

ST ACTION

The best just keeps getting better!

ISSUE 59 • MARCH 1993 • £3.50

Command a fleet of deadly World War II vehicles in Campaign - the latest strategic military masterpiece courtesy of Empire.



Your chance to look at Dino Dini's latest footballing spectacular. Can it beat his incredible Kick Off games?

Comic Relief Special!

Celebrate Red Nose Day with a game of Ocean's Sleepwalker

EXCLUSIVE!

FREE ST GAME: FREESTYLE

UN-SENSIBLE SOCCER

Fruit meets football in this Exclusive demo.



PLUS! Bonus: Your very own pet!

**ST
ACTION!**

Woah! No disk alert..?
See that newsagent now



Massive rave band Altern8 smash onto the ST games scene and let you see behind the masks!



Reviewed: Ragnarok, Dalek Attack, Dragon's Lair III, Guy Spy, Dynablaster, Motorhead, Bat II and Transarctica

ENTERTAINMENT
INTERACTIVE



PRINTED IN THE UK

GET READY FOR



LEE IS HAVING A RESTLESS NIGHT,

...sure he's fast asleep, but that won't stop him taking one of his nocturnal journeys! Fortunately, our sleepwalker has a courageous canine companion who will try his utmost to protect his master from coming to any harm - Lee's faithful mutt, Ralph. Lee's four legged friend is zapped, bashed, clobbered, pummeled, singed and squashed, but nothing will stop him from performing his dedicated duty, (although the odd fire hydrant may distract him)... it's all par for the course of a night errand. These midnight meanderings take him to the most hazardous of places... the creepy graveyard, the gooky zoo, precarious construction sites and the traffic strewn city streets, but Lee's loyal rover steadfastly guards his master from all impending dangers - with painful consequences!

Featuring sound effects and speech created by **LENNY HENRY**, and superb cartoon style animation.

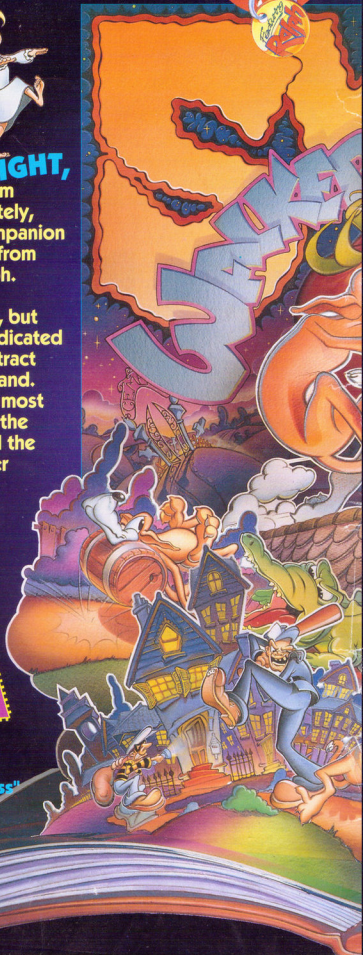
"Makes Sonic look like a hedgehog. You'll want to take a bite out of this!"
Lenny Henry



"So brilliant it's left me speechless!"
Mr. Bean

C64 (DISK & CASS.)
ATARI (STE ONLY)
CBM AMIGA
IBM PC

"More amusing than something so amusing that when people see it they say that's amusing!!!"
Edmund Blackadder



R THE INVASION



PLAY THE GAME FOR...

HERE ARE SOME IDEAS ON HOW YOU CAN GET ONTO THE SLEEPWALKER SPONSORSHIP TRAIL:

BUY SLEEPWALKER

...A DECISION YOU WILL NEVER REGRET - the game is voiced by **LENNY HENRY**, and worked on by some of Britain's finest comic minds (and a couple of gits who happened to be around that evening). A donation from the sales of **SLEEPWALKER** will go direct to **COMIC RELIEF**.

TAKE PART

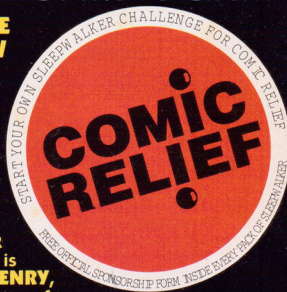
in the great **SLEEPWALKER CHALLENGE** which will be invading all the big retail chains during the weeks before **RED NOSE DAY** - March 12th 1993.

ORGANISE YOUR OWN SPONSORSHIP CHALLENGES LIKE:

BEATING YOUR HIGHEST SCORE - take on your dad or your teacher, or even your school in a **SLEEPWALKER CONTEST**.

DREAM UP YOUR OWN HIDEOUS CHALLENGES to harrangue your friends.

And remember: all your efforts will help Comic Relief to fund projects in Africa and the U.K. Every penny raised by Comic Relief in public donations and through the sale of merchandise is allocated to a specific charity project.



ocean

ST ACTION

The best just keeps getting better!

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EUROPRESS
INTERACTIVE

GO ON

REVIEWS

Sleepwalker.....14

This month's cover feature is connected to Comic Relief. Ocean has released the first ever Red Nose Day computer game and you can see it first here in ST Action. The game puts you in the role of Ralph - a small dog who has to keep watch over his wandering master who has a nasty habit of sleepwalking.



Guy Spy.....17

Ragnarok.....18

Campaign.....22

Motorhead.....25

Dragon's Lair III.....26

Following on from a series of games that have always been criticised in the longevity department, Dragon's Lair III offers incredible animation and startling background graphics. But the question is: can it offer anything new in the playability area or is it nothing more than a few presses of the fire button?



Transarctica.....28

The world has been subjected to a terrible fate. The planet surface has been completely frozen and the sun is now only a legend. You are one of the few men who still believes the sun exists and you are on a mission to find it. Unfortunately, the Viking Union won't relinquish their monopoly of the world without a fight.



B.A.T. II.....30

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Dynablaster.....34

WIN!

Your chance to walk away with the entire Readysoft ST games collection for the price of a first class stamp.

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WORK IN PROGRESS

Huge is definitely a word that could describe our previews this month. Dino Dini's Goal! and Amberstar II are featured.

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TENTS

Who are the weird men behind the masks? Massive rave band Altern8 share their thoughts about life and tell you how much influence the ST has in their music.



Page 38

FEATURE

Hypnotic St-8. The guys with the eyes!

As the Atari ST is one of the most used computers in the record industry, we thought it would be a good idea to meet the people behind the masks. Altern8 have been responsible for many chart-topping records and they joined us in the pub for a couple of drinks and a chat. But would they take off their masks or did they use straws?

REGULARS

News10

Keep up-to-date with the ever fluctuating ST scene and we also have an interesting story about Epilepsy in the computer industry.

Tips and Cheats42

The second part of the Indy solution, a huge Wren guide and the beginning of a fabulous Ork walkthrough fill 10 smashing pages of tips.

Write On!.....60

Name? Jason. Occupation? Magazine Editor. Chosen subject? The Atari ST and accompanying software. Experience? Err, pass!

Buyer's Guide62

The definitive guide to help you choose your game before you buy. The best games over the last few months are here to make it easier.

**CHECK OUT
OUR SUPER SUBS
OFFERS ON
PAGE 36**

Cover disk...

UN-SENSIBLE SOCCER

EXCLUSIVE PLAYABLE DEMO

PLUS: FREE PET ON DISK! Better be a little careful or the nasty little beggars will eat your desktop away. Rentokil can't help you here.

PLUS: ISSUE ONE OF FREESTYLE! STA's very own on-disk magazine is launched to an unsuspecting public. Loads of good bits! Load it for further details.

Don't miss the truly amazing cover disk pages bringing you the latest and best game demos!

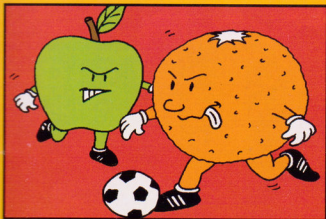
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Cover Disks have never been so good! A Stunning exclusive playable demo from the hit soccer game - Sensible soccer v1.1. As a lucky owner of ST Action you're well within your rights to play this excellent demo.

UN-SENSIBLE SOCCER V1.1

Grab the disk off the cover, simply put it in the drive (remembering to remove the plastic wrapper first!). Click on the Soccer.PRG folder and away you go. Of course you'd be wrong if you thought we'd just be giving you a demo of Sensible Soccer V1.1, we're not that tight! ST Action have got together with top programming team Sensible Soccer to produce the amazingly original Un-Sensible Soccer. These guys are completely k-razy! As well as playing the top of the Premier division grudge match (either on your own or with a mate) between Norwich and Manchester United, you can also participate in the famed clash of the titans - The Apples vs The Oranges! Bizarre? It wouldn't be from Sensible if it wasn't!



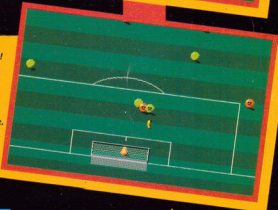
● The front end menu screen. Try to contain your excitement though, because the game is only a stab of the fire button away!



● This is a sneak shot for Sensible Soccer v1.1. All the rules of football exist, so be sure you don't commit any fouls!



● Fruity, football fun! Go bananas with this wonderful variation to the popular footy theme. Can you take the pressure?

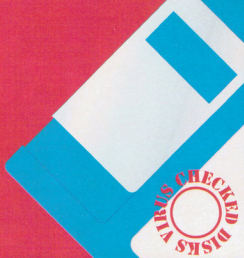


Faulty disk?

If you do happen to have any problems with your cover disk, pop it in a jiffy bag and send to this address:

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Weldon North Industrial Estate,
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Northants NN17

COVER DISK



UN-SENSIBLE

It's completely nutty and should provide fruitful amusement for a good few hours. Don't leave it too long though or it might go off.

DEMO INFO

COMPANY: Sensible Software

RELEASE DATE: Out now!

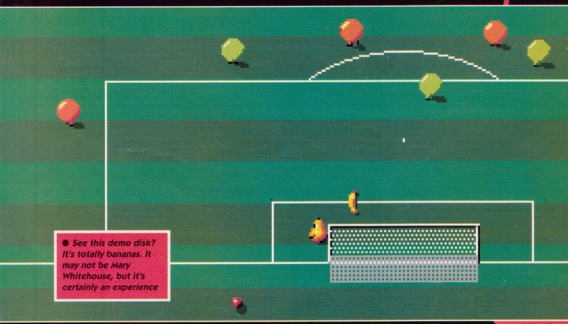
GAME TYPE: Soccer

PRICE: £25.99, or £4.99 Upgrade

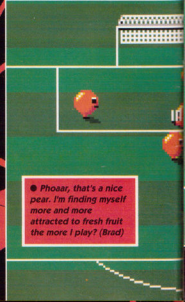
Those crazy guys at Sensible Software are back with what is perhaps the most generous coverdisk demo in the history of the ST. They've not only given you the chance to play that first class soccer game - Sensible Soccer - which received a massive 92% last month. Once you've mastered the user friendly control method of Sensible, why not try your hand at the Un-Sensible version. Those wacky dudes have programmed a second game that pitches Apples against Oranges, in a pitched (groan) battle to score goals.

Gone is the leather football that we British love so much, and instead it's been replaced with a walnut??? And with all due respect, as you can imagine it's not as ball shaped as you'd like.

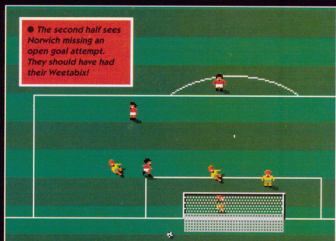
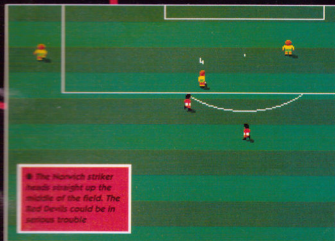
I hope you don't want me to go through all the intricate rules of this great game, but I'll give you this little tip. The objective is to kick the ball/nut (sounds a bit like walnut even though it's a weak link!) into the back of the net, simple huh? Once a team get a goal on the board, it's back to the menu you go. Simply start again. A massive thanks to that charitable man Jon (Robin) Hare and the open-minded Sensible Software posse, and why not do them and your computer a favour and rush out and buy the full version.



● See this demo disk? It's totally bananas. It may not be Mary Whitehouse, but it's certainly an experience



● Phoar, that's a nice pear. I'm finding myself more and more attracted to fresh fruit the more I play? (Brad)



SOCCER V1.1

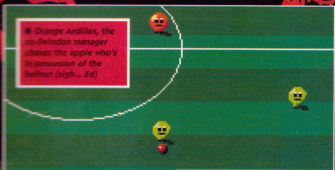
UN-SENSIBLE K-RAZY KOMPETITION!

If you could program an Un-Sensible soccer game, what features would you have? Would it be clowns with big shoes, playing a team of drunken Scotchmen? Would it have British Rail toilet rolls being thrown on the pitch? If you've got any ideas, why not jot them down on paper or better still draw a picture with your thoughts. Who knows you may even see them implemented one day! We've got three copies of this superb game to give away to the best ideas, so what are you waiting for? Dig out those felt tips and crayons.

A DOZEN APPLES PLEASE!

Once it's all loaded up on your machine you'll be presented with the menu screen. Plugging a joystick into your machine will allow you to move the cursor about to select either a one or two player game (move right for a two-player one, but then you'd have to be stupid not to work that one out!), and also whether you choose to play Norwich vs Manchester United or Apples vs Oranges. Tapping the fire button will allow you to pass the ball to a teammate while keeping it pressed will release a shot (when you let go!). The only other thing you need to know really is that you can swerve the ball by hitting the joystick in a diagonal as you release the button! It takes a little practice, but once that's over with you'll be sorted!

An added feature in the Un-Sensible Soccer version is that sometimes you'll see a bright yellow banana on the pitch! Strange already, but they can cause hazardous problems if you move one of your players over it as he will slip over and lose possession!



WHAT THEY SAID ABOUT OUR DISK!

"Surely the price is wrong, the full game is far too cheap at £25.99!"
Brad Burton - ST Action

"I was so impressed I bought my own copy!"
Victor Remmington

"Unbalanced, that's me!"
Jon Hare - Sensible Software

"Give it me!"
Anna Bancroft/Mrs Robinson - The Graduate

● The Manchester United winger does his dying swan act after a tackle gives him a nasty graze on his hands

STORIES

Sick as a big blue HEDGEHOG

Who could have failed to notice headlines like "Nintendo killed my son" over the past few weeks? As is their way the tabloid press have recently latched onto an iffy story and sensationalised it. This time that story is to do with computers and consoles causing epilepsy!

In the words of psychologist Dr Cliff McKnight of the HUSAT Research Institute at Loughborough University, "What is distressing is the way the media have distorted fact and latched onto these people's suffering to boost sales."

So what is happening to our children, and are

they at serious risk from video games? "One in every 200 people in this country suffer from epilepsy. Of those, only a small percentage suffer from seizures triggered by flickering light. Estimates vary but the figure is about 1 in 3000."

This is known as photosensitive epilepsy and is the condition that has been reported with such vigour of late. The most important thing to remember is that neither the TV or the game being played can give you epilepsy. It is true that the flickering of a screen can cause problems if you suffer from this, but the games themselves, for the majority of people, are harmless.



Here are a couple of oldie but goodies back on the scene again courtesy of Gremlin Graphics. Their GBH label continues to go from strength to strength in the budget marketplace



Going very Cheap

If cash is still a little short after buying your sweet-heart that extra spesh Valentine gift then Gremlin can help ease your games buying problems. Coming up for budget release very shortly are Shoe People, Heroquest, Harlequin, Videokid and the classic Lotus 2.

As well as these titles Plan 9 from Outer Space is only a few weeks away at time of writing so you'll be able to indulge yourself a little more. With the speed games are coming out on budget these days it's even more difficult to decide whether it's worth the wait!

All the new GBH titles will be priced at £9.99

More Bad Influence!

If you're a fan of ITV's massively successful Bad Influence programme, and you simply can't get enough of the Express/YTV magazine then you'll be pleased to know that turning your telly on at 7.30am on a Thursday will give you an extra dose courtesy of GMTV, the new ITV breakfast show that replaced TVAM.

Hosted by Violet Berlin, each slot will feature reviews, hardware, tips and cheats. Don't forget the second issue of Bad Influence magazine is now in the shops, so pop down there right away and get your copy.



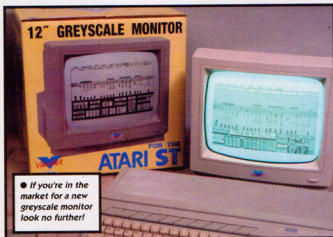
Cheap viewing

If you're in the market for a sexy new monitor then Silica Systems have come along with the ideal pressie for you. Well, only if you're looking for a greyscale one, but well, you can't have everything can you?

Costing a paltry £69 including VAT, the monitor goes under the

catchy title – the ViewTek VT12. It only works in low and medium res, but there is a free high-res emulator supplied. Stereo speakers are built in and the colour is designed to co-ordinate with your computer.

Silica Systems can be contacted on 081-309-1111



If you're in the market for a new greyscale monitor look no further!

ST GALLUP CHART

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10	(10)	Spellbound Dizzy	Code Masters	£7.99

Yep, we called it right again. Street Fighter II got a really massive review last month, and this month it's at Number One!



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Games are what *ST Action's* all about and as usual we've got some juicy old titbits for you this month...

REVIEWS

THIS MONTH

There really isn't any choice when it comes to finding out what's a good game and what isn't. Every latest title we get our hands on undergoes the rigorous Action Test and our STAI rating should be your benchmark to whether a game's worth buying or not.

On top of the regular reviews you'll find our pages packed with previews

detailing the best in forthcoming products that we believe will be well worth looking out for in the near future. You really can't beat *ST Action* for its quality coverage of the *ST* games market. The pack aren't even closing in.

Let's face facts, if you don't find everything you're looking for (on the *ST* games front) in this magazine, then you are a sad blundering geek.

Sleepwalker



Comic Relief fever hits the *ST* as Ocean release the first ever Red Nose Day computer game. Help Ralph keep his master out of trouble.

p.14



Ragnarok p.18



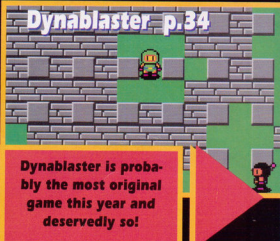
An excellent variation on a popular theme. Do battle with the gods to stay alive!

A military masterpiece that puts you in control of a fleet of World War II vehicles.



Campaign p.22

Dynablaster p.34



Dynablaster is probably the most original game this year and deservedly so!

PLUS: Guy Spy...p.17, Motorhead...p.25, Dragon's Lair III...p.26, Transarctica...p.28, B.A.T. II...p.30 and Dalek Attack...p.32

★
STE
ONLY!



● You play Ralph - the canine with a conscience! The chap with the dress is Lee - your beloved master and somnambulist sidekick

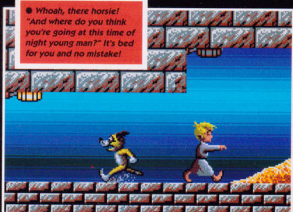
SL



● Keeping Lee out of trouble is a dog's life. Doh, wait a minute, what am I talking about? I am a dog! (Well, I think you're lovely - Coral, Jason's girlfriend!)



● The zoo level is full of animals that can be used to help. Jumping on the giraffe's neck will send you skywards



• Whoah, there horse!
"And where do you think
you're going at this time of
night young man?" It's bed
for you and no mistake!



• No wonder he's running
away! Would you hang
around while a maniac with
a dodgy dress chases you
with arms outstretched?

SLEEPWALKER

The first Red Nose computer game has arrived for the STE. Join Lenny Henry and the gang for some somnambulant silliness!

The official launch of the Comic Relief Red Nose Day 4 was Friday February 5th. This was the great day when the Comic Relief organisation put its weight behind an extensive media campaign that included full TV coverage, public involvement and various corporate deals. Ocean software have joined in by producing the first ever Red Nose computer software game - Sleepwalker.

Ocean are hoping to pass the word about the necessity for involvement by people of all ages. They are contributing a healthy £4.32 of all copies sold to the cause as well as organising various in-store marketing promotions and competitions. With an incredible publicity campaign underway, it gives everyone the chance to do something worthy with their loose change.

To get back to the actual

game, the tie-in to Comic Relief is continually illustrated throughout each of the six levels. Graphic characterisations of various celebs appear as obstructions or objects of assistance.

These include the Two Rons as nightclub bouncers, Dame Edna as a traffic warden and many others. The sound effects include the sampled voice of Mr Lenny Henry who continually bombards your eardrums with lots of smart comic quotes and words of encouragement.

As I've mentioned, the game is set over six levels of

around his bedroom and you must avoid his heavy feet. Unfortunately, this time you were caught with your trousers down and Lee has been catapulted out of the window into the night.

As you are traditionally known as man's best friend, it is up to you to rescue him before he wakes up and does himself a terrible injury. Each level is packed full of obstructions that will hinder your progress.

You must forge ahead of Lee and clear his path by removing sharp and dangerous objects before he

**ST
ACTION
4+ RATED**

Games that try to include various licencing touches usually end up substituting gameplay and originality in a bid to make them recognisable. Fortunately, Sleepwalker manages to combine excellent characterisations with beautiful animation and intricate backgrounds for a game that will appeal to all ages. Go on, buy it! It's for a worthy cause!

frenzied action. Each level is a different section of Kipsville, the lovely, sleepy little town where you and your master live. You are Ralph, a happy-go-lucky canine without a care in the world.

Your only worry is the odd occasion when your master Lee decides to sleepwalk

reaches them and finally direct him to the end of the level.

Your loyalty to your master has endowed you with special canine powers that allow you to jump, run and be subjected to extreme physical abuse. You can even be amusingly run over, squashed or burnt.



• Your job is to try and hit the elephant on the nose before he shoots his water at Lee. Looks like you missed! Splasewatt!



to a crisp, but you will not be able to die.

Each game is started with three attempts and losing all three will end your game. A small bar represents how deep a sleep young Lee is under at the present time.

Sustaining injuries will cause him to wake up a little and when he is fully awake, an attempt will be lost.

Various special bonuses can be collected to aid your mission that include: Red

Nose (awards you an extra life), Whoopee Cushion (limited invulnerability), False Beard (gives you a hint), Novelty Ear Muffs (gives Lee extra energy by putting him into a deeper sleep), Dunce Hat (fills out the entire map) and finally, a Custard Pie (builds a temporary bridge over any nearby water).

Not every object will appear on all the levels but some of them will be duplicated whenever they're necessary.

One key to find Lee!

A detailed map screen can be called up by pressing a key on the keyboard. This tells you the location of yourself and Lee and also gives you the chance to pause the game and check your surroundings.

Sections will only appear as you gradually progress through each stage (unless you have collected the Dunce Hat).

As well as the various helpful items, you can also find special red noses scattered about the levels. When collected, in no particular order, these noses will spell out COMIC in a panel at the top of the screen. This allows you to access the bonus stage at the end of a level.

Wishful thinking!

The bonus screens take place in a level similar in design to the main game area. Lee doesn't appear here and it's a kind of wishful thinking stage for Ralph.

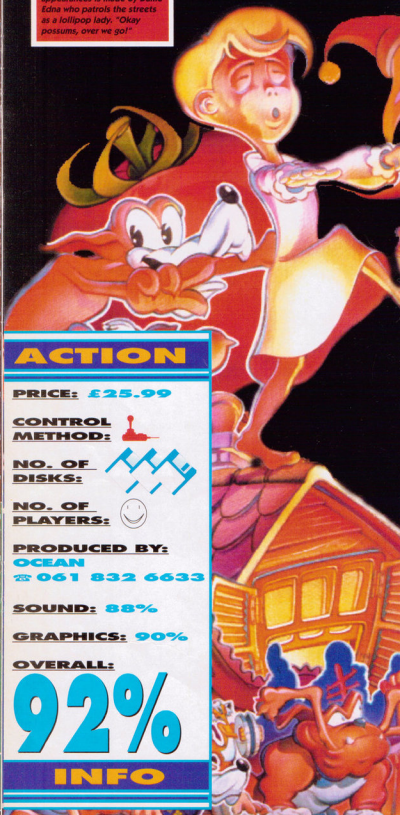
Here he must collect 20 red balloons for an extra life and also pick up different objects and letters to spell out hazards that he would like to see Lee fall foul to.

It works sort of like this: collect a picture of a ram and it will appear in a box below. Now pick up a + sign and then look for a pair of trousers.

They will appear next to the other objects you have just collected. Now add another + sign and finally collect a picture of a rhino.

You will get Ram+Pant+Rhino to spell Rampant Rhino and so on. This kind of commitment to detail and fun just adds to an already fabulous product. *Jason*

One of the many guest appearances is made by Dame Edna who patrols the streets as a lollipop lady. "Okay possums, over we go!"



ACTION

PRICE: £25.99

CONTROL METHOD:

NO. OF DISKS:

NO. OF PLAYERS:

PRODUCED BY:
OCEAN
☎ 061 832 6633

SOUND: 88%


GRAPHICS: 90%

OVERALL:
92%

INFO

COMIC RELIEF





• The first playable level has our hero shooting the hordes of evil Nazi's. Simply aim your cursor and press fire... Easy



• This action packed loading screen shows a scene from later on in the game. Just as well really!

COMIC RELIEF



GUY SPY

Those guys at Readysoft are back with another cartoon quality game they hope will be a hit.

Guy Spy - with a name like that the only profession you could be involved in is that of an undercover agent. As a blond-haired agent employed by the American Government you have to put a stop to the evil doings of Baron Von Max.

He is a Nazi fanatic hell bent on the destruction of mankind. You see,

hard to easy, I started the game expecting to waltz right through to the end of the game, no way dude.

Lots of coffee

An hour or so later, I was pulling my hair out, half an hour later I started on a bottle of whisky hidden behind some games in my drawer.

Talk about frustration, me perhaps the finest gamesplayer on the

with my trusty revolver, I tried desperately to move the joystick controlled cursor around to target the nasty dudes in the cable car in front.

!!!!

Similar in a lot of areas to the previous sub-level, both of which are equally unplayable, I fell to the floor unconscious. It wouldn't have been half as bad if it was the Guy Spy sprite who collapsed.

Nope, it was me, the boredom had set in! I took the smell of coffee and a small bottle of smelling salts Paul had on his person at the time to revive me. Unfortunately, very poor, so avoid.

Brad

It's too similar to the Dragon's Lair series for my liking. Nice graphics and animation, but very little else. True to the burb the playability may well have been improved, but not enough to warrant the price tag. If cartoon like animation is for you, then why not invest your money on a Disney video. Certainly a case of "spy before you buy" (poor joke).

the Nazi has in his possession The Doomsday device, a weapon so powerful if used it'd make the explosion from an Atom bomb look like a firecracker! You have to stop the mad man before he has chance to use it effectively.


Pro-plus

The game starts with an easy to use option screen and all sorts of parameters can be toggled and changed, the main one being the difficulty level. Changing it from

world, stuck on the first level of Guy Spy, the game which promised Dragon's Lair type graphics, with poop hot playability. Hmmn some how I don't think so.

By sheer luck alone I managed to get past the initial level, having killed all the gunmen who ambushed me at the railway station. The disk whirred into action, and the next exciting (Zzz) scene was about to load.

This put me in a cable car travelling up a mountain side. Armed



• In the cable car you have to pick off the gunmen. Don't waste time or else they'll throw some dynamite your way

ACTION

PRICE: £29.99

CONTROL METHOD:



NO. OF DISKS:



NO. OF PLAYERS:



PRODUCED BY: EMPIRE

☎ 0268 541126

SOUND: 63%

GRAPHICS: 88%

OVERALL:

57%

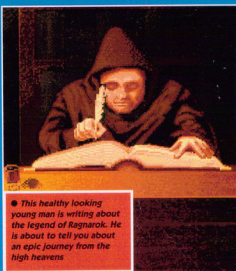
INFO

Many classic board games such as Chess, Backgammon and Draughts have undergone a variety of changes as they made their way across the world. The origins of these popular pastimes differ depending on your source of information but the most common are ancient China, Persia and India.

The only thing that remains consistent is the journey of discovery and return to the Middle Ages was made by knights returning from the Crusades.

Happy returns

This makes for an interesting first-side story as the soldiers would return home to a fine welcome and proudly show off their new finds. Unfortunately, the instructors would



● This healthy looking young man is writing about the legend of Ragnarok. He is about to tell you about an epic journey from the high heavens



● He writes with an unsteady hand as his life energy ebbs away from him but still manages to detail the chronicles of Odin - the king of the gods

RAGNAROK

Battle with the gods and try to change your destiny. An excellent strategy game that could well rival the classics of our time.

be written in Arabic and be of no use whatsoever.

This would result in a complete lack of interest by the local folk who would return to their usual game of King's Table, leaving the village intelligentsia to work out how to play these foreign games.

Ragnarok is based on King's Table and can be traced back to the Viking people of Northern Europe and Scandinavia. The word itself refers to a point in mythology where the gods and their armies would meet and participate in an incredible battle. The outcome of this battle

was to rid the world of evil and iniquity and open up the doors for a new and better world.

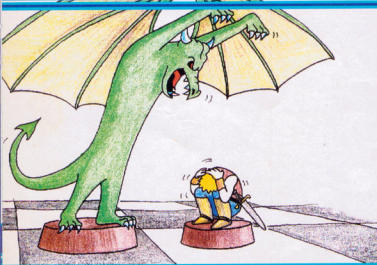
Immortal? I think not!

You play the part of Odin, the king of the gods, who is aware of the fact that he is destined to die at the battle. Not being too impressed with this revelation, he has taken the game of King's Table and added a few special pieces to try and create

two sides who are about to battle.

The white team consists of eight "Einherirar" pieces which are similar to pawns and are reincarnated warriors who will fight for the gods at Ragnarok. There are also four special pieces that can be chosen from the six available, each having their own individual powers that must be successfully utilised if you are to win the game. Finally there is Odin himself, who is positioned in the centre

COMIC RELIEF



Ragnarok is a particularly impressive variation on a popular theme. It takes the addictiveness and thought-provoking gameplay from chess and adds atmospheric graphics and a variety of nice, polished touches. The inclusion of computer-controlled opponents with differing skill levels allows steady progression but still provides long term challenge.

a miniature Ragnarok. With this new game, he has descended to earth to play against mortal man to try and find a way to cheat his destiny.

Each game is played on a board measuring eleven squares by eleven. Some of the squares have additional markings to help the player identify particular spots that may only be used by Odin. You may play as one of the

of the board with the rest of his team around him. The white team has 13 members in total.

Unfair advantage

The black team has more players and comprises of 24 in total. There are 20 pawns (known as the Giants), and four special pieces that can be chosen from an impressive list. It is always the Black team that makes the first move in



● Odin swoops down from the heavens to find a place where he can try to change his destiny. He is looking for the ultimate opponent - man!

● He returns to his own towering body and settles in front of a busy village inn. Perhaps he can find a worthy player in this unclean den of iniquity



Ragnarok

Each team has a different objective within the game. The white team must move Odin from his starting position in the middle of the board to one of the safe squares that occupy the four corners. The black team must prevent this by capturing Odin.

To achieve this they must do one of three things: Surround him on four sides with black pieces. The pieces must take up the North, South, East and West squares that connect directly to Odin's square. Surround him with three black pieces when he is on the edge of the board or surround him with three pieces when the remaining square is the centre square.

Three against one

The other pieces in the game can be removed from the board using the same surround technique, although it is slightly less complicated. The pawns can be moved by occupying two squares on either side, North and South, or East and West. Some of the special pieces may need to be surrounded by three pieces before they will be defeated.

Ragnarok can be played as a two player battle between you and a friend or a one player tournament. The one player game pits you against several computer controlled opponents of varying degrees of skill and ability.

To complete the game, you must defeat each computer generated character twice - once as black and again as white. Not an easy task I can tell you.

Restricted movement

Movement on the board is done by the mouse, keyboard or joystick. Each piece has a set number of moves and also may be restricted in the direction it can travel in. An excellent addition is the ability to gain information on any one piece.

Just highlight the piece you are curious about and press "I". This will show you a nice picture of the character and tell you how many squares it can move and in what direction. Pressing "H" will help you by suggesting a possible move.

Each time a piece is taken, an animation will follow which is superimposed over the main playing area detailing the demise of your victim. This can be turned off using the options menu at the start of the game if necessary.


Jason

ACTION

PRICE: £34.99

CONTROL METHOD: 

NO. OF DISKS: 

NO. OF PLAYERS: 

PRODUCED BY: MIRAGE
☎ 0260 299909

SOUND: 82%

GRAPHICS: 87%

OVERALL:

88%

INFO

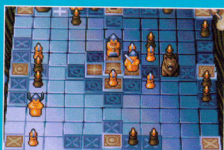
BATTLING BY NUMBERS



1. Options
2. Information
3. Load/Save
4. Begin Game
5. The playing Area
6. Piece Information



● This is the board at the beginning of the game. The white pieces occupy the centre of the board and the black team have resilience around the edges



● Odin is about to be surrounded by three black pieces in the top left corner of the board. Unless he moves pretty quick, he's going to be in trouble

● When you are about to lose one of your pieces, a small animation sequence will superimpose itself over the main playing area and show you his sudden demise.



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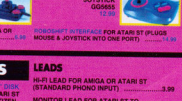
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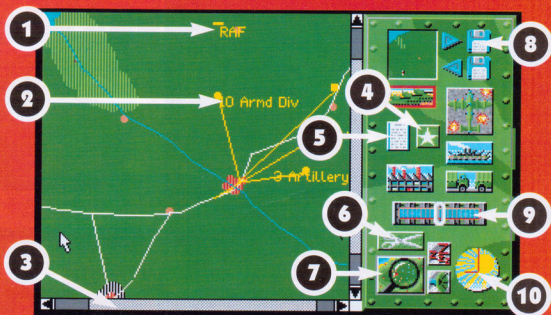


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HEADING INTO BATTLE



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|--------------------|-------------------|
| 1. Base | 6. Map editor |
| 2. Your boys | 7. Zoom into area |
| 3. Scroll map | 8. Save/Load maps |
| 4. Change force | 9. Game speed |
| 5. Map information | 10. Advance time |

Campaign is one of those games that's been in the so-called pipeline for what seems like donkey's years. True, the ST effort is the last one of the sixteen bit versions to get to the shops but in a game of this size and complexity, Empire and programmer Jonathan Griffiths can be forgiven for keeping the public waiting just this once.

As the title suggests this game is all about war - the ugly side and the more thought-provoking planning stages. Tactics in Campaign will play a very large part, but only as large as the hands-on experiences on the battle-field itself. It's being billed as the "most comprehensive military simulation of warfare in World War II" and for once the boast may not be totally over the top.

Bad back

First things first let's get the packaging out of the way. You'll notice on your way home how heavy the box is. Now upon opening it up you may well be expecting to find

a large manual. Well you'd be right of course. There's an 8-page manual in there as well as an even bigger Equipment Fact finder book which has details of all the weaponry and equipment in the game. This is used for both general information and to get you past the copy protection each time you load up.

Beside the two books you'll also get a couple of propaganda postcards, two propaganda posters, various maps, battle plans and even an authentic reprint on The Times newspaper to boot! Not really of much use, but if you want to decorate your bedroom World War II style

then they're invaluable (and they're pretty interesting if you like that sort of thing!).

Controlling interest

That's that out of the way with so it's time to look at what the actual game's about in a little more depth. Well it's up to you whether you decide to control either the Allies or Axis forces. Once that moral dilemma has been put behind you it's time to choose just what level of participation you're prepared to take. This can range from a humble (but still important) tank driver, right up to Field Marshal where you'll have everything to



ST
ACTION
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cope with including co-ordinating strategies for all your forces (and that includes tanks, planes, convoys and your production centres).

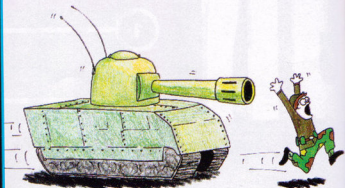
It is for basically this reason that Campaign will appeal to wargamers no matter how serious about their hobby they are. Even the casual "see what it's like" crew shouldn't be disappointed, whereas the "I want to do absolutely everything possible...more things than my brain can possibly cope with at one set time" mob will be equally pleased.

Big areas

At its deepest level you can be in command of around 3000 individual vehicles at any one time. These vehicles range from basically anything that was flown, driven or ailed during the war. Keeping track of what you've got and where they are is the key to a successful war campaign. Once you lose this you may as well forget the war as you'll soon be overcome.

A war game tends to only be as good as the area you can play in. Campaign covers all these problems more than adequately too. Included within the game are 20 pre-defined maps, some of which are as large as 10 million square kilometres, so you needn't worry about running out of terrain. As an added plus point, there is also a map editor that allows you to modify maps and even create your own if you're feeling artistic enough. This obviously adds to the longevity of the

COMIC RELIEF



ACTION

PRICE: £29.99

CONTROL METHOD:

NO. OF DISKS:

NO. OF PLAYERS:

PRODUCED BY:
EMPIRE
☎ 0268 541126

SOUND: 64%

GRAPHICS: 77%

OVERALL:

86%

INFO

Empire's latest is one of the most polished war-games you'll come across this year. Everything from the packaging to the software is well presented. The only snag is that it won't appeal to everyone. War game fans will have been waiting for this, while the on-spec buyer could well end up being disappointed if they aren't into this sort of thing.

game no end as you can also edit the forces of both sides, thus customising battles to your own requirements.

Once you actually get into the game itself, controlling the proceedings is a simple matter of using either the mouse or joystick depending

what you're doing at the time. The strategy part of the game simply involves clicking on your various forces and send-

ing them where you want to, getting supply lines set up and doing all the clever work that goes into war.

When you're actually in the seat however the joystick becomes your controller and you can move your tank, armoured vehicle or whatever, wherever you wish with the idea being to knock out the enemy forces.

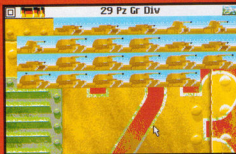
Campaign is a deep, complex game that will take time to get into but if you're a hardened strategy nut then this could mean you start neglecting your family! Paul

Battlegroup Panther

Imagine the scene as one of these rumbles through the town's streets trying to kill your men!

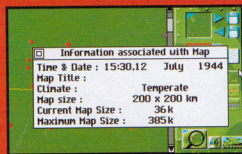


Front Armour (mm)	120
Side Armour (mm)	57
Rear Armour (mm)	46
Maximum Armour Penetration (mm)	198
Maximum Road Speed (km/h)	46
Maximum X-Country Speed (km/h)	24



Clicking on the correct box will bring up some useful information on the map you're currently fighting on

Clicking on the correct box will bring up some useful information on the map you're currently fighting on



MOTORHEAD

Death, Satanism, heavy metal and bad breath
abound in this game of the band...

Right, I've seen some bizarre licences in the past but you have to admit that bands tend to steer well clear of computers. Okay we've got *Altern 8* (hello boys) coming up soon, but other than that the only other one that leaps to mind is *Frankie Goes to Hollywood* years ago on the 8-bits.

Not being a fan of heavy metal or guitar music in general, I was more than a little relieved when the music started playing and I wasn't greeted with the thrashing sounds of twanging chords. In fact the lovely ST soundchip melodies were

sweet and relaxing in comparison to what I was expecting!

For those of you who don't know much about Motorhead (and I'll be the first to boast that this includes

his band have been kidnapped by some evil bod or other and it's up to Lemmy (that's you that is) to save 'em all.

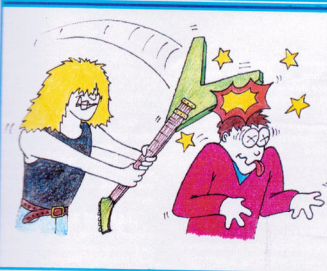
Each one of the guys has been

I was really expecting something crap here I'll be honest! It's actually fun though (at least for a short while). I'm certainly not a fan of this kind of theme but it's all very humorous (ho ho ho). All of a sudden the controls are dodgy, the sound irritating and throwing up over people ceases to be funny. It's okay for a game every now and then.

myself!) they're an extremely greasy, smelly heavy metal band fronted by a hairy chap called Lemmy. Now (almost tragically) the members of

whisked off to a different world with names like *Rap City* and *Rave World* (come on!). Each level is split into three sections. You've got the main one which is a sort of beat 'em-up (or even belch 'em-up!), the second happens when you rescue a band member. Both characters climb onto a motorcycle and roar off down the road picking up various bonus goodies for extra energy.

COMIC RELIEF



● That guitar's a healthy weapon. It's a real shame that Lemmy's the ugliest sprite ever seen on a computer game!

ACTION

PRICE: £25.99

CONTROL METHOD:



NO. OF DISKS:



NO. OF PLAYERS:



PRODUCED BY:
VIRGIN

☎ 081 960 2255

SOUND: 42%

GRAPHICS: 68%

OVERALL:

68%

INFO

either battering them with your guitar or by picking up a special object like a bottle of Jack Daniels or a jar of cockles and burping all over them! Nice one! So that's the level we're at is it?

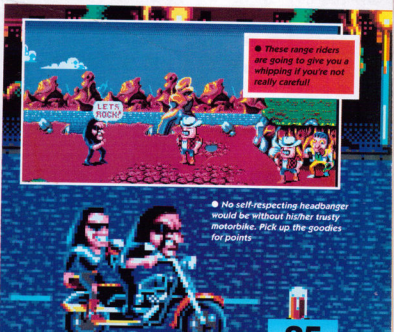
You can also use a little magic (black of course) to help you through the trickier sections. By collecting symbols as you rampage around, you build up your magic and then tapping the space bar will unleash a demon of sorts onto your enemies! It's all a bit morally dodgy in places but it's all intended in good fun (we think!).

Paul

Ace of Spades

At the end of these two sections you get a special bonus game which can range from *Beer Frenzy* (which involves drinking beer) to *Grab a Groupie* (I could explain, but it'd only get cut out!)

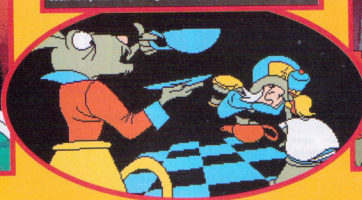
All the different worlds have stereotyped characters - walking through them, for example *Rap City* has got gangs of yobs with their caps turned backwards rampaging through it (looks a bit like Manchester's Ardale Centre to me!). These all have to be killed off by





● The Playing Cards can be destroyed by slicing their paper bodies in half. If he manages that, he must then jump onto the black chess piece

● Ooh, look, it's the Mad Hatter and the March Hare. They don't seem too pleased at having their tea party interrupted



DRAGON'S LAIR

The latest Dragon's Lair game hits the ST. But will it stay hit or is it going to be a poor miss?

ACTION

PRICE: £30.99

CONTROL METHOD:



NO. OF DISKS:



NO. OF PLAYERS:



PRODUCED BY:

EMPIRE

☎ 0268 541126

SOUND: 74%

GRAPHICS: 92%

OVERALL:

63%

INFO

How many times have we heard this story before? Boy meets girl; boy likes girl; girl gets kidnapped by wizard; boy rescues girl; boy destroys wizard; wizard's sister not amused; wreaks terrible revenge on unsuspecting couple! Okay, so

Although graphically excellent, DL III suffers from the same disease caught by the previous games in the series - a complete lack of gameplay! There isn't enough to warrant a full price tag when all you have to do is move the joystick in a couple of directions and occasionally press the fire button to finish it. I've just got a feeling that something is missing.

maybe we haven't heard it before, but we've definitely seen it all before. Has it undergone any drastic improvements? Not really!

Brotherly love

The real storyline is something like this...It is over a year since Dirk the Daring destroyed the evil Mordroc. After tracking him down to a deep cavern where the Princess Daphne lay asleep in a magical dream, Dirk somehow managed to get the Ring of Death onto Mordroc's finger.

After a few seconds, he expanded like a balloon and Dirk was able to destroy him

forever with one swing of his sword. A kiss from his delicate lips was enough to wake his beloved and they went off to enjoy each other and live happily ever after. Aahhh!

Unfortunately, they had failed to include his evil sister Mordread into the equa-

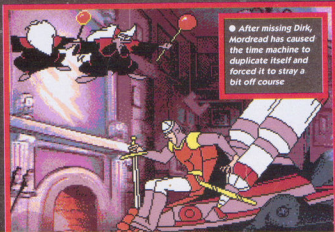
tion and she began to form a most heinous plan to destroy their lives forever. After many sleepless nights of mystical chanting, Mordread added

the final ingredient into the cauldron and the huge bellow of steam signalled the completion of her most vile concoction. She gently lifted up her treasured possession - a magic wand with a large glass bubble on top. After several waves and chants, she plunged it deep into the liquid.

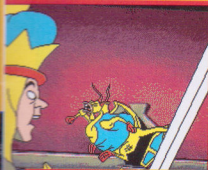
I am not a number!

Abruptly, the wind calmed and Mordread raised her head and laughed the most evil of laughs. "And with this enchanted wand I imprison you, house and all, to be transported to the Vortex."

With a loud roar of thunder, evil witch, cauldron,



● After missing Dirk, Mordread has caused the time machine to duplicate itself and forced it to stray a bit off course



● Dirk has made it to the little yellow door but the Jabberwocky has appeared and seems to be growing at an alarming rate



● Dirk has lost his sword and he must now avoid the poisonous gas before he gets cornered in the wonderful world of Wonderland

R

smoke and wind disappeared, and only the sound of her sinister laughter could be heard echoing through her castle.

As you have probably already guessed, you play the role of Dirk the Daring as he must once again rescue her beloved from the clutches of an evil third party. You do not actually control Dirk, but more his responses to the situations around him.

After watching several pieces of incredible animation, you must decide which direction you want Dirk to go in and make the corresponding move on the joystick.

If there doesn't seem to be a safe move, perhaps a press of the fire button is in order.

Timing is very important as you must be accurate if you're to succeed. You not only have to work out the correct move, but you must also find out when to begin them. You have three lives and the game will be over if you lose them all or complete each scene on the disks.

Making your move

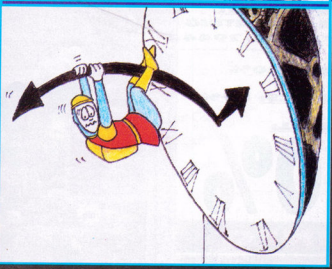
Dirk can be controlled two different ways, either by using a joystick or the numeric keypad on your keyboard. The directions are UP (8), DOWN (2), LEFT (4), RIGHT (6). To use Dirk's weapon, press the fire button

or use the "0" on the keypad. You can also use the cursor keys and the space bar for the sword.

As there are over 25 different scenes, you are given the chance to save your game whenever you wish. Press the "S" key during the game and you will be asked to insert your save game disk. Your position will be saved if you successfully complete the screen.

Loading a previously saved game is done by pressing the "L" key anytime during a game. You will then be asked for your save game disk and the game will load where you left off. *Jason*

COMIC RELIEF



TRANSARCTICA

They never listened...Global disaster! The ozone layer has gone. Nobody wanted to believe this could ever happen. It's too late now...

The ice age has arrived. The computer networks have crashed. The electric matrix has gone down. Cities all over the world are covered in mountains of ice. I fear not for my own life, but for the future of the human race. If only we'd have listened.

Ignored warnings

Centuries have past since the collapse of civilisation, now in the snow covered world, huge trains travel between small towns trading goods. In this post technological world the early days of steam and 21st century technology cross.

In this age, the weak are left to starve and die, whilst the strong live in gangs and thrive on

defenceless families. Painful memories you have trouble forgetting come flooding back to you.

As a child, you watched in horror as your parents were beaten to death. From that day on you vowed to bring light back to earth and destroy the cold.

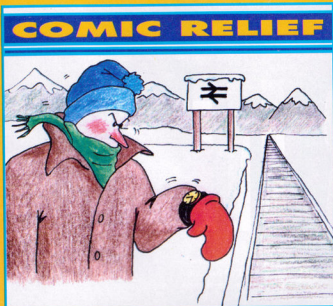
As you grew up gathered friends and followers who had been driven into hiding through fear of death. As more people went underground, you prepared a speech, which basically said, "how long are we going to stay in hiding?"...and how long are we going to remain running?"

After reading the speech the majority agreed to fight back. You begin work on the Transarctica - an old locomotive, which is in grim need of repair.

Black money

In this land where violence and coal are the only currencies you have to look for a way of achieving your purpose whilst protecting yourself, your train and the people who live onboard.

The Viking Union are a huge corporation and the only company



more ice - no more money. When the word of your mission reaches them, it's a case of no more Mr Nice guy. As the chase commences, your aim is to try and restore the sun, which as you can imagine requires an ingenious plan. Their plan is to

change your speed, send out spys, as well as choose a safe route along the track.

The combat is pretty hot too. Your train sits opposite the enemy and by moving along the various carriages with your mouse pointer it's possible to perform certain actions.

Carriage combat

Troop carriages are able to send out a team of soldiers armed to the teeth with TNT. Their objective is to get on top of the energy train and lay the explosive packages.

If you've captured any mammoths they, like the soldiers, can be sent to destroy the cabins. Make sure you're going to win the battle otherwise, if you have to make a quick escape you'll have to leave your soldiers behind. **Brad**

ACTION

PRICE: £29.99

CONTROL METHOD:

NO. OF DISKS:

NO. OF PLAYERS:

PRODUCED BY:
DAZE MARKETING
071 490 2944

SOUND: 80%

GRAPHICS: 89%

OVERALL:

90%

INFO

28

STA

An interesting game with an interesting message. Transarctica receives my award for being most original, and fortunately, the train doesn't stop there. It's obvious from the minute you read the manual that the data on those two disks is going to be a bit special. Get your Transarctica ticket now, because if you miss it you'll be sorry.

making money in these desperate times. They'll do anything to make sure the sun isn't returned.

The V-corp owns the majority of trains and coal mines. The last thing they need is the sun returning, no

do everything in their power to put you out of business for life, which is exactly what you'll lose!

The majority of the game is controlled using a few icons which are dotted around the screen - you can



● This is the main engine carriage where you can change your direction and speed

● The all important warmup room. You make all the important combat decisions in this special cabin

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CREATION GAME

● Choosing your agent is one of the more important decisions you'll make



French company Ubi Soft have been a little quiet of late haven't they (say "Yes Paul!")? Now this month sees the release of both this sequel and the highly acclaimed Dynablast, 18 months must have passed since the first B.A.T game came out.

Receiving mixed reviews for varying reasons, the sequel obviously sets out to correct the problems of the original, and it's about that

time we found out whether they've managed to pull it off this time.

Furry mammals

To be perfectly honest I was never overly impressed by B.A.T. The idea was sound enough and it was quite pretty to look at, but there was just something missing for me. So with (almost) baited breath I plugged the security dongle into the back of the ST and prepared to load the

first of five incredibly data-packed disks!

Upon being asked to insert Disk 3 into Drive B, it only took me two reloads and about twenty minutes to realise that I should be inserting Disk 2 into Drive A! But once I'd overcome that little teething problem everything was fine and I could get into the game proper.

It is at this point you may start to realise that there is an awful lot more to B.A.T. 2 than there was to B.A.T. The

move throughout the different locations. It's easy to follow though and the system works well considering it's unusual.

Johnny Morris

The game is entirely mouse controlled and the pointer itself is intelligent. For example, if you move it over a character who is walking, it will change into the Speak icon. Clicking your left button will then bring up a menu from which you may ask questions to the person

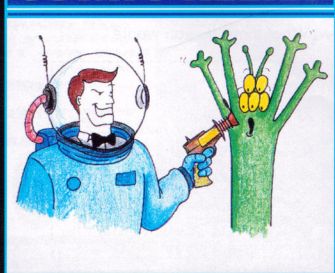
I wasn't sure about this one when I started and I'm a long way from being positive now I've finished. B.A.T. II seems to have everything a good game should have, and yet I'd never describe it as a really good game. There's still something missing. Some people, especially fans of the first, may accuse me of being harsh but then again it is £35.

way the game is presented on the whole is slightly bizarre. When you change location, the whole screen does not change, rather a portion of it alters and covers the last picture. This gives a sort of comic book effect as you

you've chosen to speak to. Easy really, but be warned, not everybody you encounter will be able to speak your current language.

The same system applies when you want to move about anywhere. As soon as

COMIC RELIEF

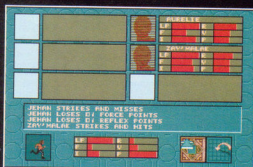


● By wandering around the planet you will discover many exciting looking locations. Not all ARE exciting though!





● This is BOB, your friendly interactive wrist computer that will come in useful for almost everything you want



● It's fight time people and you aren't doing too well at all. You'll have to buck your ideas up soon

B.A.T. II

It's nothing to do with small, furry mammals that have an un-nerving ability to turn into vampires...

you move the pointer over a viable exit it will transform into an arrow. Click now and off you'll trot through the opened door.

Blind as a...

The plot sees you as a B.A.T. agent sent to a city called Roma 2 to take over a case where the previous agent has had a murder attempt on her life. Well that's it loosely anyway.

All you're told really is that you must make your way to a certain seedy hotel in order to meet up with your colleague and then get filled in on all the details.

From there you're more or less on your own although you can always refer to the smart manual and scenario guide for help should you need a little urging on.

It is recommended on the package that you have an MV16 cartridge plugged in. Now it's probably a fairly safe bet that many people out there aren't aware that the MV16 is a hard to get hold of music

cart that plugs into your ST and it's made by Ubi Soft.

Don't worry though, all it does is enhance the sound. Unfortunately, we haven't been able to get hold of one so we can't tell you how good it actually is.

Batcave

Graphically the game looks okay although a lot of the screens look quite samey.

There are several good bits like the 3D stuff and the Via Express sections that stand out from the rest of the action.

Paul

ACTION

PRICE: £34.99

CONTROL METHOD: 

NO. OF DISKS: 

NO. OF PLAYERS: 

PRODUCED BY: UBI SOFT
☎ 081 343 9055

SOUND: 64%

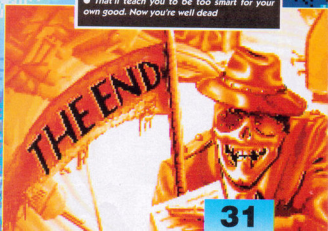
GRAPHICS: 78%

OVERALL:

78%

INFO

● That'll teach you to be too smart for your own good. Now you're well dead



ACTION

PRICE: £16.99

CONTROL METHOD:

NO. OF DISKS:

NO. OF PLAYERS:

PRODUCED BY:

ADMIRAL
☎ 0977 797777

SCORE: 65%

GRAPHICS: 72%

OVERALL:

79%

INFO

● "EXTERMINATE" The burly soldier has no chance against the almighty power of the Daleks laser bolt. If only he could find some stairs, evasion would be easy



● The first and easiest of the end of level guardians causes the Timelord (Sylvester McCoy) quite a few problems in the sewers

DALEK ATTACK

They can't go over shag pile carpets and they can't climb up stairs. But can they take over the world?

Who can take the Daleks seriously? I mean, they can't climb stairs and they rule the universe on the strength of threats alone. Well, loads of those second rate metal warriors have landed on earth and have set up four special ozone layer destroying machines in the four major cities in the world.

Once this protective layer is dissipated, a full scale invasion will take place, ending human life as we know it.

Take it lying down

Well you certainly aren't going to sit on your bum whilst the termination of the human race continues around you. Grab your funstick and take control of one of the three Timelords either Sylvester McCoy, Tom (Book Tower) Baker or that old bloke who used to be Worzel Gummidge.

Once you have chosen your favourite Doctor/celeb it's to the Tardis you go, travelling the grains of time in order to arrive at the first of 5 destinations dotted around Earth. London is the first destination, and when you arrive you'll be greeted by laser gun holding duds and Daleks.

think each of the levels is a tad small, yet after playing for a little longer it's just possible to stumble across all manner of big and small secret passages.

Only by exploring the current level will you be able to progress onto the later beefier and more input consuming

I can't really stand Doctor Who, or any off his adversaries - call me old fashioned but I think it's a pile of toss. Yet, there's something I can't quite put my finger on which makes this game so much fun to play. The presentation is average and the sound's not too clever. Yet the playability shines through. A full price quality game at a budget price.

Nothing your sonic screwdriver can't deal with, though.

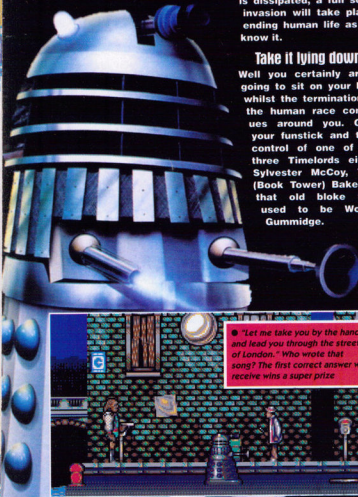
It's just a case of run and jump around the locations looking for items that will help you on your quest, extra men, powerful weapons and the like.

At a glance, you may

action screens.

On a few of the later levels, your trusty canine/robotic side kick K9 comes to your aid, but it too suffers from a lack of ability when it comes to climbing stairs (who invents these mechanical monstrosities?).

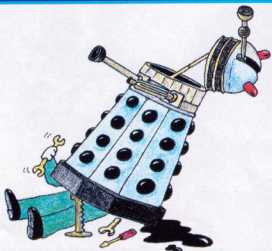
Brad



● "Let me take you by the hand, and lead you through the streets of London." Who wrote that song? The first correct answer we receive wins a super prize

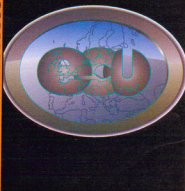


COMIC RELIEF



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DYNABLASTER

Bombs, bombs, bombs! Where does he get those beautiful bombs? Is Dynablaster the most addictive thing since Rainbow Islands?

After playing the excellent Amiga version of Dynablaster when it was first released, we looked forward to the ST conversion with moist anticipation. Could it possibly contain the same cute, well detailed graphics and incredibly addictive gameplay that made it such a hit? Well, to be perfectly honest, yes!

The first thing that draws your attention is the adaptor included in

the package. This neat little device performs two tasks: first of all, it allows you to bypass the protection and load the game (without it the game will just freeze) and second, it gives you the chance to plug in an extra two joysticks for a five player gaming orgy!

The actual game can be played with anything up to five players. Choosing a one player game will set you off on an epic journey to rescue your beloved. You start off in zone one with three lives and must use your skill and reflexes to progress through the many stages of frenzied arcade action.

Your time is up!

Each level must be completed inside a strict time limit. Failure to do so will result in an unfortunate loss of life. Points are awarded if you collect an item or manage to destroy one of the wandering monsters.

Each screen contains various scattered bricks that must be destroyed in order to find the exit to the next stage. Various monsters will wander around trying to get in the way and generally being obstructive. Contact with any one of them will result in an immediate loss of



life. You must destroy them all, and only then will the exit open allowing you to leave the level. Your chosen weapons of destruction are bombs. You must

little pieces. Ooh, what fun!

Extra bonus items can be collected throughout each level. They will appear occasionally when you destroy a certain part of the wall.

Dynablaster combines instant addiction, cute graphics and long term appeal with an excellent multi-player option to give you one of the most playable games ever seen. The one player game is fun but the real joy is with the five player game. Grab some friends, dim the lights and get ready for some real fun. ST gaming of the highest quality.

position them on any free space and then wait for a second before they explode. Any monsters that stray into the flames or walls that are in direct contact will be blown into tiny

Collect them and they will be immediately activated.

Each icon represents a certain special power that you must use to your advantage. The effects range

I HAVE GIVEN A NAME TO MY PAIN!



● These shots at the beginning of the game tell you about the reasons for your journey



● Apparently, the red-head is your bit of fluff and she's been kidnapped by the green guy!



● Your task is to bypass the various levels until you finally reach the castle where she is held

WHERE DOES HE GET THOSE WONDERFUL TOYS?



FLAMES: They can be collected as you progress through each level. They will increase the length of your explosions, allowing you to position your bombs from further away but still be effective



BOMBS: At the start of the game, you begin with only one bomb. This will be increased each time by one as you collect the flashing bomb icons. You can drop any amount of bombs up to about six or seven



ROLLER SKATES: Collecting the skates will speed up your bomberman chappie. This is pretty useful on the later levels as you can drop a string of bombs but still get out of the way before they explode



BOMB HEART: This is probably one of the most useful icons you can collect. It allows you to position your bombs where you wish and then detonate them at your own leisure, making the game easier



WALKTHROUGH BOMBS: A useful ability to have when you find yourself trapped between two of your own bombs. Normally this would signal your demise but you will now be able to walk right through them



EXTRA MAN: Lives are in short demand, especially on the later levels so you will always find enough room for one more. collecting this icon will add one to your already depleting stock



from extended explosions to extra bombs for you to drop.

Multi-player orgy

Although this part of the game is immensely addictive, the multi-player game is where the fun really begins. Get some mates round, plug in a couple of joysticks and start a five player battle. The 'match' is decided when one player manages to win five rounds. A round is won when all the players have been destroyed and only one remains.

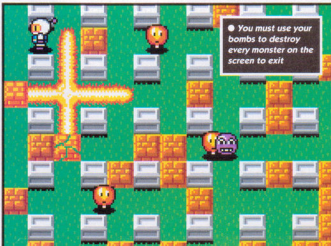
You must use your bombs to trap the other players and avoid the explosions of your opponents. Collectable bonuses will appear and it will be a race as to who can pick up the advantage.

There are only two icons available in the multi-player game - flames and bombs. The flames will extend your explosions and the bombs will allow you to drop more than one bomb at a time.

Skull-related antics

A special icon will appear in the multi-player battle game. Collecting the skull is a bit of a gamble as the effects are completely random. You could get something good like an increase in speed but you will usually end up with something bad.

This ranges from small explosions to dropping the bombs as soon as you collect them. The only way to rid yourself of this infection is to touch another player. This contaminates them with the disease and you are then immediately returned to normal again. **Jason**



ACTION

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CONTROL METHOD:

NO. OF DISKS:

NO. OF PLAYERS:



PRODUCED BY:
UBI SOFT
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SOUND: 90%

GRAPHICS: 87%

OVERALL:

92%

INFO

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You take control of a crack troop of marines as they negotiate various missions on board an alien spaceship. Tons of superb weapons, multiple choice orders and lots of enticing missions. Startling graphical effects and atmospheric sound make this a must.

"Far superior to Heroquest in design, Space Crusade is most definitely worth getting - an excellent arcade style RPG."
Reviewed in STA July '92

This is easily one of the best platform games to ever appear on the home computer. Guide Gomez Addams over lots of intriguing levels, past deviant nasties and uncover absolutely loads of secret rooms.

"Graphically cute, expertly animated and very colourful. A definite contender for game of the year. This is the STs equivalent to Sonic and Mario."

Reviewed in STA June '92



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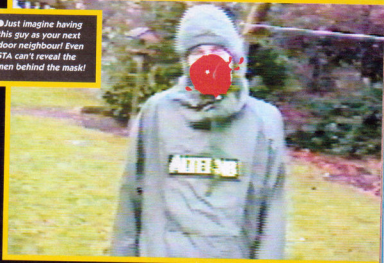
A D-8 WITH THE STARS



The names Chris Peat and Mark Archer may not mean much to you, but these two guys are responsible for a flood of charts hits. Altern-8 have been around for a good few years and have had great success with such classic rave tunes as *Activ-8* and *Brutal-8-E*. The boys owe a lot of it to the ST because all of their hits have been created using the fabulous MIDI facilities. Now the guys are still using the ST but not just for music. It seems as though they've got a game in the pipeline, based upon the music videos of their previous stormers. Yes you too can wear a radiation suit and a gas mask.

Always eager to search out the hot new stories ST Action sent down Brad Burton and Paul McNally to deepest Stafford to hopefully bump into the guys (well we didn't like saying that we arranged to meet them in a seedy railway station cafe at mid-day!). Not fully knowing what to expect or where to be taken, the pair of them donned their bobby hats, bought a box of Pro-plus to help pep them up throughout a hard days raving and boarded the 11:18am from Manchester Piccadilly (home of the bomb scare!). Armed with a video camera, a dictaphone and a knowledge that they were going to be picked up in a cafe, off they went...

©Just imagine having this guy as your next door neighbour! Even STA can't reveal the men behind the mask!



SORRY!



On arrival it was off to Chris' house (via the pub and a bit of Pool) to get down to some serious interviewing.

At this point it must be said that we encountered two of the daftest dogs ever. If they could read it'd be worthwhile saying hello to 'em. After chasing them around the front room with a remote control car, we all settled down into serious mood with a biscuit tin full of questions for them both to pull out at random. The highlights of the said interview are printed in all their glory below.

Q) Do you always hang out in seedy railway station cafes?

A) All the time. You get a really good quality of tramp sitting in the corner and it can be fun!

Q) Any bad experiences?

A) Well we sometimes hang out in seedy railway station cafes! Seriously though when we first started

recording, we made a whole album and didn't even get paid. The record industry is a bad experience. The label went bust and we just got ripped off completely.

Q) What hobbies did you have as a nipper?

A) All I've ever done from about 16 years old is play with computers and mess about with keyboards.

Q) Why are you going back to Nexus 21?

A) People were taking Altern-8 far too serious, and that really wasn't the idea, so we're shedding the suits, coming out of the closet and revealing ourselves to the great British public. I'm sure the police will have something to say about that! - Brad

Q) What's your worst possible nightmare?

A) Going to prison for not paying library fines. Travelling the terrible tubes in London!

Q) As a kid did you have any major ambitions?

A) I've always wanted to be a musician, and never really set my sights on doing anything else.

Q) Any memories from your school days?

A) Well, my mum could never afford to buy me the expensive trainers of the day and I was picked on quite heavily. It was bonfire night and I remember my mum brought me a brand new school bag, and the school bullies dropped a banger in and completely destroyed it.

Q) Any advice for a kid who's getting bullied?

A) Keep your chin up, because when they die, god will pay them back. (probably). Alternatively take



● Just one of the A-B guys, but who is it... Chris or Mark(e)? Answers on a postcard to the usual address.

GET

TIRED!

running lessons, or carry a foot 'n' a half of lead piping up your sleeve. Prevention is better than cure, so hit them before they hit you (sound advice there - Paul).

Q) What's your favourite drink?

A) Tea. Tea's the best drink of the day, plenty of milk though.

Q) Could you now live comfortably on your earnings?

A) I could, but I've got my eye on a big yacht. It's got loads of top things like radar and sails so for that reason I'm still working.

Q) Where's the furthest place you have travelled to with Altern-8?

A) Detroit, New York, Los Angeles, all over Germany and quite a lot of Gay Paris. Unfortunately I've not been to Uranus, but we've got a tour planned there next year with Nexus 21.

Q) Are you the most famous thing to come out of Stafford?

A) Well there used to be a pretty famous blues band called 'Climax' who were big in the 70's but then

they unfortunately wilted away.

Q) Did you enjoy school?

A) If I were to be perfectly honest I'd say no. I can't remember one week throughout my last two years in which I wasn't off at least one day. I only tended to go in if I had music. I wasn't interested in anything else.

Q) Do you mind Southerners?

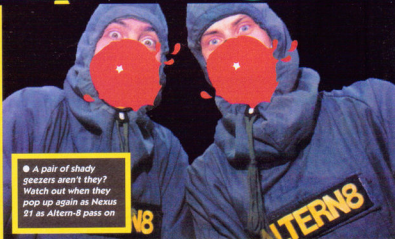
A) Knees up muvver brahn, apples and pears, and three penny bits. Nah, I don't mind 'em to be perfectly honest. I've got loads and loads of friends down there.

Q) Do you collect records?

A) Not really. The only time I get to listen to music other than my own is when we do a club and we hear what the DJ's playing.

Q) Where did you steal the kid that said "Top One, Nice One, Get Sorted" from?

A) She's the daughter of someone who worked for Network Records. She's called Claire and she's really sweet! Five year old and a superstar. (sigh)



● A pair of shady geezers aren't they? Watch out when they pop up again as Nexus 21 as Altern-8 pass on

some people have all the luck.

probably insecure.

Q) Did you give her back?

A) Yep straight away, I didn't want to though! MC Crazy Claire, where are you now?

Q) Any chance of her making a comeback?

Q) It's obvious you don't just throw your tracks out, so what's the secret?

A) As with Evapor-8, the tune that's got the "Top One, Nice One, Get Sorted" sample in it, we think of a saying, spread it about a bit, and a week or so later you'll hear it on The Word. This is one way of producing a hit. Alternatively, take last week for instance, I woke up with a brilliant idea for a track, dragged myself out of bed at 4am and walked over to my studio to begin recording the basics for a kickin' new choon. Inspiration is the key.



● Oh dear! Only Chris Peat would have a hat like this and only one other bloke on the planet would wear it!

A) Well I'm not gonna give too much away, but it's just possible she's appearing on the new album.

Q) Is there any particular journalist that gives you a hard time?

A) Melody Maker have this curly-haired geek, who seems to slate everything we do. I don't worry too much about him, because he's

● Imagine our horror as we walked around Stafford and suddenly bumped into this guy



● Welcome to the bizarre world of Altern-8 where everybody's fingers are slightly crooked!





Q) Have you ever been rumbled or sussed out for being Altern-8?

A) Nah, everybody knows Altern-8 are Chris Peat and Mark Archer.

Q) What do you do on Sunday?

A) Sleep, oh and go to church, but that goes without saying.

Q) What's your favourite TV advert?

A) About a year or so ago, there was this ace Carling Black Label ad, which started off with a man in a supermarket looking at washing powders. It then went off and a few seconds later, what looked like another advert came on with him being chased by a load of Indians through a crowded pub. I liked it because it was mad, dead funny and really original.

Q) Have you any bad habits?

A) I sometimes bring Plutonium into the house which my girlfriend doesn't appreciate. It does produce a Ready Brek type glow which is quite good though.

Q) Losers use drugs, what do winners use?

A) Winners use computers, I mean look at you two, you're obviously dead smart! (What are you on? - Ed)

Q) What type of haircut do you generally go for?

A) A number one all over, you know similar to a skinhead. This means you don't have to fall about brushing your hair in the morning.

Q) What three things would you buy from a chemist?

A) Hmmm, tricky one that, condoms, toothpaste and cough medicine coz I get ill a lot.

Q) What pets have you got?

A) I've got a parrot called George, two dogs - Bonnie and Sweep and a mouse called surprisingly "The Mouse".

Q) What are your views on Nepotism?

A) Uhh, what exactly does it mean? (Brad struggles explaining) Oh yeah I think it's sound, I mean, you've got to look after your friends and family haven't you?

Q) Why Altern-8 with the number?

A) Why not? Lots of words end with ate(8), and it's catchy. Besides, the whole marketing plan was based around that.

Q) What's your favourite computer game?

A) I used to really like Hitchhiker's Guide to the Galaxy. I also like Pinball Fantasies on the Amiga, Speed Ball 2 and (nudge) Un-Sensible Soccer. It's got to be really wacky.

Q) What computers do you own?

A) Yeah, I had the classic ZX81 then I got a Commodore 64 an Atari 1040STE and an Amiga 1500. The ST is used to write tracks and the Amiga is generally for games and boring business stuff like accounts.

Q) What's your favourite type of game?

A) I like platform games and I'm occasionally partial to the odd shoot 'em-up!

Q) Can we get Zoe (girlfriend) on film and make her famous within our hallowed pages?

A) Not at the mo, she's making a sandwich.

Q) Do you watch the Big

A) Nah, I never wake up before 12:00pm. Although I will admit to seeing bits of it twice!

Q) Was Nexus 21 your first project?

A) Yes.

Q) How did you both get together?

A) We met in the studio. I saw an advert in a local newspaper for a keyboard player and applied. Luckily I got the job because I'd had other experience. I was lucky I guess. It all took off from there really.

Q) Who would you most like to roll around in a gigantic tub of Vicks with?

A) My girlfriend Zoe. She's been with me right from my school days, and I miss her to love her.

Q) Do you think the twins from Neighbours are attractive?

A) Yes. Very much so!

Q) Where was your best gig?

A) There's been too many good ones. I could never say that there was any specific gig better than the rest. Everybody has been really nice to us wherever we went.

Q) How many of those limited edition silver discs that Paul gave to a strange girl from Doncaster were pressed?

A) Only 1000 Infiltrate 202, 12" were pressed, and had you not foolishly given it away, you could have sold it for the princely sum of more than £50! Ha, how sad are you?

Q) So then, tell us about your forthcoming albums.

A) The new Nexus 21 album should be out by the end of March. There's no definite title, so therefore if any of the readers have any ideas, send them to us and we'll forward them to Network Records. If it's good enough who knows you may get to see your title on the shelves (although there are no promises!).

They'll be another Nexus album released at the same time with all the old stuff on it. At the moment we've no plans to do any more Altern-8 in this country although on the continent and in the States we'll still be releasing stuff. So you'll all have to go out and buy the imports now. Anyway, they look better in a record collection.

Q) What's the highest chart position you gained?

A) Active-8 was our most commer-

cially successful and it reached a massive number three and stayed there for a good two weeks. Evapor-8 and Hypnotic St-8 both reached number six, so we've not done too bad for a group of keyboard players.

Q) Who writes the tunes?

A) Both me and Marky do. He generally writes the fast stuff, while I put together the slower stuff.

Q) What about the game, when are we going to see it on the shelves?

A) Yikes! Well the game's being programmed by a top secret software development team, who are holed up in a nuclear bunker, somewhere under the streets of Stafford. It's going to be a platform game, and rest assured our scientists/programmers are the best in the business.

A clever combination of code and atom-splitting should ensure a fun factor never before seen on the ST. At present we've only got the game data in liquid form and we're having a few problems getting the formula correct so it sticks to the disk! It keeps slipping off!



● Why not get down to Maxims in Wigan. Every Saturday night there's a chance you'll see this dodgy dude

TRAXX ON THE RECORD

At the peak of any serious rave night about a year ago you could guarantee that "Top One, Nice One" would appear somewhere in the mix. The Altern-8 tunes seemed to strike a chord with every serious all-night raver up and down the country. Ever since the stunt they pulled at Shelleys they have received cult status and serious respect from their home area Stoke and Stafford. Nexus 21 stuff is little known but it is

● Would you believe these hands are insured for a whopping £10,000 pounds... Nor would we

stuff I personally prefer. Bleeps and bass was the turning point in the house scene and I would say their stuff was without doubt classic. I hear now

they are pursuing the Nexus project so no doubt we will all be hearing more quality records and albums from this well respected group and label.

ALTERN 8 ... mask hysteria

LIMITED EDITION PICTURE DISC



● One of the advantages of meeting Altern-8 is a signed album. Coo, I'll bet you're 8 dead jealous



Special Thanks to Altern-8 aka Chris (Blue) Peat(er) and Marky (Scooby Doo) Archer, Zoe for the magic cigarette. Bonnie and Sweep for kissing Paul. The friendly staff of The Victoria Pub on Browning Street especially Christine for their good food and hospitality. The LSD posse, oh and the mix-a-tastic DJ Traxx because without their co-operation this superb feature wouldn't have been possible (probably).



PLAYER'S GUIDE

INDIA AND THE

If you have been using the guide from last month, you should have no problems following this final part of the solution. Just follow the instructions and you're home free!

BRUNWALD CASTLE

Walk into the castle and listen to the butler. He will start a fight so you must knock him out. Enter the corridor directly north and locate the drunken soldier. Speak kindly to him and offer to get him another drink. He will now give you a mug. Go back to the entrance where you beat up the butler and head east until you enter a room with a burning fire and a large keg in it. Use the stein with the spigot [the tap on the beer barrel] to fill the mug. Now use the mug on the open fire and pick up the roast boar when the steam has stopped.

Head back to the entrance of the castle and find the room with the clothes in it. Pick up the servant's uniform and examine the lock. Search the nearby rooms and you should find a room with a large fireplace in it. Push the statue on the left to reveal a hidden passage that you will have to use later on. Also, make sure you push the suit of armour on

the left and watch the position of the axe when it falls - you will need to use this later on when you are tied together with your father. Now leave the room.

Tell the second guard that you have authorisation to sell leather jackets and offer him one for 15 marks. Now go up the stairs and you should come to a room with a chest in it. Open the chest and look inside to find another 50 marks.

Give the painting you found in Henry's house to guard number three and go east until you find another room with a chest in it. Open it to find a uniform. Examine the uniform to find a small key. Put on your Indywear and go back to where you found the servant's outfit. Use the small key on the padlock and take the grey guard's uniform and wear it.

Continue walking around until you come to a room with a big desk and a large dog in it. Throw the roast boar you



Give the roast boar to the dog and you will now be able to get the trophy to use on Bif later on. Make sure you examine the middle right drawer as well

picked up from the kitchen to the dog and pick up the gold trophy from the top of the filing cabinet. Open the middle drawer on the right and you will find a piece of white paper. Pick it up and leave the room.

Change back into the Indywear again and go back down into the kitchen. Fill the trophy with beer from the keg, change back into the guard's uniform and go upstairs until you find Bif. (He is the guard who stands in the middle of a corridor and doesn't move. He is also very tough.) Give him the trophy which he will empty and then squash on his head. This makes him very weak so one punch will knock him out.

Examine the doors until you find the room with a large painting and a candlestick on a table. Examine the candleabra and pick up the silver key. Find the room with a green wire hanging by the door and pull it. This will set off the alarm and result in your capture. Vogel will now appear and start to talk to

you. It doesn't matter what you say as long as you give him the Grail Diary.

You will now find yourself tied to a chair with your father in the room with the large fireplace and the statues. Saving the game is a good move at this time. Push the chair until you are under the suit of armour. Push the armour and the axe should cut the rope. If you die, just re-load and try again. When you are free, push the statue on the left and enter the secret passage. You should now appear outside. Walk to the right and you will see a motor cycle. Climb in and use it.

On the way to Berlin, you will be stopped at a checkpoint. To get past, say that it is out of the question and the only papers you can find are the marks. Give them to the guard and he should let you go through. When you reach Berlin, Elsa will give you the diary back. When you come across Hitler, give him the pass which he will sign for you. Now head for the airport.

You will end up in this room when you have been captured. You must use the suit of armour to free yourself by cutting the rope with the axe



INDIANA JONES LAST CRUSADE

● Swap characters so you are controlling Henry and have a chat with the chap in the blue coat. Ask him about his grandchildren and pick his pocket



THE AIRPORT

rambling on. Leave the airport and climb in the cockpit of the bi-plane.

You have to do the next bit quickly or you will be forced to board the zeppelin.

Examine the manual you have and follow the step by step instructions. If you have done it correctly, you will soon be up in the air.

Unfortunately, you will crash land in a short while. When you recover, go over to the right and use the car on the left.

When you are stopped at the checkpoints, show them the pass you got signed off Hitler. You will have to do this about six times before your journey is complete.

You will eventually arrive in Iskanderun.

When you get to the airport, make Henry have a chat with

the old guy who is reading the paper. Ask him about his grandchildren and Henry will pick his pockets while he is

● This is the view from outside the airport. Don't bother going to the zeppelin, just make your way to the plane on the right and get it cranked up



THE TEMPLE

First thing you should do now is save the game as things start to get a little tricky from here on.

Enter the temple and get ready for the first of the three

tests. Look in the diary and find the picture with the large "X" in it. Position the cursor in the same place on the screen (it should be just next to a group of rocks as

● Position the cursor as shown in the screenshot. You will now walk across the chasm without any problems. It's easy when you know how



you enter the room). Next is the test of God.

Check the top of the screen and see how they have spelled the name of God. It should be JEHOVA or JEHOVU but check just in case I'm mistaken.

You must now cross the chasm by walking on the letters that make up his name. So make sure you only step on the letters J,E,H,O,V and A or U. Make your way across for the next test.

You will now appear on a ledge with a huge gap in front of you and an opening on the other side. Position the cursor towards the middle of the opening on the other side, next to a small point that

sticks out. If it is correct, Indy will walk across the gap and through to the final challenge - choosing the correct Grail.

Use the information you collected throughout the game and in the Diary to make the right choice. If you can't be bothered to find out, it's the brass chalice inscribed in Greek.

Once you've picked up the Grail, take it over to the holy water and fill it. You will now test it to see if it is the right one - you'll know if it isn't, believe me!

When your father is safe, look at the broken seal. Use your whip to collect the Grail and then give it to the knight.

Congratulations - You have completed Indiana Jones and the Last Crusade!

PLAYER'S GUIDE

WEEN

Following on from our epic solutions last month, we are proud to present this complete player's guide to Ween. Just follow the instructions for some easy gaming treats...

Throughout the game, the copper ball can change itself into:

- 1) a cauldron with the aid of the ring
- 2) a sword with the aid of the necklace
- 3) a pipe with the aid of the tiara

START

Click on the crystal ball and take the copper ball. Take the tongs and open the cupboard. Take the lard and red click on the cupboard. Take the knife and exit on the left.

EXTERIOR OF THE HOUSE

Take the straw and use the pliers on the hand rail. Take the wood and use the knife or tongs on the reed. Take the reed and use the knife on it. You'll then have a flute. Take the reed and exit.

START

Exit on the right.



● This dodgy looking fellow is Uki. He will offer to carry your belongings along with his weird brother

I'M UKI.

LAB

Take the tablette and use the key on the skull. Take the ring and use the sleeping draught on the seed. Take the drug, click on the picture and hang it on the hook. Click on the niche and use the drug over it. Click on the niche again and take the mould. Now exit.

START

Call Urm (use flute on me) and give him the strawberries. Collect the jam and put the straw and wood in the fireplace. Call up Urm and give him the jam. Now use him on the fireplace. Use gold on cauldron and cauldron on fireplace. Use cauldron with melted gold on mould. Exit towards the lab (to the right).

LAB

Use golden key on padlock. Take half-statuettes and exit by the trap.

● Click on the crystal ball and you will get a small message of use



PRECIPICE

Take the tibia and use the torch in the fireplace. Use lard on cauldron and cauldron on fireplace. Take the cauldron and the planks. Exit left. Use cauldron on bowl and take the rope. Use the ring on the cauldron and the copper ball on the skull (eye socket). Take the stone and use the tibia on the orifice. Use the bowl on the tibia and move the lever. Take the copper ball and exit. Use the ropes on the planks and use all of it on the precipice. Exit.

STELE

Use the torch in the carrier and click on the skull - take the stone. Take the tibia to the foot of the left hand statue and use it on the spear. Use the spear with the tibia on the curtains and blackberries. Call Urm, give him the blackberries and use him on the hole above the door. Use the key in the lock and exit. Click on the sword and the hook - take the sword.

Click the sword on the statue and then click on the trap. Use the copper ball on the ring and use the cauldron on the acid three times.

Click on the mechanism, the sun, moon and crown. Click on the sword and moon and crown. Take the elixir and effigy from the hiding place and exit. Click on Borgol and use the cauldron on the niche holding the stele. Use the sun stone on the niche. Use the moon stone on the niche

(over the sun stone) and then use the effigy on the niche. Now exit.

BRIDGE - 2 solutions

(1) Click on the bridge and use the feather on the chest. Take the venom and the pollen. Prepare the potion: venom + pollen + elixir in the cauldron. Use cauldron on monster.

(2) Click on the bridge and use the feather on the chest. Take the venom and the pollen. Prepare growth potion: venom + pollen in cauldron. Use cauldron on leaves to right of chest. Take the strawberries and call Urm. Give him the strawberries and use the gold on the half-statuettes. Use half-statuettes on water.

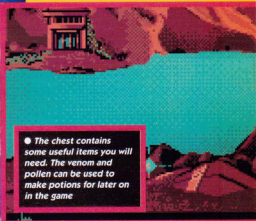
UNDER WATER

Click twice on the staircase and then click on the insect. Use the insect on the large piece of seaweed to the left. Use the glass on the dead fish. Take the steel bar and use it in the crack near the staircase. Use the bar on the small hole. Click on the stair-

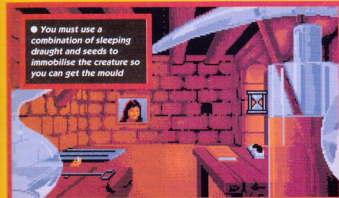
● This part of the Stele door is tricky. First insert the moonstone, followed by the sun stone, and finally, put the effigy in the correct hole to open



N



● The chest contains some useful items you will need. The venom and pollen can be used to make potions for later on in the game



● You must use a combination of sleeping draught and seeds to immobilise the creature so you can get the mould

case and the large piece of seaweed to the left. Click on the fishbone and take the harpoon point. Use it on the steel bar. Click on the large piece of seaweed on the left. Use the harpoon on the fish and then on the spikes by the staircase. Now exit.

BRIDGE

Use the sword on the rock and then use the cauldron on the hole. Click on the straw-



berries and then on the remaining hole. Use Orivor on pile of gold and then exit.

TEMPLE ENTRANCE

Use venom on snake and the torch on the brambles. Use the tiara on copper ball and the pipe on the wasp trap. Use wasp trap on wasps and then exit.

DRAGON

Click on parchment at bottom (five times). Use the wasp trap on the wasps and pick up the cherries (to the right near the tree). Call Urm and give him the cherries. Use Urm's powers on wasp trap and exit.

MAZE

1st door: Click on Borgol and the mechanism of the left

door. Click on the keystones: Bow, goat, cauldron and roast. Click on skull and exit.

2nd door: Click on mechanism and take the phial.

GUARDIAN

Click on the guardian and use the gargoyle on the cima. Take the ecu and the hammer. Use the pile of wood in the fireplace and use the phial in the enclave. Click on the fountain and use the lichen in the fireplace. Click the teeth in this order: 12-4-6-3. Take the leaves and use the hammer on the arm. Use amphora on the fireplace and the rag in the water. Use wet rag on your head and on the eye. Use the venom on the right eye and the pollen on the left. Use the flower on the fireplace and the pipe on the snake. Use the coil on the gargoyles and click on the stone wall behind the guardian. Use leaves on the fireplace and the wet rag on the coil. Use the magnifying glass on the bundle of sticks and the potion on the guardian. Click the coil and use the pipe on the tiara. Use the copper ball on the statue and take the copper ball. Now exit.

SANCTUARY

Take the necklace and the glove. Click on the chest and use the glove on the spiders. Use the glove on the heart

and use the heart on the right hand statue emplacement. Use the chalice on the scales and click on the statue head. Click on the wall hanging and take the mirrors. Take the key in the oriental vase to the right of the altar and click on the passage. Use the mirrors on the cracks and use the key on the lock. Now exit.

CORRIDOR

1 - left door
2 - right door

1) STATUE - WELLS - CRAB
Use the pipe (or sword) on the orifice and use the lightning on the hole in the pulley of the well. Take the net between sleeping statue and column. Take the hooping from the barrel. Exit right. Click on the grating and use the net in the river. Use the fish on the trap and take the crab. Use the grating on the hooping (making a sieve) and use the sieve on the river. Exit. Use the crab on the chest and the copper ball on the necklace. Use the sword on the chest and the key on the lock of the pedestal of the sleeping statue. Use the nugget on the pedestal. Now use the lightning and the sun on the pedestal.

2) GARDEN

Use bag from left hand corner on the snake. Click on the link and use the bag with the snake on the mongoose. Use the sword on the larch tree and take the root from the bottom left-hand corner. Use the root on the resin and use the resin on the monsters. Use the pipe on the water and the pearls on the basin. Use digitalis on the basin. Use femur, from root of the tree on the right, on the basin. Use the mixture on the queen and transform your pipe into a sword. Use the sword on the rope and exit.



STAIRCASE BEACH

Use the basin on the resin and use the resin on the flower. Use the horn on the wood. Now use Iana, which is on the rocky peaks, on the horn and wood. Use the pick on the dark stain under the rock at the bottom left-hand corner. Use the pot on the spring and use the water on the mushrooms (a stone area appears). Use the stone on the bird and click on the eye of the skull, and the worm. Use the worm on the mushrooms and exit the staircase.

BEACH - BOAT

Click on the monster and take the strawberries. Take the flute and call Urm - give him the strawberries. Use

the gold on the monster and take the haversack. Use the oar on the rowlock and the net on the sea. Use the sword on the fish and the eggs on the spider. Take the sail and use the sword on the bamboo. Use the bamboo on the boat and the sail on the mast. Use the hammer on the ring bows (and put them in the boat). Click on the coconut tree and use the coconut on the sledgehammer. Now use the sledgehammer on the ring bows.

BOAT

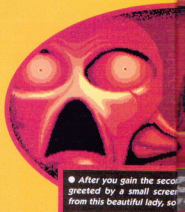
Use the hammer on the padlock. Click on the locker and take the tar. Use the pipe on the bottle. Take the cork and use it on the tar. If necessary, bail out with the cauldron. Use tarred cork on hole and use the hammer on the cork.

VOLCANO - BEACH

Use the key on the lock and enter the cabin. Take the shovel and exit. Use the shovel on the sand until you have eight holes. Use the sword on the oyster and a pearl appears. Take pearl, eye, fish bones, diamond, jewels, sandal and enter the cabin. Call Urm and give him the strawberries. Give the old man the gold, ecu, eye, fish bones, diamond, sandal, jewels, pearl and the ingot. Now use the sword on the planks of wood at the back. Now exit.

JUNGLE 1

Take the sword and cut branches on right and the "curved" branch on the left. Click on the bushes, with the help of the sword, (the zone is small), which are on the left of the plant. Click on one of the holes - the Orivor

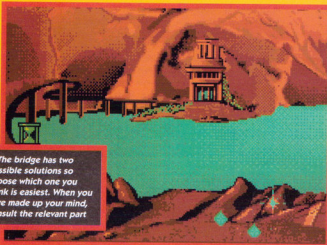


After you gain the second greeted by a small screen from this beautiful lady, so

appears. Take the gold and give it too Orivor (he gives you a rope). Use the rope on the curved branch and use the bow on the walnut. Use the pipe on the feathers and the feathers on the arrows. Use the bow on the walnut and the sword on the walnut.

JUNGLE 2 + 3

Use the cane on the eye and click on the old man. Call Urm and give him the strawberries (you get some gold). Give the gold to the old man and use the cane on the eye. Collect the bilberries on the left and give them to Urm. Use Urm on the old man and take the feather and use it on the chest. Prepare growth potion: pollen + venom in cauldron. Use potion on mushrooms and collect the truffles. Prepare another growth potion and use it on the grass at the back to the right of the ruby. Collect the camomile and prepare the evil drink: truffle + venom in cauldron. Use it on the ruby. Cauldron on water, camomile in cauldron and cauldron on fireplace (was ruby). Use the cauldron on the worm (infusion on worm) and use the worm on the mushroom. Exit. Use the sword on the bush and use the pollen on the quartz (you should get a flower). Click on the flower and take the pistil. Prepare the energy-giving drink: truffle + pollen in the cauldron. Use it



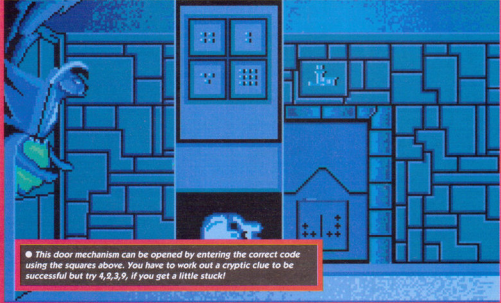
The bridge has two possible solutions so choose which one you think is easiest. When you have made up your mind, consult the relevant part



This is pretty tricky as you must take the sword and click on the hole several times. You can then take the strawberries which can be used for Urm



...grains of sand, you will be
...will give you a message
...attention!



● This door mechanism can be opened by entering the correct code using the squares above. You have to work out a cryptic clue to be successful but try 4,2,3,9, if you get a little stuck!



● This chap will appear with congratulations when you collect one of the vital grains of sand. Don't forget, you need all three to complete the game

on Borgol. Click ant on leaf at the top right-hand of the screen. Use the pistil on the ant (you change screens). Take three grains of sand and the axe. Prepare the energy-giving drink and use it on the statue (bird). Lower the lever and exit.

Click on the mechanism and use the axe on the orrifice - lower the lever. Take the key and exit. Use the key on the lock and prepare a transforming drink: truffle + pollen + venom in cauldron. Use it on the grill. Use the venom on the snake and prepare the evil drink and use it on the ruby. Go and fetch the water from the next screen. Fill the cauldron with water and use it on the flames. Now exit.

VOLCANO ENTRANCE

Take the bowl and click the ornament on the statue. Use the sword on the ornamnet and collect the jewels. Use the sword on the hole four times (hole left by ornament) and prepare an evil drink. Use on ruby and take the jewel. Click on niche of pillar on the far right and click again four times (this excites the animal and it gives out

glue). Now use the bowl on the glue.

- 1 - Prepare energy-giving drink and use on jewel.
- 2 - Use sword on crack at bottom left (the firely goes towards the crack)
- 3 - Take the firefly and use the glue on it.
- 4 - Use firefly/glue on the dark niche*

● Firstly on the one on the right. Take and use the twig on the opening of the statue's pipe. Take the jewel and repeat steps 1-4.

● Next, use it on the niche of the pillar to the left of the first one. Use the copper ball on the hole and re-take it. Take the jewel and repeat steps 1-4.

● Next, use it on the niche of the pillar at the back on the left. Take the cracked jewel and put glue on it and use it on the broken jewel and repeat steps 1-4.

Use on the middle niche on the left. Collect the fallen jewel near the drawbridge and repeat steps 1-4. Next use it on the foreground on the left.

Next, go to the pillar at the

back on the left and turn the handle once.

Middle pillar, left - turn twice.

First pillar, left, foreground - turn three times.

Pillar, far right, foreground - turn four times.

Pillar, back, right - turn five times.

Take the bow and fire arrows on the illuminated letters: K-R-A-A-L

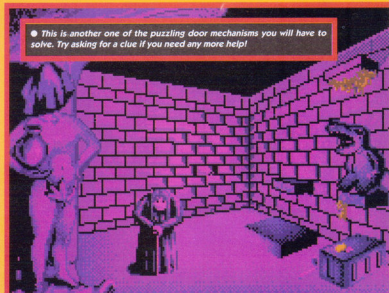
PRISON

Take the heart from the bones and the nail on the wall by clicking several times. Click on the lock and put the nail in the sixth hole of one of the locks (going clockwise). Click on the needle and collect the pin from under the bar that lifts. Put the pin into the sixth hole of the right hand lock (right - nine o'clock). Put the nail in the

third hole of the left hand lock (left - 3 o'clock). Now click on the two needles.

THE END

Click the levers on the machine. Click each lever four times (bring them down and put them back up again) from left to right. Click on the engravings and press the letters D,J,E,L. Click above the niche and put the heart in the opening (if you've got it). Now take the knife. Collect the bamboo at the bottom right of the machine and use the knife on it. Use it again to get the flute. Call Urm and collect the stone - put it in the hole of the engraving. Click A,Z,E,U,L,I,S,S,E. Take the statue from the right hand niche and use on the niche above the engraving. Use the three grains of sand on R,E,V,U,S,S.



● This is another one of the puzzling door mechanisms you will have to solve. Try asking for a clue if you need any more help!

Congratulations - You have completed Ween!

ORK

We reviewed this a while back and it received a very impressive 84%. Although it is extremely playable, it is also very difficult and can prove quite frustrating at times. This complete solution comes from those very nice people at Psygnosis....

LEVEL 1

Pick up the ammo clip then go right and drop off the edge. Walk to the left and collect the key from the ledge. Walk past the pillars and take the health potion. Jump up to the top using the pillars. Keep going up to the left, collecting the ammo clip on the way. Walk to the left and jump over the gap. Climb up the steps and collect the fuel cell to the left. Jump up to the platform on the right and kill the serpent. Walk to the right and use the key to open the door.

Take the gold and go to the left. Drop to the platform below and keep walking and jumping to the right until you reach a platform on which lies a health potion. Walk to the right and pick up the health potion.

● You begin the game next to a terminal. Enter and press fire in all four corners to activate the chest. You can now press A for more ammo, H for extra health and F to increase your fuel.



● Use your guns to get rid of the flying creatures that continually thwart your progress. Try not to waste ammo unless you are using the cheat

CHEAT MODE

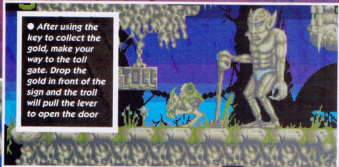
Using the steps, jump left and up to the top. Jump right to the "Pay Toll" sign. Drop the gold and the exit will open. Walk to the right to complete the level.

LEVEL 2

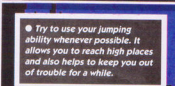
Drop down to the right and pick up the spherical laser key. Place the key in the receptacle on the far left. This opens the horizontal laser barrier below. Drop down and move right until


you find a scanner and pick it up. Walk back to the left and drop down to the bottom level. Kill the dragon and collect the key and the health potion. Jump on to the launch pad and fly up to retrieve your laser key. Fly up through the gap to the vertical laser barrier. Open the barrier, fly in and collect the quartz crystal. Retrieve the laser key again and land on the pad where you first came in. Drop down, walk right and drop on to the small platform. Collect the fuel on the right and the second key to the left. Drop down to the level below the small platform. Open the laser barrier near the dead alien. Ascend the steps, collecting ammunition as you go.

● After using the key to collect the gold, make your way to the toll gate. Drop the gold in front of the sign and the troll will pull the lever to open the door



● Try to use your jumping ability whenever possible. It allows you to reach high places and also helps to keep you out of trouble for a while.





● The floating object near the computer screen is an extra fuel pod. Collect it if you are low but try not to risk it unless you are running on vapours!



● The box with the flashing arrows on it allows you to activate your jetpack. Extra fuel can be found scattered about the levels.

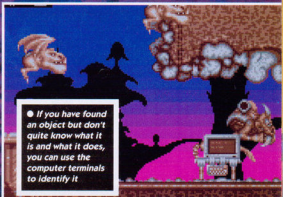
On the top step, place the quartz crystal in the receptacle - this results in rendering the force fields at the top of the level passive. Collect your laser key and fly up past the force field. Collect the

fuel and the flame from the wall. Land again and place the flame under the rope (behind the second force field). When the weight falls, drop through the gap. Jump left and place the key in the

receptacle. Go to the right and down until you find a jug. Fly back, past the area where you used the flame. Place the jug on the arrow in the floor, near the force field. Fly up above the arrow and shoot the rock until it explodes.

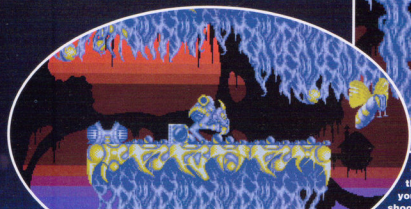
The falling debris should break the jug to reveal a rocket. Take the rocket and place it on the floor - collecting fuel on the way - beneath the ledge holding the third key. It flies up and knocks the key off the ledge. You may know work out the code to get to level three from the clues the keys give at any computer terminal. It's 2314 if you can't be bothered! Now

make your way past the dragon at the top right and enter the doorway to the left of the dragon. Use your joystick to enter the code.



● If you have found an object but don't quite know what it is and what it does, you can use the computer terminals to identify it.

LEVEL 3



● The weird looking thing to the left is a receptacle for a laser key. Filling it will usually shut down a laser for a while. There's also a scanner nearby

Drop down to the left, avoiding the acid pool below. Dodging the crabs, keep jumping and shooting the tube through which the crabs are dropping. Jump on to the lift by the bird cage and then jump to the platform on the right. Ascend the steps while avoiding the crabs. Stand on the top step and shoot the tube through which the crabs are dropping. Wait for a gap in the flames, then take off from the launcher near the head. Fly down and to the left, avoid the flames by tucking in to the background on the right. At the bottom, past the four heads, collect the laser key and then return to the launch pad and land between the flames.

Jump up to the platform on the right. Now jump on to the lift near the laser key holder. Jump on to the platform on the right and kill the wasps. Cross the steps and acid pool to the right and wait for a gap in the flames

before placing the laser key in the receptacle. Return across the acid pool, past the steps, and drop off the platform. Jump over the acid pool to the right and drop to the platform below.

Dodge the bullets and shoot the creature in the pool. Cross the pool and wait for an opportunity to collect the key. Travel back and retrieve your laser key. Use

the lift to reach the platform on your left. Move left, shooting the flying creatures as you go. Collect the R-set from the end of the platform and move right, dropping to the platform below by the laser key holder. Place the laser key in the receptacle. Make your way to the bird cage and drop the key next to it. The bird, pleased to be free, will happily fly off to collect a second laser key for you. Keep out of its way and pick it up when the bird has gone.

Jump on to the lift and travel to the platform above. Jump across the gap to the right and put the laser key in

down and collect the fuel cell. Travel up on the lift to the platform on your right. Place a laser key in the receptacle and take-off from the launch pad. Fly up through the gap above - to the left of the vertical passage infested with dragon heads.

Keep flying up and left until you locate a landing pad to the left of some steps. Land and jump to the right, collect the ammo clip then drop to the right. Walk left, avoiding the two wasps and collect the skull. Go back down to where you left the laser key. Walk right and drop down to the platform below, turn left and shoot the large insects in front of you.

Drop to the left and destroy the insect's abdomen. Collect the weight from behind the insect and use the steps to the right to ascend to the right-hand platform. Kill the wasp then ascend using the first lift. Kill the creature in the pool then jump across and place the skull in the holder. This action prevents the dragon heads in the left-hand passage from breathing fire. Drop back to the platform below then ascend on the second lift to the right.

Jump to the platform at the top left, kill the creature in the pool and collect the L-set. Go back to the launch pad below the vertical passage (with the sleeping dragons in it), fly up to the top and collect the R-set. Land again at the bottom and collect your laser key. Walk to the right edge of the platform and leap to the right. Keep moving right until you find the steps between the two lifts. Descend the steps and walk left to drop to the floor below.


Find the pressure point which causes the gate to rise then drop the weight on it, you may now walk beneath the gate to the right. Carefully cross the bridge above the

● Make your way to the lift and jump off to the right. Pick up the extra ammunition and kill the wasps who are waiting for you on the other side


the holder. Retrieve the first laser key, then travel back and pick up the second. Kill the two wasps to the right, then jump to the level below. Walk to the lift on the right and use it to get on the platform which has a laser key receptacle on it. Insert the key.

Collect the bonuses to the left then kill the two wasps to the right. Place the laser key in the receptacle at the far right, then retrieve the first one. Retrieve the second key and then jump

● Shoot the worm on the ceiling before you try to combat the dragon. Wait for a gap between the flames and keep shooting his head to kill him



● Keep jumping over the bullets and kill the monster in the pool. Avoid the acid and continue to the left to meet the guardian of the first key



● Well, here he is! Wait for a gap in the flames and run forward to collect the key. Now head back across the acid pool to continue



● Avoid the flames by keeping as close to the wall as possible. When you get to the bottom, collect the laser key and return to the launch pad

flames and take off from the launch pad and fly across the fire pit. Land on the other side and climb the steps to the right. Kill the wasp and collect the ammo and health potion if required. Jump up to the left and kill the second wasp. Take off from the launch pad and fly down the passage to the right where you find a glowing mine. Take the mine, fly up to the top and land on the pad to the left of the leaping creatures,


drop to the left, landing on the carved block. Drop the mine and the block will explode.

Place a laser key in the receptacle near your landing point. Walk to the left and jump across the stepping stones, firing as you go. Place the second laser key in the holder to the left of the acid pool. Return across the steps to where the first laser key is located. Drop down and walk left until you find

the "DROP" point. Drop the L-set and two R-sets but remember the order in which you drop them. Fly to the receptacle near the block on which you used the mine and retrieve your laser key.

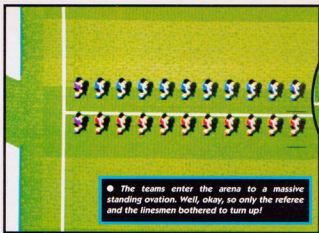
Fly to the laser key receptacle beneath where the mine was found. Place the laser key in the receptacle then fly to the pad to the left of the leaping creatures and land there. Cross the stones again and climb up the steps to the platform, upper right. Cross the fire pits to the right, shooting creatures as you go. From point blank range, press fire to knock the

three switches in to the order set by the L and R sets. This will bring the drawbridge down. Walk to the right across the drawbridge, shooting creatures as you go to complete level three.



● You must kill the dragon to collect one of the vital objects you need to complete the level. Try shooting from a distance

Levels 4 and 5 follow next month! Don't miss it!



● The teams enter the arena to a massive standing ovation. Well, okay, so only the referee and the linesmen bothered to turn up!



● Here we see the goalie going for the "most agile pixel in the world" award. Perhaps he should have been going for the ball instead!

DINO DIN

Our football-mad Ed nipped down to Cambridgeshire to talk to Kick Off creator Dino Dini about his latest footballing miracle.

A nice detached house in the middle of nowhere - not exactly the first setting you'd imagine for the man who created the best computer football game ever. Dino Dini is a happily married man who continues to produce some exciting software for all you games freaks.

He completed the original Kick Off a long time ago and it was crowned the best sports game ever. But this still wasn't enough! Dino went on to do the impossible - he released Kick Off 2 and it was a huge hit. It retained the incredible playability and nice,

simple graphics from the original but somehow managed to improve the speed and overall flexibility of the players. Add after touch (the ability to swerve the ball) and various other neat touches and you were left with the most playable football game ever seen.

It's been a long time coming and in all but name it is Kick Off 3, but for some reason Dino has switched from Anco to the most honourable sta-

ble of London-based Virgin Games. Without going into legalities that you or I could not hope to understand, the legendary Kick Off name stays with Anco.

Goal! looks similar in design to the Kick Off games, although Dino and Virgin are keen to stress that it will include vast improvements over these older titles. Whether this is a good idea or not remains to be seen. As the saying goes, "Why fix some-

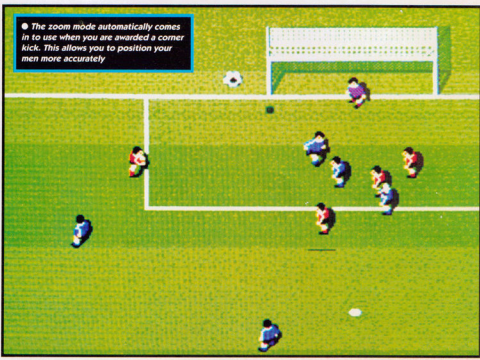
thing that isn't broken?"

The most notable improvements include a choice of horizontal or vertical scrolling pitch, normal and zoom modes and over 100k of realistic sound effects. There has also been a kind of inertia applied that means you will start off running slowly and then continue to build up speed as you move up or down the pitch. In the finished version, a player will need about a third of the pitch before he reaches top speed.

Team sheet

Each team member now has a complete list of statistics that give you a closer idea of their abilities and flaws. They include: pace, stamina, aggression, resilience, accuracy, shooting, tackling and goal keeping. A good combination of these will give you a strong and allow you to progress further in your game.

As well as the obvious two



● The zoom mode automatically comes in to use when you are awarded a corner kick. This allows you to position your men more accurately





● The game can be played in zoom mode which magnifies the current area of play. This method is also used for corner kicks

PROJECT: Dino Dini's Goal

PUBLISHER: Virgin

AUTHOR: Dino Dini

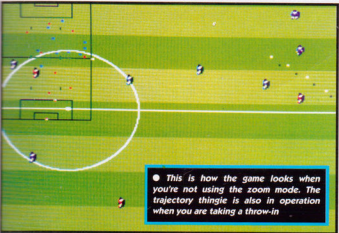
GRAPHICS: Design Systems

SOUND: In-house

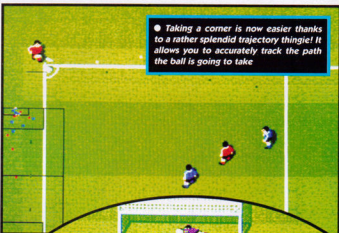
INITIATED: June 1991

RELEASE: TBA (second quarter 1993)

IT'S GOAL!



● This is how the game looks when you're not using the zoom mode. The trajectory thingie is also in operation when you are taking a throw-in

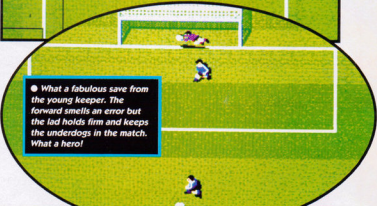


● Taking a corner is now easier thanks to a rather splendid trajectory thingie! It allows you to accurately track the path the ball is going to take

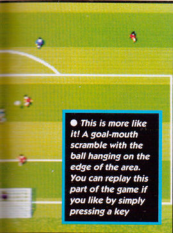
player mode, there are also various league and cup competitions that you can enter. The cups are played on a knockout basis where the winner of each match will qualify for the next round until the final match is played. The winner of this match will be crowned champion. The leagues can be played in a division where you get to play each team at least twice. Each team will have varying

skills and it is up to you to find their weaknesses.

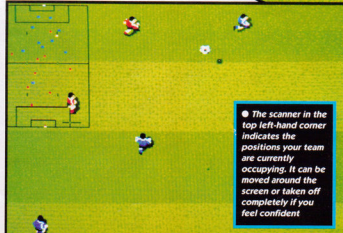
To try and contain the close-knit atmosphere of a televised competition, there is now more freedom with the replay option. You can now replay a particular event in either slow motion, normal, backwards or advance-framing the action by one step at a time to strictly criticise your own players and your team-mates.



● What a fabulous save from the young keeper. The forward smells an error but the lad holds firm and keeps the underdogs in the match. What a hero!



● This is more like it! A goal-mouth scramble with the ball hanging on the edge of the area. You can replay this part of the game if you like by simply pressing a key



● The scanner in the top left-hand corner indicates the positions your team are currently occupying. It can be moved around the screen or taken off completely if you feel confident

EXTRA TIME!

Add to this improved referees, variable speed goalkeepers, club and international teams, a variety of pitches including Wembley, wet, muddy and; an easy to use directional facility for corners and throw-ins, extra kit designs, increased aggression from supporters chanting and you will have one of the best games to ever be seen on the good ol' ST.

AMBERM AMBERSTAR 2

Could anything surpass the incredible Amberstar? Thalion thought so and the idea for a sequel was born.



● The icons and main controlling system remains the same. The only thing that has been altered is the inventory screen, which is now easier to use

● The Gulgons have been subjected to an excellent change. They are now displayed as textured environments instead of bland 3-D walls

OOON

Amberstar was released on to an unsuspecting audience with amazing results. All corners of the media sounded their approval of this technical masterpiece and the public responded with excellent sales figures to confirm the increasing popularity of the Germany based programming team. With such a success, a sequel was inevitable and who were they to stand in the way of public opinion?

Don't say no!

Although there are many improvements over the original, the same addictive and entrancing qualities that kept the entire STA staff playing for months have been kept to

ensure a long shelf life.

Hundreds of man-hours and sleepless nights have been exhausted in an attempt to produce the ultimate role-playing experience.

One of the most exciting features that has been introduced is the new program that controls the dungeon system. Gone are the days of pondering about a blocky, two dimensional dungeon.

Now you have the ability to move freely around beautifully textured dungeons by using Michael Bittner's "Real-time texture mapping dungeon system", which gives you incredibly smooth movement and an instant increase in atmosphere.

Although there has been considerable improvement, not everything has undergone elaborate change in Ambermoon.

I-con see clearly now!

The Character Status screen and Inventory menu have been improved to allow a much more "friendly" system.

The many icons have been replaced and you can now just select an item

PROJECT: Ambermoon - Amberstar 2

PUBLISHER: Thalion

AUTHOR: Jurie Horneman

ADD. PROGRAMMING: Michael Bittner

GRAPHICS: Monika Krawinkel, Thorsten

Mutschall and Erik Simon (+production)

SOUND: Matthias Steinwachs

INITIATED: April 1992

RELEASE: June/July 1993

FEATURES

- Realistic graphical proportions in the world maps
- An improved combat screen with better tactics and real-time zooming
- A gripping story with unexpected twists
- Many sub-quests and personal missions (and we mean many!)
- Temples, caves, villages, cities and houses etc. in bird's eye perspective and a unique three-dimensional dungeon system
- An automatic map-drawing function that highlights the places you have visited (on disk)
- The ability to travel to important locations without any tedious walking when you have visited them once. A complex dialogue system for easy communication with Ambermoon's many characters
- Seven different classes of magic with over 100 spells
- Hard disk installable and you even get a big, colour map included in the package!



VORSPRUNG DURCH TECHNIK

- 1 Your Party
- 2 Playing Area
- 3 Message Box
- 4 Control Icons





● The map area has also been improved. It now comes with gorgeous texture, realistic size and a fully fitted kitchen (eh! - Ed.)



● This is one of the beautiful cities you can explore. The game is now played over a huge world, with two separate moons as well

and position it where you wish, thus eradicating any frustration caused by dodgy collision detection or tired eyes.

Double trouble!

The actual world of Lyramion and its two moons (the world where Amberstar was set) has been increased to more than twice the size of the original. It now covers an 800 by 800 grid which means there is even more space for adventure.

The graphics have also been subjected to minor change as they have now been scaled down slightly to appear more authentic. Some of the interiors to the houses, inns and castles have also been changed. Not necessarily better or worse, but you can't get in the way of change can you?

"Could easily be the game of the year when it is released"

One of the few problems with Amberstar was the inability to drop something and collect it later - if you dropped it, you lost it forever!

This has now been made possible so if you have some heavy but useful objects, you can find a chest, store them in it and return for them at a later time when you need them.

This is very handy and is one of the nice, little tweaks that the programmers have deemed necessary.

Over the moon

After speaking to the programmers, you instantly realise two things: 1) their understanding of the English language betters some of the best tabloid journalists in the business and 2) they are completely over the moon with their latest game.

A reason for their success could be credited to their ability to listen and receive constructive criticism with open arms.

After a huge sack of mail arrived in their offices requesting a sequel to Amberstar, they sat down and opened each letter, reading with interest the advice and ideas from their adoring public and press alike.

Absolutely incredible!

If the original is anything to go by, Ambermoon should be absolutely superb. If all the changes are implemented, they can only serve to make the gameplay even better than the original.

Combine this with atmospheric graphics, fabulous sound and enthralling gameplay and you could have an easy contender for the Game of the Year award. Well done chaps! We leave you moist with anticipation!

A FORCE TO BE RECKONED WITH

Your Party

Gold collected

Food collected

Objects available

Treasure chest

Options icons



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READY, SET

THE INCREDIBLE F

Once again, ST Action are giving you the chance to win an absolutely spectacular prize. To coincide with their two latest releases - Dragon's Lair III and Guy Spy - Empire and Readysoft are offering the complete Readysoft ST collection as first prize.

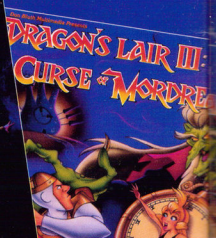
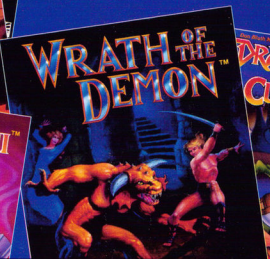
The American based company have been responsible for many great games over the years so quality and

THE QUESTIONS

All you have to do to win the fabulous prizes is answer the two simple questions below and complete the tie-breaker in no more than 20 words.

Q1) What is the name of the hero who is called on to rescue the beautiful Daphne in the Dragon's Lair series?

Q2) Name the twisted sister of Mordroc who has cast an evil spell on Daphne's house in Dragon's Lair III?



ON COURTESY OF EMPIRE AND READYSOFT

LADY, GUY!

PRIZES ON OFFER!

excellence can be assured.

The lucky winner will walk away with a complete eight-game ST collection that includes: Dragon's Lair, Escape From Singe's Castle, Space Ace, Dragon's Lair II, Space Ace 2, Wrath of the Demon, Dragon's Lair II and Guy Spy. A fabulous Dragon's Lair II mug and Guy Spy twelve-shooter pistol will also be included in this once-in-a-life-time package. 10 runners-up will each receive an Empire goodie-bag that includes: a copy of Dragon's Lair III, a Dragon's Lair III mug, Guy Spy and a super-duper Guy Spy twelve-shooter pistol.



I WANT TO WIN THE COMPLETE READYSOFT ST COLLECTION PLEASE!

Q1: Name:.....

Q2: Address:.....

TIE-BREAKER (in no more than 20 words): I wouldAge.....

like to be a pixelated hero because:
.....
.....
.....
.....
.....

Send your completed entry forms to: The Readysoft Collection Compo, ST Action, Europa House, Adlington Park, Macclesfield SK10 4NP. All entries must reach us by March 15th and the Editor's decision is final, so there!

Tick this box if you do not wish to receive promotional material from other companies

ON COURTESY OF EMPIRE AND READYSOFT

It's that time of the month again when all your mail gets tipped out of the sack onto the table. Then it all goes through a tough sorting technique before we come up with the cream of the crop.

WRIT

NO PRESENTS

I would like to complain about the software houses because they say the drop in Atari sales is due to the lack of business, but this does not seem to be true because the software houses aren't getting the games to the shops in time. This is proved by the fact that Amiga games are released before the ST and that the ST games are released at completely the wrong time. For example, I wanted Street Fighter II for Christmas along with thousands of others, but the ST version was released after the holiday. This is more than slightly stupid, as most people are penniless after Christmas. This helps to explain the drop in sales and the reason more people are changing to that vulgar little Amiga 600 and the amazingly slow Amiga 1200.

If you have any other explanations for the lack of sales could you please tell me and PLEASE could you put the software houses back on line! I'm sure this letter expresses a considerable amount of people's views.

Alan Bradshaw, South Croymond.

I wish we could put the software houses back in line Alan. It's certainly an interesting point you've come up with there regarding software releases. We certainly expected a lot of games to make the Christmas rush that didn't and to that extent the software publishers are cut-

ting off their own nose to spite their face! Okay we appreciate that there are inevitable programming delays and that the ST version is generally the last to come out, but we are still talking about professional organisations who can't meet the most important deadline of the year! If any software companies want to have their say it would be more than interesting to hear from you!

GIVE US STRENGTH

Having seen the response my last letter received a short while ago, I thought I'd better write again and clarify my views on computer sexism. I think the women that have wrote the aforementioned letters are all lesbians (joke). Seriously though I really can't understand why they are getting on their high horses. If after they've done the house work, and filed their nails, they fancy a game of Sonic, then that's fine by me, they deserve it!

If, on the other hand, they want to try some serious game playing then be my guest, just don't come crying to me when you don't know what you are supposed to do with your mouse. Stick to washing dishes girls that's what I say. Leave the role-playing to us blokes (that should stir things up quite nicely!) (This guy really knows how to stir things up - unsexist Ed.)

Dave (women are good for 3 things) Payton, Sunderland.

STAR LETTER

SWEET DREAMS

I've not had a computer for long, but after much deliberation over the capabilities of several machines, chose the STE. Wisely, I chose, as it turns out, it surpassed all my expectations, on both the games and utilities side. Now it has been superceded by a machine that is out of this world - the Falcon is the machine of the future, with capabilities and possibilities that are out of this world. I shall be getting one as soon as humanly possible. Then I shall sit back and watch the Spectre of Amoeba wither away and die. Finally the arguments will be all over.

With Motorola now up to the 68060, what speed then? It is said that Falcon already works at blinking speed and maybe Atari will take the 68060 and put it in the 040. Who knows, but what speed then?

To Atari, I want to say "For God's sake, don't let us down now. If you give us what you have promised, I can promise you at least 12 converted Amoeba (parasite) owners and that's only in Northampton. Country-wide I can see it being thousands."

To programmers I say, "Don't desert us now. This is the most special home machine that has ever been produced and everyone wants one. It can only bode well for any software that is produced. Your sales will definitely get a big boost from this machine."

To STA "When does Falcon Action come out? You will definitely need to produce one because of the escalation of products made for this machine."

For the Atari company in general, the slump is over

for them. With the advent of this machine the sales of the A1200 will plummet to rock bottom and software companies will see the futility of it all and will desert them along with Loriciel!

Ah! Oh! Ah! That was the strangest dream! But then again maybe it will all come true. Let's hope it's a premonition and not just Another World!

Stevey Shane, Northampton.

By the time you read this the Falcon could well be in the shops. We've had one in the office for a day and can tell you now it's a bit special. You just can't knock what Atari have done for home computers this time. The A1200 will continue to sell, quite possibly by the bucket load (but then, how many can you fit in a bucket?) because it is a good machine. Chances are the new Atari Falcon will find a different niche in an already over-crowded market.

As for Falcon Action, well that's certainly a long way off just yet. You never know though what's around the next corner. Take heed software houses, programmers and the buying public out there. Atari are well on a truly back on the road to success! What can stop 'em now?



RE W RITEN!

I don't really think there's any answer to that one Dave. I think we'll have to let the girls do the talking back. Remember though that reader's views expressed in these pages (especially Dave Payton's) are not necessarily those of the editorial staff here at ST Action, so don't whinge at us ladies, go straight to the man himself.

CRASH COURSE

Please, please, please help! I bought Street Fighter II with my Christmas money, but when I tried it, it crashed when I loaded the fighting screen! I took it back to the shop and they replaced it but this copy didn't work either. I know it isn't the memory that's the problem, I have just upgraded my ST to one meg! Please, please, please (again) tell me what's wrong. It was my favourite game in the arcade, I love it! Oh, by the way, keep up the great work on the mag!

Ben Passey (12), Spital.

It's always a shame when your software doesn't work. You've stumped us on this one Ben. There's no reason we know of as to why your copy of Street Fighter II won't work on your machine. The best thing you could do is to ring US Gold themselves (you'll find the number on the box somewhere) and ask them. They'll most probably put you through to their techie department who might be able to help you a bit more!

WHY NOT?

I would just like to say that ST Action is a great magazine and if possible could you answer my question? Will Alien 3, Zool, Indiana Jones Fate of Atlantis (the adventure game) and Alien Breed '92 will be released on the ST?

Raymond Young, Whitby.

Well Raymond, Alien 3 should see a release in some form or other but as for the other three titles I'm sorry to tell you that there are no plans to release any of them for the ST. Lucasfilm (Indiana Jones) have stopped working on the ST. Alien Breed is programmed by a company called Team 17 who only work on Amigas and Geminl have no plans to put Zool out (yet anyway). Sorry!

SHORT-TERM MEMORY

On December the 11th, a friend and I went into our local video games store to buy yours truly a nice, new game-for my muched loved 520. Atari ST.

I am dead mad on WWF and when I saw European Rampage in stock, and that it was playable on my 520 ST, I purchased it before you could say "So what?". When my grand birthday arrived I leapt with my game up to my ST room. I slotted the disk in and switched on my computer.

The small sign came up on the computer and it read the following "Sorry. WWF European Rampage is only playable with at least 1 megabyte of memory". Then I cursed my mind out of focus, looked back at the box and it said it was playable on a 520. What sickens me is when I went to get my money back, I noticed that the Amiga box said 1 meg. Now the reason's for this could be a) the people at Ocean made a printing error (like



US Gold's impressive Street Fighter II appears to be the topic of conversation this month

they did with Hook) or b) the Atari is being under-estimated, compared to the Amiga.

I will admit that the Amiga is a slightly better machine but that is no reason to start making careless mistakes like this, and I just hope some poor soul hasn't been disappointed as much as I have.

Finally are there any plans to make ITV's WCW into a video game? I also enjoyed the Star Letter in issue 56.

Adam Will, Weston-Super-Mare.

It hasn't been a good month for the big software houses has it? This is a pretty major cock-up really and is the second one if you count Hook. We didn't realise the game was one meg only either or we'd have mentioned it in our review. It's a real shame when things like this happen as it's always people like yourself that suffer.

As for WCW there's no plans that we've heard of to convert ITV's hit series to computer format.

SOCIAL OUTCAST

Here we go again. Another jumped up little boy with social problems. His insecurity shouting out "keep that girl away from my computer, she may just be better than me!". To be honest, I wish you wouldn't even let them have the space. I'm all for freedom of speech, but when all you speak is a load of toss surely it's a waste of energy getting you to type it all in again.

When these people finally grow up, chances are they're have grown out of their computers (...and Lego...and wetting the bed.) So to David Payton I wish him all the very best and hope that his problems end soon. And I'm sure many other females would agree with me. Honest!

Rachel Bryan, Ross-on-Wye.

If Dave Payton isn't feeling guilty by now, he never will. Thanks for your contribution to the fight Rach, and also to those other girls who bothered to write in.

Send your post to: The Editor, Write On! ST Action, Europa House, Adlington Park, Macclesfield SK10 4NP.



That thirty quid still burning a hole in your pocket is it? Well look no further. The ST Action Buyer's Guide will tell you everything you need to know before making that decision...

ADAMS FAMILY

Ocean £25.99
Platform

Nice little platform game that's a touch too easy to complete for its own good. Still one you could come back to though.

AMBERSTAR

Thalion £25.99
RPG

Tasty german RPG with a huge play area, several varying quests and exceedingly smooth scrolling. An immediate purchase!

ANOTHER WORLD

US Gold £25.99
Action Adventure

It took two years to make and a couple of hours to finish. Stunning to look at but too easy at the end of the day.



ARKANOID II

Hit Squad £7.99
Puzzle and Skill

Cheaper than a V-neck in a Burton's sale. You can't beat a bit of bal and ball (repeat quickly for the STA tongue twister).

ARMOUR GEDDON

Psygnosis £29.99
Arcade Strategy

A good link up game from scouse firm Psygnosis. More renowned for their lovable green-haired rodents than anything else.

BARBARIAN 2

Psygnosis £29.99
Action Adventure

Blood-and-platforms. The winning combination. There's even a few puzzles tucked away in there for good measure as well.

BARD'S TALE

Electronic Arts £7.99
RPG

The grand-daddy of role-playing games and a classic in its own right. It's well worth adding to your shelves, if you can dig it out.

BATTLE OF BRITAIN

Lucasfilm £24.99
Flight Sim

Take to the skies as one of our boys in the middle of the century. Save our shores from the advancing Adolf Hitler in this fine game!

BLOOD MONEY

Sizzlers £7.99
Shoot'em-up

When two players get together on this baby, there's hardly anything of equal addictiveness. Truly dynamic stuff from Psygnosis!

BUBBLE BOBBLE

Hit Squad £7.99
Platform

So old it's got grey hair sprouting from its insides! Ancient platform game that is still good to give the kids when you fancy a pint.

CAESAR

Impressions £29.99
Strategy

If you're bored with the challenges that Sim City and its ilk can give you then slip into your toga and step back into Roman times!

CHAMPIONSHIP MANAGER

Demark £25.99
Sports and Leisure

If you want a football management game and don't mind wading through loads of stats, this has to be the one. Yum!



CHAOS STRIKES BACK

FTL £25.99
Arcade Adventure

You'll soon be able to get your hands on a bundled package of this and DM, so wait around and save your pennies.

CODENAME ICEMAN

Sierra £29.99
Adventure

Amazingly slow, but involved graphic adventure from Sierra. Takes ages to load each screen and loads of disk swaps without a hard drive.

CRAZY CARS 3

Titus £25.99
Racing

The Lotus 2 beater from Titus. Nobody thought that Gremlin could be knocked from the top but it's been done!



D/GENERATION

Mindscape £19.99
Action Adventure

Slip into your genes in what has to be one of the best games for years. Back to the good old days when gameplay counted for everything.

DISC

Action 16 £7.99
Arcade

Sort-of-Tron-esque style disc throwing game where the idea is to plann your opponent. Frantic freebie throwing for psychotics.

DUNGEON MASTER

FTL £24.99
Arcade Adventure

It's about to go under re-release bundled with Chaos Strikes Back. Many of you will have it. You may even have bought your ST for it!

BUYER'S GUIDE

ELF**Ocean £25.99**
Action Adventure

You'll never finish the bloody thing without the chest. Don't think you eat, it's still a brilliant game though. Few in its genre can come close.

ELITE**Firebird £25.99**
Arcade Strategy

With Elite II on the horizon, there's bound to be renewed interest in this great classic. Still the greatest game of all time.

ELVIRA II**Accolade £29.99**
Adventure

Relying heavily on two rather major selling points, this sequel takes a museum bin in style to the successful first game.

**EPIC****Ocean £25.99**
Arcade Strategy

Classy ST game hated by a lot of people. We like it though, and it's helped by its presentation which is second to none.

F-19 STEALTH FIGHTER**Microprose £29.99**
Flight Sim

Still one of the best ST flight sims even though it's clocking up the years now. Loads of fun to be had by shooting down the enemy.

FALCON**Spectrum Holobyte £9.99**
Fight Sim

Slow jerky flight sim that should be in a museum by now. Comes wrapped in bandages and was found buried in Egypt.

FIRE AND ICE**Renegade £25.99**
Platform

Another console-style platform game with a character that looked a bit too Sony for its own good really. Good though.

FIRST SAMURAI**Mirrorsoft £25.99**
Beat'em-up

A classic beat 'em-up in its own right. Well programmed and well executed. Well worth digging out and buying.

**FLIGHT OF THE INTRUDER****Mirrorsoft £29.99**
Flight Sim

Confirmed as one of the finest flying games around by one and all. Play as either a sim or shoot'em-up. Either way, it's marvellous.

FORMULA 1 GRAND PRIX**Microprose £34.99**
Racing

Geoff Crammond caught everyone out with just how good this game was. Destined to be a classic forever and ever Amen!

GOBLIINS**Coktel Vision £25.99**
Puzzle and Skill

It's french, what more can you say? I've never seen anything like it. Not logical enough to appeal to everyone. Sequel soon too!

GODS**Renegade £25.99**
Action Adventure

At the end of the day a lot of people like this game because it's from the Bitmap Brothers. It's good but not that good.

GRAHAM TAYLOR**Kixxle £25.99**
Sports and Leisure

It takes years to get anywhere as you sit through tedious match highlights. It does get you involved though.

**HEAD OVER HEELS****Hit Squad £7.99**
Puzzle and Skill

Bizarre cute 8-bit game where two animals have to join together to make one big body. No fancy effects, just dead playable.

HEIMDALL**Core Design £30.99**
Arcade Adventure

Pillage a village in Core's viking classic. Huge quest, classy graphics and good all-round island exploring for you to do.

IK+**Hit Squad £7.99**
Beat'em-up

Archer Maclean tried his hand at beat'em-ups in the past, and although dated now, this ruled the roost for some years.

INDY JONES CRUSADE**Lucasfilm £29.99**
Adventure

You can only get respect for so long wearing the same clothes throughout three films! All the money they made and no new wardrobe!

JAMES POND**GBH £7.99**
Platform

How on earth can I be expected to think up fish jokes month in month out? It's giving me a right haddock trying, it really is.

**JIMMY WHITE'S SNOOKER****Virgin £29.99**
Sports and Leisure

Yep, it's a fine representation of snooker, it's just a pity snooker is as boring as golf really. Excellent if you like balls and pockets.

KICK OFF 2**Anco £24.99**
Sports and Leisure

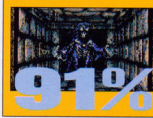
A monstrously stonking arcade style football game with the emphasis on pace and passing. Wonderful in every exciting sense.

KLAX**Domark £7.99**
Puzzle and Skill

Similar to what was on our disk-a-couple of months back, except you've gotta pay for this one. Good but ageing rapidly really. Fans only.

KNIGHTMARE**Mindscape £25.99**
Arcade Adventure

Lots of mazes to get lost in. Tony Crowther is Yorkshire's best programmer and Dungeon Master style games are his forte.

**LEGEND****Mindscape £29.99**
RPG

Classic RPG in the style of Hero-Quest. Much, much better and worth a look for any dice-roller worth his or her salt.

LEMMINGS**Progenix £25.99**
Puzzle and Skill

Will a kind software house please make a puzzle game better than Lemmings because we're sick to death of the green haired gits!

**LOTUS****GBH £7.99**
Racing

Still worth getting your hands on this ageing classic especially if you can't afford £26 for the new game in the series. All time great game!

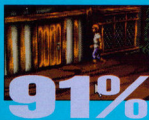
LOTUS III**Gremlin £25.99**
Racing

It's got most of the features of the first two games combined and a rather top track editor too. Renders the others pointless really.

LURE OF THE TEMPTRESS

Virgin £29.99
Adventure

A right top treat this. Revolution throw down the gauntlet to the yanks. Beat this for a graphic adventure game.



91%

M1 TANK PLATOON

Microprose £29.99
Land and Sea Sim

The game that sounds like a war on the motorway! Microprose's classy tank simulator still rates high. Difficult to find these days though.

THE MANAGER

US Gold £25.99
Sports and Leisure

Good german management game with just about everything included as well as animated match highlights. Up to 4 players!

MEGA LO MANIA

Mirrorsoft £25.99
Strategy

'The production run's completed!' Aaaarrggggghhhhh. If I hear that bloody sample one more time there'll be tears!

MEGATRAVELLER

Empire £29.99
RPG

Character generation was the strong point in this game. Precise and accurate to the real game. Could be tedious to non fans.

MICROPROSE GOLF

Microprose £24.99
Sports and Leisure

Okay so golf is really tedious; but Microprose managed to make a really good game out of it. Far and away the best effort.



90%

MIDWINTER 2

Rainbird £29.99
Arcade Strategy

The ice has melted in this Mike Sigleron designed sequel. Massive play area and a ridiculously large task make this an admirable

NINJA WARRIORS

Sales Curve £7.99
Beat'em-up

What is it that makes ninjas sell games by the bucketload? There really is nothing like a good oriental beat'em-up is there?

NITRO

Sizzlers £7.99
Racing

Easily the best Super Sprint clone out there and up to three players can play at any one time. Unlimited levels means unlimited gameplay.

PACIFIC ISLANDS

Empire £24.99
Land and Sea Sim

Tanks for the memories... A 20mm barrel of fun. You really should shell out the cash for this superb combat simulation.

PANG

Hit Squad £7.99
Arcade

Freaky Japanese coin-op style game that's as addictive as hell. Especially when it's played in the two-player mode.



80%

PANZA KICK BOXING

Kixx £9.99
Beat'em-up

Get the chance to wear red trousers and beat up your friend in this kick-boxing battle. A tremendous beat'em up that has yet to be beaten.

PARASOL STARS

Ocean £25.99
Platform

So what is this! Rainbow Islands 2 or Bubble Bobble 3? I don't care really. We've seen it all before and it still works.

POOL

Virgin £29.99
Sports

Don your swimming costume and take a dip outside in Archer Maclean's Pool simulation. Oh, hang on, wrong pool!

POPULOUS II

Electronic Arts £25.99
Strategy

Stunning stuff, but then there has been a lot of stunning stuff arrived this year. Huge game, but can get a little repetitive.



94%

POWERMONGER

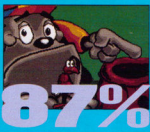
Electronic Arts £29.99
Strategy

Complicated god-game from the boys who brought us the Populous games. Loads of icons to get to grips with though.

PUSHOVER

Ocean £25.99
Puzzle and Skill

Wins all awards for weakest tie-in ever. Thankfully the puzzle aspect remains firm and Pushover is definitely fab!



87%

RAINBOW ISLANDS

Hit Squad £7.99
Platform

Hmm, there's loadsa freaky colours in this ageing but classic platform caper that is sure to captivate any who dare to play it.

RICK DANGEROUS

Kixx £7.99
Platform

Join Nazi basher Rick in this 'game of the fascist'. Bound from platform to platform with guns blazing to save the day.

ROBOCOD

Millennium £25.99
Platform

Console-style platform games come to the ST with a bang. Coded by the man who wrote the first ever ST game - Steve Bak.



90%

ROBOCOD 3

Ocean £25.99
Action Adventure

Digital Image Design got a bit frisky with this third RoboCod game. Based on the film not yet released in this country.

SABRE TEAM

Krisalis £25.99
Arcade Strategy

Join the men in black as they conquer world problems with the press of a trigger. If you fancy a term in the SAS this is for you.

SENSIBLE SOCCER V.1

Renegade £25.99
Sports and Leisure

The game for footy fans who don't like Kick Off. Precision passing is possible too! A tremendous sports game that's now been updated!

SHADOWWORLDS

Krisalis £25.99
RPG

The sequel to Domark's Shadowlands. As you'd expect it's a lot better. We played it for ages in the office. Good stuff.

SHADOW WARRIORS

Hit Squad £7.99
Beat'em-up

It's ninja time again. Lots of weaponry and oriental baddies launching attack after attack in this middle-aged beat'em-up.



84%

SHUTTLE

Virgin £30.99
Flight Sim

Scary game when all said and done. It's got a manual thicker than the Bible. Technically stunning flight simulator.

SILENT SERVICE

Microprose £25.99
Land and Sea Sim

Blop..Blop..Oh no you don't. Not again! More submarine mayhem from Microprose. Launch those torps and kill the enemy!

SILENT SERVICE II

Microprose £25.99
Land and Sea Sim

Blop..Blop..Blop..Blipity..Blop..Fire One..whoosh...whoosh..Boom!!...Blop..Blop..Whoever said life under the ocean waves was silent?

SPACE CRUSADE

Gremlin £25.99
RPG

Based on the Games Workshop boardgame of the same name, it features great atmospheric graphics with lobby gameplay.



SPACE QUEST SERIES

Sierra £29.99
Adventure

Time has moved technology past what Sierra produced in the past. Still a series full of classics in their own right.

SPECIAL FORCES

Microprose £29.99
Arcade Strategy

Get your platoon of marines, mercilessly slaughtered in impossible missions in foreign countries. Sort of strategy for beginners.

SPEEDBALL 2

Imageworks £9.99
Sports and Leisure

Futuristic bloodshed from the Bitmap Brothers. Brutality has never been like this before. Where's Jimmy Hall and that large geordie?

STEG

Codemasters £7.99
Puzzle

Slithering around may not be your idea of fun, but in Codemasters slug game you get the chance to feed baby slugs too! Yum!

STORM MASTER

Silmarils £29.99
Strategy

French game presentation at it's very best! Top graphics and sound in this novel approach to the god-game genre.

STRIKER

Rage £25.99
Sports and Leisure

A footy game that didn't attempt to take on Kick Off 2 to its credit. A novel 3D approach and super fast graphics made this what it is.

STUNT CAR RACER

Microstyle £9.99
Racing

What's the first thing you'd do when you spend all your cash on a new car? Drive it 100 feet off a ramp that's what.

SUPERCARS II

Gremlin £24.99
Racing

Get in the 'low', brake into corners... Sod that! Pedal down to the floor and launch those missiles at the opposition.



SWIV

Sales Curve £24.99
Shoot'em-up

Vertically scrolling blast that was the unofficial sequel to Silk-worm. Scrumptious graphics and triff sound creates a huge pile of fun.

THUNDERHAWK

Core Design £29.99
Flight Sim

Core's stunning helicopter simulation based on a mythical gun-ship. Smooth vector graphics make this well worth the cash.

TURRICAN

Rainbow Arts £7.99
Shoot'em-up

A healthy dose of shooting never did anybody any harm. Except the people you're shooting at. A good all-round blast.

TURRICAN II

Rainbow Arts £7.99
Shoot'em-up

Classic blast now out on budget for under eight quid! That's the equivalent of four pinks and it'll last you about three years longer.



ULTIMA VI

Mindscape £29.99
RPG

Yet another game for the role playing fraternity to get to grips with. Huge in size but again a hard drive will really come in handy.

UTOPIA

Gremlin £29.99
Strategy

There's a data disk out for this now which helps to increase the challenge by adding to the original 10 worlds supplied.

VROOM

Lankhor £24.99
Racing

So fast you'll think there's something wrong with your machine! Amazing speedy routines make this the smoothest, fastest race game out.

XENON II - MEGABLAST

Imageworks £9.99
Shoot'em-up

Ch Ch Che Check this out! Bitmap shoot 'em-up with Bomb the Bass soundtrack. Hardcore U kill the score.



Buyers Guide

NEXT ISSUE

On sale **March 18th**

THE BEST REVIEWS FIRST



ST Action features the best looking and most informative reviews in the entertainment business.

Next month's action packed issue will include:

Air Support, D-Day, Zool, Lemmings 2 (if you're very nice!), Armour Geddon 2, Legends of Valour, Universal Monsters, Beavers and many, many more!

COVER DISK

There are all sorts planned for next month's coverdisk. You'll have to tune in as usual though to find out what, but it has something to do with a special egg!

PLUS all our regular goodies including tips, cheats, previews and fabulous competitions...

SPECIAL FEATURE

We continue our music industry features with another top class interview and we also have a chat with Rowansoft - creators of the incredible Falcon simulator!

CAN YOU AFFORD TO MISS OUR APRIL ISSUE?

NIGEL MANSELL'S WORLD CHAMPIONSHIP

The most exciting racing driver in the world has teamed up with the greatest racing game producers to bring you the definitive Grand Prix experience.

- Race the full 1992 season in the superb Canon Williams Renault F1 car.
- Real time coaching from Nigel Mansell himself.
- Experiment with the cars set up to achieve maximum performance for each of the 16 race circuits.
- Fast and furious race action with actual Renault F1 engine sound FX and superb detailed graphics.

*THE REALISM OF THE RACETRACK....
THE POWER AND THE GLORY!*

RENAULT **F1**



Screenshots from Amiga version



Gremlin Graphics Software Ltd.,
Carver House, 2-4 Carver Street,
Sheffield S1 4FS. Tel: 0742 750423.



BECOME A GRAND PRIX LEGEND IN A RACE FOR THE TITLE OF WORLD CHAMPION

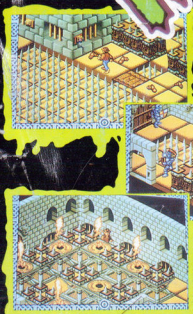
THEY LIVE AGAIN



Dracula, The Frankenstein Monster, The Mummy, The Wolf Man, The Bride of Frankenstein and The Creature from the Black Lagoon. Classic monsters from a movie age gone by. But more than that... creatures from our oldest dreams and our darkest nightmares. They have met and battled before, but now they are back. Back to form an unholy alliance to make our worst fears turn into a terrifying reality.

ATARI ST . CBM AMIGA

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