

# ST ACTION

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ST GAMES MAGAZINE

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ROBOCOP ON THE ST**

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TIPS AND CHEATS**

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MICROPROSE SOCCER, BATTLEHAWKS  
DARK SIDE AND VOYAGER  
MIRRORSOFT IN AMSTERDAM  
XENON II UPDATE. INSIDE TEQUE**

VOLUME 2 ISSUE 14 JUNE 1989  
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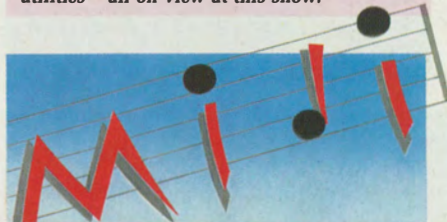


Alexandra Palace, Wood Green,  
London N22

Friday to Sunday,  
June 23 to 25, 1989

Fri & Sat: 10am - 6pm,  
Sun: 10am - 4pm

*The Atari Computer Show is back - with many new products and developments. Atari has grown to be one of the major players in the computer world, supported by an incredible wealth of top quality applications, games and utilities - all on view at this show.*



Business



GAMES

## MIDI

All the latest hardware and software in the rapidly expanding scene of micro music will be on display, including keyboards, samplers, sequencers and professional studio software.

With an Atari/Midi setup you can produce top-quality music, quickly and simply - editing out mistakes in a way that's impossible with live recordings. So if you're in any way interested in making music with your micro this is the place to come to find out all about it.

## CAD

Computer Aided Design has grown to become one of the most important uses for modern computers. With a CAD system you can design houses, cars and electronic circuits - in a fraction of the time it would take you with pen and paper.

With the high speed and powerful graphics of Atari micros it's hardly surprising that bigger and better CAD programs are pushing back the frontiers all the time.

And only at the Atari Computer Show can you see all the latest systems under one roof.

## BUSINESS

Many companies will be demonstrating their latest software and hardware, specially designed to release the full business potential of Atari computers.

As well as products for the 8-bit and ST, you'll be able to try out applications for the powerful Atari PC compatible series.

And you'll also be able to get expert advice from professionals.

## DTP

The art of combining text and pictures is big business nowadays because, with a low-cost DTP program, you can create anything from a club newsletter to a monthly magazine or book.

At the show you'll be able to try out the latest scanners, digitisers and super-fast programs, and get a first-hand glimpse at the way DTP is set to develop in the future.

## GAMES

Atari computers are renowned for their ability to run fast-action arcade-quality games.

The range of new software on show will demonstrate how the power of these machines is continually being stretched, producing faster and even more addictive games with superb graphics.

The winning entry in the STOS Gameswriter of the Year Award will be revealed, and several new exciting STOS accessories will be shown for the first time.

If you're a keen game player, you'll find there's so much on offer at the show - you're guaranteed a real treat!

## DON'T MISS IT

So for a great day out - whether you want to see what the future holds for Atari computer users, take advantage of the bargains on offer or get advice on specific applications - the Atari Computer Show is the place to go.

And if you send in the coupon now, you'll save £1 off the price of a single ticket!

## SPECIAL OFFER

For the first time we are now offering a family ticket for just £11, allowing entry for two adults and two children. So you can save up to £6 off the usual entry price!

## How To Get There

Alexandra Palace is so easy to get to by car, rail, underground or bus. It has its own British Rail station, just nine minutes away from King's Cross, and there's a free bus service shuttling between station and show every 10 minutes.

If you're travelling by road, the show is only 15 minutes away from Junction 25 on the M25. Car parking is free.

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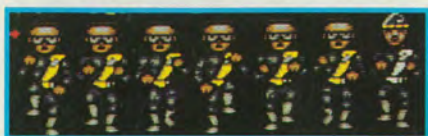
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# ARCADIAN PACKED

## INTERVIEW: TEQUE 16

Quite suddenly, Teque have emerged as one of the most prolific producers of arcade conversions and licensed games. Jason Spiller trekked up to Rotherham to find out more.



## MEGABLAST! XENON II 66

Two years ago, the Bitmap Brothers dominated the field of arcade shoot'em-ups with Xenon. Now they are coming back with a vengeance with an outrageous sequel. We visited the Bitmaps at their new headquarters to check on the progress of Xenon II MEGABLAST!

## PROFILE: JOHN PHILLIPS 72

Hewson have been responsible for some of the most prolific ST software we've seen. Steve Merrett talks to programmer John Phillips, the man responsible for classics like Nebulus and Eliminator.

## MIRRORSOFT IN AMSTERDAM 12

Quality games like Speedball, Falcon, Dungeon Master and Skychase are a tough act to follow, and flushed with success from an excellent year of record sales and being showered with awards, Mirrorsoft's numerous software developers and affiliated titles have been busy developing the new catalogue.



## GTGA 74

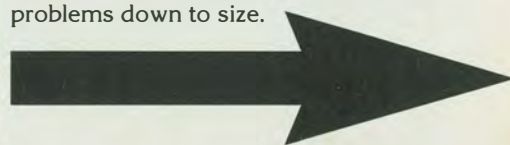
Jeepers, our mega-tipster, Steve Merrett, has done it again. He has managed to collect top tips of all your favourite games: IK+, Roadblasters, Heroes Of The Lance, Roy Of The Rovers, Flying Shark, Zany Golf, Fusion, Advanced Rugby Simulator, Bombuzal, DragonScape and Pacland! Meanwhile hacker extraordinaire, Mark Lawrence, offers pokes for Fusion and Cracked.

## HOW TO USE THE POKES 80

Are you bemused by our listings? Do you end up turning your computer off in frustration? Well, fear not. Nick Clarkson has produced some handy hints on how to use the mega pokes.

## DUNGEONS & DISK DRIVES 82

Mitch, his Dragon and the Troll are back with all the news that's fit to print from the world of Adventures. If you have an adventure problem that needs solving, and you can withstand the Troll's ill-temper, write to the ST Dungeon and let the Troll bash your problems down to size.



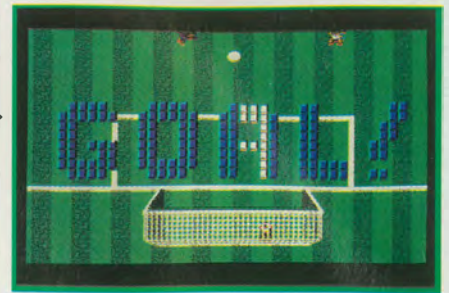


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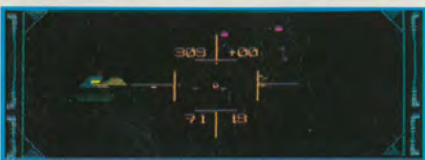


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# ACTION NEWS

Welcome to the June edition of ST Action. This month sees some particularly good game - Millennium 2.2, Voyager, MicroProse Soccer and Dark Side, to name a few. June also sees the release of Ocean's Robocop and, just to celebrate our favourite game, we've managed to get him to appear on the front cover. Special thanks go to Matthew Tidbury of Reading, who painstakingly recreated the metallic cop using nothing more than his trusty airbrush.

In addition, our roving reporter, Jason Spiller, visits development company Teque and also checks out the Bitmap Brother's latest project, Xenon II. Steve's Giving The Game Away is hogging the limelight, this month covering a whole five pages! Still, enough of this tittle-tattle, on with the news...

## CUT-PRICE CLASSICS



Electronic Arts have announced their new Software Classics range. The ST titles will retail for a mere £9.99. The line-up currently includes: The Bard's Tale; Chessmaster 2000; Marble Madness; Skyfox II; Arcticfox; and the Music Construction Kit. An impressive collection, I'm sure you'll agree. Meanwhile, Timothy Mott, co-founder of Electronic Arts, said: "The Software Classics range includes highly acclaimed titles which are still seen as leaders in their own category and as a necessary part of every computer owner's collection. These are established, award-winning products - true classics - now at half price or less." Expect to see the Software Classic tiles sometime in May.



Electronic Arts' Classic Collection - ST users can now buy award-winning software at half price or less.

## SOFTWARE ON A BUDGET

London-based, Software Horizons, have announced a new budget label named, Rapid Software. The label will produce high-quality games which

sell for a mere £9.99. The company will initially be releasing five ST games. Twylite, Triton III, Stomp, Metropolis, and Jeopardy,. Rapid Software

promise well-written games and great value for money. Expect to see the games around the end of May.

## OXFAM APPEAL

Relief charity, Oxfam, have apparently gone soft. This summer the organisation will launch a major appeal for computer software, which will be sold throughout branches in the London area.

Oxfam's London Appeals Manager, Richard English, said: "We are particularly interested in any games software that people no longer need for whichever make or type of computer. By donating them to one of our shops, we can re-sell them and raise substantial amounts of money to help people suffering from hunger, disease, homelessness and extreme poverty around the world."

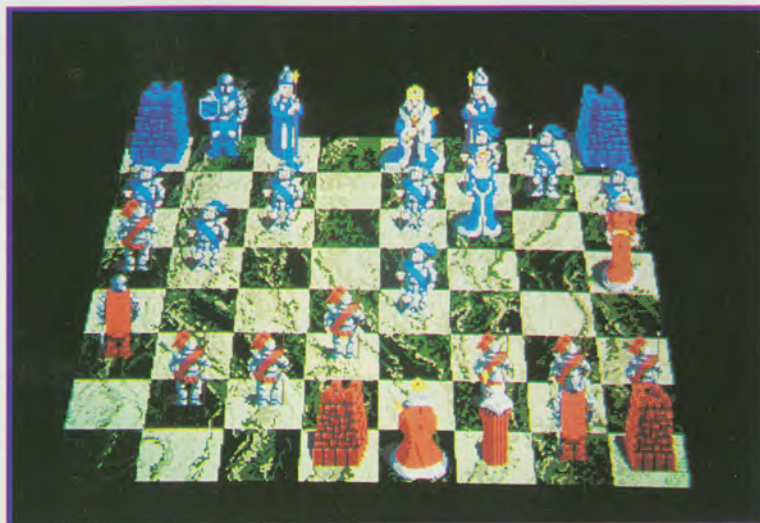
Donations can be accepted throughout June and July at any Oxfam branch.

## BATTLE CHESS

Interplay Productions, best known for their award-winning Bard's Tale series, have announced the ST release of their already highly acclaimed animated Chess program, Battle Chess. The game features standard Chess gameplay with an opening library of 30,000 moves. The game can be viewed in either 2 or 3D and uses over 4 megabytes of animation, not to mention the 400k of digitised sound! Battle Chess looks very similar to other high standard games, but the playing pieces turn into wonderfully animated characters

with their own particular personalities and combat methods. Battle Chess will be available

from Electronic Arts in May and will carry a price tag of £24.99



The beautifully animated characters help bring Battle Chess to life.



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Atari ST screen.

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# I KNOW IT! I KNOW IT!

After much success on its 8-bit outing, Audiogenic will soon be releasing the ST version of Emlyn Hughes' International Soccer. The game features as many user-friendly options as you will ever need, and it claims to have the most realistic controls in a soccer game yet. After that, Audiogenic will unleash the first in the Lone Wolf series, called The Mirror of Death. From what we have seen so far, the game looks like a hack'n'slay bash, set in a dingy castle, but it was only a

very early glimpse. Then after their bug game, Creepy Crawly, we can expect another game based around good old Emlyn. This time it will be his arcade Quiz, and will feature the inane ex-Liverpool player hosting a multiple choice question and answer game. The game will be a bit like a pub trivia machine, and will be released sometime between June and August. Then, in the distant future, we can expect to see Freeway Rider, which we have no details on, and 3D Snooker

# EXOCET

Exocet Software have released three games to date, now they have announced yet another three - Apache Strike, Liberators, and Gyrex.

Apache Strike is a vertically-scrolling shoot'em-up which features extra weapons and an increasing difficulty level. Apache Strike should be available around July.

Liberators sees you coming to grips with creatures as yet unknown to man. The alien

hordes have overrun your command base and it is up to you to clear all of the three areas. Of course, the aliens now control your defence system so you'll have two problems to deal with. Priced at #19.95, Liberators will appear around May time.

Gyrex is a frantic shoot'em-up. Can you survive the journey to Earth? As you fly through the solar system visiting the planets, the aliens become meaner. Naturally, extra weapons are available and with only four ships, you'll need them.



James Bond films are all about explosive action, a quality Domark will try to emulate within their next bond game, Licence to Kill.

## DOMARK GAIN THEIR LICENCE TO KILL



Domark are almost ready to unleash their new James Bond licence. Following the film's plot closely, you must take on a drug baron and his army to avenge the murder of your old friend, Felix Litefoot. All we have seen so far is a vertically-scrolling level involving a helicopter, but Domark are

promising death-defying underwater scenes, and a deadly race between a Crop Duster-driving Bond and the drug Baron's fleet of petrol tankers. Expect to see James on your screen some time in June. Photos, copyright 1988 DAN-JAQ S.A All rights reserved.



Returning home to Earth was never this difficult. Can you guide the Gyrex home safely?

## MORE FROM FIREBIRD

Firebird are set to release a multi-directional shoot'em-up called Quartz in the near future. Paul Shirle (the author of Quartz), and Firebird are promising a game that is 'rich in colour' and is 'enhanced by superb sound' (their words not mine). When these games are due is not certain, but expect to see them soon.

## TEST DRIVE II

Any fans of the aging Test Drive will be pleased to hear that the sequel is well and truly on its way. Featuring better graphics and more realistic controls, the game takes you through four stages. The game is very user-friendly, but this time round the rules are much, much stricter. Your basic aim is to beat the computer in a mad dash across states, making your way up mountains and through arid deserts, before pulling up outside a garage. Overshoot the garage, and you will receive a penalty for running out of fuel. In addition, Accolade will be releasing data disks featuring new cars and tracks, so it will add a little more to an already good-looking car racing game. Soon after, Accolade will also be releasing a golf game based around Jack Nicklaus and his favourite courses. Featuring large sprites and a whole host of realistic conditions, Accolade reckon that it will be a lot better than the classic, Leaderboard.

## OOPS!



Last month we mentioned news of Hewson's newie Onslaught, which is being written by the guys who did Custodian. Unfortunately, some wally forgot to put some photos of the said game in the feature. The person has, once again, been shot, and here are some photos of the eight-way scrolling game.

## ARRIVING SOON FROM ACTIVISION...

Activision are set to release Altered Beast very soon, followed by Ghostbusters II, which is based on the new film. Apparently, the programmers have only seen the movie's script so far, but are already preparing for something special

- though, perhaps sadly, the original Ghostbusters programmer, David Crane, isn't working on the project. Altered Beast, on the other hand, is reckoned to be very close to the original, and will be released some time within the next two months.



No actual in-game shots, but at least the start-up screen is looking nice!



# MICROPROSE EXPAND WITH STYLE

RVF, MicroStyle's motorbike racing game which was written with help from Honda.



The big news from MicroProse, however, is that they are set to launch two completely new software labels, namely, MicroStatus and MicroStyle. Martin Moth, MicroProse's PR Manager, explained; "Within the military simulation sector of the market, MicroProse are the best. However, that is a very small niche of the leisure software market and we were look-

ing to expand across the whole market. To this end we carried out extensive market research to find out the most common types of software buyers and the software that they were looking for. Using this data, we decided on two new labels. MicroStyle is mainly entertainment, though utilising the best possible graphics and sound available. MicroStatus is more

strategy-orientated, though again, featuring the best graphics possible."

Games under development for MicroStyle include RVF, the Honda motorbike simulation, and Rainbow Warrior, the Greenpeace computer game. MicroStatus will have JMS II, Dark Side, Total Eclipse and two games from Third Millennium, a production company of Maelstrom.

The mystery regarding the future of Telecomsoft was also revealed by the Tetbury-based company. MicroProse have continued their expansion by buying out the long-standing company. Again, Martin Moth excitedly reported on the vast range of quality software that is shortly to be released. Look out for Weird Dreams, 3D Pool and Savage.



Ship Ahoy! MicroProse's Pirates is nearing completion. ST owners will soon be able to splice the mainbrace.

## OCEAN PUT THEIR COMBAT BOOTS ON



Mancurian warriors, Ocean, are finally going to release Guerilla War, another in the Ikari Warriors series. Once again, one or two players can yomp up-screen taking out baddies with their guns and grenades. The graphics are looking a lot better than in the predecessor's, so it should be worth looking out for. Find out soon.

## A LOAD OF SPHEROIDS FROM GERMANY!

Spherical looks uncannily similar to U.S. Gold's Solomon's Key, can you guide the ball through the 100 levels?



Rainbow Arts are about to launch Spherical. Looking a bit like Solomon's Key, Spherical has you guiding a wizard's magic ball through one hundred nasty-infested levels. These baddies can damage your ball, but by collecting the bonus symbols that are laying

around, you can increase the ball's magic powers and cast spells to get rid of them. Amongst the powers available, you can collect fireballs, the ability to teleport, and create stones that can make safe paths for the ball.

## EMPIRE

Basildon based company, Entertainments International have announced their own software label, Empire. The company has a range of products scheduled for throughout the year.

Arcade addicts will be glad to learn that Empire have managed to secure the rights to that old favourite, Dragon's Lair. Programmed by the Canadian company, Readysoft, Dragon's Lair has already been a best seller on the Amiga. The game will be available sometime in July and will come on six double-sided disks!

July should also see the release of Time, an animated adventure through the ages. Primarily programmed on the Amiga, Time was developed by Oxford Digital Research. The game is basically an animated adventure which sees you placed in a futuristic Madame Tussauds where you must produce a perfect android. With models such as Julius Ceasar, Merlinand Leonardo Da Vinci, it will be possible to come up with some really strage combinations.

Later on in the year Empire plan to release both Paul Gascoigne's soccer and Team Yankee, a tank simulation based on Tom Clancy's best selling novel.



Guerilla War put you in the boots of a mercenary soldier. This vertically-scrolling shoot'em-up promises to be a close conversion of the gung-ho arcade game.





# NEW GAMES FROM GREMLIN



Super Scramble Simulator is viewed from the side with a map screen below the main playing area showing any oncoming obstacles.

Sheffield-based Gremlin Graphics are set to unleash a number of games onto the ST in the very near future. First out will be H.A.T.E. which looks like an update of the age-old Sega classic, Zaxxon. Apparently, the title is an acronym for Hostile All Terrain Encounter, and sets the player the role of wiping out a vicious race of aliens. You begin controlling a Star Fighter, and must collect a number of plasma cells. Once this is achieved, you must get into a waiting ground-based vehicle, power it up with the cells and collect more cells until you reach another Star Fighter. All the time you are doing this, all of the enemy are emptying

their guns at you, so, as well as collecting the cells, you have to avoid these. With some thirty levels, H.A.T.E. looks to be an interesting blast. Find out for yourselves when it is released in May.

Next we have Gremlin's year-old mega-project, Ramrod. First previewed in STA's first issue, Ramrod is nearing completion. After choosing which character you wish to control, you must move it across the strange landscape, playing subgames so that the computer doesn't get bored. If its boredom level sinks to zilch, you will be, literally, bored to death. Ramrod sounds very interesting, and it features some stunning iso-

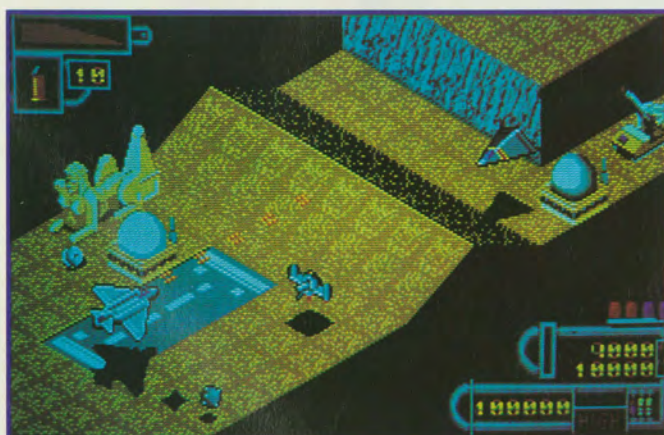


Ramrod was previewed in issue 1 of STA, and hopefully we should be reviewing it next month.

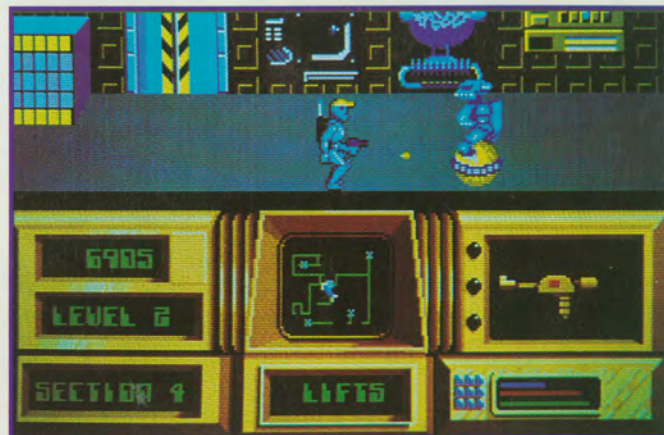
metric graphics. Next up is Oanic Stations, in which you control a robot who patrols a space station, attempting to gather up lots of mini-robots that have escaped. To aid trapping the metal perishers, our tin-pot hero can collect a gun and make use of the conveniently-placed hovercar which enables him to move around more quickly. To find these helpful objects, you must use the monitors that adorn the walls. Gremlin set the challenge when the game is released in May. It seems that May is going to be a busy month for Gremlin, as it also sees the release of the decidedly Codemasters-sounding, Super Scramble Simulator. If you have ever fancied a bash

at motorbike scrambling, this could be the one for you. With over five levels of hills, loose rock surfaces and streams to ride through, it sounds like a toughie. If you make a mistake and stray off course, a time penalty is added, and as your overall aim is to finish the course as quickly as possible, you wouldn't want to do that, would you?

Finally, just a few snippets of what to expect later in the year: Gazza Lineker's Hot Shots, featuring ol' rubber face himself; the long-time-in-the-making, Ultimate Golf; Rally Simulator; Footballer of the Year II; and, finally, Combo Racer and Centblast.



Obviously inspired by Zaxxon, HATE looks set to be a formidable blaster



Armed only with a laser, can you catch all of the escaped droids?

## MIKE REID'S POP QUIZ

Following on from their last release, A Question of Sport, Elite are about to release yet another TV Quiz game. This time it is the turn of Mike Reid's Pop Quiz. Priced at £19.99 the game should be available from the end of May. Read our full review next month

# SUMMER 1989 ATARI SHOW

June 23rd will see the opening of the Summer Atari Show at Alexandra Palace, London. Visitors to the show will experience a mixture of events far more wide-reaching than ever before.

Both seminars and workshops will be run during the show. Topics include: Making

music with the ST ( hosted by a well known musician ); ST Graphics World ( with a top designer ); an ST DTP workshop; a games workshop ( with a top author revealing how to create a top selling title); a programmers workshop; and an opportunity to meet journalists from the leading Atari maga-

zines.

In addition to these features visitors will be able to ask questions to knowledgeable experts. There will also be a game-a-thon competition and an award for the best STOS created game, the winner receiving a cheque for £5000!



# Software With A Difference

Choosing software for your Atari ST or Amiga is now a completely new experience. Just look for the Microstatus name.

Microstatus software has been specifically developed for powerful machines and powerful minds. In fact, it's as smart and intelligent as those who choose to play it.

For in every game you'll find that the very latest technology has been used to create exciting gameplay and genuine challenge.

A wide variety of titles will be released under this new label, all featuring tremendous depth and playability.

The first two, Total Eclipse and Dark Side, are already here. So look out for the new status symbol.





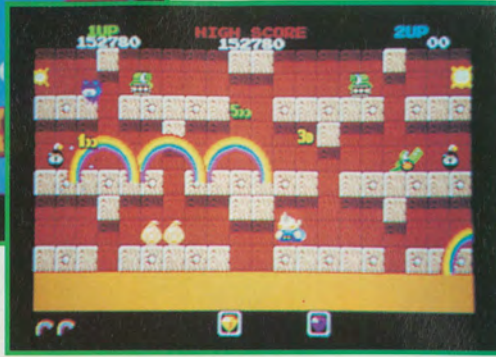
## BUB AND BOB RETURN!

It has been many a moon since we have seen the stars of Bubble Bobble, but they are set to return in a new adventure, Rainbow Islands. The game is

all about their search for treasure, and this quest takes them over several platform-laden screens. Unfortunately, these screens are inhabited by the Prince of Darkness and his cronies, who don't particularly want Bub and Bob there. Using their new Rainbow-blowing trick, the dynamic duo must blow their way through the many screens, avoiding the deadly clutches of the baddies. The game is being written by Graftgold who wrote past classics, such as, Uridium and Ranarama, and is promised to be nigh-on arcade-perfect. Should be out very soon.

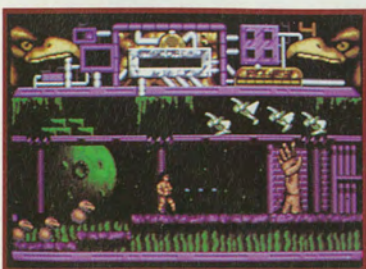


Firbird's conversion of the Tatio coij -op promises to be nigh-on arcade-perfect. This colourful platform game is the follow-up to the highly successful Bubble Bobble - fans of the game will go wild over it!



## CATTY REMARKS FROM THALAMUS PUSS!

I received a funny phone call the other day, the person on the other end just kept making a strange 'miaowing' noise. It was, in fact, Thalamus Software's new PR cat, Rocky, telling us about the imminent release of the ST version of Hawkeye. Set over twelve horizontally-scrolling levels, you control Hawkeye, who must traverse the platform-filled levels, collecting segments of a shattered access card(!). Of course, these levels are inhabited by various Hawkeye-killing nasties, but these can be destroyed with one of the four guns our beefy hero holds. Above the play area are two Hawks, and to help you find the pieces of card, their eyes flash to indicate which way Hawkeye should run. When Hawkeye has collected all four pieces, he must run to the right-hand side of the screen, where he will be recharged for the next level. Esprit Software are converting this much-acclaimed 8-bit romp, and we are hoping to bring you a full review next month. After that, we can expect conversions of the brilliant blaster, Armalyte, then another blaster, Sanxion, and then a strange little game called Bamboo.



Hawkeye is Thalamus' first ST game. Converted from the 8-bit version it looks quite spectacular.

# BLOOD MONEY



(Left) Blood Money's two-player option helps give you twice the firepower.

(Below) Aquaventure, Psygnosis' soon-to-be-released undersea shoot'em-up.



Liverpudlian company, Psygnosis, will be busy this year; they're planning to release no less than 17 (yes, seventeen) games! The first three that we will see are, Blood Money, Beast and Aquaventure. Blood Money, programmed by the same team responsible for Menace, is a mega shoot'em-up. Apparently the game is near arcade-perfect; it features over one megabyte of bit-mapped graphics and 400K of some of the most exciting sampled soundtrack ever heard! The game can be played alone but the two-player option makes for frantic gameplay. The game requires strategy and fighting skill as you battle your way through the four alien safari missions. The addition of extra weapons is essential and the aliens aren't hostile - they're psychopathic! Psygnosis reckon that there has never been an arcade game as tough, fast, exciting or addictive as Blood Money. Hugh went to London to see the game and judging by his reaction, they could well be right. Both Hugh and Steve played a

demo of half of the first level. Our usually trigger-happy blasters took over an hour and a half to crack it - it's going to be tough!

Beast will also appear soon. Players will take on the form of the Beast and attempt to reach a castle at the other side of a sinister forest. The game is a one-player arcade-adventure featuring some very smooth

parallax scrolling. Players will have to try and avoid mantraps, monsters and end-of-level demons. Armed initially only with his fists, the Beast can collect useful extra weapons - he'll need them!

Expect to see Blood Money, Beast and Aquaventure this summer. More news on the remaining fourteen games as we get it.



The organic scenery provides an eerie atmosphere for this first-rate shoot'em-up. Blood Money's difficulty level is set at just the right degree, our usually trigger-happy shoot'em-up team took over half an hour to crack half of the first level.



# DYNAMIC GET THEIR FLIPPERS WET

Following the disappointing Army Moves and Game Over II, Dynamic are hoping to improve their track record with the imminent release of Navy Moves. Once again, the game is split into two parts, both of which are split into two sections. You begin in a power boat, approaching the enemy's lair, and to enter the base you must jump your boat over any mines that are floating in the water. All the time that you are doing this, you must avoid the unwanted attention of some Jetski-riding baddies. Next, we abandon our boat and don our snorkel to fight underwater. Armed only with a harpoon, you must fight your way through the shark-infested

Dynamic's watery follow up to Army Moves features some interesting action scenes, in this one you must fight with man eating sharks.



waters until you reach the submerged entrance to the base.

The action now switches to a mini-sub. Killing any of the deadly aquatic creatures that attempt to attack you, you must attempt to attack a giant enemy submarine. Do this, and you are given the access code for the next stage. You will now be in the big sub, and must plant a bomb and then get out before it goes off. But first, you must gather information from the crew as to where to plant the bomb and also get a message out so that your chums can rescue you. Whoever said a deepsea diver's life was easy!



# SLEEPING GODS LIE

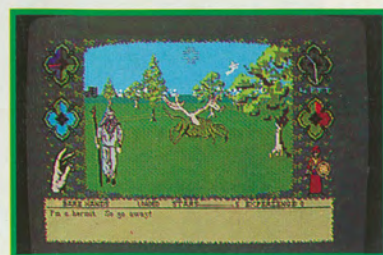
Watch out next month for the release of Empire's role playing game, Sleeping Gods Lie. Programmed by the Oxord Digital Systems, the game will cost £24.99 and cover three disks.

The aim is to save threatened land of Tessera from the destruction and rule of the evil Archmage. The vicious ex-wizard has taken over from the Old Gods, and the world's last hope is to free the one remaining God. Unfortunately, this celestial being has been frozen in an ice tomb somewhere in the farthest flung regions of the kingdom. You have been chosen to awaken the God and in doing so banish the evil Archmage and his henchmen from the once peaceful land.

The journey not only features all out combat with the Archmage's evil hordes - bandits, sea demons, headless monsters and the like - but also requires the player to force a path through tunnels and catacombs, and over mountains and deserts. Progess can only be made by acquiring useful weaponry and armour and the game unfolds, and by taking the advice from chance-met allies. Players can wander at will and discover the sixty-four landscapes of the fantasy world of Tessera. Fast action combat and the thrill of adventure all combine to make Sleeping Gods Lie a compelling fantasy role-playing game.

Sleeping Gods lie inaugurates a new generation of real-time fantasy created from over five megabytes of bit-mapped graphics! All the characters and most of the scenery are modelled in 3D, and seen from the players perspective no effort has been spared to make life simple for the player. Control can be either using the mouse, joystick or keyboard - or indeed a combination of all three.

Having played the game, I can report that it is very entertaining and will undoubtedly keep many players from their bed.



Sleeping Gods Lie

## CHAOTIC RELEASE DATE



Chaos bounces back, this time he means business.

Good news for all you expectant Dungeoneers. Prepare to give up sleeping and eating, Mirrorsoft have finally re-announced the release date of Chaos Strikes Back. This new set of Dungeons will contain around fifteen new levels and a paintbox. Scheduled for June 23rd. Prepare to meet your doom!



Whole armies of monsters will be encountered in the deeper levels.

## THIS MONTH'S TOP TEN

- |                            |     |
|----------------------------|-----|
| =1. Robocop .....          | 87% |
| =1. Microprose Soccer..... | 87% |
| 3. Forgotten Worlds .....  | 85% |
| 4. Dark Side .....         | 84% |
| =5. Millennium 2.2 .....   | 79% |
| =5. Gold Rush.....         | 79% |
| =5. Grid Runner.....       | 79% |
| 8. Kick Off.....           | 77% |
| =9. Voyager .....          | 73% |
| =9. Time Scanner .....     | 73% |

## SKWEEK!

Loricels have announced the release of Skweek! a humorous fast-moving arcade game, somewhat similar to the arcade classic, Amidar. The hero of the game is Skweek - "a furry orange bundle of fun!" his mission is to clean up his planet by painting it all pink, instead of nasty blue. Easy eh? No, there are plenty of baddies who don't want him to succeed in painting the ninety-nine levels.

Skweek! should bounce onto your screens sometime in May.



## ST ACTION SPECIAL REPORT

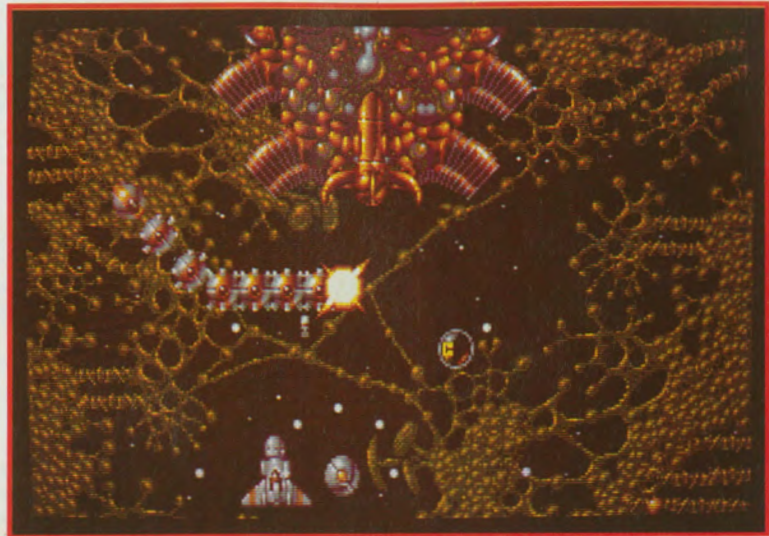
# MIRRORSOFT IN AMSTERDAM

Inspiring, exciting... and just a bit risqué, Amsterdam was a fitting venue for the most exciting software house in the industry to display their next wave of games.

Mirrorsoft extended the irresistible invitation to a selected few, to spend a couple of days in the Dutch capital and see the next generation of titles, and not even the beckoning of the red-light district could draw this journalist away from the monitor screens... honest! Quality games like Speedball, Falcon, Dungeon Master and Skychase are a tough act to follow, and flushed with success from an excellent year of record sales and being showered with awards, Mirrorsoft's numerous software developers and affiliated titles have been busy developing the new catalogue.

### Imageworks Works!

Although launched just last year, the Imageworks label has exceeded expectations, with games as diverse as Speedball and Skychase. The label received the highest honour by winning the 'Software House of the Year Award' and Managing Director, Peter Billotta, spoke enthusiastically of the future: 'The labels in the Mirrorsoft group are leaders in specific fields, such as, Spectrum Holobyte with flight simulations and FTL with adventures, and so Imageworks has allowed us to experiment with different and unusual ideas. The success of the games already released have proved that our predictions were right, and with the games which are currently in development, we will continue to combine originality with playability and



Xenon II - Megablast. Get ready to blast to the sound of Bomb the Bass.

present games which are just that little bit different. Moving into the 1990's, we will use Imageworks as a vehicle to accelerate the evolution of home computer entertainment and create games which are even more involving and enjoyable.'

### Bitmaps In Amsterdam

Speedball, the Bitmap Brothers's first game on the Imageworks label, is incredibly successful, and the Bitmaps themselves have reached celebrity status with

numerous magazine interviews and television appearances. But despite this media exposure, they have managed to keep their current project a secret. Now I can reveal that this 'project X' is Xenon II, or more aptly nicknamed, 'Megablast'. I spoke with the Bitmaps in Amsterdam: 'It's been two years since we did Xenon and just about every shoot'em-up released since has been judged and compared with it. We were itching to do a sequel to Xenon, a shoot'em-up that would blast all the others out of contention.' Xenon II is graphically outstanding with outrageous weaponry boosters, the weirdest bunch of adversaries ever seen in a shoot'em-up and terrific sampled music from Bomb the Bass. Even in its unfinished state, it is obvious that Megablast will be the next game that all shoot'em-ups will be compared with. (See Megablast profile for more detailed and up-to-date news on the progress of Xenon II.)

### A Shoot'em-up For The Connoisseur?

Early screenshots of Crime Town Depths caused a buzz of excitement in the computer press. Emphasis in this 'state of the art' arcade adventure is on the meticulously drawn futuristic and atmospheric graphics' which are superlative. Crime Town is described as: 'sophisticated arcade action' with a perplexing adventure played on astounding background graphics. At present, the game-play has not been programmed on the ST version, but the graphics certainly live up to the boasts.



Crimetown Depths. Meticulously drawn futuristic graphics which gave Blade Runner atmosphere. This is sophisticated arcade action for the connoisseur.



## Frights, Fears And Phobias

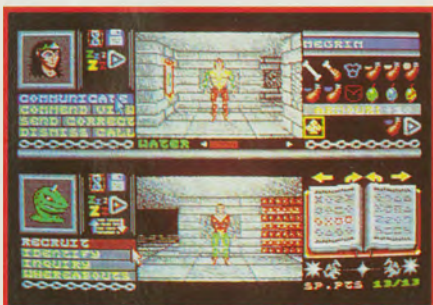
Phobia is an out'n'out horizontal-scrolling shoot'em-up by Tony Crowther and David Bishop. As its title suggests, this game gives the unique opportunity of blasting man's phobias, fears and nightmares including giant spiders, snakes, confined spaces, dentists and the ultimate fear, death. Combining their long experience of arcade entertainment, and some of their phobias, Messrs. Crowther and Bishop promise an all-out shoot'em-up which boasts 32 colours, parallax scrolling and massive sprites.

## Two-Player, Fantasy Role Playing

Bloodwych is quite a contrast to the subtle art of alien blasting, and demonstrates Imagework's commitment to present a diverse range of games. The game is set to revolutionize 3D fantasy role-playing games, by introducing a further element of interaction with simultaneous two-player action. The game is a quest for absolute power found within four crystals and set in a labyrinthian castle. With the two-player option, you can either interact, cooperate and share the power or compete against each other.

## Terrarium

Perhaps the most astonishing graphical presentation in the range is set within the organic world of Terrarium. This arcade adventure from the talented programming team, Splinter Vision, is set to stun and



(above) Described as "revolutionary" Bloodwych is set to add another dimension to a 3D fantasy role-playing game.

(below) Although set within the confines of a glass bottle, there are no such restrictions in the incredible graphics within Terrarium.



surprise with its stunning graphics and unusual plot. The arcade action, adventure and film-quality animation sequences take place in a miniature world inside a big glass bottle, and the game-play is a combination of a taxing mystery and absorbing arcade action. Imageworks are confi-

An eerie atmosphere is created with silhouette graphics in Paladin.



dent that Terrarium will achieve no less than an increase in the public's expectations of computer graphics.

## Paladin Lord Of The Swords

Again, Paladin is a graphically powerful and atmospheric fantasy game of knights, wizards and magic. The spooky, dark and mysterious atmosphere in this game is created by unique screens containing multi-frame silhouettes. The quality of the animation and composition reflects the programmers' backgrounds in film animation. The plot is thick and complex and designed to test the most ardent adventurer. Like all of Imageworks' projects, Paladin is designed to stretch the boundaries of the genre and the silhouette effect is ingenious.

## DDT

In great contrast to the dark and mysterious, DDT is zany cartoon humour with amazing colours. This is a bi-directional horizontally-scrolling platform game with emphasis on the hilarious. The ST version has full-screen scrolling which is performed at 50hz, and at rates that correspond with the player's speed and movement. Although DDT is played for laughs, Imageworks promise a great arcade game with some exciting visual developments.

## Interphase - Edge Of Dreamtime

Interphase is Imageworks's contestant in the battle for the fastest and smoothest 3D filled graphics ever. The game is pure flight and fight against a mainframe filled with dreams and experiences and banks of security devices. An exhausting battle against computer logic and human experiences is promised, with some breathtaking 3D graphics and ultra-smooth flight.

More Movies On  
Disk From Cinemaware.  
Cinemaware was

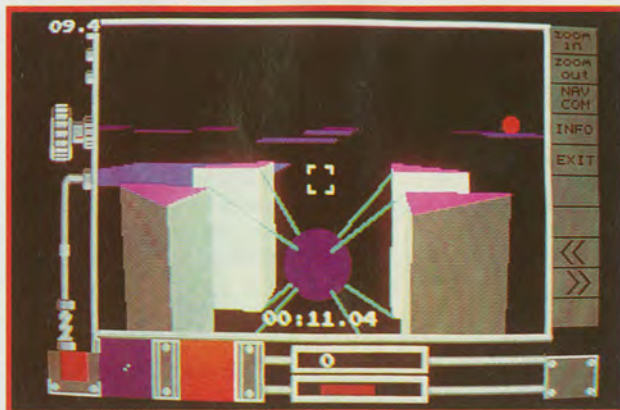
once criticized for putting everything into visual effect at the sacrifice of game-play. But Bob Jacobs and his team's commitment to combine fantastic visual effect with absorbing interactive entertainment is really paying off. Rocket Ranger achieved the highest chart position for an Amiga game and is set to repeat history with the ST version, and they have recently released the first CD ROM program. The games currently in development are set to bring the movie and computer game experience even closer together. Currently in development on the ST is Lords of the Rising Sun, Cinemaware's most ambitious project yet. A Far Eastern epic of civil war, they suggest that we forget about the squiggly lines, symbology and icons associated with stuffy battle games, and they claim that Rising Sun will be closer to the movies than any computer game before.

## From Big To Little Screen

TV sports show is a change of medium, from movies to television. This American football game offers unrivalled graphics animation and action in the field of sports simulations. The game gives the impression of TV coverage of a football game with marching bands, broadcasters, different shot angles and cheer leaders.

## 'IT'S THEM!'

Finally, demonstrating Cinemaware's love for the movies, It Came from the Desert is a tribute to the outrageous 'Big Bug' films



Interphase in Imageworks contingent in the race for smooth scrolling 3D filled in graphics. Incredibly smooth flight sequences.



of the 1950's. This lovingly crafted tribute is set in a prototypical isolated desert town of Lizards Breath. Then the inevitable meteorite strikes nearby and mysterious events hit the town culminating in a plague of hideous insects. 'Desert' is Cinemaware's biggest project which has been in development for over two years. The game-play is arcade and strategy in this parody which is unlikely to be relegated to a 'B movie'.

### Dungeon Blockbuster

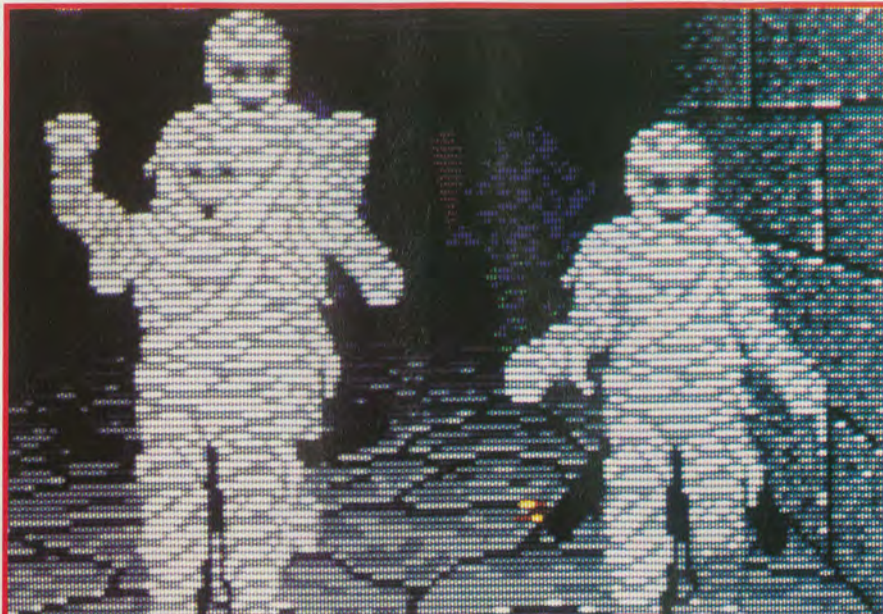
The incredible popularity of Dungeon Master proved that great adventures appeal to more than a minority group. Now FTL have created extra levels for this mould-breaking adventure called, Chaos Strikes Back. The program works in conjunction with Dungeon Master and contains even more dungeons, puzzles and surprises.

### Waterloo

PSS, Making Wargames Appeal To More Than Just Retired Generals.

PSS are synonymous with computer wargaming and now they are claiming to have achieved greater interactive game-play and more realistic simulation. Waterloo is a re-enactment of that famous battle with meticulous attention to historical detail and 3D static generated screens.

Dungeon Master- an epic adventure. Now FTL present extra levels of dungeon dwelling in Chaos Strikes Back.



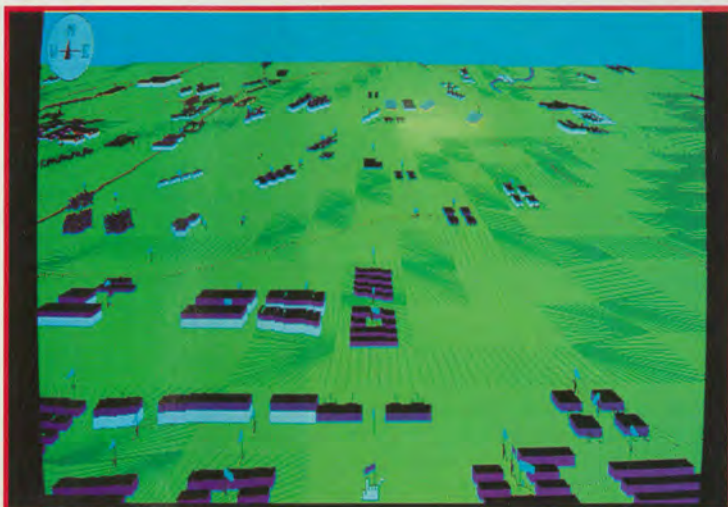
touch it. So instead of trying to surpass the ultimate, Spectrum Holobyte have produced mission disks which interact with the existing program and offer different missions. Initially, the mission disks will only be available to registered Falcon

users by mail order before being put on sale for the general public.

### Little Red Corvette

Having conquered the skies, Spectrum Holobyte are attempting to create the most accurate driving simulation ever in the classic, American Corvette. Vette will be designed to really test your driving skills with accurate clutch, accelerator and steering simulation.

Waterloo promises to be the closest representation of battle strategy ever and will appeal to more than retired Generals.



Mirrorsoft is making the best of an otherwise dull market by presenting us with a wide variety of good quality computer entertainment. With the games which are currently in various stages of development, it looks as if they will maintain their strong and exciting presence in the market.

**STA**

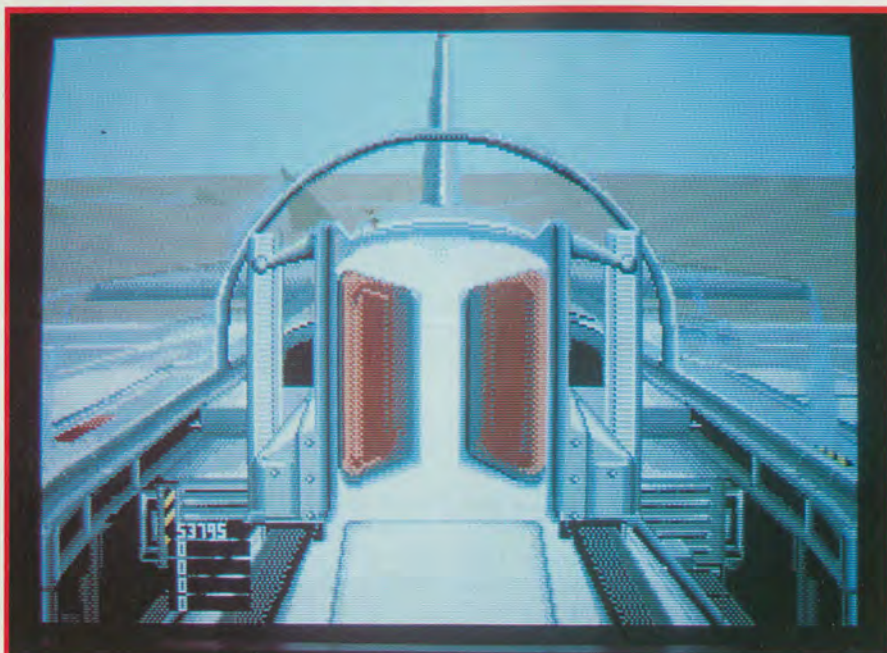
You can assume the role of either Napoleon or Wellington in this epic battle strategy.

### Theatre Europe

In contrast to bayonets, muskets and short-range cannons, Theatre Europe simulates modern-day warfare. This updated sixteen-bit version promises to be completely different from the early eight-bit game of the same name. The program simulates 30 days of conflict in a variety of battlefields, from Portugal in the west to the Crimea in the east. This is a battle of strategy and the use of long and short-range modern weaponry. On other formats, the game has won many awards including the 'Golden Joystick' and 'Best Strategy Game of the Year'.

### Falcon - The Ultimate Flying Experience!

The excellence of Falcon speaks for itself. As a flight simulation, experts and enthusiasts alike agree that there is nothing to



Falcon, the ultimate flying simulation now has extra mission disks.



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## ST ACTION COMPANY PROFILE



The growing ranks of the Teque team.

*Quite suddenly, Teque have emerged as one of the most prolific producers of arcade conversions and licensed games. Jason Spiller trekked up to Rotherham to find out more.*

Programmers of so-called original concept games often consider companies who 'stoop' to conversions and licence games as 'inferior'. Invariably their unfounded opinion is that these projects are 'cushy' options which require the bare minimum of programming skill and no imagination. But as I discovered during my visit to Teque, this couldn't be further from the truth. Managing Director, Tony Kavanagh, is one of the most experienced men he described why he left Gremlin Graphics to start up Teque: 'The eight-bit boom turned some companies into large corporations, and it was a time when just about any game would sell in vast numbers. But my main concern was that every game released was good entertainment and value for money, The prolonged debacle of eight-bit computing has been linked to certain software companies' initial reluctance to develop games on sixteen-bit. Computers were becoming more affordable and Kavanagh knew that the eight-bit demise was inevitable, and so he took the initiative and left to concentrate on developing sixteen-bit software: 'Large companies tend to stick with safe options and are

sceptical about investing time and money in new developments until they are entirely sure that they will get a satisfactory return. I was excited about the greater potential of sixteen-bit and its increasing affordability, but waiting for corporate decisions and policies was excruciatingly slow and so I left to start up Teque. I admit that even now eight-bit software is the bread and butter of our business, but a great deal of time, money and effort goes into sixteen-bit.'

How does Kavanagh answer the criticism that licensed games only sell because of the name? 'As a software company, your objectives are quite clear: the game must achieve good sales and, more

importantly, it must supply the purchaser with good entertainment and value for money. I have always believed that this can be achieved with licensed games, but the game-play must back up the name. A game is not only released to sell as many copies as possible; while it is on the shelves, it is your representative for the projects which you are currently developing and so it has to be good. To release a weak product would be very damaging. Take for example a strong licence like Pacmania which we have just done. Sales of the game were guaranteed, but to let down software purchasers with such a well-known licence would be catastrophic and so we



Terramex, an original storyboarded game and an excellent first project for Teque.





The Flintstones. Like so many of the cartoons, Fred was forced to do household chores before going bowling, because of the license restrictions.

were determined to make it the most accurate arcade conversion ever. I think the reason some people are sceptical about license games is that there have been occasions in the past where a game has sold purely on its name. I don't think that is a recipe for success or longevity.' Kavanagh used his contacts in the industry and discov-



Peter Harrap, Tony Kavanagh and Mark Hollingworth. Left large companies to form Teque and concentrate on sixteen-bit software.

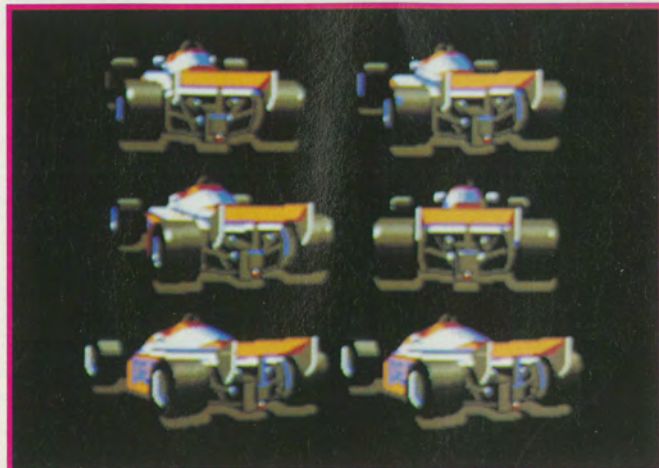
ered that there were quite a few people who had arrived at the same conclusions as he. Peter Harrap and Shaun Hollingworth, formerly of Gremlin Graphics, were set to leave in order to concentrate on sixteen-bit projects, and so they met with Kavanagh and formed Teque. Their first contract was from Argus Press for an original storyboarded game on all formats called Terramex: 'Terramex enabled us to form a good and productive relationship, and although it wasn't a high-profile 'name' game, it received good press and is a good consistent seller based on the strength of its

game-play.' The success of Terramex was a strong foundation on which to build a software development company, and Kavanagh ploughed the money back in to increase programming staff and fund new projects.

Teque's first big licence was the Flintstones, which was praised for the accuracy of its cartoon characterization and criticized for its lack of game-play. But Kavanagh described some problems they encountered with the project: 'After negotiation with Grandslam, we were commissioned to do the Flintstones, and the first part of the project was research: watching the cartoons and working on storyboards and characterizations. We thought up dozens of scenarios to use in the game, taking care to interpret the characters faithfully. For example, we had Fred at the stone-breaker's yard wearing a tin helmet and dodging an avalanche of boulders. Naturally, in the true tradition of arcade entertainment, if you weren't quick enough with the joystick, poor Fred would be flattened by a rock. We presented our pictorial storyboards and drawings to Grandslam, but many of the ideas were turned down because Fred or Barney ran the risk of getting hurt or worse, and this was our first experience of how sensitive companies can be about licences. The Flintstones licence is a massive money-maker and naturally, all concerned were very cautious about Fred and the Gang being represented even the slightest bit out of character.

Therefore, we had to scrap some of the ideas and rethink the game. We concluded that the majority of the Flintstone cartoons were about Fred trying to get out of domestic chores in order to go bowling with Barney, and so we worked on a scenario where he had to finish housework, like painting the cave, in order to meet Barney and go bowling. Meanwhile, cute little Pebbles would crawl around the cave and scrawl on the freshly painted walls and Fred had to keep putting her back in her play pen. Additionally, he had to keep putting more paint on his squirrel paintbrush which kept trying to escape. The result was an enjoyable level in the game which everyone was happy with.

Teque now have a sixteen-strong, full-time programming team who have already completed projects like the fantastic Pacmania and are working on four full-scale projects. Currently, programmers Bill Caunt and Peter Dickinson and graphic artist Mark Edwards, are working on the major arcade conversion of the car-racing hit, Continental Circus. But just how do you cram an arcade game, which was developed on a mainframe, into a machine with a mere fraction of the memory capacity? Peter Harrap answered: 'Shaun Hollingworth and myself are computer engineers and we have developed programs and devices which make conversions considerably easier, quicker and memory-conserving, and because of this, the final result is more faithful to the arcade original.



The sprites from the arcade version of Continental Circus transferred onto the ST.





Without these devices, development time for a conversion like Continental Circus, would be doubled. Obviously, we cannot disclose too much information about this process. The first stage is to play the game to death and analyse every aspect, from scrolling rates to sprite behaviour. Then, because arcade machines take up so much room and are very inaccessible, we remove the innards of the machine and transplant them into a desktop-size box.' On the desk in front of me was what looked like a scientific experiment: a wooden box with a monitor on top of it, a steering wheel sticking out of the front and a lead to the floor with a button on it for the accelerator: 'We developed a pro-

jects? 'It's a real programmer's machine and there are some great graphics and animation packages available for it and, using machine code, it is easy to port sprites over to other formats.'

Teque have achieved an accurate interpretation of Continental Circus with changeable backgrounds and scrolling which really promotes the feeling of speed; how have they got so near to the original?

everybody knows and loves, and we even thought about showing the strings. We drew some preliminary sprites and animated them and showed them to Grandslam who thought they were great, but said that it could be misconstrued as a spoof. So we had to animate them walking normally and with no strings attached. Another problem was that you cannot kill a Thunderbird and so we had to wrack our

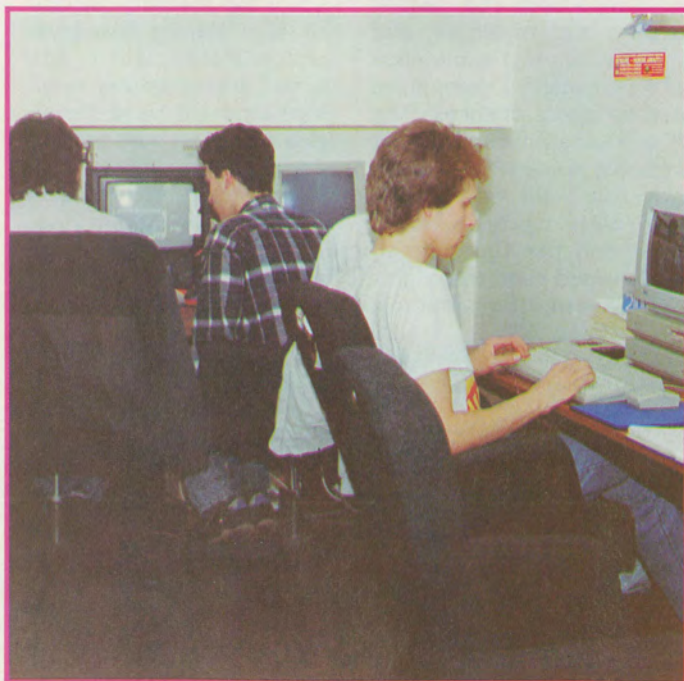


Pacmania: One of the most accurate arcade conversions ever.

Harrap answered: 'We're literally taking an effect which took megabytes of memory to achieve and crushing it down to be run on machines with a much smaller capacity. Of course, you can't get the game exactly the same and so we analyse it from every aspect and recreate noticeable key features. In particular, with C.C. you have this excellent effect of distance given by changeable parallax scrolling.' Continental Circus is set to dominate a section of the sixteen-bit market, rear-view car racing games, which has been poorly catered for in the past.

Programmers, Peter Harrap and Shaun Hollingworth, and graphic artist, Jason Wilson, are working on the Thunderbird licence. I asked Peter whether they had encountered similar licence restraints with Thunderbirds? 'Thunderbirds is a minefield of restrictions. When we first pencil-drew all of the characters and how they would animate, our idea was to move them with that distinctive puppet walk that

brains and think for ways of eliminating them from the game without killing them off. For example, we're working on an underwater level at the moment. The swimming animation is quite comical because they are wearing heavy diving boots and walk along the sea bed, their arms doing the breast stroke.' He showed a sequence in which Brains is in peril from a killer shark which swims out of the murky depths, opens its mouth to reveal a twinkling gold tooth and rips Brain's aqualung off. The stricken Brains then floats to the top with eyes bulging... he gets rescued I hasten to add.' The team are using Degas Elite to draw the backgrounds, spacecraft and characterization and then meticulously animate each of the characters: 'We start with drawings and animate how a specific character walks, bends and climbs and then recreate it on screen using Degas.' Thunderbirds is an amusing arcade adventure which promises nostalgia, a laugh, and some very different game-play. Although the game is in the early stages

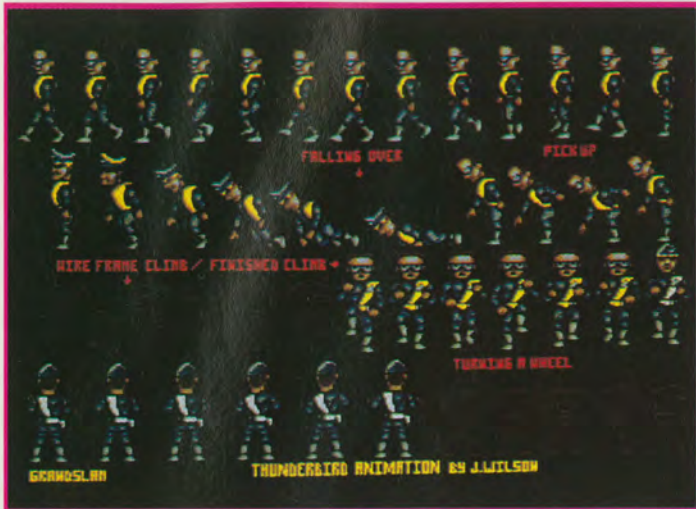


gram which can read the chips for sprite behaviour and programming data and then we can port the sprites over to the ST to work on.' Why have they chosen the ST to work on all of the pro-



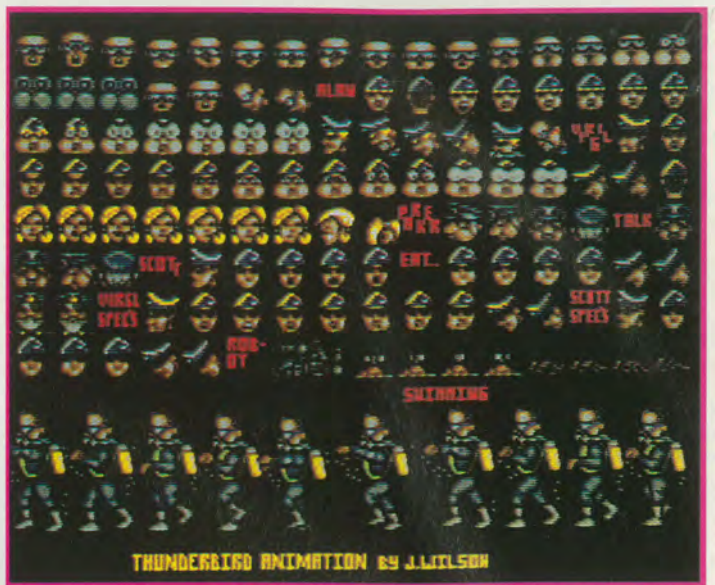
of development I was very impressed by the meticulous attention to detail of the characterizations. The painstaking preliminary work on the animation would convince any sceptics that licensed games are certainly no easy option. I think the many Thunderbird fans can look forward to a great interpretation of the cult series and an enjoyable game.

In an adjacent office, programmers, Mike Hart and Nick Kimberly, and graphic artists, Mark Harrap, Fred O'Rourke and John Scott were working on



Animation from Thunderbirds.

the arcade tennis simulation, Passing Shot. Tony Kavanagh described the process: 'Again, the game was studied and the chip read for sprite behaviour. But in this case, the sprites made the transition particularly well'. On screen was a smooth serving animation sequence: 'The next task is to place the players on a



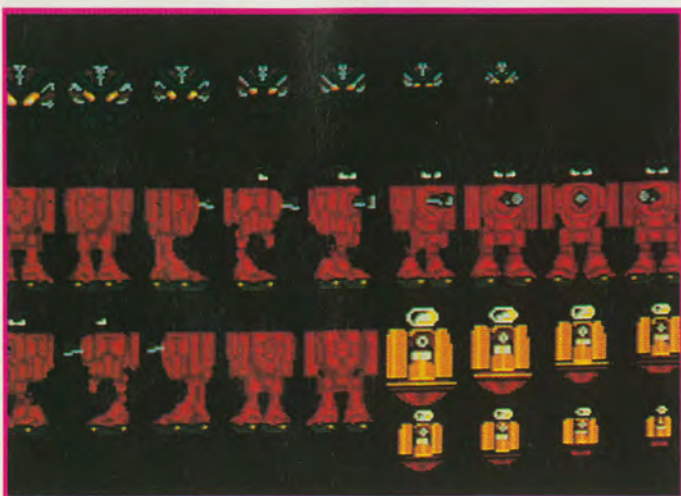
Thunderbirds: meticulously drawn and animated, Teque had to take care not to kill any of the characters.

arcade game, Xybots. They have somehow achieved two independent, split screens in this two-player game and this effect is emphasized when your opponent appears on your screen and you on his. Additionally, I have never seen the complicated moving into the screen scrolling routine so swift and smooth.

Tony showed me around a plush new office block which is being built for them. Did this mean more programming staff? 'We have a very busy schedule ahead of us and I think getting everybody under one roof will be of great benefit.' Although not directly stated, I could tell that Tony's primary concern is to keep his team in work and the only way of doing this in this business is to produce games of the highest possible standard - I think that this is evidenced by the incredible Pacmania and well and truly hammered home with the games which are currently in various

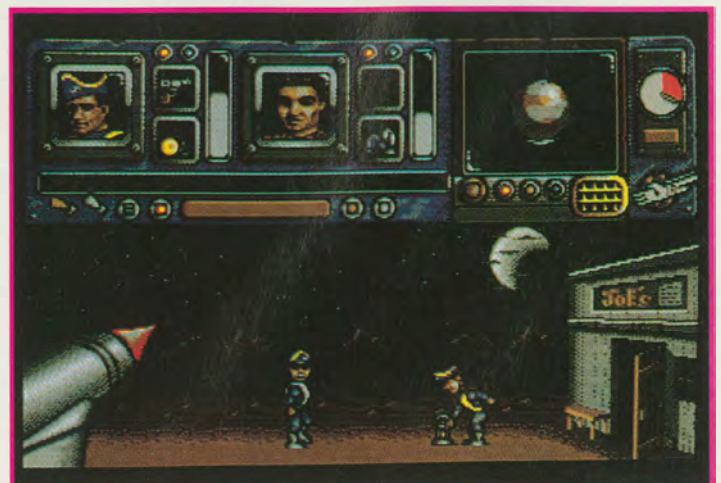
stages of development. I learnt a great deal from my visit to the Teque office. Arcade conversions are extremely popular and people are very critical if they don't make the grade. So the art is to produce them as accurately as possible and, within a relatively short period, the team has become the first choice in arcade conversions and licences by doing just that. We eagerly look forward to their release.

**STA**



Zybots. Ingenious, independent split screen gives this two-player game a real edge of suspense.

tennis-court background and programme in their game-play responses.' The same team members were also developing another



Thunderbirds



# RUNNING MAN COMPETITION



By now, if you are into action-packed films, you must have seen Mr. Schwarzenegger's latest escapade, as Ben Richards in the *Running Man*. Framed for a crime he never committed, Richards is given an ultimatum: participate on the *Running Man*, the nation's favourite - not to mention deadliest - game show, or die. Of course, his task is not going to be easy and there are 'Stalkers' who are out to kill him, for instance the chilling Subzero and Buzzsaw. As usual, big Arnie agrees, and despatches the show's baddies in his own inimitable way, complete with witty one-liners.

Of course, if you haven't seen the movie, what better way to watch it, but to own your very own, highly-expensive copy. And that is just what the *Running Man* licencees, Grandslam, are offering. That's right, there are two copies of the film on offer, and for second prize, there are two rather trendy Le Coq Sportif tracksuits, so that if you don't win the video, at least you can pretend to be Arnie in the safety of your own home! And, finally, as runners up prizes, there are five super-cool Casio watches on offer, housing such wonderful features as 1/100th of a second stopwatch, lap timer, splash proofing, and it even tells the time!

All you have to do to win one of the brilliant prizes is send in the answers to the following questions:

## QUESTIONS

1. NAME ONE OTHER FILM ARNIE HAS STARRED IN?
2. WHAT GRANDSLAM GAME FEATURED THE HORIZONTALLY-SCROLLING RETURN OF A FAMOUS YELLOW PILL-GOBBLER?  
A) THUNDERBIRDS B) PACLAND C) PACMANIA
3. IN BOTH THE FILM AND GAME OF THE *RUNNING MAN*, ARNIE AND CO. ARE ATTACKED BY 'STALKERS'. NAME ONE OF THEM?
4. FINALLY, IN WHICH FILM DID ARNIE DO BATTLE WITH AN ALIEN KILLING MACHINE?



ANSWER 1 .....

ANSWER 2 .....

ANSWER 3 .....

ANSWER 4 .....

Name .....

Address: .....

.....Post Code: .....

Daytime Telephone number: .....

### ST Action Competition Rules:

The Editor's decision is final and no correspondence will be entered into regarding competitions or the results of competitions. All prizes are offered believing them to be available. If, however, a prize is unavailable we reserve the right to substitute a prize of comparable value. No cash alternatives will be given. Results will be published as soon as possible and prizes despatched as quickly as possible. Please refrain from phoning regarding competition results or prize delivery. Employees of Gollner Publishing Ltd and companies participating in competitions are not eligible to enter.

All entries should be sent to:  
*Running Man Competition,*  
ST Action, Theatre House, Theatre Lane,  
Chichester, West Sussex. PO19 1SS.

The closing date for the competition will be 19th June 1989.



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# THE LETTERS DESK

Got any interesting views about the software industry?

Want to air your anger? If so, then write to us at:

The Letters Desk, ST Action, 10 Theatre Lane,  
Chichester, West Sussex. PO19 1SR.

And don't forget, we offer prizes for the most interesting letter.

## From The Editor

Hello, and welcome to another edition of the Letters Desk. We've had a wide range of topics to cover this month, and I would like to thank all of you who have taken the time and trouble to write in. Don't forget, if your letter is of a thought provoking nature you could win a prize. Thanks, therefore, go to John Logan of Glasgow for his thoughts on game-testing. Congratulations, John, but will you please contact me regarding your prize. As a special prize, Nathan Pedley wins the game of his choice for his kind words about Steve (OK, Merrett, you can let go of my arm now). I would also like to ask readers to refrain from ringing the ST Action office: if you do have a query then write to us, remember to enclose either a S.A.E. or your phone number if you want a reply. If you want to Fax us a letter then you can now do so; mark all correspondence, "For the attention of the Letters Desk". Our Fax number is (0243) 789809.

## Are Games Play-tested First?

I would like to make a few comments on the subject of sub-standard software. I recently purchased FOFT and with great anticipation rushed home envisaging many a midnight oil-burning session, trading and shooting'em up. After quite some time pursuing the accompanying manual, which I found singularly unhelpful, I booted the program. There, in all their glory, were superb graphics of the type that made me glad to be an ST owner. Duly logging onto the Galnet computer, I was given a simple mission - to deliver a message to a nearby planet. After successfully arriving in the proximity of the plant concerned, I adjusted my trim and located the direction in which the starport lay. Flying steadily towards it, having encountered no aggravation on my journey, I waited patiently to come within automatic docking range. I waited - and waited - and waited. Nothing happened. Zilch. Maybe I am doing something wrong, I thought. This revelation prompted me to reset and

start again. But no, same result. I read and reread the manual attempting to fathom the depths of an incomprehensible programming language. Finally, with an audible clang, the copper coin dropped. It isn't me, it's the program!

I took the game back to my extremely helpful computer shop and explained the problem. After a couple of weeks waiting a letter finally arrived from Gremlin admitting that errors had occurred in the game's save and load routines. They maintain, however, that there is nothing else amiss with their game and that we are incapable of grasping the complexities of their game. Due to this patronizing attitude they will be missing my thirty quid!

Last October, on the day of its release, I also rushed out to buy Elite. After a couple of weeks I had completed the first four missions, amassed loads of credits and attained the status of Dangerous. After a few days I realized I couldn't complete the fifth mission and would, therefore, never reach the honoured rank of Elite.

I thought of ringing Firebird, but waited to see if anything arose in the press. Soon there were cheats galore and I even read an article stating that certain versions had a minor bug. I sent my copy back to Firebird and received a new bug-free version. Pity they didn't get it right in the first place.

A friend of mine bought Galdregon's Domain (hyped by some as being the new Dungeon Master) only to have it recalled because of a newly found bug.

Speaking of Dungeon Master, I was about to write to you asking exactly when would it appear. But, having read your April edition I fully echo your view about waiting for a fully play-tested, bug-free program, rather than waiting for something which is hastily released. After all, a substandard program reflects badly on the company involved and its future games.

**John Logan,  
Glasgow.**

*John, I quite agree that software houses should play-test their games more thoroughly. There is nothing more annoying than getting half way through a game only to be stopped dead in your tracks because of an irritating bug. Hopefully, in the future, we will not have to put up with this sub-standard service. After all, if*



we, the gamers, cease to buy these untested games then the software houses will only have themselves to blame.

## Faster Graphics

I have sometimes read letters that ask why ST games seem to be 8-bit games with nicer graphics. As an ST programmer I think I may have an answer.

The Atari ST may have a 16-bit CPU running at 8 megs but it also has a screen memory over five times the size of the Spectrum's (32k compared with 6k). So, for the arcade games that consist of putting blocks of graphics onto the screen they don't differ in speed much, except the ST's display is much more colourful. The ST, however, is much faster with vector graphics. In this case, most of the CPU time is spent on calculations, and as the ST can calculate faster than the Spectrum, the result is a faster, smoother game.

Oh yes, thanks for including all the answers for the birthday tombola competition within issue twelve's pages.

**Scott Williams,**  
Coventry.

*Thanks, Scott, for your information regarding the ST's graphics. In reply to your comment about the competition questions, we always try to make sure that the answers are hidden somewhere within that particular issue's pages. I would also like to mention that our Birthday Tombola Competition was an outstanding success, we've never received so many competition entries. I'm sure our local postman is quite relieved that it's now over!*

## Steve Merrett For President.....

From my point of view I think that Steve Merrett is the star reviewer of the ST Action team. Steve tells us, the games-buying public, what the game is like; the good and bad points of the game and whether he likes it or not. I, however, don't think the rest of the team seem to achieve what he does. Therefore my advice would be to give him more space and possibly a pay rise.

Meanwhile, is the Megatest going to come back? And how about a readers' chart of the best and worst ST games?

**Nathan Pedley,**  
Stokenchruich, Bucks.

*Yes, Nathan, expect to see the return of the Megatest real soon. Meanwhile, I'll hand over to the big-headed one: Well, what can I say... I agree with the bit about the pay rise, as you wouldn't*

*believe how much I have to do! On a more personal note I would like to thank you, Nathan, for your kind words; my Mum and Dad, without whom I wouldn't be here; my underpants for their continual support; Nick Clarkson, for getting me the job in the first place; Hugh Gollner, for the free lunches; all the software people who are so nice to me; the milkman, for leaving an extra triple-fruity yoghurt this morning; my word processor, for rarely crashing; Rainbow Arts for writing Great Giana sisters; Bomb the Bass fo....*

*We interrupt this ego trip for some more of your letters.*

## 32 or 16-Bit?

According to a magazine article I read, the ST is a 32-bit machine but only has 16 pins, therefore only taking information at a 16-bit rate. Is it possible to put in more pins, therefore compensating for the terrible soundchip? Talking of which, why is the ST soundchip so \*\*\*\*? Even the Atari 8-bit machines have four channels. Why ever Atari couldn't have used this one instead of the one we've got now, I'll never know.

**Kimman Li,**  
Islington, London.

*Hmmm, Kimman, I'm not sure where you read that. Yes, the ST has some 32-bit components, but it is controlled by a 16-bit address bus. The computer was designed to be a 16-bit computer and cannot be easily modified. On the question of the four-channel soundchip, I pass, but would point out that if you want to experiment with sound, then the ST has excellent midi facilities. Try reading ST World's midi section.*

## Double Trouble

I wish to continue the topic brought up by Paul of Salford, (Sickened by Sierra - STA 12) on the use of double-sided diskettes by commercial publishers, to distribute software.

I am the possessor of a 520STFM with a double-sided disk drive, and I have found that several of the games which are currently distributed on two single-sided diskettes are capable of being converted to run from a single, double-sided diskette. (Capt. Blood and Space Harrier being examples which I have seen.)

While I appreciate that, in order to ensure maximum sales, as many hardware permutations as possible must be catered for. Such games as would fit on one double-sided diskette should be so supplied, with a second diskette containing the information which is not accessible



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to single sided users.

This should present very few problems to the suppliers of the games as their mastery of non-standard disk formats, for the sake of copy-protection, should enable them to separate physical and logical disk sides to the advantage of all users.

**D.M. Leuty,**  
Lowestoft, Suffolk.

### *The Troll Rules, OK!*

Congratulations! What for, you may ask. Well I am, of course, referring to your excellent magazine managing to publish 12 issues. You know as well as I do that most magazines make only a couple of issues and then just vanish, whereas ST Action easily cleared this hurdle and then even started to get better every issue. I have every issue of ST Action locked away in my safe and all my millions of pounds just scattered around. This may seem like creeping but it is praise deserved.

In reply to Paul of Salford's letter (Sickened by Sierra - STA 12), I think the fault lies with the computer shop from which he bought his game. I recently purchased Police Quest II from my local shop and was instantly asked whether I had a double-sided disk drive.

Meanwhile here are some thoughts:

- 1) Please make the "Dungeons and Disk Drives" section bigger (The Troll rules, Ok!)
- 2) Have you thought about an STA hotline, where readers can phone for hints and tips on games and adventures or anything to do with their Atari STs?
- 3) Please keep up the good work and keep a "Top 10" list off our pages as they can be very misleading.

Lastly, I have recently experienced trouble in obtaining ST Action and will be subscribing soon.

**Steven Atkinson,**  
Crumpsall, Manchester.

*Thank you, Steven, for your kind, but so obviously deserved, words of wisdom. I agree that computer shops should help their customers in anyway possible. It's nice to know that you've obviously found a good software outlet: my advice is to stick with them. Meanwhile, I'm not sure about making the "Dungeons and Disk Drives" section any bigger, it's already a big enough headache trying to decipher what the Troll has scribbled, and in any case it would cost us a small fortune in wax crayons (a delicacy of the Troll's). Secondly, yes we have thought about a phone hotline, but at the moment we're so busy answering the unofficial calls it would be both impractical and impossible*

*to start such an operation. Lastly, thank you for your views on a readers' chart, currently the "againsts" have it.*

### **Questions, Questions, Questions**

I have a few questions to ask:

- 1) Many of my disks have been corrupted and won't run anymore. I've tried using a drive-head cleaner but to no avail. My third copy of IK+ has just crashed. About 50% of my software has now been corrupted. Could it be that my drive-head is out of alignment?
- 2) Many games have a high-score table that can be saved to disk so a readers' high-score table might be a good idea. People could send in their high scores on disk along with a S.A.E. to get it back.
- 3) Could you publish a ST Action all-time top-ten every month?
- 4) How about an advertisers' index on the back page?
- 5) In issue 7, somebody suggested an article on how to make an Atari trackball ST compatible. How's about it? Trackballs are great for games.
- 6) I think there should be an overall difficulty rating on the ST Action adventure scoreboard.
- 7) What happened to the review of F-16? It was in the top-ten scores.
- 8) How many readers do you have?
- 9) Will the cheat disk ever be available without a subscription? If not is it possible to extend a subscription?
- 10) Whatever happened to Greg Percival and David Stewart?
- 11) Is the preview copy of ST Action available as a back-issue?
- 12) Don't you think it's a bit unfair that the "Case for Conversion" and "Dungeon Crew" get classed as regular contributors? I thought that you lot at ST Action had full-time jobs. Isn't it a bit degrading?
- 13) Last of all, I approve of your new filofax Letters Desk.

**Robert Cooper,**  
Hornchurch, Essex.

*Have you quite finished Robert? Well, let's not beat about the bush, here are your answers:*

- 1) Yes, your drive-head could be aligned poorly but it sounds to me like you have some sort of virus. Try and get a virus killer/detector to make sure. Also you might not be storing your disks safely. Always keep them in a cool place and well away from any magnetic fields such as speakers.
- 2) Nice idea, but I'm not too sure whether many readers would go to such lengths. Also, I know it is quite easy to amend a high-score save file and so we couldn't be



certain that all of the entries were bona fide.

3) Yes, we could do an all-time top-ten, but don't you think it would become very monotonous? after all, there are very few changes each month.

4) I, too, would like an ad-index, but at the moment this suggestion is not practical as the adverts are not always on time and such a list would, therefore, be incomplete.

5) A feature on this would now be pointless as a trackball is now available for the ST (see last month's news).

6) Good point, but just how would you tell? Some people find certain games harder than others.

7) Oops! Yes, a slight misunderstanding there. At least it appeared last month, though!

8) Lots. I'll tell you what: if you all send me a pound I'll count up how much money I've got and tell you.

9) Yes, the cheat disk is available at the price of £10. But, if you resubscribe you will be offered the disk.

10) Greg Percival has moved on to new pastures, in fact he's returned to his previous occupation of art and design work. David Stewart, however, is still with us. After moaning about how he had to work a seven-day week, poor Dave has now been assigned to the post of Editor at ST World. At least he now gets to see his mum.

11) No, I'm afraid the preview issue of ST Action was only available to dealers. Still, we've all got a full set, so there!

12) No, everyone mentioned does contribute regularly and are therefore, credited for doing so.

13) Good, we thought it was time for a change. Any ideas on our next Letters Desk design?

## TV Dilemma

I will soon be upgrading from my Commodore 64 to an Atari 520STFM. However, I recently managed to blow up my colour TV! As a result, I am currently having to use a black and white portable for my computing. My question is: will the Atari run on this black and white set?

**Steven Richards,  
Grampian, Scotland.**

*Most black and white sets will be compatible. However, if your set is a particularly old one you may experience some trouble. Presumably you use this set on your Commodore 64; if it works with that it should be Ok. Now, not a lot of people know this, but our very own Steve Merrett used to have to use a black and white TV with his ST. He mentions that if you adjust the contrast setting it is possible to get quite a sharp picture.*

## What No Basic?

I have bought the ST Superpack thinking oh great, twenty-one games, with an ST - what wonderful value! I used to own a Spectrum 48K, and think that the ST's graphics are very good, the sound was ok as well. But I have one complaint, and that is, when I wanted to explore the ST and see what I could do with it there was no ST Basic. Why? That's the million dollar question, and I'm sure other Superpack owners will agree!

I just don't understand, why haven't Atari included ST Basic in the package? You get it with all of the other STs. Can you tell me if I can buy a copy of ST Basic anywhere. It would really help if you could tell me.

**Malcolm Carver,  
Aberdeenshire, Scotland.**

*Well Malcolm, it seems as though Atari are a law unto themselves. As far as I'm concerned they shouldn't sell any ST without a copy of ST Basic, as to why it is not supplied with the Superpack I just don't know.*

*In answer to your question, you should be able to buy a copy of ST Basic from any reputable ST dealer. If you encounter any problems then I would suggest you try Silica Shop, their phone number is: 01 309 1111.*

*Alternatively, try to get hold of an alternative ST Basic, such as Computer Concepts' Fast Basic.*

*For more detailed information regarding either Basic or any other programming language, try reading ST World - The Essential Peripheral for your ST.*

## Isle of Bordon

I live on a remote rock called the Isle of Man. It's ok in the summer when everything is open, but in winter it's a dump! There are only two decent computer shops and both have a limited number of 16-bit titles. If you ask them for anything out of the ordinary that is available on the ST, they look at you as if you are from Croydon!

Another thing I would like to know is why do all the computer shows have to be in London, it would brighten up the place a lot if there was one here.

PS Why do all the worst games have the words "Best game ever written" displayed on the box?

**D Kelly  
Douglas, Isle of Man**

*Sorry Mr Kelly, you can't have everything, isn't the TT enough? Seriously, try attending the computer shows at the NEC in Birmingham.*



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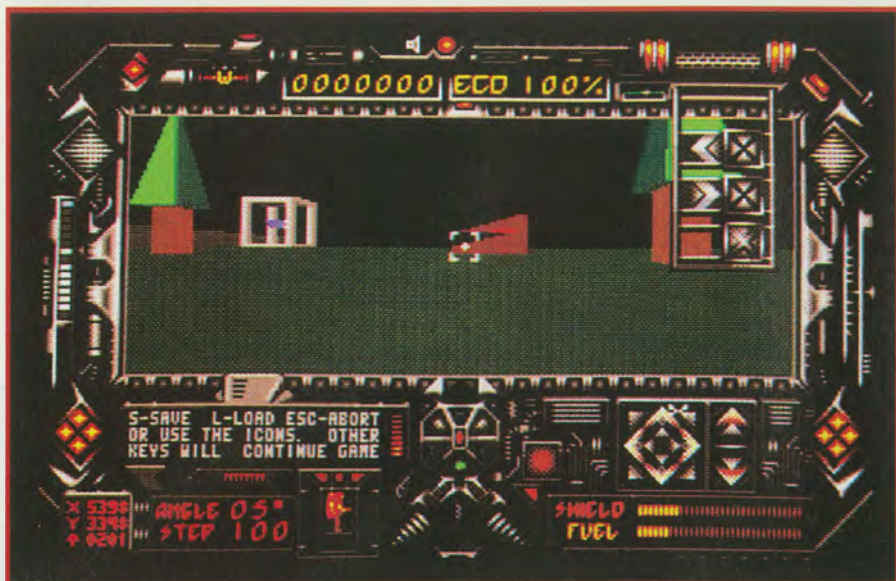
PROJECTS

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Dropped on Regulus, you have seconds to master the controls and seek refuge in the Gannymede store.



If I was deciding which game to spend my twenty quid on this month, it would be Dark Side. You don't just play this game, you live it - I actually stayed awake at night wondering how to solve it! The filled-in 3D graphics create a fantastic atmosphere; the scrolling is incredibly smooth and the controls comprehensive and responsive. In Driller, some of the graphics were just there for effect, but in Dark Side, they have been implemented much more effectively and are an integral part of the brilliant game-play. Take my advice, take a walk on the Dark Side!

JS

*"Bored with conventional 2D*

*graphics and senseless alien massacres? Then 'Hey Man, take a walk on the Dark Side!'"*

# DARK SIDE

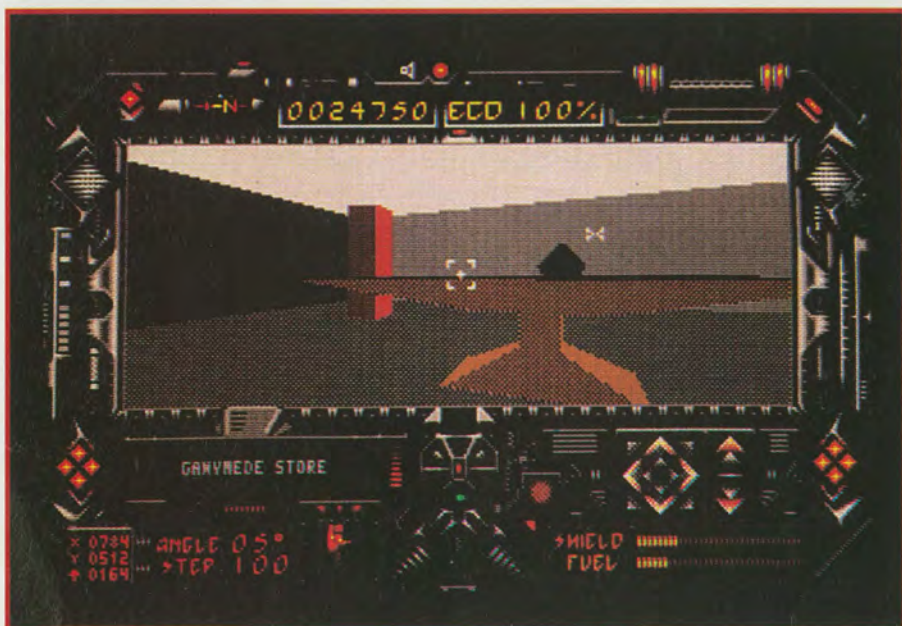
MICROSTATUS £24.95

Incentive created 'reality' with a three-dimensional world in Driller, using stunning 'Freescape' graphics invented by Major Developments. Now, after six months further development, they present Dark Side. In Driller, escaped convicts called Ketars, had mined one of the planet Evath's moons to exhaustion, and your objective was to cap the wells, make the planet safe and avoid an imminent explosion. Years on from Driller, the Ketars are planning revenge on the Dark Side of Evath's

other moon, Tricuspid. They have built a giant weapon called Zephyr One, which is aimed at Evath, and your task is to stop Armageddon. Zephyr One derives its power from a massive network of ECDs, (Energy Collection Devices), and a suspended solar at the apex collects the energy from Evath's sun and transmits it through a powerline matrix to Zephyr One. Your task is to infiltrate the system, destroy every ECD and break the link from the sun's energy to the Armageddon weapon.

As a follow-up to the magnificent Driller, Dark Side is a must. Using their same 'Freescape' graphics, Incentive have yet again managed to bring us another weird and wonderful world. Having played the game for some time now, I'm sure that nobody will defeat the evil Zephyr in a hurry. For me, the graphics have been slightly improved upon, the sound, too, seems to add a certain atmospheric feel. As an added 'incentive' the game includes a competition, the winner of which will win a holiday for two in Baltimore. Dark Side is undoubtedly a fine piece of software, one which will keep me busy for the next few weeks.

NC



Cryptic clues hint that you can gain sustenance in the stores but there's no nosh on the table.

A routine patrol craft drops you into Regulus which is a relatively safe zone on Tricuspid. Unlike the dark and murky world in Driller, the sky over Regulus is bright and the terrain is green and dotted with trees which suddenly take off like rockets. Denied the protection of a vehicle, you look through a helmet visor which is designed like a cockpit and your equipment comprises a jetpack and laser. With mouse controls you click on a four arrow icon to move and steer. The planet Tricuspid has two poles called the Light and Dark Sides, and in between are sixteen sectors which contain seemingly insurmountable puzzles and hazards.



Panning across Regulus, there is a tank which moves across the terrain guarding a Powerporter, and to the left and right are large buildings, one with a red cube in front of it, the other with a yellow cube. From Regulus, you can reach the Light or Dark Side, but the key to this game is to search and try every possibility.

A click on the forward arrow takes you shuttling across the terrain to a building, and blasting the cube reveals a door. A secondary sight guides you through the doorway and the computer identifies the building as the Ganymede Stores. The room is dominated by a large table flanked by two pillars and a



hexagonal hole in the back wall. A very cryptic clue suggests that you can gain sustenance here. But although there is no feast on the table, extra energy and fuel supplies, which are crucial to the success of the mission, can be found. Back outside, a couple of laser blasts eliminates the tank allowing access to the

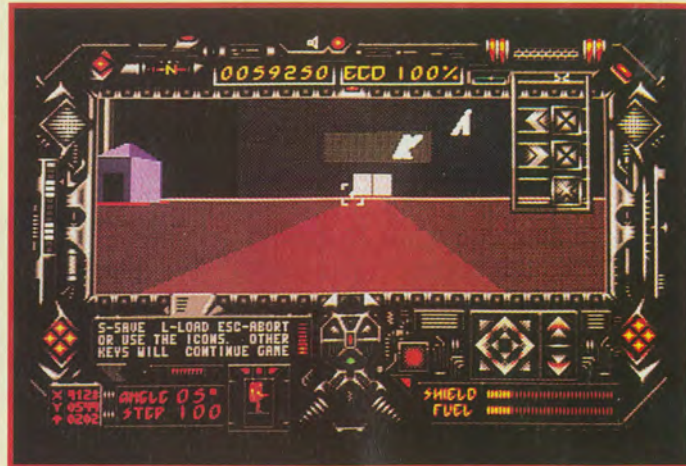
*I could never get on with Freescape on the 8-bits because of the screen update being so slow, but having played both Driller and Dark Side now, I think it is definitely a system that was destined for the 16-bit machines. The screen update is very fast, possibly even faster than that of Driller, and the graphics seem a lot better than that of its predecessor. However, the main thing I enjoyed about Dark Side is the fact that it is more arcade-orientated than Driller, and you can whizz through the sectors just to explore if you wish. Once again, the devilish puzzles are there, but they seem slightly more logical than before. If you have never encountered the Freescape system before, get Dark Side and experience quality gameplay and super-smooth graphics in action.*

**SM**

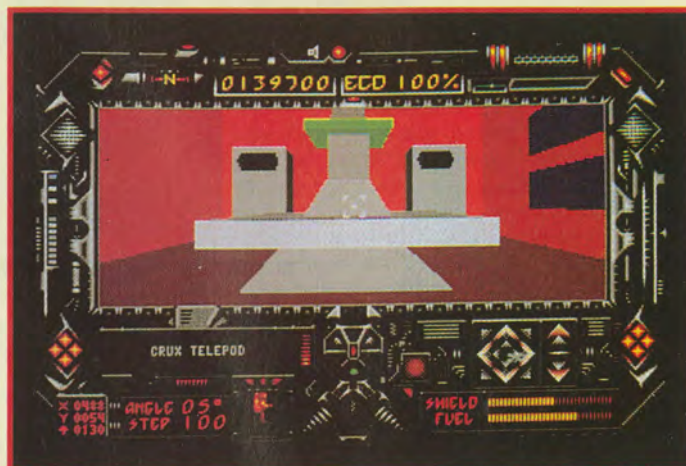
Powerporter, and a blast from the laser transports you to the Psych sector within the Dark Side. Protected by a forcefield, a message board spells out the word DARK, and on the perimeter of the forcefield is a small hut or so-called Telepod, which houses a computer console. Important to the mission perhaps, but first the crystal must be found to activate the Telepod. Dark Side is a long and complex process of elimination.

Each sector has ECDs which must be destroyed, as well as energy and solutions. There is no set pattern or easy solution to Dark Side, and as you progress, the planet is designed to confuse and beguile and

it is all too easy to get lost. Stunning graphical objects detract you from the more obscure clues, and there is a constant fear of being lost. An eerie siren wails to warn of an imminent attack from the ever vigilant security system and a satellite zooms overhead emitting laser flashes. The security system can be combatted and the labyrinthian matrix slowly navigated, but the passing of time is relentless and unstoppable, and just when you think you are



Blasting the Powerporter transports you to Psyche sector in the depths of the Dark Side.



Deeper and deeper into the darkside, through doorways that lead to even more confusion.



Finally Zephyr II speaks and sends an all-destroying laser bolt towards Evath - time has run out for you and all Evathians.

actually getting somewhere, the computer coldly informs you that time has run out for you and Evath, and helplessly, you are forced to watch as Zephyr One sends an all-destroying ray towards Evath.

**STA**

**STA**  
Rating  
**84%**

**GRAPHICS: 82%**  
**SOUND: 62%**

**LASTING APPEAL: 89%**  
**ADDICTIVENESS: 75%**

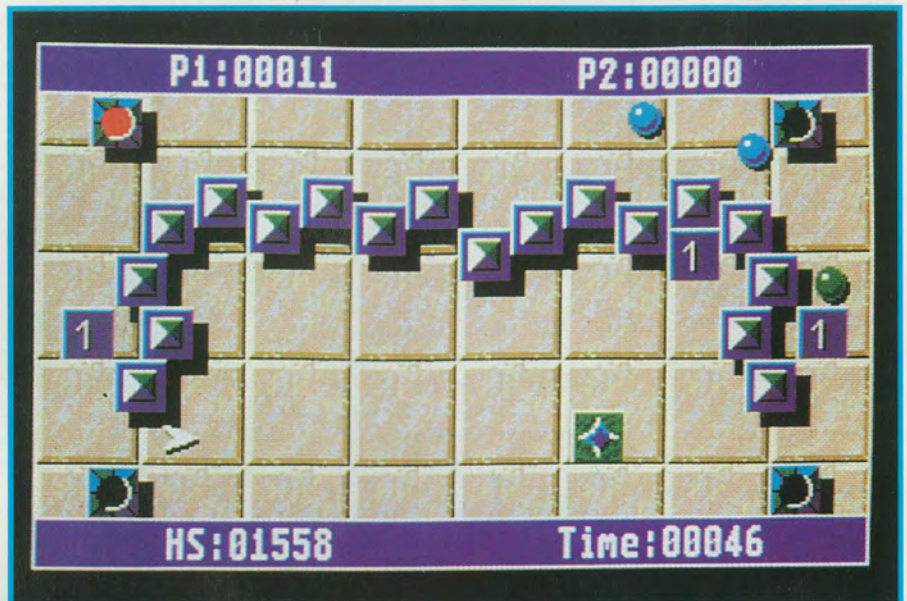
**DIFFICULTY: AVE/HARD**  
**1ST DAY SCORE: N/A**



"So you think you've cracked all the games available! Well here's one that will have you tearing your hair out."

Beam is billed as an arcade challenge, set in an artificial world with built-in complications and impossibilities. The game contains 27 seemingly impossible levels and a simplistic presentation belies a taxing and complex game, designed to separate the men from the boys. The game is, I suppose, an arcade/strategy, and your objective is to link up energy stations with laser beams. You pilot a 16 directional craft which is inspired by the tricky thrust mechanism made famous by the little spacecraft from Asteroids. But the game is far removed from boulder-bashing! The option at the beginning of the game are very important. In addition to a one or two player option, you must equip your craft with Direct or Rocket propulsion, the latter being more like the Asteroid ship.

The game-screen on level one shows an overhead-view, with the craft imprisoned by squares, or so-called 'Runic cubes'. Recognising the symbolism of each type of stone is very important. The majority of the stones create impenetrable walls which you can bounce the craft off without incurring damage, but they are designed to cause major directional problems as you attempt to pilot the craft through the maze. But set within these walls are ominous stones which are simply called 'Death Runes', and contain high voltage. Other stones hold changes in gravity in which you experience a sudden weight increase. Meanwhile, Magnet Runes pull you off course and Friction stones, which increase the atmospheric resistance and cause considerable changes in flight response. Finally, the only Runes that are good news in this game are energy stones. These rarities are pulsing with energy and are the main objective of the game and must be collected.



# BEAM

MAGIC BYTES (£19.95)

*Beam has got to be one of the most infuriating games I have ever played. The combination of awkward thrust controls, an unnavigatable maze of Runes and far too many adversaries, make the objective of the game nigh-on impossible. Graphically, the game is very basic, but that is not an important aspect of this game. The game-play, however, is more irritating than absorbing entertainment and it is one that I certainly won't be playing in a months time. However, if you have reached a supreme level of arcade competition, and think that nothing can beat you, I challenge you to conquer Beam.*

JS

*It took me ten minutes just to get out of the first section of Beam and, by then, I was pretty dischuffed with the game. The thrust mechanism which proved such a hit in Asteroids, only serves to annoy in Beam, and the game-play is nothing to write home about. This is the sort of game which refuses to concede even an inch, to allow you to get into the game and perhaps derive what entertainment it has to offer. The art to arcade entertainment is to put success just out of reach like the proverbial carrot, but in Beam you don't even get near.*

SM

The joystick directs the craft and the firebutton acts as a brake, and first you must steer out of a gauntlet of Runes. Outside is a whole bunch of unsavouries such as Alcoholics, who stagger around, bumping into you, and sending you off course. As you come into contact with power stations, your craft begins to glow red with power and you must take this energy to an empty station. As soon as you come in contact, the two stations are joined by a deadly laser beam which you must avoid. Then the search is on for more power to take to a dormant station. But there is a danger that

you could fence yourself in with laser beams. Once the network of power has been constructed, you can move on to the next level.

STA



The thrust propulsion which proved such a hit in Asteroids is infuriating in Beam.

STA  
Rating  
**38%**

GRAPHICS: 43%  
SOUND: 40%

LASTING APPEAL: 37%  
ADDICTIVENESS: 30%

DIFFICULTY: HARD  
1ST DAY SCORE: 3558



# DARK SIDE

The Dark Side. The place where the Ketars plan to take their revenge, 200 years on from Driller times. On Evath's other moon, Tricuspid, the Ketars have constructed a massive laser with the destruction of Evath being it's only function. Your task is to destroy its Energy Matrix, thus saving Evath from obliteration, by navigating the moon's surface and tunnel system and disabling the solar cells that feed Zephyr One. No simple task, yet one that is totally engrossing.

Developed for MicroStatus by Incentive, the game features solid 3D Freespace, stunning graphics and superb gameplay. The challenge awaits you on St and Amiga from good software stores under the new MicroStatus label. Price £24.95 each.

MICRO  
STATUS



Forgotten Worlds was hailed by our Case for Conversion team as being the best game they have ever played. Having never seen it in the arcades, I was quite looking forward to getting my hands on this meaty shoot'em-up. To be fair, U.S. Gold have made an excellent job in converting it onto the ST. The sound is good and the graphics bright and colourful. Ultimately, however, I wasn't completely convinced about Forgotten Worlds. For me, there is something about the game that just doesn't click. The controls are awkward to begin with, and I often lost energy for no apparent reason. Hats off to U.S. Gold for trying, but I could only recommend Forgotten Worlds to real fans of the genre.

NC



*"Prepare to zap where no man has zapped before, as we enter Capcom/U.S. Gold's latest arcade epic. Strap your mega-death laser in its holster, and prepare to be beamed into the battle of the..."*

# FORGOTTEN WORLDS

U.S. GOLD (£19.95)

For years the galaxy had been at peace. There had been no wars, no antagonising - just supreme tranquility. Then, out of another dimension, the awesome god of destruction, Emperor Bios, appeared, devastating each of the eight planets in his wake, and leaving no survivors in his wake. All of the planets became dark, barren places, inhabited by Bios's mutated kindred, and governed by one of his foul demi-gods. But now a time

of uprising is near, as the telepathic souls of the crushed inhabitants join together to create two deadly warriors. As well as sporting some strange haircuts, these bronzed heroes are armed with the latest in eight-way-firing laser rifles and are all set to liberate the first planet.

After a brief introductory screen which shows the two characters' enthusiasm to enter battle, the game proper

begins. Although the two-player option is going to make the task ahead slightly easier, there is a one-player option, and once you have selected, the warrior (or warriors) are beamed down to the first planet. Initially, your man is armed with a powerful pulse laser and, by using combinations of the joystick directions and the firebutton, our hero can twist in



A masterpiece of graphics, this dragon appears at the end of the second level. In fact, he is so nice, it seems a shame to destroy him!

*I have never played Forgotten Worlds in the arcades, but after seeing this conversion I'll certainly be keeping an eye out for it! Although it's certainly not original (it features the usual bolt-on weapons and end-of-level guardians), it is the game's implementation that raises it above the mainstream shoot'em-ups. The attractive backdrops scroll smoothly past your large, well-animated character, and the gameplay doesn't slow down when there is a lot on screen - something that happens quite regularly! Additionally, the programmers have got the difficulty level spot-on, with the game's control method seeming impossible to get on with at first, but then rapidly proving indispensable. If you have an eye for tasty shoot'em-ups, check out Forgotten Worlds - it's the best thing to arrive from the U.S. Gold/Capcom deal yet.*

SM



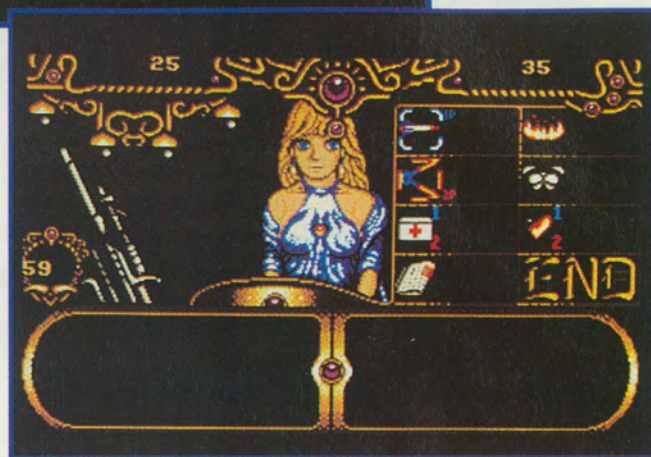
all directions, letting off a protective volley of shots. The levels through which the two men travel are both horizontally and vertically-scrolling, and are supported by some very attractive digitised backdrops. The aliens attack from both sides, and Bios's cronies come in all shapes and sizes, including the likes of rocket-firing reptiles, trash-throwing robots, and some good, old-fashioned rotating gun turrets. Contact with these, or the flak they spew, reduces our hero's strength meter, and when this is drained, one of his two lives are lost. However, there is, of course, the option to fire back, and this has a nice explosive effect on the swarming hordes, reducing them to space-dust instantly! When an enemy is destroyed, it relinquishes a useful token which is a form of currency. The bigger the alien destroyed, the bigger the reward, so when you are on later levels, there is a lot of dosh to be collected. So, what's all this cash for? Well, as you make your way through each level, extra weapons can be collected by visiting one of the shops that pop out of the ground. Why these shops survived whilst the rest of the planet was annihilated I don't know, but once they appear, it is always worthwhile entering them. Once inside, you are presented with a picture of a pretty girl, beside whom there is a screen detailing the list of possible armaments available. Providing you have collected enough money, extras such as two-way firing satellites, eight-way lasers and extra energy and lives can be collected. And when you have finished shopping, clicking on the exit option takes you back to the main action.

Having battled across the planet's surface, you then come face to face with one of Bios's minions. Such are these beasts' enormity, that they fill up an entire screen. Each of these creatures has only one weak spot - for instance, a stomach - and only sufficient shots in this spot can destroy them. Each of these demi-gods has its



During the heat of battle, the most unexpected happens: a shop appears out of the planet's surface. On entering, you find it is a useful place to pick up some extra armaments. Oh, and one thing, that girl may look cute, but she won't let you have anything without paying!

own characteristics, and each follows the graphical 'look' of the level. For instance, in the first, bio-mechanical level, you encounter a rubbish-surrounded amoeba, whilst later on you will meet a large golden dragon and then Bios himself. If you manage to avoid the swipes and energy-sapping materials these creatures attack you with, and have pummelled them constantly with your firepower, then they will eventually explode. A digitised picture of the victorious duo will now appear, declaring



their defiance to Bios, whilst the next level loads.

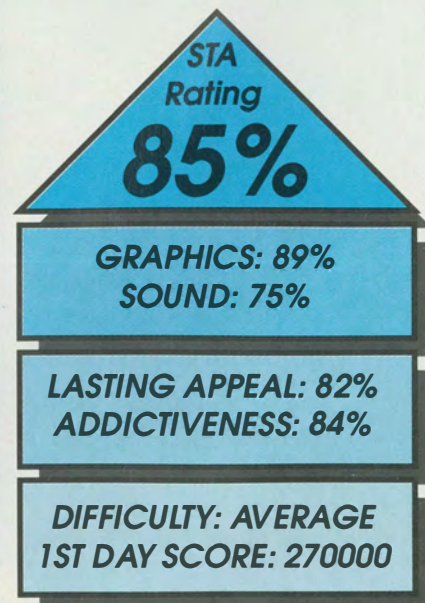
**STA**

*First glances of Forgotten Worlds give the impression of a sequel to the ageing Side Arms, but with the larger aliens, better sound and mammoth end-of-level creatures, Forgotten Worlds knocks the aforementioned into a cocked hat. Control over the main character is initially confusing, but after several hours playing I can't imagine any other system working as well. The graphics are, without a doubt, some of the best I have seen in a shoot'em-up, complete with multi-coloured backdrops, and the game is set at just the right difficulty level. Basically, Forgotten Worlds just has to be in your collection.*

**JS**



Those blue globes at the top of the screen are Zenny, the local currency. The problem is: can you reach them without having your energy sapped by those rocket-launching reptiles?





To complete the first table you must light all of the word VOLCANO. Something that prompts this nice graphical touch. After that, light all the lamps, and watch the volcano well and truly erupt.



*Living in the sunny seaside town of Bognor Regis, I get to see quite a few pinball machines. The lure of the bright lights and the electronic bleeps seduce me no end - I just can't resist pushing a couple of ten-pence pieces into the occasional slot. Still, I've never actually encountered this video-game spin-off. Having played Timescanner for about three hours I'm still unsure whether I really like it or not. The graphics and sound are undoubtedly of a high standard, although the scrolling is a little jerky. The controls are good, and the tilt feature is most realistic. Ultimately, however, I question the longevity of the game. Nice try.*

JS

*"If I were to say the word 'flipper' to you, would you automatically think of a highly talented dolphin? If so, then I suggest you take a look at Activision's new Sega licence!"*

# TIMESCANNER

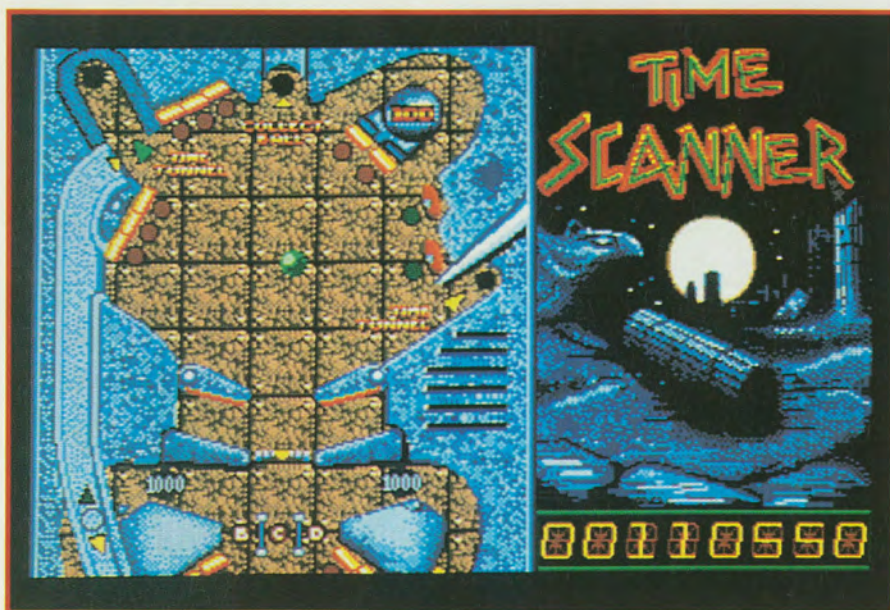
ACTIVISION (£19.95)

To say that pinball machines have seen something of a revival recently would be very unfair, as they never really went out. For years they have sat around in arcades, taking the odd ten pence here and there from passers-by, and all the time, newer, innovative machines are appearing on the arcade scene. Pinball games are also nothing new on the computer front either, with names such as Slamball, Macadam Bumper and the ancient, Night Raider, coming to mind - even U.S. Gold's 8-bit shoot'em-up, Bedlam, had a pinball section in it! On

computer, companies have the chance to enhance the concept by creating table-top obstacles a real machine couldn't do, but normally, these games fail due to unrealistic ball movement and slow flipper response. So, because pinball tables have more of an 'underground' following, it came as no surprise when Sega's pinball coin-op, Timescanner, came and promptly disappeared in the arcades. Activision, however, feel that the game was very underrated, and duly bought the rights to

convert it to the ST.

The obligatory scenario describes how you have been sucked into a time warp and dumped into a strange pinball-orientated land. Whether you are inside the table, or simply playing the game to survive, isn't known, but, basically, you must clear three different tables before making your way to the final challenge and then your freedom. Before you can begin waggling your flippers, you must choose between a one or two-player game. Once your choice is made, it is straight on to the first table. Each of the tables is split into



Of all the levels, the Ruins table is probably the hardest.

*Was this ever a coin-op? I've never seen, or even heard, of it. Now, not a lot of people know this, but I'm rather partial to the odd game of pinball. Having played many a conventional machine it was with some speculation that I tried this. Timescanner's sound is undoubtedly tuneful, the bleeps and buzzes only just being audible above the constant soundtrack. The game's graphics are well done too, the use of colour being the most noticeable. As for the gameplay, I'm not totally sure whether I'd rather play this than the real thing. The constant pressing of the mouse buttons whilst trying to keep the ball in play soon became tedious. Timescanner is an interesting effort, but one that lacks staying power.*

NC



The strength with which the ball is shot into play is determined by using this mouse-controlled launcher.



two halves, with the screen scrolling accordingly when the ball enters the other half. To the right of the main action, an attractive screen shows your amassed score in realistic LED-style numbers. The ball is housed in a spring-based launcher and the spring moves up and down, waiting for you to select the strength of the shot. Either the mouse or the keyboard can be used to control the game, with the mouse button releasing the ball into play, and the left and right mouse buttons or shift keys controlling their respective flippers.

All of the tables have a different graphical 'look', ranging from a volcanic background that erupts when the ball is sent back up into the top half of the screen, to an Egyptian level, complete with suitable sand-dance music! They also house roughly the same features: four or more flippers; elastic band-like things that propel the ball up screen; little glowing lights that have a number on them and glow when hit, adding their value to your score; ball collectors; and finally, Time Warp holes that take the ball onto the next table. Each player is given five balls to begin with, and these are lost by letting them fall out of play via a large hole below your second set of flippers. However, this dastardly fate can be halted - albeit in a hit-and-miss way - by using the nudge or tilt features, which jolt the ball and

change the ball's course. The tables require great skill, not to mention luck, and to complete them involves either lighting up all of its letters or collecting balls in a special compartment. Once you have completed every table, you are transported to the final level, which is described as a 'whole new variation on the break-out theme'. When you have cleared the bricks in this difficult section, you will have

gained your freedom and completed the game. If you lose all of your balls, then after you have typed your name into the high-score table, the game allows you to carry on from the level in which you died - although, unfortunately, any lights or letters that you have managed to light will have been reset. Still, you can't have everything!

**STA**

*Pinball games have never really transferred that well to computer, so Timescanner came as a bit of a surprise. It's not really that impressive graphicswise, but the sound is very nice with a separate tune accompanying each screen and, more importantly, it plays well, too. The ball moves smoothly between each of the screen's sections, and the various bumpers, lights and flippers behave realistically, adding a certain atmosphere this genre has never really achieved before. The tables themselves are deviously laid out, and it will take absolutely ages before anyone reaches the final screen - though, thankfully, the continue option helps. If you liked the Timescanner coin-op, this conversion has to be in your collection. But, I can't really recommend it if you cut your teeth on the 'genuine' pinball machines.*

**SM**

( Below ) The Saqqarah table. As in the volcano stage the word PYRAMID must be lit by knocking down the targets. Do this and then get the ball into the triple ball hole. Now watch that pyramid grow!



STA

Rating

**73%**

GRAPHICS: 71%  
SOUND: 70%

LASTING APPEAL: 67%  
ADDICTIVENESS: 71%

DIFFICULTY: AVERAGE  
1ST DAY SCORE: 220000



"Hey you, hunched at that computer! Feeling flabby and a bit out of condition? Then take the Bio Challenge!"

No, the Bio Challenge isn't a test for washing powder, it is no less than a mission to save the human race. For years, says the scenario, mankind has been declining physically and mentally from a combination of self-abuse and reading certain tabloids, and the genes that each generation pass on to the next are slowly wearing at the knees and crotch and will eventually perish. But scientists have found the answer in a revolutionary technique in which they graft the human brain into the body of a droid, and this game is the testing ground, the Bio Challenge. A quick burst of digitized music and the head of a man appears and just manages to get out: 'Get ready for level one,' before he changes into a robot.

The droid, or so-called KLIPT, appears on a strange landscape, clad in Robocop-style armour. To his right is a large eyeball, which is your only ally in the game, but it blocks the way and so, with orders to 'go and find the amulet' ringing in his little metal ears, a quick wrench of the joystick sends him trotting in the opposite direction. The two key features in this game are the amazing animation and manoeuvrability of the main sprite and some very clever and original game-play. The joystick has very responsive control over the droid and the longer you press the fire-button, the further or higher he jumps. With the firebutton pressed, holding the joystick to the left and right makes him leap crevices; pushing up achieves a high leap which takes him soaring into the surrounding border; and pulling down results in a rather clever somersault. Each movement has cartoon emphasis lines and sound effects.

As you move KLIPT along the terrain, the first adversaries are spinning



# BIO CHALLENGE

PALACE (£19.95)

*This is a very slick and clever presentation with some amazing animation and controls, subtle parallax scrolling and quirky and original game-play. I think the game was probably built around the clever graphical effect of the main sprite, but it works very well. It must be very difficult to think up original ideas which retain to the qualities that make good arcade entertainment, but this relatively unknown German company, Delphine Software, have succeeded with Bio Challenge.*

JS

*In the past, French software has always been just that little bit different, and Bio Challenge continues this trend. To begin with, the task ahead of your well-animated robot seems impossible due to the unusual controls, but once you have got the hang of them, it's all plain sailing from there. The graphics throughout are very good, with smoothly-scrolling multi-coloured backdrops, but the sound is a slight disappointment. As a great fan of platform games, I was fairly impressed with Bio Challenge: it offers a long-term task, and adds something to what can become a stale theme. If you, too, like the genre, give this French import a go for a touch of originality.*

SM

triangles which whip around in formation and sap his energy. But these little annoyances can be deflected, for points, with a press of the firebutton which sends the droid spinning. To replenish spent energy, there are barrels of oil to collect, as well as a variety of cauldrons which float around the sky giving, extra points, a life, time, oil, and armour protection. The pieces of the

amulets are held by the guardian's little fat helpers and contact with these blighters results in a rapid loss of energy. The only way to steal the piece is to jump on the fat helpers from little platforms which are suspended above the terrain. Each platform has a varying number of bars on it which represent how many times KLIPT must stamp on it before it drops to the ground, and this must be timed perfectly for when the helper is directly beneath. You can then pick up the piece to the amulet. Once you have exhausted an area, jumping up at floating cubes transports you to another section of the terrain. When you have completed the amulet, you must return to the eyeball at the beginning and then move on to the next level. There are six levels which contain a varying number of terrains to explore, leading to an inevitable battle against the guardian. In his cavern the guardian fires missiles which must be avoided. But with a high leap, KLIPT can be turned into a flying cannon and retaliate. With the guardian destroyed you move onto the next level to continue this odd test.

STA

STA  
Rating  
69%

GRAPHICS: 82%  
SOUND: 52%

LASTING APPEAL: 71%  
ADDICTIVENESS: 62%

DIFFICULTY: HARD  
1ST DAY SCORE: 1700





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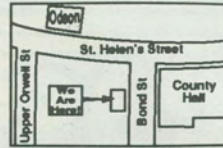
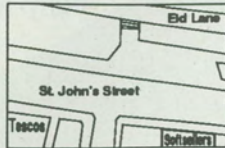
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Revenge of the Pacpeople! With all that blasting going on it's important to cover your ass.



*"You are the last Grid Runner. The fate of life, the universe, and pretty much everything else is in your hands."*

# GRID RUNNER

LLAMASOFT (£9.95)

The Earth is under attack. Those despicable green Slimelords of the planet Xtharrgg have, for no apparent reason, decided to invade. Using a myriad of heavily-armed space fleets they plan to take over the entire planet. However, there is one chance. We just happen to have a few of the latest Vorton Hyper X-13 UltraStarfighters handy. But wait, there's still one problem. You! It has been decided that you are the only pilot capable of defeating the advancing alien hordes. Let battle commence.

Super Grid Runner is controlled totally by the mouse. Players can select on which of the sixty-four grids

to start their mission. Of course, to get a good score it would usually be advisable to begin on level one. However, veteran Runners can start on later levels without being penalized as a 'starting bonus' is awarded for completing the first level of every mission.

The firepower of your UltraStarfighter can be greatly enhanced by the correct use of the detachable nosecone. Clicking the right button causes the cone to attach itself to the ship. The advantage of having the cone attached is that your ship fires a wide laser bolt which destroys everything in its path. Alternatively, the cone may be left in a

*To think that Jeff Minter first created this in only 3.5K on a Commodore VIC20 is incredible. Many people may have thought he would have advanced to better games. What a mistake! Super Grid Runner is brilliant, pure arcade zapping. There are now so many games on the ST but no-one produces games like Llamasoft. The game's graphics are really fast and colourful, while the sound effects are some of the zappiest I've heard. To call the gameplay addictive would be a gross understatement; Super Grid Runner has taken its place amongst my favourite games - magic!*

NC

strategic position; both the cone and your ship will emit laserblasts. Independently, your ship will only fire a single shot. However, if you shoot into the nosecone, the blast will be augmented and three separate shots produced. The player can control the direction of the shots to suit the pattern of the oncoming aliens.

The aliens come in varying forms. Rail Guns move slowly along the screen's edge, firing only when you cross their path. Snakes are the most common aliens which travel across the screen like those in the classic arcade game, 'Centipede'. Later, the meanies start to resemble eyeballs, spiders and even Pacmen! There are various bonuses available to Runners. Collecting a Yak will yield greater firepower for a limited period; the collection of a shield will supply just that; and bonus points can be gained by gathering falling Llamas.

A Runner's motto is 'Never Surrender'. Should you find yourself in an impossible situation you can opt for martyrdom. This process kills all aliens on screen, offers a ten-second shield and loses you a life. However, the game will continue allowing you to complete the grid. For each grid cleared the player's 'bonus multiplier' will be increased. Therefore, if the multiplier has reached five, its maximum, the player can get into some serious scoring! Having lost all five ships the game is declared over, and if the player's score is high enough it is posthumously saved onto the high-score table.

STA

*Jeff Minter is famous for original and diverse games, however, I felt Andes Attack was a little staid. I am therefore glad to report that Super Gridrunner is something very definitely new and, what's more, the graphics, sonics, and, in particular, the gameplay are of the highest standard. The sixty-four alien-riddled levels positively ooze excitement and anticipation. Like all Minter creations, Super Gridrunner is full of neat little touches including a well designed savable high score table. For the blast'em up fan looking for cheap thrills, Super Gridrunner is a must.*

HG



Aliens appear at all angles, correct use of the nosecone should keep most of them at bay.

STA Rating  
**79%**

GRAPHICS: 78%  
SOUND: 75%

LASTING APPEAL: 71%  
ADDICTIVENESS: 75%

DIFFICULTY: AVERAGE  
1ST DAY SCORE: 281014



*"In the latest of their film licences, Ocean put you in the heavy, metallic boots of Robocop. Citizen, you have thirty seconds to comply..."*

# ROBOCOP

OCEAN (£19.95)

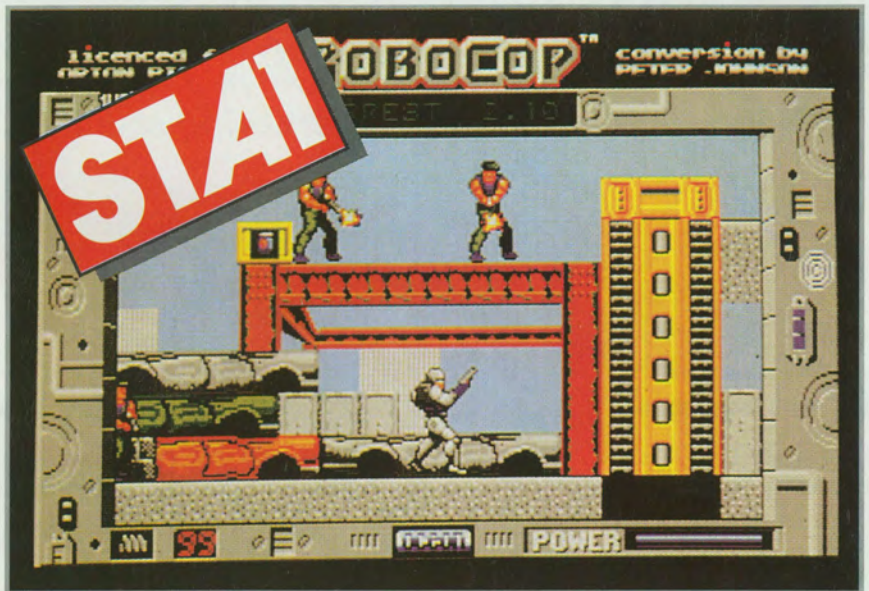
When Ocean acquired the rights to Robocop a few months back, they had the difficult dilemma of either basing the game around their own story board or simply converting Data East's coin-op. In the end, they did what was probably the most logical answer: they combined the two. In case you haven't seen Orion's movie, the story revolves around the mechanical adventures of a futuristic law-enforcer. It begins when a new cop called Alex Murphy is drafted from his relatively safe patrol area, to the extremely volatile Old Detroit beat. And, true to the city's form, Murphy is killed on his first day, mutilated at the hands of a vicious gang of drug barons.

When what is left of Murphy's body is brought in, the all-powerful OCP corporation decide to experiment on it, hoping to produce a robotic policeman who will be impervious to enemy attacks. They had been toying with the idea for quite a while, but their first attempt, a cumbersome beast called simply, ED-209, malfunctioned, killing a member of the board, and thus was scrapped. But now OCP's head man, Bob Morton, sees Murphy's death as an opportunity to use dead cops in a robotic shell. During Murphy's programming, he is given four basic rules he cannot break: 1. Serve the public trust. 2. Protect the innocent. 3. Uphold the law. 4. RESTRICTED INFORMATION.

When a popular movie license is backed up by great game-play, you've got an unbeatable arcade game formula. Over the years, Ocean have made the field of 'movie games' their own, and Robocop is the latest in a series of all-action titles. The animation of the main sprite, the metallic cop, is as relentless and unstoppable as its movie counterpart, and the action is constant and frantic. The shooting gallery and photofit supply some variety in the game-play and also allows you to rest your weary firebutton clicking thumb. Like Robocop himself, this is a hard and merciless game which takes no prisoner and will appeal to fans of the action-packed Commando/Rambo genre..

JS

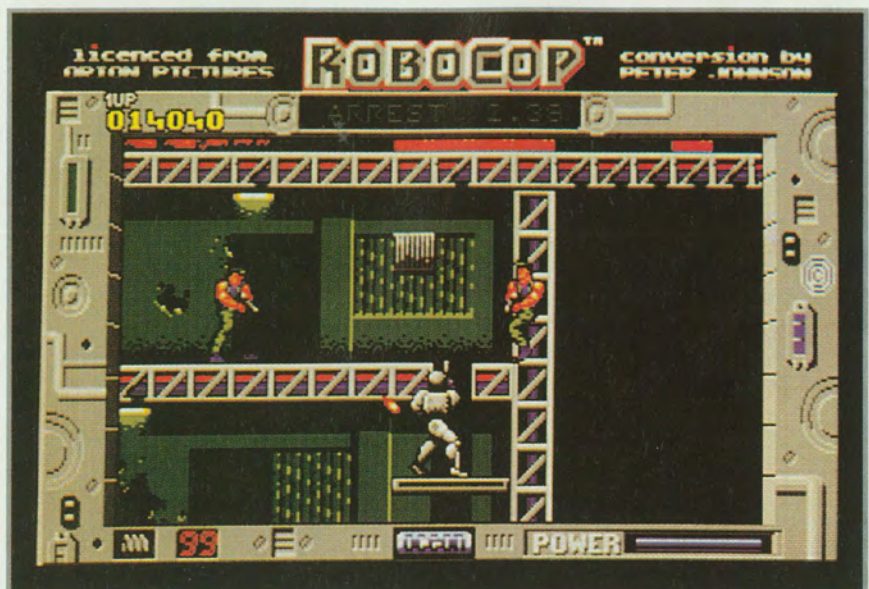
The scrapyard is one of the hardest screens in the whole game. Not only do you have to defend yourself against the enemy's bullets, but energy-sapping girders fall from the scaffolding, while you attempt to avoid the deadly influence of the crushers' magnets.



After the final tests, Robocop/Murphy is sent out on patrol - unfortunately, still wanting revenge for his murder - and it is here that the game begins.

After a brief news flash from a smarmy-looking newsreader, Robocop's patrolling begins. Each of the game's levels is set against a strict time limit, and involves making your way through the horizontally-scrolling

levels, killing any thugs that hamper your progress. Robocop's only weapons are his metallic fists, which can knock a man flying, or his leg-holstered pistol - but this is only drawn to deal with any criminals hanging out of windows or when a gun is pulled on him. Along the way, this latter weapon can be enhanced by smashing any obstructing crates and collecting the icons within.





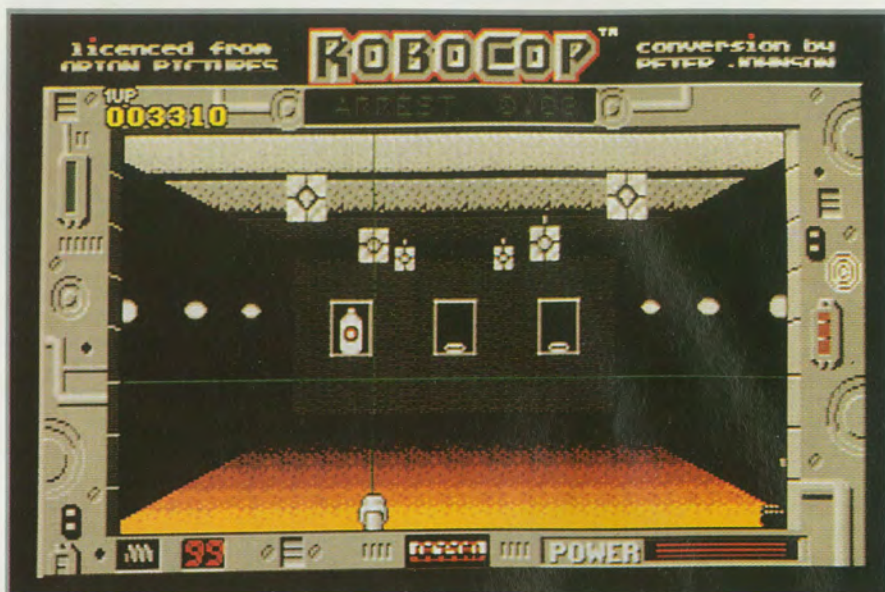
Although Ocean's Robocop isn't a direct licence of the arcade game the graphics are very similar. The animation is also well presented, the metallic Robocop stalks his mentors in a most menacing fashion. I particularly liked the between-level intermissions, especially the photofit section - what ugly mugs! The music and sampled speech is also brilliant, the up-beat tune complements the frantic action nicely. For me, Robocop is undoubtedly a winner. The difficulty level is just right, the more I persevered the further I managed to get. Needless to say, I'd buy that for twenty quid.

NC

Robocop can then arm himself with accessories, such as three-way firing guns and larger-calibre bullets. Obviously, though, the criminal forces aren't going to let him plough through them, leaving a trail of corpses in his wake, but also attack, using machine guns, grenades and by running into him on motorbikes. All these constant assaults deplete Robocop's energy bar, and if this is exhausted, he falls to his knees and the game is over. However, this untimely demise can be halted by collecting little pots of health-restoring baby food that are scattered throughout the levels.

Once the end of the first level is reached, Robocop comes face-to-face with one of the Corporation's ED-209

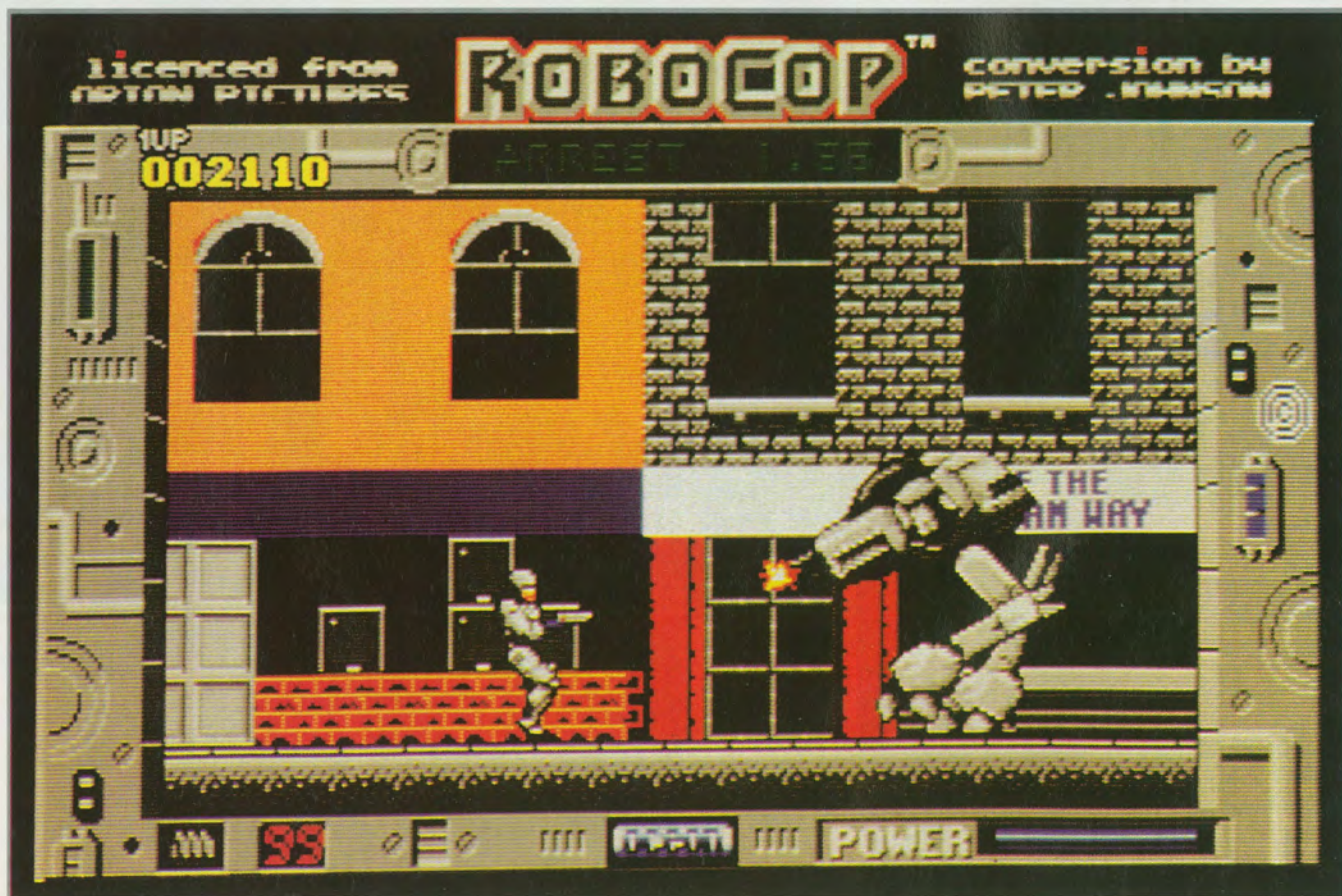
robots. Once you have finished your first patrol, you are summoned back to the station to practice your shooting. Using the two axis lines as a cursor, your basic aim is to shoot as many targets as possible within the strict time limit.



robots. A shoot-out between the two ensues, and, providing you don't die first, the prototype backs off, smoking heavily from its damage. A message saying 'Stage Cleared' is now shown, and Robocop returns to the station for a spot of target practice. The game now switches to first-person perspective, with the targets coming towards you. Using the cross-hair sight, you are given a short time in which to hit as many of the targets as possible. Once the time limit has expired, Robocop is sent back out to the streets, this time to battle his way through a criminal

stronghold. Once again, he is attacked from all sides, and must protect himself with his fists and gun, but now he must also use his super human strength to knock down any walls that block his path. When he reaches the end of this level, a large van carrying a number of criminals attempts to run him down. By repeatedly shooting the van's driver, it eventually comes to a halt, and the van's occupants clamber out and attack you. Survive their onslaught, and it's on to the photo-fit section.

By using the police station's computer-controlled photo-fit machine,



Having forced his way through the riotous streets of Old Detroit, Robocop comes under a blistering attack from OCP's original prototype, ED-209.



Robocop is quite simply the best film licence I have seen. It captures all of the film's atmosphere and, more importantly, its action, too. The hordes of criminals who constantly attack our cast-iron hero, make this a fairly difficult game to progress in, but, believe me, you'll want to keep trying! The graphics throughout are excellent, and the scenes between the scrolling levels add a great deal to what already is a classic game. There has obviously been a lot of time lavished on Robocop, and it really shows. Miss this and you are missing one of the hottest games of the year. As they say in the film: "I'd buy that for a dollar!"

**SM**

The photo-fit section. Here, various bits of faces are offered to you, and your basic aim is duplicate the left hand picture. Fail to do so, and the offending features are shown, and it is straight back on the beat. Do so, and a hefty bonus is yours.



Robocop must identify one of Murphy's original killers. A whole host of digitised bits of faces appear on the right of the screen, and by swapping

between the offered features, an exact replica must be made before the time limit expires. Do that, and, once again, you go out on the beat. Now, you must shoot and punch your way through a decidedly anti-cop junk yard, complete with energy-sapping magnets and falling girders. Survive this, and you are attacked by one of Murphy's murderers - this time in a large crane. Survive this, and you must destroy the drug barons' factory, when you can make your way to the OCP building where you hope to arrest a

**STA  
Rating**

# 87%

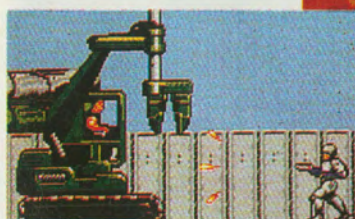
**GRAPHICS: 81%**  
**SOUND: 82%**

**LASTING APPEAL: 86%**  
**ADDICTIVENESS: 87%**

**DIFFICULTY: AVE/HARD**  
**1ST DAY SCORE: 15350**

named criminal who is on the company's board of directors. A fully-repaired ED-209 stands in your way, and only when it has been destroyed can you fulfil your duty - providing you can override your mysterious fourth directive...

**STA**









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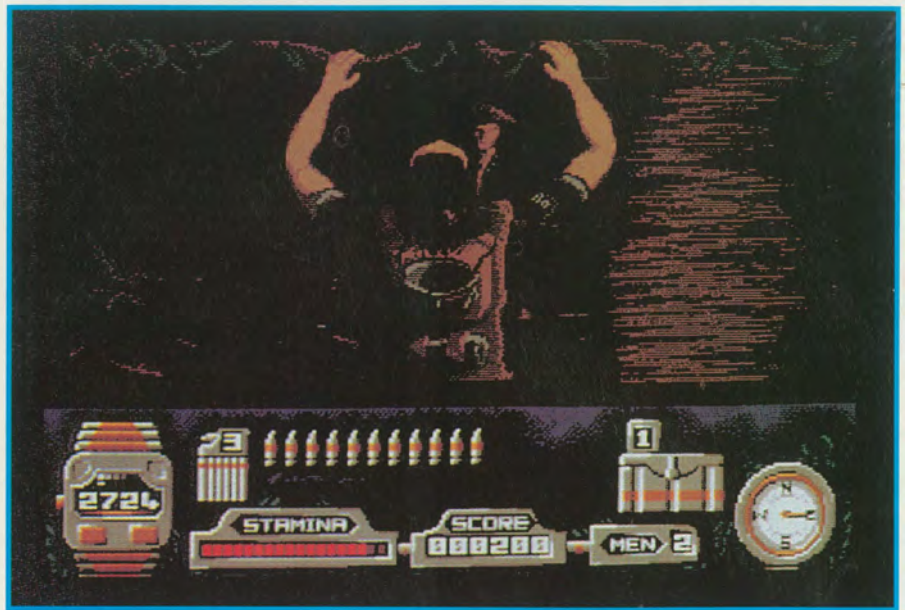




"Just when you thought you could forget those 'Nam games, Butcher Hill comes along and opens up those old wounds again."

The mission is split into three sections which offer as many different types of game-play, and your final objective is to wipe out a major enemy stronghold. But first you must reach enemy territory by travelling along a 'perilous' river in an inflatable dinghy. The screen shows a rear-view of the dinghy and using the joystick you must steer the craft around the twists and turns of the river, avoiding mines and enemy aircraft fire. You have no control over the speed of the craft and the screen scrolls relentlessly onwards as you bounce over rocks and weeds, dodging the mines and enemy bullets. Allied planes drop consignments of first-aid kits to boost your energy and ammunition, and guiding the boat over the top of the supplies picks them up. You must collect as many consignments as possible in order to last the entire mission. Eventually, a jetty appears and the dinghy automatically steers towards it. Your commando jumps out of the boat and runs into the jungle.

The screen changes to a dark jungle scene as seen through your eyes, and moving the joystick from left to right enables you to look around for clearings in the trees. Pushing the joystick moves you forward through the jungle, but you must avoid running into trees which obviously depletes your energy. Your only briefing is that the enemy village is in a north easterly direction and by using a compass you can navigate a path through the trees. Suddenly, a Vietcong steps out of the bush and levels his gun barrels at you. A floating gun-sight appears on screen and,



# BUTCHER HILL

GREMLIN (£19.99)

*Ocean's Platoon smashed the typical commando-game mould and greatly enhanced the eerie atmosphere of jungle warfare. With Butcher Hill, Gremlin have attempted to take the genre a stage further with less success. The different game-play perspectives are quite effective, but the game-play is lacking in every level. From sailing down the 'perilous' river, where you can easily avoid some very predictable hazards which change from game to game, and through the dingy jungle scene, you eventually reach the only redeeming action in the game, the enemy village. But I'm not entirely sure it was worth fighting for.*

JS

*Butcher Hill comes as a real disappointment. Each of the stages are varied, but not one of them stands out as being particularly impressive. None of the game's levels are taxing, and there isn't any real sense of involvement, with the sound and graphics being only 8-bit standard. Basically, there are no redeeming features in Butcher Hill. The gameplay is antiquated and, at best, the game offers only an hour's entertainment. If you want a decent 'Nam game, take a peek at Ocean's Platoon, it offers ten times more enjoyment than this.*

SM

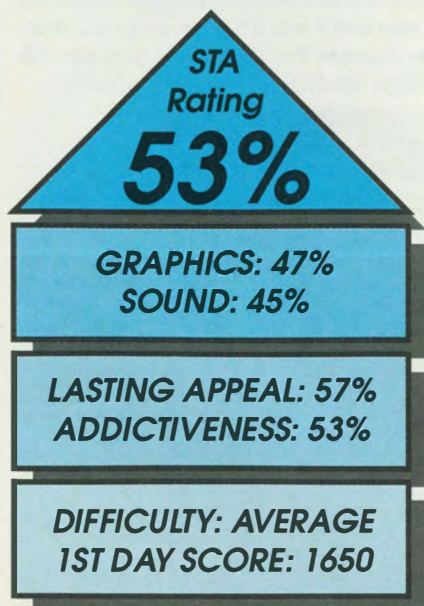
swarming with Charlies and you must be constantly ready for an attack. The area is mined and the jungle grows more dense as you draw closer to the enemy village.

At Butcher Hill, the village buildings emerge through a clearing and you have limited time to grenade the buildings and devastate the stronghold. Pushing the joystick forward and pressing the firebutton launches grenades. The enemy troops try and escape from the buildings to bring reinforcements and so they must be shot. By now, ammunition supplies are running low and time is running out.

STA



In Butcher Hill Gremlin attempt to enhance the atmosphere of warfare with different perspectives of gameplay



quickly, you must aim and fire. The enemy has set up supply depots throughout the jungle which are heavily guarded. Equipped with automatic rifle and whatever ammunition you picked up on the river, you must survive the jungle in order to complete the mission. If you are overwhelmed by the enemy, you can quickly retreat into the relative safety of the jungle, by pulling back on the joystick. With the enemy forces aware of your presence, the jungle is



One of the opposition's players is sent skidding whilst attempting a sliding tackle during a sudden downpour..



*"'Ere we go, 'ere we go, 'ere we go... After what seems a life-long wait, Microprose finally release the long-awaited, 16-bit conversion of their soccer game. Was it worth the wait, and will the ST-owning football fanatics be satisfied?"*

# SOCCER

MICROPROSE (24.95)

When you think about it, there isn't a really decent, not to mention accurate, soccer game on the ST. First came Microdeal's International Soccer, which suffered from being two-player only and had very limited kick'n'run controls; then Peter Beardsley's Soccer hobbled on to the pitch, looking nice but playing at a snail's pace; and as for Satory's Hotball... well, the less said about that the better! The main problem with these previous soccer simulations is that they forget important things such as fouls, free kicks and penalties, and they also don't feature very realistic ball movement. Anco's soccer was halfway there, but Microprose claim to have incorporated all of these aspects.

There are two versions supplied on the disk: one a six-a-side, featuring a wall-surrounded pitch; and the other a conventional eleven-a-side played on an eight-way scrolling pitch. The length of either game is adjustable by using the game's very user-friendly control panel, and both have a unique feature which shows an action replay of the moves leading up to the goal - complete with a crackly VCR rewind effect and pulsating 'R'! Another fea-

ture unique to Microprose Soccer, is the variety of kicks available. Whilst playing a game, the player under your control is the one nearest the ball, and possession is his when he manages to touch it. Having received the ball, the player can either dribble with it or shoot. If you decide on the latter, the style of the shot is dictated by using different combinations of the joystick positions and fire. For instance, fancy 'Banana' shots can be used to send

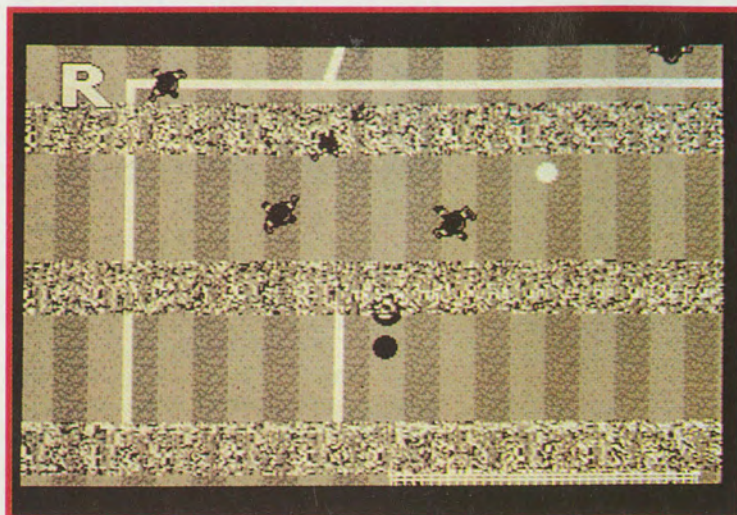
*I have been waiting for the ST version of this ever since I first played the 64 version, and I am glad to say that Microprose haven't let me down. The game plays at a slightly slower rate than that of its 8-bit counterpart, but not enough to detract from the amazing gameplay - and amazing it certainly is! The players respond well to your controls, and the wealth of shots will appeal to all of you footy fans out there. As with all Microprose games, Soccer features all of their usual helpful options, allowing you to alter things, such as the curve in your banana shots, and the length of the game, and then there is the cup to try for. What with Anco's Kick Off last month, footy fans have never had it so good. If you're not sure which one to buy, take a look at them both. But, to tell the truth, I'm over the moon about this one, Brian.*

SM

*Every now and then, a game comes along that just wipes the floor with its opponents. Microprose Soccer is one of these. With its wide variety of kicks, and its 'easy to learn but hard to master' controls, Soccer just pushes all of the older soccer games out of the way. The overhead view has been done before in Anco's Kick Off, but Microprose's larger graphics are more endearing than Anco's tiny stick men. Basically, you have got to have this game. It is unsurpassable in terms of both playability and style; so do yourself a favour - buy it now!*

JS

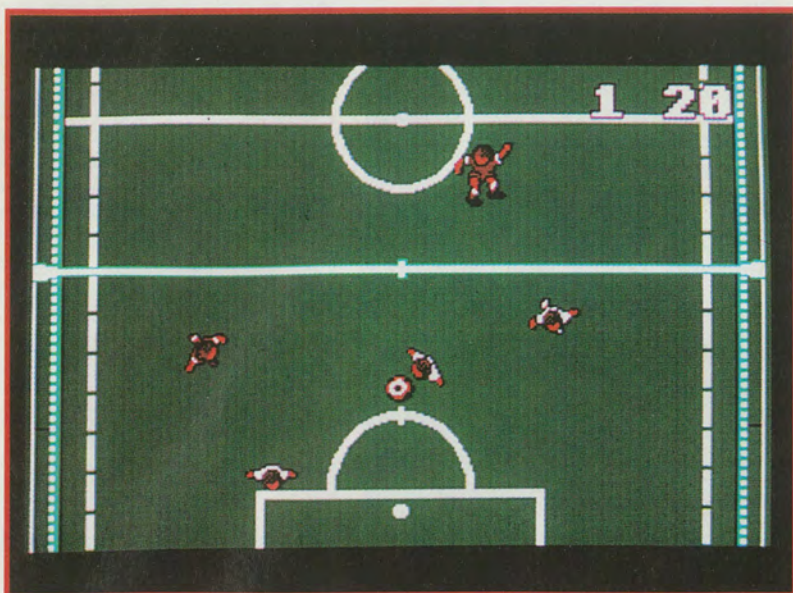
the goalie the wrong way, or you can confuse the defence by running away from them and using a 'Pele'-style overhead kick. For all these shots, the strength is governed by the length of time the fire-button is depressed, and if you don't run with the ball, but simply depress the firebutton, you can hit a high lob that will pass over your



Having scores a goal, you are given a chance to gloat thanks to this novel, not to mention crackly, VCR action replay effect.



The six-a-side tournament, complete with wall-surrounded pitch and wandering goalies.



STA  
Rating  
**87%**

**GRAPHICS: 83%**  
**SOUND: 77%**

**LASTING APPEAL: 86%**  
**ADDICTIVENESS: 91%**

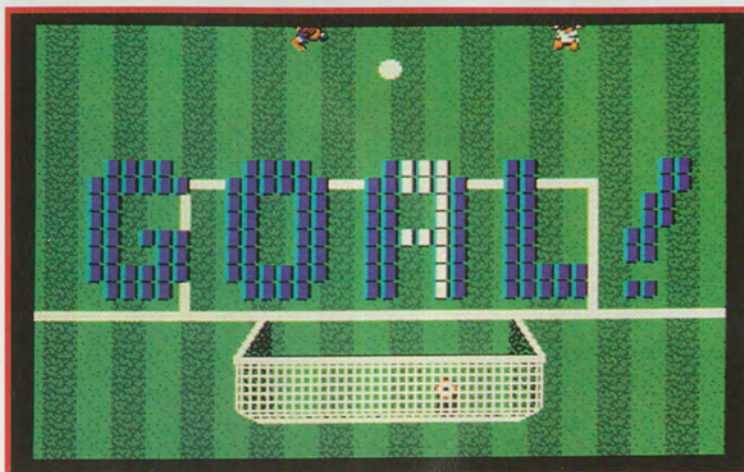
**DIFFICULTY: AVERAGE**  
**1ST DAY SCORE: N/A**

opponents' heads. In addition to the multitude of shots, it is even possible to gain possession of the ball by performing a sliding tackle - something that sends you skidding if a sudden downpour begins - yes, they've even incorporated the chance of a surprise shower! In addition to all this midfield tomfoolery, unlike other football games, you have complete control over your goalkeeper. When the opposition attack and reach your penalty area, control is switched to your 'keeper, and, in the same style as the kicking of the ball, the joystick allows him to perform breathtaking dives in which he literally plucks the ball out of the air! Once the goalie has possession of the ball, all of the other players must clear the penalty area, allowing him to punt the ball up field with a massive goal kick.

When you play in the international games, there is an option to take part in the World Cup, or simply to practise by playing your way through the various foreign teams. By choosing the country you wish to represent, you are

*I was first introduced to Microprose Soccer by Steve - that was on his Commodore 64. Now, after what seems almost like eternity, I can play it on my trusty ST. Oh, and what a game it is too. Microprose soccer has it all; banana shots; overhead kicks; and even flash flooding. The graphics are very nice, too. I particularly liked the way in which the computer replays the action, giving the goal scorer time to admire his skills. The sound is just how I expected it, the bounce sounds reverberated from my monitor. Microprose Soccer is very, very playable. Something just kept drawing me back to play it. With the addition of the comprehensive league layout and the six-a-side game, this football game will take some beating.*

NC



Do you really need a caption for this?

then put into a group of five or six teams. The teams range in difficulty. For example, when you first start practising, you meet little-known squads such as Oman and Tunisia, but as you gain proficiency and start making your way through the levels, you will meet such 'giants' as the almighty Brazil. When you enter a cup, the difficulty of your group depends on the team you have chosen. England, for instance, and despite press criticism, will be placed against the likes of France and Sweden, who aren't the best, but are still regarded as far from a walk-over. To qualify in the next

group, you must beat the as many of your group as possible and gain enough points to reach either first or second place in the mini league. Having achieved this, you are then placed in another group against stronger sides, until you finally reach the semi-finals. Obviously, if you manage to fight your way through these successfully, then you are in for a chance to raise the Microprose World Cup from its stand.

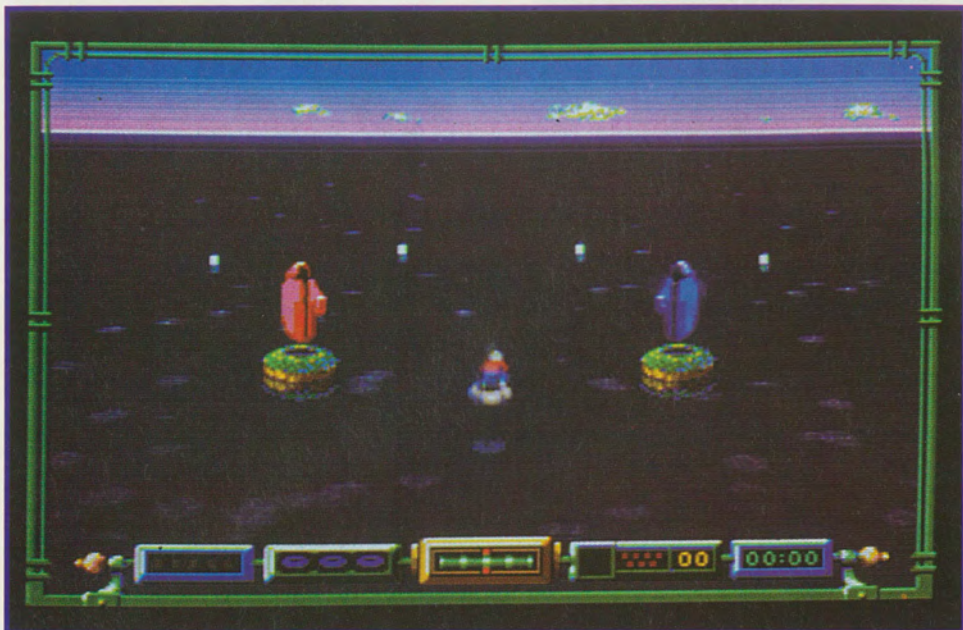
STA

Only half way into the first half, and already England are four-nill down - bring on Vinny Jones, he'll sort'em out!





The mouse affords responsive control over Thompson as he tackles the slippery sea sprites and Flyers.



# TYPHOON THOMPSON

*"Looking for a game that's totally off-the-wall? Here's one that goes beyond your weirdest dream - Typhoon Thompson."*

**DOMARK (19.99)**

A passenger transporter has been lost in the Omega ocean on the planet Arguar, and all are feared to have perished, except for one child. There is no alternative but to send Typhoon Thompson! 'Typhoo who?' The screen shows a beautiful sea with sunshine dancing on the water. Then suddenly, a spacecraft hovers over, drop a little boat and two figures appear in the doorway. One, Typhoon Thompson, seems reluctant to jump into the sea and so the other administers an encouraging shove. Thompson lands on the jet ski and the spacecraft disappears. Guiding Typhoon, your task is to outwit the swarms of killer Sea Sprites which have already claimed a transporter and numerous rescue teams. It is believed that these strange beasts have hidden the child, but where?

The mouse drives the jetski smoothly and swiftly across the ocean, but first you must stop between two islands and confront the ancient guardians who endow Thompson with extra life and three more jet skis, and order him to retrieve a magical dagger. This ancient artifact is hidden within a white Treasuredome in the center of a group of islands. A click of the right-hand mouse button lights the jet thrusters and the jetski shuttles towards the dome. The mouse steers the hovering skibike and moving the mouse forward sends Typhoon diving beneath the waves. Then

with a tap of the thrusters and pulling back on the mouse, Thompson reappears shaking the water from his hair.

Thompson eventually arrives at the Treasuredome, which is set within a circle of buoys. But before you can retrieve the dagger, you must eliminate the slippery Sprites and evade the so-called Flyers which guard the dome. The Sprites live in the buoys and can be shaken out with a blast of cannon fire or ramming the islet with the jetski. The stunned sprites plop into the water, flounder momentarily and revive like startled frogs and jump, dive and swim to evade your grasp. Quickly, you must manoeuvre the jetski near the slippery Sprite and scoop it out of the water, before it returns to the safety of its buoy. The Sprites are protected by Flyers which are released as you ram or blast the buoy. Whizzing around the sea like little satellites, these variform protectors can push you off course, smash the jetski into splinters or send out repelling rays which force the jetski off course. Other Flyers look like harmless bubbles in the sea, but they can sink the jetski. Some even spit bullets, but by far the most dangerous are the Zappers which can vaporize our reluctant rescuer in a flash of light. As more Flyers are shaken out of the buoys, you can seek momentary refuge beneath waves.

*I can guarantee that you have never played a game like Typhoon Thompson. It is one of the most unusual and original games I have ever reviewed and, what's more, it works! There are some ingenious visual effects and subtle touches, and the smooth scrolling across the ocean with the sunshine dancing on the water is magnificent. But by far the most ingenious graphics are the Sea Sprites which plop in the water and swim and jump like frogs. If you are bored with the usual storyboard and game-play dished up time and time again, then Typhoon Thompson offers something quite different.*

**JS**

*Typhoon Thompson is one of those games that come along every once in a while. I'm not sure why, but there is something just a little 'different' about the game. The graphics are nicely presented, the animation being particularly noticeable. Whilst Mr. Thompson frantically does battle to save the Sea Child he is accompanied by a tuneful barrage of sonics. The mouse controls are also very good, although they did take some getting used to at first. There is a very strong undercurrent of humour throughout the game - I laughed when the reluctant Thompson was bashed over the head and thrown into his dinghy. Overall, a good game but one I feel that people will sadly pass by.*

**SM**

Once you have imprisoned every sprite from all seven buoys, you can manoeuvre the jetski near the Treasuredome and exchange the lives of the captured sprites for the dagger. Finally, you must return to the old guardians and give them the dagger, and they will send you on another three missions to collect other artifacts before you can rescue the child.

**STA**

**STA Rating**  
**72%**

**GRAPHICS: 69%**  
**SOUND: 63%**

**LASTING APPEAL: 68%**  
**ADDICTIVENESS: 73%**

**DIFFICULTY: DIFFICULT**  
**1ST DAY SCORE: 6250**



JEFF MINTER'S

Super

# BRID RUNNER

Some forms of combat are abstract in the extreme. One such is the 'videogame', in 'videogames', players use levers and buttons to alter the behaviour of small coloured blobs on a display screen. By causing one blob to intersect another blob in a certain fashion, a number displayed on the screen is increased, giving satisfaction to the player and affording the necessary element of competition.

One terrestrial lifeform decided to create such a form of ritualised combat, called *Super*

## BRID RUNNER

"The Earth is under attack!! The disgusting green Slimelords of the planet Xtharrgg have unleashed heavily-armed space battle fleets against the Earth for no apparent reason!! Luckily, we just happen to have a few of the very latest Vorton Hyper X-13 UltraStarfighters handy, but there's one problem... only one pilot is good enough to fly them... and that's you! You must go into battle against the Slimelords, piloting the X-13 over incredibly realistic abstract geometric grids! Can you vanquish the threat of the disgusting Slimelords and restore peace and prosperity to the 32x200, 512-colour galaxy? The fate of the Universe is in your hands!"



## HINTS FROM THE STARFIGHTER'S MANUAL...

- 7.7 Know your enemy. As each new enemy presents itself, evaluate its characteristics and formulate an effective response.
- 8.3 Don't loiter near screen edges. Something nasty may emerge.
- 8.8 Be aware of the positions of active Rail Guns.
- 9.1a Where possible, destroy a threat rather than evading it.

- 9.1c Where patterns exist, learn them.
- 13.0 Never die by the hand of the benefits of martyrdom.
- 21.1 Don't shoot your Extra Life goats.
- 21.2 Please Don't shoot Bonus Llamas.

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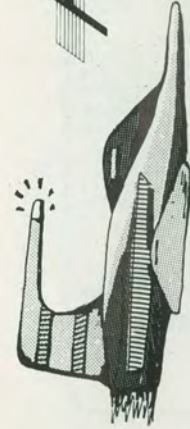
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## BRID RUNNER

A BLAST AND A HALF!



# ANDES ATTACK

- AS SOON AS I PRESSED THE MOUSE BUTTON I KNEW I HAD TROUBLE - a pair of HASSLERS appeared promptly and slammed in to me. One life gone and little to show.

To show who was in charge I accelerated towards the descending LANDERS and wrote several of them off - then came the cry for help - a LLAMA had been nabbed by one. Of course it was far off, on the edge of the SCANNER - I accelerated towards it, ducking and weaving and luckily destroying an HACD\*\* on the way. When I got there I carefully shot the lander, caught the llama and put it down on the surface, protecting myself with a dab of SHIELD.

No relief - I had run into a bunch of seeded mines and an NP-B\* was right ahead. I punched CONTROL for the SMART BOMB but too late, second ship gone.

My survival into the next wave was in doubt - time to Sharpen Up! As my third ship rezzed in, a MUTANT and a couple of HOVERDRONES appeared - this time the SMART did its stuff. I had a second to breathe, study the Scanner and decide where the most urgent threat was.

ANDES ATTACK COMPETITION  
CLOSING DATE — MAY 30th 1989

Then, two more cries for help, nearer this time and close together. Flying now by instinct I managed to rescue both llamas at once. Wonderful - until the MOTHER SHIP zapped me. They fell to their deaths, from a great height. Six more to die and we'd lose the planet and plunge into a fight in Deep Space.

No time to worry - two SPORES appeared right ahead - a second Smart saw them off. The next few secs were pretty productive - suddenly the Scanner began to clear but what was this - something coming at me FAST! Turned out to be a KUSSTOMBLYTTER and it didn't like me. I trashed it with my shield on an well-aimed blast, and so into the next wave six of my llamas intact.

£9.95

\* 'Have a Crummy Day' - Mine Seeder  
\*\* 'Nasty Pulsating Blob'

# ANDES ATTACK

DEFEND OR DIE!



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# ROMANTIC ROBOT

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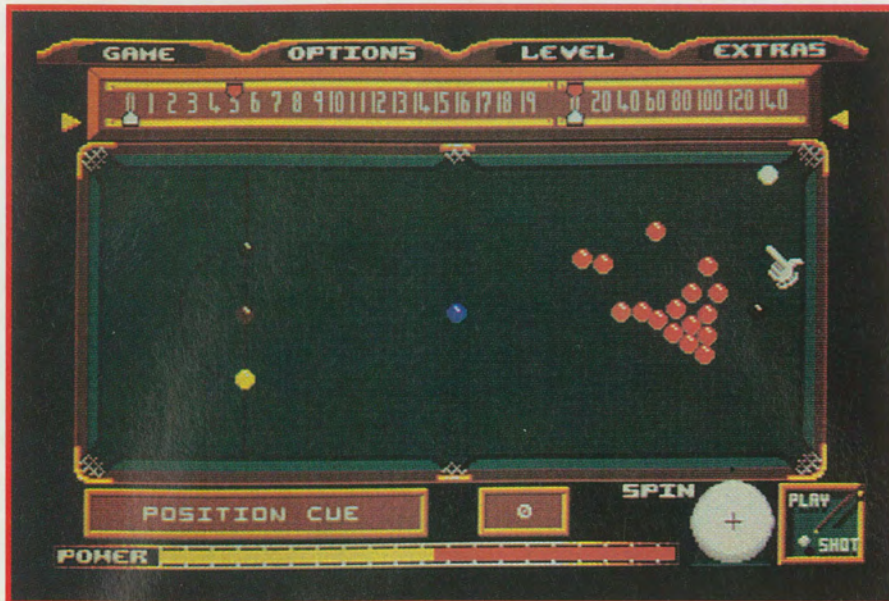
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Take on the 'king of the cues' at his own game. This program offers both 10 and 15 ball snooker.



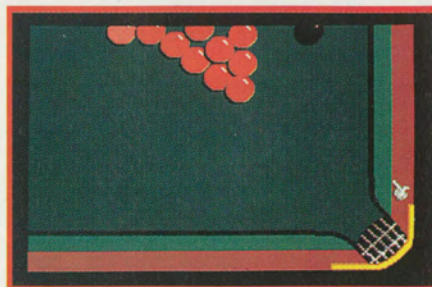
*"With snooker and pool simulations becoming more realistic, does this spell doom for snooker clubs and Pool halls?"*

# STEVE DAVIS SNOOKER

--- CDS (£19.95) ---

CDS stress that 'World Snooker' is a fully up-dated, advanced and improved snooker and pool simulation with many enhanced features. The great thing about this program is that it offers a variety of baize action with two versions of snooker, Pool, both UK and USA rules - as well as the English and Carom version of billiards. In all of the games, you can pit your wits against Steve Davis's skills which, according to CDS, are somehow digitized and programmed into the game. The program boasts six levels of playing skill which progressively increase the computer-controlled player's ability to pot and snooker.

Each of the five styles of game adhere to the normal standard rules with a few exceptions, and all of them apart from billiards Carom, are played by striking a cue-ball, pocketing coloured balls and snookering the opponent. Before the game begins, some digitized pictures of Steve shuffle on screen accompanied by a terrific digitized recording of the ITV Snooker theme. On choosing the style of game, an



overhead view of the appropriate table is presented on screen. It is customary to challenge Davis's micro alter ego at his own game, and there is a choice of a ten or a full fifteen-ball table. Next you choose the skill level of your unseen opponent which includes a beginner's level in which you can practise, and the computer can predict a shot. There is also a slow motion replay facility and you can zoom in on the table to see the action close up.

At the start of the game, the balls have already been set out and you can position the cue ball in the D. Above the table is a sliding scoring board which moves automatically as you score, and at the base of the screen is a sliding power

*Snooker simulations have never really been my cup of tea as I think it is more fun to actually go out and play the real thing. However, if I was to go out and buy a Snooker game, this would be the one I chose. The reason I say this, is that with CDS's game, not only do you get a decent Snooker game, complete with realistic ball movement and easy to use controls, you also get versions of both American and English Pool and a French Billiards, which make this package excellent value for money. It probably won't appeal to arcade freaks (although it appealed to me!), but it definitely deserves to be considered.*

**SM**

*Steve Davis obviously considers endorsing snooker games an 'interesting' proposition as this is not the first time that the 'king of the cues' has been pixelized. This is the first time I have played a snooker or pool simulation and really felt it could improve my skills on the real table. The program is comprehensive and easy to use and like the endorser, the presentation is slick and professional with some terrific music and speech synthesis.*

**JS**

shot gauge, a large cue ball with a movable cross on it for spin and a 'play shot' icon. Clear speech synthesis prompts you to the table and using the mouse, you can move the cross for spin; and pressing the left-hand button increases the power gauge. Now the real skill of the game comes into play as you take aim with the cue. Cueing up is simulated by placing the cursor on the cue ball, and pressing the left-hand button sends a short line protruding from the ball. This line represents the line that the cue ball will take and can be moved with the mouse to any angle, and once you have taken aim clicking on 'play shot' sends the ball rolling into the pack. Steve takes his turn and pots a few balls and the voice synthesis prompts you throughout the game. The power in the shot and ball-spin are accurately simulated in this game and so an understanding of the power gauge and ball-spin increases your skill immensely. Additionally, a zoom facility enables greater accuracy at the pockets.

The two pool simulations in this program demonstrate how much more difficult and restricting the US rules in compared with the UK game. In UK pool you simply pot either yellow or red balls, but the US ruling states that you must designate which ball you are going to pot and which pocket. Finally, the two billiard options offer a different aspect of play especially Carom billiards which has no pockets.

**STA**

STA  
Rating  
**67%**

**GRAPHICS: 67%**  
**SOUND: 60%**

**LASTING APPEAL: 70%**  
**ADDICTIVENESS: 64%**

**DIFFICULTY: AVERAGE**  
**1ST DAY SCORE: N/A**



After seeing their more recent high-profile releases, *Goldrush* could easily pass by unnoticed. *Goldrush* has been developed using Sierra's old graphic routines and, therefore, doesn't look as impressive as, say, *King's Quest IV*. However, as all adventurers know, things shouldn't be taken at face value. *Goldrush* is indeed a good game: Sierra have managed to combine intriguing gameplay within a historical setting. The puzzles at the beginning of the game are very easy, but midway through it, the going starts to get tough. *Goldrush* will test the hardest of players, and only the most determined players will finally strike it rich.

NC

The idyllic peace of the eastern cities before news of the gold strike arrived.



*"Sell your land, pack your bag and grab the next stage out of town. The Gold Rush is on! Go west, young man, and trek the path that is paved with the graves of the poor fools who never made it to see the gleam of California gold."*

# GOLD RUSH

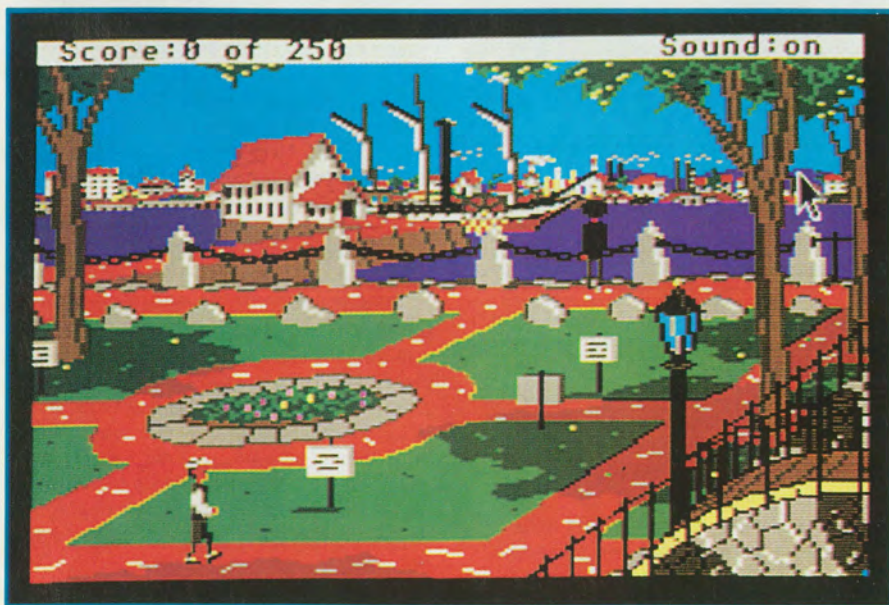
SIERRA (£24.99)

Howdy Stranger! Pull up a cactus and rest-up a spell. I guess you're another one of those crazy gophers suffering from gold fever? Well, I wish you luck, pardner, for you're going to need it. It's hell out there on the Gold Rush Trail. If the Indians and the wolves don't get you, then the desert or the mountain

snow will. And if you do struggle through, what do you think you're going to find? Oh yes, there's gold aplenty in them thar hills, but there's also murdering bushwackers who'll shoot you down like a dog for your gold poke.

When the news broke of a gold

strike in the western states, waves of gold-hungry men set out into the unknown to seek their fortune. There were three main routes to the gold fields and none of them were easy. Thousands travelled overland by wagon-train, and perished in the deserts and mountains. Others took the long and arduous sea voyage down the eastern coast of South America and faced the fury of Cape Horn. Yet more adventurers risked a passage across the mosquito-ridden swamps of Panama and fell foul of the disease and quicksands. Tales of gold nuggets

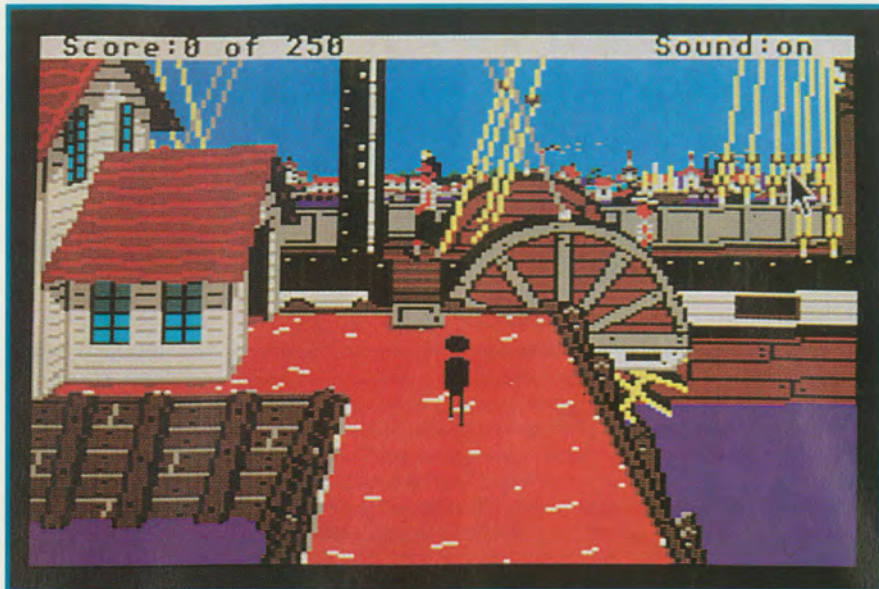


The first of the many steamships tie up in the harbour to await their cargo of gold-hungry prospectors.

*I liked it. The earlier portion of the game is a little easier than some of the other Sierra games, thus allowing you to feel smug and get into the mood of the times. Later puzzles get much trickier and will cause many headaches. The book is interesting and actually deserves to be read. There is a whiff of education about the whole package, but don't be put off by that. If all history could be made as interesting as this, it would be no bad thing.*

AM





STA  
Rating  
**79%**

**TEXT/GRAPHICS: 78%**  
**GAMEPLAY: 78%**

**LASTING APPEAL: 82%**  
**ADDICTIVENESS: 79%**

(below) It's justice 'Western Style' for claim-jumpers and horse thieves.

lying in the streets of the mining towns drove city dwellers to gamble with their lives and pit their strength against the perils of the Wild West.

This animated, Sierra adventure uses the block graphics of their older-style games, but it is no worse for that. There are over 150 separate scenes, many of which include animated sequences. You play the part of a young adventurer who has decided to set off for the gold fields to find the brother, who left under a cloud years before. Providing you can find the price of the fare, you have the option to pick whichever of the three deadly routes to the gold you fancy. Be assured, none will be a picnic! A carefully worded letter from your brother hints that he has found gold down by the river, but as he is a man on the run, he will be as difficult to locate as the gold.

The object of the game is to combine fun with facts. You will be faced with the same real-life decisions that faced the pioneers and you will see for yourself how things 'pan-out'. Should you select mules or oxen? How do you prevent thirst-crazed pack-mules from dragging your waggon over a cliff in the rush to get to the river? What items should you pack for the trip and should you start out before the Spring grass is ready for grazing?

The game comes with a comprehensive book, packed full of the history of how the West was won, and also included is a large map showing the main routes used by the prospectors. Whether you ever live to see the flakes of gold flicker in your pan, or drown in a storm off Cape Horn, you'll certainly learn a few lessons from this happy mixture of adventure and story-telling.

Owners of the older model ST's will be glad to hear that this game has been released on single-sided disks which ensures that they too can get in on the action.

OK Tin-horn, now it's your turn. I'll be hog-swoggled if I'm going to jest set here runnin' off at the mouth while thar's gold out there to be found. Get 'em up and move'em out! And mind you keep an eye out for the Bacon Tree. Or was it a 'Ham-Bush'?

**STA**



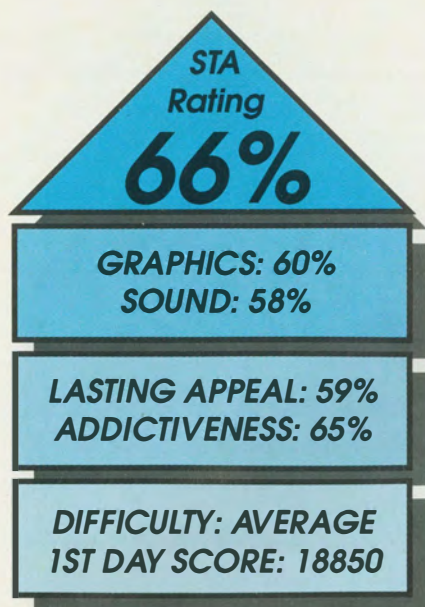
*Sierra must have a machine for producing these 3-D games. Ideas go in one end, the game comes out the other. It's the only explanation I have for why they can produce so many high-quality games in such a short period of time. This latest offering lives up to their reputation. The graphics are good, the animation is excellent and the sound is adequate. To start with, I thought the game was going to be too easy, but the further I got into the game the harder it got. I particularly liked its historical setting, you can learn a lot about the Californian Goldrush by playing the game.*

**SK**



Ahead lies the safety of the Fort, but what other dangers lie in wait?





Step into the oriental sandals of Lee Wong, as you attempt to save your villages' children from the clutches of the evil Ryu Ken. Ryu Ken, it transpires, is building a mighty army of warriors, and is stealing and brain-washing children so that they will fight for him. If Ryu succeeds, he will gain complete control of your country, so you have been chosen to battle your way along the Tiger Road until you reach and kill the evil Ryu.

The Tiger Road is split into five levels, and the first begins with Lee positioned to the left of the screen below a rapidly decreasing time limit. Our scantily-clad hero is armed only with a battle-axe, and, using this, he must kill any of Ryu's henchmen that attack him or they will drain his precious energy. To begin with, the screen scrolls from left to right, keeping Lee central at all times, but on later levels, Lee must use scattered platforms to make his way up a vertically-scrolling screen. At the end of each level there is a door, and passing through this gives entrance to the next level.

*Tiger Road has finally arrived, but, for me, it is with more of wimper than a roar. The programming team responsible for the conversion have, indeed, made a good job of the game. However, there seemed to be nothing new in the game to inspire me, and ultimately I found myself reaching for the reset switch. That's not to say the game is bad. The graphics are well drawn and animated nicely; the sound, too, is pleasantly presented. If you like progressive horizontal-scrolling beat'em-ups then this could provide you with a few hours of light relief. I, however, don't think that it is different enough to keep me coming back for more.*

NC

"Ah-so, Glasshopper, honourable U.S. Gold once again team up with Capcom. This time to release a tale of the mystic East - hai-ya!"

# TIGER ROAD

U.S. GOLD (£19.95)

Congratulations go to Probe for getting this conversion practically spot-on - it's just a pity that the game itself is weak. Lee Wong's adventures are very repetitive, requiring continual pressing of the fire button to clear your path through the enemy hordes, and the levels themselves don't change that much either. The introduction of larger meanies helps, but once again they can be dispatched with a few easy swings of your axe. Additionally, I couldn't see the point of collecting the extra weapon, because its effectiveness was exactly the same as that of the axe. If you are a fan of the martial arts and fancy a bit of mindless violence, then *Tiger Road* should suffice. However, if you want a decent Capcom conversion, wait for *Forgotten Worlds*.

SM



As you progress through each level, the number and variety of Ryu's cronies increases. Huge Ogres throw exploding spears at you, while others simply pick you up and throw you to the floor. You will also encounter a dwarf who rolls energy-sapping barrels at you, and even more of the sword-swinging samurais you meet in the first level. To help you combat these

odds, though, Lee can exchange his trusty axe for a mace. This is achieved by repeatedly hitting one of the golden cases that are dotted through the levels. The mace, though, seems only to change aesthetically, and offers no real advantage over your original axe. Once you have passed through

about three stages, the next door gives access to an end-of-level guardian. These strange creatures reduce your energy on contact, and it is a battle to see if you can reduce his energy bar before he exhausts yours. Having destroyed the strange beast, the exit door opens and you can move on to the next level.

STA



Often during the game, the action switches to a vertically-scrolling area. In this section, Lee must float upscreen and smash pots before they turn into these snake-like dragons.



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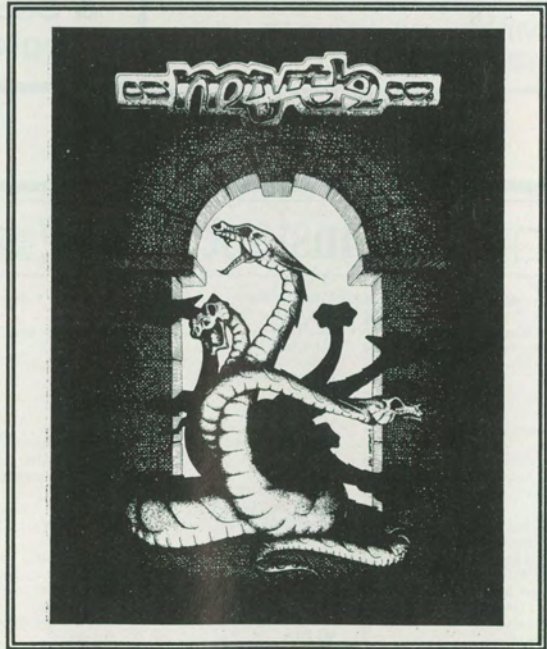
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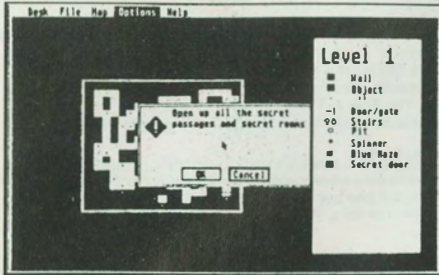
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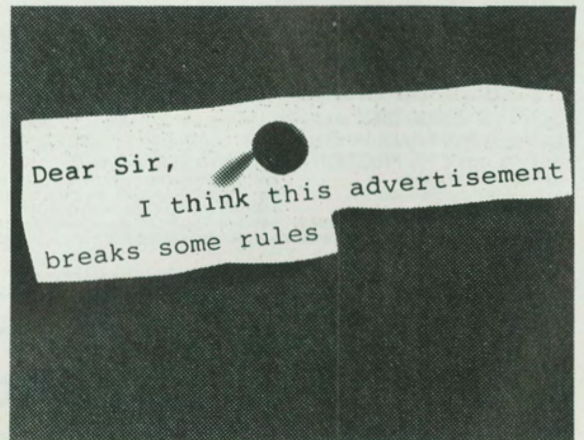
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# CHUCKIE EGG II

PICK'N'CHOOSE (£19.95)

Following his adventures in the original Chuckie Egg, Pick'n'choose have decided to release the sequel so that Hen House Harry can continue his mad-cap escapades. The game begins with Harry being thrown out of the back of a van ready to enlist for his latest adventure. His task is a

very simple one: a chocolate egg factory has gone berserk, and Harry must collect all of the ingredients needed to make an egg, AND collect the toys to go inside them - all the time avoiding the factory's deadly inhabitants.

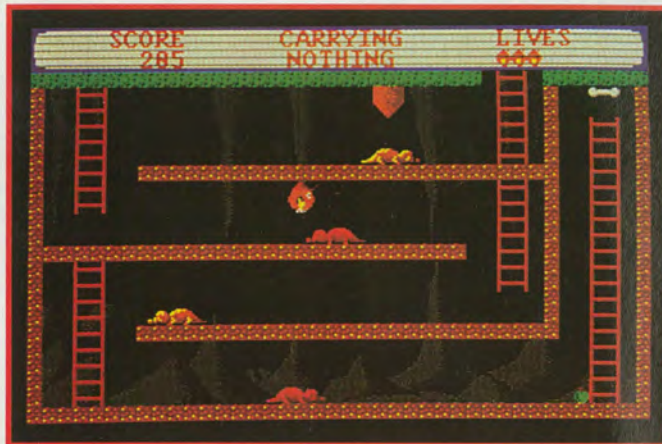
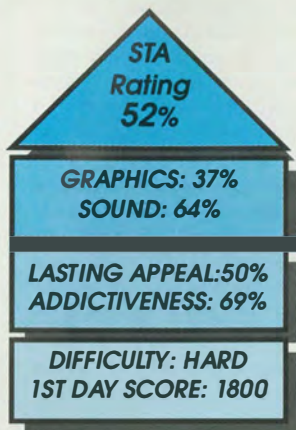
Once the egg-like Harry has been dumped by the van,

the game begins. Moving right from the starting screen, takes Harry straight into his first problem: a large dog! Now, what would you use to get past a hungry dog? A bone perhaps? This is the style of puzzle that is present throughout Harry's adventures. By collecting and using anything he can find, Harry must use the right object in the right place, thus solving the puzzle and allowing him to pass. The bone, the solution to this first puzzle, is to be found under the starting screen, so, using a conveniently-placed ladder, Harry clammers down into the plat-

form-laden screen. Deadly Moles patrol the levels, and Harry must jump over them. Once he has done this, the bone is situated to the right of the screen on top of a long ladder. Once collected, Harry must be careful not to fall or he will lose one of his five lives. When this first problem is solved, Harry can actually enter the factory. Thankfully, the game gets easier now, not relying on pixel-perfect jumping so often. As the factory is spread over a whopping 120 screens, Harry has quite a job ahead of him.

As games go, Chuckie Egg II is fairly playable. It suffers from slightly over-responsive controls and the need to perform pixel-perfect leaps, but, once these problems are overcome, the game does have its plus points - for instance, it has that 'one more go' feel. However, like the first Chuckie Egg, this sequel doesn't offer very good value for money, so see how playable you think it is before parting with your dosh.

STA



# SWIFTAR

ACCUSTAR (£19.99)

Usually, when a new vertically-scrolling shoot'em-up, featuring bolt on this and added that, appears on the scene, everyone tends to spout on about the lack of originality in the software world these days. Me? Well, I can't get enough of them. I mean, I'm all for a bit of originality every now and then, but for sheer enjoyment, the old ideas are the best, and Swiftar strengthens my case.

It offers nothing different from the wealth of shoot'em-ups available, and, if anything, it graphics are as tiny and undetailed as something like Plutos, but it is still fairly playable. The scenario tells us that as the last hope for the planet Akaron, you must battle your way through your enemy's, the Cyborgs, lair, collecting the crystals that will power your mega-weapon, which will ultimately destroy them.

After you have identified one of the enemy's ship to pass the protection system, and have chosen the difficulty level, your incongruous little ship appears on the screen, and it is time to scroll where no man has scrolled before. Your battle against the Cyborgs takes place against land, air and sea backdrops, and you even fight in the dark caverns that they inhabit. The Cyborg forces come in a variety of shapes and sizes, including tanks that launch homing missiles, huge gun-toting boats, and wall-mount-

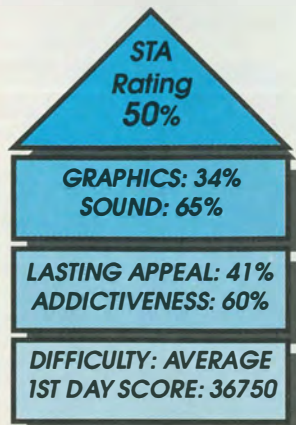
ed laser, but all can be despatched with a couple of shots from your laser. Any contact with these Cyborg ships or their bullets is deadly, and sees your ship explode, costing you one of your five lives.

That's it really. As you progress up each level, the crystals float down and must be collected, and the Cyborgs require more shots to destroy them, but it doesn't really change. As a game it looks abysmal, featuring tiny sprites, but sounds good, but, unfortunately, it is over-priced. I have said this before, but, in these days of Paclands and Cosmic Pirates, companies cannot expect people to fork out twenty quid for something that looks three or four years out of date. If the price was brought



down to about eight quid, or it was released on a compilation, it would be worth a look. As it stands, I don't think it will enter many software collections.

STA





STAI

# MILLENNIUM

ELECTRIC DREAMS (£24.99)

Asteroids can provide useful minerals and ores. This Graizer, named Muncher, has found a minable asteroid. Having confirmed that it will take the load the graizer will return to the moonbase and off-load its find.



Then... (May 1989)

It has been calculated that there are high levels of iridium scattered throughout Earth's sedimentary rock formations. Scientists believe that if the Earth were to be struck by an object with a mass of over 13 trillion tonnes, the consequences would be catastrophic. The Earth would become covered in enough dust to block out sunlight for nearly five years, thus killing nearly every living thing on the planet.

Instances of objects striking the Earth are not uncommon, indeed, the Earth is pitted with impact craters. In 1947, for instance, the Earth was

*Millennium 2.2 is one of those rare games that you just have to keep playing. Just like Dungeon Master, Millennium 2.2 kept me away from my bed for quite a few nights. The game is mainly mouse driven and the icon control system is very easy to use. Jai Redman's graphics help give the game a real atmospheric feel. Both the opening and closing sequences are also incredible - the finale was well worth playing for. Basically the game is strategy/adventure orientated; however, I think that players of all persuasions will really enjoy it. I was also impressed by the way in which the game progressed. Millennium 2.2 can be played over and over again; the goal will be the same but the way in which you achieve it is always different. I also found it very educational.*

NC

bombarded by no less than 106 meteorites, some leaving craters of around 25 miles in diameter!

On average, the Earth can expect a major impact about every 170,000 years. With all the asteroids in orbit around the planets Mars and Jupiter, many people think

that Earth has been lucky not to sustain serious damage. For now, we'll have to hope our luck holds out as we don't have the ability to avert such a disaster....

Now... (September 2200)

The people of the Earth braced themselves; a massive object had been detected approaching the planet at a furious pace. The super-powers had tried everything to avert disaster, but now mathematicians calculated that the Earth only had a mere 17.4 hours before impact. The only thing left to do was wait...

As the Commander of Luna base 1 you watched helplessly as the meteor collided with the Earth. True to the predictions, the object ploughed straight into the Earth's core. The result was devastating: the once blue and green planet slowly turned dark. Life and civilization

*Well, after all of the 'reviews', Millennium 2.2 actually arrives on the ST! And, surprisingly, it is every bit as good as expected. I wasn't too sure what I was up to when I first started playing, as all I could do was build stronger generators and launch probes which were shot down by some nasty intergalactic neighbours, but after a while, things began to click, and my people stood a better chance of survival. The graphics throughout are very good, and sound, too, is used to the optimum. In fact, the only fault I can find with this is that it is rather easy, and once you have completed it, I can't envisage anyone going back to it. Still, you have to finish it first, and you are going to have a lot of fun trying!*

SM

ceased to exist.

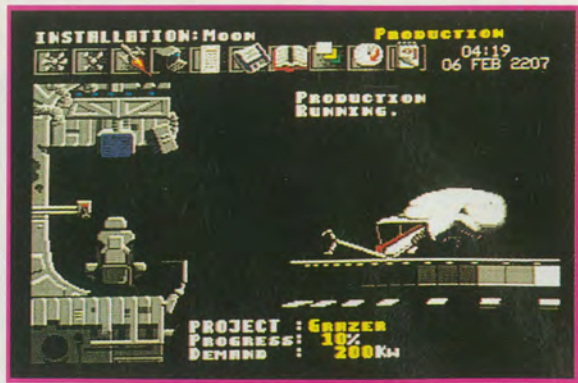
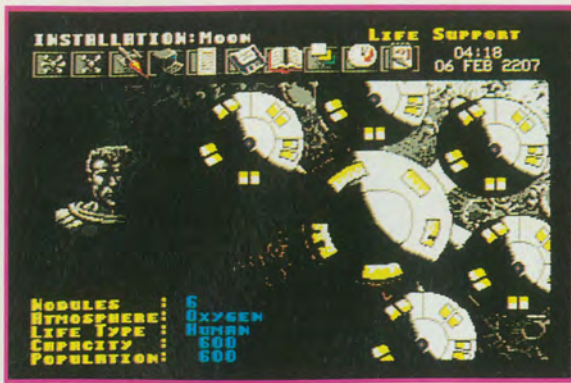
The only surviving members of the human race were those on your moonbase. Your task as the Commander of the base had, in a blink of an eye, become of paramount importance. It had fallen to you to ensure the survival of the human race. The Luna project, although still in its infancy, was the base from which you would stage the recovery of the Earth. Within five years the Earth's surface would be habitable. Its recolonization is now your mission. The future is yours...



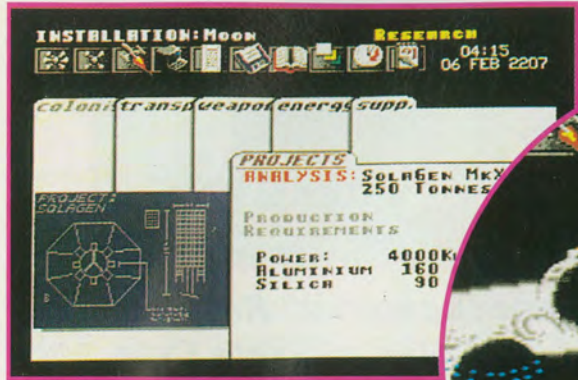
*The life-support of the Titan colony shows how the atmosphere can affect the inhabitants. In this case the air is predominantly made up of nitrogen and, therefore, the people have mutated into Nitroids. The advantage of this is that they can colonize the planet's surface without having to have habitat nodes.*



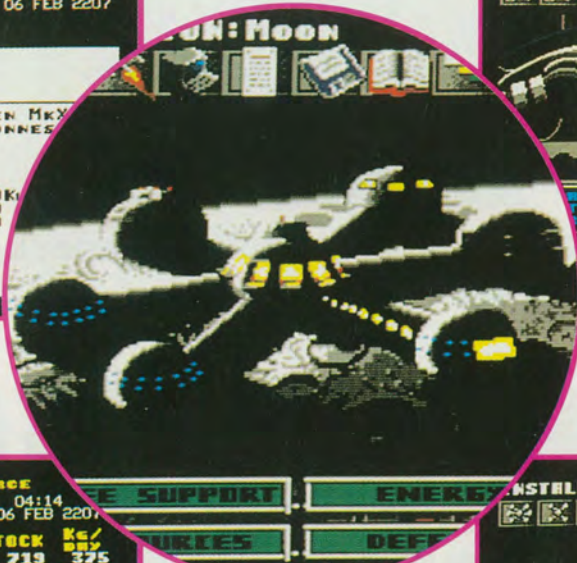
There can only be a certain number of humans on the moonbase. It is, however, possible to build extra nodes and thus increase the population. The base as it stands now has reached its capacity 600 humanoids.



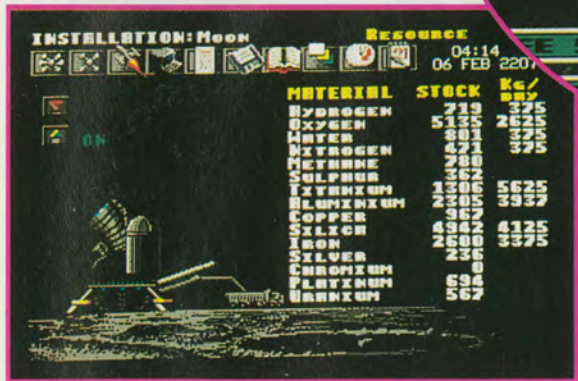
The Production department - It is here that all the machinery needed to recolonize the Earth is made. Currently, the workers are building a Grazier, used to mine the mineral-rich Asteroids.



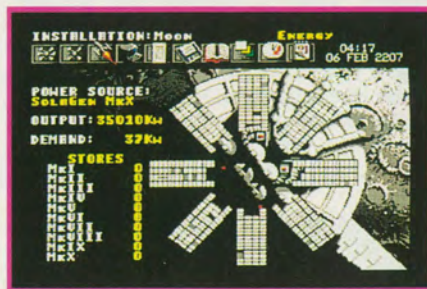
The Research department can be assigned the invention of new machines and items. The team not only produces blue-prints of the inventions, but also reports on what materials are required.



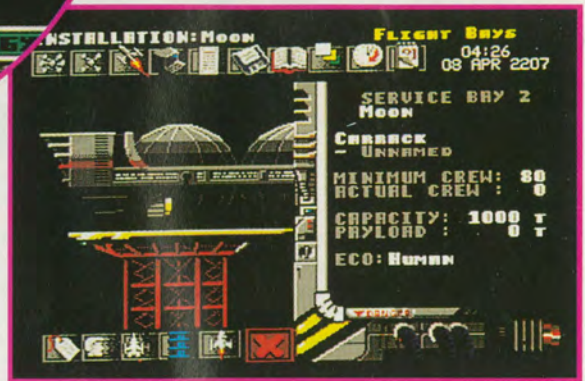
Alien lifeforms have not yet been detected but, as the last remaining Humans, you must be ready to defend yourselves in the event of a hostile alien encounter.



The moon can be mined to gain the minerals that are essential to the production of machinery. Only certain minerals, however, can be found on the moon. For more precious ores you must mine other planets and moons.



(right) Energy is very important. Not only is it needed to sustain life but it is also used to power the other departments. Should a fault occur, the power will be directed to the life-support and cut off from the secondary users. At the moment the base is running on a Solagen Mk.X and the energy demand is only 237 Kw. However, the base can output up to 35010 Kw if need be.



All craft must be manned and named before they can be launched into orbit. This Carrack is a useful haulage craft that can be used to either transport machinery to a colony, or to return minerals to the moonbase.

STA Rating  
**79%**

GRAPHICS: 76%  
SOUND: 67%

LASTING APPEAL: 82%  
ADDICTIVENESS: 80%

DIFFICULTY: AVERAGE  
1ST DAY SCORE: N/A

A more apt title for this game would be 'Moonbase Manager' - I felt like Commander Straker from U.F.O. whilst playing this game. At first, Millennium is a closed-face game of icons and uninterested still screenshots which might put the faint hearted off. But once you grasp the objective of the game, it becomes more absorbing. There is nothing more fulfilling than turning areas of uninhabitable space into colonies and as you become accustomed to the icon system and your skill as moonbase management improves, Millennium keeps you really busy. Your enjoyment of the game grows and grows, and in the best tradition of cerebral software, there are no limits to Millennium.

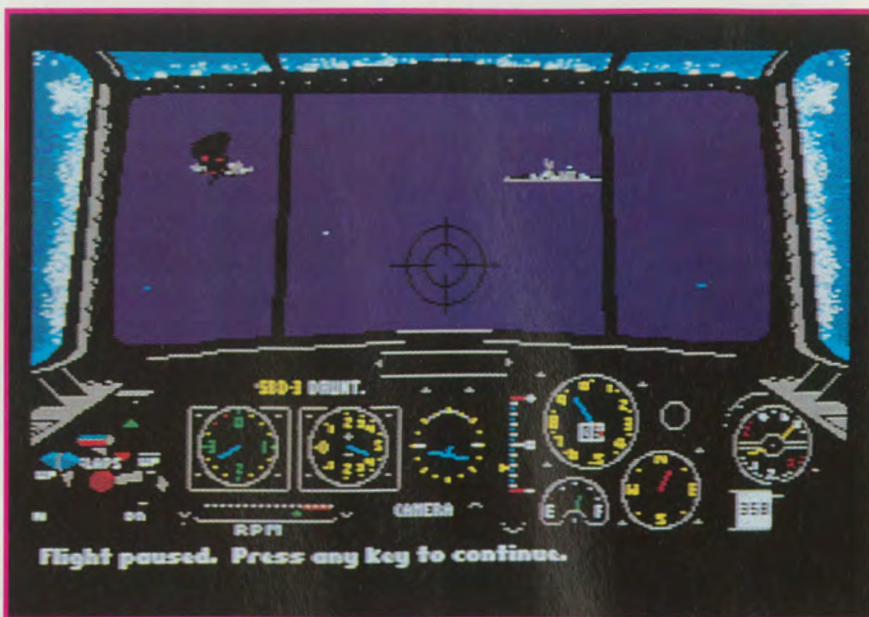
**JS**



*I'm still rather undecided about Battlehawks. It is neither a dedicated flight simulation, in the mould of Gunship or Falcon, nor is it a straightforward shoot'em-up. The closest thing that I can compare Battlehawks with is Night Raider. The game's presentation is exceptional, the numerous options are easily selected and the gameplay both challenging and exciting. The sound is adequate, consisting, for the most part, of the engine's low hum. The graphics, whilst being a little blocky, move nicely and create a good impression. Overall, Battlehawks is most definitely a good game, one with which the player will become more adept the more he plays.*

NC

Piloting a Dauntless you take off from Yorktown and head towards the already damaged Japanese carrier Shoho - objective to sink her.



*"Do not needlessly endanger your lives until I give the signal.' Reassuring words from General Eisenhower on the eve of the Battle of Santa Cruz, (Oct 26-27 1942)"*

# BATTLEHAWKS

U.S. GOLD (£24.95)

Battle Hawks 1942, attempts to re-enact the Pacific battles which raged between the invading Japanese and United States naval forces. At the dawn of 1942 the Japanese navy dominated the Pacific and perpetrated a series of stunning victories, including the sinking of five battleships of the U.S. Pacific fleet at Pearl Harbor. As the Japanese increased their Pacific territory, U.S. forces were forced to retaliate after Pearl harbour, but the devastating attack on the fleet and a squadron of antiquated Brewster fighter planes, unofficially nicknamed 'flying coffins', as well as Vindicators, or 'Vibrators' to the crew, they could do little to thwart the might of

the Japanese. Battle Hawks simulates the four epic naval clashes of 1942 which would determine the turning point of the war: the Battle of the Coral Sea; Midway; Eastern Solomons; and finally, Santa Cruz, Admiral Yamamoto's Waterloo.

Before clambering into the cockpit there are decisions to be made, such as, aircraft weaponry configuration and mission selection. The screen shows a Wild Cat on the deck of a carrier with a menu where you can arm the training and five active duty missions. Historically, the first Pacific battle was the Coral Sea, 'a duel of the flat-tops' the first time a naval battle was fought entirely with air power.

Although the U.S. fleet lost more ships, a Japanese invasion was prevented. In the battle of the Coral Sea you can choose which side to fight on. For the U.S. you can pilot a Dauntless from U.S. Lexington and dive-bomb the Shoho carrier, scramble into an F4F Wildcat in an attack on the Shokaku or defend Lexington or Yorktown against a

dive bomb attack. The alternative is to turncoat and fly a Japanese Zero fighter to intercept the U.S. attack or dive-bomb Yorktown or Lexington in a Val bomber.

Patriotism overcame curiosity and I found myself at altitude in the cramped cockpit of a Dauntless in a dive-bomb attack on the already damaged and burning carrier, Shoho. There is no take-off procedure and you are literally hurled into conflict. The conventional cockpit instrumentation comprises, an altimeter, com-

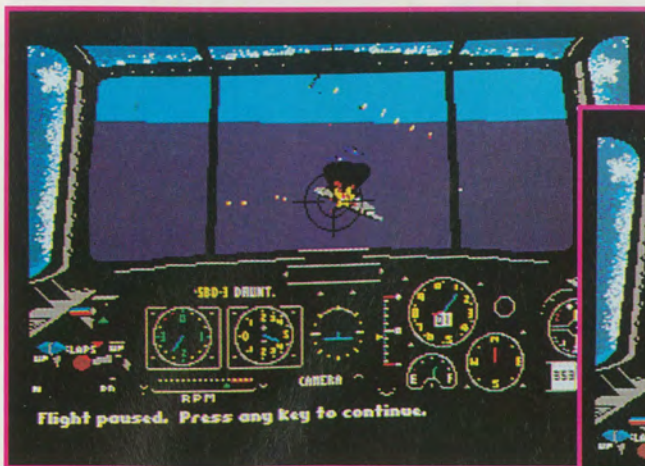
*Although it takes a while to initialize the program, thanks to ages of unnecessary disk-swapping, Battlehawks is a playable little game. I think the thing I liked was that, not only could you tackle difficult missions, but you don't have to worry about silly things like running out of ammo, thanks to the game's many options. The graphics are chunky but effective, and the sound is the typical droning noise that accompanies this style of game. If you want a flight sim that doesn't require too much thinking, I recommend you take a look at this. It won't appeal to fans of Mirrorsoft's state-of-the-art Falcon, but it do nicely for a simpleton like me.*

SM

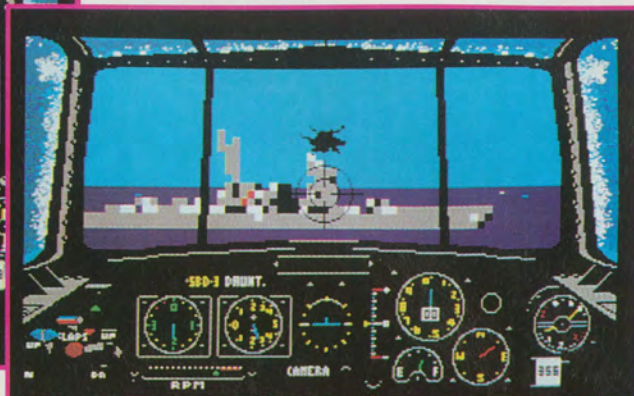


At 12000 feet, you see smoke billowing from Shoho like a giant beacon.





Pushing forward on the yoke, the Dauntless goes into a rapid dive. 10,000... 9,000... 8,000 - miraculously, a survivor mans the Shoho's guns and shells thud into the Dauntless fuselage. A click of the right-hand mouse button drops the warhead and pulling back on the yoke takes the aircraft into a climb.



pass, pitch/bank and climb/dive indicators as well as airspeed and RPM gauges. The mouse simulates the yoke with back and forth movements raising and lowering the nose and left and right for banking the aircraft. Weaponry consists of fore and rear-mounted machine guns and a single warhead. 10,000 feet below, the Shoho burns and smokes like a giant flare on the water and your squadron leader suddenly drops like a hawk to dive-bomb the stricken ship. With the smoke billowing like a guiding beacon, pushing the mouse/yoke forwards sends the plane into a dive. The Shoho explodes into flames, but miraculously a survivor mans the great guns sending a volley of fire thumping into the fuselage. At 7000 feet and in a 70% dive, there's no pulling out, and tapping the 'F' key opens the dive flaps to speed up your descent. The aircraft sustains more hits, and at 2000 feet clicking the right-hand mouse button releases the warhead. Quickly pulling back on the mouse sends the battle-torn Dauntless into a faltering ascent and the spluttering engine warns of imminent stall. Tapping the '2' key reveals a rear view as the single bomb smashes into the Shoho. Suddenly, the Dauntless begins to spiral down - sky... sea...sky...sea. Quickly pressing the 'J' key, you clear the cockpit and parachute to safety.

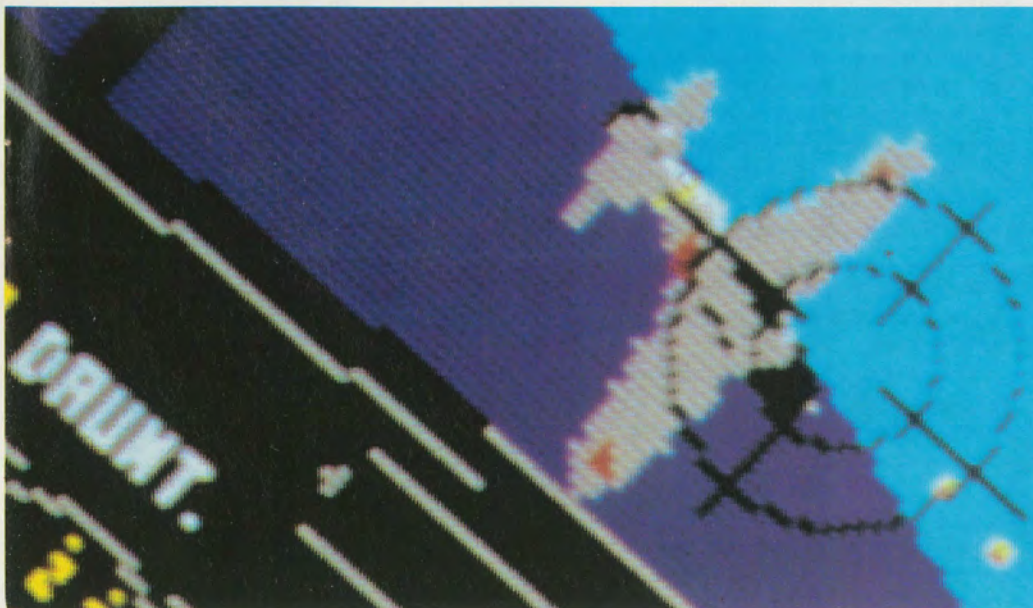
The U.S. flagship has suffered a disabling Val attack and a follow-up assault from Kate torpedo bombers will sink her. Piloting a Wildcat, the task is to intercept the attack and pick off the Kates. Yorktown lies smoking below and a pack of Vals darken the horizon. The Wildcat is fast if a little cumbersome, but far less vulnerable to stall. The best tactic is to climb above the enemy, use the speed of descent to attack and retreat and then repeat the manoeuvre. The Japanese squadron is massive, and historically the valiant Wildcats were

defeated and Yorktown was sunk - this is your chance to rewrite history.

**STA**

*Battlehawks is an aircraft simulation of sorts, but the emphasis is very much placed on out'n'out assault and shoot'em-up rather than painstaking simulation. Perhaps this because the aircraft in question were basic and there was literally no time to waggle flaps and check wind speed. But the game doesn't suffer for its lack of flight protocol and can be best described as a fringe simulation with non-stop action - the sort of game that ol' blood 'n' guts', General Patton, would have approved of. I particularly like the chance of experiencing the war from both sides. My only criticism is the lack of variety in game-play.*

**JS**



STA  
Rating  
**66%**

GRAPHICS: 62%  
SOUND: 48%

LASTING APPEAL: 75%  
ADDICTIVENESS: 67%

DIFFICULTY: AVERAGE  
1ST DAY SCORE: N/A





# OPERATION HORMUZ

"Seated in a highly-armed Harrier, do you think you can take on the might of a deadly race of aliens?"

AGAIN AGAIN (£19.95)

The unthinkable has happened: a vicious race of aliens has captured the army base of Hormuz and is threatening to cripple the world's oil supplies. The air-based forces are the only remaining hope for the world, and the assault is set to be launched from a carrier which is circling Hormuz. It is here that you come in, and, within the confines of your McDonald VTOL Harrier, you must fly across the inhabited island and, using your onboard cannons, air-to-air and air-to-ship missiles, and your bombs, you must destroy all of their silos and bases.

The game begins with the Harrier awaiting your control on the carrier. Pushing the joystick up, causes the plane to take off, and then the directional controls of the joystick change the direction of the plane. Fire initially prompts your front-mounted cannon into action, but, by using the 1 to 4 keys, you can swap between the other available systems. Moving either left or right from the ship soon takes you over enemy territory, but

the best way to go is to the left. Before long, the shore of the island comes into view. This lush green landscape is punctuated by the ground silos and missile launchers, so, swapping to bombs, the Harrier prepares to wreck the enemy forces. Once you are happy with the attack, or are running out of ammo, you must turn back and land back on the carrier. By now, the aliens are well and truly on your tail, and have launched numerous MiGs to attack you. Being careful not to plummet into the ground or sea, you must press 'F' to launch a distracting flare. If you can't get the MiG down with normal cannon fire, it is best to swap to the air-to-air and concentrate on getting away.

Any damage you have suffered is showed to the right of the playing area in a thin yellow strip, and if it reaches extreme you will explode losing one of your three lives. These precious lives can also be lost if you run out of fuel or you crash into the ground, but careful flying and paying

Blimey! I thought someone had released Durrel's ancient Harrier Attack on the ST - Operation Hormuz certainly doesn't offer any progression technique-wise! The graphics are very bright, but there is no sight of the subtle shading ST owners enjoy, neither is their any breath-taking digitised sound. Unfortunately, the gameplay doesn't make up for this atrocious presentation either, as it is a repetitive bombing run that never seems to end. Ultimately, Operation Hormuz is a waste of money, that never should have been considered for release.

SM

The jump jet handles rather well, I thought, as I successfully managed to take off, blast a couple of MIGS and fly across some desert terrain. But then, after ten minutes play, I wondered if there was more to the game than horizontal scrolling and dogfights - another ten minutes more revealed that there wasn't. Beneath this very simplistic and typical eight-bit facade, lies a very simplistic and typical eight-bit game, which would be quite acceptable at a budget price, but not at £19.95. You can get an awful lot more for your money!

JS

attention to the information screen beneath the main action should give you fore-warning. This information system is very useful, and tells you when to release a flare, when an enemy is approaching and, ultimately, the status of your carrier, which, all the time you are away, is in danger of being struck by an alien-controlled Exocet.

STA

STA  
Rating

19%

GRAPHICS: 16%  
SOUND: 6%

LASTING APPEAL: 16%  
ADDICTIVENESS: 32%

DIFFICULTY: AVERAGE  
1ST DAY SCORE: 1040



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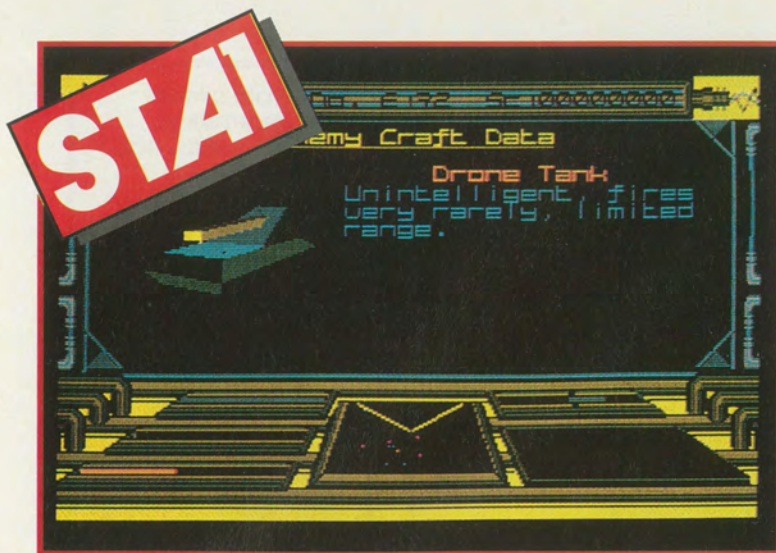
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As the animation sequence ran at the start of the game, I thought Voyager was going to be little more than an exercise in solid 3D graphics. The game-play is obviously based on that old arcade favourite, Battlezone, which works very well with the latest development in computer graphics. Currently, there is a race on to create the smoothest scrolling 3D graphics, and this is the most impressive I've seen on the ST. The game-play itself is a winner with crisp joystick controls. But like Battlezone, there is little variety, with tank blasting occupying the best part of the game. Nevertheless, the combination of a great arcade formula and some clever graphics Voyager is worth a look.

JS

*"In the past, fast filled 3D games have gone hand in hand with deep, involving gameplay. Now, as a bit of a change, Ocean release a game that uses the impressive technique, but presents it in an arcade form."*

# VOYAGER

OCEAN (£19.99)

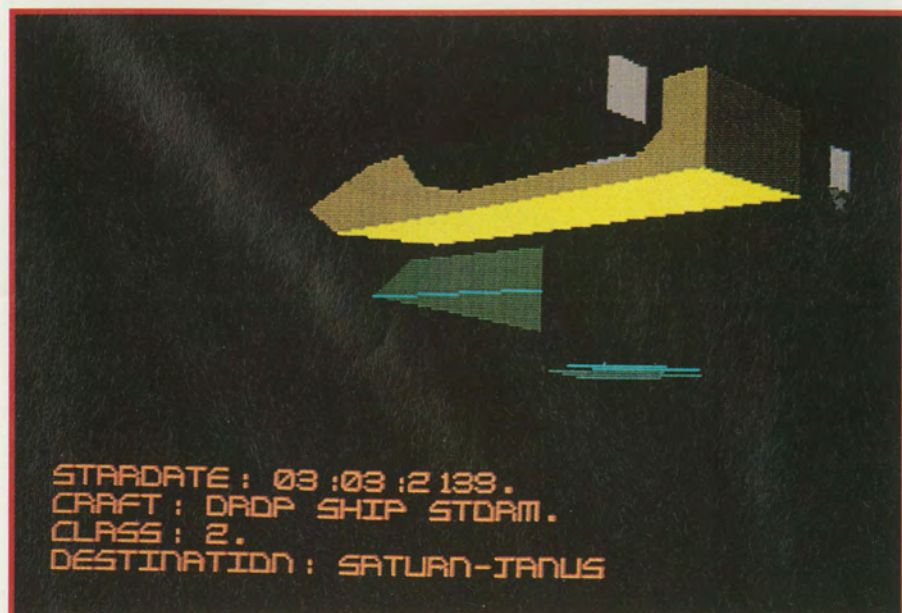
When Luke Snayles agreed to go on a mission of 'investigative exploration', the last thing he expected was to spend fifty years alone, keeping an eye on alien activities. Whilst in space, Luke became bitter, angry at the lies told to get him to go on the mission, and now he wants revenge. Mind you, that is the last thing on the Earth government's mind, as Luke isn't the only spacecraft about to land: a mighty Roxiz battle fleet are about to attack, having formed bases on nearby moons. Before setting his prelim-

inary landing sequence, Luke finds out about the alien's plans and sets about in an attempt to destroy them. After all, no-one is going to spoil his home-coming party...

Before you take the helm of Luke Snayles' ship, the scene is set by a sequence showing his landing on the first moon. A huge mothership glides in from the left, and streaks down onto the planet's surface, releasing Luke's scout ship from its hull. Panning around the ship, we see the smaller craft twist on its axis

*There's just no hiding it, Voyager is quite simply a variant of the old arcade classic, Battlezone. And, for that reason I simply loved it! Ocean have taken the basic elements of one of my favorite games, added a couple of new enemies and come up with this. The 3D filled graphics move very smoothly, making the feeling of movement utterly convincing. The option to play with either mouse or joystick came in handy too, using both I managed to get quite a way into the game. The action comes thick and fast as the alien masses keep up their constant onslaught. The game's sound effects complement the action nicely. Altogether Voyager is an excellent game, one that will keep you playing for quite some time.*

NC

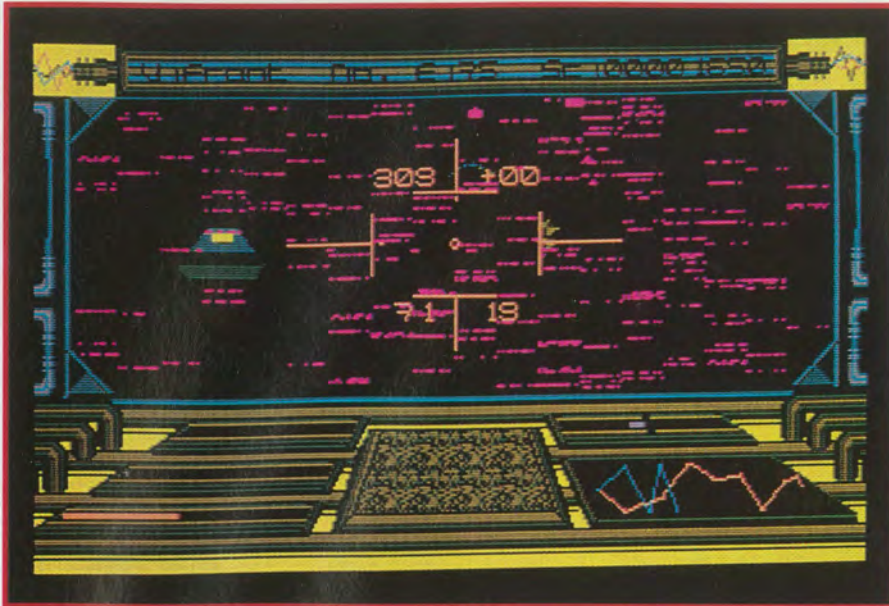


Before the game actually commences, you are treated to a neat opening sequence in which Snayle's ship is dropped onto the planet - all in smooth, glorious 3D!

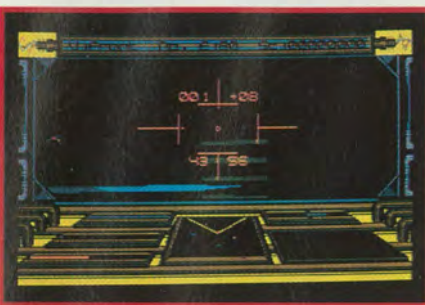
and dust down onto the planets surface. You now take control of this skimmer-like scoutship, with all of your escapades being viewed in first-person perspective through the ship's four viewers. All of the game's graphic's are depicted in solid 3D, and no sooner have you touched down, than you are stealthily moving through the strange landscape. The Roxiz control ten moons, each patrolled by airborne and land-based forces, and totalling a whopping eighty ships in all. Your basic aim is that, by using your powerful onboard lasers, deadly multiple



The screen image crackles with electricity as an enemy missile hits your skimmer.



grenades and an awesome atomic bomb you have on board, you must wipe out the complete Roxiz army. Once this is done, a portal will be opened, and access will be gained to the next moon. Clear each of the ten moons, and you



may get your revenge after all. Obviously, though, the Roxiz aren't just going to let you exterminate them, and they attack back with their various missiles and lasers, all of which deplete your skimmer's energy bar. If this expires, then, I'm afraid, so do you.

As you scour the moon's surface in search of the alien legions, useful items can be added to your skimmer's armoury. These extras are shown as greyish/green diamonds, and collecting

them is simply a matter of passing over them. Most useful of all are cameras and decoys. The former is especially useful, as, when a camera is launched, it allows you to look around part of the planet without actually moving from where you are. Likewise, when you launch a decoy, it diverts the Roxiz fire from you, saving your shields for a while. Particularly useful in helping you locate and identify the enemy is your onboard computer. This can be summoned up at any time with a press of one of the main keyboard's numeric keys, and gives access to data on the variety of each of the enemy ships; a list of your weaponry and resources; the location of any equipment pods; a map of the moon, and the status of your orbiting mothership.

Once all eighty of the Roxiz craft have been wiped out, the entrance to the portal will be activated. Directional arrows appear, guiding you towards its entrance, and passing through this one-way gate, activates a minor subgame

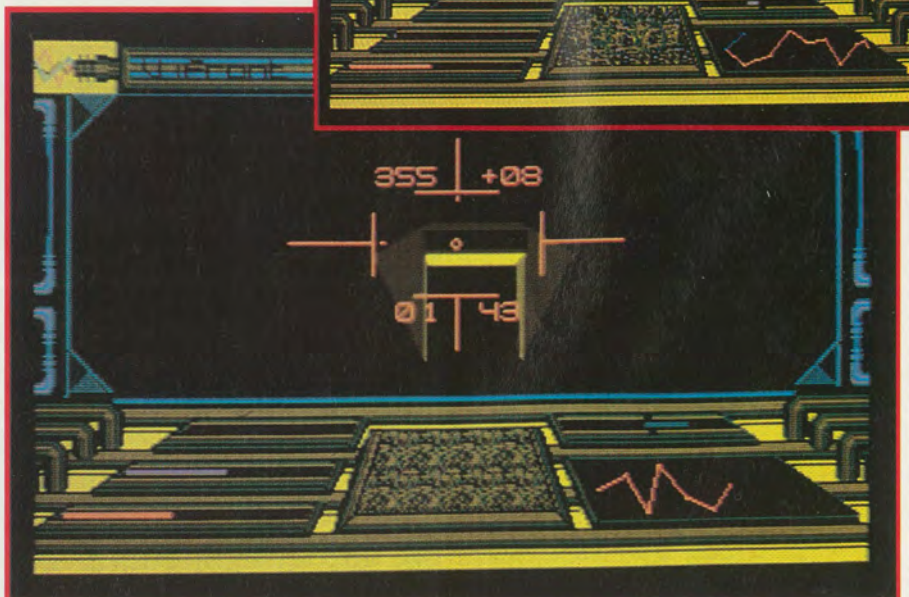
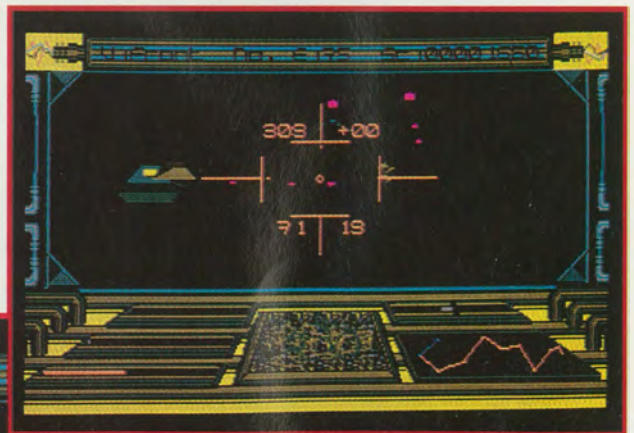
Although filled 3D has been done a lot before, I prefer Voyager to the likes of Starglider II and Elite because the emphasis is on action. OK, so comparisons between the different genres is unfair, but there isn't anything that Voyager can really be compared to. It's a bit like Battlezone or Paul Woake's Encounter and Backlash, but the action is slightly less frenetic, and every bit as enjoyable. The graphics move both quickly and smoothly, giving a nice atmospheric feel, and the sound is also of a good quality, particularly the digitised opening tune, which is suppo.....rted by some squeaks for help! The only thing I am concerned about with Voyager is its long-term appeal, as, after all, each level can be slightly repetitive. But if you fancy a game to relax with, give Voyager a go.

SM

as you make your way to the next inhabited moon. A 3D tunnel now winds its way rapidly towards you, and your aim is to stay central without touching any of the energy-sapping walls. Successfully navigate this, and you can begin to cleanse the next moon. Bearing in mind, of course, that the Roxiz are going to be a lot harder to destroy.

STA

All you can do is watch as one of the tanks releases a missile at you.



In Voyager, the attacks come from both the air and the ground, though your craft does have the unusual ability to swap between ground and airborne modes.

STA Rating

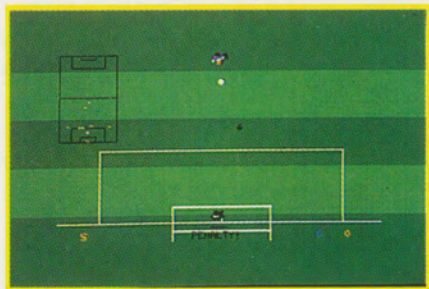
**81%**

GRAPHICS: 77%  
SOUND: 63%

LASTING APPEAL: 80%  
ADDICTIVENESS: 86%

DIFFICULTY: AVERAGE  
1ST DAY SCORE: 18211





*"Following in the footsteps of such heroes as Peter Beardsley and Kenny Dalglish, Anco release Kick Off. Can this outsider lift the trophy for the most accurate football game?"*

ANCO (£19.99)

# KICK OFF

*Although the graphics are tiny, flickery and unimpressive, Anco are on to a real winner with Kick Off. For too long we have put up with substandard footy games that offer about as much control over the players as a running demo. Kick Off offers a full range of easy-to-use moves, coupled with some of the most addictive gameplay ever, and this makes it the best of its kind. The wealth of options allow you to mould the game to your liking, and the computer-controlled opponents are very intelligent, offering a real challenge instead of the customary Moron Utd. I have played against in the past. With Microprose Soccer appearing in the not-too-distant future, Kick Off's reign may not be a long one, but until then this is worth twenty quid of anyone's money.*

SM

After a short burst of digitised whistles and cheers, Anco's soccer game unveils its options. An electronic scoreboard is shown displaying a number of features, but if you just want to get into the soccer action, then the player can go straight to the single match option. But, if you so wish, you can change the length of a match from ten minutes a side to forty-five; have a one or two-player game; compete in a fourteen-week league; and choose the skill level of your opponent. Once you have taken your pick, another menu unfolds, this time asking you to choose your team's formation tactics.

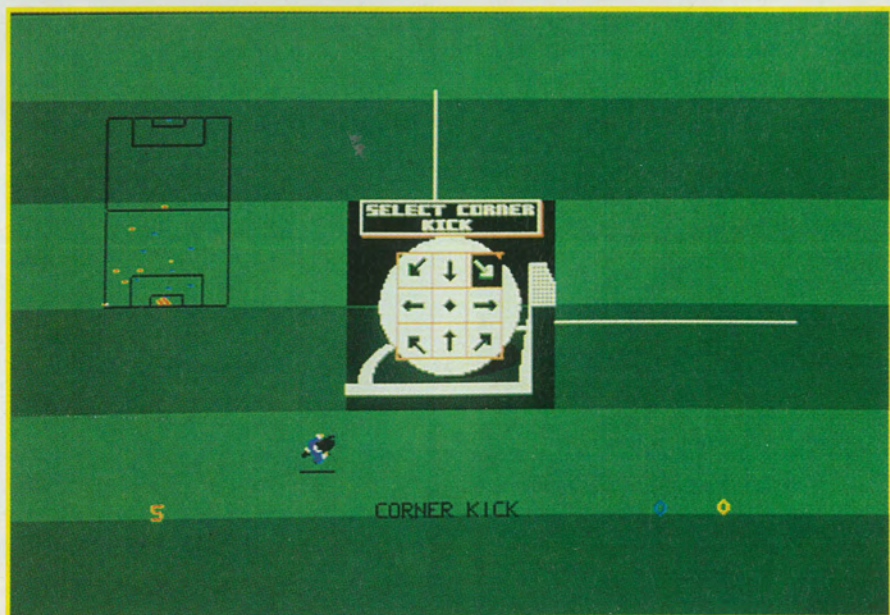
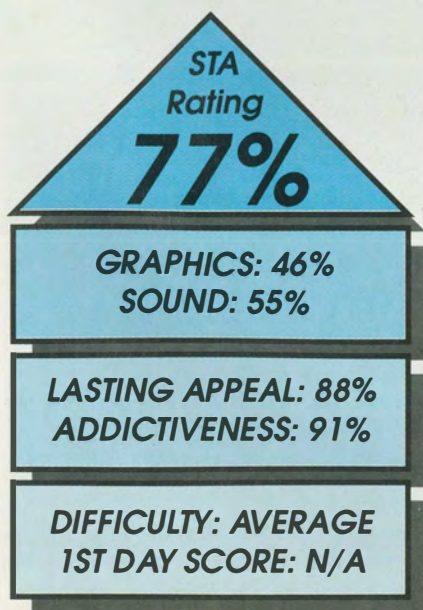
When you have made your selections,

there is a brief pause and both teams walk onto the pitch before lining up on the centre line. After a couple of seconds, the teams split up and take their respective positions on the pitch. The whistle blows and the match begins. The playing area scrolls in the customary eight directions, keeping the marked player under your control central at all times. Also depicted on the screen is a radar-style map of the pitch, showing the positions of all of the players, and this can be referred to when deciding whom to pass to. One thing that Anco's soccer utilises that other footy games so often lack is 'authentic' ball

control. When a player receives the ball, instead of simply attaching itself to his foot, the player actually has to dribble the ball, running around it to move it in another direction. Additionally, a full quota of moves are available to the player, each activated by pressing fire and using a directional movement of the joystick. With practice, the player has access to headers, trapping skills and sliding tackles. If a sliding tackle is mistimed and results in a foul, the player can receive a yellow card, depending on the severity of the offence. Foul again and you are off for an early bath!

Kick Off also features throw-ins and corners. Throw-ins are a simple affair, requiring just a tap of the fire button to throw the ball to your nearest team mate, but gaining a corner requires more skill. Before you kick the ball, the computer asks you to decide on what style of kick you wish to use. From this you can decide to float the ball into the penalty area or play safe by kicking the ball back into the centre of the pitch. Whatever you choose, as usual the basic idea is to score more goals than your opponent within the match's duration.

STA





# KICK



# OFF

**BLISTERING PACE**  
**PIXEL PERFECT PASSING**  
**SUPERB TACTICAL PLAY**

A Soccer Simulator which is not only accurate and realistic but is also great fun to play

Whatever your style of play may be, be it playing the Long Ball or playing the Sweeper, your players will be in position to receive the passes, control the midfield and tackle an advancing striker. Each player on the field is an individual with a unique combination of four attributes - Pace, Accuracy, Stamina and Aggression. Watch out for the Brazilians at the International level, they are dynamite.



\* Full size multi-directional scrolling pitch with scanner showing all the players on the field.

\* Option to practice and learn ball control, take corners and practice penalties.

\* 5 Skill levels. International to Sunday League. The levels of both teams set separately. The ultimate challenge is the defeat of the star studded team of Internationals by the Sunday League of no hoppers. A super human test of skill and concentration.

\* One or two players option. \* 4 distinct tactics.

\* League competition for 1 to 8 players. Load and Save League facilities.

\* Simple controls to dribble, shoot, pass, chip or head the ball or do a sliding tackle.

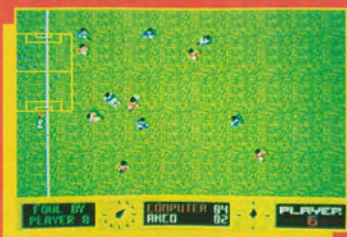
\* Amazing ball simulation takes account of the ground and air friction. Direction changing breeze at the higher skill levels

\* 9 types of Corner kicks, Penalties, Yellow and Red cards and a host of other features like players getting tired by the end of the game, time wasting, injury time, etc.

## PLAYING IT IS EASY

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# BITMAP BROTHERS

## XENON II UPDATE

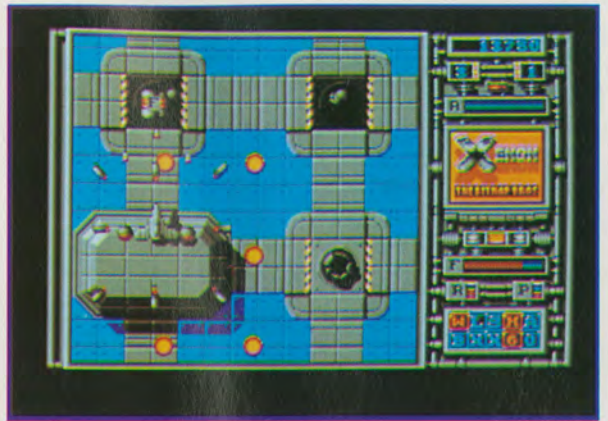
*"Two years ago, the Bitmap Brothers dominated the field of arcade shoot'em-ups with Xenon. Now they are coming back with a vengeance with an outrageous sequel." Jason Spiller visited the Bitmaps at their new headquarters to check on the progress of Xenon II - MEGABLAST!*

What with television appearances, extensive magazine coverage and being showered with awards, the Bitmap Brothers are becoming real celebrities. At the industry awards, they won 'Programmers of the Year' and 'Best Music' for Xenon, as well as 'Best Programmers' and 'Best Game' for Speedball at the recent Golden Joystick Awards. Until recently, the Bitmaps have worked on projects from their respective homes, and interaction during development time resulted in sleepless nights and hefty phone bills. So after the phenomenal success of Xenon, and more recently, Speedball, they sought suitable London headquarters where they could work together and found them at the Metropolitan Wharf in the heart of London's rapidly developing docklands - the same building which was made famous in a certain building society cashcard advert.

Speedball has been incredibly popular in the UK and currently, they are working on a version of the game for

the American market which is to be released in a couple of weeks. I asked Bitmap, Eric Matthews, whether working together has improved production? 'Quite honestly, I don't know how we managed in the past. We were working separately on different aspects of a project, meeting occasionally and relying on each other's abilities to come up with the goods. Being in the same office enables us to have long meetings and air new ideas before they go stale, and this has enhanced our creativity immensely.' Projects... plural? 'Yeah, at any one time we work on a number of ideas, but channel most of our energy into one specific game.' At the moment, that energy is going into Xenon II.

The original Xenon completely



The original Xenon really broke down some walls in the field of shoot'em-ups.

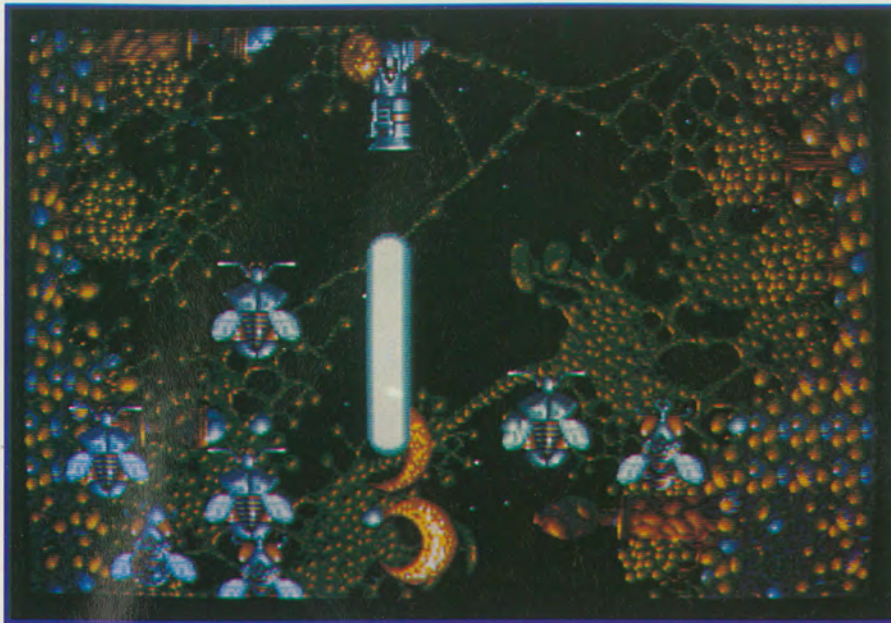
dominated the shoot'em-up market and became nationally famous with its weekly airing on the children's Saturday morning programme, Get Fresh. So why, after a two-year break from shoot'em-ups, are they producing a sequel? 'Just about every shoot'em-up released has been compared with Xenon, which I suppose is a form of flattery. So we thought it was time to produce a sequel and hopefully set a higher standard for others to try and attain. Additionally, when a certain publication was unable to criticize the game-play in Speedball, they accused us of only being able to draw the metallic tile background which featured in Xenon and Speedball and so we intend to well and truly quash that opinion with Megablast.'

Eric showed me the extensive preliminary plans for Xenon II and a detailed plan of the game; he described the scenario: 'Again, the Xenites are invading Earth, and this time, they employ the talents of a warped but genius professor who can travel back through time. Using this ability, the Xenites plant massive time-bombs throughout our evolution which will devastate and alter our world and the Xenites can move in and take over the Earth. By corrupting the past they



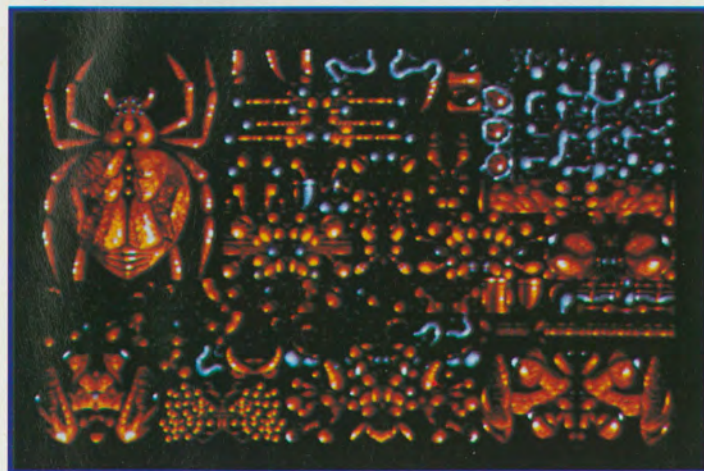
The Bitmaps in Amsterdam. The Brothers have received acclaim and awards this year for some outstanding games.





control the future. You play a mercenary who must travel back in time to defeat the Xenites and de-activate these devastating time bombs.' The scenario sounds like one of hundreds you have heard before, until you see its relevance with the game. With

tage. A lot of the overall effect is visual trickery. For example, the parallax scrolling achieved by beginning with the first and dominant layer which is like a masking. Then the second and third are drawn and each level is treated separately to achieve different



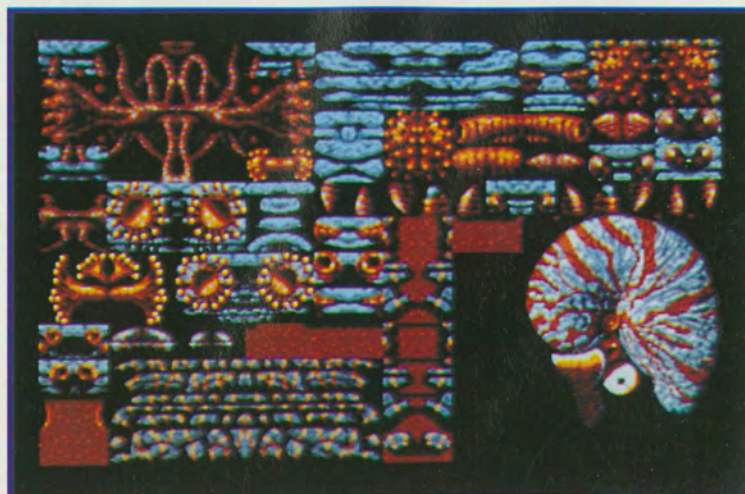
After studying certain eras of our evolution, the most dominant creatures are used as opposition.

extensive study and reference, the Bitmaps have studied evolution and segmented it into levels, using the most dominant creatures of the era as opposition. The first evolutionary stage takes place in the oceans and your adversaries are vicious deep-water fish and crustaceans, then molluscs, reptiles and insects. As the game progresses, you encounter successive eras until the future, which is the space age.

The graphics are truly magnificent, with incredible three-layer parallax scrolling and massive chunks of sprites which half fill the screen and have no visible effect on the ultra-smooth scrolling. But how do they achieve this impressive effect: 'Steve and Mike are two of the most experienced sixteen-bit programmers in the industry - which is a massive advan-

astounding weaponry includes a three-pronged cannon which sends a woosh of thick white light hurtling across the screen.

Another reason that the Bitmaps have acquired offices is to increase their artists and programming staff which will allow them to spend more time creatively. Eric explained: 'We have been placing adverts in journals for graphic artists and programmers and have



The key feature of this game, and the Bitmaps' trademark is outrageous weaponry.

been literally inundated with applications. The basic criterion is for people who can attain the standard we have achieved, but of course, there are many who just don't have the experience. Mark Coleman, who is based in Cardiff, worked with us on Speedball and is now doing Xenon II. It's great to be able to convey your ideas to a graphic artist and for him to respond positively and come back with an accurate interpretation.' I spoke to Mark and asked him how he was progressing with Megablast? 'At the moment I'm working on the game part-time. But Eric phones me up with a good idea, I draw what I think he wants and send the disk to him. Then he describes any changes and sends it back.' How are the spectacular graphics and parallax scrolling achieved? 'I use nothing more exotic than Degas. The Bitmaps are very experienced and professional programmers and, even working 200 miles away, I find it easy to integrate with the programming. They understand the limitations and don't expect anything too outrageous.'

The graphical presentation of Xenon II speaks for itself, but what about the music and sound effects to complement the game? Eric found the solution: 'I was playing a tape in the car by Bomb the Bass and was listening to the track, Megablast presinct 13 Hip Hop, when I thought this would go great with the game. After a lot of phone calls, I eventually tracked down Tim Simenon from Bomb the Bass and arranged to meet him. It transpired that Tim uses STs and is a real arcade fan and loves Xenon. Anyway, he agreed that Megablast would go great with the game.'

The original Xenon really broke down some walls in the shoot'em-ups and Xenon II - Megablast, which is due for release at the end of the summer, looks set to blast any pretenders clean off the screens.







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Screen shots from Amiga Version



Screen shots from Amiga Version

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## CHUCKIE EGG

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# Gilbert The Alien's Snotty COMPETITION

## Win Gilbert's Brother!

Yep, that's right, Gilbert is planning to give away his Brother! Not, of course, another phlegm-ridden snotting alien, but a shiny Brother dot matrix printer. Just think of all the things you could do with one of those...

Of course, seeing how fond Gilbert is of his brothers, he is only willing to give one away. But, don't worry, we've managed to convince the slimy one into offering even more prizes. At no considerable expense to himself, Gilbert will also be giving away twenty copies of his book, "Gilbert's guide to life". And, if that weren't already enough, he's also managed to talk the company responsible for publishing his game, into parting with twenty copies of the Munsters. Apparently he's asked us to thank both Corgi Books and Again Again for cowering to his demands.

### THE QUESTIONS:

1. What is Gilbert's inter-galactic space ship is know as?

- A) The Tardis B) The Liberator
- C) The Millennium Dustbin

2. Gilbert's latest TV series is produced by which TV Company?

- A) TVS B) Tyne Tees C) Thames

3. From what planet does Gilbert originate from?

- A) Drill B) Saturn C) Mucus

4. Gilbert first appeared on which TV program?

- A) Gef Fresh B) Pro-Celebrity Golf
- C) Jackanory

### ST Action Competition Rules

The Editor's decision is final and no correspondence will be entered into regarding competitions or the results of competitions. All prizes are offered believing them to be available. If, however, a prize is unavailable we reserve the right to substitute a prize of comparable value. No cash alternatives will be given. Results will be published as soon as possible and prizes despatched as quickly as possible. Please refrain from phoning regarding competition results or prize delivery. Employees of Gollner Publishing Ltd and companies participating in competitions are not eligible to enter.



ANSWER 1 .....

ANSWER 2 .....

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Name .....

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.....

.....

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Send to: Gilbert's Brother's Competition, ST Action, Theatre House,  
Theatre Lane, Chichester, West Sussex. PO19 1SS.

Closing date: 19th June 1989



# COMPETITION WINNERS

## ST ACTION BIRTHDAY TOMBOLA COMPETITION WINNERS

*Incredible! There is no other way to describe the response we had to our mega birthday tombola competition. We had literally thousands of entries: over seven and half thousand to be precise. Having weeded out all of the multiple entries the ST Action crew got down to the unenviable task of drawing the winners. But, before we announce just some of the names, I would like to thank each and every one of you who took the trouble to enter. Congratulations! Now, just to prolong the agony, I'll just tell you the correct answers:*

- 1) What game has been awarded the highest percentage in the history of ST Action? - Nebulus scored 92% while Dungeon Master was rerated at 95%, either answer would have been correct.*
- 2) What two games received the coveted STA1 award in our very first issue? - Gunship and Dungeon Master.*
- 3) Name two of the ST Action reviewing team. - We were very lenient here, if you named any two people featured in the 'just who do we think we are?' feature you would have been judged correct.*

*OK, here they are, just a few of our winners. Don't worry, however, if your name doesn't appear in this list, you still might receive a prize.*

*Darren Garbutt, Alan Thompson, Clive Rimmer, Gary Archer, Robert Dawson, David Pert, John Coltman, A. Chadwick, Philip Harman, Alan Ralton, Andrew MacInnes, Alex Simmons, James Hyde, David Gent, Simon Ferrari, Chris Armstrong, Grant Evans, Gary Joynes, Frank Sowery, Daniel McHugh, Iain Angus, Bill Wernham, Steven Bell, Neil Taylor, Andrew Briggs, Cecil Broomsworth, Ben Russell, Peter Harper, Mark Woodhouse, Andrew West, F. Kaucher, Lee Wheelhouse, Kevin Trebell, Gary Edwards, Simon Falush, N. Smith, Jon Hocking, D. Harrett, David Sually, Andrew Wilson, Paul Masterson, D. Nicholson, Siddharth Patel, Micheal Bristcham, D. Foreham, Yvonne Thomas, Jonathan Ray, Andy Grosh, Peter Wong, Adrian Wilson, Bryan Sturdy, Ian Heathcock, Scott Thompson, R. Cooper, D. Telford, M. Carrington, Michael Tierney, James Turner, T. Munnery, Ben Condon, Sylvan Lynn, Jason Harmon, R. Brand, Ross Portass, James Brywood, Steven Shorrock, Darren Buckley, Gary Whaley, D. Hartley, Shaun Donaghy, Paul King, Daniel Lopez, Michael Smith, Sam Brady, Ian Jess, Steven Hobson, Paul Wadland, Roy Castle, Matthew Brown, Christopher Lang, C. Taylor, John Watson, Joe Hall, I. Hovey, A. Jewell, Carl Paul*



# COMPETITION WINNERS

Moran, J. Middleton, Graham Cope, Richard Elton, Jason Baxter, Nicol Scott, Andrew Whittaker, Neil Pace, Craig Southworth, Simon Smith, Billy Prince, Andrew O'Brien, Sai Wing Cheng, Fiona Chalmers, Paul Hatchett, Piers Jeffreys, Michael Bram, T. Bishop, N. Lindley, J. Haines, J. Quinney, J. Valkenburg, Neil Baker, Meirion Bodman, C. Newcombe, Lee Niven, Sean Laird, I. Storey, Sally Brown, A. Phillips-Godfrey, Stewart McGregor, Chris Vollbracht, J. Hetherington, Darren Thomas, Jason Ramchurn, Mark Alner, Leslie Rogers, Brazier, S. Falkinder, Leigh Riby, P. Robinson, Charanfit Dheer, Richard Gibbons, Timothy Hodges, Neil Fox, Thomas Dunham, G. Clifford, Karl Morris, David Williams, A. Douglas, Roger Ainger, Eamon Ward, Adam Spillane, J. Holsgrove, John Wabe, Graeme Melville, Jamie Wither, Alasdair, Watson, B. Green, B. Kennington, Peter Donaldson, D. Singh, D. Gibson, A. Wood, Steve Sharples, D. Haddon, Trevor Daw, Kevin Wright, D. Baines, D. Golledge, B. Iqbal, J. Dhaliwal, N. Langley, R. Pullan, Bill King, Richard Wornham, S. Berry, Andrew Brightmore, Robert Steel, Andrew Wood, Craig Anderson, Steven Tiffin, S. Menio, Iain Freen, Martin Carr, Tim Scott, G. Pratt, G. Ramsay, Robbie Nichol, Robert Langley, Margret Hardingham, Tony Morahan, Peter Kink, Stuart Miles, Simon Brazier, Darran Homer, Keith Vance, J. Robson, J. Davies, Dennis Grant, T. Frosdick, Michael Keogh, Samuel Caplan, Jeal-Paul Eckersley, Paul House, J. Winkel, N. Johnson, Alex McNiven, Stephen Skinner, David Fiddes, William Man, Harry Drysdale-Wood, Nick Lefkon, Joseph Shields, Sean Finnegan, David Jones, Robert Grant, Kevin Spokes, Steven Rayford, W. Moore, M. Bland, Alex Panos, P. Osborne, Thomas Hart, Keith Lear, Richard Kennerley, S. Button, David Nicholls, Chris Cole, J. O'Connell, A. Dickson, Roy Hodson, N. Swain, Paul Gardner, Lynda Blinkho, Philip Tolley, Alan Dixon, Melissa Westerman, Tony Oakley, T. Vannozi, Thomas Finkenrath, A. Marsh, Joel Gilbert, David Biddie, Paul Kleman, Carl Badderley, Martin Chapman, Tim Waiting, Darren O'Hare, Philip Reilly, David Harhness, Dean Lingwood, Philip Carr, V. Andrews, S. Thatcher, John Foley, Brett Wilson, Chris Gill, Dylan Cruss, Andrew Page, S. Phelps, S. Gowle, Kevin Smith, Nathan Pedley, Darren Clark and Adrian Harris.

**Well Done!**

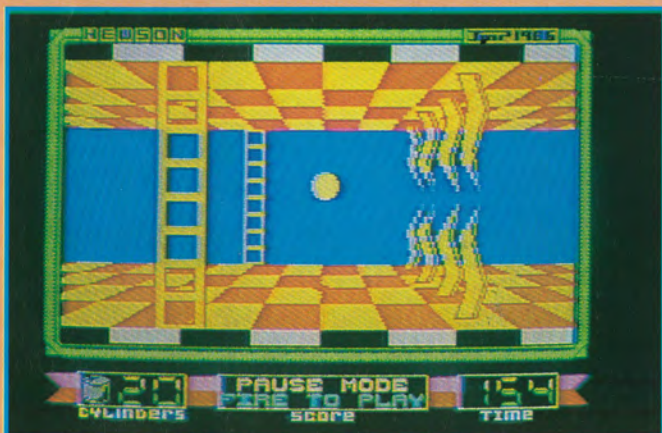


# ACTION PROGRAMMER PROFILE

## JOHN PHILLIPS

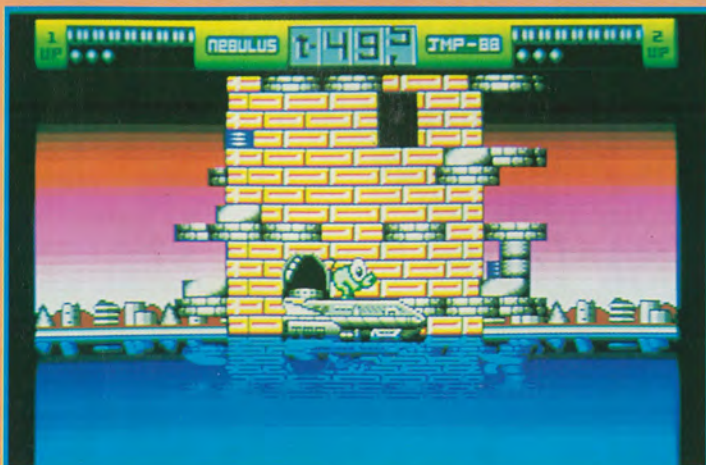
### Games written to date:

"Er, something I'd rather not name that was for Software Projects! Then I wrote Impossaball for the Spectrum and Amstrad; then Nebulus for the 64 and Spectrum; and a budget game called Sundog. Then, on 16-bit, I converted Nebulus to the Amiga and ST, wrote an unreleased game called Ammotrack (watch this space, folks!), and then Eliminator for the ST. That's it really..."



### Favourite Games:

"I don't tend to stick with one game very long, but at the moment I'm playing Rainbow Art's Denaris on the Amiga, and have just completed it! And I used to like a lot of Ultimate's Spectrum stuff. You know, Knight Lore, Sabre Wulf and all - it was very good for its time. Apart from that I like Paul Woakes' stuff: Mercenary and Backlash."



### Development Tools:

"All my stuff is written on the ST using DevPac 2. But when its released I'll go over to the new Developers DevPac."

### Interests:

"I like playing music, but I don't get any time for it anymore. I used to play in bands for a while. And I like reading. Robert Heinlein is my favourite, but I'll take a look at most things."

### Most Admired Programmers:

Paul Woakes and David Braben: "I liked Virus for a week or two!"

### Hates:

"Spiders. Apart from that I'm an easy-going kinda guy!"

### What annoys him about the software industry:

"Rubbish products that are hyped up. No one seems to have enough commitment, and simply release stuff so that they can make money - I hate that."

### Next Project:

"I've been wanting to use the name Scavenger for ages now, and now I've found a game that it works with! I'm not allowed to say a lot, but it's basically a 3D vertically-scrolling shoot'em-up, based around time travel. I have also been messing around with filled 3D stuff."



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# GIVING THE GAME AWAY

Well, this has got to be the best GTGA yet! Thanks to every one who contributed, and keep sending in the excellent cheats. I won't keep you waiting, but I doubt if you are reading this bit anyway! Anyway, on with the tips...

## IK+ - System 3

Jason Smith of Whitchurch, Bristol, has been playing this excellent beat'em-up, and reckons that if you pause the game after your character has been knocked down, and then restart the

game, your player will be invincible. He also noted that if a computer-controlled opponent is decked and you do this, he, too, will be immune to any assaults.



## Roadblasters - U.S. Gold



I wouldn't have thought you would have needed infinite lives for this average conversion, but still, Steve Moore from Beccles in Suffolk has found the game's cheat mode. When the car is on the starting line, type LAVILLASTRANGIATO then press the following for various effects:

- X - spins the car
- S - advance to the next stage
- F - refills the fuel tank
- G - end game
- 1 - fit UZ cannon
- 2 - fit cruise missiles
- 3 - fit electro shields
- 4 - fit nitro injectors
- 0 - remove special weapons

## Heroes of the Lance - U.S. Gold

Select your heroes in the order you wish to play; play the game for a minute or two and then save your position. Reset the game and load up a word processor (1st word in medium resolution mode is the best). Load up your saved position, and a load of jumble will appear on screen. Your character's position is represented by arrow characters, so move the cursor down four paces and type: down arrow, right arrow, down



arrow and left arrow. Now save the file and delete the original save file. Now write-protect the disk and load it into your game. When loaded, the life bars will have disappeared, indicating that your party are now immortal, and you will find that you cannot use long-range weapons except Raistlins' magic. Haydn Wright from Lincoln is the one to thank for that.





CBM 64/128



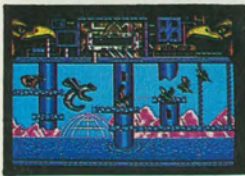
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HELL  
LET  
LOOSE...

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# Roy of the Rovers - Gremlin

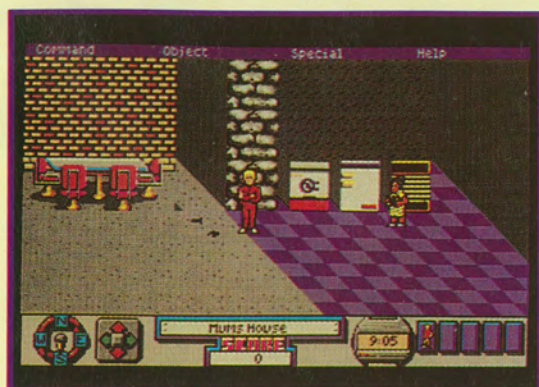
My heart really goes out to David Harwood of Rainham, Essex. Not only did he buy this piece of rubbish, he also stayed comatose long enough to complete it - mind you, so did our Editor, Nick Clarkson, so it can't be that hard! Anyway, David has sent in



the complete solution, so if you finish it now, you need never load it up again.

You begin at Armstrong Gardens, so go down into the bowling green, then right along the bowling green, down into Petre Street, and then right into the estate agents. Take the hat you find there, then press F3 to get 'special', and click on 'go home'. You automatically go to Roy's house, so collect the membership card and leave, going right and then down, bringing you to Scott gardens. Go right until the end of the road, and go down into Station Road. Keep going left, then go down into London Road. Continue along it, and go into the Hypermarket you eventually reach.

Go right, and then down the second aisle, and then go left until you see a security guard and a yellow door. Walk past both of these, and then go down. Go right until a man stops you with a knife, and pass him by using the membership card. You should now reach a room housing a box of fuses. Face the box, and press F3, 'special' should come up, showing a list of functions. The fuses to pull are numbers 1,2 and 3, as these turn off the lights, the freezers and the security lock. However, the fuses are random, and if you switch off the lights or freezers, you will get slung out. If this happens, just go back into the hyper-



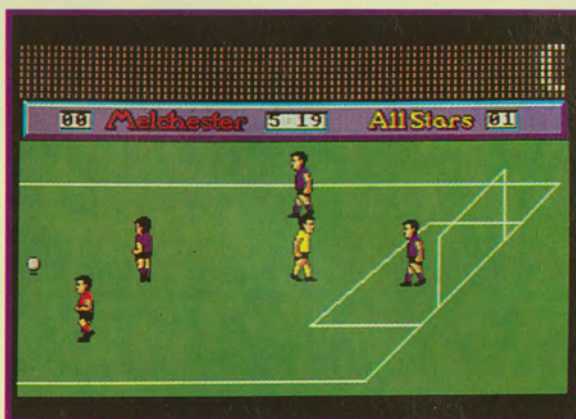
market and try again. When you have found the security lock's fuse, pull it and go left and down. One of your team mates will be standing outside the yellow door. Just run into him to rescue him.

Once again, you start at your Mum's house. Leave, and you will be in Rose Avenue, so go right and then up, and you will be in Letsbe Avenue (ha, ha). Walk all the way down it until you can't go any further, and go up into Daley Avenue. Carry on walking down the road until you see the King's Head pub. Go in, and you will see a man standing at the edge of the screen. Go up to him, and press F1. Click onto chat and read the message. Leave the pub and go left, and you will find yourself at the entrance to a building site.

Put on the hard hat and go in. Go left, then up, and drop the hard hat. Go right, until you can't go any further, then go down and right. You will find a phone, lift and a guard, but before you reach him, go down. You will find another guard with a walkway in front of him, go down this, go right to end of the screen. Then go up to find yourself in the site office, and go up and use the phone - this moves the guard away from the lift entrance. Go right and collect the rusty key you find hanging on the wall. Go left out of the office, and keep going left. Then go up, right and then up again. Face the lift and use the rusty key, you can now go up in the lift. Walk left until the man with the knife stops you, but simply show him your membership card to get past him. Now run into the player to free him.

Surprise, surprise, Roy is once again placed at his Mum's! Go out and go left four screens, then go up into Rochester Row, then right and up into Petre Street. Go right, and then up twice, then go left into Armstrong Gardens. Now go up into Station Road, left until the end of the road, and from Park Lane, go right twice. You will now be in front of a row of houses, one of which is yours. Take your wallet and leave, going left and then up into High Green. Now go left and up into Mary Street, and then up into Far Gate, before going left and up again to Terrance Avenue. You should now see the Farmer's Arms pub, where the shifty guy in the King's Head agreed to meet you. Go over and talk to him, and he

will ask you for some money. Use your wallet to pay him, and he will disappear, leaving behind a security pass. Take the pass and leave the pub. Go down into Far Gate and then retrace your steps back to Park Lane (right and then down three times). When you are in Park Lane Gardens, continue down Scott Gardens until the end of the road, and then go down into John Street. Go left for two screens, then go up and you should be in Hanging Gate. Go left until you come across the entrance to the distribution place. A guard will stop you, so flash your security pass and walk past him. Keep going right, and another guard will stop you, show this one the membership card and go up then right. Collect the crowbar that it is on the floor, and go left where another guard will stop you. Once again, the membership card gets you past, so go past him and down, then go right until you meet yet another guard. Once again, use your membership card, and go up. You will now see three crates, one is empty, one contains a snake,



and the other a player. Open the crates until you find a player, but if you get bitten by the snake, you simply retrace your steps from outside the distribution centre.

When you are put back at your Mum's, drop the crowbar and the pass, then leave. Go six screens to the left and then up into Rochester Row. Go right and then up, bringing you into Petre Street, then go left until you reach the fast food centre. Go in it, and then up. Go right until a guard stops you, so show him the membership card, then go down after you have walked past him. Collect the key on the table and go back up. Walk left two screens and show your membership card to guard who tries to stop you. Face the door and use the key to free the last of your team.

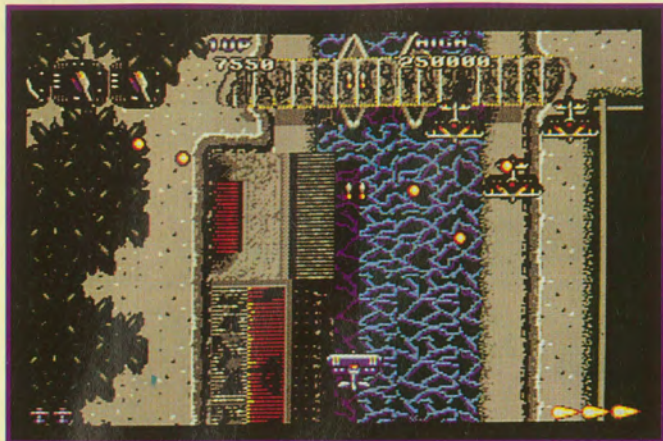
Finally, David says that, if you get a lead in the football section, just keep kicking the ball back to your goalie. This way he keeps saving it and running up and down the penalty area, throwing it to you so you can kick it back!



## Flying Shark - Firebird

This cheat works a bit like the one I printed on Space Harrier II last month. Back up your second disk, and look at the files. You should find several 'Level.MAP' files. By simply swapping,

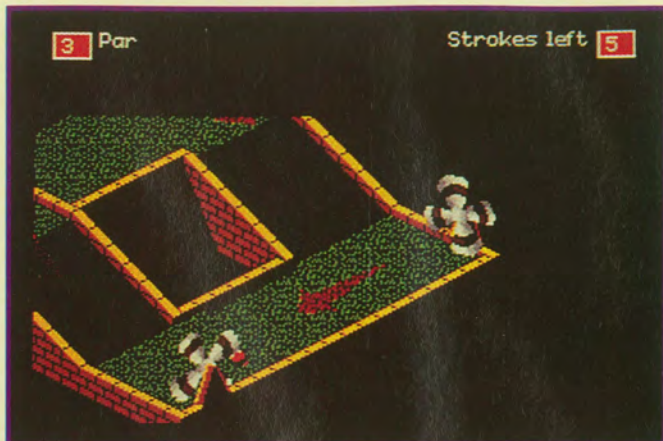
say, Level5.MAP with Level1.MAP, you will find that you can begin the game on level 5 instead of level 1. Cheers very muchly to Milton Keynes' very own, Ryan Copeland for that.



## Zany Golf - Electronic Arts

Did you know that there is a hidden hole within this playable little game? It is hidden within level nine, called Energy. To the left of the screen is a little mouse-hole, within which are two

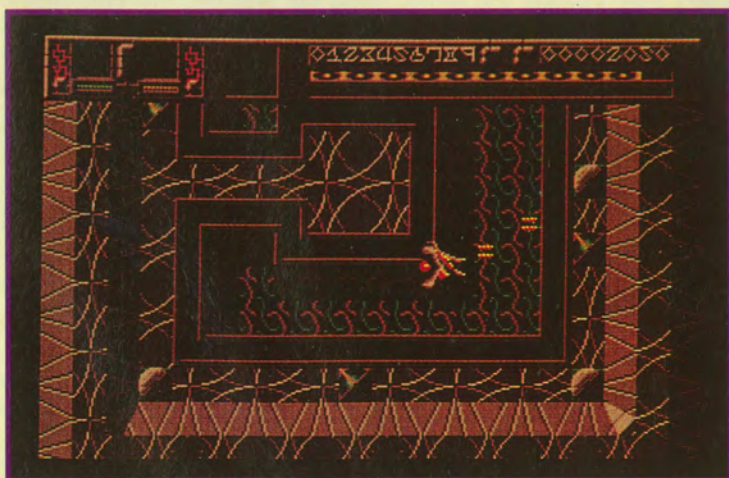
glowing eyes. When these eyes glow red, putt the ball into it, and a new screen will load - called, appropriately, Mystery. Thanks to Stephen Parker for that.



## Fusion - Electronic Arts

Finding this excellent horizontal-scroller a tad too hard? Then Mark Crook from Pontymister comes to your rescue. Load the game up and start playing. Now press ESC and when you start a new game, press the E key. You will now have access to the cheat mode. Alternatively, if you can't get that to work, Mark Lawrence reckons that typing SWAMP THING into the high-score table, restarting and

pressing E will give you access to a level skip cheat. This is then activated by using the + and - keys. While you are in this level select mode, mode the joystick diagonally up/left, press fire and then press E. You now enter a game editor. Before you, you will see a row of background characters displayed at the top of the screen. Below this, there is also a list of keys (F1 to F10 and 0 to 9). There will also be a



white box in the top left corner of the screen. This is a cursor, and using the joystick, you can move through the map of the present level, using the keys listed to change any part you don't like. If

you are not happy with your selection, press UNDO to change it. If the character you wish to use isn't there, use the cursor keys to scroll through the other available characters. While in the editor, you can also use the following keys to select different options:

Esc - returns you to the level selector. From where you can press space to re-enter game.

In each of the following, the numeric pad's Enter key is used to escape.

P - alters the game's palette. (Use the 1,2,3,4,5 and 6 keys to colour swap.

X - allows you to modify the exits. (Use the + and - keys to select the exit number, and then press S. Then, you can use the + and - keys again to set which level you go to when the exit is used. Likewise, the cursor keys alter the exit's position.

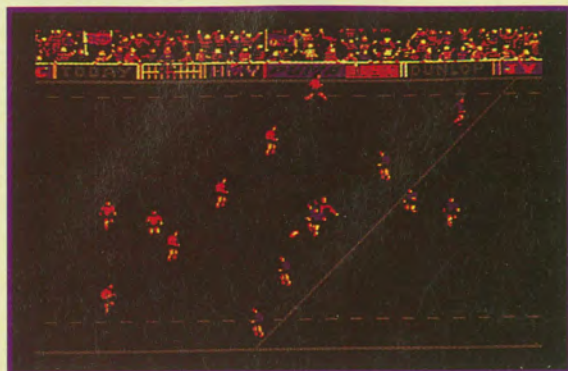
W - lets you choose which weapons can be selected on which level. Again follow the rules above, as they work in the same way.

If you return to the game and your craft is not onscreen, the map will scroll until it finds you.

## Advanced Rugby Simulator - Codemasters

Gary Aslett, from Caven (I think) near Wolverhampton, has found a cheat for this playable little sim. After you have score a try, before you press fire to continue, press F1 instead. This

takes you back to the match. Press fire now, and another try is added to your score. You can repeat this process until you are eventually tackled!

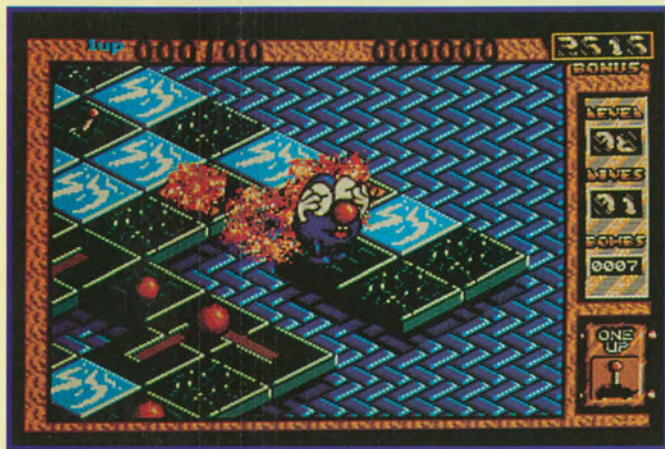




# Bombuzal - Imageworks

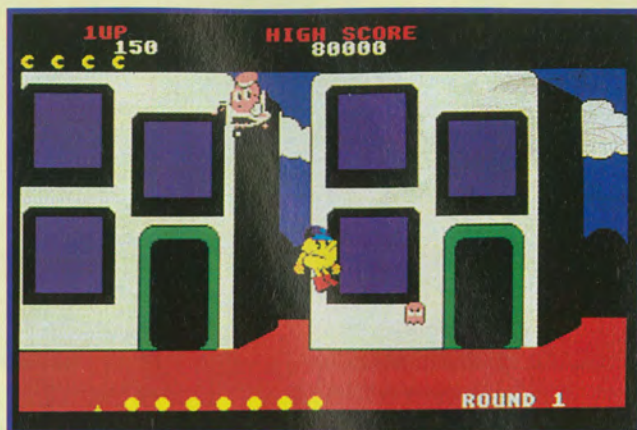
I printed a few of the passwords a few months back, but Bas Wiegman who hails from the Netherlands, has sent in a more comprehensive list.

- |    |        |     |        |
|----|--------|-----|--------|
| 8  | - ROSS | 56  | - WEED |
| 16 | - RATT | 60  | - VASE |
| 24 | - LISA | 64  | - RING |
| 28 | - SINK | 68  | - PILL |
| 32 | - DAVE | 72  | - GIRL |
| 36 | - BIKE | 76  | - SPOT |
| 40 | - IRON | 80  | - GOLD |
| 44 | - BIRD | 84  | - PALM |
| 48 | - LEAD | 88  | - OPAL |
| 52 | - TAPE | 92  | - LOCK |
|    |        | 96  | - SONG |
|    |        | 100 | - SAFE |
|    |        | 104 | - FIRE |
|    |        | 108 | - WORM |
|    |        | 112 | - LAMP |
|    |        | 12- | - TREE |



# Pacland - Grandslam

When this brilliant conversion is loading, if you type AVALON the screen will go all stripy and flash a lot. You will also find that, on starting the game, you will have infinite lives! Also, Karl Hartley has found that during round two, if you



push the third cactus you come to, you will become invincible for that round. Also, 'Jimmy' from Uttoxeter has found a useful way to gain infinite lives. Start a two-player game, and get the first player as far as possible. Then, with the second player, reach the fairy and on your way back, push the second cactus from left to right. It then releases a yellow dot. Collect this, and lose your life. Continue playing with player one, and when it is player two's go, keep moving the cactus, thus releasing the yellow dot. Now as long as you keep doing this, player one will never die! 'Jimmy' also sent in a couple of useful quirks: if you push the third fire hydrant, the baby ghosts can't kill you; as you make your way through the forest, push the first log you find, and it will release point-giving balloons; and on level three, pushing the same log warps you through the level.

# Dragonscape - Software Horizons

Load up this below-average game and start playing. Now if you press the TAB and number two keys during the first level, you will be transported to Technocity. Repeat this, and you will warp to Iceland. Ashley Stocks from St. Annes found that out.



# PRIZES! PRIZES! PRIZES!

As I said earlier, keep'em coming (the tips that is!), as these are your pages. Winners this month are David Harwood for his Roy of the Rovers tips, and he receives two games when he contacts me, whilst Steve Moore receives a game of his choice for his Raodblasters cheat and, finally, a game goes to Haydn Wright. If you lot can ring me on the usual number, we can sort out some prizes. Thanks a lot, and see you next month.

Steve



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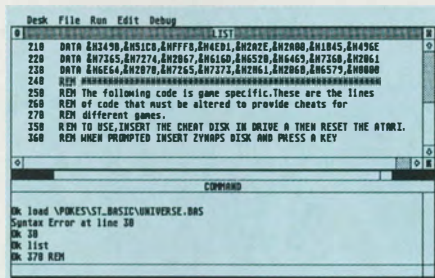
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- 1) Place the disk in the drive, making sure that the write-protect hole is covered.
- 2) Click on the 'Floppy Disk A' icon.
- 3) Move the mouse pointer over the 'File' menu bar, highlight the 'Format' option and then click on the mouse button.
- 4) A question box will appear, telling you that all the information on the disk will be erased if the disk is formatted. Confirm that you still want to continue by moving the mouse pointer over the 'OK' box and click on the mouse button.
- 5) The disk formatting menu should appear



next. You may, if you wish, name your disk by typing in a suitable title (e.g. CHEATS.STA). This process, however, is not necessary.

- 6) Next you must decide whether the disk is to be either single or double-sided. Move the mouse pointer over the required box and click on the mouse button (if you have a double-sided drive I would suggest you always choose the double-sided option).
- 7) Now move the mouse pointer over to the 'Format' box and click on the mouse button. The computer will then proceed to format the disk.
- 8) On completion, the computer will display how much blank space is available on the disk. Move the mouse pointer over the 'OK' box and click on the mouse button. The screen will revert back to the 'Format' menu. Move the mouse pointer over the 'Exit' option and click on the mouse button. The screen will revert back to the normal desktop and the disk in drive A will be formatted.

## How On Earth Do I Load Basic?

- 1) Insert your Basic language into drive A.
- 2) Click on the 'Floppy Disk A' icon.
- 3) Move the mouse pointer over the 'File' menu bar, highlight the 'Open' option and then click on the mouse button.
- 4) A window displaying the contents of your Basic disk will appear. Move the mouse pointer over the square icon named 'Basic.prg'. Highlight the icon by pressing down the

mouse button. Move the pointer over to the 'File' menu-bar and highlight the 'Open' option. Pressing the mouse button will cause the program to load and run.

- 5) When the Basic screens are displayed it is advisable to insert your blank formatted disk in place of the Basic language disk.

## What's This Universal Cheat Thing Then?

Many of our cheats utilise the same chunk of Basic program. We, for the sake of argument, have named this code the Universal Cheat Routine. You should type it in and save it under a suitable title. Refer to your Basic handbook for extra details on how to enter the code. Some of you may have difficulty in entering line 30. If your computer won't accept the line, then leave it out, it will not affect the program.

Having typed in, and thoroughly checked the routine, it should be saved onto your blank disk. Simply move the mouse pointer to the 'Save As' option and click on the mouse button. The computer will ask you to give the routine a name. Use something easily recognisable (e.g. UNIVERSE.BAS, the '.bas' part signifies that the file contains Basic code). Move the pointer to the 'OK' box and click on the mouse button; the computer will then save the routine onto the disk.

## OK, I've Typed In The Universal Thingy, Now What?

Right, having decided what cheat you want to use you must then go about typing it in. Look through the code that makes up the cheat routine. Any lines that be.g.in with the word REM may contain useful information (e.g. the cheat may need to be saved into an Auto folder). If the cheat doesn't have to be used with the Universal Cheat Routine then it should be typed into Basic and saved (see the previous section on how to save a file). However, most of our cheats must be added to the Universal Cheat Routine. To accomplish this, load in your already saved copy of the Universal Cheat Routine.

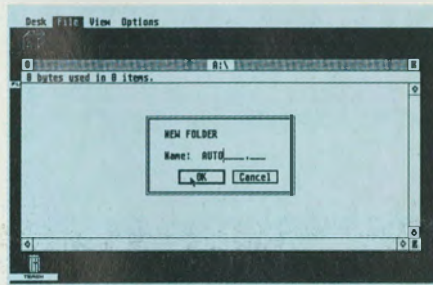
- 1) Move the mouse pointer to the 'File' menu-bar and highlight the 'Load' option.
- 2) The computer will display a menu of all the Basic routines held on the disk that is positioned in Drive A. Point at the name of the file which contains the Universal Cheat Routine and click on the mouse button, then move the mouse pointer to the 'OK' box and click once more. The Universal Cheat Routine will then load into the computer's memory.
- 3) Type in the word 'list' and press the Return key. The Universal Cheat Routine should appear in the window marked 'List'.

4) The code relating to the cheat you need should be typed in next and, on completion, the whole routine should be saved, again using a suitable title (e.g. for, say, a Bubble Bobble cheat, use BUBBLE.BAS).

## Right, I've managed to successfully Enter The Cheat, What Next?

OK, all that is left to do is actually run the program. But first, check to see whether the program needs to be saved into an Auto folder. If it does, then follow the step explained in the next section before carrying on.

- 1) Move the mouse pointer to the 'Run' menu-bar and highlight the 'Run' option. Click on the mouse button and the computer will execute the program.



2) To actually run the cheat, power down your machine and then switch it on, leaving the disk with the cheat on it in Drive A (if you have saved the cheat into an 'Auto' folder the cheat will automatically run).

- 3) Click on the 'Floppy Disk A' icon.
- 4) Move the mouse pointer over the 'File' menu bar, highlight the 'Open' option and then click on the mouse button.
- 5) A window displaying the contents of the disk will appear. Move the mouse pointer over the square icon named after the cheat. Highlight the icon by pressing down the mouse button. Move the pointer over to the 'File' menu-bar and highlight the 'Open' option. Pressing the mouse button will cause the program to load and run.

## How Do create an Auto Folde?

- 1) It is not possible to create an Auto folder whilst your computer is running Basic. If you are still using basic, move the mouse pointer over the 'File' menu-bar and highlight the 'Quit' option. Click on the mouse button and the computer will return to the desktop.
- 2) Move the mouse pointer to the 'File' option on the menu-bar, select the 'New Folder' option and click on the left mouse button.
- 3) Type the word 'AUTO' when prompted and then press the 'Return' key.
- 4) A folder named 'AUTO' should now be present in the disk window.

STA



# ST BASIC UNIVERSAL CHEAT ROUTINE

```
10 REM *****Universal Cheat Routine*****
20 OPTION BASE 1: DIM A%(128):CHEAT=VARPTR(A%(1))
30 DEF SEG=0: REM Remove this line if new ST Basic is in use
40 X=CHEAT:READ B
50 WHILE B<>99999
60 POKE X,B:X=X+2
70 READ B
80 WEND
90 REM This code is common to all cheat routines. Type in this listing
100 REM and save it for future use. To use a cheat routine replace the
110 REM lines of code in this program with those in the new listing.
120 DATA &H601A,&H0000,&H00E4,&H0000,&H0000,&H0000,&H0000,&H0000
130 DATA &H0000,&H0000,&H0000,&H0000,&H0000,&HFFFF,&H4FFA,&H01FE
140 DATA &H2F3C,&H0000,&H0300,&H487A,&HFEF4,&H4267,&H3F3C,&H004A
150 DATA &H4E41,&H4FEF,&H000C,&H487A,&H0064,&H3F3C,&H0009,&H4E41
160 DATA &H5C8F,&H3F3C,&H0007,&H4E41,&H548F,&H4267,&H487A,&H004A
170 DATA &H3F3C,&H004E,&H4E41,&H41FA,&H0068,&H3018,&HC0FC,&H0006
180 DATA &HD1C0,&H487A,&H0037,&H487A,&H0033,&H2F08,&H2F3C,&H004B
190 DATA &H0003,&H4E41,&H4FF9,&H0007,&H7FF0,&H2F40,&H0004,&H2240
200 DATA &H43E9,&H0100,&H41FA,&H003A,&H3018,&H5340,&H2458,&HD5C9
210 DATA &H3498,&H51C8,&HFFF8,&H4ED1,&H2A2E,&H2A00,&H1B45,&H496E
220 DATA &H7365,&H7274,&H2067,&H616D,&H6520,&H6469,&H736B,&H2061
230 DATA &H6E64,&H2070,&H7265,&H7373,&H2061,&H206B,&H6579,&H0000
240 REM *****
250 REM The following code is game specific. These are the lines
260 REM of code that must be altered to provide cheats for
270 REM different games.
```

# ST BASIC CHEAT FOR CRACKED

```
300 DATA 5,0,&H4CC,&H4A79,0,&H5E8,&H4A79,0,&H66C,&H4A79,0,&H6CE,&H4A79
310 DATA 0,&H116A,&H4A79,&H6772,&H6170,&H6869,&H6373,&H2E64,&H6174
320 DATA 0,99999
330 BSAVE "CRACK.PRG",CHEAT,256
```

# ST BASIC CHEAT FOR FLYING SHARK

```
10 REM Infinite 'structure' for Fusion
20 OPTION BASE 1: DIM A%(1024):CHEAT=VARPTR(A%(1))
30 DEF SEG=0: REM Remove this line if using new basic
40 FOR X=0 TO 255 STEP 2
50 READ B:POKE CHEAT+X,B
60 NEXT X
70 BSAVE "FUSCHT.PRG",CHEAT,256
80 REM *****
100 DATA &H601A,&H0000,&H00E0,&H0000,&H0000,&H0000,&H0000,&H0000
110 DATA &H0000,&H0000,&H0000,&H0000,&H0000,&H0000,&H4878,&H0200
120 DATA &H487A,&HFEFA,&H2F3C,&H004A,&H0000,&H4E41,&H3EBC,&H0007
130 DATA &H4E41,&H3EBC,&H0022,&H4E4E,&H41FA,&H00B0,&H20C0,&H2240
140 DATA &H20A9,&H0018,&H487A,&H0070,&H3F3C,&H0026,&H4E4E,&H487A
150 DATA &H00AB,&H487A,&H00A7,&H487A,&H009A,&H2F3C,&H004B,&H0000
160 DATA &H4E41,&H48E7,&H8080,&H41FA,&H0086,&H2010,&H2060,&H2068
170 DATA &H0018,&HB1C0,&H6718,&H4268,&HCBC0,&H303C,&H4AB9,&H3140
180 DATA &HB206,&H3140,&HB212,&H3140,&HCBB4,&H7048,&H6156,&H4CDF
190 DATA &H0101,&H2F38,&H0118,&H4E75,&H48E7,&H40C0,&H41FA,&HFFFF
200 DATA &H2208,&H4841,&HE049,&H307C,&H0100,&H2F70,&H1000,&H0008
210 DATA &H4CDF,&H0102,&H4E75,&H4BF8,&H0140,&H43ED,&H0036,&H307C
220 DATA &H00C0,&H700F,&H20C9,&HD3FC,&H0400,&H0000,&H51C8,&HFFF6
230 DATA &H21CD,&H00D8,&H4DFA,&HFF8C,&H1ADE,&H5300,&H66FA,&H42B8
240 DATA &H8240,&H7038,&H11C0,&HFA17,&H4E75,&H0000,&H0000,&H0000
250 DATA &H0000,&H613A,&H7161,&H7A2E,&H6D6F,&H6E00,&H0000,&H0000
260 REM To use this cheat,type in the program and run it to produce
270 REM an executable file.Double click on this from the Desktop
280 REM and when the drive stops insert Fusion disk and press
290 REM a key.Game should load with poke in place.
```



# Dungeons and Disk Drives

**Mitch, his Dragon and the Troll are back with all the news that's fit to print from the world of Adventures. If you have an adventure problem that needs solving, and you can withstand the Troll's ill-temper, write to the ST Dungeon and let the Troll bash your problems down to size.**

This month I have good news and bad news. The bad news is that the release date for the 'Pools of Radiance' from U.S. Gold has now been put back until September, which means, if past experience is anything to go by, we are unlikely to see it this side of Christmas. Likewise, Ultima V, despite the claims of other mags, is also unlikely to be released until the Autumn. The release for Chaos Strikes Back has also been delayed until late May. Furthermore, Mirrorsoft have now stated that, contrary to previous statements, it has been decided that they will NOT be producing a version of Dungeon Master for Amiga A500 users. Oh dear! So sad! Never mind!

The good news for war-gamers is that U.S. Gold are about to release 'Red Lightning' which I am assured is going to be a mega-hit for battle-hungry fans.

Knowing that the Dungeon Crew are all Dungeon Master fanatics, Jonathan Chamberlain from Wivenhoe has written

with a fascinating item of interest. Jonathan writes: 'Did you know that you can flip coins in Dungeon Master? Neither did I till I put one in my action hand! We had never heard of this option and I initially thought it was all a leg-pull. But sure enough, if you place a coin in any hero/heroine hand you will find that you are given the option to 'Flip'. Selecting the option will result in a 'heads' or 'tails' reply. I've no idea what the purpose of the option is, but I intend using it to decide which dark passageway I should investigate next! The month's most fascinating item which made it across the Troll Bridge to the Dungeon was a disk containing a modified version of Dungeon Master. Some clever chap has used the Dungeon Master Editor Program to rearrange the original room layouts thus producing somewhere completely new for his friends to explore. At least it gives us something to do till 'Chaos' turns up.

I have also been informed by Charlie

Hewitt of Rochester, that should you display the save file from a Sierra-On-Line game you will find that the final lines can contain some very interesting lists of items which you may not have even discovered while playing the game.

Finally, the Troll would like me to mention two items of interest. One is the pitiful amount of pocket money that he receives each week; and the second is that he receives vast amounts of letters which do not include a stamped, addressed envelope. As only a small proportion of letters can be answered in his column, the rest can only receive a reply through the mail. I asked him if he would consider spending all his pocket money on buying stamps and envelopes to help out adventurers, but I didn't quite understand his reply. It was something to do with a pig's ear, a running jump and a stuffed banana! Suffice to say, if you omit a S.A.E don't be surprised if your plea for help disappears under the Troll Bridge, never to be seen again.

**Mitch.**

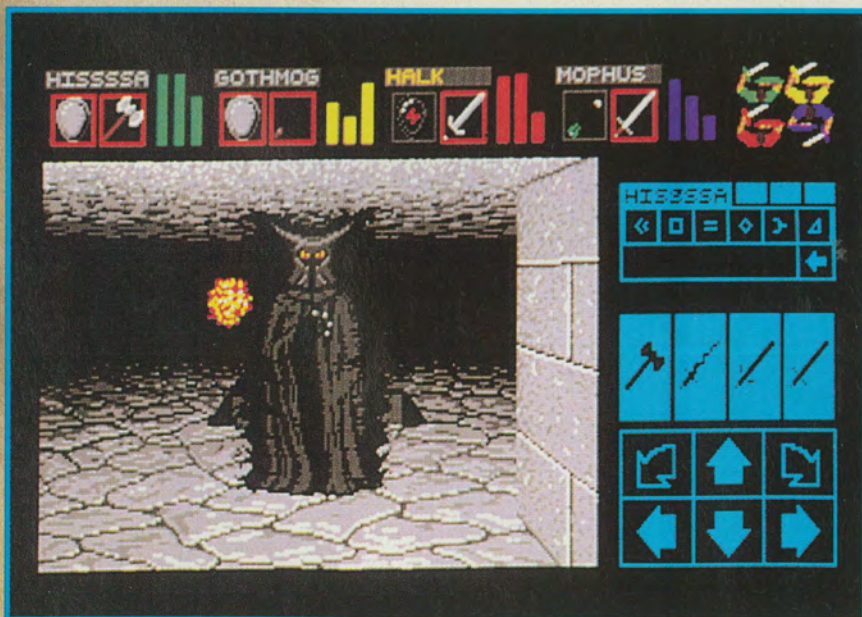
## TROLL LETTERS

### A Re-visit to the Police Quest Drunk

Let's see how smart you are. Your tip for Police Quest I in the March issue about the drunk, did not work. I tried typing 'Follow me' and what did I get? The same, 'But I have done nothing wrong ocifer'. Surely the almighty Troll didn't get it wrong?

Well, now I'm offering you a chance to redeem yourself, but it'll cost. As well as the proper answer, you'll also have to tell me the location of the bridle in Kings Quest IV. I have great faith in you, so this time don't get it wrong. You have been WARNED!

**Mannanan (The merciless)**

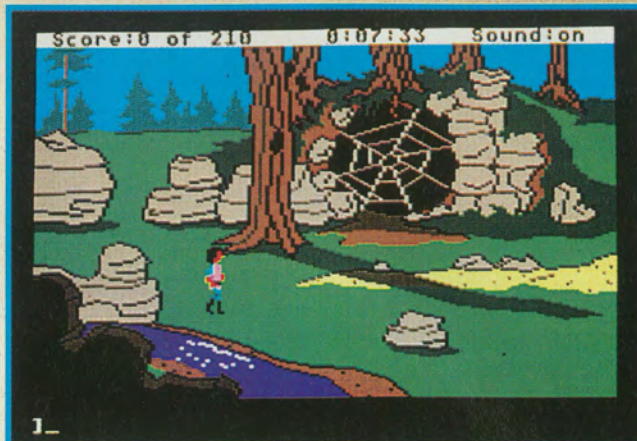
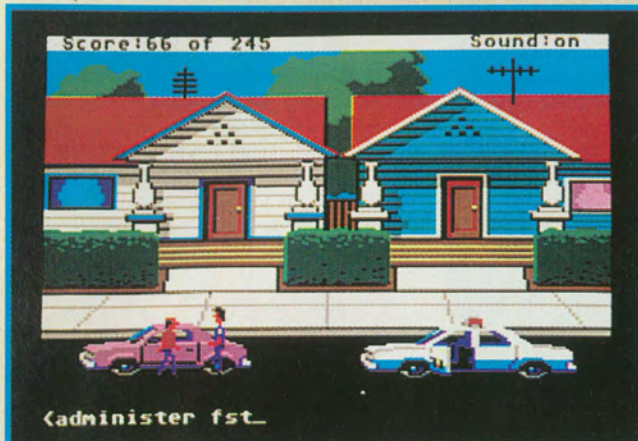


Chaos, still trying to strike back. Dungeon Masters can only wait.



OK, Sonny, arrest this bozo and get back to some more serious work! Police Quest 1 also features the mundane side of crime fighting.

Itsy bitsy spider... go on Gwidion don't be scarred. King's Quest 3 is probably the most difficult in the series.



Do my eyes deceive me? Someone dares to question the wisdom of the Troll.

Listen here, Sunshine, I may get confused sometimes - who wouldn't with all the cares and worries that I have? But I am never WRONG!

To arrest the drunk you must carry out the procedure laid down in the police manual and THEN say, 'Follow me'. The procedure states that you must: Get License; Return License; Smell Breath; Tell suspect to get out of car; Administer an FST.

The bridle is a tricky puzzle. Firstly, I wonder if you know about the whale? Secondly, do you know about the wrecked boat? If these mean nothing to you, forget the bridle and take up sea-swimming. If you do know about the wreck, then go to the bow and say 'Look at ground'

OK, Dog's breath?

## Fooling the Fuzz in Corruption

I have been able to get out of the hospital with the stethoscope in the pillowcase, but when you are taken to the police station and released, you do not have the pillowcase anymore. I have tried jumping out of the ambulance, but the driver puts you back in and locks the door. Please help!

**James Ellis, Abergavenny, Gwent.**

Take a tip from an old Troll, never let yourself be taken to the Police Station. I did once and I foolishly assaulted a policeman's boot with my nose. The trick is to remove the stethoscope from the pillowcase when you are lying on the stretcher and wear it. Once you are released from the Cop Shop you will find that PC Plod omitted to carry out a body-search and has allowed you to leave, still wearing the stethoscope. Tricky, tricky.

## Busking Tips for JINXTER

How do I get money for a train ticket in the Jinxter game? I have tried busking,

but it doesn't seem to work.

**C. Mayer, Cornwall.**

Knowing humans as I do, they would normally let you starve to death before parting with any of their money. What is needed here is a little of the Troll's cunning. First put on the dancing shoes and place your hat on the ground. Working on the principle that all humans are like sheep, put what little money you already have in the hat, and sure enough when you begin busking the poor fools will see the money and follow your example. Mind you, you will need to keep it up for a little while to get results, as it takes time for the sheep instinct in humans to overcome the greed factor. Incidentally, please remember that, as I explained previously, I have decided that this game is spelled 'JINXSTER'. And I will tolerate no arguments!

## Ditching Sweet Cheeks in Police Quest

When you are in the hotel, how do you get Sweet Cheeks to wait somewhere until you get the barman to show you to the gambling room?

**Brian Harrigan, Glasgow.**

If you take her back to your hotel room and telephone Lt. Morgan, he will suggest you get her out of the line of fire by sending her home in a taxi. Your next problem is how to get a taxi. As I am a kindly soul, I'll give you a clue. In America, Directory Enquiries is 411. Have a nice day.

## Seeing Triple in Wishbringer?

I am stuck in the Infocom Wishbringer game. Can you tell me where I can find the 3D glasses and the broom? I have looked everywhere I can think of. Also, can you ask the Dragon which is his favourite adventure.

**Jenny Foster, Letchworth.**

At last, a letter from a female. What a pity I only know half the answer to your questions! The 3D glasses are just where you would expect to find them - under the seat in the Movies. I haven't a clue about any broom. As far as I can recall there wasn't a broom in this game. One thing is for sure, there are no points to be gained for finding it. I have a nasty suspicion you are up a gum tree with that one.

I asked the Dragon what game he liked best and he has plumped for Space Quest II from Sierra, or Bureaucracy from Infocom. You didn't mention whether you were green and warty. Oh well, I'll just have to imagine what you look like. The Dragon says you are probably pink with no warts, but he isn't very romantic!

## Become a Blonde Bombshell on Larry II Beach

Having arrived on the island I have found the Guest Room, the Barbers and the Restaurant. I am now unable to pass the two KGB men in the bushes, plus I can't get into the kitchen of the restaurant.

**Tony Richards, Kent.**

Forget the kitchen it isn't important. The KGB men are looking for a middle-aged nerd. (I might just send them Mitch's address!) They would never suspect you if you were to disguise yourself as a gorgeous, blonde girl. You need to get yourself into a well-padded swimsuit and then walk past them. Come to think of it, I wouldn't mind getting into someone's well-padded swimsuit. Any offers?

## Chrono Quest's Mystery of the Pyramid

I have completed one quest (India) and I am halfway through the rest. In ancient Egypt I am completely baffled on how to open the pyramid without falling down the pit. Also what do I do with that stone slab in front of the temple?



Flaming Heck! Frightened by a little bit of fire? Most Dungeon Masters would not think twice about extinguishing this monster.



In India there was an old fakir sitting by a scroll. You should have pinched it - the scroll that is! That scroll contains the secret order in which you should press the bricks around the tomb's entrance. In front of the temple is a statue and this must be turned.

That solution comes courtesy of David Soulsby of Newcastle.

## Solution to Fishy Problems

As you are the 'Troll of all Knowledge', please help me with FISH.

1. I can get the combination to the safe, but on the way to open it I get sacked.
2. What about the exploding parrot?
3. When I get the gargoyle, the hippies get me.

Incidentally, are you any relation to the Troll in 'Billy Goats Gruff'?

**G. Leighton, Kent.**

You got the sack because you didn't go and make the coffee. The answer is to find a mug who will go and make it for you. I suppose that will make him a Coffee Mug! My God, I think I am developing a sense of humour.

The trick is to get to the parrot before he explodes. Go S,S,E,E,E OPEN CAGE.

The best thing is to slow the hippies down by blocking the doorway with the lid.

As to your impertinence regarding goats, I'll ignore you and wait for a bigger, fatter adventurer to come along and insult me. Then I'll eat him!

## A Blast from the depths of Dungeon Master

Guess what? I'm stuck in Dungeon Master. After many hours of hacking,

bashing, punching, kicking and fireballing I need some questions answering.

1. Does the Horn of Fear do anything interesting?
2. Can you get past the Fire Pit?
3. Is there an easy way to kill the knights?

**Jonathan Chamberlain, Essex.**

The Horn of Fear does a very important job - it puts the wind up certain monsters. One of the most awkward denizens of the Dungeon is the Water Monster. Not only is it a swine to kill, it can flow under sealed doors. In this situation the Horn is indispensable. A few blasts will make the monster turn and run, allowing you to follow it, hacking and blasting alternately.

Certain Fire Pits can be killed and others can be extinguished for a short time. In the level where the final showdown takes place there is at least one Fire Pit which will die down temporarily allowing you to pass through.

The knights take a vast amount of punishment before they die and I can find no easy way round it. The only thing you have on your side is that there is a junction point in the corridors where they won't advance any further. At this point you may stand safely just around the corner. From there you can repeatedly attack and then retreat to recover your strength.

## Dungeon Master's Winged Key Location

I realise by now you must be feeling sick, tired and fed up with the letters arriving regarding the dreaded Dungeon Master. Please, please can you throw some light on to where I can find the Winged Key? If you cannot help I am ready to shelf the game indefinitely.

Keven Little, Notts.

The Winged Key is not needed until the very end of the game, so I suggest that you and all the other foolish adven-

turers who have been searching for it, leave that problem to one side until later. I see from your enclosed map that you are searching for the key on level 10. Well, you'll be pleased to know that it's on Level 7! Of course you won't be able to get to it until you have all 3 of the RA keys. Having passed behind those locked doors and reached Level 7, you will then find there is a secret button on a wall midway down a long corridor. This button opens a section of wall to reveal the key further down the corridor.

## Knight Orc's Thorny Problem

I am totally stuck in Knight Orc. In part 1 of the game I can't get to the tower because of the thorn hedge. I really hope you can help me, because if you don't - who will?

**C Doughty, Kent.**

Stop snivelling. I hate to see humans blubbing! You do realise that the Level 9 team supposedly included part 1 to ensure that even the Dodo's could do something! That being said, Mitch couldn't get past the hedge either, and when we found the solution he was not amused. What you need to do is find the doormat, place it on top of the hedge and then simply GO NORTH. I've got news for you, this game gets VERY tricky later on. The Dungeon Crew VERY quickly dropped it in the TOO DIFFICULT tray. Just thought I'd mention that to cheer you up!

## The Tangled Web of Kings Quest III

I have killed the wizard and do not know what else to do. How do I get to the ship and where can I find the Small Round Stone of Unusual Colour for the Teleportation Spell?

**Laurence Graham, Leighton Buzzard.**

The ship turns up in its own good time, you must just concentrate on solving the other problems. The problem you should be solving, is how to get into the cave which is defended by the spider in the web. Spiders are frightened by birds (according to Sierra) so if you can turn yourself into a bird you will find your heart's desire behind the web. I trust you have found the essential ingredient for that spell? If not, keep an eye on our flying, feathered friends.

## The Troll c/o The Dungeon 29, Blackthorn Drive Larkfield Kent ME20 6NR



# PERSONAL NIGHTMARE



There's something very strange going on. It's as if you are living through your worst nightmare and unable to wake up. Won't anyone let you in on the terrible secret that haunts your waking moments.

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# CASE FOR CONVERSION

This month Dennis Hemmings and Mark Smith ventured into the capitol, to see some of the latest arcade games: Chase HQ, Stryder, Ikari Warriors 3, Fighting Soccer, Battle Rangers and New Zealand Story.

## New Zealand Story

First off is New Zealand Story. Arcade game scenarios have never been the most illustrious writings ever published, but N.Z. (pronounced 'ZEE' for more authenticity) Story claims this month's no-prize for either the silliest introduction ever, or the greatest Michael-take ever. The game involves a giant Walrus who has kidnapped (or chicknapped, as

of a sleeper at the moment, but it will really take off!'. We will see...

## Chase HQ

Another conversion due from Ocean is Atari's 'Chase HQ', a video game of cops 'n' robbers. You're the driver of a super-fast cop car, chasing after a criminal wanted for crimes ranging between drug dealing and murder. As you follow him through heavy traffic, you are given signals on which way to go and advice



the case may be) all of the chicks from the villages of New Zealand. One chick managed to escape the dreaded clutches of the Walrus, and has set out to rescue his buddies from an awful fate!

The game is like a mix between Super Mario Bros. and Bubble Bobble. You control a little chick (of the feathered kind) around each screen, jumping on platforms and avoiding the bad guys so that you can reach the end of the stage and rescue your pals. There are four stages to each village, with an enemy 'boss' appearing at the end. The first one is a whale, which first attacks you and then swallows you. Repeated hits to the inside of his mouth is the only way out.

A spokesperson for Ocean, who are converting the game to the ST, described the game as 'a bit



through radio contact with headquarters. When you catch up with your man, a small pointer will appear above him, and then you have to bump into him a number of times to force him off the road. A close-up of you and your partner then apprehending the villain will follow.

There are a number of features in Chase HQ that make it more than just another driving game. Apart from the fact that there is something to do other than drive, you must also use the clutch pedal

when starting off in the deluxe model, otherwise you'll stall the car! Don't expect to see too many of the bigger versions around though, as they cost a lot of bucks; but certainly don't miss out on a game, even in the stand-up machine, as it's still one hot ride!!

## Fighting Soccer

Among the new games in at Electrocoin this month were 'Fighting Soccer' and 'Ikari 3'. Fighting Soccer is great, if







a little difficult to play. You take over England for the Cup qualifiers and Final, competing against other teams, all fighting for a chance to become World Champions. You view the game from overhead and have a number of controls to use, some being a bit confusing. The running, passing and shooting are OK, but you have to twist the joystick to determine the direction that you are kicking the ball, which takes a bit of practice to get used to. Still, it's worth a look.

### Ikari Warriors 3

We didn't really get much of a look at Ikari 3, although we did find out that the graphics are better and bigger than the others, and is based around a martial arts type of game to begin with. It certainly looked interesting, as does the screen shot...

### Stryder

One of my favourite games around at the moment is Stryder. Apart from the graphics, which are really superb, it must be one of the most fun and gory games ever to be released. Your

character is running around a mechanical city, cutting up androids and slicing into robots, in some sort of attempt to stop their dastardly



plans. There are a number of clever traps and enemies to be faced, making your task not an easy one!

The beauty of the game, apart from watching the androids get split in half, is that it scrolls in all directions. There is also a lot of skill in controlling your character, with a number of moves, such as, somersaulting, grabbing hold of rafters, climbing walls



and going up and down stairs, all to be practised again and again and perfected.

Another innovative part of the game is some of the

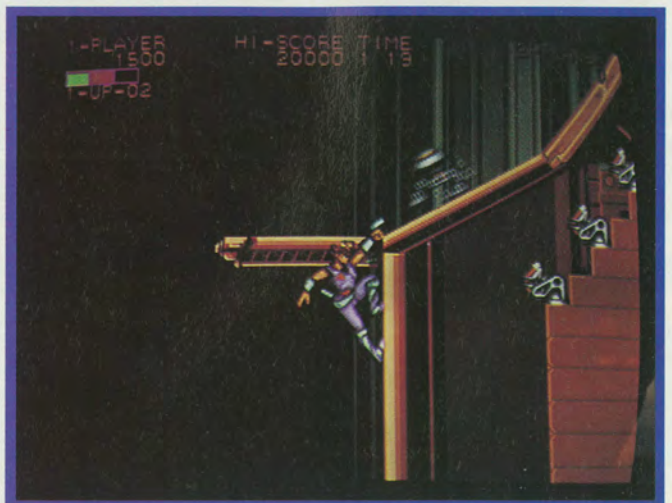
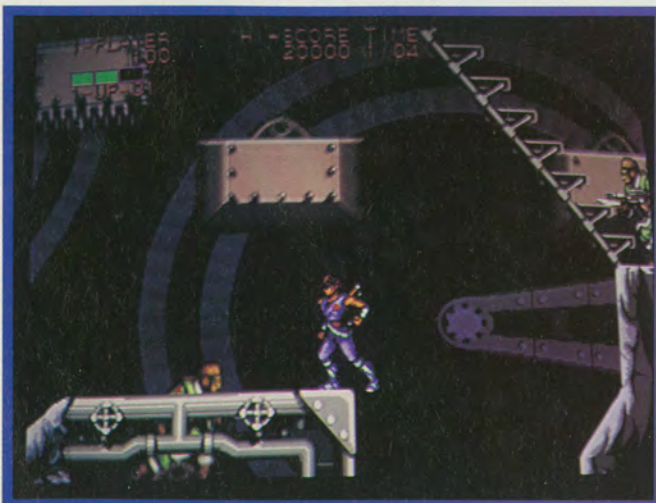
well as a giant centipede that twists around the screen. The centipede begins life as a number of enemies in a normal-looking conference, before they all join together to form the hideous creature. Great stuff!

### Battle Rangers

Finally, there's Battle Rangers for the Rambo 3 types out there. Basically, it's a game of blasting and collecting set in an enormous complex. Two people can play simultaneously, helping to keep away the nasty commies and avoiding the numerous traps. As arcade games of this type go, it's not too bad, although it would probably be better suited to the computer.

News concerning conversions this month : Ocean are currently still working on Operation Thunderbolt and Chase HQ. For the beat'em-up fans amongst you the Renegade trilogy is also being converted. Domark, continuing with their Tengen deal, are converting the brilliant Hard Drivin', although we're dubious as to whether they will successfully emulate the originals realistic controls.

**STA**





# YAK'S YAK

Greetings, fellow Atarians! I'm writing this month from the unusual location of a small flat in a French ski resort, where I have come to alternate between programming work on my new game, and sliding down large mountains with planks on my feet (highly recommended, by the way, if you haven't tried it. Skiing is even more fun than vaporizing alien slimebags on the trusty ST). Since I needed various essentials to carry on working here, namely a 1040 and my hard disk drive, I had to sling all manner of hardware into a holdall and truck it through two airports on the way out - a worrying business, especially where the hard drive was concerned. Despite several hard knocks and passage through an airport security X-ray machine, all the hardware came through unscathed and the hard drive retained its memory.

The only downer is that I now have to work on an ancient Sony Trinitron upon which the 80-character/line font becomes very hard to read, and looking at yards of assembler in the blurry characters soon knackers the eyes (the only cure for this is to go downstairs to the bar and consume suitable quantities of Dutch lager).

Naturally, I brought a pile of games with me to play when I don't feel like programming; second day here, blowing a blizzard outside and not really wonderful skiing weather, I go to boot up Virus: aaaarrghh! it doesn't work on this 1040! have to make do with Star Wars instead.... Then, after a couple of days' working, Devpac II starts crashing on me without so much as an error message and I start to panic, thinking further work will be impossible and I'll have to spend the whole evening in the bar consuming Dutch lager, until I remember that I'm used to working on a Mega4 and the RAM-cacheing of source files is probably too much for the 1040 I've got here; re-assemble with 'Slow Assembly' selected and everything is cool and groovy, if a little slow. Even so, it's quite strange to make the transition from tooling around the mountains practising parallel turns and mogulfields, to trying to get the flippin' high score table to work properly and designing increasingly more difficult waves of alien weirdos for the game's levels. Mind you,

inspiration can strike in the strangest places; halfway down a black run that's making your sunglasses steam up, or halfway up one of the infamous French ski lifts (which must have been designed by a sadist or a eunuch, and consists of a metal bar with a disk on the end. You straddle the bar with the disk behind your bum, and get pulled up the mountain. The trouble is that on steep hauls, the metal bar has a tendency to exert undue pressure on the swonnicles).

Speaking of bars and inspiration, I have even thought of a new kind of skiing video game which I may yet get around to writing. Being a relatively long-term resident in a place where almost the entire population changes from week to week, I've had plenty of opportunities to observe the varied drinking habits of British nationals abroad, and after a good deal of study I have been inspired to design a new skiing game, provisionally entitled 'British Lager Louts Get Piste Again'. The game would naturally entail skiing, but instead of the thoroughly hackneyed and far too conventional objective of getting down the mountain, through the slalom gates, and to the bottom as fast as possible, my game would require the player to knock people off ski lifts, wipe out individual skiers or (for more points) whole groups at a time. Ski schools, too, would be a prime target, with a fat bonus for getting the instructor. Add to this some enemy Piste Patrol skiers chasing you, trying to wipe you out, and the presence of mountain bars where you can stop and consume more Dutch lager (the more you drink the faster you ski and the more points you get, but the skier gets harder to control) and you should have quite an enjoyable and unusual game. Of course, I'd have to add some mountain goats in there as well, it wouldn't be a Yak game without beasties.

Unfortunately, I cannot report much on the state of the French software scene, there being no place in a ski resort for software retailers, just loads of shops selling flashy and almost surreally expensive designer ski-clothing. The newsagent does, however, sell the French equivalent of C&VG, and my limited perusal of this magazine (limited largely by the fact that my French is severely naff) reveals that there are some things which are universal in the software world, things like Ocean ads and ST-vs-Amiga arguments. I'm not totally cut off from the pleasures of blasting,

though; there are a number of arcades scattered about, one of which is located near a ski lift - you can prop your skis against the wall and pop in to vapourise a few creeps, then emerge invigorated and psyched-up to tackle the pistes with renewed vigour. Most of the games are at least a year out of date though, and Gauntlet machines never seem to go out of fashion (they've been here every year since I've been coming here). I once played the most cosmopolitan game of Gauntlet ever here, a four-player blast with a German, a Belgian and a Frenchman, which led to certain difficulties in player co-operation, since no one player could speak the others' languages - sort of a video Tower of Babel.

Well, I had better finish off and try and find the funny French stamps, as I wish to do some work on my 'Game Over' sequence before it's time for Dutch lager. By next month I should be back in Wales, hopefully unscathed and joyously re-united with my sheep, my PC-Engine, my Mega4 and my Siamese cat, Dennis. And it'll be nice to wear trainers again and not ski boots which make you walk like Robocop. By then, I should have finished my game (if I haven't then I've been doing too much skiing and not enough work) and maybe the Konix development system, about which I shall be able to tell you nothing, or else Konix'll send the boys round to cut my swonnicles off. Until then, keep on blastin', and I'll keep going downhill fast.





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T.M.

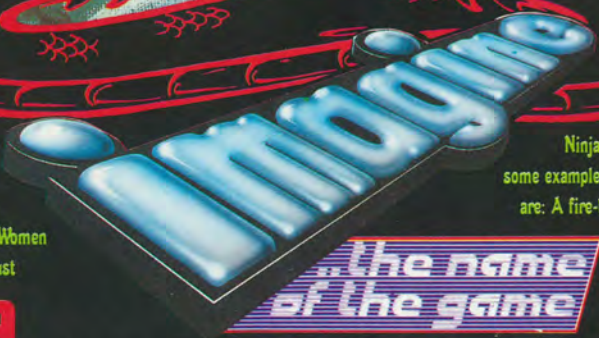


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