

ST ACTION

THE WORLD'S MOST DEDICATED ST GAMES MAGAZINE

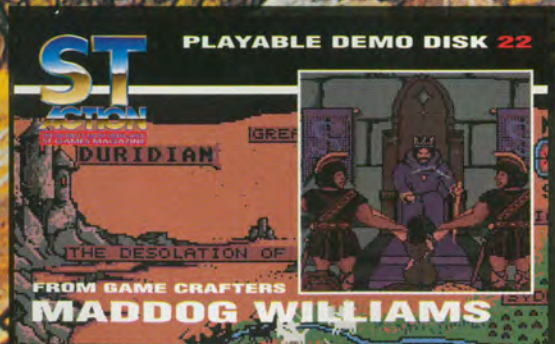
Gauntlet III

The Final Quest

Packed full with:

**Maddog Williams,
Spirit of Excalibur,
Man Utd 2, Sliders,
Vroom, Utopia and
lots more**

*plus all formats
exclusive of US Gold's
Shadow Sorcerer*



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STARBIT

ST ACTION

THE WORLD'S MOST 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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We take a look at a style of gaming that is taking the market by storm and becoming more prominent on shops' shelves as the months pass by. We examine the latest release of the genre with its own individual atmosphere - Maddog Williams from North America's Game Crafters, who are sure to make a significant impact here in li'l ol' England and the rest of the U.K.



SO YOU WANNA BE A STAR? 48

Well we can't quite guarantee that but we will get you half way there. Just enter our simple competition and you could win a trip down to the Motormouth TV studios. Saturday morning's hit programme has one vacancy for you while the Bitmap Brothers will offer consolation prizes to the runners-up.

SNEAK PREVIEWS 73

More sneak peeks than ever before at software in development! Find out more about Gremlin's Utopia, Microprose's Master Golf, Lankhor's Vroom, Core's Thunderhawk, Novagen's Mercenary III, Gonzo's Brides of Dracula along with Audiogenic's latest.



REGULARS

ACTION NEWS 04

We've plenty of news to shout about with a special preview of U.S. Gold's forthcoming releases. Also included is the latest on Elvira II (we're not sure about the implications of the II) and Bonanza Brothers plus heaps more.

ACTION-PACKED COVERDISKS 11



The reason behind only having only three demos over two coverdisks is that the games you get will be much more playable as the programmers are allocated more disk space than usual. We hope this is proved with Game Crafters' Maddog Williams in the Dungeons of Duridian, Psygnosis' Shadow of the Beast II which we stole from under the noses of our competitors, and finally, On-Line's rather promising Challenge Golf.

GIVING THE GAME AWAY 52

Extensive hints and tips on how to complete the bestseller Gods from the Bitmaps, Gremlin's Hero Quest and Mindscape's medical masterpiece, Life and Death. There are plenty of cheats for other titles that have been causing you trouble so turn to the appropriate pages now!

DUNGEONS AND DISK DRIVES 65

How did Mirrorsoft cope when the Troll turned up on their doorstep one morning? They seemed to like him once he broke the chains and padlocks! He generously offers a helping hand, as always, to those of you who are totally stuck in dungeons but, thankfully, not disk drives!

BACK PASSAGE 88

We won't take it any more! No longer will we be ridiculed or have fun poked at us by the Games-X comic. We have fought back by just revealing the truth. May the comic writers refrain from trying to take us on again because we know who'll come out on top! Plus: Are you one of the winners from our Predator 2 competition that we ran back in our June issue? Turn to the back page to find out.

THE ACTION TEAM



Sue Beattie – Art Editor



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Allie West – Staff writer



NUMBER ONE THIS CHRISTMAS?

21st Century Entertainment have one hell of a game under their hat. Entitled Rubicon, you only have to look at the above screenshots to realise that this game is HOT!

After a nuclear accident, a number of mutated creatures have begun to roam and wreak havoc upon the land. Needless to say, they have to be stopped in this parallax scrolling shoot'em-up. Experiencing the ordeal of completing seven fast action levels will leave you completely breathless.

Programmed by Keith McMurtrie and Stewart Gilray (two names to look out for in the future), Rubicon should be available around October.

JOIN THE LINCOLN GREEN PARTY

Robin Hood is pretty popular at the moment and there's a couple of games coming out to underline this point. Conquests of the Longbow – The Legend of Robin Hood is designed by one Christy Marx (the chap who did Sierra's Conquests of Camelot) and will take you back to the times of chivalry and large white horses!

Join forces with Robin Hood and his band as you attempt to raise a king's ransom while staying out of the clutches of the Sheriff of Nottingham.

Everything these days is coming out on the PC first and this is no exception, so you'll probably be waiting until after Christmas again for this one.



TO ELVIRA, A DAUGHTER

One of the games of the year so far is undoubtedly Elvira – Mistress of the Dark, from Horrorsoft. Because of its success, it was inevitable that a sequel would follow, and as you can see from these pictures it retains all the same flavour of the original.

Beginning in the movie studio where Elvira is busy finishing her latest film, the game is packed with more fiendish puzzles and surprises than you could ever dream of.

It's unlikely it'll see the light of day until Christmas as the PC version will be launched first, but if it's as good as the first, there will be a lot of smiling faces at pressie opening time in the festive season! Expect a £30 price tag again.



GOLDEN BONANZA

US Gold have picked up the rights to put Bonanza Brothers, originally out on the Mega Drive, on the ST. Described as a cross between Mario World and Manic Miner, you must move the little thieves around the building collecting all the goodies without getting caught.

Various dangers are dotted around the levels are security guards and policemen who will stop at nothing to prevent you getting away with your crimes.

Raid all sorts of buildings including computer warehouses, art galleries and even the Royal Mint. The buildings get progressively bigger and bigger and you'll find loads of little platforms for you to leap around to.

Don't expect to see Bonanza Brothers before Christmas.



THUNDERHAWK

AH-73M



As an elite member of 'MERLIN' you will be employed specifically to defuse crisis situations around the world without provoking full scale war. Control Thunderhawk in what is proclaimed to be "The fastest 3D graphic system to appear on any home computer".

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CORE
DESIGN LIMITED



US Gold Rush

Birmingham. Famed for its Spaghetti Junction, the National Exhibition Centre and home of software giants – US Gold. After a hectic journey by Britain's greatest and most reliable form of transport, the good ol' BR train, ST Action paid them a visit and found out all the gossip about their new products.



MONKEY ISLAND II – LECHUCK'S REVENGE

The first thing we had a peek at is the follow-up to Monkey Island – aptly titled: Monkey Island II – LeChuck's Revenge. After the success of young Guybrush Threepwood in the first Monkey Island, you must once again battle the evil intentions of the fierce pirate – LeChuck.

LeChuck has returned to terrorise the good people of the island and you must stop him before it's too late. All the cast from the first game are present, with some new ones as well! The walk and click icon movement system has been improved to provide you with an even more user-friendly means of exploring the island. LeChuck's Revenge will be out sometime next year. We'll keep you posted.

ALIEN STORM

A group of aliens search the galaxy for a new home. They have been cast out from their planet to find a new place to inhabit. They have cho-



sen Earth. The large mothership hovers over the surface sending scouting ships out to invade the Earth and capture the minerals it needs to survive.

The early reports regarding the aliens were discarded as insane but a keen-eyed group of individuals were vigilant in their undercover surveillance of the mothership and the reports were true. They set up a



Alien Storm



Alien Storm

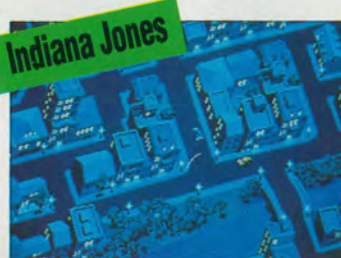


headquarters in the cellar of the Burger Cafe and formed a group of vigilante fighters to repel the aliens. They called themselves the Alien Busters.

The game boasts six massive levels of action, each with varying stages of progressive gameplay. There's a ferocious mixture of fast and slow scrolling fight screens and a huge array of gruesome creatures for you to contend with. Alien Storm is due for release this September, so keep your eyes peeled.

INDIANA JONES – THE FATE OF ATLANTIS

The Indy movies have been a milestone for the directors, the producers

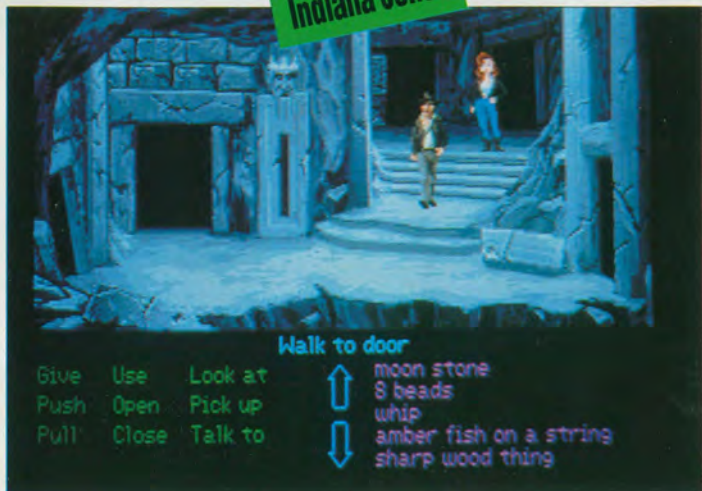


and Harrison Ford. Each movie has been a phenomenal success at the cinema and on rental. In each film, Indy is usually out and about searching for some rare artefact of extreme value to the museum world and the games follow closely to suit.

Indy and the Fate of Atlantis is similar in style to the Monkey Island games. The same control system is used as is the general layout of the



Indiana Jones



Walk to door

- | | | | | |
|------|-------|---------|---|------------------------|
| Give | Use | Look at | ↑ | moon stone |
| Push | Open | Pick up | ↑ | S beads |
| Pull | Close | Talk to | ↓ | whip |
| | | | ↓ | amber fish on a string |
| | | | ↓ | sharp wood thing |



Mega Twins



G-LOC R360



screen. The graphics are up to the usual high standard that you expect from any Lucasfilm game and the sound is as good. The game has you parading around looking for anything of interest and should be available around the start of 1992.

MEGA TWINS

A long, long time ago, a terrible monster came to the land of Alurea and killed everything in its way. As they had lived in peace for the past 1,000 years, the residents had lost all knowledge of how to defend themselves. The creature wiped out the entire population – only the two baby sons of the King survived.

Now, 15 years later, the twins have decided to avenge the massacre of their people by destroying the creature. To do this, they need to find and recover the legendary stone called Dragon Blue Eyes – the only thing powerful enough to do the job.

As the Mega Twins (or Twin if you're playing on your own), you must battle your way through six levels of action and recover the stone.

At the start, you are armed with a poxy sword but this can be exchanged for a more powerful weapon on each level. Mega Twins should hit the shops sometime in the Autumn.

FINAL FIGHT

The storyline remains the same – your tart has been kidnapped and you must kick ass to find the culprit. You can become one of the following three hard cases and must work your way through the six levels of frantic action. Cody is a hard, karate black-belt. Haggar is a big, mean wrestler with a powerful grip and Guy is trained in the ancient art of Ninjitsu.

Each level is full of streetwise thugs with their own unique form of attack and strength. Cops will even be out for your blood and you will have to endure the strains of travelling through warehouses, subways and the underground. With a simultaneous two player option, Final Fight is one for the boys. Take a look at some arcade screenshots for now. Should be out soon.



Final Fight

G-LOC R360

Do you remember the old days of After Burner and other sad combat flight games? US Gold have whipped up the licence to the latest of these games – G-LOC R360. It is being written by Images and boasts lots of the things its arcade counterpart contains.

As you can see by the arcade screenshots, the graphics are rather special and this hopefully will be the



same on the computer versions.

You must pilot the latest in flight technology through loads of missions and complete each objective within the specified time limit. Each mission gets progressively harder and the number of enemy planes increases as well. Your craft is armed with high-powered missiles and a pretty hefty cannon. Looks rather good and is out in a few months.

Well, that's all they'd let us see for the moment but keep looking at our regular news pages for anything else you need to know.



TEAM TALK

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



God knows why, but the people at Gremlin have acquired the licence to probably the worst film in the existence of moving pictures. Yes Plan 9 From Outer Space (we've never heard of it either!) is to be an arcade adventure with digitised sequences of the film. Programmed by Pixel Productions, Plan 9 is due for release in early 1992. Lucky you!!

Gremlin's new budget label G.B.H. has made its first signing with the Millennium maestros and will be releasing such gems as James Pond, Thunderstrike and Resolution 101 among others. G.B.H. are hoping to increase their agreement with Millennium for the future. Watch this space for further info.

Also, lovers of the brilliant Hero Quest will be pleased to know that the follow-up, Space Crusade, is currently under way and due for release in the near future along with the H.Q. supplement pack of 10 new quests. Swords at the ready!



With Turtles 2 the movie due for a summer release, Turtlemania is hotting up yet again in every possible merchandise disguise. Yes, that means our beloved ST too! Mirrorsoft have been wise enough to cash in on the madness and design the long awaited coin-op conversion. With the arcade game being so immensely mad they've definitely got their work cut out for them keeping the intensity once it hits the ST. We shall just have to wait and see, dudes!

Practically everyone has played or at least heard of M.S.'s acclaimed Falcon Flight Sim and the mission disks, but if you were originally unable to afford such a masterpiece you might be interested in a new product they are about to launch. Falcon - The Classic Collection consists of the original Falcon disk and mission disks 1 and 2 in one pack, offering the gamer a total of 36 missions. Classic stuff.

RACING MAGNETISM

Gremlin's super-team Magnetic Fields are hard at work putting the finishing touches to what promises to be the best racing game yet. Lotus Turbo Challenge 2 is planned for release in October and is said to be vastly different from its predecessor.

The main difference between Lotus 1 and 2 is the link-up mode, allowing up to four players to race simultaneously using a cable between two computers. Also, instead of using courses Lotus 2 will be played in stages and will include adverse weather conditions and night-driving.

Magnetic Fields are working very closely to Lotus' specifications and have added a Lotus Elan as well as the original Esprit. You are unable to race the two models against each other as the stats for each car vary too much, so instead you will have to swap cars depending on the specification of the stage.

Retail prices are unknown at the moment but it won't vary much from the original Lotus 1 price of £25.



DIVE! DIVE!

After the success of Microprose's acclaimed World War II submarine sim, Silent Service, the aptly named follow-up, Silent Service II, is due for release in either September or October. Offering a bigger playing area, more missions and scenarios, and better graphics, Microprose believe S.S.II to be en route for classic game status.

Special features include stunning new missions allowing the player to battle against Japan's largest aircraft carrier, or assume the role of a German U-Boat Commander trying to sink an allied fleet. Also, digitised photos from the war era have been used to portray each enemy ship, and serve as title backdrops.

At the moment the retail price looks set to be recommended as £35.75, but this has yet to be confirmed. Keep your eyes peeled for further news and a review in a forthcoming issue.



LOCK YOUR DOORS, BOLT YOUR WINDOWS! THE ALIEN IS BACK!

Probably one of the most desired films of this year has to be the follow-up to the successful Science Fiction horrors Alien and Aliens. Now with the release of the acclaimed Aliens III growing ever more imminent, the mass onslaught for the Worldwide Rights has been fought and won.

After hard negotiating, the licence was finally won by the Imageworks label with news that Mirrorsoft has secured the rights for home computers, consoles, and handhelds. This now means that Mirrorsoft have clinched deals on two of the best films this year, the other being Predator 2.

Aliens III, the game, is to be released on two game formats with the first entirely arcade orientated, while the other will be a strategy program. Unfortunately, we won't see Aliens III until early 1992!



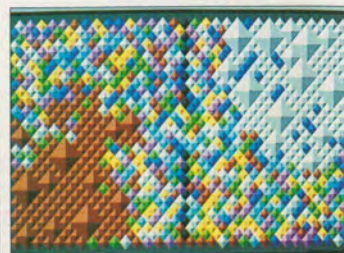
COLOUR CRAZY FRENCH

Next to be released from French gurus Infogrames is the tactical game 7 Colors. Following loosely on from the Othello theme, 7 Colors sees you trying to gain possession of a diamond patterned board in a race against your opponent, naturally with a time limit.

The game starts with you and your opponent at either ends of a randomly multi-coloured board, and the object is to change 50% of the board into your home colour. Quickness is the essence as your opponent has exactly the same idea in mind!

Unfortunately, we have no information, as yet, regarding release dates, prices or format availability, but, of course, we will keep you posted as and when we receive more details.

7 Colors appears to be yet another hit!





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These five classics from Magnetic Scrolls have won over thirty international awards including British Micro Awards 'Game of the Year' for Corruption and The Guild of Thieves.



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"Now what are they up to?" you might be asking. Well, we've decided to split the charts into two so the full price games get the recognition they deserve and the budget titles, which form a large portion of the market, are shown in full splendour!

FULL PRICE CHART

Flying into the number one spot is Armour-Geddon (90% STA1), Psygnosis' air and land combat game. At last, The Killing Cloud (88% STA1) crawls into the charts. Vektor Grafix, who pro-

- 1   LOMBARD RAC RALLY
- 2   3D POOL
- 3   XENON 2
- 4   NINJA RABBITS
- 5   STEVE DAVIS WORLD SNOOKER
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BUDGET

ST GALLUP CHARTS

grammed the game, will soon be unleashing Space Shuttle Simulator so watch out for that.

BUDGET PRICE CHART

If you're about to buy R-Type 2 (75%) then you can also spend your spare cash on the original

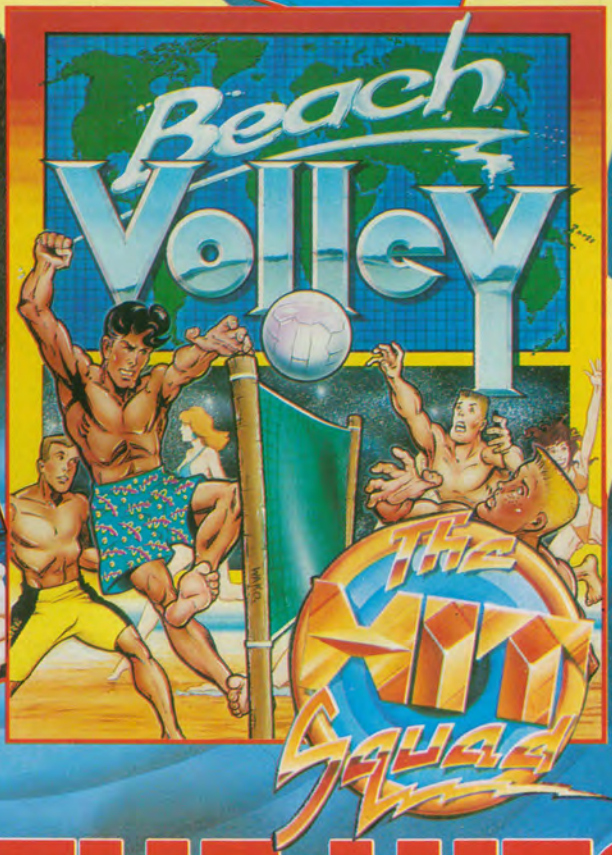
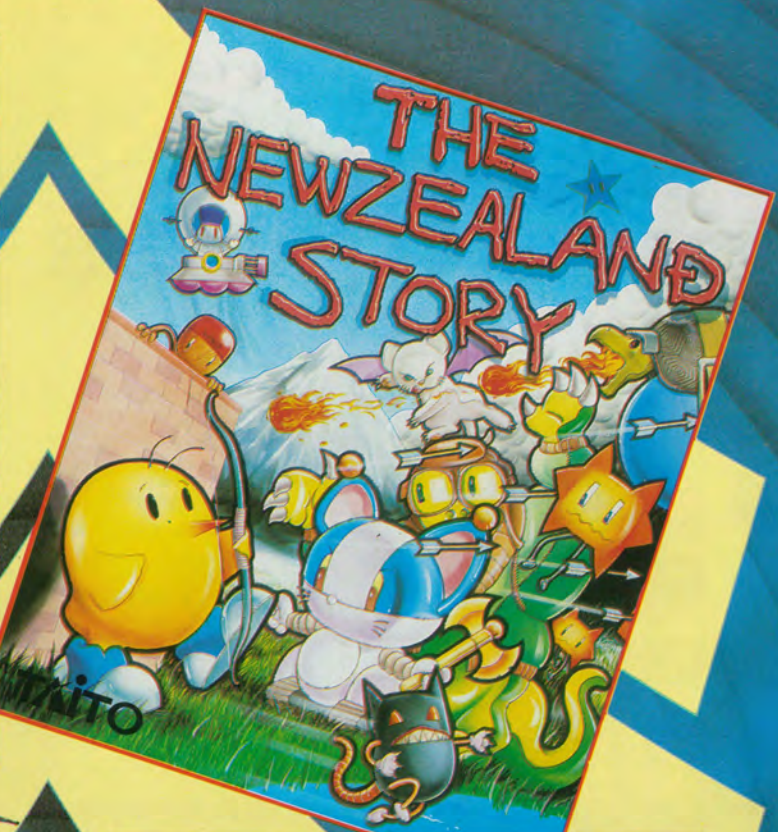
R-Type which is hovering outside the Twenty. Meanwhile, Lombard RAC Rally sits comfortably on top but we expect it to be toppled very shortly, probably by the Bitmap's newly released budget game, Xenon 2, but why are you still paying for the full price one?



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Adventuring excitement as you overcome all odds to save a princess.



The Yanks have invaded this month's coverdisk with Maddog Williams from Game Crafters. Also, On-Line Entertainment make their debut with the sporting sim, Challenge Golf, while Psygnosis re-appear with a terrific demo of Shadow of the Beast II.

MADDOG WILLIAMS

With its influence obviously deriving from Sierra's reputable style of gaming, Game Crafters are hoping to make an effective breakthrough in this area of the market.

Maddog is a retired explorer who now runs a small shop, trying his hand at inventing in his spare time. His now humble life has been interrupted by news of the Dark Forces sweeping the land. Unfortunately, it is you, as Maddog, that has decided to fight back. Why couldn't you just run to the mountains and live happily ever after in higher altitudes?

In the demo, you are given the first chapter of the game (there are eight in total). The main objective is to rescue the maiden who is about to be sacrificed by some sinister robed men. It's all very gruesome but you don't actually see blood spurting about the screen, thank goodness!

CHALLENGE GOLF

Try your arm and eyesight with On-Line's golf

game. Featuring four holes and a full array of clubs with which to show your dazzling talents, you can train to become the next Nick Faldo.

If you don't feel competent enough to tackle the course, then you can visit the driving range and thwack a few balls down the fairway. Once you have mastered the art of golf (well, some of it), then you have the option to go for broke on the fairways and greens.

SHADOW OF THE BEAST II

Almost a year on from the original Beast, and Psygnosis are ready to launch their much awaited sequel. We battled and fought our way past our competitors to bring you the demo before they possibly can.

Beast II contains some of the most impressive graphics ever seen on the ST. Cheery and colourful backgrounds along with smooth parallax scrolling make this a game certainly worth playing. Combine all this with the high level of playability that Beast II possesses and you know that you're enjoying what is sure to be a monster hit!

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:

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**DISK
1**



Maddog Williams



A fresh name is about to appear in the UK adventure gaming market. They are a dedicated team of programmers who work under the title, Game Crafters. The Adventures of Maddog Williams in the Dungeons of Duridian will be their first release here on the ST once a distributing deal is signed.

They threaten the reputation of the established adventure creating companies like Sierra and Lucasfilm by introducing software of an undisputedly high standard. They're coming across the Atlantic from Utah and they're coming with something to say.

Maddog Williams has one important difference from Sierra and Lucasfilm games: its appeal reaches everyone from young to old, blasters to thinkers. The world of Maddog totally absorbs anyone who takes the opportunity to load the game.

The puzzles are complex enough to challenge veteran adventurers yet somehow subtle enough to attract newcomers. Combined with a gentle type of humour that brings a smile to the most hardened faces, Maddog succeeds in captivating audiences and players alike.

Although Sierra and Lucasfilm write software of a consistently high quality, budding adventurers are sometimes deterred by what are often bulging packaging and in-game problems that cause the most experienced to crease their foreheads in thought.

Game Crafters provide a lively, entertaining and easy-to-read manual with simple instructions on how to play the game. Also included is a map of Duridian which indicates roughly where you can expect to find towns, villages, caves, forests, and other locations of interest.

This month's coverdisk demo consists of one full chapter of the game to complete plus the whole introduction sequence. If you need any help, try reading the review and you may be able to pick up a few hints from the screenshots and text.

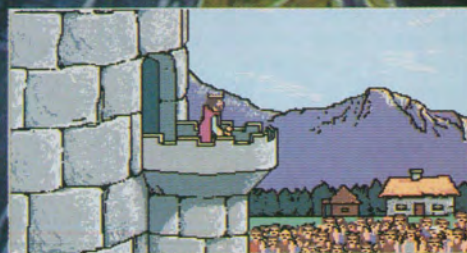
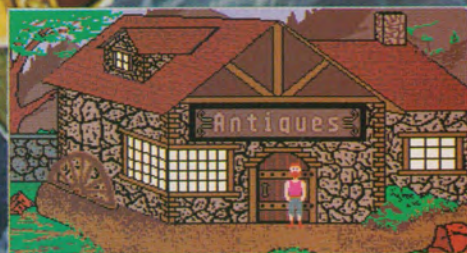
I would like to express my thanks to everybody at Game Crafters who helped produce the demo as they have done an absolutely marvellous job.



HOW TO PLAY THE DEMO

Insert the Maddog Williams coverdisk into your drive and double-click on the MADDOG.PRG file. The game will automatically load. Once the credits begin to appear, you can start the game by pressing Return.

Once your adventure begins, press F2 to take a look at all the options available to you. As for in-game messages, once you have read them press Return and you may then continue. Simply type in commands (pressing Return after each one) and move about the screens either by joystick or the numeric keypad (5 acts as stop with Shift as fire when using the keyboard). Easy, eh?



SIDE
1



Shadow of



The original *Shadow of the Beast* hit the shelves almost a year ago and was quite a success. Its main selling points were the smooth parallax scrolling, incredible graphics and superb sound. Unfortunately, *Beast* lacked slightly in the playability department but this has hopefully been rectified in *Beast II* as you will see from the demo.

The original *Beast* told the tale of misfortune that befell the child of a small family. He was taken away to a place of darkness and thrown into a new world of terror led by a foul creature known only as the *Beast*.

As time went by, he was transformed into a hideous creature and all the memories of his childhood were replaced with thoughts of fear and a feeling of belonging to his new world. He became the messenger of the *Beast*.

One foul, lightless day, the now mature infant came upon the *Globe of Seeing*, the most powerful item in his master's possession. The globe started

to illuminate and visions of his past started to become clearly visible. He saw, in graphic detail, the day of his parents demise and he was overcome with rage and his screams were filled with a venomous hate for his master.

After finding out the truth about his fabricated childhood, he decided to seek revenge on the people who he had once belonged to. After battling his way across a huge world, he finally confronted his previous master to a fight to the death.

There could only be one winner! Courage shone through and he was victorious. As the last, fatal blow was delivered, a light came from the sky and he became the man he should always have been. The era of the *Beast* was over! Or so he thought!

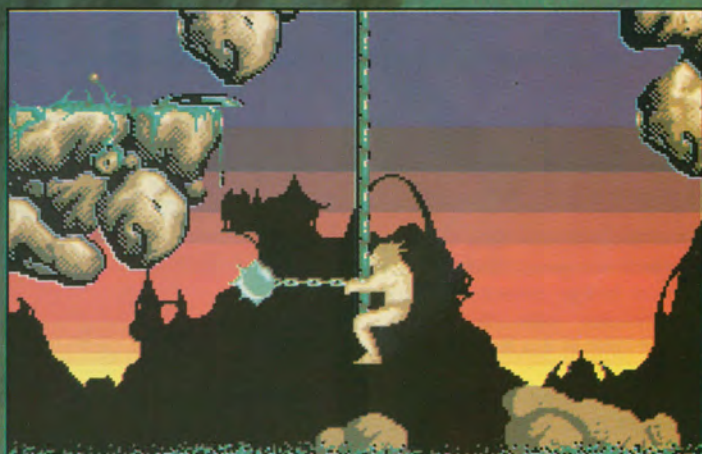
You have hardly had time to adjust to your new human form when the forces of evil return and wreak havoc once again. The vile *Beast Lord* has returned to inflict as much torture as

possible on you. Not happy with the physical pain he can easily administer, he has decided upon a mental approach and sent forth his minions to kidnap your sister.

Your sister has been taken to the land of *Kara-Moon* by the *Beast Lord's* subjects. You must embark on the perilous journey across the world to save your sister and finally put an end to the *Beast Lord's* revitalised reign. Your fighting skills are not as good now you are in human form but your courage and skill are as strong as they have ever been.

The main difference between *Shadow of the Beast I* and *II* is the huge amount of character interaction available. When you meet other characters, you can talk to them, swap objects, exchange information and treat them like they are part of the world you are in. You must find the *Beast Lord* and rescue the surviving member of your family before it's too late.

the Beast II

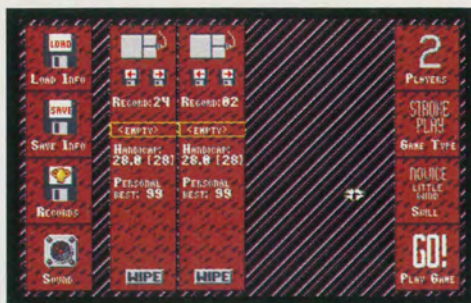


HOW TO PLAY THE DEMO

Insert the disk and turn on your machine. Double click on the **BEAST.PRG** folder and the demo should now load. Once loaded, press fire on the joystick to begin. When you appear on the landscape, moving the joystick left and right will move you in the appropriate direction and pressing up will cause you to jump. Pressing fire will shoot your mace out in front of you, killing anything in your path.



**SIDE
2**



Challenge Golf

On-Line Entertainment have kindly allowed us to feature their new game, Challenge Golf, on the second of our brilliant coverdisks. Don't get this little gem confused with Microprose's Mastergolf (reviewed latter in this issue) as this is something totally different!

Even if you're not the greatest fan of golf and you thought Seve Ballesteros was a new type of polyfiller, get ready to put on your very dodgy checked plus-fours, grab your club bag, and settle down to a nice peaceful round.

In our four hole demo, you not only have the chance to practice your shots, estimate your distance, and go for broke on the putting green, but you can also practice your skill on the driving range. This is definitely the best place to start if you are a beginner (like most of us in the ST office!), or have never played before in your life.

You have the opportunity to participate with up to four players in either amateur, novice or pro mode, but if you're not quite brave enough don't forget the availability of the driving range!

Before embarking on your four hole session, you first see a map of the course you are about to enter, so you are able to work out your tactics.

When you arrive at the course you will see a rear view of your player waiting at the start of the course (the tee in golfing terms) with a red triangle by his feet. The triangle indicates the direction you will play your shot, and depending on wind conditions you can change the direction by clicking on the arrows at the bottom of the screen.

Your club, wind, and distance indicators are in the left hand option column and if you click on the name of the club you are using, a chart will appear allowing you to change the preferences. For example, if it is 120 yards to the hole you do not want to use a wood club that can reach a distance of 200 yards! The idea is to choose the right weapon for the right job!

When ready to strike, click on the course - a power bar will now appear. The top line is the power of the shot and it is best to click when the bar reaches the red. The bottom line is the curve of the ball - try and get the indicator in the middle of the two brackets to achieve a near perfect straight line. This same principle applies on the putting green, but you have one power bar instead of two.

You have now achieved the first step to becoming a golfing maestro! But don't give up at the first sign of difficulty, Golf on the computer is nearly as skilful and complicated as the real thing. Practice makes perfect!!



HOW TO PLAY YOUR DEMO

Once you have booted up your disk click on the GOLF DEMO.PRG folder and the program should load. When loaded you will see a map of the world. By clicking on one of the name places the game will then load in full. Next you will see an options screen and by looking in the right hand side you can choose the number of players and level of skill. Click on the Play Game icon and you will be transported onto the fairway ready to start.



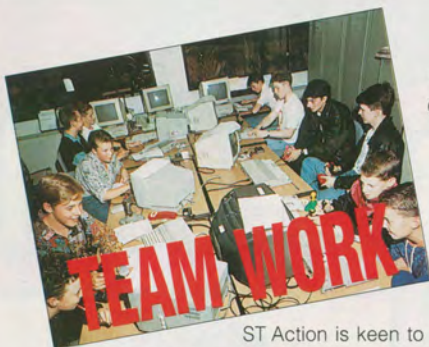
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We have therefore developed the ultimate in games rating systems, a system like no other before. No longer do you have to place your trust in the hands of a single reviewer. All ST Action's scores are now decided by the people for the people (with a little help from the editorial 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. Having played the game and seen what it has to offer, they are asked to fill in a questionnaire indicating their thoughts about the game. When undertaking the reviews our writers use these questionnaires as a primary source of information.

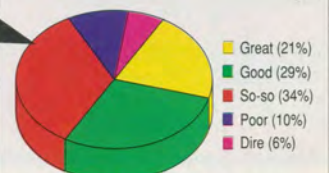
Of course there's an overall rating, but we've also managed to include a summarising comment; gameplay sound and graphics indicators; and details of the game's official title, publisher and price. Finally there's the Punter-Power Pie Chart.

We've also improved the presentation of reviews by including the best quality screenshots you're ever likely to see. And our perfectly joined Digi-Scape sequences show how the detailed mechanics of a game work. Add to this the enlarged sprites we've christened Role-Call, the labeled screen shots and informative captions, and you've got the best guide possible to buying entertainment software.

THE PUNTER POWER SCORE PANEL . . .

The Punter-Power Pie Chart. By looking at how large each section is you can tell what proportion of our panelists had what opinions. The key alongside indicates the level of appeal for each coloured sector.

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The comment text summarises what our reviewers and panelists thought of the game.

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Adventures of a Lifetime!

There are an incredible number of gamers in the world today. Their interests vary from being shoot'em-up fanatics to strategy enthusiasts, racing addicts to sporting supremos. But there is one



particular type of gaming that seems to attract more of a cult following. Those people are adventurers. Not only that, but they are partial to one quite unique style of adventuring. One word explains all: Sierra.

It is, by all respects, unfair to use the sole name of publishing and development house Sierra to categorise a certain style of game but almost everybody knows what I mean. They are games that require commands to be keyed into the computer with the results accordingly displayed on screen. Characters and objects can be manipulated in various manners and you usually control the movement of one character about the playing area, visiting fantasy lands and discovering magical temples, curious houses, and much more. The best way to explain is to actually play this month's Maddog coverdisk demo.

However, when you look at the market, you soon realise just how few software houses develop what is a mass selling type of product. Ask around and two names will appear: Sierra and Lucasfilm. Why is it that such popular games are programmed by so few? Maybe I can offer a reason.

Sierra and Lucasfilm are both North American companies. The American market is very much PC orientated where the machine's capabilities are greater than the ST. Sierra style adventure games demand a lot from even the most powerful of machines. You could therefore conclude from this that the U.K. companies deem the immense development time and effort not worth their while. They would rather churn out the same ol' racing game or the same ol' shoot-em-up or the same ol' strategy game with revamped graphics but the same boring ol' gameplay. Their unimaginative and money-making attitudes are making our home market stale.

If you are not familiar with some of Sierra's biggest hits over here then let me quickly brief you...

LEISURE SUIT LARRY SERIES

Larry is the result of one of the industry's more inventive moments. You played the part of Larry as he tried to have a relationship with any woman he came into contact with. Over three games, he has been involved in sexual adventures of the most unprintable kind and become an expert in the amatory art of pleasing ladies. He's been fired, forgotten, loved, lost and generally treated like dirt. It was the humour of the Larry games that captivated

thousands and he'll carry on captivating gamers for as long as he is reproduced (ooer!).

KING'S QUEST SERIES

On a more serious tone, Roberta Williams created the King's Quest series. Her games have sold more than any other woman in software history. Each of the four adventures sees you take the role of a brave hero who embarks upon a mission to save somebody worth saving. For instance, King's Quest IV - The Perils of Rosella involves the almost certain death of the Royal Family unless you can step in and rescue them. Heavy stuff!

ORIGINALITY

It could be argued that even Sierra titles must become tedious eventually but they clearly try to prevent that. Recently, we saw Codename Iceman where you play the part of a spy attempting to release an ambassador from the clutches of a group of terrorists. You even find yourself piloting a submarine in one section!

From spies to detectives, Sierra also released Colonel's Bequest. When a number of murders take place, you are the main suspect. The objective is to prove your innocence and discover who the real culprit is.

Lucasfilm maintain the adventuring theme with Secret of Monkey Island which was reviewed only a few issues ago (all about pirates and pieces of eight) and Loom was totally original with an air of mystique that never lifted throughout. You play a Weaver whose Guild of Weavers has disappeared. Solve the mystery by casting spells through musical tunes that are played on your staff. The whole game was remarkably enchanting.

CONVERSING WITH A MADDOG

Of course there are other titles from the two stables but, hopefully, you will have already gained a little insight into what these games are all about. For dedicated adventuring fans, Maddog creators Game Crafters are an obvious boost for you.

We managed to interrupt the heavy work schedule of the Utah based company to share a few words with John Stuart, co-programmer of Maddog. He talked about the

game: "It took us about four years in total to make Maddog. Three years were spent creating the development system, so not counting that, it would have taken a year."

Four years, as you'll appreciate, is a long, long time. Was any of that work given to an out of house team? John answered: "There was no significant input from anyone else outside the Game Crafters team. Everyone who had anything to do with it has been included on the credits at the beginning of the game."

In that case, who came up with the idea? Well, Tom Jensen and Richard Lowe are responsible for the adventuring masterpiece so all fan mail can be sent to them!

John went on to explain just what Maddog demands from the ST: "The game only needs a half meg of memory to run and there are about 117 different screens of action packed onto five double-sided disks."

Game Crafters are well aware of the competition and the strong position that Sierra and Lucasfilm have established here in the U.K. What do Game Crafters, with Maddog, consider they have improved upon in relation to their rivals' titles.

"The game has a large selection of vocabulary and humour to offer and the graphics are extremely nice to look at. Maddog also moves about the screen in a smooth and orderly fashion making it, we think, a fantastic joy to play."

There are obvious barriers to overcome before the game becomes available here. Who are Game Crafters trying to get to distribute the game in the U.K.? They had mentioned Ocean and U.S. Gold to me before but I pleaded with them to put me out of my misery and tell me who it's going to be?

"We have had a few offers but I'm afraid we still don't know yet who will be marketing it in the U.K. and the rest of Europe." Oh, well! Let's hope they find somebody soon!

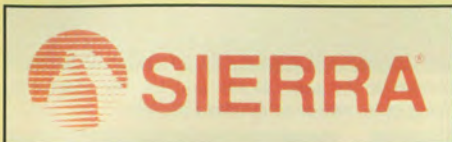
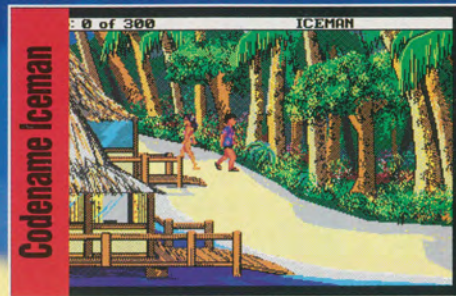
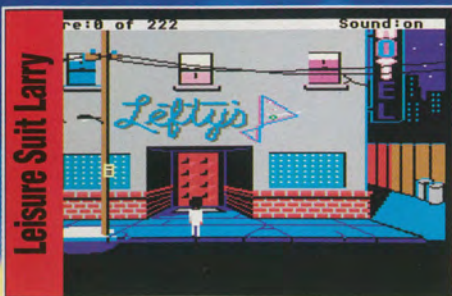
After some more interrogation, John revealed a startling item of news to me: "We already have the follow-up under way." Wow! Tell me more! "Entitled 'Escape from Solendria', it is in progress and should be finished within the year." We at ST Action

can't wait and will definitely bring you more news on the game as we here it.

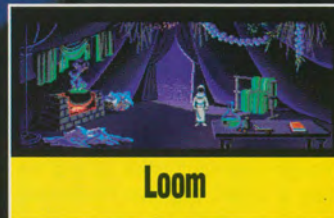
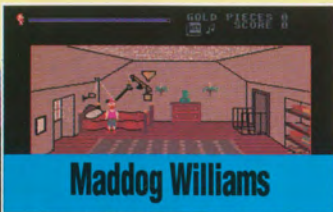
Have Game Crafters thought about branching out and trying a different type of game? John replied: "We have a couple in the pipeline but we really want to try our hand at an arcade sort of game. A film licence, perhaps."

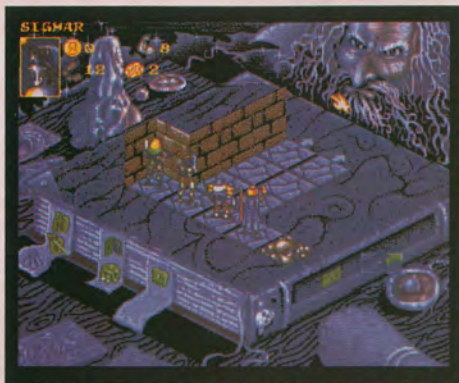
The burning question is 'Can Game Crafters get a film licence before Ocean get their hands on it?' We'll soon find out!

Thanks to Game Crafters and John for their time and being the greatest to deal with. We also extend our gratitude to Sierra and Lucasfilm for continuing to produce innovative, top quality adventure games where the public know they'll always get value for money.



Adventures take you from reality to an enveloping world of fantasy within seconds. Become somebody who *IS* somebody – a hero, a heroine, a being of light to those who are suffering condemnation and a life of darkness. When else can you rescue princesses, defeat vile demons, recover long forgotten artefacts of unthinkable value? Take the plunge into adventuring and experience a side of gaming that you never realised could be so real – a side where you can alter fantastic lands and affect the lives of many humble people, be it for better or worse. Adventuring is not for the meek. Adventuring is for the adventurous. What are you?





You start your new quest full of confidence and strength. This will quickly deteriorate as you go.



You seem to have picked the wrong room! The four skeletons and the Chaos Warrior don't look happy!



Combat is the same as the original. The Warrior is doing quite well as he battles a mummy.



The list of missions allows you to choose which to do and when. Make sure you choose wisely!



The Warrior enters the corridor and notices a skeleton. He decides to creep up and attack.



The map can be used to locate monsters and notice any doors that have been opened by the enemy.



The wizard is being attacked by two Scythe-carrying skeletons. Perhaps magic is the order of the day.

Hero Quest

Return of the Witchlord

G R E M L I N

All of you should remember the excellent Hero Quest from Gremlin. As promised, they have just put the finishing touches to the extra data disk - Return of the Witchlord - giving you another 10 missions to get your teeth into. As each mission gets progressively harder, you can load in your saved characters from the original Hero Quest to even up the odds a little.

Mission 1: The Gate of Doom

The entrance has been purposely left undisguised by the inhabitants of this maze. You must venture forth through perilous tunnels to find the Gate of Doom. Beware! The tunnels have been filled with enemy creatures.

Mission 2: The Cold Halls

These icy passages are the resting place for the dead spirit riders who led the Witchlord's much feared Skeletal Cavalry. They are longing for the chance to battle with the

Black Banner by their sides.

Mission 3: Silent Passages

The last time human voices were heard in these passages was over 1,000 years ago. The voices belonged to King Agrain and his people as they fled from the wrath of the Witchlord. The passages are filled with great and ancient magic.

Mission 4: Halls of Vision

King Agrain was a feared and powerful warrior who also dabbled in the many arts of magic. The Halls of Vision were his most notable achievement and great magic is at work in these halls.

Mission 5: Gate of Bellthor

By now, you are getting into the

domain of the Witchlord. He has created an impenetrable fortress and placed an evil guardian to protect his lair. You must defeat Bellthor in a fight to the death if you are to progress.

Mission 6: Halls of the Dead

This is where the Witchlord amasses his foul army. You can feel his evil presence around every corner. You must strike now before it's too late and stop him from escaping.

Mission 7: Forgotten Legion

The Witchlord has escaped you, for now! You must follow him and track him down. He has his finest armies guarding him, led by the notorious Skulmar and his elite army.

Mission 8: Forbidden City

No-one has ever entered this city before so reconnaissance information is very scarce. It is believed that it is the home of the walking dead. The already crumbling city is filled with traps, so watch out for loose masonry.

Mission 9: The Last Gate

This is the last gate before you enter the court of the Witchlord. The tunnels beyond are guarded by Chaos Warriors. But beware, they are the warriors from Doomguard and are more powerful than the normal Warriors you have fought previously.

Mission 10: Court of the Witchlord

This is what it has all been for. The Witchlord has watched your progress and tried to thwart it but to no avail. He has fled to his throne room, waiting for you to follow. Remember! Only the Spirit Blade can harm him.

Many fans of the original Hero-quest will have been waiting for this data disk with bated breath. We're glad to say that you won't be disappointed by the quality of the disk and the still intense gameplay. The main noticeable thing is the increase in difficulty. By now, you should have reasonably skilful characters from the original, so you should find it an entertaining challenge. Definitely worth the asking price of £14.99.

MAUPITI island

LES
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fnac
GENERATION 4

TILT D'OR
CANAL +
1990



"COMPLEX, REWARDING
MYSTERY FOR THE
INDEPTH ADVENTURERS'
THE ONE



MAUPITI ISLAND-

Will capture your imagination with its realistic sound effects, flowing music and beautiful graphics. It will absorb your full attention for countless hours as you discover this romantic paradise island; keeping you in suspense until you have solved the many mysteries and clues in this first class whodunnit.



ABDUCTION, MYSTERY, AND SUSPENSE...

"Everything began with the cyclone's arrival... So, we headed for the safety of MAUPITI Island. When we arrived, I immediately knew that there would be a heated ambiance.... A very heated ambiance..."

Another mystery for Jerome LANGE:
WHO KIDNAPPED MARY?

DISTRIBUTED BY UBISOFT PHONE NO. 0252-860299

Core have recently released two great products onto the ST market - Chuck Rock and War Zone. A Neanderthal romp and a military shoot'em-up were well received by the gaming public and they were both awarded STA1 ratings as well.

Their next product is a futuristic scroller called Frenetic. It is the 23rd century, the world's top genetic scientists gather to discuss the possibility of life outside the universe they have lived in peacefully until now.

For 200 years, the earth has been protected by a forcefield that completely covered its entire radius. Governors from the planet Mozone have continually bombarded the earth with vicious attacks from their intelligently piloted spacecraft. This has now made the earth unsafe and the population must search for a new planet to begin their lives again.

After a heated discussion, the leaders of the Earth decided to send out a scout ship to investigate the possibility of finding an uninhabited planet for the people to settle on. They must first reach the outer layers of the mapped colonies and then proceed further than any living man has dared to go.

Your mission is a simple one: venture forth and make a safe passage through the invading forces to allow your mothership to proceed forward and find its way to the new planet. Good luck and may the force be with you!



If you can collect the extra weapons, you might just be able to hold them off for long enough to reach the end of level guardian.

Frenetic

C O R E

Frenetic is played over eight different levels of frenzied action and two players can take part simultaneously, both using joysticks.

Each level has its own theme and a huge end of level guardian awaits you. To help you on your way, various extra weapons will become available to you as you progress.

Upon destruction, some of your enemies will deposit a small rotating pod. Collecting this will provide you with one

of three things: an extra weapon, a special bonus or an extra life. The extra weapons are bolted on to your ship and provide sideshot, rear fire and a rather tasty laser beam.

The special bonuses are helpful as they can provide power-ups, shields, speed-ups and other useful add-ons. The extra life is self-explanatory. The special bonuses don't appear as often as the weapons but when they do, you can guarantee your gonna' need them. *Jason*

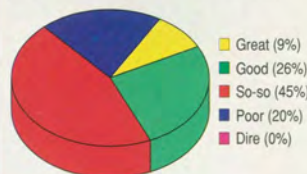


The alien hordes mass and attack your tiny ship. Can your skill, dexterity, courage, timing and general coolness see you through?



The advancing ships will take no prisoners in their attempt to halt your progress by the wholesale destruction of your fleet..

PUNTER-POWER™



GAME: FRENETIC
PRICE: £25.99

Almost every software house has released a shoot'em-up at some time in their developing career and now Core are no exception. Frenetic is a vertical scrolling game similar to Xenon II and Battle Squadron. The idea is simple - blast everything out of the star-filled sky. The graphics are okay but they are nothing to write home about. Sound is the expected explosions and clatter of the cannons and guns. The major flaw with this title is the speed of the game. Although not extremely slow, it isn't fast enough to keep you glued to the screen. Not bad, but only for a few goes.

GAMEPLAY:
SOUND:
GRAPHICS:

RATING=71%



Collect this special bonus to increase your speed.

Collecting this 'P' will increase your weapon power.



This adds side firing lasers to your ships weapon system.



This bonus has the reverse effect of the speed-up capsule.



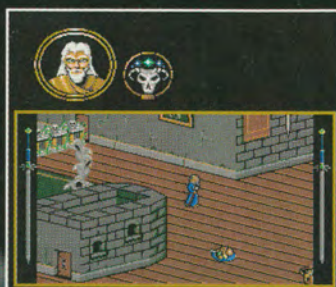
Rear fire is an invaluable commodity in space.



Blizzard the Ice Man.
 Armour: Ice-hard skin (Excellent)
 Shot Power: Frost (Poor)
 Hand-to-Hand: Dagger (Poor)
 Magic: Poor
 Shot Speed: Excellent



Dracolis the Lizard Man.
 Armour: Chain (Good)
 Shot Power: Fire (Good)
 Hand-to-Hand: Dagger (Poor)
 Magic: Poor
 Shot Speed: Moderate



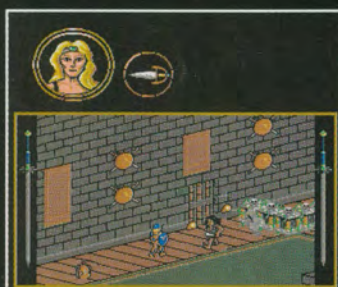
Merlin the Wizard.
 Armour: None (Poor)
 Shot Power: Spells (Poor)
 Hand-to-Hand: Dagger (Poor)
 Magic: Excellent
 Shot Speed: Excellent



Neptune the Merman.
 Armour: Robes (Poor)
 Shot Power: Spell (Excellent)
 Hand-to-Hand: Trident (Poor)
 Magic: Poor
 Shot Speed: Good



As Thyra, you manage to find the stronghold where you believe your final objective lies. However, the portcullis is lowered and you have no way of entering.



Thyra the Valkyrie.
 Armour: Shield (Excellent)
 Shot Power: Dagger (Poor)
 Hand-to-Hand: Sword (Good)
 Magic: Poor
 Shot Speed: Good



Thor the Warrior.
 Armour: Tough skin (Excellent)
 Shot Power: Throwing Axe (Good)
 Hand-to-Hand: Battle Axe (Excellent)
 Magic: Poor
 Shot Speed: Poor



You can't afford to go around shooting food! You'll need all the sustenance you can get to increase your energy indicator.



Wherever you look there are ghosts! Just keep running and shooting as you try to find your good friend the wizard who is being held captive, somewhere!



Petras the Rockman.
 Armour: Hard skin (Excellent)
 Shot Power: Rocks (Good)
 Hand-to-Hand: Stone Club (Excellent)
 Magic: Poor
 Shot Speed: Poor



Questor the Elf.
 Armour: Leather (Good)
 Shot Power: Bow (Poor)
 Hand-to-Hand: Dagger (Poor)
 Magic: Poor
 Shot Speed: Excellent



Gauntlet III

U . S . G O L D

When did the phenomenon start? When was it that the original Gauntlet appeared in the arcades to begin a new era in arcade and home entertainment? It was quite a few years ago!

It began with Gauntlet, progressed with the likes of Pandora's Into The Eagles Nest and then entered into a period of totally wacky Gauntlet-esque themes such as Hewson's Ranarama where you hopped and croaked about the screen as a frog.

Weird! More recently, Millennium's Warlock the Avenger appeared with mixed reactions from both public and press alike.

The inevitable sequel to Gauntlet evolved and proved that the games playing public were quite happy to keep maze negotiating and monster zapping so long as the products were available.

In this day and age, with the many advances that programmers have made, you may think that the theme and gameplay would be somewhat dated. You're probably right and that is why Gauntlet III, while maintaining all the ingredients of its original appeal, leaps onto the ST

scene with a slight difference - it's played in 3-D!

Pick yourself up from the floor and remove that gobs-macked look from your face otherwise you won't be able to concentrate on the rest of the facts! There are no longer four characters but an incredible eight, all with varying abilities regarding shot power, shot speed, armour, magic and hand-to-hand fighting.

'Sounds a bit alright,' you're thinking. Well, come here, 'cos there's more! There's not one, not two, not even three, but eight kingdoms to explore. All are infested by some of the vilest creatures you are ever likely to meet. Speed and strength are vital if you are to battle your way successfully through all the domains.

Collecting food to replenish energy is possible, as is filling your pocket with gold. Magical items can be gathered with varying effects. You could find yourself invisible or with one swig of a potion, the on-screen creatures may disappear without trace. This latter result is of significant value when a number of monster generators are on the screen at one time and the location is sheer hell to blast through.

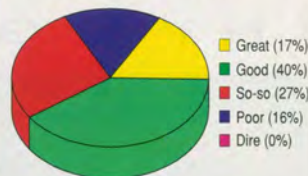
Like the previous Gauntlet games, Gauntlet III - The Final Quest can be played by one or two players where each participant can choose to take the role of any one of the eight characters with their respective abilities.

As particular characters are more suitable to certain levels and situations, your chances are probably greater if you're controlling two different types of people between yourself and a second player.

Your final objective is to de-throne the demonic being called Caprus. It is only then that the peace can be restored to the savaged lands. The formidable task will call upon all your reserve. Many lives will be claimed in the event of either success or failure. Let's hope one of those lives isn't yours.

Alan

PUNTER-POWER™



GAME: GAUNTLET III
 PRICE: £25.99

The 3-D variant of the Gauntlet theme has worked exceptionally well and will no doubt prove incredibly popular among dedicated blast and explore enthusiasts. Graphically enthralling and exciting with sinister sounds executed almost to perfection, Gauntlet III revives a style of gaming that had stood without significant improvement for quite some time. The usual two player option has again been implemented to good effect while the array of characters to choose from is an enhancement that considerably increases the enjoyment in comparison with its predecessors. A great idea that just got better.



RATING=89%





Billiards II

INFOGRAVES



(Left) Once inside the Game Room you're free to choose your weapon - or, in this case, your table and opponent.



(Below left) Upon selecting your opponent a bet is created. By using the cursor arrow you can raise or lower the stakes.

(Below) From above you can see which is going to be your easiest shot.

(Below right) The 3D facility makes shooting somewhat easier as well as presenting a nicer view of the table.



PUNTER-POWER™



GAME: BILLIARDS II
PRICE: £25.99

RATING = 76%

Billiards II is a nicely designed product with good graphics and smooth gameplay. Approximately 30 different situations of play (including your various opponents), gives you your money's worth. However, the reaction of the balls is a little exaggerated at times, with them travelling for far too long, and the pockets seem to be very small. Nevertheless, at £25.99 it is a nice little package, but it is debatable how much longevity a game such as this can have.

GAMEPLAY:
SOUND:
GRAPHICS:

Infogrames have just released Billiards II as their next offering in a long line of successful simulations. They claim that this is the "one and only" piece of software in the world to include French, American and Fantasy billiards in one game.

This revolutionary invention gives you the opportunity to play on a table with no pockets, an eight sided table with one pocket, or a standard table with six pockets, all offering two variations of game on each table! Sounds strange, I know but all will be explained.

Your billiard extravaganza begins with the club hostess greeting you in the entrance hall. By moving the cursor onto her chest (ahem!) she will accordingly produce a set of invitation cards allowing you to choose your game mode.

Once in a game room, you are faced with the dilemma of opting for one of two versions of your chosen pool style. The differences aren't very obvious but a quick shuffly through your manual will soon set you on the right lines. Then, if you have decided to battle it out against the computer, you are automatically faced with selecting one of five

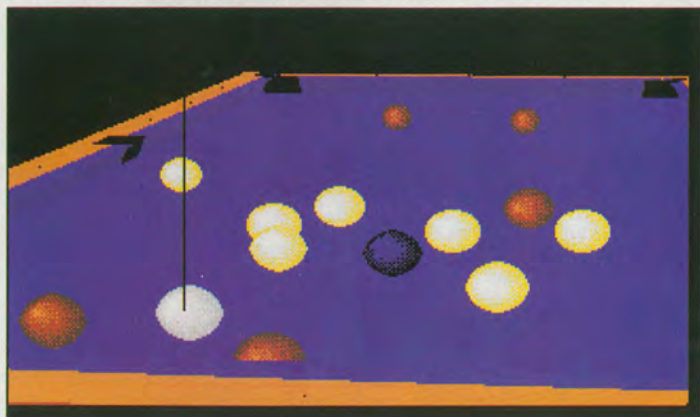
opponents and if you wish, can place a bet.

You initially view the table from above but if you prefer to play in atmospheric conditions, a 3D facility is available giving you the nose-to-the-cue view of the balls. Once in this option, the table can be turned 360 degrees or shifted to either side, thus allowing you to make the perfect shot!

The three styles of billiards available are totally different in nearly every way. French billiards consists of no pockets whatsoever and three balls (I ask you!!), while Fantasy billiards has an eight sided table and one pocket in the middle (what is the world coming to?). But never fear, your sanity will be saved with the standard American pool that we all know and love.

The controls are easy to use and lining up the cue couldn't be simpler - one solitary click on the table will cause your cue to appear and it can be placed by dragging it into position. When a shot has been lined up, the stroke indicator appears at the bottom of the screen and allows you to adjust the strength of your shot and define where the cue will strike the cue ball. Now shoot!

Allie



Obitus

UPDATE



These days every Psygnosis game is eagerly awaited as it's a sure sign of a top-quality product. Obitus has been knocking about on the Amiga for ages and is about to make its debut on the ST too.

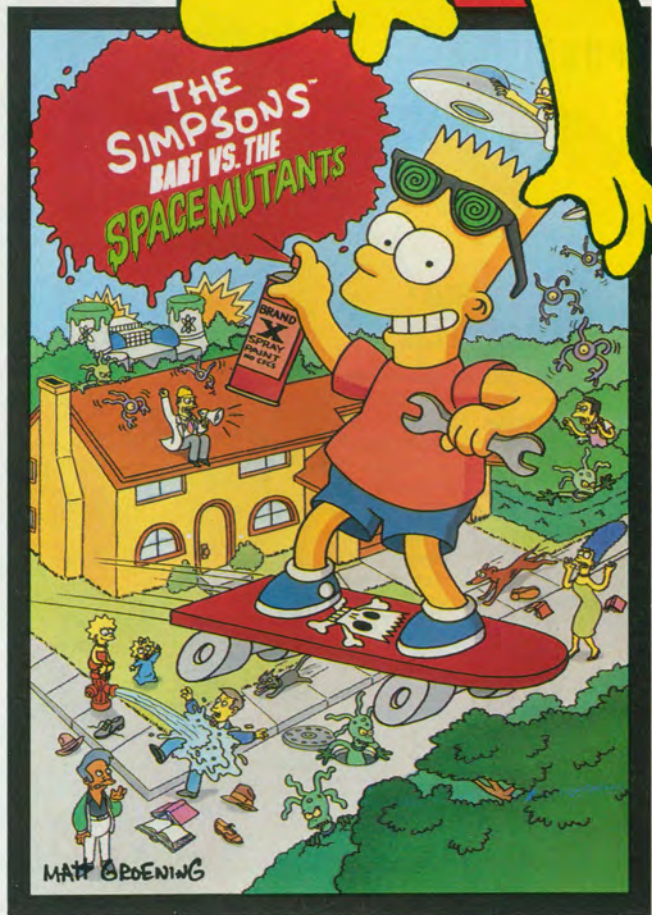
Take on the role of Wil Mason, who has been transported to the distant world of Middlemere, a world of knights, dungeons, castles and wizards. Although it isn't his own land, it is disturbingly similar and you must guide Wil in an all-out effort to find the way back.

Middlemere has four shires, all of which must be explored carefully if you are to have a chance of

escape. Along the way you'll bump into many different characters, a lot of which are dangerous, many of which you must interact with.

You've also got your big sack in which you can place the treasures and objects you find along the way. When attacked you can retaliate with any weapons you've already found, and after a successful battle you can collect your late foe's belongings.

Obitus features some fantastic scrolling as you walk into the screen. Nearing completion, it should be in the shops very shortly. We will have the full review for you soon.



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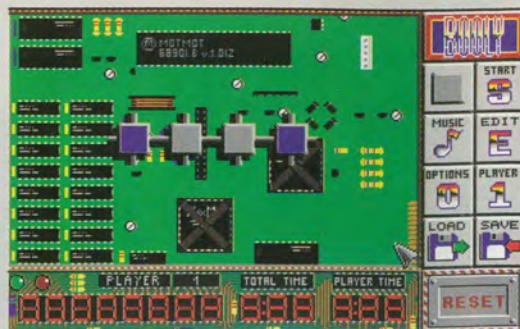
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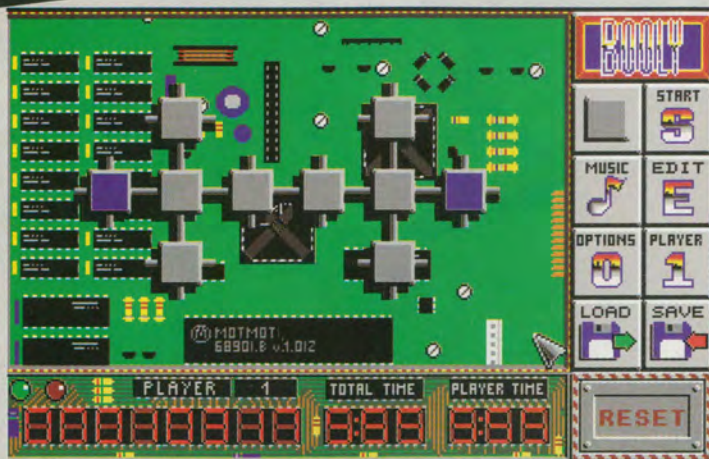


Booly

LORICIEL



Change all the squares to grey in four moves.



This puzzle isn't quite as easy to solve as the previous one (obviously the levels get increasingly harder, the quicker you start to think) but it is still pretty straightforward. Honest!

Roll up, roll up! Calling all puzzle freaks! Next for your amusement we have a brain-strain to beat all others – test your wits against Loriciel's latest, Booly!! It claims to be the brain teaser for the 'best in the West' (nice catch-phrase!), but do you have the right number of brain cells to beat the challenges? Well, we shall just have to see...

Starting on a very simple four square grid of two blue and two grey pieces, you are faced with the dilemma of changing the blue squares to grey! Sounds like a doddle doesn't it, but as with all games it's not quite that easy.

Each square is linked to another, sometimes up to four, and by flipping one you automatically reverse the others in the direct line

of the first. This can cause extreme problems! The secret is to think hard about your next move without taking too long – your time limit isn't infinite.

Once the first level has been conquered (and it's not very difficult) the progressive levels naturally get harder and require that little extra bit of thought. Also, the connecting lines between the pieces disappear making the game a case of trial and error. We never said it would be easy!

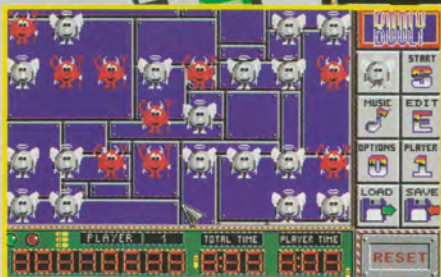
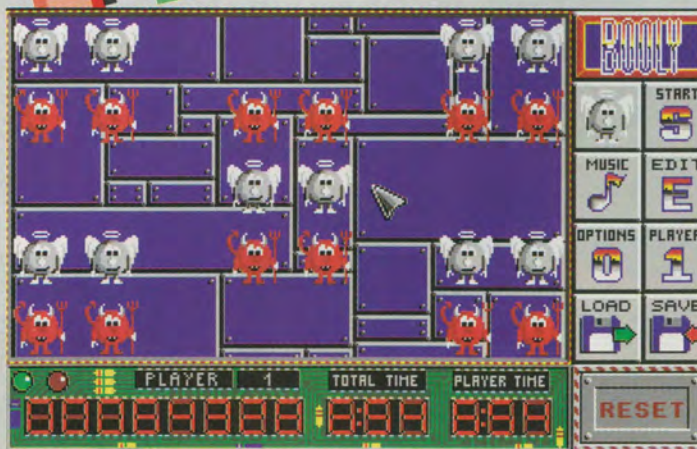
Each level consists of three different stages each getting more and more difficult, but if you're incredibly good you'll be able to zap through these in no time. Once you've achieved the impossible (ha,ha!) you are faced with a mind-boggling challenge screen that will make you pull your hair out!

When you have mastered the art of thinking quickly under pressure, you should be well on your way to becoming a genius at Booly. With over 160 levels to blow every cell in your brain, you certainly need your thinking cap. There are definite formulae that can be used time and time again on every level, but we're not going to tell you what they are (slap our wrists!).

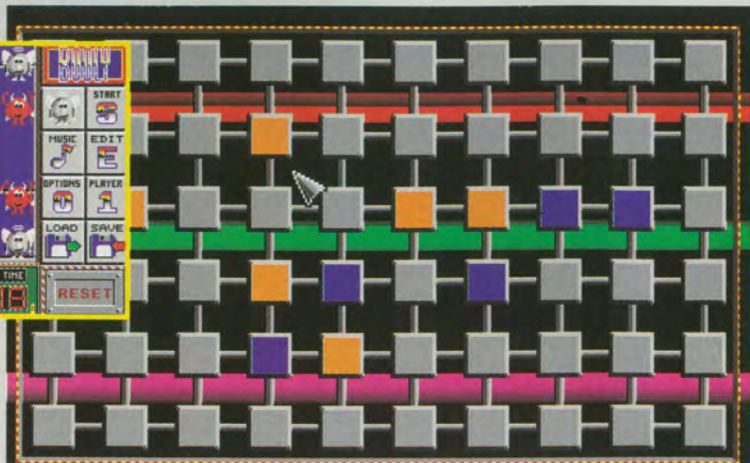
So you won't get bored, the nice people at Loriciel have included varying objects for you to play around with (ahem!), such as light bulbs, clocks, floppy disks, devils and angels, just to make a difference from boring squares. **Allie**

(Left) Isn't this pretty? Battle it out between the forces of good and evil.

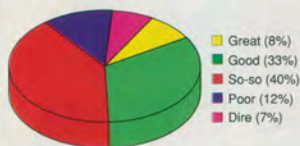
(Below) When all the level sections have been completed you are faced with a challenge such as this.



(Above) The levels get harder and notice that the links have gone.



PUNTER-POWER™



GAME: BOOLY
PRICE: £24.99

Admittedly, puzzle games aren't everyone's cup of tea, and some people's brains just can't quite cope with the extra effort needed to work both head and hand at the same time. No, only joking! Seriously though, the idea of relaxation to most isn't taxing your brain in front of the computer after a hard day at work, but there are the few that find this highly enjoyable. If you are one of the latter, Booly may just be the game for you. With its options to create your own puzzles, change the music and background, and not forgetting the facility to see the links between pieces, Booly is a good (although very frustrating in a challenging way) puzzle game. Well worth a try if this is your scene. Nice one!

GAMEPLAY:
SOUND:
GRAPHICS:

RATING=70%

Winning Tactics

A N C O

Everybody knows about Kick Off and the immensely successful sequel, Kick Off 2. It is rare to find an ST owner who has never played the games at least once. Owing to Kick Off 2's popularity in particular, it is inevitable that Anco will try to squeeze even more life into it. Winning Tactics is one such effort.

There is nothing complicated about the Winning Tactics data disk. You just load extra team tactics into the original Kick Off game by clicking on the Load Tactics icon in the Options menu.

There are 10 new tactics for those who have the Final Whistle disk and another 10 for Player Manager and Kick Off 2 owners. This

gives the players more options when deciding on their offensive, defensive or neutral formations.

Each tactic is given a name: for example Desperado is an attacking 3-1-6 formation for when you are losing with little time remaining. Fort

Knox is shaped into a 7-3-1 line-up with the emphasis on defence. If you prefer something a little more balanced then you might choose the 4-2-4 Offside tactic which is simi-

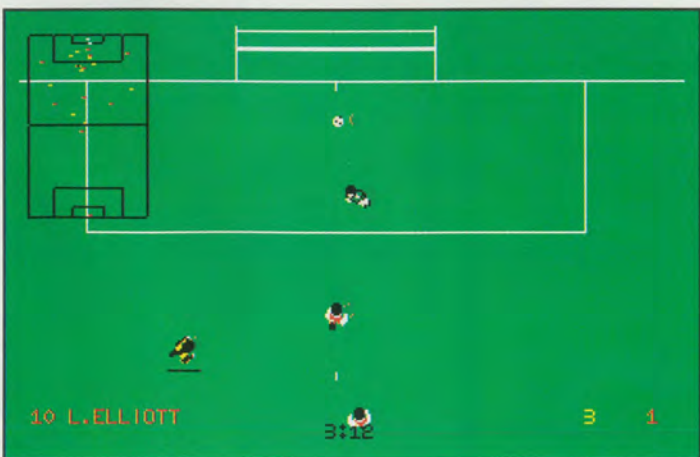
lar to the already existing 4-2-4 formation but with more emphasis on the effective offside trap. There are many more options to be tried and, eventually, you will probably settle into playing a select group of formations which you find to be most beneficial.

Alan



KICK OFF WINNING TACTICS ANCO £12.99

The asking price is far too high for what is contained on the Winning Tactics disk. If you enter serious Kick Off tournaments then maybe you'd like to refine your game but we recommend that you stay with the original tactics that are in-built into the original games.



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Having decided to take a break from the heavy strains of detective work in Paris, you – Jerome Lange, investigator extraordinaire, decide to go on a vacation to Madagascar to see an old school chum – Duhamed.

While there you receive a letter from your associate Max who wants you to meet him in Japan. Taking up the kind offer of Duhamed's yacht, you set sail for the Karachi where you will connect with a flight to Tokyo.

The journey is largely uneventful until one night in the middle of the Indian Ocean a hurricane creeps up and your vessel is forced to seek refuge on the island paradise of Maupiti.

Your safety is assured when the storm passes far from the island, but it is clear there is another storm brewing when you are approached by a local woman, known only as Maguy. She pours out a tale about a girl named Marie being kidnapped during the night, and pleads with you to lead an investigation.

With a skilful piece of interrogation you extract the names of everybody possible on the island, and add a few of your own – names of various visitors, including crews from the boats.

Unable to resist the challenge of an unsolved crime, you begin an investigation – unaware of what dangers may confront you, but determined nonetheless to hunt down the villain.

Your adventure starts onboard your yacht – the *Brisban* – which is moored in Maupiti Harbour. The opening scene is in your cabin and you must have a quick poke around to pick up your useful bits and bobs.

The control method is astoundingly simple to use. Moving the pointer to the bamboo sticks at the top of the screen brings up a series of available menus. Clicking on one

of these will then give you a list of options. Choose one of these and the mouse pointer icon will change to something more significant. For example, if you want to examine something, it will mutate into a magnifying glass. Positioning this where you want and clicking once more will give you a close up of the object.

Movement around the game world is easily achieved by clicking on the appropriate menu. This will reveal a list of place names which you can visit next. This system eliminates the need to traipse through scene after scene, just to get to one particular location.

Each scene must be examined in the greatest detail, as one missed clue could cost you your life, so regular saves are also the order of the day.

You can interact with all the characters in the game. A box on the right hand side of the screen shows who is currently in your present location with you. Clicking on their name, brings up a picture of the character and various things you can ask.

Upon asking a question the character will reply to you with both on screen text and digitised speech (either of which can be turned off). The speech is perfectly clear but it is like listening to Metal Mickey all the time as it is computerised.

Maupiti Island claims to have over 450 sentences of digitised speech that can be accessed by asking the right questions to the right people at the right time. All the characters can be followed around the island as well. This is an invaluable way of gaining information about a person.

If you are caught shadowing someone they will usually react angrily and start arguing with you. You can always resort to violence to calm them down, but in doing this, you run the risk of being beaten senseless around the head. **Paul**



The adventure begins on board the *Brisban* – your yacht. You must now search your cabin.



The options can be brought down at any stage of the game. From here you control everything.



Walking along the pier you notice there's another boat in. A quick search of this could prove fruitful.



The island is noted for its beautiful views and scenery. Unfortunately you haven't got time for sight-seeing.



Before original sin...



Maupiti Island

LANKHOR/UBI SOFT



The palm trees give the island an exotic feel, but somewhere there is a vicious criminal lurking.



All the game's characters can be interviewed. Anita is a woman of ill-repute!



Saucy Sue is another young lady with low moral standards. Chatting to the girls will sometimes reveal all!



This is the bedroom from where Marie was abducted. Be sure to look carefully for clues.



Juste the Handyman lives in this shack near to the dump. He's perfect for odd jobs and good information.

The smell of rotting fish overpowers everything else when you enter the hobo's shack.



You may wish that you could wrap this case up and continue your holiday. It isn't that easy.

The kitchen can be searched fully and have its cupboards checked for useful items!

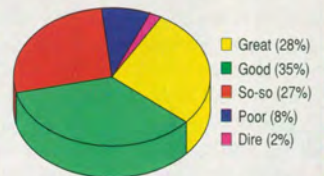


"I wish I may, I wish I might..."



"A Hundred Bottles of Beer on the Wall"

PUNTER-POWER™



GAME: MAUPITI ISLAND
PRICE: £25.99

You can usually expect a class product from a French company, and Maupiti Island is just that. You're not going to find a game anywhere with better sound. All the effects are sampled and crystal clear. The music is excellent and the graphics superb. The character interaction is well done although you'll have the odd chuckle at the strange computerised voices they all have. If you're out looking for something that's easy to play and difficult to complete, as well as being easy to control and looking and sounding good, then think seriously about this. An excellent detective style adventure.

GAMEPLAY:
SOUND:
GRAPHICS:

RATING=86%

The party gathered around the campfire to ponder their next move carefully. The 500 refugees they were protecting had pitched camp over to the left and were having their nightly discussion as to whether to carry on or not.

The air was chilly and food was running low again. There wouldn't be enough to go round without doing some serious rationing of what was left. They were still a good few hundred miles away from their safe haven through the mountains and that was a few hundred miles of perilous travelling avoiding the monsters and Draconians.

No matter where they went from here, the Draconians would be following them, nothing was as sure as that. There was no way they were going to let four people sneak out 500 captives from under their noses without causing a bit of trouble.

After addressing the refugee meeting the night before, the plan had been laid to head for the Dwarven Mountains, simply because the Draconians would not get that far. There was always the alternative of getting a ship somewhere along the coast, but that was taking a big risk and relied upon finding one.

Shadow Sorcerer is the new Dragonlance roleplaying game based on the classic rules of Advanced Dungeons and Dragons. Anyone familiar with this type of game will be aware that the usual aim is to build up a party of stonkingly hard characters that can kill anything in their path. Not so in Shadow Sorcerer.

As the characters will only be involved in the game-world for a few days travel, there is no way one of them could progress to a 12th level wizard in that short period of time. So you don't need to worry about training and so on, as you only have to get as many as possible of the 500 through safely.

The style of the game is designed to shake of any inhibitions you might have about the role-playing genre if you've never tried this type of thing out before. With no huge manuals packed full of complex character charts to wade through every time you want to fight



Shadow

U . S . G . O



The four characters can be examined on the isometric view and objects can be looked at and picked up.

you can basically sit down and play.

There are two different views you can play on. The first is the map view where you see an overhead view of a map (well what did you expect?). From here you can keep track of the refugees and your scouting party. The parts of the map you have travelled across are turned from dull grey into full colour, so you know where you've been already.

The second option is the isomet-

ric view. This shows your party at ground level and from here you can move the individual characters around the immediate vicinity to pick up objects that are lying around. It is also where all the fighting takes place.

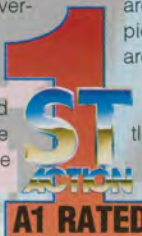
When you get yourself into a little combat trouble you either choose to fight it out yourself, or set your characters' fight defaults to Auto-combat.

The defaults are far better set before any combat occurs and you can set any character to attack until

he gets hit, then run away and so on.

Control at this level is all icon driven with the mouse. By clicking on a character you can get detailed statistics of all his health details. You also get a small box which allows you to make him move to a particular area. Also included is an icon that enables you to move your whole party away at the same time. This is especially useful if you are attacked by the Draconians, as you will probably end up dying if you attack them.

Paul



Your party is attacked by a rampaging gang of nasties. Now would be a good time to set your Auto-combat on.



The landscape changes as you make your way towards the dwarven mountains. This wasteland is hard on the refugees.

Sorcerer

L D / S S I



By clicking on a character you'll get his icon board. From here you can choose to pick up, run away and so on.



This section of the game is the only real maze. Get out your pens and paper or you'll undoubtedly get lost.



The statistics for each character can be brought up so you can get some idea of who to heal next.



The Draconians are your most feared enemy. It basically isn't worth fighting them because you will die.



The map is gradually coloured in as you make your way throughout the land so you don't get lost.



While making your way through the land you inadvertently step into a swamp.

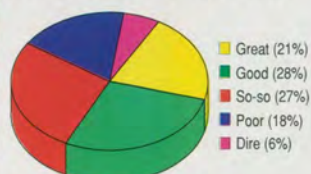


The rocky wastelands could be hiding more than you imagine. Search everywhere carefully.



As you approach the mountains you must now try to find where the gates of the Dwarven city are.

PUNTER-POWER™



GAME: SHADOW SORCERER
PRICE: £25.99

A lot of time and effort has obviously gone into producing Shadow Sorcerer. The graphics are really exceptional, especially those on the isometric view. Anybody who's expecting this role-playing game to be really in depth may be disappointed. It's supposed to be really easy to get into and it is, and because of this it should appeal to a wider audience. A long term quest that'll keep you going for ages, even then you'll find it difficult to get all 500 refugees out. If you get hooked on this, you'll stay hooked on it for a long, long time. It's a good strong product to get your teeth into.

GAMEPLAY:

SOUND:

GRAPHICS:

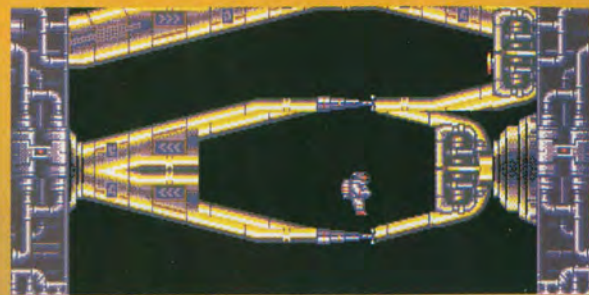
RATING=86%





Exile

AUDIOGENIC



After continuous missions on far and forgotten planets you are ready to go home for a bit of peace and quiet. But things never work out the way you want them to. Just as you sit down to watch an asteroid storm with a nice mug of Pan Galactic Gargle Blaster, a strange SOS message flickers on your monitor....

A group known as the Columbus Force, were sent on a mission to start colonisation proceedings of a distant planet called Pheobus and the mission has gone horribly wrong.

An insane genetic engineer, Triax, was exiled to Pheobus after he was found transforming innocent victims into ruthless killers, and now in a lab deep below the surface of the planet, he is creating a race of maggot-like creatures to infest the world!

You know that the hopes of seeing Earth are dashed. You must rescue the universe from impending doom and be the Champion of the Cosmos!!

With your jet-pack strapped firmly to your back you must travel deep into the caverns of Pheobus in

search of Triax and his maggot infestations, while avoiding the hidden dangers that could cost you your life. Test your courage in this arcade adventure and pick up all the bonuses if you are to defeat the evil Triax!

The caverns are riddled with loads of Triax's extremely unfriendly creations and they're all making a bee-line for you. Not very sporting is it old chap?

Allie

EXILE
AUDIOGENIC
£25.99

Exile is a reasonable scrolling adventure with a lot of potential. The graphics aren't spectacular and the controls are fairly unresponsive, but the gameplay can be rivetting if, like any adventure, you are prepared to spend the time. But for £25.99, try before you buy!



Charge of the Light Brigade

IMPRESSIONS

In this animated strategy game, you are transported back in time to the 1800s – an unstable period of history. Anyone who paid attention at school would know that this was the period of the infamous Crimean War.

One of the most significant, or remembered, battles was the one fought at Balaclava – a bloody and wasteful massacre. Towards the end of the battle, a defeated allied cavalry force assembled with artillery and infantry on one side and a Russian force on the other, with no other alternative but to attack.

The Charge Of the Light Brigade was the kamikaze advancement of the Allied cavalry on the amazed Russian force. The Light Brigade

came under heavy fire and men were falling from their mounts like flies. By the time they were 80 yards from the Russians, only 50 of the original 270 cavalrymen were still alive. The Charge Of The Light Brigade, although courageous, was a waste of life but now you have the chance to change history....

Controlling your infantry, artillery

and cavalry using the mouse and a series of icons, the object is to defeat the enemy any way you can. You are able to choose different methods of attack including circling and charging, and watch the battle by skimming across the battle field.

Once started, you can sit back and watch the battle if you'd rather be a couch potato!

Allie



CHARGE OF THE LIGHT BRIGADE
IMPRESSIONS
£29.99

Extremely similar to Impressions Cohort, C.O.T.L.B. lacks originality and falls very short of spectacular. The graphics are flat and the controls are slow and clumsy, leaving the game ridiculously overpriced. If you're familiar with other Impressions games then you're bound to like this but if you're unsure, don't forget, try before you buy!



BEAST BUSTERS

**YOU'LL
GO WILD!**



Available in
August on ST
& Amiga formats.

ACTIVISION

Einstein's got nothing on Maddog Williams, inventor extraordinaire in times long gone. Maddog was the first to create the ultimate in alarm calls as you'll see from the demo and the automatic beer server is probably his finest invention yet.

Being a bearded, beer-swigging character, you can be assured that there'll be plenty of adventures in store should you follow Maddog on his many long and eventful journeys. You must guide him about the lands of Duridian in your search for Serak, the king whose reign is one of terror and turmoil. Once found, he must be defeated to restore tranquility to your homeland.

The game is very Sierra-esque, possessing a pleasing

Maddog treads carefully along the precarious path that leads down the cliffs - or up if you're going the other way. One wrong step and he'll tumble over the edge, dying as he bashes against the rocks below.



Maddog Williams in the

GAME CRAFTERS

sense of humour combined with serious but lively descriptive text. There is great freedom to be enjoyed within Maddog Williams. Movement about the villages, forests and many other locations is unrestricted while inputting keyboard commands offers you the flexibility to explore and examine locations thoroughly.

Everything you see must be examined or manipulated in some way as you could quite easily miss something of importance. As you collect weapons, potions and many other objects, you have to then decide when to put them to use. Some are obvious such as wielding a sword when confronted with a foe but others can be very obscure. For example, just what do the Waters of Changing do and when are you supposed to use them? As for the Hairy Scary Monster Repellant, well, you'd better guess for yourself!

In all, the game is divided into nine sections (or chapters as they are called), spanning over five disks. You'll find that there is usually one main problem to overcome in each chapter with mini-puzzles along the way. For instance, the main objective of Chapter 1 is to rescue the princess from being sacrificed to the evil god, Malthazar. Chapter 2, on the other hand,

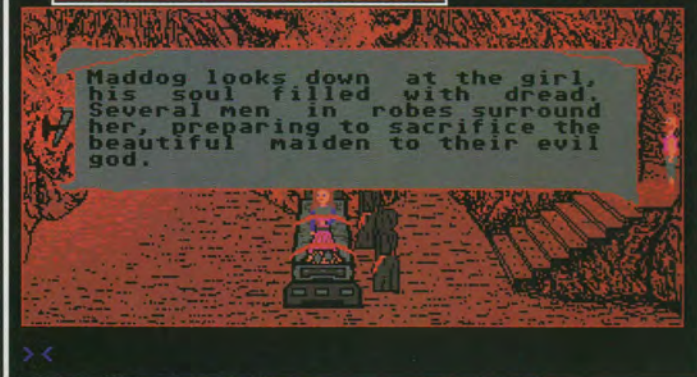
is less gruesome with the main problem being how to cross an extremely wobbly bridge.

Each chapter is loaded in when necessary and if you fail to thoroughly explore one chapter for all the possible items you can find and carry, you may have to return to the earlier stages of the game to retrieve that all-important object of use. Fortunately, you rarely venture far into the game before realising that you perhaps left something



Maddog finds a secret tunnel that takes him into the mouth of the stone god. From here, he bellows the almighty word 'Stop!' and the robed men flee as they think Malthazar has spoken. They weren't as fearless as first thought.

PIECES 13
SCORE 35



Maddog looks down at the girl, his soul filled with dread. Several men in robes surround her, preparing to sacrifice the beautiful maiden to their evil god.

Aagh! The fair maiden is about to be sacrificed to the incredibly evil god, Malthazar! Has Maddog got enough courage? Has Maddog got one of those trendy grey robes? I hope not!

VISITING MADDOG'S HUMBLE HOME



Here we see Maddog's laid back look. Obviously, sleeping on top of the sheets with all your clothes on is the American way of doing things! Never mind, at least he's not wearing a...

Maddog's favourite place is the bar. However, when the going gets tough, Maddog slashes the rope supporting the chandelier and it crashes to the ground, crushing the three rogues that were approaching.



behind so return journeys don't take too much time.

If you are unfortunate enough to find yourself in confrontation with a bad guy, you will have to access a fight mode by pressing F1. Here, you can only move from left to right and by shifting the joystick up, left or down in conjunction with the fire button, you can hack away in a variety of quick moves. Energy bars relating to you and your opponent are displayed at the top of the screen and if yours depletes first, then it's off to heaven



for you and, more importantly, the everlasting reign of Serak.

The rewards for defeating Serak aren't only peace and freedom in the land of Duridian, but the princess who you should have saved earlier in the game seemed to have quite a fetish for you and will certainly be swooning at your feet if you vanquish all evil single-handedly!

Hopefully, if Maddog survives, there will be even more daring adventures to follow on from Duridian Volume I. Alan



Dungeons of Duridian

1
ST
A1 RATED



He's mean and he's also lean. Yes, he's the hairy, scary monster! As Maddog laughs at the peculiarity of the creature, it grabs him and flings him over the cliff edge. Maddog won't be going back there in a hurry.



"Hello! Nice day we're having. I wonder if you can help me?" Apparently not! Not all the inhabitants of Duridian are friendly and even village folk can turn nasty.



The blazing fire is impassable to all humans and even though Maddog is such a hero, he's still human. Hopefully the water from the pool will douse the flames.



Maddog is in a tricky situation. It's the fact that he's being whirled about in the air by a tentacle that brings me to this conclusion. What can he do to bring himself back down to earth?

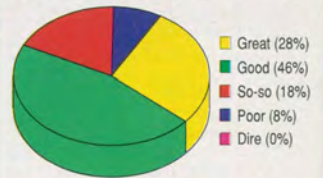


The living room and kitchen are combined into one large and spacious room. Maddog likes nothing better than to rock back and forth on his chair. The blissful calm helps him forget the terror that is creeping through his homeland.



Maddog's business doesn't seem to be thriving. The shop is full of interesting objects but where are the customers? Never mind, there's enough money in the box to satisfy Maddog's needs for a while. The local tavern will probably be the next stop!

PUNTER-POWER™



GAME: MADDOG WILLIAMS
PRICE: £29.99

Game Crafters have really shown Sierra how to do a game of this style. Maddog Williams not only extends its appeal to hardened fans of adventures but also attracts gamers who, in the past, disliked similar products. An extensive vocabulary and response system is a delight to use with good humour being conveyed regularly throughout the game. It is the sense that the programmers enjoyed developing Maddog that helps you to enjoy what is a truly terrific title. Graphically and musically atmospheric, the puzzles are a pleasure to solve, providing guaranteed weeks of playing. A fantastic debut from what must be regarded as a stylish and knowledgeable software house that understands the public's demands.

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

RATING=90%

Palace's new release Sliders is a high intensity cybersports ball game, that sees you shooting for the opponent's goal on a space-age grid.

It all sounds complicated, but the basic theme behind the game is a one-on-one battle to gain possession of a small metallic sphere and fire it into a square opening in the grid floor.

You take control of an electromagnetic sphere so powerful, it can attract a smaller metallic 'electro puck' to glide towards your ball and cling on until repelled away. With intense fire power you can then blast the puck into your opponent's goal in order to gain a point.

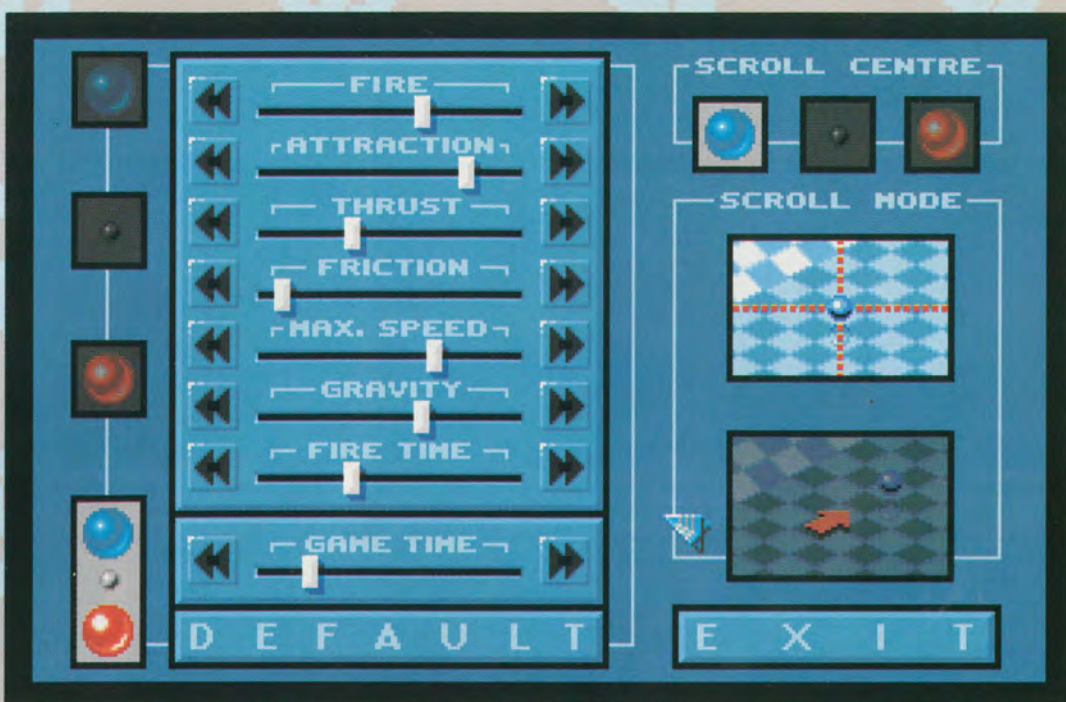
The setting is a highly gravitised contoured grid with a square goal at each end and a centre circle for the electro puck. The game consists of 12 varying levels, each with increasing difficulty and as you progress through the levels, the obstacles and hazards become more numerous making the game all the more complicated.

Fortunately, you have the option to vary the level of difficulty on each sector by adjusting the gravitational pull, speed of your ball, friction against the grid, and intelligence of your opponent (if playing the computer) amongst others.

You can see the direction you wish to move in by a small arrow hovering above your ship. This will rotate to show you in which direction you are heading in order to make things just a little easier! This is all important due to the speed and ferocity of the game.

The opponent's ball has the same magnetic pull as yours and therefore can attract the electro puck with the same intensity. By pressing the fire button you activate your magnet and as long as the opponent hasn't done the same, the puck will fly towards you.

Once you have the puck you are unable to control your movement. Instead, you can direct the puck around your sphere and then fire it



By moving the indicators, you can adjust aspects of the gameplay, such as friction, gravitational pull and speed.

in the direction you have chosen. All clever stuff!

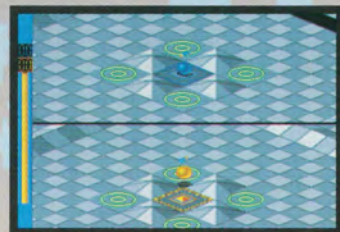
Should your opponent gain possession of the puck, it is possible to ram his ball (ooh er!) in order for him to release his hold. You can then try to attract the ball towards the opponent's goal and try for a point.

All the obstacles contained within the levels, including speed humps, valleys, ice patches and one way zones, can be an extreme hindrance.

However, by practising and har-



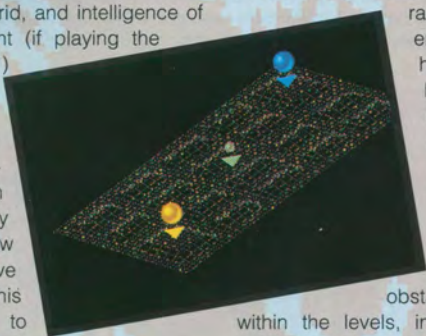
(Above) Fire the small electro puck over the opponent's goal.



(Right) Play a two player mode for fast and furious action!

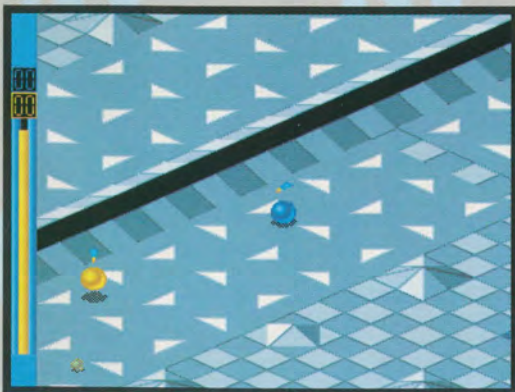
nessing your skills, you can use both the obstacles and your opponent to your advantage. Sliders is an incredibly skilful game and with plenty of time and patience you'll ultimately be able to develop your gameplay into an art!

Allie

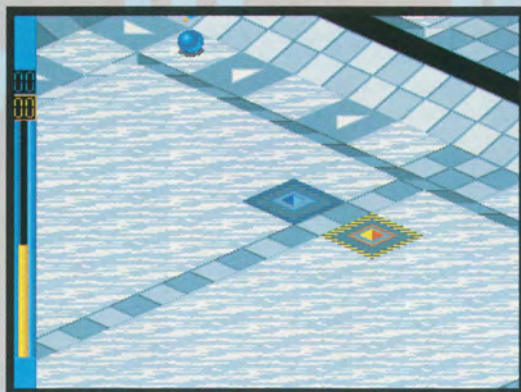


Sliders

P A L A C E

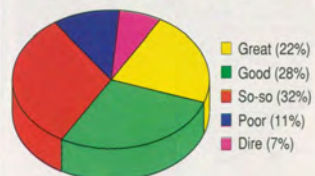


The arrows show which way you can travel in this area.



These ice patches make control extremely difficult.

PUNTER-POWER™



GAME: SLIDERS
PRICE: £25.99

The graphics are extremely tasty, and the scrolling is so smooth it's quite astounding. But the best feature of the whole game is the two player option; the screen splits and the action is continuous manic mayhem, leaving you breathless! At first the controls are difficult to get used to, but this is soon remedied after a few attempts. All in all this is a very high quality game, and with 12 levels to master you have your work cut out. The only downfall is the close up view you have of your ball; the whole of the grid is not shown at any one time and in a two player game you can totally lose your bearings. However, if you can overcome this be prepared for an exciting and fast game, not to mention competitive.

GAMEPLAY:
SOUND:
GRAPHICS:

RATING=76%



The match is under way and the opposing team pass the ball back to their goalie. He then takes a mighty run and hammers the ball into the air.



Your star midfielder starts a darting run towards goal. Can he open the scoresheet with a blistering effort?



Each player can be controlled via the joystick. You are at present controlling the guy with the four arrows surrounding his feet.



The teams come onto the pitch and receive the applause of the ecstatic crowd. You'll notice a tongue on the number 14, if you look very carefully.



After being totally outpaced, Clayton Blackmore resorts to violence and is quite rightly cautioned. One more like that and he'll be off!



Manchester

K R I S

"Ere we go, 'ere we go, 'ere we go."

Well, that gets rid of the inevitable beginning! In February 1990, Krisalis released Manchester United - The Official Computer Game to Joe Public and received great acclaim. It has sold over 100,000 copies and it's still going!

A lot of the new ideas that have been incorporated into Man United Europe have come from the people who bought the original game. Over the last 12 months, Krisalis have received over 4,000 reply cards suggesting how they could improve the game and what ideas should still be used.

The difference between the two games is the addition of three European cups. In a one or two player



game, you can compete in either the Cup Winners Cup, the UEFA Cup or the European Cup. Unless Fergie manages to lead the Reds to their first league triumph in 21 years, you are going to be the only chance they ever get of competing in the European Cup.

You can play either the full team or just take on a managerial role on behalf of Manchester United. Taking on the full team involves the careful positioning of your men and also allows you to attempt to be the next Nobby Stiles on the pitch. Taking the role of the present manager, Alex Ferguson, has you making the substitutions, choosing the formations, positioning the players and generally looking after United's present European campaign.

Before starting, you can access the options screen to set your own preferences. From here you can



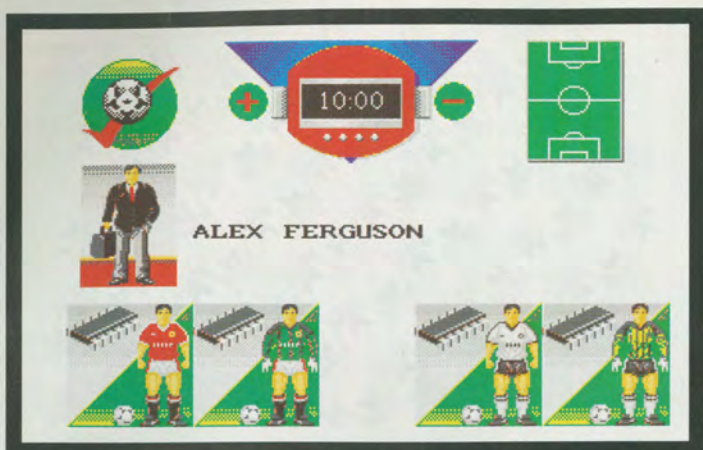
This screen allows you to substitute players and choose your formations.

choose whether to play as a team, become the manager, change the game time and choose the method of control. The menus and games are both controlled via the joystick. A two player game will need another joystick.

After you have set your preferences, you can select which competition to take part in. Each competi-

tion is staged over several rounds some over two legs, and progression is on a knockout basis. Most of your opponents are from the European circuit but you will occasionally come across another English team in a competition.

Control is quite difficult to get the hang of at first, but once you have mastered the art, things get a



The option screen can be useful to you. You can select the controls and match duration from here.



This screen gives you general information like your opponents and the present cup competition you are in.



United are playing in the first round of the Cup Winners' Cup against foreign opposition. The teams have taken their positions and are about to kick off.



After a darting run through the center of the field, the 'Reds' attack the goal and pass across the face of the goalmouth. The ball is left in the open.



Your super forward collects the ball on the edge of the area and produces a stunning lob-shot on goal that hovers dangerously above the defence.

United Europe

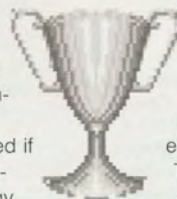


lot easier. There are three methods of control. The first is the standard Quick Shot. A quick tap of the fire button will send the ball ahead of you at an average rate of speed. Second is the Controlled Shooting method. You start running, keeping your finger on fire and then release it to produce a devastating shot in any direction.

The last method, After-touch, will be familiar to all you

Kick Off 2 fans. This involves pressing the fire button after which you are allowed a short moment to direct the shot once it has left your control. This can produce some pretty nifty curlers.

As well as the normal allocation of kicks, you can attempt to replicate some of the famed Brazilian free-kicks, fool



your opposition with a precise throw-in or try to produce a dangerous, curling corner kick. Each of these actions is performed using a crosshair that appears on the pitch and is controlled via the joystick.

A penalty will be awarded if the referee deems a challenge to be slightly dodgy. The penalty is taken from just

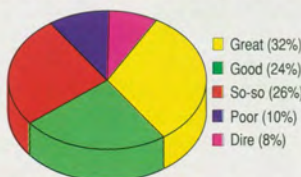
inside the goalie's area. You have to control the direction, power and elevation of the ball. If the penalty is against you, you take control of the keeper and must attempt to stop the opposition from scoring.

If you manage to win one of the cups, you will be entered into the Super Cup. This pits you against the winner of the European Cup in a battle of the giants. **Jason**



The opposition seizes possession and score a fantastic goal. You are one down.

PUNTER-POWER™



GAME: MAN UNITED EUROPE
PRICE: £25.99

RATING=80%

Most of you out there will have already encountered the delights of the Kick Off games. Man United isn't as fast or as playable but it is graphically impressive with large and detailed sprites that move extremely well. Sound is restricted to the usual crowd cheers and the occasional whistle from the ref. Each competition can be entered and progression was a bit too easy for our liking. A good product let down by the lack of difficulty.

GAMEPLAY:

SOUND:

GRAPHICS:

Robin Smith's International Cricket

C H A L L E N G E



PUNTER-POWER™



GAME: R. SMITH'S CRICKET
PRICE: £25.99

There have never been a lot of cricket games out on the ST and anyone looking for a quick boundary-blasting game is going to be disappointed. What we have here is a strategy game that doesn't really have that much strategy in it. The main problem with it is that there's just not enough to do. Simply selecting how your team will bat or bowl at the end of an over doesn't really warrant £26. Sound is virtually non-existent and the graphics are rather too Spectrum-esque for their own good. You're going to have to be totally nutty about cricket to play this more than a few times. It does come complete with a pad of 20 scoresheets for you to fill in so you can keep a statistical record if you like. Whether you'll use them all is doubtful though.

GAMEPLAY:
SOUND:
GRAPHICS:

RATING=58%

The positions of your fielders can be altered to your liking. You can even invent your own positions!

As the days grow ever longer and the sun beats down (sometimes) ever more intensely, hordes of men dressed all in white are taking to arenas all around the country, bat and ball at the ready, as they go for glory at the wicket.

The traditional English summer game is due to be appearing in several different versions on the ST this year and the first is endorsed by England's dashing batsman Robin Smith.

Robin Smith's Cricket is not intended to be an all-action arcade game, but rather a strategy based version giving you all the statistics that matter.

At the beginning you can choose which team you'll control from the seven international cricketing countries in the game. You must then choose your opponent. So if you have a taste for the topical (or even the tropical) you can pick a West Indies/England confrontation.

Each team has a 16 man squad of players that can be swapped around and have their names changed if you so desire. At the end of the team selection part you must have 11 players, 6 of which are bowlers and another must be a wicket keeper. Further progress is impossible until this configuration is achieved.

Every time you load the game the player's statistics are changed. This means that Robin Smith could

The umpire appears after a glorious boundary stroke to signal another four runs to the West Indian batsman.



From here you can determine the type and length of game you'll play. You can also choose the difficulty level.

even turn into a fast bowler overnight. Unfortunately it also means that you can't always have the team you want without a lot of name-changing as three of your top batsmen may now be bowlers as well. Therefore to play them all would leave you with over the regulated six bowlers per team!

Once all the pre-match stuff is out of the way the toss of a coin decides who will bat first. If you send out your opening pair you must then choose whether they will bat defensively, averagely or in an attacking style.

Remembering this is not a Test



You must now choose the team that will take to the field for you. Six bowlers MUST be included.

Match and will range in length between 40 and 60 overs, you can't afford to be defensive for too long. On the other hand a mad rush of blood may see the wickets tumbling.

Once this choice is made you can sit back and watch the over being bowled. Any close things such as LBW appeals are shown with a blown up picture of the umpire so you can see whether he gives you out or not. When 10 of your men have been dismissed it's your turn to field.

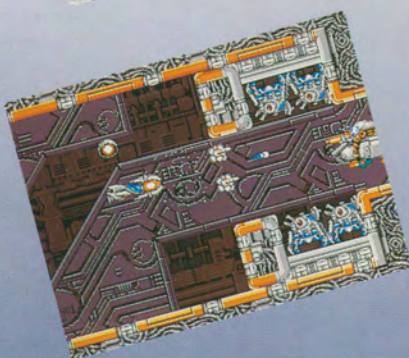
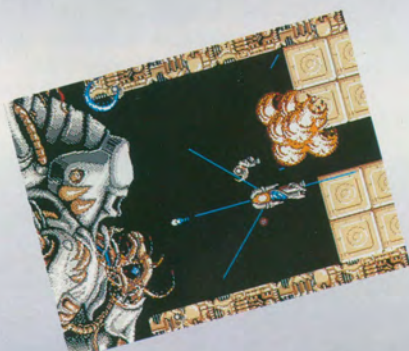
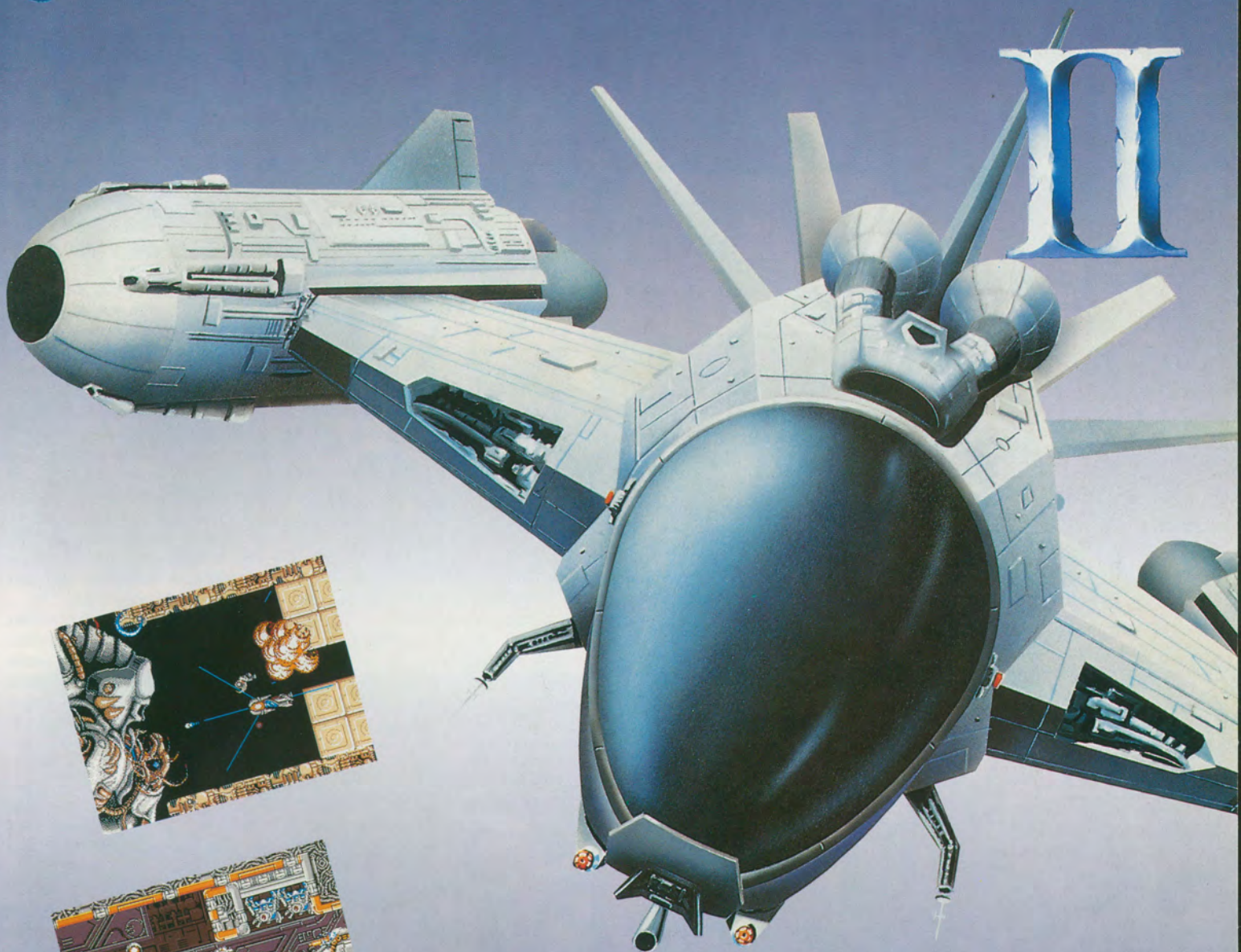
This is similar to batting except you can now set your field and choose where to bowl at. **Paul**



The ball is returned accurately after a defensive stroke and the wicket keeper is quickly onto it to complete the run-out!

R•TYP•E

III



Available in September
on ST & Amiga formats.

**THE FIRST WAVE WAS EASY.
THE SECOND WILL DROWN YOU.**

Emergency News Bulletin 07.63.... Attention all Starfighter pilots....The evil Bydo Empire is out for revenge.... Stronger, faster and more dangerous than before....the attack waves have started....a remodeled "R-9" Starfighter is armed and ready for you....proceed to the battlefield immediately....the nightmare has returned....

ACTIVISION

TVS



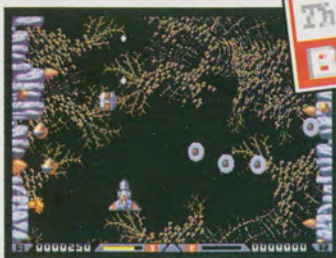
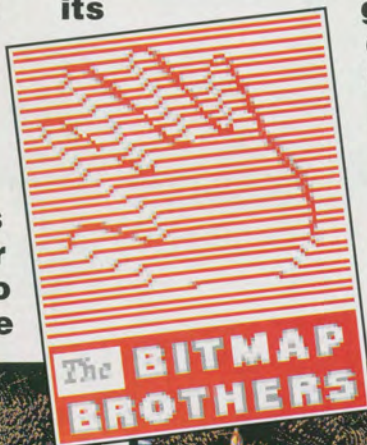
Motormouth (for one lucky winner!)

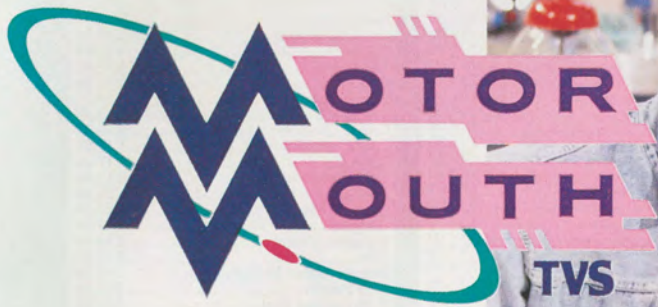
The Bitmap Brothers have been responsible for some of the best games to appear on the ST in years. You all remember Xenon and its excellent sequel - Xenon II and the great Speedball games. Gods and Cadaver are also memorable

achievements to emerge from their stable. The next product to emerge will be Magic Pockets - a cutesy game with lots of special features and really nice graphics.

competition in conjunction with TVS to bring you the chance of winning an all expenses paid trip to the Motormouth studios to watch the programme live. You'll get the chance to meet all the presen-

ters including Andy Crane, Gaby Roslin, Steve Johnson and Neil Buchanan, so they'll be decided to run a loads to see and do!





Goes Live!

MOTORMOUTH COMPETITION

1: Where was the internationally famous Andy Crane born?

- A) Papua New Guinea
- B) Manchester
- C) Aberdeen

2: Which Bitmap Brother's game contained title music by Bomb The Bass?

- A) Cadaver
- B) Gods
- C) Xenon II

Tie-break: Tell us in no more than 15 words why you think Andy Crane talked to a green hairy duck for two years on the 'other channel'.

I think Andy Crane talked to a green hairy duck for two years because.....

.....

Name:.....

Address:.....

.....

.....

To win this well 'ard prize, all you need to do is answer the two questions, complete the tie-break and send the completed entry form to reach us no later than October 18th 1991 to: Motormouth Compo, ST Action, Europa House, Adlington Park, Macclesfield SK10 4NP. Good luck and may the force be with you!

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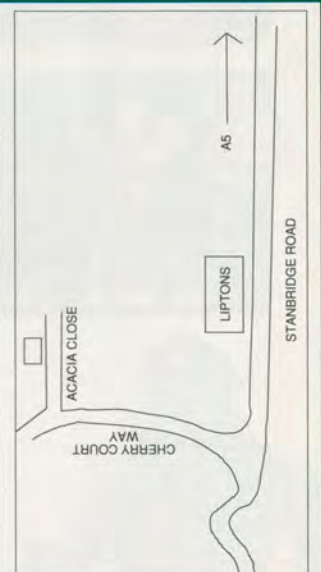
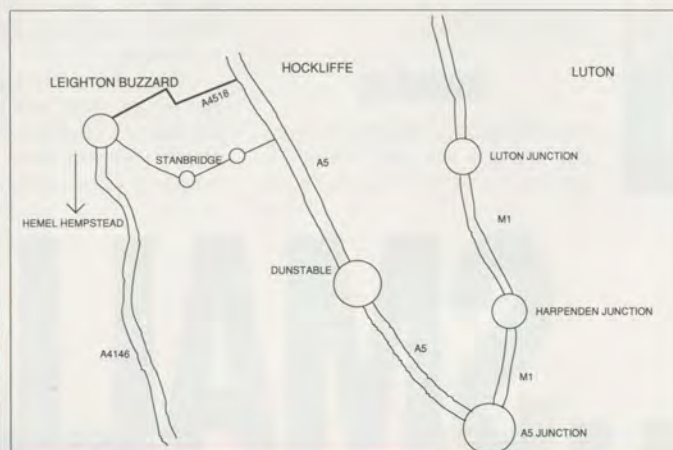
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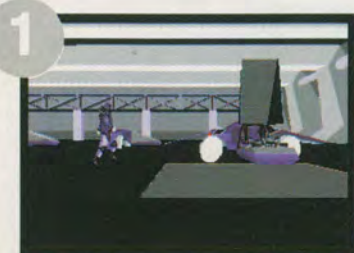


Maps showing direct routes from the motorway and A5

DOTTY'S...



You know, this must be one of the best tips pages in the world, but then again, I write it. Ha. This month, I am glad to bring you the level codes for *The Killing Cloud*, *Atomino* and *Brat*. Plus lots more, too.



THE KILLING CLOUD (1)

Many of you will have purchased *The Killing Cloud* from Mirrorsoft. The first five levels are relatively easy to complete but the last five can cause considerable problems. Well, not any more they won't. David (another unreadable surname causes problems in my life!) from Southsea, Portsmouth has decided to share his wealth of knowledge with you all. The codes are as follows:

Mission	Code
5	3336RWE3
6	XXX6G6EJ
7	4333GWER
8	W3Q1GWC
9	63QTEDEX
10	CA2FG7E2.

Those should help you out a bit!

BRAT (2)

Johnathan Machin of Staffs has been playing *Brat* to the death and has managed to come up with all 12 codes for the levels.

Level	Code
1	BISHIGMO
2	MIHEMOTO
3	SASUTOZO
4	SUMATZEE
5	NOKIAGOT
6	ITSANONO
7	NOZIMATO
8	NOZITOMO
9	MOKITEMO
10	ZUMOHATO
11	CHANASTU
12	NAGAITSU

Thanks Johnathan.

ATOMINO (3)

Our Allie has been playing this every day and she still can't manage to get past the first few levels but some

kind person has sent me the codes to access each section of 10 levels.

Section	Code
10	ACID
20	ARROW
30	EMISSION
40	LAVA
50	CAVE
60	ELIXIR
70	BONE
80	WOOD
90	FOUNTAIN
100	GETWISE

You really shouldn't have any problems now Allie. Huh, women games-players!

NAVY SEALS (4)

This is a cracking game but some of you might find it a little difficult, so thanks to a pal of mine, I can now give you the secrets of the SEALS. Play the game until you get a high-score and enter your name as **WOZZIE**. Now start a new game and pressing Return will advance you a level and pressing the W key will cycle through the available weapons. My thanks go to B.J. of Manchester for that one.

TURRICAN II (5)

This little tipette comes from Mr. Gabriel Hartnell who resides in London. He says that if you play the game until you get to the end of level three guardian, turn into the Gyroscope and stay on the guardians head, your lives will gradually start to increase by one. There will be no visual verification on-screen but your lives panel will start to increase.

Keep doing this and eventually you will be gifted with 99 lives. My the heavens open up, the little fluffy clouds part and many nice things happen to you Mr. Hartnell.



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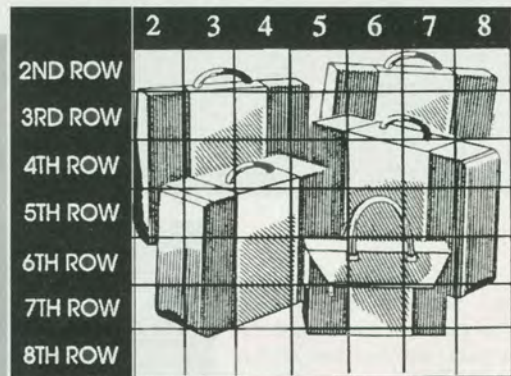
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GTGA...

Okay, so Hiro is a little oriental hero with a large weapon. He can leap, bound and run his way across all manner of dangerous and formidable levels but even a hero needs help occasionally. So, Jason has decided to share his infinite wealth of knowledge with all you people who are having a little problem with Switchblade II. Read on.



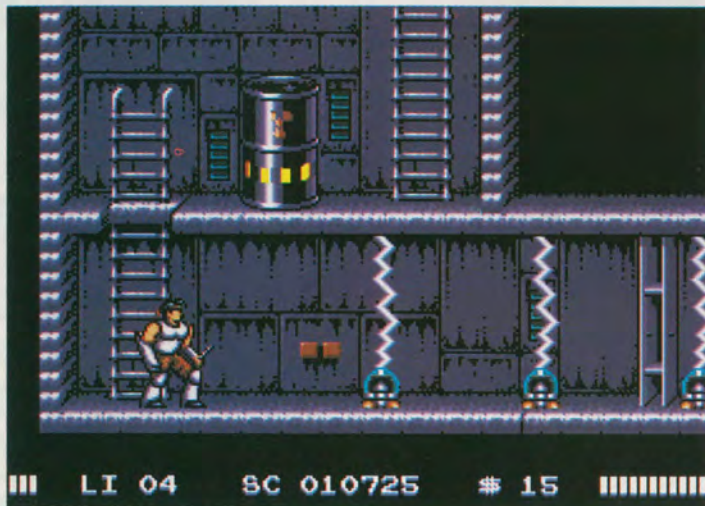
LEVEL 1

The first level is split into three sections. Each part must be completed in order to allow you to progress to the next level. The first part of the level has you walking from left to right overcoming objects such as: fire, boxes and crates. The best way to complete this part is to keep jumping over the boxes and picking up the bonuses. Watch out for the fires as they always appear when you can't see the floor just before a jump.

The next section is the most difficult part of level 1. Each screen is only made visible when Hiro enters it, so you can often be surprised by creatures lurking by the entry to a new screen.

There is no pattern or correct route to this level, just trial and error, so keep looking. There are several objects that should be avoided to prevent the loss of energy. The laser cannons can be shot, the enemies can be shot or avoided and there are spikes that appear out of the floor when you get too close. The spikes can be identified by four little black dots that appear on the floor. When you get next to them, they'll appear.

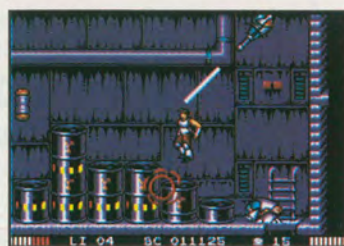
The last section is a return visit to the first part of the level. Just keep moving to the right and you will eventually come to a formidable looking robot. The robot is the end of level guardian and it will fire homing missiles at you. The easiest way to defeat him is to leap over him, avoiding the missiles and get behind him. You can now shoot him from behind but jump back in the opposite direction when he retreats.



LEVEL 2

Level 2 is a lot simpler than the first. It is divided up into various platforms, each containing monsters and various goodies for you to collect.

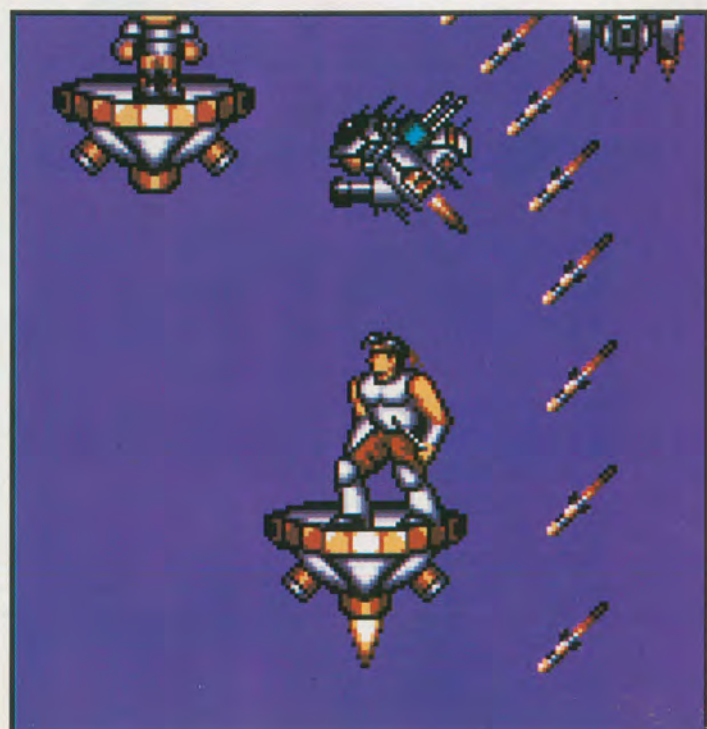
You must make your way to the top of the screen, exploring all the secret rooms (accessible by entering the holes on some of the platforms) and collecting all bonuses. Watch out for the fires on the platforms and the creatures that patrol the floors.



LEVEL 3

This level mainly consists of small tanks and robots. There are also many spikes for you to avoid. The level goes up and down with floating platforms above your head. Keep going right until you get to a floating platform that is on the floor and get on it. It will take you up to another platform, climb this and collect the extra life.

Go right and you will come to the end of level guardian – a giant robot on wheels. The robot will fire lasers and missiles at you but it isn't a particularly tough customer and only takes a few hits to defeat, so just keep firing and jumping and you should be alright.



WEAPONS FIT FOR A HIRO



KNIFE – This is the weapon you carry all the time. Unfortunately, it can only be used in close combat.



SHURIKEN – Fast, steel throwing stars that will cause damage to even the most hardened of foes.



DRAGON WEAPON – A large flame dragon will revolve around you, smashing anything it touches. Slightly erratic, and looks more potent than it actually is.



GUN – This is the most basic of the weapons available. After repeated fire, all foes will eventually be destroyed.



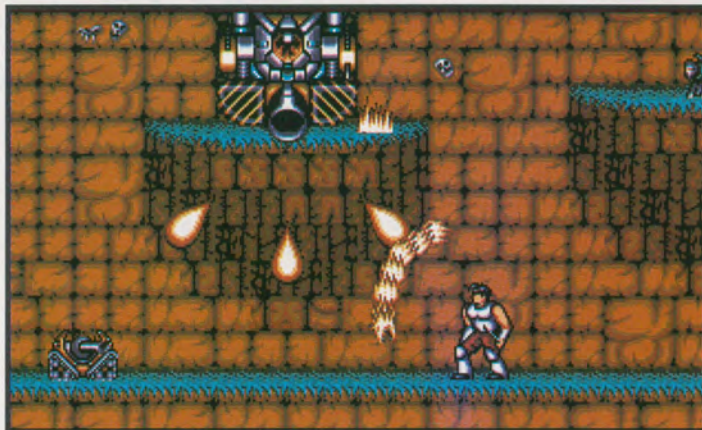
LASER BEAM – This will produce a powerful beam from your gun, allowing it to destroy almost anything.



LEVEL 4

The level is inhabited by little unarmed creatures and also the missile firing tanks. The exit can be found as far to the bottom-right as you can go. The easy way to get there is to fall down as far as possible and then go to the left, you'll find either a door or a shop.

After you have used this, continue to the right and fall again. Eventually, you will come to the end of the level snake guardian. To kill him, you must shoot his head several times until his body segments disappear, the last one will explode.



LEVEL 6

This is what it's all about. Level 6 is one of the hardest due to the fact that it is filled with very nasty aliens.

The level is full of little platforms, each containing fires, that must be negotiated. Lasers are also present on this level, mainly hidden in crevices at the top of the screen. Try to keep to the left when dropping off a platform as most of the flames are towards the right.

The end of game guardian resides at the end of this level, and boy is he mean! He will appear above you and start to drop lasers from the edges of his body. You must try to dodge them. After a while, he will start to drop about eight bombs at you and move in a bouncy fashion. You can hit him in the middle when he touches the ground. Now sit back and watch the awe-inspiring end sequence.



LEVEL 5

Set on a level highlighted by the rain-filled skies, level five is quite difficult as it has been filled with lots of spikes and tanks. You will come to a few stumps with holes in between and rockets will fire out as you approach. The missiles must be dodged as they cause considerable energy loss.

Later on, after much slogging, you will come to a straight bridge. The game will then load the end of level 5 guardian. Watch out for the bombs and shoot it in the middle to kill it. No problem.

...SWITCHBLADE II

GTGA...



This is definitely a game for all you armchair sadists. Life and Death gives you the chance to pull people's livers out and remove their intestines. Good eh? The first operation you will have to perform is the Appendectomy (the removal of the Appendix for all the thickies out there). I, Jason 'Dr Hackenslash' Dutton have been successful in my attempt to perform this minor miracle, so I have decided to share my knowledge with you. Kind aren't I?

After you have successfully diagnosed your patient, you must choose your operating staff from the six available in the staff room. I found Dr. Danielson and Dr. Manglier to be the two most professionally suited to the job. After you have gathered your staff in the operating room, it's time to begin the carnage.

THE OPERATION

I will try and guide you through the operation in easy-to-understand stages. If you have any further problems, don't hesitate to write.

SDRP First things first. Cleanliness is next to Godliness as they say. Access the top drawer and wash your hands with the soap. Now put on the gloves.

A Select the bottle of antiseptic lotion (a red bottle with an 'A' on top) and apply it to the patient totally covering the visible skin.

Now take the gauze (top-left of drawer) and place it in the top left-hand corner of the area you have just applied the lotion to. Release it when you see a small blue line. This should now cover the outskirts of the skin with blue cloth.

B Open the second drawer and place the blood plasma into the IV at the bottom of the screen (on the left of the scrolling message bar).

Now administer antibiotics (in the second drawer, the needle marked 'B') and turn on the gas. You are now ready to start the actual operation.

Select the Scalpel (the sharp knife) and cut the patient from the top-left to the bottom-right corner, making sure you cut as straight



as you can. The incision will start to bleed in random places.

Place the Forceps over each bleeder (there should be between four and six) and select the Cauteriser. Use the Cauteriser to permanently stop the bleeding blood vessels. Remove the Forceps and use the Swab to clean the surface.

Now pick up the Retractors (second from the left on the bottom) and insert them into the open wound. Click on the cut with the left mouse button and the skin should draw back to reveal the Subcutaneous Fat layer.

Use the Scalpel to incise the layer and repeat the clamping of the bleeders procedure. Retract the layer to reveal the Oblique Muscle layer.

Cut the Muscle layer and retract it to reveal the Transversus Muscle layer. Note: There will be no bleeders once you have passed the Fat layer.

Take the scalpel and nick the Transversus Muscle layer in the bottom left-hand corner of the square. Now place the Forceps on top of the nick and you will get a message to nick it again. Comply with the message to reveal a hole.

Remove the Forceps and use the scissors to cut a line from the hole to the top right-hand corner of the square. Now retract the layer to reveal a selection of coloured dots.

Open the second drawer and take out the test/sample tube. Click once on the infected area to procure a sample. Now take the suction tube and remove the rest of the intestinal fluid. The area should stay the same but will be free of the dots.

Take a pair of Forceps and place them on the bottom right-hand side of the square. Click on it again to reveal the Cecum (a large circular object). Access the top drawer and remove the bandage from the bottom left-hand corner. Click once under the Cecum and it should now be packed, eliminating the chance of it slipping back into inside.

Take the Forceps again and click at the bottom of the Cecum. A small extension will be added to the right-hand corner. Now empty your hand and click on the extended part of the Cecum. The Appendix should appear.

Take the Clamp and place it on the thinnest part of the Appendix. This should now be raised to make it accessible.

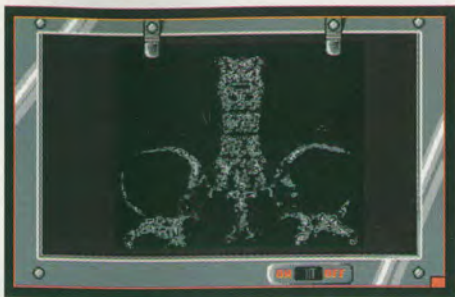
Take the Scalpel and make a nick in the small light coloured area just off center and to the right. It should be in the middle of an upturned 'V' shaped muscle. Now take the Needle and sew a stitch into the hole you have just created.

Now use the Scalpel to cut the Appendix just below the Clamp on the right-hand side. The top of the Appendix should thin out.

Take two Forceps. Place one just to the left of where you cut and stitched the Appendix and place the other one up and to the right. Using the Scalpel, nick in between the two and the Appendix should now be removed. Remove the Forceps and click once on the Cecum with an empty hand. The Cecum should now be inverted with a hole visible in the center.

Use the Needle to place a 'Z' stitch in the hole and use an empty hand to replace the Cecum back inside the patient's abdomen.

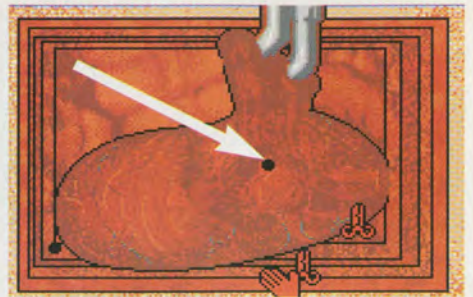
You can now start to un-retract the layers and stitch your victim back together. Place the retractor in the middle of the square and click the right mouse button. The layer should now close to reveal the previously made incision.



Sometimes, you will be presented with an X-ray. The stones on the right indicate kidney problems.



After elevating the Cecum, you click on the tongue-like part at the bottom right to reveal the Appendix.



You must make the incision where the hole is visible. This will allow you to sever the membrane.

Use the Needle to sew up the wound, making sure you sew the right place and don't use too many stitches. Repeat this procedure until you get to the Skin layer.

Retract the Skin layer and use Skin Clips instead of stitches. The Skin Clip is in the very top-left corner of the tray. Position them one at a time about half an inch apart.

Turn off the gas to finish the operation and receive your medical report on your performance. That's it. Easy as pie.

MEDICAL TIPS

Always cut in a straight line otherwise you will get reprimanded on your return to medical school.

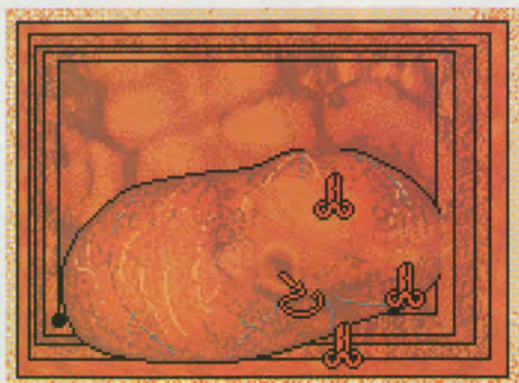
If, during the operation, your patient suffers from PVC, inject Lidocaine which can be located in the bottom drawer in a needle marked with an L.

If they have Bradycardia (quickening of the heart contractions) inject Atropine, located in the bottom drawer in a needle marked with an A.

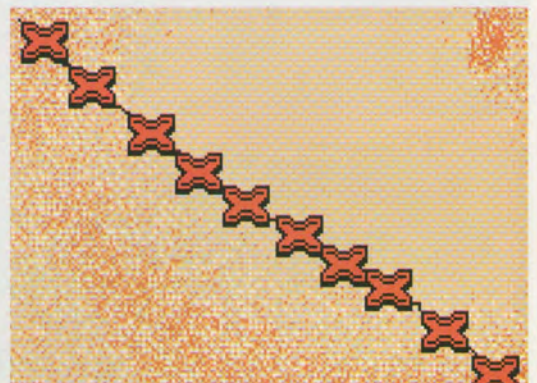
If your patient shows no sign of pain, they are suffering from Intestinal Gas which should be treated with observation. If they show pain in all quadrants of the stomach, they are suffering from a Bacterial infection that should be treated with Medication.

If they show pain in both sides of the stomach, X-ray them and if you can see three little stones above the pelvis, they are suffering from Kidney Stones which can't be treated by you but you must refer them to a specialist for treatment.

Position the forceps and make the cut in the center of them to sever the Appendix.



After inverting the Cecum, you must close up the artery with a 'Z' stitch using the normal needle procedure.



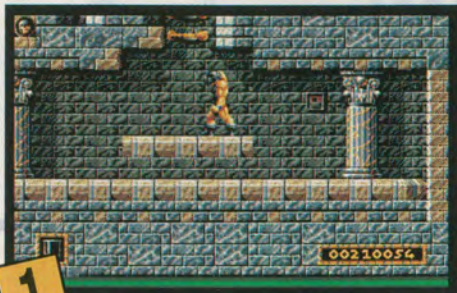
The last skin layer must not be stitched. Use the skin clips to close up the wound before shutting off the gas.

...LIFE AND DEATH

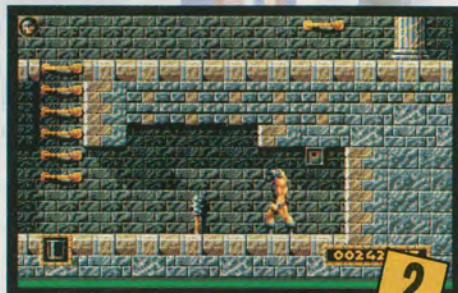
GTGA...

This month we've decided to give a helping hand to those of you having trouble with The Bitmap Brothers' mega platform shoot'em-up Gods. But don't get your hopes too high because we're not going to tell you how to finish it, only how to get past the half way mark! So for all you frustrated potential Gods, Allie 'Demon-Killer' West will help you get just a little bit nearer to the end. Prepare to finish Level 2 and finish the first world on Level 3 to get your next code...

Level 2: World 3 – Things Are Really Hotting Up!



1 At the start of this world move left along the platform and kill the two guards that appear behind you, one will then drop a key. Walk right to the beginning of the level and flip the switch. Jump up the ladder and collect the key.



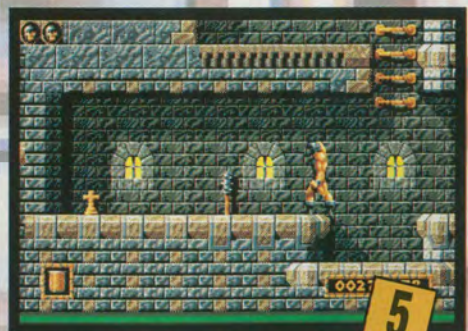
2 Flip the next switch you come to, and a trapdoor will open under your feet. Go down, jump over the spike and flip the switch (don't panic, the spike doesn't disappear!). Go back up and carry on to the wooden platforms.



3 Proceed left up the trapdoors, resetting all the levers as you go (this will reveal an important Cross that you'll collect later), and pick up the key on the far left. Then move right and on to the moving platform.



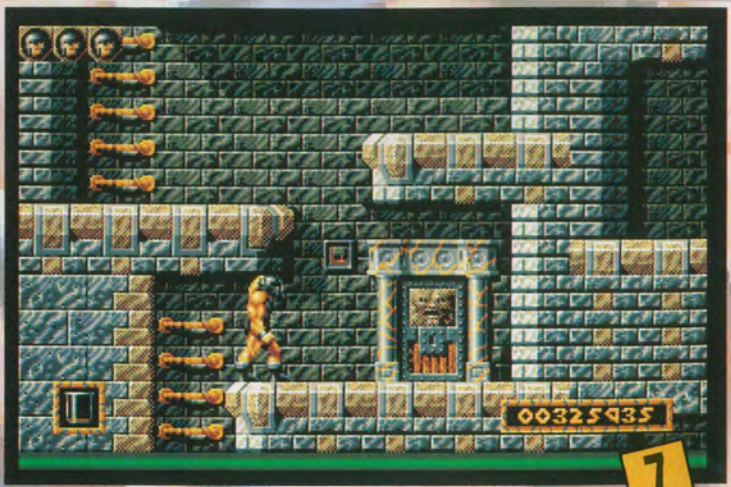
4 Once onto the platform **KEEP WALKING!** Pick up the candle on the right and wait for the platform to come back, then walk back to the left. Fall through the trapdoor in the solid platform and pick up the key that's dropped. This key opens the treasure room door at the beginning of the level (it's worth the walk as you gain an extra life!). After claiming your bounty go back to where you picked up the key and go down the ladder.



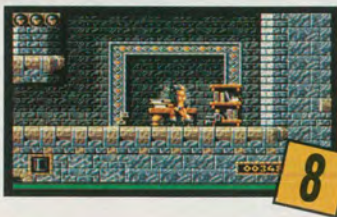
5 Once down, move left and jump over the spike. Pick up the cross, jump back over the spike and then jump up the shorter ladder.



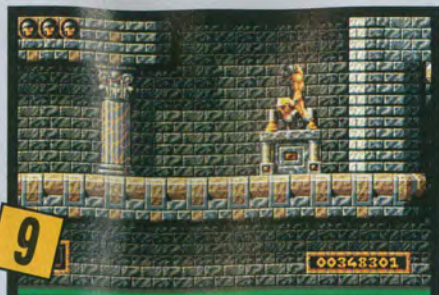
6 Keep moving up and left across the platforms (killing everything in your way of course!) then go down the ladder at the end of the platform.



7 Go down the ladder right to the bottom. You can come back to this treasure room in a minute.



8 Once at the bottom, keep going right until you reach the study. The candle will miraculously change into two keys. Grab these and start back to the long ladder. At the bottom of the ladder, pull the lever and the door above will open. This leads into the chapel.



Once in the chapel, jump on the altar to collect a huge Dragon Gem. Then, for a bonus, pick up the candle on the right and jump off the altar. The candle activates a key that will open the treasure room at the top of the stairs. This is your day!

Now that you're weighed down with booty, go back to the bottom of the ladder and proceed right. You now come face to face with the Guardian, but don't worry because he's not as ferocious as he looks! Along with his fire breathing gob, he also has a fireball shooting tail both aimed at you, but as long as you keep firing and dodging his breath, his tail will quickly disintegrate closely followed by the rest of him! That completes the level.

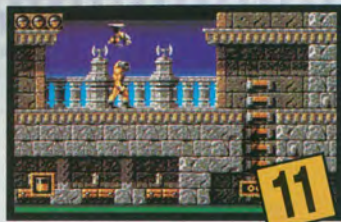
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Level 3: World 1 En Route To Your Next Code!

HUGE TIP

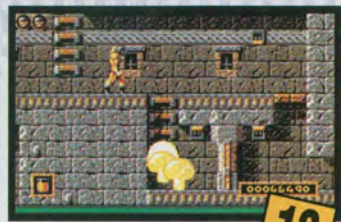
Take extreme caution as the nasties don't give you a lot of reaction time to fire, and most take loads of hits to kill them, so it is advisable not to rush through this level! You have been warned...



Move right along the platform and down the ladder. Carry on moving right and flip the switch to obtain a 15-second smart-bomb.



Jump on to the ladder. At the top go down the next and collect the bomb the demon leaves behind. Then proceed up and left.



When the lever is pulled, a trapdoor will open above the ladder. Go down, touch the floor and immediately go back up. A spike will appear but this can easily be destroyed by firing a bomb on top of it. Good stuff eh? Pull the lever at the bottom and fire at the bee-hive. Now you can go back up the ladder and down the trapdoor on the right.



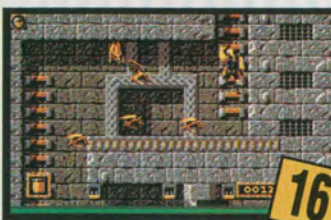
Collect the goodies and head all the way back left to the first long ladder, and proceed downwards.



Flip the lever at the bottom of the ladder then jump over to the platform on the right - pick up the health bonus. Go down and move left.



Move halfway down the ladder and fire at the rock underneath the gem. Collect your bounty and head towards the left.



Flip the levers in order from right to left then climb up to the next platform. Move to the far right, shoot the bats, go up, left and up again.



The middle lever transports you to a small room containing a bowl. Pick up the bowl in order to reveal a treasure key later on! The other two switches transport you to rooms with loads of nasties - not very pleasant. When you are back on the main platform go back down the platform and head right. The treasure key will now appear. Enter the room for your reward! Follow the platforms right and down until you reach a closed door. Flip the lever.

Fire and move right at the same time until everything is dead - be careful as the creatures appear fast and furious! Pick up the bottle of attract potion. Move right.

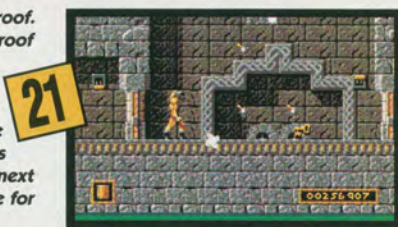


Walk under the platform. A thief will pick up your key. Move left and drop the potion. The thief then falls. Pick up the key and enter the room.



You have been teleported to another part of the level! Proceed down and right until you come across another closed door.

Flip the switch and fire at the roof. After a few hits the stones in the roof crumble, revealing loads of treasure that uncannily falls into your greedy, waiting hands. Flip the next lever and you're home and dry. Make sure your disk is write enabled or you'll lose the next code and all your hard work will be for nothing!



Congratulations, you've made it! Now it's up to you to finish Levels 3 and 4, and become a God.

...GODS



These zombies engage their aerial assault while being carried by small eagles. If you wish to survive the encounter shoot at the eagles, but also try to blow up the petrol bombs thrown by the zombies.



Beast Busters

A C T I V I S I O N

Activision have currently been working fast and furious putting the finishing touches to their new arcade style game *Beast Busters*. Now, with the release date imminent, the "innovative" new product is waiting patiently to be launched.

"This town is doomed... Those who enter never return... We've come to solve why..."

Strangely, a city has crumbled into oblivion and no-one can understand why, or rather no-one has the courage to find out. All that has been uncovered is the existence of hundreds of mutant creatures running riot throughout the city. But where did they come from?

All anyone knows is the hunger for human flesh that forever wills the creatures on. One mere sniff of human blood and they charge with fangs at the ready. Sounds tasty! But somebody has to stop them. Are you that person?

Armed with an incredibly huge gun, a few rounds of ammo, and a small number of grenades, you take your life in your hands and venture into the wilderness. God you're brave. Mad, but brave!!

The setting for this macabre

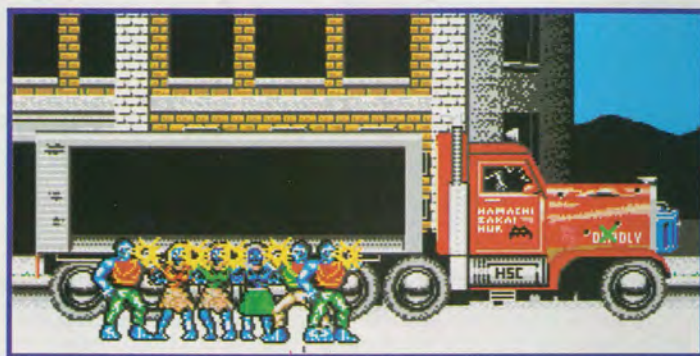
onslaught is in the derelict subways, riversides, and burned out streets that once bustled with activity and mayhem. Now all that remain are the creeping shadows and loitering misfits preying for wandering strangers. But things are about to change.

The object of the game is to destroy all the creatures that enter your line of fire, and collect whatever bonuses you are offered. The various monsters can appear from all directions and partly hide behind pillars and garbage all with their weapons aimed straight at you.

With seven levels to liberate, each alternating between horizontal and vertical scrolling, you certainly have your work cut out. Every level end is inhabited with the customary guardian which requires that little extra ammo to splatter it across the walls. But don't worry about having enough as extra magazines and grenades can be collected throughout the game (if you're quick enough of course!).

Your line of fire is indicated by a small cross controlled with the mouse or joystick. The mouse is by far the most effective as movement has to be swift. In a two player slaughter one sight is coloured red, while the other green.

Allie



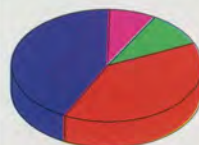
(Above) This end of level guardian consists of groups of zombies jumping at you out of a truck. The secret here is to just keep firing.

(Below) From time to time bonuses fall down the screen. Shooting them will automatically add them to your inventory.



Now that you have successfully reached the end of level guardian, do you have what it takes to kill him?

PUNTER-POWER™



GAME: BEAST BUSTERS
PRICE: £25.99

RATING = 62%

Following closely in the footsteps of arcade epics such as *Operation Wolf* and the fantastic new *Space Gun*, *Beast Busters* tries so very hard to bring the arcade excitement into our homes.... and fails miserably! It is a reasonably average game but it's all been done before and unfortunately it still doesn't work. The few good points include the smooth scrolling and the number of bonuses available, but the sheer banality sadly outweighs these.

GAMEPLAY:

SOUND:

GRAPHICS:

Access

Legend Software



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It is the 21st century. The last of the petrol-driven vehicles have been banned from the road. The United Nations Charter has forbidden the use of petroleum-driven cars in all advanced, civilised states and insisted on new sources of power for the vehicles – electrical and solar.

The extremely efficient environmentally friendly solar cars could replicate the performance of the old cars as a cheaper and cleaner alternative. Unfortunately, the new transport systems lacked the few remaining elements of fun left in the new world – thrills, spills, excitement and speed.

The UN, in response to possible rioting by a considerable number of the car-driving population, finally sanctioned a new sport to combat the incredible amount of petrol-driven cars that had been banned from the roads. The new sport was called Wild Wheels and it gave all the previous owners of the old cars a chance to get rid of their pent up frustration and boycott their new-technology cars for a day to experience the vein-pumping excitement of combat car racing mixed with futuristic footy.

Wild Wheels was open to drivers of all ages. If you could drive, you were allowed to compete. The sport grew and soon became a national pastime. Fantastic customised cars were built and a points system was introduced making the game a must for all drivers.

High-tech computer operated stadia were built to televise the contests which were transmitted live via satellite to the millions of now dedicated fans. The more gifted drivers moved up the grades quickly,

allowing them to get faster cars and become more famous. Eventually, they would achieve world class super star status.

Before starting the game, you are presented with an options screen that allows you to set various things to your liking. Entering your name, changing the difficulty level, choosing your car and even your formation can all be done via this screen. Once you have set the preferences, clicking on the play icon will take you into the game.

Wild Wheels is set within a specially-surfaced arena measuring 200 metres by 120 metres. Every new competitor is provided with a basic team of Shrimp cars, and takes the position of the Striker. The other members of the team are computer-controlled Slaves who each have predetermined team-roles that can be altered if you wish.

During each game, you take control of the Strike car, the leader of a group of five identical cars. Each Strike car has three lives. When these lives are lost, that particular round is over. Each Slave car has one life and the opposition's Strike car also has three lives. If the opposing Strike car loses its three lives, you win the game.

There are two ways to score points in a game. The first is by keeping the ball in your opponent's half of the pitch. This

increases a running bonus that is reduced when they get the ball in your half.

The second, and easiest, way to make points is by scoring goals. You can shoot the ball from any area on the pitch but the closer you are to your opponent's goal, the more points you will receive.

There are various cars you can choose from for each race. Unfortunately, better cars cost more money. The higher the price, the more speed, strength and acceleration are included in the package. The best cars are almost indestructible and are definitely worth the money.

Jason



You break through to score an amazing goal but unfortunately, your brakes fail and you plough into the goalpost.



6600



7450



8320



9500



10000

Wild Wheels

O C E A N



You will see one of these screens depending on how well you perform (oo-er, missus). If you win, you will move up to the next grade and be allowed to use a more powerful car.



PUNTER-POWER™



- Great (0%)
- Good (10%)
- So-so (44%)
- Poor (28%)
- Dire (18%)

GAME: WILD WHEELS
PRICE: £24.99

It's very unusual to see an Ocean game that isn't a film or arcade licence these days. Wild Wheels is apparently taken from an American pastime that uses real cars and a large sponge ball. Graphically, it's not up to much. The cars are small and look 8-bit compared to some of its competitors and the pitch is a series of multi-coloured squares that play havoc on the eyes. Sound has been restricted to the explosions of the cars and the cheer of the crowd when you manage to play it long enough to score. In its favour has to be the link option that allows you to play against a friend on another computer. However, this doesn't improve on a game that fails to come up to scratch but which, nevertheless, remains relatively reasonable.

GAMEPLAY:

SOUND:

GRAPHICS:

RATING=70%



Things are getting pretty hectic down there. Your battle for the ball has the opposition running out of fear.



You look as though you are going to score but the yellow team's Striker may have something to say about that.



After driving over a special tile, the ball splits up and both teams can now score with different balls.

PD or not PD

PUBLIC DOMAIN

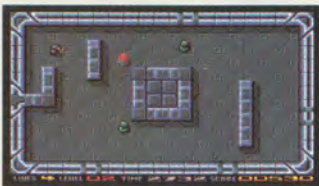
For this month's feature we have concentrated on Merton PD of 10 Grasmere Avenue, London SW19 3DX who have kindly sent us four games for your amusement. You can enjoy a good ol' zap and blast, some gambling games, a tester for your grey matter and for the sports fans among you there's a nice little Tennis sim.

ROBOTZ

This has to be, by far, the best PD game around at the moment with high quality graphics and gameplay. It's a wonder that this doesn't qualify for something better than PD! While not devastatingly original, Robotz has most factors for a really good game.

The object of the game is to escape from each futuristic grid that you enter and avoid the homing alien droids. Sounds easy, but you can't destroy the droids until you have firstly destroyed a red canister. When the canister has been annihilated you are given a power-up, which will allow you to kill the droids and escape to the next level.

You must at all costs try and avoid bumping into the electrified walls (for obvious reasons!), but at times the gaps between partitions are extremely narrow so careful manoeuvrability is the answer. Robotz is worth getting because it's so much better than most available in PD libraries.



ST VEGAS

There are so many casino style games available on PD it is hard not to get swamped by them, but every now and again one comes along that is worth a closer look. ST Vegas consists of four different games – two card and two gambling – each with high quality gameplay. You are able to try your hand at either Black Jack, Poker, Roulette or a One Armed Bandit in order to win your fortune (well, it wouldn't be Vegas if you couldn't win!).

Betting is incredibly easy for all the games and your loot is shown as a little Atari coin. By placing a coin on the board or putting it in the slot (for the One Armed Bandit) you automatically start the game proceedings. Simple!

The graphics are very defined and the complexity of the gameplay makes all four games easy and fun to play. ST Vegas is definitely worth a look in especially if you're a glutton for dabbling in the odd bet or two!!



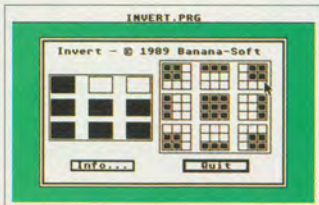
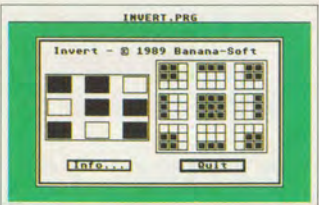
INVERT

This is definitely one for the old grey matter, you have been warned! Based loosely on Othello and played in desktop mode, the game requires you to create a totally black grid of nine squares. Don't under-estimate the objective because it's not as easy as it sounds.

You start with a grid made up of both black and white squares and the object is to invert the squares to create a completed black grid. This is the catch: you can only invert a minimum of three squares at a time in a given pattern. Now you're worried!

All the formulae available to you are laid out as icons, and by simply clicking on the icon the main grid will change automatically. If you're a whizz-kid you should be able to complete the puzzle in under nine moves (this is considered as good), but anything up to 20 moves is still a fair attempt. Over 20 and, well, what can we say, missing a few brain cells aren't we?

Invert is all good fun but once you've mastered the problem unfortunately there aren't any more for you to try. That's a bit of a downfall wouldn't you say?



TENNIS

Why does the onset of Wimbledon cause such a commotion? And how come we're only spared of the *extravaganza* for a year at a time? Such questions will remain two of the unanswered mysteries of all time! But some people like all the mayhem so we mustn't knock them when they're slightly mad!!

Joking aside, this version of Tennis is remarkably good and responsive. Void of all the strawberries and cream and a certain Mr McEnroe, you can get down to the basics of whacking a little yellow ball back and forth over a net. Rivetting stuff.

This has all the necessary features needed for a good game of tennis – yes, you've even got ball boys that dash across the screen! Also included is a match scoreboard, an umpire, line judges, and a crowd!!

The graphics are nicely drawn and the gameplay is reasonably smooth, making this a very good tennis sim indeed. If at all possible, it might be wise to try it before you buy but overall this is a nice little package. It's much more realistic than First Serve, its STOS written cousin, from the same source!





Dungeons & Disk Drives

A phone-call from Mirrorsoft inviting us to their London offices made it a red-letter day, so we all climbed into our town-clothes (the ones that still have some buttons left) and made the journey up to the Smoke.

It's been a good month for the Dungeon Crew. With just a little bit of snivelling from me (and lots of threats from the Troll) we have managed to obtain some great posters from software houses to help decorate the Dungeon walls.

Among our collection we've got the Hero Quest from Gremlin, Golden Axe from Virgin and a whole armful from the Dragon-Lance games. We also had a day out at Mirrorsoft. All in all, a great month for everyone concerned.

The month began with some horrible news; or at least it was news of horror. A phone call from the Horrorsoft Company told us that Elvira II is in the process of being finalised, so if you enjoyed cuddling up to her first one, the good news is that she's got another one which is just as interesting!

Horrorsoft intend to keep up a steady flow of games with a gruesome theme and, even more importantly, they intend to produce an Atari ST version for each of them as they have invested two years work in writing a piece of software which can produce an Amiga, Atari and IBM version from the single game code.

This is good news for Atari fans when you realise that some American companies are complaining that it isn't financially worthwhile producing a version for us.

To prove Horrorsoft's commitment to new games they are in the process of finalising a deal for their next graphic adventure which is set in a creepy waxworks. Hopefully we'll have some screenshots soon.

Dungeon Crew's Day Out

A secret software team has been working with Mirrorsoft on a new graphic adventure system for the last 'heaven-knows-how-long' and they were keen to know what the Troll thought of it. I suppose they decided they had better let the brute see it at an early stage rather than have him complain later on.

Happily when we saw the game we all agreed that it looks pretty good. Of course we were threatened with death if we said too

much about it as it won't be released to you peasants before 1992, but here is what we can say.

In direct competition with the likes of Lucasfilm and Sierra, Mirrorsoft hope to bring out a range of graphic adventures using an easy to use 'point-and-click' interface. The games will be built around the idea that there will be other computer-controlled characters in the adventure who will walk around you minding their own business, and it will be up to you to talk with them and use them to solve your problems.

In the first of these games you play the part of a prince who is out to save a young girl from falling into the hands of the evil Skorls who have taken over your kingdom. While we all had a good laugh at the amusing dialogue to be found in the game, Troll enjoyed himself even more by stretching the prisoners in the torture chamber instead of rescuing them. It didn't get the Troll any points, but he didn't seem to mind. The game doesn't have a name yet, but I expect we'll be hearing more of it very soon.

Blade Warrior

Mirrorsoft has placed its corporate hand on a pile of floppy disks and solemnly sworn that their fighting fantasy game - Blade Warrior - is finally ready to be put into the shops.

There is no doubt that it contains some of the most attractive looking graphics that I have seen for many a long time, although when I saw it many months ago it did seem to be lacking something in the game-play department. However I believe that the delay in the launch was to correct this, so hopefully the finished product will now play as good as it looks.

Legend

Something else which is having tons of game-play 'shoe-horned' into it is the latest project from the Tag-Team. This is the same bunch of guys who were responsible for the Bloodwych



After a wait that seems like forever, Blade Warrior is set to hack his way into your computer system. A beautifully detailed slash 'n' hack adventure which is sure to be a hit with all RPG fans is finally ready for release.

game, which I know so many of you liked a lot.

Tag (the leader of the team) felt that he wanted to write another dungeon game, but one where you could see your own team in action as well as the enemy. He has written an RPG using all the ingredients that are normally found in games like the Bard's Tale (Healing Temples, Armory, Spell Shop and so on) but changed the old-fashioned screen into an isometric display.

Using this type of screen you can now see your spells and weapons having an effect on the enemy unlike the original Bard's Tale which just gave a table of hits. The dungeon also has many cupboards and chests stuffed



After their success with the Bloodwych RPG, Tag and his team of merry men have created Legend, featuring an isometric dungeon display which will have you monster-bashing in the spring of 1992.



Mirrorsoft has gone 'Power-Mad' with their latest game – *Meg Lo Mania* – which combines strategy with zany humour. Digitised voices and rock-chucking Munchkins are used to bring fun into this Powermonger style game.

full of treasures and weapons to find and use, so you'll have lots to do before you finish this gigantic quest. Legend is the name of the game, and it will be available in the early part of 1992.

Meg Lo Mania

The last game which we were given time on was *Meg Lo Mania*, and this is a real fun game. The basic idea resembles the *Powermonger* game in which you attempt to conquer various islands against the armies of three other computer-controlled generals.

Digitised speech is used a lot and it incorporates lots of silly voices for the other bad guys. Building up your forces by assigning men to dig for minerals while others invent weapon systems is a quick and simple process. In the blink of an eye, your rock-chucking army progresses to catapults and spears and is ready to rush next door and pick a fight with the hostile forces.

You can try various strategies to conquer the world, such as concentrating on defensive weapons, non-stop attack or you can put all your men into inventing bigger and better weapon systems. The fun aspect of the game is that it is possible with luck and clever planning to become technically light years ahead of your enemies and equip yourself with nuclear weapons while he is still using bows and arrows. Sounds like a Game for a Laugh.

Last Word

My last piece of news concerns the *Dungeon Crew* itself. Following the success of our holiday in the Canary Islands we decided to invest in another one. Guess where we booked for – Yep, Yugoslavia!

TROLL LETTERS

STUCK IN THE WEB AND WEFT OF LUCASFILM'S LOOM

I'm stuck in the Lucasfilm game – *Loom*. I haven't done very much in the game I'm afraid. After the woman turns into an egg I pick up the staff and the egg then hatches and turns into a duck which tells me what to do. ('Ere, that's right at the beginning! What are you up to?')

After she flies away I start exploring, but I don't know what to do. Using the staff, I have changed the colour of the material in the tent and I have picked up the book of spells, but I can't go any further. Help!

Garry McMillen, Belfast



This is the only screenshot currently available for Mirrorsoft's secret weapon in the growing market of graphic adventure games. The *Dungeon Crew* have been to take a quick peek at the games you will be playing in 1992.

Considering that this is the easiest game in the whole wide world, I'm ashamed of you. One of the first things to realise is that reversing the order of a spell makes the opposite happen. For example, you learnt the *Opening spell* from the egg. Well if you try the spell the other way round, you will close things.

Because things are so dark in the village, you must first find out how to see in the dark. Leave the village, but instead of following the right hand path to the mountain top, go left to the forest. Click on each of the holes in the trees and then move left to find owl on gravestone. Click on the owl. Move left to thorns. Click on thorns to make rabbit appear. Again move to gravestone, click on it to read it. Move back to forest and click on the previously empty hole to find the spell which permits owls to see in the dark.

Return to the village and find the tent with gold in it. Move right in the tent until the eyes with darkness written below it appears as an icon. Use the night vision spell to light up the room.

POLICE QUEST II – IN SEARCH OF A GAS MASK

I'm stuck on Sierra's *Police Quest II* with a paddle up my creek and it's getting painful.

I have searched the park at Steelton, evaded the mugger by using the radio and gone down the manhole. Once in the sewer I keep dying from inhaling gas at certain locations. I think I need a gas-mask to get through these areas, but cannot find one anywhere. Where is it?

Also, is there anything significant about that white dog that keeps running around the park? I've tried catching it but all I get is, 'Whoops, that's one fast poodle'

Richard Heath, Staffs

And I expect you are going to blame me for the gas. I'm not the only one who was down there you know. Just because my boxer shorts have got a quick release panel in the rear I get blamed for everything.

I went for a poodle in the park once, and Mitch was fined twenty five quid! Once you climb down into the sewer you should save your game, because there are a few random things that you can't always get round. Once you are ready, follow these directions:- SOUTH – CROSS BRIDGE – WALK NORTH – WALK EAST – WALK EAST – LOOK OUT FOR THE GAS – WALK SOUTH – WALK SOUTH – WALK WEST – OPEN CABINET – GET MASK. If you run into patches of gas before finding the mask, move quickly along

the correct route and you may make it to a safe area before it kills you.

NEED A GUIDE FOR THE GALAXY, 'DON'T PANIC' – TROLL KNOWS THE ANSWER

I am stumped with the game *Hitchhikers Guide to the Galaxy*. Here's the lowdown on the situation. I am in in Zaphod's ship and I have set up the *Space Improbability Guide*. I push the switch and get transported into Zaphod's body, who is trying to steal a ship, (*Heart of Gold*). I get past the speedboat section and I am standing on the platform surrounded by guards. I also have Trillian holding a gun to my left head. What do I do?

Also after using the drive, I get transported onboard a starfleet into a War Chamber. What do I do?

Peter Lake, Gwent

Firstly DON'T PANIC! Remember that no matter how bad things seem, they can get worse.

In the first case you must realise that the guards belong to you and they'll do what you say. Say, 'GUARDS, DROP RIFLES'. Once they are disarmed you can, ASK TRILLIAN TO SHOOT THE PILE OF RIFLES. You are now free to do a 'runner'.

When you appear in the War Chamber look around and you'll see an ultra-plasmic awl. Pick that up, since it might come in handy later. Now, take a good look at the aliens. They are VI'hurg and G'guvunt. Sound familiar? Ring any bells? Remember that small galaxy you pretty much wiped out with your careless words?

Well, they finally figured out what happened, and now they are on their way to Earth to take revenge! (Uh, oh) You can't really stop them, so just wait around and hope for the best. Of course I can tell you now that the best isn't going to happen, but then I never promised you a Rose garden.

COLLECTING THE EVIDENCE FOR HOFFMAN THE SLIMEBALL IN POLICE QUEST

I am very stuck with *Police Quest* from Sierra. What must I do to get enough evidence to keep Hoffman in jail? I took his file and I found that his face matches that for Jason Taselli in another file on the computer, but I can't print anything out. Please help or I will shoot myself.

Please give me a present I've never won anything in my life. Also is there going to be a *Police Quest III*?

Robert Smith, Newcastle

To get the slimeball kept in jail (that's Hoffman not you!) you must look through the



Collecting evidence to keep Slimeball Hoffman in the 'slammer' needs a peek in the Police Computer, plus a quick peek at the clipboard. And keep a special lookout for distinguishing marks.

information on the clipboard hanging on your wall. Here you will find the FBI Wanted List. 'Read the Hoffman file' and 'Keep the Hoffman file'.

Go to the court and tell the clerk that you need to see the judge. When he gives you a hard time tell him it's an emergency. Once you get inside and the judge asks for evidence say HOFFMAN FILE, when she asks for more say FBI LIST. Being a big softy she still won't believe you until you finally tell her about the TATTOO which both men have.

I have no idea if there will be a Police Quest III, but you may be interested to know that the chap who wrote PQ I and PQ II went on to write Codename Iceman instead of doing PQ III. Mind you, he may decide that as Iceman was no big deal he should return to the Police Quest series which are very popular.

As for you winning a prize, you obviously don't understand the rules of this simple game. I give you something when you write me an interesting or useful letter, not when you ask me dumb questions! However I ain't so hard-hearted so I will award you the 'Dork Of The Month' award. There, now you've finally won something.

PULLING THE RIGHT LEVERS IN CHRONO QUEST'S PYRAMID

I have only recently started buying your mag so I don't know if anyone else has asked for help with Chrono Quest. I have the piece of punchcard from Prehistory, but what do I have to do to gain access to the temple in Mexico?

I have also been to Egypt, but what are the eight levers for? I've tried pushing them all down in numerical order, but it would take months to go from 1 to 87,654,321. I wrote to the software house who sent me a phone number. I am unemployed at present so it would cost a small fortune.

Gerry White, Cardiff

Well to save you the cost of a phone call the sequence for the levers is 1-2-3-4-5-1. As for your other problems, its no good saying I've got the card from Prehistory, now how do I get into the Temple in Mexico! There are four million other things that you have to do before you can do that.

For a start you must visit the time zones in the correct order: Prehistory - India - Egypt - Mexico and then the Future. The reason you can't get into the Temple in Mexico is because you haven't solved all the problems in Egypt (or India either I suspect!)

Anyway, because that is a rotten old game, and because you are unemployed, and because I really have a heart of gold, (did you spot which statement is untrue?) I'll send you a prezzie which is worth squillions of quids.

HOW TO GET RID OF AN UNINVITED GUEST WHO TURNS NASTY

Please help me mighty Troll with the game Uninvited. I have been in the Frozen Room and used the Amulet which defrosts it, but when I do that a man goes floating down the river and I can't get rid of him. He keeps killing me so how do I kill him?

A. Mason, Plymouth

Sometimes I have to read the letters which I receive from humans quite a few times before



There is nothing worse than an uninvited guest - especially one that tries to kill you! As usual our warty friend has his own charming methods of dealing with anyone who drops in on him unexpectedly...

I have the tiniest clue what they are talking about. If you are bothered by a constant whirring noise in your ears it's probably the sound of Shakespeare spinning in his grave.

'A man goes floating down the river and I can't get rid of him.' If he has floated off down the river, I would have thought that you had got rid of him! Then according to you he suddenly reappears and kills you! You do have some funny friends don't you?

To the best of my knowledge, the only human that turns up in this game is the evil genius who wakes up when you defrost the room. If this is your problem, (and if it is, why didn't you bleeding say so?) then you simply push him into the nearby pit. NEXT!

LOST IN CHAOS'S DEMON DIRECTORY?

For months now I have been hopelessly stuck in the Diabolical Demon Directory in Chaos Strikes Back. I have managed to locate all the exits except for the one corresponding to the way of the Ninja (Ros). All I can get out of the Hint Editor is that the transporter in the room is 'safe'. It is not only safe, but damn useless!

Tell me how to get out of here or I will come to England and exsanguinate you, take you back home in a bucket, and make your skin into a green, hockey net.

Shannon Mitchell, British Columbia

I asked Mitch what 'exsan..whosit' meant, and he says you've got a 'bloody cheek' talking to a poor Troll like that. I may not be very bright, but I ain't stuck in Chaos!

If you enter the Directory from the stairs on the west side, then the exit you are looking for is in the far NE corner of the room which has the pit in the floor with the inscription 'Trust Me'. The pits blocking the N and NE can only be closed by going down this pit.

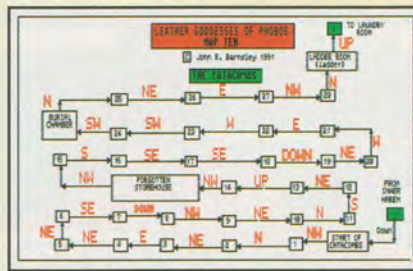
It's very difficult to explain the whole procedure as I don't know how much you've already done, but once you get the exit open and go downstairs you will be met with a constant flow of skeletons, one of which you'll need to put through a transporter beside a door to get the door open.

THE SULTAN'S CRYPTIC RIDDLE FROM THE LEATHER GODDESS OF PHOBOS

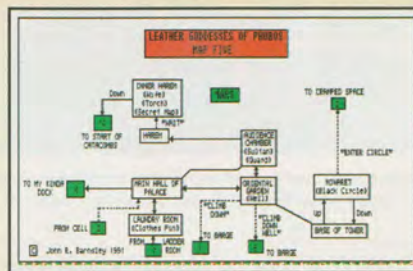
I recently purchased Infocom's classic Leather Goddess of Phobos on the new budget label. So far I have found it an excellent game, but I am stuck.

I am in the palace of a Sultan, who has given me the following riddle:

Some say I'm pointless, yet many are obsessed by me.



When answer the Sultan's cunning riddle in the Leather Goddess of Phobos, you'll still be in deep trouble as the next problem is the endless maze of the planet's catacombs. Thanks to J. Bamsley we have just the map for you.



I have caused heroic gambles and sown endless frustration. Uncounted deaths I have caused. What am I?

If I do not answer the riddle correctly the Sultan has me killed. I think the answer has something to do with gold, but if I answer 'GOLD' he says: 'You'll have to be more specific'. I have tried attacking him with all the objects in my possession but to no avail. Please help O' Warty Wonder and I will be forever in your debt.

Chris Watkeys, Solihull

Well it's your own fault really for living in a place called Solihull. Now that must be the silliest name I've ever heard of for a town. It even makes Wigan sound sensible. The 'Hull' bit of the name I can understand - that sounds like ships, welding and nutty slack - but Soli! If you take my advice you'll pack your bags this instant and move.

When we played this game we also thought the answer was Gold, so at least it's a case of 'Great Minds Think Alike' (or possibly - 'Fools Seldom Differ!').

At any rate we were both wrong because that which drives everybody mad is a RID-DLE. Yep the answer to the riddle is Riddle. I didn't think it was funny either.

WAITING FOR THE ELEVATOR IN LARRY II

I beg you to release me from a life of torture, by answering a question which should be easy for such a superior mind like yours to solve.

In Leisure Suit Larry II, how can I open the elevator door on the volcano?

P.S. I know it will be hard, but please try to spell my name right, It's Joao Eduardo, from Bidoeira De Cima, Portugal.

A. Foreigner, 'Somewhere Hot'

Don't be rude about my spelling. I'll have you know that two years ago I couldn't spell journalist, and now I are one!

It's not possible to get the elevator doors to open normally, so you are going to have to blast them open with a bomb. Walk straight NORTH past the elevator door, and stop very near to the crevice (east of the plume of



Leisure Suit Larry is well on his way to reaching the top of the secret volcano, but will he be able to get inside when he gets there? Check the Troll's secret recipe for a 'sure-fire' solution!

smoke).

PUT THE AIRSICK BAG IN THE REJUVENATOR. (Acts as a fuse!). LIGHT THE AIRSICK BAG WITH THE MATCHES. THROW THE REJUVENATOR INTO THE CREVICE. KA-BOOM!!

OUT OF THE BLACK CAULDRON AND INTO THE CASTLE DUNGEON

Please could you tell me what to do after you

enter the castle in Sierra's Black Cauldron graphic adventure game? I also have the Level Codes from 0-60 for the Lemmings game. Are you interested in them?

M. Wilkinson, Kent

I assume you have swum the moat and used your dagger to climb the castle walls? I ain't played this game, as its supposed to be for kids! However I asked the Dragon what to



The Troll found this bunch of classy portraits from the Chaos Strikes Back Editor hiding in a disk of P.D. software. Have you drawn any interesting hero portraits for your Dungeon? Why not send them in and let us all have a look?

do, and while he says that he does know, he is a little confused because it was a long time ago.

No matter what you do, you will eventually get caught and thrown in the dungeon, (although he believes you can go to the Wine Cellar and find an opening which goes down a chute). However, once in the dungeon you get the tin cup and use it on the door to make a noise. This will bring someone who'll open a trapdoor and let you escape. Down there is a wall which has loose blocks in it that you can push out to make a hole.

As for your offer of codes, do-gooders like you should be locked up. If those stupid Lemmings want to go throwing themselves off cliffs who am I to stop them? So stick your codes and let them get on with it!

MegaTraveller1 Guide

For those Role Playing Enthusiasts among you I've been thumbing through the Official ClueBook for the MegaTraveller1 game and have drawn together a few useful tips.

Overall View

These are the steps which must be completed to win the game.

- Earn two million credits to equip the Interloper with a Jump-Two drive.
- Go to the planet Boughene to kill Viktor and get the passcard.
- Go to Neaera to show Arik your half of the Imperial Seal.
- Go to planet Yres to find hotel clerk.
- Go to planet Cheika to see Lenara.
- Finally go back to Efate to seek Kiefer.

Finding some of the elusive computer-controlled characters which must be contacted before you stand a chance of completing this mammoth game is no easy task so here is some help in that direction.

Kiefer: Located in warehouse on Efate. (Final Objective)

Lenara: Located in warehouse on Cheika. She will give you a passcard to get into warehouse on Efate.

Hotel Clerk: Located in Hotel on Yres. Will give you a passcard to show to Lenara.

Arik: Located in the bottom room of the station on planet Neaera. He will give you half of the Imperial Seal to show to the Hotel Clerk. You only have five mins to get to Arik once inside the building, otherwise he will be taken to a warehouse on Chiros. Before leaving pick up key laying on the floor, or



Megatraveller1 from Empire Software is a BIG game. Just to get you into the right space quadrant, the Troll has pulled a few tips together from his store of handy space-traveller hints.

you won't get into the Chiros warehouse. If you are late at Chiros he will be moved again to a cave on Streech. A passcard from Chiros will be needed to get in there.

Viktor: Located on planet Boughene, north-east of the starport. Kill him to get passcard to the station on Neaera to rescue Arik.

That's enough, my brain has gone numb again. I'm off to the 16 Bit User Show to kick Amiga users.

Send your advice, insults and queries with an SAE to:

**His Wartyneess The Troll,
C/O The Dungeon,
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Many light years away, Beacon 04523N sits spinning silently in space. Positioned at a major interstellar junction, it beams its nanowave transmissions deep into the galaxy to guide travellers safely home.

Every beacon throughout the known universe can be run perfectly well by a team of droids. However, in order to comply with federal regulations, an N-class space station must have at least three human personnel on board at all times.

Fleet Command have assigned their three worst possible personnel to this isolated outpost. They are the three least dependable and most dispensable personnel in the fleet.

They have been held in a state of cryogenic suspension for years and will only be defrosted in the event of a major malfunction or if the beacon comes under direct threat.

Unfortunately it just has. Homing in on the beacon right now are the Plasmodians - and they are feeling rather hungry! For those who aren't in the know Plasmodians are large slimy green blobs from another galaxy. All they want is food - but they've been travelling for 3 billion years and now even the beacon looks appetising.

Despite the fact that the crew are a bunch of social dropouts, it won't stop the Plasmodians turning them into mutant jelly. All the major rooms in the beacon need protecting from the blobs. If you lose the Atmosphere Control room then you'll all choke to death or if you lose the Generator room, it'll go very dark very quickly.

You've got 60 minutes to eradicate the station of the alien life-forms before the beacon self-destructs, and destroys everything. Choose between the dregs of the fleet, Commanders Tweddel, Hambleton and Knight and make your way through the glass corridors to face your destiny.

Control is completely joystick driven but unfortunately is rather strange and unhelpful. Movement around the isometric screens is achieved by pushing the joystick to a diagonal. Your weapon will emit a photon-blast with a tweak of the fire-button but it is quite difficult to line up your shots on the alien slime because the control method is so awkward.

Various Battlepods can also be entered and from here you can suck up the nasties with your Space-Hoover. Theme music for the game is by Warren Cann of Ultravox (remember them?) fame and is pretty good, but it doesn't redeem the gameplay in any way.

Paul

The beacon where you are stationed spins ever silently in space, guiding travellers to their destination.



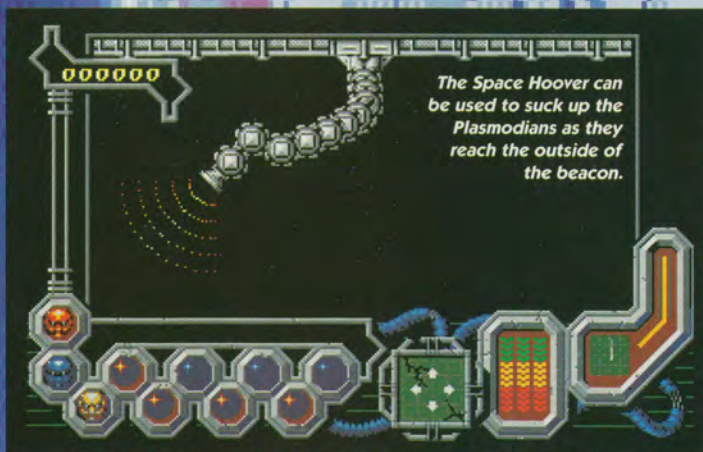
Wreckers

A U D I O G E N I C

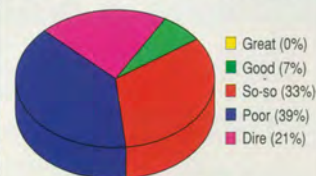


(above) This motley bunch are the beacon's only chance of survival. It is they who must eradicate the alien slime.

(left) As you are defrosted you can move about. Keep your wits about you as the aliens can attack at any second from anywhere.



PUNTER-POWER™

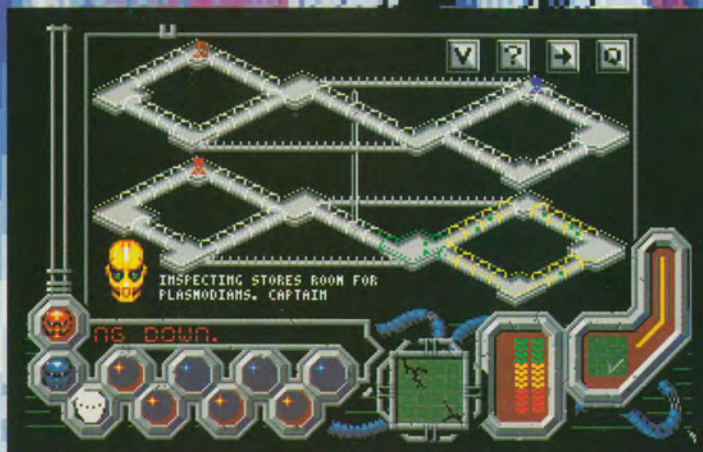


GAME: WRECKERS
PRICE: £20.99

It's a pity that Wreckers hasn't quite turned out the way it should have. An interesting, if slightly unoriginal, plot combined with pretty graphics and nice sound is let down by an horrendously terrible control method. You'll find yourself getting frustrated because your character isn't going where you want him to and missing everything because his gun isn't lined up correctly. Just as ST software quality is getting higher, along comes this distinctly average offering. This could have, and should have been much better than it is. Disappointing all round really. Definitely take a look first.

GAMEPLAY:
SOUND:
GRAPHICS:

RATING=66%

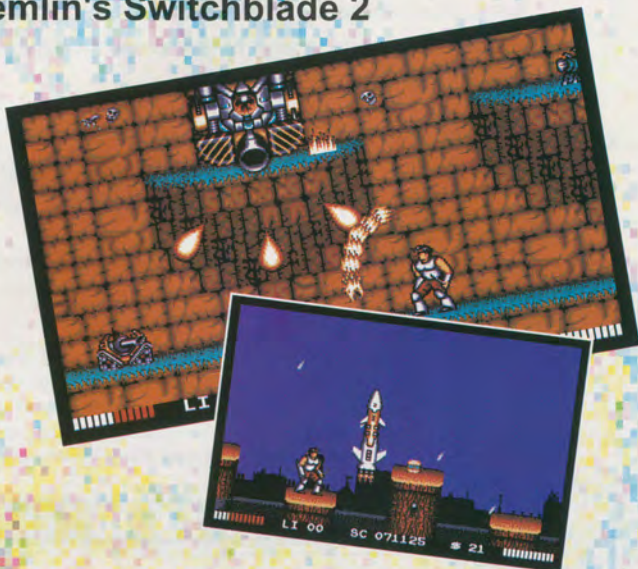


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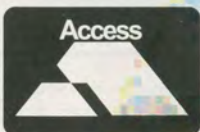
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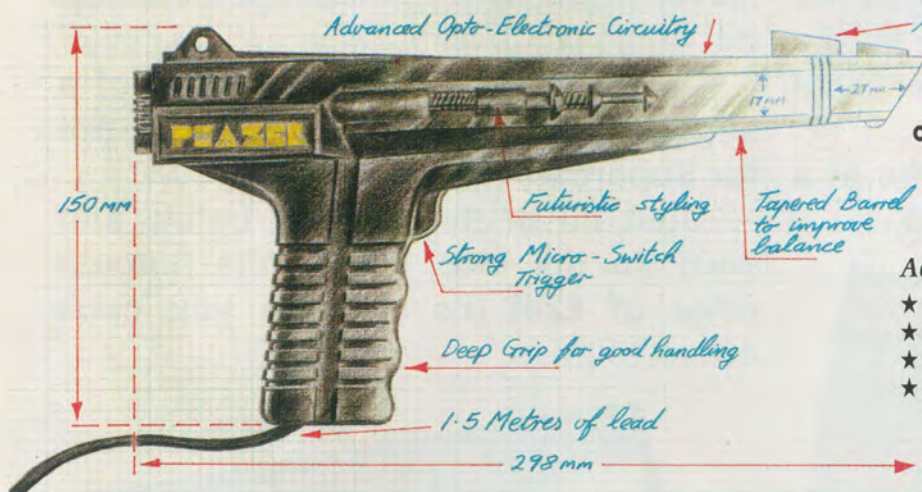
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"Is it real or is it Master Sound?"

— Amiga Computing, May 1990

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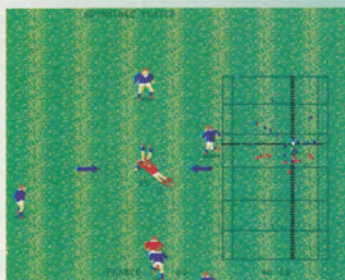
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Two From Audiogenic...



Rugby

After the disappointing Robin Smith's International Cricket comes Audiogenic's answer, this time endorsed by the England captain – Graham Gooch. A few years back, the original Audiogenic Goochie game came out on the 8-bit formats and was probably the best of the limited number of cricket games that have appeared.

The reason for its success were the excellent large, colourful graphics and happily this aspect of the 16-bit version has been retained. A quick glance at the screenshots will give you some idea of their quality and all the player movements have been reproduced as realistically as possible.

Although some way from being finished, the version we have contains all the batting and bowling sequences included and plays very smoothly. A complete range of shots will be implemented in the final version and all the players will have differing abilities and attributes.

Batting is carried out by pressing the fire-button as the bowler begins his run-up. This will make him raise his bat Gooch-style. As the ball fires in from the bowler, pushing the joystick in a direction will perform the shot of your choice.

Bowling is performed by wagging the joystick to build up speed of fast and medium paced bowling and the spin of a swing bowler. GGWCC looks as though it will leave its competition for dead in the cricket stakes so keep looking for the full review in ST Action shortly.



There really has been a lack of decent sports games of late but Audiogenic are trying to set the market straight with their cricket and this Rugby game.

Another sport that has never been really catered for is given the full treatment and although you have to play the game under Rugby Union rules because League is not included (League's the one where you play the ball through your legs after a tackle, and Union's the one where you stamp on people's heads to get the ball!) it's still a good simulation.

The game plays on a vertical scrolling pitch (like Kick Off) and is very fast and smooth. Every aspect of the rules are included – knock ons, scrums, off-sides and so on are all there. All the various tactics are there too, for example wellying the ball into touch to gain extra ground down the pitch and flinging the ball around after a scrum.

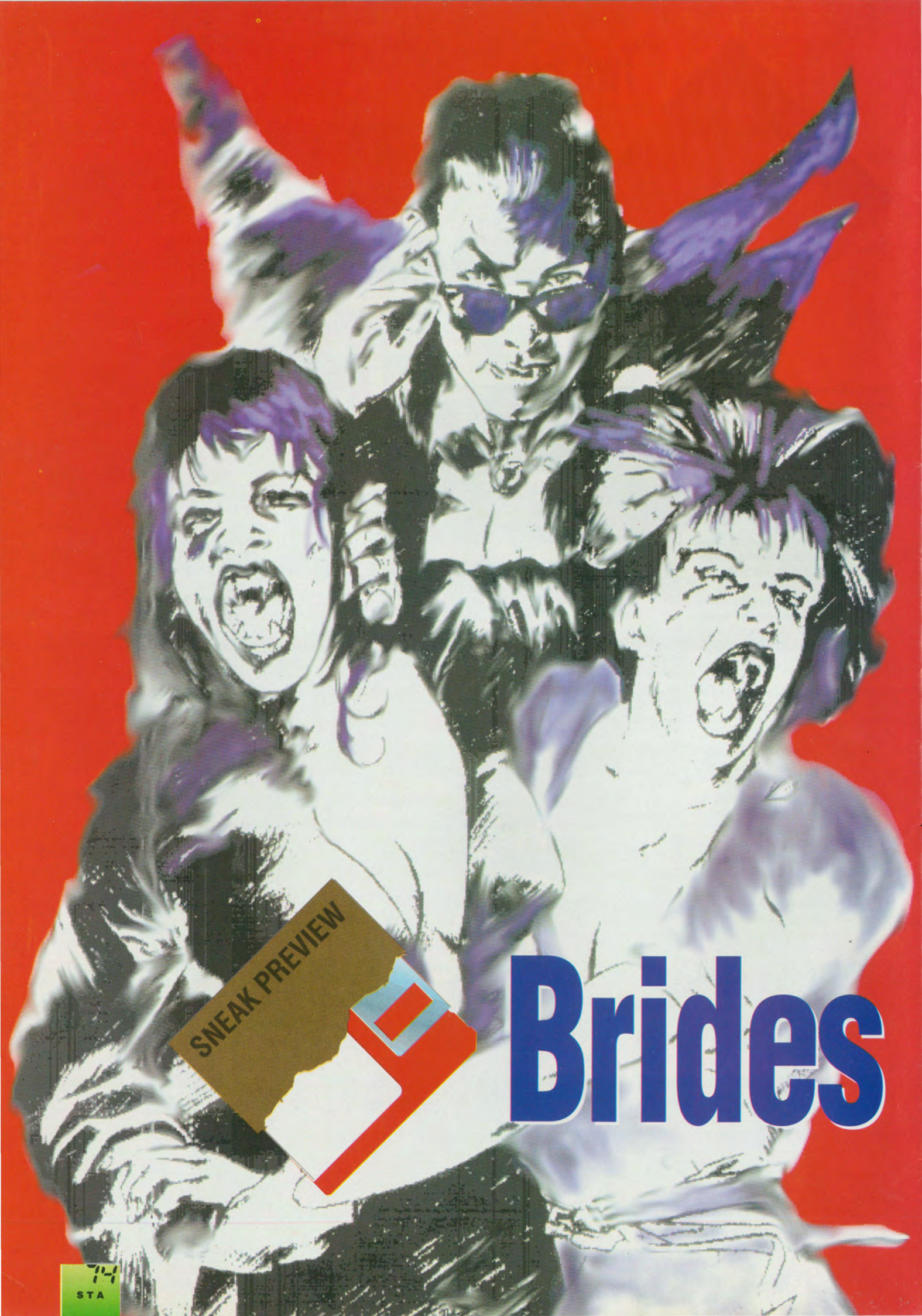
The game is really addictive and fast-flowing as you pass the ball down the line before bursting through under the posts for the score. You can even have your players sin-binned and sent off for off-the-ball incidents!

Watch out for a full review in the near future!

Graham Gooch World Class

Cricket





SNEAK PREVIEW

Brides

If I were to talk about carriages thundering along dark and lonely roads in the middle of the night, screeching bats, mysterious cloaked figures, and Gonzo, you'd probably think it was the Muppets latest movie set in Transylvania. Well, you'd be half way there...

Yes, the sinister setting is Transylvania but Gonzo isn't actually a furry creature with a long, hooked nose. Gonzo is Gonzo Games who have a team of programmers (The Toast Factory) currently putting the finishing touches to their next release, Brides of Dracula and, incidentally, there is nothing wrong with their noses!

Who are these people with normal noses? Executive producer is Paul Smith who is supported by a talented bunch of computer buffs: Jason Green (Turrican, Golden Axe), Mark Hill (Turbo Out Run), Alan Botwright (Judge Dredd), Greg Modern (Hunt for Red October) and Eddie Haynes.

Brides of Dracula will be a two player split-screen game where you take control of vampire-basher Van Helsing and blood-sucker Count Dracula.

Paul Smith explained: "If you're playing Van Helsing, there are 13 objects around the map. Now, they're all hid-

den in little rooms or dungeons but every time you go into a room, there's a sort of Jet Set Willy puzzle which you've got to solve with creatures attacking you."

Now you might be a little confused. Jet Set Willy never appeared on the ST but anybody who used to own an 8-

bit machine will know that Willy was the game of all games. He was a rather trendy miner who made a fortune

digging out treasures from some alien infested caverns in Manic Miner (which is available on the ST).

JSW was the sequel as he explored his massive mansion, bounding from platforms, collecting objects and avoiding indescribable nasties. Anyway, enough of this history lesson!

What about if you take the role of Dracula? "If you're playing Drac, you've got to try to find the 13 brides. They're all scattered around the map."

Swamp, forest, village, graveyard and Dracula's castle are the five in-game areas that must be explored with extreme

caution. Needless to say, the usual spooky monsters are present in numbers. Watch out for bats, rats, zombies, wolves and many more fearsome foes.

Paul continued: "The difference with Brides of Dracu-



la is that because you're both operating on the same map, if you encounter the other person, you can hinder him. The result is that Drac might lose his bride and if Helsing is attacked while taking an object back to his house, he loses it. Losing energy and lives is also part of the game."

OK, you now know what it's all about! As for the game, there is three-level parallax scrolling with an incredible possibility of 132 colours on the screen at any one time. And I thought Dracu-

la scenarios were all dark and moody! It sounds like we're going to be treated to a technicoloured vampire!

Is the game an official licence? Can you expect to see Peter Cushing and Christopher Lee chasing each other about the screen? No it isn't and no you can't but it looks pretty darn good without them!

Paul continued: "Originally, I started off with a game called Bride of Frankenstein and Werewolf in London. I suppose we like the type of humorous horror and we got really into Drac because we were doing lots of research."

It must be a hard life when you've got to sit down in your dimly lit living room, watching classic Hammer Horror films all day! That's what research should be all about!

Brides of Dracula will be available soon at £25.99. For now, you'll just have to drool over these tasty screenshots. While you're doing that, I'd like to thank Paul at Gonzo Games for everything and eagerly await the arrival of the final version which should be with us next month.

of Dracula

Bolt your doors, shut your windows, eat some garlic and wear a crucifix about your neck because Dracula's coming to town. Join Alan Bunker as he tells you about Brides of Dracula with a stake in one hand and a hammer in the other.



Microprose have been responsible for some of the best simulations to hit the market. Their games combine great gameplay with extensive research and this makes all their titles worth the wait.

The next game to leave the illustrious Microprose stable is Master Golf – a well researched sports simulation that has been programmed by The Thought Train (incidentally, it's their first product) and includes all the things you'd expect from a golf game, ensuring its appeal to the serious golfing fanatic and the ever-ready games enthusiast.

One to four players can compete against up to 10 computer-controlled opponents each with their own different style of play. There will be four different skill levels from novice to professional, and two practice options (putting and driving) have been included to give you a little bit of a chance.

Practising your shots is an important aspect of the game. Positioning your feet, arms and stance are as important as choosing the correct clubs and tee height. When perfected, each aspect of the practising will allow you to produce devastatingly accurate shots and your judgement of the conditions will be top-notch.

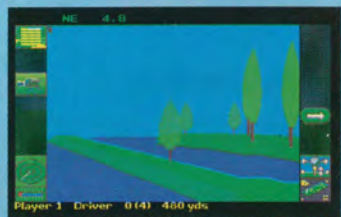


The game has been divided up into several different variants of the age-old golfing theme – hit the little ball into the little hole. Medal has you competing against the computer or up to three friends on a stroke by stroke basis – when the strokes scored for each hole have been totalled the one with the lowest tally wins. Skins is definitely one for the small-time gamblers among you. You play with up to three other people for money that has been bet on each hole.

Master Golf will also have a save game, save shot and save player feature, the latter automatically updating itself after each round. The game will be set over six courses each made to give you that extra challenge you've been looking for. The three already included are as follows: Ballybrook, Farthing Valley and St Augustine. The other three courses have yet to be designed.

Also included in the game are several camera angles. Each shot can be replayed from a variety of different positions: a straight on view, sideways view and a round-the-back angle. Each view updates quickly and provides you with an excellent representation of each shot.

As in real golf, each player can begin a new game with a handicap which is deducted from the final overall score. For example, a handicap of 28 would mean a total score of 100 would have 28 taken away at the end of the round. So, after totalling up your score for the round, your nett score would be 72.





VROOOM



Lankhor and Ubi Soft have another product lined up, hopefully to follow the impending success of the excellent Maupiti Island (reviewed in this issue).

The style has changed dramatically from the 50s detective Jerome Lange to Formula 1 racing. Don your crash helmet, lower yourself into the cockpit and prepare to take on the cream of the world's best drivers around the fastest tracks on the planet.

The game will feature some of the smoothest,

fastest scrolling ever seen on the ST (although the graphics look slightly tacky, believe me the speed of the game really makes up for this!) and



from the second you see it you'll know you're in for a treat.

You get a 3D perspective of the racing

track as your car scorchs round it, but you're going to need lightning reflexes to make it round all the hairpins and chicanes.

The final version will feature two levels, arcade and

competition, and will also have the facility to link up two computers so you can race against a friend at the same time.

Control can be either mouse or joystick so everybody is catered for as some people prefer playing this type of game with the rodent. Each Grand Prix features different graphics, specific to each country. For example lots of deserts, cacti and so on in the American Grand Prix.

Before each race begins you have the option of practising a track and going through the qualifying rounds. Here you can assess the performance of your competitors, working out their strategies before thrashing them senseless in the real thing.

A save-game facility is included for championship races so you don't have to go through the whole season in one long, hard slog.

Although Sheffield's Gremlin Graphics are the undisputed kings of the racing game at the moment, Lankhor's Vroom looks like it will push them to the very limits. Over 20 different drivers are included to race against in the Racing Driver's championship season.

It's fair to say from what we've seen so far that Vroom is going to be a bit special. For sheer speed and excitement there isn't

much that's going to touch it. Not the best of titles for a fast exciting race game, but you don't judge a book by its cover.





As world peace slowly deteriorates once again, the United Nations have recently commissioned an elite team of pilots from all over the world to head a crack assault team to be known as Merlin.

The Merlin unit will only be used to defuse potential war situations without causing mass combat. You have been assigned to Merlin as a helicopter pilot and will have at your disposal the very latest helicopter gunship – the Thunderhawk.

There is no finer craft in the world, and with it you'll always have the advantage over your enemy, as long as you can fly, and that's what you've been trained to do.

At the start of the game you'll get a full introduction sequence where the President will announce a *Situation Critical* and you'll be drafted straight into action, having been briefed by your CO – Jack Marshall.

Once you're in the briefing room you'll be able to enter your name in the Merlin ranks and choose one of six theatres to fight in. Scenarios include Alaska, Eastern Europe and of course the Middle East.

Each of the six campaigns contains a separate 10 missions, making a total of 60 flyable combat missions. Once your campaign is under way, its overall success will be down to your own performance. For example, if you complete a mission but miss one

or two important targets then that will affect how well the team does as a whole.

Should you fail completely you'll be shipped back to camp for further training until you are deemed good enough again.

All the standard flight simulator stuff is included and as you can see from the pictures, the game is graphically excellent, even at this pre-production stage.

Once you've enrolled with Merlin and been fully briefed, you'll have to arm your chopper for your forthcoming missions. Here you'll have the regular picture of your craft surrounded by all the usual missiles, guns and so on. Clicking on these will allow you to change your payload depending on each individual task.

Core promise that each mission will be as action-packed as possible and that the game will not fall down because the player has to spend ages flying to and from the targets. A mission may have any number of objectives to be completed in a certain order.

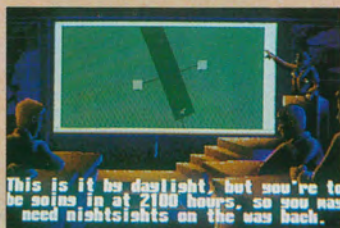
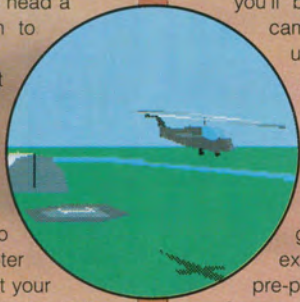
The missions will vary in that you will start some on a helipad, which could be on a roof, ship or simply on the ground or other missions will be started with you already in the air but in mid-attack.

Each objective is entered in order in your on-board computer and the target's headings will come up in turn. For example, after you've destroyed the first

one, the heading for the second should come up so you can change course and head for that one.

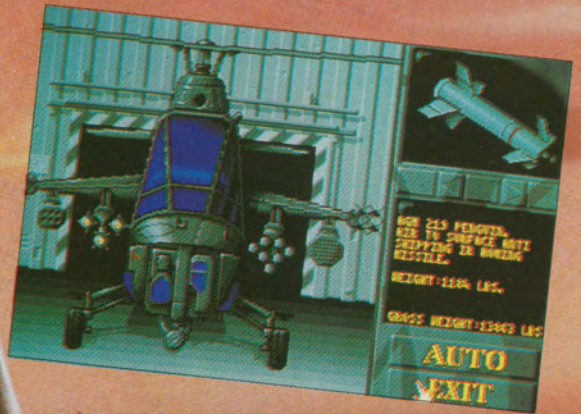
During a mission you may find it necessary to re-arm and refuel your chopper. This is achieved by landing on special friendly helipads which will then bring the armaments screen back up.

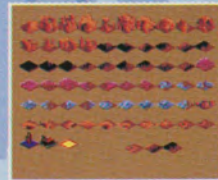
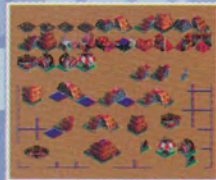
The final version of the game will be mouse controlled with an option to play with the keyboard. This will help to increase the responsiveness. The version we've played runs really smoothly and is simple to control with the mouse and looks as as though it'll be good news for all flight sims fanatics.



THUNDERHAWK

AH-73M





Gremlin have been producing top quality products for ages now and we're happy to bring you a preview of their latest title.

Utopia has you trying to create a nation and keep the people happy...sound familiar? The difference this time is that it's on a barren planet light years away from the Earth.

You have been chosen as the first commander of an off-world colony and you have all the rotten jobs to do like managing the money and making the decisions on where to spend it.



As the safety of the colony is completely in your hands you have to choose how much money to

spend on defences. Your base is under constant threat of attack from alien races so you may decide to pump money into military projects. With the right amount of cash you could develop an army of super tanks and planes, but this isn't going to improve the standard of life to any extent.

The aim is to get and keep the standard of living above 90%. It starts off at around 78% and fluctuates depending on what you do with the colony. For example, building hospitals and sports stadium will increase it and make your people happier but will leave you very little to spend of

defences, thus leaving you prone to an alien attack.

Trading will play an important part in the finished product and players will be able to deal in a number of resources such as ore. It will be up to you whether the computer deals with these transactions for you or if you prefer, you can take charge yourself on a personal level and cope with the buying and selling on a daily basis.

The final version will contain at least 10 alien nation scenarios giving you different races to contend with. Each will have its own culture, cities and levels of aggres-



siveness. You'll be able to send your spies to discover the location of the cities and see how they're developing and send back reports so you can prepare for a possible invasion.

Each alien race will be aggressive towards your colony and will eventually launch an attack. Spies will allow you to get inside information and enable you to anticipate the nature and timing of the attack.

Utopia is well under way and a release shouldn't be too far away. You know where to look for the review as soon as we can get our hands on a copy.

UTOPIA

Mercenary III



First came Mercenary, which became a way of life for many gamers. Then came Damocles which continued the tradition. Following hot on the heels of this success came 10 extra missions on a series of two Mission Disks.

Now we can reveal that Paul Woakes is nearing completion on his latest masterpiece – Mercenary III. As you have probably noticed from the screenshots it does look rather fruity.

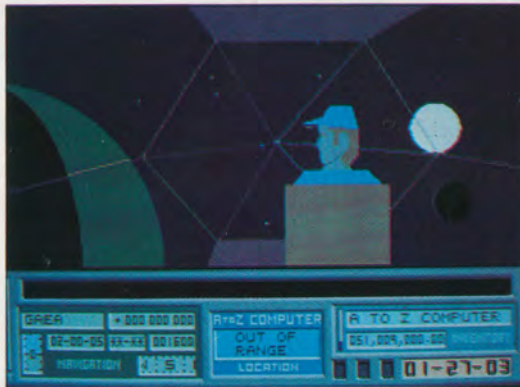
The major enhancement is that the worlds of the Dialis solar system are now populated with loads of other characters you can interact face-to-face with.

We don't know much about the plot so far but we do know that an evil adversary is dominating the airways, and that this time around an element of challenging air combat has been added if you fancy yourself as a bit of a Buck Rogers.

For the more pedestrian adventurer, there'll be a public transport system to move about on as well (although how reliable it'll be is anybody's guess!).

Novagen are sure that the insular feeling of the first two games is now a thing of the past as you're certainly not alone in Mercenary III. All characters within the game have animated facial features that should add to the quality of what Novagen believe will be Mr Woakes' best yet.

The game storyline is linked with the previous adventures and starts out with you being released from the Timewarp Prison on Metis. A friendly taxi-driver takes you off to the start of your next quest, but this



time, having defeated Damocles, you're very, very rich.

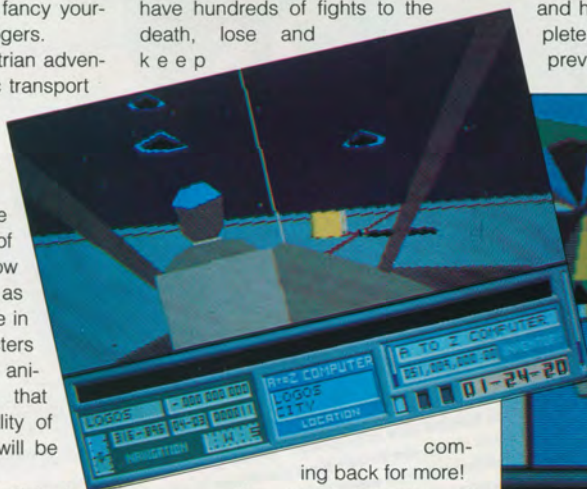
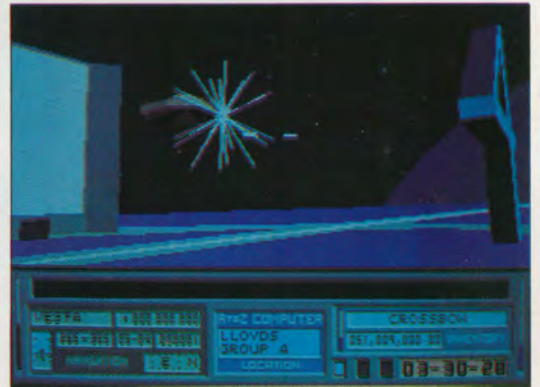
The major advantage of a game like Mercenary is that you're never killed, you just simply get put back to the nearest bus route or dumped back in a taxi. So you can effectively have hundreds of fights to the death, lose and keep

that may be of use. Interesting buildings in Mercenary III will include Uncle's Casino at Bacchus, where the minimum stake is one million credits a throw.

As with the other games in the series this is going to be massive and hopefully take ages to complete. The good thing about the previous two titles were that

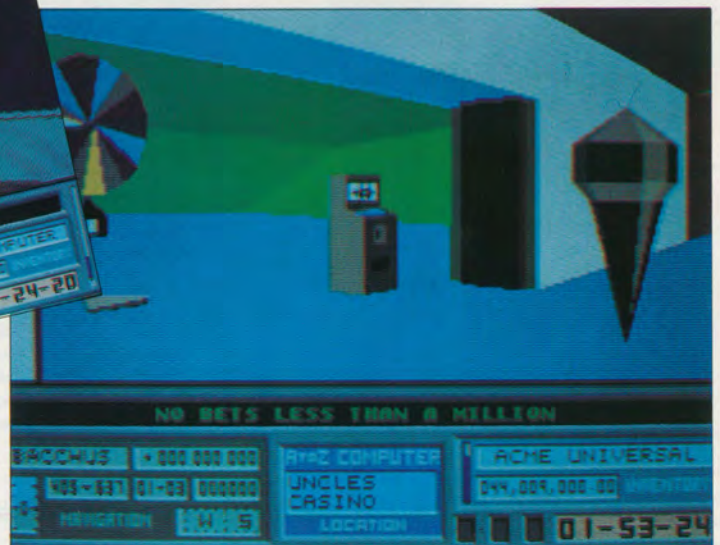
they were so addictive to play and you always wanted to progress further into them.

It's pretty close to a release date now and should generate some good sales as business picks up in the run in towards Christmas. If you've never experienced a Paul Woakes game then have a look at this when it becomes available.



coming back for more!

As usual in one of Woakes' 3D Virtual Reality style games you can move around the worlds with complete freedom, entering whatever buildings you wish and searching them for items



AN ST GAME FINISH IN SIX WEEKS

KNOKK KNOKK - IT'S DOCK

When the Saturn Curve was founded in 1988 its aim was to develop and market games for software houses. In October 1990, after a string of hit titles the Saturn Curve decided to launch its own software label, Storm, with its first game being the coin-op *Saint Dragon*. More recently *SWW* stormed up the charts, gaining critical acclaim all the way. Storm's next games will be three coin-op licenses; *Isleco's Big Ben*, *Techno's Double Dragon III* and *Isleco's Bad-Land*.

SALES CURVE/STORM GAMEOGRAPHY

Saint Dragon, *SWW*, *Bad-Land*, *Big Ben*, *Wings Warriors*, *Silk Worm*, *Disinfect*, *Judge Dredd*, *Ham*, *Seat Drive II*, *Cycles*, *Grand Prix Circuit*.

ROD-LAND

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DOUBLE DRAGON III - THE ROSETTA STONES

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4 GAMES-X 1770-2300 MAY 1991

ANDROID SALES OK!

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FINAL FIGHT

When Haggar, an ex-streetfighter, became the Mayor of the city he thought he'd put his street fighting days behind him for good. However, the abduction of his defunctable daughter, Jessica, by the lawless and brutal Mad Gear Gang changed all that. You can become Haggar, or one of his sidekicks, Cody or Guy, and head for the streets. Remember it's no picnic out there. You can't trust anyone - even the cops are bent! Use your fists, knives, even Molotov cocktails to take the Mad Gears. All manner of henchmen await your fall. If you survive the...

Amazing, this is the first you've heard about the game - and there's a screenshot as well! It looks impressive and is definitely worth keeping an eye out for. Still you'd expect to read exclusive news in a magazine that prints five pages of news every week!

1770-2300 MAY 1991 GAMES-X 3

FINAL FIGHT

When Haggar, an ex-streetfighter, became the Mayor of the city he thought he'd put his street fighting days behind him for good. However, the abduction of his defunctable daughter, Jessica, by the lawless and brutal Mad Gear Gang changed all that. You can become Haggar, or one of his sidekicks, Cody or Guy, and head for the streets. Remember it's no picnic out there. You can't trust anyone - even the cops are bent! Use your fists, knives, even Molotov cocktails to take the Mad Gears. All manner of henchmen await your fall. If you survive the...

Amazing, this is the first you've heard about the game - and there's a screenshot as well! It looks impressive and is definitely worth keeping an eye out for. Still you'd expect to read exclusive news in a magazine that prints five pages of news every week!

1770-2300 MAY 1991 GAMES-X 3

Sneak Preview

When the Saturn Curve was founded in 1988 its aim was to develop and market games for software houses. In October 1990, after a string of hit titles the Saturn Curve decided to launch its own software label, Storm, with its first game being the coin-op *Saint Dragon*. More recently *SWW* stormed up the charts, gaining critical acclaim all the way. Storm's next games will be three coin-op licenses; *Isleco's Big Ben*, *Techno's Double Dragon III* and *Isleco's Bad-Land*.

SALES CURVE/STORM GAMEOGRAPHY

Saint Dragon, *SWW*, *Bad-Land*, *Big Ben*, *Wings Warriors*, *Silk Worm*, *Disinfect*, *Judge Dredd*, *Ham*, *Seat Drive II*, *Cycles*, *Grand Prix Circuit*.

ROD-LAND

When the Saturn Curve was founded in 1988 its aim was to develop and market games for software houses. In October 1990, after a string of hit titles the Saturn Curve decided to launch its own software label, Storm, with its first game being the coin-op *Saint Dragon*. More recently *SWW* stormed up the charts, gaining critical acclaim all the way. Storm's next games will be three coin-op licenses; *Isleco's Big Ben*, *Techno's Double Dragon III* and *Isleco's Bad-Land*.

DOUBLE DRAGON III - THE ROSETTA STONES

When the Saturn Curve was founded in 1988 its aim was to develop and market games for software houses. In October 1990, after a string of hit titles the Saturn Curve decided to launch its own software label, Storm, with its first game being the coin-op *Saint Dragon*. More recently *SWW* stormed up the charts, gaining critical acclaim all the way. Storm's next games will be three coin-op licenses; *Isleco's Big Ben*, *Techno's Double Dragon III* and *Isleco's Bad-Land*.

20TH APRIL-20TH MAY 1991 GAMES-X 3

Twenty five things you never knew about DMA design

Leslie Bunder packed his notepad into his satchel and set off in search of the wild men of Dundee

1. DMA design was founded in 1988 by Leslie Bunder, who had previously worked for the software house...
2. The company's first game was...
3. DMA design's success was due to...
4. The company's first major success was...
5. DMA design's first major success was...
6. DMA design's first major success was...
7. DMA design's first major success was...
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23. DMA design's first major success was...
24. DMA design's first major success was...
25. DMA design's first major success was...

1770-2300 MAY 1991 GAMES-X 30

2 Who are the people behind this new game? Which games have they created in the past? How far is the project down the road? How do things look so far? What makes them think it will be any different than other releases? No need to worry Games-X is there as the news happens, asking the people who matter (games developers themselves) the questions that matter!

So just what is this new project going to turn out like? Can't wait? Well with Games-X you don't need to wait just read our sneak previews to find out what the latest games will be like.

FROM START TO WEEKLY PARTS...

The game is great and is bound to be a big seller. You buy a copy at your local shop and watch the game's chart rating soar! And of course *Games-X* is the only magazine to print all of the weekly charts exclusively compiled for us by Gallup.

5

GALLUP CHARTS

1	▲	TEENAGE MUTANT HERO TURTLES House: MIRRORSOFT Team: PROBE
2	▲	ARMOUR-GEDDON House: PSYGNOSIS Team: P HUNTER AND ED SCIO
3	◆	DIZZY COLLECTION House: CODMASTERS Team: OLIVER TWINS
4	▲	LEMMINGS House: PSYGNOSIS Team: DMA DESIGN
5	▲	BIG BOX House: BEAU JOLLY Team: VARIOUS
6	★	BACK TO THE FUTURE 3 House: MIRRORSOFT Team: PROBE
7	▲	MICKEY MOUSE House: SEGA Team: SEGA JAPAN
8	▲	KILLING CLOUD House: IMAGEWORKS Team: VECTOR-GRAFIX
9	▼	POWER UP House: OCEAN Team: VARIOUS
10	▼	GODS House: RENEGADE/MINDSCAPE Team: BITMAP BROTHERS
11	▼	CHUCK ROCK House: CORE DESIGN Team: L PULLEN
12	★	ROBOCOP 3 House: OCEAN Team: SPECIAL FX
13	▼	PGA TOUR GOLF House: ELECTRONIC ARTS Team: LEE ACTOR
14	▲	VIZ House: VIRGIN Team: PROBE
15	★	HOLLYWOOD COLLECTION House: OCEAN Team: VARIOUS
16	▼	SCI House: OCEAN Team: ICE
17	◆	SUPERCARS 2 House: GREMLIN GRAPHICS Team: MAGNETIC FIELDS
18	★	FINAL WHISTLE House: ANCO Team: STEVE SCREECH
19	★	SUPER MONACO GRAND PRIX House: 55 GOLD Team: ZIG
20	★	MEGATRAVELLER House: EMPIRE Team: OXFORD DIGITAL ENTERPRISES

17TH-23RD MAY 1991 GAMES-X 5

CHART FAX
The charts for this week are... (text continues)

RELEASE INFO
17TH-23RD MAY 1991

RE-ENTRY
★ New Entry
▲ Climber
◆ Non mover
▼ Faller
★ Re-entry

Turn to page 39 for our specially compiled machine specific charts

4

MERCS

GAMES-X SCORING SYSTEM EXPLAINED!
X-RATING: XXXXX

RELEASE INFO
17TH-23RD MAY 1991

RE-ENTRY
★ New Entry
▲ Climber
◆ Non mover
▼ Faller
★ Re-entry

12 GAMES-X 17TH-23RD MAY 1991

FACT FILE
The game is great and is bound to be a big seller... (text continues)

REALLY AN INSURGENCY?
The game is great and is bound to be a big seller... (text continues)

THIS GAME!
The game is great and is bound to be a big seller... (text continues)

RELEASE INFO
17TH-23RD MAY 1991

RE-ENTRY
★ New Entry
▲ Climber
◆ Non mover
▼ Faller
★ Re-entry

By now it's becoming obvious that *Games-X* is the mag to watch for 'first's. So it is of no surprise when *GX* prints the first review - the monthlies can only lamely follow weeks later.

6

BRAT PLAYER'S GUIDE

Baby Nathan can be a right pain to handle at times unless you know what you're doing. Luckily you can sleep easy in your bed tonight knowing that your one will no longer be a problem thanks to this handy guide.

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20. Baby Nathan can be a right pain to handle at times unless you know what you're doing. Luckily you can sleep easy in your bed tonight knowing that your one will no longer be a problem thanks to this handy guide.

10TH-16TH MAY 1991 GAMES-X 29

You've bought the game but it really is difficult. What you need is a friendly player's guide to help you in your quest. No problem because one week later *Games-X* prints the definitive guide complete with joined digital landscape and helpful annotations. Remember *Games-X* prints more pages of tips than any other games mag

Only 60p New and Worthwhile!

EXCLUSIVE CONSOLE AND COMPUTER GAME INFO - EVERY WEEK!

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LYNX VS GAMEBOY VS GAMEGEAR VS PC ENGINE GT

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★ STORMBALL
★ GREMLINS 2
★ DUCK TALES
★ ECO PHANTOMS

EXPOSED:
★ THE FIRST 200 WINNING CARDS IN OUR £20,000 COMPETITION
★ A SLINKY PSYGY ATOMINO POSTER!

WHICH IS THE BEST?

STORMBALL p.19
TONY CROWTHER TELLS ALL p.38
GALACTIC EMPIRE
GO-GLOBAL - PREDATOR 2 p.44

OFFICIAL WEEKLY GALLUP CHARTS - ONLY IN GAMES-X

COMPUTER AND CONSOLE GAMES EVERY WEEK PRICED 60p

BUDGET BASEMENT

BARBARIAN

KIXX £7.99

One of the earliest beat'em-up successes came from Palace and attracted a lot of adverse publicity due to the fact the cover had one scantily clad Maria Whittaker of Page 3 fame, plastered all over it.

Several stores including Boots refused to sell it and Palace changed the cover to a large scantily clad chap instead. This, for some reason, appeased the people and the game enjoyed great success.

One by one, you must take on the might of the land's biggest Barbies and beat them into a pulp. If you're really good, you can remove their heads from their bodies to prove a point!

Battle through all the wastelands, defeating all who come before you, and finally get to meet the evil wizard Drax who has kidnapped the princess.

He will then use all his might and magic to destroy you. Should you manage to defeat him you can free the fair maiden from her bonds.

ACTION ANALYSIS

Barbarian was one of my favourites from all the early stuff that came out on the ST. There are better fighting games out now but you can't really knock this for £7.99. Good sampled screams and gory graphics make this one to add to your collection if you missed it first time round.

ENJOYABILITY RATING
80%

VALUE FOR MONEY
8/10



SHARKEY'S MOLL

ZEPELIN £7.99

The budget world seems to be totally dominated by big software houses re-releasing old products onto the market. It makes a change to see an original title making it out.

It is a pity when the original title is not an original idea. Sharkey's Moll is set in Prohibition Chicago in 1926, a festering pit of corruption and vice. You are police officer Sharkey and you must get back your moll (hence the title I suppose) who has been kidnapped.

To say that the method of doing this is slightly reminiscent of Operation Wolf, Predator 2 and so on would be an understatement. Shoot the baddies by moving the cursor with the mouse and pressing the button. You also have a limited number of Molotov Cocktails that will blow up most things on the screen (similar to grenades on Op Wolf!). Extra ammo can be picked up by shooting various icons on screen. Every hit you take makes your energy bar go up and eventually you'll die and start over again.

ACTION ANALYSIS

The game is nothing new in ideas and presentation and is perhaps a little on the easy side to complete. It's hard to knock products that cost less than £8, especially with today's hard prices, but there are a lot better budget offerings about. It is nice to see to see the occasional new product though.

ENJOYABILITY RATING
62%

VALUE FOR MONEY
5/10



CREEPY

ATLANTIS £6.99

Another new budget title arrives! Creepy features 200 rooms for you to explore in your search for the scrolls of necromancy. All of these are unfortunately guarded by evil manifestations and fierce she-warriors mounted on fire-breathing dragons.

You must defeat the evil Lord of Darkness and save the land from the evil that has descended over it. The game is remarkably similar in style and sound to the old classic Atic-Atac (now around eight years old!) and if you're old enough to remember that you may enjoy this.

It is graphically and sonically dated but can still be quite enjoyable for a while at least.

Anybody who upgraded from an 8-bit machine is going to have memories flooding back of what their games used to look like all the time.

The playability is there but for some reason the appeal is limited to short term, although there's more than enough to do.

ACTION ANALYSIS

Atlantis don't release many ST budget titles so it was surprising when this arrived. The problem with original budget titles is that they're budget quality, but with re-releases, there is at least a top product there somewhere. Well worth a look, but try before you buy (even at seven quid)

ENJOYABILITY RATING
70%

VALUE FOR MONEY
7/10





BIONIC COMMANDO

KIXX £7.99

Civilisation is in ruins. Genocide hangs over a decimated human race. There is just one glimmer of hope left – The Bionic Commando. The huge doomsday weapon must be deactivated before it can destroy the whole world and you have been given this easy-peasy little task to perform.

Five levels of frantic mayhem await you as you try to get to the silo and destroy the alien launch computer. Only after successfully blowing it up, will you be sure that the missile can't be launched.

Your commando is equipped with not only a bionic arm, but also with a double-shot laser gun. Throughout the levels, extra weaponry will also be parachuted down for you to use.



ACTION ANALYSIS

A nice little platform romp this one. Some really excellent graphics and sound with plenty to do and shoot at, make this one well worth checking out. It was good value for money at full price and is definitely a steal as a budget release. If you're an avid fan of this type of game it'll keep you going for ages!

ENJOYABILITY RATING 80%

VALUE FOR MONEY 8/10



STREET FIGHTER

KIXX £7.99

Another old beat'em-up arrives back on the scene courtesy of US Gold's budget label – Kixx. Following the standard good guy in a ghetto theme you'll have to make your way through the perilous levels, fighting off the enemy, who only have your pain on their minds.

You have at your disposal the usual variety of moves including all the standard kicks and punches. Pick up the weapons and beat your enemies senseless in this street brawl to the death.

Graphics and sound now look a bit dated but the game is a couple of years old. This type of game doesn't appeal to everybody and there are few people who won't own something like this already.

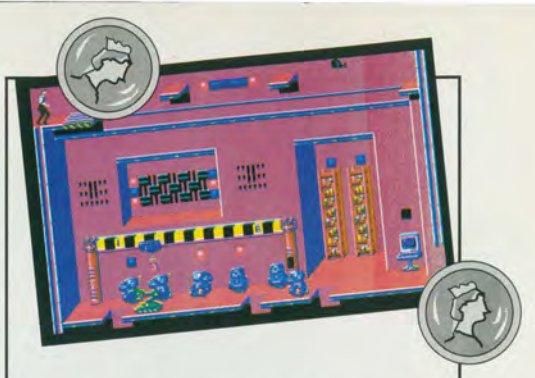
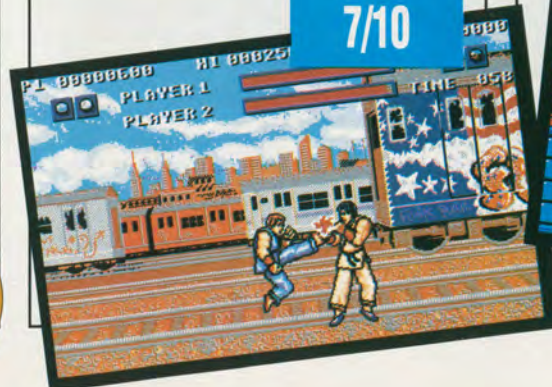


ACTION ANALYSIS

Street Fighter isn't the best example of this game genre. Movement across screen is jerky and awkward. Fans of the arcade version may be interested at £7.99, but otherwise it's worth checking out first. With Hit Squad's IK+ out there at the same price, it faces stiff competition.

ENJOYABILITY RATING 71%

VALUE FOR MONEY 7/10



IMPOSSIBLE MISSION II

KIXX £7.99

Way back in the era of the Commodore 64, there was a game that took the home computer world by storm. Impossible Mission is now ranked among the all-time classics. The sequel, originally titled Impossible Mission II, is back with a vengeance on the Kixx budget label.

The evil Elvin Atom Bender is back with an even more dastardly plot to destroy the world. You must beat his defences, decipher his codes and then get rid of his Doomsday Device (there seems to be a lot of these knocking about this month).

Loads of platforms to leap around to and even more puzzles to solve. Impossible Mission II retains all the flavour and excitement that made the original such a success.

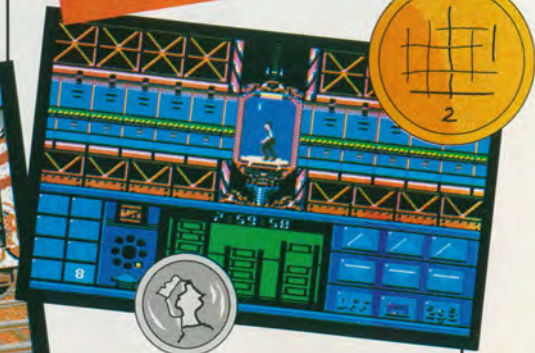


ACTION ANALYSIS

If you're a big fan of platform games then you can't go wrong with an Impossible Mission game. Fiendishly addictive arcade action and difficult to beat, you'll find yourself coming back to this one again.

ENJOYABILITY RATING 75%

VALUE FOR MONEY 8/10



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.

WASTE OF CASH

I have recently spent a lot of hard earned money on a selection of games for my Atari STE. Among these were Supercars II, Turrican and Pang.

I bought these games for the summer holidays, so I could occupy most of my time with some entertainment on the computer.

I studied my ST Action magazines and I thought I was buying a set of challenging games which I will be playing for ever and a day.

I now regret to say that my parents were right – the games are a waste of money. After reading the high rated reviews by your Punter-Panelists, I went out and bought them. At first when I loaded them, I thought what a smart investment I'd made, but after a few days I felt as though I had been conned.

Getting to the point...the games were too easy. For instance, I completed Supercars II in two days, Pang in four and Turrican in a weekend. Once a game has been completed all of the interest and appeal is lost.

After spending so much money on these games and completing them in a matter of days, you can imagine my disgust.

My parents are advising me not to buy anymore (in fact they are ordering me). They are telling me not to buy games but to make them myself. I tried that and bought STOS to do so. What did I find when I tried to load it?...It doesn't work on my STE.

I am begging you to please add another rating in your reviews section; one that rates the games on how easy they are to complete, because I'm not going to keep squandering my hard earned money (and I'm sure many other people feel the same way) on a game that won't appeal to me for no longer than a week.

Paul Figgins, Stourbridge

I'm impressed – Pang in four days, Supercars II in two! Do you ever leave your machine alone? All the games you have mentioned come very highly rated from the Action team and the Punter. Just because you complete them doesn't mean you never play them again.

For example, you may complete Supercars II once, but you may never do it again after that, even if you do you can always

get a friend round to play a two-player version. The same applies to Pang, you can still play it.

We can't really put a difficulty rating with a game. Just because we find it easy, doesn't mean that everyone else will, or vice versa.

If you're desperate to write your own games you can get an updated version of STOS that will run on your STE by writing to Mandarin, now Europress Software.

GUILTY PIRATE

I have had my ST for about three years now and have collected roughly 250 games, about 15 of which are originals. Let me just say that I don't really agree with piracy, but the main reasons I pirate games are:



STAR LETTER



ONE IN THE EYE FOR THE ST

How many ST owners have seen the reviews and glossy advertisements for Eye of the Beholder, brimming with praise from countless computer games magazines, but not a single one from an ST mag? ST Users, make yourselves heard, or fade away!

Here follows a letter to US Gold about the non-appearance of most of their D&D games on the ST. US Gold have something wonderful to share with computer owners, but not, apparently, with ST users.

...Over the past few months I have seen yet another advert for one of the D&D computer games that your company produces, and yet again there is no mention of an ST version. The game is Eye of the Beholder. Every review I have read tells me that this game would be a guaranteed best-seller if released for the ST, but you have no plans to do so.

I cannot see the logic in this, for games of the same type (3D first-person viewpoint exploration RPGs) have always sold well on the ST.

The Atari ST may not sell well in the United States, but that is no reason to deprive European ST owners. People are more than eager

to predict the death of the ST, with increasing sales of Amigas and Atari's terrible attitude to much deserved criticism, but this is no reason for your company to speed up the demise by refusing to produce innovative games such as the D&D series.

Please give us a chance to play these games instead of a never-ending stream of coin-op conversions and movie licences – don't be in too much of a hurry, but release an ST version of Eye of the Beholder as soon as development allows.

Simon J Tero, Fife

Sorry we had to drastically cut your letter down Simon, but you know the score with space and so on. Jason and myself were actually down at US Gold recently to pick up Shadow Sorcerer (the latest AD&D game on the ST; reviewed elsewhere in this issue) and apparently, Eye of the Beholder may yet make an ST appearance, depending on the sales of this.

It is a pity that ST owners are starting to miss out on certain games because of the Amiga's higher profile. All we can do is continue to lobby the companies concerned and persuade them that the ST is not ready to die yet.

1. Lack of money. Let's face it, if you can get hold of something free in life you take it. Software houses charge too much for their games. If all games were priced at a tenner I'm sure they'd get a lot more custom.

2. The pirated copies sometimes persuade me to buy the originals. A classic example is the fact that I saw a pirated Dungeon Master from America before it was released in this country, obviously it blew my socks off, so I bought it as soon as it came out. So basically the pirated stuff acts as a

sort of demo disk, in much the same way as you have demo disks on your brilliant magazine. I judge the game and if it appeals to me then I buy it.

3. A lot of the software on the market is a load of rubbish anyway. I'm fed up with software houses releasing bad arcade conversions like Outrun and Afterburner. It should be compulsory for software houses to release demo copies of their games first. Naff games are enough to turn anyone to a life of piracy. Software houses can only blame themselves.

I'm also fed up with people arguing about whether piracy is right or wrong. Everybody has an opinion and we must agree to disagree.

Anon. Hereford

You reckon that pirated copies sometimes persuade you to buy the original, yet earlier on you

said you only have 15 originals out of 250 games. It seems then that you are pretty hard to please. To say that you see full price ripped-off versions as demos is a bit of a joke really (especially when you compare them to our coverdiscs).

If it appeals to you then you buy it you said. Yet you've only bought 15 games in three years. It looks as though you're desperate to come up with an excuse to clear your conscience. You'll have to do better than this!

CLUBBING IT

I am writing to you to inform you of a new user group which I have founded for Atari ST/E owners.

The club is known as The Atari ST Users Association, or ASTUA (ass-stu-aah!) for short. Club members receive six copies of *STupendous* (our club mag) a year, along with six double-sided disks packed to the last available byte with programs, demos, games, programming routines and so on. Also members get free membership to our exclusive PD library.

We have established this club to provide the support for Atari ST/E owners that we believe has been somewhat lacking in previous years. We hope to cater for both serious users and games players alike and would appreciate it if you would give us a plug in the letters (grovel grovel!!)

Information about the club can be obtained from K. Jarman, ASTUA, 18 Poplar Close, Biggleswade, Beds, SG18 0EW.

Kenny Jarman, Club Secretary, Biggleswade

We wish you every success with the club. Write and let us know how you're doing.

COPYRIGHT CORNER

First, may I congratulate you on an excellent magazine, and excellent coverdiscs.

The reason I am writing is with reference to



the coverdisks, I run the Skull BBS (0379 740972) which caters mainly for ST owners.

A user was asking whether he could send me one of your coverdisks to be included for other users to download. But I told him that this was not possible due to copyright reasons. Is this correct, or could I have included the disks on the board?

Also, if permission is needed who should I ask for it? I know that Bath BBS distributes ST Format disks. I have also spent many sleepless nights writing a submenu for the disks in case I am allowed to distribute them.

Ian Coates, Diss, Norfolk

You were right in your assumption that copyright would be a problem. With the code for the games belonging to the companies involved we can't give you permission to do it, although it is a pretty good idea. Sorry about the submenu.

DISAPPEARING DISKS

As I listened to the Inspirial Carpets' new album called *Beast Inside*, I remember good old ST Action because it's as good and as enjoyable as the Carpets. Anyway drone-drone!

I thought I'd write to ask a serious question - Where is my coverdisk (Issue 34)? I sent it back to Stanley and haven't received a replacement. Please don't ask me to write to them because I'm fed up at the moment with many little things creeping up to annoy me (like my sister) so please could you put a word in.

Oh yes, now then, turn to issue 38 and flick through it until you come to page 68 (Supercars II review). Now notice that in the top right corner of the computer screenshot is the corner of a book with a (I dread to say it) Commodore logo. I have to complain to the ignorant software companies who are trying to kill off the Atari race by making us laugh to death by showing us that stupid "beep" logo of theirs.

Enough of all this and now onto complimenting this ace mag (*about time too!* - Paul). It's an ace mag this! Keep it up, and if you wanted to know, the Inspirial Carpets concert was brilliant and if anyone's going to see James live at Newport Centre in November, see ya all there.

Llywelyn Morgan, Senghennydd

We haven't got the space to put in all your ranting about the brilliance of the Welsh footy team. They score a stuffy breakaway goal against a team that was down to 10 men and everyone's happy.

At least you appreciate the Manchester music scene! Nice one and so on as the lingo here goes. While we're on the subject of top concerts (why are we on top concerts?) you really should have been at the 808 State rave at G-mex. Large night!

*Enough of this mindless banter. Possibly not many people noticed the C*mm*d're logo on Supercars, probably because not many people care that much!*

By the way your faulty coverdisk has been sorted out by yours truly, but then of course you knew that all along didn't you?

WHERE HAVE ALL THE PRIZES GONE?

I have a number of points though the most important is the first, which was the main reason for writing this letter:

1. Recently I entered the Robocomp and saw my name printed (as a prize winner) in issue 38. I still haven't received my copy of Robocop 2 - the game, and it has been several months since the competition.

What has happened? I don't know whether ST Action or Ocean distributed the prizes but I was wondering if you could set my mind at rest as to what's happened.

2. Why does everyone have a go at software pirates (Oh Gawd, not again!). I believe that it is up to the software companies to set the example and release cheaper software (say £15). You can't expect software pirates to set the example by not copying software.

3. If you can't get an STA demo to load, copy it into an auto folder. This nearly always works.

It's a great mag, I hope you can solve my problem.

Stuart Kelly, Reading

Okay, the Robocomp was sorted out weeks ago and you should have received your prize by now. If you haven't got anything, get in touch by telephone (0625 878888) and we'll try and sort you out.

Maybe the companies are to blame partially with high prices, but they're not going to realistically lower them.

Thanks for the info on the coverdisks. It may help some people, although all the demos work on machines without using Auto folders. We don't know why they don't work on some machines without a folder.

TWENTY QUESTIONS (NEARLY!)

I read your magazine regularly and I think your demo disks are some of the best available. I have quite a few questions to ask you and would be most grateful if you could answer some if not all of them.

1. After playing the HeroQuest demo, I want to know if there'll be any extra quests or add-ons?
2. Are there any plans to release the other Games Workshop/MB game called Space Crusade which is of a similar design to HeroQuest?
3. Is the Disney Animation Studio being released for the STE? I haven't seen it in the shops but I picked up a leaflet from a computer shop and it said it was coming out for the PC and ST?
4. If it is coming out, will it require 1 meg?
5. I have read in other mags that Arachnophobia,

Life and Death II - The Brain and Godfather III (action and adventure) games will be released - when?

6. I don't often visit the arcades, but once when I did I sometimes played Aliens which was based on the excellent science-fiction film, I was quite impressed with it and was wondering whether it would be converted for the STE and Sega Megadrive?

7. Are there any plans to make a Terminator game based on the films?

8. What improvements are there to an electronic keyboard when it is connected to an STE?

9. What are the connecting leads called and how much do they cost?

10. I am considering buying the music program Quartet. Is this a good buy?

11. And finally....What do you consider the best and easiest to use word processing program on the STE?

James Pollard, Sittingbourne

Your starter for 10. It's like a quiz this. Here are your answers then.

1. Gremlin should have released an expansion disk by now featuring about 10 more missions. Keep watching the news pages

2. Yes, there are plans to do Space Crusade.

3. We don't know, but if the leaflet said so then...

4. Probably.

5. All are being worked on but Godfather should be the first out.

6. Aliens is being worked on by Mirrorsoft so it will be out on the ST. I don't really know about the Megadrive, but hopefully (because I've got one as well!)

7. Yes. I am pleased to report that Ocean have nearly finished Terminator II.

8. It depends on the keyboard. It doesn't really improve it, it's just like an add-on.

9. Again it depends on the keyboard but probably MIDI leads, and they should only cost a couple of quid.

10. Yes.

11. ST Writer Elite is really easy to use and is Public Domain - so it only costs about £2. You should be OK with that.

Remember, there's a software prize waiting for the writer of, what we consider to be, the best letter published each month. So get your pens out and get writing. It could be your lucky month.

Write On!

BACK PASSAGE

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ST ACTION SAVES GAMES-X FROM EMBARRASSMENT

If you read a recent copy of Games-X, you may have seen an article about Europress Interactive's evening out go-karting. To quote: "STAs Alan 'Prost' Bunker walked off with the Mr Spoons award for bad driving." They then described another race meeting that took place two days later: "Nick and Hugh (from Games-X) were members of a victorious go-karting team."

What they failed to mention was that they wouldn't have won if Alan 'Only second time karting' Bunker hadn't accumulated the most points to give us that victory while Hugh 'Was I supposed to turn at that corner?' Gollner and Nick 'Never heard of an accelerator' Clarkson were struggling to get points in all their races.

QUOTABLE QUOTES

Quote of the Month: "Do they only do outdoor concerts here?" (From a woman at the Milton Keynes rock concert where the venue is a massive open field, large enough to hold in excess of 60,000 headbangers!)

Reply of the Month: "No, they drag a tarpaulin over the top of us!" (From the unlucky soul who was her boyfriend).

EAVESDROPPER

Who probably said the following?

1. We had loads and loads of money after our recent successes so we thought we'd blow it all to give the other software companies a chance to catch up.

Answer: Gremlin's MD upon acquiring the Plan 9 From Outer Space licence, quite easily the worst film ever made!

2. Why wasn't I told about it?

Answer: Ocean's MD after hearing a film licence had gone to another company.

3. That ruins all the paperwork I've been doing over the last two years!

Answer: The Monopolies Commission clerk who was writing to Ocean's MD about film licences.

COMPO NEWS

Normally at this stage, we'd give you the winners of a competition. This month, we were supposed to announce the winner of the incredible Predator 2 mask that was kindly offered by Mirrorsoft. For some reason that we are going to keep totally secret, the lucky soon-to-be owner of the mask will be notified next month (No, we haven't lost it!).

Nevertheless, the 10 runners-up who will each receive a copy of the Predator 2 game and a T-shirt are: Mandy Foster from Southsea; Simon Gannon, Barton, Oxford; Richard Crossley, West Yorkshire; Carl Gibson, Flechney, Leicestershire; Colin Turner, The Wirral, Merseyside; David Bardy, York; Mark Bowden, St. Helens, Merseyside; Neill Liddle, Harrogate, North Yorkshire; Gary Wilson, Aldershot, Hampshire; Scott Fuller, Bromley, Kent.

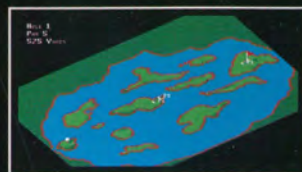


NEXT MONTH...

What can you expect to read about in next month's ST Action? Well, we have everything that you need to know about. In particular, we will be telling you about the following:

CHALLENGE GOLF

No sooner had we sent the magazine off to print than this month's coverdisk demo popped through the postbox in its full, completed version. Directly in competition with Microprose's Master Golf and Kixx's World Class Leaderboard, On-Line's Challenge Golf is going to have to be something special.



DEATHBRINGER

Empire's latest is a horizontally scrolling hack 'n' slash with some exceptional parallax that really gives the game depth. Other parallax tends to look a touch 'flat' but not with Deathbringer. With superb animation too, the game looks to be coming along very well.



VOLFIED

Another Empire title that demands 'Skill, strategy and extremely quick reflexes.' Taken from the coin-op, Volfied contains 16 levels with a vast array of aliens to combat and destroy. Available soon, Volfied looks to be one to add to your shopping list.

Watch out for the
next STA available
from September 12th
at all smart
newsagents!

"A BEAUTIFUL PUZZLE GAME WITH ASTONISHING HIDDEN DEPTHS"

"A good arcade adventure is a joy to play...and there's no shortage of gameplay here.

If exploring and shooting's your thing, then there's enough here to keep you happy 'til the cows come home"

THE ONE



The strangest things happen in fairy tales - but nothing so strange as the experiences you will encounter on your travels as Cornelius the Elf. Your magic ring can cast many spells, increasing in power as you tread deeper into the mystical lands of gooks and goblins. Even the castle guards, low-life beings with the IQ of a cold-steel rivet, are on a get-smart campaign. They may seem a little backward to start with, but these rivet-headed, bover-bullies will soon become cantakerous, tricky-dickies if you let them. Many wierd, villainous creatures and devious puzzles test your game-play technique and your gnostic powers. You can even control some of the background game features, allowing you to get to where you *think* you should be. Numerous secret areas lie deep within the forest where vital clues can help you with your quest, but beware...

YOUR OWN GHOST MAY MATERIALISE TO HAUNT YOU!

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