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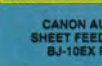
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Codemasters release one of their greatest titles to date in the shape of Fire Hawk. This massively playable shoot'em-up successfully combines excellent graphics and startling sound with absorbing gameplay to bring you one of the best ST products this issue. At £19.99 it's well worth the money.



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2. CREATURES

1 MEG SPECIAL: Part two of our demo from Thalamus sees you in control of...well a Creature of course! What are you waiting for then? Finish it off!

PLUS: ISSUE FOUR OF FREESTYLE: Our diskmag returns for more top stuff.

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

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It's a good job that everybody has the same size disk drive on their ST isn't it? You'll find hours of enjoyment with our three and a half inches we can tell you! Platform games, text adventures and a pile of fun with Freestyle!. It's all there.

1 THE OBSCURE NATURALIST

Yep, we've done it again. Recognising the need for variation on magazine coverdisks, we bring you a second text adventure for you to get your teeth fully into. The first - Unnkullian - went down a storm a few months back and there's no reason why this one shouldn't do even better. This really is one of the best out there on the shareware market so enjoy this and support its author - Peter Hague. To run the adventure, simply double-click on the OBSCURE.PRG file when the disk boots up. Don't worry about having to play it right the way through in one sitting because the useful option to save your game has been included. Remember then that it would be handy to have a blank, formatted disk at the ready to store your progress on. Don't try and save to the coverdisk. You should leave this write-protected at all times.

● Type your way to the top in this text adventure by Peter Hague. Fill the wellies of a David Bellamy and find some growth



2 CREATURES PART 2 - 1 MEG ONLY

If you enjoyed last month's demo from Thalamus then you're in for a treat this month as we give you another exclusive section from their new game - Creatures. If you didn't enjoy it then you're a bit sad. This demo is called Torture and you'll see why when you load it up. We think it's even better than last month's. To run it simply double-click on TORTURE.PRG, plug in your joystick and have fun! Don't forget to watch for the finished game.

● More creature comforts from Thalamus. Part two of our exclusive demo where you'll find cutey cuddles galore



3 FREESTYLE! 4

Revealing scandals is our game and ST Action's very own disk magazine certainly goes to town this month. Not only do we point an accusing finger at a very famous young lady, we also reveal the date of Paul's 21st birthday (just in time for you to get those goodies rolling in!). To enjoy Freestyle! just double-click on the FREE4.STA icon and then click on SHOW. The text file will then unfold before your eyes. Watch out next month for the new Freestyle!

● We really like Creatures in the office. With a little helping of luck we could well have a full review for you next month



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:

Faulty Disk (ST Action),
T.I.B.,
T.I.B. House,
11 Edward Street,
Bradford,
BD4 7BH.

COVER DISK



THE FIVE BAR GATE 0/4

● Text adventures may not be everyone's cuppa but you can get your teeth into this

At the north end of the dam wall there is a gate to the east with a gravel road beyond. This road also follows the edge of the lake to the west and looks a pleasant walk. In the far distance, beyond the trees at the end of the lake, you can see a hot-air balloon drifting in the sky.

What now? _

THE OBSCURE NATURALIST

Give this a chance and we guarantee you'll be playing it for hours on end. Text adventures at their very, very best. All free of charge...

In days gone by the text adventure ruled the roost. Companies such as Infocom and Level 9 producing exciting games of such quality they developed a cult following right across the world.

There are two breeds of people out there. Those who have experienced the world of the text adventure and those who have only ever used a point-and-click

method!

If you're an old hand at this type of game you'll be able to get straight into the game, no hassle.

The Obscure Naturalist doesn't need a degree before you can work out how to play it. All we say to everybody is please, please, please support the author. Details of how to do so can be found on the disk.

This following section should be of use if you've never played a text adventure before. There's a good chance you're floundering around as we speak, intimidated and not knowing what

to type in or where to start. Read everything the game tells you carefully. The whole idea of what you must do will be revealed when you load up. Also don't be put off by the subject matter. Naturalist = anorak you may be thinking. Prepare yourself for a light-hearted bit of fun!

Words such as LOOK and EXAMINE will be your most important tools in this game. Examine everything. Leave no stone unturned. Collect everything but try and weedle out the red herrings and get rid! Be careful though. Save

regularly and the old adventurers favourite - a must if you are to get anywhere - get a pen and paper out and map the game. That's part of the fun and believe us it'll help.

Write in and let us know what you think of adventure games on the coverdisk. If the response is as favourable as the last time, you may well see some more in the near future. If you've programmed a decent game, you can always send it in and it may appear on our disk providing you with fame and sometimes a little fortune as a bonus.

● The Obscure Naturalist stars you in an orange anorak. Get up to your knees in mucky stuff in your quest to be green

THE MILL DAM 0/1



The lapping water and the distant call of a coot, are the only sounds to break the idyllic, summer silence. To the south, the dam wall opens into a weir, but in this heat, very little water runs down under the bridge to the south-east. To the north there is a road and a gate at the end of the head wall. You can see a *rucksack* here. ✻

What now? _

DEMO INFO

AUTHOR: Peter Hague

RELEASE DATE: Out now!

GAME TYPE: Text adventure

PRICE: Freebie

CREATURES

1 MEG ONLY

Now's your chance to creep along with your favourite creature once more in the second exclusive playable demo from Thalamus...

As we said on the disk introduction page this is yet another exclusive level brought to you by ourselves and those horrendously nice people at Thalamus. If

you liked last month's demo then you'll love this new level and you have the added bonus of already knowing what you are doing.

If you missed out then you'll want to know what's

going on. Well, you're a little creature who's had all his mates captured by a particularly nasty baddie. Obviously you aren't too happy about that and decide to something about it. Avoid everything

and work out the puzzles to get to your mates and set 'em free. Usual joystick movements apply and that's about the only explanation you need. Now get stuck in.

Unfortunately this game will only run on an ST with 1 megabyte of memory or more. This will apply to the finished game as well when it makes it to the shops. If you haven't upgraded yet then now's the time to do it. More and more games are coming out on this format only and it's not worth missing out.



● That slug type thing above our little hero will cause a few problems when you get to it

● The tortuous second demo of *Creatures* can be found on this month's smart coverdisk. Save your pal from a sticky end

DEMO INFO

COMPANY: Thalamus

RELEASE DATE: May 1993

GAME TYPE: Platform

PRICE: TBA!

FREESTYLE! ISSUE 4

We're quite proud of Freestyle! here at Europress Interactive. We feel it gives our disks the edge. It should have been a little different this month but for tekky reasons we've had to put it on hold until next issue. There's nothing like a little humour to brighten up people's lives and we hope this section makes people laugh. If you're a bit funny (you know what we mean!) and would like to contribute some material for our on-disk extravaganza then by all means send it in to the usual address (found at the front of the mag). We can't pay you for your work (that's what our bosses say to us!) but you will get your 15 minutes of fame. Maybe Andy Warhol was right. (Maybe you'd better ask your parents who Andy Warhol was!)

NEWS STORIES

Ocean make prehistoric move in TRIP TO THE PARK

If any software house was likely to obtain the licence for Steven Spielberg's new film – Jurassic Park – it was always going to be the kings of the tie-in – Ocean Software. True to form the industry big-boys beat off the competition to capture what could be one of the biggest movies in a long time.

The film's going to be released in this country in July but we might have to wait a shade longer for the game. The idea behind both game and movie involves the world's greatest ever theme park. Using genetic engineering, scientists have managed to re-create dinosaurs. These bioengineered beasts naturally enough revolt and cause a major problem that's set to keep

audiences coming through the doors for many a month to come.

Merchandising is also at an extremely high level. Even McDonalds are getting in on the act by producing Brontoburgers to coincide with the launch.

The game itself will be (and we quote), "Multi-level – featuring revolutionary techniques individual to each separate hardware platform". We've heard that before but maybe this time...

It will also featured digitised dinosaur sounds taken directly from the soundtrack to boost the sonic side. Other than these little tit-bits we know very little else about it but you'll know it as soon as we do!



● Here's a load of people getting excited over eggs (Note: Not one egg joke here!).

ST GALLUP CHART

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10	(6)	Lemmings double pack	Psygnosis	£29.99

Woah! We have a new number one and those boys at Sensible should be proud. We've ditched the budget this month to give you a better idea of what's going on in the full-price world!



We're all going on a...

Altogether now, Europress are offering the compo of the century in this very issue of ST Action. We're giving you the opportunity to win a holiday anywhere in the world. You choose everything. The only rule is that it musn't cost more than £3000. How generous are we? If you win you could go wherever you fancy. How does New York, Barbados or Blackpool sound – How about all three? Smart eh!

All you have to do is turn the page and read on and all will be revealed in glorious technicolour.

Record breakers

If you want to be a record breaker then there's no better place to start than the new record based on Psgnosis' Lemmings. We've had Mario records, Sonic records, Tetris tunes and now set to make a splash is this little stormer (yeah right!). It's by a group called SFX who consist of Ian Richardson and Nick Coler who happen to be the backroom boys behind the KLF.

We got our hands on a promo 12" and what can you say about it that won't be edited out? Very little. We've heard two mixes of it (the Bebop - hmmm, play at your own peril and the Hamsterjam mix which sounds like Poing - a dutch rave tune from last year that got in the charts).

There are loads of samples tucked in there but perhaps the major selling point will be that each format the record comes on (7", cassette, 12" and CD) will have a different map and level solution to Lemmings 2. The record's in the shops as we speak.

If you fancy getting your hands on a smart Lemmings T-Shirt (and we have 10 on offer) then draw us a Lemming doing something really amusing and send it in to the address below. The best entries will be printed in this fine computer bible!

Lemmings Competition
ST Action,
Europa House,
Adlington,
Macclesfield
SK10 4NP

● Here's the cover for the new Lemmings record. Looks suspiciously like the L2 cover to us



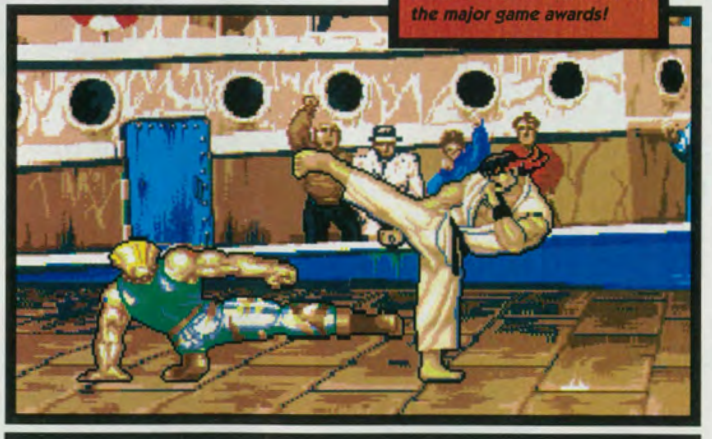
At ECTS (nearly) everyone's a winner!

The recent ECTS awards in April threw up some surprise winners and some obvious ones. Here's a quick run-down of what won what for you to browse through.

Best Simulation: Formula One Grand Prix - Microprose
Best Arcade game: Streetfighter II - Capcom

Going Live! Award: Sonic the Hedgehog 2 - Sega
Most original game: Alone in the Dark - Infogrames
Best Video game: Streetfighter II - Capcom
Best Hardware: Super Nintendo
Overall game of the year: Streetfighter II - Capcom
Software Publisher of the year: Electronic Arts

● Below you can see a couple of the prizewinners from the European Computer Trade Show. EA's Risky Woods helped them become Publisher of the Year while SF II won most of the major game awards!



What about doing your own thing?

MTS(UK) MT Software (that's a bit of a mouthful) are about to release a package that will be of tremendous use to all the people who went out and bought STOS only to find they couldn't be bothered learning it and stashed it away in the cupboard.

The Beginner's Guide to STOS Basic is a complete programming course that will teach you everything you need to know. The 618 page course is supplied in a ring-binder along with two double-sided disks. This is the first commercial project these guys have undertak-

en but they have done some impressive PD gear prior to this excursion.

The guide will set you back £39.99 and details can be obtained by calling 0983 756056. If you're looking for something to breathe life into STOS, here you are!

WIN A DREAM ...anywhere

Later this year one of our readers will be invited to go on a holiday of a lifetime – to just about anywhere in the world. It could see you basking in the Bahamas, or cruising in the Caribbean. It could be ambling around Australia, or night-clubbing in New York. Even trekking in Tibet, or pottering around the Pyramids. Literally, the world is your oyster!

It could be a holiday for one. Or for a whole family. Just as you wish – providing the total cost comes to no more than £3,000.

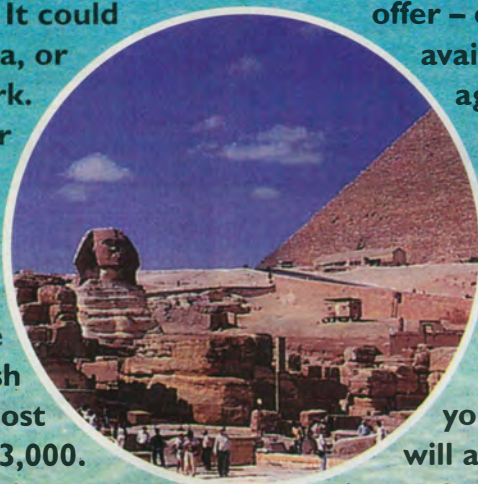
How do you go about winning such a fantastic invitation? Simply by completing the coupon opposite and handing it in to your newsagent. He will then enter it for

this unique competition, in time for the draw which will take place on July 12.

If you win you will be asked to select the holiday of your choice from any you see on offer – either nationally advertised or available from your local travel agent. There will be absolutely no restriction on the location, or the company you choose to provide the holiday.

It will be entirely up to you to decide which is the right holiday to suit your tastes.

And that's not all. As a thank you to your own newsagent, we will also be sending him two free tickets for a fabulous holiday in Paris, staying at a top hotel, going on a grand sightseeing tour and taking in a spectacular show at an exotic night club!



£3,000 could take you here...



...or here...



...or anywhere!



AND IF YOU WIN, THERE'S A HOLIDAY

AM HOLIDAY in the world!

WHICH MAGAZINE FOR YOU?

ACORN – One of Britain's longest-running computer magazines, *Acorn Computing* (£2.95) is the pre-eminent choice for users of the Archimedes and BBC Micro.

COMMODORE – Three magazines serve the dedicated Amiga fraternity. For games players there is *Amiga Action* (£3.95) and *Amiga Force* (£1.95), while *Amiga Computing* (£2.99) covers every aspect of this versatile machine. Owners of the C64 will find all they need in *Commodore Force* (£2.95).

ATARI – For the Atari ST enthusiast there are three magazines – *ST Action* (£3.95) for gamers, with *Atari ST User* (£3.40) and *Atari ST Review* (£3.50) satisfying the more general ST owner.

NINTENDO – The whole of the ever-expanding Nintendo scene is covered by *N-Force* (£1.95), while dedicated fans of the Super NES have *Super Action* (99p) and for Game Boy freaks there's *GB Action* (99p).

PC – Most dynamic newcomer on the PC magazine scene is *PC Home* (£3.95), covering both business and leisure interests. *PC Today* (£3.95) is devoted to supplying practical solutions for the small businessman.

SEGA – All the Sega games machines have their champion in *Sega Force* (£1.95), with *Mega Action* (99p) serving the needs of Mega Drive owners (to be launched on May 20).



To enter this £3,000 contest, just hand this coupon in to your newsagent

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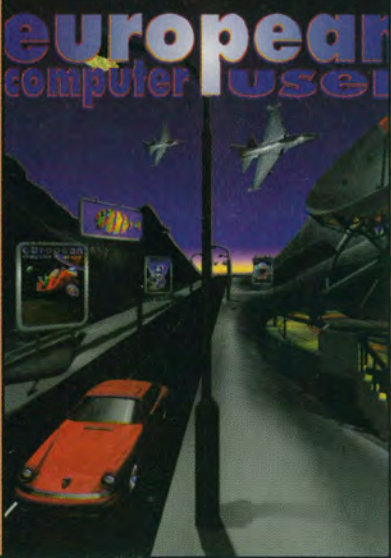
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ST ACTION JUNE 93

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

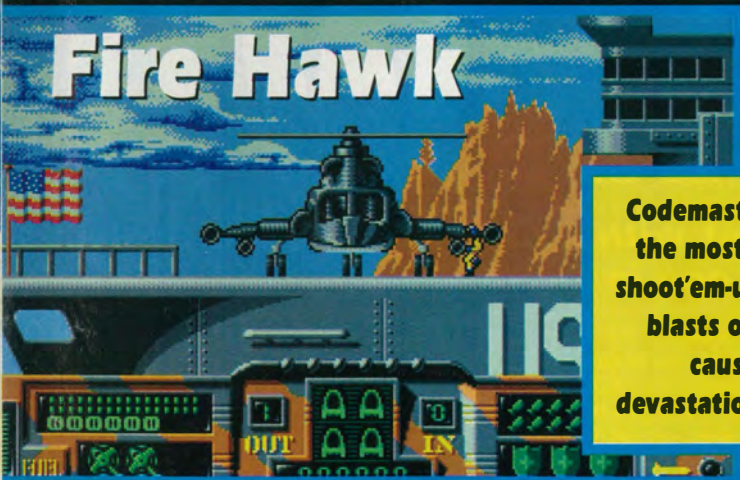
REVIEWS

THIS MONTH

The *ST Action* Reviews section takes the latest *ST* releases and thoroughly examines them to bring you all the impartial information you need to know. We tell you how they compare to other games of a similar genre and also score each game for graphical content, aural capability and the most important ingredient - gameplay.

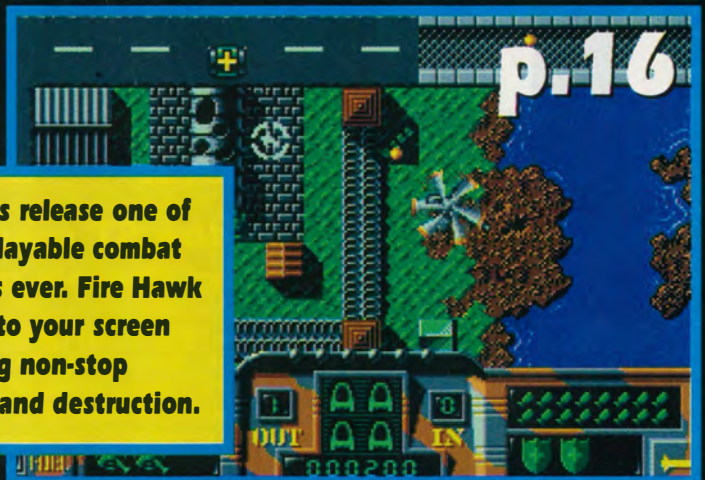
The *Work In Progress* section allows you to keep up to date with the forthcoming *ST* releases. We bring you exclusive screenshots on your favourite games and also tell you what's in the pipeline for the coming months. You can't match the dedication, quality and experience of the *ST Action* team and that becomes visually apparent when you open the magazine!

Fire Hawk



Codemasters release one of the most playable combat shoot'em-ups ever. *Fire Hawk* blasts on to your screen causing non-stop devastation and destruction.

p.16



McDonaldland p.20



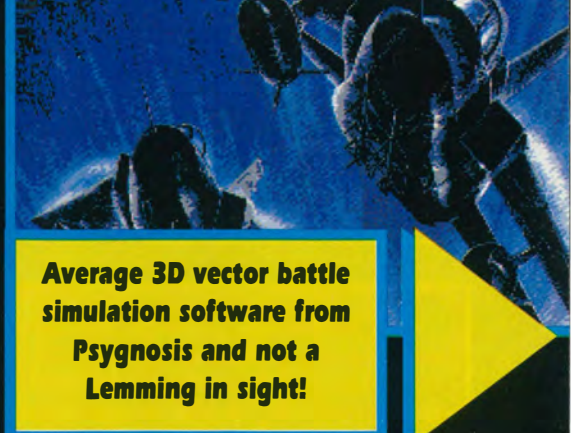
Mick and Mack are called upon to rescue Ronald McDonald's magic bag that's been stolen!

A pretty complex strategy game from Impressions that allows you to link up to Caesar.

Cohort II p.26



Air Support p.29



Average 3D vector battle simulation software from Psygnosis and not a Lemming in sight!

PLUS: The Simpsons: Bart Vs The Space Mutants...p.18, Strike Fleet...p.23 and Populous...p.24

FIRE HAWK

Codemasters fly on to the ST market with a full price, action packed arcade shoot'em-up. And there's no egg in sight!

Although Codemasters have made a name for themselves with their famous egg character - Dizzy - they are now improving that reputation by releas-

ing some quality full price games onto the market. The latest in this flurry of games is Fire Hawk - a multi-directional, scrolling arcade shoot'em-up.

request aid from America to help rid their country of these nefarious activities.

The White House agrees and sends in a crack group of Green Beret paratroopers who have been dropped in to recon the area and then return with vital information. Your job as pilot of the Fire Hawk rescue helicopter is to recover them and return them back to the safety of their ship.

Each mission will start and finish on your deploy-

ment ship. You begin the game with three lives and a full quota of ammo and energy. You will be awarded an extra life when you reach 100,000 points.

As you take off from the ship, a small circular sight will be positioned in front of you with an arrow inside. This arrow will point to the nearest paratrooper who can then be rescued and taken back to the ship. You can carry up to four paras at one time and you will be given extra ammo, fuel and

Bedtime story

I know a storyline in a game like this isn't really necessary but I'll give you a brief outline so you don't think you're risking your life for nothing! The small Republic of Lafia have been invaded by Drug Barons who have decided to set up their main operation in this small country. The current Government is helpless against them so they

● Three way fire can be used more effectively against the military outposts on level one



“ Fire Hawk is just the kind of thing you need when you fancy a quick blast on something that's fun, easy to play and extremely addictive! The controls are a little difficult to use at first as they revolve around the rotation system but this is easily overcome after a couple of games. The graphics are colourful, well detailed and vary enough to keep you interested.

COMMENT **”**



THE SMALL REPUBLIC OF LAFIA HAS BEEN OVERTHROWN BY A RING OF EVIL DRUG BARONS. THEY HAVE TAKEN CONTROL OF THE MILITARY FORCES AND ARE INCREASING IN STRENGTH.



AS LAST RESORT THE OVER HAS REQUESTED HELP FROM AMERICA. CONGRESS CAN ONLY SEND SMALL SCALE BUT HIGH TE



● The aeroplanes can be disabled by shooting the landing pads or just blowing them out of the sky



● Rescuing hostages will award you with extra energy and ammo when you return

FRUIT BAT!



shields for every one you return.

The circular sight is also used to indicate your target for dropping bombs. They can be dropped by pressing fire and pulling back on your joystick. When you have rescued

all the paras from the current level, your circular sight will change into a square one and the arrow will now refer to the position of your ship.

Your firepower can be increased in speed and numbers by collecting the various

icons that appear when you destroy a certain building or enemy vessel. They have different uses but they can range from three way fire to extra shields and weapons.

The para rescue section is pretty smart. When you find one of the paras, you hover over him and you will then go into the rescue section. This is very similar to the classic hyper sports clay pigeon shooting section.

Your ship is hovering head on and your gunsights are positioned on the left and right. After lowering your rope, you must then catch the enemy helicopters in your sights and shoot them before they inflict damage on your ship. After a while, the para will climb up the rope and be safely on board your hovering gunship. Jason



● The icons from the destroyed buildings can be collected to give you extra fire power

ACTION

PRICE: £19.99

CONTROL METHOD:



NO. OF DISKS:



NO. OF PLAYERS:



PRODUCED BY:

CODEMASTERS
☎ 0926 814132

SOUND: 92%

GRAPHICS: 86%

OVERALL:

89%

INFO

AND OPINION Along with the graphics, the sound is definitely worth a mention as it is one of the best pieces you are likely to hear on the ST. If I had to find fault it would be the lack of a level code system. It can be frustrating when you have to start all again when you have been killed. Overall, this is another classy product from Codemasters and is easily one of their most impressive games to date!

Paul



THE PRESIDENT AND VICE PRESIDENT AGREE TO A OPERATION.



AS PILOT OF THE LETHAL HELICOPTER GUNSHIP YOU ARE INSTRUCTED ON YOUR DANGEROUS MISSION.

YOUR ROLE IS VITAL TO THE BATTLE STRATEGY AND FINAL OUTCOME.



OPERATION 'FIRE HAWK' IS INITIATED.

ON BOARD THE COMMAND SHIP, THE DESTROYER U.S.S. ENCALIBUR, YOU SET OUT FOR LAFIA.



PARATROOPERS ARE DROPPED IN BEHIND ENEMY LINES FOR RECONNAISSANCE.

IT IS YOUR TASK TO RECOVER THEM AND NEUTRALISE THE ENEMY FORCES.

GOOD LUCK!

THE SIMPSONS

BART VS THE SPACE MUTANTS

Join Bart and the rest of the Simpson family as they try to save the world!



© MATT GROENING

The popularity of the Simpson family has grown ten fold since they made their debut appearance on Sky TV. Spawning such merchandising material as crisps, drinks, t-shirts and bedspreads, they have created a cult following that can only be described as phenomenal.

It was in the middle of this animated boom that Ocean Software acquired the licencing rights to produce the game and the transition to floppy was underway. After a considerable expenditure in the marketing and advertising departments, the game finally made its way to the computer press. The resulting

scores were enough to secure its place at number one in the charts for a considerable time

At the beginning of each level, you will be told what items the aliens are trying to collect.



THIS MACHINE WE SEE HELPS TO A WEAPON TO CONQUER THE EARTH!



Each stage is full of devious traps and puzzles to test your wits and agility. Bart must try to avoid the aliens and collect the purple objects

X-RAY SPECS

0

3

978

24

SCORE

LIVES

TIME

GOALS

and also give it enough credibility to make an appearance on the Hit Squad budget label.

Heavy Man

Starring the loveable Bart Simpson and the rest of his family, you must direct him through five increasingly difficult levels set in the heart of Springfield: The Streets, The Shopping Mall, Krustyland Amusement Park, The Museum of Natural History and finally The Nuclear Power Plant.

Your aim is to thwart the plans of the evil space mutants who have invaded his town and plan to build the ultimate secret weapon. To do this they are trying to collect the five ingredients necessary.

To stop them, you must find, destroy,

collect, hide or change them to make them useless.

Each level has a set amount of objects you must collect and you will also have to avoid or confront a variety of evil mutated creatures on the way. The end of each level is guarded by a creature who must be destroyed in order to progress.

Although Bart is capable of saving the world on his own, it would be nice if the rest of the family would help out. To make

Homer, Marge, Maggie and Lisa come to your aid, you must convince them you are not lying. To do this, you must jump on the heads of the people who have been possessed by the mutants and pick up the evidence they leave behind. Each piece of evidence collected spells out the name of one of Bart's relatives and they will then appear at the end of the level to help you.

To help him on his mission, Bart can collect an assortment of weapons and useful objects that must be used against the aliens. They can range from powerful weapons such as the slingshot and dart gun to more useful items such as the X-ray specs and extra energy or lives.

Jason

If you've found the key, you can enter the shop and purchase some needy items. Cherry bombs can be used to reach high obstacles



WANT TO BUY?

CHERRY BOMB 3

After skillfully avoiding the aliens, Bart jumps to reach the spray can which must be used to spray the purple objects on the first level

I tried to like this second time round but I still found it only mildly entertaining and pretty frustrating after a while. The graphics and sound are dull and I'd probably only recommend it to the younger gamers.

COMMENT

PUBLISHED BY HIT SQUAD
 PRICE: £9.99 1 DISK
 CONTROL METHOD: JOYSTICK 1 PLAYER

OVERALL
 62%

ATARI

ST REVIEW

FLY HIGH WITH A FALCON - FREE!

...in ST Review's great
easy-to-enter competition



You could be the proud owner of a brand spanking new Falcon with four megabytes of memory and a 65 megabyte hard drive. We're even throwing in *MultiTOS* and *SpeedoGDOS* to give you one of the most muscle-bound personal computers currently available. Just think about what you could do with all that power under your fingertips...

AND THAT'S NOT ALL...

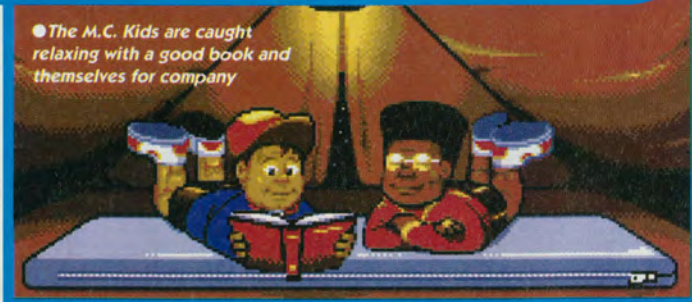
We're also including a superb colour monitor from System Solutions and Screenblaster hardware to do justice to the Falcon's graphics, a Citizen Projet printer and oodles of software including HiSoft's *True Paint* and COMPO's *That's Write 2* and *MUSiCOM*. Even if you don't win, there are five consolation prizes of *True Paint*!

With a total value of nearly £2,500, this has to be the greatest prize ever offered by an Atari magazine!

**TO ENTER, ALL YOU HAVE TO DO IS BUY THE NEXT ISSUE OF
ATARI ST REVIEW, ON SALE 27th MAY!**

ACTION REVIEW

● The M.C. Kids are caught relaxing with a good book and themselves for company



MCDONALD

Hamburglar has stolen Ronald's magic bag while he was performing in the meadow (?). Boo! But the M.C. Kids will get it for him. Hoorah!

ACTION

PRICE: £25.99

CONTROL METHOD: 

NO. OF DISKS: 

NO. OF PLAYERS:  or 

PRODUCED BY:

VIRGIN

☎ 081 960 2255

SOUND: 62%

GRAPHICS: 70%

OVERALL:

73%

INFO

Okay, we all know how popular McDonalds is. Every time you ask a kid where he wants to go to eat, he will always say McDonalds.

Everything is pretty cool when you get there. You are usually served with a beaming smile and buckets of enthusiasm, and then you have to choose from a splendid range of 100% all-meat hamburgers, various drinks and a variety of pies and desserts.

In fact, everything is ace at McDonalds except for one thing! That pillock with the red hair!

Ronald's little part!

Fortunately, he doesn't play too big a part in the latest licence acquisition from Virgin Games. McDonaldland is basically an attempt to recreate some of the addictive qualities found in the top platform/puzzle games such as Sonic, Mario and the rest. But does it achieve this

extremely ambitious goal or does it shoot wide?

You're obviously wondering how Ronald McDonald ties in with all this platform related fun? Well, this is how the story unfolds...It was a bright, sunny day when Ronald McDonald suggested a picnic in the meadow. "Hoorah", they all cried together. "Show us some tricks, Ronald."

Not one to refuse the publicity, Ronald set about a variety of tricks using his legendary magic bag. All of a sudden, the nasty Hamburglar appeared and ran off with Ronald's bag. Boo! Luckily, Ron has many pals and two of them, the M.C. Kids (Mick and Mack), have agreed to help him. Hoorah!

In a one or two player game, your task is to search through the six lands of McDonaldland and find the evil Hamburglar and Ronald's magic bag. Each land is split up into six separate stages, each containing various special objects you

must collect if you are to succeed.

The most important of these objects are the Puzzle Cards. Each stage contains at least one Puzzle Card and the level master (a McDonaldland character) will request at least four of these before showing you the way to the next level.

Full house

So if you need four cards to get off level one, you will have to complete at least four stages and collect four of the available cards.

A map screen will be displayed every time you are choosing a new stage. Using the joystick, you must direct Mick or Mack along the path to your chosen stage. If a level has not been completed, you will not be allowed to go past it.

You can still return to an already completed level whenever you want.

“ Thankfully, Ronald McDonald doesn't have too much to do with this pretty average platform romp. The two main "Kids" don't animate too well but the colourful backgrounds and well detailed McDonaldland creatures make up for this. The playability is well set allowing gradual progression with the minimum of frustration. Unfortunately, an awkward control system lets it down

COMMENT

● Walking on spinners can turn your whole world upside down. This is invaluable on later levels

● The block you are standing on must be inserted into the blank space before you can jump on it

M: 17
L: 04
♥♥♥♥

● The springy thing can be used to access higher sections of the game including extra bonuses

M: 17
L: 04
♥♥♥♥



LAND

You never know special objects or Puzzle Cards you may have missed.

Each stage is packed with devious puzzles and a variety of special bonus items for you to collect. The puzzles can all be solved with a little thought and any necessary objects are always nearby.

The special bonus objects will offer various temporary abilities such as screen reverse or allowing you to change character.

At the start of each game, you have four lives and each life is split into three hearts. When you are touched by a creature, you will lose a heart and begin to flash for a couple of seconds.

During this time you will be safe from enemy contact so be quick. A life will be lost when all three hearts have been depleted.

Jason

2ND OPINION *I nearly passed on when I first saw this. I thought it was a Sega Master System game. It's like a border simulator! There's more border than game area which could be a good thing because the game isn't up to much either! Platforms there may be but we've seen it all before and to be frank it's been done several million times better before now. Tsk! Tsk! Paul*

THE WONDERFUL WORLD OF MCDONALDLAND



1. Land name
2. Puzzle cards required
3. Golden arches collected
4. Mick character
5. Incomplete level entrance
6. Puzzle cards collected

FRUIT BAT!



● Carrying disposable blocks will help you defeat the monsters you meet on your travels

WIN ONE OF 20 COPIES OF McDONALDLAND

BURGERS ABOUND

Well, this is it folks! Your one and only chance to walk away with one of twenty copies of the rather splendid McDonaldland game we have on offer courtesy of Virgin. All you have to do to win is phone our competition hotline and leave your answer to this simple question: What is the name of Ronald McDonald's arch enemy?

If you think you know the answer, just pick up the phone, ring the number and leave your answer after you listen to the pre-recorded message. The first twenty correct callers will win, so be quick! Oh, don't forget to leave your name and address as well. Good luck and may the force be with you!

THE NUMBER TO CALL IS:

**0891
515434**

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THE LATEST SMASH HIT COURTESY OF VIRGIN!

STRIKE FLEET

Battles aplenty in this game of strategic warfare originally from Electronic Arts but now back with a vengeance at a bargain price...

Electronic Arts were all at sea over this one, but then that isn't a very funny joke so I'll shut up about it. There was a great hoo-hah made over this when it originally came out, but for a lot of people, me included, it didn't really come up to what I expected.

The original idea came from Lucasfilm Games which generally ensures a top pedigree. True enough a lot of time and effort has been put into this game but at the end of the day it's complex to get into and certainly won't appeal to every type of gamer.

What you've basically got here is a simulation of an entire conflict where you control not only the ships involved in the battle but helicopters and missile bases too.

Master plan

The art behind the game is to configure a task force yourself. The decisions you make at this point will affect your success throughout the entire game. Any of the craft you have under your control can be controlled by you at any one time. This enables you to fine tune your battle plan to your heart's content.

The game is entirely mouse controlled and can even be played

on a 520STE. There are no 1 meg restrictions for most of you. Graphically the game is impressive but only for a war game! There's nothing startling on either the visual or sonic front by today's standards mind, so don't expect anything mind-blowing to greet you when you load it up!

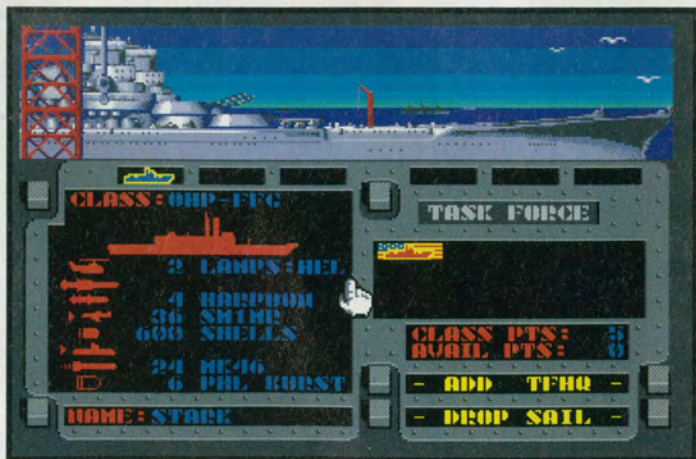
At the end of the day it's a mas-

sive, involved strategy game that'll take a good while to get into and a good deal longer to complete, but it's only £12.99. It's noticeable that budget prices are creeping up isn't it? But you are getting hours of entertainment and some really smart packaging for the extra money!

Paul

“ Tricky one this. You either like this kind of stuff or you don't. Certainly worth a look at this price! Hit Squad are putting some smart stuff out and this certainly doesn't let the side down one little bit! ”

COMMENT



● Selecting which vessels make up your task force is a key. Get it wrong here and you'll be paying the consequences by watching your men die!



● The view from the bridge of the Briscoe is all clear at this moment in time. Keep a sharp eye out though because you can never tell when something will appear!

PUBLISHED BY HIT SQUAD
PRICE: £12.99 1 DISK
CONTROL METHOD: MOUSE 1 PLAYER

OVERALL

81%

BUDGET ACTION

POPULOUS

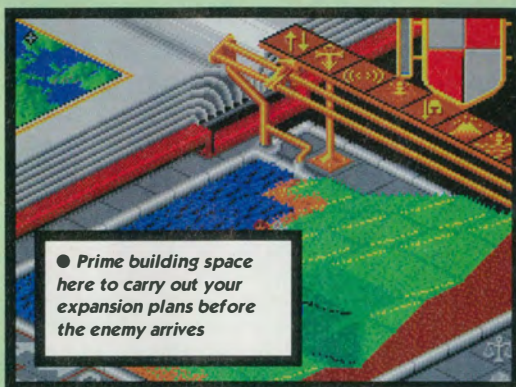
Big boxes, big titles, low prices. Hit Squad have done it again with a little help from their new found friends at Electronic Arts...

In case you haven't heard, Ocean's Hit Squad budget label has recently signed up a load of old Electronic Arts titles to put out under its banner. Now the first crop of these games are beginning to appear on the Platinum Edition section of the HS!

First up is the age-old classic Populous (well 1989 at any rate!). Being a bargain isn't always about being cheap and this is a fine example of that because tucked away inside the impressive packaging is a second disk containing the Populous data disk - The Promised Lands.

Worlds apart

Anyway, back to the box, Ocean have really gone overboard to make these games stand out from the rest on the budget shelves. The box is now much bigger than the one it



● Prime building space here to carry out your expansion plans before the enemy arrives



● Revolutionary France is one of the scenarios available on the Promised Lands data disk

originally came in!

In the game you become a Divine Being with loads of special god-like abilities like raising and lowering land. Having said that you're consistently up against another Divine Being who is more than a little intent on crushing you from existence.

Of course it's no use being omnipotent if you haven't got a healthy batch of followers to worship you. Thankfully Bullfrog, the makers of this game have seen fit to include followers that you can manipulate to your heart's content. The idea is to build up enough followers to defeat your enemy and win the world. It doesn't end there however as there

playing Populous is the ability to inflict natural disasters on your opponent. A handy flash flood could certainly create a bit of havoc if he has a lot of flat land, or maybe an earthquake would shake him up sufficiently. Although this game has been surpassed by a sequel that was even better. However, Populous was the game that started



● A lone hut stands on the hill waiting to be captured by approaching enemy followers

“ Graphics and sound are perhaps a little dated these days but the game is four years old. Playability is still there and the inclusion of the data disk adds to the value of this ever-so-smart budget title. ”

COMMENT

are hundreds of worlds to conquer, each with differing landscapes and topography (look it up - reading STA should be an educational experience!).

The greatest satisfaction while

off the genre now known as God-games and is still a marker for success. If you can get a game as playable as this then you're generally onto a winner. For memorial value alone you should get this. **Paul**

PUBLISHED BY HIT SQUAD
PRICE: £12.99 1 DISK
CONTROL METHOD: MOUSE 1 PLAYER

OVERALL
83%

Eagle Software



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ACTION REVIEW



● Troop manoeuvres are the key to the game. Being able to move your guys is very important



There's only really one company that deals with the needs of serious wargamers. London's Impressions have steadily been building up a reputation over the past couple of years for producing high quality wargames.

It's a difficult market to aim for as it is a relatively small niche in the overall gamesplaying world, but these guys know what they are going for and do their job well. Cohort II, perhaps not surprisingly, is the follow-up to last year's Cohort.

Since it is part of Impressions' Micro Miniature range experienced wargamers should already be fully aware of what they're in for. The game looks similar to many of their other previous wargames, but the advantage of this is that they can appeal to a lot of people who wouldn't normally look at this stuff as they are quite pretty to behold!

The same kind of characters and map system are in

COHORT II

A novel wargame that not only allows you become a roman leader but lets you link up with Caesar...

there as Cohort but this sequel has a novel feature in that it can be linked up with Impressions' other game - Caesar, which is certainly one of the best titles they have yet produced. A special disk comes in the package that you must run before linking them for the first time. Once all the formalities of running this disk have been done away with it's on to the game proper.

Hail Caesar

What this link-up allows you to do really in enhance Caesar as opposed to Cohort II. Where battles would previously just be fought out beyond your control, now Cohort II loads up and you get to control the battle yourself knowing that the out-

come will alter your city's standing.

Without Caesar though, Cohort II becomes a regular wargame where you must control your legions around various maps as you try to build up an invincible Roman fighting unit.


Moving your troops all over the show is what it's all about and any enemy forces you come across must be obliterated. The game is fairly easy to pick up, but it certainly helps if you're used to this kind of thing. If you've never played a wargame before then Impressions' games are a fine place to start. Whether this is sufficiently different from the others is the big question. If you're a fan you'll like it, if not, at least think twice. Paul

OPINION I'm not really a keen fan of wargames. That's why I usually let Paul do the business with them. I suppose I have the same opinion as any non-wargamer in that I find them difficult to get into and tedious to keep playing. I do realise that that is just purely personal and that there is definitely a market for wargames. They're just not my cup of tea and I wouldn't buy any. Jason

ACTION

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☎ 071 351 2133

SOUND: 60%

GRAPHICS: 70%

OVERALL: **75%**

INFO

COMMENT At least it doesn't look as bland as many a wargame. Colourful if chunky graphics are the order of the day in Cohort II. The ability to link the game with Caesar is a novel touch that could certainly be employed again in the future but whether you could be bothered with all the disk access is another matter. Cohort II does stand the test, just be wary if you aren't really into this kind of thing.



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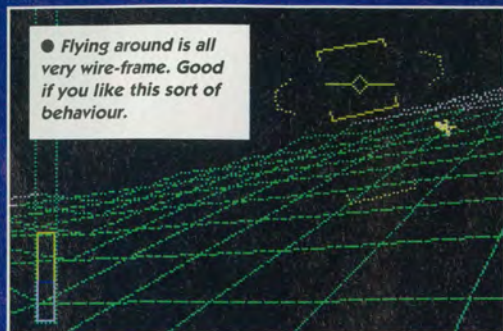
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Technical Support
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● Flying around is all very wire-frame. Good if you like this sort of behaviour.



AIR SUPPORT

Psygnosis haven't been pumping out as much stuff as they used to but now they're back in business...

Any game that's described as "revolutionary" is more often than not asking for trouble. Air Support is one such game. Psygnosis have always had a reputation for being clever and persuading the public to play games they ordinarily wouldn't touch.

If that all sounds a bit too controversial most people would have to admit to being taken aback by the polished and professional packaging and presentation from one of this country's leading software publishers. So much so

that you could certainly buy one of their more "average" games on the strength of what you pick up.

Generally that's not a problem because their gear is all of a high quality (take Lemmings 2 for example). Occasionally though they let "more regular" stuff creep out.

In the air

Upon prising open your Air Support box you'll find the usual smart manual and the slightly odder inclusion of a pair of 3D Specs.

I must say it all sounds very impressive. You take your post at the West Point Military Academy as one of your country's leading pilots. You're there to get a job as a top notch defence advisor. This training is to see if you're good enough for the position. You will be using the latest in simulation soft-

ware and you'll have to be good to pass your exams (no GCSE re-sits here!).

You basically have to manage a full defence network and repel attack after attack. To do this you have a number of factories all capable of manufacturing certain vehicles which you can then position and drive around the map generally performing one heroic task after another.

This section of the game is played out in glorious wire-frame, or if you so choose glorious wire-frame 3D

PRICE: £29.99

CONTROL METHOD:



NO. OF DISKS:

NO. OF PLAYERS:



PRODUCED BY:

PSYGNOSIS
☎ 051 709 5755

SOUND: 60%

GRAPHICS: 69%

OVERALL:

69%

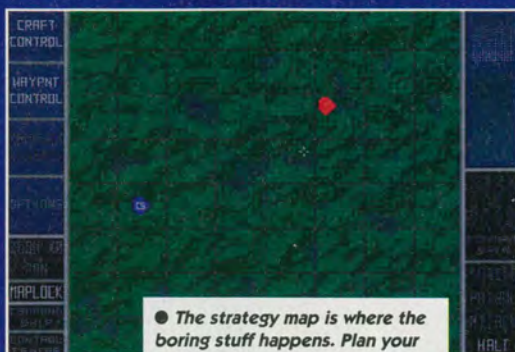
INFO

(exactly the same except you get eye-strain from wearing those glasses). The 3D is created with the use of red and green lines. You know what I mean, the kind that looks blurred if you lose the specs! All very ingenious but not very spectacular and more than a little uncomfortable. A novelty though and I guess you need a little extra to sell in these hard times. Paul

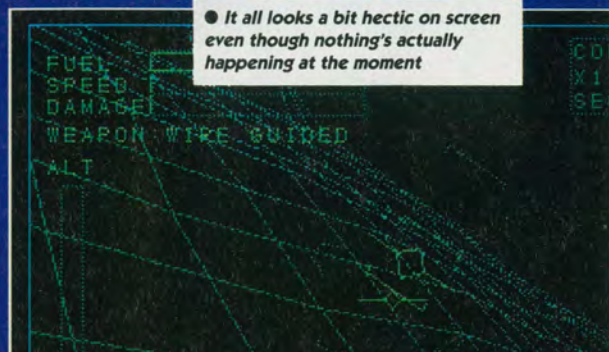
COMMENT Presentation up to the usual high Psygnosis standard but gameplay for me is a little lacking. The wire frame stuff is awkward to keep track of and it's hard to see (literally) that you'll have the game in it's 3D mode once the novelty value wears off. It's a complex game that is in someways very similar to Armour-Geddon. But it is unlikely you'll have played anything too similar before. A noble try.

“ Air Support is one of Psygnosis' flagship releases but unfortunately it just doesn't come up to scratch. The idea is sound enough and it does draw you into playing the game but the actual execution is where it's all let down. The wire-frame graphics don't really do anything for me and the 3D while being unusual is of very little use. It's more distracting than anything else. Jason ”

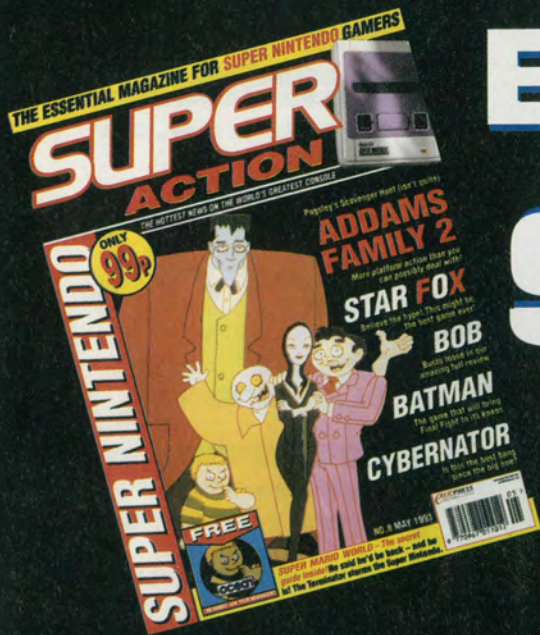
2ND OPINION



● The strategy map is where the boring stuff happens. Plan your missions from this screen.



● It all looks a bit hectic on screen even though nothing's actually happening at the moment



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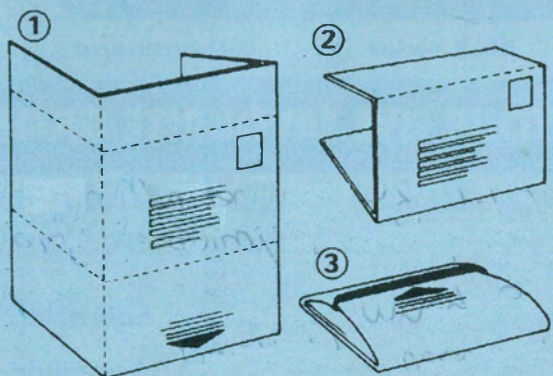
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THE SENSIBLE WORLD

The first ever Sensible Soccer World Championships were held in March, Cambridge. The entrants were highly respected journalists from the computing world and even TV presenter Dominik Diamond made an appearance. Jason Dutton decided to hang up my Editor's hat and take control of Germany in their quest for another trophy...

GROUP B

- **HOLLAND (Miles Guttery – Commodore Force)**
- **ARGENTINA (John Sloan – CU Amiga)**
- **GERMANY (JASON DUTTON – ST ACTION)**
- **REP. IRELAND (Computer controlled)**

After a brief wait the first game in our group was announced. The might of Holland against the talented young team from Ireland. It was a furious battle and the computer controlled team sprang to a 2-0 lead by the stroke of half-time.

The second half was another story as Holland bombarded the Irish goal with a ferocious volley of crisp, accurate shots. It wasn't long before the Dutch team pulled one back and a mistake in the Irish defence with only a couple of seconds left to go let in the Dutch striker for the equaliser. Final Score 2-2.

The next game in our group was my boys from Germany against the powerful Argentinian side. I had expected a hammering but it looked as though I had caught them on a

bad day and I shot to a 2-0 lead in the first half. Further goals from Klinsman and Voeller finished off a fine victory and shot me to the top of the table. Final Score 4-0.

I hardly had time to wipe the sweat from my brow when my name was called out again. This time my opponents were the Irish. I was never beaten in my practice games against this team so the odds were definitely in my favour.

With confidence high from my first win, I shot to a 2-0 lead. An annihilation was on the cards. Unfortunately, my composure concentration fell and the Irish responded with two fabulous goals. The remainder of the game was a battle between the midfield players and the deadlock remained. Final Score 2-2.

The next game was between

Holland and Argentina so I had time to get a rest and a drink. The battle was fought hard by both teams and some excellent footballing skills were on display. Two swift first-half goals for Holland put them in a good position and Argentina could only manage a consolation goal later in the game. Final Score 2-1.

The last game for Argentina was against the computer controlled Republic of Ireland who had managed to draw their previous two games by the same score (2-2). Could this be the chance for Argentina to gain a few points? Before this game began, my German team and the lads from Holland

had played two, won one and drawn one each so we both had amassed three points (I was on top because of goal difference). As we were playing in the final game, only a win for Ireland would mean a victory was necessary for qualification between us two. Fortunately, Ireland remained consistent and scored two beautiful goals only to have them matched by a courageous assault from the Argentinian team. Final Score 2-2.

When it was over, the final game between Holland and me was just a formality. We had both scored enough points to qualify but I lost the match anyway. Final Score 2-0.

	PL	W	D	L	F	A	Pts
HOLLAND	3	2	1	0	6	3	5
GERMANY	3	1	1	1	6	4	3
REP. IRELAND	3	0	3	0	6	6	3
ARGENTINA	3	0	1	2	3	8	1

BLE SOCCER D CUP

“ I had managed a very respectable second in my group and a qualifying place was guaranteed. The other five groups and players looked like this: ”

GROUP A

- KOREA (Jools - Sensible Software)
- SCOTLAND (Dominik Diamond - Games World)
- CHILE (Chris Heyward - Commodore Force)
- SAN MARINO (Computer controlled)

Korea 0 San Marino 1 San Marino 1 Chile 3
Chile 5 Scotland 1 Korea 3 Chile 0
Scotland 1 Korea 1 Scotland 9 San Marino 2

	PL	W	D	L	F	A	Pts
CHILE	3	2	0	1	8	5	4
SCOTLAND	3	1	1	1	11	8	3
KOREA	3	1	1	1	4	2	3
SAN MARINO	3	1	0	2	4	12	2

GROUP C

- MALTA (Tony Horgan - CU Amiga)
- BRAZIL (Paul Lakin - PC Zone)
- UGANDA (Jon Hare - Sensible Software)
- USA (Chris Chapman - Sensible Software)

Malta 0 Brazil 5 Brazil 1 Uganda 1
Uganda 1 USA 2 Malta 2 Uganda 4
USA 4 Malta 0 USA 1 Brazil 2

	PL	W	D	L	F	A	Pts
BRAZIL	3	2	1	0	8	2	5
USA	3	2	0	1	7	3	4
UGANDA	3	1	1	1	6	5	3
MALTA	3	0	0	3	2	13	0



GROUP D

- CAMEROON (Rick Henderson - Games World)
- COSTA RICA (Steve Shields - Amiga Force)
- JAPAN (Frank O'Connor - Super Action)
- DENMARK (Phil King - Amiga Force)

Cameroon 1 Costa Rica 1
 Japan 0 Denmark 4
 Denmark 5 Cameroon 1

Costa Rica 5 Japan 0
 Cameroon 1 Japan 1
 Denmark 2 Costa Rica 2

	PL	W	D	L	F	A	Pts
DENMARK	3	2	1	0	11	3	5
COSTA RICA	3	1	2	0	8	3	4
CAMEROON	3	0	2	1	3	7	2
JAPAN	3	0	1	2	1	10	1

GROUP E

- EGYPT (Chris Yates - Sensible Software)
- ITALY (Maff Evans - Future Music)
- FRANCE (Stoo - Sensible Software)
- VENEZUELA (Computer controlled)

Egypt 1 Italy 0
 Venezuela 3 France 0
 France 0 Egypt 1

Italy 2 Venezuela 1
 Egypt 2 Venezuela 1
 France 0 Italy 1

	PL	W	D	L	F	A	Pts
EGYPT	3	3	0	0	4	1	6
ITALY	3	2	0	1	3	2	4
VENEZUELA	3	1	0	2	5	4	2
FRANCE	3	0	0	3	0	5	0

SECOND ROUND

The final results had been announced, it was time for the second round draw. Judging by the performances I'd seen in the groups, I didn't really want to be drawn with England, Brazil or Denmark.

Luckily, Brazil and Denmark appeared pretty quickly and I was pulled out to play Norway who had finished second in their group with a very respectable four points.

We took our places at the big

screen, shook hands and prepared for the match. It was a pretty tight first half but a break from midfield allowed me to score an early goal and I kept the pressure on until the end of the half. The second half began and Norway came out fighting. An early ball found their forward who unleashed a vicious shot that landed at the feet of my midfield. He set off on a run and hammered the ball into the top corner of the net. It was all over. Final Score 2-0.

The other second round matches were well fought but the pre-tournament favourites all made it through to the quarter-finals. The final results were...

Holland 0 Korea 1
 Scotland 7 USA 4
 Brazil 3 Rep. Ireland 1
 Denmark 1 Venezuela 0

Norway 0 **GERMANY 2**
 Chile 2 Uganda 4
 Egypt 1 Costa Rica 2
 England 4 Italy 0



● The host and compere for the day was Sensible Software's Jon Hare who is caught on film drawing the teams



● Gamesmaster's Dominik Diamond celebrates one of his few wins against the computer controlled San Marino in the first round

GROUP F

- WALES (Andy Nuttal – Amiga Format)
- ENGLAND (James Price – Commodore Force)
- NORWAY (Duncan McDonald – Sega Zone)
- FAROE ISLANDS (Steve Bradley – Amiga Format)

Wales 0 England 9 England 4 Norway 0
 Norway 2 Faroe Islands 0 Wales 0 Norway 2
 Faroe Islands 1 Wales 5 Faroe Islands 0 England 3

	PL	W	D	L	F	A	Pts
ENGLAND	3	3	0	0	16	0	6
NORWAY	3	2	0	1	4	4	4
WALES	3	1	0	2	5	12	2
FAROE ISLANDS	3	0	0	3	1	10	0

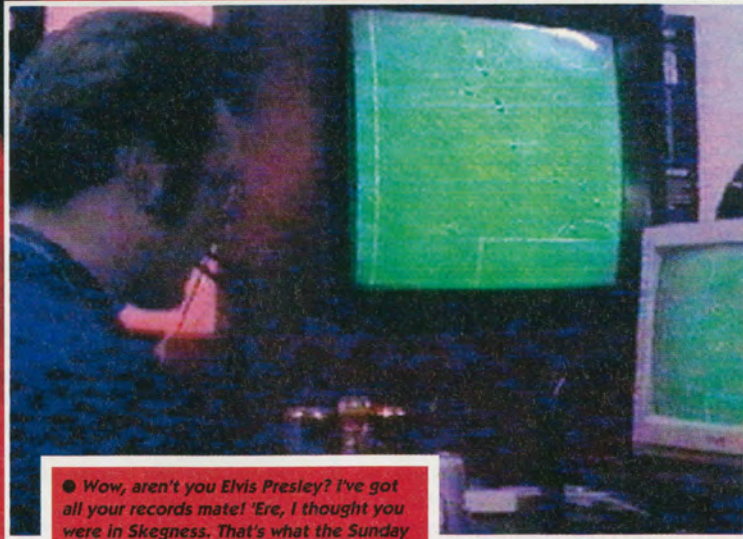
“ I'd somehow managed to escape the might of England and Brazil in the next round but my opponents were Uganda, played by Sensible genius Jon Hare. He had already destroyed the likes of Malta and Chile and also managed a very respectable draw with Brazil in the first stage. ”

QUARTER FINALS

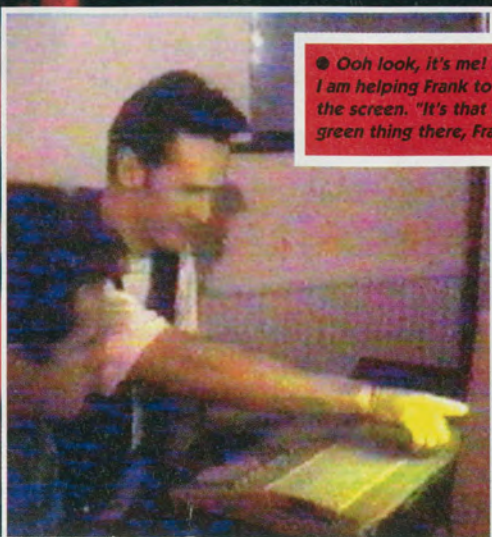
I expected to get beat so I chose a pretty defensive formation and hoped for the best. I pushed up with my defenders and a goal soon followed. Uganda responded with some fantastic passing movements and their equalising goal was well deserved. I

decided on a formation change to all out attack. It was a risky move but fortunately it paid off. Two more goals quickly followed with no reply. The German team continued their unexpected rampage through to the semi-finals. This is how the rest of the round turned out...

Brazil 2 Costa Rica 0 Scotland 1 Denmark 3
 GERMANY 3 Uganda 1 Korea 1 England 4



● Wow, aren't you Elvis Presley? I've got all your records mate! 'Ere, I thought you were in Skegness. That's what the Sunday Sport said anyway, so it must be true!



● Ooh look, it's me! Here I am helping Frank to find the screen. "It's that big green thing there, Frank!"

SEMI FINALS

The two favourites, England and Denmark, were drawn together in the second semi-final and I had to face the might of Brazil who had not lost one game throughout the tournament in the first match. It was a tough battle but I managed to score a goal early on in the first half. The whistle went and I was leading by one goal at the start of the second period. I immediately switched to a defensive formation and tried to hang on. It was no good. He broke through my defence and sent a screaming shot into the back of the net to level the match. The remaining seconds were filled with opportunity but nothing was decided. The final whistle went and extra time began.

There were many good chances squandered by both teams. The most unfortunate being a shot that rebounded off the inside of the post by the Brazillian team. The final whistle sounded and it finished a 1-1 draw. This epic battle

was going to be decided by a penalty shootout. I stepped up and missed my first two so I was 2-0 down with only three left. Brazil scored the first two and stepped up to take their third. My keeper just managed to turn it around the post so I had pulled one back. I scored the following two and Brazil blasted their fourth into the back of the net so it was back to 3-2 with one left each. I stepped up and delivered a sneaky little shot into the top corner and my five were finished.

Brazil only had to score their last one to go through to the final. Their midfielder stepped up and bang.... it flew straight into the keeper. I had survived. It was now down to sudden death. The first person to miss would go through. We each scored our next three but Brazil hit their seventh too low and the goalie saved it. All I had to do was score. I stepped up and...it flew into the top corner as though it was on fire! I had made it to the final!

“ **The other semi-final went in favour of Denmark so I would be meeting them in the final for the Sensible** ”

Brazil 1 GERMANY 1
(GERMANY win 7-6 on pens after extra time)

Denmark 3 England 1

We all had a bit of a rest and watched the 3rd/4th place playoff match between the two losing semi-finalists. It was an exciting game but England eventually came through and a victory was theirs.

England 2 Brazil 1

THE FINAL



● A fabulous goal in the second half saw off my challenge. Phil had won!



GERMANY 0 DENMARK 2



● One stiff beating later and all that was left is the presentation of the World Cup to the winner - Phil King

Well, this is it. The final game for the right to be crowned Sensible Soccer World Champion. The other finalist and I both had a brief chat with the guest presenter, Dominik Diamond, and it was then down to the serious business.

The game started and the pressure was intense right from the start.

The Danish side were incredibly skilful and their persistence was rewarded with a stunning early goal created by some accurate passing

in midfield. I tried a change to an attacking formation but it only had the reverse effect.

My German defenders were up

for an attack but they lost the ball and Denmark broke away. They took it swiftly through midfield and delivered a crushing blow by scoring their second and the last goal in this amazing battle.

It was all over. My valiant effort had finished but I was well pleased with my performance and finished a pretty impressive second.

Denmark 2 GERMANY 0

“ **We all congratulated Denmark for their skill, bravery and incredibly cliched acceptance speech and then the cup was presented. It was a beautiful 15 inch high golden trophy with all the trimmings. I picked up a pretty smart silver medal for coming second and the third place team collected a nice bronze medal. We all had a splendid day and many thanks go out to all who attended and especially the lads from Sensible who were the perfect hosts and made it such a smart day.** ”

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PLAYER'S GUIDE

DYNABL

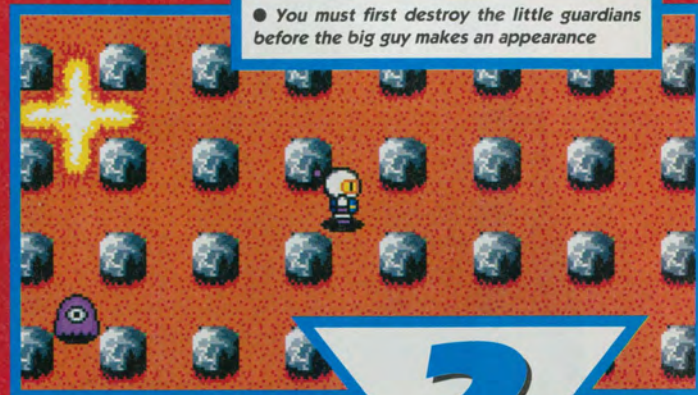
If any of you are having trouble with this excellent Ubi Soft classic, look no further. A young man by the name of Richard Krason has seen fit to send us his codes. Well done Richard! A copy of Civilization will be speeding its way to you for your troubles.

LEVEL

1



● The end of level guardian is pretty easy to defeat on level one. Try using your bombs, stupid!



● You must first destroy the little guardians before the big guy makes an appearance

LEVEL

2

LEVEL

CODE

1 - 1	UKCLMNKT
1 - 2	UAGWIQNE
1 - 3	UAGWIJNA
1 - 4	UANWIINE
1 - 5	MUVWLGPC
1 - 6	UKRLMTKV
1 - 7	UAGWGINA
1 - 8	UANWIQNZ

LEVEL

CODE

2 - 1	UANWQVNA
2 - 2	MUBWNENC
2 - 3	UKRLNGKT
2 - 4	UANWQONE
2 - 5	UKCLNBKT
2 - 6	MUBWNINC
2 - 7	UKRLEHKT
2 - 8	VANWQVNZ

LEVEL

3



● Try and position your bombs so they explode on the cross sections. You may be able to get both that way

LEVEL

CODE

3 - 1	UANWIPNA
3 - 2	UAGWIPNE
3 - 3	UAGWGVNA
3 - 4	VANWIENE
3 - 5	MUVWLOPT
3 - 6	UKRLPHKV
3 - 7	UAGWGENA
3 - 8	UANWIPNZ

ASTER

LEVEL

4

LEVEL

CODE

4-1	UANWQQPA
4-2	MUBWNNEC
4-3	UKRLNLHT
4-4	UANWQIPE
4-5	UANWQSPA
4-6	UAGWQSPE
4-7	MUBWNLZT
4-8	UKCLNNHL

LEVEL

6



● These little chaps must be hit several times before they are destroyed. Trapping them will be a good start

LEVEL

CODE

6-1	MUVWNSZC
6-2	UKRLNGHV
6-3	UAGWBVPA
6-4	UANWQEPE
6-5	UANWBOPA
6-6	MUBWNOET
6-7	UKRLEBHT
6-8	UANWQPPZ

LEVEL

5

LEVEL

CODE

5-1	UANWIJPA
5-2	UAGWIJPE
5-3	UAGWGGQA
5-4	MUVWLGEC
5-5	UKCLPMHT
5-6	UAGWGIPE
5-7	UAGWGSPA
5-8	UANWIJPZ

LEVEL

7

LEVEL

CODE

7-1	UANWGVPA
7-2	UAGWGVPE
7-3	MUBWLSZT
7-4	UKCLPHHV
7-5	UANWGEPA
7-6	UAGWGEPE
7-7	UAVWIOTA
7-8	MUVWLEEG

LEVEL

8

LEVEL

CODE

8-1	UKCGNNKT
8-2	UAGRQQNE
8-3	UAGRQJNA
8-4	UANRQINE
8-5	MUGWNGPC
8-6	UKRGNTKV
8-7	UAGRBINA
8-8	UANRQQNZ

PLAYER'S GUIDE

GOOB

Well, here it is as promised. We are proud to present the final part of the *Goblins II* player's guide we started a couple of issues ago. You should all be familiar with the controls and game style by now so we will just concentrate on the final two worlds.

WORLD 6



PARCHMENT

Click Fin on the hilt and, just before lifting it, throw Win on to the point. They should then move the knife. Repeat the operation and then click Fin on the page-marker. Use the page-marker on the candle with Fin. Pick up the match and use it on the eye with Win. Click the Buffoon on the eye and he should kick it and break the glasses.

Pick up a piece of the glass. Use the glass on the beam of light with Fin. Pick up the lump of wax and use it on the seal. Now use the imprint on the lock. Pick up the seed and use it on the map village. A plant should grow. Act on the plant with the Buffoon and two goblins.

PLANT

The Buffoon has fled up the tree, won't come down and is also hungry. Kael, the tree, offers its apples but a con-

● The page-marker must be used on the candle

tainer is needed. Go through the hole with Win to get to the Buffoon. He reacts violently and a bean drops. Click on the stone and a mole appears. Use the bean on the mole with Win, while they struggle, take the cap with Fin. Use the match on the apples with Win. While

● Using the bowling ball on the skittles is the key to this tough level.

the apple is bouncing, use the cap on it with Fin. Use the apple on the hole to get it to the Buffoon. He comes down and rushes to the mushrooms. The two goblins eat the mushrooms in turn.

TOYS

Act on the skittles with Fin. As the bowling ball arrives,

use the starfish with Win so he can jump on it and intercept it. Use the bowling ball on the cover with Win and place him on top. Activate the bottom flagstone with Fin. The pin drops but lands on the umbrella.

Catch another bowling ball, use it on the cover and place Win on the bottom left of the catapult. Activate the bottom flagstone with Fin.

Use Win on the feeler and make him jump on the bubble. It floats down with him onto the cover. Activate the bottom flagstone with Fin.

The bubble is blown towards the umbrella, and the pin can be taken by Win. Make Win go up and activate the top flagstone after placing Fin at the rainbow's end.

Activate the button with Win to make the Buffoon fall from the tree. In the short time he's in the bubble maker's circle, use Fin on the feeler to enclose him in a bubble. Make Win burst the bubble with the large pin to free the stupid Buffoon.

● The Prince has fled up the tree and won't come down because he is hungry



GOBLINS 2



● Use the file on the cage with Fin to get the necessary key back

and puts it on the second level. Repeat the operation to put the stone on the third level. Place a goblin on the lion. Throw the stone from level three with the other goblin. The first goblin is now on the giant's right

shoulder. Make him act on the red head, which then falls off. Come down and take the stone to level two. Place Win on the lion and throw the stone with Fin. Win is now on

the giant's left shoulder. Go through the shoulder hole and he should now be near the fallen head. Place Fin on the lion and activate the head with Win. Fin lands on the levitating rock. Move Fin to the rock's "centre of balance". He starts jumping and the rock descends.

When it gets to Win's level, make him jump on it. The rock will now start to rise. Use Win on the small rock near the bird cage and in the brief time he's bridging the two, make Fin walk on him. Use the file on the cage with Fin and get back the key.

PLANT

Place the Buffoon on the catapult. Press the button with a goblin and, once the key comes out of the statue's eye, activate the catapult with the other goblin. The

Buffoon is thrown, unhooks the key, and is taken off by a bird. Exit at the back.

MOUNTAIN

While one goblin lifts the stone the other, placed on the upper platform, takes it

PLANT

WORLD 7

LAB

Use the fountain water on the Buffoon. An evil creature takes him to the Kingdom of the Dead. Take up the pencil and use it three times on the blackboard with Win. Take the sponge which the furious magician throws at him.

Use the pencil with Fin on the magician's portrait. While it's being hit by the boomerang, jump on the armchair with Win to catch it in

flight. Use the water on the magician who bangs on the table, knocking a toothpick to the other side of the room. Throw the boomerang with Win while the toothpick bounces. Use the toothpick with Win on the skeleton to open the rib cage.

Use the sponge on the puddle. While Win acts on the pipe, use the wet sponge on the smoke with Fin. The way to the Kingdom of the Dead opens. Go through.



● An evil creature takes the Buffoon to the Kingdom of the Dead



● The pencil must be used to draw your exit door

KINGDOM OF THE DEAD

Place Fin on the eye, bottom right, and Win on the left edge of the top right platform. Win jumps and Fin is thrown. Pick up the mouse and use it on the mud. Jump on the crocodile. While Amoniak reaches to catch it, use the boomerang with the other goblin on his teeth - the Buffoon falls.

Before the little demon can send the Buffoon back to Amoniak, make a goblin jump

from the left side of the top right platform - the eye pops out and brains the little demon. Put the sponge on the rock. Place the Buffoon on the eye and make Win jump from the left end of the top right platform - the Buffoon is thrown onto the sponge which wets the rock.

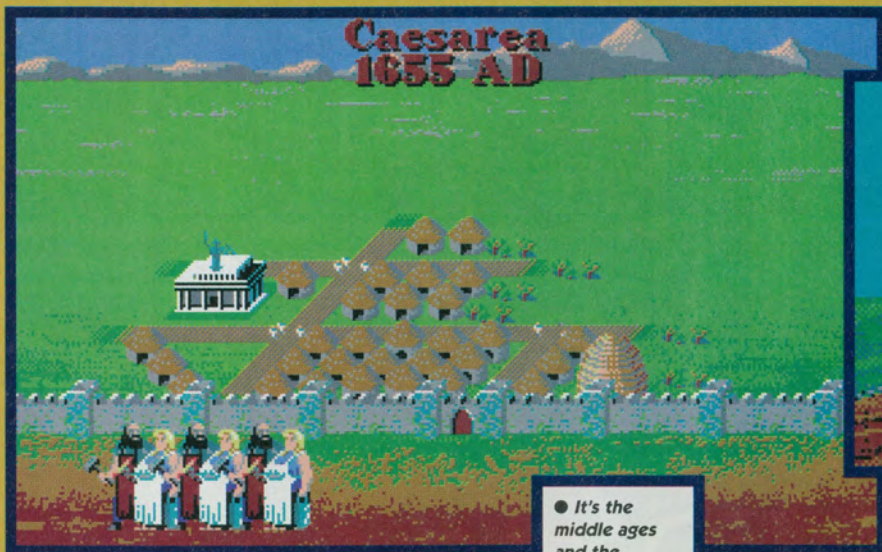
As the water flows, use the pencil with Fin on the rock. He draws a door which lasts a short time. Make Win turn the handle. The three heroes go out.

CONGRATULATIONS! YOU HAVE COMPLETED GOBLINS II.

PLAYER'S GUIDE

CIVIL

If ever there was a game that needed a guide of some sort then Sid Meier's Civilization is the one. Not that it's difficult to get into, just that there's a myriad of ways to do everything. We take a look at what's best and where to do it in a two part guide...



● *It's the middle ages and the natives are a little restless with you!*

● *Your palace is in a bad state of repair. Will your people build it for you?*

THE BEGINNING

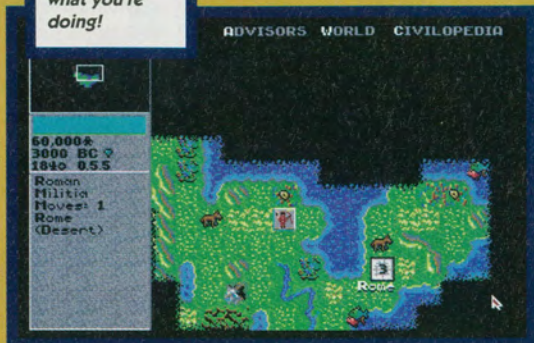
Civilization is one of the few games in recent times that has so much to it, you could quite easily fill this mag for several months, going deeply into the tactics and strategies you could use. In years to come people will still be playing this game and learning new things about it - that's the

mark of a truly great game. In the first of a two part guide, ST Action will attempt to delve into some of the deeper secrets and point out some factors that are only obvious if you look hard enough.

STARTING OFF

It's a good idea to know the different terrain types before you get going properly. Although it's not overly readable, the manual is a vital read if you want to pick up potential strategies. However, the manual isn't always the best substitute for

● *Starting off can be tricky if you're not sure what you're doing!*



hands on experience. Even if you

read it five times there is no saying you will be clear on everything until you actually start discovering things on your own.

At the beginning of the game you will generally start off with one Settler unit with which to found your capital city. Look around for a good city site. Don't, whatever you

do, accept the first one that the

computers says would be a good place to build on. There are other good sites around. Don't be too hasty as you might live to regret it in the long run.

GREEN FIELDS

As soon as your city is founded build a couple of Militia



CIVILIZATION



units with which to defend it. It's very unlikely that you'll be attacked by another civilization at this early stage but there is a very real chance of a barbarian raid, especially if your city is near the sea. Barbarian raiding parties tend to

come from the more desolate, polar regions of the map. A strategy to beat the nuisance later on in the game is to spread out as far as possible and try to get an outpost on these bleak, generally uninhabited continents. Raiding



● *The humble beginnings of your empire. Rome is currently just a few mud huts, but in a couple of hundred years who knows...*

parties tend to die out if the area is civilized.

Once you've got military in position and fortified within your capital, assess the situation. If you believe you are under threat from another ruler, it's probably wise to opt for City Walls as your next project. If you don't perceive any threat then it would be wise to go ahead with the Granary (which is probably what your advisor is suggesting anyway!). This food storing structure will allow your city to expand far more rapidly, in turn bringing in more income and speeding the game's processes up.

IN THE ARMY NOW

Once this city is well and truly under way it's time to get some more settlers going. While this unit is under development, send out one of your militia to do a little scouting and hunt around for a potential new city site. Look for key things like good terrain close to resources, be it animals or minerals.

● *This screen tells you all the important stuff you always need to know quickly*





Either way, water nearby should be one of the most important features of the site finally chosen.

SETTLE DOWN

By now, your settlers should be nearly ready. Once they are completed send them out and head for your second city site. Along the way build roads (press R). It may take a number of turns before you can move them again, but it's far better in the long run. The number of turns it takes a settler unit to build a road section (or anything else for that matter) is entirely dependant on the terrain. While you are creating a link to your new city, you should build at least one more militia unit to cover for the one you have out there exploring.

● *The Roman Empire begins to spread across the whole world uncontrollably*

Your capital is now on the way to

● *There it is! Rome in all its glory. You are about to become all-powerful!*

becoming a major force in the game. You will have noticed

that it should have grown in population size by now (probably a three or even four by this stage). It is now a good idea to sit back and not make any real decisions with it for the time being. Whenever it is time to start a new improvement, just follow what your advisors say. Obviously try not to be rigid. If the situation demands city walls or a barracks, then don't hesitate to make 'em. Don't forget you can buy them if you need them urgently.

STAR TREK

It is important to have your capital defended better than your normal run-of-the-mill cities because it holds your most important asset - your palace. If you lose your palace it will do the morale of your civilisation no good and you'll have to waste time and cash erecting a new one. Jumping ahead to a nightmare scenario, if

● *The birth of the car marks an important civilisational advance*



AUTOMOBILE

Civilization Advance

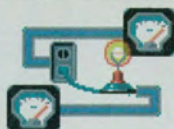


The first practical AUTOMOBILES were developed in the late 19th Century, although experiments with steam-powered wagons had been carried out over one hundred years earlier. The critical invention that made the AUTOMOBILE a success was the internal COMBUSTION engine. This relatively small but powerful engine could be mounted within the frame of the "horseless carriage" and drive the wheels. The AUTOMOBILE had a tremendous impact on the economy and lifestyles of the rich Western nations, and it also revolutionized warfare. Armed and armored AUTOMOBILES, known as tanks, became a dominant weapon on the battlefield.



SUPERCONDUCTOR

Civilization Advance



When electric current is passed through a conductor, such as a copper wire, a small but significant amount of the current is lost to resistance. When certain substances are cooled to temperatures near absolute zero, this resistance disappears. This phenomenon is called superconductivity, and a substance with no electrical resistance is a SUPERCONDUCTOR. If such a material could be found that worked at something nearer normal temperatures, its discovery might revolutionize everyday life by greatly reducing the cost of energy and making hosts of new inventions practical.

● *The Superconductor allows further important advances to be made!*

you lose your palace while building the giant space ark, then you'll lose all of your craft too.

This applies even if you are one turn away from completing it! If you develop well enough you should be able to change your government to Democracy.

One bonus of this form of ruling is that you don't actually need your home. So, if you have a

solid Democracy you can sell off your palace, thus raising funds and, more importantly preventing you from losing your space ship.

Don't rush into it though because there are problems with operating this type of government.

That's enough hints and general tips for this month. Using what you've got here you should be able to build up and defend your cities well.

Next month we'll have a much deeper look at some of the strategies you can undertake in your quest to either rule the world or get up into space first! We'll also be looking at all the pros and cons of the various governments, so you'll be able to decide for yourself which one's for you. Until then, try and hang in there! Help is on the way soon!

● *The people of Bremen are happy with their new government*



DON'T MISS PART TWO OF THIS INVALUABLE GUIDE NEXT MONTH

MANGA MANIA

A new phenomenon is sweeping the nation. Everybody wants a piece of the action. Nobody wants to miss out. Manga Video is a company dedicated to putting out Japanese films on video in this country. Now for the first time an ever-growing range of stunning animations and mind-blowing storylines is available in this country and you can get your hands on them down at your local computer store.

Japanese art has already inspired many a computer game and with this new tide of movies coming in many more are set to follow as the manga hysteria spreads. We set Paul McNally and Jim Eagers the task of watching videos all day and every day for a whole week. Then we were really, really nasty and forced them to tell you all about 'em!



THE HISTORY OF MANGA

AND THE BEGINNING OF A NEW ERA IN ANIMATION AS WE KNOW IT ...

There may have been an occasion recently where you found yourself in your local game's shop. It's also highly possible that during this visit you may have noticed a shelf containing items other than games. It's equally possible that these said items were Japanese animation videos.

An awful lot of computer stores have recently started stocking a range of animation vids because they see the obvious link between games and the movies themselves. Japanese style characters have been used in games for several years now. Games like Pang and Rodland both featured the big-eyed, ever-so-cute kids featured so heavily in Japan in virtually any kind of literature that they produce en masse.

Odd slant

Comics (or manga as they are known over there) are part of a way of life for the whole Japanese culture. Absolutely everybody reads 'em and there are thousands to choose from. It is perhaps a natural progression therefore to animate the most popular characters and turn them into full length action films. That's what's been happening for years and years in Japan but it has only really been in the last year that we've started to see such films become freely available to buy or rent in this country.

Anime (pronounced Ah-nee-may so now you can impress your mates with your first word of Japanese!) is the buzz word for Jap animation. It is the word used to distinguish such work from European or American animations and it is big business in the Far East. The Japanese have always had a tendency to completely exaggerate a character's physique and abilities (a recent example would be the many magical moves in a game like Street Fighter II). For an interesting reason behind why their films are always so aggressive and often

depict scenes of nuclear devastation you can go back to World War II and the atomic bombings of Hiroshima and Nagasaki. Put the two together and you have films of a potentially volatile nature waiting to explode in a barrage of action and violence.

Never afraid to feature things that many in the West would consider perverse and sometimes far too explicit for normal viewing, Anime will quite often depict scenes of rape and sex, generally with some sort of nasty mutant character! It's also noticeable that there tends to be a large number of schoolgirls bending over just to show off their underwear! Chances are you'll be shocked the first time you see one, but in response to the potential argument that these videos will breed violence and abuse you only have to look at Japan's violent crime rates which are among the lowest in the world.

Turning Japanese

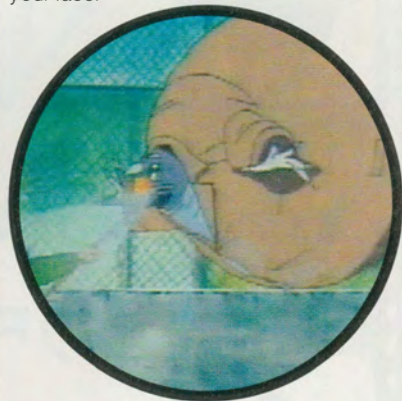
Not all the films are 18 rated. There are some that the kids can watch. Careful shopping around is the order of the day if you want to introduce your children to manga films. Odin and Ultraman are two popular heroes in the Orient, and

there is no reason why they shouldn't become equally popular on these shores. Whichever you choose, you really will have seen nothing like it ever before. Younger children could occasionally get lost in the plot which as you may have gathered by this point, can get rather tricky on occasion even for the adult who pays all the attention in the



world to films

A company called Island World Communications are the company responsible for distributing anime films in this country. They now have a division called Manga Video who deal specifically with Japanese cartoon movies. Their distribution and stocking in computer shops is a major coup as it brings the titles to the front and to people's attention. It's all big business in this country now. T-Shirts, caps, comics and a load of other stuff are freely available as long as you know a good stockist. Comic shops are a good bet, although we've seen gear in Virgin in Manchester. So where ever you go Manga is definitely in your face.

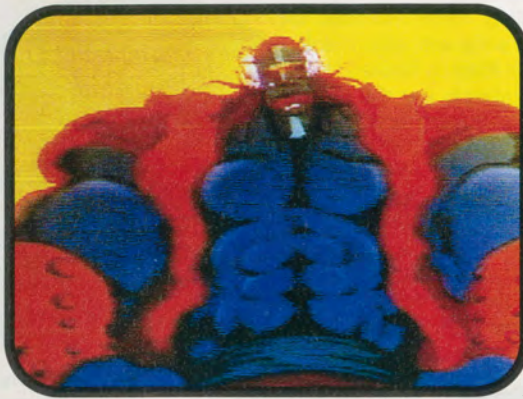


On the following three pages you will find reviews of five of the most popular films of the moment. Four of them are animated and the fifth is just surreal. They are all available from good video and computer stockists and we can assure you, once you've seen one, you'll want to watch the others.



FIST OF THE NORTH STAR

18



1986, 112 minutes, £12.99, colour

technique that makes people explode and spurt blood (very graphically) simply by touching them.

The owner of these powers is supposedly a nice gentle geezer who's friends with everybody. Unfortunately Ken's corrupt brother has his eyes on the same thing and intends

to devastate the world with his powers. Along the way he also manages to get his hands on Ken's girlie to add a bit of spice to the violence.

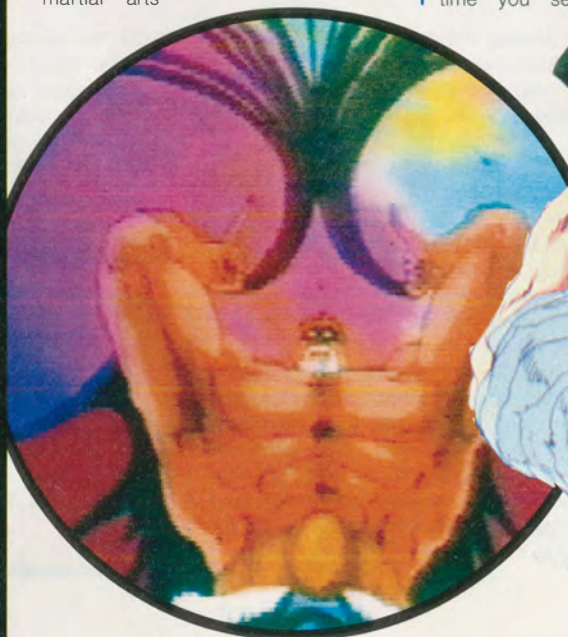
Obviously getting her back is of prime importance, but saving the world is also up there on his priority list.

On his travels Ken comes across a child called Lyn who is so innocent her sweetness is a power in it's own right. With her help our Ken goes off on a journey the likes of which you'll never have seen before.

This film is so utterly amazing. It'll probably take two viewings before you understand what's happening. The first time you see it

you'll just revel in the stunning animations and gruesome fighting. The second time you watch you'll begin to understand the story a little more and then the third, the fourth, the fifth and so on you'll grow to like it more and more. Highly rated and definitely recommended. Pop down to your shop right away.

Paul



TETSUO THE IRON MAN

18

1989, 67 minutes, £12.99, black & white, subtitled

A word of warning – don't ever use a stainless steel Japanese shaver. That's what our lead character, Tetsuo does and he ends up mutating into a fusion of metal and flesh after cutting his chin. Although this film isn't actually a Manga release (or a 'cartoon' for that matter) it features complicated film animation and special effects that could easily embarrass a young film maker from Screen Test.

It is based in a futuristic Japan where technology and machines are taking over and Tetsuo begins to have nightmares

involving metal monsters with more wires and attachments than a Black & Decker. He is horrified to find that he too is turning into a cyborg, and things become a real pain in the circuits when his wife wants to know why he's hiding in the bathroom. Being a machine does have it's advantages however as he can zoom round town at high speed

thanks to his rockets which sprouted from his heels.

We later discover the nightmares were a result of guilt after he accidentally runs over a man who then seeks revenge. He does this by possessing the body of Tetsuo's wife and launches a bitter and hostile attack. Both characters have special powers from their partly mechanical



physiques and it all ends in a chaotic battle with plenty of blood, guts and wires.

This is a real "behind the sofa" type of video so if you're familiar with films like Eraserhead by David Lynch or Hell-raiser by Cronenberg then

this could be just what you've been waiting for.

Of all the videos featured this was certainly my favourite, but wouldn't suit everybody as it's broad-minded arthouse themes may cause offence to the squeamish. Tetsuo 2 is scheduled for the cinema in the not too distant future – so don't say you weren't warned. Miss this at your own peril!

Jim



UROTSUKIDOJI THE LEGEND OF THE OVERFIEND

1989, 108 minutes, £12.99, colour

18

Over. It's all a bit scary and deviant if you ask me. Apparently, but don't hold me to this, every 3000 years thing thingie called the Overfiend appears and tries to take over the world (more or less anyway). So there's a couple of guardians there to find it and destroy it before it does. Only if they get there in time will the world be saved.

Anyway this is a blatant excuse for one of the freakiest, deepest, complicated, most violent animations ever made. It's all in there. Everything we talked about in the introduction, even the girlie's knickers make more than a brief (geddit) appearance in here.

This film is so complicated it's another of those that will probably need more than one sitting before you fully understand what you've just seen. Well worth the money but expect to be well and truly shocked! You certainly won't have seen anything quite like this in your life. Bizarre stuff all round.



Some may say that the violence and sex in this film make it risky viewing. It's certainly something that most parents wouldn't want their kids to see. Try asking for this in the local video store – go on, you have a go at pronouncing it!

Paul



3x3 EYES

1991, 60 minutes, £10.99, colour

Only in Japan could you quite happily have 300 year old children with three eyes wandering around the streets. Very few people apparently bat an eyelid when faced by a huge winged monster either.

What we have here is another magical, mysterious fantasy all beautifully animated with the classy style that you can come to expect from these guys.



True most of the others last around about two hours and this one only just makes the hour mark, but it is a couple of quid cheaper so you can't moan really! Another gripe that isn't really a real problem is the fact that this is only Part One of the story. Thus to that extent you are kind of left up in the air at the end of the episode and as we don't know when Part Two is coming out, it could be a lengthy wait.

The storyline is (as usual) quite bizarre and involves the two main characters (the son of a famous professor and the girl Triclops) legging it around Hong Kong trying to find a statue that will allow the young lady to become a proper human, and thus release her



PG

soul so that she can die. Unfortunately the demons decide that they want the statue also and steal it. Pai - the Triclops enlists the aid of the boy - Yakumo by taking his soul and only promising to return it when he gets the statue.

Yakumo is only mildly upset about this and decides to help her. Does he succeed? Well we don't know either. Stroll on the second part.

There's a lot of blood in this one, but nothing overly gory!

Paul



AKIRA

1987, 124 minutes, £12.99, colour

15



Akira was the first Manga Video film to become popular in this country. It was the film that stood out in the video shops as being something different but was also the one that a lot of people weren't prepared to try because it was so far away from the norm.

This has been described as the greatest film ever by a lot of critics. It really is hard to see how it could be any better. The computer assisted animation techniques used within this film are the greatest ever used. The characters all move so perfectly it really has to be seen to be believed. This is cartoon technology at it's very, very best.



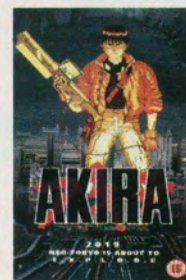
It probably won't be bettered. Set in Tokyo thirty years from now, it's another one of those

films that features a strong nuclear background. The Third World War has long gone leaving Neo-Tokyo in it's wake. As you might expect in a landscape as hostile as this the place is filled with all sorts of nasty people all wanting to run their share of the show. Expect a barrage of Cyber-punks and rock a loud rock music soundtrack to accompany them! The two main characters Tetsuo (not to be confused with the Tetsuo who has a bit of metallic problem reviewed elsewhere) and Kaneda soon get entwined in a terrific but yet again complicated story involving the military and the secret of Akira!

Stunning stuff also available in a collector's double pack with the original English subtitled version (these days it has full English dialogue) and a second cassette show-

ing The Making of Akira. We actually had a bit of a problem finding anything other than this twin pack but Akira marketing is really beginning to take off now. T-Shirts featuring both the characters and the logos are freely available on clothing along with a whole range of Manga gear that can now be obtained.

Paul



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BATMAN RETURNS

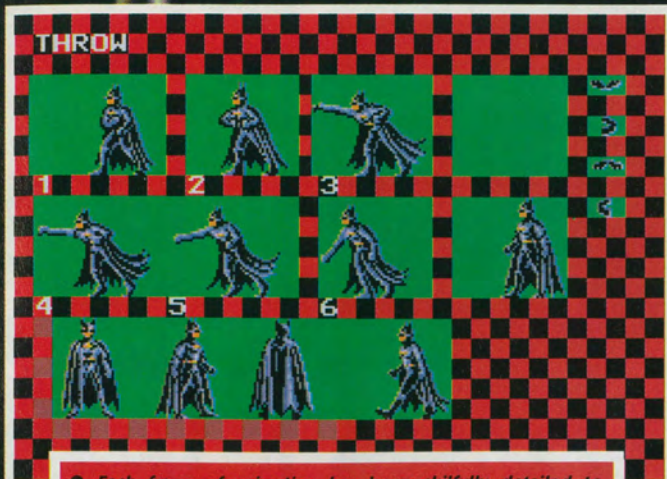
One of the most eagerly awaited film licences is nearing completion and we take an exclusive look behind the scenes



● The cycle clown can be knocked off with a combination of speed and jumping high kicks



● Here we see the Catwoman performing several stages of animation



● Each frame of animation has been skilfully detailed to capture the true atmosphere of the caped crusader

PROJECT: Batman Returns

PUBLISHER: Konami

PROGRAMMER: John Heap

GRAPHICS: Ally Noble, Dawn Jones

MUSIC: Fred Gray

INITIATED: October 1992

RELEASE: September 1993

Batman was one of the most successful films of all time. Grossing millions in the first weekend, it went straight into the number one spot of virtually every chart available. It commanded huge audiences across the country and increased the profiles of the actors involved (Danny DeVito, Michelle Pfeifer and Michael Keaton) by ten fold.

Always one to latch on to a good thing, Konami have snapped up the rights for what must be one of the most long awaited computer transitions in the history of computer entertainment.

• Bat-tastic

Under development by Liverpool based Denton Designs, Batman Returns is surely set to shoot straight into the number one spot of the all formats charts. The game is loosely based around the film and is set over five levels of intense arcade action.

Level one begins over the horizontally scrolling background of the

impressive Gotham Plaza at Christmas time. The Mayor, Shreck and the Ice Princess are all standing on an elevated platform when the screen scrolls left and a giant gift box appears.

The crowd cheer as the Xmas present comes to rest but then scream in terror as it explodes and baddies burst out from all sides. Suddenly, the Batlight appears in the sky and the Batmobile screeches onto the screen. Climbing into the rubber suit of Batman, you must battle with the evil minions of the Red Triangle Gang to eventually rescue the beautiful Selina Kyle.

The level culminates as Batman encounters Selina being held captive by a vicious clown. As he makes his way towards the girl, he will be attacked by various baddies and they will continue to make it difficult for him to reach the grapple gun that is lying nearby. When he has finally nailed the bad guys and picked up the gun, he must then shoot the gun at the clown, missing him but pulling a section of the background onto the clown and saving the girl.

Colour-blind Dairylea

Level two is again set in the Plaza but this time it is a scene of dereliction and an obvious setting for crime and wrong doings. The screen scrolls to rest on the still, contemplative figure of Batman. He must battle against the Red Triangle Gang again but this time they have help from The Penguin who will float around on his heli-umbrella, dropping bombs on Batman. After a short while, he will encounter a clown who must be defeated in order for batman to collect a bomb that must be used on the end of the level. The "end of level guardian" is the Strongman. This chap is virtually impossible to defeat unless you have the bomb from earlier in the level. Throwing the bomb at him will cause him to fall down a manhole and explode.

The third level of the five sees the introduction of the beautiful Catwoman and also describes how she has destroyed Shreck's department store. In a

AN



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● Batman uses his legendary skills to repel the hounds sent by the evil organ-grinder

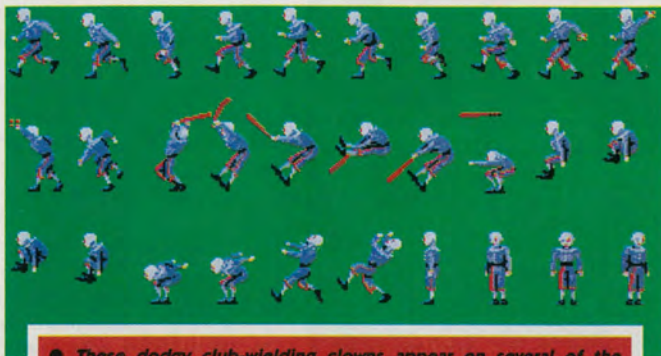


one to one battle across the rooftops, Batman must jump and somersault from platform to platform, pushing Catwoman off and forcing her to the far left hand side of the screen. She will always land on her feet until you get her to the end of the level where she will eventually be pushed over the building and into a passing sandtruck.

Strangeways!

After a pretty short third level, Batman must once again take to the rooftops in the fourth level. This time he must deal with hordes of bats and vicious minions as well as the Penguin who also makes an appearance but he will back off after a few successful hits. The local police force will also try to kill Batman as they think he is the one who has kidnapped the Ice Princess. Unfortunately, he cannot kill the police so he must use his acrobatic skills to good effect and avoid them.

As he reaches the end of the section, he will once again do battle with the voluptuous Catwoman. This time she will be even more determined to kill him. No matter how well he performs, he will be forced off the edge of



● These dodgy club-wielding clowns appear on several of the levels. They can be defeated with a well placed kick or punch

the roof. Fortunately, there is a batwings token on this part and Catwoman will do her best to stop him reaching it. If he manages to collect it, he will glide safely down to the ground.

The final level is split into three different parts. The first section is set on the circus train where Batman must rescue the children. He then enters the sewer system where he is faced with killer robot penguins, and thirdly enter the Arctic World of Penguin's Lair. Here he must battle with Shreck

and Catwoman before finally reaching the last fight with the Penguin himself.

"Surely set to jump straight into the number one chart spot!"

To rescue the children, Batman must defeat the remaining members of the Red Triangle Gang along the top of the carriages of the moving circus train. This is made difficult as the driver continues to accelerate and brake in order to throw Batman off balance. Falling in between the carriages will cause Batman to lose a life. In order to complete this section, Batman must knock out the driver and pull a lever to open the cages. This lever also opens the grate obstructing the entrance to the sewer system.

The first section of the sewer system is a kind of two dimensional maze. Toxic waste will continue



TMs & © 1992 DC COMICS INC. (ALL RIGHTS RESERVED).

● Holy cow! Batman is about to be Bat-slapped by a club-wielding clown

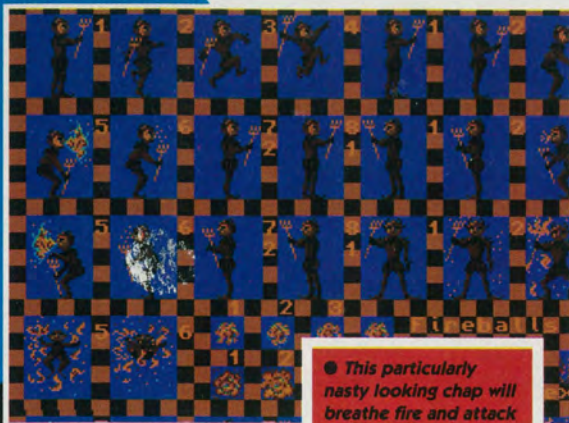


to flow and touching this will cause Batman to lose vital energy. Movement throughout the maze is done by utilising the rusty ladders, broken platforms and overcoming the huge gaps that will appear in the platforms. A Penguin locator can be collected to aid Batman as he searches for the Penguin's Lair.

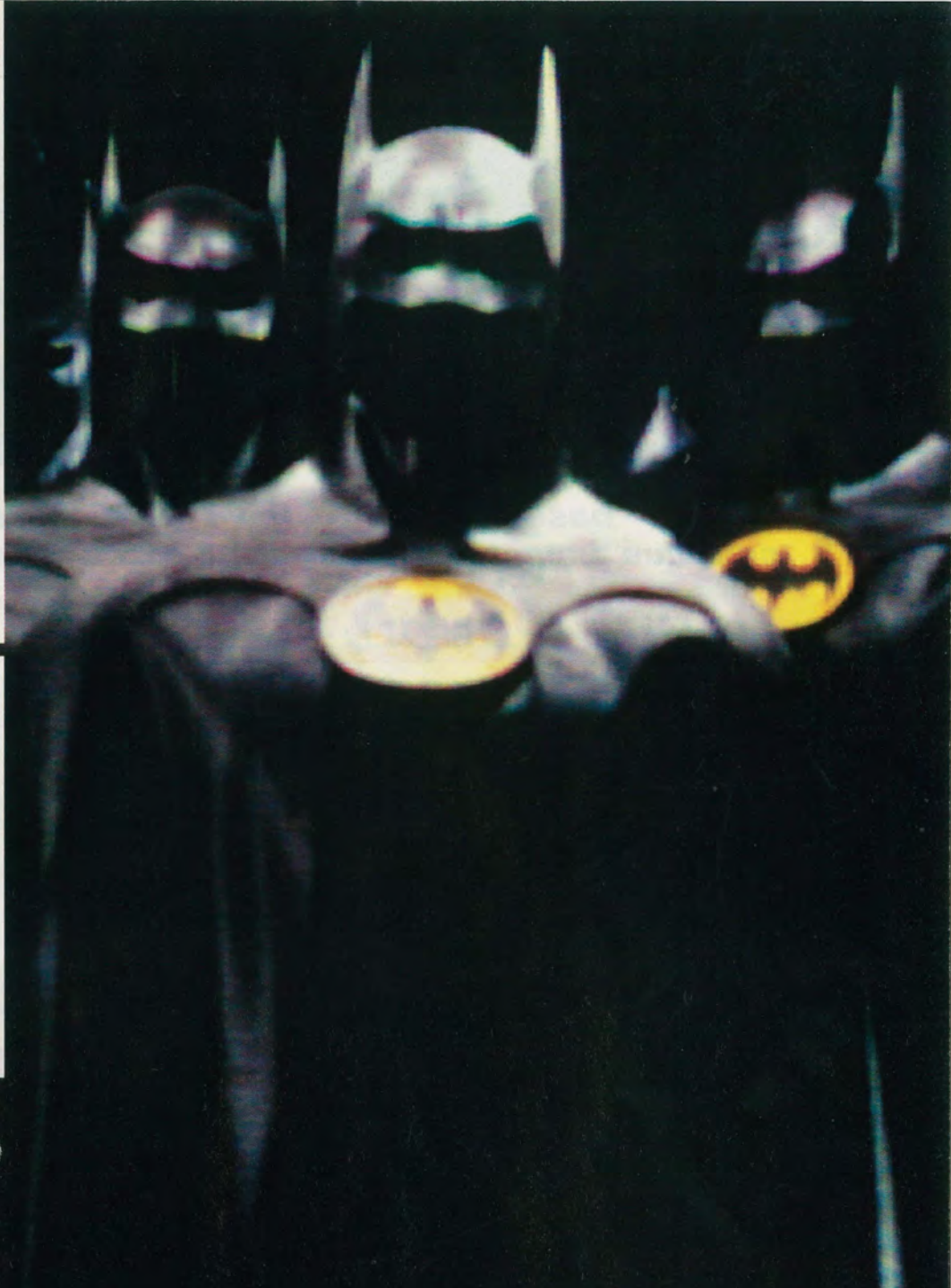
A purr-fect pavillion

The final stage of the game is set in the Arctic Pavillion. Shreck is tied to a generator and Catwoman is about to deliver the final blow to his already heaving body. Batman must fight her to save his life. If she gets past Batman, she will jump onto Shreck, forcing him into the generator.

Penguin will appear out of the gloom on his yellow duck. He will attack Batman with a host of deadly umbrellas, backed up by his own troops and the rest of the Red Triangle gang. Batman must move from iceberg to iceberg until he can collect a spare penguin bazooka and use it to blast the duck. Penguin will then lose the protection of the duck and will resort to fighting Batman on the icebergs which are breaking up and melting.



● This particularly nasty looking chap will breathe fire and attack you with his spear



After finally destroying the penguin, the screen moves up to the sky where you can see the lights in the tower building shining bright along with the ever present Batsignal. The screen then zooms into the Batsignal, it flashes on, off, and then a quiet miaow can be heard.

From what we've been privileged to see and taking into consideration the excellent programming reputation of Denton Design and the professionalism of Konami, we should be in for one of the games of the year. If it is half as good as the film, it will deserve its almost guaranteed number one spot. **Jason**

T.M. & © 1992 DC COMICS INC. (ALL RIGHTS RESERVED).

● This large clown uses stilts to get above Batman. He will then try to fire bombs down on to his victim

DROP KICK

● Batman has a variety of skilful moves at his disposal so defeating the minions of the Red Triangle Gang should be a cinch

PUNCH



DOMARK FOR SUCCESS

London based Domark have announced their intention to continue supporting the ST with these rather splendid games!

1. INTERNATIONAL RUGBY CHALLENGE

Domark have been responsible for some excellent ST software including the recently reviewed Championship Manager '93 (STA1 Rated 92%).

There was a rumour floating around earlier this year that said they may well stop producing for the ST but thankfully this was incorrect and they have at least three excellent looking titles in their impressive pipeline.

The one you can expect to see first is International Rugby Challenge which is due for release towards the end of May and should retail at £25.99. It is being billed as the sequel to the somewhat disappointing Rugby - World Cup that was released last year at the same time as the superior World Class Rugby from Audio-genic.

This time they are hoping to incorporate the same realism as

before but still manage to add many exciting and unique features. The first thing you must do is make the most important management decision and choose your players for the match to come.

Each player has a set of statistics that should be studied in order to pick the most comprehensive team for the matches ahead. You can also select to participate in a friendly match or even a tour

before finally going for the Five Nations or even the World Cup.

There is even an action replay option included so you can show off to your friends or just sit back and revel in your own triumph. The animation is also far superior to the original Rugby - World Cup and this will undoubtedly go a long way towards creating the ultimate atmospheric experience. **Jason**

"Domark will increase their already excellent reputation."



● A line out is called by the referee when the ball goes out of play. One chap will stand on the touchline and throw the ball in



© SKY SPORTS



3. FLIGHT S

The last offering planned for an October release is Flight Sim Toolkit. In development at the moment by Simis, the main guys behind the technical achievement of the PC version of AV8B Harrier Assault.

This sim will allow you to create your own flight simulation where the only limits are the boundaries of your imagination.

The first thing you must do is design your plane. You can choose from a number of designs such as the single seater training aircraft to the Mach 2 fighter jet.

KEYED SUCCESS!

PROJECT: Various
PUBLISHER: Domark
PROGRAMMER: Miscellaneous
GRAPHICS: In house
RESEARCH AND DESIGN: In house
INITIATED: 1992
RELEASE: 1993

2. FORMULA ONE CHAMPIONS

The next game in the pipeline is Formula One Champions. It is currently being programmed by Lankhor in Paris (see the Black Sect preview this month), the team behind the incredible Vroom, and is set to be one of the fastest and most playable arcade simulations ever.

Your task is to race around the actual circuits that make up the FISA World Championship against some of the most intelligent computer controlled racers ever witnessed.

An incredible two player option has been included so you can split the screen and race head to head or even battle it out with a friend. Formula One Champions will be available on the ST in August. Price has been set at £25.99

In what seems to be an excellently timed move, Domark have also announced their sponsorship of the young and talented Formula 3 driver Christian Horner.

Formula 3 is one of the traditional training grounds for some of the great Formula 1 champions

"It's good to see this kind of commitment to success."

including Ayrton Senna and Nigel Mansell. Mr Horner is widely tipped to be the next racing sensation.

Christain Horner is currently managed by ex-Williams Engineering Commercial Director Sheridan Thynne who also handles the legendary Nigel Mansell.

He said, "It's good to see Cristian's commitment to success matched by new sponsors Domark, who know what it takes to be a winner." **Jason**

WIP TOOLKIT

You may even decide to buck tradition and pit a fly propellor bi-plane against one of today's incredible fighter planes.

A huge database has also been included that is a complete library of landscapes, aircraft and ground targets. This includes runways, air traffic control buildings, hangers, trucks and even big office buildings for you to bomb and shoot.

This means you don't have to use the editor that's included if you want to jump straight into the cockpit. Looks excellent and the price has yet to be confirmed. **Jason**

GRAPHICS

Domark had originally announced their intention to withdraw from developing on the ST after supporting it for many successful years. Thankfully, after seeing the impact the ST has on the current market, they have changed their collective minds and will continue to offer games that contain exceptional quality graphics, sound and most importantly, absorbing gameplay. How lucky are you?



● Formula One is being programmed by Lankhor, the company behind the excellent Vroom and Black Sect (see this month's WIP on Black Sect)



BLACK SECT

The French get busy with yet another adventure game...

Lankhor are a company best known on the ST for their superb Vroom about a year and a half ago. Now they're spreading out with an adventure game set deep in the Yorkshire Moors. An unusual setting for a French adventure to be set, but the village of Hobdale gets its moment of fame in Black Sect.

At least it has a suitably chilling title to give it a good start. Hobdale suddenly begins to experience strange events, the worst of which are that a number of its inhabitants begin to disappear. Nervous villagers fearing some kind of demonic presence call in the famous exorcist Homorius the Great (you've got to ask yourself the question "great at what?" at this point!)

Many an incantation later and the village was left in peace. Its demons vanquished. Before leaving Homorius gave the villagers a spellbook that would protect them from a return of all things evil. This book was given to the patriarch of the village (who happened to be your grandfather) to look after.

Baa Baa Black Sheep

Then, one evening a mysterious stranger entered the village and raised his hands. A scream pierced the night and early in the morning the villagers discovered that the book was missing, and also that your grandfather had been murdered.

So, as you might expect it's up to you to find the book, restore order to the tiny village and while you are at it avenge your grandfa-

**"Deep in Yorkshire an evil has stirred
- No, it's not
Geoff Boycott!"**



ther's death. A point and click interface system has been employed for ease of use so you will be able to get quickly into the adventure.

Well that's the plot behind the lot. One of the best aspects of

Black Sect looks like it will be the graphics. Serge Fiedos is the 20 year old guy behind the art work. Having interrupted his studies at the Beaux Arts d'Orleans, Lankhor have snapped him up and he is currently producing stuff of a quality you can see from the screenshots.

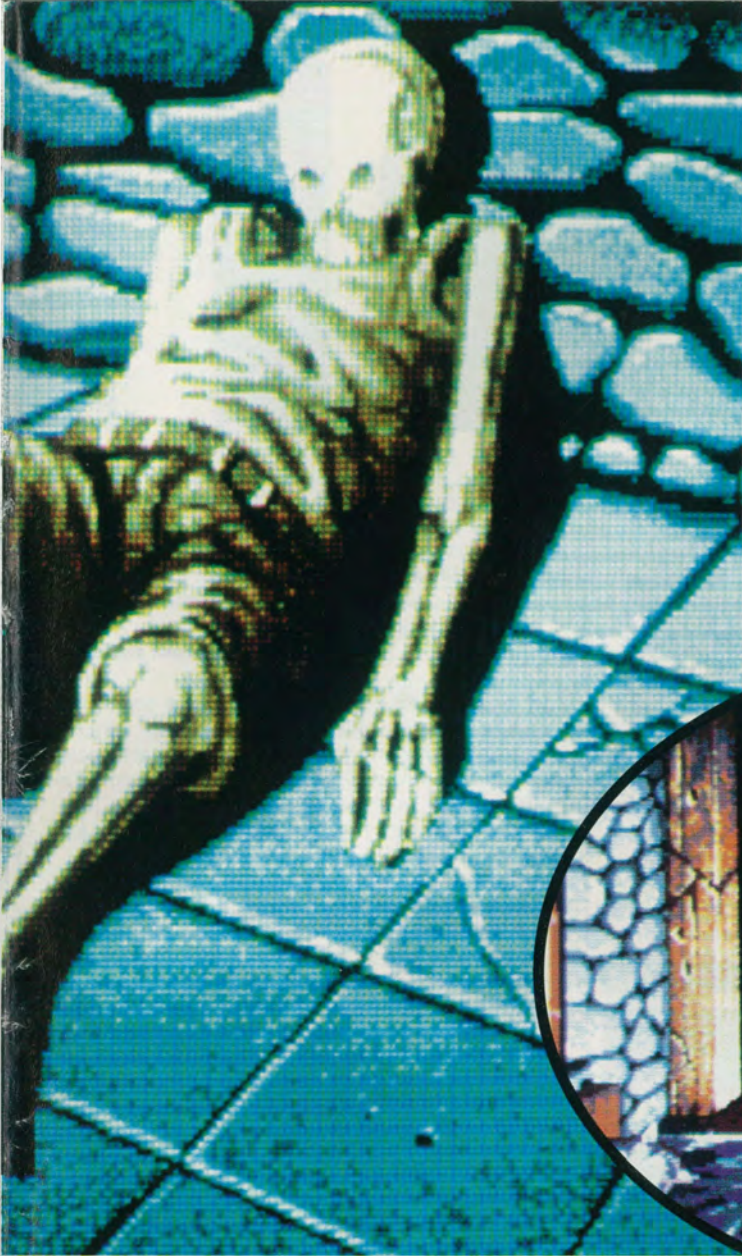
The authors of the game - Jean-Pierre Godey and Jean-Claude Lebon are both teachers and outside partners in Lankhor and originally developed the



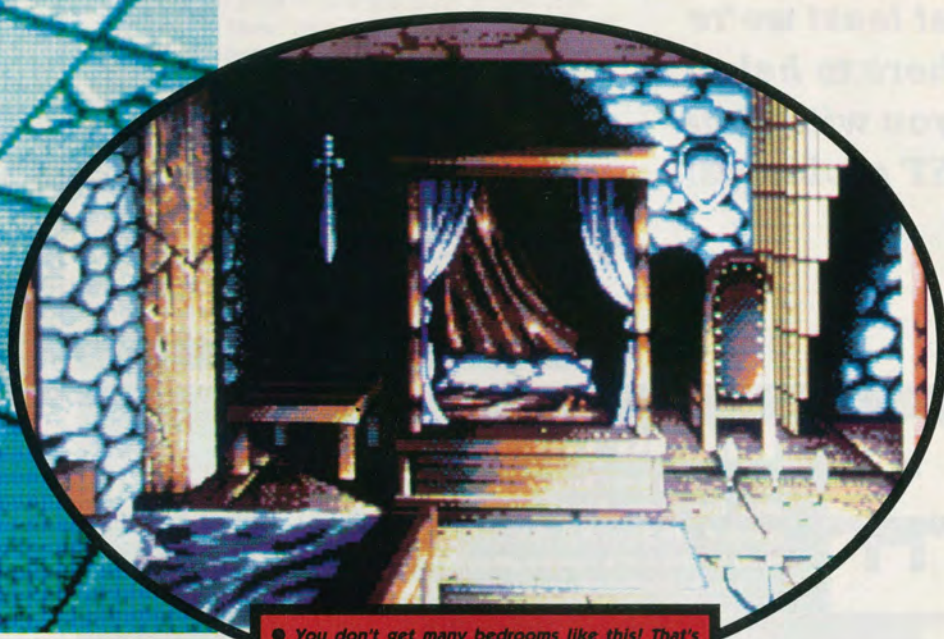
● "I want to be a tree!". Yeah right. Okay it's a tree. What else can you say about it!



● This satanic looking alter awaits you deep in the darkest depths of Yorkshire



PROJECT: Black Sect
PUBLISHER: Lankhor
AUTHORS: Jean-Pierre Godet,
 Jean-Claude Lebon
GRAPHICS: Serge Fiedos
SOUND: Lankhor
INITIATED: Early '93
RELEASE: End May '93



● You don't get many bedrooms like this! That's an interesting sword hanging on the wall!

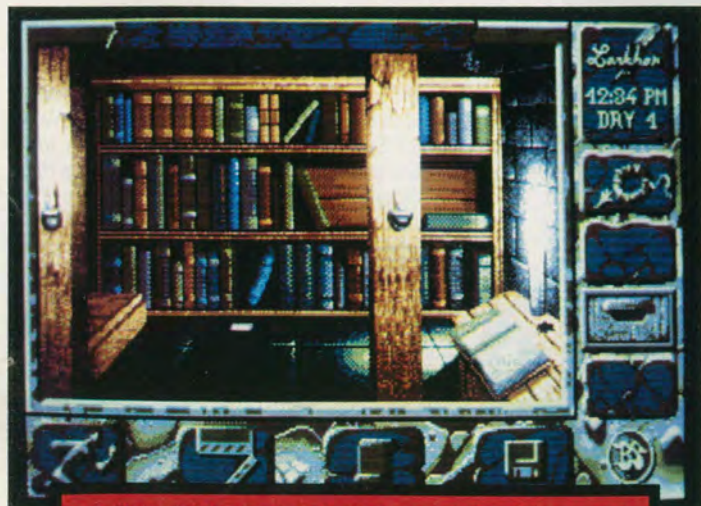
game (La Secte Noire!) for the Amstrad 1990. It did the business in France and Lankhor snapped it up and adapted it to the new versions.

Baa Baa le muton noir

Maupiti Island was the last game of this sort that Lankhor released and if you've been reading that long, you may well remember that we quite liked that. One of the problems with foreign adventures tends to be that

sometimes some of the problems are a little obscure for the British audience. For one reason or another, things the French would look for immediately are also things that you or I may never discover.

With a little luck Black Sect won't suffer from these problems and if all goes to plan it could be a cracking little game. We're hoping to have a review next month so keep your eyes peeled for that! **Paul**



● A library holds many secrets, none more so than this one. Make sure you examine absolutely everything to find a clue.

SPECIAL FEATURES

- Animation on each screen
- Characters at all indoor locations
- Easy-to-use interface
- 34 places to discover - 17 inside and 17 outside
- 16 different actions
- Each character has his own personality



● The guard stands watch over the gate armed with his big spear. You'd better not cross him here

We may not have the pre-pubescent understanding of Clare Raynor, the patience of Geoff Boycott or the charisma of John Major, but by jimminy, at least we're here to help you with your ST problems!

WRIGHT

HEROES AND VILLAINS

I am writing to praise Special Reserve mail order company and trash Ubi-Soft. Six weeks ago I received Dynablast from Special Reserve and after trying to load it I discovered it would only load in 60Hz (monitor mode). The instructions to alter don't work! I immediately checked the box for Ubi-Soft's address or telephone number only to find it was not listed.

Anyway, I returned it to Special Reserve who promptly replaced it and sent two phone numbers for Ubi-Soft when it wasn't even their problem.

Since that time I've been trying to ring Ubi-Soft but one number is an answering machine telling you to ring the second number which is another answering machine telling you that there is nobody there and if it is important to ring two Vodaphone numbers which on the three occasions I have rung have been turned off (so sayeth

the message).

I have now written yet again to SR this time to ask them to refund the game as it is no use to me. I wouldn't blame them if they told me where to go!

One final point. Is there any truth in the rumour that Atari are re-releasing the STFM for £160?

Chris Cameron, Belfast.

Last time we spoke to Ubi-Soft they were apparently working on a version of Dynablast that would work on a bog-standard telly. It does seem a shame that a game of this quality should be let down by such a thing as a 60Hz problem. To answer your point about the STFM, yep it's all true, just check last month's news for the full story.

PROUD OWNER

I am writing to you at STA about a number of points. Firstly, I have a few ideas about features you could have in your excellent magazine. You could look at new arcade machines and do regular features on them. You could also look at other Atari machines and games (for instance look at some new Lynx releases and peripherals). The reason for me saying this is that lots of people with STs own other Atari products. I own both a 520STFM and a Lynx and am very proud of both.

Also I'd like to complain about my recent purchase of US Gold's Street Fighter 2. It had nothing on it saying 1mb was required and when I enthusiastically shoved the disk in the drive, I was disappointed to find it loaded for 20 seconds and then stopped. The next day I phoned US Gold and they came up with a pathetic excuse about not having time before Christmas to stick on the 1mb stickers.

Last but not least anyone saying that STA is bad value is wrong. It's not STA's fault that the games are becoming more boring and will soon become totally extinct.

Greig Elliot, Roxburgh.

Arcades have long been playing on our mind for a regular feature. What do the rest of you think. Do you want arcade reviews within these pages? Write and let us know. The same applies to Lynx stuff. We will, barring any major problems be covering Falcon stuff as and when it becomes freely available. The machine is now in the shops and software should begin to pick up shortly. Regarding Streetfighter II, let's face it, that isn't a very good excuse! Especially for a game of that size that everybody was bound to buy. All we can hope for is that that kind of thing never happens again!

A WRIGHT FOOL

Following on from your special feature promise of an interview with Atkinsobsoft - sorry Rowansoft, about the amazing new Falcon Emulator. I would like to bring your attention to another product currently in production. It's by Bean Enterprises and it's an Amiga 1200 emulator. This comes in the form of a partridge, correction cartridge which plugs into the ROM cartridge port of a standard 520STe (STFM owners will have to have a Blit-

STAR LETTER

TAKING THE PITH

Because of your brilliant coverdisks, I am going to rush out and buy both Sensible Soccer and Lotus III. If anyone missed Un-Sensible Soccer last month I advise them to rush to the back issues page and get issue 59.

I may frequent your letters page but that's because I've got lots of things to say and lots of time to say 'em in! (that's philosophical isn't it?).

Your Freestyle! disk mag is quite good too don't you think? It was a good idea to make it low-res. It looks better and is easier to read - consideration for older readers, although I'm not one of them. The music thingy and the "pets" were good too.

However, what I really want to talk about is Un-Sensible Soccer. What a grape, sorry great game. It beats Kick Off into a cocked hat (and it's only a demo!). I went bananas (or nuts, you might say) over this and started saying things like "On the nut son!". On one game I really showed the apples what lemons they were. I kicked, it cut through the opposition (not a pretty sight) and a team-mate got it. He peeled it past the goalie and scored! The crowd went off their (supermarket) trolley!

I had played like a super-star fruit. It rocked the apples to their core. They refruited (or is it recruited?) me immediately and in the next game the opposition almost got it but we pipped them at the post!. Very fruitful.

Now I'm waiting for Un-Sensible Rugby with the Kiwis against the All Blackberries. Or maybe an American Football version - Super Fruitbowl. I think I can hear people saying "Please! No more puns, I can't bear it!" So I'll stop.

By the way, if you don't think the fruit in the game play very well, just think how much time must have gone into getting them to play at all. Miracles of science etc! Now I think I'm impeaching (groan) on someone else's letter space, so I'll shut up!

M. Stenhouse, Guildford.

You're very sad M., but you can certainly have a game (if only for the reason you



BE ON!

ter chip installed) and transforms the machine into an Amiga A1200 by use of various custom chips installed in the cart.

Compatibility is approx. 98%, and in addition around 80% of A500/600 disks will load with no problem. How much for this piece of kit? A mere £199.99 (inc. VAT). There will be a special discount of 25% on all orders received on April 1st. The package includes 1.44meg high density drive, 40mb hard disk drive, multisync monitor and four turnips, along with aforementioned cart.

Sounds good eh? Bean Enterprises do stress however, that due to copyright laws, the cartridge will only be released once Commodore receive a copy of the Falcon Simulator by Rowansoft and Atari have a copy of the A1200 emulator. This is because both companies have got together to ensure that both products are released simultaneously (to avoid one company having an advantage over the other).

To conclude, as I am one of the leading economists in the world, I do not see how the A1200 emulator for the ST will sell, because people will not want an emulator which would actually make their current machines inferior! So success is assured for the Falcon emulator!

Kevin Wright, Romford.

The problem with getting an April Fool joke printed in a mag Kev is that you've missed the date by a good few weeks. However we decided to print your letter because you're obviously mad and we didn't want to upset you! Keep on the Hypnotherapy and it'll all work out just fine...

THAT'S LIFE

I think that it is about time someone clamped down on false advertising. "What do you mean?" I hear you cry. I mean about these software distribution houses who advertise games they don't yet own so can't possibly supply to the people who order them.

I've been searching for a compilation called Double Double Bill for a long time and recently found an advert (in another mag) for one of those distribution houses showing that they had this product.

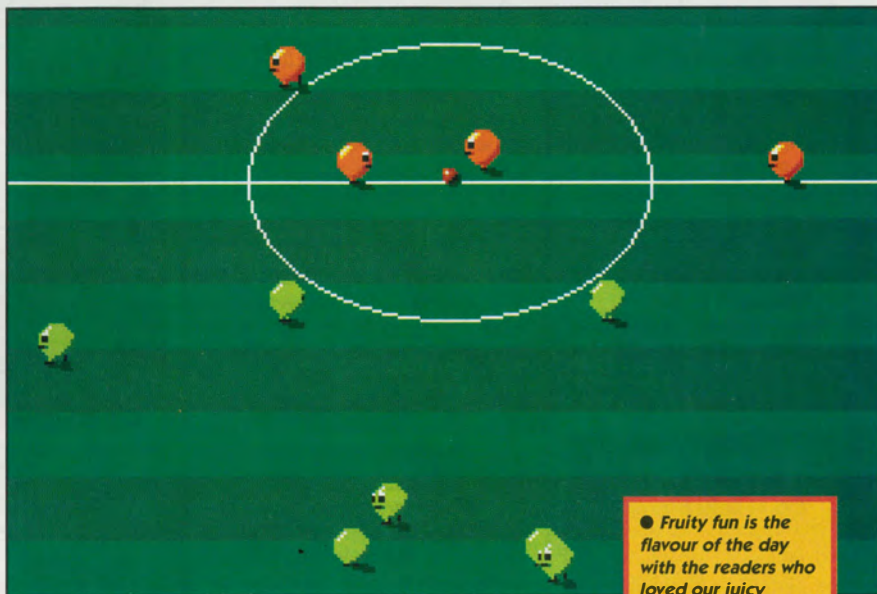
When I phoned and asked if they had it in stock, a narly old lady said, and I repeat "It doesn't exist, never has done, never will!" My point is, is it against the Trade Descriptions Act or Unfair Advertising Act?

It makes me angry to think that these companies treat us so badly. I know we're in the middle of a recession but this takes it too far. One of the safest clubs to belong to is Special Reserve because they give you the information you need (like if it is in stock.)

Kevin Farr, Slough

More praise for Special Reserve. They've done well this month haven't they? They certainly do seem to have the backing of their customers.

I agree it is very annoying when companies advertise stock they don't hold, but there is very little you can actually do about it other than grin and bear it. You could try complaining to the companies you've had problems with but all they'll tell you is that they have to advertise products in advance because of magazine deadlines! It's a bit of a shame but they're all in an



extremely competitive market where they have to stand out from the rest of the crowd. Try and see it from their point of view as well as your own, annoying as it undoubtably is!

LONG GONE

First of all I would like to say that ST Action is the best magazine I have ever read and it is great.

But the reason I am writing is to say how disgusted I am with Mirrorsoft/Imageworks. I recently purchased First Samuri from WH Smith and it did not work so I immediately took it back.

A few weeks later I went to the the Seventh International Computer Show and got Samuri from there for just £2.50 as well as another four games.

I sent the Samuri disks back but have since only received a letter which I don't fully understand. Could you please tell me if there is any way I can get my disks back and what has happened to Mirrorsoft in the first place? Where are they now?

Martin Bazley, Bognor Regis

Oops! Mirrorsoft/Imageworks tragically went out of business when the Maxwell empire underwent it's spate of problems quite a while back. It left a lot of people in the lurch, not least people who were awaiting to receive products from them.

Unfortunately, we can't really help you with your First Samuri problem. It doesn't sound like you've got faulty disks, just maybe one of those quirky compatibility problems that crop up every now and then. Unless you can get in touch with the dealer you bought the disks from at the show who may refund your money, we don't know what else to suggest.

Thankfully it's only £2.50 you've lost as opposed to a hefty thirty quids worth. It could be worse...

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



Buyer's

So you just don't know what to do with spare cash then? Well there are only really two things you can do. One is to send it to us or the second is to choose a game from our Buyer's Guide and get to the shop now!

ADDAMS 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. **86%**

AMBERSTAR

Thalion: £25.99 RPG

Tasty german RPG with a huge play area, several varying quests and exceedingly smooth scrolling. An immediate purchase! **92%**

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. **87%**



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 bat and ball (repeat quickly for the STA tongue twister). **87%**

ARMOUR GEDDON

Psygnosis: £29.99 Arcade Strategy

A good link up game from scouse firm Psygnosis. More reknowned for their lovable green-haired rodents than anything else. **90%**

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. **86%**

BARD'S TALE

Electronic Arts: £7.99 RPG

The grand-daddy of role-playing games and a classic in its own right. Add it to your shelves, if you can dig it out. **86%**

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! **88%**

BLOOD MONEY

Sizzlers: £7.99 Shoot'em-up

When two players get together on this baby, there's hardly anything of equal addictiveness. Truly dynamite stuff from Psygnosis! **86%**

BUBBLE BOBBLE

Hit Squad: £7.99 Platform

So old it's got grey hair sprouting from it! Ancient platform game that is still good to give the kids when you fancy a pint. **88%**

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! **88%**

CIVILIZATION

Microprose: £34.99 Strategy

Awww, what a game. One of the best games ever and also one of the most in-depth. Totally smart - buy it! **90%**



CHAMPIONSHIP MANAGER '93

Domark: £25.99 Sports and Leisure

If you want a football management game and don't mind wading through tons of stats, this has to be it. Updated for '93. Yum! **92%**

CHAOS ENGINE

Bitmap Brothers: £25.99 Shoot'em-up

The Bitmaps are back with their three-player Ikari Warriors type game. Set in a freaky Victorian setting this one is good! **88%**

CHAOS STRIKES BACK

FTL: £25.99 Arcade Adventure

There's a smart bundle from Psygnosis containing both this and Dungeon Master. Classics not to be missed. **88%**



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 HD. **90%**

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! **86%**

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 when gamplay counted for everything. **93%**

DISC

Action 16: £7.99 Arcade

Sort of Tron style disc game where the idea is to maim your opponent. Frantic frisbee throwing for psychotics **80%**

DOODLEBUG

Core £25.99 Arcade

Go bug-bashing with the boys from Derby. Get your fly-spray from the ready and squirt those pests where it hurts. **84%**



DUNGEON MASTER

FTL: £24.99 Arcade Adventure

It's been re-released with Chaos Strikes Back. Many of you will have it. Many of us bought our ST's to play it! **93%**



DYNABLASTER

Ubi-Soft: £30.99 Arcade

Up to five people can play at once so get your friends round for the most playable multi-person game ever to appear anywhere. **92%**

ELITE

Firebird: £25.99 Arcade Strategy

With Elite II on the horizon there's bound to be renewed interest in this ancient classic. Still the greatest game of all time. **94%**

ELVIRA II

Acolade: £29.99 Adventure

Relying heavily on two rather major selling points, this sequel takes a very similar line in style to the successful first game. **90%**

EPIC

Ocean £25.99 Arcade Strategy

Classy ST game hated by a lot of people. We like it though and it's helped by it's presentation which is second to none. **86%**



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. Loads of fun to be had by shooting down the enemy. **82%**

Guide

FALCON

Spectrum Holobyte: £9.99 Flight Sim
Slow jerky flight sim that should be in a museum by now. Comes wrapped in bandages and was found buried in Egypt. **85%**

FIRE AND ICE

Renegade: £25.99 Platform
Another console-style platform game with a character that looked a bit too Sonicy for its own good really. Good though. **88%**

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. **84%**



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. **91%**

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! **93%**

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 out there mind. **82%**

GOBLIINS 2

Coktel Vision: £25.99 Puzzle and Skill
More of the same Gallic style of humour that's too heavy for me to cope with! A lot of you seem to like it though. **85%**



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. **80%**

GRAHAM TAYLOR

Krisalis: £25.99 Sports and Leisure
It takes years to get anywhere as you sit through tedious match highlights. It does get you involved though. **83%**

HEAD OVER HEELS

Hit Squad: £7.99 Puzzle and Skill
Bizarre 8-bit game where two animals have to join together to make one big body. No fancy effects, just playable. **90%**



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 to do. **90%**

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 years. **86%**



INDY JONES CRUSADE

Lucasfilm: £29.99 Adventure
You can only get respect for so long wearing the same clothes throughout three films! All that money and no new wardrobe! **88%**

JAMES POND

GBH: £7.99 Platform
How can I be expected to think up fish jokes month in month out? It's giving me a right haddock trying, it really is. Honestly! **88%**

JIMMY WHITE'S SNOOKER

Virgin: £29.99 Sports and Leisure
Yep, it's a fine snooker sim, it's just a pity snooker is as boring as golf! Excellent if you like balls and pockets. **91%**



KICK OFF 2

Anco: £24.99 Sports and Leisure
A stonking arcade style football game with the emphasis on pace and passing. Wondrous in every sense. Hard to control! **92%**

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. **78%**

KNIGHTMARE

Mindscape: £25.99 Arcade Adventure
Lots of mazes to get lost in. Tony Crowther is Yorkshire's best programmer but the competition isn't too stiff! **91%**



LEGEND

Mindscape: £29.99 RPG
Classic RPG in the style of Hero-Quest. Much better and worth a look for any dice-roller worth his or her salt. Recommended. **93%**

LEMMINGS

Psygnosis: £25.99 Puzzle and Skill
Will a software house please make a game better than Lemmings because we're sick of the green haired gits! **93%**



LEMMINGS 2

Psygnosis: £25.99 Puzzle and Skill
They're back, they're better and they've still got that green hair! This is a smart sequel with loads more than the first one. **94%**



LOTUS

GBH: £7.99 Racing
Still worth getting your hands on this classic especially if you can't afford the latest in the series. An all time great! Smart! **88%**

LOTUS III

Gremlin: £25.99 Racing
It's got all the features of the first two games combined plus rather top track editor too. Renders the others pointless really. **93%**



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%**

METAL MUTANT

Daze: £9.99 Arcade
Robotic wanderings in this arcade masterpiece. Old but not dated and for a tenner you can't knock it can you? Get it now! **92%**

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! **88%**

MEGA LO MANIA

Mirrorsoft: £25.99 Strategy

"The production run's completed!" Aaaaarrrggghhhhh. If I hear that bloody sample one more time there'll be tears! **90%**



MEGATRAVELLER

Empire: £29.99 RPG

Character generation was the strong point in this game. Precise and accurate to the real game. Could be tedious though. **82%**

MICROPROSE GOLF

Microprose: £34.99 Sports and Leisure
Okay so golf is really tedious but Microprose managed to make a really good game out of it. By far the best effort. **90%**



MIDWINTER 2

Rainbird: £29.99 Arcade Strategy

The ice has melted in this Mike Singleton sequel. Massive play area and a ridiculously large task make this unmissable. **90%**

NITRO

Sizzlers: £7.99 Racing

The best Super Sprint clone and up to three players can play at any one time. Unlimited levels means unlimited gameplay. **86%**

NO SECOND PRIZE

Thalion: £30.99 Racing

Yum! Yum! Yum! Yum! Yum! Yum! German cycle racing and it's so very very fast! Set to be the classic race game of all time. **93%**

PACIFIC ISLANDS

Empire: £24.99 Land and Sea Sim
Tanks for the memories. A 20mm barrel of fun. You really should shell out for this superb combat simulation. **88%**



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 beat 'em up that has yet to be beaten. **92%**

PARASOL STARS

Ocean: £25.99 Platform

So what is this! Rainbow Islands 2 or Bubble Bobble 3? We've seen it all before and it still works. **90%**



PLAN 9 FROM OUTER SPACE

Gremlin: £34.99 Adventure

It's supposedly the worst film ever and that's why Gremlin wanted this notorious licence. The game's okay though. Worth a look. **87%**

POOL

Virgin: £29.99 Sports

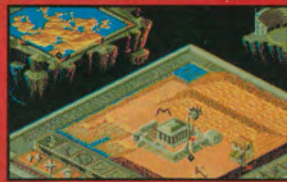
Don your swimming cossy and take a dip in Archer Maclean's Pool simulation...Oh, hang on, wrong pool! **93%**



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 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. **88%**

PRINCE OF PERSIA

Hit Squad: £7.99 Platform

A true classic in every sense. Addictive gameplay, groovy graphics and a high puzzle factor! Yummy! **92%**



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. **90%**

RAMPART

Domark: £24.99 Arcade

Simple but addictive conversion of a game originally by Atari. Try to repel the invaders from your castle. **84%**



RICK DANGEROUS 2

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. **86%**

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%**

ROBOCOP 3

Ocean: £25.99 Action Adventure

Digital Image Design got a bit fruity with this third Robocop game. Based on the film not yet released in this country. **92%**



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 the SAS this is for you. **92%**

SENSIBLE SOCCER V1.1

Renegade: £25.99 Sports and Leisure

The game for fans who don't like Kick Off. Precision passing is possible! A tremendous sports game that's now been updated! **91%**

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. **82%**



SHADOW WARRIORS

Hit Squad: £7.99 Beat'em-up

Ninja time again. Lots of weaponry and oriental baddies launching attack after attack in this middle-aged beat 'em-up. **84%**

Buyer's

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. **90%**



SILENT SERVICE

Microprose: £24.99 Land and Sea Sim

Up periscopes for the first time with Microprose. Hard to get hold of and there's a sequel out now that polishes this up. Worth having. **82%**

SILENT SERVICE II

Microprose: £24.99 Land and Sea Sim

Blip...Blip...Blip...Blipity Blop...Fire One...whoosh...whoosh...Boom!!!... Blip...Blip. Who said life under the ocean waves was silent? **83%**

SLEEPWALKER

Ocean: £25.99 Platform

"They'll be many a late night with this platform romp" - Brad said with a weary look in his eyes. Ocean's Comic Relief. **92%**



SMASH TV

Hit Squad: £7.99 Shoot'em-up

Kind of based on the Arnie film called The Running Man. It's time to kill thugs for cash in the most violent gameshow ever. **83%**

SPACE CRUSADE

Gremlin: £25.99 RPG

Based on the Games Workshop boardgame, it combined great atmospheric graphics with fabby gameplay. **83%**



SPACE QUEST SERIES

Sierra: £29.99 Adventure

Time has moved technology past what Sierra produced. Still a series full of classics in their own right. **89%**



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. **90%**

SPEEDBALL 2

Imageworks: £9.99 Sports and Leisure

Futuristic bloodshed from the Bitmap Brothers. Brutality has never been like this before. Where's Jimmy Hill? **90%**



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! **80%**

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. **92%**

STREETFIGHTER 2

US Gold: £25.99 Beat'em-up

Possibly the greatest arcade game of all time. US Gold did a fine job but it can't compare to the real thing. **81%**



STRIKER

Rage: £25.99 Sports and Leisure

A footy game that didn't try to take on Kick Off 2 to its credit. A novel 3D approach and super fast graphics made this what it is. **86%**

STUNT CAR RACER

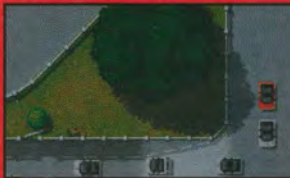
Microstyle: £9.99 Racing

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. **90%**

SUPERCARS II

Microstyle: £9.99 Racing

Get in the 'tow', brake into corners... Sod that! Pedal to the floor and launch those missiles at the opposition. **86%**



SWIV

Sales Curve: £24.99 Shoot'em-up

Vertically scrolling blast that was the unofficial sequel to Silkworm. Scrumptious graphics and sound creates a huge pile of fun! **89%**

TEST DRIVE II

Hit Squad: £7.99 Racing

Take part in The Duel across the roadways of America. Extra data disks are available to add cars and courses. Good stuff. **83%**

THUNDERHAWK

Core Design: £29.99 Flight Sim

Core's stunning helicopter sim based on a mythical gunship. Smooth vector graphics make this worth the cash. **90%**



TRANSARCTICA

Daze: £29.99 Strategy

The only game you'll find if you want to do a bit of train fighting. Originality is the key here, as it is with a lot of Daze/Silmarils games. **84%**

TURRICAN

Kixx: £7.99 Shoot'em-up

This game bears a remarkable similarity to the sequel (see below). Worth having any one of 'em or even both! **84%**



TURRICAN II

Kixx: £7.99 Shoot'em-up

Classic blast that's out on budget for under eight quid! It's the equivalent of four pints and it'll last you about three years longer. **82%**

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 would be handy. **80%**

UTOPIA

Gremlin: £25.99 Strategy

There's a data disk out for this now which helps to increase the challenge by adding to the original 10 worlds supplied. **86%**



VROOM

Lankhor: £24.99 Racing

So fast you'll think there's something wrong with your machine! Speedy routines make this the smoothest, fastest race game out. **86%**

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 know the score. **89%**



NEXT ISSUE

On sale June 10th

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:

Legends of Valour, The Patrician, D-Day, Reach for the Skies, Black Sect, Super Cauldron, War in the Gulf, FA Premier League and much more!



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