

# ST ACTION

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ISSUE 44 • DECEMBER 1991 • £3.99

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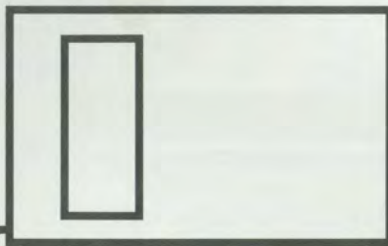


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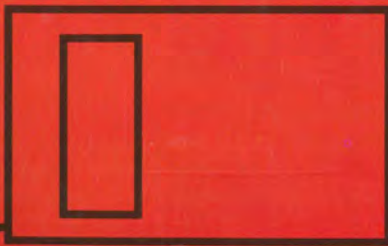
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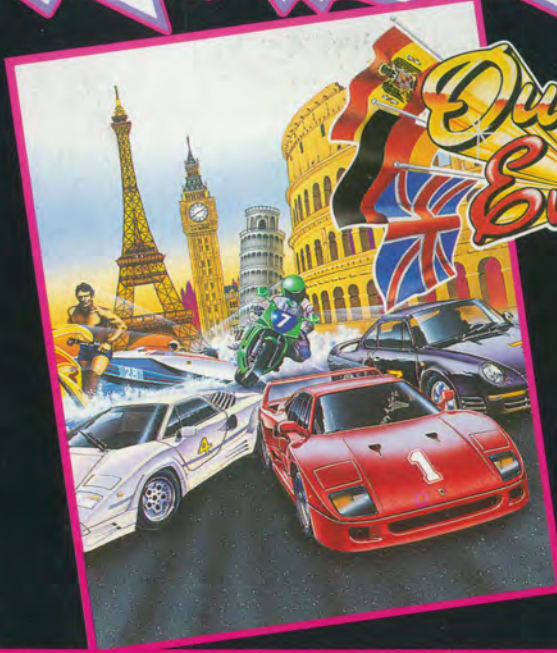
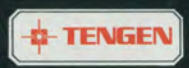


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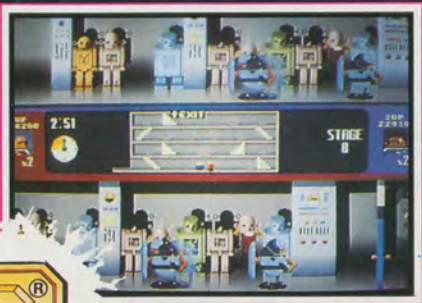
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# ST ACTION

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 check out some of the best joysticks currently available and give you the low down on their performances. Gentlemen, choose your weapons!

### CUFF PURR-FORMS THE IMPUSS-IBLE 70

The coolest member of the ST Action team brings you the best of the new releases for his hand-held namesake and sees the introduction of the Cool Cat Accolade.

### SNEAK PREVIEWS 88

We dig deep into three major games in development to bring you all the information our warped minds can hold. We don our nappies and go on a trip through infancy with Loriciel's Baby Jo and pop down to visit System 3 to see Last Ninja 3 and Myth. Pages packed full with nappies, ninjas and notable mythology!

### PUBLIC DOMAIN 86

Take a trip down memory lane with a Mr Benn demo and look at the world of a famous record producer with Top Of The Pops. Six more demos grace our pages.

## REGULARS

### ACTION NEWS 04

Each month we try to keep you up-to-date with what's happening in the industry. We bring you some details of the new Atari Lynx machine, inventively titled Lynx II and we let you in on the latest offerings from Mirrorsoft.

### GIVING THE GAME AWAY 59

Virgin's Rolling Ronny, Mirrorsoft's Mega Lo Mania and Ocean's Elf all receive the GTGA treatment this month as we fight hard to bring you the help you need. Small tips is here to help those of you who possess no skill at all!

### WENGELI THE WIZARD 75

Each month, our Welsh wizard braves dungeons and battles evil adversaries in his quest to bring you the best adventure pages possible.



## 2 ACTION-PACKED COVERDISKS FEATURING:



# THE ACTION TEAM



Back row (Left to right): Marc, Hairy Paul, Dotty and Alex. Front row: Allie, Sue, Simon and Paul (Chicken).

This month sees an addition to the news pages. You may have noticed the lovely little piccy above, so all the luvverly space we've saved will be dedicated to what's been happening to us over the past four weeks.

Young Marc, our intrepid Design Assistant, is known for his lightning-like speed. Not at his job, but for his skill at getting first to the samie van for bacon butties.

Paul 'Kenny Rogers' McIntyre is an ageing rocker. His hair is streaked with grey flecks in a vain attempt to impersonate his idol - Dickie Davies.

Dotty is known in the STA office as fashion correspondent (circa 1986) as he has been sighted sporting a rather suspect PRINGLE white roll-neck sweater.

Next on the list is our token geodie, Alex Lee. His job isn't easy. He is responsible for all the spelling errors you find in the mag. All mistakes will be forwarded on to Alex's home address via ST Action.

Allie, well, you can't say enough about her really. But we'll try and sum her up in a few words: she's bobbins at games and she wears sad skirts.

Sue, STA's party animal, has had a new lease of life since Simon joined the ranks to tell her what her job entails. Needless to say, she's really chuffed.

All the way from Oldham (where?) comes the latest addition to our happy family, Simon (Patsy Picasso) Kirrane who is currently obsessed with erotic art.

Last, but by no means least, Paul McNally has proved beyond any doubt whatsoever that if you pay chicken feed you do indeed get chickens.

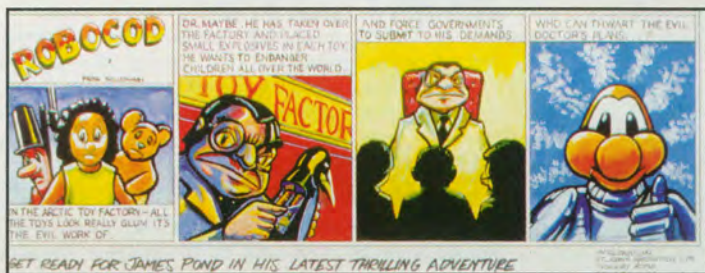
## BUDGET BATTLESCAPES

Mirror Image really are releasing some cracking gems into the budget market. You won't find any turkeys out there from them at the moment. Latest in line for release at their regular £9.99 price tag is Austerlitz - the highly acclaimed historical wargame.

Utilising Dr. Peter Turcan's revolutionary Battlescape system, you will see the battlefield in 3D graphics. The best thing about Battlescape's games are that you can actually watch the battle unfold before you as your troops move and fight their way across the landscape.

Austerlitz has been described as one of the greatest battles ever fought by Napoleon and now you have the chance to see if you can change the course of history.

Austerlitz should be out by the time you have read this. So all you wargamers had better grab your flintlocks and rush out to buy it.



## NAME THAT TUNA

About a year ago now came the classic James Pond. For me, it was one of the best games of the year. The sequel, Robocod, was announced almost immediately after it was realised how successful old JP was going to be.

Now it's nearing completion and our fishy little friend is about to swim off once again. With enough scenes to give you a permanent haddock you will be crying out "Oh Cod!" before you know it.

We'll have a full review before you can say "Jumping Jack Spratt" and Robocod looks as though it'll take the ST market by storm just like its predecessor did.

There are rumours about a third game in the series but we can't tell you any more about it than that at this time.

We will hopefully bring you all of the gossip on it, as well as a full review the moment that it hits the desk and we have a go at it.

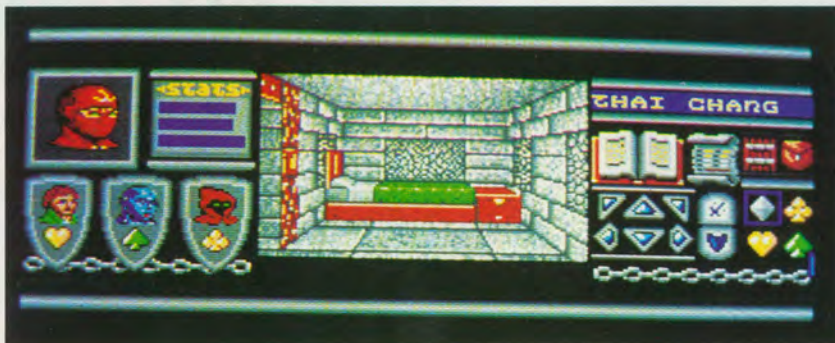
## BLOODWYCH GOOD BARGAIN

Over two years ago, the hugely popular role-playing game Bloodwych was released and was lapped up by the public. The unique two-player option introduced the concept of competition into this type of game for the first time although you could also play as a team if you so wished.

The setting for Bloodwych is an enormous castle with a huge labyrinth of tunnels to explore. These are inhabited by many different monsters, and you can use the horizontally split screen to explore and interact with them. Mirror Image have now picked up the rights to put it out again on their own budget label so you should expect to see it in the shops

at any time now priced at the usual £9.99.

Well worth picking up if you're new to computers and missed out on it first time around. Role-playing freaks will love it and it'll give you something to get your teeth into as the nights get darker and the weather gets harsher, towards the encroaching festive season.



## LYNX II - THE REVENGE

Well, seeing as we've started our new Lynx pages we thought we'd give you a quick run-down on Atari's new, more compact Lynx II machine (nice title!).

It's virtually the same as the vastly underrated original but it does have a few extras as well as a completely re-designed shell. This little baby is now at a decent size compared to its bulky big brother and you should have no problems lugging it around wherever you go.

To make up for this reduction in size, the new machine has been made thicker, but not annoyingly so. It takes six batteries which will last up to about three hours so prepare to fork out loads of cash unless you have a power-pack.

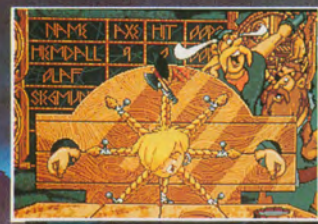
There are a lot more titles making it onto the Lynx now, so this creation represents a wise choice from the hand-held market's selection, for absolutely anybody.



# HEIMDALL



Norse legend tells of a time when the Gods of Valhalla and Asgard created a race known as the Vikings. Born to represent his people at the battle of Ragnarok, Heimdall must first fight, solve puzzles and explore the Viking world to find the weapons of the Gods.



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# VECTOR FOOTY

Graeme Souness's Vector Soccer is a new concept in footy games because all the bits and pieces are drawn with vectors (obvious really), all of which have artificial intelligence, imitating virtual reality.

The main part of the game takes place as an international tournament containing eight sides (although you can also play it two player mode). You play in the quarter-finals, semis and then the Cup Final itself.

With all the bits drawn as vectors (stuff like goal posts, pitch, stadiums, crowd barriers and so on) you can add or remove them to suit the preferred style of play.

Vector Football uses actual vectors, not sprites that are drawn to look like vectors. All play is calculated mathematically so you can view the action from six, different 'camera angles' too.

It remains to be seen how well this release is going to work, but Graeme Souness's Vector Soccer should be out very shortly priced at £24.99. We'll have to wait till then to see it's effect upon the market.

# CHRISTMAS COMPENDIA

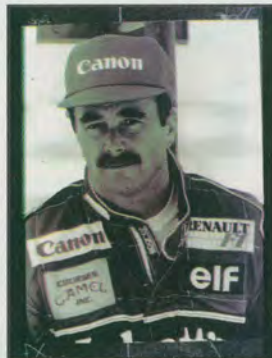
Even though we've started reviewing compilations this month, we thought we'd let you know what's in line for release before Christmas. Gremlin have got a couple lined up to hit the festive market and as you may imagine they look as though they'll be well worth having.

4 Wheel Drive is, as the title suggests, a racing package, and as the Sheffield software giants are well known for this type of thing, it is a pretty strong compilation.

Containing Lotus Esprit Turbo Challenge, Team Suzuki, Toyota Rally and Combo Racer this really is for speed fiends and maniacs only. A lot of you will probably have some of them already, but if you're new in the market this is well worth £29.99.

Gremlin's other compilation is Chart Attack Volume 1. Containing Lotus, Ghosts and Ghouls, the brilliant James Pond and Venus the Fly Trap, this will also cost £29.99.

# MANSELL AND GREMLIN



Any followers of Formula 1 Grand Prix racing will have seen our very own Nigel Mansell battle through in recent weeks into a respectable position in the championship table, although, at the time of writing, it looks as if he's blown his chance of the title once again. Gremlin Graphics, who have been noted for their classic racing games in the

past, have just signed an exciting new licence giving them the exclusive world rights to develop games featuring "Our Nige". Gremlin say that the opportunity to develop a computer game on such an exciting racing personality will be the culmination of many years hard



work in seeking to develop the perfect racing game.

Precise details of what form the new Nigel Mansell game will take are being kept closely under wraps by Gremlin but no doubt the arrival of 1992 will reveal its secrets to us all.



# BITMAP BONUS

These days a Bitmap Brothers product is virtually guaranteed a top spot in the charts. This is undoubtedly due to the high quality and time spent on each release.

Since Gods and Magic Pockets, the boys have been beavering away at The Chaos Engine (a sort of Commando type game with aliens!).

Of course, being the Bitmaps, they've had to go one better by giving the characters huge amounts of artificial intelligence and making it three player.

One of the more unusual features is that the computer will take over any spare characters and fight alongside you intelligently. There are also a few role-playing features included that allow you to develop and personalise your characters as you take them through the game.

As you can see from the pictures it looks rather fruity, but don't expect to see it in the shops before early 1992.





# ACTION PACK



## Action SIXTEEN

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## TV GLADIATORS

Telly addicts are shortly to get hooked on a new Channel 4 proggy called Gamesmaster. Created by Hewland International (who are also responsible for BBC's Good Sport), the show will be a 10 part series dedicated to all aspects of computers, consoles and arcades.

Containing all sorts of goodies including competitive gaming, new hardware and software reviews and previews, charts, features and cheats, Gamesmaster looks set to become something not to miss if you are at all interested in computers and the like.

Perhaps the most novel feature is the gladiatorial challenges that members of the gaming public will be given. What this all means is anybody's guess, to find out then put Tuesday 31st December, 6.30pm in your diary.

## FOOT FETISH?

Some people are always sceptical of new methods of playing games, and no doubt the same will apply to Spectravideo's new contraption the Foot Pedal Controller – a device which, they say, can actually improve your high scores.

The thingie itself (which is made by Quickjoy incidentally) is used in conjunction with the normal joystick and gives you pedals to replace certain functions.

If this all sounds a little weird, imagine a car game where you have to push up to accelerate.

You can set the FPC so that one of the pedals does this instead, effectively giving you an accelerator like a car.

It all sounds a little strange but once you get used to it, who knows you may never go back to your regular control method.

The Foot Pedal will set you back £24.99 but as Spectravideo say, "...it'll enable games players to really put their foot down!"



## GOPHER GLORY

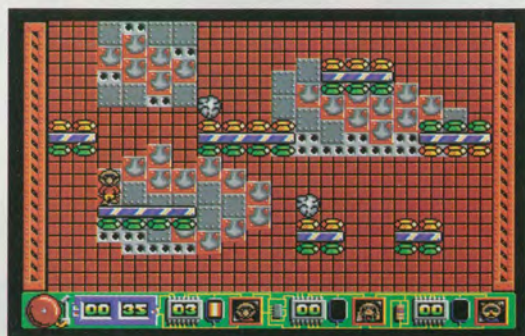
Electronic Zoo are really going up in the world these days with some fine products including Fireforce (see last ish!), Under Pressure and Cardiass.

They've now just announced Daylight Robbery – a three player platform puzzle game with furiously fast action and freaky gameplay. We here at ST Action were the first people to see it and it had us all on it for the afternoon it was in the office.

Featuring 130 levels you must collect the gems off all

of them, avoiding the baddies and trying to beat the (very) strict time limit! In this game though, you are no ordinary burglar. This crime gang includes a dog, a cat, a mole and a gopher! Unfortunately, the gopher gets blown away at the start as he tries to break his mates out of jail.

Daylight Robbery is currently set for a January release on the ST and will probably cost the usual amount. Watch out for more next month when who knows what you'll get for Christmas.



## OUT FOR THE COUNT

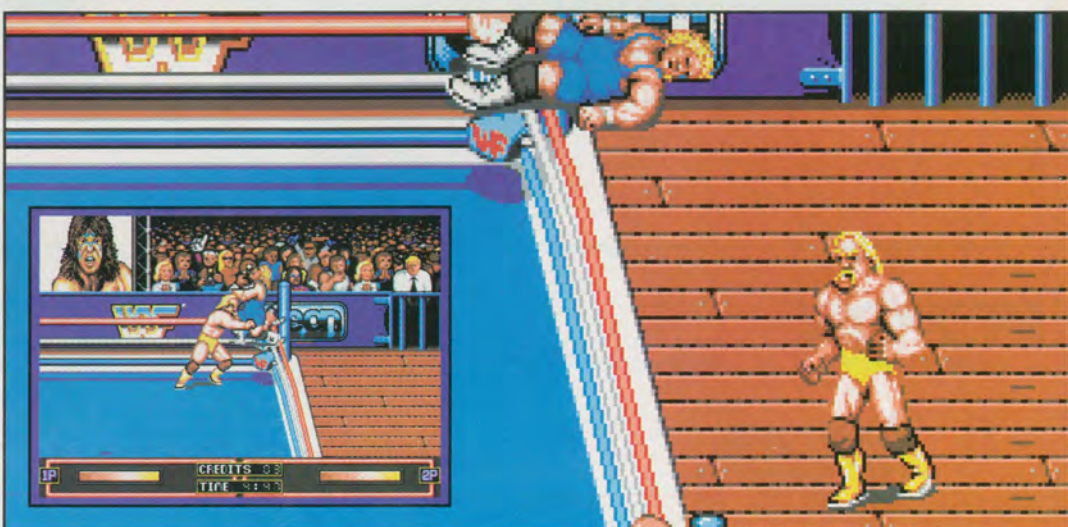
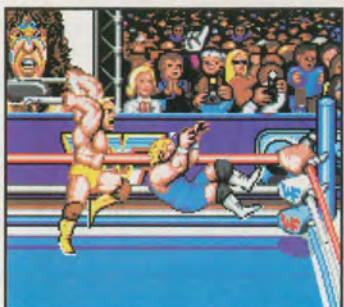
Mancunian marvels Ocean have, as usual, got a well-timed assault on the Christmas market planned. One of the major contenders for this year's hot-spot will be WWF Wrestling.

Taking the part of many of the colourful stars who regularly battle it out across the water, your task is to obtain the WWF title. To have any hope of achieving this you'll have to battle your way through dubious sounding opponents like Sergeant Slaughter and the Warlord.

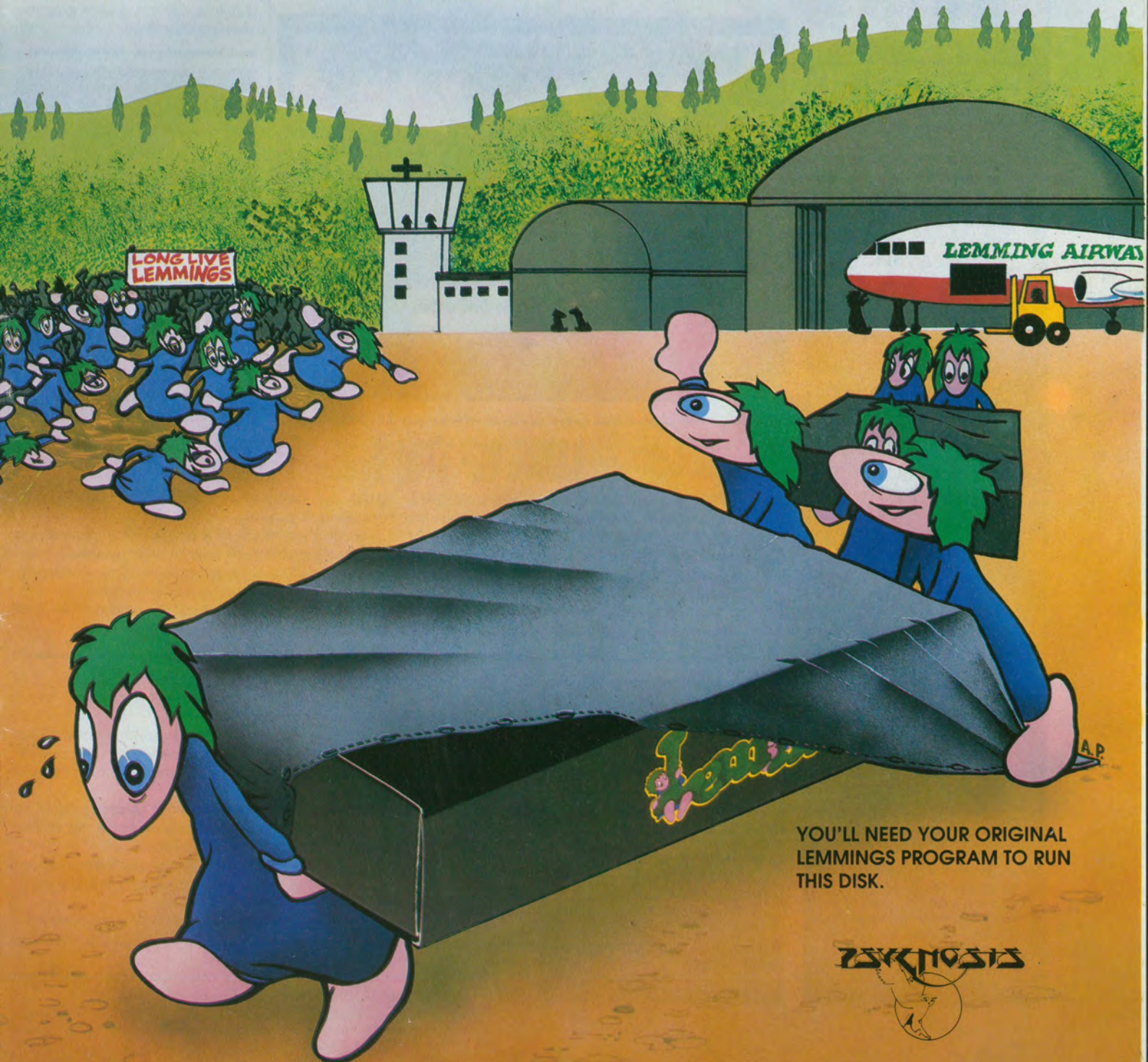
Anybody who's ever seen the programme on Sky will immediately be able to recognise the characters as they look and act in a similar fashion to their real life counterparts.

This game is so realistic you can pick up chairs and fight outside the ring as well!

If you're a wrestling fanatic you'll be able to pick it up just before Christmas at Ocean's regular price of £25.99.



# OH NO! MORE LEMMINGS!<sup>TM</sup> THE DATA DISK



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PSYCHOSIS

## 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 development teams are doing for which software houses:



Ocean are busy putting the final touches to their products for the Christmas season. As well as Robocop 3 and possibly even (dare we mention it) Epic, they've also got Smash TV ready to roll on the ST.

Set in 1999, you have got to take part in the ultimate game show, the show which monopolises all the ratings.

Your chance to win loads of cash prizes is here if you win. But death is the prize for the loser. See next month's issue.



After the mammoth success of Elvira - Mistress of the Dark it isn't that surprising that the sequel is about to hit the market at the time of peak sales.

Elvira II - The Jaws of Cerberus will be an astonishing five times bigger than the original title and it will comprise at least 4000 different locations.

This time it's been set in Elvira's movie studio, where she has been kidnapped and the sets have been taken over by horrors that most normal people would dread to think about.

The PC version will be out first as usual, but the ST effort will be out next year sometime.



We did a little bit on Cisco Heat a couple of months ago in the news, but we've now seen the product, and hopefully, we'll have a review copy by next month for you to check out.

The game's come on nicely over the months and now features most of the things that made the arcade version so popular.

For those who still don't know, Cisco Heat features the annual police races through realistically recreated streets of San Francisco. Similar in concept to Chase HQ, you'll be racing around the roads ramming people off and everything. If you're interested have a peek in the Christmas ish!



## FLAMIN' ICE

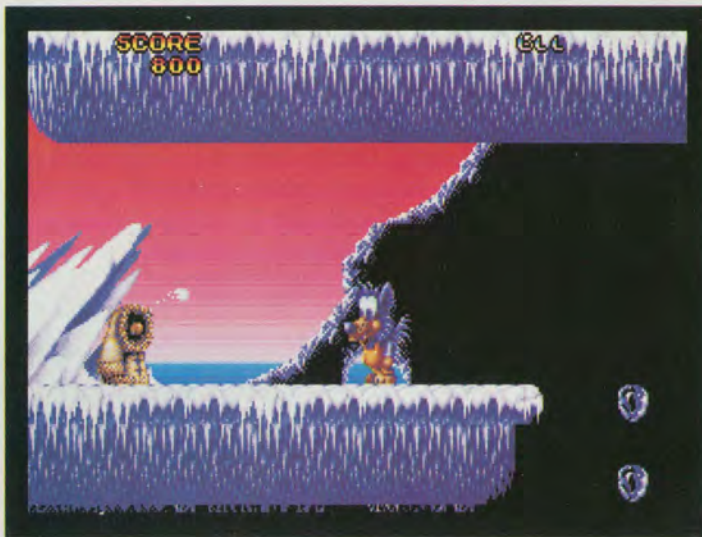
Imageworks have been busy getting some quality products together in time for Chrissy. One of these is Graftgold's latest Fire and Ice.

Taking the role of a large cute dog, born in the bitter Arctic, you are forced to travel throughout the world, being hunted by fire loving creatures who have invaded the earth.

You have been giving the job of guarding all the puppies. If they die, your race will become extinct, so you must protect them at all cost.

Graphically stunning, Fire and Ice will have different areas of earth accurately portrayed as Graftgold want to make the game as realistic as possible. For example contoured landscapes will make objects move faster downhill than up.

Fire and Ice will be out sometime during the winter, but we have no info on the price just yet.



## G-LOC(ked) ON TARGET

US Gold have also got a busy Christmas planned. One of the titles everybody here hopes won't let them down is the potentially difficult G-LOC. Arcade conversions of this type of thing have usually been dodgy in the past.

This one has been programmed by Images and will contain a lot of the stuff that made the arcade version so popular.

You must pilot the latest in flight technology through absolutely piles of missions and complete your tasks within the specified time limit.

We'll give you the full review as usual as soon as we can. From what we've seen so far it should be one to add to the collection when it finally arrives in the shops around Christmas time. Expect the price to be the standard these days.



## LURE OF THE TEMPTRESS

There's a lot of fuss over another one of Mirrorsoft's titles - Lure of the Temptress. There was a big press conference about it at the recent European Computer Entertainment Show. Allie went and had a peek and was suitably impressed with what she was shown there.

Mirrorsoft were recently at our offices showing us the product "live" so to speak and lets just say that Allie wasn't wrong. Using a system called Virtual Theatre, the

game was designed by Revolution and can only be described as stunning.

Lure of the Temptress is played with a clever control system designed for its ease of use. A system called Autorouting allows the entire game world to run independently of your character so things are always going on.

Watch out for this because it promises to be a bit special. It's scheduled for release in early 1992.



## APOCALYPSE WHEN?

This news is so hot, that the news of an ST version isn't even definite yet, but apparently the chances of it being converted are pretty good. The game in question is a helicopter shoot'em-up called Apocalypse and it will be published by Mirrorsoft.

You are the pilot in a new state-of-the-art helicopter gunship (how come they're all state-of-the-art?) and you've got a very large jungle, full of very nasty soldiers to blow up.

The game looks like an arcade game (on the Amiga) and if Mirrorsoft can even slightly retain the standard of graphics found previously, this is going to be a storming success.

Basically you've just got to zip around the beautifully drawn scenery frying people with your flame-thrower and picking up hostages from your side and deposit them at the nearest camp.

We've no idea about a release date or a price but 'touch wood' they should decide to get an ST version ready as soon as possible.



A POWERFUL TRIAD IN ONE  
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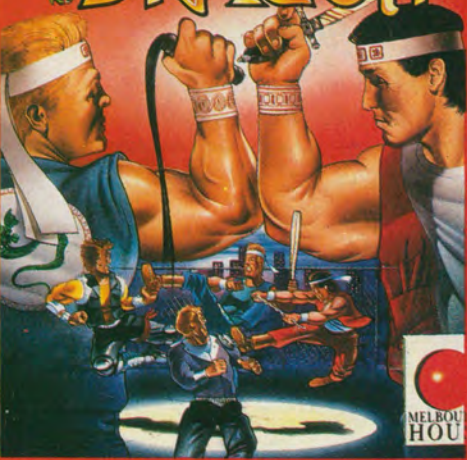
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AMIGA ATARI ST

**ocean**

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SPECTRUM  
COMMODORE

# Probably the world's most playable coverdisk



*Get your rods out and slap those baddies in fairyland!*



*It's that time of the month again where you play around with the two things stuck on the cover (three if your sister has slapped her chewing gum there for later!). Four playable demos and a stunning intro sequence – and it's not even Christmas yet!*

## RODLAND

Courtesy of the Sales Curve and Storm, we bring you three levels of the game that was described as "so cute it'll make you puke!" Fairies, fluffy animals, rainbows. It's all there for the cutesy platform stormer of the year. If you've got a pal handy, play it with them. It's much more fun if there's two of you (oo-er!)

## ANOTHER WORLD

Not playable but still rather special. Here's the intro sequence from Delphine's (Cruise for a Corpse) new title – Another World. Totally stunning we're sure you'll agree. Yes, we know the text is French, but we get our demos from all over the planet. Next month we've got Cannibal Simulator, straight from the steaming jungles of Africa.

## SIEGEMASTER

Top demo this! Play a section of the full game from Vulture Publishing which features a total of

100 missions. Strategy/RPG fans will love this once they get into it.

Guide your barbies through the land killing off the tigers and collecting their teeth for your father (strange dad you've got there lads!).

## MYTH

On disk 2 we've got Myth from System 3. Previewed elsewhere in this issue, this rather fruity demo contains the first level including all the large beasts that will kill you off without thinking twice about it.

There are barbarians all over the place this month, but this one is a particularly hard chap. Check it out for yourself.

## BABY JO

Another demo from across the channel. If you've ever wanted a baby of your own you can now get one without all the fun of obtaining them by the usual methods. Jo has got lost and you've got to reunite him with his parents.

## 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 back up 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 a genuine problem then please return it to:

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DISK  
1



# Rodland



It's finally arrived on the ST and we've got the cutest three level demo that you're ever likely to see, right here on the front of ST Action.

The Fairy Village is awash with bizarre bits! All the usually friendly inhabitants are out on the rampage and what's even worse is that they've gone and kidnapped the mother of our gorgeous fairy heroes - Tam and Rit.

Fortunately our pals know where she is and that's at the top of the Maboots Tower. Anxious to set off and free their parent they are given two gifts - Rainbow Shoes by the Elder and the Rods of Sheesanomo by their dad. These items will give them a chance against the new baddies of Fairyland.

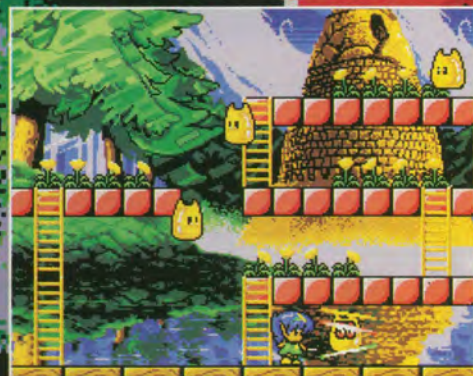
Now these two items aren't your everyday shoes and sticks. The Shoes will allow you to build ladders which you can then climb up or down, in order to reach other platforms quickly and the

Rods will let you bash the baddies on the head and remove them from the level.

Each level contains lots of items that you can pick up for extra points, these include flowers and other cute items. Wopping a creature about, usually results in it leaving an item behind when it's dead. These include things like bombs which will kill off any other beasties in the vicinity and rockets which fire off in various directions!



MOM IS TAKEN ATOP  
THE "MABOOT'S" TOWER.



## HOW TO PLAY THE DEMO

Life's never simple is it? Don't try and load this demo with your mouse plugged in or, chances are your fire button won't work. Apart from this fiddling around, life's dead easy!

First off open up the Roddemo.PRG file. When you've got it loaded (and your fire button starts the demo!) you'll be presented with the first of the three levels in the demo. You can now run around the platforms killing beasties.

Pressing fire will fire your rod and if a creature is within range you'll capture it. Repeatedly banging fire will wop it over your head and smash it on the ground. Keep doing this until it leaves you an object behind.

You can also use your Rainbow Shoes to make temporary ladders by pushing up (or down) and fire. This lets you get out of dangerous situations easily, if you're any good that is.







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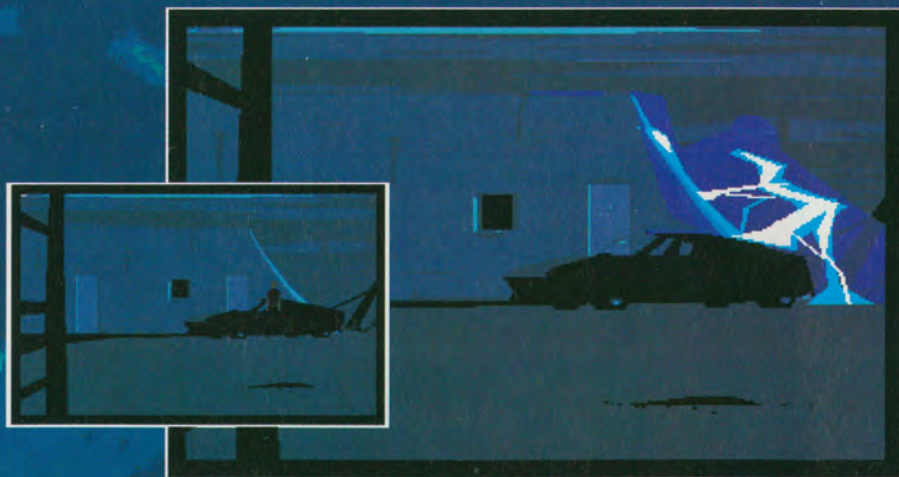
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# Another World

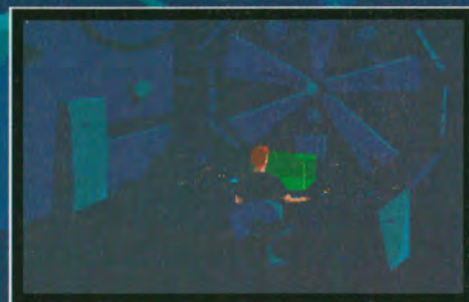
Most of you will have played or at least seen *Future Wars*. Graphically excellent, it was an engrossing arcade-adventure game similar in style to *Operation Stealth*. It oozed class, detail and an unmeasureable quantity of playability. All those who played it waited with bated breath for the sequel.

*Another World* is being designed by Eric Chahi, the co-designer of *Future Wars*, Delphine's first interactive adventure game. Since the release of *Future Wars* two years ago, Eric has been putting his energy into the development of Delphine's latest offering.

This two year development period has seen the introduction of an amazing new animation system using polygons - more fluent and varied than traditional bitmap technology. Numerous special effects such as zoom, panorama and animated close-up shots, which give the product a unique style of its own, have been incorporated into this game.

*Another World's* storyline is one of complexity and depth. You are Lester knight Chaykin, a young nuclear scientist, who was in the middle of a high-tech experiment in your lab when everything went dramatically wrong.

Your lab was totally destroyed and you have been catapulted into another world. Not a normal world like Earth but a strange planet where you must call upon all your intelligence, strength and



resources if you are to survive.

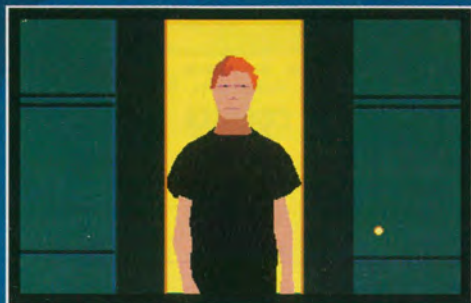
US Gold, who are marketing the product, are extremely optimistic about the success of *Another World*. We spoke to US Gold's PR Manager, Danielle Woodyatt, who told us:

"The success of *Another World* is going to be as phenomenal as *Operation Stealth*. We already have a large section

of the adventure market but we want to drag people away from their usual pastime of blasting aliens to a more realistic environment. It promises to be a great product with its new animation system and plenty of original ideas that have gone into the two years development time. *Another World* will be one of the best games of '91 for US Gold."

## HOW TO PLAY THE DEMO

Click on **INTRO.PRG** and wait for the intro sequence to load. Please do not get upset when you realise that you can't actually play this demo, instead just sit back and appreciate how excellent the finished product will be. The team who designed *Cruise For A Corpse* are also working on *Another World* so if you have a quick look at the quality of *Cruise* (later in this issue) then you will get an idea of how good *Another World* is.



# THE BEST HAS GOT BETTER



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DISK  
1



# Siegemaster



It's time for the return of the Clone Warriors! Siegemaster is set in a time far distant in a totally different world (that's a long way off!).

You have been contacted by the spirit of your long-dead father and have been asked to bring back greatness to your down trodden people.

To do this you must complete 100 tasks designed to lead you to this goal.

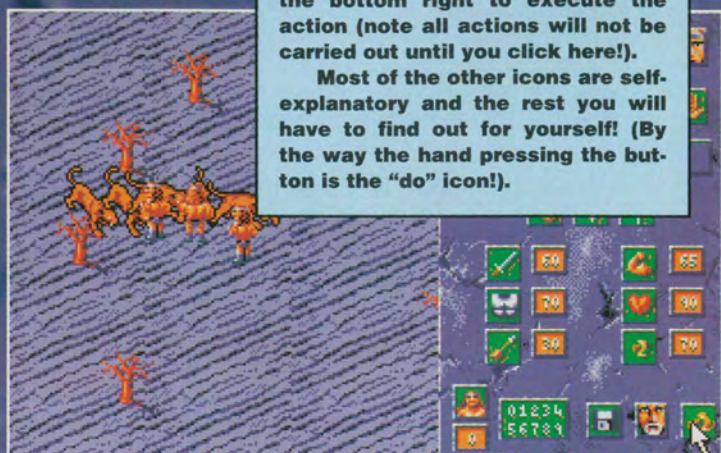
In this ST Action demo you have everything available to you though, obviously the number of tasks is limited. At the start of the demo you'll be told what it is you have to do and how to achieve it, you must then trot off and finish the task. Easy! Honest!

Don't forget to turn your volume up before you start playing so you get the full glory of all the sampled sound effects. You'll have your mum running outside to get the washing in when she hears the rolling thunder and the roars of the wild animals will have your neighbours screaming in terror!

Don't be intimidated by all the symbols and icons though. Read the How to Play the Demo section carefully and play

about with the other options for yourself. You'll soon be zipping about the landscape like it was second nature.

Have a peek at the full review elsewhere within these pages so you can see our final opinion on the finished product.



## HOW TO PLAY THE DEMO

Many people say that it is easier to play a demo after you've put the disk in the drive. In keeping with this traditional theory we're not going to suggest anything different although alternative suggestions will always be welcome.

So then, slide the little beastie into the slot, double click on the Siege.Prg icon. The demo will now load and run automatically. On loading you'll be given a brief storyline to get you in the mood. To exit this click your mouse button.

A wise old chap will appear and tell you the nature of your quest. So now you've got to learn how to toddle off and do it.


Click on the compass icon in the top middle of the panel. This will then change into a hand. Click on the main window where you want your men to move to. Now click on the small pair of legs at the bottom right to execute the action (note all actions will not be carried out until you click here!).


Most of the other icons are self-explanatory and the rest you will have to find out for yourself! (By the way the hand pressing the button is the "do" icon!).


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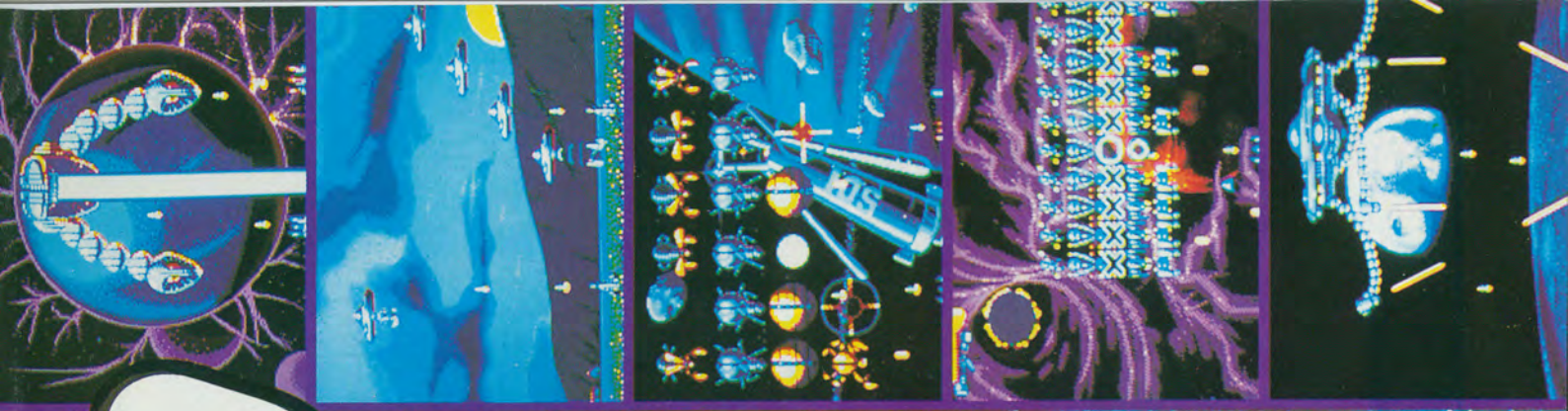


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**TAITO**

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# SPACE INVADERS



AMIGA SCREENSHOTS

TM

DISK  
2



There was a Myth demo knocking about on a rival magazine a few months ago, but this one has more to it, so don't feel you're getting ripped off. Thanks to Adrian Cale and the boys down at the System 3 HQ for their help in getting this demo ready in time.

Two years ago (as you will read in the preview elsewhere within these scintillating pages) a game called Myth took the 8-bit market by storm. Now, a 16-bit version of that very same game is about to be released by the constantly improving System 3 outfit.

This demo is of the game's first level, although if you leave it long enough at the start you'll be able to watch a totally different section of the game, as it plays through it automatically.

The finished product will have four huge levels to play through, but System 3 would like to stress that this demo is slower than the final version will be as it is still in the development stages.

Naturally, sound will also be included in the full version. There are plenty of



platforms to jump from and monsters to kill off however, so don't worry about getting bored, because you won't.

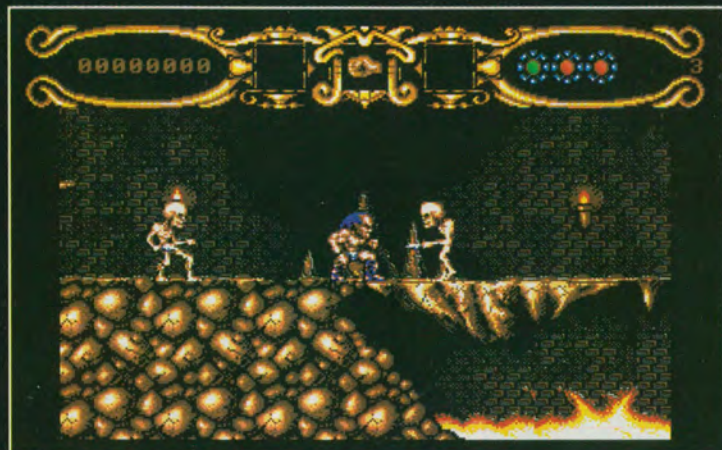
There are also plenty of sticky endings you can come to, make sure that you don't fall into the bubbling, steaming pits of lava or it will be a messy end for your hunky barbarian type chap!

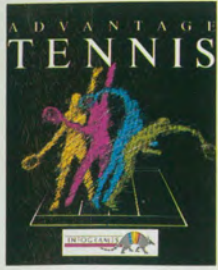
Basically, just kill everything off and don't let them any of the nasties touch you. £25.99 is what the finished version will cost so watch out for that about Christmas time.



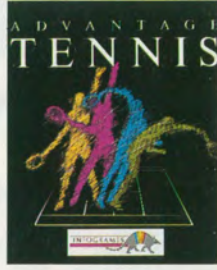
## HOW TO PLAY THE DEMO

Go into a room on your own and slowly remove all your clothing... (Oi! Stop it - Ed!). Ahem! Open up the Myth folder and find the little proglette called Myth.Tos (what an imagination we have!). Double click on that and the demo will load. You'll then see a brief intro, press fire and then your barbie type chap will fall onto the first platform. From here on you're in constant danger. Standard joystick controls apply and pressing the fire button and hitting the chosen direction will provide you with all the different moves available.





# A D V A N T A G E T E N N I S



Monday, 3rd of November 1991 THE NEWSPAPER OF CHAMPION GAMES. ★ 1st year N# 000001

# SIMPLY UNBEATABLE!

Another crushing victory for ADVANTAGE TENNIS over its rivals. Its indisputable technical superiority was proved last season on all surfaces. Like us, Tennis World is wondering if this year, there will be a player who is well trained enough to succeed in taking ADVANTAGE TENNIS' title and becoming Number 1.



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Fine! You have not given up. Your technical and mental qualities have made you Number 1 in the world ranking. Every winner deserves a medal. So if you're among the first 200 to send us a screen shot representing the first page of your press book proving that you have defeated ADVANTAGE TENNIS, you will get the badge ADVANTAGE TENNIS PLAYER NUMBER 1.

### A CHAMPION'S PORTRAIT

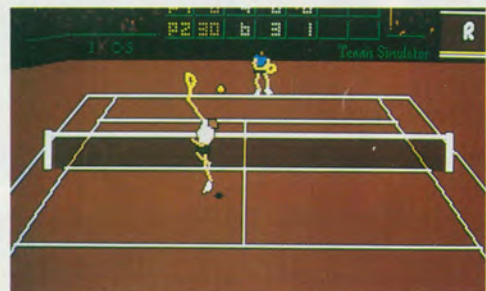
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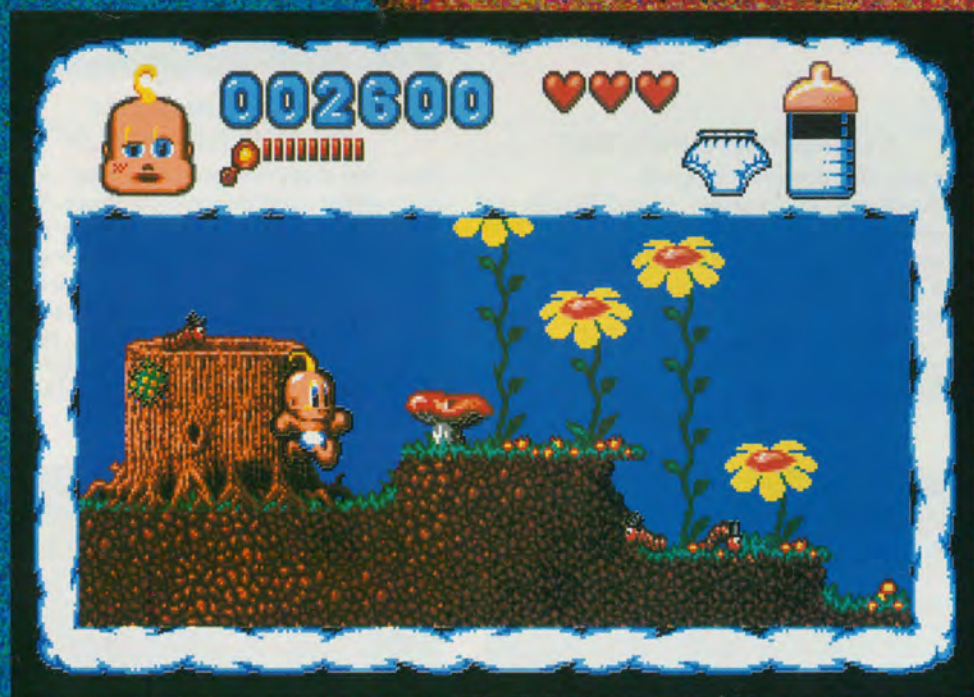


# Baby Jo

Beware! Boisterous babies in the area! Baby Jo is here on your coverdisk and if you turn to this month's mega two-page preview you'll be able to see just what Christmas has in store for you.

There's always a market for cute platform games and this is as cute as they come. You must guide poor, lost, Baby Jo back to his family who have misplaced him while on a trip to the country (like you do!).

Having got over the initial shock, Jo, like any other inquisitive kid goes off for a nosy in a desperate attempt, to locate his mummy. The open country is no place for an infant though and you must make sure that Jo doesn't wander into the camp fires that those careless tourists have left burning.



Besides these human-created hazards there's also the local wildlife population to watch out for. All of which will do Jo harm if he comes into contact with them.

If you hunt around enough you should be able to find the odd secret room and even little first aid kits that will restore our little hero to full health. You'll also find things like new nappies (as his old one must be changed periodically) and then there's the Super Nappy which will increase his speed and jumping power to the maximum level.



## HOW TO PLAY THE DEMO

Empty one disk into a small bowl of milk and heat gently to a suitable temperature. Test frequently with your elbow to make sure it doesn't get too hot. Leave to simmer for three minutes and then remove your disk. Place it in the drive and double click on the Side2 folder, copy the contents (by dragging them onto the Floppy Disk B icon) onto a blank formatted disk (it won't run out of a folder!) Double click on the BabyJo.PRG file and wait for the demo to load. Press the fire button when the title screen loads and you're straight in there. Controls are what you would expect and if you pick up any rattles, you can lob them at the nasties with the fire button. Don't forget to change your nappy!





# REALMS

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Just make sure it's yours.*

*Love Thy Neighbour?  
Or Put Him To The Sword?  
The Choice is Yours.*

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to dominate an entire world.*

*The King is dead. Long live the King.  
And the King is you...*



*Endowed with the divine right to rule, you inherit your  
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brief reign has become a fight for survival.*

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barter with them? Or build armies to battle with them?  
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- NE NEW ENTRY
- RE RE-ENTRY
- NON MOVER
- ▲ CLIMBER
- ▼ FALLER

## FULL PRICE CHART

Straight in at number one this month goes the critically acclaimed Jimmy Whites Whirlwind Snooker, kicking Midwinter II off the top spot.

The newly released Elf and Thunderhawk have made a justi-

fied leap into the charts as new entries at nine and 10 respectively, two brilliant games which have been reviewed in STA.

The chart has been invaded with no less than five re-entries this month! What's wrong, aren't the new games good enough at the moment?

- 1  NEW ZEALAND STORY
- 2  TV SPORTS FOOTBALL
- 3  SUPERCARS
- 4  NINJA RABBITS
- 5  CABAL
- 6  SHADOW OF THE BEAST
- 7  PRO BOXING
- 8  XENON 2
- 9  CJ'S ELEPHANT ANTICS
- 10  FANTASY WORLD DIZZY
- 11  BLOOD MONEY
- 12  DRAGON NINJA
- 13  CONQUEROR
- 14  NORTH AND SOUTH
- 15  CONFLICT EUROPE
- 16  LOMBARD RAC RALLY
- 17  BATMAN - THE MOVIE
- 18  RED HEAT
- 19  CALIFORNIA GAMES
- 20  STEVE DAVIS WORLD SNOOKER

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- KIXX £9.99
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## BUDGET

# ST GALLUP CHARTS

### BUDGET CHART

New budget games are being released fast and furiously accounting for the seven new entries in this month's chart, including Psygnosis' classic Shadow Of The Beast.

New Zealand story has made

the all important climb to the number one position thus relegating last month's chart topper, TV Sports football, to the dreaded number two spot.

Also, this months two non-movers are the same as last month, Ninja Rabbits and Supercars 2. They must be popular!



THIS CHART IS COMPILED BY GALLUP LTD

© ELSPA

# FIRST SAMURAI



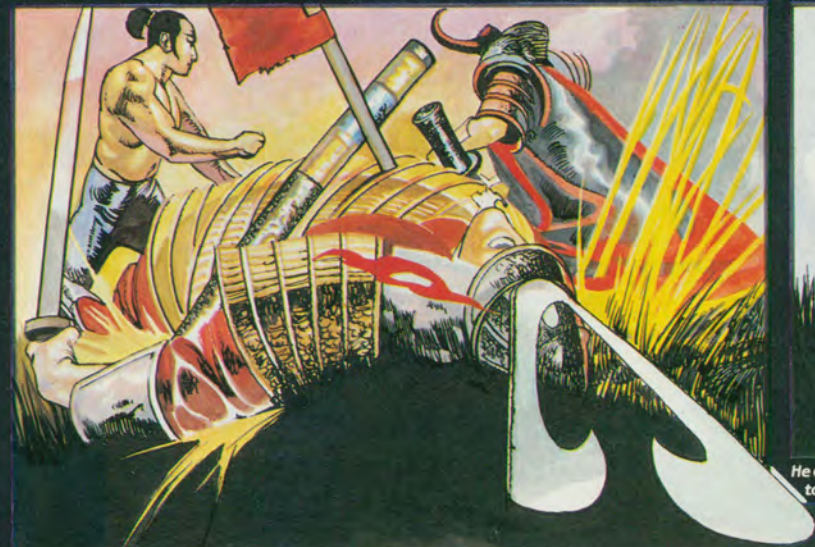
Long ago in a tiny village in Ancient Japan ...



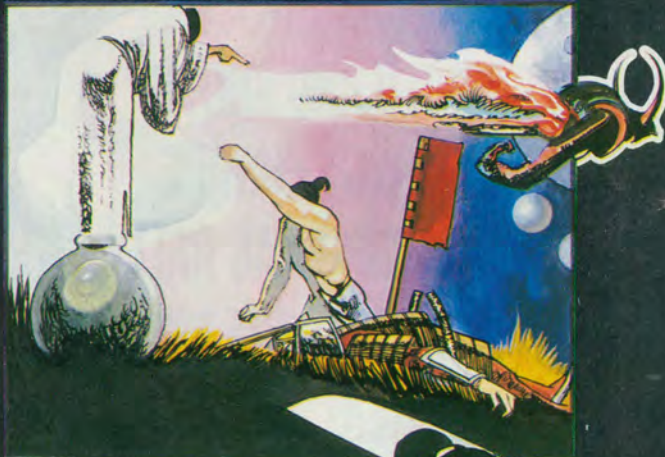
a young Samurai lived and studied peacefully with his master the Lord Akira, until .....



a Demon King descended from his mountain to destroy the village and all its inhabitants ...



slaying the Warrior Lord and leaving only the young Samurai to tell the tale.



He called upon the Wizard Mage who forced the Demon to flee into the future leaving the Land at peace.



However, the Samurai vowed he would have no peace until he had avenged his master's death with the aid of the wizard.



So armed with a magic sword our hero followed the Demon through time to year 2323 and ...

## AVAILABLE SOON!

# Jumpin' Joysticks



*Christmas is creeping up on us yet again and so is the demanding question of what we would like to find underneath the tree, and what could be more appealing than a handy little peripheral for your beloved ST. The ST Action team is going to help you find your perfect present...*

*So Nan's going to buy you the latest game, the one you've had your heart set on for ages, and Aunty's going to buy you the all important disk box, but what on earth are your parents going to get you? We may just have the answer. Feast your eyes on our splendiferous Christmas display of lightning quick joysticks!*

## CHEETAH - TORTOISE £9.99



The Tortoise is definitely no ordinary kind of joystick. Instead of having the usual stick control you use the tortoise very much like a mouse, with your hand resting over the shell and using the fire buttons at the front. By rocking the main tortoise body in a chosen direction you can control your game ship or characters movements.

Even though the Tortoise looks incredibly cute, the practicality of it as a competitive joystick is bordering on zero. The joystick requires very strong wrists in order to continually tilt the shell for control and after a few minutes play you find it hard to carry on with your game.

Movement is incredibly messy as it is very hard to find a particular direction when it is needed: a forward motion usually results in a jump, and so on!



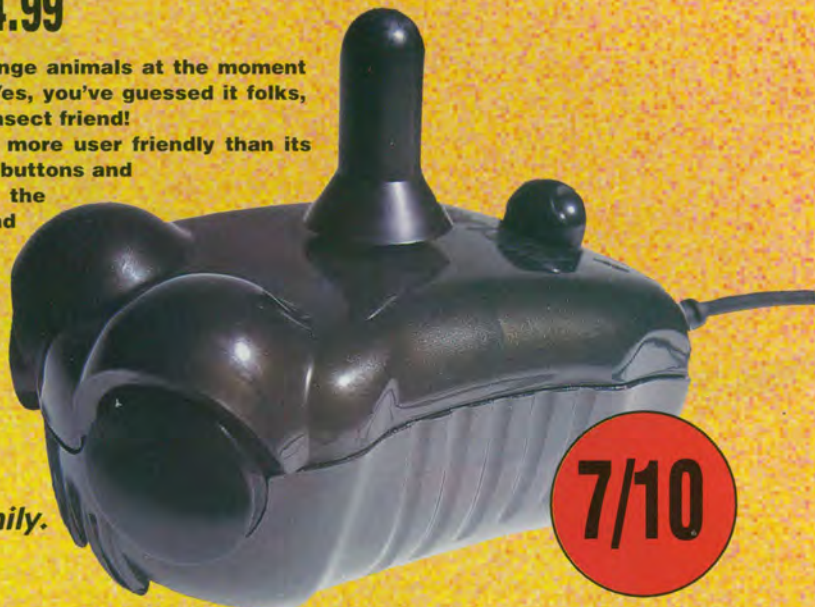
*The Amiga Action team came up with the perfect use: build it a little house on the filing cabinet and call it Terry!!!*

## CHEETAH - BUG £14.99

Somebody at Cheetah must have a fixation with strange animals at the moment because hot off the production line comes the Bug! Yes, you've guessed it folks, complete with big beady eyes comes our little black insect friend!

Fitting perfectly in to the hand, the Bug is much more user friendly than its slow-moving reptilian counterpart. Microswitched fire buttons and stick contribute to a very playable joystick while the small structure of the body work leaves it compact and totally un-clumsy!

The Bug is ideal for left or right-handed players with an autofire button that does not dig in to your hand or get in the way while playing. Unfortunately though, the stick is a little small making it a slightly unmanageable for large handed people, but the Bug would probably be perfect for young kids who find larger joysticks too clumsy to handle.

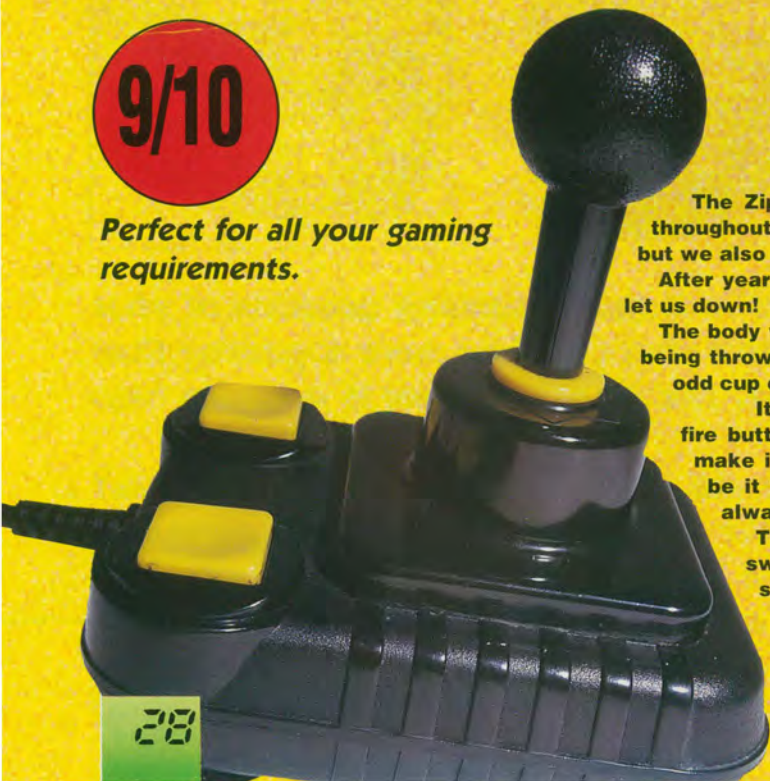


*Ideal for the younger members of the family.*



*Perfect for all your gaming requirements.*

## POWERPLAY/SONMAX - ZIPSTICK £14.99



The Zipstick has been around for positively ages and is a firm favourite throughout the office. Not only are they plugged firmly into our work computers but we also have one each back home: the sign of a perfect joystick!

After years of play testing on all types of games, the Zipstick has never ever let us down!

The body work looks and feels sturdy and as we have proved, can stand up to being thrown around the office, dropped from high places and it quite likes the odd cup of coffee now and again!!!

It is ideal for right or left handed people, and also has microswitched fire buttons and stick making you quite certain that every manoeuvre you make is reacting perfectly on the screen. Perfect for every type of game, be it Kick Off 2, Xenon 2, Supercars or Magic Pockets, the Zipstick will always come up trumps.

The only fault we could find was the positioning of the autofire switch. Placed on the bottom right hand corner of the base, the switch sometimes digs into your hand making it quite uncomfortable to hold. However, a Zipstick can now be obtained without the autofire switch on at all.

## POWERPLAY/SONMAX – TERMINATOR £15.99

Looking like the controls out of a deluxe arcade machine, this appears to have the calibre to satisfy the most awkward of games players. With the choice of two handles and two base fire buttons, all microswitched for speed, the Terminator has heaps of gaming potential.

Unfortunately, the Terminator looks and feels tacky. The design of the stick should enable you to hold the shaft comfortably while leaving you with plenty of options as to which finger sits on the fire button. Unfortunately, the shaft is too short for you to get a firm and comfortable grip, and the fire buttons on the stick itself soon make your fingers ache after continuous use.

This leaves the fire buttons on the base itself, but they have been placed in a 'dug-out' making access tricky and uncomfortable. The joystick as a whole is very unbalanced and unless you are holding on to the base pulling back on the handle causes the joystick to tip up.



*Uncomfortable and awkward, but this is one of the wiser choices on the market.*

5/10



## QUICKSHOT – MAVERICK 1M £15.99

This looks like a rip off of a Sega console joystick, complete with a classy looking grey shell and compact controls. The stick and fire buttons have got the loudest microswitches ever heard so even your neighbours halfway down the street will know when you've made a slick manoeuvre!

Both the handle and the fire buttons are chunky enough not to slip or slide about under your grasp thus resulting in total game control. Although the unit is very big, it is not too clumsy to hold on your lap rather than on the desk top, giving you that little extra responsive action.

If you have an ST as well as a console then this would be an ideal joystick for use on both machines.

The Maverick has arcade machine quality as well as compactness for use in the home and is that little bit bigger than your average joystick should you find that most are hard to grip.

8/10



*If facilities for left and right handed players had been included, then this would be a real stunner.*

## EUROMAX – ULTIMATE SUPERSTICK £33.95

Again, like the Maverick, the Ultimate Superstick is based on both the arcade and console style joysticks with chunky controls to stop any sliding. It has facilities for left and right handed players and also has 'Dial-A-Speed' autofire which allows you to choose how fast you can repetitively fire.

However, unlike the Maverick, the Superstick looks tacky and is far too big and expensive to create any competition. The banter on the box tells us that the Superstick has microswitch controls, but after careful scrutiny we found that it is closer to leafswitch making the overall control less responsive.

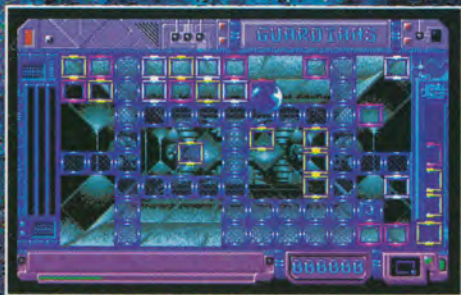
This joystick does not look like it will stand up to serious gaming and definitely does not look like £34's worth. If we were paying that kind of money for a joystick we would expect it to win the game for us! If you are after this kind of console style joystick then the Maverick is a better bet.



*Much too expensive and looks pretty tacky. Unresponsive feel to the controls.*

6/10





You start the game with a slight feeling of fear. This is quickly brought forward as you see the Triffids!



From here you must choose your opponent for the next challenge. An easy one first, please guys!



You start to form some decent cohesions but your brick reservoir is getting a little bit packed.

It is the late 20th century. Researchers have been studying the foundations of magnetic energy. These experiments have been in progress for some time with no solid results.

During one of the tests, an unexplainable occurrence caused the birth of the Triffid - a sphere of self-propelled, magnetic energy.

This new creation has completely wiped out all previous theories regarding magnetic energy. Brave men worked hard to devise a way of containing the spheres. Towards the end of the 20th century, they learned to control them by incarcerating them in cubic cages made up of demagnetised platinum.

### DECADE OF THE TRIFFIDS

Their mastery of the Triffids has been no easy feat. They have been practising in the art of 'architectural cohesion brick-building' for many years. Each Guardian has attained such a humungous level of individual skill that they have become specialists in containing certain specific types of Triffid.

The three members of

each family have achieved different skill levels. The youngest Guardian will only have one Triffid to contain, adults will have two and the Elders will have to cope with three. To alleviate the inevitable boredom, a competition was devised based on a points for skill system. Different point values were awarded depending on the speed and size of the cohesion erected by the Guardian.

The game takes place in a room containing one to three balls (this figure depends on your chosen difficulty level).

The room is viewed in perspective going towards the back of the room, and the front wall is displayed in the foreground. Your objective is to build a wall with various coloured bricks by putting them together. These cohesions will solidify and therefore prevent the Triffids from escaping.

### STEVE MILLER BAND

You must move the bricks around the screen using a small, mouse-controlled cursor to form the necessary

cohesions. You can move any of the bricks that are on-screen and you also have the option to withdraw bricks from the reservoir and place them on the front screen. There are five different colours of bricks and a special one (the Joker) that can be placed with any other collection on the playing area. The number of colours available depends on your selected skill level.

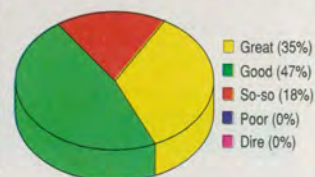
A cohesion is a series of bricks of the same colour containing four, six or nine segments.

Different coloured bricks cannot be placed together to form a cohesion. The number of points received when you construct a cohesion depends upon how many bricks it contains and how quickly you built it. The 'Joker' bricks are colourless and they can be used along with any other bricks to form a cohesion.

Various bonuses in the shape of magnetic storms will appear randomly among the bricks from time to time. If you manage to click on them, you will be rewarded with a special bonus. Jason



### PUNTER-POWER™



GAME: GUARDIANS  
PRICE: £25.99

Loricel are known throughout the industry for the knack of producing different, but extremely good, titles. Guardians is no exception. I must admit, the idea of deflecting a magnetic ball around a square room did not instantly appeal to me but I am glad to say I was wrong. The graphics are as well drawn as you can expect from a collection of squares but they are nice and colourful. The sound is a nice mysterious tune that plays throughout your game. The instantly noticeable aspect of Guardians is its addictiveness. You can't put it down! A very good puzzle game that will appeal to those of you who like a little bit of a challenge.

GAMEPLAY:   
SOUND:   
GRAPHICS:

**RATING=83%**

# Guardians

L O R I C I E L





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Colours may vary from those illustrated.



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Right back into the 8-bit era, Domark produced James Bond computer games for all those millions of budding 007s out there. Now, the fruits of all their hard labour has come together on a single computer disk – Bond is back yet again, in these electronic re-creations of three of his finest films.

Being a compilation, there's a chance you may already have at least one of these titles. However, if you missed out on any of them the first time around we'll take a little peek now.

# James Bond Collection

D O M A R K



## THE SPY WHO LOVED ME

This is the most recent of the Bond games to make it out on the ST and was also probably the best. You must take on the role of 007 himself in a race against time to stop the evil, power hungry Karl Stromberg, arch villain.

The game is in different sections, each of which relates to different scenes within the film itself. These mainly consist of car, boat and underwater sections. There's also an Operation Wolf type bit where you must use your mouse to kill off all the baddies.

At the end of the game you must confront the mighty Jaws himself in a battle to the death. Be prepared for frustratingly difficult gameplay. You'll be begging for the cheat on this one!



It's programmed by The Kremlin who are still going strong and are currently working on games like Super Space Invaders.

## LICENCE TO KILL

In many ways this earlier effort was pretty similar to The Spy Who Loved Me but while the graphics are pretty good and very "arcade", the gameplay isn't up to the same standard.

Once again it's a multi-level game based closely around the happenings in its movie parent. You get the chance to fly helicopters, drive big tankers, perform parachute jumps and water-ski in your bare feet. It's all good clean fun if a little easy to complete.

You may not find as much

of a challenge here as in TSWLM but you will play it for a while. It's the oldest of the Bond games on this compilation and was programmed by the boys down at Elite.

## LIVE AND LET DIE

You know the score, once again you have to save the world from the most dangerous arch-criminal ever known. You've had your briefing from M. This time you must find Mr. Big (nice original name there!) and not come back until you do.

You've been given the agency's latest toy to help you in your task. You now have the fastest and most dangerous speedboat ever made at your disposal.

You must race down the long, winding rivers avoiding the obstacles which include

mines, while picking up canisters of fuel. Run out of fuel and it's game over.

Fast and furious action in this one and you will be tested to the limits to complete the sections, although you do have a choice of different starting points.

Paul



THE JAMES BOND COLLECTION  
DOMARK  
£24.99

The Bond games have never really fulfilled their enormous potential but this compilation brings together three solid products for the very reasonable price of under £25. When you consider that a lot of games are now costing a tenner more than this on their own, you may want to put it on your Chrissy list. It's especially good value for money if your software collection is a little small.



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You drift uneasily between sleep and reality to finally awake in the reassuringly tranquil surroundings of your own little boudoir. You roll back the covers, pop on your slippers and head downstairs to begin the pre-breakfast preparations. You turn on the radio, open the windows (to let in some fresh air) and affectionately stroke the cat before settling down to some freshly-made croissants and continental coffee.

You finish off the last piece of your brioche with a satisfactory burp just as a familiar noise diverts your attention to the front door. "Ah ha, the post has arrived." You open the door and send a cheerful wave at the ever-punctual postie who responds with a friendly "Good morning." The reason for the postman's trip lies stationary on your 'welcome' mat. A small envelope with your address typed on the front.

### GREEK LETTER

You step back into the hall and wonder what the contents of the letter could be. You enter the breakfast room as a feeling of excitement grips your body and forces you to tear open the white envelope spilling its contents into your trembling hands. The Greek shipping magnate, Niklos Karaboudjan, requests your presence on his yacht to accompany him on a dream cruise around the Mediterranean. You, the great Inspector Raoul Dussentier, WILL attend!

The date of the cruise arrives and you set off to the docks in your best suit to meet the other guests. As you approach the docks and join the crowd, you see many important people waiting for the host. A large, jovial man appears from a huge ship, proclaims himself to be NIK-



You begin your investigation in this room. Your detective instincts tell you to search the room. Perhaps the bureau holds a clue?

los Karaboudjan and invites you all on board. Better hurry, you don't want to disappoint the man!

### HEAD TO HEAD

After the mandatory hand shakes and french kisses, you all settle down in the bar for some drinks and light conversation as the ship gently eases off into the sea. Unfortunately, you are dragged into a tete-a-tete with a large, repulsive

woman who begins to bore you to death with stories of pet infatuations and perfumes. Your mind wanders so distantly in a vain attempt to release yourself from this eternal torment that you don't even hear your name being repeatedly called.

"Inspector, inspector. Please come quickly, something terrible has happened."

"What is wrong?" you reply with a feigned look of concern, expecting a trivial reply about the lack of caviar or something equally trifling.

"M'sieur Niklos has been brutally murdered!"

"Oh my god. Don't panic everyone," you cry. "I, Inspector Raoul Dussentier, am on the case."

### HOLIDAY HOMICIDE

The rest is up to you. A murderer is on the ship and you must use your ingenuity and skill to find the culprit and bring him to justice.

You must examine everything and trust nobody. Find the clues and dissect the evi-



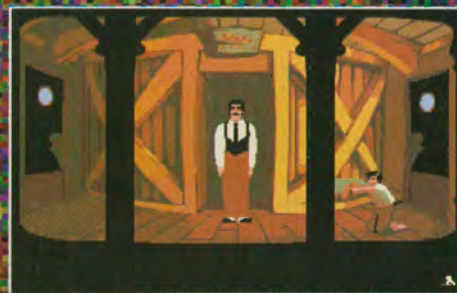
# Cruise

U . S . G O L D





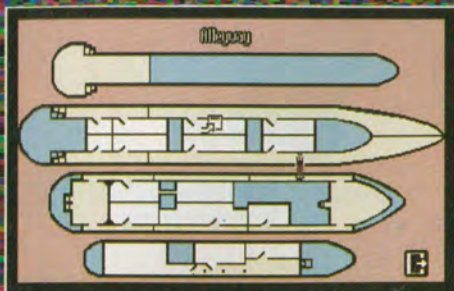
Your exploring takes you to the boiler room. You wade through the grease and notice a stairway.



You approach the upper deck and see a young chap of Spanish persuasion dutifully swabbing it.



You stand on deck and wait for a clue. Clicking the right mouse button will access the menu bar.



By accessing the map screen, you can travel freely about the ship, visiting all the available rooms.



The kitchen is my territory, so get out of here Inspector !!!



The Smoking Lounge is where rich people come to smoke (obvious, really!). You decide to join them.

dence that will lead you to the guilty party. Treat everyone as a suspect and remember... watch your back!

You must explore the ship looking for clues and incriminating pieces of evidence. You can search and examine the various rooms of the ship and even interrogate the other people on board. Some of them will offer you valuable pieces of information or they might just



tell you what you already know.

Everything you need to do is done via a point and click menu driven system. If you want to examine something, click on the item in question and a small menu bar will appear highlighting your available options. A simple click and the relevant info will be displayed. You can have conversations with people in a similar way

by clicking on them and choosing the correct reply.

Everything you pick up will be automatically stored in your inventory. This can be accessed by pressing the right mouse button and the objects in your possession will be displayed.

If you are speaking to someone, you might be able to show them some of the evidence you have gathered from your inventory that will make them open up a little more and give you some juicy bits of info.



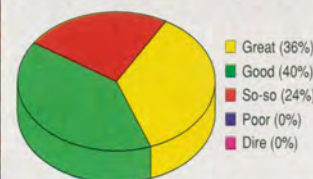
You decide to take a break from investigating and pop into the ship's bar. The barman could be a helpful chap if he was given the right kind of persuasion.

# FOR A CORPSE

DELPHINE



## PUNTER-POWER™



GAME: CRUISE FOR A CORPSE  
PRICE: £27.99

RATING=88%

Cruise For A Corpse will instantly appeal to the beginner because of the easy-to-use, mouse driven menu system. The game itself is graphically brilliant with some excellent animation sequences and the sprites are large and move smoothly, enhancing the overall impression of the game. The sound is adequate for a game of this quality and depth, do you? An excellent product that continues US Gold's recent line of STA1 rated games.

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

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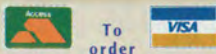
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*You're on the starting lines, maybe not in pole position, but it can't be that difficult to get into first place, can it?*



*Don't sit around admiring the sights, you've got a race to win!!! Be careful of that oncoming corner and make sure your wheels don't lock.*



*I hope you've got good steering abilities. One wrong move and you might have an unpleasant meeting with a hard wall.*

Lankhor could not have timed the release of Vroom better than they have, with the Formula One Grand Prix entering its closing stages interest in motor racing is at its peak. Also, Microprose's new racing sim is about to hit the market, but with the release of Vroom, Lankhor have pipped them at the post and will no doubt steal the limelight if just for a moment.

Racing sims are always very popular and vroom seems set to fall firmly into this category.

### VROOM WITH A VIEW

Nearly everybody wishes they could speed round Silverstone or Monza at 200 mph without a care in the world, but unfortunately not many of us get to realise our dreams.

So when a new sophisticated racing sim becomes available we have the chance to become the next Nigel Mansell, even if it is just in the comfort of our living rooms.

Vroom is not your usual run of the mill racing sim, that merely lets

# Vroom

L A N K H O R

you speed round a track without you having to think about anything else. Instead, Vroom gives the player the feeling of realism, as if he were really sitting behind the wheel. As well as keeping your eyes firmly on the road ahead you must also pay attention to the condition of your tyres, engine and petrol level or

you may just find yourself in a sticky situation miles away from the pits.

### TOUCHY VERMIN

This is not an easy game by anybody's standards mainly for the reason that you cannot race in the Grand Prix championship rounds using a joystick.

The programmers feel that the gamer will get much more satisfaction and gaming realism using the sensitivity of the mouse as control. Though this can be argued.

It is true to say that the mouse increases the sensitivity of the car's movements, sometimes too much, leaving you fighting to get your car back in a straight line.

Lankhor insist that the mouse's sensitivity is the whole idea for its use and any oversteering made by the gamer is through lack of practice. This is a valid point and success at using the mouse will only come through practice and patience, but it is wise to have a decent mouse as I had troubles using the bog standard Atari mouse because of its sluggishness.

Your formula one car is a sensitive vehicle and requires the utmost care and attention, just like a real one: rev the engine too high and your engine will blow up, skid too often and your tyres will disintegrate.

Therefore you must be in tune with your car and treat it with respect! If you are worried about revving your engine too high you can choose the automatic gear change facility.

So that everytime the revs get to a certain level the computer will change gears up and down for you, thus giv-







Hargh! Hargh! You've crashed! Just watch that wheel fly off. Don't worry though, an accident doesn't result in having to forfeit the race.



ing you ultimate performance. A bit of a cheat's way out if you ask me!

When racing in the championship, you have to battle your way round six top international circuits, all littered with tight corners and tricky bottlenecks. Work your nimble fingers to the bone in Sweden, France, Austria, England, America and Japan and ultimately win the championship cup.

The layouts of the circuits have been copied almost identically, with the hills, tunnels, bushes and panels all being added for extra danger and enjoyment.

## LAUREL WREATH

Your opponents in the championship rounds are all racing for the prestigious title of World champion. They are not just there as pretty little obstacles as in the joystick controlled arcade mode. Your rivals have no qualms at knocking you off the track or swerving to get in your way if it is necessary, therefore you need to have driving tactics instead of just going full pelt to get to the finish line.

The graphics are very



All the tracks have their own characteristics and it's up to you to observe them closely and learn where all the bends and tunnels are.

colourful and well drawn and the scenery scrolls past you with smoothness and ease, all in all making the game fast and pleasing to the eye.

Due to the speed of the scrolling and the rapidness at which you pass by the track side obstacles you would expect picture break-up, but nothing like that will be found in Vroom, the structure of the graphics is near perfect.

The only fault that may be found in the graphics is the smallness of the car's cockpit and the difficulty in identify-

ing the tyre and engine indicators, these could have been made more obvious. Apart from this, the game is graphically very impressive. *Allie*



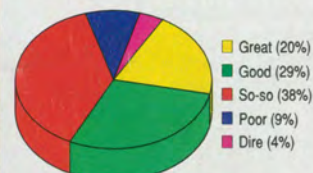
Just look at all those approaching barriers! Try your best to stick to the road if at all possible!!

Although all the circuits are surrounded by spectacular countryside, you have only got time to watch the cars in front!



Watch the tyre indicator on your dashboard. If it goes orange you've got to make a quick visit to the pits for a tyre change.

## PUNTER-POWER™



GAME: VROOM  
PRICE: £25.99

The major talking point in the office about Vroom is the mouse-only controlled championship mode. A lot of the people who have played it feel that although the facility is entirely intentional, this will be its downfall. After the initial shock, however, you do get used to the fine movements and the ease at which you can over-steer, and eventually you start to get the hang of the controls. Unfortunately, no matter how much some people play the game they are still going to be very uneasy with this method of control. It all falls back to personal preference. Apart from this, Vroom is incredibly fast and smooth and has to be commended for its complexity with the sound complementing all of the car's movements. This is a highly recommended game as long as you can cope with the majority of it being mouse-only controlled!

GAMEPLAY:

SOUND:

GRAPHICS:

RATING=82%

# Disciples OF STEEL

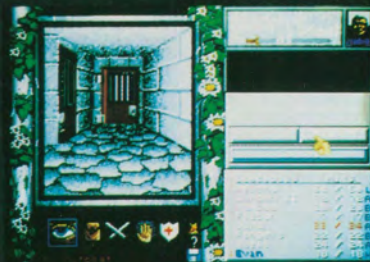
Enter the land of Lanathor, a land fraught with danger and peril. Evil forces, vile and malignant, threaten to overcome the people of Lanathor, forcing them into a new dark age, an age of dread and despair. The old heroes are gone, slain by the very evil that once again threatens the land. The Lords of Lanathor seek new heroes to defeat the hordes of evil.

Can you prove that you are the heroes that they seek? Will you be able to save Lanathor in time? The Evil horde gathers...

VICTORY or DEATH!

Disciples of Steel is a Fantasy Role-Playing Epic with full 3D dungeon exploration and detailed "Birds' Eye" tactical combat. As members of the DOS guild, you can control up to 8 characters, within 9 classes and 8 races. Use them to explore a richly filled world, in an attempt to unite the people of Lanathor in their struggle against the forces of evil that threaten to overcome them.

Contact your local Dealer or Call MegaSoft Direct in the US -- 0101 713 338 2231  
Atari ST - Amiga - IBM





The Wise One will give you a message at the beginning of each mission telling you what to do.



You notice a bunch of feeble-looking opponents and decide to engage them in hand-to-hand combat.



The combat system is very easy to use. All you need to do is monitor your health and watch your back.

**S**iegemaster relives part of the battle of the Clone Warriors. This tale of their epic struggle to be free takes you through various important events in their life cycle, including their discovery of 'Home'.

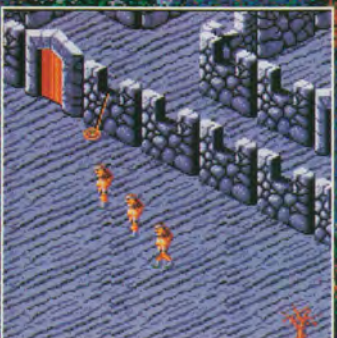
'Home' was eventually found and the inhabitants lived in peace for many years until some of the tribe became greedy and rebellious. This treachery was the main reason behind the escape of the boy Clone, his training by a great warrior known only as Maximus and his struggle to reclaim his 'home'. Siegemaster takes up the story at the final part of this battle.

### TASK FORCE

Your part in this legendary struggle is to take control of up to 10 Clone Warriors. You begin the quest with just three guys, but this number can be increased by visiting various magic users and shop keepers. An ancient wizard has given you a 100 tasks to complete in order to reclaim your Kingdom.

The wise wizard will tell you what objective you must complete in order to progress through the game. The next part of the mission involves the collection of some very valuable ivory.

Unfortunately, this ivory has taken the form of some rather sharp looking teeth in the mouths of some rather nasty sabre-toothed tigers. Easy, huh?



You see a castle and the smell of gold fills your nostrils. Time for a quick bit of discovery, methinks!

# Siegemaster

## The Return Of The Clone Warriors

V U L T U R E

### TICKLE THE IVORIES

After you have completed your little piece of dentistry, you must take the teeth back to the 'home' and give them to the Wise One. He will then congratulate you and inform you of your next mission. If you have managed to pick up any treasures along the way, it can be left at your base and added to your treasury.

Everything in the game can be done via the mouse. Your characters movements are done on a little control panel on the right of the screen. This panel has little icons that can be clicked on to make your party, or an individual, perform a certain task.

Clicking on one of the direction arrows and then onto the playing area will make your party move to the desired position. Accessing your inventory, checking your teams health and finding out just how rich you are can also

be done via this panel.

Fighting takes place automatically when you are approached by an unfriendly adversary. The most important thing you must do in combat is monitor your health and make appropriate changes to your weaponry.

Jason



These icons will allow you to move your party or call them back to base.

The contents of your pockets are displayed in these little boxes.

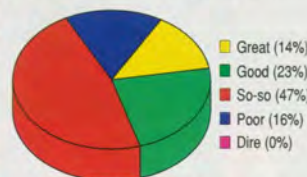
These three icons allow you to pick up, drop or use any collected items.

The statistics here tell you how well your party is at present. You armour, weapon skill, heartbeat and speed are all displayed in these boxes.

The boxes that allow you to do serious things like save your game and stuff.



### PUNTER-POWER™



GAME: SEIGEMASTER  
PRICE: £25.99

RATING = 79%

Siegemaster is a game similar in design to Battlemaster. This kind of game will appeal to a large section of the gaming fraternity as it involves a bit of luck, lots of planning and some deep thought. Graphically, it's nothing special but this doesn't take anything away from the gameplay which is very engrossing and atmospheric as are the sampled sound effects. A good product that provides a welcome break from tiresome shoot'em-ups.

GAMEPLAY:   
SOUND:   
GRAPHICS:



You begin the level with a great sense of fear. This feeling is brought to your attention quickly as you are attacked by little pink Nessies.



On this level, the flowers are difficult to get at so you decide to build a ladder to help you. The walking cobs of corn aren't as friendly as they look!



You use your magic rod to capture a green Spud! Pressing fire will now bash him about over your head so he might leave an object behind.

Tam and Rit lived in the beautiful fairy village of Rodland. They lived in a happy, carefree environment with nothing to worry about and no nastiness in their world. They spent the long hours of the day playing little games with their chums and sang songs as they watched the stars come out into the dark sky. They were blissfully happy.

### LUMMEE MUMMY

Their happiness continued until one day when the people of the village had a funny turn. The once-happy people of fairyland became nasty and kidnapped the mom of our two fairies.

They took her far away and locked her high up at the top of Maboots Tower. You gotta rescue her, kids!

When they found out this terrible piece of news, Tam and Rit went to see the village elder - the local source of knowledge and help. He told them that their mission would be one of great danger. To aid them on their quest, he gave them the fabled Rods of Sheesanomo. These rods contained great power and would be invaluable to them with their task.

After they mastered the art of using the magic rods, our heroes decided to visit their grieving father to offer comfort and tell him of their mission to rescue their Mom.

After a initial bout of



There's a guardian at the end of each of the ten levels. The crocodiles will spit out little crocs, so you must kill them.



pleading with them not to undergo this dangerous operation, Pop decided it was time to let them into the secret of the Rainbow Shoes.

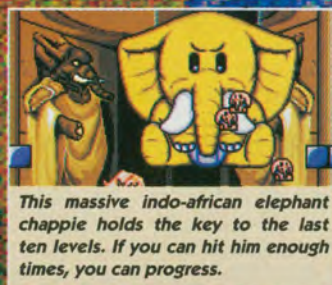
This rather large whale is the guardian to levels 21-30. He will bounce around the screen throwing little whales out of his air hole.



When worn, the shoes would allow the wearer to build magical ladders from one platform to another. This

### PLATFORM SHOES

would allow them to access high levels and descend from them if the going got too tough. Unfortunately, the shoes will only allow you to build one ladder at a time. When you try to build a second ladder, the first one will always disappear.



This massive indo-african elephant chappie holds the key to the last ten levels. If you can hit him enough times, you can progress.

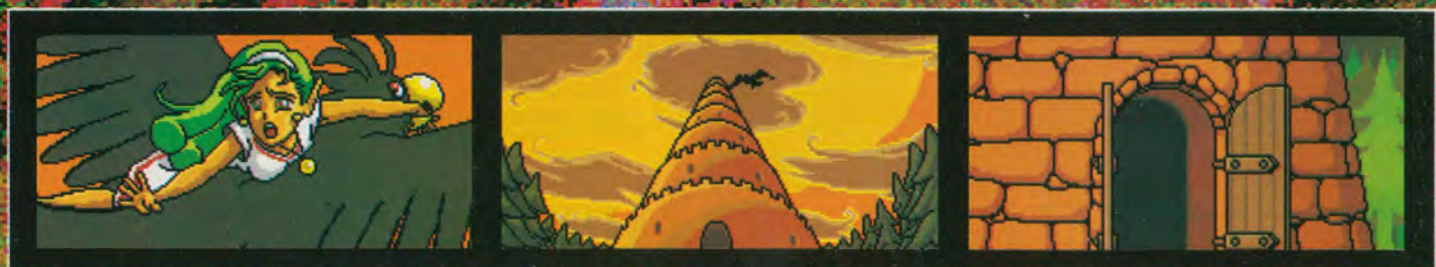
This is what it's all been about. This chap is the only thing that stands between you and your Mom. Big, isn't he?



must make your way through each screen collecting all the pretty flowers and avoiding the nasty creatures that will try to thwart your progress.

### MONSTER BASH

Bashing the monsters several times will occasionally result in the deposit of an extra special weapon that you can





You enter this level to be immediately confronted by loads of nasties. You pick up a small bunny rabbit and give him a good blasting.



With copious amounts of pink things on this level, you sadly lose a life. Maybe you could pick up all the little flowers.

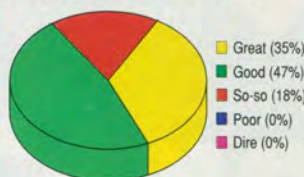


You get caught in a large explosion of flames from a rather nasty looking adversary. Perhaps the little bunny is more your size!



You pick up a little bomb that has been left lying around and, shock, horror, it goes off to the annoyance of the lobsters.

## PUNTER-POWER™

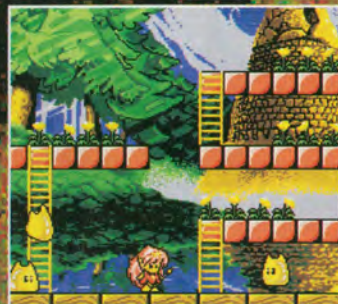


GAME: RODLAND  
PRICE: £25.99

Rodland is one of the cutest, vomit-provoking games ever to hit the streets. The main characters have been drawn to a very high, detailed standard, with some great adversaries and plenty of colourful backdrops. The animation is as impressive as the rest of the graphics: good, smooth and well executed. The sound is a collection of cute noises to please the ears and plenty of sampled explosions to keep you awake. If I had to find a flaw in Rodland, it would have to be the slightly easy level of difficulty. However, don't let that little fault stop you buying this game, there are many plusses to override that little minus.

GAMEPLAY:            
SOUND:            
GRAPHICS:

RATING=86%



# Rodland

## STORM/SALES CURVE

utilise to your advantage.

To progress through the levels, you must build ladders up or down between the platforms to collect the flowers that represent the only form of good left in this world. You can complete a level in two different ways.

The first way is quite simple, just kill all of the monsters with your magic rod.

The second way is a lot harder but it has a bigger reward.

If you manage to collect all of the flowers on the level, you will enter the 'Extra Game' mode. This will change all the monsters on screen to little pink chappies. Now, if you kill them, they will leave a little letter behind. Form the word 'Extra' with these letters and you will gain an extra life

and some bonus points.

Controlling the fairies is done via the joystick. The usual joystick movements will move Tam and Rit about the screen. Pressing fire and down or up will build a ladder in the specified direction. Pressing fire on its own will fire your magic rod and moving the joystick left or right will bash the baddies. Jason





Upon opening up US Gold's latest compilation you'll be confronted with five disks, some of which you'll only be able to use if you've got a double sided drive on your machine.

So get ready to give your software collection that much needed boost with the Super Sim Pack.

# Super Sim Pack

U . S . G O L D

## INTERNATIONAL 3D TENNIS

Palace Software's venture into the tennis circuit was acclaimed by many critics because of the new features that were packed into it.

There was a choice of four court surfaces (grass, clay, carpet and cement) and you could also view the game from an infinite number of camera angles. One or two player games and 72 tournaments to play in all added to the hype.

Unfortunately, when it comes down to it, the game isn't as good as the Pro Tennis series and novel as it is, it can be frustrating to play.

## ITALY 1990

Originally released as the Italy 1990 Winners Edition, it originally came out in 1990



(hence the name I suppose) to coincide with the biggest footy event on the planet.

Now, after all the hype has died down and the Germans have stopped gloating, you have the chance to recreate the famous events of Italia 90.

All of the competing teams are included complete with their full squads. Each member of each squad has their own attributes and where you

play them may well affect the final score.

The huge problem with this is that it's a tad on the easy side. You'll find yourself scoring anything up to 10 goals against the computer easily. It's excellently presented though.

## AIRBORNE RANGER

By far the best product in the package is Microprose's Airborne Ranger. You are (once again!) in the elite corps and have been selected for your courage and ingenuity behind enemy lines.

You have been sent back to complete 12 dangerous missions that will render the enemy useless.

At the start you'll have to select your weapons and where they'll be dropped before you jump. Once down, you're on your own and must battle through to your mission objective. A quality product even now, four years on.



## CRAZY CARS II

Following on from the disappointing Crazy Cars came Titus' most imaginatively titled sequel.

Apparently, this sets new standards in road racing. We wouldn't go that far but it was a definite improvement on the first one.

360 degree spins, car chases with the police (Dukes of Hazzard style) and genuine mapped highways. The graphics and presentation are good but the racing could have been better.

**SUPER SIM PACK**  
U.S.GOLD  
£29.99

This is a pretty good compilation and worth anyone's hard-earned pennies. Airborne Ranger is worth buying on it's own but when it comes with three other titles it's not to be tittered at. There's a good, broad mix of games that will appeal to gamers of all types.



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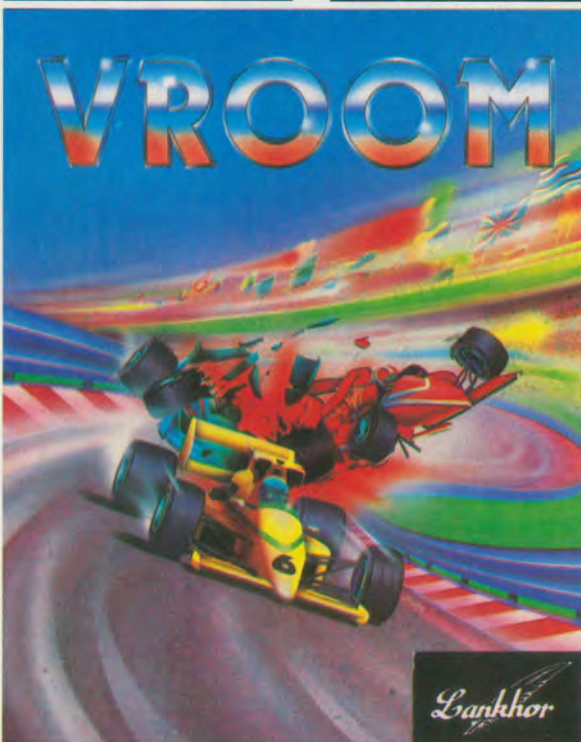
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Every few years, a new Robin Hood fetish comes along. This time (along with that rather suspect Bryan Adams record), the craze has hit fever pitch with a couple of films, comics and other merchandise. Now Millennium have resisted the temptation to produce a "Prince of Thieves" licence and have instead based their game on the adventures of our merry friend.

Now we all know that Nottingham is a rather dodgy place, but it was here where lots of strange men donned green tights and went around robbing rich people (It's a bit like Manchester except we don't have any rich people!).

You play Robin Hood and you must go round stealing from the fat cats, handing out your "earnings" to the poor beggars on the streets.

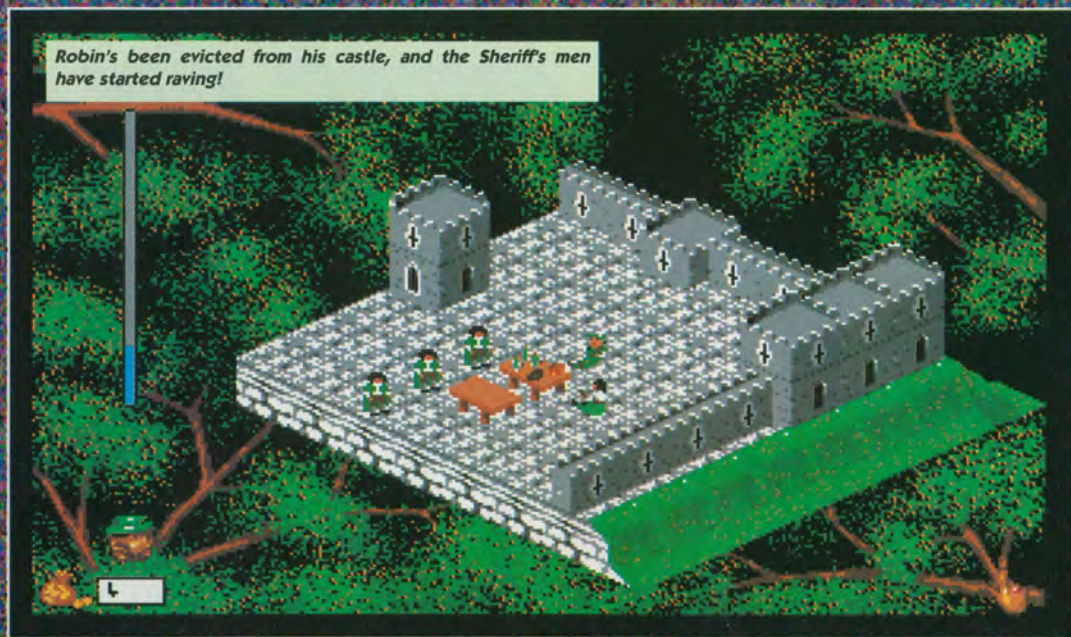
### MR. POPULAR

Since you have recently been overthrown and kicked out of your castle by the Sheriff of Nottingham, your former people think you are a bit of a tart and haven't got the time of day for you anymore.

By carrying out various good deeds such as rescuing people from the gallows, handing out massive wads of cash, and killing off dragons (like you do!), your Hero Rating will rise once again and you will get lots of your former followers back.

Being a man of the world you also get certain urges from time to time, and for this reason, the rather delectable Maid Marian is included. Now as old MM is a bit rum you must try to woo her and make her yours by flattering her at every available opportunity. This will make her respond with little "love pressies" that will come in handy during the later stages of the game.

As Robin you have complete freedom to wander around anywhere within the



Oh my God, it's a troupe of Morris Dancers! Don't let this put you off though.

isometric 3D landscape. Bear in mind though that if you try to get back into your castle you will probably be arrested and hung for trespassing. This puts a bit of a dampner on the rest of the game and makes completing it much harder!

### WEETABIX FIEND

Throughout the game, you will be informed of various exciting events such as funerals and hangings. Both of these can be attended by your good

self, if you so desire.

A major way of regaining your lost hero status is by handing out cash. To be able to do this relies heavily on you actually having some. To get your hands on what isn't strictly yours, you have to mug rich people.

Good targets are the fat monks who wander round clutching bags of cash. A quick thumping will usually force them to hand it over, as long as there aren't any of the Sheriff's guards around. If

### PUNTER-POWER™



GAME: ROBIN HOOD  
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Robin Hood is a fine example of this kind of adventure game. Although not amazingly difficult to complete there is so much scope to do exactly what you want to do. True, the characters are small and the scrolling is slow, but the gameplay is totally absorbing and you'll soon be wandering around mugging people like it was second nature! (maybe it is to some people!). The Adventures of Robin Hood is well worth a look at even if you're not usually a fan of this type of adventure game.

GAMEPLAY:

SOUND:

GRAPHICS:

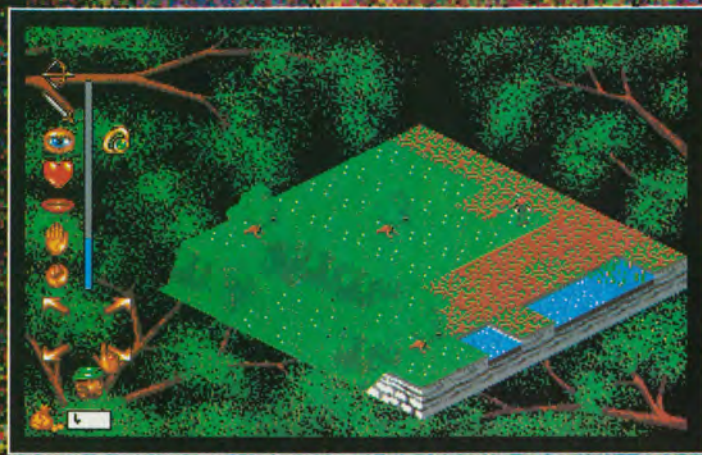
**RATING=84%**







Your status screen shows you how popular and strong you are!



The scenery is all drawn in rather pretty isometric 3D style.

# The Adventures Of Robin Hood

M I L L E N N I U M

there are, it's going to be a short sharp trip to Gallows Land for you!

## HUNT SABOTEUR

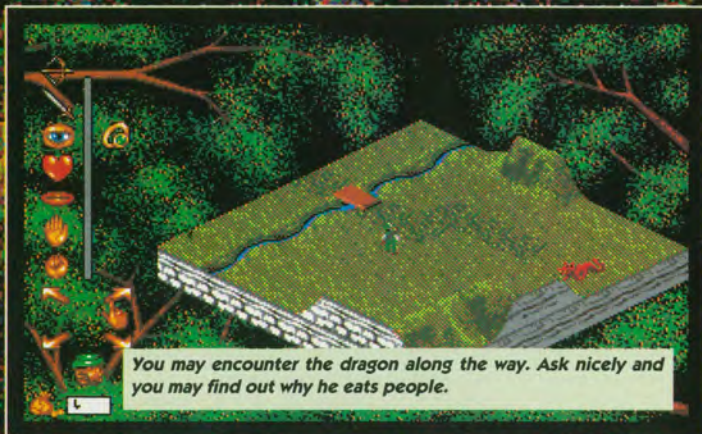
Every now and then the Sheriff will come out and make proclamations that will upset the people. One such example is that he will ban any hunting unless it is either the king or himself doing it. This means that anyone hunting will be

hanged for poaching. If you could rescue any of these, who knows, they may join your band of merry men.

Your character (and all the others) are represented by tiny little men who make their own way around the landscapes. The game is icon driven and you control where your man goes with directional arrows. Game sound consists of a couple of tunes and various trumpeting noises, all nicely done! *Paul*



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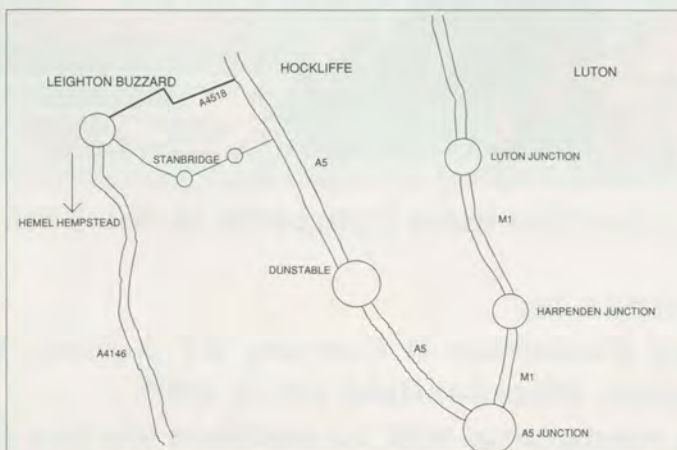
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**HOW TO FIND US.....**



Maps showing direct routes from the motorway and A5

# Barbarian Banter

*Yes, it's that time of the month again! Another world famous ST Action competition hits the pages. This month, we have something rather special for you to win. To celebrate the imminent release of Barbarian II, Psygnosis have come up with an excellent prize for all you loinclothed heroes.*

You can be the proud owner of the framed artwork from both the Barbarian games. Not only have they been mounted under a transparent sheet of sand, but they have also been autographed by the two totally talented artists responsible for their conception, Roger Dean and Christos Achilleos.

To have a chance of winning this once in a lifetime masterpiece, take a look at the artwork on the right. The rather well built chap sporting the loincloth is the star of the game. The husky, young maiden is his wife. He has just returned from the plains after an almighty battle to be told his tea isn't ready. As you can

see by the inclusion of the blank speech bubbles, we are giving you the opportunity to use your imagination by writing in what you think they are both saying. It can be deadly-serious, slightly humorous or totally outrageous! It's up to you. The best reply will win the prize. Ten runners-up will each win themselves a copy of Barbarian II.



**The closing date for this little compete is the 15th of January 1992.**

**Send all your entries to:**

**The Rather Sexy Barbarian II Compo, ST Action, Europa House, Adlington Park, Adlington, Macclesfield SK10 4NP.**

**The winner and runners-up will be notified via the Back Passage.**



## THE RATHER SEXY BARBARIAN II COMPO

Name.....

Address.....

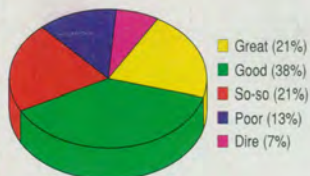
Fill in the bubbles with the wittiest comments you can think of and send us this splendid piece of artwork. However, if you don't want to spoil this rather sexy page (sacrilege - Art Ed) then photocopies are acceptable.

# Hard Nova

ELECTRONIC ARTS



## PUNTER-POWER™



GAME: HARD NOVA  
PRICE: £25.99

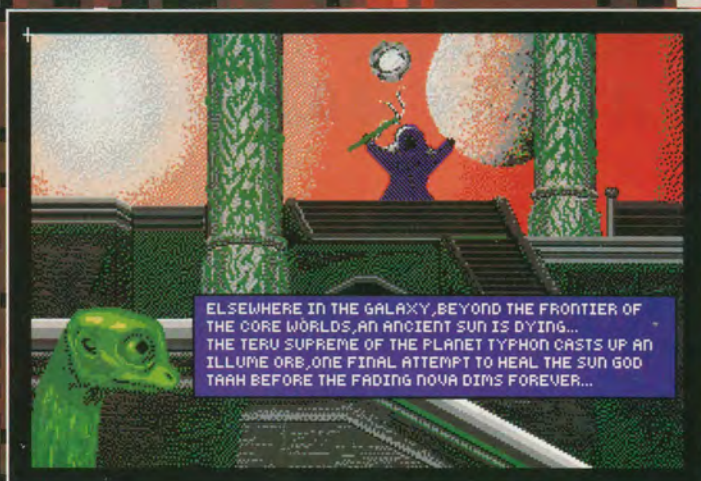
The major gripe with *Hard Nova* is the ridiculous decompressing thing at the start. There's no real need for anything like this these days when games are coming on anything up to five disks. The game itself is pretty good though, so thankfully you only have to mess about once before you get started. Nevertheless if you do allow yourself time to get into the storyline you'll easily forget about this. *Hard Nova* is an excellent product with plenty to do that'll keep you going for ages. However, there is another problem; the unresponsive controls. The graphics and sound are nothing special but they do add a bit to the overall feel of the game. Don't expect instant rewards, but if you dig a little deeper and persevere you will get your money's worth in the end.

GAMEPLAY:   
SOUND:   
GRAPHICS:

**RATING=83%**



Most of your business will be conducted in bars and casinos – the places other shady people hang out.



The story is explained to you in a short introduction sequence at the beginning of the game.

Life can be tough sometimes. Far tougher than it ever should be. Having to make the decision to leave most of your crew behind on your ship, doomed to die was tough too.

The chances against a breach of the ship's hull from a meteor strike were astronomical, yet that's exactly what had happened, and now all your crew are dead. Vapourised space dust.

Even when you, Nova, have been in the Starkiller Mercenaries for three years, something like that really gets to you. Your boss has been really good to you and supplied you with a new ship but you've got to get a new crew yourself. The best crew in the world are all dead so you've got to start over Nova!

Upon opening the package you'll find two disks, a hefty manu-



Wandering around you find a shop where you can re-equip your men if their supplies are running low.



Another method of travel is your hovership, where you can bomb around the planet's surface to colonies.

al and a technical support guide. A quick glance at the guide tells you that you can't load this game up straight away!

One of the disks is marked "Install Disk" and this contains compressed files. These must be decompressed onto two blank disks of your own before you can play. This is dead easy to do and is just a case of swapping disks when told to, but it could have been prevented by supplying three disks instead of two in the first place.

### ATTRIBUTE ASSESSMENT

After getting through this rather inconvenient start you'll be presented with a very brief introduction before you get to choose your character. Here you have a choice of two, either male (Stark) or female (Nova). They have slightly differing attributes, so it's up to

you to choose which you think'll be more important.

You'll start off in a spaceport where you'll find your ship, a store and a casino and bar. You're there with A'Kri Janr, your navigation officer who also survived the impact with you.

As you're out looking for new recruits the best place to start is probably in the casino. You will find all sorts of characters in here, from the sad individuals who will try to chat you up to the snobs who will totally ignore you because of your chosen profession.

### GIFT OF THE GAB

All can be chatted to by selecting them with the space-bar and then clicking on the Talk icon (although pressing F7 will do the same job). Conversations are carried out by seeing what is said and using a reply from the possible selection.



Dodgy deals can go down in the space stations. Here you can usually pick up smuggling jobs.

It is possible to sweet talk information out of them or even aggravate them to the point of killing you. However it's worth noting that being polite doesn't always work out to be the best choice of approaches.

Being a mercenary means you'll usually take any job available if the cash is right. It won't be long before you catch wind of a nice juicy profit to be made somewhere and then it's off to get the booty.



Mercenary Group has licenced you to use one of their huge spacecraft. This makes zipping about between planets a doddle once you have learnt how to fly it.

In your line of work it's inevitable that you'll come under attack at some time or other. For this reason whether you are on foot or in one spacecraft or another you'll have to be heavily armed. Of course, being armed to the teeth and being able to defend yourself are two totally different things.

### LICENCED TO WARP

There are four different systems in the game and making cash will involve getting to know them all like the back of your hand. To be able to get through to these other star systems, interstellar travel is possible because the Starkiller

After each character has gained enough experience you will be able to train them up in certain areas so that you can balance up your whole crew and make them stronger in the areas you feel necessary. As your characters progress through the ranks, they will become more powerful. **Paul**



While in orbit you can line up the place you will drop into, usually as close to a colony as possible.

# 5 GAME PACK DIZZY COLLECTION

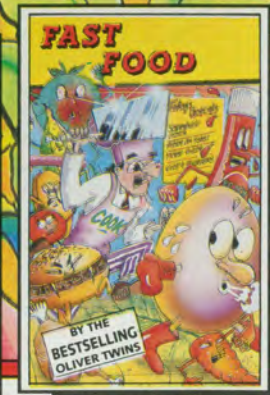
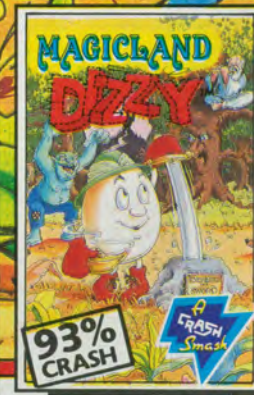
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## CODEMASTERS

AMIGA screen shots shown. 8-bit versions feature "DIZZY" instead of "KWIK SNAX"  
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### HELP LINES

NEW RELEASE INFO LINE 0898 555 000 (Tells you what is being released this month)  
If you can't get any further in any of these games and would like us to give hints & tips on how to solve all the puzzles just phone the numbers below. Please don't phone unless you are really stuck and make sure you get permission from the person who pays the phone bill first! Calls costs 36p per minute during off peak time and 48p per minute at all other times. (GREAT BRITAIN ONLY)

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SEYMOUR IN HOLLYWOOD 0898 555 010  
SPIKE IN TRANSYLVANIA 0898 555 105

SPECTRUM, AMSTRAD, C64  
DIZZY 0898 555 093  
TREASURE ISLAND DIZZY 0898 555 091  
FANTASY WORLD DIZZY 0898 555 078  
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At the start of each game you must select which country you wish to represent in the league.



A quick check at the stats reveals you haven't played yet. So why are you looking?



Each player can be trained in various departments which will make their game stronger.

With the success of Manchester United Europe it was perhaps inevitable that other games in a similar style would be produced. The first of these is Face-Off.

Anyone in the know will recognise this as a Hockey term, this time though it's ice hockey - one of the most brutal sports on the planet.

### GET YOUR SKATES ON

It's time to don all the padding, helmets and skates and get out on the rink for some hard action in the big leagues. Everybody must have seen ice hockey in action on Grandstand on a Saturday but if you've missed out you'll not realise how fast and hard it really is.

In Face Off you're given the chance to be manager, player or both of any international team in the league. At the beginning of the game you'll be asked to select which country you wish to represent. Obviously you'll be better off going for a side like the USSR or the USA rather than Wales or Turkey.

Once you have got

through all this you'll be able to make a few managerial decisions (providing that you have selected the correct mode of course!).

This is done in true Manchester United style with the same kind of icon system and even the same character set for the text being used.

These decisions range from how much training each member of your squad will do, to what type of pre-match meal they'll all settle down too (just remember - you're paying for it!).

Once all the formalities have been completed you'll see which team is next up on your schedule and the game section will load.

### PUCK MATCHES

Ice rinks have never looked the most spectacular of venues and there's nothing here to change that. Both teams skate out into the arena accompanied by a very annoying crowd noise that'll have your reaching for your volume control quicker than a boyfriend for a bra strap!

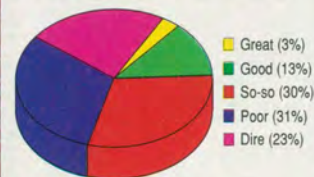
When you're playing you may find yourself having problems spotting which player you're controlling.

Shooting seems to be a bit of a hit and miss affair too. You play three 15 minute periods and at the end you'll know if you've won the points or lost your pay. *Paul*

# Face Off

K R I S A L I S

### PUNTER-POWER™

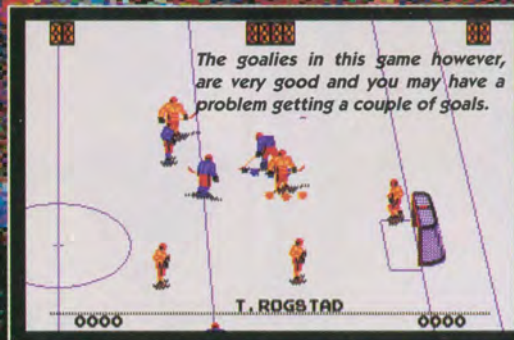


GAME: FACE OFF  
PRICE: £25.99

Anybody who's seen EA Ice Hockey on the Sega Megadrive could be forgiven for expecting more than Face Off has to offer. The detail on the rink is very sparse and consists of very few markings. The players are awkward to control at first and scoring goals is pretty difficult. Apart from this, the game is presented with the same class as Man United. If only the game sequences had been improved this would have been a fine product, however it's let down by poor execution. Not a bad try - there's not much opposition in the ice hockey market.

GAMEPLAY:   
SOUND:   
GRAPHICS:

**RATING=68%**



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You've seen the film...

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Grid of compilation offers for various game genres, including Action Pack, Rainbow Collection, and others, with prices ranging from £15.99 to £20.99.

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# Pitfighter

DOMARK

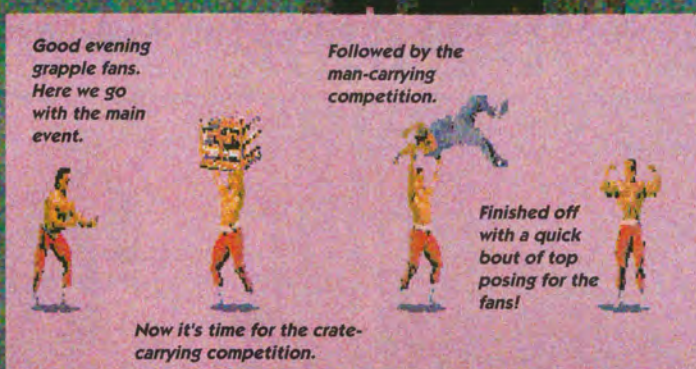
It's time for the ultimate in combat competition. For all the excitement, brutality and blood it can only be Pit-fighting, which can only be highly illegal.

No, this is nothing to do with distasteful dog-fighting either. These are the toughest fighters in the world, brought together from the roughest ghettos and slums on the planet for this annual contest. A contest where the winner will win fame and fortune amongst the underworld fight fraternity.

## IT'S GOING OFF!

A contest where the loser WILL end up in hospital, probably for a very long time. You can choose to be one of three fighters, all with differing skills and attributes. First up is Ty, a five foot 11 inch Kick-boxing World Champion. Choose him and you'll have the finest flying kick and roundhouse moves available to you.

Next is the mighty Buzz. This clean cut ex-professional wrestler will take great delight in mashing an opponent's head straight into the



Good evening grapple fans. Here we go with the main event.

Followed by the man-carrying competition.

Finished off with a quick bout of top posing for the fans!

Now it's time for the crate-carrying competition.

floor. Finally there is the lightning fast Kato - a third degree black belt in Karate whose speed will dazzle his opponents, often into defeat.

Whoever you choose you will come up against seven other opponents all vying for the title and the current reigning champion - the magnificent, perhaps unbeatable Ultimate Warrior.

Upon selecting your fighter you'll be thrust straight into the pit to take on your first opponent - The Executioner. You should be able to whip past him fairly easily as he is pretty slow.

As usual with beat'em-ups you have a variety of moves that can be used depending

where you push the joystick and whether you have fire pressed or not.

## A GOOD KICKING

Each fighter has his own special move which can be done by pushing diagonally up and right with the fire button pressed. This can execute moves such as roundhouses or piledrivers depending on the fighter and situation.

In later fights you'll find weapons like crates and pickaxe handles lying around the pit floor. These can be used to devastating effect, especially if you are in a spot of trouble.

There is the option to play the game in two player mode

## PUNTER-POWER™



GAME: PITFIGHTER

PRICE: £25.99

Everybody had really high hopes for Pitfighter even though the arcade version had received mixed reactions. Unfortunately, it suffers from the fast-becoming too common problem of being far too slow for comfort. The range of moves isn't the most extensive ever seen but the introduction of weapons helps add to the bloodthirsty aspect of the game. Pitfighter has graphics from the arcade version but these have come across a little blocky. It's quite enjoyable but could have been much better.

GAMEPLAY:

SOUND:

GRAPHICS:

RATING=73%



with both of you attacking the enemy. You can also go for each other if the will takes you but obviously it's best to work as a team. Finally, he who dealt the KO blow will receive some cash. Paul



At the start of the game you must choose which of the three fighters you want to be.

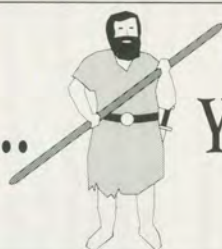


The Executioner may be a big chap, but you can still kick his head in on the floor.



After every couple of fights you have a grudge match where you must beat your enemy senseless.

You've seen the film...



You've seen the film...

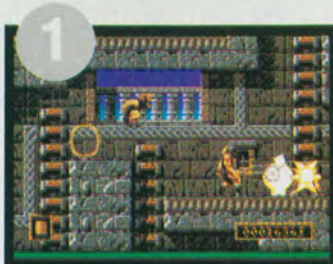
MILLENNIUM



# DOTTY'S...



Once again, Allie has been forced to mercifully bail Dotty out of writing his Small Tips page due to his demanding work load. Unfortunately, she doesn't get any thanks but then, we all have to suffer for our art!



## GODS (1)

Firstly, we'd like to apologise for the slight mistake in our Gods tip last month. We said that if you drop the Dragon Gem in front of the guardian on World Three, Level Two, he would stop firing from his tail. However, he continues to fire but only towards the gem itself. Thanks to Mr J. Hayward of Ilford for correcting us.



## ARMALYTE (2)

This next tip was sent in by Mr D. West of Bedford. He says that if you pause the game and then type in DELTA3, the anti-sprite detection springs in to life and you can charge through the enemy without getting killed. However, he also informs us that although the enemy doesn't harm you the weapon pods and the scenery still can, so take a little care.



## MAGIC POCKETS (3)

Another one from the very busy Mr. Hayward. Whilst on the first world of Level One, try and get a gold star by capturing the nasties in your whirlwind. This gold star should hopefully give you a transporter helmet which will take you into a secret room.

Then, once out of the room, repeat the process of obtaining another gold star which will in turn give you another transporter helmet. The second secret room that you enter should contain another gold star, and this will zapp you to the first



world of Level Two! Mr Hayward has assured me that it does work.

## ROADBLASTERS (4)

Now that we are featuring Lynx games in STA we have decided to start giving Lynx-ers a few hints. This one's for Roadblasters. Alex Simmons (Games-X), reckons that by driving down the edge of the road until you crash into a tree causes you to enter a 'Ghost in the Machine' screen, and lets you choose where you want to start.



## ELF (5)

On completing Elf and after breathing a sigh of relief, Dotty informed me that there's a really nasty quirk right at the end of Level Seven as one final attempt to stop you finishing the game.

On this level you will find the chubby twins Tweedle-Dee and Tweedle-Dum, but unfortunately one of them is totally unhelpful! Dotty cannot recall which one is which but he can remember that the one at the bottom of the level, dressed in green, is the one that can help you by giving you loads of goodies. The other one, dressed in blue, won't give you a single thing so avoid him like the plague!

By talking to the green chappie only, you should have no problems whatsoever in finishing the game, that is if you get that far! Congrats to Dotty for finally finishing it.



# ...SMALL TIPS

Now play the game...



MILLENNIUM

59  
STA

# GTGA...

Last month we reviewed Virgin's *Rolling Ronny* and gave it an amazing 88% STA1 rating. This month, because we know that some of you aren't as good as me at playing games, Dotty comes to the rescue once again. I have decided to share my fruitful knowledge with you, my subjects. I'll go through the first three levels with you this month and, depending on how nice you are, I'll consider helping you on the next few. Keep an eye out for the cheat on the Small Tips page soon!

## LEVEL ONE

Level one is a nice, easy introduction into the game. There are only 25 jewellery boxes to collect and there aren't many enemies to avoid. Another bonus is the fact that most of the jewel cases are not in very difficult positions.

Your first task is to collect the lost parcel that can be found near the motor cyclist and return it to its owner. The house you are looking for is number 13, Spencer Street, the house with the multi-coloured canopy above the door. Upon delivery, you will be given the healthy sum of 35p for your troubles.

After a while, you will be accosted by a buxom young wench who will ask you for a favour (lucky sod!). She will give you a package containing fruit that you must deliver to number 64, Spencer Street.

The gentleman who is waiting for the parcel will reward you with princely sum of 40p. The address you need is located next door to the factory building towards the end of the level.

## LEVEL TWO

25 stolen trinket boxes and plenty of watchful policemen make up the pleasant surroundings of level two.

After a leisurely stroll, you will be asked to ferry a package from one policeman to another. The first bobbie will offer you 30p to successfully take the parcel to his senior officer who is waiting for it near the overflowing pipes.

The senior officer is the next policeman you will encounter, so don't worry, you can't mess up and give it to someone else!

Your next errand is a mission of love and passion. Well,

All the jewel boxes must be collected if you are to progress to the next level.

Collecting these balls will give you extra energy and boost up your strength.

This egg-timer will give you an extra three minutes' time.

Collecting the question mark will grant you one of the above bonuses.

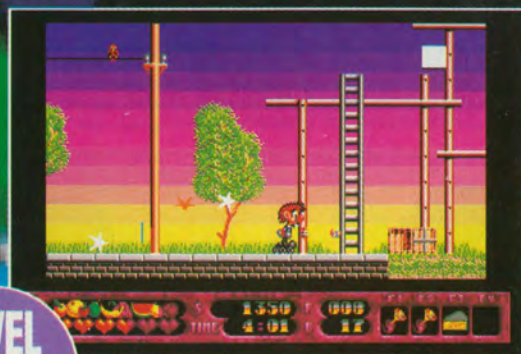
The superjump will allow you to increase your bouncing capabilities.

The bomb will destroy everything on-screen that can be destroyed.

The cheese will temporarily freeze everything on-screen.

The magnet will allow you to collect any objects that are out of your reach.

The horn will grant you invulnerability for a limited period of time.



LEVEL 1



almost! A young girl will ask you to take an envelope bearing a message of love to her policeman fiance.

You will have passed him about eight screens ago, he will be examining some strategically placed boxes.

Re-trace your steps and deliver the love letter to receive 35p worth of gratitude. One thing I forgot to mention: If you don't have any room in your pockets, the girl will not offer you the job, so make sure you use up one of your special things to gain the necessary space.

### LEVEL THREE

The last of this month's three levels. Pretty obvious really, eh? Anyway, 25 boxes and lots of energy-draining baddies for you to avoid. Your first errand is offered as soon as you begin.

A well-dressed gent will ask you to deliver an envelope to his lady friend who is waiting by the fountain. He will offer you 20p to complete this small task.

As you approach the girl, you should notice another guy walking aimlessly about the area. Remember this face! He will be your target for the next job.

After you pass the halfway stage, you will see a girl with a job offer sign above her head. Making sure you have the available space in your pockets, approach her and she will ask you to take a parcel to the guy by the fountain (what do you mean, which guy? I told you to remember his face, dummy!).

Upon delivery, he will dig deep into his pockets and pay you 40p for your trouble. Level three is quite difficult as some of the enemy will home into your present position causing you an incredible amount of grief. This can be avoided but it will cost you valuable time. The most dangerous of these enemies are the balls.

They will alternate the height of their bounce, confusing you and causing that fatal mistake.

Upon contact, you will be knocked over and receive a substantial loss in energy.



## LEVEL 2



### HANDY HINTS

- 1) Shooting the enemy from a distance will always make a coin appear.
- 2) Never approach clients with your pockets full. They won't look twice if you have no room for their parcel.
- 3) Use the Superjump to clear awkward obstacles.
- 4) When you are offered a job, if you bargain three times, you will make 12p.
- 5) On level two, the exit is at the top of the last ladder you'll come to. However, a jewel box lies beyond, so don't climb the ladder until you have collected the last box.

# ...ROLLING RONNY

# GTGA...

*Mega Lo Mania is not one of the easiest games to get to grips with and we are positive that it is giving loads of you more than just a minor headache. Allie West immersed herself totally into the game for days on end to acquire the secrets of the universe and give you lot a helping hand.*

## CHARACTER ANALYSIS



### SCARLET

This is the best character to choose as your own. As an opponent, she will attack frequently with unpredictable force, and would rather be in a battle than staying back at her base. If you choose to play her character you have immediately got rid of your most dangerous and unpredictable opponent.

She likes to design offensive weapons and rarely defends her fortresses, therefore if at all possible attack her quickly to make an easy kill. Leave her for too long and you will have a very hostile army on your doorstep. Out of all the characters she is the easiest to get rid of.



### OBERON

Oberon is a little erratic and it is hard to work out what his next move will be.

He tends to attack regularly and capture as many sectors as possible so an alliance with him will give you quite a lot of time to build up your resources. He likes to design anything and sometimes spends time designing the least practical weapon. He often sends out poorly armed troops but do not attack his scouting armies unless they attack you first.

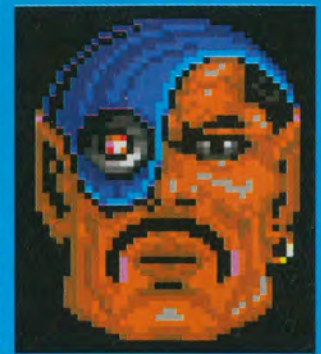
Instead, try and concentrate your attacks on his main base and then work your way round his other sectors, thus weakening him from the core.



### CAESAR

Caesar has the best mixture of offensive and defensive weapons thus making him extremely difficult to defeat. He does not attack often, like Scarlet, but he has strong battlements in his home sector. He usually agrees to an alliance and when teamed up with him he will attack the other opponents with quickness and force. He is extremely reliable as a friend.

If he is an opponent, try to limit his territory for he spreads quickly and builds up his new sectors as strong as his home base. Once he has established control of new sectors, Caesar can be a bit of a bugger to defeat!



### MADCAP

A bit of a loner! Doesn't like making alliances very often, but is faithful when he does.

Despite his name, Madcap is a calculating chap and rarely makes a false move so hit him quickly to knock him off balance.

Madcap likes designing defensive weapons and hardly ever attacks, but try not to leave attacking him to the last minute because he fortifies his base with intense magnitude.

Conquer Madcap by hitting him often but with a few men. This method knocks his defences hard and a few small attacks provides a weakness for a full-blown onslaught.

## MAPPING IT OUT

The following maps show you where the best starting positions are. Remember, it is not always best to start in sectors where designs are immediately open to you. Sometimes it is better to have a small amount of designs available and then concentrate on advancing up the tech levels by designing

shields. The faster you can advance through the tech levels, the greater amount of weapons become available.

Try to complete each island with as few men as possible. We have outlined how many men are needed to win each island. The numbers are very small but believe me, it can be done.

EPOCH 1

ALOHA-5 MEN



BAZOOKA-10 MEN



CILLA-10 MEN





EPOCH 2

DRACULA-15 MEN



FORMICA-20 MEN

ETCETRA-15 MEN



EPOCH 3

GAZZA-20 MEN



HERNIA-20 MEN

IBIZA-15 MEN



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## ELEMENTARY WATSON!

In order to design and build any weapons you first need elements. Each weapon has its own element requirements and cannot be designed without the correct units of element in stock.

Therefore, so you are not forever searching for the correct element patterns for the available weapons on the first three epochs, we have listed fully all the necessary weapons along with

their periodic requirements.

By following these charts below, you will be able to see what various elements you have to obtain in order to build a specific weapon.



### ROCKS, WOOD AND BONES

- Rock weapon
- Bow and Arrow
- Catapult
- Crossbow
- Spear



### VALIUM, PARASITE

- Bow and Arrow
- Boiling Oil
- Musket



### SLATE, MOONLITE, PLANETARIUM

- Pike
- Longbow
- Giant Catapult
- Stick weapon
- Spear
- Musket



### AQUARIUM, PALADIUM

- Giant Catapult



### BETHLIUM, SOLARIUM, ARALDITE

- Catapult
- Cannon
- Pike
- Boiling Oil
- Longbow
- Crossbow



### HERBIRITE, YERIDIUM

- Longbow
- Giant Catapult

## TACTICAL THINKING

When allocating men into designing and building anything, never transfer all your men into one thing.

Always keep your men balanced between tasks while leaving a small amount of men to reproduce in the tower, then each time you get a new man transfer him onto one of the tasks.

For example, if you have 10 men in your tower and you want to design a weapon, allocate five men to the task and leave the other five in the tower. Every time your tower reserve repro-

duces thus taking the number of men up to six men, transfer the sixth man onto the task. By following this process, your stockpile of men will rapidly increase, thus giving you a large reserve of men to allocate on designs.



# ...MEGA LO MANIA

# GTGA...

Last month, we printed the cheat mode for this fine game from Ocean. Okay, I hold my hands up, even I, the great Dotty, couldn't finish this game without the cheat. Now, I am going to take you through the first two levels and also give you a couple of useful tips. Levels three, four and five will follow next month. Same time, same place, same pages!

## LEVEL ONE

The first things that you will need to collect are the **UNCOOKED CHICKEN** and the **BIRD SEED**. The chicken is not needed until towards the end of the level but you might as well get it now, as it is only one screen above the bird seed.

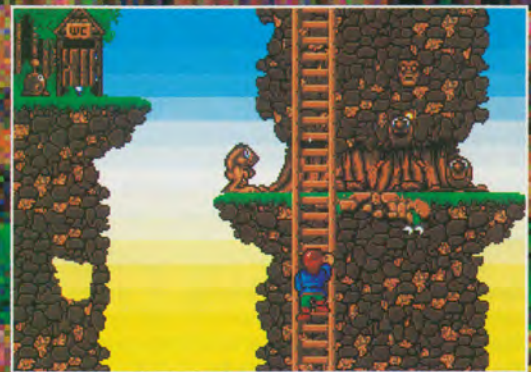
Take the bird seed and give it to the owl who is in the next section past the old man. He will thank you and give you a **FEATHER** for your troubles. Take the feather and give it to the indian, found in the wigwam. He will then add it to his tribal head-gear and pass you a **PIECE OF PAPER** in return.

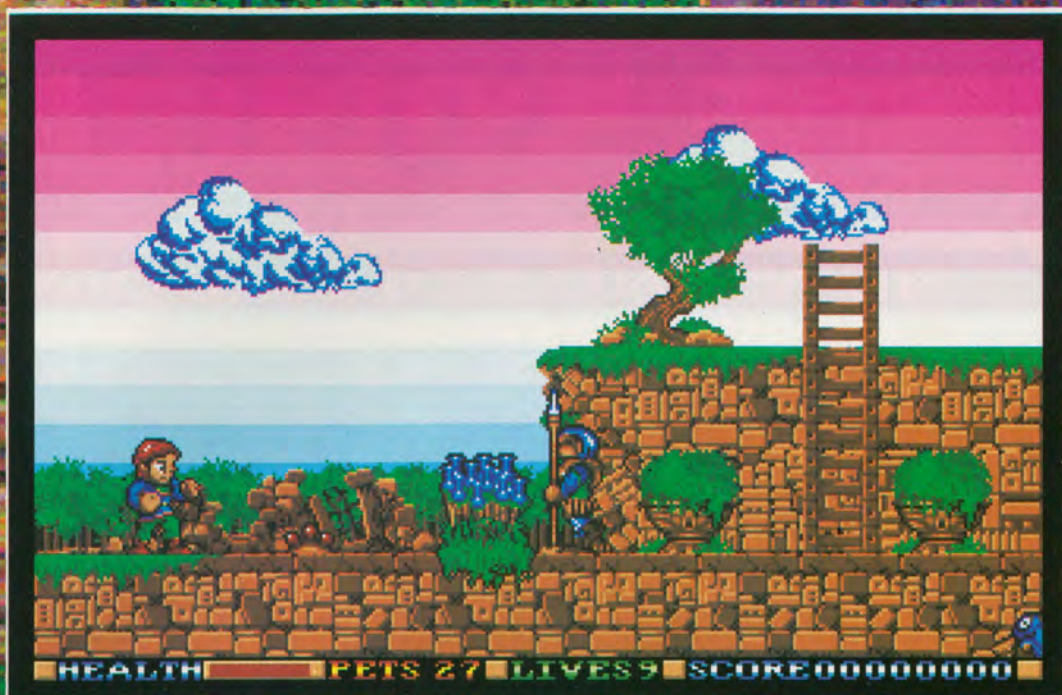
There will be a toilet above and to the right of the owl. Take the piece of paper and give it to the occupant and he will give you a **MATCH** he was carrying.

Go back to section one and head for the top left-hand corner, you should come across a campfire. Use the match and cook the chicken. You will now be able to bribe the guard into opening the door in exchange for the torched poultry. Get ready for the next bit!

This section is more straight forward but it can still cause problems. Go to the far right of the stage and pick up the **SPELL BOOK**. You will have to shoot it first before you can collect it!

Make your way back to the beginning where you passed the wizard. On the way, pick up the **apple pip**. Give the pip and the spell book to the wizard and he will transform it into an **APPLE** and give it to you. Before you exit this stage, find the **BLUNT AXE** as you will need it later on. Now go and give the apple to the guard and pop along to the next stage.

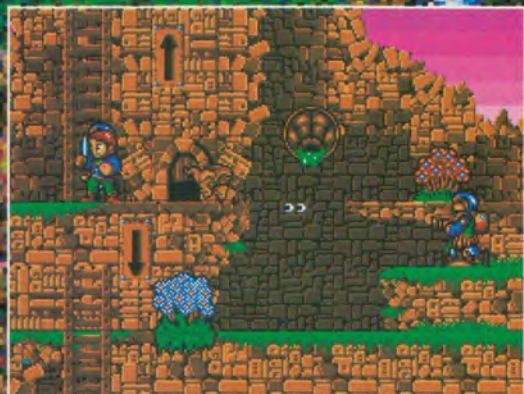




Right, this is the last part of level one. Quite a lot of problems to face but not as many creatures to avoid. Collect the **MONEY** from the platform above your starting position. Take the money to the **GRINDER** and give him the blunt axe as well. He will sharpen it for you.

Now, give the axe to the **LUMBERJACK** who'll give you an **OLD SPELL** in return. Go to the **PECULIAR GRINNING MONSTER** and attack him with the spell. He'll be frozen, so you can nick his **TEETH**.

Give the teeth to the old **GRANNY** who is knitting. She can be found at the top of the ladders on the left of the stage. In return for the teeth, she will give you a rotten old **PEG**. Now, head towards the **SMELLY TROLL** and when he starts to make unpleasant odours, you will automatically use the peg and you can pass by him unscathed. Now that's over with, get ready for the next level.



## LEVEL TWO

The second level is very big indeed! You have several tasks to complete in order to finish this level. The first objects you need to get are the **LARGE GOLD KEY**, the **SILVER FLUTE** and the **DYNAMITE**. Now, head towards the **Piper**. He will be imprisoned in a cage. Give him the flute and open the cage with the gold key. In return, he will get rid of the rats who stand guard

over the bottom passageway.

Now the rats have been removed, you must continue on down the passage and collect the **OIL TIN**. This must be filled with **GREEN SLIME** and used later on in the level.

You must find the **SMALL KEY** and the **HANDLE**. The key can be used to unlock the cage to release the **COG**. Now you have the required essentials to repair the bridge. Use the handle and the cog on the bridge and then activate it. You can now cross and collect the **BOOTS**. Give the boots to the man who is incarcerated in the prison cell (he will ask you for candies!).

He will swap you a small **FLUTE** for the

boots. This must be used in level four. Finally, make your way to the pulley and use the oil to loosen up its joints. You can now lower the platform to cross the gap and face the guardian.

Well, that's it for this month. Next month, I'll take you through three, four and five. So, keep your eyes glued to these pages! See ya.



# ...ELF



# Legend

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Batman The Movie	6.99	6.99	Deluxe Strip Poker	6.99	6.99	Kick Off+Extra Time	6.99	6.99	Outrun	6.99	6.99	Summer Olympiad	6.99	6.99	Winter Olympiad	6.99	6.99
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# BUDGET BASEMENT



## BATMAN THE MOVIE

THE HIT SQUAD £7.99

Batman was a huge success when it was first released on the full-price label. Now, the Hit Squad have decided to re-release it at the extremely cheap price of £7.99. You are the latest in a long line of super heroes and you have decided to put a stop to the mounting crime rate in the city of Gotham. You are Batman!

Your adversary is a small-time crook called Jack Napier. After a police set-up in the Axis Chemical Factory, Jack fell into a vat of green stuff. Jack was dead but the Joker was born!

Your job as top crime fighter is to foil the Joker's plans over five levels of frenzied action. Negotiate the Axis Chemical Factory, drive through the streets of Gotham to reach the final confrontation with Jack.

### ACTION ANALYSIS

*Batman The Movie is one of the best film licences to appear from Ocean. The graphics are smooth and crisply drawn, making it a joy to look at. Sound is also worth a mention as it captures the true feel of the game. A brilliant budget release.*

ENJOYABILITY RATING **88%**

VALUE FOR MONEY **9/10**



## BUBBLE BOBBLE

THE HIT SQUAD £7.99

This has got to be one of the all-time classic games to ever appear on the home computer. Many a long hour has been spent trying to overcome the 100 levels of cutesy fun and skillfully attempting to avoid the ever-present nasties.

You are a member of an elite partnership of bubble-blowing brontosaurus who are prone to the odd adventure or two. They have taken on the task of negotiating the 100 levels of crazy action.

They have been given the power of bubble-blowing. They trap their adversaries and then burst the bubble to collect the bonus fruits that are deposited.

Various bonus icons will appear from time to time that, when collected, will give you different items of use.

### ACTION ANALYSIS

*Games nowadays try to impress with brilliant graphics and amazing sound. Bubble Bobble is one of the simplest, yet most enjoyable, games of all time. The gameplay is the best to appear on a budget title besides Head Over Heels. Absolutely amazing stuff!*

ENJOYABILITY RATING **90%**

VALUE FOR MONEY **8/10**

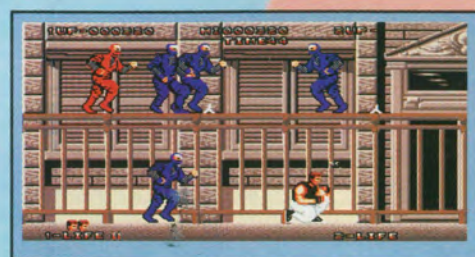
## DRAGON NINJA

THE HIT SQUAD £7.99

You have been called in to utilise your ninjitsu skills and rescue the President. The evil ninja clan have spread their army out over many levels of heavy arcade action. You have to rely only on your courage and your extensive combat skills available to you in order to survive.

On each level, you will be confronted by the many members of the evil ninja clan. They will all be trained in the ancient arts of the ninja and they will try to use them on you to devastating effect. Good luck!

ENJOYABILITY RATING **64%**



### ACTION ANALYSIS

*Dragon Ninja was quite a good arcade game when it first came out but, unfortunately, the conversion left a lot to be desired. The main problem has to be the slow, tedious gameplay. Not bad, but be sure to look around before you buy.*

VALUE FOR MONEY **6/10**

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MON 9299	<b>4CM2789 20" AUTOSCAN COLOUR</b> - 30-64KHz Res: up to 1280x1024, 30 to 64KHz (Horizontal Scan Frequencies) Fixed interface cable. 1 year on-site warranty.	£1617.01	£342	£1275.74	£1499.00

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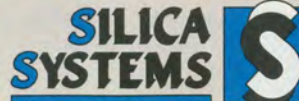
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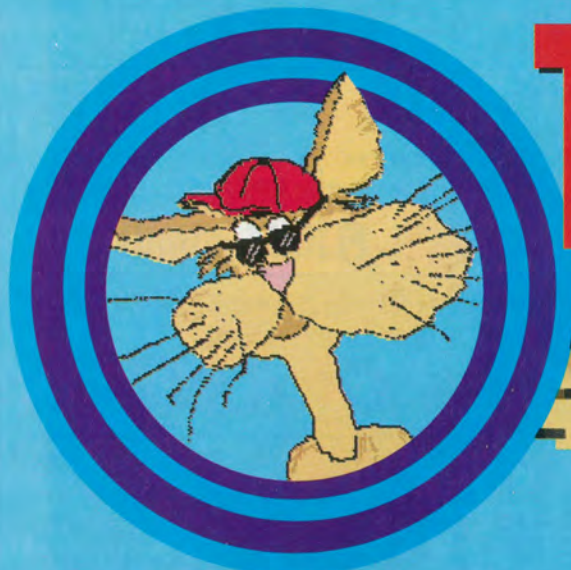
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# The Name's



*Greetings, my feline friends! Yet again we're taking a look at the some of the new releases for the Atari Lynx, and also taking a peek at the games currently available.*

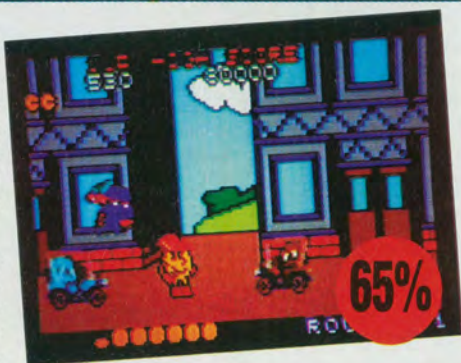
## ●●● PACLAND ●●●

First up is Pacland. No not Pacman, but you're not far off! The original yellow, dot gobbling hero is back in this arcade conversion. Sick and tired of chomping his way through boring mazes, Mr. Pac has decided to take in a little bit of scenery.

In this new action-packed adventure land, you must control Pac and help him find all the fresh and tasty fruit that is carelessly littered all over the landscape. However, the ghosties from the original Pacman are none too pleased at your transference to another game and have decided to thwart you, yet again.

Luckily, ghosts don't survive very long if large and heavy objects are hurled in their general direction so at least you can defend yourself!

So now it's up to you to help our little friend through the horrors of Pacland!



### CUFF'S COMMENT

*Although the graphics are colourful and the sound is quite impressive, Pacland has hardly any playability. This is a nice conversion but the programmers have forgotten to include gameplay of any kind.. Yawn, yawn!*



## ●●● STUN RUNNER ●●●

The original version of Stun Runner came in the form of a trendy looking deluxe arcade machine with a motor-bike attachment! Programmed by Atari Games in vector graphics, Stun Runner was an excellent race sim that saw you speeding down vast and complex networks of winding tunnels.

Unfortunately, when ported across to the home computer, Stun Runner lost all of its appeal and excitement. This proved to be more than just a small let down! Now, Atari have released Stun Runner on the Lynx and it is so much better than the original home computer conversion.

The programmers have done a fine job converting this arcade classic and have succeeded in creating a great game. Included in the gameplay is digitised speech, excellent sound and smooth and fast scrolling making Stun Runner a class Lynx product.



### CUFF'S COMMENT

*Atari have successfully created a super arcade conversion that knocks spots off the home computer versions. The graphics and sound are excellent, especially the digitised speech, and the whole game is clear and well defined. However, the controls are sometimes a little tricky to get to grips with. Overall — great!*



## ●●● VIKING CHILD ●●●

Lots of you dedicated gamers will recognise Viking Child as an Electronic Zoo game. It was released way back in early 1990 on their Wired label, and now it's been ported over to the Lynx, I bet you're pleased about that!

The original Viking Child was an excellent action-packed platform game

that required you to collect loads of booty in order to rescue your beloved princess from a strange and enchanted land. We are pleased to say that the Lynx version has lost none of the original fervour.

The gameplay can be a little slow at times but this in no way impairs the enjoyment factor. The graphics are of a high and colourful quality while the sound helps to compliment all of the bouncy action, .

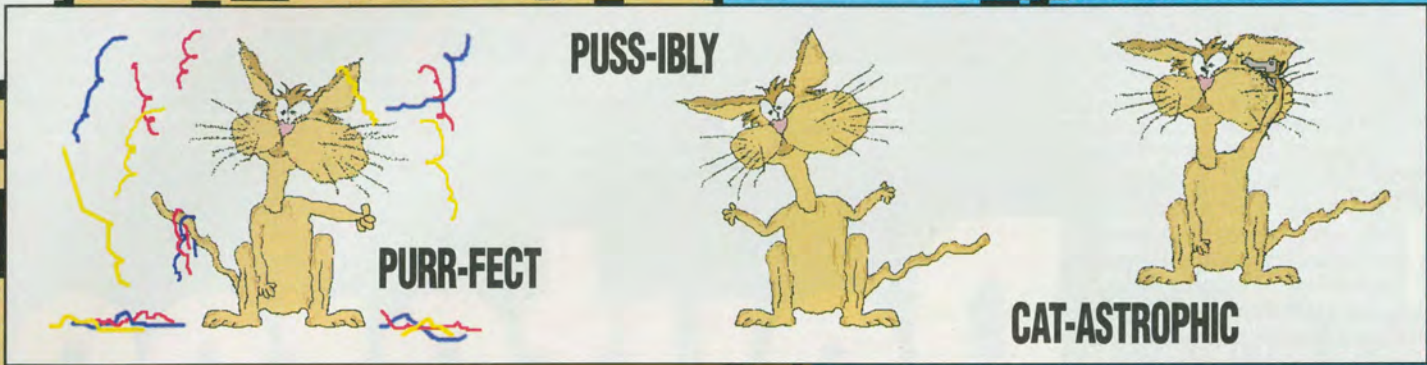
### CUFF'S COMMENT

*Lovers of the ST Viking Child are going to adore this conversion. This is an excellent platform game and all the bouncy action has been captured almost perfectly. With great graphics, good sound and loads of playability, Viking Child has everything going for it. Platform game maniacs will love this new Lynx cartridge.*





# Lynx...Cuff Lynx!



## ●●ELECTROCOP●●

A master criminal has demanded that all world control is to be handed over to him immediately, or the President's kidnapped daughter dies without any hesitation. The President has asked you, Electrocop, to help in this extremely demanding situation. What an honour!

You must penetrate the criminals stronghold and use the computer terminals within to your advantage while trying to avoid all the evil droids. These terminals will sometimes open doors for you and give you information as to the whereabouts of the criminal mastermind.

Programmed with superlative 3D graphics, Electrocop is an excellent action strategy romp through reinforced tech levels, and requires you to use your brain rather than your shooting abilities.



### CUFF'S COMMENT

The graphics are totally amazing, the sound is quite atmospheric, and the controls are relatively easy to use. What could be better? The gameplay is a cross between an adventure and a blast 'em-up and coupled with fast scrolling, Electrocop is a top game. Mum, can I have this for Christmas???



## ●●GAUNTLET- THE THIRD ENCOUNTER●●

Originally this was a totally awesome arcade game that first appeared eons ago, and now different adaptations of this classic are appearing all over the place, including the Lynx.

Holding the Lynx on its side, you must battle through an enchanted land in search of the Star Gem, a precious jewel that is giving evil forces increasing power. It is now up to you to retrieve the jewel before evil has the power to destroy all of mankind!

You have the opportunity to play one of eight characters, all with varying statistics. On every level you have to find keys, gold, food and potions in order to survive and open doors, and your ultimate aim is to find the Star Gem and the exit to each level.

### CUFF'S COMMENT

As an arcade conversion, Gauntlet is well dodgy, but forget the original. This has lots of gameplay and is a fun adventure style blast against hundreds of little nasties out for your blood.



## ●●WARBIRDS●●

Warbirds is a totally original World War One flight simulation, the first of its kind to appear on the Lynx. It's a 'tally-ho chappies, lets knock the Huns to kingdom come' sort of romp and sees you swooping through the skies in your magnificent Sopwith Camel.

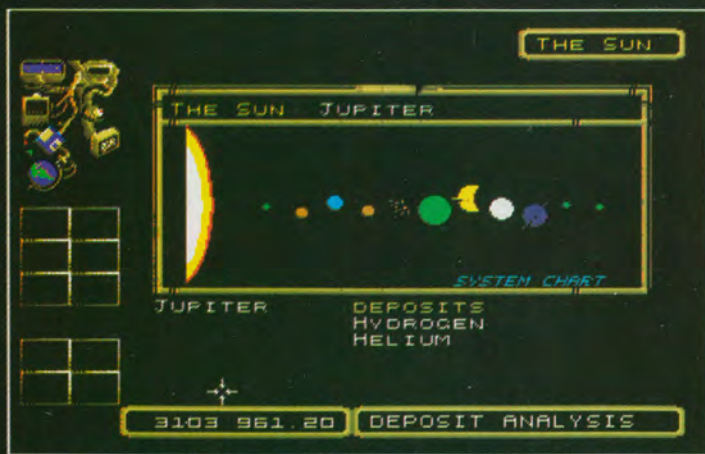
You have the chance to choose one of six missions each with varying difficulty. You can battle against the infamous Red Baron or be launched in at the deep end against the whole jerry army. Spiffingly unfair, what?

When in the air you have to manually look around your aircraft to see if Fritz is on your tail, then with the enemy in sight, let it rip! You must remember to take into account your speed and the wind direction or your bullets might just miss their target.

### CUFF'S COMMENT

This is the best game to surface on the Lynx so far, lovers of both flight sims and shoot 'em-ups are going to love this. The polygon graphics give perspective and depth leaving the game so realistic it's hardly feasible. Superb!!!





Using the satellite chart, choose which planet you wish to mine and then set your onboard computer to take you there.



In order to build things you've got to have enough materials. This is where your mining rigs come in.

In 2200 AD, the greatest disaster imaginable happened to our beloved planet Earth.

While nothing could be done to avert the disaster, the human race waited in terror as a gigantic asteroid descended through the atmosphere, ultimately landing in the Pacific Ocean. The human race ceased to exist...

The devastation and obliteration of life on Earth was witnessed by onlookers from the stars, a small colony of researchers living on Earth's moon. The realisation of their destiny was all too apparent. They had to recolonise the Earth at all costs or else the entire human race would become all but a legend.

### BRAVE NEW WORLD

Using the technology of the day, the moonbase commander drew up plans to visit the furthest reaches of the solar system collecting minerals and elements in order to rebuild the Earth.

Because of the severity in atmospheric change on some planets, human mutations were specifically designed to be able to live and work on the unstable planets. Everything went according to plan. After years of struggle, the new Earth was ready to be colonised. The evacuation of the human space-race back

# Deuterios

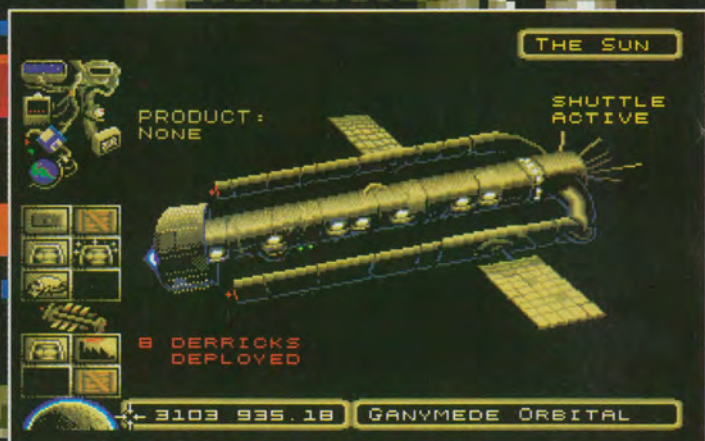
A C T I V I S I O N

to Earth was phenomenal and everyone's thoughts were turned to the task of rebuilding their world. The Moon Base was abandoned and the outer colonies of mutations finally became nothing but a distant dream...

As the centuries passed, the mutations grew in both size and intellect leading to the formation of two super powers in the furthest reaches of the solar system.

Battling frantically for supremacy, the mutants never ventured into other galaxies and therefore did not ever bother the new, struggling Earth population.

The centuries continued to pass and storytellers of New Earth's beginnings were deemed mental cases. Nobody cared, or believed, in fantastic stories of mass exodus from the stars back to



A lot of the equipment you need can only be designed in space and these orbital factories are your links with advancement and the planets' mineral reserves.

Earth, apart from one man.

Dr. Trout, head of research at the New World university, believed very strongly in the moonbase and the struggle of their ancestors and was determined to explore all pos-

sibilities. Eventually, after hard work and the completion of the new Earth city, a new goal was needed. This goal was to explore the stars and find the remnants and evidence of their ancestors.



When you have built your space stations you will be able to see how many you've got in the solar system and what's going on where.



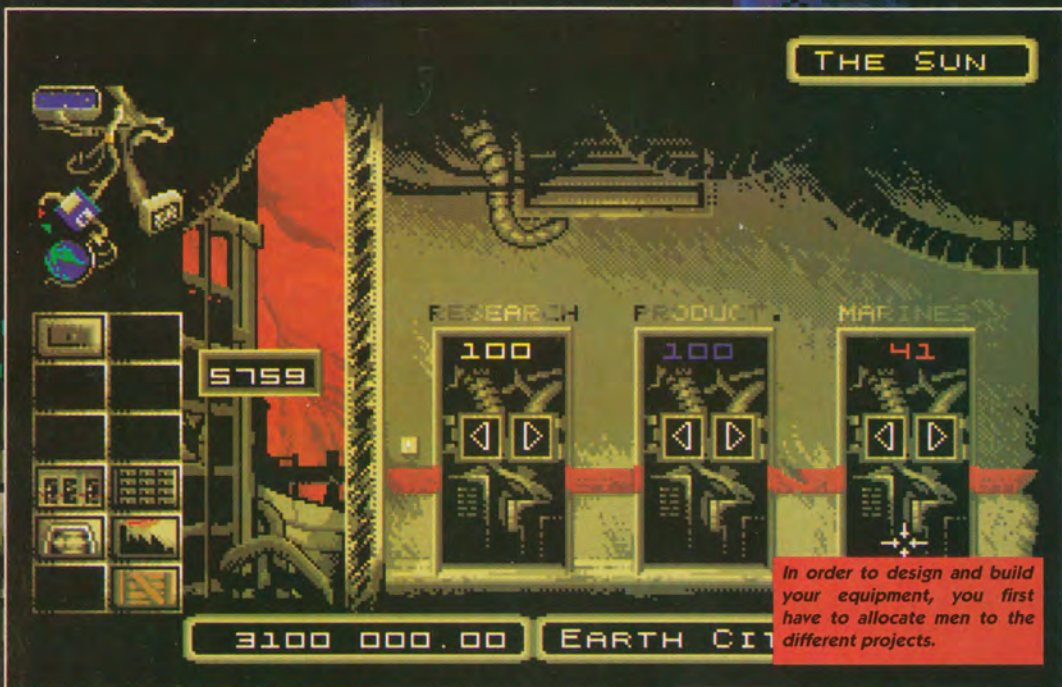
Using your inter-planetary space hulk, make travelling through the stars a pleasant experience. What could be prettier?



Travelling to and from planets is light work using your onboard computer. Set your destination and off you go.



This is your production laboratory. Once you have designed your equipment, you can then start manufacturing the necessary items using your production staff. Remember, you can only produce items if there is enough elements in stock!



## OPERATION DEUTEROS

Earth date: 3100 AD. It is your mission to design and build equipment needed to visit and colonise other planets, and then mine the minerals in order to build yet more equipment that will take you further into the solar system.

The more minerals you mine, the more advanced technology becomes available to you.

You start off designing shuttle craft to make a framework for a space station to be launched into Earth's orbit, then progress onto the design of inter-planetary space craft that will let you embark on a visit to the outer planets.

With technology at your fingers, you push forever onwards throughout the galaxy, searching for some indication of your forefathers' existence.

As you grow more sophis-

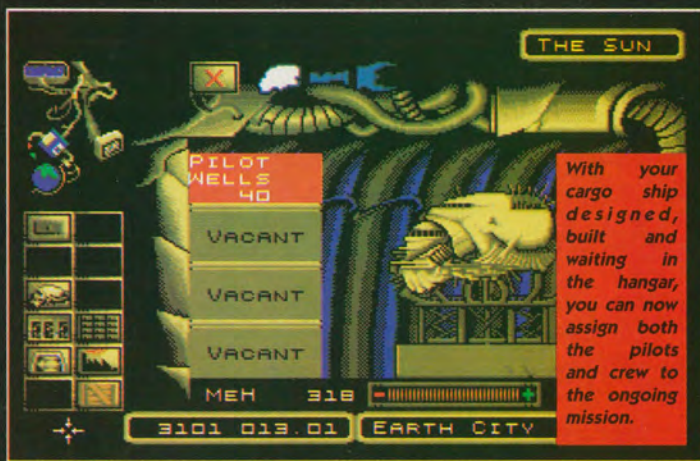
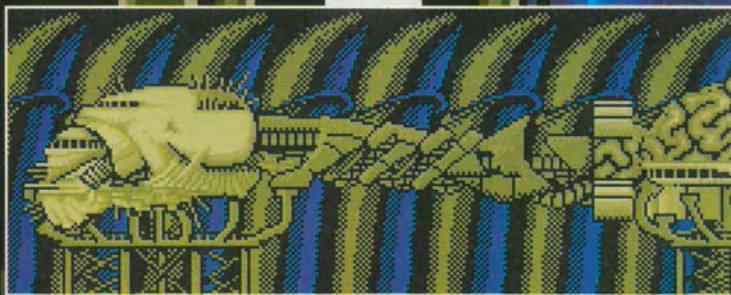
icated with your reserves and fleet getting ever bigger, you can progress to the absolute limits of our solar system, but this is where you will encounter other alien beings.

The evidence you have been looking for finally rears its ugly head. After searching through the cosmos for so long, you begin to think that your mission has come to a grisly end...

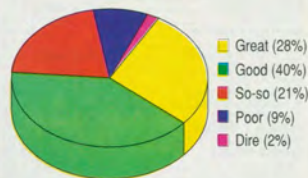
You never bargained on meeting the mutations from the colonies!

Allie

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



## PUNTER-POWER™



GAME: DEUTEROS  
PRICE: £24.95

Deuteros is a fine follow-on to Millennium 2.2 and fans of the strategy exploration/adventure game are going to love this. A lot of time is required in designing and building equipment and gamers must be prepared to spend the hours exploring all possibilities of the game. Deuteros is definitely not for the lovers of fast action thrills! The graphics and animation are excellent and the gameplay is incredibly complex, however, the ending is slightly disappointing, the office staff expected a little more! Nevertheless, this is well designed product and definitely the next Millennium.

GAMEPLAY:

SOUND:

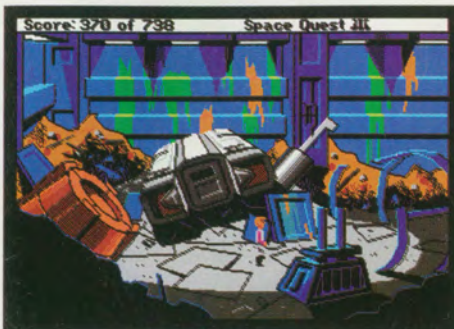
GRAPHICS:

**RATING=86%**



# Wengeli the Wizard

The past month here at Y Ty Cnau has been very unpleasant, as the Winter approaches the weather gets colder. All the fair weather adventurers pack up and leave their dungeons till spring. This leaves only the true to huddle up in front of the fire with their STs. It feels good to be wrapped up nice and warm.



Rosella's perils in King's Quest IV are nothing compared to those of frustrated Sierra gamers.



Is this to be 'Over and Out'? Have we run out of Space Quests or will another star appear?

Reading my fifteenth question about Leisure Suit Larry II this month, I was prompted to think about the lack of recent game releases from Sierra On-Line. There is seldom a day gone by without a letter about a Sierra adventure. In the past 18 months, there have been few new Sierra games for the Atari ST. With the obvious popularity of their previous games, it made me wonder why.

Prompted by this I took immediate action, I got the apprentice to ring up Sierra! He was able to talk to Lydia Phillips who is their Marketing Executive (which really made his day!). The result of their conversation was to find out the following:

1. There are no new Sierra games due out for the ST this year or early next



Poor old Larry Laffer, adrift without a new Leisure Suit Larry game on the Atari ST.

year. Perhaps later, dependent upon Amiga games sales, one or maybe more conversions for the ST may be released.

2. The Sierra ST games market in Europe is virtually non-existent, and the Sierra ST games market in the UK is falling.

3. The decisions on games and machines are made in the USA.

To get new games, we must convince Sierra UK that we will buy

them.  
Only then

can Sierra UK persuade Sierra in the United States to produce these games.

As the PC market is becoming more dominant, we will increasingly have to rely on conversions. The limitation of these conversions for the ST (and Amiga) is that the excellent PC graphics and speed cannot be reproduced, but if the gameplay is good then people will do without the fancy graphics.

Recently, Lucasfilms have taken over from Sierra in producing the best adventure games. If they can produce quality adventure games for the ST, why can Sierra not?

Perhaps the reason for





Sierra selling less and less of their old games is that everyone who already owns an ST has already bought their games. From the letters I receive, it certainly seems that way!

If you like Sierra games, and I think most adventure gamers do, then try writing to them to ask for new adventure games for the ST. Lydia will be quite happy to receive your letters. Perhaps if there is enough demand then we might get some new games?

Should you write to them, try and explain what you like about Sierra games. For instance if you prefer the graphics or the gameplay, then the address to write to is:

**Lydia Phillips**  
**SIERRA ON-LINE, LTD**  
**Unit 2**  
**Technology Centre**  
**Station Road**  
**Theale**  
**Reading**  
**Berks, RG7 4AA.**

P.S. Don't forget to mention ST ACTION – it goes without saying everyone has heard of Wengeli.

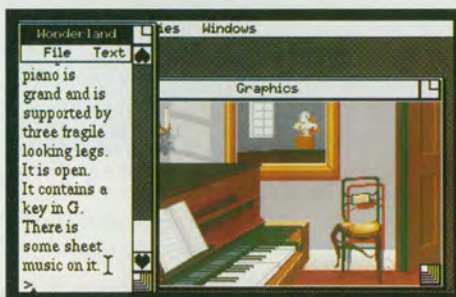
## WENGELI'S LETTERS

### WEAVE YOUR WAY

I unfortunately have come to a point where I am prepared to take drastic measures, so I am typing to you. In the game Loom how do you get past the Hurricane? In Dungeon Master on one wall there is a fountain which will let you make one wish, how do you make this wish? In Wonderland how do you get the key in 'G'?

**Kayla Griffin, Canada**

*I am most hurt that you should describe writing to me as 'drastic measures'. I really get few pleasures in life, one of these being to answer the questions of my followers. Just to convince you that you made a wise choice by writing, I have provided the answers you require.*



*I don't know what that chair is up to, but then when in Wonderland nothing is as it seems. I always thought that musical chairs was a game...*

*The Hurricane in Loom should prove its own undoing. When you meet the hurricane, click on it to learn the twister spell. Then having once learnt this spell you can then spell it in reverse to 'dispell' the hurricane.*

*Having got past that point in Loom, you will now be able to load up your saved game in Dungeon Master. At the fountain you will find that your wish doesn't come free. Like wishing wells, you must make your wish with a coin thrown into the fountain. You'll now find that a whole new way opens up before you.*

*The trick to finding the key in 'G' is to realise that it is yet another musical key. So where else could it be but inside the piano, in the music room? Obviously the other musical keys must have already escaped! Before entering the music room you will need to find the potion labelled DRINK ME on the table.*

*In the music room, you will find that you need a chair to reach the piano. Fortunately, they are musical chairs and you can get them to dance around the room by putting some music on the piano. Let's hope that its not Heavy Metal music, because you must be able to catch one of the chairs as it passes the piano. Hopefully, if you stand on the chair and get the music the chair will allow you to open the piano. You are now too big to climb into the piano, but drink the potion that you brought from the table you will shrink. Climb into the piano and you will find the key in 'G'.*

### THAT SHRINKING FEELING

I am writing for your advice regarding the game 'Wonderland'. I have managed to retrieve the key of 'G' from the piano. I drank the potion from the bottle... (Yes, thank you; we have already heard this! – Wengeli).

I then left the music room and went to the long hall with doors leading off in all directions. After trying all the doors, the 'G' key will only unlock the tiny door behind the curtain. This is where I require your advice.

I am now too large to fit through the tiny door, and have used up the shrinking potion to get the key. I am unable to find any more. How can I get through the tiny door? Please help me as I do not own a 1 Meg machine, so I cannot get any tips from the program.

**Darren Forster, Bristol**

*Well, here is a man who is far too big for his boots. If we have to tell you what to do, it will surely cut you down to size!*

*In the walled garden you will find a mushroom. This is no ordinary mushroom as it has magic powers to allow you to shrink or grow. As the two pieces of mushroom, when cut, will look the same you must make sure you keep them in different places to know them apart. If you found a knife in your travels then I hope that you saved it, you will need it to be nice and sharp to cut such a tough mushroom.*

### SEEING THROUGH DEJA VU

I bought the game Deja Vu a little while ago and thought I was getting on quite well. However, I have now got a problem that I hope you can help me with. I have managed to get cab rides and shoot people in offices. I have also opened the safe in the room past the office with the dead body in it, and have got stuck here. I killed someone on the other side of the office door but cannot get through it now. Please help me.

**Richard North, Surrey**

*I really must say I am glad that I am not a friend of yours. I get quite nervous when people go around shooting shadows through doors. However in this instance I must admit that you probably did the right thing.*

*When you arrived at this building you should have been in the office of Dr Brody. The key to his room will also open the door of Dr Harding, where you now are. Should you be totally lost and disorganised you should search at 520 S. Kedzie. Here you will find the key that you are after.*

### BLESSED WITH MISFORTUNE

I am stuck on level 3 of Mangar's Tower in Bard's Tale I. This is at position; 4 North, 10 East, 2 Up. If you buy a teleport you can go directly there. I have got all seven words, i.e. BLESSED WITH PASSION AND BE FOREVER DAMNED. I have got the master key and the silver triangle and circle. When the magic mouth asked me the words I typed in BLESSED WITH P.

When I put the P in I couldn't put any more letters on the screen. Whatever I do it doesn't seem to work!. I have had Bard's Tale for over two years now and I still haven't finished it, please could you help me.

**Ste Bell, Northumberland**

It is good to hear from someone who has kept trying to finish a game. My apprentice is one of those people who gives up easily. The adventures he tries usually only keep him happy for a few days, after that he gives up. So, because of your persistence I will help you.

Unfortunately you have got the WRONG words to tell the Magic Mouth, I am pretty sure that will not have helped you! The words you should have said are LIE WITH PASSION AND BE FOREVER DAMNED. When entering these words you must type them one at a time, with RETURN after each word. Having entered these words correctly some stairs will appear at position; 9 North, 3 East. This you can reach by using your teleport.

## TAKEN TO THE CLEANERS

Looking back to issue 39 I came across the hint for Deja Vu II. I've followed it completely and now have a letter (from the baggage) to a man at the Laundry Company. I went back to the 'Lucky Dice Hotel' and jumped into the laundry hamper on the third floor. I got taken to the room filled with washing machines and a staircase. Two thugs took me to their boss, then left me tied up (how insulting). Later they returned saying their boss didn't know me, then they shot me. Help!

**Max Booth, Caterham**

Don't just hang about, when the thugs go to see their boss you must act quickly. You should use the crate to cut the rope on your hands, then dash upstairs to the front door. When you open the front door you should resist the temptation to make a dash for it. Only an apprentice would run away like a scared lamb. Unless you get a chance to examine the laundry you'll find yourself 'all washed up'!

You should go back down the stairs and hide inside the laundry basket again. These thugs are pretty stupid really (perhaps they're APPRENTICE thugs!) and that is the last place they are going to look. If you listen out you will hear them return - when they find you have gone and the front wide open they assume you have escaped. Now you have plenty of time to search for more evidence.

## POETIC JUSTICE

Please please, O Wise Wengeli, I am at my wits end, the HitchHikers Guide to the Galaxy is driving me mad. I have got a Babel fish securely planted in my ear, but I can't work out how to get the automatic vector plotter out of the glass case. I tried typing GOBBLBLOTCHITS but it doesn't work. I beg of you, let me out of my misery.

**Gareth Thackeray, Dorset**

When I got your letter I immediately washed it in disinfectant. I have heard of Gobbblotchits and I really do not want to risk catching it!

Having acquired the Babel fish you must press the switch on the case this will tell you the codeword needed to open the case.

You will fairly soon be captured by Vogon guards and taken to be tortured by their Captain, who reads you Vagon poetry. You MUST enjoy the first verse and unfortunately the Vagon Captain will read you the second verse. I think it was after hearing this that my apprentice took up writing poetry in an



*I've heard about laundering money, but I wish it wasn't in my pocket... Try and get away from the thugs in Deja Vu II.*

attempt to impress the local young ladies. Although I have heard that his readings are stunning I think this refers to them having the same effect as a severe blow to the head.

But to continue; having survived both verses of the Vagon poetry the captain will order that you are disposed of via the airlock. At the airlock Ford Prefect will try and persuade the guards not to throw you out into the vast expanse of space. He will fail, but should give you enough time to use the word you learnt, typed in quotes, to open the glass case and retrieve the vector plotter.

You will then both be thrown into the cold depths of space. Don't forget that, in space no one can hear you SCREAM!

## AN EXPLOSIVE END

I am currently on a flight to Steelton in Police Quest II, and after having shot both hijackers I have searched them and found wirecutters and an ID Card.

I have found the bomb and am able to cut three of the wires, but when I cut the fourth, KABOOM! It seems to be the white wire I am having difficulty with.

Please could you tell me the correct order in which to cut the wires so that I can save these poor innocent passengers!

**Ian Parsons, Staffs**

It is rather unfortunate for you that the Troll is no longer about. He abused so many people that he became a real expert at defusing letter bombs sent to his dungeon.



*Perhaps Sonny Bonds has decided that it is safer to stay here in Lytton than trying to fly to Steelton. At least in this part of Police Quest II he has less chance of being blown up.*

There is a special extra task you must do to stop the bomb from blowing up.

The sequence of cutting the wires the captain will order that you goes as follows. Firstly disconnect the yellow, blue and purple wires, in that order. Secondly you must RECONNECT the yellow wire. Then finally disconnect the white wire and then the yellow wire. You will have now made the bomb safe. Next time you go to Steelton you should 'let the train take the strain' - it must be safer!

## A CLOSE SAVE (OR WAX)

After evading the fantasies of big bad Mama, surviving the perils of sea and sun, I am completely without hope on the island in Leisure Suit Larry II. I have eaten the flower, set fire to the bikini bottom, done 101 things with an umbrella (or tried to) and finally Larry is on his last legs. How do I get past the KGB agents? Please help O wondrous oracle or my head is going though my monitor!

**D Walters, Aldershot**

I would say that you may have burnt your bridges here as well as your bikini bottom. You will certainly give



**This is the sort of game that Wengeli likes best, he like most learned men spends many a day in the British Museum. So should you if you are going to complete the Hound of Shadow!**

the KGB agents something to think about if you try to get past them now! Why I hear you ask?, well to get past the the KGB agents you must first put on both bikini top and bottom. You could use some money to add some extra padding, I will leave it up to you to work out where! Then to finish of your beach belle disguise, go to the barber shop and have a body wax to remove all those unsightly hairs (Ouch!). The KGB agents will now let you pass.

The thought of you trying this with only part of the bikini caused both the apprentice and I hysterics. Even if the KGB agents are used to seeing women as butch as russian shot putters I don't think that you will fool them. Your only chance would be if they were too weak with laughter to stop you getting past.



### WRITE AT HOME

Please help me with Hound of Shadow I am having trouble getting into the Library after my pass has run out. I have bluffed my way in once. I think I now have to send for a pass but cannot figure out how. I also cannot find the writing material which the game says is in the Flat, but isn't.

**Wayne Cooper, Wakefield**

All applications for a lifetime pass to the British Museum Library must be sent to the Museum Director in writing. Obviously to write to the Director you need something to write with.

I can only assume that your flat is as untidy as my stupid apprentice's rooms are, if you cannot find your writing materials.

You should go to the lounge in your flat, this you will find by going south at the top of the stairs. When in the lounge if you decide to WRITE TO THE DIRECTOR, the game will find the writing materials and produce your letter for you! (I wish my apprentice was as

good as that!). This saves you from having to search for things too hard.

Of course all good wizards have spells of object finding, so they never lose anything. As usual my apprentice is the exception, he has lost his spell book which he kept in his writing case!

### HELPED BY A 'MISS'-FIT

I recently bought Sierra's Leisure Suit Larry III. At the moment I cannot figure out how to join the 'Fat City' Health Club, get into Larry's house (if possible) and how to get hold of the land deeds.

**Stephen Williams, Surrey**

Larry will want to get a divorce, for that you must visit the solicitors. This will cost 500 dollars. When you receive the divorce papers from Roger at Dewey, Cheatem and Howe you will also get Suzi's Fat City membership card.

To get into the Fat City Health club you must use this card of Suzi's.

You cannot get access to Larry's house, not that he would want you to. This house holds bad memories, not to mention his ex-wife! In order to get the land deeds you must return to the offices of Dewey, Cheatem & Howe. Walk up to the desk and talk to Roger, ASK ABOUT LAND.

You can only communicate with Roger while he is NOT engaged on the telephone at the desk, so you may have to repeat your question. You will now automatically go in to see Suzi Cheatem. Here you should sit on the black couch and ask her about the land. You now learn that you're entitled to a massive chunk of land.

Now, You should leave and then allow the triangular

doors to close behind you, then re-enter, and bearing in mind the previous comments, walk up to Roger and ASK ABOUT LAND. You'll now be given the land deeds.

Thanks to D. Douner for the Damocles hint. He says DOUBLE YOUR MONEY AT 01-33 BACCHUS (UNCLES CASINO, YOU CAN'T LOSE). When I returned, I played poker with Dai the sheep who won it all off me!

When you go here, you will have to wrap up very warm indeed as it is very cold outside. Each month, we'll try and fit in any letters that include hints and tips for adventures.

**Wengeli the Welsh Wizard,  
Y TY CNAU,  
C/O 27 Holmoaks,  
Rainham,  
Gillingham,  
KENT  
ME8 7DE**





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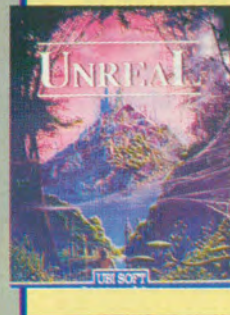
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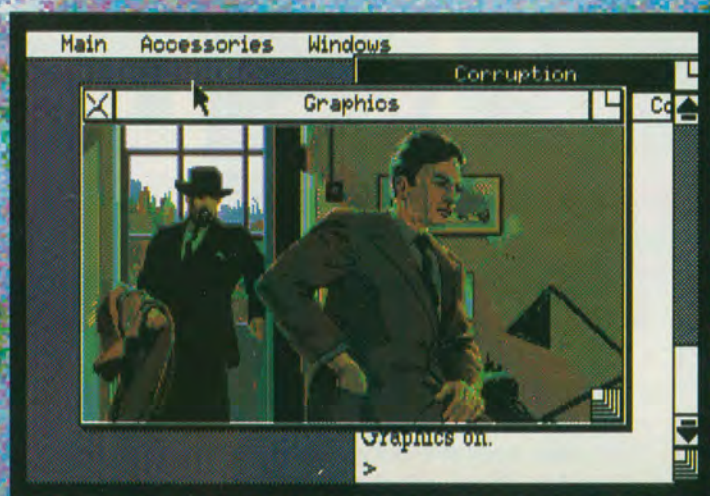
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What is an adventure game? This is a question that many people ask when presented with the latest menu-driven masterpiece. An adventure game is similar to a novel, except you are the main character and you play the central role as the narrative unfolds. The computer will give you part of the story, however it's up to you to decide what you do next...

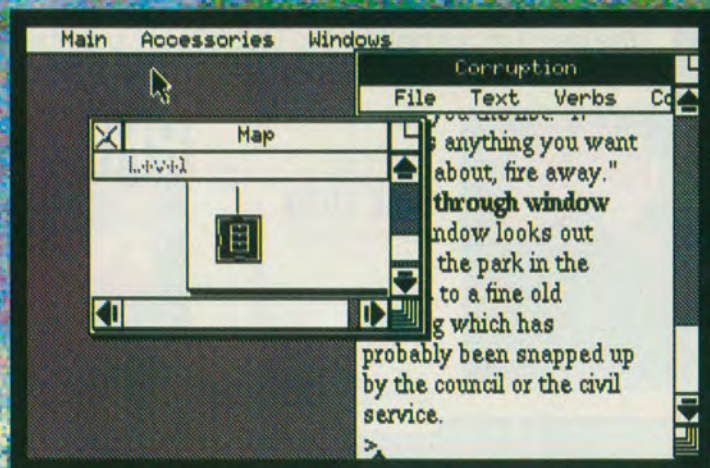
# Magnetic Scrolls



You 'talk' to the computer-generated characters by typing in words and sentences on the keyboard. If necessary, the computer will give you a prescribed reply by means of a text box (a simple square containing the

answer). Some systems (like the Magnetic Scrolls games) allow you to input on the screen by way of simple pull-down menus. All the menus are controlled via the mouse.

Magnetic Scrolls are known for their amazing ability



to produce top-quality adventure games. They are responsible for such all-time classics as The Pawn, Nighthawk, Guild Of Thieves, Fish and Corruption. The Magnetic Scrolls Collection contains these last three titles.

The games will run on any ST but a 1 meg machine is strongly recommended by the programmers. All of the three games are re-releases but they have now been updated with an excellent pull-down menu system as used before in Wonderland.

## FISH

You are an undercover agent. A man of skill, dexterity, luck and an exceptional love of fast women. Your nerves of steel have been put to the test many times, each with the same result - total victory. You are the ultimate secret agent.

After your recent encounter with The Seven Deadly Fins ends in success, your boss sends you down at HQ congratulates you and gives you the chance to take some leave. Now, that's more like it! Even an internationally famous agent needs time for some R 'n' R. You're thoughts switch to the welcome task ahead.

Where should you go for some rest and relaxation? The beach? No, too many kids! Abroad? No, too many foreigners! Where are you



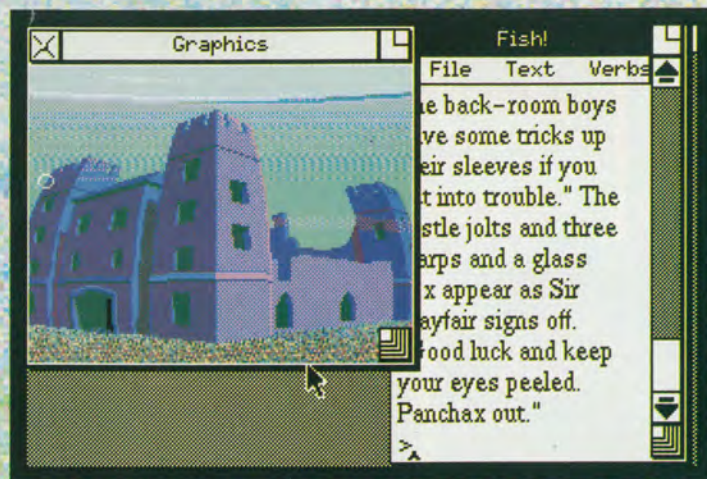
offered the absolute peace and tranquility that you seek?

Your mind has been made up. You enter the inter-planetary warp machine and await your transformation.

After a flash and a bang, you re-appear as a small, gold scaly object. Yes, you are now a goldfish. Aaah, the wonders of modern science! You take up your new home for a month in the bottom of a secluded fish-bowl and start exploring your surroundings.

You barely have time to blow some bubbles when you hear a splash and notice something in the water above you. Ah ha, food you think. You swim up to the obstruction and see a castle complete with moat in your path. Uh oh, trouble is near. The Seven Deadly Fins must have





# Collection

V I R G I N



escaped, and your mission briefing is to be held inside the castle.

You have no time to waste, your new mission has begun. You must stop the Seven Deadly Fins and restore peace to the world.

## CORRUPTION

You are a big city whizz-kid. Your part in a successfully completed deal has caught the attention of the boss who in turn offers you a partnership in the company. What could you say except yes? This is the thing you have been working on all your life.

Of course, the partnership does have its bonuses. The BMW, the new office, the secretary and the salary rise were all eagerly accepted. You park your new motor in your reserved parking space and enter the building.

Your chairman, David Rogers, greets you with a warm smile and a friendly "Good morning." He offers to lead you up to your brand new office and gives you the low-down on some of the latest ongoing deals.

You arrive at the entrance to your office and notice a sad, ugly bird sitting at a desk. Your curiosity as to her identity is instantly dispersed when David says,

"This is Margaret Stubbs, she will be your new secretary."

After a courteous "hello," you choke back the vomit and continue into your office.

"My office is on the floor below," says David, "If you need anything at all, just pop in and ask."

You call out a simple "Thank you" as he leaves the office and settles down into your comfy chair. You begin to examine the ledgers but something isn't right!

The figures just don't add up, something is wrong, and it's up to you to investigate and find out just what it is.

## GUILD OF THIEVES

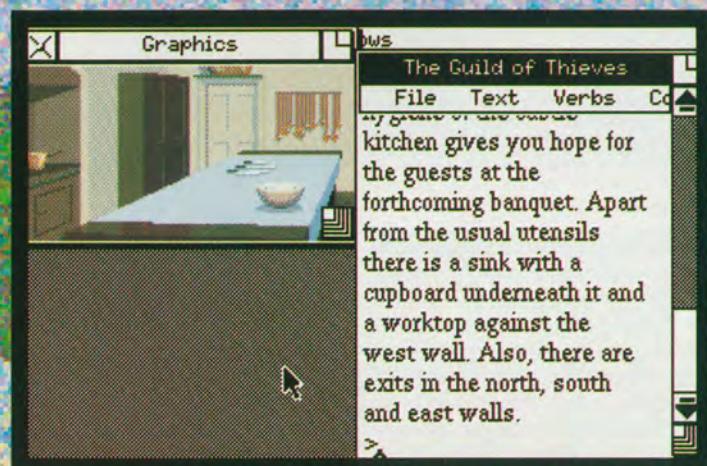
You have always been described as sneaky. Ever since you were a child you have been branded a thief. So, when you were presented with the opportunity to join the prestigious Guild Of Thieves, you didn't need to be asked twice! You were the first person to apply and this was the deciding factor in their decision to put you forward to take the challenging initiation test.

You head out in the early morning winds and meet your companions at the lake.

You are given a brief description of what is expected of you and what you must bring back. You make your way to a castle situated on a hill and steal anything possible.

Your mentors have already evaluated the expected total of your haul, so you can't take it easy. Once inside, you must use your stealth to explore it and take anything that isn't nailed to the floor! You must overcome this and sweet-talk the owners into opening the safe. You have been warned, you're being watched!

VALUE FOR MONEY  
8/10



This is where the fun starts! Up these stairs you'll find balloons to carry you up to oodles of bonuses!

MUSIC

MUSIC

MUSIC

Inside this music store is where you'll find your treasured guitar.

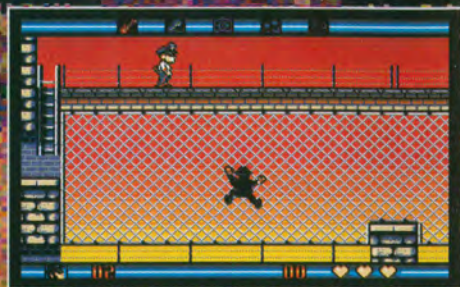
BLUES BROTHERS BROTHERS BROTHERS



At the beginning of each level you will be able to see how much of the city you've devastated!



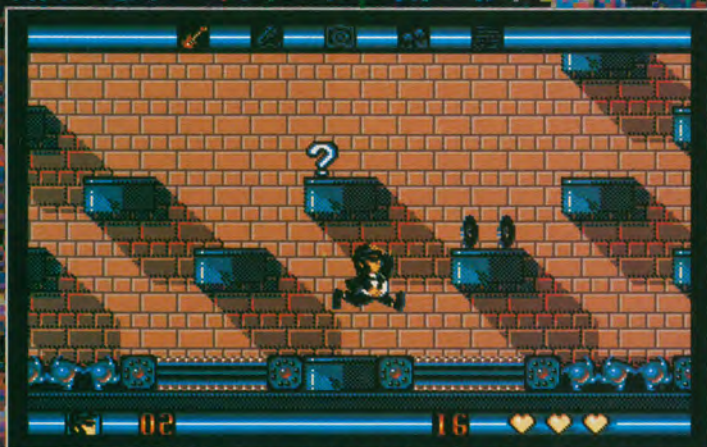
Hang on to your hat and run for your life. That kid has got a serious aim with his catapult.



Jailbreak! Cling on tight to that fence if you want to stay alive, or you might become Alcatraz stew!



# Blues



Careful jumping tactics is the key here! One miscalculated jump will send you flying down the conveyor belt and on to those nasty spikes.

They came, they played, they conquered! On a mission from God, the loveable duo Jake and Elwood brought rock 'n' roll and mayhem back into all our lives, and with rhythm 'n' blues in their hearts their mission was to

perform the concert that would beat all others. Unfortunately, with the police on their tail things were going to be a little tricky, but The Brothers were going to let nothing stand in their way...

The Blues Brothers film, starring Dan Ackroyd and the

late John Belushi, is an all-time classic and it is high time that the Blues Brothers made their way off the silver screen and onto a monitor. Now, finally, a software company have found the guts to tackle the cult film and convert it into pixels and codes.

## BLUE MOVIE

The Blues Brothers are back by popular demand! The Brothers have decided to conquer the stage one more time, but before they can get in to the limelight yet again they have first got to reclaim their stolen instruments. Unfortunately, it isn't going to be as simple as all that when your old enemies and the police are breathing constantly down your neck.

You have to guide the duo through five levels of city mayhem, including a shopping

mall, a chemical factory and a prison in order to find all your gear. Only when you have recovered all five of the important pieces of your equipment, can you hit the stage in the final showdown.

These pieces of equipment have been carelessly hidden in all five sections of the city and it is up to you to retrieve the guitar, microphone, contract and so on, while avoiding the police and your hot-tempered enemies. Not as easy as it sounds!

Along the way, you can find encouragement and soul comforting help in the form of shiny round pieces of black vinyl that will ultimately lead to an extra life when one hundred have been collected. Some of these bonus records can be found in shops so remember to check the ones you pass, however, a few of the shops have angry





Look at those lovely-jubby records. Remember one hundred equals an extra life!

Arm yourself with that box and get ready to throw it at the old granny in the trolley.



This is definitely the wrong kind of hot air ballooning! Terra firma here I come.



You spin me right round baby, right round, like a record baby...

# Brothers

T I T U S

personages inside, so be careful! Also, in various parts of the game you will find question marks hanging about. Only a few of them are helpful bonuses, the others take records away from you and some even cause you to have a little boogie! Unfortunately, there's no way of telling which is which.



## BROTHERS IN ARMS

Because the Blues Brothers, deep down in their hearts, are not violent chappies they do not carry any threatening weapons. Therefore, they must make use of their surroundings if they are to succeed in their holiest of missions. Littered about the city are empty crates, and with heavenly strength these

boxes can be hurled at any enemy without doing too much damage to both the duo or the opponents!

Because you have an understanding with the Almighty (not the rock group!) you can do certain things that would normally bring defeat to a normal man, like glide through the air with an umbrella and then stand on the clouds! No, I haven't been smoking something dodgy - I'm not seeing things!

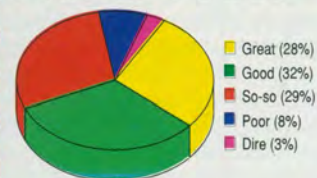
However, God is not always on your side. While happily rampaging through the city, pay attention to the hazards that will inevitably come your way, such as egg-dropping birds, acid pools, conveyor belts and all the evil characters that don't happen to share your heavenly belief in 'no violence'!

## SINGALONGBLUES

The original soundtrack heard in the film has been included in the game so all of you can sing along to 'Everybody Needs Somebody' or hum 'Peter Gunn' while romping through this fun game. Included in the gameplay is the ability to control either Jake or Elwood, or have a two player blast with the characters simultaneously on screen. This can be a little bit confusing if one player zooms ahead leaving the other player a couple of screens back! Allie



## PUNTER-POWER™



GAME: BLUES BROTHERS  
PRICE: £25.99

The Blues Brothers is a fun platform game with fast moving sprites and multi-directional scrolling. Unfortunately the scrolling is screen-by-screen, leaving the game very jerky and hard on the eyes. The graphics are well defined and colourful, making good use of the ST's artistic abilities, and the sprites for Jake and Elwood are uncannily similar to the film stars! The music is from the film soundtrack and is of a high quality, but it gets a little repetitive after hours of play. All in all, the game is fast and fun, with easy to control sprites and fast action gameplay. The only thing that lets it down is the abysmal two player mode where the screen scrolling follows player one, so if player two is not fast enough he will be left screens behind, unable to see what he is doing. However, this is the best Titus game to date.

GAMEPLAY:            
SOUND:            
GRAPHICS:

RATING=85%



By putting loads of scientists onto various projects you can come up with new inventions like this one.

Ever since the mammoth success of Sim City, software houses have dreamed of producing a game with the same mass appeal and playability. The chance to create your own totally new city from scratch, with the lives of all those little people in your hands caught enough people's imagination to ensure that a whole new style of games evolved.



**A1 RATED**

### CASTLES IN THE SKY

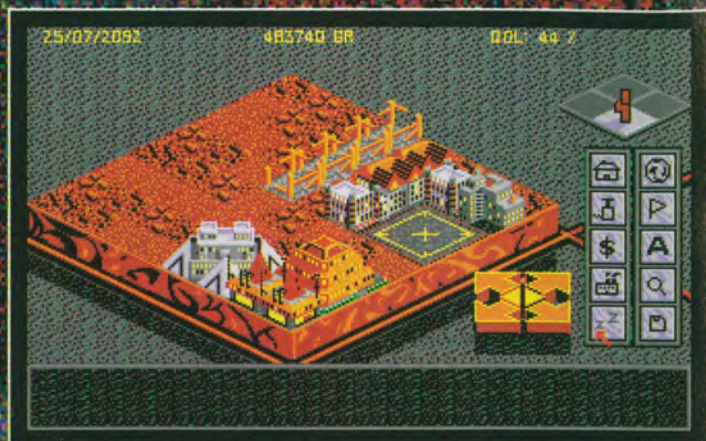
Gremlin's effort takes this city building idea a stage further. This time it's not a city that needs creating but a whole new world colony. In time you must become self sufficient and make sure you acquire the sufficient technology to counter any random "problem" that might crop up at any time.

In Utopia, "problem" could

mean anything from the occasional solar eclipse to a mass attack by alien civilisations. Be it reserve power to cover your solar generators or missiles and tanks to repel the enemy armies, you must make sure you are always ready and have enough technical support behind you to be able to react swiftly and appropriately.

You are held in the highest regard by the Colony Project Commander and have been selected for this job because of your past record and your successful showing in a recent battle simulation. You have to blast off into the stars with the first of the colonials as you prepare for the first few years of hardship and struggle that lie ahead of you.

Although Utopia is what can be classed as an open ended game you do have one very important goal to



Whenever you're building something you'll be shown the scaffolding until the structure is complete.

achieve and that involves Quality of Life. This is an indication of how well you're doing at your occupation, and also how successful your colony is proving.

### PERUSING THE PERCENTAGE

The Quality of Life in your colony is shown as a percentage in the top right hand corner of the screen. Ideally you want to get this up to as high as is possible but you will be rewarded with a medal if you

manage to exceed 80%.

If you get it over 90%, you'll get another medal and should really decide to progress onto another scenario. Four are included on the disk but there's obviously plenty of scope for developing these into data disks in the future although there's nothing definite there yet.

Those included get progressively harder and involve trickier terrain with more mountainous regions and some even have a covering of

# Utopia

GREMLIN



## UTOPIA KEY

- 1 BUILD STRUCTURE
- 2 DEMOLISH STRUCTURE
- 3 FINANCES
- 4 INDUSTRIAL DECISIONS
- 5 PAUSE
- 6 MAP
- 7 SET BATTLE MARKERS
- 8 ADVISOR'S SCREEN
- 9 ESPIONAGE NETWORK
- 10 DISK FUNCTIONS



Your little colony is really taking off now, and has become a bustling hive of activity. You should be proud of yourself.





When building you'll be given three sheets containing the different types you can choose from.

ice over the whole planet.

You have to build up your colony using a balance of the correct buildings and by staffing them correctly. For example, you must make sure you always have enough living quarters for colonials and a plentiful supply of warehouses in which to store food so it's not wasted. Having the correct kind of technicians employed in the right jobs is important too.

If you have a hospital you'll need qualified staff, so you'll have to advertise the vacancies. These will then take a period of time to be filled, so for a while, your hospital won't be functioning to its full potential.

### WORKING ON THE SITE

When you set about constructing a building it will take between one week and four months to complete depending on the size of it.



If you like you can build a launch pad so you can have spaceships coming and going at will.



Here you're seeking the advise of your psychiatric advisor who'll give you details of morale and crime rates.



The map mode allows you to survey the surrounding area and conduct searches for deposits of fuel and so on.

While this is happening, you'll see scaffolding on screen denoting where the work is taking place.

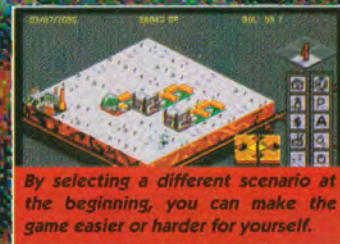
This all means you have to plan ahead as in Utopia (and real life) you can't have what you might need instantly. This puts you in quite a spot of

bother if your life-support system decides to go down all of a sudden.

It is also important to keep an eye on birth and death rates. You can actually set the birth rate between None, Low, Medium and High. This is carried out by imposing fines for babies born when they shouldn't be and encouraging people to indulge in "frolics" with cash rewards when you set it to high (since when did people ever need the offer of cash?). Paul

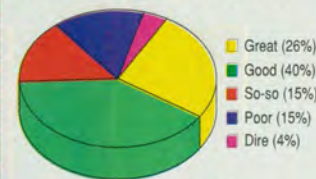


This planet is not known for its flat rolling landscape.



By selecting a different scenario at the beginning, you can make the game easier or harder for yourself.

### PUNTER-POWER™



GAME: UTOPIA  
PRICE: £29.99

Everybody went mad on Sim City all those months ago and now they're probably going to do the same with Utopia. There's no denying the similarity between ideas but the presentation and execution has been brought out of the dark ages of the GEM window environment and Gremlin have come up with a fine icon driven interface. The graphics are splendid with their colourful, animated isometric viewpoint although the sound is a little dodgy. Utopia is going to provide hours of enjoyment for plenty of people and, coming from a company known for their racing games, it makes a refreshing change.



RATING=90%



# PD or not PD



## INFERNO (1)

First up, from Riverdene PDL, is the non-STE compatible Inferno which is a clone of one of the most addictive games of all time - Boulderdash. This time it's set in hell and you're the little devil type chap racing around Lucifer's Domain collecting diamonds.

Anybody who's ever played Boulderdash will recognize some of the problems and puzzles you'll come across immediately.

The levels are all long and complicated and you have the option at the start of choosing which you wish to start on. This takes away the frustration of having to play the whole game every time.

Control is via the joystick, and while not being the most responsive ever, it is pretty good. The graphics are colourful but obviously aren't up to commercial standards.

Like we've said, it won't run on an STE but if you haven't got one then this is well worth a look for a couple of quid. DISK: BU31

## MR BENN DEMO (2)

Awww! DW Stables have brought the memories flooding back. Cute innocent childhoods, days of thinking girls were really soft boys. Rainbow at



lunch time and the brilliant, fab, trendy Mr Benn!

What we have here isn't actually a game but instead a series of pictures of our childhood hero all linked together to form a story while an excellent rendition of the old theme tune plays in the background.

Again, it won't run on an STE which is once more unlucky if you're an STE owner! It's a fine demo with sound that puts most commercial products to shame.

If you're a collector of ST demos then add this to your collection immediately. DISK: POV 80.

## TOP OF THE POPS (3)

Hi there pop pickers, let's take a quick look at this week's chart!

In Caledonia PDL's Top of the Pops, you have to make as much money as possible from releasing records. Being the owner of a record company, you can release as many records as your cash flow will allow you to.

You'll get to name the song and the band before being shown the week's new releases. After this, you'll be shown the Top 50 singles chart and given the run-down on how each tune is performing on a national level.

Obviously the higher up your hits

*Continuing on with our vastly improved coverage of the PD scene this month, we're happy to say we've got a few more companies involved. If you're looking for PD, then all the addresses can be found elsewhere on these pages. If you run a PD library then you can send your games and demos to the usual address which is located in Macclesfield.*





TOP of the POPS  
by  
ROBIN HILL  
and the  
STOS

© SOPHISTISOFT 1989  
dedicated to HQ

go, the more money you'll have in the bank for other records. Before each is released you have the chance to say how much money you'll spend on them - the more the better really.

Top of the Pops can be played simultaneously by up to eight people although you can have just as much fun (?) on your own. Watch out though, because again it isn't STE compatible. DISK: GM0031.

ROLL 'N' NUDGE (4)

No, it's not a teenage boyfriend/girlfriend simulator it is in fact a fruit machine game from L.A.P.D. (No! really?). What else can you say about a fruit machine game (just shut up and fill the space - Ed!)? Well, this has all your standard fruit machine stuff, nudges and so on.

Clicking on the coin slot will start to feed your cash into the machine and then clicking on Start will spin the symbols. A winning line will reward you with cash tumbling out of the machine and into your kitty.

If you don't love fruit machines, you won't play this much. If you do love them you may still get bored with not having the risk of losing real cash. That's the gamble. DISK: B15.

BERMUDA RACE II (5)

All Howard's Way fans take note, because the ST now has its very own sailing simulation.

If you choose to have a look over the instructions you will be taken through a step-by-step guide of sailing terms, shown diagrams of various types of boats and tested with questions on what you've just learned.

Once you're comfortable with what to do you can name your vessel and



captain and get ready for your race. This race can be either against the computer or a friend, all the options can be defined by you.

If you're looking for something a bit different from run-of-the-mill blasting games then this could be what you're searching for.

For the price of the disk you can't really go wrong. DISK: G 138.

VARIOUS SPACE PICCIES (6)

Not really of much use to anybody but collectors or people who want to customise various disks is this collection of digitised black and white pictures. They have been taken from the film The Empire Strikes Back and also of the Space Shuttle.

The disk contains quite a few screens in Tiny format along with the necessary utilities to view them. The quality of the digitisation is excellent and is a good example of what can be achieved with a little effort.

People may not see the point of spending a couple of quid of a disk full of still pictures but with the odd application program you can tart up things like your desktop so that when you load a disk it loads a picture of the shuttle taking off in the background. All pretty useless stuff, but nice anyway. The disk is: PIC 009, available from Power PD Club.

OOH CRIKEY WOT A SCORCHER (7)

The Lost Boys are back with their latest demo and a fine piece of work it is too. Always known for the quality of their work this one really does stand out. Whereas normal demos may have you choosing what you want from a menu, in OCWAS you must pilot a spacecraft over a 3D landscape and

land on various flashing pads. You can accelerate up to silly speeds or take it slowly. You can even eject your pilot.

There is an assortment of squares to land on, each containing a different demo. The first is an animation where you see a boy wandering around some caves before coming across a Care Bear (for those who don't know The Care Bears are a rival demo group).

The poor CB is then chainsawed to pieces in a spray of blood but the crestfallen look on its face as it falls apart has to be seen to be believed.

Another section contains one of the best house demos I've see on the ST with loads of flashing lights and excellent music to boot. Disk: DEM 3 from Caledonia PDL.

BLASTER (8)

This disk from Caledonia PDL actually contains four different games, but Blaster is the one we'll take a look at.

It's a Defender clone and despite being in the PD is still pretty fast. The graphics are colourful and large but are very blocky.

Defender's been around in many forms and guises for so many years now that it seems unlikely that all but the newest computer users will have at least seen it.

You will most probably know therefore, that you have to zip around the screen in order to rescue your fellow humanoids and shoot the alien spacecraft. Disk: GM 0005.

USEFUL ADDRESSES

Here are the addresses of all the companies who supplied us with software for this month's PD or not PD.

Caledonia PDL: 250 Oldtown Road, Hilton, Inverness, IV2 4PT.

Power PD Club: 25 Windmill Way, Reigate, Surrey.

L.A.P.D.: 80 Lee Lane, Langley, Heanor, Derbyshire, DE7 7HN.

Riverdene PDL: 30a School Road, Tilehurst, Reading, Berkshire, RG3 5AN.

DW Stables: Unit 1, Johnson's Shopping Centre, 29/31 Bond Street, Blackpool.



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**DARC 13** FUZZBALL TENNIS, PICK POCKET, ROLL n NUZZE, KILLER CHESS. \*A superb collection of ARCADE GAMES.

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**DART 05** ANI ST  
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Many of you will remember *Myth* on the 8-bit machines. It was released by System 3 almost two years ago and went on to win virtually every available award in the software industry. *Myth* had fallen firmly into the 'classic' game category.

# Myth



The long awaited conversion to the 16-bit machines has been in progress since then. In their effort to create a new, bigger game, System 3 feel they have justified their extensive development time to give more attention to detail and playability.

The main character has undergone a total revamp. He is no longer a spotty herbert in jeans and t-shirt but a fine figure of a man. His muscles ooze power and he bears an uncanny resemblance to Conan the Barbarian. His chosen weapon is a sword of great power and he sports a dodgy loincloth as well!

The 16-bit version of *Myth* comes on three disks and now includes a massive introduction sequence, mythological soundtrack and some



cracking in-game sound effects. The graphics have been drastically improved, making good use of the ST's capabilities, and now have a sharp, glossy look to them.

The animation has also been revitalised. The main character and his enemies all move in a smooth and convincing way.

You take on the role of a mortal man who has been

entrusted with a dangerous mission. The evil Dameron has gone back in time to the mythological era and is creating havoc. He is changing the good gods into evil, malicious beings. As he is a god himself, only a mortal can destroy him. That man is you.

In true System 3 style, you will have to solve a number of puzzles as you explore each level. Most of the puzzles

will have something to do with true mythology. As the Hydra can only be killed by the head of Medusa, you must first destroy Achilles and take his shield. This can then be used to deflect her stone inducing gaze so you can cut off her head. These little tasks must be solved if you are to progress.

Each level is set in a mythological era. These include, Greek, Norse and Egyptian worlds.

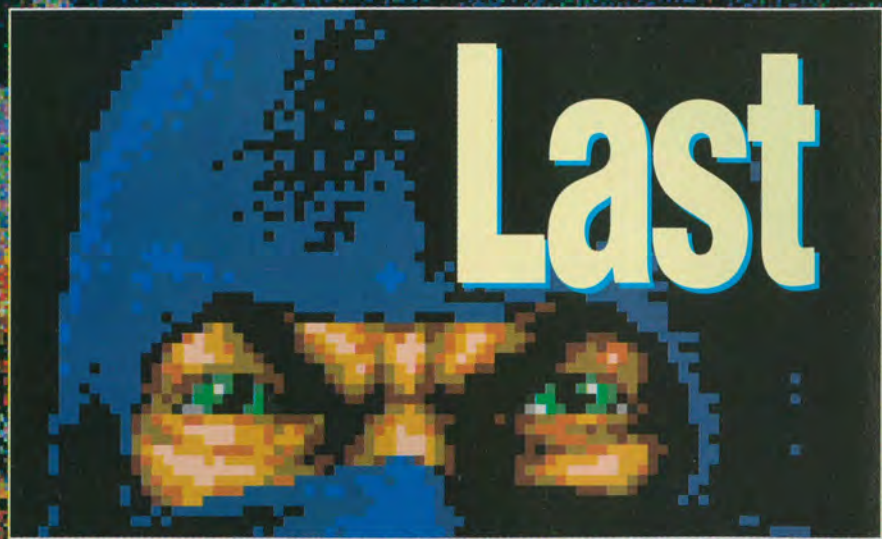
As you go through each level, you will be confronted by the various inhabitants of that era. Each enemy will be armed with a suitable weapon for that time period.

## MYTH BOASTS

A truly massive game. Four huge levels consisting of many sub levels. Multi-directional smooth scrolling background graphics. Thought provoking strategic gameplay. Excellently animated characters. Original puzzles and many different objects to find and collect.

*Myth* should be available towards the end of '91 at the extremely affordable price of £25.99. Keep your eyes peeled for this one chaps!

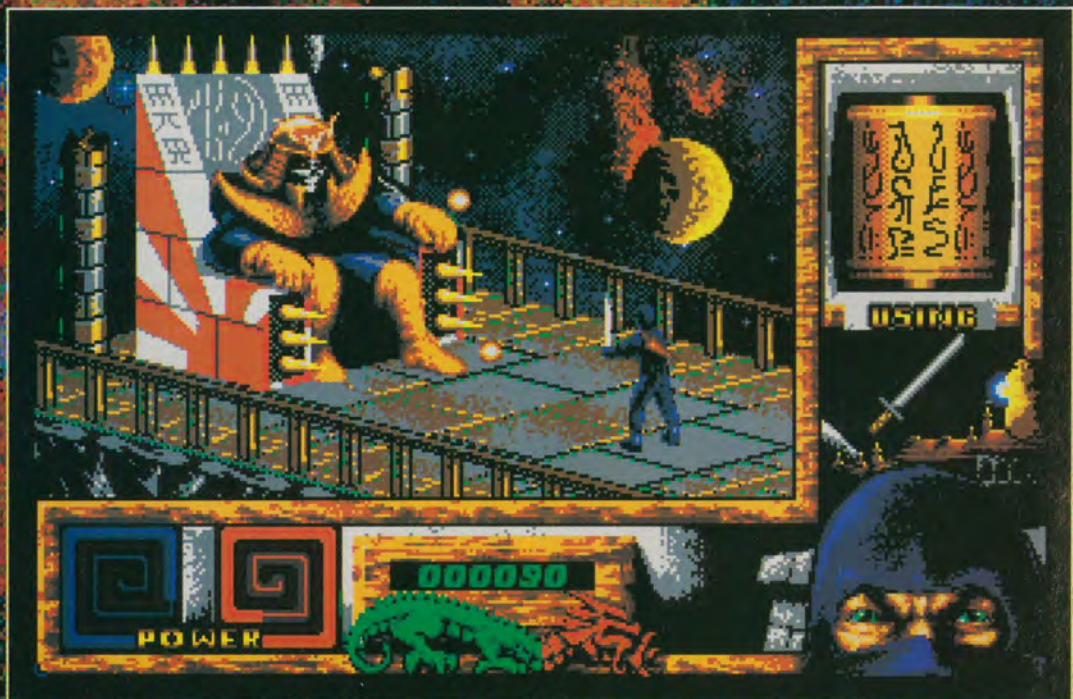




Hundreds of years ago in ninth century feudal Japan, the Ninjitsu had become the most feared warriors of their time. They were an elite fighting force who dedicated their lives to fine tuning their bodies into the severest of killing machines until they became so powerful, some believed them to be immortal.

But through years of battle and struggle the Ninjitsu had shrivelled down to one man, Armakuni, the Last Ninja, a man who was still upholding the moral strengths of good against the debauchery of evil. This evil was known as Kunitoki, the Shogun of the Ashikaga clan, he had made an oath to destroy the Ninjitsu in order to acquire all the Ninja secrets.

Being proud and valiant, Armakuni vowed to destroy Kunitoki or be destroyed himself, in an attempt to rid the world of such evil. The battle raged for years taking the two warriors to the island shrine of the white Ninja, Lin Fen, and then across the time vortex to modern day New York. Unfortunately, no matter how hard Armakuni fought Kunitoki managed to slip through good's grasp and



escape back in to time.

Remaining in New York, Armakuni realised the importance of a Ninjitsu rebirth and set about training a new brotherhood of Ninja's, teaching them in all the ancient skills and mastery until they too would become as powerful as their ancient forefathers. However, during one of

the classes the spiritual Ninjitsu masters once again began to call on Armakuni's help: Kunitoki had become too powerful.

In a wave of intense light Armakuni was thrust through time to the Tibetan mountains where the mystical Buddhist temples, that were so sacred to the Ninjitsu art, stood in all

their splendour. At last Armakuni had the opportunity to destroy his arch enemy once and for all...

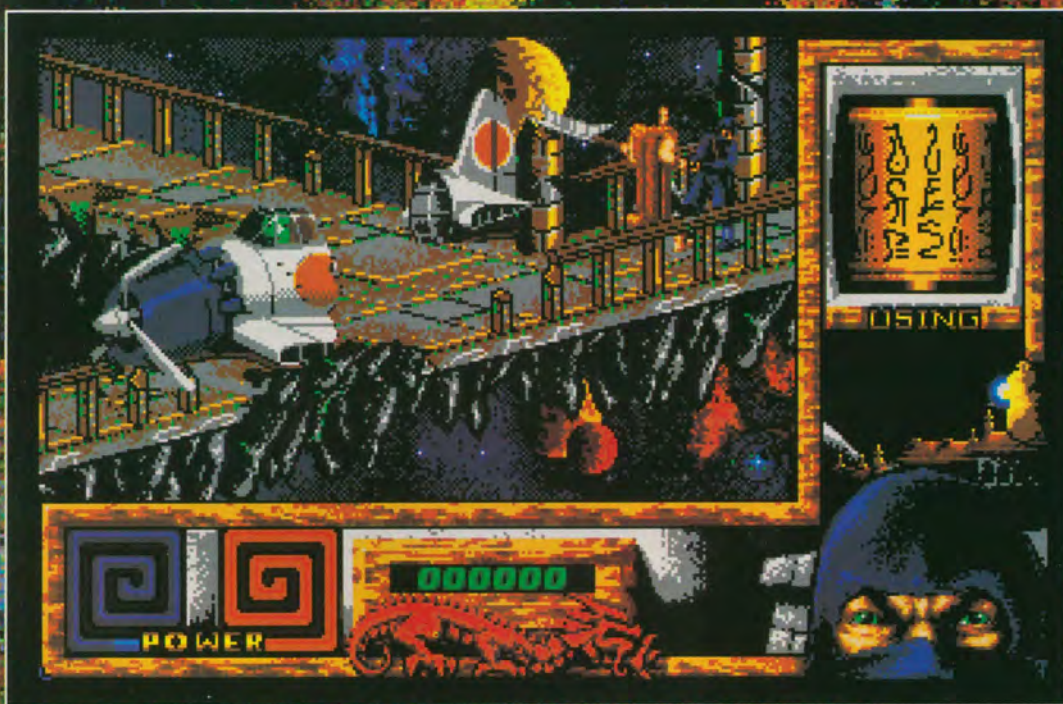
Last Ninja III is entering it's final development stages with the graphics being the main aspect of programming left to complete, but already, the game is looking incredibly impressive. The Amiga (boo,



# Ninja III



System 3 achieved much critical acclaim for their original Last Ninja titles and now, with the release of Last Ninja III, seem set to achieve even more. With the imminent arrival of the ST version, Allie West trundled off to London to find out what all the fuss is about.



first level you will find two branches next to two separate trees and then, further in to the level, you will find a piece of chain. No prizes for guessing what you do next! Fix the three pieces together and voila, you've got incredibly deadly Nunchakus.

Also, included in the gameplay are the all important level codes that will allow you to start on different levels and not back at the beginning every time. That's definitely sold it for me! Also, with colourful graphics and atmospheric sound, Last Ninja III appears to have everything going for it. You'll just have to see how it fares against our reviewing team in the near future.

System 3 are planning the release of Last Ninja III for the end of October so hopefully when you read this, it will be sat waiting for you on the shelves of your local computer games store.

Can you afford to miss it? Check out what the STA team think about it in next month's enthralling issue! Last Ninja III is the final chapter of the Ninja series and is definitely the best yet.

Thanks to Adrian Cale for his time and hospitality.

hiss!) magazines have already played and reviewed Ninja III and came to a staggering conclusion; with our very own Amiga Action and Games X giving it 94% and a 5 X Game of the Week respectively.

I asked System 3's Managing Director, Adrian Cale, why Last Ninja III is so much better than the last two Ninja

romps. "The game blends an arcade beat'em-up element with real role-playing fantasy, making it so much better because of the wide playing appeal. Fans of both the hack and slash games and RPG's are going to find something that they will love and enjoy"

He continued, "The puzzle element included in the game

is so enhanced that in certain cases you have to manufacture objects rather than just picking them up and then placing them somewhere else. It all adds to the complexity, making Last Ninja III not just another beat'em-up."

This element is seen in the manufacture of your Nunchakus. Upon searching the



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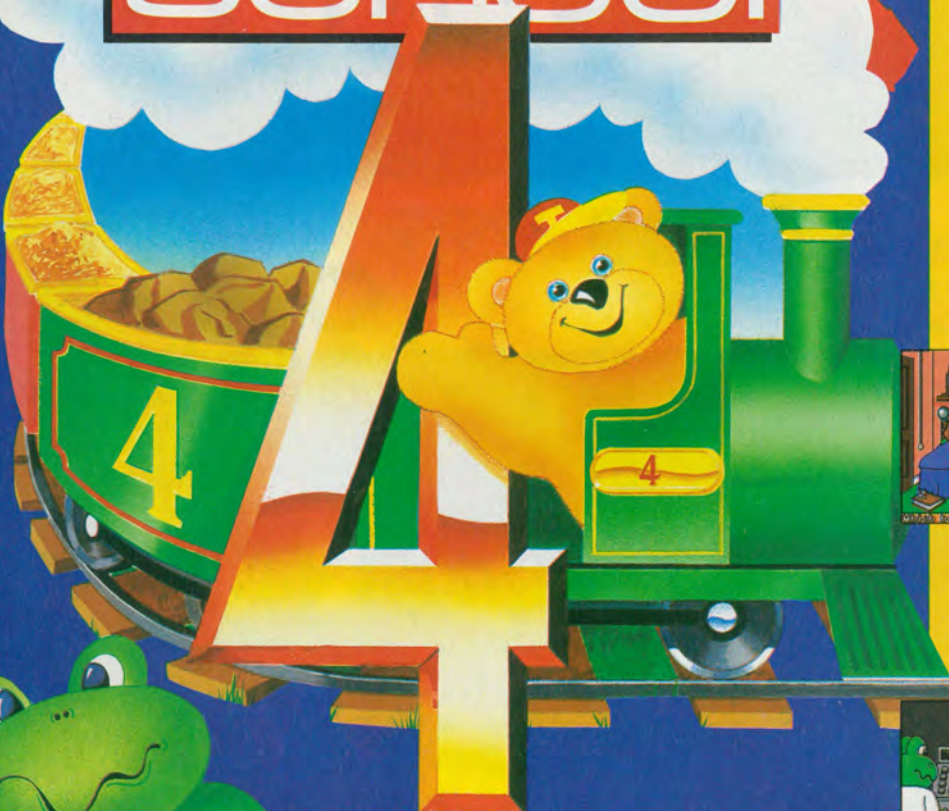
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Archimedes and PCW versions will follow in early 1992. Spectrum, C64 & CPC available early November. Amiga ST & PC available end of October.

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Loriciel have been responsible for some excellent games in recent years, Tennis Cup and the adventures of Skweek, spring instantly to mind. Their games contain a high standard of both graphics and playability. Their latest attempt is about a small infant with a big problem – the newest child prodigy, Baby Jo, in 'Going Home'.

# Baby Jo



How long do you think it would take to totally change someone's life? It only took a split second in the case of little Baby Jo. He was sitting in his buggy in the middle of the countryside (a family trip, you understand!) enjoying a nice bottle of warm milk, when suddenly, his family disappeared and he was abandoned, all by himself.

After the initial bout of sniffs and tears, Baby Jo crawled out of his buggy and

surveyed his surroundings. Would he ever get to see his mother again? Or would he have to live his life with only the animals for company? He must now find his way home.

Baby Jo is quite a resourceful little chap but above all, he is only a child. To keep his spirits up, you must comply with a few simple rules (sounds like a Grem-lin to me – Ed). If he gets hungry, you must help him find him a bottle. If he gets his

nappy dirty, you must change it by finding a clean one. If you fail to adhere to any of these demands, he will sit down and sulk resulting in the loss of one of his three lives.

Fortunately, Baby Jo isn't completely defenceless. He can find helpful items that have been scattered about the playing area. Picking up the Super Nappy will give him temporary power. He will have maximum speed and the ability to jump to any height.







The Protection Cape can only be used for a limited period of time. When activated, Baby Jo will be impervious to enemy attack. Not all of the collectable bonuses are helpful. Certain things will take off valuable energy points or make him lose a life.

One of the most helpful bonuses is the rattle. They are dotted around the levels and, when collected, they give him the ability to fire baby rattles at his enemies.



Most of his adversaries will disappear once they have been hit but some of them will take more than one shot if they are to be removed permanently.

Each baby rattle has five charges in it. Once it has run out, he must find another rattle to be able to continue on with his assault.

Baby Jo can also pick up the various pieces of fruit from the countryside. They will boost up his points

total. He will be awarded an extra life when he reaches 20,000 points and at every 40,000 after that. Eating all the sweets will make Baby Jo heavy. He will no longer be able to jump with agility or run like the panther. Even walking will become difficult and tiresome. You must direct him to a new nappy so he can relieve himself!

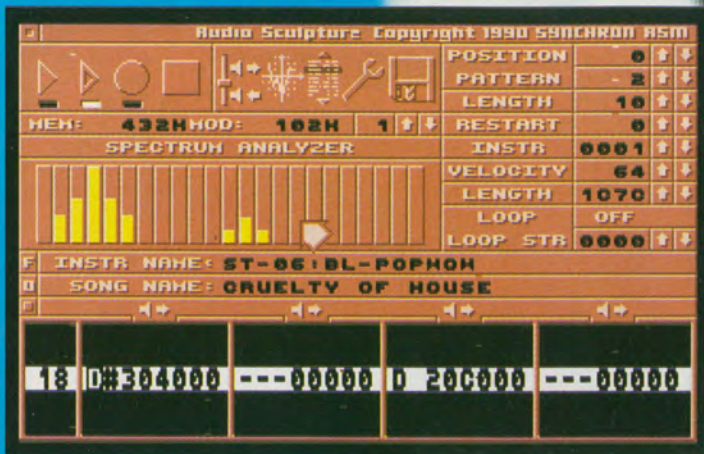
Of all his encounters, the ones with Jock the Duck will be the most rewarding. This extremely friendly chap will occasionally offer him useful pieces of information. Unfortunately, Jock is a bit of a practical joker and he might just be telling him a porky.

One of the most impressive qualities of Baby Jo is the 'cutsey' element within the game. For instance, when he walks into the fire, he shouts out in pain and you see him shoot up into the air with his bottom on fire. If he collects a milk bottle, he sits down, drinks the contents and produces a belch of satisfaction. Even a simple thing like falling off a tree produces a look of sheer terror from our little cherub. Excellent!

Baby Jo is one of the games that become appealing the instant you start to play them. The cuteness of the graphics and the lovely sound make it a joy to play.

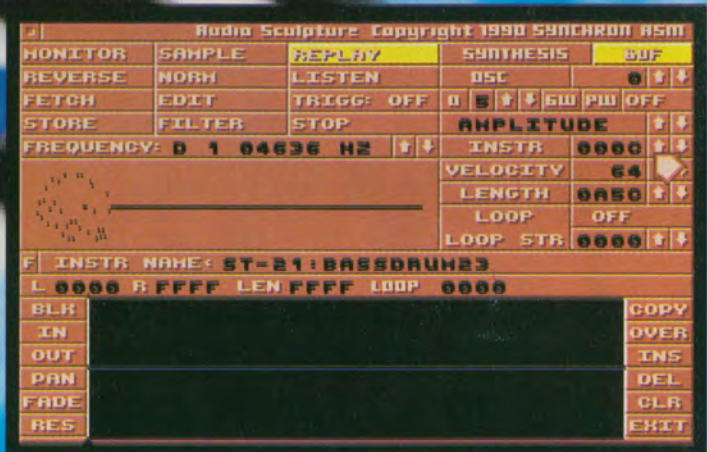
Due for release in November, Baby Jo will set you back the usual sum of £25.99 and it looks well worth the money. Look out for the full review in the forthcoming issue of STA.





Here's Audio Sculpture pumping out some seriously loud tunes. You can be your own mixmaster with this package.

The sample software can be used with any normal hardware cartridge.



# Audio Sculpture

E X P O S E

A couple of months back, we did a mini-feature on a couple of music tracker style programs. Because of the success of this, we couldn't resist taking a look at the latest package to come into the office - Expose Software's Audio Sculpture.

Coming with three disks (the main program, a data disk containing some samples and a tutorial to help you get to grips with the idea

of making your own tunes on your humble ST), Audio Sculpture is packaged in a large box and instantly looks a professional package (you even get a little Audio Sculpture badge!!!).

Anyone who's ever seen one of the countless PD or commercial soundtracker programs will instantly recognise the layout and many of the

features that this new package has to offer. Needless to say the program is also compatible with all existing tracker modules (MODS).

It is fast becoming standard to include sampling facilities in this type of program and Audio Sculpture is no exception. The only problem is that you still need to purchase additional sampling hardware to be able to use it.

I dug out my old ST Mastersound and sat down with a few tapes with decent bass lines and samples on, to see what I could come up with. Sampling turned out to be a piece of cake and within a couple of hours I'd knocked together something with a fairly decent kick to it.

The idea behind a tracker is that you can build up sequences of music across four channels (or tracks), so effectively you can have your drums on one



# audio sculpture

track, bass line on another and other tarty bits on the other two (for example breaks and keyboards and so on).

Before you can achieve anything worthwhile, you'll have to take the time to learn the ins and outs and where to point your mouse at what time. Read through the instructions carefully and you'll soon have a basic idea of how to get some kind of music out of it.

The advantage of this kind of package is that there are a lot of sample disks and MODS available in the Public Domain, so even if you can't afford a sampler cartridge you can still have a large and varied collection of samples to use in your own work, although admittedly there's nothing like doing your own.

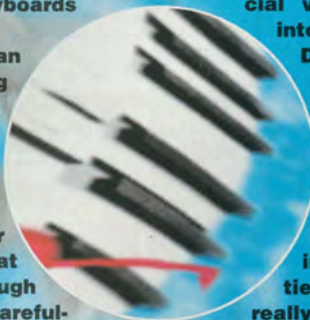
Audio sculpture is a very fine example of this kind of

program but you must weigh up whether you want to pay out hard cash for a commercial version or delve into the Public Domain and get one of the many Soundtracker clones.

This product does everything you will need including Midi capabilities so you can't really go wrong if you've got the cash handy and are perhaps looking to step up from PD.

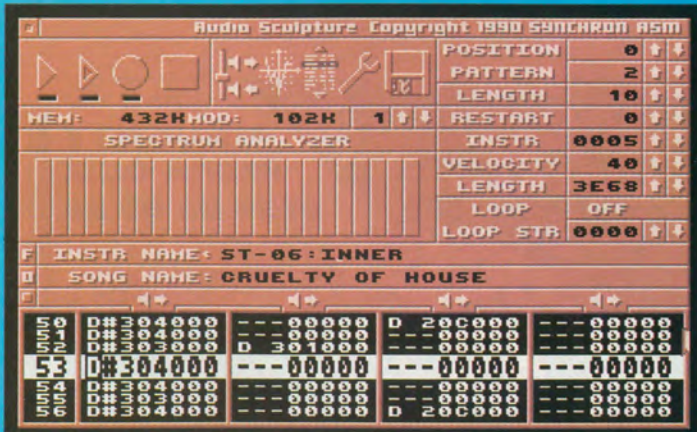
Basically you now have the option of this, Music Master from Ubi Soft or the TCB Tracker. All have their own pros and cons and it will be a difficult decision to decide which you want.

Whatever package you choose, all will serve your purposes admirably, although this may seem expensive, you will be getting value for your hard-earned money. **Paul**



## AUDIO SCULPTURE EXPOSE

Soundtrackers are ten a penny in the Public Domain these days, but this is like a complete version. Everything you could ever want is included because all the options have been requested by the public themselves. A couple of years ago a demo was released PD and suggestions were asked for. These have all been added now and make it well worth a look.



Here's the main Audio Sculpture screen where you can input the patterns of your track and mess about with them.

# Audio Sculpture

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Audio Sculpture is probably the best music creation tool ever written for the ATARI ST-STe computers: you can, in either colour or monochrome, use in the same program a powerful graphic interface, a staff editing, a complete midi support (in and out), a vocal synthesiser, a digisounds editor, a vector synthesiser and so on...



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**COLLEGE DRAFT.** During the 16 match season, plus whatever playoff matches you achieve, you will find yourself praying for a second classy running back or wide receiver, or need to beef up your offensive line (too many sacks). The college draft should be used to find those stars of the future and make sure they're playing for you.

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### TERMINATED TROLLS

Today, I went down to the newsie to buy my favourite magazine. When I got home and opened up the Adventure pages to my horror I found that the troll had been blasted off this earth!!

Not only this, but there was also a new codger on the block, Wengeli. He turned out to be not half as funny and lively as the troll was. I have two options you could take into consideration:

1: Reincarnate the Troll. 2: Liven up this wizard fellow. I think you will find number two a touch easier.

On to other matters now, I would like to know if the two disks are going to be a permanent feature and I would like to congratulate you on the Maddog Williams demo which was very entertaining and well worth the extra pound.

**Mark McGowan, Guildford**

*Aaahhh the Troll. How fondly we remember him! Rest assured Mark, he is in a far better place now.*

*I think that we should at least give Wengeli time to settle in. I think a lot of your criticism isn't really due to how good Wengeli is but mainly because you feel as though you've lost a dear friend. Maybe we should try and talk it through, or even start up a Troll support group for all the Dungeon addicts who now find their lives void of hope. In the meantime, check out this month's Wengeli and think about it in a non-biased way!*

*About the disks... the two-disk thingie will be on for as long as we can, certainly you can expect them up to Christmas.*

### BOYS WILL BE BOOTLEGGERS

My friend and I feel that we must write in reply to the somewhat uneducated comments you give referring to piracy in the software market.

We have come to the conclusion you no longer appreciate the financial pressures of us schoolboys now you are working full time. How the hell are we supposed to fork out on full price games with five pounds a week pocket money? Didn't you ever go out at night?

Anyway leaving that subject, you have come up with the pathetic excuse of blaming us pirates for pushing up games prices when the fact of the matter is that software companies don't give a thingie (they didn't actually say thingie here - Paul) about their customers and are just out to make a quick buck from the mugs who do buy full-price originals. If these full price originals are so fairly priced, then how can companies re-release them under a budget label six months later for half the price and still make money?

Why don't software companies open their eyes and realise the public are no longer willing to pay £25 for games which should be £10 maximum. You only have to look at the charts to see



that budget games are consistently easily out-selling full price games.

I perfectly understand that you or your magazine cannot endorse pirates, but please don't preach thingies (Need I say more - Paul) about us lot having a guilty conscience because we haven't! If anyone should have one it's your software companies. It's about time you realised the sun doesn't shine out of their thingies (oops - that actually sounds worse than what they wrote! - Paul).

**Smegg and Stu, Unknown**

*Uneducated... moi? So, now I've got a full-time job I don't appreciate financial pressures of schoolboys? I actually wish I only had those pressures. We're not exactly on Dallas style earnings, you know. For what it's worth I only used to get a fiver a week, and I used to go out when software was £25. It's called "saving up".*

*Even if piracy doesn't put prices up it gives the option for the companies to say that's why they're going up. If there was no piracy there'd be no excuse. Therefore no matter how you look at it, it's your fault. If you had a Spectrum and the games were only a tenner, would you still buy them? Somehow I doubt it. Piracy is too easy.*

*Just a final point, they aren't "our" software houses. If they were I wouldn't be writing this, I'd*



*be sunning myself in Barbados or something (such as putting the prices up because people were ripping me off of course!).*

### SINGLE-SIDED ARGUMENT

As an owner of an ST for approximately three years, when I bought my computer the software was all geared for a single-sided drive, so I bought a single-sider.

Now, recently I am beginning to get into both-ordering games. I ordered a copy of Speedball II for my ST but on receiving the game it would not load, so I returned the game. In due course a replacement was sent, it too would not load.

After a closer look at the label I saw that it would only run on a double sided drive.

Are software firms stopping producing single siders, which will mean my ST needs an operation at my expense?

**A. Reid, Barnstaple**

*I had exactly the same problem a few years back with Police Quest 2 which was double-sided drives only. That was one of the first of this type. I took a risk and changed my drive. That's paid off as the market has moved towards double-sided.*

*It's unfortunate for you now that there are fewer single-sided drives left about. If you want to play all the new stuff you will have to upgrade your ST.*



## STAR LETTER



### LICENCE RENEWED

Right, this is directed at the software houses and not you at ST Action personally.

It's time to stop messing around with all these games licences, both film and arcades. There's just no originality any more in software. Occasionally when you do actually get a totally new idea that hasn't been converted from one form or another it's totally mindblowing (eg Dungeon Master).

Then the next stage begins; milk it for as many sequels as possible. Usually the second is similar to the first with different monsters. Does this justify another £30? Surely data disks are a better option.

Ah, but then they wouldn't make as much money would they? Money that is spent on obtaining more licenses. You show me a film or arcade license that has lived up to its potential and I'll dance semi-naked in Stoke.

It's also noticeable that this type of game usually scores highly in most magazines and horrendously lowly in others who decide to slag off a product because of the name. Is there ever a truly correct score on such a game?

A lot of people within the industry reckon that the ST market will switch towards RPG style games. The sooner the better I say. Don't let our machine die out in a blaze of hopeless titles with film stars in them.

**Sam, Stoke-on-Trent**

*Everybody knows that there are too many licences out there for the good of the industry. They do make loads of cash, which is why they are still being done. In a way it does make you appreciate an original product. I don't agree with you about magazine score. We wouldn't mark a game higher because it was based around Arnie or Stallone.*

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Tel (0625) 878888, Fax (0625) 876669

**Managing Director:** David Hirst  
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**Systems Manager:** David Stewart  
**Photography:** Stephen Hepworth  
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**Advertising Department:**

Tel (0625) 878888 Fax (0625) 876669  
**Group Advertising Manager:** Nadia Lawlor  
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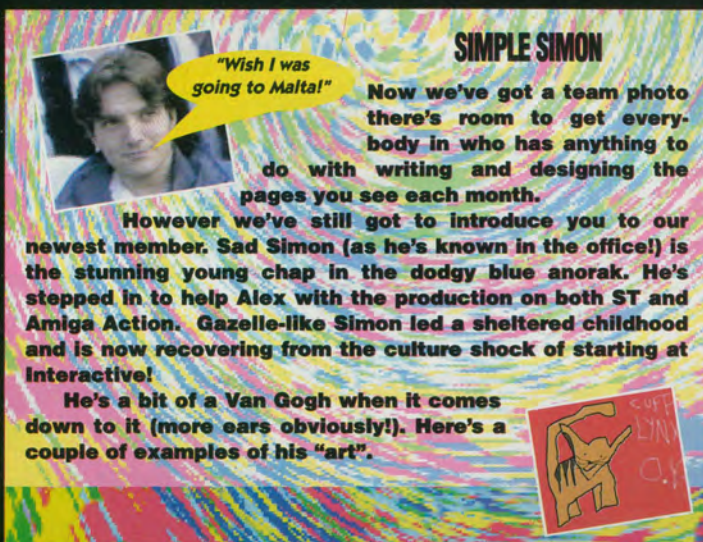
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## BYE BYE MR B

We're going to take this opportunity to say goodbye and good luck to Alan, our Editor who's toddled off to work on Amiga Action. All the best matey. Jason's taken over as Deputy for the time being, so God help us all!




**SIMPLE SIMON**

"Wish I was going to Malta!"

Now we've got a team photo there's room to get everybody in who has anything to do with writing and designing the pages you see each month.

However we've still got to introduce you to our newest member. Sad Simon (as he's known in the office!) is the stunning young chap in the dodgy blue anorak. He's stepped in to help Alex with the production on both ST and Amiga Action. Gazelle-like Simon led a sheltered childhood and is now recovering from the culture shock of starting at Interactive!

He's a bit of a Van Gogh when it comes down to it (more ears obviously!). Here's a couple of examples of his "art".



## LETTER OF THE MONTH

We're not sure if this is some kind of wind-up but just in case it isn't we're not going to give you this person's name, to save potential embarrassment.

"I am writing to find out why your disks (24 and 25) will not work on my computer - a Compaq deskpro 386s, I also gave these disks to a friend who tried to use them on his Amstrad PC2086 with no luck.

Is there a certain password or what?" What can you do eh?

## CREDITS

Ooh, it's thank you time. This time kisses go to Ken at Ocean (again!) and the ever-so-gentle Nick Clarkson of Games-X for all his help with the disks. Also to Rob Northern for his help with disk 28. Nice one! Also a huge wet sloppy one to Adolfo at Con-triver for supplying us all with new mice. Thanks also to Brad and Paul for showing us how to play some games (snigger!).

## COMPO WINNERS

As promised we've got two sets of winners this month. First up is the winner of the Bitmaps' Motormouth compo and Ruth Bergan of Leeds will be going to see Motormouth made! Congratulations Ruth.

The 10 winners of UbiSoft's Music Master competition are: Paul A Wells, Milton Keynes; Selwyn Ho, Brighton; SM Halliday, Feltham; J McCulloch, Batley; C Wood, Rochdale; Lynne Sawford, Sheffield; DMR Petrie, Sutton; RH Green, Maidenhead; AJ Wright, Ipswich; R Atkinson, Southampton.

## NEXT MONTH

Festive frolics and seasonal goodwill spread liberally throughout the next packed out ish of STA. Here's a brief glance at what you can hopefully expect to see this time next month.

### CAPTAIN PLANET

The award winning cartoon series makes it onto the Atari ST in time from Christmas. Take control of the green wonder and save the earth from pollution and the most evil baddies of all time.



### NINJA III

Hopefully it'll finally be ready. Have System 3 got the game of the year on their hands just in time for the festive rush? It's the last part of the Ninja trilogy. It should be the best. Take a peek next month.



### RUGBY COACH

The World Cup's over, the seasons are well underway. Take control of either the coach of a League or Union side in your bid for glory. D&H Games 1-4 player management sim gets the once over next month.



The Christmas issue of ST Action will hit the streets around the 12th of December. Don't forget your Christmas cards (and pressies!) or we'll get dead upset.

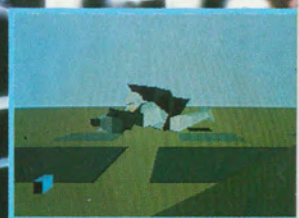
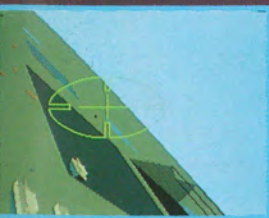
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