intend to follow up with Boing, Bod The Alien, and Shockwave.

If they possess the same quality that we expect Colditz to have, we're all in for a lot of enjoyment.



Gremlin Graphics are a bit busy at the moment. The finishing touches are being put to the eagerly awaited Supercars 2, Hero Quest, and yet another sequel, Switchblade 2, which we here at ST Action have seen bits of and it looks pretty good. Hero Quest was also coming along nicely when we last went down to see it at Gremlin's Sheffield HQ.

Release dates are March, April and May respectively. Also in the pipeline is a product for June that is being kept secret, followed by Project P and Utopia shortly afterwards. Finally, look out for a big film licence in November, but we have no further details.



## METAL MUTANT - PALACE

Metal Mutant is the ultimate future battle machine, sent to the planet Kronox to search out and destroy the tyrant Arod-7. At any time, Mutant can change into any one of three forms, greatly increasing his number of combat moves.

Along the way you can fight with tooth, claw, torpedoes, missiles, whips and so on as you strive to complete your quest.

The game contains four levels with over 160 fully bitmapped screens and more than 40 different kinds of enemy to defeat, plus as an added bonus, humorous interludes and intriguing puzzles. Metal Mutant will be available at the end of May, priced at £24.99. Don't forget to check out the demo on the coverdisk.



## FIVE HAVE A SPIFFING TIME

For the first time ever, Enid Blyton's Famous Five are about to burst onto your computer screens. Watch out as Julian, Anne, Dick, George and Timmy the dog try to solve the mystery of Treasure Island.

You can take control of any of the children as they picnic their way through this fully interactive graphic adventure that closely follows the plot and unique atmosphere of the books. The text and pictures are fully endorsed by the Blyton estate to ensure nothing has been lost in translation to computer.

Although based on the children's books the game has been designed to challenge and appeal to all age groups. It will contain almost all the locations in the book and have loads of problems to solve.

It's going to be out at any time now at a price of £24.99 and will be called The Famous Five on a Treasure Island.



## STRUGGLE FOR SOFTWARE COMPANIES

The software world was recently shocked to hear that top computer software house Hewson Consultants Limited, based at the Milton Trading Estate near Abingdon have had to call in the Receiver.

Details were sketchy as to the reason why, but the company - which has a yearly turnover of £1 million and has produced a number of award-winning games - is hoping that it can be sold as a going concern.

At the same time as hearing this, we were also hearing reports that the Palace film and video organisation has sold off Palace Software to French company Leisure Holding for an undisclosed sum. The rights to use the name Palace software have also been bought.

No immediate changes are planned at Palace under its new ownership. It will remain at its London base with its present staff and MD Pete Stone will continue to head the company.

## DAMOCLES MISSION DISK 2

Following on from the success of the amazing Damocles and the first mission disk, comes Mission Disk 2 from Novagen. The Midlands based company have included five new brain-taxing missions and some Silly Savegames.

The good thing about the Mission Disk is that all the quests come complete with solutions, so if you find yourself struggling you can also have a quick cheat to help yourself out.

This solution section allows you to play the game and go back to the solution to see if you missed anything. This is designed to hone your playing skills to the maximum.

The five missions on the disk are all fiendishly difficult and will keep you going for hours. Damocles Mission Disk 2 is available now at a price of £9.99





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# Probably the world's most playable coverdisk



Probably the world's most playable coverdisk now brings probably the world's most playable arcade game - ever!



**Three top demos from three top software houses are on this month's fantastic coverdisk. We have a fierce fighting game from Palace, tennis from Ubi Soft, and a tremendous piece of comedy horror software from Accolade.**

## METAL MUTANT

Palace Software are, at present, working on a new gaming system that is being incorporated into a series of games that they are currently marketing. See the reviews of their software elsewhere in this issue to see what I mean. However, this doesn't mean that they are disregarding any other type of project.

Metal Mutant is your 'standard' beat/shoot'em-up title but with a quality unmatched by any other company. This month's coverdisk has a highly playable demo of the game that shouldn't be missed. Hesitate no longer and boot-up the game immediately!

## PRO TENNIS TOUR 2

Although the French people are better known for their football skills rather than their tennis abilities, a couple of French companies have teamed-up to create a fabulous tennis game. Ubi Soft and Blue Byte have combined their resources to produce the sequel to the highly acclaimed Pro Tennis Tour with the innovatively

named sequel, Pro Tennis Tour 2.

ST Action is able to present you with a fully playable demo of PTT2 which will soon be available in the shops. If you're not impressed by this fine product that is suitable for both sports fans and the everyday computer gamer, then you don't deserve to have the privilege of owning an ST!

## ELVIRA - MISTRESS OF THE DARK

There will be many a broken heart when you buy this magazine, for those of you with a single-sided disk drive won't be able to load the Elvira demo. Maybe you'll now decide to buy a double-sided machine just so you can optimise the enjoyment to be gained from an ST Action coverdisk!

Examine the darkened passageways and rooms of Elvira's newly inherited Killbragant castle and discover a way to dispel her evil-Aunt Emelda who is haunting the forlorn place. Although the demo is non-playable, we're sure you'd love to see Elvira's new and spacious home, so let ST Action guide you through some of the many locations, and prepare to meet the most ghastly and ghostly characters that you'll ever lay eyes on!

## 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 a 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:

**Stanley Precision Data Systems,  
Unit F Cavendish Courtyard, Sallow Road,  
Welden North Industrial Estate, Corby,  
Northants. NN17 1JX.**



SIDE  
1



Mechanical monstrosities fight it out in a battle of the beasts. You can mutate between three hardened creatures, each equipped with a frightening array of firepower with which you must repel the enemy onslaught. Claw, bite and blast your way forward in a valiant attempt to eliminate Arod-7 from existence.



### HOW TO PLAY THE DEMO...

Open the Mutant folder and double-click on STMUTANT.PRG and the demo should quickly boot-up. Once you have loaded the Metal Mutant demo, you can begin to play Palace's latest title.

The one basic manoeuvre that allows you to transform into various creatures is pulling down on the joystick. There are three to choose from in all, and each mutant has its own unique weapon systems.

The best method of discovering how to fire the various weapons is by experimenting with moving the joystick in all directions with the fire button pressed. Your actions could range from firing a gun to biting your opponent.



# Metal Mutant

Although the title doesn't sound particularly exciting, we're sure you'll absolutely adore this fabulous demo from graphic supremos Silmarils (not forgetting Palace who will be publishing the game!). The actual game has been in development for over a year now, and will hopefully be available some time around the end of May.

In both the demo and the finished product, you take the role of a mutant who can transform into three different figures, each possessing their own means of defence and attack in the quest to defeat the despicable character, Arod-7.

The concept behind the game was devised by Silmarils with Palace becoming involved at a later date by introducing their own ideas to enhance the finished product.

You're probably thinking: "Hey, three guys to

choose from and all armed with the deadliest weaponry known to Mutant - no problems!" But when the bad guys hit as hard as Norman Lamont on the yuppies, you'll realise that you're in for an extremely tough time!

From breathing fire through your tail and mouth, shooting bullets from the latest hardware, to snapping at everything with your teeth, it's all here in Metal Mutant. You will probably find yourself playing for hours just trying to establish what all the attacking methods available to you are! There's such a large variety of moves that you'll find yourself in a state of awe when you begin playing!

Enjoy the demo and look out for more details somewhere in this month's news pages with a full review to follow shortly.





# HILL STREET BLUES



Hill Street Blues "The most honoured series in the history of television", World wide it has achieved 59 awards that include 26 Emmy's.

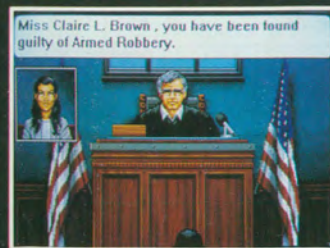
Krisalis have created a computer controlled city which generates an environment displaying 300 vehicles and 400 people who live and work within the Hill Street Precinct for you to interact with.

You take on the role of Captain Furillo and by deploying the Police

Officers under your control, you solve and control the crime rate, which the computer generates.

The game features nine of the most famous characters from the series using these Police Officers, you can interact with up to nine crime incidents simultaneously, ranging from Muggers to Bank Robbery, Drug Pushers to Murderers. So "Remember, lets be careful out there!"

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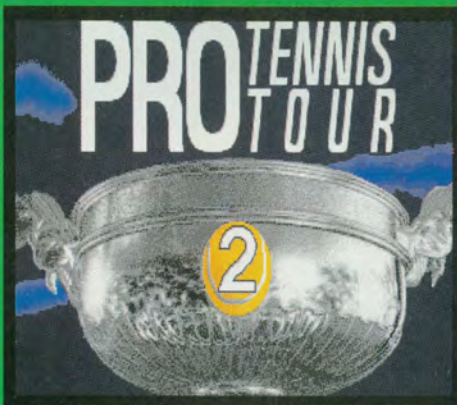




SIDE  
2



French software house Ubi Soft are going for game, set and match with their latest tennis game that will blow the headband off Henri Leconte at 100 yards. Smash, lob, drive and dart about the court with the most fun tennis game ever to appear on the ST – and we have it all for you on this month's coverdisk!



### HOW TO PLAY THE DEMO

Insert this month's coverdisk and open the PTT2 folder. You must now double-click on the PTT2.PRG file and the demo should automatically load.

You are allowed to play two matches of two games each: one is a singles match while the other is a doubles. When striking the ball, push left and right on the joystick to direct it. Pulling back lobs the ball while pushing forward executes a punishing drive.

The final version will be multi-player but, unfortunately, the demo is one player only. Nevertheless, we're sure you'll still enjoy it, tremendously!

### SPECIAL LOADING INSTRUCTIONS

*The Pro Tennis Tour 2 demo has been split up into two different sections, half on one side, the other on side two.*

*To play the game, you must format a blank disk and copy the contents of both PTT2 parts onto it. To do this, you must highlight the contents of both sections of information (the PTT2 folder and the FEMALE data item on side 2) and drag them to the disk B icon.*

*Having made the necessary disk swaps, you should find that the contents of all the PTT2 program are now on the same disk. Double-click on the PTT2.PRG file and the demo should now load successfully.*

*Please note that this demo is only available to 1 meg owners only.*

# Pro Tennis Tour 2



One of Britain's greatest sporting events of each year is the Wimbledon Lawn Tennis championship. Wimbledon '91 is nearly upon us and Ubi Soft have timed the release of Pro Tennis Tour 2 to tie in with the prestigious event.

Following the success of the original Pro Tennis Tour, the sequel contains the same amount of absorbing playability with its own individuality to give it that extra special feel. PTT2 will not only appeal to tennis and other sports fans, but also to those who can appreciate the quality of a game with fantastic graphics and gameplay.

The final version of the game will contain the opportunity to play in all the major tennis events that are part of the typical calendar year. These include the French Open, Australian Open, and so forth. However, before you can actually participate in the larger competitions, you must work your way up the rankings by competing in the smaller tournaments. As you can probably gather, to become a renowned tennis professional requires an incredible amount of patience and passion!

ST Action have fought to gain exclusive rights for a coverdisk demo of the terrific game, and thanks to Ubi Soft, we are pleased to be able to present you with a fully playable tennis extravaganza!

The demo actually consists of two sections. You can participate in a singles game with a doubles game to follow. Unfortunately, the demo is female orientated which means those budding Becker's among you will have to don a skimpy skirt to play in!

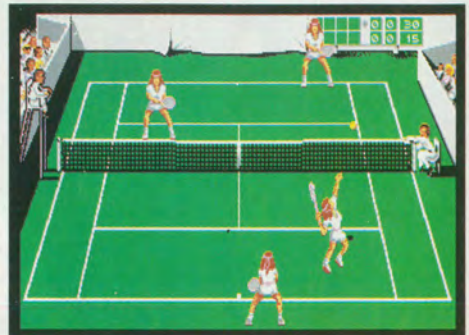
All the shots available to the greatest of professionals are available to you with the correct movement of the joystick. They include backhand and forehand down-the-line drives and cross-court shots. Also incorporated into the gameplay are

lobs and smashes. Your strokes will have to be judged perfectly if the more creative shots are to lead to vital points.

Recently, Ubi Soft have been producing a number of quality software titles that have really taken the home computer market by tornado rather than storm! B.A.T.'s first month in the charts is being spent at the top spot while Jupiter's Masterdrive, which deservedly earned a highly credible 81% in ST Action only a couple of months ago, is sure to gain similar success. If the demo of Pro Tennis Tour 2 is anything to go by, it will be another feather in their beret.

With their story of success growing longer and longer each month, it may only be a matter of a few more months before they could well be considered as one of the top software houses in Britain, and not just mainland Europe.

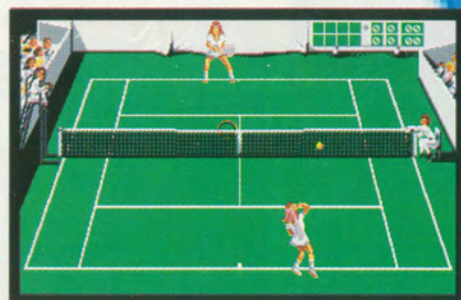
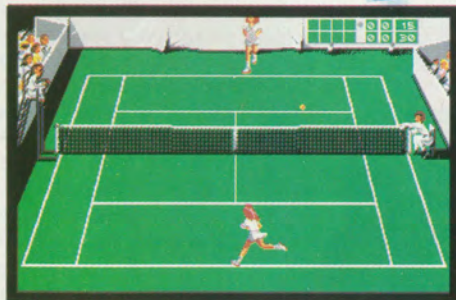
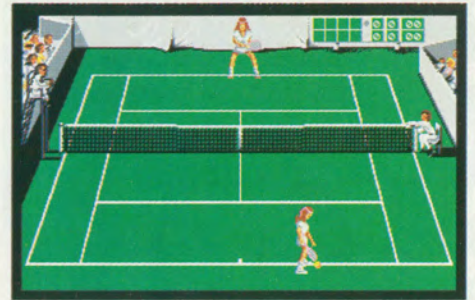
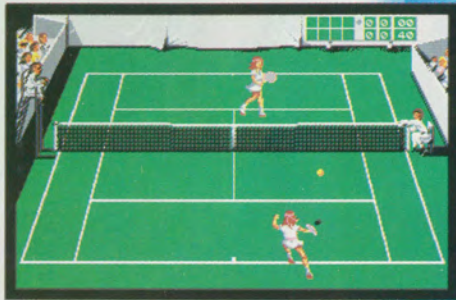
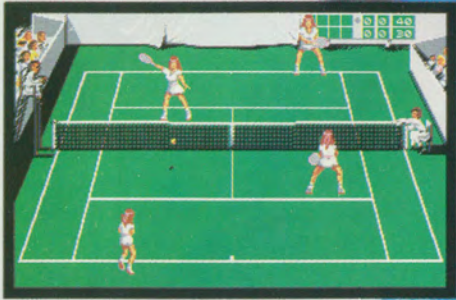
Many thanks go to Ubi Soft who have done a great job with this month's magnificent playable demo. Of course, development team Blue Byte also deserve a great deal of credit, especially programmers Lothar Schmitt and Thomas Hertzler. Thanks, fellers!







3012  
S





# SIDE 2

ST ACTION GAMES  
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FEATURE

Mistress of the Dark but unfortunately mistress to no particular person, Elvira makes her appearance on the ST in full bosomed beauty. Take a peek at what you can expect from the girl of everybody's dreams by loading this month's revealing demo from **Accolade!**



## HOW TO PLAY THE DEMO...

Place this month's coverdisk into your drive and double-click on the SIDE2 folder. Once this has been accessed, copy every item inside the Elvira folder, but not the folder itself, onto a blank formatted disk. Reset the computer and place the disk with the copy on into the drive. The demo should now autoboot. You can now sit back and watch Elvira's world unfold before your very eyes. If you need a brief explanation of the plot, briefly read the review pages that relate to the game. There are over 800 locations in the final version and all are programmed to the same standard that you see from the demo which is fantastic, I'm sure you'll agree!



The unbeatable sexy and sensuous figure of Elvira is present within every sane man's mind. Born as Cassandra Dickinson, it didn't take long for her to develop into the most fanciable female on both sides of the Atlantic. Now you can even drool over her on the computer screen with Accolade's conversion of the lascivious lady's adventures.

Everybody on ST Action absolutely adores Elvira which should become apparent due to the number of times she appears in this issue of the magazine (look out for the fabulous Elvira competition in the following pages and a magnificent two page review).

To round things off (I know what you're thinking but I didn't mean it like that!), we are thrilled to have her on the coverdisk where she can be viewed by all of you - and I'm

sure you'd like to see what the rest of the game is like, too! Although it's non-playable, you should still be able to appreciate the full game.

Elvira made a name for herself while presenting TV's Heavy Metal Heaven and became cult status while introducing comical 'B' rated horror

movies to audiences who were obviously more interested in Elvira than the sub-standard films that followed her lively introductions and interludes.

Without a shadow of a doubt, the Mistress of the Dark is here to stay and her large following can only gain in numbers. With the

release of the computer conversion, that is bound to happen. Thanks

must go to Accolade for the marvellous demo and competition they have given us.





# HANDS ON EXPERIENCE



## MULTI DPI MOUSE

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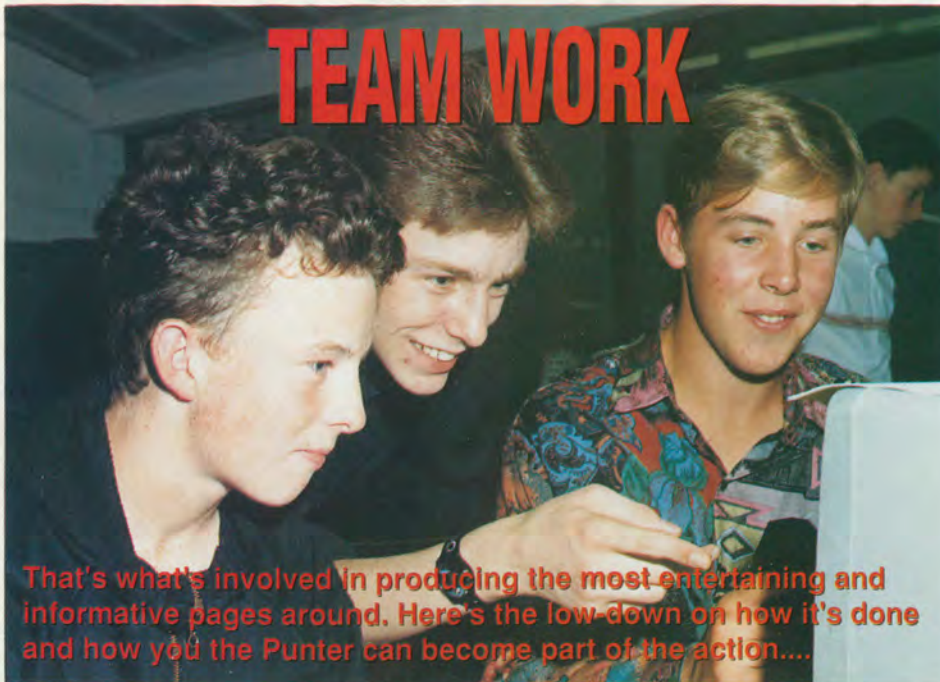
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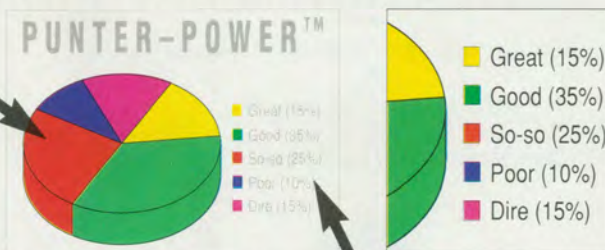
# TEAM WORK



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 Bassinger!). 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.

RATING=75%

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.

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 write (including your phone number if you have one) to:

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



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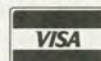
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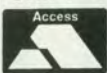


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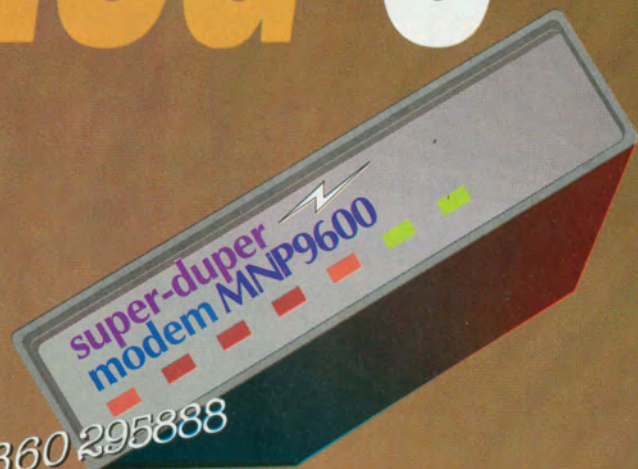


# IS IT A **MUG**'S WORLD?

An ever-growing phenomenon is sweeping the country's phone lines and changing people's outlook to computers. No longer are one player shoot 'em-ups sufficient for the avid modem fan. Online Multi User Games are the only thing that will satisfy their cravings.

From exploring mystic lands and battling with wizards in Shades, to zipping around in your spaceship, trading to survive in Federation II, you can play games down the telephone line, using your computer and modem, with people across the country. The characters you'll meet are exciting and varied and one thing you won't get is bored.

Our resident Mugger, Paul McNally takes a look at these exciting interactive adventures while trying not get chopped up at the same time.



*AT D 0860 295888*

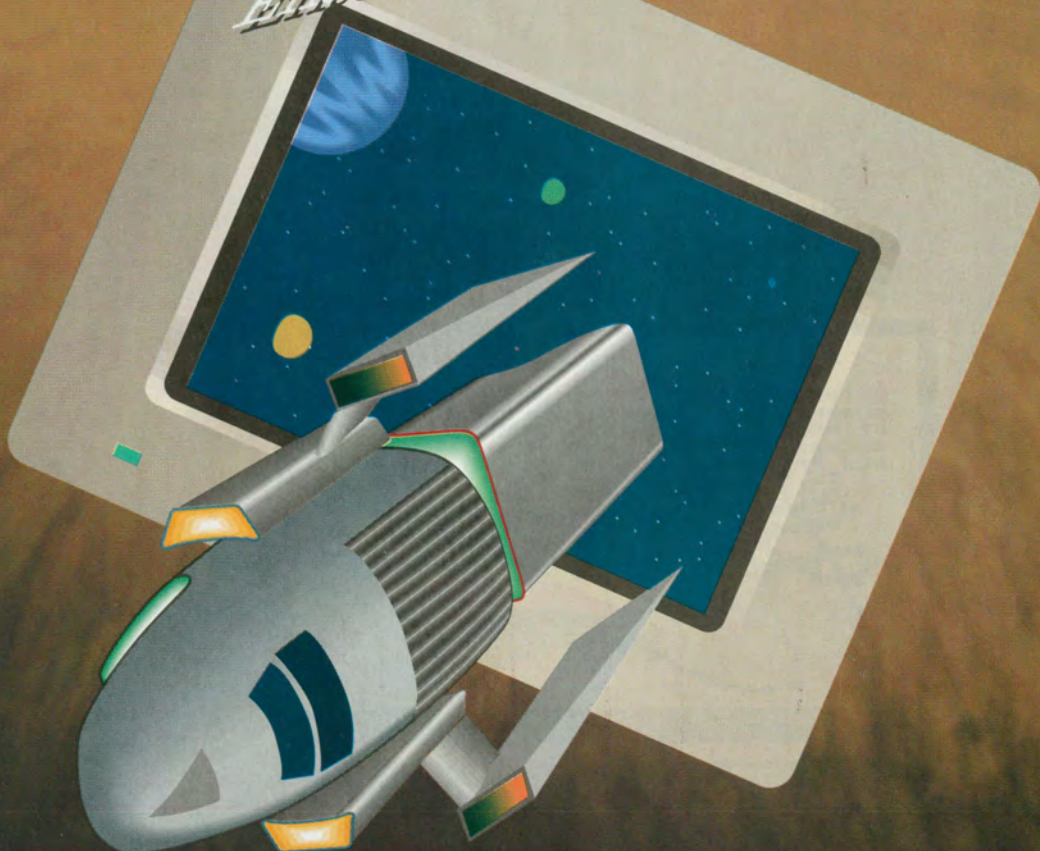
*No carrier...  
hanging up.*

*AT D 0860 295888*

*Online...*

*Welcome to the  
underworld timewarp  
world of Avalon IV...*

*Enter your UserID:*





Whether space trading or dragon bashing are your cup of tea, you'll be able to find an online game to suit your tastes. When you log on, you won't notice any difference to, say, an Infocom text adventure.

It's after you start chatting and fighting with the others on line that you'll quickly become hooked. Life just isn't the same after you've just hacked to pieces someone you've just been talking to for half an hour.

You converse with other players in the game by sending messages direct to their computer. You simply type in what you want to say and they'll see what you've typed as soon as you hit the Return key. It's therefore very easy to make new friends (and enemies). Let's look at two of the major games on offer and where to find them.

## OFF TO SEE THE WIZARD

### SHADES - MICRONET

The magical world of Shades is a land like no other. For the past couple of years the game has steadily risen in popularity. For some now it's a way of life and regular Shades meetings are held in pubs around the country.

A player can have up to two different characters or personas in the game and the ultimate aim is to reach the rank of Wizard, when you will become immortal.

The only way up the ranks is by increasing your point count. These points are obtained in the form of treasure which has to be dropped in the Mad King's room. You can also boost your rating by fighting and killing other characters in the game.

Wandering around the land you are bound to encounter many colourful characters, some controlled by the computer - mobiles, but most have another human oper-

ating them somewhere else in the country or even somewhere else in the world. With these people you can forge alliances and friendships.

Shades isn't the only MUG on Micronet. The latest is Trash - a space game where you must go round collecting debris and then deposit it for points.

I talked to Lord Creepa, one of the original testers before Trash went public. I asked him his opinions on Trash and MUGS in general:

"Trash is better to play than normal computer games because it's more fun. I play the game for interaction. Computer software remains static, it never changes. Multi-User Games do."

I also asked him about the high cost of playing the games: "I reckon the prices are about right for what they are, but you have to be reasonably careful about getting yourself addicted to them, because then it can get quite expensive."

## BACK TO THE FUTURE

### FEDERATION II - GENIE

In Federation II you must don your space suit and boldly go trading with all the other Fedders in the galaxy. First of all you'll have to buy yourself a spanking new ship from the limited amount of cash at your disposal. Then the universe is your oyster.

You start life carrying round other people's goods to earn a crust. Later you can use your wealth to get to higher levels when you can create your own planets to manufacture goods, for others to carry around for you.

Although a large amount of the game is based on buying and selling goods in the various stock markets, there's an element of kill or be killed as you must arm your spaceship to the teeth in order to get from planet to planet in one piece. This is quite difficult with every Tom, Dick and Harry wanting

to put one across your bows.

Just like Shades it has its social side with players meeting after (or during) combat at Chez Deisels on Mars for a pint of the Old Peculiar and a pizza.

Federation started off in this country but currently runs on the Genie system abroad. Access is difficult from this country but it will be possible in the near future, so watch out for its return.

I asked Clem Chambers, Managing Director of CRL, the company who owns Federation II, why he thought the game was such a big success: "It is better than normal computer games because it is based on reality. Playing it is better than playing any other game because of the interaction. It's really an adult space fantasy."

There's a heavy accent on social activity. A character in Federation II can have its own social life if the player chooses."



The gateway to one of the world's most popular MUGS Shades. Once inside you'll be in a totally different universe with totally wonderful characters.

### AND THERE'S MORE ...

Of course these aren't the only games about. If you don't fancy your chances at these there are others such as Gods, Mirrorworld, Zone and the original daddy of them all - MUD (Multi User Dungeon).

If you poke around the various bulletin boards in the country you can also find other online games to play. A fine example of this is the original Manchester Merkinstead.

It is based around a fantasy world, and you are greeted by the butler when you log on and are given the options of either playing any of the three online games or just using the board's regular facilities of messaging and file transfer.

There are lots more weird and wonderful things on Merkinstead, and the Sysops are really friendly. You can also have more than one user online at the same time and there is a chat mode if you want to gossip. Merkinstead is free on 061 434 7059. Check it out.

Mirage, another Manchester board - on 061 652 1242, has recently revamped its games section and now includes Tradewars which can be played with people all around the country.

It depends on how much money you are prepared to spend and your imagination. Once you've experienced the excitement of playing a MUG over the telephone, your ST will never seem the same again.



# WHAT YOU NEED

Right then. Getting online is easy if you know how, but it can be a nightmare if you're new to communications.

In addition to your ST you'll have to spend some cash on a modem. This can be as cheap or expensive as you wish. The more you spend the better you get. In most cases the faster the speeds on the modem, the less time you'll need to spend on the phone, thus cutting your telephone bill.

Most systems can now operate at 2400 baud comfortably (that's the rate the two machines exchange data down the line), and a modem capable of handling this can now cost as little as £250. But if you can't afford that, slower modems can be obtained for less than half that price.

You need suitable comms software for your computer to use. I always use Vanterm 3.8. It's really easy to work and the best thing is that it's PD, which means it'll only cost you a couple of quid.

To log onto the bigger Viewdata boards (such as Micronet) that give Teletext style displays you will need other software (you'll require Viewdata software to use Shades). Again this can be picked up from PD libraries.

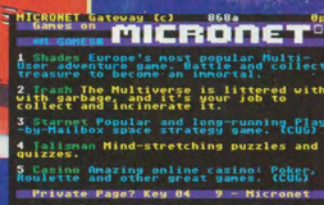
Finally you may need a subscription if the game you want to play is on another service (like Shades or Trash on Micronet or Federation 2 on Genie). This is usually payed quarterly and normally doesn't include the extra charge for playing the game (Shades for example is an extra 2p per minute excluding VAT).



The Public Domain comms program, Vanterm 3.8 is one of the best available on the market.



Featuring a wide range of file-transfers, Vanterm offers everything you'll want at first for couple of pounds.

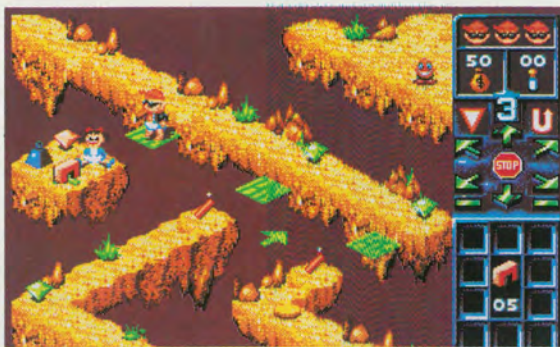


From the menu on Micronet you can choose any of the five games available.



Trash is one of the other games on the Micronet system.



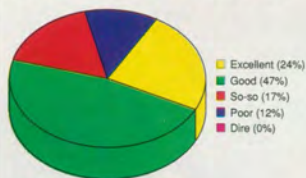


The island is occupied by a whole host of bonus items but you'll have to master your bridge-building skills before you can cross.



It's a good job this water isn't too deep as young Nathan can swim. But be careful, because the sharks are ready for dinner!

### PUNTER-POWER™

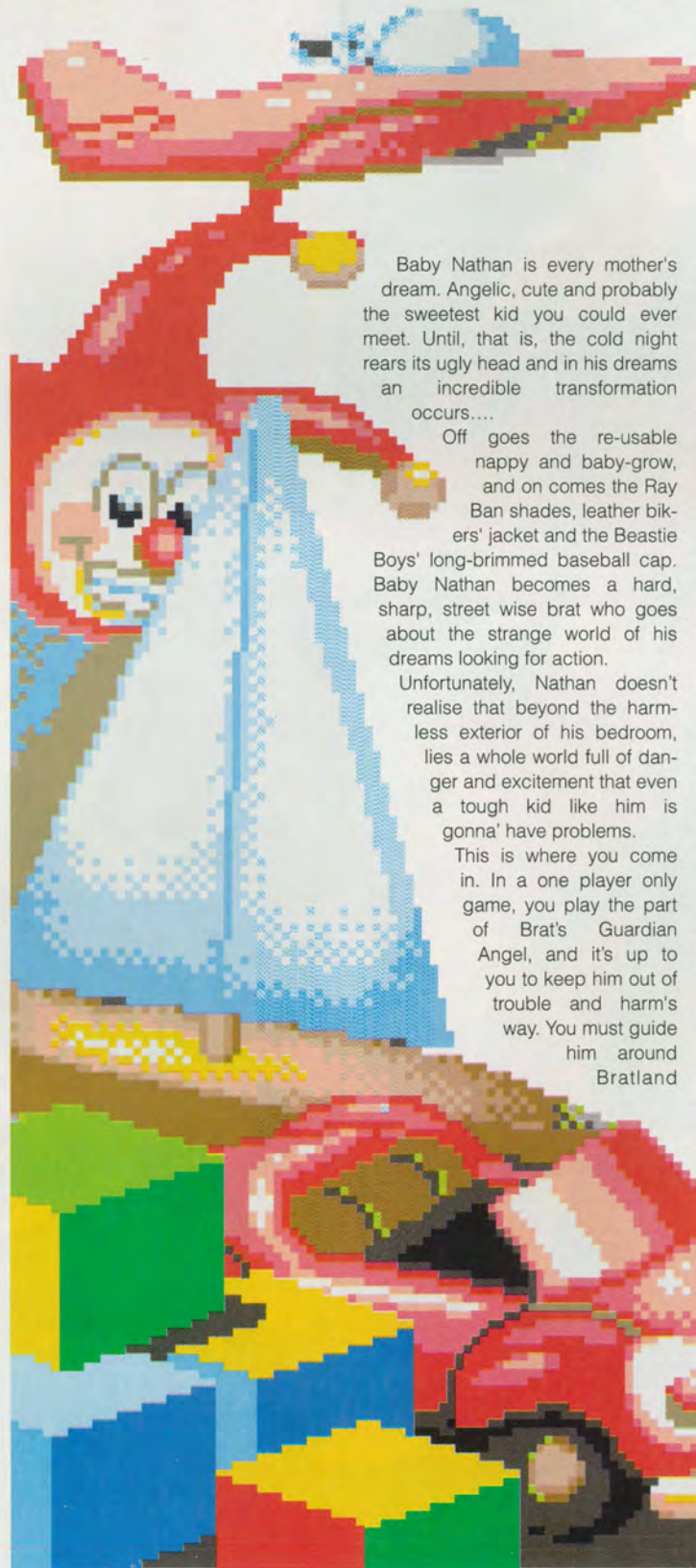


**GAME: BRAT**  
**PRICE: £24.95**

Imageworks seem to be on a high at the moment with the likes of *Killing Cloud*. This game can only be described as different. The idea of directing a young, innocent child around his world of dreams is certainly original and one that must have taken a lot of thought. Graphically, the game relies on small but extremely well detailed characters and this attention to detail definitely shows how much thought has gone into this program. Sonically, the speech and sounds of dynamite exploding and other effects help to make this game bearable to listen to. Oh, and check out the intro, it's a cracker. Overall, an amazing product from Imageworks that will have even the most hardened of games players on their knees in frustration. Definitely recommended.

**GAMEPLAY:**   
**SOUND:**   
**GRAPHICS:**

**RATING=86%**



# Brat

## IMAGE

Baby Nathan is every mother's dream. Angelic, cute and probably the sweetest kid you could ever meet. Until, that is, the cold night rears its ugly head and in his dreams an incredible transformation occurs....

Off goes the re-usable nappy and baby-grow, and on comes the Ray Ban shades, leather bikers' jacket and the Beastie Boys' long-brimmed baseball cap. Baby Nathan becomes a hard, sharp, street wise brat who goes about the strange world of his dreams looking for action.

Unfortunately, Nathan doesn't realise that beyond the harmless exterior of his bedroom, lies a whole world full of danger and excitement that even a tough kid like him is gonna' have problems.

This is where you come in. In a one player only game, you play the part of Brat's Guardian Angel, and it's up to you to keep him out of trouble and harm's way. You must guide him around Bratland

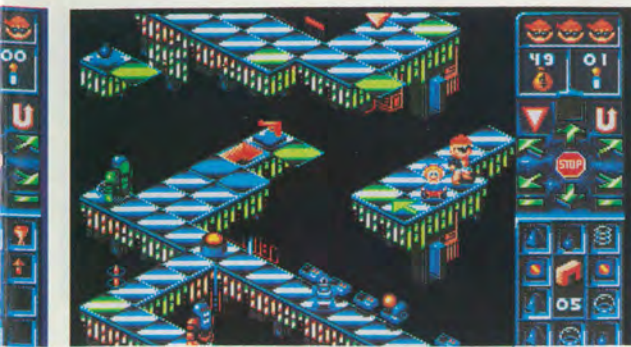
and ensure that he remains safe and sound until he wakes up in the morning.

When you load up the game, after an amazing intro sequence, you will be presented with an options screen. From here, you can decide whether to have the sound effects or music on, see a demo of a level (very handy for beginners) or just enter your name and start playing.

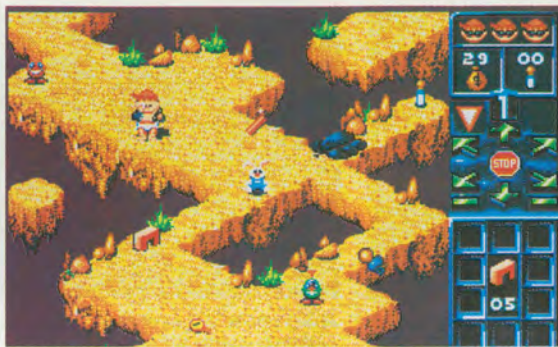
The first thing you realise is that you don't actually have any control over Nathan. You can, however, influence his choice of direction with the help of six arrows that can be placed in front of him and cause him to move in that direction.

Along the way, Nathan can pick up many useful items that have been scattered around Bratland. To pick an object up, you must position an arrow before Brat that will cause him to change direction and walk over the item. The col-





Things get quite tough in the later stages of the game. Here we see Nathan roaming through the futuristic levels.



You're going to have to work out what the various objects do if you want to survive very long in Brat!

# Brat 1

ST ACTION  
A1 RATED

## WORKS

lected item will be shown in one of Brat's pockets. Almost everything you see can be collected and most of it will be needed for the later levels.

You've got 11 pockets. Ten are normal - one pocket holds one object, so you can carry a maximum of 10 things. The 11th pocket, the middle one, is a special pocket that you must use to carry the bridges.

These are pieces of wood that can be used to fill up any gaps in the landscape, stopping Brat from falling through. To use a bridge, just click on the icon and position it where you wish to drop it. Bridges can only be joined onto flat pieces of Bratland. You start with five bridges and Brat can col-

lect more in the usual way.

Your main reason for collecting objects is to stop the bad guys before they stop Nathan. Anything that moves around Bratland is out to get him. Some things just make him turn around and go in the opposite direction, while others knock him right off the map causing the loss of one of his three lives.

Even in your dreams, everything costs money. You can't do anything without it costing you. Positioning arrows and objects costs valuable cash, so you have to make sure that you are carrying enough dosh. Extra money can be acquired by collecting coins and gems that have been mislaid in Bratland.

Positioned just below the main arrows are two little eraser-shaped things. These can be used to rub out any arrows that you may have put down by mistake. Not only does this help you, but it also gives you back the money that you wasted on that arrow. Handy eh!

After you manage to complete a level, you will be given a code. On the

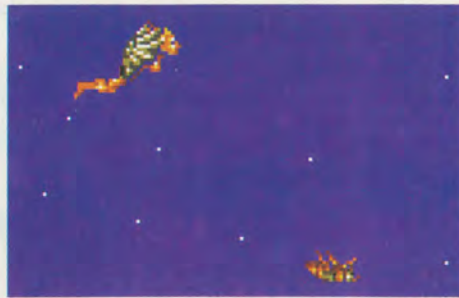
option screen, it gives you an opportunity to enter one of these codes and, if you enter it correctly, you will start on the level you last reached, and hopefully you can then save young Brat. **Jason**







This well-endowed super-hero is actually good old Saint Helen, professional baby-rescuer.



Flying around you must watch out for the insects that suddenly appear behind you.



If you get close to any of the insects for too long you'll explode into hundreds of stars.

# Insects in Space

H E W S O N



Once upon a time, deep in the heart of rural Germany, lived a kind, angelic woman by the name of Helen Bak. She lived a quiet peaceful life until one evening, she passed away peacefully. The village mourned her loss but gradually forgot her.

Thousands of years later, Earth has been invaded by a strange race of insects, intent on populating the whole planet and turning it into a giant breeding colony. They have so far reached every corner of the world, except for this remote valley in the centre of Rhineland.

The reason that this area had still not been colonised was that the insects' deadly poison, so effective against the other humans, did not affect small babies in this area due to their diet of local grape juice. Therefore they still lived.

Saint Helen, arch leader of the Motherhood, heard the distant, scared cries for help from the little babies and has travelled back to earth from space to defend the area she once lived and to save mankind.

Taking control of Saint Helen you must use your skill and judgement to rid the planet of the insects from space. Your only weapons are your laser eyes, but if used correctly you could save the Earth from its impending doom.

You control Saint Helen with your joystick as you fly around the screen trying to save the babies from the bees that are trying to grab them. Once the bees have got them



The Bad Trip smiley face is one of the many weird hazards you'll have to look out for while trying to save the babies!

they take the infants up to a great height and release them, in order to make a nasty little mess on the ground. Shooting the bees will usually do the trick, but if you shoot one which is carrying a baby the child will plummet to the ground unless you can catch it and return it safely back to Earth.

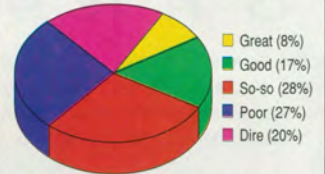
As well as laser eyes, you can also make use of another special gift that has been bestowed upon you by the Gods on High. This is your ability to conjure up a magical circle of space-time continuum dust. This

is achieved by holding down the firebutton a little longer than usual and enables you to travel through space to the nearest baby in distress. Babies can also be temporarily saved by being left in one of these circles.

Care has to be taken if you have to shoot a bee that is currently carrying a baby as it is easy to miss the insect and blast junior out of the sky instead. This obviously doesn't do the baby population any good and takes you nearer to losing the earth forever.

Paul

## PUNTER-POWER™



GAME: INSECTS IN SPACE  
PRICE: £19.95

*Insects in Space has been converted from the smash hit Commodore 64 game and unfortunately shows this. Screens are dark and bland although the Saint Helen character and the babies are nicely drawn and well-animated. It's pretty fast to play too, just like Defender, which this product is obviously a clone of. If you love Defender, you may find this to your liking (if you turn off the horrible buzzing noise which you get when you load up). Otherwise there really isn't much new here to keep you going for long. Nobody could argue that it isn't an original scenario, it's just a pity that the game itself isn't as imaginative. It's fun for a while but hasn't got much else going for it. If you haven't played Defender go out and try this before you buy it.*



**RATING=67%**









# Test Drive II

## THE MUSCLE CARS : £11.99

## EUROPEAN CHALLENGE : £11.99

If you've been collecting the series you should have quite a few cars to test out on the different stages by now. The Muscle Cars data disk bring you five more legendary vehicles for you to test drive.

The difference between these cars and the others you'll have is that these are classics. Go back to the time when petrol was cheap and get in one of these All-American monsters and take her for a spin.

Choose from some of the original muscle cars, the 1967 Pontiac GTO, the 1963 Sting Ray Corvette, the 1968 Shelby Cobra, the 1969 Dodge Charger Daytona and the 1969 COPO Camaro.

All of these can be pitted against each other in a head to head duel to see which is the greatest Muscle car of all time.

All the vehicles can be installed on your hard-disk if you've got one, and this is instantly preferable to having to wait for ages to install them each time you boot up.

A custom car and track disk can still be made up featuring your favourite combination of both to save you time upon loading Test Drive II and you can still choose to race against the computer a friend or the clock.

It is important to note that to use these disks, you must already own an original copy of Test Drive II or you'll be wasting your cash.

The second data disk out this month is European Challenge. Just like the Californian disk, this add-on scenery gives you extra roads and different countries to race through.

Drive any of your Test Drive cars through the wonderful scenery of Europe, choosing between the wild Autobahn near Munich on the Germany route or drive past the Roman Colosseum in Italy.

As with the American scenery disk, the various stages are programmed to resemble their real-life versions. For example, when you're driving through Switzerland you'll notice plenty of chalets and swiss-style architecture, while windmills, dykes and fields

of tulips line the route across the Netherlands.

All the tracks are extremely awkward at high speed and you still have the added problem of being caught by the police if you go a little too fast for the law. Your in-built radar detection system should alert you when you are being tracked so you'll know when to slow down...won't you?



**DODGE**  
CHARGER

Layout:	front/rear	Approximate Price:	13,261
Engine type:	360 cu.in. V-8	Year:	1969
Displacement:	360 cu.in.	0-60mph:	5.7s
Compression ratio:	10.75:1	0-100mph:	12.4s
HP @ rpm, SAE net:	370 @ 5000	1/4 mile:	13.3s
Torque @ rpm, lb-ft:	470 @ 4000	1/8 mile:	12.3s
Transmission:	4 sp manual	Top speed:	135mph
Braking from 80mph:	264ft	0-60mph:	5.7s
Tires:	Firestone Wide Oval; F70-14	Lateral Accel:	0.63g

**MUSTANG**  
MUSTANG COBRA

Layout:	front/rear	Approximate Price:	4,607
Engine type:	302 V-8	Year:	1969
Displacement:	302 cu.in.	0-60mph:	6.7s
Compression ratio:	12.5:1	0-100mph:	15.6s
HP @ rpm, SAE net:	325 @ 5200	1/4 mile:	14.6s
Torque @ rpm, lb-ft:	448 @ 3400	1/8 mile:	11.6s
Transmission:	4 sp manual	Top speed:	130mph
Braking from 80mph:	275ft	0-60mph:	11.2s
Tires:	Goodyear Polyglas; 18/80; E70-15	Lateral Accel:	0.67g



**PONTIAC**  
GTO

Layout:	front/rear	Approximate Price:	54,422
Engine type:	390 V-8	Year:	1967
Displacement:	400 cu.in.	0-60mph:	6.1s
Compression ratio:	10.75:1	0-100mph:	14.0s
HP @ rpm, SAE net:	368 @ 5400	1/4 mile:	14.5s
Torque @ rpm, lb-ft:	436 @ 3800	1/8 mile:	11.6s
Transmission:	4 sp manual	Top speed:	187mph
Braking from 80mph:	237ft	0-60mph:	6.1s
Tires:	Firestone Wide Oval; F70-14	Lateral Accel:	0.66g



# Data Disks



# CITIZEN

# PRINTERS



Silica presents some great offers on the award winning range of high quality dot matrix printers from Citizen. Each Citizen printer is built in the UK to exacting standards, ensuring superb reliability and a very high quality of output. Our confidence in the quality of Citizen printers is such that we are pleased to offer a unique two year guarantee with every printer. Plus, if you purchase your Citizen printer from us, we will give you a Silica Printer Starter Kit (worth £29.95), **FREE OF CHARGE!**

**FREE DELIVERY**

Next Day - Anywhere in the UK mainland

**FREE STARTER KIT**

Worth £29.95 - With every Citizen printer from Silica.

**FREE COLOUR KIT**

Worth £39.95 - With Swift 9 and Swift 24 printers.

**2 YEAR WARRANTY**

Silica offer a 2 year warranty (including the printer head) with every Citizen printer purchased from Silica.

**WINDOWS 3.0**

Free Windows 3.0 driver - In the Silica Starter Kit.

**FREE HELPLINE**

Technical support helpline open during office hours.

**MADE IN THE UK**

Citizen printers are manufactured to high standards.

**144 CPS DRAFT 9 PIN**



## CITIZEN 120D+

The Citizen 120D+ is one of the UK's best selling printers. It has a stylish appearance and excellent features and performance for such an inexpensive printer. The 120D+ is available with either a serial or parallel interface and is an ideal first printer.

- 9-pin Printhead
- Print Speed 144cps Draft
- 30cps NLQ
- Epson & IBM Graphics Emulation
- Pull Tractor & Bottom Feed
- Superior Graphics - 240x216dpi
- FREE Starter Kit

RRP ..... £228.85

STARTER KIT .... £29.95

**TOTAL RRP: £258.80**

SAVING: £110.45

**SILICA PRICE: £148.35**

**£129**

+VAT = £148.35

**144 CPS DRAFT 24 PIN**



## CITIZEN 124D

The award winning Citizen 124D brings high quality 24-pin dot matrix printing within every computer users reach. It is the ideal choice where high quality printing is required at a budget price.

- 24-pin Impact Printer
- Print Speed 144cps Draft
- 2 LQ Fonts (48cps)
- 8K Buffer
- Epson, IBM & NEC P6+ Emulation
- Advanced Paper Parking
- Superior Graphics - 360x360dpi
- FREE Starter Kit

RRP ..... £320.85

STARTER KIT .... £29.95

**TOTAL RRP: £350.80**

SAVING: £144.95

**SILICA PRICE: £205.85**

**£179**

+VAT = £205.85

**192 CPS DRAFT 9 PIN**



## SWIFT 9 - COLOUR!

The Citizen Swift 9 is perfect for those who require high quality dot matrix black or colour printing at a budget price. The print quality of Swift 9 rivals that of other manufacturer's 24-pin models.

- 9-pin Impact Printer
- Print Speed 192cps Draft
- 3 NLQ Fonts (48cps)
- 8K Buffer
- Epson & IBM Graphics Emulation
- Advanced Paper Parking
- FREE Starter Kit
- FREE Colour Kit

**FREE! COLOUR KIT**

RRP ..... £309.35

STARTER KIT .... £29.95

COLOUR KIT .... £39.95

**TOTAL RRP: £379.25**

SAVING: £161.90

**SILICA PRICE: £217.35**

**£189**

+VAT = £217.35

**192 CPS DRAFT 24 PIN**



## SWIFT 24 - COLOUR!

The Citizen Swift 24 is one of Europe's best selling printers and has won awards including Printer Of The Year 1990. Its rapid print speed, quality and black or colour options, make it a natural choice.

- 24-pin Impact Printer
- Print Speed 192cps Draft
- 4 NLQ Fonts (64cps)
- 8K Buffer
- Epson, IBM & NEC P6+ Emulation
- Advanced Paper Parking
- FREE Starter Kit
- FREE Colour Kit

**FREE! COLOUR KIT**

RRP ..... £419.75

STARTER KIT .... £29.95

COLOUR KIT .... £39.95

**TOTAL RRP: £489.65**

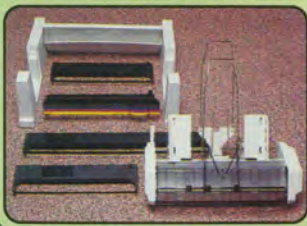
SAVING: £191.80

**SILICA PRICE: £297.85**

**£259**

+VAT = £297.85

## PRINTER ACCESSORIES



SHEET FEEDERS		Price
PRA 1200	1200	£74.75
PRA 1215	124D/Swift 9/24	£96.60
PRA 1228	124D/Swift 9/24	£46.00
SERIAL INTERFACES		Price
PRA 1189	120D+	£62.10
PRA 1209	Swift 9/124D	£34.50
PRA 1709	Swift 24	£28.75
PRINTER STAND		Price
PRA 1242	124D/Swift 9/24	£26.95
ORIGINAL RIBBONS		Price
RIB 3502	120D/Swift 9 Black	£4.03
RIB 3924	124D/Swift 24 Black	£5.18
RIB 3936	Swift 9/24 Colour	£17.25
COLOUR KITS		Price
PRA 1236	Swift 9/24	£39.95

All prices include VAT and Free delivery.

## FREE! STARTER KIT

Every Citizen printer from Silica, comes complete with the Silica Printer Starter Kit, including everything you need to get up and running with your new printer immediately, **FREE OF CHARGE!**

- 3½" Dual Format Disk with Amiga & ST Printer Drivers
- 3½" Disk with Drivers for Microsoft Windows 3
- 2 Metre Parallel Printer Cable
- 200 Sheets of High Quality Continuous Paper
- 200 Continuous Address Labels on Tractor Feed
- 5 Continuous Envelopes on Tractor Feed

If you already own a printer, and would like a Silica Printer Starter Kit, you may order one (ref: KIT 5000) for the special Silica price of £24.95 - £5 off RRP!

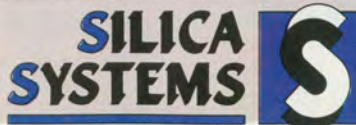
**NORMAL RRP £29.95**



## SILICA SYSTEMS OFFERS YOU

- **FREE OVERNIGHT COURIER DELIVERY:** On all hardware orders shipped in the UK.
- **TECHNICAL SUPPORT HELPLINE:** Team of PC technical experts at your service.
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- **£13m TURNOVER (with 60 staff):** Solid and reliable with maintained growth.
- **BUSINESS/EDUCATION/GOVERNMENT:** Volume discounts available for large orders.
- **SHOWROOMS:** Demonstration and training facilities at our London & Sidcup branches.
- **THE FULL STOCK RANGE:** All of your PC requirements from one supplier.
- **FREE CATALOGUES:** Will be mailed to you with offers and software/peripheral details.
- **PAYMENT:** By cash, cheque and all major credit cards.

Before you decide when to buy your new printer, we suggest you think very carefully about WHERE you buy it. Consider what it will be like a few months after you have made your purchase, when you may require additional peripherals or software, or some technical help and advice. And, will the company you buy from contact you with details of new products? At Silica Systems, we ensure that you will have nothing to worry about. Silica Systems is one of the UK's leading independent computer dealers and provides a quality service to users at home, in education and in business throughout the nation. Silica has been established for over 12 years, and have an annual turnover of £13 million. With our unrivalled experience and expertise, we can now claim to meet our customers requirements with an understanding which is second to none. But don't just take our word for it. Complete and return the coupon now, for our latest Free literature on the Citizen printer range and begin to experience the "Silica Systems Service".



<b>MAIL ORDER:</b>	1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX	Tel: 081-309 1111
	Order Lines Open: Mon-Sat 9:00am-6:00pm	No Late Night Opening
		Fax No: 081-308 0608
<b>LONDON SHOP:</b>	52 Tottenham Court Road, London, W1P 0BA	Tel: 071-580 4000
	Opening Hours: Mon-Sat 9:30am-6:00pm	No Late Night Opening
		Fax No: 071-323 4737
<b>LONDON SHOP:</b>	Selfridges (1st Floor), Oxford Street, London, W1A 1AB	Tel: 071-629 1234
	Opening Hours: Mon-Sat 9:30am-6:00pm	Late Night: Thursday until 8pm
		Extension: 3914
<b>SIDCUP SHOP:</b>	1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX	Tel: 081-302 8811
	Opening Hours: Mon-Sat 9:00am-5:30pm	Late Night: Friday until 7pm
		Fax No: 081-309 0017

To: Silica Systems, Dept STACT-0591-54, 1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX

## PLEASE SEND CITIZEN PRINTER INFORMATION

Mr/Mrs/Ms: ..... Initials: ..... Surname: .....

Address: .....

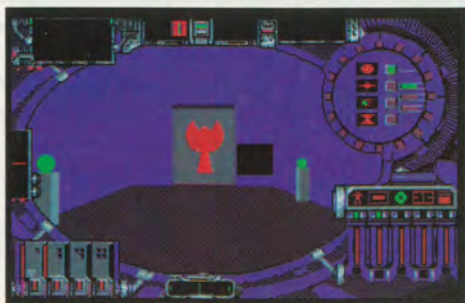
..... Postcode: .....

Tel (Home): ..... Tel (Work): .....

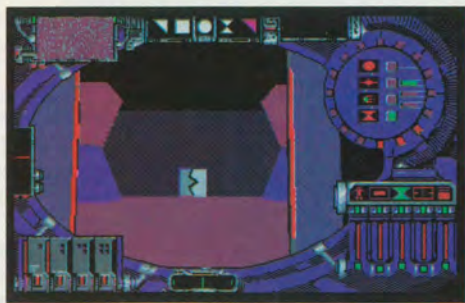
Company Name (if applicable): .....

Which computer(s), if any, do you own? .....

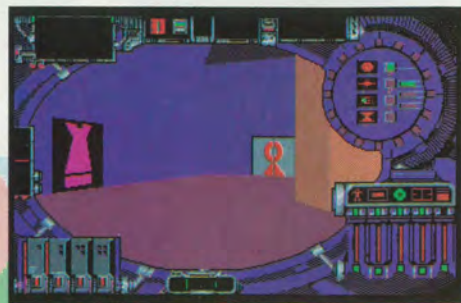




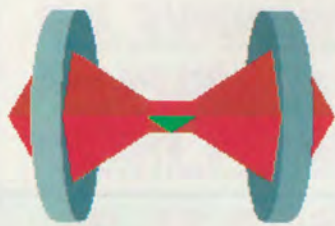
You enter the vast complex filled with fear. Fortunately, you are armed and extremely dangerous.



You use your sonic key to gain the correct access code to the door and watch as it opens to reveal....



....a small room with two exits. A column on the right catches your attention and you start to examine it.



# Cybercon III

U . S . G O L D

You enter the main conference room for the War Council of the Democratic Union with a great sense of fear. You sit at the table, staring expectantly at the large gathering of important looking men that have graced your honour with their presence – the council members.

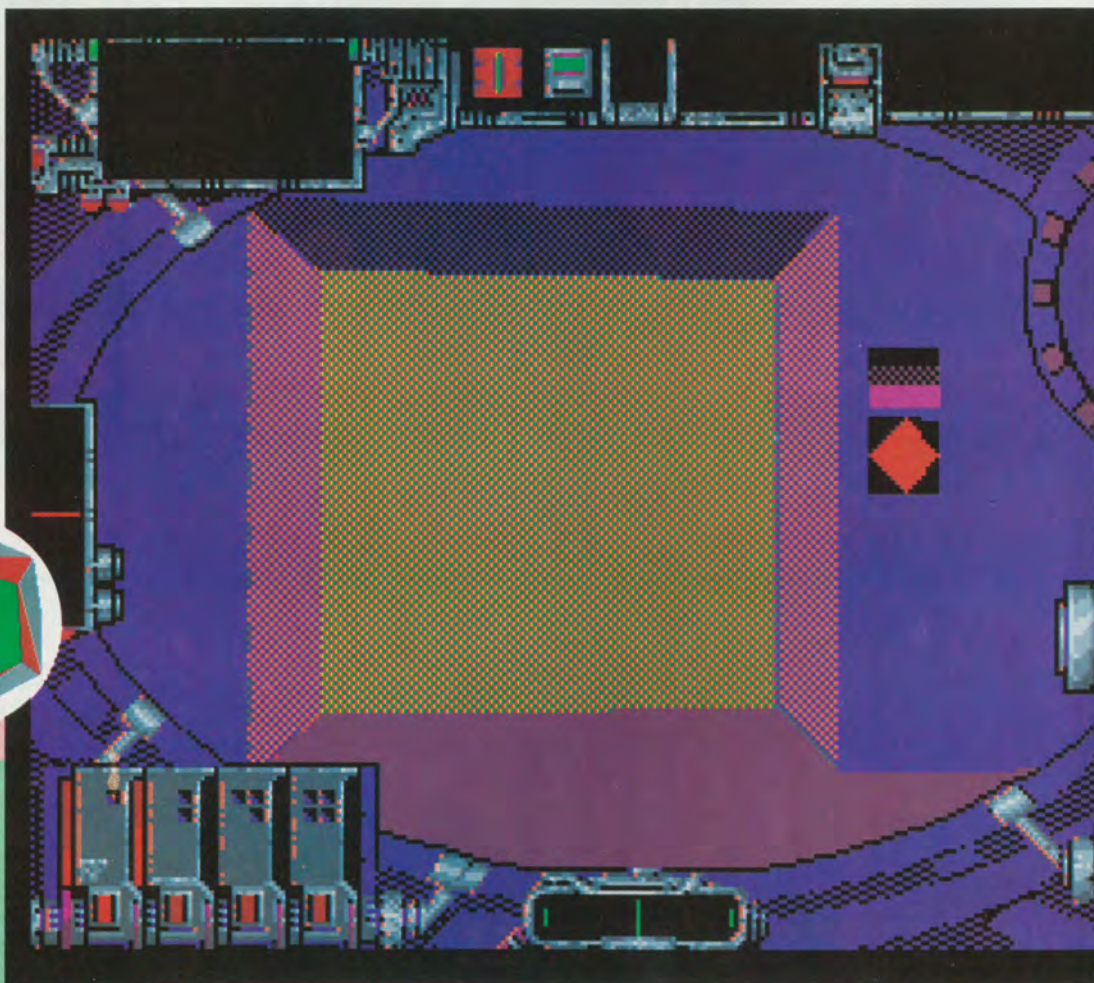
**1**  
**ST**  
**ACTION**  
**A1 RATED**

The chairman begs for silence, and then hands you your mission fact-file with a look of hope and desperation showing through on his old and tired face. You tentatively take the document and it reads as follows....

*This file, and the enclosed holostills from highly classified vid-cube footage, contain all the information the War Council possess about Cybercon III, its central brain stem, and the complex defence set-up at Mount Adam.*

After great risk to themselves and the cause, the WCDU have discovered the previously unknown whereabouts of the central Brain Stem of the Cybercon III system. The Defence complex at Mount Adam was constructed alongside the development of the Cybercon program to provide a sterile environment for the Brain Stem, which is the main source of all Cybercon's activities.

Reconnaissance indicates that an entrance built on the West side of the mountain, designed to provide access to technicians and inspectors, has been sealed up by Cybercon at the beginning of this crisis. Fortunately, a second entrance on the south side was opened and left as a deliberate blind spot by Cybercon's creators. This will allow a



The elevator will allow you to gain access to the lower levels of the complex. You must collect the corresponding keys before you can enter the lift and make your way through the game.

single operative to enter, after which it places an energy shield across the door for an unlimited amount of time.

You are the single volunteer who must enter the complex, hoping to achieve one of the two favourable outcomes. The first is the total shut-down of the Brain Stem, which would effectively bring a com-

plete halt to Cybercon's activities worldwide. Failing that, you should attempt to neutralise the force field that covers the complex so that additional forces can be drafted in to achieve the primary objective.

You must enter the complex from the south in co-ordination with

a diversionary show of force from the WCDU troops at the front entrance. The complex is a multi-level, 3D combat zone, designed to provide a quick and efficient response to any form of attack. The complex has only one order – to protect Cybercon III's Brain Stem that is hidden within it.

Fortunately, you are not going in there without a fighting chance. You







After gaining entry to a room, you discover a power generating globule. This can't be used by you, but destroying it will halt the robot's progress in the complex.



It weighs in at just over four tonnes and stands 10 feet high. It has a joint at the waist, allowing you to gain access, which is locked with a ceramic seal. Apart from this, the suit is impenetrable.

Also incorporated into the suit are on-board filters that can withstand all forms of attack: Nerve gas, Chemical or Biological agents and even radiation up to extremely high levels.

You control the suit via a series of sensory apparatus attached to your leg and foot muscles. Your movements are magnified by 10, so that you can walk the suit to a maximum of 35 mph. The suit's power source can also be circuited into the leg hydraulics, providing split-second responses, and speeds of up to 90 mph.

Control of the suit is done via the joystick and numerous keys on the keypad. The joystick is used to actually move you about the playing area and the keys are responsible for most of your extra capabilities, such as: Energy transfer, Weapons selection, Inventory, Camera and the Sonic Key.

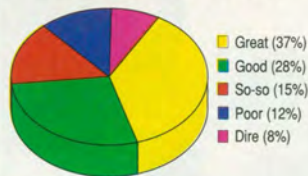
The Sonic Key is one of the clever objects that you managed to get WCDU to part with. This little maestro can be used to help you identify a door's access code. If you interrogate the door, it will eventually display the correct code of entry. At first, the key only knows 11 codes. The more you interrogate, the more information you will learn.

Your weapons system has been divided up into four

different types. The indicator will flash, informing you of your chosen weapon, if you go into combat. A quick press of the fire button will shoot a round of ammo into your chosen target.

You also have in your possession four cameras. These portable units can be placed in strategic positions around the complex, allowing you to view them from a safe distance. They can, however, be destroyed, so watch out! **Jason**

## PUNTER-POWER™



GAME: CYBERCON III  
PRICE: £25.99

The first thing you will notice about Cybercon are the graphics: they are the 'smoothest polygons' to appear in a long time. They are colourful, well drawn and extremely nice to look at. Sound has been restricted to the firing of your weapon and the usual bleeps and beeps. Gameplay is complex to begin with, but once you familiarise yourself with the controls, it gets easier and more playable. The combat system is nice and easy to use, making battles easier to deal with. All four of your weapons are accessible from the main window, and each has its own advantages and disadvantages. You can chop and change to your heart's content. This is a very good game that will entice beginners and keep hardened gamers happy for quite a long time.

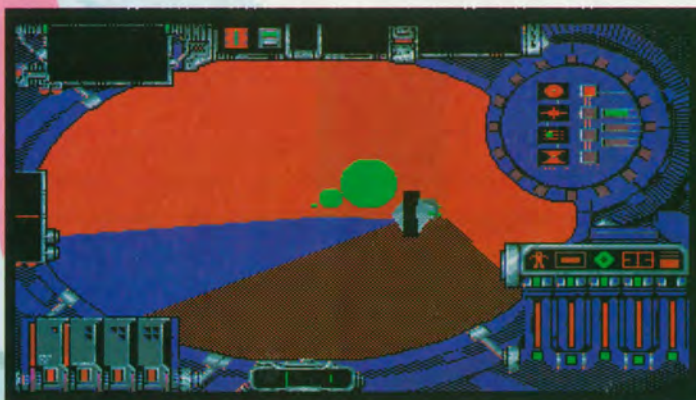


**RATING=87%**

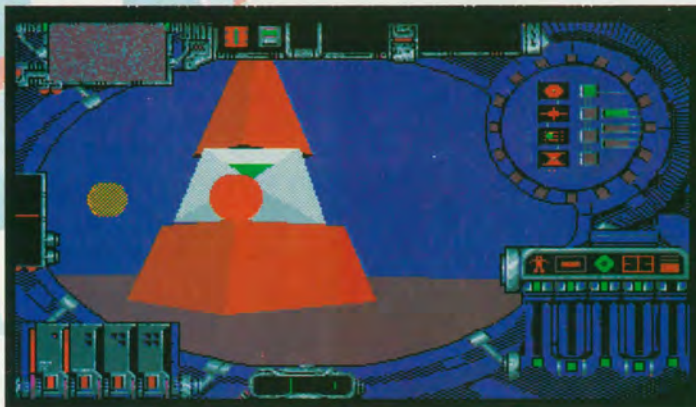


have in your possession a suit, not just any old suit, but one of the very suits being used by the technicians inside the complex. You have been told by the WCDU to take extremely good care of this suit, as it is the only one available outside the complex. Ha, some hope!

The power armour is made from reactive, 9mm, Bio-ceramic/Titanium plate.



After keeping hidden for some time, your luck runs out and you are pulled into combat by an enraged enemy robot. Time for the lasers, I think.



This triangular looking object is about to make your day. The pyramid is capable of launching high-powered missiles towards you and believe me, they hurt.





# Revelation

K R I S A L I S

Ever fancied trying your hand at safe cracking? Hopefully not, but now you can satisfy your criminal urges without running the risk of moving home for a couple of months.

Revelation offers you the chance to crack over 80 fiendishly difficult levels and get your hands on the loot at the end of each of them. To actually open the safe you've got to fiddle with the tumbler dials in order to get a colour on them to correspond with coloured arrows next to them. That sounds really complicated but in fact it's a remarkably simple concept.

Each dial contains a number of coloured circles, and certain dials can be turned by grabbing hold of the tumbler and turning it in 90 degree stages. The only rule in Revelation is that no adjacent wheels can have colours touching – if you turn a wheel and it ends up so that its colours are clashing, the neighbouring wheel will rotate clockwise until the colour clash has been eliminated.

It is possible that this movement will then cause a colour clash on a different wheel, which will then have to move clockwise too. This chain reaction will continue until all the touching colours have been



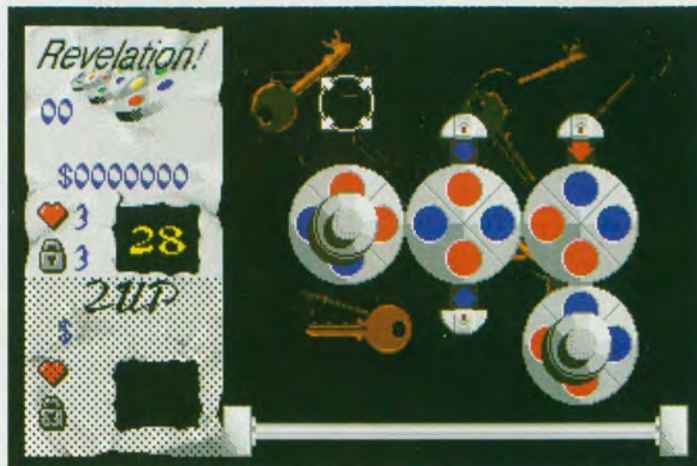
*As the thief you must sneak into the house, disturbing nobody as you make your way to the safe.*

removed. This probably means that all the wheels you previously had in position will have changed and you'll have to start all over again.

With each set of locks you have a strict time limit, if you don't complete a level within the specified time you'll lose one of your precious lives. You start the game with three lives and each time you lose one you go back to the beginning.

Occasionally you'll get yourself in a position where you can't complete the level and there is a sacrifice option included for these painful moments. A quick stab of the Escape key will take you back to the start of the level and remove one of your lives. This saves you having to wait for the rest of the time to run out.

Once you've forced a door to open you then get to access the



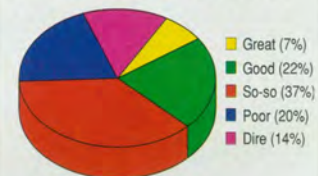
*Each level contains a different number of coloured wheels, some of which have tumblers that you can turn to open the safe.*

nine safety deposit boxes. Each box can be empty or contain jewels or a power-up. The jewels all add points to your score and the power-ups can include bonuses like extra time or extra lives.

You are also given three locks to start off with. When placed on a wheel, a lock will prevent it moving until it is taken off. This can prevent chain reactions from occurring and can come in quite handy. Locks can also be found in the safety deposit boxes.

**Paul**

## PUNTER-POWER™

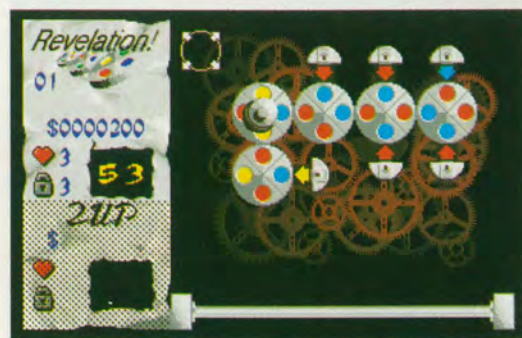


**GAME: REVELATION**  
**PRICE: £ 19.99**

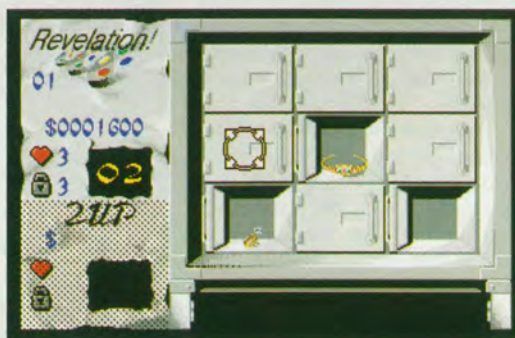
*There have been plenty of puzzle games over the past year and all though Revelation is so simple, it is one of the more original ideas of the moment. Some people may be a little unsure about the apparent lack of morals contained in the game – stealing people's jewelry might be fun, but it isn't exactly legal. Of course this is down to the individual, but if you're not bothered, you may find yourself enjoying this. The graphics are quite pretty and the controls are easy once you get used to them. The long-term appeal of the game may be its only problem, you may not want to keep coming back to it time after time. Not a stunning game, but certainly one that should be able to hold its own in today's puzzle-game market.*

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

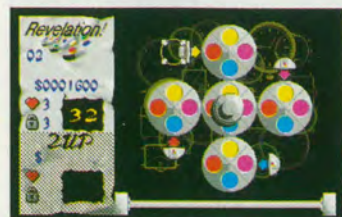
**RATING=70%**



*On level two there are five wheels and loads of locks to open. To do this you must match the locks' colour with an adjacent circle on the wheel.*



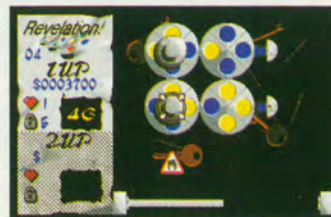
*Once you've cracked the lock, you can get your thieving little hands on the goodies inside the safety deposit boxes. You'll have to be on the ball though.*



*As you progress the levels get harder and harder, while the time limit increases according to the difficulty.*



*Some of the levels are fiendishly difficult and will probably eat up some of your lives as you try to finish them.*



*Although all the levels look similar, the wheels have to be turned in a specific order if you are to finish.*





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**1** You are given a briefing of the assignment to follow. You must capture a robot that is believed to be holding some vital information on the Black Angels in its data banks.



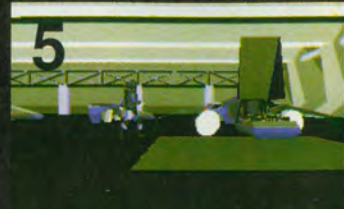
**2** You should be able to access a crime file on the suspect you will be chasing and, hopefully, capturing!



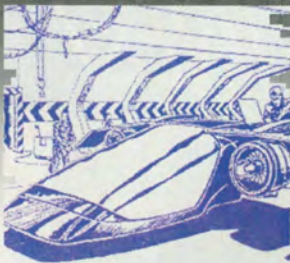
**4** Your hoverbike can only carry a specific amount of weight. Choose your fire-power carefully.



**3** Now you must position the Net missiles and PUPs that you will require by selecting the appropriate map areas.



**5** Board your craft once you are satisfied that your hoverbike is equipped to optimise performance.



# The Killing Cloud

M I R R O R S O F T



Seemingly taking its inspiration from Access Software's detective game Mean Streets, with a subtle touch of James Herbert's novel The Fog, where death always unleashes itself from within a thick mist, along with the environmental issue of air pollution, The Killing Cloud is certainly an interesting combination of

ideas. Without prior warning, a toxic cloud rolled in from the bay of San Francisco, enveloping the city in a cloak of misery. People who breathed the air that was once clean, now suffered the poison it contained. The population died in large numbers while law and order struggled to impose itself on the situation. Buildings were constructed to even taller heights, allowing people to live above the lethal cloud, but those that

ventured out at ground level could only survive if they wore protective clothing. As a police officer, you have been assigned the task of eliminating what is thought to be the organisation behind the large increase in crime. The Black Angels are your "targets," but they have a remarkable intelligence network that seems to be able to track officers, and has advanced knowledge of their movements. You must infiltrate the organisation, and put an end to its reign of looting, terrorism and murder.

Your job is not just a case of roaming the city streets and wiping out anybody who happens to look suspicious. It is more a matter of continually, but slowly, progressing. Locate and capture possible suspects, interrogate them, investigate your new leads and so on.

To travel about the city, you must board your hoverbike and, by using

radar guidance, ease your craft through the cloud and into the darkened streets. By using your own intelligence information, you will have a rough idea of who to chase and where to find him. Your radar displays the suspects in red, and blue blips indicate Net missiles and PUPs.

Net missiles and PUPs should have been distributed about the city prior to launching your hoverbike. And what are they? Net missiles must be gathered and fired to stop your enemies. When you successfully net someone, a PUP will transport the suspect to base. However, the PUP may come under attack from the prisoner's accomplices, so you should fly shotgun until the PUP docks at one of your bases.

If you have arrested the wrong person, it could be the end of your career. On the other hand, a successful mission will take you nearer



Arm your hovercraft with the most devastating firepower you can find about the hangar! Rounds of ammo can be taken in their hundreds.



Take an L.S.S. so you are able to walk freely outside your craft without dying from toxic fumes, while reserve fuel gives you extra flying time. Vital!



Dogfights are common occurrences, particularly in the later stages of the game when the Black Angels throw everything they've got against you.



You are in pursuit of a van whose driver is believed to be part of the Black Angels. Unfortunately, you got a little too close and a collision is inevitable.





**6**  
By using your radar, you have located the robot and now have visual contact. Quickly launch a Net missile.



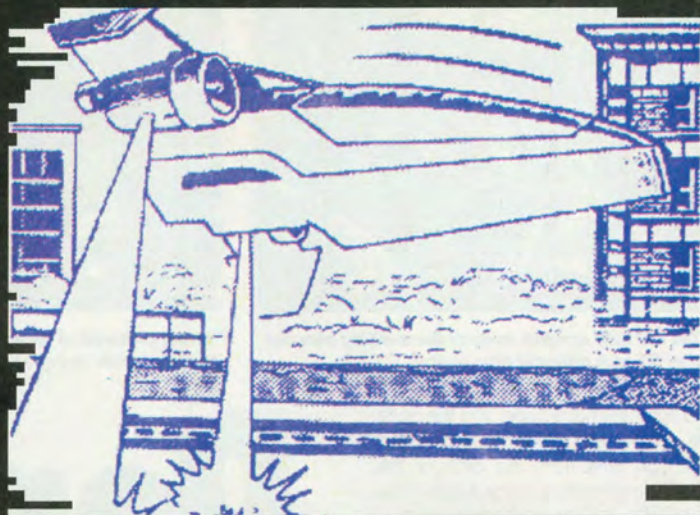
**8**  
You follow the PUP back. It successfully docks and now all you have to do is land safely.



**7**  
The robot has been netted. You leave your craft to go and arrest it, and must now wait for the PUP to arrive.



**9**  
When you have taken a suspect into custody, he can be interrogated for valuable information.



# Killing Cloud

**1**  
ST  
ACTION  
A1 RATED

to your final objective of defeating the Black Angels and finding the explanation behind the cloud's appearance.

The game is played by a combination of keyboard and mouse control. Banking your hoverbike, as well as changing direction when you are on foot, is done by shifting the mouse sideways. Thrusting forward is achieved by pressing a key, as is moving backwards.

Various viewpoints from your hoverbike can be accessed via the keyboard, allowing you to track suspects with a certain amount of ease, as well as monitor the movements of incoming Black Angels.

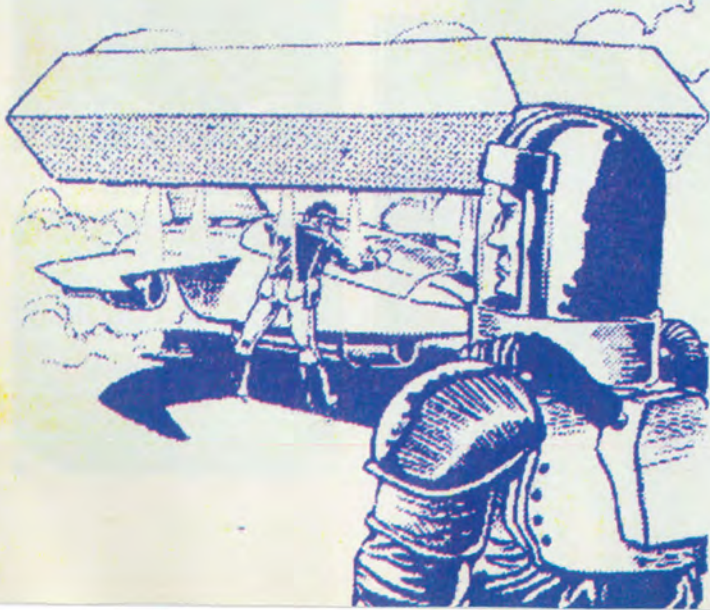
The layer of cloud has to be carefully negotiated as the ground is

not far below the ceiling level. A quick descent could lead to you crashing into the side of a building or even directly into the ground. Even more complications arise when a Black Angel decides to attack you and uses the cloud to conceal itself.

Fighting an Angel in thick smog with extremely little visibility is definitely not easy!

There are a number of assignments to complete within The Killing Cloud and all demand that you use your policing skills to your best. Manoeuvre your hoverbike skilfully in both shadowing and combat situations, and remember to get yourself back to base when the going gets too tough! Don't let the Angels or the cloud claim another victim.

**Alan**



## ALL SYSTEMS ARE GO...

To begin with, your fuel tanks are full to bursting point, but this won't last for long with the m.p.g. you get in a hoverbike!

You must take notice of your altimeter at all times, particularly when descending quickly through the dense cloud.

You are not invincible! Your damage level is displayed on this gauge.

This is your thrust which you must decrease when speeding between buildings.



Your sights will lock-on to the enemy. However, a lock-on must be maintained until a successful hit is sustained.

The radar pinpoints the positions of both friendly objects and unfriendly attackers. Keep a watchful eye upon it.

At present, your hoverbike is armed with one Net missile. Collect more if you want to capture more bad guys.

### PUNTER-POWER™



For a game featuring 3-D vector-filled graphics, it moves at a highly credible rate. Weaving in and out of tower blocks gives you a real sense of speed and excitement, with the overall atmosphere being remarkably absorbing. Sound is restricted but adequate with a few effects here and there, and the control system is easy to master. The style of Killing Cloud is not original but it is implemented in such a way that it excels itself over other similar products.

GAME: THE KILLING CLOUD  
PRICE: £24.95

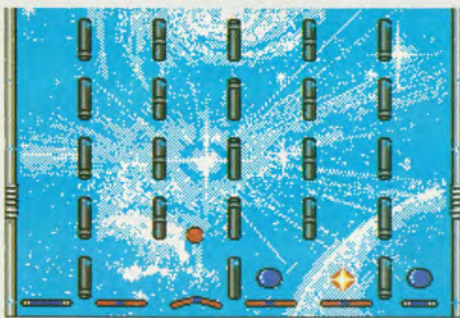
**RATING=88%**

GAMEPLAY:

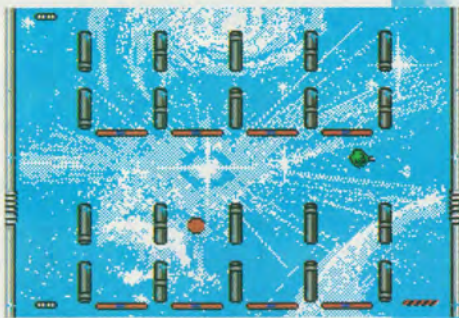
SOUND:

GRAPHICS:

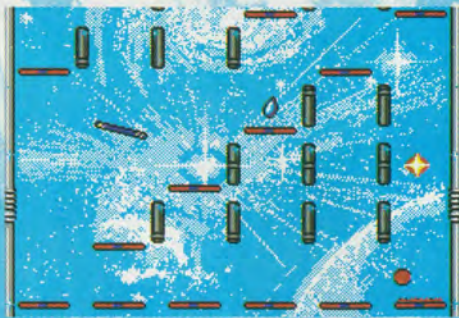




The ball sails upwards towards the awaiting bonuses that fill each different time period.



Having gathered all bonus items you head for the level exit while trying to avoid the deadly green blob.



As you leap to the right you realise that flames block your path. You'd better have some water to survive.

Infogrames have given you the once in a lifetime chance of travelling through time from the birth of the Earth to sometime in the future. This journey will bounce you through Pre-historic times, the Middle Ages and even modern day. Only a host of strange platforms stand between you and victory.

On each platform-filled screen you will find a number of food items and tools to be picked up before the exit is revealed. Collecting these is not as easy as it first seems, with one press of the fire button sending you hurtling into the sky.

Weird and interesting creatures litter some screens attempting to halt your progress in any way. Touch one of these and you will lose one of your few lives. Some platforms must be avoided at all costs as they will also result in death. Upon exiting each screen a bonus score is yours for the taking and the next, harder screen awaits you.

The various types of platform can either help you or ruin your chances of completing the screen. These can throw your ball sailing to the right or the left, catch hold of the ball and stop it bouncing or disappear every time you land on one.

Things that can be found consist of: hammers, to smash through walls; keys, to remove walls that block your desired route; water drop, to extinguish flames that lie on platforms; and various bonus items that award you with a certain number of points. These are in short supply so precision bouncing will be needed to avoid accidental use.

For those with a creative mind there is the option of a screen designer. This wipes all other screens from memory and gives you a chance to make the challenges as hard or as easy as possible. The designer consists of a grid on which you place your desired platforms, exit, aliens, starting positions and so on.

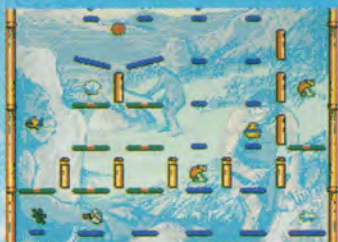
When you have finished you are given the opportunity to play test your screens to see if there is anything that ought to be changed, and then to save them to disk for later use.

There is even the added option of a two player game where you can challenge a friend to play alternately in a battle to achieve the highest score.

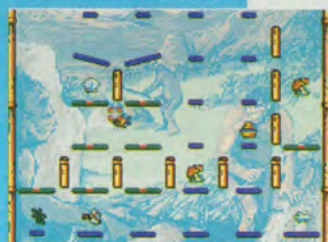
**Brian**

# Pop Up

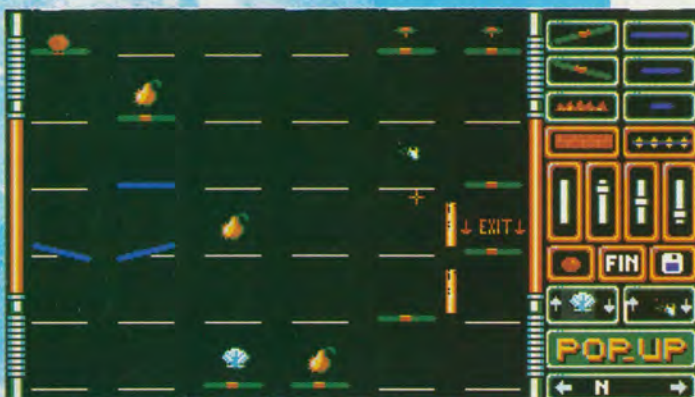
INFOGRAMES



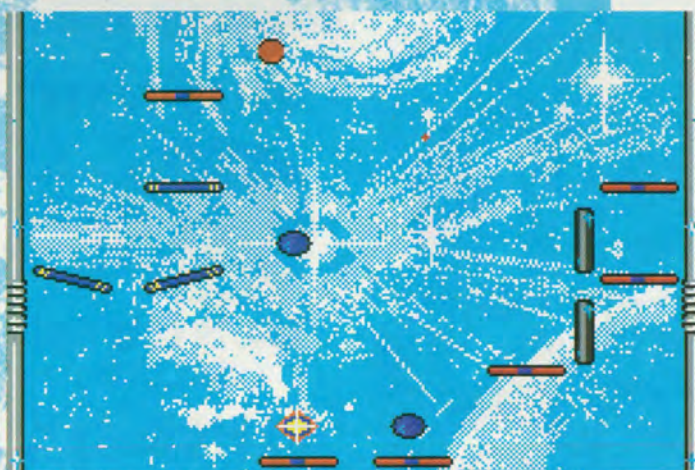
When stuck between two platforms the only way to continue is suicide.



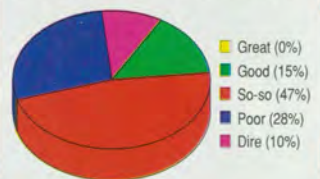
One of your lives is lost as you bounce into a vicious flying fish!??



The screen designer gives you the chance to build your own desired screens. These can be saved to disk or played. The screen in action is seen below.



## PUNTER-POWER™



GAME: POP UP  
PRICE: £24.95

The sound effects in Pop Up are very scarce and what there is didn't really impress. Within a few minutes of playing you'll be reaching for the volume control as the noise will grind your ear drums. There is also no tune to speak of. The graphics are not of the highest standard but certainly serve their purpose and there's plenty of variety in the sprites and different platforms. The backgrounds are different for each stage and seem to get better as you progress through the game. What lets the game down though is the gameplay as there just isn't enough variety. Therefore it quickly gets repetitive. Despite this you'll find something about the game that will make you keep returning to it for one more go, and it will certainly appeal to younger players.

GAMEPLAY:

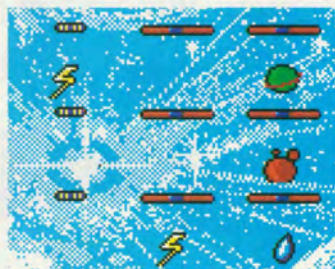
SOUND:

GRAPHICS:

**RATING=61%**



The bonus items come in all shapes, ranging from planets to fruit.





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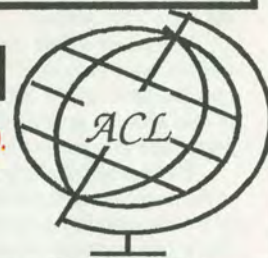
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- SU 044 Mono Emulator .....Run those mono only programs with this emulator
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- SD 528 Overlanders Delirious Demo 1 .....The Overlanders do it again. Amazing!
- SD 529 Skid Row Megademo Disk 1 .....Very original menu idea, and the demos aren't
- SD 530 Skid Row Megademo Disk 2 .....bad either! (1 MEG ONLY)
- SD 531 Syntax Terror Megademo .....The first I've seen from this group, impressive
- SM 024 V8 Music System II .....250 (Yes! 250) music from games and demos! (S/S)
- SD 541 Dark Side of the Spoon .....Unbelievable demo from ULM. Stunning GFX & Sound
- SM 535 Thalion Sound Demo .....Similar to the V8 music, but some are digitized
- SD 081 Universal Pictures Demo .....Fast solid 3D graphics from the Amiga (S/S)
- SD 521 Star Wars Demo .....Great sound and animation from the film
- SD 539/540 Robocop Demo .....2 Disk set. Good anim and sound from the film. (1 MEG)
- SN 511 Scanners .....5 Seconds the pain starts, 10 you can't breathe! (1 MEG)
- SN 513 Star Trek 'To boldly go' .....Enterprise animation from the series (1 MEG)
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(ST User - Feb 91)

Everything about the game appeals to me. It's simple to play, looks great and takes a life time to master.

(ST Programmer #2 rated 95%)

It's excellent value, especially when you consider a lot of full price games are not nearly so enjoyable as this.

(STOS Magazine - Feb 91 rated 94%)

One armed bandit lovers will be in their element here..

(ST User - Feb 91)

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(ST Programmer #2 rated 85%)

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# BACK TO THE FUTURE III PART III

# Back to

# M I R R O R S

There have been many 20th Century time travellers but none so popular and charismatic as Marty McFly, the boy wonder of the Eighties. Most people perceive him as the typical teenager, wearing jeans and T-shirt, having an 'ordinary' background, and fancying himself as the new Eric Clapton.

However, the similarities end there, for few can manoeuvre a skateboard in the same acrobatic style as Marty, and even fewer can claim to have visited a number of different eras from the Wild West to life in the 21st Century!

Marty's cinematic capers have been converted to the ST before but now the latest in the trilogy of films is also about to appear, courtesy of Mirrosoft's Imageworks label.

The exploits of Marty, Doc (who is the eccentric but comical inventor of the DeLorean time-machine), and Doc's girlfriend who plays a significant role in the film, are incorporated into the game to some extent.

Development team Probe have taken four elements from the film and used them to base the software product around. Rather than go into detail regarding the plot, it's probably easier to just explain what each section demands from the player:

## Section 1

Doc's cries of, "Whoah, horsey!" don't seem to be working on the runaway horse and carriage racing through the desert and canyon - and it's the scene of a shoot-out between cavalymen and Indians! The crossfire is putting his life at risk but the rampant and uncontrollable horse he is chasing is carrying his girlfriend so he must go after her!

You, as Doc, can shoot the Indians and cavalymen if their bullets zip by at a distance from you that is too close for comfort. However, this may cause them to turn their fire upon you in this horizontally and top-down vertically scrolling level.



The rescue mission is under way as you take to horseback...



...but you get caught in a battle between the Indians and cavalry.



Don't get caught in the bank raid as you gallop through town.



Grab her quick before the carriage plunges into a ravine.



## Section 2

This section was on last month's coverdisk and involves you attempting to fell a number of targets in a shooting gallery. Here, you play the part of Marty who is trying to prove his worth with a six-shooter after the owner of the gallery accused you of being blue-bellied.

It's a pity you just can't turn your gun on the gallery's owner, but hey, gratuitous violence and blatant murder aren't well received in the Wild West so you'll have to take your anger out on ducks and 2-D outlaws!



Take aim and quickly shoot the ducks and outlaws.



Your target is leaning out of the window but your shot missed.



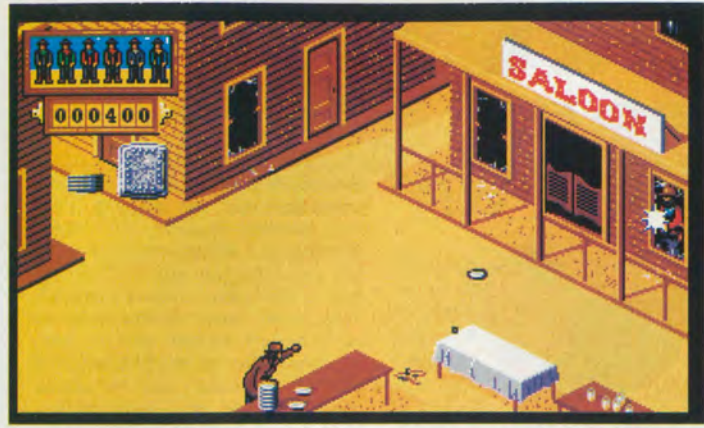
Earn thousands of points by shooting the GI, bringing you closer to the required 50,000.





# the Future Part 3

O F T / I M A G E W O R K S



Look at that absolutely terrific throwing action! You've got style, you've got grace, you've got a funny hat!

### Section 3

Taking the role of Marty again, you've progressed from a revolver in a shooting gallery to throwing pies as your main method of offence! Who are you attacking with such deadly weapons? It's only the most unshaven bandit in town - Buford! To stack the odds even more against you, his following of dirty despera-

does are getting in on the action. Strike your foes down with pies but remember to return to the table where the supply of pies is stored for you'll find yourself quickly running out of ammunition. Unfortunately, by moving to the table, you'll be in a vulnerable position, and when the enemy are hiding behind walls and other solid objects, your task just seems to get harder.



Have another piece of pie Mr Eastwood.



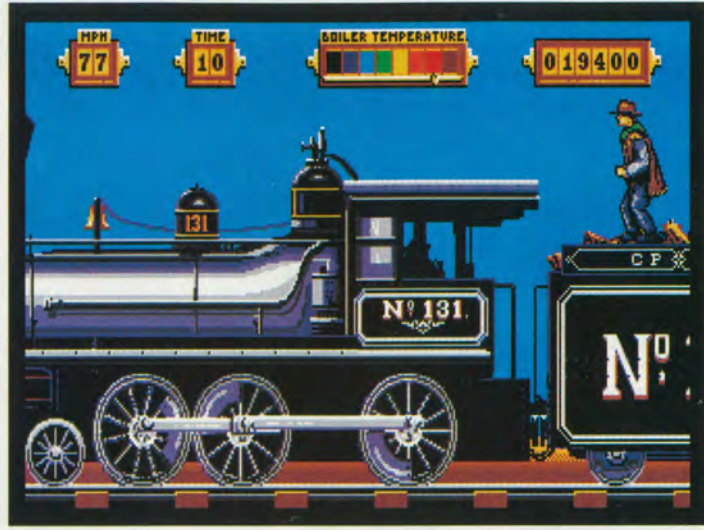
Ok boys, Let's get the little wimp.



As the gunman smashes through the window, strike him down with pies.



Buford appears from inside the saloon but a fast attack fells him.



You're only a few footsteps away from the DeLorean that is being pushed along.

### Section 4

Reminiscent of the usual movie stunt where somebody is having to run along the top of a moving train, this level sees you in a similar situation. As Marty, you must move to the front of the train, avoiding oncoming objects and collecting special items such as coloured logs which make the train go faster.

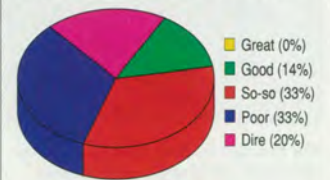
Of course, most people would want to make the train go slower. However, to go back to the future requires that the DeLorean time-machine is travelling at 88 mph, and considering that the train is the driving force behind the car due to you running out of fuel earlier, your only choice is to get the train to accelerate to the necessary speed.



Fight the enemy on the last level, you throw pie plates as he throws knives!



### PUNTER-POWER™



GAME: BTTF3  
PRICE: £24.99

*BTTF3 is a very disappointing product that has potential but just isn't implemented well. Here are the problems with the various stages:*

*Stage 1 - 'stiff' animation and it plays at a very slow speed.*

*Stage 2 - repetitive in nature but executed reasonably well.*

*Stage 3 - very restricted in movement about the playing area which reduces playability.*

*Stage 4 - no feeling of speed due to extremely limited parallax.*

*In general, the game is very colourful but possesses poor playability and is rather too easy to complete.*

GAMEPLAY:   
SOUND:   
GRAPHICS:

**RATING=67%**





You'll have to keep Tom happy with food and toys if you want him to follow you.



Ellen is Tom's mum. She always has to keep a watchful eye on him, especially since his father died.



She decides to take Tom on holiday to Europe. They arrive at Scotland which is their very first stop.



They visit a large castle in the Highlands. As they arrive by bus, Tom and Ellen have no idea of what lies ahead.



Ellen turns her back on Tom for a few seconds. It's enough time for him to wander off on his own.



# Tom and the Ghost

UBI SOFT



For such an informal and light-hearted manual, the plot is extremely sinister! It seems that Tom's mum is going to be sacrificed to the devil by a sorcerer who appears to have severe mental problems.

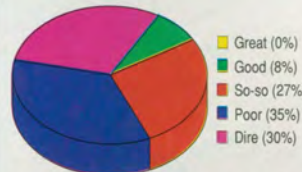
Adding to Tom's problem is Sir Arrow who is spear-heading the attack on the sorcerer's Highland castle. Sir Arrow is actually there to help but his speed and agility on the screen only appear to hinder Tom - after all, Arrow is over 500 years old and his legs aren't what they used to be.

The mysterious castle is spread over a large area, therefore little Tom will have to miss his afternoon nap if he wants to rescue his mum in time and get home for tea!

You actually take the role of Arrow. As the knight in rusty armour, you have a certain amount of control over Tom. He can be persuaded to follow you by blowing a whistle - a bit like the lamb to the slaughter in a castle that has vampires, ghosts, bats, evil knights, fire dragons and many more unfriendly opponents roaming the corridors and rooms. However, with the correct guidance, you may just survive.

Protecting Tom requires you to collect weapons with which to fell the enemy. Actually keeping him interested enough to follow you demands that you find food with which to fill his stomach, and a continual supply of Teddy Bears with which to calm him when his nerves are becoming dangerously close to being shattered. Whatever you do, stay within whistling distance for if

## PUNTER-POWER™



GAME: TOM AND THE GHOST  
PRICE: £24.99

RATING=51%

Graphically, *Tom and the Ghost* is very uninspiring and will probably bring back memories of playing 8-bit games. During play, a monotonous tune struggles to excite you, and will probably lead to the volume control eventually being turned down. Unfortunately, the game doesn't recover from its poor graphics and sound with gameplay as it considerably lacks what is usually regarded as the most important element. Definitely one to avoid.

GAMEPLAY:

SOUND:

GRAPHICS:



You won't get through the door unless you have collected the correct key - which you haven't! Explore the castle further to try and acquire it.



you lose him, your quest will lose its meaning and you will lose your spirit.

Coloured keys can also be discovered to open the matching coloured locks. When you are within close proximity of keys or any other objects, they are highlighted in a box at the top of the screen. Simply press fire to gather the particular

object and quickly press fire twice to access the inventory boxes when you wish to use an item.

Can Tom and yourself stop the murder that is soon to take place? Or will the many hostile creatures that wander about the castle prevent success, taking their misery out on you and your little friend? What a cliff-hanger!

Alan



The sorcerer sees his opportunity to capture Ellen for his own sacrificial needs. He suddenly grabs her.



Tom doesn't fully understand what has happened but the ghost of Sir Arrow is on hand to help.



Arrow was a gallant man who was to marry a princess. The sorcerer captured her, too. Arrow wants revenge!



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# Elvira

*The Mistress of the Dark has a problem. While concocting some spells and potions she has managed to cast one which has accidentally changed the appearance of the kitchen.*

*In the two pictures opposite, Elvira can be seen in the kitchen of Killbragant Castle. Around her are the various ingredients that she will require to mix the spells.*

*Unfortunately, some items have changed in the lower picture – some are missing, while others have appeared out of nowhere. Can you spot the differences?*

## THE PRIZES...

Courtesy of Accolade, we have on offer 10 videos of the hugely successful film: Elvira – Mistress of the Dark plus lots of other goodies.

- Five 1st prizes: The video plus a copy of Elvira the game.
- Five 2nd prizes: The video plus a copy of one of the following Accolade releases – Blue Angles, The Day of the Viper, The Third Courier, Heatwave: Offshore Superboat Racing or Don't Go Alone.
- Thirty runners-up prizes of an illuminated Yo-yo.

Just examine both pictures opposite and circle the six differences on the coupon. Then send your completed entry form to reach us no later than May 16th to: Elvira Compo, ST Action, Interactive Publishing, Europa House, Adlington Park, Macclesfield SK10 4NP.

The first 10 correct replies will win the major prizes.







Name .....

Address .....

..... Postcode .....

My choice of game is .....

# ompetition



# DOTTY'S...



This month's GTGA contains some new, and some old tips for you to digest. A handy cheat for all you Recallers who can't even get off the first level (you know who you are!) and a helping hand for the people who are still trying to battle their way through the first Turrigan. Keep those tips coming in and I'll see you next month. Bye.



## VIZ (1)

Not the best of conversions this, but still good fun. If you can't manage to get onto another race day, type in:

**WHAT A LARGE SET OF B\*\*LOCKS**

on the character selection screen. You should hear a funny noise and when you press 1-5 on the keyboard, it will transport you to the corresponding level. My esteemed thanks go to a Mr M Kenwright of Runcorn for that bit of info.



## LOTUS ESPRIT TURBO CHALLENGE (4)

This has to be one of the best racing games around. It's amazing but still quite difficult on the hardest level. Start a two-player game and when you are asked for player one's name type in: **FIELDS OF FIRE** and for player two: **IN A BIG COUNTRY**. You should now be able to qualify even if you are total rubbish and come 20th in every race. Thanks to Nick 'Crispy' Clarkson of Games-X for that one.



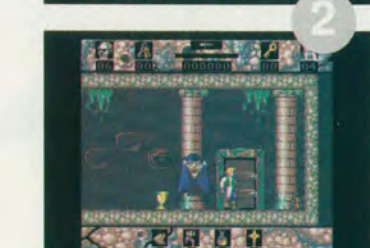
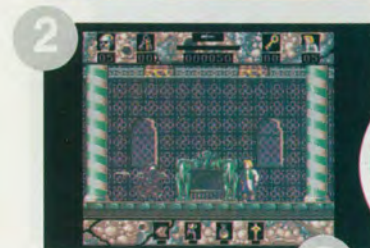
## HORROR ZOMBIES (2)

If you remember last month, I printed the first four codes to Millennium's classic Horror Zombies from the Crypt.



This month I am glad to be able to provide you with the last code which is for level six.

Typing in: **GARLIC** will see you onto the last level. Good luck. Thanks to those nice chappies at Millennium for that tip.



## TOTAL RECALL (5)

Although it's not everybody's opinion, I quite liked Ocean's conversion of the smash hit Arnie movie - Total Recall. The first few levels can present quite a problem to the inexperienced gamesplayer, so these handy tips should provide you with a little bit of help.



## TURRICAN (3)

I have been surprised at the number of people who are still having problems with this amazing shoot'em-up. Well fear not, for I, Dotty, have come up with this amazing piece of technical advice (it's a cheat really!).



Play the game until you get a high score and then, instead of typing in your name, enter: **ANTI-DOTE** and you should be awarded with infinite lives. All credit goes to me for that one.

When the game loads and the title screen appears (the picture of Arnie in the corner) type in: **LISTEN TO THE WHALES** and you will have infinite energy. For the minicab levels, pause the game and type in: **JIMMY HENDRIX** for infinite energy.



My thanks to OTD for that one.



# ...SMALL TIPS







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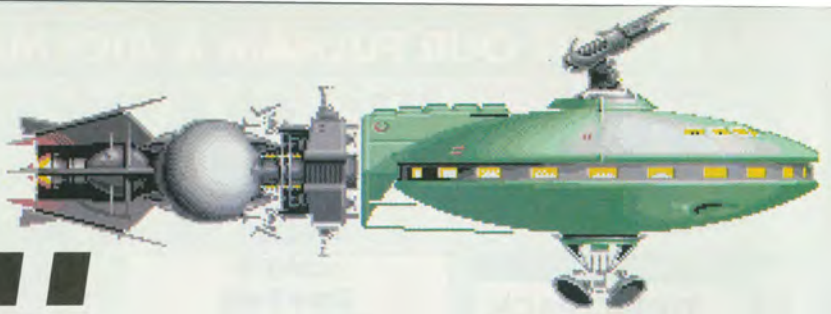
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# GTGA...



Set the Tax Rate to about 18% and your growth rate should increase – your aim is to keep it over 20%. This way you can start to train troops while still adding to the population. When you start always train eight platoons of men for home defence, you can equip them later when you have some money.

Buy some Solar Satellites to give you energy but don't buy Food Stations until you reach about 1,000 tons of food. This way your credits can be spent on equipping troops and buying a Terraformer (more about that later).

On Earth (Starbase), use one mining colony and five food stations. Your population will be reduced a few times when the food runs out but they always recover.

Remember, Rorn isn't that hard to beat if you use the tips listed, and always scrap your atmosphere processor after use as the extra credits come in handy. You only need a cargo ship against Rorn and occasionally with Krart.

## Terraforming and Planets

Terraform all the planets you can as this is an easy way to make money. Leave the Tax Rate at 25% and forget about the colony, only transfer funds to the Starbase.

When the food nearly runs out, set the Tax Rate to 100%, allowing you to make maximum dosh. This way you lose nothing troopwise or

equipmentwise.

Now wait until the enemy captures it and, after a few days, retake the planet. Do exactly the same as before – 25% with food and 100% without food and then scrap the planet. Send all the credits to the Starbase and do this for each planet.

## Military Strategy

Start off by equipping four platoons with first armour and first weapons. They only cost 20,000 credits, so they can be re-equipped later with better weapons when you have the money. The next platoons should start with second armour and second weapons as they don't cost that much and they are responsible for most of the fighting. They are all you need when you are defending planets against Wotok and Smine.

Never use the best weapon with the first or second armour as the troops die of their own nuclear fallout. As the best armour loses power after one fight, only use it when you are attacking a Starbase. You will save quite a lot of money this way.

For an attack on an enemy base with Krart or Rorn, you will need all 24 platoons armed with the best armour and weapons. Selecting the right time for the attack is essential. You should have at least 2,000,000 surplus credits at Starbase to retrain troops. You do have an advantage though. You can retrain troops faster than anyone else at a ratio of 2 to 1, which comes in handy if all your previous troops have been wiped out.

When fighting the enemy, if your strength is becoming a little low, do not alter your aggression level as you sustain less damage at 25% while still inflicting mass injuries on your enemy.

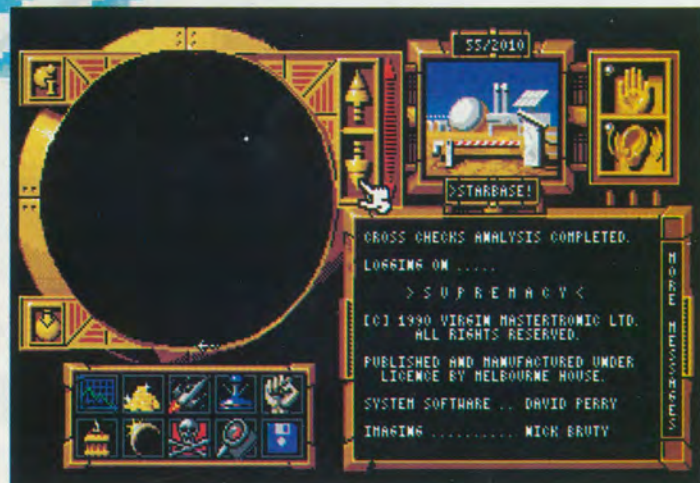


## Your Opponents

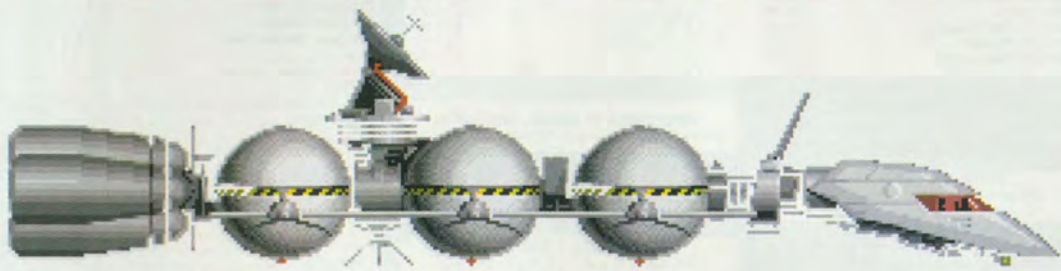
**WOTOK:** As you can terraform planets faster than he can, try to make planet five your main base of operations. You can fly direct to the enemy base, drop the troops, launch and go to planet five. You can then

refuel and skip back home. It's a doddle!

Wotok never attacks your planets with strengths of more than 1,000, so you shouldn't have much of a problem with him. If your invading force has been destroyed on the enemy Starbase, Wotok's military







refuses to recognise that it needs rebuilding. So by repeated attacks he is easily beaten.

**SMINE:** Smine and Wotok's strategies are the same, except Smine attacks all at once. This splatter technique is annoying, but each attack is usually about a strength of 400, never exceeding 1,000. It is because of the sheer intensity of his attacks that he wins his battles and

his troops need to be constantly replaced. Never fly three platoon ships and land them directly from your home base, as you can't refuel.

**KRART:** This one can be a real pain sometimes. The best way to defeat him is to use the 100% rate tactic. Krart's attacks mount up to 2000 in strength, sometimes even 4000 if you are



ahead, and he goes for your desert and volcano planets. Try to hold a tropical planet for income using the six food stations. Krart usually takes two lots of 24 troops with the best weapons, into battle. Make sure you have two million credits to re-equip and retrain, this time you may only need third armour and weapons to save money.

### Extra Items

- Hybrid Plant:** Useful for a while, then is rejected.
- Drill Bit:** Doubles output of mining. Very useful.
- Battle Cruise:** Give him the goods. This ship is a planet buster.
- Solar Waves:** Satellites are fully charged. Very useful.
- White Flare:** Money value of zero. Annoying.
- Half Fuel:** Useful when fighting Smine and upwards.
- Growth Drugs:** Very useful. Tax Rate can go up to 51% without reducing population.
- Nuclear Fuel:** No need for mining stations anymore.
- Wrong Formatting:** Surface toxic, all people die. Very annoying.
- Comet:** Hits a planet and destroys it. Very tedious.
- Methane Tanks:** Kills all civilians. Nuisance.



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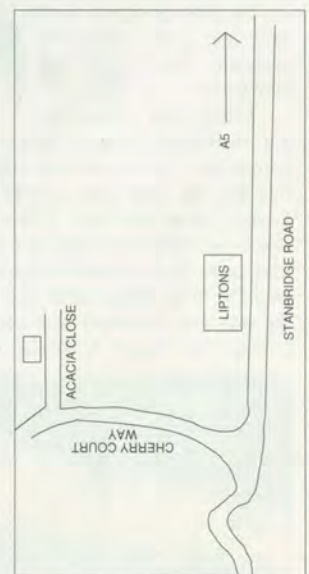
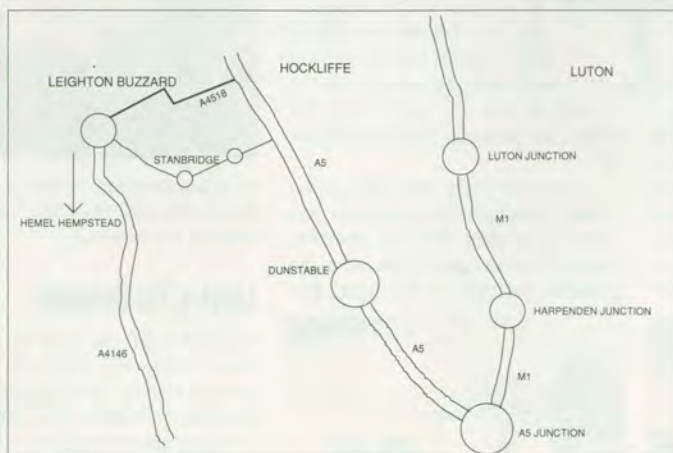
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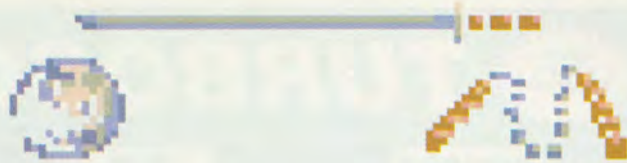
## HOW TO FIND US.....



Maps showing direct routes from the motorway and A5



# GTGA...



**Have we got something special for you! A complete guide to the lands of Ninja Remix courtesy of a young man from Berkshire. Get in touch Robert and I will send you a little something in the post. Now you martial artists, it's time to don your black suit and get those steel blades sharpened.**

## Level 1: The Wilderness

The first thing you must do is arm yourself properly, so head to the LEFT and pick up the sword. Head back to the start, proceed RIGHT and you should see a path going upwards. Don't go up the path just yet, keep heading RIGHT and collect the Pouch, Key and Nunchukas.

Once you have collected them, head back to the path that goes up and follow it. Pick up the Smoke Bombs and make your way across the swamp using the logs. Go DOWN at the first turn off and collect the Apple and the Shurikens.

When the paths join, go RIGHT. You should see a dragon in a cave. Throw a smoke bomb at it and run past to level two.



## Level 2: The Wastelands

On the first screen, pick up the Claw and go RIGHT. Carry on down the path until you come to a rock face. Use the Claw to climb up it. Walk along the ledge, somersault across the gap and pick up the Apple.

Use the Claw again to get down the other side, making sure that you are near the far side and walking backwards. Head RIGHT, ignoring the path going up. Jump over the river using the stepping stones and go straight on.

Collect the Glove and the Ninja Magic and go back across the river. Follow the path heading up and jump across the swamp using the logs. When you reach the other side, follow the path and pick up the Staff on the way. Use the Ninja Magic when you see the statue of the dragon and just run through his flames. It shouldn't kill

you as long as the Ninja Magic has effect.

## Level 3: The Palace Gardens

On the second screen, follow the path that forks off the main path until you come to a river with a waterfall.

Make your way across the river using the stepping stones and carry on until you come to a statue of Buddha wearing an Amulet around its neck. Collect the Amulet and head back across the river. Go back to the fork and follow the other path until you discover a Flower.

Wear the Glove and pick up the Flower. Keep on the path until you come to a river with no stepping stones. Get as near to the edge as possible, keeping to the right, and



to a building with a statue embedded in the wall. Hold the Amulet and walk up to the statue.

## Level 4: The Dungeons

You will start this level in the gardens. Follow the path until you are sucked through the ground into the Dungeons. Follow the path again and pick up the Rope that is hanging on the wall.

At the first T-junction, go Down. You will then come to a crossroads. Go down the LEFT path and follow it

until you come to another T-junction. Go DOWN and it will bring you to a curved path with a turn off. Use the turn off and you will come to a crossroads.

Wait for the ghost to fly past and go DOWN. At the next crossroads, follow the LEFT fork. At the T-junction, go DOWN the turn off and at the crossroads go LEFT. Follow the path and go LEFT at both crossroads. There's a wall with grooves in it. Use the Rope to climb up the wall.







### Level 5: The Palace

Follow the path around the Palace until you reach the door. Go into the next screen and collect the Apple. Head back to the door and open it with the Key. Head RIGHT for two screens and there will be a knight holding a lance. Walk past him, getting as close as possible, then go up and collect the Ninja Magic. Come DOWN again, go RIGHT and run to the stairs.



at the top of the screen. Pick up the Red Dust, use it, and run past the man with the bow and arrow. Keep walking down the corridor and once you have defeated the man in armour, you will appear in the room containing the scrolls. There will be a white square with a smaller square inside it. Jump into the middle square and then out onto the other side. Pick up the scroll and that's it, you've completed the game.



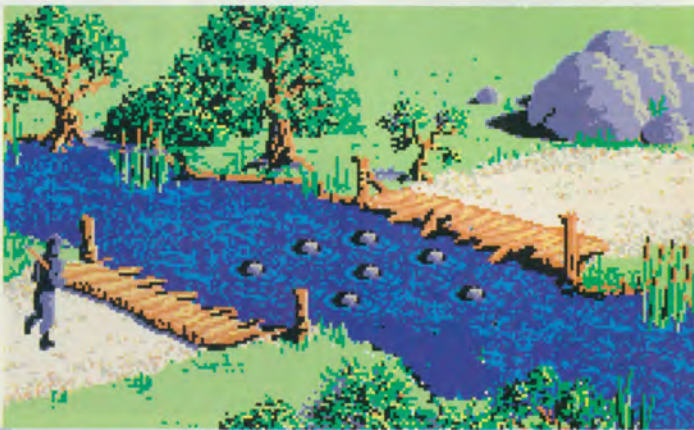
### Level 6: The Inner Sanctum

Head LEFT until you see a door at the top of the screen. Enter the door and collect the Bottle. Come out and go LEFT. There will be another door at the top of the screen. Go through that door and through the next door at the top of the screen.



There will be some curtains. Put the Flower in the small round vase and the curtains will open. Go through the curtains and there will be a dog lying on the floor.

When it wakes up, throw the Bottle at it and run through the door



### Ninja Techniques

The best weapon to use is the Nunchukas as they do the most damage in the shortest time.

The most effective fighting move is activated by holding down the fire button and moving the joystick right. The other moves are powerful but they leave you open to attack.

From the fourth level the thugs re-generate when you re-enter a screen, so be careful!

In the Dungeons, don't waste time trying to fight the skeletons, just run past them before they get up.

The rivers are very hard to jump over, so try to work out a position before you make the leap.

Collect all the Apples, as they award you with a much needed extra life.

● **Well, you shouldn't have any more problems with a certain evil Ninja. Thanks go to Robert Houghton of Slough for all the time and effort that has gone into this playing guide.**

# ...NINJA REMIX



# GTGA...

**Do you find yourself going bald from ripping out your hair with anger at some of the problems around Easydizzy? Well fear not as Brian Sharp brings you the complete solution to the hardest planets.**

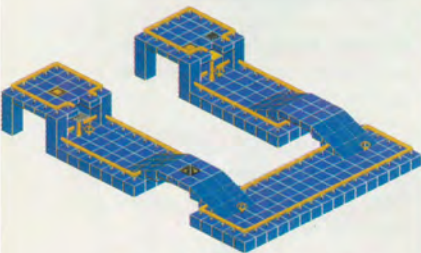
## General Tips

First of all be sure to make plenty of use of the screen rotate key as this can sometimes reveal a hidden object. Also GERALD is easier to control if you use the brake, accessed by pressing the spacebar. This comes in very handy for those tricky manoeuvres. A quick press of the fire button can rapidly get you to where you are going.

## Planet 1: Quadrant 2

Go into the first warp and press the yellow switch. This will access the lift. Get on it and go down to the bottom.

Head right across the raised platform and collect the jewel. Go down and then left over the second



raised platform and collect the jewel. Continue left and get the third and last diamond to call the lift. Go up and into the warp. Once back to the main section go up and left to get the diamond. Go down and then right to enter the second warp.

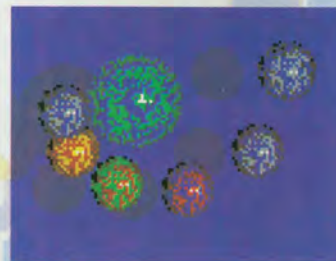
Drop down to the ground level



and collect the spheres. Then head to the bottom left. Go up two floors and head right. Go up a floor again and then head up and left. Drop down a floor and head left then down. Go right and up a floor and then up to the warp at the centre. Collect the jewel in the top right and head down to the third warp.

The third section is an easy maze: just head round in a clockwise direction and collect the blue spheres. Exit at the bottom right where you entered and get the jewel. Head left to the last warp.

The last section is quite hard as quick moving is required. Go up and jump the water to collect the first jewel. Head right and then down to jump the water and collect the second diamond. Go right and then up to jump to the last jewel. Head back across to the area where the second jewel was found and continue left to jump across to the lift. Get on it and warp back to the main section. Col-



lect the jewel at the bottom left to complete the planet.

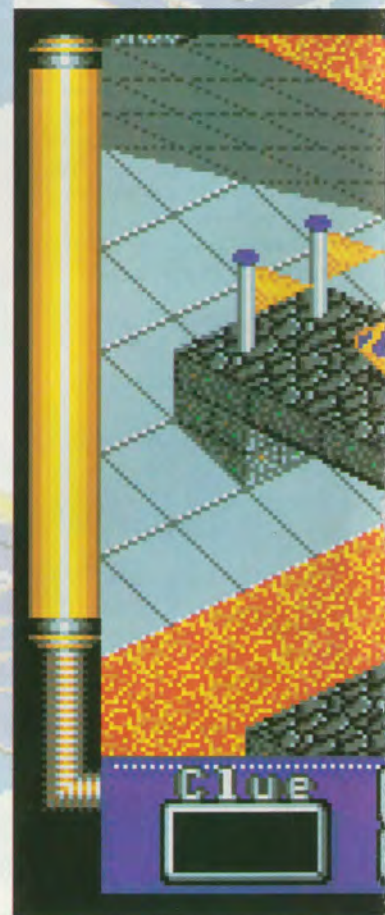
## Planet 2: Gargoyle

From the start move around and collect all the grey spheres before pressing either of the two yellow switches. Make your way around the outside of the area avoiding the green squares, then head up the centre and under the two gargoyles.

Move forward and then left. Press the red switch to activate the lift and when it's slightly higher than the two side platforms, press the blue switch to stop it. Head up the slope and collect the jewels then get on the lift. Move as far back as possible on the lift and jump over the black switch.

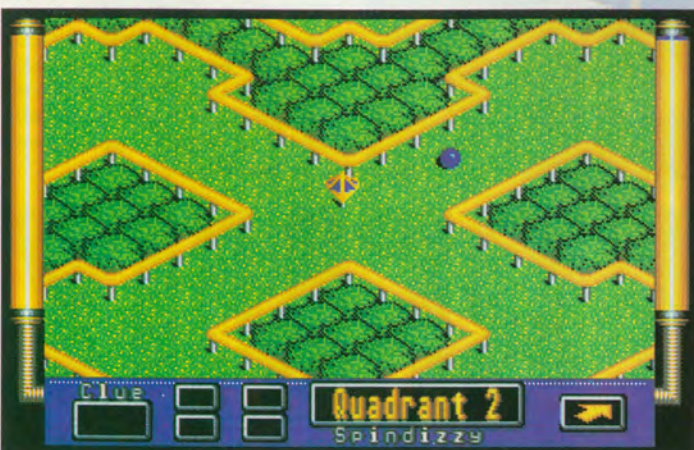
Head up and right under the gargoyle which will drop down. Collect the green spheres being careful not to fall off and then press the blue switch. Stay on the switch until the gargoyle has raised again and then head out, under the gargoyle, as fast as possible. Then head up and out.

The next section is very straightforward. Collect the multi-coloured spheres without falling off the platforms. When you have done that exit the planet under the gargoyle.



## Planet 3: Lavalite

Here we have the return of the arrow switches. The planet is actually easier than it looks, you just have to remember that arrows that are the same colour are linked. To start with collect all the jewels and then go







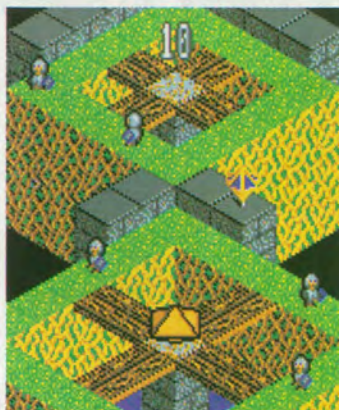
over to the far left and turn on the blue arrow.

Now head to the far right and turn on the yellow arrow, which in turn will turn on the other yellow switch at the opposite side. When you go over the green arrow don't worry about it being off. Turn on the white arrow and go round to turn on the green (which will turn on the other green which you just turned off!). Head back to the start avoiding all arrows and the lift will now be activated. Get on it and exit.



The second stage is just a case of moving round and collecting the flags without falling off. This is actually quite hard so constant use of the brake is advised. When you have done that exit on the second lift.

The third section takes the form of a maze. Manoeuvre GERALD clockwise around this collecting all the jewels you come across. Make sure you avoid the aliens. Once you have gathered all the jewels exit under the now raised gargoyle at the bottom right of the map.



### Easydizzy - The main planet

**Section 1:** This is timed so get to the exit at the bottom as quick as possible. Don't go out of your way to get jewels as they aren't important. Avoid contact with the penguin type aliens as they reduce your energy.

**Section 2:** This is also timed. Take the path to the right as it proves the quickest to reach the bottom. Again jewels aren't essential.

**Section 3:** Move up to the edge of the starting platform and go down as fast as possible. This is very hard so be careful! Collect the flag and jump across to the right. Get the next flag and head down. Jump left and head up back to the centre. Jump left to get the flag and move down. Jump across to the right and go down the lift to the warp.



**Section 4:** Go to the centre of the left hand edge and go inside, being careful not to hit the alien. Go up and right to press the yellow switch. Head back to the place where you entered the pyramid and rotate the screen once. This will reveal another switch - press it. Cross the middle and rotate the screen once again. Collect the jewel and rotate the screen again. Collect the second jewel and go into the warp.

**Section 5:** Head right then down and up a floor. Avoid bouncing balls and collect spheres. Up one floor and collect the spheres while avoiding the alien. Move up to the centre, get the jewel, and exit.



# ...SPINDIZZY WORLDS



# DOTTY'S...



**Are you having problems with a certain game? Is the evil wizard lord becoming a handful? Is that powerful end of level guardian giving you a rough time? If you can answer 'yes' to any of these questions, you've come to the right page. Helpline will try to answer all of your queries, so don't forget to keep them coming in.**



## RAINBOW ISLANDS - UNSOLVEABLE?

Please, please, can you help me. I have had Rainbow Islands for two months and I still can't get off level one. I can get to the end of the level where the giant spider lives but I always manage to get killed straight away.

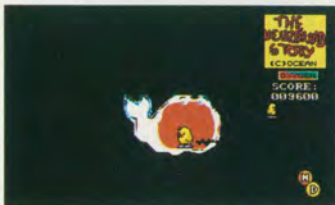


I have even reached the same spot with triple rainbow fire and still keep on getting killed. Please help a poor, married (not for long. His Missus), middle aged computer addict.

**Bernard Vernon, Urmston**

I am surprised how many of you are still having problems with this amazingly playable game. In my youth, I was proud to say that I had completed it and am happy to be able to share my vast (modest, eh.) knowledge on the subject with you.

Jump into the end screen from the left and run immediately to the middle of the playing area. When the spider starts to jump up and down, just keep moving underneath him to the left and right and keep firing. Easy peasy.



## KIWI CRAZY

I have only had my new Atari ST for a couple of weeks and I am having problems with a game that I got free with it. The game in question is New Zealand Story.



After battling my way through the first four rounds, I got to the end of the first level and was met by a large whale. The whale

proceeded to eat me and I appeared inside its stomach but I couldn't work out how to kill it. I keep dying because the rain hits me from all directions.

**S. Downs, Hemel Hempstead**

Quite a tricky one this. The first thing you must do is let the whale eat you. Then, when you appear inside his stomach, move to the back of his body. Little droplets of acid water will start to drop from the roof of the whale and these are lethal, so watch them carefully. Now just keep shooting at the back of his body towards his tale and after a few shots he should blow up.

Oh, by the way, try to take the bomb in with you as this is, by far, the most effective weapon for the whale.



## CAPTIVATING PUZZLES

After reading your brilliant review of Mindscape's Captive, I rushed out to my local computer shop and spent my hard earned cash on a copy of the game.

With lightning speed, I got



home, ran upstairs and loaded it up. I was treated to a nice title screen and then I settled down to start the game.

I chose my robots and began my quest on a short corridor. Imagine my surprise when I reached the end of this corridor and I couldn't go any further. There is a wall there with no possible exits and I can't figure out how to get past it. Make a young gamer happy. Help me, please.

**B. P. Liverpool**

Certainly, B.P. Apparently, this one has really been causing some problems. The answer to this riddle is, unfortunately, not included in the game's instructions as it should be.

When you get to the wall, you should notice some little balls at the bottom, hold down the right mouse button and press on the forward arrow icon. The wall should now roll backwards on the little balls and you can progress through the level. This tactic must be used frequently on almost every level throughout the game.

## DEATHLY PROBLEMS

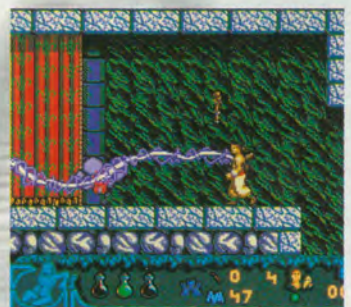
I have been playing Anco's Death Trap for a few days and I am having a few problems. The main one is the end of level one guardian - the giant knight. I can get to him almost every go but I can't figure out how to kill him. Thanks in advance for your help.

**S Martin, Birmingham**

The easiest way of killing any of the Death Trap guardians is to use magic. Run around the dungeon until you have collected a full pot of red potions and then enter the spell menu just before you get to the end of a level.



Select the lightning spell and power it up to maximum. You should now have no problems in defeating the evil Shankriya.



# ...HELPLINE







**IT'S A DIRTY JOB,  
HARRIGAN, BUT  
SOMEBODY'S GOT TO DO IT**



*Two motorcycle cops have been gunned down by Colombian drug lords. You've got to go in there and get the person responsible for the slaughter.*



*Unfortunately, the Predator is always nearby, hunting for new prey. Its next victim could be a Colombian – or it could even be you. So you'd better watch out.*



*In the mayhem of the ferocious battle, you see the two cops lying dead on the ground. The sight of them adds a new ferocity to your attack.*



*You know you are close to being able to confront Mr Big Himself, for the number of nearby bodyguards has suddenly increased.*



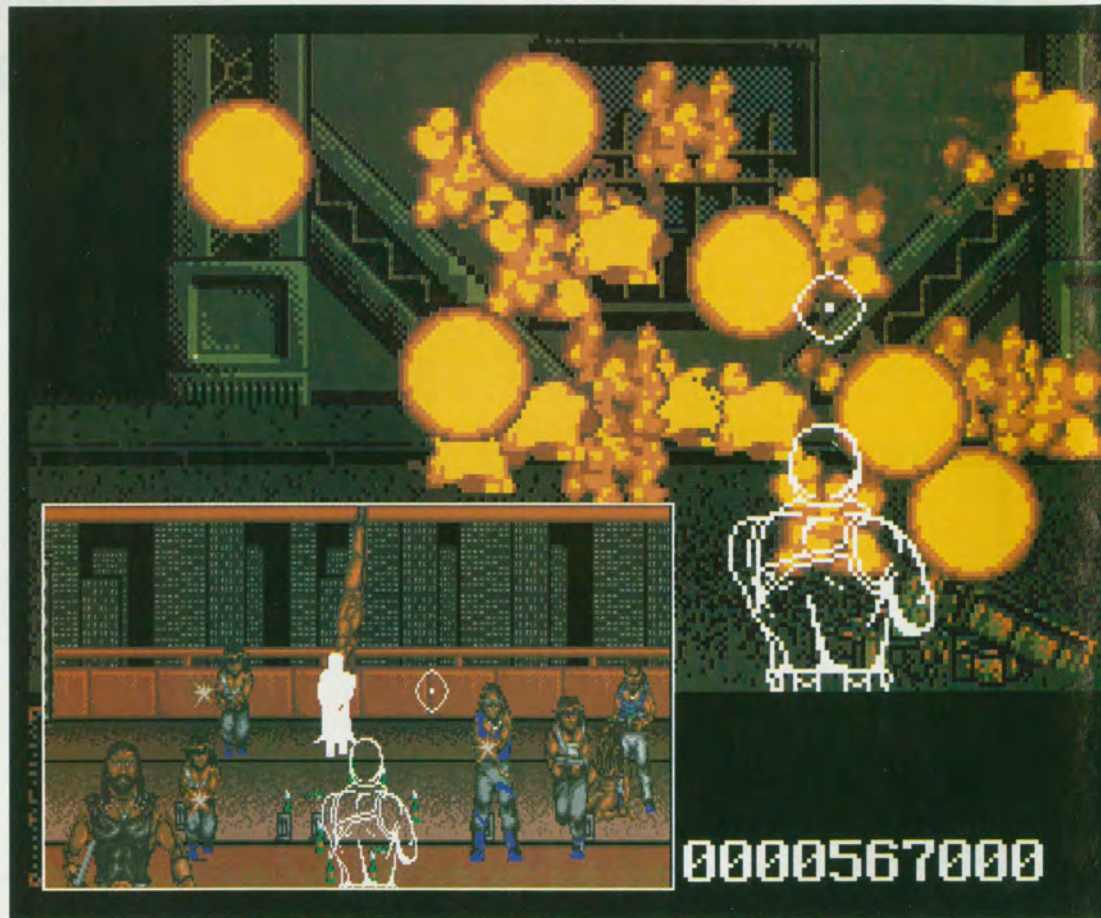
*At last, you manage to kill the majority of henchmen and the drug lord makes a personal appearance. Don't let him murder you, too!*



*Just when you thought the fight was over, you feel the impact of a bullet hitting your body. You're rushed to hospital and the game is over for you.*

# Predator

I M A G E W O R K S



*You'll need to call upon all your resources when you reach the end of a level, including the use of highly explosive rockets!*

The software title with undoubtedly the highest profile of the year is Predator 2 and likewise in the film industry. The two will probably be released in Britain almost simultaneously as the ST version has just been completed and the film has already been available to audiences in America since November last year.

If you played last month's coverdisk demo of the game, you'll be aware of the style of gameplay and you can be assured that the same style has been maintained in the final version.

Predator 2 is a horizontally scrolling shoot'em-up similar to the popular Operation Wolf. Essentially, it is a 'shoot all bad guys' scenario but unfortunately civilians roam freely about the playing area, making their own lives extremely hazardous for when the bullets are flying, they can quite easily be on the receiving end.

You play the character who has

the starring role in the film. As tough cop Harrigan, you must eliminate all drug barons and pushers along with the vast number of bodyguards that are paid to protect the ringleaders. The salary must be a hefty one, for they do their job considerably well.

Collect various weapons until you find one that is most suitable to your cause. The faster firing machine-guns may sound the most promising but they tend to deplete your ammunition at a much quicker rate than something like a Magnum pistol.

Thankfully, ammunition clips can also be gathered by shooting them. Sometimes, clips fall from the dead bodies of people or even from inanimate objects that you may have accidentally, or even purposely, destroyed. Occasionally, a vehicle races across the screen, spewing clips about the floor and is therefore a vital supplier of quite a lot of much

needed ammunition.

As for the Predator, he lurks menacingly in the background. Almost invisible to you because of his effective camouflage abilities, he will kill the odd one or two bad guys for you. However, should a stray bullet strike him, he will concentrate on you for a short while, unleashing anything from razor-like discs to nets and spears in an attempt to injure you.

There are three ways to finish the game. The first is by harming too many innocent people. Every time you hit a civilian, a police badge in the corner of the screen will begin to fade in colour, progressing from the top of the badge to the bottom. If your police badge becomes completely dull, you will be fired from the force.

Secondly, you could sustain too many hits. Your energy is displayed in a bar at the bottom of the screen



# 2



and this will gradually decrease as bullets, grenades, knives and other deadly weapons strike you. Luckily, there are the occasional items of body armour lying around. Your energy can be completely replenished by shooting them.

The final possibility of how to finish the game would be to actually complete it but you'll have to be a master on either the mouse or joystick controls before you can even hope of destroying everyone or everything on the screen with speed - there are literally hundreds of enemies!

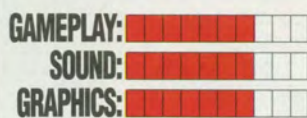
On the last level of the game, you will be able to confront the Predator and gain revenge after he brutally murdered and savaged some of your colleagues. However, you will have to bravely battle your way through the previous scenarios before the Predator makes a proper appearance, but when he does, the results will be spectacular! **Alan**

## PUNTER-POWER™



**GAME: PREDATOR 2**  
**PRICE: £24.99**

*Predator 2 is certainly challenging enough to ensure you'll have to spend hours playing the game before you can ever imagine completing it. If ever a game was to be called 'action-packed', this would definitely be it. However, no matter how frantic it may be, the game is still lacking in gameplay. For one thing, the levels take far too long to complete and the boredom can settle in after a while. Another negative point is that the stages don't vary enough to maintain a high level of interest, but you will still probably find yourself wanting to press on just to see what the actual Predator will look like. It's a good blast but, although by no means dire, you'll wish that the gameplay could have been significantly improved.*



**RATING=78%**

## WEAPONS OF WAR



**MAGNUM:** Although it's the most powerful hand-gun in the world, you could use something that fires quicker.



**SHOTGUN:** A relatively powerful weapon and will adequately suffice until you manage to find a machine-gun.



**MKII MACHINE-GUN:** Not the best machine-gun to possess but it'll improve your chances over using a Magnum.



**MKI MACHINE-GUN:** The fastest firing machine-gun of the lot. It allows you to spray the area with bullets with immense speed.

**ROCKET LAUNCHER:** Not as fast as the machine-gun but much deadlier. However, blasts can quite easily injure civilians.



## THE ENEMY IN ITS MANY GUISES

*You can trust no-one. Even the most innocent of people could turn out to be bad guys. The underlying message is be wary of everyone around you but don't shoot until they reveal their true intentions...*



*The waiter walks casually across the screen, the villain suddenly reveals himself.*

*At first, the van appears to have accidentally got caught in the crossfire but you soon realise it is a clever trick by the Colombian drug lords! Two gunmen open fire from inside the moving vehicle.*



*The innocent looking man pushing the wheelchair turns to attack you.*





**GO FOR GLORY AS A DYNAMIC AND DARING GRAND PRIX RACER**

# Super Monaco G.P.

U . S . G O L D



The formidable circuit is displayed in detail, showing all the sharp deviations and the straights where you can really go for it!



You may have no opposition during your qualifying lap but that doesn't mean it's going to be an easy ride. Keep your concentration at all times.



You qualify in a very poor 10th position. You must now battle your way through the field once the lights turn to green.



Screeching around a tight corner, you have the speed to take the opposing F1 car by sticking to the outside lane.



After three laps of intense racing, you see the chequered flag and finish the race in a reasonable seventh position.

Playing Super Monaco in the arcades is an experience that shouldn't be missed. Surrounded by three screens and seated in a low-level cockpit, the exhilarating life of a Formula One racing driver is successfully brought to life.

U.S. Gold and Probe have now converted the money-raking game to the ST, but unfortunately, two extra monitors aren't provided or catered for! The task of converting such a high profile game to the home computer is immense, as is the pressure of trying to capture everything the coin-op version can offer. With the ST version of Super Monaco, you can't really expect the speed to be quite the same but they've had a good attempt nonetheless.

Gameplay is simple. Like all racing games, the idea is to tear around a circuit faster than anybody else can. It might not sound the most exciting of things to do, but racing fans will be able to vouch for the thrills that it can induce.

Your competitors may not have the same amount of speed available to them, but their cornering at high speeds will prove much safer than yours. You have the option of three types of racing cars to drive, from an automatic to a 4-speed manual and even a 7-speed manual. With the more powerful engines under the aerofoil, you will have to take much more care when battling to



The wet conditions make driving treacherous. Travelling too fast has caused you to career into a barrier and destroy your car.

handle your beast around the tight turns, for you will tend to go that touch too fast.

Weather conditions vary from being very dry to drenched stretches of tarmac. This affects traction, and those with the demon racer striving to get out of you, should take the necessary precautions on wet surfaces.

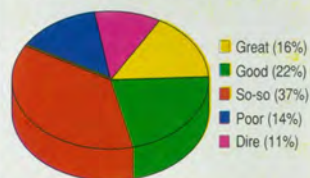
Initially, a qualifying time has to be achieved. Next is the actual race. Hitting other cars will only cause you to slow down, but ramming into advertising boards, barriers and so forth, will cause irreparable damage to your vehicle. If you crash your car, you will have to qualify all over again.

Other requirements include the need to reach a particular position in the field after certain distances. So for example, after the first lap out of

a total of three, you may have to gain a position in the top 12. If you fail to do this, the race will suddenly end for you, and it could be a long walk back to the pits. **Alan**



## PUNTER-POWER™

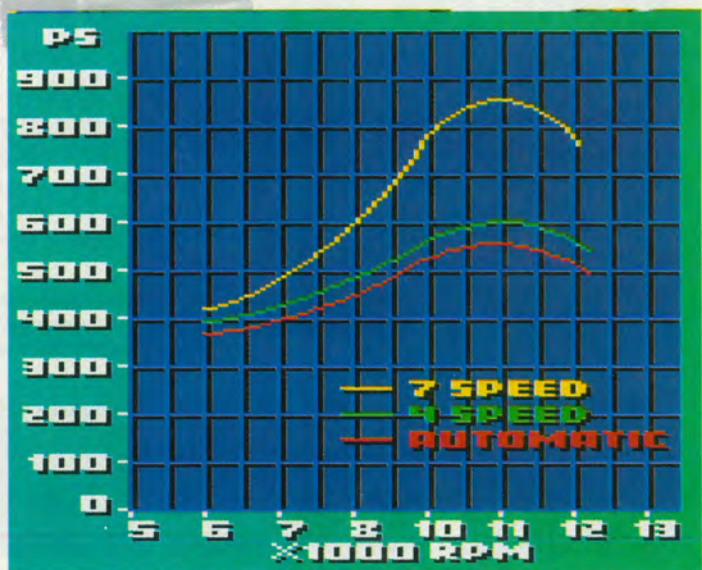


**GAME: SUPER MONACO G.P.**  
**PRICE: £24.99**

Monaco G.P. fails to impress. The speed isn't captured as well as it could have been and the overall atmosphere is nullified by a few playability problems. Firstly, the rev counter emits the same monotonous tone no matter how high or low it might display. This is a significant hindrance to your performance as you have to frequently look at your revs, and this proves particularly difficult when negotiating corners. Also, the momentum of the car when turning isn't quite right. One moment you could be swaying to the outside and the next you could be over-steering and tragically colliding with a barrier. Super Monaco doesn't really compete with the many good quality racing games of today. It could have been better.

GAMEPLAY:        
SOUND:        
GRAPHICS:

**RATING=72%**





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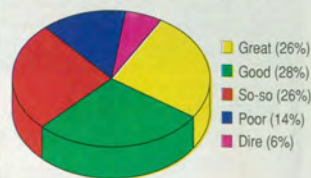
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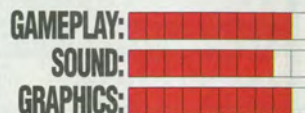
Beware of the wet weather for you never know when a bolt of lightning may tear through the sky and strike you down.

## PUNTER-POWER™



**GAME: WRATH OF THE DEMON**  
**PRICE: £29.99**

Once again, Readysoft provide a game with outstanding graphics and excellent animation. The sound is absorbing, with the music adding a great touch of atmosphere to the overall gameplay. *Wrath of the Demon* is highly playable, and is probably the most enjoyable game from the Readysoft team (who are responsible for the *Dragon's Lair* series) for a long time. Thankfully, there is a Save Game option incorporated into the game where you are allowed to save your position at the end of each level. This is a really fantastic game that shouldn't be missed.



**RATING=91%**

# Wrath of the Demon

READYSOFT/EMPIRE

The night air chilled the ground that my feet strode upon. Thick, swirling clouds embraced the sky above, while the moonlight struggled to shine its dim rays through the barrier of turmoil.

It had been like this for some time. The air held the stench of evil while the skies showed it—and the unnaturally cold ground forced you to feel it.

Before, it was different. Before, it was peaceful. Before, the land was in harmony with the people that lived and farmed on it. But now, the scene was different, so different.

He had arrived with no reason. He had arrived with no mercy. The Demon's wrath wreaked havoc on the land. His power was too strong to resist. He had come straight from the flames of Hell, and now I had to battle the beast—the beast who had slaughtered every other person who had confronted him. But that number was few, for little had even reached

his lair. The Dark Castle had devoured everybody who dared enter through its huge gates.

I have to defeat the Demon. The kingdom's last hope lies in my appetite for action and my longing for Good to return, lifting the burden of evil that presently bears down on to the land. Never before has so much responsibility been placed on me, but never before has a creature so hellish been trying to kill me and the thousands of countrymen that I once shared my freedom with. Freedom...it seems so long ago.

Wrath of the Demon includes a variety of gaming styles such as one-on-one combat, horizontally scrolling Beast style exploration and maze negotiating. The action takes place in a number of areas. Your next battle could be in a temple, forest, swamp, the Demon's castle or

even his own chamber.

As for your enemies, they all come in different shapes and sizes and require certain tactics to be defeated. Those tactics could involve a punch in the knee-caps, a blow to the body or even a

swipe of your sword. Lightning spells are also available as are others should you collect and conjure them along the way to the Demon.

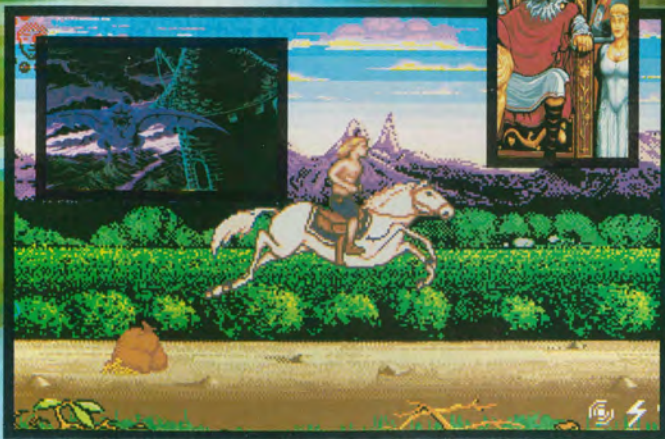
Other items will have to be found and taken, such as coloured keys. Unfortunately, doors don't have coloured locks so you have to guess which door requires which key for it to open. Some, however, can be opened without a key. Healing potions revitalise your strength to maximum and limited invulnerability is also made possible by drinking the contents of small vials that can be found about the playing area.

With your skill, strength and magical aids, the wrath of the Demon is about to be conquered but it will take many days before the serenity of the past returns. **Alan**



Inside the demon's castle, there are many doorways that lead to other parts of the building. The place is also infested with evil creatures and runaway barrels.

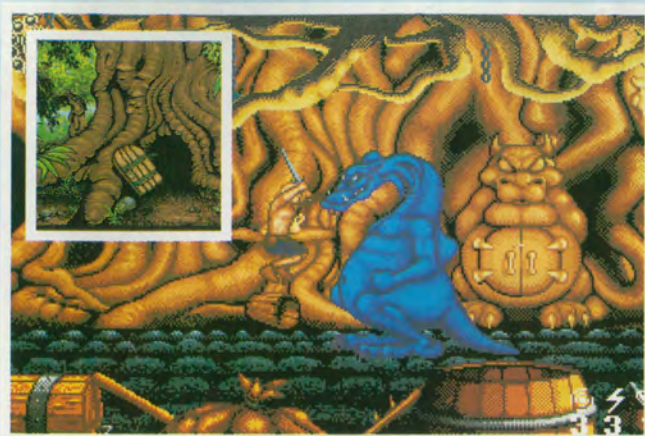




You are summoned before the King. "Messengers from all corners of the kingdom bring news of attack by evil monsters. You must stop this evil before it spreads further. I fear for the kingdom..."



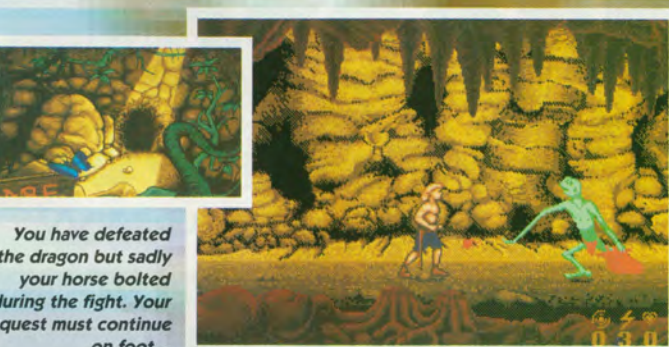
It's not long before the evil finds you...



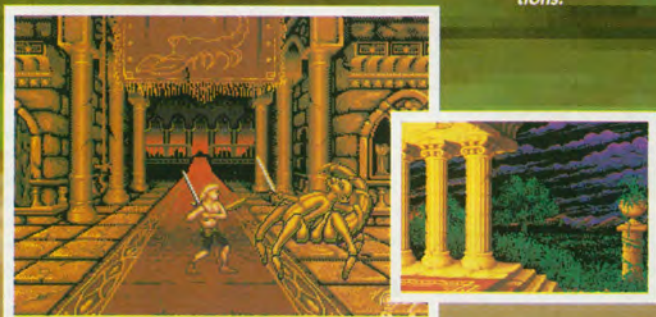
You have defeated the dragon but sadly your horse bolted during the fight. Your quest must continue on foot...

As you approach the Dark Tower, you hear the rustling of wings...

Low moans can be heard from the other side of the door. Your muscles tighten as you prepare for the worst...



As you approach the end of the swamp, you see a clearing with a road leading off in both directions.



The road ends at a temple that seems long since forgotten.



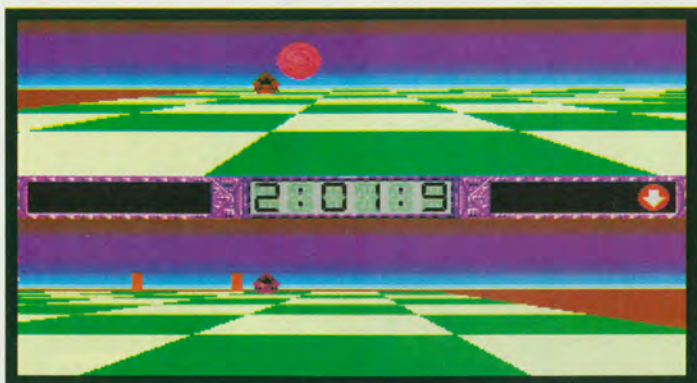
A deafening roar greets you as the door swings open. There is no more time for preparation as your final battle begins!



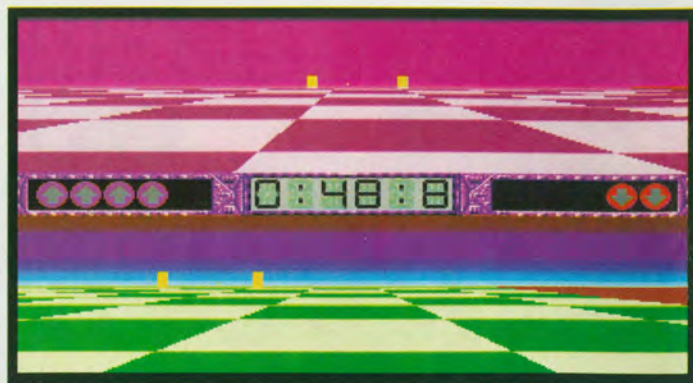
Your nerves tingle as you gaze at the Demon's stronghold. Taking a deep breath, you slowly make your way towards the Demon's tower, knowing that this will be the ultimate challenge!







With the game almost one minute old, the computer player is a goal ahead. Grabbing the Plasmorb you race to the goal to equalise!



Goal! With 48 seconds remaining you take the lead and victory looks yours. But it's not over yet, the computer will battle harder than ever to win now.

# Masterblazer

R A I N B O W A R T S

Over the past 300 years, the Interstellar Ballblazer Council (IBC), have made their fortune. For they organised football-style tournaments on a strange artificial asteroid and built a bigger Ballblazer grid directly beside the old one. Strange creatures, that would never have normally been allowed to take part, made their way to this asteroid and a new era of the sport was born.

Each of these beings began buying old Ballblazer crafts, known as Rotofoils, and started a new type of Ballblazing, the races. These soon proved as popular as the classic Ballblazer, and people found themselves attending tournaments regularly. It wasn't long before Ballblazer Racing became a highly recommended sport on the asteroid.

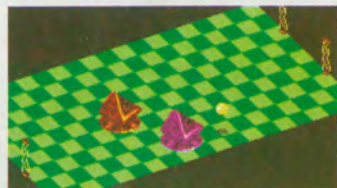
Now in the late 34th Century, only the racing and classic Ballblazer remain, but visitors can also look at the history of the sport in the IBC museum.

You take the role of the only earthling capable of taking home the greatest title in the universe: The Masterblazer. Arriving on the asteroid you are given the choice of taking part in the Masterblazer tournament or looking around at the other attractions. These include: Ballblazer Racing, the museum, a look at the champion's table or watching a demo of how to play the sport.

Upon entry to the tournament, you will be instructed to enrol. Once you have completed this, the tournament table will appear, allowing you to view your opponent. The game can be started here and the opponent's species is revealed. You are swiftly taken to the Rotofoil and placed on the grid, the timer is reset



Arriving on the asteroid you can choose to get straight into the sporting action or take in the history of the sport in the museum.

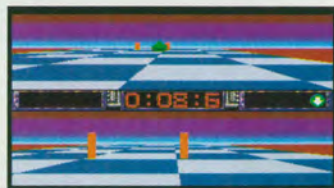


If you're not sure how to play, you can view a demo of the basics.

to three minutes and the game is on. Pushing forward on the joystick launches your craft towards the centre of the grid and the Plasmorb. An energy field surrounds your Rotofoil and the ball must be caught in this to be fired towards your opponent's goal. If you run into the other Rotofoil, you will immediately rebound off it and your craft will be undamaged.



The museum gives you all the information about the sport.



Competing in a race is just a mad dash forwards, swerving through posts.

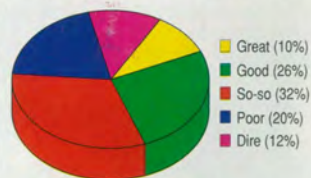
The craft will automatically Roto-snap through 90 degrees to face the ball. It will also snap towards the goal when the ball is retrieved. The game is won when either the three minutes are up or one of the two players scores 10 goals.

The additional option of a single game gives you the chance to practice before taking part in the competition. Good luck. **Brian**



The tournament is played over three rounds. You were out in the first.

## PUNTER-POWER™



GAME: MASTERBLAZER  
PRICE: £24.99

Rainbow Arts have done a good, accurate job of converting Ballblazer from the 8-bit classic. The graphics are of a high standard and they move at an exceptional pace. Everything has been well drawn and presented, the best touch being the rotating asteroid on the menu screen. The different creatures in the tournament look very real and are in a slight cartoon style. The sound consists of a number of tunes and little musical ditties every now and again. The in-game sound is just made up of bumps, crashes and throwing sounds. Controls are responsive and the game is fun to play, but it can get repetitive in one player mode. Difficulty has been set just right, and future sports fans should enjoy it thoroughly.

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

RATING=74%









# Swiv



THE SALES CURVE

With the alarm sounding I quickly leapt to my duties and pulling on my pilot's uniform made my way to the heli-pad. My co-pilot, George, was already there and had the engine started. I climbed in and took to the air, my fellow warriors were down below manning their armoured car.

As we flew George began to say his prayers in preparation for this suicide mission.

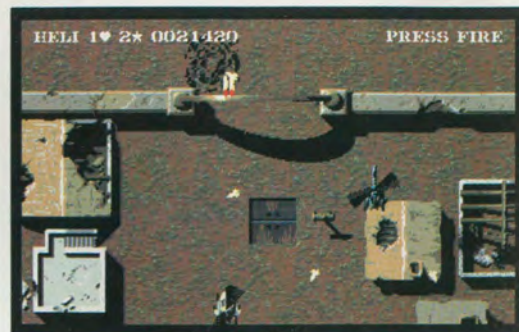
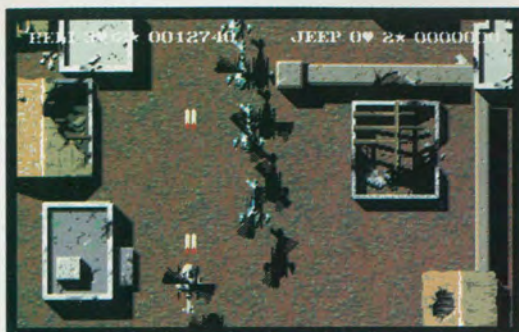
On the horizon a fleet of enemy choppers appeared, making their way menacingly towards us. I flicked the switch to arm our weapons and prepared for battle. As these helis got nearer sweat began to pour down my forehead.

My finger squeezed the trigger and a burst of machine gun fire flew towards an awaiting aircraft which exploded into a ball of flames and plummeted towards the ground. Missiles filled the sky seconds later and I had to perform strategic manoeuvres to avoid them. Below the armoured jeep exploded, I was on my own.

Seemingly outnumbered I continued ever forward putting my life too much at risk, the assignment being the only thing on my mind.

All around there was almost complete blackness from the exploded enemy. Just as I thought things were getting a little harder they threw in their insurance policy: a mega helicopter which was made up of half a dozen little craft.

There would be only one way to destroy this and that would be to shoot the centre of it. Pushing myself further I was surprised it worked and I nearly cheered as it exploded, almost blinding me, but



At the start of your suicidal mission the going is anything but tough. Small waves of enemy choppers appear in formation.



Running into a stray missile forces your SWIV to explode. Never mind, maybe you'll do better next time.

inside I knew that it was far from over.

Advancing through a war-torn country at the controls of a fully armed SWIV (Special Weapons Interdiction Vehicle) is not really anyone's idea of

fun, so thanks to Storm you can now do this from the safety of your own ST.

The two SWIVs are vastly different from each other. SWIV 1 is an aircraft armed with a Pulse cannon and costing a mere 3200 kilocredits.

SWIV 2 is a land craft that can jump from the ground. Armed with a fusion cannon this is the cheapest of the two costing 2800 kilocredits. Together these two SWIVs should be invincible and have been sent to do their work in some far away country



Entering the desert area it starts to get hard.



Six seemingly harmless craft link to form this beast.....



...which you destroy to produce extra weapons.



# WEAPONS SYSTEM ON

**1**  
**Spread shot:** The more of these you collect, the wider the area your bullets cover.

**2**  
**This power up** increases your number of bullets.

**3**  
**Wide shot:** These increase the number of bullets you fire forwards at one time.

taken over by an evil General. You must rid the country of this terror.

The game starts with your craft moving slowly forwards up the screen and it is suddenly met by some hostile enemy craft who haven't got peace making on their mind. So the massacre begins. Wave after wave of enemy choppers and tanks all appear before you ready to be wiped of the planet (pretty dumb these enemy folk!)



From out of nowhere six helicopters appear and link to form one huge, seemingly indestructible enemy vehicle. Destroying this will reveal some icons to improve your firepower and shooting these will change the weapon you can get.



After a while the not so peaceful countryside setting of the first level changes to desert covered in hidden gun turrets and bigger, more evil craft. The levels

advance through an airport, over sea and through heavily guarded enemy fortresses.

The two player option has one of you controlling the helicopter and the other controlling the jeep.

At the end of each game you are given the statistics for the game which include the number of shots fired, percentage completed, number of enemies destroyed, the number enemies that escaped your fire and the number of tokens that you picked up.

**Brian**

## PUNTER-POWER™



**GAME: SWIV**  
**PRICE: £24.95**

The graphics in Swiv are excellent and they certainly enhance the game's appeal, they are very colourful and give the whole game an arcade style look. Sound also is of a high standard, littered with the usual explosions and weapon effects. The idea owes a lot to Silk-worm with the two players controlling completely different craft. Difficulty has been set just right with the first few levels being relatively easy and then suddenly the action will hot up immensely. Many of the Punters found that they reached at least quarter distance after only a few goes. The only problems found were that the fire button could be held down which reduced difficulty and the keyboard controls were far too awkward. A great game that should be well received by shoot 'em up fans everywhere.

**GAMEPLAY:** [Progress bar]  
**SOUND:** [Progress bar]  
**GRAPHICS:** [Progress bar]

**RATING=82%**

## VITAL STATISTICS

	<b>Heli MKIV-A</b>		<b>Jeep MKIV+</b>
1,500 STDM	<b>WEIGHT</b>	1,700 STDM	
9,500 cc	<b>CAPACITY</b>	9,950 cc	
Pulse Cannon	<b>WEAPON</b>	Fusion Cannon	
3,200 Kcred	<b>COST</b>	2,800 Kcred	
Twin fuel injected emission pods.	<b>SPECIAL FEATURE</b>	Armoured combat chassis.	



Gun turrets come in many sizes. These certainly are not the largest!



At the airport planes can be destroyed before they take to the air.

## KILL OR BE KILLED

**Helicopter**



**Bonus installation**



**Winged Death**



**4-way Missile Launcher**



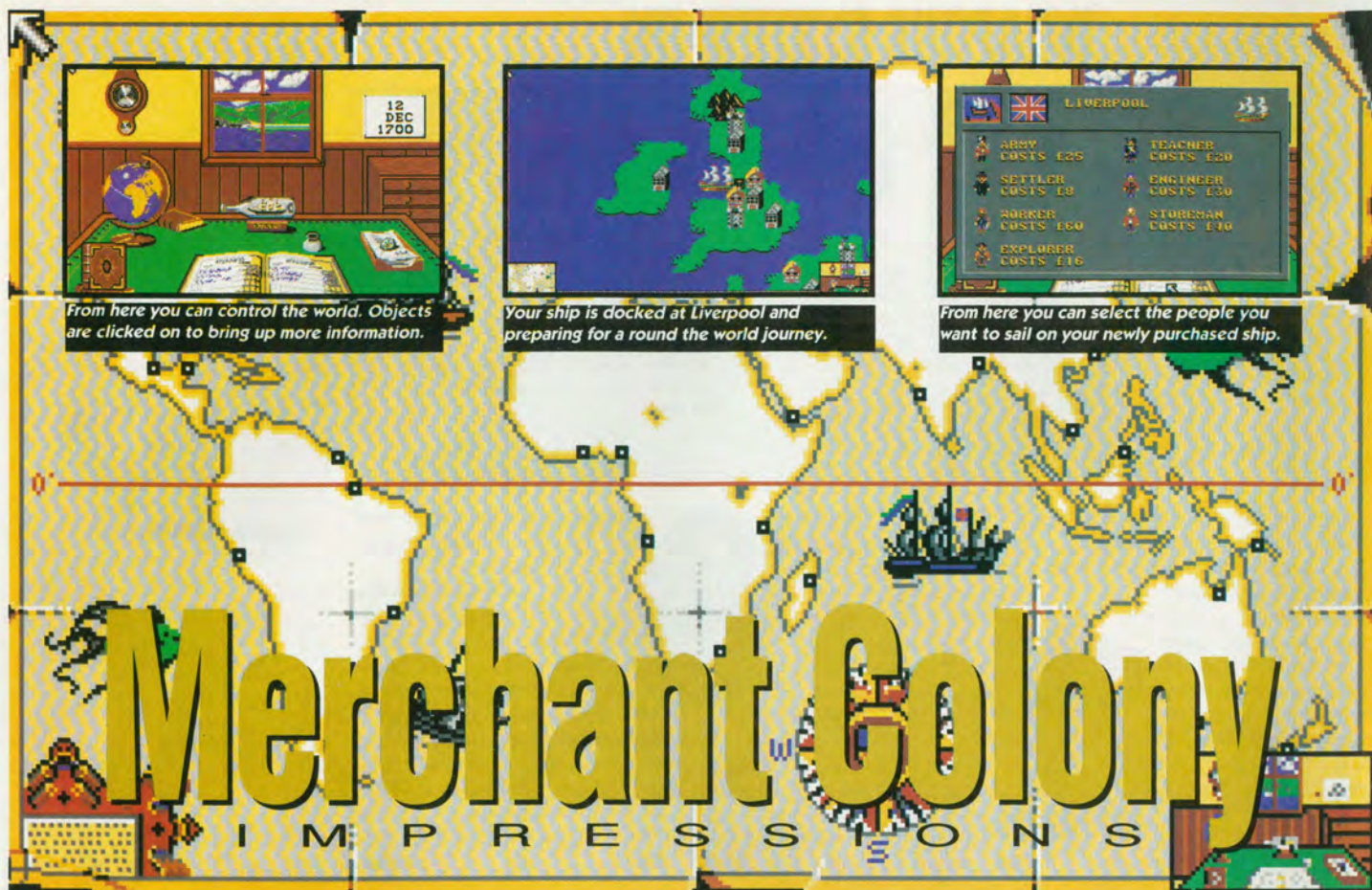
**SR-71 Blackbird**



**Tank**







From here you can control the world. Objects are clicked on to bring up more information.

Your ship is docked at Liverpool and preparing for a round the world journey.

From here you can select the people you want to sail on your newly purchased ship.

# Merchant Colony

I M P R E S S I O N S



Travel back in time to the 18th century, a time of development and colonisation, piracy and trading.

Assume the role of a merchant to buy ships, get them a crew and sail off to distant un-explored lands. Once there you must start off a colony, and to be successful you must discover the riches and values of each place and exploit them to the full.

This isn't as easy as it may sound and achieving your ultimate goal is some way off at the start of each game. In order to succeed you have to make sure that the colony is able to support itself and produce enough goods for its own people, and then you have to get it so that it is producing excess goods that can be exported around the world at massive trading profits. Once you've got a bit of cash under your belt, you can invest it on more ships and so on, so that you can expand your empire further.

As with any trading game, a strategy is needed if you are to get anywhere. You must look for somewhere to buy produce cheap and sell it off where it is more expensive. It's all a case of supply and demand. Many hazards can upset the

best laid plans and just when you think all is going well, you could find yourself with a native uprising that will need quick, firm action.

When you buy your first ship, you have to then stock it up with units. These units can consist of either people (for example: explorers and soldiers) or goods. It's a good idea to stock up with colonials for your first journey, so that you can sow the seeds of a new community when you get there.

The game is icon driven and most of the important icons can be found on your desk in your office by the harbour. The icons consist of a Ship-in-a-bottle, which when clicked on, brings up a number of ships that you can choose from. A quick click on

one of these and you become the proud owner of that vessel.

Other icons include a brown book which allows you to sign up people to take on the journey, a large account book from where you can keep track of all your transactions and an in-tray where important details about your colonies

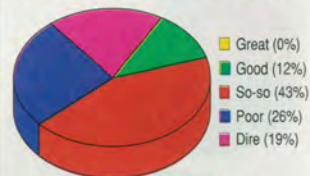
are found. It is from here that you can find out how well your colonies are doing and whether you have any major problems, such as uprisings or poor harvests to worry about. You must then take the appropriate action. For example, a native uprising can be stopped by increased use of force. This may mean that you have to send over more soldiers.

**Paul**



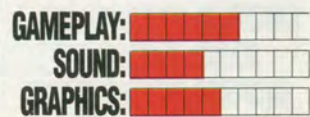
Upon arrival at a new destination you can watch your ship sail into unknown lands.

## PUNTER-POWER™



**GAME: MERCHANT COLONY**  
**PRICE: £24.95**

*There are a lot of strategy games knocking about at the moment and unfortunately Merchant Colony isn't one of the better ones. There can be no doubting the originality of the idea, but it just isn't implemented as well as it could be. Scrolling (where it takes place) is pretty jerky and the date on the calendar changes at a rate of a day per second. This means it takes a ship 14 days to sail past your office window. The mouse update is incredibly slow which consequently causes the pointer to jump jerkily around the screen which is very annoying. There was a feeling among the punters that this had the potential to be a really exciting and involved game but as it is, it's a little slow and boring, and ultimately a disappointment.*



**RATING=66%**









# Betrayal

R A I N B I R D



*The King's Court is the most important place in the game. It is this chap you eventually aim to depose.*



*The Bishop's Court is the other court in the land. You must get a majority in both to take over.*

If a bit of wholesale slaughter and some underhand dealings are your cup of tea, medieval England was definitely the place to be. The name of Rainbird's latest strategy game is Betrayal, and that certainly sums it up in a nutshell.

Following a complicated plot which involves four brothers all trying desperately to be the next chap on the throne (after they've done away with dad of course!), Betrayal takes you back in time to a period of chivalry, courtiers and merry jesters.

Up to four players can take part and any spare places that are left can be controlled by your ST, so you can play on your own if necessary. This takes the fun out of beating your best friends to death though, so it may be worth inviting them over for the evening.

The aim is to get control of the two courts in the game, the Bishop's Court and the King's Court. To do this you must get a certain number of your courtiers into place in each of them in order to take control. This can be done in a variety of ways, all of them underhand.

Each court holds 24 courtiers and it is your task to pay, bribe, assassinate and win favour for as many of your men as possible. It doesn't matter how inhumanely you do it, it is your only hope of ruling the land at long last.

The King and Bishop realise that all four Knights are locked in a delicate balance and know that they can't afford to let one of them gain a majority. Therefore the closer you get



*During a battle you may find yourself in trouble with a troll. Don't get your hopes up though - this guy's pretty strong.*



*The mini map is self explanatory. A quick glance at this will show you where you're going.*

to getting one, the harder it becomes to progress any further.

The game is controlled by a unique method, called The Book of Betrayal. All of the options you can select are selected from the book.



*Each of your towns can be harvested once a year. This is an invaluable way of gaining cash and food.*

Each page has different options printed on them, and these can either be selected or the page can be flipped over with a quick flick of the joystick to reveal yet more choices.



*Your villages can all be visited by you at any time. You must be present at a village before you can harvest it.*

The 10 function keys at the top of the keyboard also select certain options and viewscreens. For example, pressing F7 will allow you to harvest one of your towns in order to make the maximum profit, while







# Thinking Matters

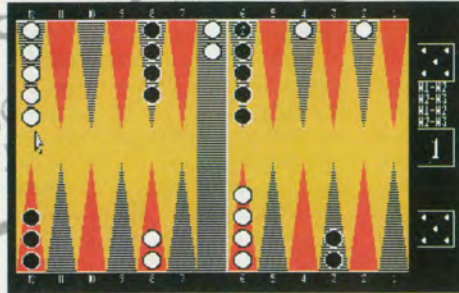
**There comes a time in the life of every alien blaster and platform ace when he or she has to step back and consider: "There must be more to life than this". Well there is! And to prove it, here is a small selection of recent releases that will test the old grey matter and help pass away some of your quieter moments.**

## BACKGAMMON ROYALE

OXFORD SOFTWORKS : £24.99

The smartly packaged Backgammon Royale will be of much delight to fans of the board game. Featuring all the elements that we expect and containing all the character that sets it apart from other popular games, Backgammon Royale shouldn't prove a disappointment. The computer version is mouse driven and, consequently, it is very easy to manipulate your pieces about the on-screen board.

The advantage of playing Backgammon on the computer is that you are able to do things that would otherwise be illegal. For example, you can change sides, receive hints on what your next best move probably is, and so on. Backgammon Royale is a worthy 'successor' to its board game equivalent.



**It is the early stages of the game but the player controlling the black pieces is already gaining the upper-hand.**

**Your counter is progressing slowly up the board. Cyan coloured squares are 'safe' areas but beware of forfeits should you shift onto another colour.**

## FRUIT PURSUIT

DIGITAL DIMENSION : £5.99

This game is no ordinary fruit machine game. Instead of winning the usual imaginary money, you win points. A fruit machine type game with no money? That's right, for the aim is to gain enough points to push your counter to the top of a board that is segmented into blocks. Each point you earn pushes you further up the board.

The usual fruit machine features are incorporated into the game such as Hold, Nudge, Fruit Stop which guarantees a winning line, and so forth. Unfortunately, certain areas of the board are forfeit squares so you could find yourself involuntarily retreating. Addictiveness is short-lived but the multi-player option will keep your enthusiasm for longer than expected. At such a low price, though, you can't go wrong.



## GO PLAYER

OXFORD SOFTWORKS : £24.99

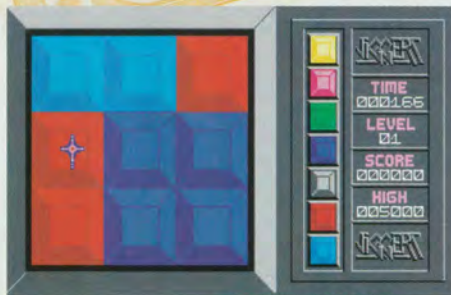
Go is a highly popular game and has a loyal following both in Britain and abroad. Oxford Softworks have now made the game available on the ST in the form of Go Player.

For those of you who are unfamiliar about the idea of the game, you have to invade a playing area made from boxes by placing counters on the cross-sections. Each player takes alternate turns, and the object is to surround your opponent's pieces which results in the loss of his or her counters.

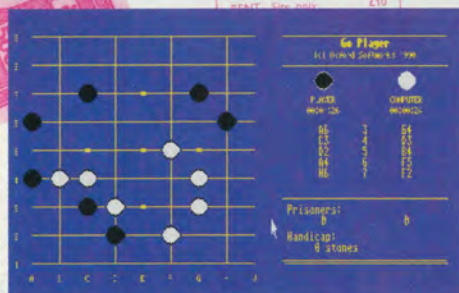
The playing grids can be altered in size to increase the challenge in what was found to be a relaxing game that required the ideal amount of thought without proving too strenuous.



**The black counters are encircling the white ones, dangerously. A white counter-attack will have to be carried out in response.**



**Dark blue is certainly the dominant colour so maybe you should aim to colour the other squares similarly. Think carefully about your next move.**



## JIGGERS

DIGITAL DIMENSION : £5.99

Jiggers is a game especially devised to tax your brain and put you into a state of frustration after only a few minutes of playing. It is described as a '...complex and mind-bending game...' The gameplay isn't really what could be described as 'complex' but the way that it is executed certainly bends your mind!

The object is to transform a grid of coloured blocks into the same colour. This is achieved by clicking on blocks with the mouse buttons. To the side of the gaming area is a column of all the colours accessible in the game. Clicking on a block could turn it into the colour above or below it on the bar chart depending on the button you click. Simple idea but fiendishly difficult!



# Dungeons & Disk Drives

**I'm afraid we were a little late with this month's scroll as the Troll spent all of his time playing Lemmings from Psygnosis. He thinks that it is the greatest game ever, but then he isn't exactly playing by the rules. He spends hours, roaring with laughter, helping them to jump off cliffs. He's warped, totally warped.**

We promised you last month that we would let you know how we got on with Infocom's text adventures Enchanter and Sorcerer. These games have been re-released by Virgin on their budget label and we think they are great.

Each month we get tons of games to play which sounds very nice, but after a while it feels more like work than fun. (Shame!) In the case of these games we were happy to carry on playing even when we could have moved on to other things. We got stuck more with Enchanter than we did with Sorcerer, which is strange as it is billed as the easier of the two.

You'll find that the best way to play these games is with the help of a friend, as two minds work much better than one. I won't preach too long about text adventures as I know you can love them or hate them, but if you have want to try a good one just once, look no further.

## CAPTIVE NEWS

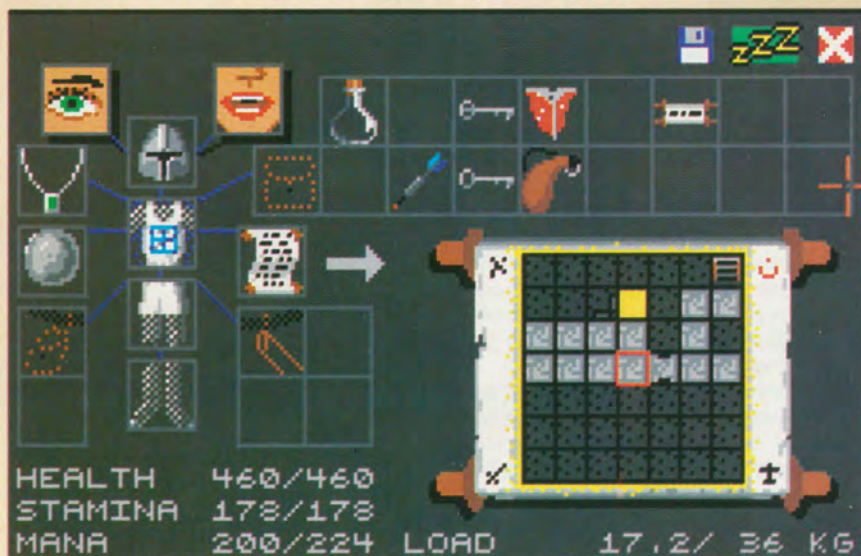
Prior to us actually having a trip out to Mindscape's Office, (next month hopefully) we did have a quick word with their current pin-up boy - Tony Crowther. Since completing Captive, Tony has been incorporating the code routines into a new game which will have licence tie-in.

The only details we are allowed to mention at present are that there will be more emphasis on the solving of puzzles in the next game, and that the characters will enter more varied environments than just the simple corridors of Captive.

I suspect that by the time you read this the licence deal will have been revealed. Of course you can try and work it out for yourself. What game do you think would involve aqualungs, pea-shooters, Goblins, forests and Bart T shirts - Uh?

## CHAOS UPDATE

We also mentioned last month that we had been visiting a small, forest dweller who has acquired the Amiga version of Chaos Strikes



*The Dungeon Crew have been peeking over the garden wall and looking at the additional features which have been added to the Amiga version of Chaos Strikes Back. Magic map spells seem to be one of the flashiest extras.*

Back. Since then we have been back to see him and uncover what differences we could find in his new version.

The most interesting update has been the addition of a magic map which can be held in the player's action hand. This map displays a view of the surrounding walls and pits, making things much easier. Four further scrolls are to be found which reveal additional spells affecting the map display.

One spell reveals illusion walls as flashing yellow squares. The second spell reveals monsters as green blobs - much like a radar system. This latter spell makes the task of finding dragons much easier when moving through the large illusion wall area. The third spell displays the movement of spells such as fireballs through the area.

The final spell - ZO IR NETA - is used in conjunction with the map to unravel the function of switches and pressure pads. By casting this spell you may then walk outside the area shown on the map to where a switch is

located. Your map will continue to show your original position and indicate any changes when you activate the switches in your new location.

We also found that if you step out of the Junction of the Ways and pick up and replace the object found in the nearby altar, you can get back into the junction. I'm not sure if that happens in the Atari version.

## A BAT FROM HELL?

We finally received a copy of BAT (the French RPG) from Ubisoft this month, but I can't report anything exciting. After all the fuss that this game has received over the last two years I was expecting something spectacular. Instead we found it an adequate game with nice graphics, but nothing which would necessitate you pawning your granny's back teeth.

No doubt the joystick kids in the front office will have received their copy by now



and will be awarding magnificent scores for its graphic screens, but that cuts no ice with us. I received a letter from one reader this month who expressed the opinion that adventures should be scored according to their ability to grip your imagination and only for the pictures which it drew in your mind. Hooray for you sir, we all agree.

I'm also pleased to report that inbetween massacring Lemmings and overdosing on Easter Eggs, our fat friend has had a good month. Perhaps his temper has improved.

## TROLL LETTERS

### WHEN IS A ROCK NOT A ROCK? WHEN IT'S BEATING YOUR BRAINS OUT IN ELVIRA

I would appreciate your help with Elvira – Mistress of the Dark. I have managed to find five of the keys to open the chest but the sixth eludes me. I suspect it is in the room in the catacombs, but I am unable to get past the grotesque creature that beats me to death with a rock.

I thought I had the correct weapon to fight it when I discovered the crusader's sword, but it seems to have no effect.

I also have a problem when I go down the well. I reach the gate, but it is locked.

**Dr. B. Jones, Lichfield**

*A doctor eh? Are you a 'real' doctor or just one of those pretend ones? Perhaps you can do something about the pains in my back caused by having to spend all day under this bridge answering stupid questions? A strong letter to the editor on official looking paper might force him to get central heating fitted down here.*

*The real key to your success is the Holy Sword from beneath the altar in the Chapel. You will be rewarded with this handy weapon when you put the crown on the crusader. There are two keys behind the big guy with the rock, so that is certainly where you must go.*

*I don't understand why you can't kill him because one blow from the Holy sword will send him reeling. I trust you ain't half dead when you pick a fight with*

*him? After all he isn't going to just stand there and let you hit him with it.*

### SWING TO FREEDOM IN SIERRA'S HERO QUEST

I'm stuck in the Brigands Fortress of Hero's Quest. Although I have managed to close and bar one door, and put a chair in front of the other, I can't prevent three men from entering the last door and killing me.

I have tried to grab the rope by climbing onto the table, but nothing happens. I gather from my death scene that the answer has something to do with the candlebra.

Great magazine, I've got every issue except number one.

**G. Warne, Canada**

*This is a problem which requires nimble feet (and fingers). Enter the room and close the door behind you. PUSH THE CHAIR in front of the right hand door, then walk to the back of the room and MOVE CANDELABRA. Run to the south side of the table and wait for the guards to leave the far side and walk to the left side to the table.*

*Now is your chance to become a real hero. CLIMB TABLE (or 'Get Rope'). With one bound you'll turn from a nasty, pink, squidgy human into the Crimson Pirate, sail above your enemies and kick their teeth in. Before you stop to flash your teeth and take a bow, close the door on the right hand side before reinforcements arrive. You are now able to leave by the far door and walk into the next trap.*

### KEEP TAKING THE TABLETS TO ESCAPE FROM FUTURE WAR'S MOTHERSHIP

Try as I may I can never figure out this Future Wars gig. After docking in the gigantic Crughorn mother ship I figured that I should take the Pill to turn invisible before they start boarding. I make my way down the ramp with two guards guarding the door. Now what am I supposed to do, the invisibility doesn't last forever you know?

This is a question to the Dragon. How is it that you can go down in the dungeons with the team and kill other dragons? Surely all dragons are mates, good or evil?

**Spiderman, Toronto**

*Walk to the left of the door out of the way of the Guards who are about to walk in. USE PILL ON HERO. After the guards pass, go straight out of the door to the floor level where you must guide your character to the bottom of the screen, between the boxes and the guard – NOT to the apparent doorway at the top of the screen!*

*Now go to the left and hide behind the boxes. It is extremely difficult and you are well advised to save the game at the point where you are about to initiate the space flight to the Fortress.*

*You only have just enough time when you arrive to move to the left, take the pill, go down the ramp and walk around in front of the boxes, so there is no time to mess around with saving and loading games. Finally walk to the left of the box and OPERATE BOX.*

*The Dragon's philosophy is that he never starts a fight with any other Dragon – he just finishes any that do start.*

### A REVEALING FACT ABOUT CAPTIVE'S WALLS

You did say in one issue of Dungeons and Disk Drives that it would take most people three weeks of play to complete the first mission of Captive, but it only took me a week. Mind you it is the only game I have played till four in the morning all week!

And finally I can tell your readers that the 'Real' use for the Vision Corrector is – it reveals false walls. Unless you use this device you will be unable to complete some of the levels on mission two.

**David Lane, Mansfield**

*What you mean is that you want to brag that you have completed Level 1. Well we could have done it too if only Mitch could learn to use the keyboard controls fast enough.*

### OPEN THE BOX IN MINDSCAPE'S UNINVITED

Once upon a time there was a shoot-em-up freak who bought an adventure and became hooked and totally stumped. The adventure I am talking about is Mindscape's Uninvited.

Please print the complete solution as many of my mates and pen-friends have no hair left and are soon to be certified because of this game. If you won't print the solution, tell me how to open the glowing box from the cabinet. Also how do you get past the ghost outside the church?

**P. Doyle, Gateshead**

*Complete solutions are like cheat codes for shoot-em-ups, they ain't really a good idea. In the servant's diary there is a clue which hints that fire is the solution to the box. If you go to the entry hall you'll find that you can light a fire by operating a match on the firewood. You'll now find that you can open closed containers by placing them on the fire. I discovered this useful tip when I placed a tin of beans in Edna's fireplace.*



Are you beating your head against a stone wall with Horrorsoft's Elvira adventure? Check out the Troll's solution for this headache.



You won't be able to get past the ghost until you can enter the chapel. There is a bust in there that will tell you what you must do to dispell the ghost.

### 'PERSUADE' THE KNIGHT ORC'S HERMIT TO HELP YOU FLY TO FREEDOM

I have two problems with Level 9's text adventure – Knight Orc. Is the hermit important and if so what do you have to do with him? Also how do you get over the chasm when you have enough rope?

Can I have your autograph?

**Simon Francis, Wiltshire**

I love this question because it has such a great answer. When you meet the Hermit you must, trip him up, jump up and down on his nose and then tear his arms off. I should mention that Mitch says that you only need to hit him once, but that isn't half as much fun. You'll find that he is wearing a belt which you can pinch once he has lost all interest in the proceedings.

The first part of the game involves finding loads of silly things to join together to make one long rope. Once you've done that you must find something to tie the rope to which you can then chuck across the gorge. I suggest you visit the Inn and examine the bar. If the barman won't let you take it you can either wait until he goes away – or you can trip him up, jump up and down on his nose ....

So you want my autograph? Well why didn't you send a stamped addressed envelope? If you had done that you would have both the autograph and the answer to your question weeks ago. You could try sending me a Wiltshire pork pie instead and I'll put my teeth marks in it for you.

### GET A 'TICKET TO RIDE' FROM THE POLICE QUEST 2 CAPTAIN

I just can't get started properly with Police Quest 2. I have got 32 points but I can't get any further. I have waited around for hours to get instructions from the Captain but he tells me nothing. Surely there is some call where I am needed. If that wasn't bad enough, he won't let me drive either. Each time I try to drive the police car he calls me back on the radio and demotes me.

Score: 3 of 300

Police Quest II



Driving your unmarked car in pursuit of the Death Angel can be lots of fun in Sierra's Police Quest II game, but just getting it out on patrol can be quite a problem.



Uninvited is an old horror game which is still causing 'loads' problems for our readers

The problem is with the game, not with you. Not only must you do all the things the game wants you to do, you must do them in the correct order. Here is the order in which you must do the essential things (there may be others):

Open glove box and get card. Turn the card. Get keys then get out and lock door. Enter Police Station. Find your locker and open it. Get gun – Get cuffs – Get ammo – Look photo – Kiss photo – Close locker. Now walk to the counter which is in the hall in front of the door at right – Look counter – Open bin – Get kit – Go to the equipment counter – give gun – get protector.

Walk to the range – wear protector – F6 – F8 – F10 – lower weapon – view – look target – adjust gun – now adjust the sight of the gun with the cursor key's – replace target – back – F8 – F10 – adjust the gun until the sights are properly aligned (you'll get points when it is) – now shoot your ammo clip empty – lower gun – exit – go to the equipment counter – ask ammo – west – enter the second door on the left wall – go to the left desk – after the story go to the file cabinet on the right wall – open cabinet – bairns – get photo – close file – close cabinet – go to the bulletin board – look board – get keys – go to your own desk – sit – unlock drawer – get wallet – look in wallet – get letter – read letter – close drawer – look

basket – stand – leave police station.

### CHRONOQUEST II – END PUZZLE SOLVED

Being fairly new to the adventure scene I purchased Chronoquest II and now I am stuck. I have given the sceptre to the King and he has told me to rescue his nephew. Please help, help, what do I do next?

**S. Hilton**

I have consulted my Book of Knowledge and it gives the following advice: Use sceptre on King – advance twice – use horn on King's nephew. I trust that means more to you than it does to me.

### SOLVE YOUR MANHUNTER II PROBLEMS WITH A PINCH OF TOBACCO

I am stuck at the 'pinches of tobacco' problem in Day 2 of Manhunter II. What is the number that I must choose? I have also got stuck in Manhunter I, what five places must I bomb from my space ship?

**K. Ayre, Cleveland**

Your letter mentioned that you had found the cloth, and this is the solution. Use the cloth on the Statue of Heaven which you pass on the stairway of the Temple. This will reveal the message:

F OAR P INCHES.....Four Pinches!!

Your bombing mission in Manhunter I is to destroy four locations, not five. These are:

Alpha: Bellevue Hospital

Beta: Grand Central Terminal

Gamma: Statue of Liberty.

Delta: The Empire State Building.

If you want to give yourself problems, when you are in Phil's Office select Gamma Security and change from Ground Patrol to Air Defence.....NOW try to bomb the Statue of Liberty!

### MORE BOX PROBLEMS – ULTIMA V

I have discovered the location of a box in the private chambers of Lord British using magical scrying. I also know that it is necessary to play a tune on the nearby harpsichord to gain access to this artifact, but no matter what commands I enter I find this impossible. What are the commands?



I have a handy tip for other Ultima V players. At the bottom of the dungeon Hythloth (Word of Power: IGNAVUS, found just east of Codex). In the eastern room is a fortune to be found. Enter it with care, retreat your team, leaving only one member protected by the invisibility ring. Have him collect the treasure and then kill most of the gargoyles that prevent your escape, but not all of them. Exit the room and then return. The room will be replenished. This is a great way to build up experience and stores.

Gimme, gimme a prize, pleeeeeeee-sssse. I have not been able to afford a game for ages. May your warts never wither and your boils never burst.

**S. King Reading**

*Only because I don't know the answer to your stupid question will I take pity on you. The other tip also seems useful so I will unbend just a little and send you something which is only 'semi-naff'. (Am I not a slave to my people?) Does anyone know the answer to the fool's question?*

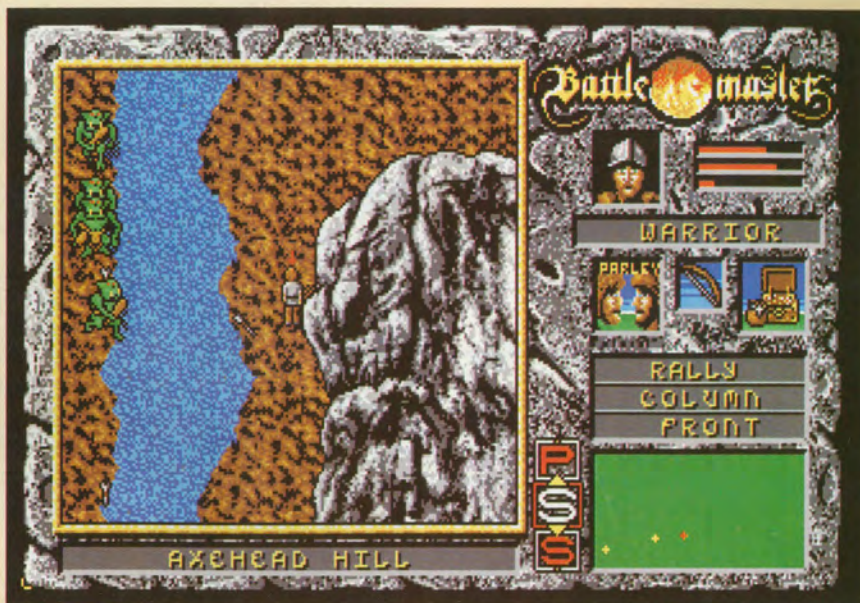
**BATLEMASTER REVEALED AS A FINE KETTLE OF RED HERRINGS**

I have been exploring the zany world of Battlemaster – or should it be 'Bafflemaster'?

- There is a building in Wetwych which is protected with a force field – how do I penetrate it?
- I think I have the correct key to the portcullis in Deep Forgings, but it wont open.
- I'm also having the same problem with keys in the Orc stronghold in the North West Hell's gate.
- And lastly, what the hell do you with the Troll Bone from Blackgorge Bowels?

**Jonathan Gordon, Bath**

*The rotten swine who wrote this game has no greater love for humans than I have as it is full of red herrings and mind-bending prob-*



**When Mirrorsoft presented Battlemaster to the RPG fans last year we never realised what a sneaky game it was. Do you know the secret of the Troll's Bone?**

*lems. Although I have five pages full of hints and tips for the puzzles none of them answer your problems. What it does say for Wetwych is this:*

*This puzzle is a red herring as are the messages. The book, as with all other items, are objects which may or may not be useful in later scenarios. Some of the items in this section can only be bought in the parley phase.*

*The other tip which may have a bearing on your problems is this. If you have a spare key left over from a scenario keep it. If you drop it you may not be able to open a door in another scenario. Seems a damn friendly thing to do to a gameplayer.*

*I don't know what to do with the Troll's Bone. You could try sticking it in your ear and whistling Dixie. Personally, I use mine for scratching my bum. If anyone has a better*

*solution I'm prepared to reward them with a prize.*

Now we have cleared up that little lot, perhaps I can get back to the serious stuff of assisting suicidal Lemmings. Hooray!

Send your queries and comments with an SAE to:

**HIS WARTYNESS THE TROLL  
C/O THE DUNGEON  
29, BLACKTHORN DRIVE  
LARKFIELD  
AYLESFORD  
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**A MINI COMPO FROM THE DUNGEONS**

**For a long time now we've wanted to show you a photo of His Wartyness but he has always refused to come out of hiding and have his piccy taken. So instead we're going to let you decide what he looks like with a little competition.**

All you have to do is send in a drawing, painting or whatever (even computer generated pictures if you prefer). When the Troll's finished picking his nose we'll get him to pick the winner, but remember he's the final judge.

We'll show you the winning entry and may even decide to include it on the pages as a regular feature. And don't worry if you're not a Vincent Van Gogh – all that matters is that the Troll likes your picture of him. We'll get our Art expert to reproduce it for the page.

Up for grabs is a copy of Core Design's Corporation and Mission Disk. So come on get those pens and pencils working and send your entries directly to his Wartyness at the address above by 31st May 1991.



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# EMELDA'S EVER-READY ARMY



Blue knight



Dead knight

Maze creature



Red knight



Werewolf



# Elvira: Mistress of the Dark

A C C O L A D E

Elvira has a problem. She has just inherited an ageing castle and all its contents. This could turn out to be quite profitable, if the right ideas were put into action. *Elvira's Horror Weekends*, quite a ring to it, don't you agree? All it needs is a coat of paint and a woman's touch.

Unfortunately, her great great grandmama, Emelda, has come back from the dead to reclaim what is rightfully hers. Although the Mistress of the Dark could hold her own in almost any situation, a battle with a 100-year-old witch is not one of her favourite pastimes.

After an unsuccessful attempt at eradicating her castle, Elvira decides to put a little ad in the local rag:

YOUNG, MUSCULAR,  
ADVENTURER REQUIRED.

Small job. Pay excellent.  
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It pays to advertise! She hopes to get a few replies in the not so distant future.

Enter you - the fearless, carefree computer addict who has no idea of fear, danger or large, buxom women.

You think to yourself: "What could be easier, a quick run around the castle, declare everything alright and then leave with a whopping amount of cash". Not bad for a day's work. So you enter the castle with your hopes up and your head held high. Oh, what a fool.

You take the role of the fearless adventurer in his quest to help Elvira exorcise her castle. Your objective is simple: To rid the castle of the ghost of Emelda by locating the magic scrolls that were hidden on her death. The scrolls have been placed in one of the 800 rooms that make up Castle Killbragant. Find them and defeat the evil queen.



You control the hero via the mouse. All the action occurs in a main window where you can move, explore, fight, steal and generally earn your pay. Movement is accomplished by clicking on the direction arrows outside the main window and occasionally, clicking on the actual playing area will advance you.

As you explore the castle and the acres of land that surround it, you will come across a variety of locked and closed doors. Clicking on one will open it or at least tell you whether it is locked or not. Some doors need special keys before they will open and these have been carefully hidden.

Many things have been carelessly scattered around the castle and most of them are vital to you in your mission. Weapons, notes and most importantly, ingredients can be found if you look in the right place. You start off with nothing but your

wits and a small bag that is used to store your possessions. As you collect things, your inventory will be updated and all items can be recalled at the click of a button.

Fortunately, you are not totally defenceless. If you can collect the right ingredients and take them to Elvira, who is in the kitchen, she will attempt to concoct a spell for you to use in your defence. Unfortunately, you will have to find the spell book and also make sure that you give her the right stuff, otherwise, she might just come up with something that you wouldn't like to meet in a dark castle.

Around the grounds are various members of Emelda's elite guards squad. Most of them will attack you on sight and some of them will even use magic. If you are lucky enough to find a weapon, you can use it to your advantage and the more you use it, the better you will become with it.

Jason

# A BIRD A DAY, HELPS YOU

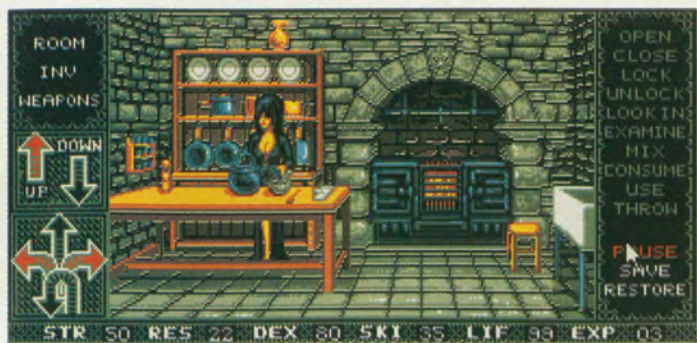


You enter the garden and spot the castle falconer....



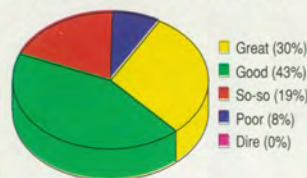
....who doesn't appreciate your curious arrival....





Along the way, you can collect special ingredients that will allow you to cast spells. Elvira is in the kitchen and only she can mix the correct ingredients to make the right spells that will help you in your dangerous quest.

## PUNTER-POWER™



GAME: ELVIRA  
PRICE: £24.99

**RATING=89%**

The first thing you will notice about Elvira is the amazing graphics. The colours have been put to good use and a great deal of attention has been paid to even the minor details. The sound is crisp and the screams of your enemies add to the depth of the game. The playability has been set at just the right level with progression a certainty after a little bit of thought and common sense. A great product that shows just what the ST is capable of.

GAMEPLAY:

SOUND:

GRAPHICS:



## ELVIRA'S AWFULLY 'ELPFUL

- |                      |                       |                    |                  |
|----------------------|-----------------------|--------------------|------------------|
| 1: Wooden Heart      | 11: Mushrooms         | 21: Blood Lily     | 31: Absinthe     |
| 2: Canvas Bag        | 12: Poppies           | 22: Thistle        | 32: Vampire Dust |
| 3: Spell Book        | 13: Blood Root        | 23: Pond Algae     | 33: Cabbage      |
| 4: Cooking Pot       | 14: Witch Hazel       | 24: Bleeding Heart | 34: Foxglove     |
| 5: Onions            | 15: Parsley           | 25: Black Lotus    | 35: Lemon Balm   |
| 6: Seed              | 16: Lily              | 26: Plantain       | 36: Wild Daisy   |
| 7: Packets of Annals | 17: Firethorn Berries | 27: Fern           | 37: Verbena      |
| 8: Honey             | 18: Hellbore          | 28: Bird's Feather | 38: Burning Coal |
| 9: Elderberries      | 19: Bird's Egg        | 29: Aconite        | 39: Wine         |
| 10: Dandelion        | 20: Hawthorn Berries  | 30: Monstera       | 40: Lily Leaf    |

## THAT'S LIFE



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....and gives the command for the bird to attack....



....which puts a swift end to your quest.



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The instrument panel may not be as high-tech as some but is adequate.



Your Phantom moves in for the bombing run to take out the bridge.



That convoy looks like an inviting target as you streak over the top.



Turning your head to see your wingman you see him veering away.



# Flight of the Intruder

# the Intruder

M I R R O R S O F T

With the recent Gulf War there is bound to be an increase in interest over combat flight simulators. The latest offering is Flight of the Intruder. Coded by Spectrum Holobyte – the team who brought you Falcon – it is a simulation of the air war over North Vietnam in 1972.



There's a choice of two planes: the A-6 Intruder or the F-4 Phantom. The idea is to complete as many missions as possible without getting shot down and dying. It is usual for any mission that you undertake, to be part of a larger, more complex operation. For example, the whole battle plan of taking out a Viet Cong base could rely on you destroying the bridge which provides their only escape route.

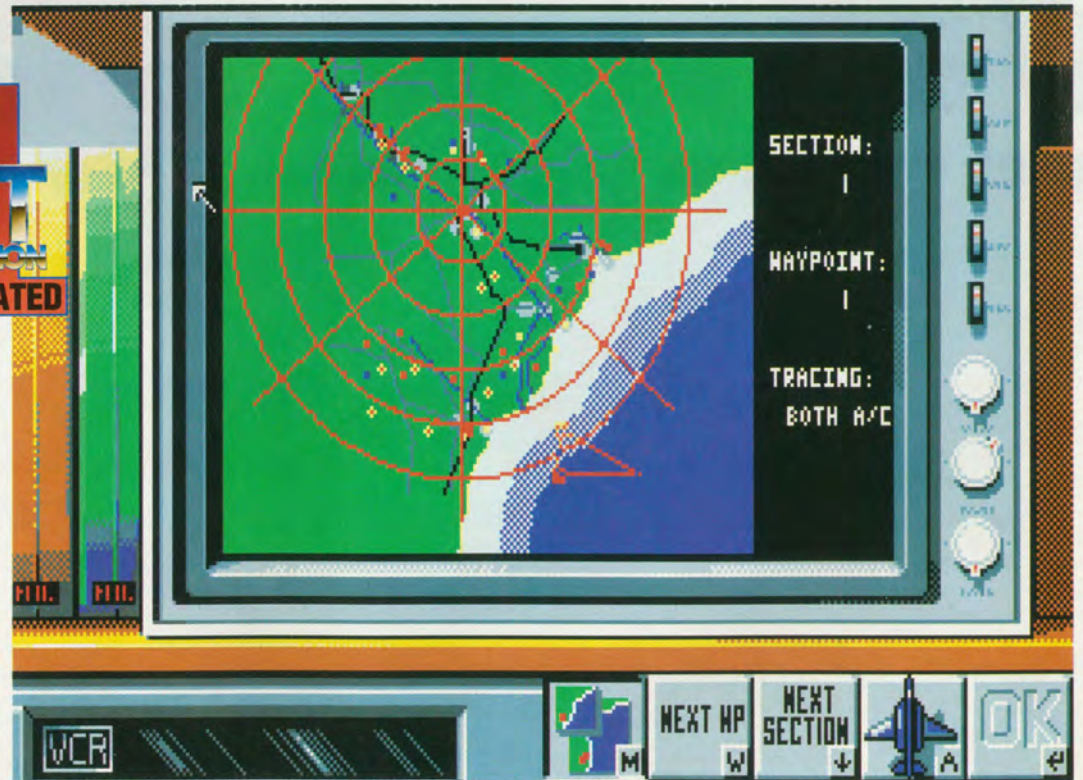


Although achieving your primary aim may be the most important thing in the world, you have to remember not to break any of the Rules of Engagement. These are basically a set of guidelines that were used during the Vietnam war outlining what targets can be attacked and those that must be left alone. Disobeying any of the rules (which can be found in the manual) will lead to a court-martial which could prematurely end your illustrious career.



Flight of the Intruder differs from other combat flight sims in that you can change the plane you are controlling at any time during the mission. For example, you may have a mission in your Intruder to destroy a certain land target when you are attacked by several MiGs.

If this happens you can switch into the role of the Phantom fighter pilot and shoot down the bogeys before switching back to complete the bombing run in



The radar screen shows you the positions of all the enemy. Try to avoid these if you can as you'll remain healthier up there.

your Intruder. This system allows you to constantly be in the thick of things and not have long, boring flights to and from your target.

Either aircraft can be controlled by the keyboard, joystick or mouse.

This means that you can have your favourite control

method although you may find yourself going back to the mouse or keyboard rather than the joystick as selecting the options is much easier with either of these.

When you come to flying the two planes you'll notice a difference in the cockpits from modern day sims. Both are realistic to the



originals and therefore lack some of the computer-controlled features found in the more up-to-date fighter aircraft.

Once you're used to this you'll have no problems flying about while keeping a watchful eye on all the important gauges and





This looks like the inside of a jumbo jet with all those dials.



Your aircraft is about to buzz this destroyer before attacking it.



Searching for viable enemy targets is not an easy process to undertake.



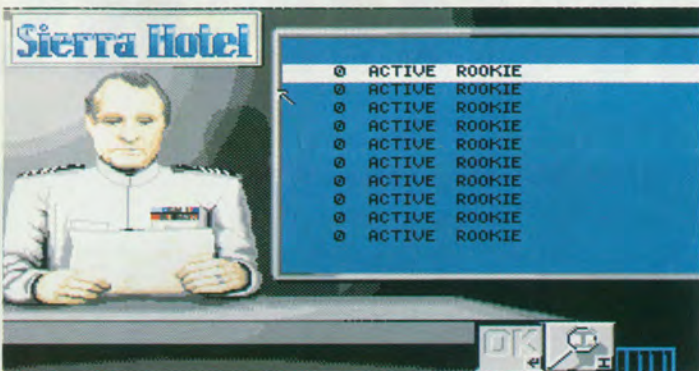
Here you've found an enemy warehouse to destroy.



Now's the time to choose what weaponry you're going to take up with you. You should always remember that what you take up, may keep you there.



The Intruder has a slightly different array of armaments available to it as it is a bomber. The various bombs are more suitable for different targets.



Once you get to the Sierra Hotel you can have a break and check your score. You can also enter new pilots from here.

dials in front of you.

Before you actually get to flying about though, you have to select a mission. To do this you must go onto the Pilot Brief screen and then go through the available operations until you find one that takes your fancy. You will then be given the full mission briefing, including the objectives and various targets available to you.

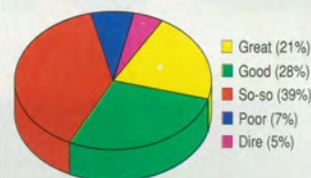
Having completed all the formalities, you are ready for take-off (either in the Intruder or Phantom). Flying involves the standard flight simulation controls which are very responsive.

Once you have reached your designated target you can loose off a couple of missiles and watch to see if your strike is successful. Then it's time to head back for home where you'll be given an evaluation of the concluded mission and be able to see how successful you were.

If your efforts have earned you a medal you may even be dragged out of the briefing and get several hearty slaps on the back for all your good work.

Paul

### PUNTER-POWER™



GAME: INTRUDER  
PRICE: £29.99

**RATING=90%**

The one thing you'll notice after playing Flight of The Intruder for a while, is that it's simply the best combat flight sim there is. The game just cannot be touched for realism and playing it is more of an experience. Controls are easy to get to grips with and if you could handle Falcon, you'll have no problems here. Even if you're new to this kind of game and are unsure which to get, Mirrorsoft have made your choice much easier. Go out and get it.

GAMEPLAY:

SOUND:

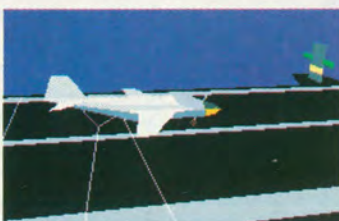
GRAPHICS:



This impressive array of artillery is all available to you as pilot of either aircraft. Destruction is guaranteed with these.



Cruising along in your Intruder you can change the views to suit.



Onboard the aircraft carrier you can get out and maybe have a break.

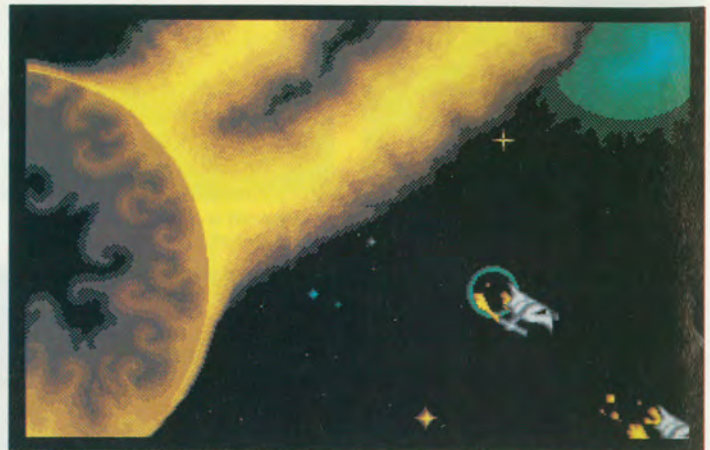


Moving in for the kill, you get the target within your sights.

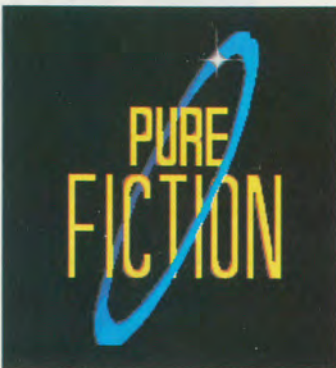




The big, evil, nasty Demoniak begins his breakfast by licking the remaining juice out of this skull.



With the hole between universes open, the hordes of Demoniak begin to pour through. You must find a way to block up this hole for good.



# Demoniak

P A L A C E

A few years ago, text adventures were really popular. Infocom games took the adventuring world by storm. Gradually all-text games faded out into a variety with pretty graphics and mouse controlled movement. A large hole was left in the life of the text adventurer, a hole that has been left empty until now.

Demoniak is a new text-adventure (okay so it has a few pictures here and there) from Palace, and is based around their new Pure Fiction interactive system. This represents a brave step by Palace – to release what may be seen by some as a backward step as such a high profile release. However, once you scratch beneath the surface you start to find that this is no old-fashioned text adventure.

The Pure Fiction series attempts to simulate a game-world and allows you complete freedom to roam around the environment while other events are happening simultaneously. For example, you could be talking to a barman on one planet while a fight is going on light years away, but the fight could eventually affect the way you must play the game (complicated isn't it?).

Just by reading the plot of Demoniak, you realise that this is a cut above the usual killing dragons storyline. Indeed it has been written by Alan Grant who is rather well known for his stories in comics such as Batman, Judge Dredd and The Incredi-



Aware of the problem, planetary genius, Doc Cortex, decides to assemble a team to avert the threat.

ble Hulk. The link remains with the pictures which are definitely of comic style.

Demoniak comes from beyond our universe, from a place where Evil takes on a tangible form and only exists to destroy Good. Demoniak is the rot that starts from within, whose breath can slay men. Demoniak is evil incarnate.

Unfortunately this charming chap has found a gateway into our universe and has sent his nasty hordes through it to prepare

the way for his arrival. The only way to stop him is to block up this hole, and the only way to do that is to explode a bomb there. Obviously then, you're going to have find all the bits of the bomb.

Starting off in the game you take the role of Johnny Sirius, all round super-chap, but at any point during your adventure you can change to any other member of your team, or even one of your enemy to see what they're up to simply by typing Become fol-

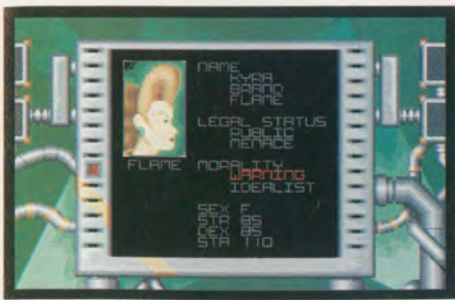
character's name.

Your team consists of several very different people all with varied abilities that you can choose to use when you wish. There's the leader of the gang, Doc Cortex, who is generally a helpful character and will give you plenty of information if you are stuck.

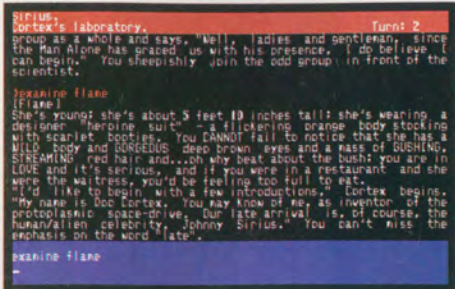
Next is Sondra who is a tall statuesque psychic. Her abilities can come in really useful if you wish to find the location of another character. Sondra also has the ability to mind-read. This opens up another





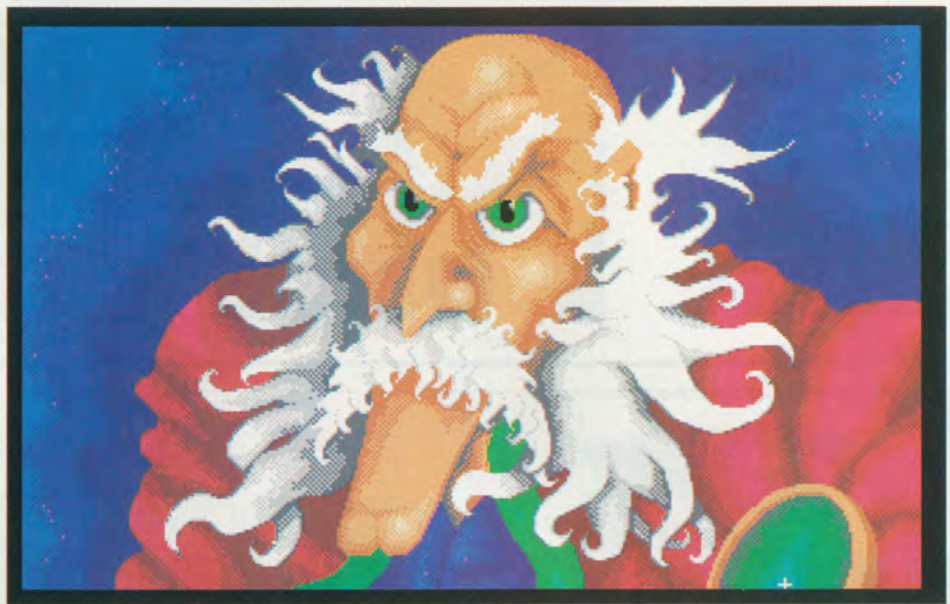


One of his selected team will be the pyrokinic Flame. Her ability to set herself alight could prove invaluable when faced with the enemy.



As you can see from this screen, the game certainly isn't lacking in descriptive text. It's also very atmospheric and often funny.

The team is pre-selected by Cortex. He's made these choices because he believes this mismatched bunch can do the job in hand.



Madlok the wizard is a suspected serial killer. He has a long list of psychotic spells to wreak destruction.



Madlok and the psychic Sondra. Her powers can be used to read the minds of anybody in the universe.



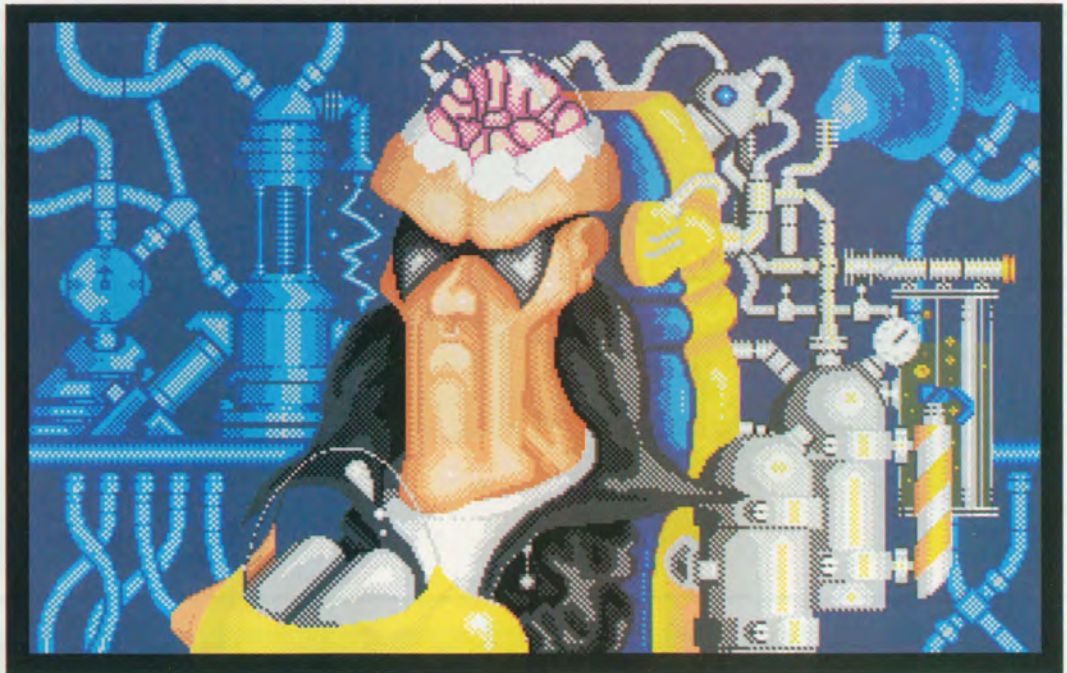
Johnny Sirius (your starting character) and the woman he wants - Flame, get ready to come face to face with the evil Demoniak.



window where you can follow the movements of any person on any planet.

Madlok is a wizard-type character who is known to be a serial killer. His spells include Blinding, Crippling and Deafening. You want to try successfully controlling a blind player! Not all the spells are always successful so don't rely on them totally.

The final character is Flame, a pyrokinic (someone who can set themselves on fire). Her major weapon is the ability to burn and fry people. She is a gorgeous



Doc Cortex doesn't look like a worried man. You can always call on him for help in times of need and if you're in a tight spot.

young redhead who Johnny Sirius is madly in love with.

To play Demoniak to a conclusion will take ages. But while you're doing it you'll find yourself becoming more absorbed with the game. Even after you've completed the game you can always have another go and try to do the same using a completely different method so the challenge will remain.

Paul

### PUNTER-POWER™



GAME: DEMONIAK  
PRICE: £29.99

**RATING=87%**

The fact that Demoniak is a text adventure may well put a lot of people off buying it. Those who are, probably won't realise what they are missing. If you're a fan of adventure type games you'll instantly recognise that you're on to a winner with this. The text descriptions are rich in content and really do create an atmosphere. The content is sometimes a little risqué but if this doesn't bother you, you can really get into the long-term task ahead.







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**"Is it real or is it Master Sound?"**

— Amiga Computing, May 1990



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Occasionally you must side-step around the thick undergrowth in order to progress. These trees could be hiding anything.



Suddenly you are attacked by a tribe of orcs, you must now move into position on the battle squares and get ready to fight.



The fights in the game are conducted on this board and you must strategically plan each move and out-think your enemy.

# Crystals

PALACE

Bleak times have brought misery and hardship to the whole world. Just when things seemed to be picking up, the world has been invaded by the terrible Morgoth – Lord of Chaos, who has brought with him death and destruction.

In an act of sorrow and anger, the Gods have drowned all the world except the tiny island of Arborea, home of the four sacred crystals of harmony, stolen by Morgoth and his servants.

Taking the role of Prince Jarel in a race against Chaos, you must collect together a trusty band of ragged adventurers, find the crystals and restore them to their shrines. To fail in this task is to lose everything.

Your party can consist of a combination of warriors, rangers and magicians. The correct blend of characters has to be found before you can hope to achieve success.

Two of each is usually a good place to start.

You can control all the party and send them off into all corners of the land in search of the crystals. On their travels they are likely to come across other locations that may be of use to you, such as houses and tunnel complexes. Should any of the team come across a gem, you will be informed of their success via an on-screen message.

While they are moving about it is quite likely that before long they are going to become involved in a fight. Whenever a fight is about to start, you always have the option of fleeing. This is not always the best thing to do as it sometimes gives the enemy the chance of a quick stab in the back. And this can be fatal.

Should you go ahead and start to fight, the battle screen will be loaded from disk. At first glance this

looks pretty confusing but you should not be put off by it. The battles resemble a board game with the pieces having to move around the board into attacking positions. It is here that having a couple of rangers could come in handy.

Rangers have the ability to use a bow and arrow, which means that you don't have to be in the adjacent square to strike a killing blow. This can come in useful if you are being attacked by more than one enemy at a time.

If you have a wizard in the party he can cast spells at the attackers from a distance. If these spells are successful they'll usually end up destroying all in your path, but the degree of success is relative to your wizard's skill.

As you play through the game, the time of day will gradually change. As the day goes on the sky will change colours through

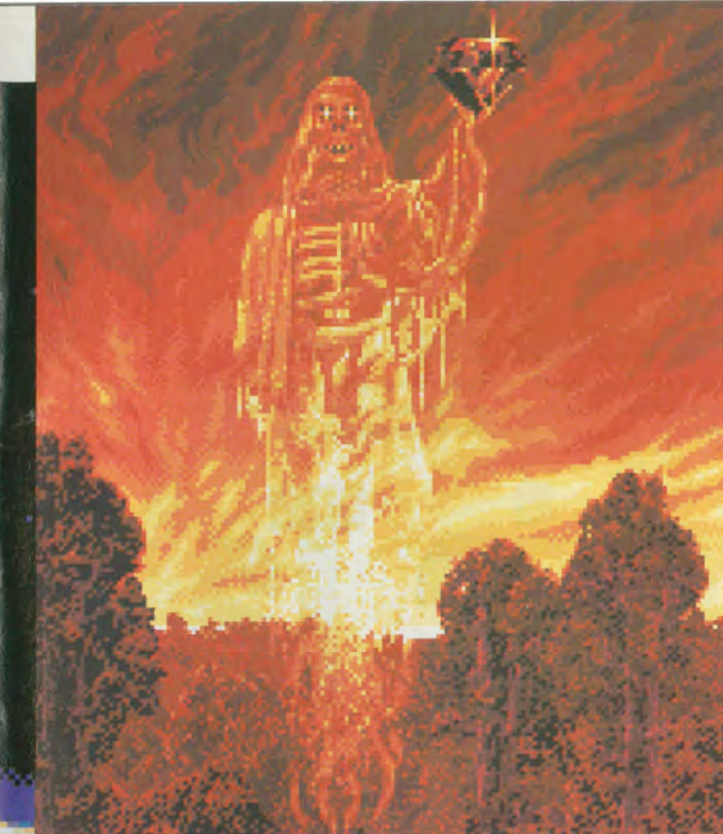
to dusk and finally until it's pitch black and you can't see where you're going. At this stage you can either send your people to sleep to help them restore their energy or if you've been lucky, Jarel may have located Night Vision, which will give him an infra-red display and allow him to move freely after dark.

When you locate a crystal you must then guide Jarel to it, as he is the only character who can pick them up safely. Once the Prince has a gem in his possession he must then find the tower it belongs in so that he can return it to its rightful place. After he has got three in place Morgoth himself will set out to prevent you completing your task.

Only when you have got the fourth and final crystal in place can you sit back for a good victory celebration, knowing that folk songs will be sung about your escapades for decades to come.

Paul





When Jarel dies the game is effectively over as nobody else can pick up the crystals. So you must leave the whole of Arborea to Morgoth.



The crystals of Arborea have been stolen by the evil minions of Morgoth. You must return them to their shrines where they belong.

**Jon**

Physical:

- vitality 25 +
- strength 25
- constitution 25
- agility 25

you can allocate 60 points.

**WARRIOR**

You must select your team with which to find the crystals. Here, Jon the warrior is about to have his attributes distributed.

**Akeer**

Physical / psychic:

- energy 99
- vitality 66
- strength 25
- constitution 25
- agility 25
- experience 0
- level 1

Power of spells:

- fireball 20
- acceleration 4
- protection 2

The status screen can be called up for any character, showing his individual strengths and weaknesses.

# of Arborea

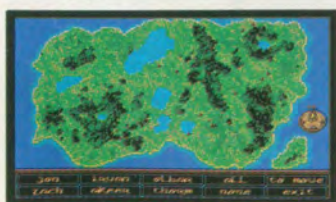
**Crystals of Arborea**

Jarel 99 25

MAP 3D DISK GAME

Jon 99 25 Zach 99 25 Ironi 99 25 Akeer 99 25 Olbar 99 25 Thorm 99 25

Now that you've assembled the team, you can prepare to set out and find the elusive crystals.



The beautiful island of Arborea, the only surviving part of the world and home to the Harmony Crystals.



Having found all the crystals, you make your way to Morgoth's tower, the last shrine, but he is there waiting for you.



Within these houses are mages who may be able to supply you with special powers if you answer their questions.

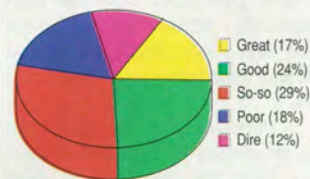


The mage inside asks you his question. Make sure you pick the correct answer or you'll go away empty handed.



Jarel's infra-red vision allows him to move freely though the forest at any time of the day.

## PUNTER-POWER™



**GAME: CRYSTALS OF ARBorea**  
**PRICE: £24.99**

Palace are producing some really good stuff at the moment with Demoniak and now this. Crystals of Arborea has got a nice traditional kind of plot for role-playing fanatics to get their teeth into and has a huge gameplaying area of over 16,000 locations to explore. The graphics are really excellent and the palette changes as night draws in have to be seen to be believed. The fighting system is very novel and adds a strategy element to the battles as you have to anticipate what the enemy is going to do next. An excellent example of the role-playing type of game which is worth a place in anyone's collection.

GAMEPLAY:

SOUND:

GRAPHICS:

**RATING=85%**





Cronos starts his adventure in the seedier part of town. The white oval things hanging from the platforms are the eggs that he must collect.



If Cronos is late in collecting one of the eggs, it will hatch and a young dino will appear. These must be caged to protect them from harm.



Things are getting too hot for Cronos to handle on his own so he calls in his friend, Jeff, who will help him to clear up this mess.

# A Prehistoric Tale

T H A L I O N

The Timetraveller shook his head and rubbed his eyes. Standing directly in front of him was an enormous specimen of prehistoric reptile. Almost unnoticeable, that is, until it opened its mouth to reveal two layers of ivory white, extremely sharp looking teeth that appeared to be covered with a red paint!

You play the role of Cronos Warchild, mercenary, part time acid-house raver and Timetraveller. Your present occupation consists of bringing prehistoric creatures from seismically active areas (where there are many earthquakes and volcanic eruptions) to a more rural area.

A Prehistoric Tale is a game that can be played by one or two players. Using the joystick, you must control Cronos over 80 levels in his effort to save the dinosaurs and stop the human race becoming extinct. Collect all the eggs and transport them to the teleporter before it's too late.



Collect the bonus item to give you extra points or even a special item. Be careful though, not all the bonuses are good.

You start with three lives, each life divided up into energy. When you start to die, your energy will decrease until it reaches zero. Also available to you is the option to continue should you die. Continuing will start you on the level that you were on before you died.

When you begin the game, you will appear on a screen with various eggs dotted around the floor. Collecting all the eggs will allow you to teleport to the next level and receive

a huge number of bonus points. Various bonus objects will appear at random and can be picked up for extra points.

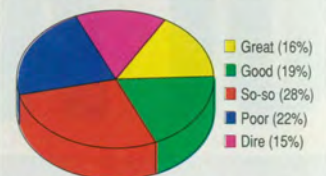
Under certain platforms, you will find a mouse hanging down minding its own business. After collecting this, you can release it onto a platform causing the concerned dino daddies not to appear, since they are afraid of mice! Mice have a limited life-span and there are a limited amount on each level.

Jason



The daddy dinos can hear their babies calling and come out in full force to free their kids and capture some nourishment - namely you!

## PUNTER-POWER™



GAME: A PREHISTORIC TALE  
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A Prehistoric Tale is a game that will keep you playing until the small hours. However, the first thing you'll notice is the 8-bit graphics, the dodgy animation and its rather repetitive scenario. After playing for some time though, the screens become much more colourful but still retain that element of repetition. Its main interest has got to be playability. Once you start playing, you just won't be able to stop. The gameplay is very reminiscent of the old 8-bit version of Chuckie Egg - nothing special but instantly appealing.

GAMEPLAY:            
SOUND:            
GRAPHICS:

RATING=74%

## HERE'S WHAT'S WHAT IN A LAND THAT TIME FORGOT

Pulling down and pressing fire will cause the rocks to drop off the platform. A quick examination could reveal a hidden bonus.

All the eggs must be collected and transported before you can exit the level.



The hero. You control him in his quest to save the human race.

Collecting this will allow you to carry any number of eggs.

If you drop a mouse, it will prevent the dino daddies from entering the screen - scardy cats!



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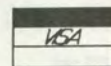
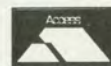
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Dept STA5



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An evil wizard has come and taken all the colour from Wizworld. The land has been divided up into three colours. You must restore the colours by shooting the red, green and blue balls and use your magic cat to collect the bubbles as they fall.

When you collect the droplets, they will be shown in three cauldrons displayed at the bottom of the screen. You must collect the droplets of colour until you can fill up the cauldron on the right. In the three levels that contain aliens, one has blue drops, one has green and one has red. Therefore, it's necessary to move between each level before you can complete it.

When you kill certain aliens, they will deposit a green pearl. If you pass over this pearl and collect it, the first icon on the top of the screen will flash. These icons allow you access to various special weapons that you will need to complete each level. The most important of these weapons is the magic cat that is capable of collecting the paint.



### ACTION ANALYSIS

*After being an avid fan of Wizball on the 8-bit computers, I was glad to finally see an appearance on the 16-bit. Although the graphics have been enhanced, the overall gameplay remains the same - still extremely addictive and a joy to play.*

82%

Enjoyability rating

7/10

Value for money

## CRAZY CARS HIT SQUAD

£7.99

You are taking part in the world's most crazy race: The American Cross Country Prestige Cars Race. The race takes part over three stages throughout the USA: Arizona, Space Shuttle and the golden beaches of Florida.

You start the race in a poxy Mercedes 560E and should you qualify for the next race, you will be given the honour of driving a Porsche 911. If you can go one step further, you will receive a Lamborghini Countach and only the most skilful of drivers may drive the Ferrari GTO.

You race against the clock and the other drivers taking part in the race. To win a stage, you must reach the finish line before the timer gets to zero. If your time runs out, the engine stops but you will coast as far as you can and if you manage to get across the line, the judges might even let you win.

The pits can be utilised to repair your vehicle if you need them. Be careful though, as the further you get, the fewer number of pit-stops appear on each level.



# Budge

## R-TYPE HIT SQUAD

£7.99

A terrific war is being fought out in the ageless and uncharted dimensions of space which have been impregnated and corrupted by an evil force. The evil power is the Bydo Empire, which is determined to rule the world.

The Empire is inhabited by strange and weird creations, whose very sight inspires fear. In a fit of desperation, Mankind fights back, and sends you into the battle in an incredibly sophisticated craft - the R-9 Fighter. Behind the control of this plane, you are Mankind's last hope!

The movements of your craft are controlled by the joystick. The weapons are utilised with the fire button and holding down the fire button will release your special weapon. When you succeed in wiping out a complete enemy wave, a jewel will be left behind. Collecting these jewels will provide you with an extra arsenal of weapons that include the Double-powered Lasers and the Rainbow Ripple laser. Shields can also be collected via the jewels, if you need them.



### ACTION ANALYSIS

*When it was first released onto the market, R-Type was considered to be one of the best shoot 'em-ups around. Even after a few years, I still dig it out of the disk box and have a good blast when I'm bored. If the likes of Xenon II are too difficult, give this a try.*

77%

Enjoyability rating

6/10

Value for money

## ARKANOID-REVENGE OF DOH HIT SQUAD

£7.99

Our universe has been penetrated by a huge alien spacecraft named Zarg. On board this ship is the dimension-controlling force of Doh. A being that was believed to have been eliminated years ago in the Arkanoid spacewar. Doh has grown in strength and is now a greater adversary than before.

You take control of a small craft called Vaus which can be moved to the left or right. You must deflect an energy ball from your ship up to the wall that bars your progress. Certain coloured bricks must be hit more than once and some are completely indestructible. Alien beings descend from the top of the screen to hinder you but these can be dispersed of with either your craft, or the ball.

Not all is against you. Certain blocks will, on contact, release a small capsule. Each capsule has a different letter printed on its front. When collected, these give you and your craft special powers, such as enlarging the Vaus, catch the ball, disrupt the ball into several pieces and extra lives.





## ACTION ANALYSIS

This release from the Hit Squad is probably their most dated. The formula is the same as most race games: tear around the track, trying to beat your opponents and stay within the time limit. One of the worst products from the Hit Squad.

44%

Enjoyability rating

2/10

Value for money

## CONTINENTAL CIRCUS

16-BLITZ

£7.99

Your objective is one of simplicity. Prove to the racing world and your boss that you are capable of driving a Formula One racing car. Only a selected bunch of drivers are allowed to compete at Formula One level and the entry fee is high – you have to be the best.

Continental Circus consists of eight races, each race taking part in a different country. To finish the series and win the right to compete at Formula One level, you have to finish each race inside a qualifying position set for each race. If you fail on any one of the eight tracks, you must go back to the beginning and start again.

Your machine is simple in design. A high/low gearshift and an accelerator are used for speed, while left and right alters your position on the track. You race against the clock and a series of other novice drivers. Once your time has run out, you are credited with the highest position you reached. Extra time can be earned by crossing checkpoints throughout the race.



## ACTION ANALYSIS

The latest release to appear on the 16 Blitz budget label is Continental Circus. A game that offers fast, thrilling gameplay and the chance to become the best in the world. If you're looking for a good race game, look no further than this.

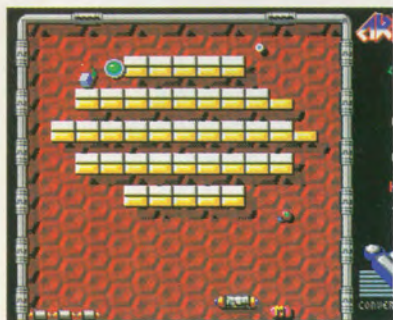
79%

Enjoyability rating

7/10

Value for money

# t Basement



## ACTION ANALYSIS

Whheey, what a classic. I must admit to being a great fan of the original Arkanoid. When they announced the release of its sequel, I almost wept with joy. The gameplay is still as frustrating as ever, but also still as addictive. Definitely one for the collection.

92%

Enjoyability rating

10/10

Value for money

## FORGOTTEN WORLDS

KIXX

£7.99

To aid him in his quest to destroy all civilisation, Emperor Bios – the God of Destruction, has gathered together eight evil gods from around the universe. The gods went on a rampage and destroyed all the cities, leaving nothing but dust and decadence – the Forgotten Worlds.

The people of the cities joined together and with their superior minds created two super-human warriors. Their task – to fight back against the odds and return the city to its rightful owners.

You take the role of one of the super heroes and, armed with an arsenal of special weapons, you must battle your way through the four levels of scrolling action, dodging the enemies missiles and avoiding the structures that block your path.

At the end of each level, you have to face one of the demi-gods and be victorious, otherwise your mission will be over. Each demi-god has a weak spot that has to be shot several times before it will be defeated.



## ACTION ANALYSIS

Forgotten Worlds is a game that involves heavy pressing of the fire button. Flying around four planets shooting anything that moves is definitely a game for the sadists among you. When this was first released, people were sure that it would remain a classic for some time. Almost, but not quite.

72%

Enjoyability rating

6/10

Value for money



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:  
**Paul McNally, Write On!, ST Action, Europa House, Adlington Park, Macclesfield, Cheshire. SK10 4NP.**

### COMPETITION QUERIES

I have been buying your magazine ever since it first appeared on the newsagent's shelves. Yours is the only ST related magazine I purchase because it is in a class of its own.

Unfortunately, there is one thing that annoys me - your competitions. Now before you fold my letter into a paper aeroplane, hear me out first. Your prizes are always top-notch but my complaint is about the printing or should I say, lack of printing of competition winners. I have only entered two competitions: July (Dragon's Lair) and August (Lynx) 1990.

I have scurried through every issue since in the hope of finding out that I was one of the lucky winners but nothing, until I opened March's issue. Winners to a competition from December 1990 (four to five months). Your rules state that you will print results as soon as possible. I have come to the conclusion that you are either understaffed or you have accidentally forgotten about the competitions and you have shared the prizes among yourselves.

Please put my mind at ease and print the winners. If however, you have printed the winners and I have carelessly overlooked them, please forget all the above.

Finally can we fax our letters instead of posting them?

**Philip Murphy, Consett, Co. Durham.**

*We've had problems with printing competition winners as it usually gets left to the end of the month, and we simply run out of space.*

*However, we now regularly print out winners on the Back Passage page and over the last three months have caught up on compos as far back as October 1990. Back Passage is where you'll find them from now on.*

*We can assure you that the prizes for all competitions that have been judged have been distributed to the winners even if the results weren't printed. Most are sent on directly by the company involved and we never even see them, never mind split them between ourselves.*

*Yes you can fax letters through, but make sure they are clearly marked to ST Action so that they don't finish up in the wrong department!*

### ACTION OBSERVATIONS

I got an Atari 520STFM for Christmas and have started to buy ST Action and I think it is really ace. Now I have some points I would like to make:

- 1) Jason is the best reviewer.
- 2) Alan is hunkier though!
- 3) At the beginning of your mag you have pictures of the Action Men. Forgive me if this observation is incorrect but they are all male. Don't any females



## STAR LETTER



### WHERE HAVE ALL THE BOYS GONE?

Looking at the latest issue of ST Action, I realised that hardly anyone remained from the first issue. I rummaged through my mag collection and found issue number one - only Mitch, David Stewart (and to some extent Nick Clarkson) remained! Do they scare everyone else off or what?

It was interesting also to see the major differences:

	Issue 1	Issue 35
Games reviewed	16	17
Pages (excluding ads)	69	67
Average mark	59.6%	71.96%

Does this mean that STA reviewers are more generous these days, or perhaps the quality of software is increasing? Hopefully the latter is true.

I'm a bit concerned about the fact that a lot of software houses are producing or thinking about producing cartridge-based games. Obviously it has its advantages, no piracy for one. Do you think that this will affect the long-term future of disk based machines?

**Kevin Wright, Romford, Essex**

*It's been over three years now since ST Action began, during that time it has relocated up north*

*work for ST Action!*

- 4) The tip in March's issue for Robocop II doesn't work on my computer. What's wrong?
- 5) Can I have a game for waffling on?
- 6) Can you ask the troll if he will marry me?

**Sophie Atkinson, Birmingham.**

*It's pretty rare to get letters from ladies and your comments about Funky Chunky Bunky sent our Al over the moon. Dotty's also a bit chuffed about you liking his reviews. (We knew there had to be someone out there that does!)*

*You're totally right of course, all the Action Men are male! that's why they're called the Action Men. However, you may have noticed now that we do now have a young lady working with us, that's Sue, our new art editor of course. So say hello.*

*The tip for Robocop II was misprinted mainly due to a certain member of our staff (who does the GTGA section) being slightly bad at typing. The correct cheat mode is - BAMBOOZULEM. We apologise for the frustration this has probably caused. No you can't have a free game.*

*After sniffing gently at your letter for a while, old Trolley popped it into his dainty little mouth and proceeded to digest it completely. Whether you interpret this as a yes or no to your proposal is*

*to Cheshire and this caused some previous staff to stay where they were. Other people who used to work with us, like Nick Clarkson have simply moved onto other mags within the building. Nick's now working with the new weekly Games X, so we haven't scared him off, he's still always around to annoy us!! Dave "Fix-The-ST" Stewart's been here since Day 1 but now he works with all the mags here at Europa House as Systems Manager.*

*You brought up an interesting point with the scores, I don't believe that we're over-generous in the marks we give to games. Obviously the standard has improved greatly in the three years the mag has been on the shelves. Hopefully there'll be further improvement over the next three.*

*Realistically, it is unlikely that disk-operated machines will ever be replaced by cartridge machines - tape-based, perhaps, but cartridges simply aren't very flexible, yet anyway. It's always impossible to predict the future in computing but your ST's safe for a while yet.*

**Next month there's another prize waiting for the best letter published, so get your pens out.**

*entirely up to you, but you must be a bit warped if you wish to marry something closely resembling a hairy green prune.*

### GIVE YOUR ST A BIGGER ONE

I think ST Action is totally fabulous, better than Amiga Action. I'd like to know if any more games are going to be released for the Atari Lynx. Also, how much does it cost for a 1 megabyte upgrade along with MS-DOS compatibility for an Atari STFM.

GTGA is the best section of the mag and keep the fab mag going for ever.

**Seb Bach's Dunlop Wellington, Halifax.**

*Hi Seb - that's an unfortunate name you have there old bear. Thanks for the compliments. I'm sure AA would agree though our who cares.*

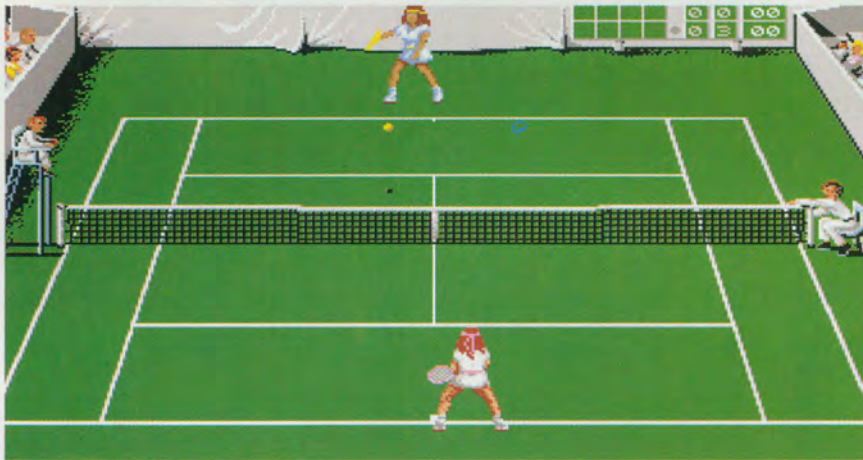
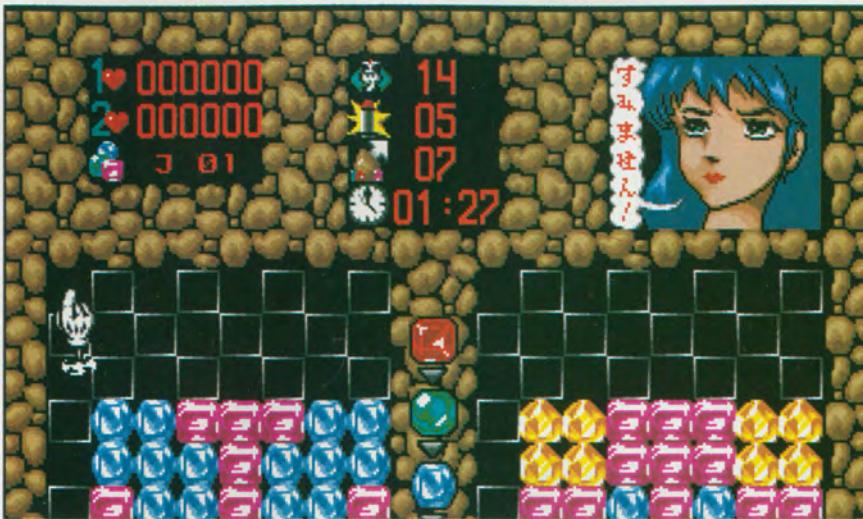
*Upgrading your STFM to one mag is a pretty easy job and can be done really cheaply. It all depends what kind of upgrade you're looking for. You can now get hold of solderless ones that just plug in.*

*Whatever type you get it'll probably cost you around £70, slightly more if you get somebody to fit it for you.*

# Write On!



# Here's another little gem, and it can be yours with a subscription to ST Action...



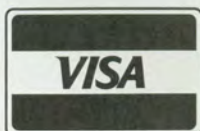
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### COR ISN'T HE CUTE...

Here we have Paul showing that Alan isn't the only member of the team who likes fast bikes. Our secret boy racer is going for it in a big way, peddling for his life on his Woolworth's 1200. It could almost be The Clothes Show, the way he models those rather sad mid 1970s clothes. Next month we'll continue our Didn't They Look Sweet Once cut-out and keep series with a look at Jason in his more innocent days.



### THE LIFE OF BRIAN

You may have noticed another name at the bottom of some of the reviews this month and we thought we'd let you know who this mysterious chap is. He's Brian Sharp from Macclesfield who helped us out for a fortnight on this issue while on work experience from college. We'd like to thank both Brian and his teachers for all their help and co-operation during the two weeks and we hope he enjoyed himself.

### CHAIN MAIL

Letter of the month this time goes to Virgin Mastertronic and Nicole for the rather enchanting chain letter she forwarded on to Alan and Paul. After a bad month it was all the boys needed. Now they're waiting anxiously for the good fortune that the letter promised them. The holiday in Barbados is already booked and the fast cars ordered for when that pools win comes through.

## COMPETITION WINNERS! TEAM SUZUKI

Our congratulations go to the two lucky winners Helen Crossan of Wythenshawe, Manchester and Jamie Gascoigne of Islington, London. They win an all expenses paid trip to the British Motorcycle Grand Prix at Donnington on the 4th August courtesy of Team Suzuki and Gremlin.

The five runners-up, who will each receive a load of Team Suzuki gear including a copy of the game, are: Steven Bell of Blyth, Northumberland, Andy Elston of Scunthorpe, Alan Bradley of Moneyreagh, NI, Wayne Hall of Netherfield, Nottingham and Phil Hall of Harleston, Norfolk.



**That's it for this month. Look  
out for the next issue out on the  
9th May.**

## NEXT MONTH...

As always next month's ST Action will be packed to the brim with news, reviews and gossip about all the latest games. Here's a quick look at some of the games you can expect to see.

### INTERNATIONAL ICE HOCKEY - IMPULZE

Cashing in on the growing popularity of this fast-moving sport are Impulze. Prepare to skate around the rink at breakneck speeds while trying to avoid the big bruisers as they attempt to grind you into the walls. Maybe if you get a chance you can score a goal or two as well. It came in right on deadline and there was no way we could squash it into the issue, but don't miss the full review in next month's ST Action.



### BATTLE BOUND - ON-LINE

In a time before civilisation, in a forgotten land, the rivers ran with blood and the skies were lit with magic. The Battle Bound are a race who came to combat the dark forces. You are Calumn, the mighty warrior and you must go deep into the Temple of Pain and battle the all-powerful Golem. First you'll have to fight your way through the three strange and mysterious levels to get to the temple before you finally get a chance at the evil master himself. Tune in next month, same time, same place.



### PRO TENNIS TOUR 2 - UBI SOFT

Ubi Soft have got a real cracker on their hands here and you can be sure this is going to be near the top of the charts before long. Take part in singles, doubles and various tournaments in your bid to become the best in the world. Choose to be either male or female and take to the courts in probably the best tennis sim ever.





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## POWER UP BY





# GO WILLY!



No ugly wart-nose is gonna make a monkey out of me! But that's just what that witch has done - one minute I'm the mighty Toki and the next I'm having breakfast delousing my armpits, I can't walk a step without tripping over my knuckles and, oh, there's an overhanging vine - time to swing out sister! But my broken heart is going ape. My beloved Miho (I can't wait to share a banana with her) has been kidnapped and somehow I've got to regain my manhood - until then I'm just swingin' in the rain!

The arcade sensation by Fabtek Inc. is now available for your micro.

**ocean**

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