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# ST ACTION

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### WHAT IS IT FOR?

It can be used to create interactive adventure games, for profit, pleasure or instruction. Or in business to create a sales demonstration, or product servicing manual. Or in education: either using Talespin itself to teach the design and logic of computer systems in a non-technical way, or using Talespin as a vehicle for the teaching of any other subject. Or create an expert system with it. Or a school magazine. Or...

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### REVIEW FOR TALESPIN

ST USER: 'Microdeal is putting its money where its mouth is and exhibiting justifiable faith in a very good product.'

MICRO COMPUTER MART: 'Talespin in my opinion, is a highly commendable program.'

ST/AMIGA FORMAT: 'Graphics cleverly used for variety — Talespin offers the opportunity to create an RPG type of adventure game which STAC and STOS certainly won't.'

COMPUTER GAMES WEEK: 'Talespin gives the programmer all the scope he could possibly need.'

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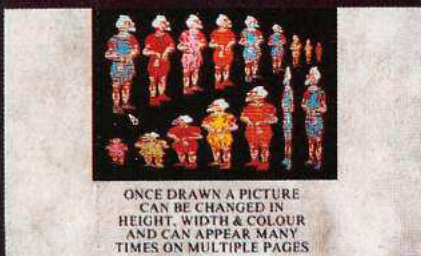
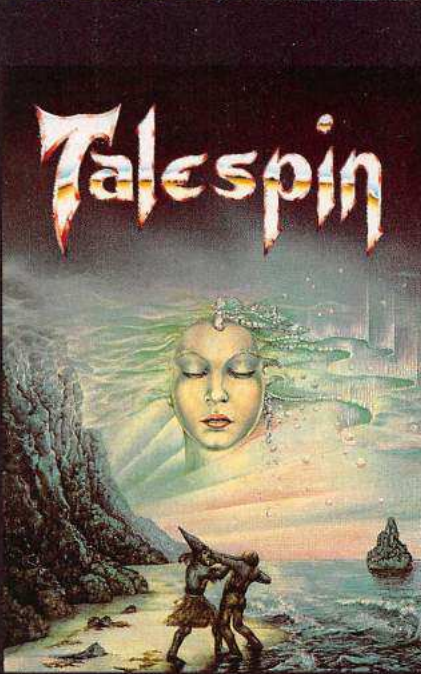
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# PACKED

## INTERVIEW: DIGITAL INTEGRATION 24

Over the past decade, Digital Integration have forged a reputation as the leading authority in realistic aircraft simulation. But as Jason Spiller discovered, with games such as F16 Combat pilot and Tomahawk behind them, Digital Integration don't just play at aeroplanes.



## GTGA 48



Is there no end to this boys tips? Sultry Steve Merrett has been searching through his fan-mail and has come up with megatips for Archipelagos, Purple Saturn Day, Baal, Crazy Cars II, Voyager, Fusion, Robocop, Millennium 2.2 and Silkworm.

## INTERVIEW: ARC DEVELOPMENT 80

If I said that a new software company called Arc Development, had recently formed, you'd probably say: 'What's the big deal?' However, if I told you that software giants, U.S. Gold, had entrusted this new team with some of the hottest arcade conversions this year, you'd know that this isn't a bunch of no-hopers. Jason Spiller travelled to 'Brum' to check out this new team.

## SSI COMPETITION 22

When it comes to challenging mind-games, SSI are league leaders. The American-based company have decided to give away a few goodies. As a first prize how would you like to win your very own colour monitor? Twenty Runners-up will either receive the game of their choice or a U.S. Gold sweat shirt.



## LONE WOLF LAUNCH 56

We found the dusty scroll lying by the Dungeon door when we awoke. Its message was short and to the point. 'You are summoned to attend the Quest of a Lifetime. Make haste to Chistlehurst Caves and await further instructions - signed Princess Beverly'. Pausing only to strap on a few hidden daggers, and to remind the Dragon about his behaviour regarding princesses, we set off into deepest Kent.



## DUNGEONS & DISK DRIVES 52

Moan, moan, moan. Just because he has to do a little bit of work. Well it's not good enough, that Troll must learn some manners. There must be someone out there capable of putting him in his place. This month, the warty one answers queries relating to Chrono Quest, King's Quest IV, Leisure Suit Larry II, Zak McKracken, Police Quest II, Deja Vu II & Dungeon Master.



# REVIEWS! REVIEWS! REVIEWS! REVIEWS!



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# ACTION NEWS

## INFOGRAMES QUEST FOR THE TIME BIRD

Infogrames' long awaited title, 'The Quest for the Time Bird', will be available soon. The game is essentially an adventure game in which players will, in turn, control three individual characters. The aim of the adventure is to travel back in time to search for the Conch of Time. This magical artifact is desperately needed by the witch-princess, Mara, who must have it in order to destroy Ramour, an evil monster intent on laying waste to the land of Akbar. Controlling the Knight Baron, Roxanna (Mara's daughter) and the Stranger, players will have to face all manner of nasties, including the hairy eggs and the raging fever.

Hello, and welcome to this, the sixteenth issue of ST Action. This month we've been as busy as ever. Despite the almost customary summer depression, the ST games scene continues to provide us ever hungry gamers with the veritable assortment we've grown used to. This month we've a number of exciting games on offer. Personal Nightmare, California Games and Grand Monster Slam head this month's games reviews. Meanwhile, our roaming reporter, Jason Spiller, found himself talking to flight sim specialists, Digital Integration. As usual, Steve has put together another brilliant Giving The Game Away section. Still, on with the news. I'm sure you'll agree it looks as though we're in for a wonderful winter.

## HOSTILE ENCOUNTER



Gremlin's Shoot'em-up is at last available, HATE (Hostile All Terrain Encounter) was scheduled for release on the 12th of July and should be in the shops now. The game itself looks rather like the classic arcade game, Zaxxon. See next month's issue of ST Action for a full report.



Quest for the Time Bird will take players to some weird and wonderful locations.

## MASTERTRONIC UNLEASHES TECMO'S SCROLLING GEMINI WING

Converted from the Tecmo arcade game, Gemini Wing is a superb vertical scrolling shoot'em-up. The action takes place over seven levels, each featuring nasty organic backgrounds. The monsters also differ in size, from mutated butterflies and ship seeking snippers to giant salmon. Of course, the obligatory extra weapons are also available. Gemini Wing will support a simultaneous two-player mode and looks set to be released soon. The ST version will cost the usual £19.99

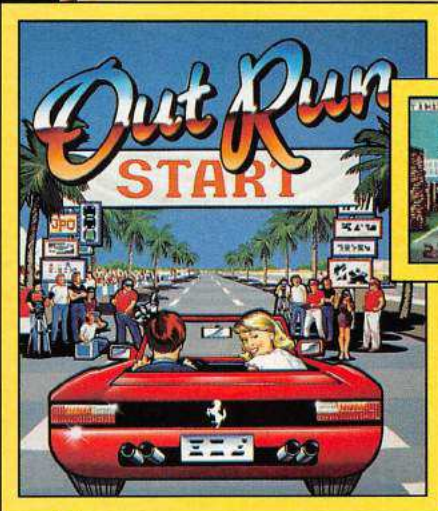


All manner of meanies are out to get you in Mastertronic's organic shoot'em-up, Gemini Wing.

## ST ACTION SPECIAL OFFERS

This month sees the introduction of our 'Action mail order' section. If you turn to page 84 you'll find details of a growing collection of goodies available direct from ST Action. Currently available are ST Action 12-issue binders, Giving the game away cheat disk one and a very special offer on subscriptions.

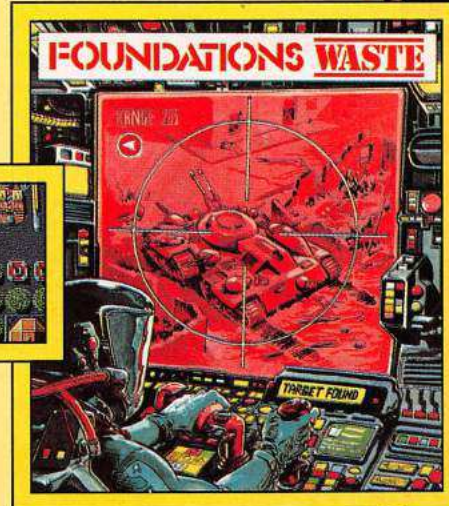
# 16 BIT SOFTWARE YOU WON'T BELIEVE THE QUALITY



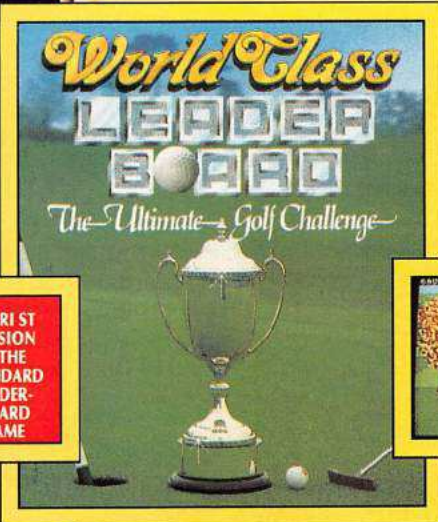
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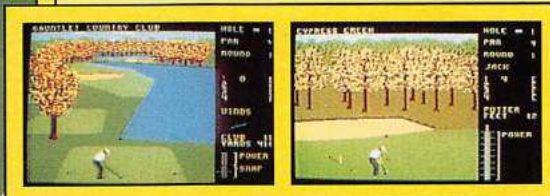
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# KLASSIX®

16-BIT

Screen shots from  
various systems.

# INDIANA JONES' LAST CRUSADE ON A SMALL SCREEN NEAR YOU!

Coming soon to both a cinema and an ST near you, is the long-awaited Indiana Jones and the Last Crusade. The third in the highly-popular series, The Last Crusade follows Indy's adventures as he first searches for his missing father, and then the mysterious Holy Grail. Of course, as the series is set during World War II, the Nazis also have their eye on the grail, and so a battle of both wits and fists takes part over several continents.

Programmed by Tiertex, who bought us Street

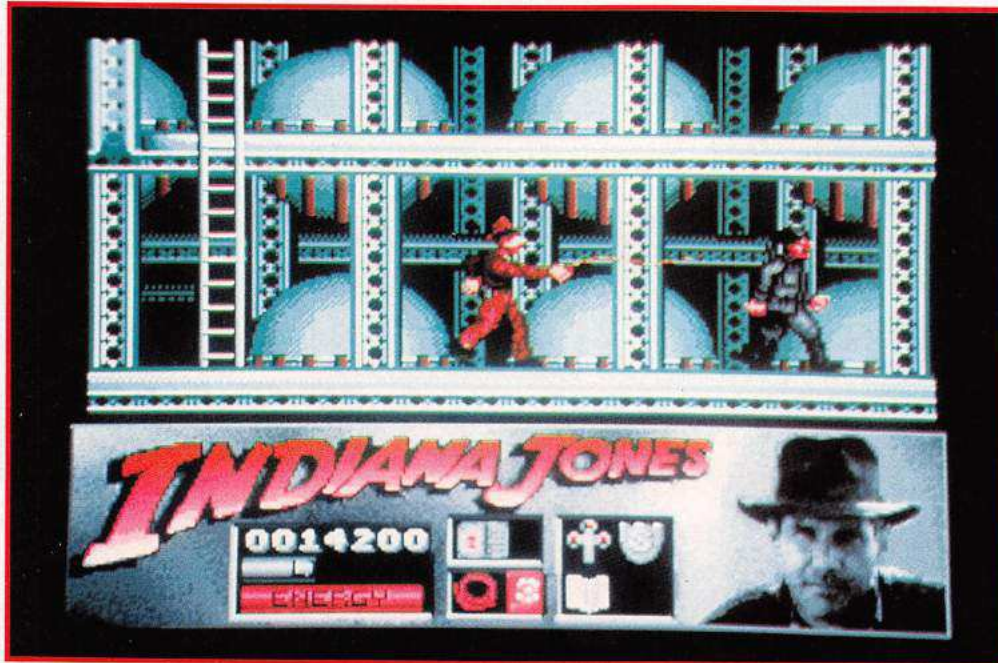
Fighter and are currently working on U.S. Gold's Strider, the computer version of The Last Crusade promises to be every bit as action-packed as the film. Split into four platform-laden stages, the player must guide Indy through wave after wave of attacking Nazis, avoiding such dangers as lava pools, expanses of water that must be swung across, and his journeys even see him riding on a travelling circus's roof! Armed only with his trusty whip, our fedora-wearing hero must keep the Hun at bay, and



search each level for the elusive Grail. At the moment, it must be said that Last Crusade is looking very nice. Programmers Tiertex have implemented large, well-animated graphics, and have set the action against some

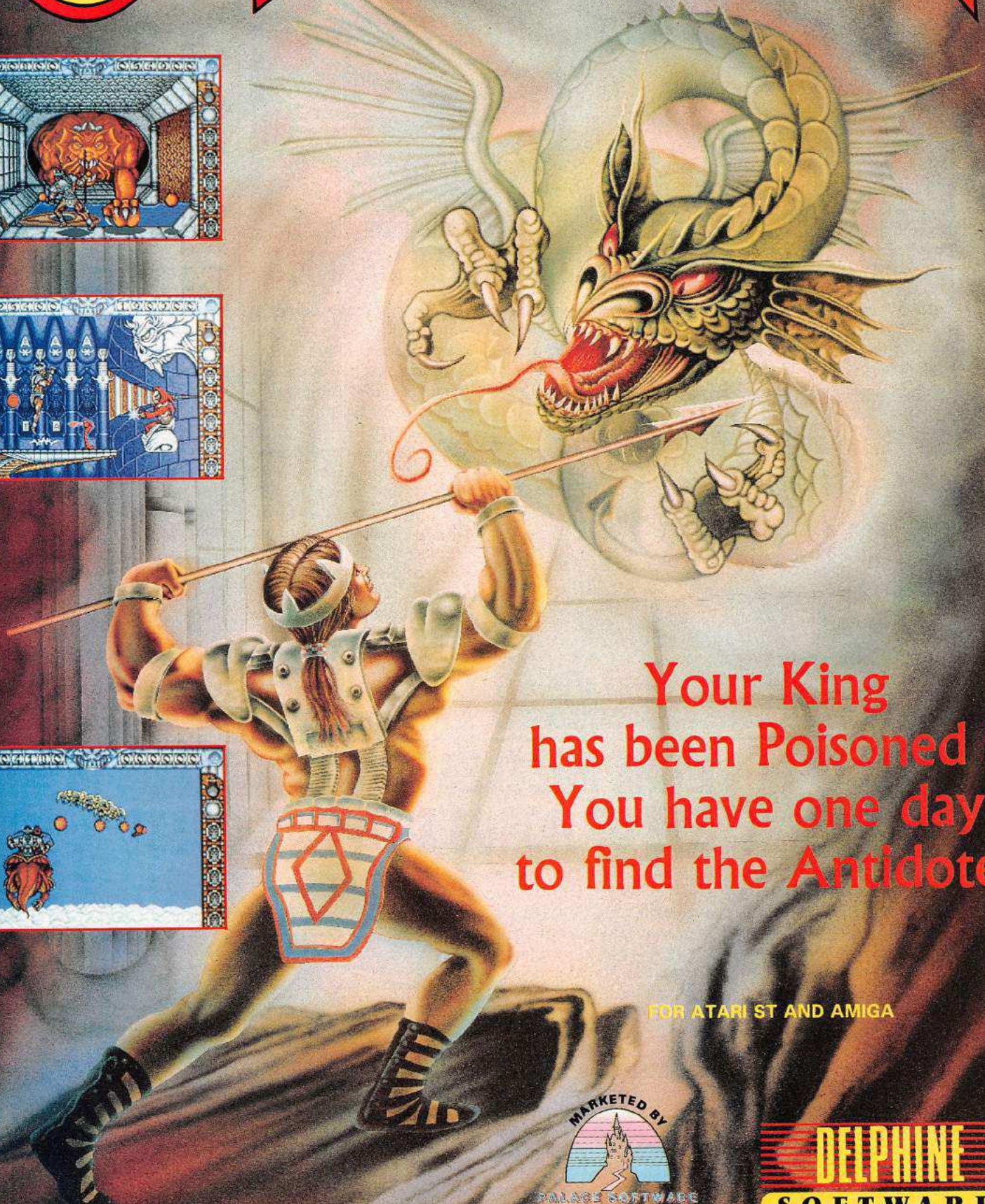
attractive, detailed backdrops. However, how it will actually play remains to be seen.

Following hot on the heels of the arcade game, a Last Crusade adventure is soon to be released. From what we have seen, the game uses a control method similar to that of Lucasfilm's Zak McKracken, but that's hardly surprising since the same american team are working on it! Not a lot is known about the game at present but it is said that it will follow the film's plot almost exactly, and that it will feature several fight scenes.





# Castle Warrior



Your King  
has been Poisoned !  
You have one day  
to find the Antidote.

FOR ATARI ST AND AMIGA



## MICROSTYLE TURNS GREEN

Proving that they can produce games other than simulators, Microprose's sub-label, Microstyle, have produced a game based around Greenpeace. Called *Rainbow Warrior* - the Greenpeace game, the game covers several environmental issues. All we have seen is the first stage in which the player must put up a 'Stop Acid Rain' banner, avoiding any of the people who will arrest you if they get their hands on you. However, when the game is complete, you will have to deal with environmental subjects as the ozone layer, nuclear power, toxic waste disposal and the culling of seals. Microprose are confident the game will be free of both blood and violence, and are also claiming the game will change the concept of computer gaming. Of course, only time will tell, and we'll let you know in a month or two in the definitive review.



## DELPHINE CHALLENGE WITH CASTLE WARRIOR

Paris-based software company, Delphine, whose last game, *Bio Challenge*, received great acclaim have

announced their next title.

*Castle Warrior* is a classic arcade-style game, in which you must take on

the role of a brave warrior in an attempt to free your father, Edelred the Good, from the clutches of the evil wizard, Zandor. The game is split into six separate parts: a battle through subterranean chambers against the wizards evil guards; an encounter with the huge red dragon, Olisos; a canoe ride through treacherous caverns; a confrontation with the monster, Jibba; a meeting with Zandor as you try to retrieve his magic potions; and finally, the journey home.

*Castle Warrior* should be available by late July.



## PLAGUE, FAMINE AND THE LEGEND OF DJEL

Plague and famine reign in the Djel's kingdom. However, armed with magic powers Djel must overcome the evil forces and restore the land to its former glory. The game features thirty scenes, all of which are superbly animated. The subtle blend of arcade and action is complemented by the game's original music. The *Legend of Djel* should be available about now. No actual prices as of yet, but I'm sure you'll agree that it looks good.

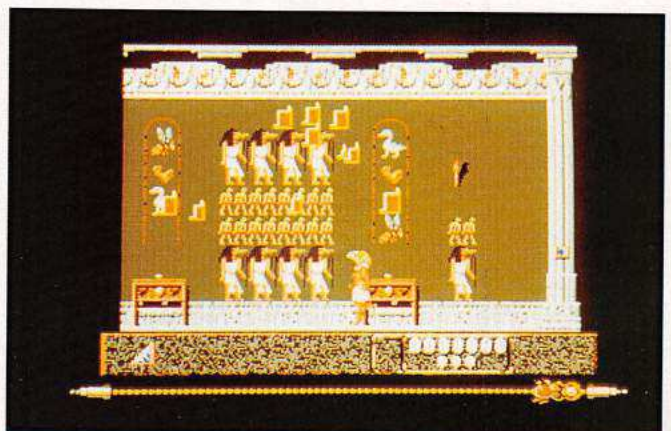
## MORE PUZZLES FROM LOGOTRON IN EYE OF HORUS EGYPTIAN QUEST

*Logotron's Egyptian* game will soon be available. *Eye of Horus* sees you taking control of Horus in a bid to overcome the evil Set. To aid you, you may call on the help of Isis and Anubis. The idea is to collect seven pieces of Osiris's body and return them to his burial chamber. Having correctly assembled them you will then be granted with the power to destroy Set. The game is played amidst a huge Egyptian pyramid containing numerous

chambers and puzzles.

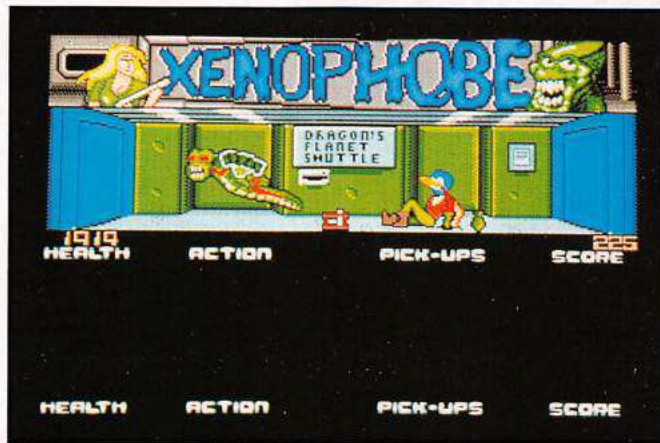
*Logotron's Eye of Horus* will be available towards

the end of August priced £19.99



# MICROSTYLE'S XENOPHOBIC COMPLEX

In a first for the company, Microstyle are set to release their first arcade conversion. Based on the hugely-popular Bally-Midway coin-op, Xenophobe involves two player making their way through various space complexes, killing the deadly inhabitants within. Originally, the coin-op was a three-player game, but due to technical limitations, the ST version will be shrunk down to a two-player game, although none of the coin-op's features are said to be lost. The screens flick as you make your way through the complexes, and extra weaponry and bonuses can be collected en route. Each level is set



The Duck looks as if he's having a hard time. The alien critters sure won't help either.

against a strict time limit, and failure to eradicate all of the creatures within this, or should your energy run out, it will be game over. Programmed by Imagetec,

Xenophobe will be released very shortly. Check ST Action for the review next month.

# IT'S A KONIX MEGABLASTER, MEGABLASTER!

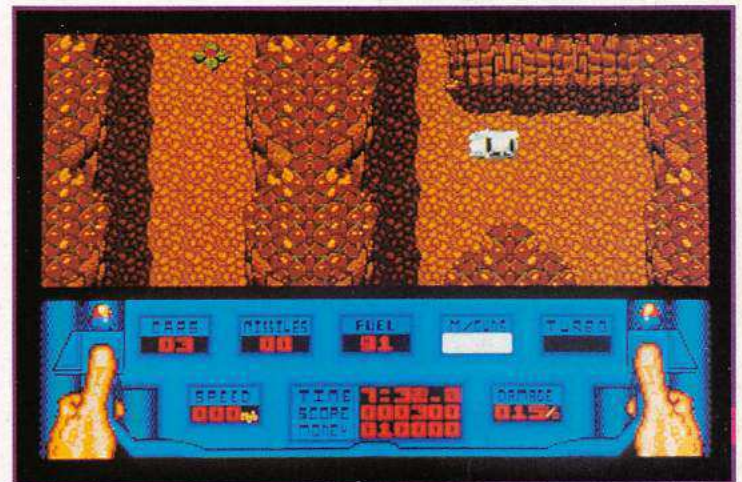
Prolific Joystick manufacturers, Konix, are proud to announce the release of what they believe is the cheapest joystick containing microswitches. The Megablaster should appear during the month of August. The Welsh-based company's director, Sandra Holloway commented, "Never before have games players had the opportunity to obtain such a high quality joystick at a price as low as this." The Microblaster will cost gamers a mere £8.99.

# HEWSON TURN INTO A BUNCH OF FAIRIES

Coming soon from those Abingdon wonders, Hewson, is the long-awaited ST version of Raff Cecco's 8-bit based, Stormlord. Set in a mythical kingdom, Stormlord involves rescuing lots of little fairies from the clutches of an evil Queen. The action scrolls horizontally as the player's bearded hero makes his way through the many levels, and long the way he can collect objects such as umbrellas to help him protect himself. While were on the subject of Hewson, Onslaught is nearly finished. It's looking very colourful at present, with

nice big explosions and attractive eight-way scrolling.

Finally, we round off our Hewson update with two releases on their budget label. First, we have 5th gear which is - surprise, surprise - a car game. Viewed from above, 5th gear players must make their way through a vertically-scrolling play area, avoiding the deadly obstacles and regularly filling up with petrol. After that, we can also expect to see a horizontal scroller in the R-Type vein called Slayer. At the moment, this is looking very nice, and because of the way it puts



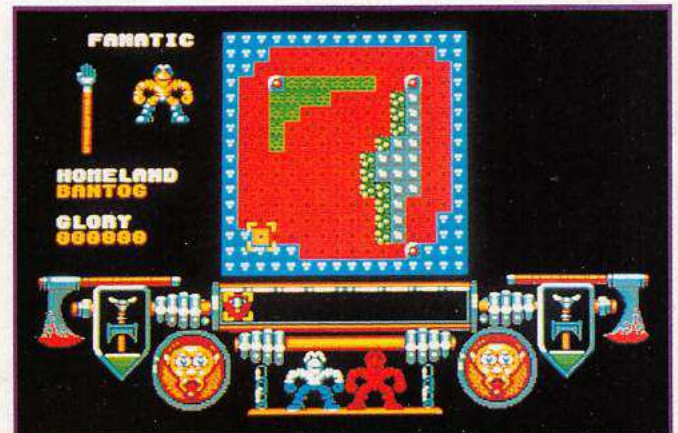
5th Gear possible the first 16-bit budget game to appear from Hewson.

many full-price games to shame, Hewson are thinking about sticking it out at full price. Either

way, I have a feeling that Slayer is going to be big. Expect a review very soon.



Slayer, Hewson's scrolling shoot'em-up. Not bad by all accounts.



Raff Cecco's Stormlord is nearing competition, more news soon.

Chris Elliot and Richard Edwards, the team behind EA's The Hound of Shadows.



## THE HOUND OF SHADOWS

Ever-busy Electronic Arts have announced the release of a supernatural role-playing game, The Hound of Shadows. Players of the fantasy role-playing game, Cthulhu, will be pleased to hear that the game will revolve around the doings of H.P. Lovecraft in the 1920's. The game has been extensively developed by Eldritch games using a new system called Timeline.

The game features sepia

graphics to add extra realism to the action. Great care has gone into making the game as accurate as possible. Players will be called to uncover the supernatural mysteries that surround the Hound of Shadows. Doing so they will undoubtedly discover the horrors that lurk beneath the seemingly normal life of England in the 1920's.

Available from early September, The Hound of Shadows will cost £24.99.

## PSYGNOSIS FORMS U.S. ALLIANCE

Liverpool-based company, Psygnosis, have joined forces with American software house, First Star Software, and together they plan to attack the eight and sixteen-bit video game console market. Psygnosis' team boasts over thirty games programming specialists. Combined with the latest hardware and software tools, including 32-bit development equipment, the company has been able to achieve an

unsurpassed level of quality. Titles such as Blood Money, Menace, Barbarian, Baal and Ballistix will be among the first of the company's games to appear in the hotly-contested console arena. The company's marketing strategy, however, will mirror that of 16-bit software. The Alliance plan to concentrate primarily on the U.S. and Japan before turning their attention to the European scene.

## ARTRONIC'S PALADIN

Hot on the heels of their last release, Breach, Artronic have announced their release, Paladin. Not to be confused with Mirrorsoft's Lord of the Dancing Blade, Artronic's game is a fantasy role-playing game which was previously available as an American import on the Omnitrend label. As a tactical game, Paladin also features a large amount of strategy. Players take on the

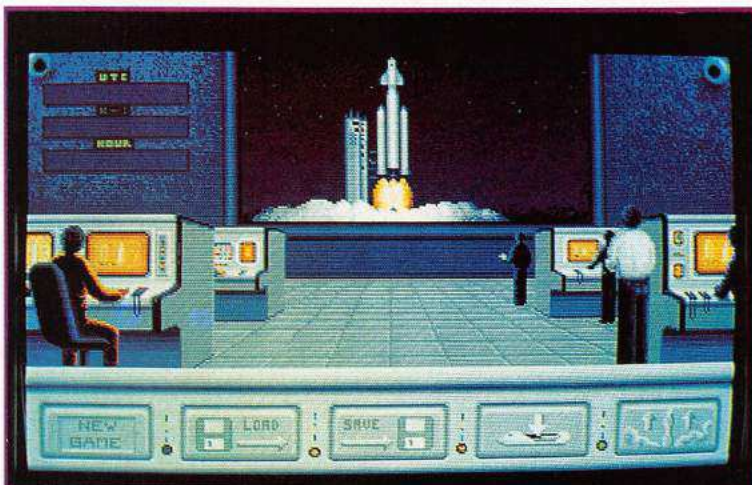
role of Brandon, a would-be knight, who must lead his party through a series of ten different quests. Players not content with these ten adventures will also be able to take advantage of the game's 'Quest Builder' which allows new, more varied scenarios to be created. The ST version of Paladin should be on sale about now, carrying the price of £19.99.



## EUROPEAN SPACE SHUTTLE PROJECT

Ever fancied piloting a space shuttle? Tomahawk games are just putting the finishing touches to their European Space Shuttle game. Players will be faced with a number of missions. In additions they'll also have to work out their flight-paths, contend with re-entry problems, not to

mention meetings in space. Billed as a realistic simulation the game is payed in full 3D. Programmed in close cooperation with the European Space Agency. The game should be available some time in the Autumn.



We have lift off. Shuttle this is mission control, congratulations!

# 520ST-FM SUPER PACK



The Atari Super Pack is ideal for you if you want to get off to a flying start with the best in entertainment software. The Pack includes a 520ST-FM with 1Mb RAM, a built-in 1Mb disk drive, over £450 of top games and a joystick. If you buy the Super Pack at Silica Shop, we will add our own ST Starter Kit (worth over £200), FREE OF CHARGE. Return the coupon for details.

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## SPORTS SIMULATIONS

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Summer Olympiad '88	Tynesoft	£19.95

## PRODUCTIVITY SOFTWARE

Organiser	Triangle Publishing	£49.95
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## JOYSTICK

Atari CX40 Joystick	Atari Corp	£4.99
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# ST COMPUTERS

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Do you already own a computer  
If so, which one do you own?  DTP

## MARS COPS GROUNDED

Arcana Software are sorry to announce that due to circumstances beyond their control the game, Mars Cops, will not be available until September.

## U.S. ICE HOCKEY

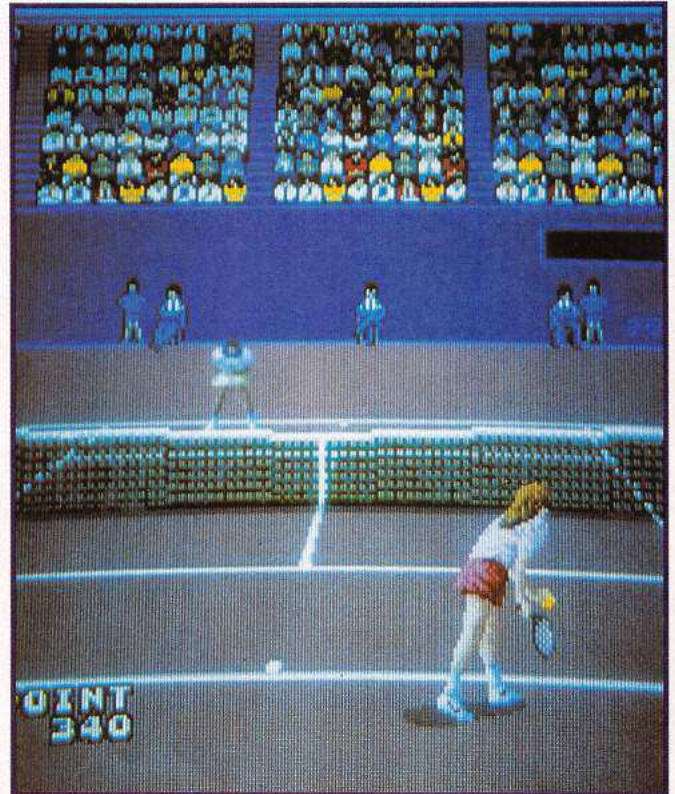
OK, admit it, you've never heard of Wayne Gretzky have you? No, neither had we. However, Mr. Gretzky now has his very own computer game. U.S. software company, Bethesda Softworks, have written an Ice Hockey game named after the great player. The ST version will be available sometime in September, however, we have no details of its price yet. The game, however, features a number of interesting extras. As well as the obligatory sampled sound effects, the game will also feature animated referee calls and even digitised fight sequences! Keep an eye out for Wayne Gretzky's Hockey it sounds great.

# PASSING SHOT TO SERVE ANOTHER WINNER FOR IMAGEWORKS

Following on from the Wimbledon fortnight, Imageworks are pleased to announce the release of Passing Shot. Originally an arcade game from Sega, Passing shot has been converted by software development house, Teque, who, incidentally, were responsible for Imageworks' Asteroids-like game, Blasteroids.

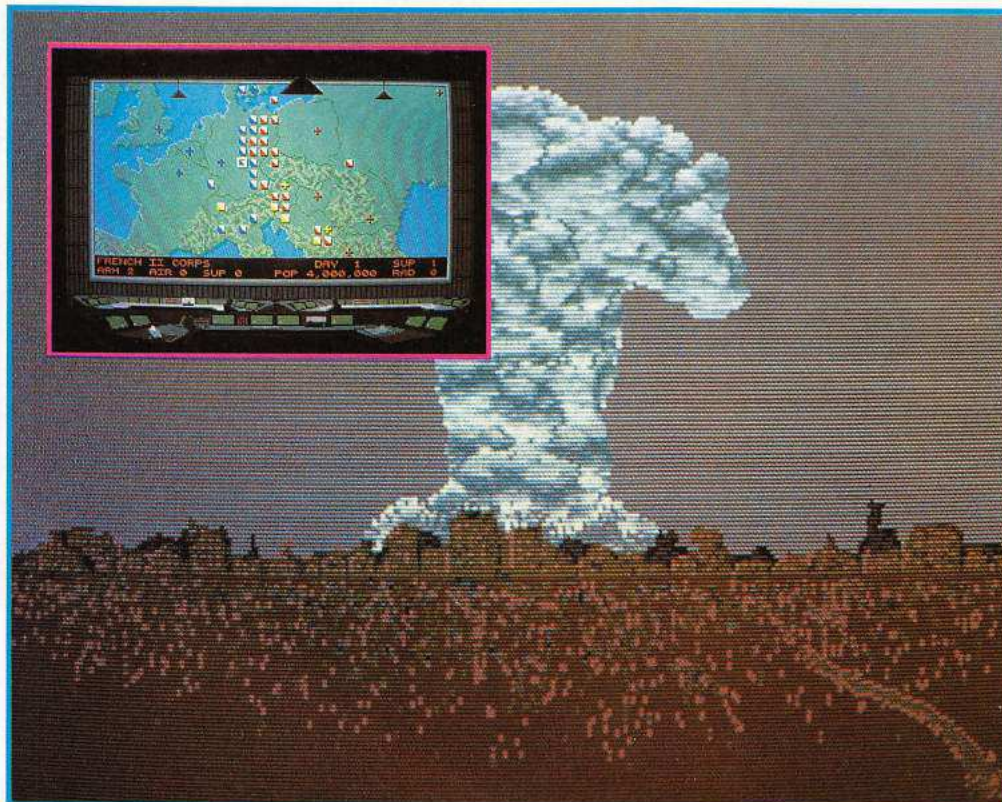
Passing shot successfully portrays the Grand Slam tennis season and sees players competing on both grass and clay surfaces. All manner of shots can be played; slices, lobs, spins and smashes. The action is also viewed from a number of different angles and the screen scrolls smoothly to insure that none of the action is missed.

Of course, the game also features all the extras you'd expect, from ball boys, net and line judges to



electronic scoreboards. No definite price yet but passing shot will be available from August.

# MIRRORSOFT SET TO LAUNCH WORLD WAR III



Conflict Europe depicts the struggle between East and West.

The unthinkable has finally happened. The outbreak of hostilities between East and West has sent Europe into turmoil. Mirrorsoft's Conflict Europe is the 16-bit version of the 8-bit classic, Theatre Europe. Players can assume the role of either the Warsaw Pact leader or a NATO Commander. The game simulates the first thirty days of conflict and will see players tactically positioning their forces. The nuclear threat will constantly hang over the heads of players, but using these awesome weapons will normally lead to enemy retaliation and ultimately mass destruction.

Conflict Europe is aimed at novice players and will give them a small taste of wargames without confusing them with the heavier intricacies. Priced at £24.99, Conflict Europe will be available soon.

# PALLADIN - LORD OF THE DANCING BLADES

If you have already seen screenshots of this game and passed it over as yet another side-scrolling hack game; I bring tidings of GREAT joy. Mirrorsoft recently revealed to STA that it is in fact an exciting new RPG.

The novel silhouettes of the foreground characters blend magically against a mystical backdrop of twisted trees and far-off mountain peaks. Far from being a simple arcade game; threads of magic and strategy have been woven into a wondrous concoction which expands the eyeballs and grabs the imagination. There is a wealth of arcane ingredients to be found and mixed into death-dealing spells. And just when you think you have defeated the latest monster who has leaped at you from the dark, you will find that it displays the disconcerting habit of metamorphosing into a cloud of killer bats! In this case a quick cast of the 'Invisibility' spell could save the day and allow you to pass unseen in a sparkle of 'Tinkerbell dust'.

Diving into the entrance of a wizard's tower changes the sideways view to a series of staircases which lead to the battlements and



the opportunity to Mitch a ride from a friendly dragon. Flying over the deadly woodlands, you can direct the dragon's power against other airborne nasties as you race to find a safe landing spot. Alternate screens display your inventory of spells and ingredients, plus a large map of the area of play. The game, programmed by Jason Kingsly, still has much work to be done to it, but you can be sure that by its scheduled release in October it will be a force to be reckoned with.

(above) Lord of the Dancing blades features some very impressive silhouetted graphics.

(Below) Magic and maps play a major part of the game.



## BLOODWYCH TO RIVAL DUNGEON MASTER

Into the flickering torchlight strides another upstart bent on becoming the heir to the Dungeon Master crown.

Stepping into an underground city whose

passageways are jumping with ghoulies, ghosties and things that go 'Zap' in the dark, is not a clever idea. Luckily in this RPG epic you have the option to take a

friend along with you, but choose your companion carefully as this two-player game permits more than its fair share of back-stabbing.

Four magical crystals have been placed in the topmost reaches of the city's towers and these are the objects of your quest. As you traverse the corridors you will encounter other individuals who you may recruit into your band. These champions possess their own skills in magic and warfare and it will be up to you to employ them and other wondrous artifacts to hack your way to glory. With the help or hindrance of your human companion

who will also be leading a party of four heroes/heroines, you must fight monsters, solve puzzles and learn to use the many spells which are to be found in your pocket spellbook.

The corridors scroll towards you as you advance into the gloom, revealing sliding doors, pits, animated monsters secret buttons on the walls and barely concealed objects. Sounds familiar? There is no doubt that the obvious comparisons will be made between Bloodwych and the game's mighty stable-mate - 'Dungeon Master'. Time will tell if it also possesses the addictive power of that fabulous game.



# THE LETTERS DESK

Are ST users getting value for money?  
 Are you satisfied with the standard of software?  
 Do you know how to get rid of that annoying virus?  
 How do you scroll screens in STOS? If you have any thoughts or questions then write to us at: The Letters Desk, ST Action, 10 Theatre Lane, Chichester, West Sussex. PO19 1SR

## From The Editor

Salutations Action readers! Well, how are you all; enjoying the hot sun? Putting together this issue has been a real struggle, largely due to the intense heat and partly due to the absence of Jason who went off on his hols. What a nutter. Who in their right mind would go off to some sun-drenched beach while it's so hot here? Still, I guess he couldn't forecast the weather any better than the Met. Office. Anyway, this month is usually one of the least busy in the whole year. Most software houses are working on their big winter releases and planning their stands for the autumn PC show. The ST scene, however, soldiers on regardlessly and, as usual, we have a whole host of games to tell you about. Thank you, too, every one who wrote into the Letters Desk; I was quite surprised by the amount of mail I received this month. Don't, however, forget that you can FAX us any correspondence: our 24-hour FAX number is 0243-789809.

## Just Who Does He Think He Is?

Just who does Steve Merrett think he is? I am, of course, referring to his criticism of Jeff Minter's *Andes Attack*.

Alright, I know it's not an STA1 contender but it is a playable little game, and I would rather spend a tenner on this than twenty for *StarRay*, which is exactly the same (albeit a bit prettier).

It makes me sick the way software houses clone each other's software and ask full price for each variation.

At least Jeff Minter charges a sensible price for his "cloned" software, unlike many, such as *Elite/F.O.F.T.*, *Roadblasters/Fire and Forget*, to name a couple.

Another thing is the fact that in the review, Merrett refers to Jeff Minter by his surname which, in my view, smacks of contempt.

**Bryan Stevens,  
 Andover, Hants.**

*One of the best things about our review system is that two or three people get to see the game, so, even if you don't go*

*along with what I say, perhaps the others will be more akin to your opinion. And that is what it is all about: each person's opinion. No one says you have to agree with that person, and no one has said that their view is the definitive one, it's just that I am paid to say what I think about games, and that is exactly what I did do. I personally, feel that *Andes Attack* is a repetitive game that offers only a modicum of playability, and as for being contemptuous in my comment, by calling Jeff Minter 'Minter', I feel that if I had called him Jeff in the review you would probably have accused me of being too familiar - either way, because my opinion differs from that of your own, you would still find something to pick holes in. I have nothing against Jeff Minter, and I like most of his stuff - especially his older games, *Revenge of the Mutant Camels* and *Sheep in Space*, and I am a great fan of the ST version of *Gridrunner*. Here at ST Action we do welcome any criticism, but I do feel that we also have the right to defend ourselves. Cheers, Steve.*

## The Steve Merrett Appreciation Society (PART 2)

I am writing in response to Nathan Pedley's letter (Steve Merrett for President - STA14). I also think Steve is the best! His reviews are great and G.T.G.A. is epic. Why don't you ask the readers to vote on who they think is the best member of the team?

Also, please will you do a regular joystick review as I've been trying for ages to find a good joystick. I'm currently using a *Cheetah 125+*, with which I'm not too chuffed. I've also tried using a *Konix Speed-King* but that just made my hand ache.

**Andrew Holding,  
 Ebbw Vale, Gwent.**

*Thank you, Andrew, for your kind words. I'm sure Steve appreciates all the fan mail he gets. I understand how you know that he writes our *Giving the Game Away* section, but how can you tell which games he has reviewed? The main body-text of a review can have been written by any one*



of five people!

As for your joystick query, we did publish a joystick megatest way back in issue one. Still, just in case you're interested, I use a Competition Pro 500, Steve uses a Zipstik (complete with sickly yellow buttons), and Jason uses a Quickjoy Supercharger.

## Overly Protected Software

I'd like to discuss a problem that must affect all games players - Software protection. I hate not being able to make back-ups of my precious games, such as Populous, Archipelagos, Baal and RAC Lombard Rally. Of course we understand the problems of piracy that face the software companies, but what about us? The software houses are actually gaining on two sides. Not only do they cut their losses from people making illicit copies, but they also make money forcing games-players to buy replacements should something go wrong with a disk.

Having purchased Logotron's Archipelagos I was really excited when I saw the "secret code" form of protection that Archipelagos uses - the type where the program asks for a certain word contained within the manual. However, my excitement was short-lived, as I attempted to make my routine back-up copy the disk's protection stopped me in my tracks. Why, I asked myself, did they bother with the clever code routine? What's the point? I know that isn't as restrictive as copy-protecting a disk, but surely it's a step in the right direction. Has anyone else got any other ideas as to how software companies might alternatively protect themselves without giving us users, their bread-and-butter, such a headache?

Finally, can anyone help me with Baal? I'm rapidly becoming very frustrated with this excellent game.

David Parry,  
Kensington, London.

## Robocop Rubbish

I cannot believe it, after months of waiting it was finally released, Robocop on the ST! Great, I thought, so I bought a copy, took it home, loaded up and SEVENTEEN minutes later I had completed the whole game! A mere seventeen minutes to play a game; what a waste of £19.95. In the June issue of your magazine your review says:

- 1). "The action is constant and frantic" - this is rubbish!
- 2). "Sampled speech is brilliant" - the only speech is when the game is loading; you call this brilliant?
- 3). "The difficulty level is just right?" - How can it have a difficulty level? It's really easy to play.
- 4). "The hordes of criminals who constant-

ly attack..." - where are these hordes of criminals and constant attacks? I haven't got any in my game.

I cannot believe a lot of time has been spent on Robocop, it certainly isn't worth waiting for and definitely isn't worth £19.95. You have misled your readers with your review of the this game. I do agree that the graphics are excellent and the pieces between the levels are good, even though they are easy. Maybe I've got a faulty game!

T.P.O'Brien,  
Camberley, Surrey.

*Well, what can I say, Mr.O'Brien. Seventeen minutes! That must be some sort of record. I, however, don't agree with all the points you raised. I am still struggling to complete the game and think that the difficulty is just right. Having spoken to the game's programmer, Pete Johnson, I can assure you that he has spent a lot of time on the game. The version I have does have an army of criminals to battle against and I definitely wouldn't call it easy. Still, maybe you have got a faulty copy. Try returning it to your local computer shop, I'm sure they'll be able to tell you if you have a fully-working version. Meanwhile, what do other Robocop owners think?*

## Disappointing Games

Some time ago, whilst reading my copy of ST Action I noticed some impressive screenshots of Capcom's Street Fighter. My interest aroused, I purchased the game without reading the review or play-testing the game in the shop. After loading it at home and having played it for a while I discovered I had purchased a twenty-pound turkey, worthy of any Christmas dinner. My own fault totally, and later I vowed never to buy a game without first reading the review in ST Action, or playing it first in the shop.

However, even with the use of STA and a helpful computer shop, I have still bought games that, despite being STA1 rated, have been disappointments, e.g.: Elite - I've played the game for over 28 hours now; I've achieved a rating of Dangerous and amassed a fortune of 50,000 credits. But where are the special missions?

Dungeon Master - Even with the definitive STA guide and tips from the Troll I still find some of this game's logic difficult to comprehend.

Populous - Too difficult, some worlds are walk-overs, others walk over you.

R-Type - Again, too difficult. The ship is over-sensitive and I cannot finish the game even with the playing guide you printed.

As you've probably guessed, I'm griping on about the game difficulty levels. When I bought the games I knew I would

not complete them easily, but I assumed (to quote NC in June's review of Robocop) "The more I persevered, the further I'd get!"

Well, I have persevered and I'm rapidly getting nowhere! I don't degrade for one moment the quality of the games - far from it, they're all classics! However, I do feel that you should point out to the average player that these games are difficult. After all, a person testing a game in his local shop has at most a mere fifteen minutes to evaluate the difficulty level. Come on guys! Next time you review a game and complete all 3 million levels in half a day, spare a thought for us mere mortals.

**Selwyn Ho,**  
Brighton, East Sussex.

*Sorry, Selwyn, it seems as though we just can't get it right. However, with the exception of R-Type, all the games you have mentioned are more strategy and adventure orientated, indicating that they will take quite some time to complete. R-Type is a little different and the best tip I can offer is that you should try and remember the formations in which the aliens attack and learn which weapons are most effective against which adversaries (e.g. try using the large red hoop lasers against the second level aliens). Meanwhile, your views have been registered and the team will try to indicate how difficult a game is.*

### Missing Persons

I was reading the letters desk in issue 14, June, when I noticed a letter called "Isle of Boredom". A mister D.Kelly from Douglas, Isle of Man was discussing the unavailability of games. Please would you send me his full postal address, if you still have it, I would like to get in touch with him about this predicament.

**Mr.T.Dixon,**  
57 Wyke Crescent,  
Wyke, Bradford,  
West Yorkshire.  
BD12 9AT.

*Sorry, Mr.Dixon, but I seem to have misplaced Mr.D.Kelly's address. Still just in case he is reading this I've included your address.*

### Competition Capers

I was very happy to see that I had won something in one of your competitions. However, whilst cutting out another entry form from your magazine I noticed I was destroying a precious review. Do you think that you could possibly try and ensure that the reverse side of competition entry

forms are uninteresting, e.g. adverts?  
**Scott Thompson,**  
East Craigs, Edinburgh.

### Media Pressure

I was one of the fools who purchased F.O.F.T. before I read the reviews. Just think how sick I felt when, at our local market, I saw a pirated version of the same game being offered for £1.50! The pirate's view was that you could buy his version, test it out, and then buy an original copy if you felt sure that the game was worth its full price. Fair comment, I thought; although I still disagree with piracy.

Meanwhile, the pressure from the media (yours truly included) every month to add this 'game' to your collection is immense. Some people must use their computers 24 hours a day, 7 days a week, just to keep up with all the recommendations of reviewers. I accept that people have different tastes in game styles, but how many of us explore a game fully before we are convinced it is time to move on to another challenge? From this month's reviews alone my son wants Dark Side, Forgotten Worlds, Soccer and Voyager. He's threatening to strike if he doesn't at least get Robocop. Add up the cost of all these games and you'll soon see that our pirate chappie made fair comment.

**Jim Doyle,**  
Prestwick, Scotland.

### Virus Construction Kit

In the past, people have condemned programmers who have made viruses, but in my view there is nothing wrong with them. Personally I would like to make a virus with a construction kit but I have had no luck in obtaining such a utility. Please could you tell me where I could get such a program.

I guess you must be thinking: What an (expletive deleted)! Why would he want to write a virus? Well, actually it's to find an efficient and effective way to neutralize current viruses.

**John Williams,**  
Voe, Shetland.

*Sorry, John, but I don't know of any virus construction kits. If you are having problems with infected disks then why not try out a virus killer program. CRL have produced an excellent utility that will deal with almost all ST viruses. Their number is 01 285 2391*

### Naff Sound

I have a query: Why is the ST sound chip

so naff? I mean, it's a great machine but let's face it the sound is rubbish. I have a mate who has an Amiga and he constantly boasts how brilliant it is and I am left with the knowledge that the ST sound is pretty poor.

Would it be possible to boost the ST sound to Amiga standards? If so, how? What exactly is the ST better at?

**Simon Davis,**  
B.F.P.O. 21.

*Yes, Simon, I too am envious of the Amiga's sound capabilities. However, the ST's sound can be enhanced. On the left-hand side of your computer are two midi ports. These allow users easily to connect midi devices, the sound from which easily outshines that of the humble Amiga.*

## Hooray For Conversions

I am writing to you because I am sick and tired of people going on about software houses 'lowering their standards' by accepting arcade conversion licences. These people say that original games are always better than arcade conversions and more of a challenge than conversions which they say are easy. There are many good original games, I am not denying that. But, and this is a big 'but', I think arcade conversions are of a higher standard generally than original games. I say 'generally' because there are always exceptions, Afterburner and 1943 to name a couple. But I think that when programmers have to cram megabytes of megagame into a 512K pint pot, the game turns out better most of the time. But, when an original game is written, the programmer always thinks of the limitations of the machine.

I think people should reconsider their views on this subject, and I look forward to reading them.

**Gregory Thwaites,**  
Streatham, London.

*Thanks, Greg, for your views. Personally, I prefer more strategy/adventure-orientated games. Still, what do the rest of our readers think; are arcade conversions good value for money, or are original games more enjoyable?*

## Cherry Coke Disaster!

I am the biggest fan of Super Mario Bros. Out of £100 per month I regularly spend £10 on the arcade machine. But, when Rainbow Arts brought out 'Great Giana Sisters' I bought it straight away. Unfortunately, it was soon banned after its release and this is where my predicament lies.

Late in the month of May, disaster struck! I had just finished a two-hour

mega-session at GGS. Placing the precious disk on my desk I leant down to pull out the computer's plug and the fateful accident happened. My glass of cherry coke toppled over and spilled all over my favourite disk! I quickly dabbed it dry but I just couldn't get it to load.

Since that fateful day I've tried several mail-order companies, but to no avail. I just have to have another copy. Are there any ST Action readers who can help me out?

**Andrew Stamp,**  
9 Down End Road,  
Drayton, Portsmouth,  
Hants.  
PO6 1HT.

*Sorry, Andrew, but we can't help. Still, I've included your address in case anyone knows where there is a spare copy.*

## Traitor?

I was recently making a train journey from Portsmouth to Brighton. I took my seat and started to read my copy of ST Action. When the train stopped at Chichester, a person, who looked just like Steve Merrett, sat in the seat opposite me. I questioned him about ST Action and he seemed genuine. But, and what a worrying 'but' it is too, he did mention the name of 'Amiga Action' and the fact that he was to edit this new mag.

Is it true? Will ST Action's star reviewer be moving his alligances to that machine?  
**Paul Ratcliffe,**  
Southsea, Hants.

*OK, Paul, I'll let Steve answer this one: "Ok, it's a fair cop! Yes, I am going to edit the new mag, BUT - and this is a very big but - I am still staying on as a reviewer on STA. Basically, all this means is that I will keep on writing reviews for STA, but I will simply have to give up minor things like going home and my social life so that I can work on both mags! Hope that clears that up. Oh, and by the way, don't forget to tell your Amiga-owning mates about the mag - I promise you it'll knock their socks off!"*



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Home Finance Program By Peter Veale.

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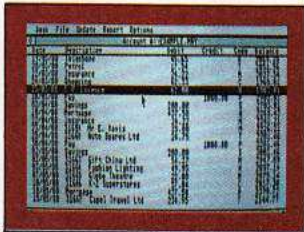
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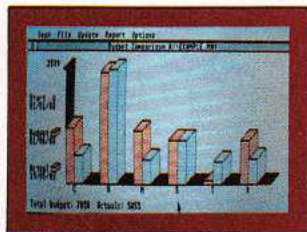
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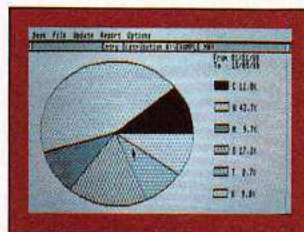
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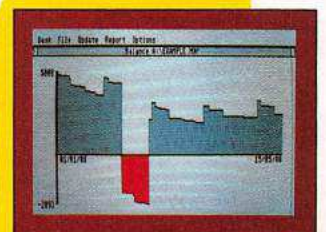
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# FANTASY ROLE- PLAYING GAMES

Strategic Simulations Inc. have long been creators of both wargames and role-playing games. The early 1980's saw the game of Dungeons and Dragons grow in popularity to cult status and, with the advent of the home-computer, it seemed a natural progression that this type of games should appear amidst the ever expanding myriad of other micro-games.

Role-playing sees you, the player, as the game's principle character. As the game's plot unfolds you will have to decide the fate of your alter-ego. Of course, the world your character lives in will have certain rules and laws, and all decisions made should be done so with these in mind. Dungeons and Dragons can only be played when one participant takes on the role of the Dungeon Master. This player is responsible for making sure that all the correct rules are adhered to and to keep score. Computers, therefore, make exceptional Dungeon Masters. SSI were quick to see this fact and now produce some of the most imaginative role-playing games available.

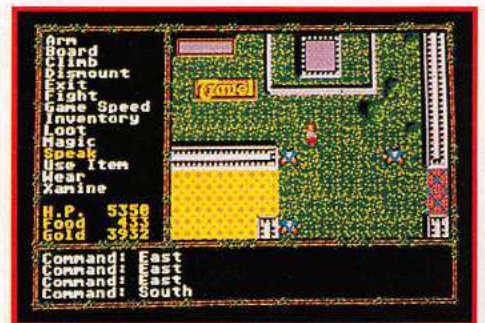
Role-playing needn't necessarily be set in ancient times of Legends where dragons and wizards abound. Scenarios differ from the far reaches of the galaxy to the 1930's and the era of prohibition. Fantasy games, however, seem to be the most popular. So far, SSI produce no less than six fantasy games so we decided to see what all the fuss was about.

## QUESTRON II

The great wizard, Mantor, has finally been destroyed. The lands of Questor are once again peaceful. However, the wizards evil book of magic was never recovered. Somewhere it lies hidden,

waiting for someone, or something, to find it. Should it fall into the wrong hands, the book could once again be used for evil. The folk of Questor, although happy at the demise of the evil wizard, now live in fear of the magic book; its very existence pose a threat of corruption and doom to all civilizations.

It is rumoured that the book is so evil that it cannot be destroyed by normal means. Therefore, a party of adventurers must travel back in time to make sure that it is never created. Originally forged in Landor, the book was written by six mad sorcerers. The good wizard, Mesron, knows of a way to transport you back in time. This method will greatly reduce your party's skill, so it is imperative that upon arrival in this strange land you should collect as many pieces of equipment as possible in an attempt to prolong your survival. The way to success will see you visiting many different places;



foreboding castles, open wildernesses, crowded cities and dark dungeons. To stop the mad sorcerers you must visit all of these locations. Only from them will you learn the whereabouts of their lair. The future lies in your hands, only you, and a few intrepid heroes, can travel back to the land of Landor and change history - all the hopes of the people of Questron are with you.

Questron II features better graphics than most RPG's. Here our hero continues his search for the evil book.



## WIZARD'S CROWN



A small glade was the meeting place where the old wizard, Kaitar, met the adventurers. Each one of them had been chosen for their abilities; some for their mental acuity, others for their physical prowess. The band waited impatiently for the wise old wizard to tell them the reason behind the gathering. The muttering soon subsided as the old wizard started his story. They had been assembled to receive a great challenge - to recover the crown of the Emperor. The crowd muttered to each other, telling of fairy tales and legends. Kaitar called to the restless



party and explained.

The crown once gave power to the Fellowship of the wizards. Each member was entitled to wear the crown and from it they would gain great power and knowledge. However, Tarmon, the wizard of Thunder, refused to share the crown's powers and civil war between the magic-users soon existed. Tarmon made off with the crown, creating all sorts of monsters in his wake. For five hundred long years he has hidden in his laboratories. The land of Arghan has long been infested by monsters. The crown has to be recovered, no wizard may retrieve it, and so it must fall to a party of adventurers to return it.

The eight brave companions looked at each other intently. They were the party the great wizard talked of, they would return the source of the wizard's power to its rightful place at the fellowship. Having agreed to the task the band left the glade, leaving the wisened old wizard to wait for their safe return.



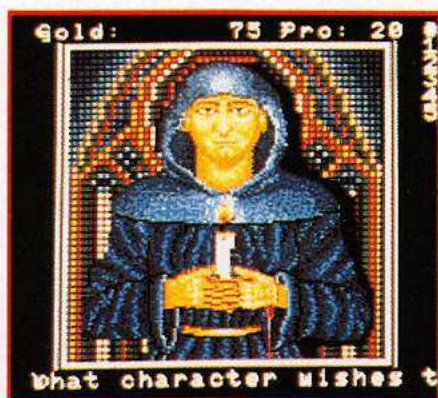
↑ Creatures of the night appear regularly. Take careful aim and let them have it

## RINGS OF ZILFIN

The pale moonlight shone dimly through the frosted window. A voice called from out of the darkness, "Come hither, my child.". The voice sounded familiar, I arose and looked toward the forest. There, in a small copse, stood my long dead mother, a strange blue aura glowing around her. She spoke of how both herself and my father had been murdered at the hands of the evil Goblins. She told me how she had seen me planning revenge against the loathsome creatures. Now, however, I was to perform a much larger task. The Realm of Batinq had been wrecked by the wicked Lord, Dragos. The extinction of good was a hand, but... I had been chosen to rescue the lands from the clutches of this evil Lord.

Batinq had once been ruled by the Zilfins, a family whose great beauty and knowledge caused the country to live in prosperity and fairness. The Zilfins gained their great power from two rings, but since the disappearance of the Zilfins and the mysterious rings, the land has been plunged into chaos under the evil watch of Lord Dragos.

Dragos had sworn to bring back



hate and pain that supposed 'real' worlds contained. I was to travel to this strange land and to save its people. Along the way I was to encounter many strange beasts, some friendly, others not so. The key to destroying the evil Lord was with the rings. Alone they were worthless but together the bearer could wield great power. With these final words my mother vanished. My quest was clear, I was on my way.

## DEMON'S WINTER

Following the recovery of the Shard of Spring, the people returned to their normal lifestyles. The great demon, Malifon, had been successfully trapped inside a volcano and all seemed peaceful once more. However the once powerful demon slowly, but surely, began to regain his strength. Every day the demon grew more powerful, and everyday he vowed revenge. At last Malifon felt strong enough to cast a spell. He had been encased in the volcano so strongly that it was impossible for him to free himself. So, to take revenge he cast a spell so mighty that it plunged the entire world into despair and turmoil. Seas and rivers turned the crimson red of blood and all around the countryside was cast into a deep, cold winter.

Malifon's minions began to thrive in the bleak and desolate conditions. They knew their duty: to free their incarcerated leader. They roamed the lands destroying whole villages at the slightest hint of resistance. One such settlement was Ildryn. The menfolk drew together in an attempt to beat off the raiders but, alas, to no avail. The few survivors fled, the dying cries of their fathers' ringing in their ears, "avenge me...".

As one of the survivors of Ildryn



↑ Your party may rest, train and equip themselves in the various towns.

you have decided to break Malifon's icy hold over the countryside. Gathering together a party of five adventurers your travels will take to the very depths of the darkest dungeons and the far corners of the lands. Along the way you must discover the necessary items required to destroy the evil demon once and forever.

## PHANTASIE II

His name had become known to nearly everyone yet nobody dared speak it. Despite having been defeated by a brave gathering of warriors, the evil sorcerer Nikademus's body was never found. His Black Knights had all but been destroyed in the bloody battles and now the land seemed almost quiet again. But, a great cloud has been hanging over the island of Ferronrah for nearly forty years. The once thriving islands seems to have undergone some fateful calamity. rumours are rife and many of the local townsfolk talk about the work of the Evil One.

No one knows it for sure but it is believed that Nikademus has acquired a new band of slaves, they have busily been forging new weapons for his armies, and soon his wrath will once again be unleashed upon the poor people of Gelnor.

A party must be formed to once gain rid the world of this evil sorcerer. Groups of would-be heroes gather in the nearby towns and villages but the six who will defeat the evil wizard already know of their fate. They have already faced the sorcerer before, they won then. Now, however Nikademus has had time to prepare for their return. This time he knows of their strengths and weaknesses, and this time he wants revenge! Once more the party meets, and with the crowds bidding them good luck and farewell,

they sail off to the island of Ferronrah, there to meet their destiny.

## PHANTASIE III

It was a wonderful summers day when I rode into town. Hot and dry from my long journey I hitched up my horse and strolled into the local tavern. I inquired where I was. A merchant looked up from his beer and informed me that I was in Pendragon, a hub of commerce and jewel of civilization. The town seemed somewhat down-trodden so I went on to ask what was wrong within the land. The merchant grew nervous and told me of monsters and a conqueror who threatened the entire continent.

The innkeeper piped up and uttered the name of Nikademus. Impossible, I bellowed. I, my very self, had thwarted the evil sorcerer's plans. I had defeated him on the islands of Gelnor and Ferronah, it was me who

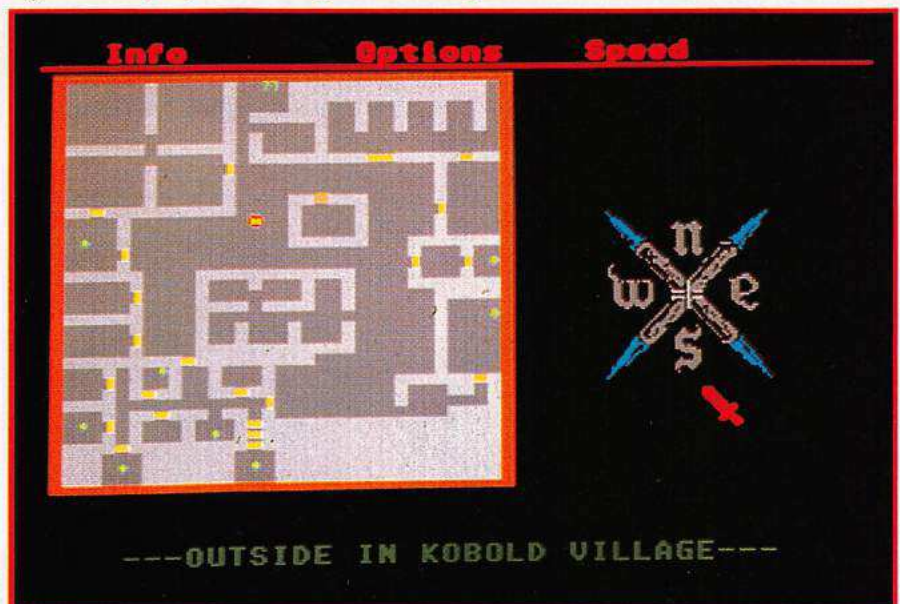
had destroyed his crystal, the source of his power, on the islands of Pookny.

These had, apparently, been only the first two acts of Nikademus' foul play. The finale was to be enacted out here on Scandor. The Evil One had learned much from these two encounters, he had lost much but gain much more. His powers were such that they could sway all but the purest to evil. The party who had already defeated the sorcerer was the land's only hope. With this in mind I called to my brave friends and told them of Scandor's fate. Together we left the town of Pendragon, stopping briefly at the city's archives to gather information. We headed off, to try and once again thwart Nikademus' evil plans.

## CONCLUSION:

Strategic Simulations Inc., without doubt, produce first class role-playing games. However, it should be remembered that these games do take a long time to play, usually from as little as twenty hours to as much as possibly eighty hours. For beginners to these types of games titles, such as Demon's Winter or Phantasie II are recommended. Both Rings of Zilfin and Questron II are more graphically orientated and offer one or two basic arcade sections. Perhaps the most challenging game is Phantasie III which offers the players a very well balanced game. The graphics are well presented but, perhaps the game's best feature is the well designed user interface. It must, however, be pointed out that Phantasie III is not an easy game for novices. **STA**

↓ Phantasie II: Treasures and weapons may be accumulated in the numerous dungeons. Here our party are searching a Kobold village.



# COMPETITION

When it comes to challenging mind-games, SSI are league leaders. The American-based company have decided to give away a few goodies. As a first prize how would you like to win your very own colour monitor? After all, a TV set is ok, but a monitor adds real sparkle to a game. SSI are also generously offering a further ten games as

runners-up prizes, the winners of which get to choose the title of their choice. Finally, SSI's UK distributors, U.S. Gold, are offering ten sweat-shirts complete with their new logo.

However, to stand a chance of winning you must first answer these four questions. Remember, all entries must arrive at the ST Action offices by Monday 21st August.



## QUESTIONS! QUESTIONS! QUESTIONS!

1. What is the name of the evil wizard you must defeat in Phantasie III?

A) Merlin B) Gandalf C) Nikademus

2. Questron II sees you on a mission to recover what?

A) An amulet B) An evil book C) A magic staff

3. Demon's Winter is the sequel to which SSI game?

A) Shards of Spring B) Gemstone Warrior C) Eternal Dagger

4. Red Lightning revolves around the conflict between who?

A) Dragons and Orcs B) NATO and the Warsaw Pact  
C) Space Explorers and Aliens

### ST Action Comp 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 .....

ANSWER 3 .....

ANSWER 4 .....

Name .....

Address.....

Daytime Telephone number.....

Send to: SSI Competition, ST Action, Theatre House,  
Theatre Lane, Chichester, West Sussex. PO19 1SR.

Closing date: 21st August 1989





# Digital Integration



▲ Dave Marshall has made avionics his career from cadet to developing the microprocessor for the F16.

*"Over the past decade, Digital Integration have forged a reputation as the leading authority in realistic aircraft simulation. But as Jason Spiller discovered, D.I. don't just play at aeroplanes."*

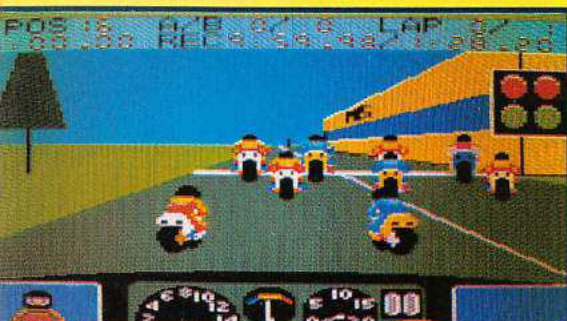
If any surviving company can claim to have been there at the dawn of home computer entertainment, it is Digital Integration. But there is far more to this company than its unquestionable longevity. Today, aircraft simulation is one of the most popular and engaging subjects of home computer entertainment - a fact vehemently demonstrated recently when D.I.'s F16 reached the top of the software sales chart and dominated it for weeks. But without D.I.'s determination to make airsims playable, as well as realistic, this could quite easily have been an exclusive

as well as expensive brand of computer entertainment, appealing only to the staunchest of aircraft enthusiasts. When founder members, Dave Marshall and Rod Swift, embarked on their first ZX81 project in the late 70's, popular games of the day amounted to little more than shooting scrawly little sprites in umpteen Space Invader clones. But D.I. were determined to pioneer more engaging entertainment in the form of aircraft flight simulation.

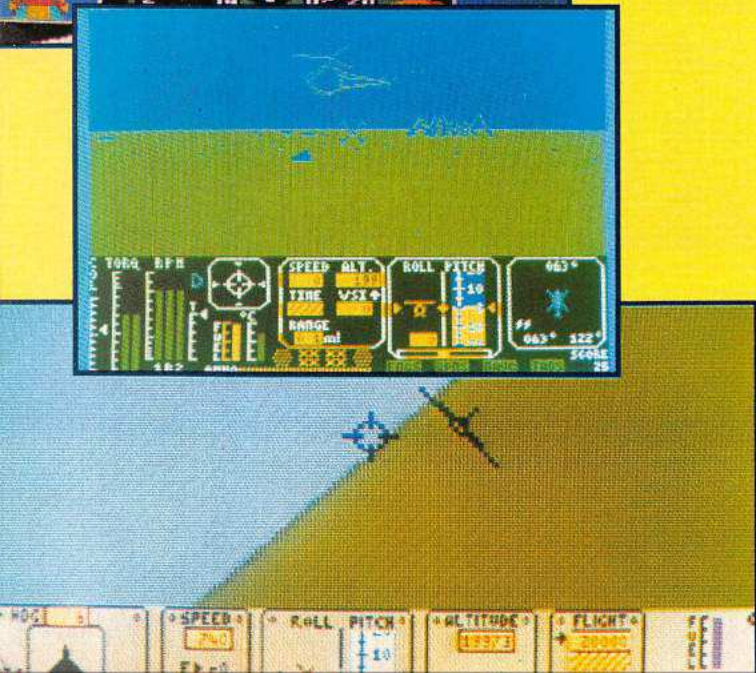
single-seater aircraft simulator. Unlike the standard aircraft-specific Rediffusion simulators, the one I was developing was for research and could be adapted to simulate any fixed-wing or rotor aircraft. It could even be modified to simulate concept aircraft! This equipment aided research into all aspects of military aviation development, and we could experiment with new concepts in aircraft handling or weaponry, for example, without having to construct expensive prototypes.'

## OFFICIAL SECRETS

Dave spent four years at Bedford, working with the simulator, adapting it to all kinds of aircraft and experimenting with new concepts: 'I moved back to Farnborough to work in



Tomahawk, Fighter Pilot and the original TT Racer. Early eight-bit D.I. games which were a good combination of simulation and arcade fun.



Dave. Marshall has made aviation his career, and this lifelong fascination with aircraft, which began in true RAF text-book fashion as an air cadet, culminated in a NATO commission to develop the Microprocessors for the F16 fighter jet. Recognized as a world authority on fly-by-wire aircraft and pilot training simulation, he described the transition from research and development in real fighter jets and pilot training, to producing flight simulations for home computers: 'I'm bound by the Official Secrets Act, not to give certain information. Although I can't imagine military leaders pouring over a copy of ST Action at the Kremlin.' I promised to check the subscription files. 'In the early seventies, my first commission was for the Ministry of Defence. I was based at Farnborough where I researched into fly-by-wire aircraft, and it was here that my interest in the U.S. F16 aircraft first developed. Shortly afterwards, I moved to the sister establishment at Bedford, to develop their



airborne computing, which involved research with the U.S. Airforce. At this time, Microprocessors were emerging as an important element in modern warfare, and the USAF were concerned that they were lagging behind in micro technology, and so their proposal was to have a single, standard Microprocessor configuration for all NATO aircraft. The M.O.D. agreed, and so we were given detailed drawings and specifications to work with and built a microprocessor. This is where I met Rod, and we began to work in the lab as a team on this new sixteen-bit processor. This development involved many trips to various avionics and aircraft manufacturers. We spent some time at General Dynamics in Fort Worth, and walked around the F16 production line and, for the first time, I actually got to sit in the cockpit which was great! The G.D. plant is incredible! It's over a mile long, dead straight, with the raw aluminium, wires, nuts, bolts and washers going in at one end and the finished F16 emerging out of the other, just three days later. We also visited Boeing and Douglas which proved very useful for contacts later on.'

Meanwhile, in Britain, Sinclair had pulled off a bit of

**Dave Marshall and Rod Swift:** With what many say is the ultimate sixteen-bit flight sim under their belt, Messrs. Marshall and Swift will have to wait patiently for the next advance in home computer technology to improve on F16.



▲ The Digital Integration team.

a coup by producing the first, affordable home computer, the ZX81. 16k of memory inside a little black box must have been a far cry from the massive mainframes Marshall and Swift had worked on, but the commercial potential, if not the capabilities of such a machine, were obvious: 'I seriously doubted whether it would be possible to write even the most simple and rudimentary flight simulation with such little memory. So we attempted to present a very vague and crude approximation in the first version of Fighter Pilot, which was written half in basic and

half assembler. We bundled up the tape and photocopied instructions with an elastic band and sold quite a few hundred copies.' This fortified Marshall's belief that there was a real market potential for flight sims: 'The next project was Night Gunner, which boasted a massive 4K of memory. W.H.Smith immediately ordered 10,000 copies of the game, so at last we could buy some decent equipment.'

With two IBM compatible PCs and floppy disk drives, Marshall and Swift could implement solid colour graphics and improve scrolling techniques: 'We developed Fighter Pilot on the Spectrum, which at least afforded the luxury of blue sky, green terrain and a fairly detailed instrument panel.' Fighter Pilot sold over 250,000 copies, which well and truly established Digital Integration. Until then, game development was done in their spare time, but with the market taking off, literally, Marshall and Swift dropped all other commitments and left the M.O.D. to concentrate on software development for home computers. From M.O.D. mainframes and millions of pounds of resources to developing games for eight-bit computers is certainly an unusual transition: 'I was apprehensive about the decision, but we visited various computer trade shows and the response was incredible. We didn't know anyone, but somebody suggested we visit the Microdeal stand and they took one look at Night Gunner and Fighter Pilot and immediately ordered a thousand of each a week until

they said stop. Suddenly, D.I. had to find a tape duplication outfit and personnel to run a rapidly growing business.'

### TOMAHAWK

The next project was Tomahawk. How accurate a helicopter simulation is it? 'In terms of handling, I still think it's the most accurate available. We spoke to the test pilots at Hughes in California, about the characteristics of the Apache, its roll and pitch rate and handling, and we spent ages getting the agility and performance right. When you're working with Rediffusion, you have 32-bit, hard drive and limitless memory, and you can simulate to the finest detail. But with home computers, it's a complicated process of sifting out the most important and noticeable features and saying, "Well that's the effect, how do I model it?" Perfecting an accurate approximation with such limitations is a real art and when we thought we had got it as close as possible we asked the opinion of an





↑ Each mission starts in the crew room and, clicking on the filing cabinet and blackboard gives access to mission information and flight data.

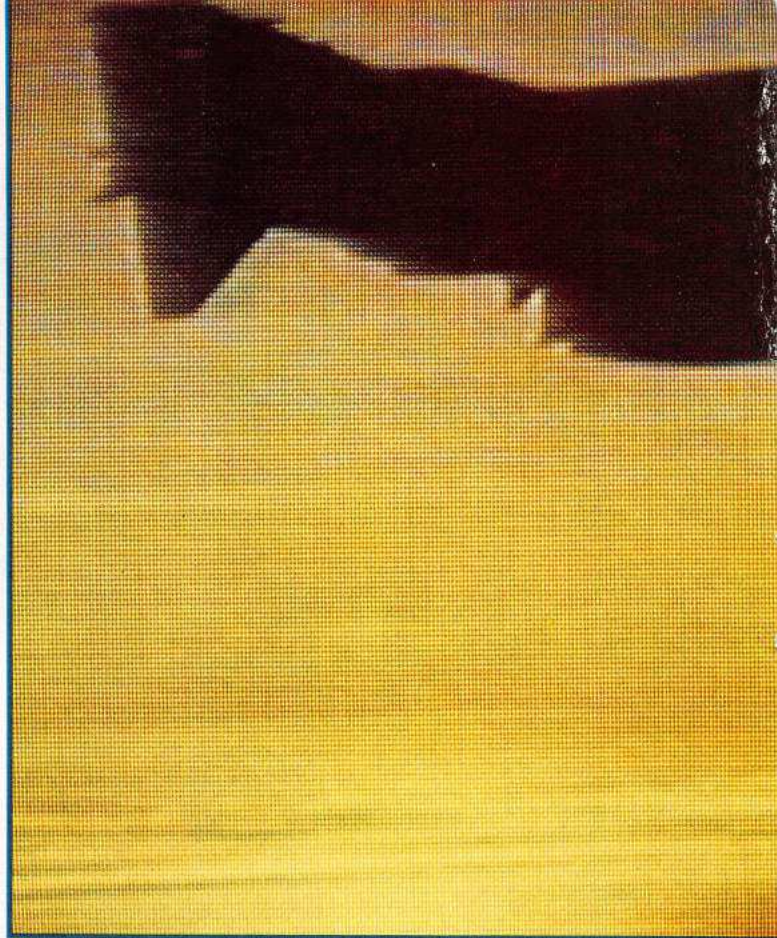
sixteen-bit flight simulation, F16 - Fighter Pilot.

## F16

Apache pilot and he said, "Well, that's right and that's wrong". Undoubtedly, Marshall's passion is for aviation, but his partner, Rod Swift's first love is motorbikes: 'While Dave worked on air sims I was developing a motorcycle racing simulation called TT Racer. The criterion was for a first-person perspective, rather than the typical rear-view.' TT Racer was a real hit and Rod is currently working on a greatly enhanced and improved version for the ST. So D.I. have digressed from flight sims with TT Racer, Bobsleigh and A.T.F. But Messrs. Marshall and Swift returned to the crew room to develop the ultimate in

Since his first visit to the General Dynamics factory and subsequent involvement with the F16, Marshall wanted to develop a flight-sim of the aircraft. But he waited until the arrival of sixteen-bit: 'To produce a simulation of F16's calibre, we reckoned development time would take over two years working full-time on the project. First we had to decide how realistic we could make it and where to draw the line between accurate simulation and arcade gameplay.' Much of this time was spent in research, and Marshall's many contacts in the avionics industry were invaluable: 'The most important aspect of the F16 project was to make it as realistic as possible, but always considering the gameplay aspect as well. We wanted to launch ourselves into the

F16 contains seven main missions which range from reconnaissance to scramble interception.

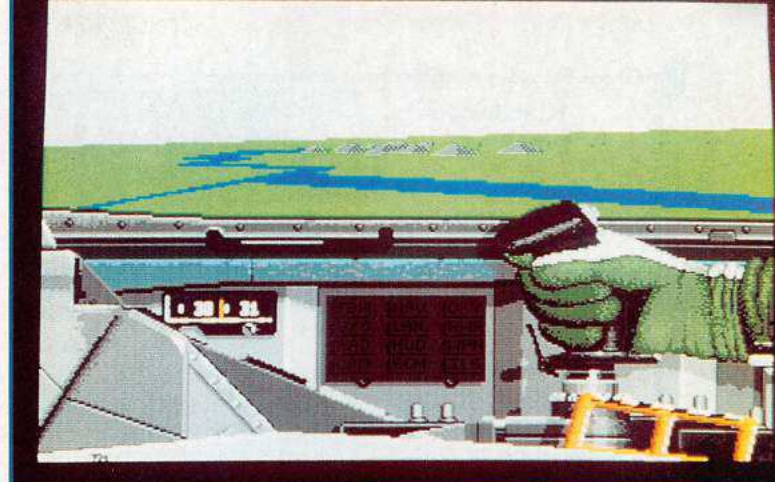


sixteen-bit market with the next generation of aircraft simulation, and so we increased the production team to five, with graphics artists and coders, and this allowed Rod and me to concentrate on the realism simulation. We implemented true 60 degree freedom, with 3D filled graphics, and we had to work out how many objects the program could handle, as well as ground density etc.' Marshall described just one of the problems D.I. encountered during the production of F16: 'The amount of detail and content we were trying to cram

in was impossible and so we had to make some concessions. One of the mission options, Operation Conquest, was supposed to be two-player, but there were so many variables flying around and it was supposed to be continuous and in real time - after many sleepless nights, we scrapped the idea.

Using his knowledge, Marshall researched into getting the aerodynamics right and the handling characteristics as near as possible: 'I was constantly phoning up pilot friends of mine for information and there was some interaction with Kevin Dwyers, the chief test pilot at General Dynamics. He filled us in with the finest detail, such as the low-speed handling and hi-lift capabilities of the aircraft, which we attempted to implement in the simulation. We spent ages in G.D.'s flight archives back to '76, and sifting out test flight reports.' Evidently, F16 is the result of painstaking detail and meticulous research; what does Marshall think of the opposition?: 'Flight-sim II, from Sublogic, is good, but it adheres rigidly to realistic flight and so, from an entertainment point of view, there is no arcade element. Gunship is a very enjoyable game with a good balance of arcade and simulation. But technically the claims that it is a realistic helicopter simulation





← Just you, millions of dollars of aircraft, and a perfect sunset.

↑ To the right, the river winds it's way through the terrain leading to bridges crucial to enemy manoeuvres.

are twenty-five different modes on the air radar alone, who the hell is going to understand that?'

Racer and we've got other projects which are in various stages of development. But for aircraft simulations, I think we will wait for the next advance in home computer technology before trying to better F16.'

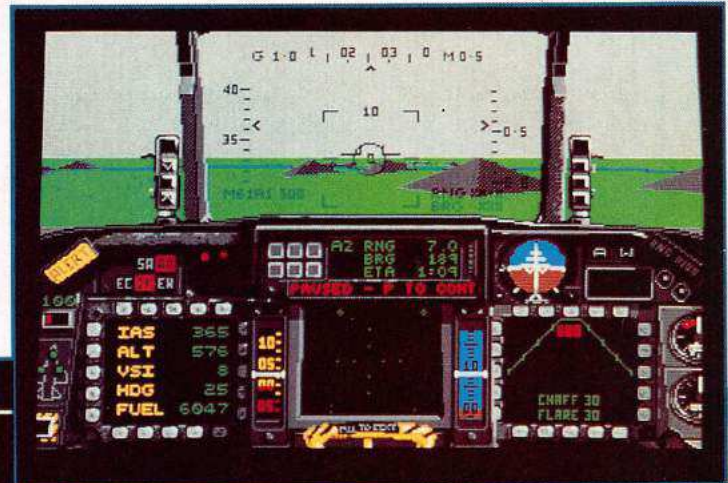
So after two years development, D.I. have produced what many believe to be the ultimate aircraft simulation on sixteen-bit. Where do they go from here? 'We intend to diversify with other simulations, such as, TT

↓ As you soar through mountains, the smooth scrolling gives a good impression of flight.

are not strictly true.' What about Falcon? 'Again, a very strong and popular simulation. But Spectrum Holobyte have had to create extra mission disks which are priced at around twenty quid. With F16, there are literally hundreds of possible mission configurations and scenarios

in the main program.' How accurate is F16 to the real thing? 'It's as near as the limitations of the machine will allow. What you've got to remember is the fundamental aspects of combat flight such as weaponry and pilot training courses take months, maybe years, to learn. I mean, there

↓ The program contains detailed data on every modern fighter jet.



**MIKHOYAN MIG-27 "FLOGGER"**

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EMPTY: 25000lb (11340kg)

INTERNAL FUEL: 8255lb (3744kg)

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MAX SPEED (SEA LEVEL): M1.1

CEILING: 55000ft (16750m)

LENGTH: 54'10" (16.43m)

WING SPAN (SPREAD): 46'9" (14.26m)

WING SPAN (SWEPT): 27'0" (8.23m)

HEIGHT: 14'4" (4.39m)

WING AREA: 325sqft (30.15sqm)

MIG-21 MIG-29 MIG-31
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EXIT
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# BOOTIFUL BABE

WHITE PANTHER (£14.95)

Bootiful Babe is not so much a vertically-scrolling shoot'em-up, as a vertically-crawling dribble'em-up. Yes, believe it or not, this is an arcade game which stars a 'bootiful' baby. But I cannot make up my mind whether the game is highly original

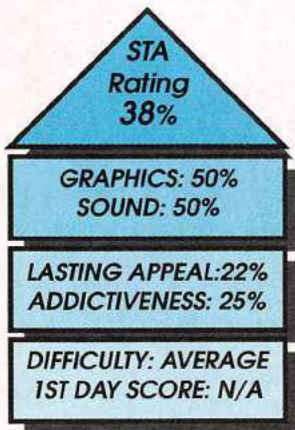
or just plain sick. This truly unique game, which is billed as: 'original fun and not an alien in sight' deals with the everyday hazards in the average home which could seriously maim a small child, and the task is to steer the nappy-clad one

away from harm.

Like all average homes, broken bottles, daggers, fags burning in ashtrays, are scattered all about in baby's path - I think this child's parents must be Hell's Angels! The game gets off to a crawling pace as the infant moves down the garden path, and with the joystick you must avoid broken bottles and wasps which are floating in bubbles - don't ask me why! One touch, and you lose a baby life and so you must either guide the kiddy

around the fatal insects or burst the bubbles with your trusty nappy pin by pressing the firebutton. Past more bubbles with funny insects inside you eventually enter the death trap of a home where you must stop baby from bashing his head against walls and avoid hot cups of coffee, ashtrays, more broken glass, etc. To boost baby's energy, there are comforts like dummies and teddy bears to collect and, quite predictably, a cute voice synthesis says 'Mummy' in appreciation.

And so our potty-trained hero continues through this hazardous environment, picking up pieces of glass with its kneecaps and grabbing the occasional lungful of cigarette smoke until the game crawls to an end. The only use I can think of for this game is for expectant parents at babycraft classes where they can learn about household hazards. **STA**



# FINAL LEGACY

ATARI (£19.95)

Final Legacy attempts to fight a war in the air, on land and sea. As the monotonous, monotone tune repeats itself, ad infinitum, the scenario briefs you on the game. Piloting the war frigate, Legacy, your mission is twofold; to infiltrate and destroy enemy bases and missile sites, and defend your

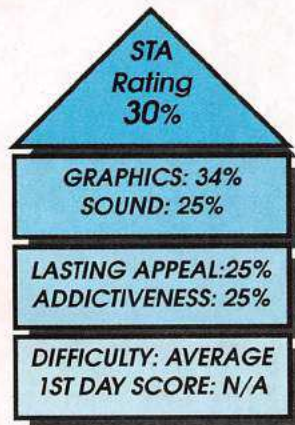
own cities from launched warheads. The level of game-play difficulty is measured by naval rank, and from Ensign through to Fleet Admiral, you are pitted against a stronger and more numerous enemy, and so you must destroy more missile sites and various enemy craft. Your plan of attack and defence can be plotted on the first screen, a radar map. This map shows the position of enemy missile bases and vessel manoeuvres, as well as the position of your cities and refueling sites. In this navigation mode you can steer Legacy across the map into enemy territory to destroy sites and depots, or retreat to refuel or defend.

Enemy warships and hunters chase Legacy across the map, and you must decide how you want to start the campaign. The first picture icon represents Torpedo and

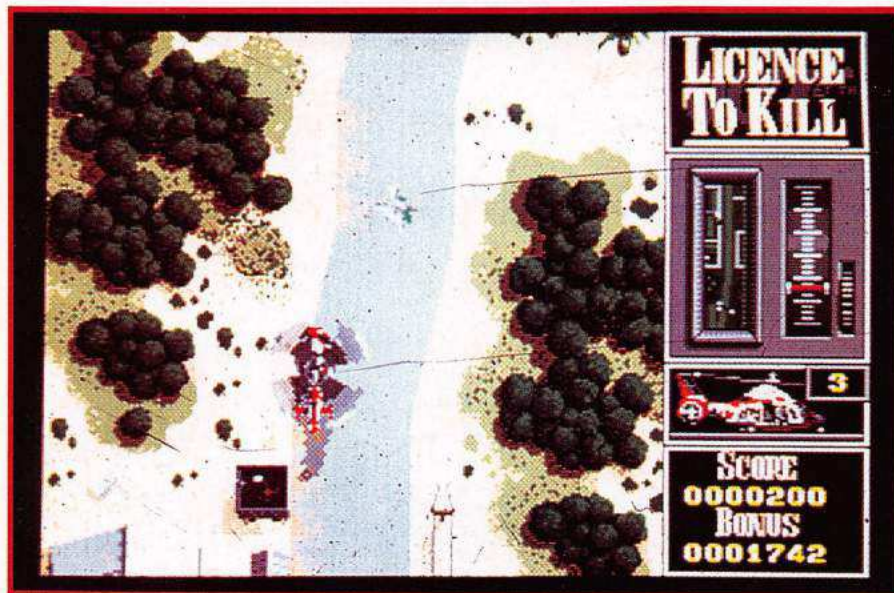
the screen shows a view from Legacy's helm. Joystick control moves and steers the ship and aims the weaponry sights and pressing the firebutton launches a torpedo. The battle amounts to seeking and destroying enemy vessels and dodging retaliatory fire. After sending the last enemy craft and crew down to Davey Jones's, you return to the map screen to select another battle mode. Sea-to-land shows a satellite-view and using a scanner, you must locate mobile missile launchers and put them out of action. RED ALERT... AIR ATTACK! Selecting Sea-to-Air points the

big guns to the sky, and the joystick directs a very slow-moving cross-hair weaponry sight across the sky in search of enemy aircraft.

Instead of concentrating and exploring one or two modes of warfare in Legacy, Paradox have attempted to cover three battle stances with equal failure. We all like variety in game-play, but in this case, they have failed to achieve a satisfactory standard of presentation or game-play in any of the modes, and the results are somewhat disjointed, unattractive and generally uninspiring. **STA**



Avoiding the damaging flak fired by Sanchez's hoods, you must take control of the chopper and stop the evil drug baron from escaping in his jeep. Shooting the jeep is the only way to stop it, but be careful not to hit one of the buildings, or it will be "Goodbye, Mr. Bond!"



Although a box office draw for more than twenty five years, James Bond has yet to star in a computer game worth buying. In the past, 007-related games have relied entirely on the license, and the game-play did not bare even the slightest resemblance to the film. Therefore, I am pleased to report that Domark's Licence to kill, adheres to the actual storyline, and is really quite playable. Although it doesn't exactly exploit the larger-than-life characterizations which have always been so important in the movies, each of the levels offer taxing - sometimes a little too difficult - game-play. Neither the graphics nor the music and sound effects are anything to write home about, but this is a tough game and ideal for the real arcade experts.

JS

# LICENCE TO KILL

*"After the previous Bond game disappointments, Domark hope to make amends with a game based on the new 007 movie, Licence to Kill. Will it leave us shaken, but not stirred?"*

**DOMARK (£19.99)**

Set over six vertically-scrolling stages, Licence to Kill has the player out to bust a multi-million dollar drugs ring. However, what starts off as a routine mission turns into a quest for revenge, when the evil ring-leader, Sanchez, has Bond's old partner and friend Felix

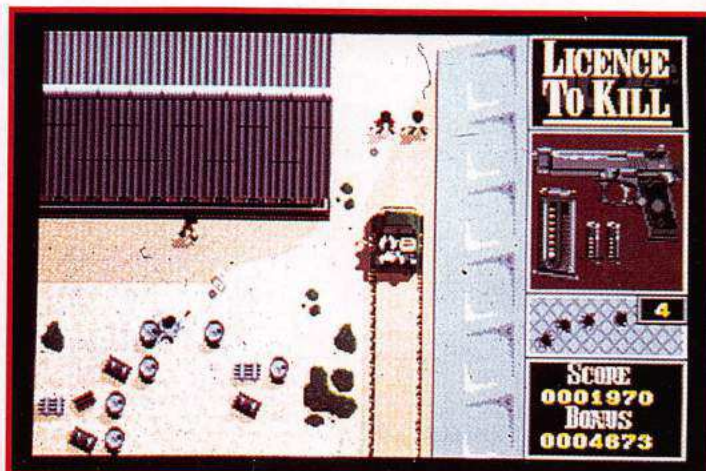
Leiter tortured and killed. Throughout the game, 007 must use all of his skills and resources to the maximum as he tracks down Sanchez. Then, and only then, will Leiter's murder be avenged.

Following the film's action scenes closely, Licence to Kill begins with our suave spy chasing Sanchez in a helicopter piloted by Felix. Set in the barren desert area, Cray Cay, Bond must swoop down on the escaping Sanchez, and pepper the rogue's jeep with bullets until it explodes. However, most of the drug baron's guards have been alerted

to the helicopter's presence, and are taking pot-shots from within tiny emplacements, so these, too, must be taken out. To the right of the action is a status screen depicting the 'chopper's welfare. With each hit it takes, a diagram of the helicopter flashes, indicating that it is rapidly weakening, and should the flashing become extreme, the chopper will explode, costing 007 one of his fives lives. Once the helicopter has reached a certain point, James leaps out of the chopper and a shoot out between our hero and

*So far, there hasn't been a really good Bond game, and, unfortunately, Licence to Kill continues this trend. However, having said that, it is the best of the bunch so far, and its vertically-scrolling action is far from unplayable. The game's fault lies in the fact that it is very repetitive, and the action is never quite as frantic as in the films. Tiny sprites and nicely-detailed vehicles wander up the smoothly-scrolling play area, shooting other sprites and avoiding bullets, but the game never gets past uninspiring. In addition, the difficulty level is extremely varied, ranging from the almost impossible second section to the simple HGV level. Not a bad game, but for ardent Bond fans only.*

SM



Looking like a Commando variant, the second level is made difficult by the confusing cursor system. Positioning the cursor can be a real pain, and can cost you valuable health points, so perhaps a more conventional system should have been used.



Sanchez's cronies ensues. Using stealth and as many bullets as it takes, 007 must make his way up screen, collecting any of the extra ammunition magazines that conveniently adorn the area. Aiming 007's shooting is achieved by using a revolving cursor, and this must be positioned near your intended victim, whilst fire then prompts your faithful Walther PPK into action. Likewise, Sanchez's men are armed and, luckily for them, their firing doesn't require such a confusing system, so you must duck behind any handy obstacles to avoid their fire. Bond's bullet-proof vest can withstand up to four direct hits, but any more than that and another life is lost.

Up, up, and away again now, as James once again takes to the skies - this time in a dangerous attempt to board Sanchez's Cuba-bound jet. With Felix flying his trusty helicopter, Bond is out on a limb, dangling precariously on a rope below. Controlling the 'chopper, the player must position it so that 007 can jump onto the airborne plane. When you are sufficiently happy with Bond's position, pressing fire attempt a jump, but only when it is perfectly safe, will the dapper agent jump.

By now in the film, Felix is a goner, and the action becomes water-based, as James dons a wet suit and sets about smashing the drugs 'drop'. As expected, the drop is heavily guarded, but the heavies can't see 007 if he is underwater, so he can use this to his advantage to sneak up on them. However, Bond cannot simply stay underwater, as his oxygen supply is very limited, so he must keep resurfacing to refill it. When above water, Bond will be shot at by the boat-using criminals, and attacked by groups of divers. Using only a knife to kill his assailants, 007 then appears behind the plane that is dropping the drugs in its wake, and must latch onto it with his harpoon. As soon as you are using the escaping plane to tow you to safety, Sanchez's cronies give chase in catamarans and must be avoided by weaving from left to right.

STA  
Rating  
**60%**

**GRAPHICS: 59%**  
**SOUND: 55%**

**LASTING APPEAL: 63%**  
**ADDICTIVENESS: 66%**

**DIFFICULTY: HARD**  
**1ST DAY SCORE: 9000**

Felix guides James towards Sanchez's Cuba-bound plane. With Bond hanging from a rope below the chopper, Felix must position the swinging secret agent over the cockpit of the plane, allowing him to board it. If 007 successfully enters the plane, then Felix can tow it away, leaving Bond to parachute to the next stage using his typically patriotic 'chute.

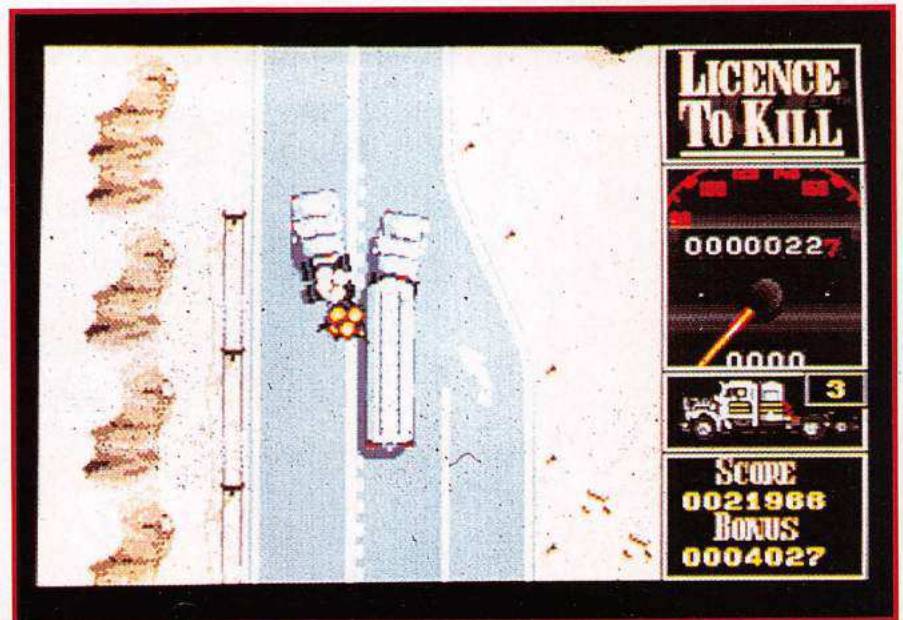


Having successfully wiped out Sanchez's drugs factory, all that remains is to catch the fleeing criminal - and avenge poor Felix. Sanchez is heading for the safety of the border in a huge drug-towing eighteen-wheel HGV, so James boards a plane and prepares to hijack one of the escorting lorries. By positioning the plane directly above the lorry, James must then clamber into the lorry and ram all of Sanchez's escorts off the road with it. As in the first section, a diagram indicates the state of the truck, and this is rapidly worsened by the bullet-firing jeeps that are accompanying the convoy. Sanchez will only be defeated if all of the lorries and jeeps are rammed, and all the time the convoy is getting nearer and nearer the border...

**STA**

*Big film licences seem to be two-a-penny these days. Unfortunately, this one isn't too good. Packaged in an easily broken plastic case, Licence to Kill is slickly presented. Indeed, the six individual scenes sound very tempting. The graphics are of a high calibre, attention to detail being very good. The sound, too, is very complimentary, the spot effects letting the side down slightly. However, as with other games of this ilk, Licence to Kill just doesn't have that certain playability. Control over 007 is often awkward, the gunfight scene being a prime example.*

**NC**



In a similar way to the third stage, positioning your plane so that Bond can enter the HGV is a matter of moving the plane so that it is covering the vehicle's cabin. A cursor appears, and pressing fire causes 007 to enter the lorry - leaving the plane to fly off. Now, you must simply run the other vehicles off the road, avoiding their fire and making sure none survive.

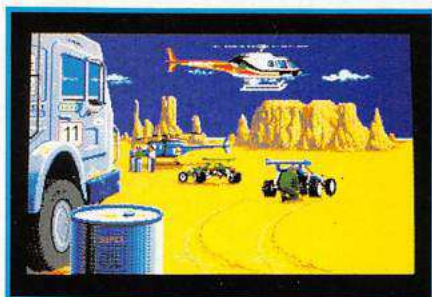
STA  
Rating

39%

GRAPHICS: 46%  
SOUND: 38%

LASTING APPEAL: 34%  
ADDICTIVENESS: 29%

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



The heat is on in the Sahara Desert, for a gruelling five stage dirt-track race from Tunis to Dakar. The race takes all-comers in all types of vehicles, ranging from jeeps to camper vans. But thankfully, you drive the sort of vehicle which is best equipped for such a race, a 4-wheel drive dirt-terrain cart. You are whisked away to the Sahara dunes, swept clean daily by the Scirocco winds, where your mechanics are fine tuning the Tomahawk. This gives you ample opportunity to peruse the accompanying map - lets just hope the route wasn't mapped out by Mark Thatcher! The map shows the route snaking from

*I have always thought that full-screen scrolling, rear-view car race would lend itself to a desert, Mad Max-style, car racing game, so I had high expectations of African Raiders. In its favour, the scrolling across the desert is suitably effective and control over the car is responsive. Cosmetically, the sound effects are OK'ish and there is some nice animation. But there are as many aspect to the game's detriment. For example, the barrels which line the route are too narrow, the lack of intelligence in the computer-controlled competitors and the absence of a two-player option is unforgivable, as this brings the best out of the worst car racing programs. This is a relatively enjoyable racing game which could be improved on considerably.*

JS

*"I once travelled, by jeep, from Hammamet, across the Sahara, to the Trogladite caves... it was the most unpleasant journey of my life! Can Tomahawk make a hot and dusty desert race seem appealing?"*

# AFRICAN RAIDERS

TOMAHAWK (£19.95)

*Yet another rear-view car racing game, with the only difference being a desert venue instead of the usual race track. Control over the vehicle is somewhat dodgy, to say the least, and trying to weave inside those pesky barrels is darn near impossible. The other competitors in the race mosey along in the most inappropriate vehicles such as; dormobiles, and they really don't offer any competition. The absence of a two-player option is also an unforgivable oversight in a car race game. There are dozens of car race games, and African Raiders promised something different. Unfortunately, it fails to deliver.*

SM

Tunis to Dakar and pinpoints such desert-related features and hazards as; oilfields, Nomadic Settlements and wrecked cars.

Your cart roars to the start line where the other competitors are already positioned for the race. The other cars race off in a swirl of desert dust, and pushing forward on the joystick puts the pedal to the metal and the big wheels struggle to get a purchase on the sand. Incredibly, the entire route is lined by old oil barrels, an unenviable task for the poor race marshals, considering the distance between Tunis and Dakar. The race is viewed from the now-traditional and widely-used computer car racing view, which shows the rear-view of the vehicle that you are in control of. As described, pushing the joystick forward accelerates, and so naturally, pulling back, brakes and left and right steers the car.

Instrumentation is simplistic, com-

prising speedometer milometer, fuel gauge and electronic compass. The most difficult part of the race is trying to steer the car in between the oil barrels which line the snaking route. But more experienced drivers can gain a big advantage by leaving the confines of the marshalled route and chancing the hazardous cross country route. Using the map, you can plot a cross-desert route to the stage checkpoints in order to refuel.

Leaving the marshalled route is a big risk as the uncharted desert is fraught with swamps, quick sand and wrecked vehicles, half buried by sand, are testament to this treacherous and merciless terrain. The race goes on and on... and on, as you inch your way to Dakar - rejoining the route to get your bearings then tearing across the dunes to get the advantage. The only thing driving you on is the prize money, a bath and a cold beer in Dakar. **STA**



African Raiders uses the traditional rear view racing perspective.

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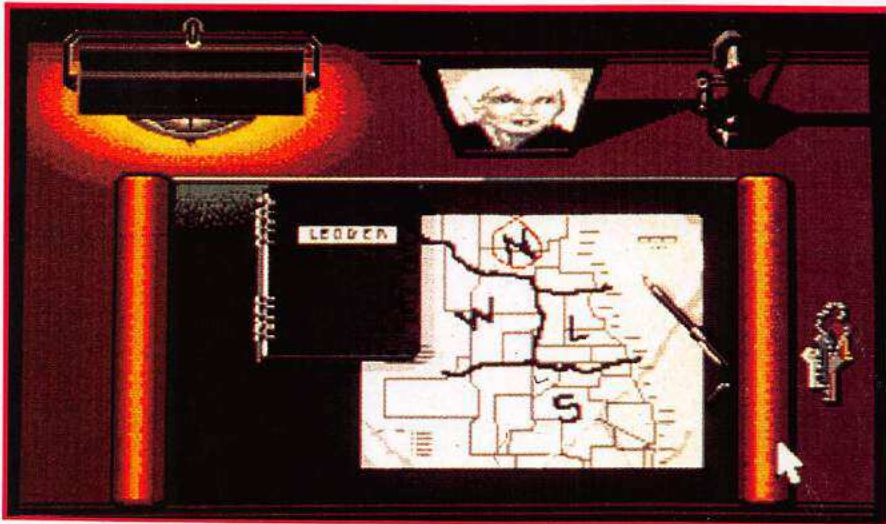


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# KING OF CHICAGO

"Now's your chance to practise your James Cagney voice and call everyone a 'doidy rat', as you tackle Cinemaware's 1040-only epic, *The King of Chicago...*"

CINAMWARE/MIRRORSOFT (£24.95)



This is Pinky's main menu screen, from where he can balance the books, visit Lola, or attempt to take over a side

"Did you spill my pint?". No, of course you didn't, these are the 1930's, the era of prohibition. Cinemaware's latest ST offering, *King of Chicago*, has arrived. The actual gameplay reminded me of those role-playing books in which you choose your move and, depending on your circumstances, the outcome is given. The game's disk accessing proved to be very tedious, the pauses accompanied by some rather tinny music. On the other hand, the game's graphics are well presented and the animation of the character's faces help give the game that added 'film' feeling. Ultimately, *King of Chicago* is a good game that should appeal to most gamers. Pity there's no 520 version.

JS

The year is 1934, and the biggest villain of the decade, Al Capone, has just been banged up on charges of tax fraud, and this leaves the windy city of Chicago wide open for a new 'boss'. The city is split into four different territories, each governed by a different mobster, and the only way a would-be chief will take control over Chicago is by gaining control of all four areas. Although there are four bosses, only the north and south-siders are reck-

oned to be promising contenders. The north-side is controlled by 'The Old Man', an ageing criminal whose reputation is waning; whilst the south-siders cower under the reign of Tony Santucci, a guy who would kill his Grandmother just to keep his trigger finger supple.

You assume the role of a newcomer to the business, Pinky Malone, and, by using whatever methods you deem necessary, you must first remove the Old Man from his post and then gain control

of each quarter before Santucci does - thus becoming the King of Chicago. To begin with, Pinky Malone is a nobody. Apart from a gang of loyal hoods, he runs a small business which is overlooked by the Old Man. Pinky, however,

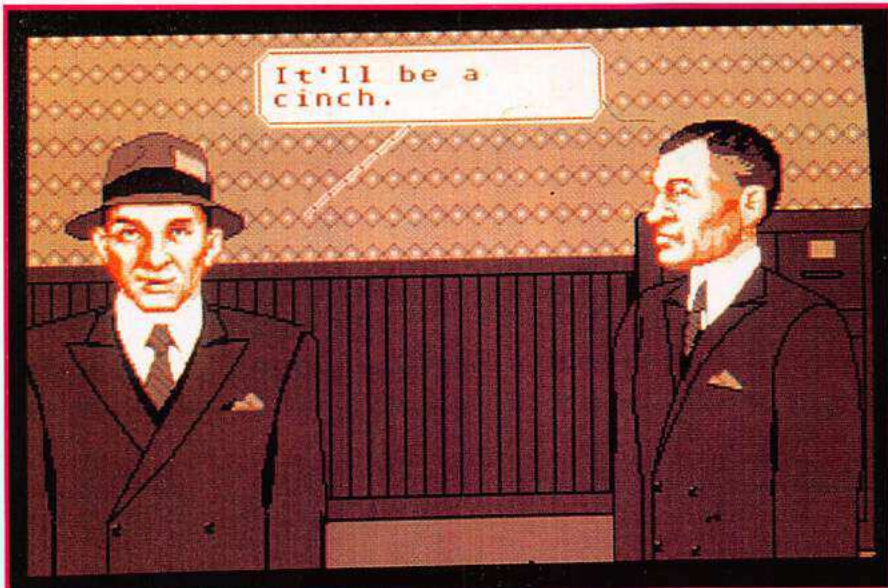


The key to grasping control of the west side comes in the shape of a Burt Reynolds look-alike, Major Alderman Burke. Although he is a Burke by name, don't think he is one by nature. Flatter the guy's ego and increase the funds for his campaigns, and the west is yours.

*King of Chicago* has been a long time in the making but, at last, it's here. Unlike Cinemaware's other ST games *King of Chicago* does actually feel as though it's a film. Much of the action hinges on whether you choose the correct speech bubbles and, as a result, the game is not too difficult to complete. The graphics look somewhat dated, but I guess that's in keeping with the era. However, something that really annoyed me was the disk accessing time. Although not completely killing the game, the long waits do detract from the action. But, perhaps the biggest problem with the game is the fact that it will only work on 1040 STs.

NC

If Santucci gets worried about your progress, he contracts a weasly little hit-man to finish you off.



has visions of replacing the Old Man, but first he must gain support from within the mob. Most notable of the Old Man's colleagues is a bald guy called Ben. This bloke is as shrewd as he is hairless, and will be a tough cookie to



get on your side. However, if enough money is offered, he may just help you get rid of the Old Man. Once Ben's allegiance is gained, and you are in control of the north-siders, your reign of terror and conquest can begin.

Controlling the north side is quite a responsibility, and Pinky must perform

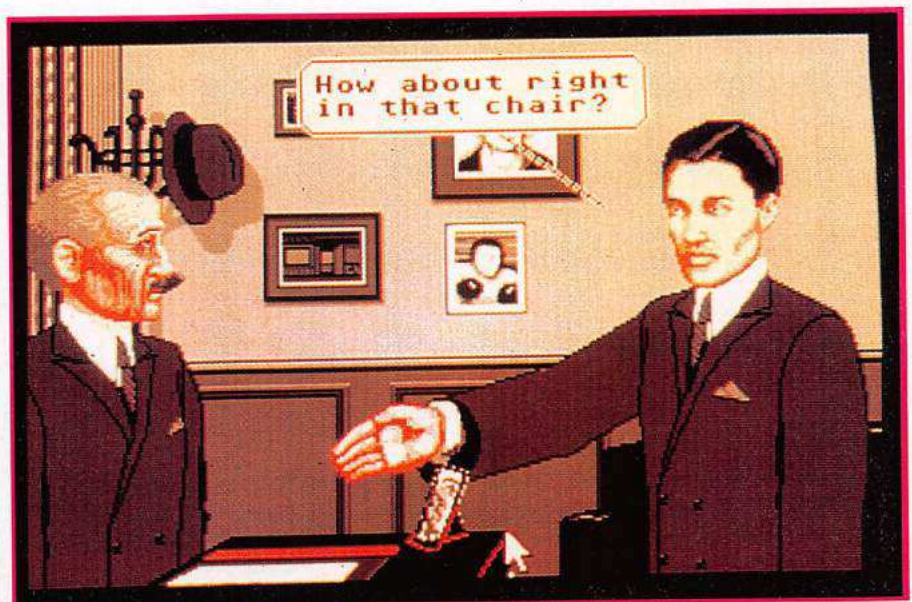
important tasks, such as balancing the books and making sure his area is profitable. All of his financial planning is done on a ledger screen, and from here he can add more hoodlums to the payroll, close down unprofitable businesses, and increase the funds of any money-making schemes. Great care and attention must be taken with the books, because if unrest sets in because your hoods don't think they earn enough, you may have a rebellion on your hands. Likewise, if your companies lose money, da boys will think you are soft, and opt to replace you. Every mob leader must have a moll, and yours comes in the shapely form of the blood-sucking Lola. Like da boys, she expects a decent salary for always being at your side, and it is best to pander to her whims as she wouldn't think twice about going over to Santucci with all the information she knows. Additionally, whenever you visit Lola, no matter how bitchy she is, it is best not to retaliate.

As soon as you are in power, it is best to start attacking the other quar-

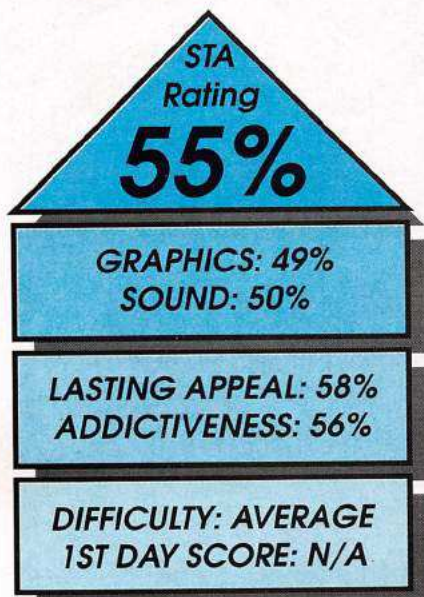
*With its lack of player participation, King of Chicago comes as a real disappointment. There are just too many hands-off sequences, and this means that there is a lot of waiting around between decisions. Not only is there very little for the player to do, but the disk accessing between screens is too frequent. Granted, a game like this is very complex, but surely Cinemaware could have made it a little more user-friendly, perhaps by having a big load every now and then instead of lots of irritating little ones. The occasional arcade sequences are nice, but there is nothing really for me to recommend.*

**SM**

ters. These attacks can either mean a bombing run on a traitor in your quarter; a trip into someone else's territory for an assassination; or a street-based gun fight - complete with gangsters' cars roaring up and down, guns blazing. Each of these attacks is a separate sub-game requiring accurate shooting or bombing, and if you fail, then once again, you will sink in da boys' estimations. As your power and reputation grow, Ben will advise you when to attack the neighbouring territories. All of Pinky's decisions are made using a multiple-choice menu system, and these offer the chance to either follow Ben's usually wise advice or take a gamble. Meanwhile, though, Tony Santucci is getting worried that you are getting too strong, and he may send out a hitman who only you can deal with. If you fail to plug the guy before he gets you, then the only person who will shed a tear for a punk like you, is your grey-haired ol' mom, who insists you're not a bad lad at heart. **STA**



Before Pinky can become King Of Chicago, first he must gain control of the north side. Ben is a key figure in his plans, as both of you think the old man is weak and useless. Don't plug the old man whatever you do, but hear him out then force him to resign in front of da boys.



STA  
Rating

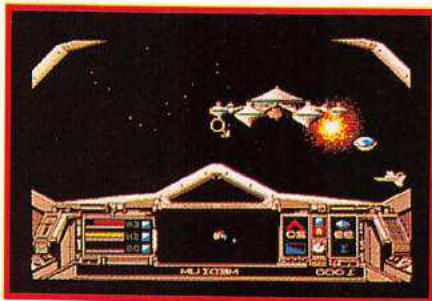
47%

GRAPHICS: 53%  
SOUND: 40%

LASTING APPEAL: 42%  
ADDICTIVENESS: 56%

DIFFICULTY: AVERAGE  
1ST DAY SCORE: N/A

After ten minutes Xeno bashing you can return to the mothership for a cup of tea and a slice of cake.



In this rather belated sequel, you are asked to cast your mind back two years, to the release of the original Skyfox and: 'recall your academy lessons'. Once again you must pilot a Skyfox warplane and drive those darned Xenomorph nuisances out of Federation territory. The presentation of this no-fuss-and-nonsense shoot'em-up is first-person perspective, cockpit-view, and there's a constant supply of 3D, solid-graphic, enemy craft and asteroids to blast with your trusty laser. There are ten scenarios which contain different aspects of the battle against the foe which begins with the Xenomorph

*Skyfox II is certainly an improvement on the original, but this is a game which has its limitations. First of all, shoot'em-ups of today are illustrious affairs with the digitized music and explosive sound effects an integral part of the game-play, and this is where this game is seriously lacking. The Skyfox vessel sounds more like a wasp in a Coke tin than a rocket-propelled assault craft, and the laser makes a pathetic 'PYOING' noise. The graphics are quite nice but nothing special and the game-play is laborious and repetitive. Rather bland - there are better shoot'em-ups around!*

JS

"Once again, those naughty Xenomorphs are plotting to subjugate the Cygnus system, which is a bit close to home for my liking."

# SKYFOX II

ELECTRONIC ARTS (£9.95)

*Unlike the majority, I actually quite liked the ST version of Skyfox. Unfortunately, I cannot say the same about this below-average sequel. All of the top-quality presentation and options of the original have been retained, but somewhere along the line the gameplay has been lost. Although there are about a dozen missions offered, for the most part these involve avoiding asteroids and shooting mother-ships with what looks to be a retractable barber's pole - not exactly the stuff classics are made of! Although it is only a tanner, there is not enough variety or gameplay in Skyfox to warrant even that.*

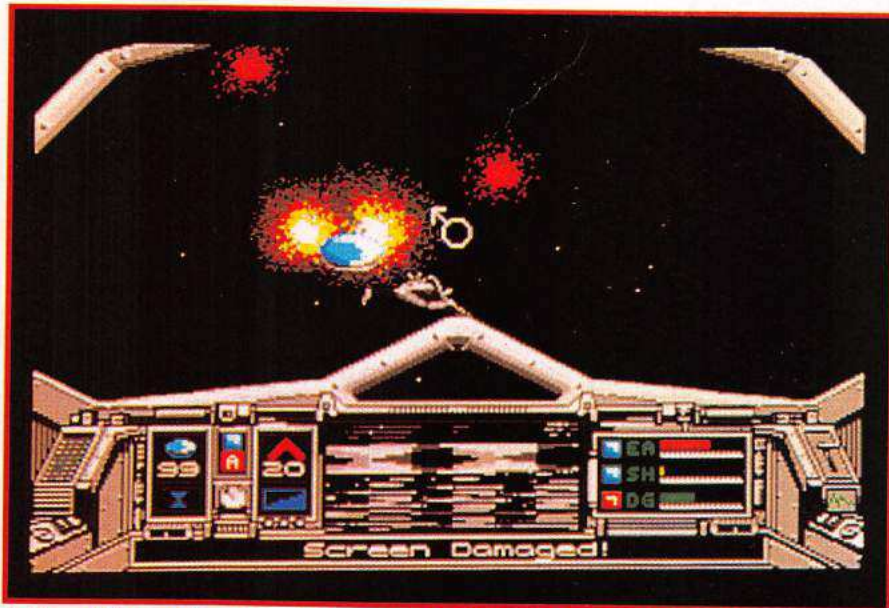
SM

uprising and culminates in thwarting the Xeno's last-ditch assault. You can choose to play any level in any order, which I suppose is a bonus. Eager for action, I plumbed for the level simply called 'War!'

The enemy has officially declared war, and a huge invasion force has been mobilized against the Federation. The big steel door on the mothership slides open and Skyfox glides into the darkness and accelerates away. A radar shows your position and, just ahead, a throng of enemy craft are closing in. Suddenly, an asteroid belt pelts the fuselage and, quickly, you must dodge the rocks before the craft sustains irreparable damage. The first of the enemy vessels emerges out of the darkness and centering your weaponry sights on the craft and pressing the firebutton sends a woosh of red

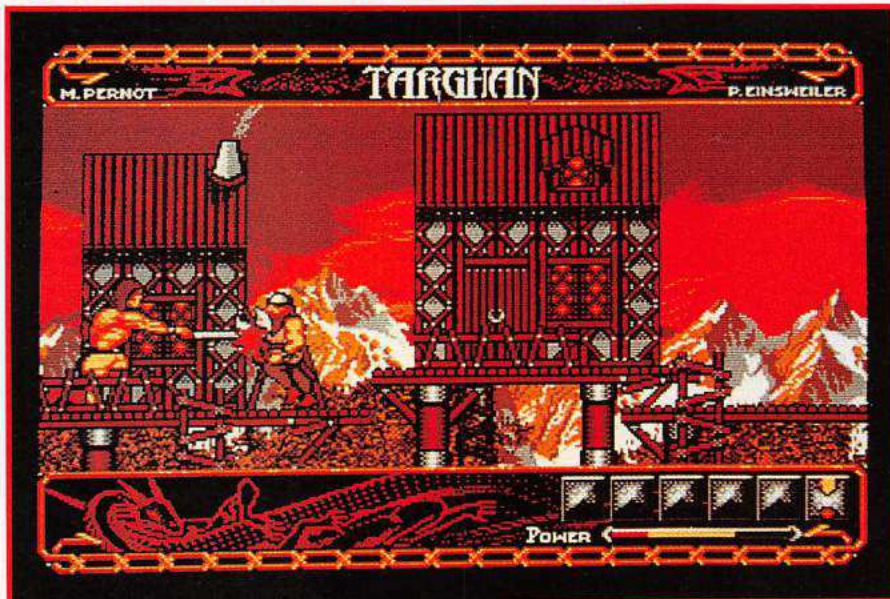
laser hurtling towards the craft. Suddenly you are surrounded by Xeno craft which dodge and weave through the asteroids - why do asteroids always travel in the opposite direction to you in these games? You could choose any of the levels to get a fairly complete representation of the game, which amounts to dodging the rocks and Xeno fire and retaliating. Finally, if you complete the mission, the mothership appears and you must guide Skyfox towards it and dock. The Cygnus system has so-called 'astrophysical anomalies' or 'wormholes', and if you enter these blackholes you are transported to another part of the solar system to take on more Xenos.

STA



Just one of the many Xeno assaults which must be intercepted and blasted out of the universe.

Targhan makes blood spurt from one of the Trolls that inhabits the Sky City.



"French software house, Silmarils, under the wing of Gainstar, offer you the chance to don a leather loin-cloth, wield a sword and send a few demons to the hereafter..."

# TARGHAN

— GAINSTAR (£19.95) —

Written by Silmarils, who previously wrote the anti-drugs beat'em-up, Manhattan Dealers, Targhan is a hack-'n'slay game set in a mystical kingdom. From what I can decipher from the French instructions, the kingdom has been overrun by an evil Warlock who has now holed himself up in a mountain-top castle, and Targhan is the last hope for his downtrodden people. So, sword in hand, he must battle his way through the kingdom, fighting any of the Warlock's henchmen and making use of any objects he may find.

The kingdom is depicted as a sprawling flick-screen land, and Targhan's travels will take him through forests, tree-top cities, and dark tunnels, before he finally reaches the castle. Beginning in the forest, there is a brief respite where the player can acquaint himself with the controls. By using the various directional controls and fire, Targhan can be made to perform high and low chops, and an especially good move that incorporates a sword block as well as a kick to the opponent's stomach. In addition to Targhan's offensive capabilities, simply using the joystick directions without pressing the firebutton results in our bronzed hero performing a number of jumps and dodges. Moving right from the starting screen, our hero is confronted by a female archer who almost immediately fires an arrow at Targhan. He must either leap over the oncoming weapon or duck beneath it, because if it hits him, it will reduce his energy. Targhan's life force is shown as a bar directly underneath the main playing area. With every hit he receives, the bar is reduced and, should it expire, his quest is over. Entering combat is simply a matter of walking up to the enemy and hitting them with your sword. Each opponent requires a set number of hits before dying, and their retaliation saps your strength rapidly. When the enemy has finally sustained too many hits, though, they will fall to the floor, turning

At the moment, the ST is lacking a really good hack'n'slay game. The 8-bits have conversions of the excellent Taito coin-op, Rastan, and the Amiga has the graphically impressive Sword of Sodan, so why isn't there a decent one available for our beloved Ataris? Targhan, I'm afraid, just doesn't make the grade. First off, the control over the main character is sluggish and, secondly, the all-important fights with the enemy require more luck than judgement. Targhan has both nice graphics and sound, but the faults mentioned just ruined the game for me totally.

SM

I quite enjoyed the last Silmarils game that I played. Targhan, too, features eye-catching graphics and some rather nice sound. However, the controls of the main character are often awkward and unforgiving. I found trying to pick things up was a real headache as it required near pixel-perfect positioning. The game's appeal was also lost as a very long wait was encountered when my warrior died; the disk swapping and seemingly endless pause soon killed any incentive I had to play the game. To sum up, Targhan is yet another addition to the Barbarian school of games; unfortunately it is one that has been let down by one or two minor irritations.

JS

into a skeletons as they do so.

To aid you in your quest across the kingdom, useful items will be scattered throughout the land. These can range from torches to extra weapons, and should always be picked up as they may prove invaluable as you progress - in fact, it is impossible for Targhan to make his way through the catacombs without a torch, so it is better to be safe than sorry. Targhan can carry up to six items, and these are accessible at any time by pressing the relevant 'F' keys. **STA**



The upper and lower levels are accessed via the connecting ropes. This sequence features some excellent animation, as our bronzed hero swings up and down the ropes.

STA  
Rating  
**55%**

GRAPHICS: 55%  
SOUND: 65%

LASTING APPEAL: 51%  
ADDICTIVENESS: 54%

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

In search of Tweezles, Capt Crumble must be steered carefully through a strange variety of environments, but one touch from any adversary or the surroundings results in the loss of a life.



# TIME RUNNER

*"There's one noticeable absentee at the Cannes film festival this year: the star of classics like Crumble Crisis and Space Lobsters, Captain Crumble."*

RED RAT (£19.95)

In this tenacious little game, our endearing hero, Captain Crumble, must be moved through a wide variety of environments ridding the timegates of naughty Teezles. A full description of a Teezle is forthcoming when you open an accompanying envelope which contains a yellow balloon with a face on it and cardboard feet. After getting whatever enjoyment one can out of a balloon and a pair of cardboard feet, you can turn your attention to this tricky little game.

The first timegate is set in the Castle of Terror, and what with the obligatory skulls and ghosts it's jolly scary. Dressed in a space suit and with a jetpack strapped to his back, the joystick moves and steers Crumble, and pressing the firebutton lights the jetpack which sends him hovering. A picture of Pob above a fireplace marks the entrance to the castle and you must carefully move Crumble through corridors and down staircases in search of keys, Teezles and their eggs, as well as Shards which can either endow Crumble with

helpful powers, such as invulnerability and super-speed, or hinder him with reversed joystick controls. Avoiding a variety of spooks such as hammering skulls, ghosts and skeletons, you must move through secret passageways, avoiding contact with all adversaries as well as walls, furniture and stairs. In fact, the only ground Crumble safely can walk or land on is marked by a coloured strip.

Through a secret passage you enter the castle dungeons where the game-play is much the same. But the adversaries change to rats, snakes, bats and spiders. Next, a sub-game between timegates offers some variety, and Crumble must blast his way through space debris to the next level - the jungle scene. This time, the hazards are various jungle-dwelling animals and plants and the occasional swinging Tarzan, but the search for those devious Teezles continues. Then yet another bout of space-waste clearance leads to the final timegate which is set within the moonworld of Pluto. In this level, you must be on the lookout for batteries to boost

Red Rat's Time Runner is just one of those games. I wasn't really bothered by it, but at the same time I found myself compelled to beat it. The sound and graphics are nothing extraordinary, and even the actual gameplay becomes tiresome after a while. The collision detection is questionable and, at times, annoying. Despite its shortcomings I found myself reloading the game just to see how far further I could manage. Overall, Time Runner is at best an average game, but certainly one that has to be played a lot to be fully appreciated.

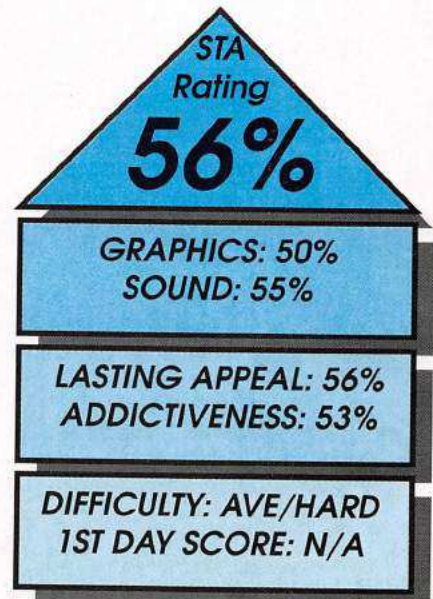
NC

Time Runner is very typical of the 'one-touch-and-you're-snuffed' multi-level games which were so prolific in the eight-bit market. Nevertheless, it is a tried and trusted formula which has proved very popular. While not exactly stretching the capabilities of sixteen-bit, nor demonstrating any originality, this is a tenacious and often infuriating little game. The graphics are just adequate, but there are a couple of nice touches such as, the animation of the monkeys and swinging Tarzan in the jungle scene. But the tight, unforgiving and nitpicking game-play is more an annoyance than a challenge.

JS

your power, and wire cutters to gain entrance to fenced-off areas. A variety of alien creatures float and crawl about the screen and small labyrinthian caverns with dripping molten lava make this a tricky final level. Finally, you reach a mothership, but what's inside?

STA





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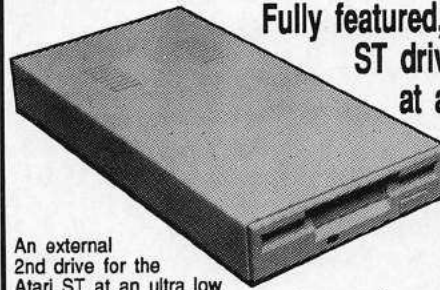
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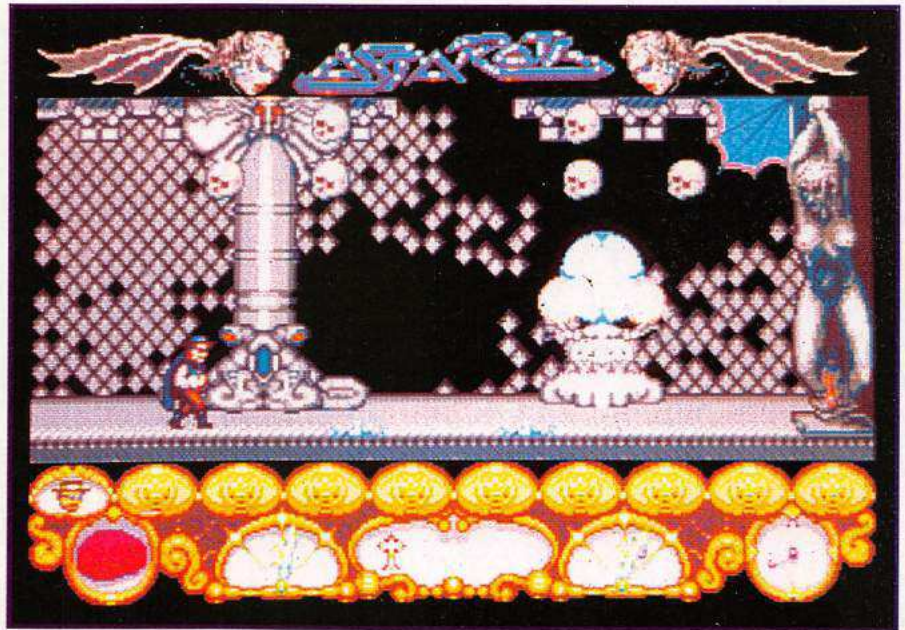
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Boy, this one's a toughie. And, until the first few mind powers have been collected, the game is just plain frustrating; anyone who completes it will have to have a large amount of patience. The graphics are well detailed, Pete Lyon has given the game a really eerie atmosphere. The sound, too, is very good; the game's soundtrack is particularly memorable. Astaroth is undoubtedly a good example of this type of game. Hide'n'search fans will really enjoy it, although I'm unsure whether many will finally get to meet Astaroth.

NC



"Let me take you to the catacombs of the evil

Astaroth's domain for a battle of mind power, where good will overcome evil - hopefully!"

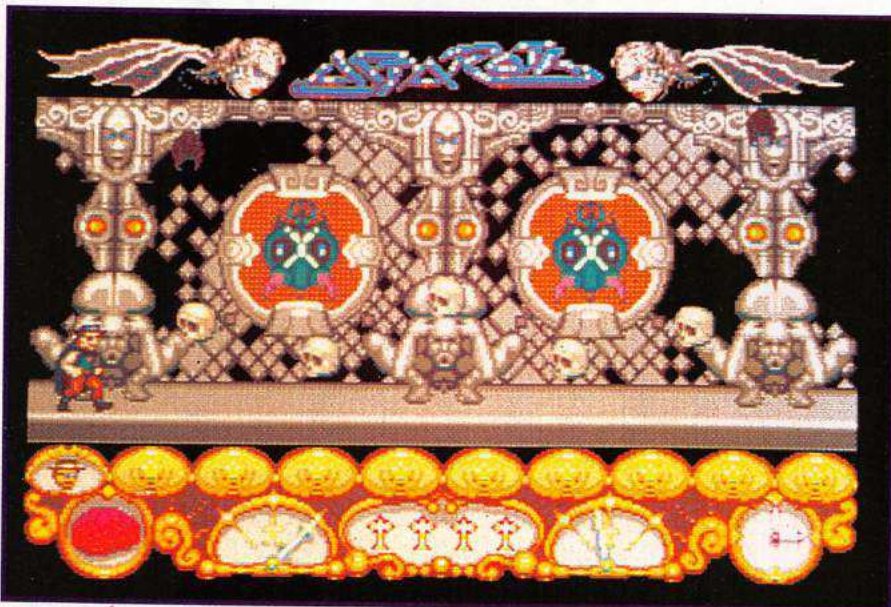
# ASTAROTH

HEWSON (£19.95)

You won't find the Catacombs of Astaroth mentioned as a tourist attraction in many travel brochures. This is a particularly unpleasant location where you will have to battle against a bunch of unsavoury minions who guard an evil she-devil called Astaroth. A confrontation with Astaroth is inevitable and the objective of this arcade-adventure is to infiltrate her world and search the inner-sanctums where she lurks. But this is a

battle of mind power as much as physical strength and, in order to stand a chance in the fateful final battle, you must search for special mind powers and use them to their best advantage. You begin the mission as Ozymandias, a Zorro-like character with mask and cowboy hat. At first, 'Ozy' is a vulnerable mortal with no mind power, but throughout the caverns there are nine mind strengths to be collected.

Ozy stands at the mouth of the dark, labyrinthian catacombs and, with some joystick intervention, he moves in. The first hazards make their presence known immediately; aptly-named Bludgeon Skulls drop from the ceiling in an attempt to trounce the living daylight out of the masked one. Further on, stalactites or impalers, loosened by footsteps, work loose and drop. Add to this bulging, veiny eyes which watch and drop on our hero. And what's worse, all this happens in the first ten seconds! The screen flicks horizontally as you move Ozy onwards, struggling to dodge a barrage of skulls and eyeballs with limited joystick control. Before long you reach a trap door and you must decide to jump



Although the Zorro look-alike can collect numerous powers to make his task easier, Astaroth's main fault is that it is initially too hard. Once you have collected the teleport power and the ability to create fire, the game becomes playable, but first you must slog your way through wave after wave of unforgiving skulls, eyeballs and boulders, and, with nothing to protect you, it just proves too difficult. A pity really, as Astaroth has all the makings of a novel game, but, as it stands, it is too frustrating.

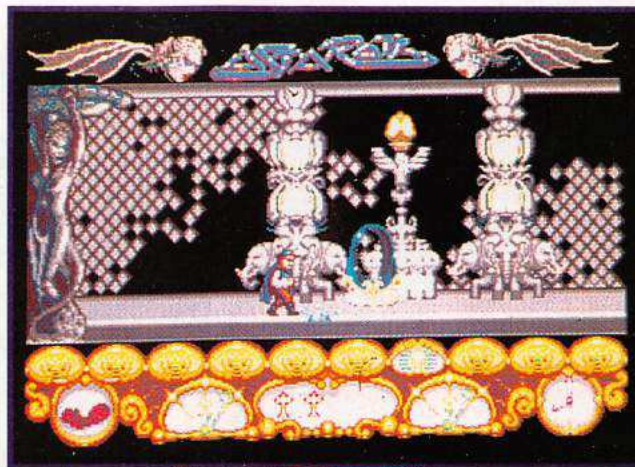
SM

Tonnes of trouncing, brain-numbing Bludgeon Skulls, Impalers and Eyeballs hurtle through the Catacombs intent on smashing Ozymandias' brain. Each hit turns healthy grey matter into a shrivelled pulp.

or drop down. Dropping through the catcomb floors, a quick nudge of the joystick enables Ozy to alight onto a floor. Suddenly, as you draw nearer to the She-Devil you are attacked by a myriad of banshees and harpies. Quickly you must look for those mind powers in order to survive. Each hit perishes Ozy's brain and this is shown on a cerebral gauge which begins with a healthy pink brain and turns into withered pulp.

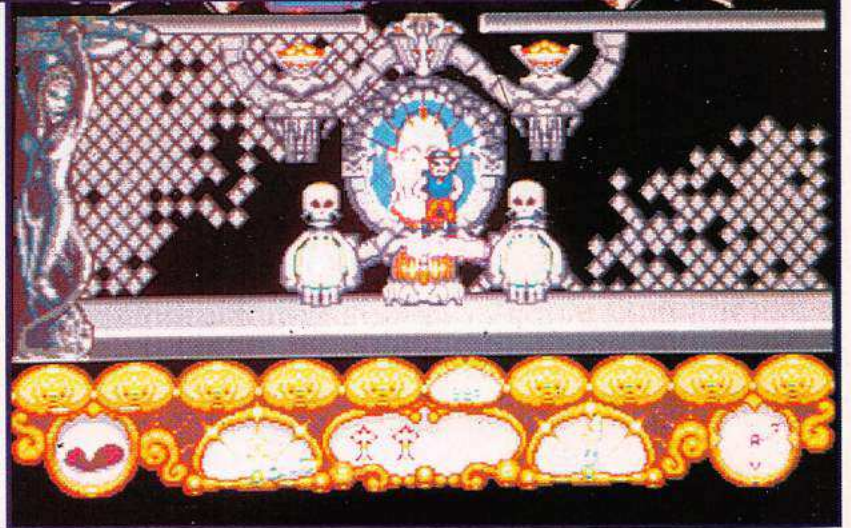
With Ozy's life draining away, you move near a golden crown and the masked-one is endowed with the first mind power, Levitation. This power is registered in one of nine eye sockets at the base of the screen. Now if you need to travel vertically, tapping the spacebar freezes the action and moving the joystick toggles through the mind powers available. The eyelids open and pressing the firebutton again confirms your choice. Other mind powers which must be found before the final conflict include: telekenetics, the ability to move objects with the mind; pyronetics, the power to cause fire with thought; telepathy, to read the innermost thoughts. As you search deeper, shape-shifting mind power enables you to change into a bird, while transmigration transports you from one area of the catacomb to another. Add to this the ability to see in the dark and freeze the opposition with mere thought-power, and you are just about ready to take on Astaroth - but where is she? Deeper and deeper, undaunted by countless foes, the search continues. But before you even glimpse her petrifying beauty, Ozymandias must defeat three hideous guardians: a three-headed Hydra; hideous dragons that spit globules of fire; and the Sphinx, a foul mutation which is a cross between a lion and a well-endowed woman. These fiends vomit acidic gastric juices which burn their prey. Not forgetting the Marilith Demons multi-armed females wielding sabres. All have one aim: to protect Astaroth, the Angel of Death.

**STA**



On finding a mind power hidden in a crown Ozy is endowed with levitation. Tapping the spacebar freezes the action, and the joystick toggles through the mind powers and pressing fire actions the mind power.

Here, Ozy flies up through the floors on a levitation cloud.

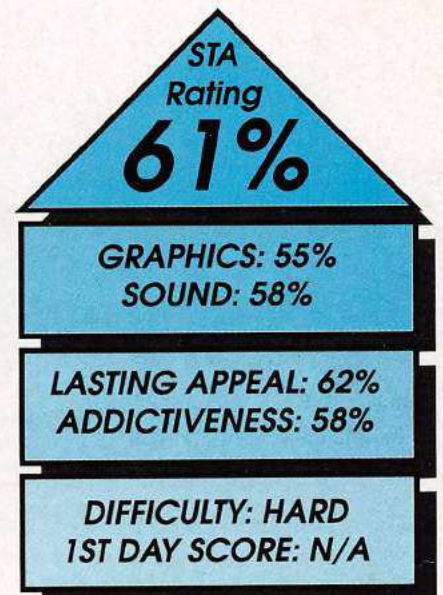


Astaroth combines a perplexing labyrinth-style puzzle, a veritable menagerie of mutated enemy and literally hundreds of trouncing energy-sapping minions, which are a constant threat every step of the way. There are many dungeon-style arcade adventures of this ilk, but Astaroth is a very fine example of this popular theme of arcade entertainment. Nothing outstanding graphically and sound effects are practically non-existent, but the strength of this game is constant and changeable game-play. But surely, the key feature of Astaroth are the mind powers which, when collected, can be used to get you out of dangerous situations and combat the hordes of enemy. Quite a nice game, but not one I would rush out and buy on impulse.

**JS**



Ever deeper into the labyrinth, Ozy is confronted by the three-headed Hydra, and each fiery globule diminishes his brain - 'ouch!'



As horizontally scrolling shoot'em-ups go, Phobia must rate as one of the hardest. Personally, I didn't much care for it either. Sure, if you want a real challenge then this is the game for you but, ultimately, I think most players will become so frustrated they won't play it. To add to the difficulty, the screen, as well as scrolling sideways, also moves up and down. I often lost a life as my eyes lost sight of my ship amidst the frantic action. All in all, Phobia is a shoot'em-up that should only be tackled by real die-hards.

NC

"The most common form of phobia must be the fear of spiders.

Tony Crowther's new game, however, concentrates on all types of creatures and items that would make even the toughest games-player's hair stand on end!"

# PHOBIA

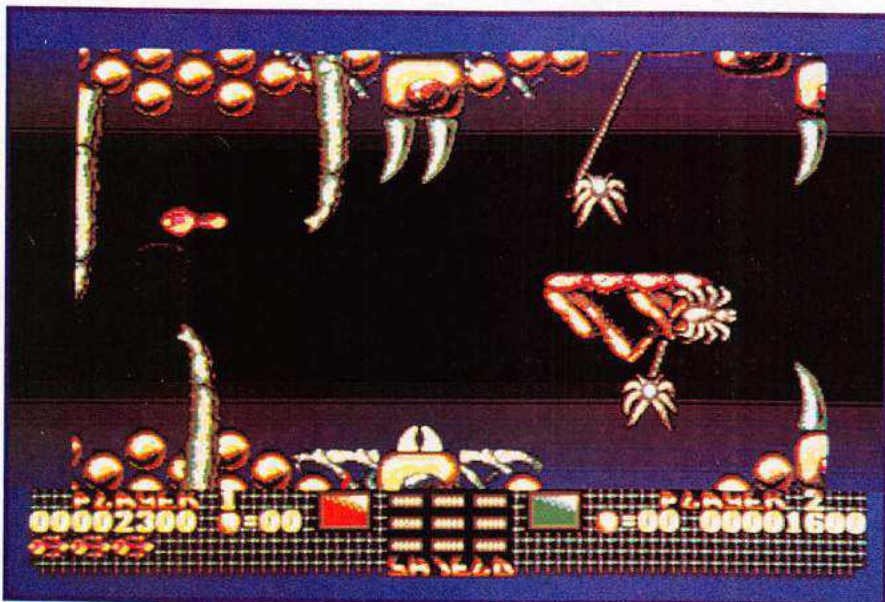
IMAGEWORKS (£19.95)

The daughter of the all-powerful Galactic President has been kidnapped, and is imprisoned within the desolate galaxy known only as Phobia. The girl's kidnapper, the evil Phobos, constructed Phobia himself, populating each of the fifteen planets with nightmarish creatures that research had showed most people have phobias about. Surely, he reasoned, if a person shows an unreasonable fear of a particular species or

condition, then he will not enter what could possibly scare him to death. However, he had not bargained for the President's Stellar Corp. To rescue the girl, the corp must collect pieces of heat shield, the only thing that can free the girl and the only substance that can kill Phobos.

As a member of this elite corp, it is up to you, and a colleague if you so wish, to battle your way through

Phobos's nightmarish galaxy, shooting any of the hideous inhabitants with your front-mounted lasers. Although there are fifteen planets in the Phobia galaxy, only nine need be entered as you make your way to the President's daughter, and the entire galaxy is shown on a galactic map between levels, allowing you to pick your route. Each planet scrolls horizontally, keeping both players central at all times, and the evil creatures attack from all sides: sometimes in airborne formation, and often crawling out of the scenery. With each planet you encounter, the inhabitants and backdrop all reflect an individual phobia. For instance, as you progress, you will encounter large spiders and

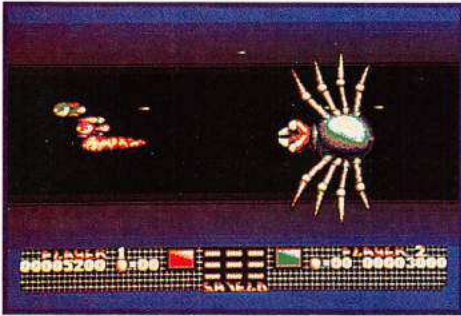


The only rule in Phobia is: avoid and shoot everything! Contact with the walls, aliens or their bullets kills you instantly, and things begin to get worse when the scenery reaches out to get you!

As a two-player game, Phobia is great, but one player on their own just wouldn't stand a chance of completing it. With all the nasties that float around, and the bullets that home in on you, there is no way even the meanest shoot'em-up freak will get to the end. However, if you do have a friend and like a decent, if a little hard, blast, take a look at Phobia. The graphics and sound are good, and each level is imaginatively devised, but I really do think that the overt difficulty spoils an otherwise good game.

SM

The end of each planet is guarded by a large meany who requires many hits before eventually exploding.



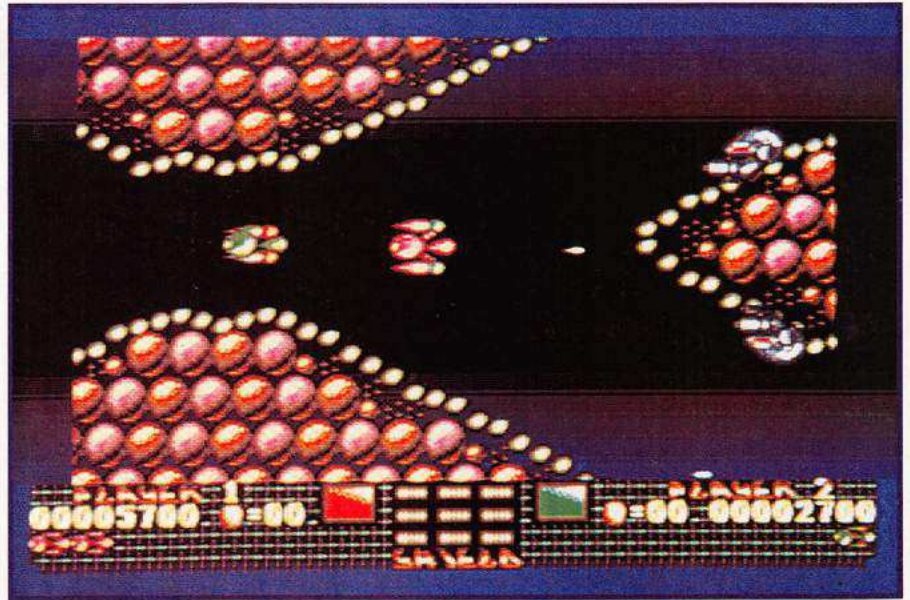
their electrified webs; claustrophobic dark planets; water-related fears; and, ultimately, death itself.

Contact with absolutely anything in Phobia, whether it is the scenery, the aliens, or their missiles, kills our hero instantly, costing the corp one of their three fighters. However, to make the task ahead easier, if two players take turns in shooting each other, their ships will flash, indicating they have absorbed the shots. Pressing fire after you have been shot repeatedly, then releases the pent-up energy in a massive laser bolt that incinerates anything in its path. In addition, in the one-player game, players also have the option to double their firepower, by using what Imageworks call the 'Binary doppleganger Loop System', but which basically means that another ship appears on screen, shadowing your original craft - unfortunately, although this does double your firepower, it also makes the player slightly more vulnerable, because if one ship is hit, both are destroyed.

Dotted throughout each level in Phobia, are little white disks which are sections of the all-important heat shields. The shields are usually split into ten pieces, all of which must be shot before a barrier between you and the end-of-level is broken down. Failure to shoot all ten pieces ends in collision with the massive wall, and the player being sent back to attempt the mission all over again, but success gains the

*With its colorful graphics, Phobia looks as if it could have been written by Jeff Minter. In fact, bearing in mind the game's very high difficulty level, I think Mr. Minter wrote it using Tony Crowther as pseudonym! From the moment you begin blasting, the tenacious aliens never let up, throwing everything they have at you - and more. This is where, for me, Phobia fails. If the game had been a bit easier, it would have been a fine shoot'em-up. As it stands, it's a flawed masterpiece.*

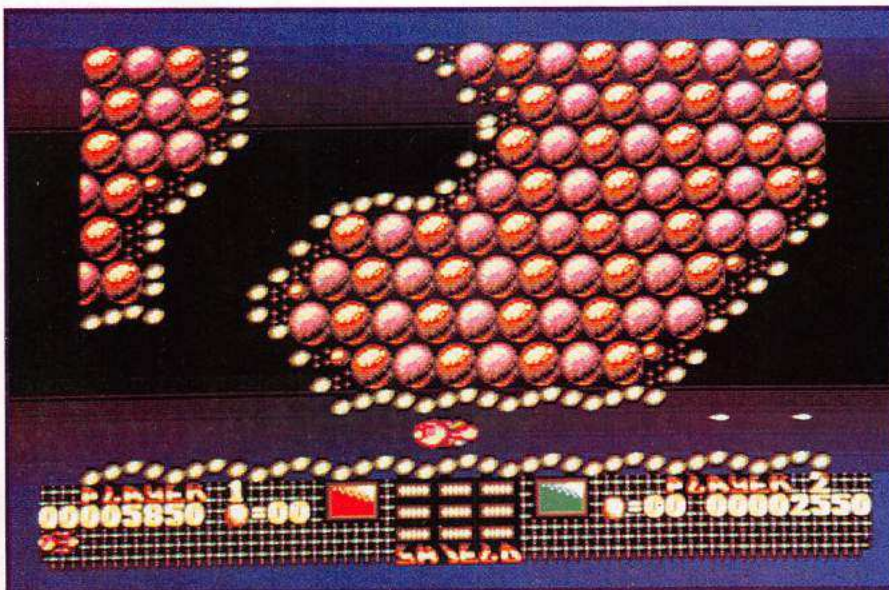
**JS**



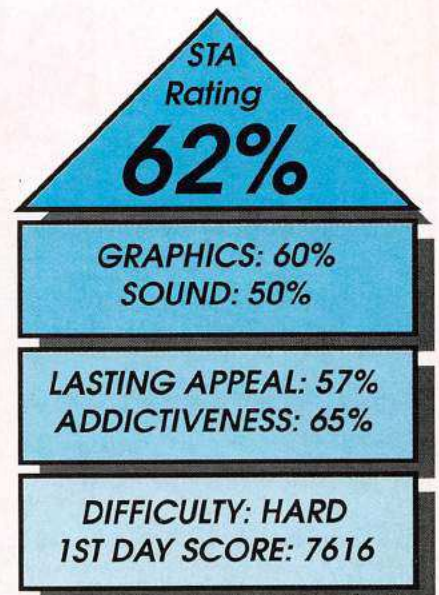
↑ Before planet is completed, the players must make their way through tortuous caverns. These are guarded by deadly gun emplacements, but should you make it through, you will find the planet's sun.

player access to the Phobos's hellish guardian for the level. Weaving around the screen, the huge guardian must be shot in the head dozens of times. A direct hit causes the massive creature to flash, and the more you hit it, the faster it will flash until it eventually explodes. Before the level is actually completed, the team must make their way through a tortuous tunnel system which takes them to the sun. Random shots from the regularly-placed gun emplacements make negotiating the caverns difficult, but success comes in

the form of the golden orb sun. Glittering in the centre of the sun is a question mark icon, and the players must blast away at the sun, clearing a path so that they can collect the icon. Manage to do so, and a brief animation sequence showing the destruction of the planet is displayed before the map screen appears again. **STA**



Having lost his colleague to an accurate gun turret, player one negotiates his way through one of the slimmer cavern passages.



"Dreams seem to be a popular subject for computer games. But can *The Edge* base a game around a fat cat who only dreams about food!"

# A WINTER'S TAIL

EDGE (£19.95)

After a particularly large fridge-emptying session, Garfield is sleeping in front of the open fridge and the coldness is having a strange effect on his subconscious, prompting strange

snow-related dreams. Our snoozing feline hero begins the game crashed out in front of the fridge, but, above his resting frame, there is a cartoon-like dream bubble, and within this, three suitably arctic dreamscapes are shown. Each of these dreams is a different sub-game and can be selected by pressing fire.

The first scenario involves the fat feline skiing down a scrolling

course in search of a lasagna factory. The joystick is used to control Garfield, with the directional controls moving our character from left to right and fire causing him to jump. Lining up at the side of the course are Jon and all his friends, and they hold out items of food for Garfield to snaffle.

However, also making his way down the slope is Odie, and he tries to grab the food before our hero can get to it. Below this action, and in every dream sequence, a picture of Garfield's face

looks more tired as he gets hungrier, and if it nods off, then the dream is over and Garfield wakes up - effectively game over. Should you make it to the bottom of the course, Garfield must then enter the lasagna factory and eat as much as possible!

The next dream is set in a chocolate factory. Throughout the building there are chocolate-filled pipes, and Garfield must divert the

course of the chocolate to some metal chickens who, in turn, will lay chocolate eggs. Changing the route of the chocolate is a matter of turning gauges, and Garfield must make his way through the maze-like building, kicking Odie out of the way and using the assorted lifts, slippery poles and

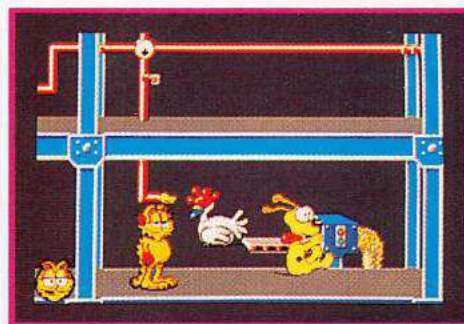
*A Winter's Tail, in the middle of summer? My all-time favourite cartoon hero is back. Both the game's music and graphics are as colourful as the last game, the loveable Odie looking as dumb as ever. This time, however, the game has more of an arcade feel about it. Still, I found the controls very unforgiving and unresponsive. For me, there just wasn't enough within the game to keep me occupied. Both the skiing and skating levels offered little variety, while the chocolate factory was more interesting. Full marks for successfully animating Garfield but, unfortunately, I wasn't impressed by the overall game.*

JS

Although the graphics are excellent and are superbly animated, sloppy controls and uninspiring gameplay ruin *A Winter's Tail*. In the skiing game, Garfield reacts to your controls extremely slowly, which means that you nearly always miss the all-important food, whilst in the chocolate factory game there seems to be no real hurry, so the section just seems to go on endlessly. The lake game, however, is rather enjoyable, but one good game out of the three which form the whole package, does not represent good value for money.

SM

As Garfield comes across one of the chocolate egg-laying chickens, he boots Odie out of the way so that he can take a closer look.



escalators to speed his progress through the building. Once a set number of eggs has been collected, Garfield can make his way to where a large, edible chicken is lurking. However, when he gets there, he finds that the chicken has escaped to the next dream - the lake. In its wake, the chicken has left a trail of chocolate footprints, and Garfield must follow these. Obstacles such as freezing cold water and piles of snow must all be avoided, and when you have made your way to the other side of the lake, there follows the final sequence in which Garfield must struggle through a Swiss village.

STA



At present the icon of Garfield's face is indicating that he is relatively awake. However, if too much food is missed, then the face will slowly start to take a nap. When it's eyes are fully shut, then it's game over, fat cat!

STA  
Rating

67%

GRAPHICS: 81%  
SOUND: 55%

LASTING APPEAL: 65%  
ADDICTIVENESS: 62%

DIFFICULTY: AVERAGE  
1ST DAY SCORE: N/A

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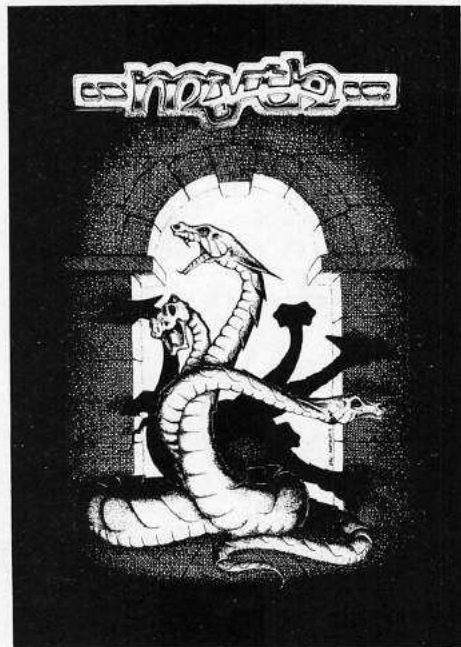
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Myth was rated at 90% by Keith Campbell of Commodore User. He said "Don't be put off by it being a mini-adventure... text undreamed of in those bygone days."

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# RODEO GAMES

"Yee-haw! So ye think yer da rootin'est, tootin'est cow poke in the country, do ya boy! If that be true, then get out there and prove it in them there Tynesoft's Rodeo Games - shee-oot!"

TYNESOFT (£19.95)



Howdy pardner, and welcome to Tynesoft's entry in the most unusual multi-event game ever released. Yessir, tie on those sheepskin chaps and get ready to take part in six of the most arduous events a cowboy can compete in - all sponsored by that old gent, Buffalo Bill. Indeedy Sir, you can take part in any of the events, or, if you prefer, just select the ones you wanna play in. Anyway, enough of this ol' hog wash, let's get on with the first event,

the knife throwing.

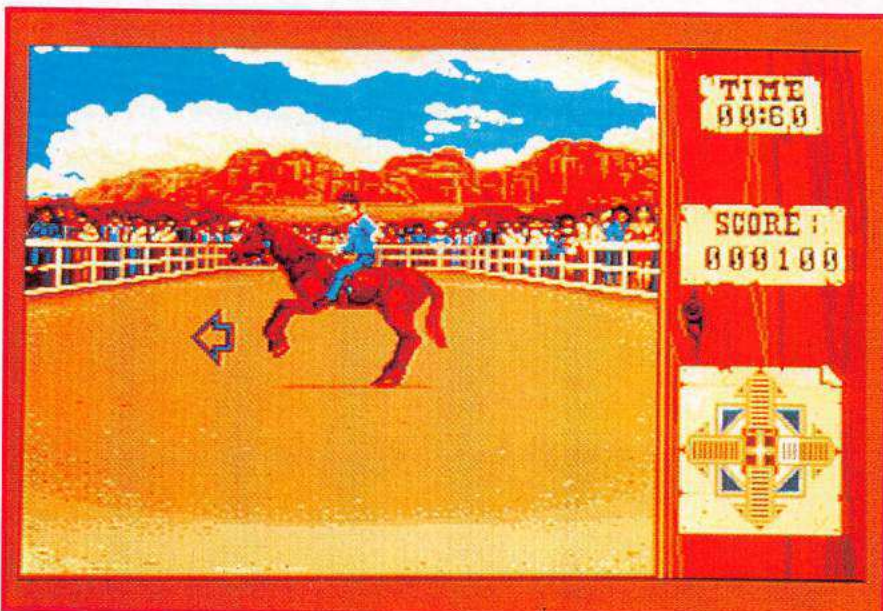
Assuming the role of a local Apache, this event is very similar to the one in Circus Attractions. To the right of the screen, a pretty young squaw has been tied to a round board, and using either the mouse or a joystick, you must throw knives at her whilst the board is revolving. A cursor is used to aim the throw, but the player must compensate for the time lapse between throwing the knife and it actually hitting

← As the brave young squaw spins around, throw your knives as close to her as possible for a high score. Be careful though not to actual hit the poor girl, or the screen will gradually be covered by her dripping blood.

'Yee-ha!' And other cowboy vernacular. In the past, games which contain individual acts never quite made the grade, because instead of concentrating on one or two types of game-play, they attempted to cover a number of very different game styles. But now Tynesoft have managed to combine six completely individual events which offer a variety of terrific arcade game-play. From vigorous joystick waggling and fisticuffs in the runaway stage coach event, to steer wrestling this is a very, thoughtful and slick presentation. The graphics and animation are very complimentary and there is only the slightest delay between events. Great fun and very original!

JS

its target. The closer the knife lands to the woman, the more points you will earn, but get too close and actually impale the girl, and the screen will be slowly covered with a torrent of blood,

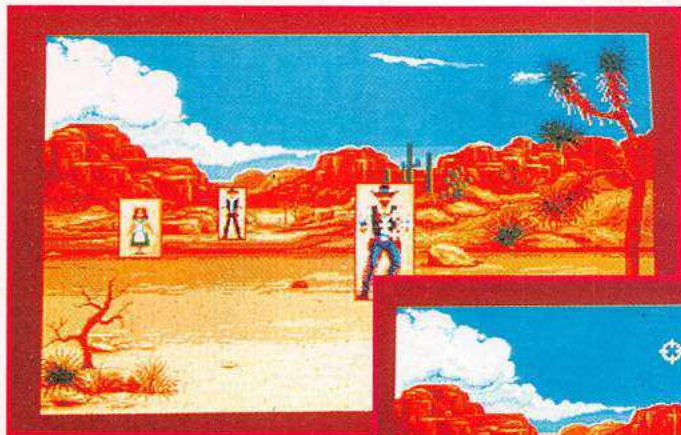


Ride'em Cowboy! Staying on the buckin' Bronco is probably the most difficult event. To the right of the screen, a directional arrow is gradually turned blue. You must wrench the joystick in the other direction before the arrow is completely blue, or you are going to get a footprint on your forehead.

Well I'll be hog-swoggled, straight out of the blue comes Rodeo Games from Tynesoft. Their last game of this type, Circus Games, didn't really make the grade. Now, however, with Rodeo Games, Tynesoft look like they have a winner on their hands. All of the events are very well presented, I particularly liked the way in which the player could choose between mouse or joystick control on some events. The option to replay an event is also a most welcome one. The obligatory western tunes accompany the action without irritating the player. To summarize, Rodeo Games is one of the best games to come from the stables of Tynesoft.

NC





As you shoot the pop-up targets, tiny distractions like space invaders appear in the sky. Shooting these offers a bonus, but it is best to save your limited supply of bullets for the cardboard outlaws...

...Once you have exhausted your supply of bullets, you must shoot as many of the bottle out of the air as possible. A neat trick here is to position your cursor next to where the bottle leave the guy's hand, and, as soon as he reaches up, fire!



and its game over.

The next event, Trick Shooting, is fairly similar to the knife throwing, in so much as a cursor must be used to hit targets. Armed only with your trusty six-shooter and six spare rounds, you

the second section of this event begins. To the left of the screen, a wimpy-looking dude throws bottles in the air, and you must position the cursor and shoot the bottle before it hits the ground. Once again, you are limited for bullets, and you should shoot as quickly as possible for a maximum time bonus.

Bronco Riding next. Seated on the back of the meanest walkin' steak this side of Dallas, it is up to you to stay in this position, ignoring its attempts to dislodge you. To the right of the screen is a directional icon, and each time the Bronco moves, a direction will flash. To combat the Bronco's throw, the player must move the joystick or mouse in the opposite direction, and the longer he stays on the higher the bonus.

If you have watched those old black-'n'white cowboy flicks, you will be ready to try a real-life stage coach rescue for yourself. Seated on your trusty hoss, you must waggle the joystick like crazy to catch up with the escaping coach.

Although graphically similar to the Calf Roping, Steer Wrestling is a lot easier to get to grips with. It is best to approach from the side of the beast, and leap onto its back. A window now opens, and you must waggle like crazy to wrestle the steer to the ground.

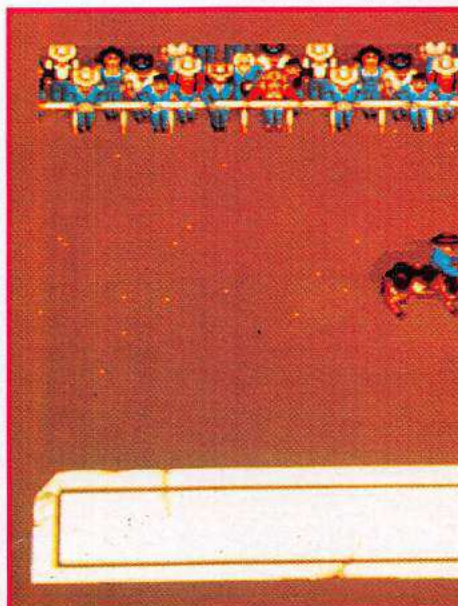
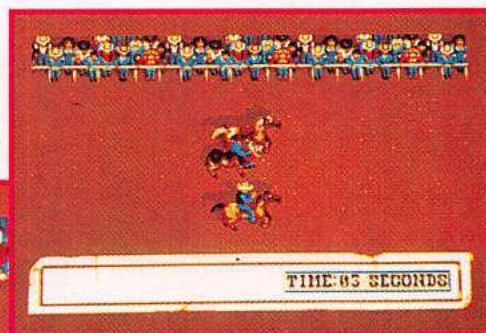


*Yee-haw! This has got to be the best game Tynesoft have released. It features their usual high-quality graphics and sound, but this time they have incorporated the all-important feature their games usually lack - playability. Although the events are fairly samey and not individually impressive, they are all playable and will keep you coming back for a higher score - especially the Stage Coach Rescue, which is my personal favourite. If you fancy a laugh, get on your hoss, or mosey on down to the software shop, now.*

**SM**

However, attempting to thwart your attempts is a luggage-throwing Injun, so you must avoid any thrown obstacles, and clamber on top of the stage to fight him. Fisticuffs now ensues, with both characters having an energy bar that is depleted with each hit, and it is up to you to make sure it is his that is emptied first.

Finally, we come to the last two events which are both cattle-related. The first is Calf Roping, and is viewed from overhead. In a pen surrounded by a cheering crowd, a calf is let loose into the enclosure. Using your wits and a lasso, you must slip the rope around the calf's neck before a very strict timer runs out. Once you have done that, forget the rope and take the Bull by the horns - literally! Again, the event is viewed from overhead, with the crowd still all around you, and you must chase the steer on your horse, and then leap off - grabbing its horns as you do so. As in the calf roping, this event is set against a timer. **STA**



must shoot pop up targets. However, painted on some of the targets are women, children, the local Sheriff and other law-abiding people, and hitting these costs you points. Basically, you must plug any baddies when they pop their wooden heads up, reloading when you have used your current round. Once you have used all of your bullets,

**STA Rating**  
**71%**

**GRAPHICS: 71%**  
**SOUND: 87%**

**LASTING APPEAL: 63%**  
**ADDICTIVENESS: 66%**

**DIFFICULTY: AVERAGE**  
**1ST DAY SCORE: 243333**

# GIVING THE GAME AWAY

Well, here it is... the sixteenth edition of Britain's best cheats page! Mind you, the only reason it is the best is because you lot send in the most tips - so thanks very much to all of you. This month we have tips for Logotron's Archipelagos, a cheesy cheat for Silkworm, and a complete guide to each of the levels of Robocop. So what are you waiting for? Read on...

## ARCHIPELAGOS - LOGOTRON

Paul Smith, who hails from Maidstone in Kent, has been playing this unusual game, and has sent in the following pointers to help any of you struggling entities out there:

**Stones** - the only way these can be destroyed is by shooting at their base. However, finding them isn't easy as they are not shown up on the map. As you know, once all the stones are destroyed, you can then crumble the obelisk.

**Blood Eggs** - these infect the land, turning it red, or simply destroy. As a rule, don't get too near them whenever possible, especially when the weather is stormy, as they fire.

**Tornados** - Avoid at all costs, as if you get within three squares of this devastating feature, it's ta-ta, player!

**Necromancer** - if you thought the other obstacles were hard, you ain't seen nothing yet! Once

again, he is to be avoided, as he turns the land into quicksand, sinking you before you know it.

**Arboreal Trees** - plot your way around these carefully, because if a tree grows on the square you are on, once again, your game is ended.

To make travelling across sand (or water) easier, just make one square of land in the middle of the obstruction, and press the cursor on it. Although some stones are harder to destroy than others, keep on pumping shots into it; after a while it will crumble. As a rule, whenever you are attacking stones, always shoot them from within three squares distance, or your shots will have no effect. When moving around the island, the island can be used to judge your direction as it always indicates north. To build up any lost energy, just go around blasting stones and spores to top yourself up.



## SILKWORM - VIRGIN / SALES CURVE

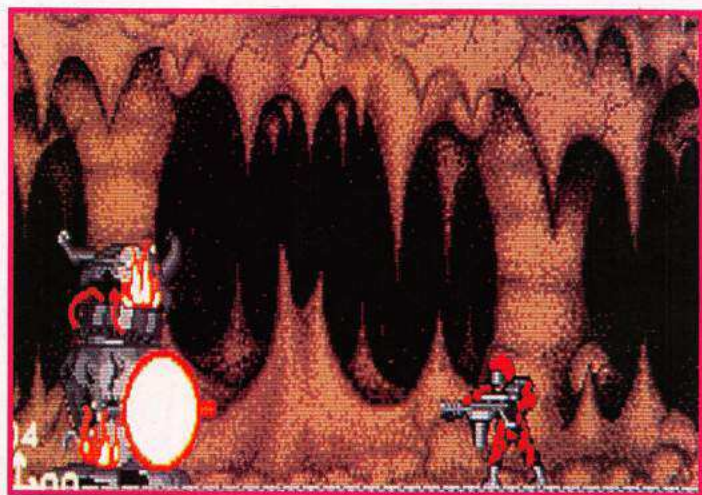
This must rate as the best cheat mode I have ever encountered! Load up the game as normal, and then press C when the high-score table appears. A new screen will unfold, showing FAT MOUSE'S CHEESE MENU. Now, if you were to look through this menu, you would notice that

Gorgonzola is missing from this list. Restart the game and play as normal, but, whilst playing, type in GORGONZOLA. You will now enter CHEESE MODE. In 'Cheese Mode', you will find that all of the bouncing bombs are turned into red edams (honest!), and that all the words such as

## BAAL - PSYCLAPSE

If by any chance you want to cheat on this difficult exploration game, get a high-score and enter LOVEBUNDLE on the table,

you'll then be allowed to use the game's in-built 'trainer mode'. Thanks to Jeroen Hartgers from The Netherlands for that one.

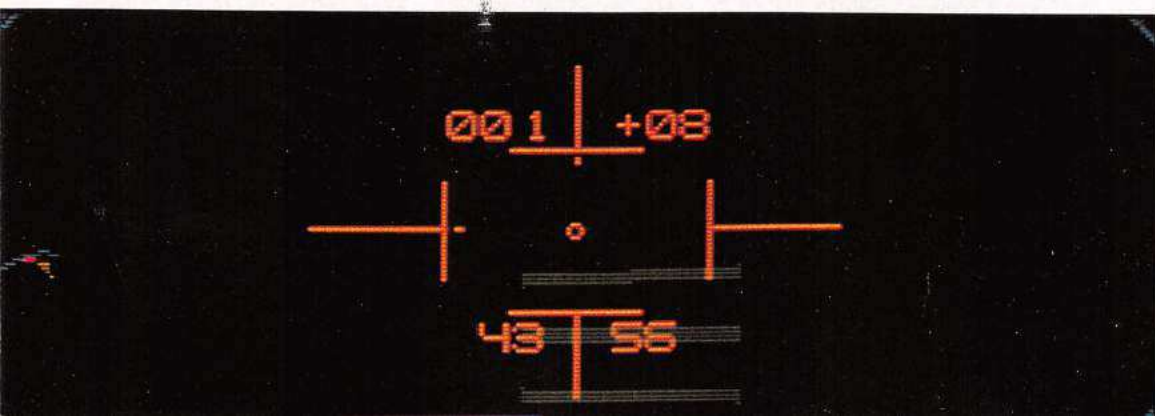


## VOYAGER - OCEAN :

When you are on the options screen, type: WHEN THE SWEET

SHOWERS OF APRIL FALL. You will be granted an editor screen

where you can choose from a number of cheat options.



## STORMTROOPER -

If, like countless others, you are having trouble helping the podgy stormtrooper complete his mission, then you will be extremely grateful to Alexander Bartholomew-Smythe of Macclesfield who has sent this following useful cheat.

Play the game and get a high score, and instead of entering your own name, type in JAMES CAMERON. Next time you play, next to the lives remaining indicator, there will be a funny yellow sqiggle. This

## GAME MENU



Game Over and the like are all replaced by the word Edam. Additionally, pressing the C key grants you with extra credits - sorry, cheeses! thanks very much to Keith Gentry from Wallington, Surrey, for finding that out!

## CRAZY CARS II - TITUS

Once again, Duncan Carter has come to the rescue! If you are wandering for miles, getting absolutely nowhere near the next state, follow this route: take the first left turning, and keep going - voila! End of the first stage!



## CREATION

indicates that you have several dozen extra lives. It doesn't, however, mean you have infinite lives, and should this squiggle disappear you must press the F9 key for it to appear again, refilling your lives. All that remains now is for you to run through the levels and kill the elusive mad professor - providing you remember to keep pressing F9 that is! All together now: thank you very much Alexander!

## PURPLE SATURN DAY - INFOGRAMES

Grant Naylor, who hails from Manchester, has sent in some pointers for this unusual Intergalactic Olympics!

### RING PURSUIT :

Use the mouse to steer and slow down, but the joystick is useful when you want to accelerate, as it is a lot easier to use than the mouse. However, as the joystick is slow to respond to movement, try to utilise both to the full.

### TRONIC SLIDER :

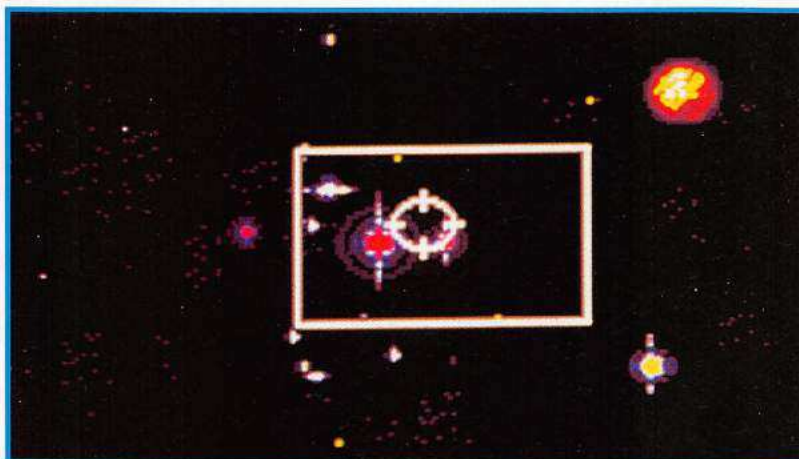
Like Ring Pursuit, Grant thinks it is best to use the mouse to control the scooter, as the joystick is unwieldy when it comes to turning and shooting. However, use the joystick when stealing energy from the opponent. Wait until he is next to the side, and then push and hold the joystick forwards. Now use the mouse to steer left or right to

keep him in front. Also, Grant writes, this method is useful if you are ahead and just want to waste time!

### TIME JUMP :

Use the joystick button to wind up the first mark on the sliding bar to the right, then release it

just before the rupture point. Repeat this several times, allowing the catapult to completely wind down. This means that the catapult's rupture point won't work, slowing the crystals down. Grant also says that a combination of the joystick and mouse is best for shooting.



## MILENIUM 2.2 - ELECTRIC DREAMS

Dave Russell, who comes from Leicester, has written in to say how disappointed he was that he finished Millenium so quickly. However, being the kind soul he is, he sent in these useful tips for any struggling colonists:

1. When you first start, always make sure that your production and research departments are busy. Even if you have no plans to use a particular item, get the researchers to design it, because it could save time later on.

2. The first thing to do though, is to build your energy up to a MK X Solagen - you will need it to build S.I.O.Ss later.

3. A team of four or five Grazers should also be kept going constantly. Keep them going between the asteroids and the moon, and never reject an offered asteroid.

4. Always make sure that you have got at least two of each of the fighters, lasers and Solagen MK Xs on each colony.

5. Make your first base Callisto or Leda. That way the vaccine doesn't have so far to go!

6. When you send out an S.I.O.S, send a Carrack with two Solagen MK Xs, a vaccine, two fighters and at least two lasers with it.

7. Our very own editor, Nick 'Gnome' Clarkson, came up with this very handy hint. Alien spacecraft will attempt to attack your space stations. It takes time for the aliens to reach your colonies. So, when they attack,

reduce power so that you are only using a Solagen MK I. If the aliens do manage to destroy your power supply at least it will only be a minor irritation. Simply click back on to the MK X generator to be back at full power! Do, however, remember to keep a supply of smaller, disposable Solagens to replace those wrecked in attacks.

Finally, Dave has sent in this useful list of the inhabital planets and their raw materials:

**Ariel** - Hydrogen, Oxygen, Nitrogen, Methane, Sulphur, Alluminium, Silicon and Platinum.

**Callisto** - Hydrogen, Nitrogen, Sulphur, Titanium, Aluminium, Copper, Silicon, Iron, Silver and Platinum.

**Enceladus** - Hydrogen, Oxygen, H2O, Nitrogen, Methane, Sulphur, Titanium, Aluminium, Copper, Silicon, Iron, Silver, Chromium, Platinum and Uranium.

**Hyperion** - Methane, Sulphur, Aluminium, Copper and Uranium.

**Leda** - Hydrogen, Nitrogen, Methane, Sulphur, Copper, Silicon, Iron and Uranium.

**Miranda** - Copper, Silicon, Iron, Silver, and Platinum.

**Neptune** - Hydrogen, Methane, Sulphur, Aluminium, Copper, Silicon, Iron, Platinum, and Uranium.

**Oberon** - Hydrogen, Oxygen, H2O, Nitrogen, Titanium, Silicon, Iron, and Uranium.

**Phoebe** - Hydrogen, Oxygen, H2O, Nitrogen, Methane, Titanium, Silicon, and Iron.

**Pluto** - Hydrogen, Nitrogen, Methane, Sulphur, Silicon, Platinum, and uranium.

**Rhea** - Hydrogen, Oxygen, H2O, Nitrogen, Silicon, Platinum.

**Saturn** - Hydrogen, Oxygen, H2O, Nitrogen, Methane, Sulphur, Silicon, and Iron.

**Tethys** - Hydrogen, Oxygen, H2O, Nitrogen, Methane, Aluminium, Copper, Silicon, and Uranium.

**Titan** - Hydrogen, Oxygen, Nitrogen, Methane, Silver, Platinum, and Uranium.

**Titania** - Hydrogen, Oxygen, H2O, Methane, Sulphur, Copper, Silicon, and Silver.

**Umbriel** - Hydrogen, Oxygen, Nitrogen, Sulphur, and Silicon.

**Uranus** - hydrogen, Nitrogen, Methane, Sulphur, Titanium, Copper, Silicon, Iron, and Uranium.



# GTGA FUSION - ELECTRONIC ARTS

Oops! It seems that when Mark Lawrence found the game editor in Bullfrog/EA's Fusion, he caused a few red faces, as Bullfrog were supposed to pull it out before the game went to be mastered. It also seems that we haven't found all of the keys either, so Bullfrog's Glenn Corpes has sent in the full list of the keys and their various effects. One more thing before you begin to pull your copy of Fusion apart - don't expect EA to replace any knackered disks that have been corrupted by mistakes, so on your own head be it if you want to experiment.

People with two drives or a hard disk can back up the disk. To do this, first put a blank disk in drive B, then, without using the file copy utility, copy all of the files onto the second disk. On drive B, change the title of QAZ.MON to FUSION.TOS. Now click on drive B's FUSION.TOS to run the game - noting that to run the program you must have the original game disk in drive A. All changed levels will now be saved onto drive B though.

Now, by typing SWAMP THING into the high-score table, we will be able to enter the level select editor by pressing E.

## LEVEL SECTOR MODE KEYS :

+ load next level  
- load previous level  
E+ with the joystick pushed up

left diagonally with fire held down - level editor

S+ with the joystick pushed up left diagonally with fire depressed - saves the level (don't forget: on your own head be it!)

At the top of the screen there will be a row of different blocks, and these are selected by using both the function and number keys.

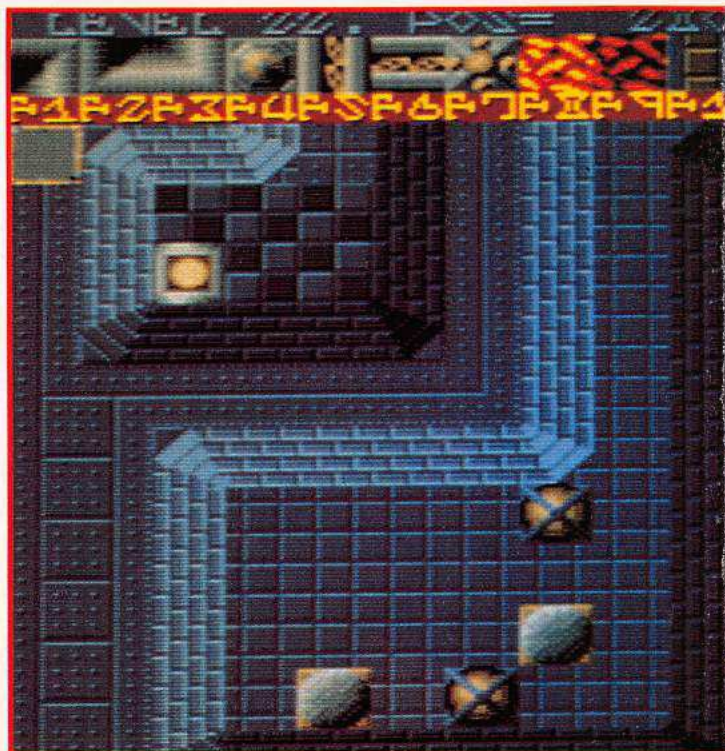
## LEVEL EDITOR KEYS :

Also, use the cursor keys to adjust any blocks you see in the window. When you have selected the block, pressing TAB sets the block in the window, but if you change your mind just press UNDO to remove it. Other keys include...

A - adjust the level's height, with cursor keys. Press enter when you have finished.

P - allows you to cycle through the palette with the keypad 1/4, 2/5, 3/6. Additionally, pressing the + and - keys allows you to change the colour of the parallax level too. Once again, pressing enter selects the colour.

X - this allows you to edit the exit data. Then the + and - keys select the exit, and pressing S sets its position. Once the exit is positioned, use the + and - to select which level the exit leads to, and then the cursor keys to set the position of the entrance to that level (the position is



displayed at the top of the screen, as in normal editing, i.e. place cursor at the position/level you want to jump to and note the position.). One more thing: if you select exit X on a level with (X-1) exits, you will probably see an exit in random memory or on a previous map - do not set these!

W - allows you to edit the weapon data. + and - allow you to flick through the weaponry,

and S selects the one you want. Use + and - again to set the part number: 1 - 9 are bomb parts; 10 are the fat bullets; 11 are the triple shots; 12, shields; and 13 is extra fuel. Be careful, however, not to go beyond these numbers.

Now for what Glenn calls the confusing bits!

You can use the numeric keypad in the same way as the joystick, except for 5 which is the same as

# GTGA ROBOCOP - OCEAN



The guy who sent in the following tips reckons his name is Clarence Boddiker, which is a pity because, as he was wasted in the film, I can't send him a prize! Punch your way through the first

## LEVEL 1 :

few assailants, and when the motorbike tries to run you down, kneel down to avoid losing any energy, and turn and punch it.

Carry on through, shooting any thugs that are hanging out of the windows, and then collect the three-way fire enhancement. When the guy who lobs grenades appears, move up to the pile of boxes, shoot one, then shoot him as quickly as possible. You will now be walking towards your fight with ED209, so get rid of your three-way fire, and shoot the guy who hangs out of the window above where it appears.

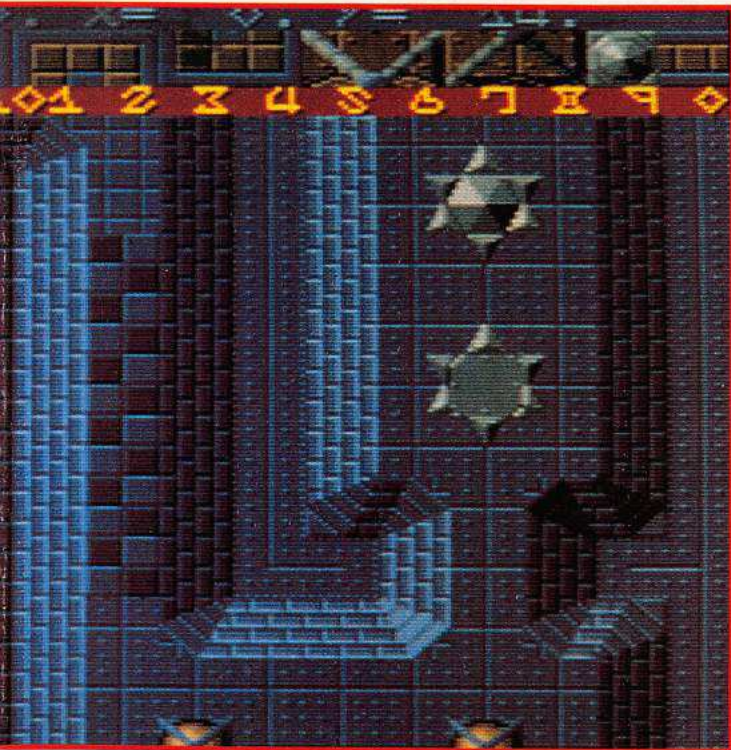
The screen now flickers slightly, indicating that ED209 is about to enter the screen. Move to the left of the screen using the space bar, and turn, jumping up and down and letting him have it. As soon as the blue guys appear

## LEVEL 2 :

on screen, leap over their low shots and punch your way through the doors. Get the power

shots icon, and shoot the blokes who attack you with chainsaws. There is some useful energy to be picked up here, so collect it and blast your way to the encounter with the van. As soon as it appears, move left and jump and fire to kill the people standing on the roof. Now lower your aim and get the driver, and when he dies, crouch to shoot the guys who pile out of the back. The junkyard can be a real pain,





### KEYPAD:

F1. Once again, the + and - keys are used to increment/decrement the block under the cursor. Pressing enter places the same block as the last used from numeric keys. Finally, use O to paste, and the full stop to cut. Use the cursor keys to display the six switches at the top of the

screen. This will then show which one is 1,2,3,4 and 5.

### SWITCHES:

To test a switch, hit 0-5 and the screen will zoom into that switch, and test it. Press (INDO) to rectify it if you want to change it, then another switch or number. S sets a switch, stores the current

cut/paste buffer and its position in one of the switches. This allows you to edit a switch if necessary:

1. Draw the switch in its on state.
2. Cut it by using the full stop on the keypad.
3. Store it in one of the numbered switches.
4. Draw the switch in its off state.
5. Test it by pressing T.

Using this screen designer, it is possible to create a game that spans a whopping FORTY levels. To create a new level, go to the LEVEL SELECT MODE, and hit + beyond the last level. This will start off the same as the previous one, but can now be edited and saved. The last line of blocks at the top and bottom of the screen must be raised blocks. If you don't have them, the game will

crash when you pass the boundary.

Finally, as a matter of interest, if you were to use a very high format disk (say around 11 sectors, 85 tracks), whether it be a floppy or a hard disk, it would be possible to design a version with forty levels, each eight-hundred blocks high! But as this is over twelve times the size of the actual game, it would probably be immensely boring to play. Finally, Glenn says that if you find any bugs in the editor, drop him a line and he will throw them away - fair enough, I suppose!

Before I go, I would just like to thank Glenn for his co-operation with this cheat, and also to Mark Lawrence for getting wind of it in the first place!



### LEVEL 3:

thanks to the magnets, but a well-timed jump can take you past it unscathed. Using this method, avoid the first magnet and walk left on the conveyor belt to avoid the next one. Walk under the crusher, then position yourself so that you can quickly kill the grenade lobber. Run past the second crusher and then carry on so that the falling

girders don't hit you. A man is now waiting with a manta weapon, so plug him and collect the fallen weapon. Passing under the magnet, use the lift to go up and collect the baby food for extra energy. Stand on the nearby step to avoid the grenade-throwing hoodlum, then shoot him. To deal with the big crane that appears, just walk to right of the screen, turn and fire for all that you are worth!

To avoid hitting the girl, aim just

and down, firing with the manta weapon.

As the gun turrets are scrolled on

### LEVEL 5:

screen, make sure you get them straight away. Watch out at all times for the sneaky guys who creep up behind you, making sure you turn and shoot them. Take the manta weapon and the baby food, then take the super shots. Most of the people who now appear can be killed by jumping and firing from a distance. Soon you will reach an area where a group of grenade throwers are lurking below the stairs. These aren't as hard as they look and can be killed by leaping over the first grenade and by simply shooting them. Get the energy-restoring baby food, and prepare to meet the green ED209 that comes to greet you. Now simply follow the same procedure as you did for dealing with the first one.

Once again, shoot the gun turrets as they appear, and kill the guy

### LEVEL 6:

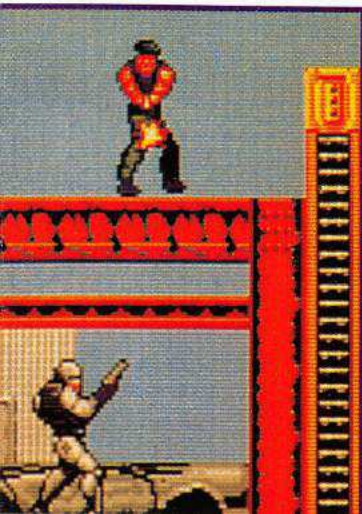
with manta weapon. Wait for the first force shield to stop then proceed, and punch your way through the doors, quickly killing the little droids that appear with a low shot. Collect the triple shots and proceed cautiously until you reach the military ED209. It can be dealt with by moving left and jumping and firing.

Basically, this screen is the same as the hostage one, so use the

### DICK JAMES:

same method for disposing of him.

Finally, if all the baddies are too much for you, pause the game by pressing return, hold down shift and type in ALEX MURPHY. Now, by simply clicking on the left mouse button, you will be able to replenish any lost energy! Thanks to Geoff Bailey of Leeds for that useful cheat.



### HOSTAGE SITUATION:

right of the hostage and keep firing. The kidnapper then walks straight into your line of fire. Avoid the girders as you use the

lifts, and make sure you collect

### LEVEL 4:

the power bullets. Punch the door out of your way and drop down behind the guy with manta weapon. Shoot him and then progress through to the ball-swing. Move left and jump up

# Dungeons & 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.**

It's no good, I can't keep ignoring it any longer. I have tried to keep the Dungeon Master content in the monthly scrolls under control to spare those who have not become afflicted by the passion. However, the mail which arrives each day is a testament to the overwhelming interest in the game; and who am I to fight it? Mirrorsoft continues to tease us by again delaying the release of CHAOS STRIKES BACK. The next deadline is August. Although I have been sworn on the head of the Dragon that I will not reveal too much, I will reveal that an additional bag of 'DM' goodies will be given free with the first batch of CHAOS sold. Suffice it to say, if you had any qualms whether you should buy early, this additional incentive will clinch matters.

And still the letters pour in to cast scorn over all those who are unable to complete Dungeon Master using only one character. W. Lindsay of Glasgow

and some madman called 'Morphus the Suicidal' of Aberdeen have written. Also T. O'Toole of Warley, and Henk Van Der Lee of the Netherlands have gone so far as to send us disks containing SAVE games to prove their claims. Plus rude words about the Dungeon Crew's obviously wimpish fighting abilities! The Troll has declared that the next human who dares to write and cast doubts upon the Crew's prowess will be invited under his bridge for a lively exchange of frank views!

Henk also provided some great snapshots of the Dungeon's denizens which we will pass on to the front office where I'm sure they will prove of great help in decorating the Troll's letters.

As I mentioned previously, we are still running a competition to win the 'Secrets of Dungeon Mastery' book. I think I should explain to new readers that this unique manuscript reveals the legends surrounding the weapons and

artifacts of the dark regions, and it will be presented to the reader who sends us the best drawings of the Dungeon Crew using the Character Drawing utility from Chaos Strikes Back. The Four Crew members are Mitch (Wizard), The Dragon, The Troll and Evil Edna (witch). Yes, I know the Dragon is invisible to you, but don't push your luck! We will wait for a few weeks after the launch before giving the closing date for entries - so don't panic.

The book was written by Sir Edvard the Unfailing and it was found amid the scrolls of a Cleric of Brenevoy Monastery. The good Sir Edvard was unfortunately a bit of a braggart and not all of his writings can be taken too literally. He does, however, give a full history surrounding the many artifacts found in the Dungeon and the wonderful uses which they can be put to. Cryptic verses are also to be found within the pages and from these scribbles the wise adventurer can tease out the solution to many of the Dungeon's secrets. Mirrorsoft seem unable at this time to obtain more copies of the scroll, which is a great shame as no self-respecting Dungeoneer should be without it.

Before I relinquish the remainder of the column to the Troll, I must thank the overwhelming number of readers from all over the world who have taken the time and trouble to write to us. It would take another twenty pages to answer you all and it grieves us that so many must be left out. Be assured that all your letters are carefully read and appreciated. Even the Troll is flattered by your kind words and help, but he would never admit it.

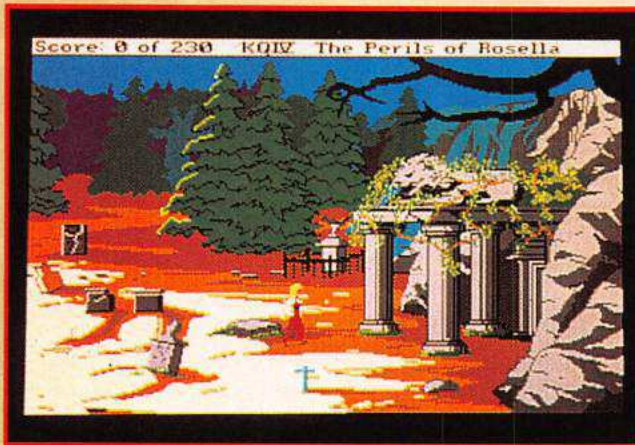
**Mitch**



Ah ha! Zak McCracken has, at last, found the first of the crystals. But where are the others?

The crypt in King's Quest IV looks a rather interesting place, maybe Rosella should come back afterward.

Find the right dealer and you'll soon be singing, "we're in the money..."



## TROLL LETTERS Shining a light in Chrono Quest

My mouse's ball is worn out examining every pixel looking for the candle in the rooms at the top of the stairs. My clicker finger is cracked, my button battered - still no candle. Unless exact X/Y co-ordinates are given, may your skin turn silky smooth, your eyes shine clear and bright, your figure, slim and boyish and you will kiss and cuddle the Pink Fairy forever.

**John Birch,  
London.**

Perish the thought! In the one room at the top of the stairs dominated by the crucifix, there is a cupboard on the left of the screen. On top of the cupboard is a picture (of your late mother). The candle is also resting on the same surface. Select the magnifying glass icon and 'click', approx quarter of an inch to the left of the picture.

You wouldn't like me to come and hold your sluggy pink hand as well would you?

## Clock Watching in King's Quest IV

How do you get into the Ogre's House in King's Quest IV, and how do you get into the tomb near the Mansion?

**P. Ducker,  
Milton Keynes.**

I expect you'd be glad to get into anywhere, if it gets you out of Milton Keynes! (Hooray! - another million insulted humans to add to my list).

As with all the King's Quest games, you'll find that time plays an important part in the solution. The door of the Ogre's house stays locked until you have completed your first task by taking the unicorn to the witch. After this the door can be opened, but the Ogre's dog is waiting for you just inside!

The secrets of the Mansion and the tomb cannot be solved until darkness falls and then quite a few problems will 'unearth' themselves. Ooooooh Aaah!

## Boring the Bore in Larry Suit Larry II

Once in the aeroplane, a man attacks me and tries to give me a hair transplant and usually succeeds. How can I avoid him and get off the plane?

**Mathew Atkin,  
Wakefield.**

You were obviously in such a rush to get on-board, you forgot to take something to read. If you had searched the departure lounge you would have found a really 'interesting' religious pamphlet. As our nauseating friend likes boring things, giving it to him will keep him out of your hair.

If you can't find the pamphlet let me know, as I have a sack of mail from moronic humans which should have the same effect!

## Crystal Clear Solution for Zak McKracken

I have only ever seen one of the crystals, but how do I get it out of its casing? And how do I get the lights on in the dark caves. Is it something to do with the dance I learnt in Africa?

**S. Marshall (Badspeller Champion),  
Selby.**

I assume you are talking about the cave of the two-headed squirrel?

There are no lights you can switch on, but if you search around the roof of the cave using the 'What is' option you will find a bird's nest. Using the tree branch from outside you will be able to get it and put it in the fire pit on the cave floor. You've now got the makings of a fire - if you have previously found the lighter. If you examine the clamps holding the crystal you will see that it also

includes a device which you last saw on your telly. I'm sure you remember how you sorted out that problem.

As for dancing, whenever I start dancing, Mitch puts the lights out and cancels the party.

## The solution is beneath your feet in Legend of Sword

I'm hopelessly stuck in Legend of the Sword. How do I open the gates in the Troll's Lair. I've got a rope, but still can't climb into the cave in the cliff.

**C.P. Jones,  
Herne Bay.**

Contrary to what a certain human from Rainbird Software keeps telling me, I think the game is very tricky. As these particular Trolls are no friends of mine (it's rumoured that they have a bath once a year, whether they need it or not!) I'll let you in on their secret. The key to the gates is hidden under the floorboards in the nearby room containing the sleeping Troll.

To get up to the cliff cave you need the grappling iron as well as a rope.

## Leisure Larry II Airplane Blues

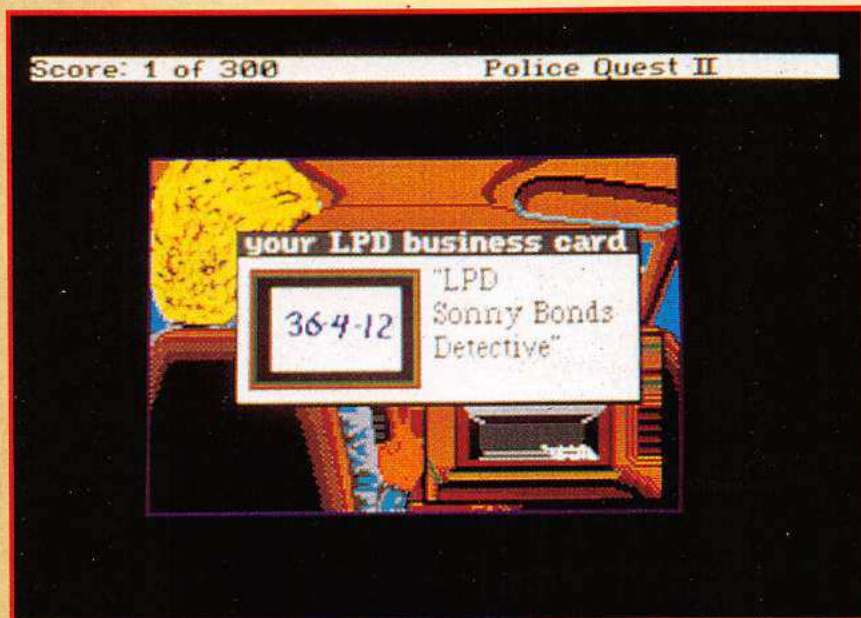
I am stuck on the plane in Leisure Suit Larry II. All the doors are locked and I am unable to get out.

**Chris De Silva,  
Singapore.**

Aaah, Singapore. Nights of balmy breezes, the smell of Tiger Balm, Strawberry flavoured Magnolia Milk, paper umbrellas stinking of fish-glue and sharing a taxi with an old Chinese lady and her chickens. How far this poor Troll has fallen.

As for your problem, you should have bought yourself a meal before boarding the aircraft, you know aircraft food is horrible. If you order a Blue Plate

Always remember to examine everything. In Police Quest II try looking on the reverse side of your business card.



Special and 'Examine it' rather than 'Eat it', you'll find the solution to your problem. (Thanks for the memories.)

## PD Disk Solutions

I am preparing a set of ST Adventure Solutions on Public Domain disks at £2.50 each (incl p&p). There are 25 - 26 game solutions on each disk and the first disk is available now. Disk 2 is almost complete and disk 3 will be complete in the next 4 months. Please write to 32, Merrivale Road, Rising Brook, Stafford, Staffs ST17 9EB  
**J Barnsley.**

I am impressed. I would never have believed that any human knew as much as the Troll, but Disk 1 is certainly comprehensive. Anyone wishing to have a font of knowledge on just one disk would need to take a long walk to find a better offer.

## Pick a Card to find the Solution to Police Quest II

In Police Quest II, where do I find the



Chaos is a very elusive character. After killing his minions, use the Firestaff to fluxcage and fuse him.

combination to my locker, so I can take out my gun?

**R Yeatman,  
Bristol.**

I'll confess the Dungeon Crew couldn't work out this one either and we were forced to ask for help from the Gnome-like Editor, Nick (boy-blunder) Clarkson. He swears he worked it out for himself, but I still have my doubts - no-one can be that good-looking and clever! (The cheque is in the post - Ed.)

The answer is written on the back of your business card which you'll find in the car's glove compartment. Simply 'Turn Over Card' to read it.

## Hit the Jackpot in Deja Vu II

Please can you tell me if the Left Luggage clerk does anything in the game, and could you tell me which one-armed bandit pays out - if any! And just one more tip - where can I get some cigarettes?

**N Osborne,  
Lancs.**

I don't know where you can get tipped cigarettes - filthy human habit anyway. The left luggage clerk does play a part, but as you obviously haven't found the left luggage ticket from the morgue yet, it's a waste of time worrying about him. As for the one-armed bandits: I suspect that you, like Mitch, fell at the first fence and have not yet noticed the name tags on the croupiers' jackets. Ignore the bandits in the Las Vegas casino and, instead, find the croupier whose name is mentioned in the newspaper article as your old friend. Operate the Newspaper on him to make him remember you and then you'll find you've hit the jackpot!

## On the Horns of Chaos

I've freed the Firestaff and killed the red dragon. On the level above there is a mean, horned guy who hasn't flinched after 5 hours of constant magical barrage. I can't get out because the stairs have disappeared. If you don't answer this letter I will face a Dungeon wall and cast a fireball. (I'm getting desperate).

**Stuart Lambert,  
Elgin.**

Look Bozo, use your marbles. (Marbles, Elgin - joke geddit?) The character you are facing is the ultimate bad guy - Lord Chaos himself. You can only kill him by surrounding him with a cage then fusing the bars. This is done with the Firestaff. As he refuses to stand still, this ain't easy. The best place to do this is in the small end room on level 13 (one up from the bottom). In this room it is easier to manoeuvre him into a corner and then you have fewer sides to cage in.

## Preparing for Chaos

Like a good many other people I am a DM fanatic, but I completed the game a year ago and now have a rather strong team. In fact one of my team is on Maximum Health and Stamina scores (i.e. 999). I am sure that there are lots of Dungeoneers that think their characters are brilliant with only 500-600 health and stamina. I am sure that everyone is dying to know what is beyond "Sixth Strength Master". I can reveal to you that it is "ARCH MASTER" and I'm pretty positive that it is the top level one can achieve. I have just one question: Does anyone know how to make a FULL BOMB? (Roll on Chaos)

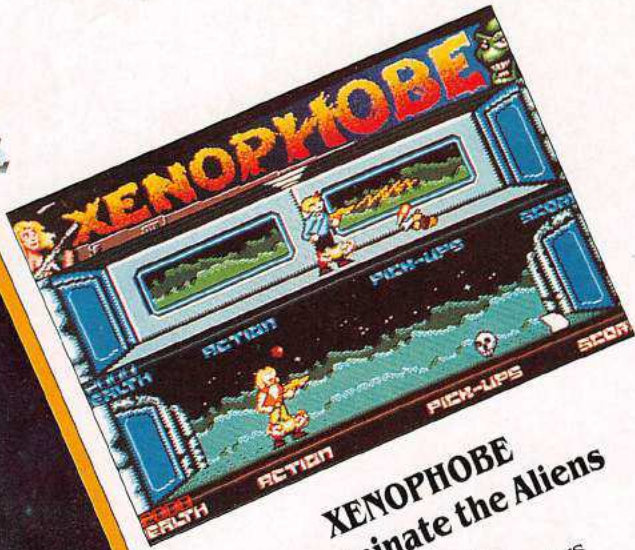
**Giles Morgans,  
Herts.**

What can I say? You are obviously as mad as Mitch and the Dragon! According to my tome of magic, there is no way of making a FULL Bomb. Race you to the bottom of the next levels?

Through gritted fangs, I must thank R. Marshall of Cheshire who has kindly sent a complete solution to Space Quest III, and Scott Ramsey of East Preston for a detailed map and solution to Guild of Thieves. (I could have finished them myself if I wasn't kept so busy thanking smug humans for their dammed solutions!) The deadly duo 'Wingnut and Wingnut' from Shropshire are also to be congratulated and thanked for completing Hollywood Hi-jynx and sending me the solution.



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# ACTION SPECIAL REPORT



# LONE WOLF

*"We found the dusty scroll lying by the Dungeon door when we awoke. Its message was short and to the point. 'You are summoned to attend the Quest of a Lifetime. Make haste to Chistlehurst Caves and await further instructions - signed Princess Beverly'. A glance into the crystal ball revealed that this destination was none other than the home of the Labyrinthe Role Playing Club, but what was behind the curious note? Pausing only to strap on a few hidden daggers, and to remind the Dragon about his behaviour regarding princesses, we set off into deepest Kent."*

Upon our arrival at the cave entrance we were greeted by the sight of a motley bunch of journalists, being interrogated by a knight and a ranger in full regalia. We were informed that within the portals of the cave the simultaneous launch of a new RPG book, a telephone adventure and computer arcade game was about to occur. All three products were based upon the LONE

WOLF Gameplay books which have already enthralled many millions of fans. Rumours of gold, magic and free booze swept through the jostling throng. As we filed into the dark entrance, each visitor was scrutinised by the entrance guards and allocated a new identity. It transpired that my nose revealed definite traces of Orc ancestry (i.e. piggy!) and I was accordingly

allocated the persona of 'Teweg the Cut-throat'. Thanks a lot, lads.

Foul monsters of every description had been 'bussed-in' from throughout the realm to ensure that the journey through the dark corridors to the main cavern should be as scary as possible. At this point a short apology should be made to the unknown individual who jumped out and shouted Boo! as the Dungeon Crew passed by. Sorry about that, but Dragons tend to punch first then ask questions...

As the throng waited for the launch to begin, scantily clad wenches passed around the trays of Meresquid Salid and Wild Boar with Saffron Bread - all of which tasted abominable. We heard one gentleman ask what the horrible, 'Boiled Swampviper' was. 'Swampviper, of course', was the reply. Exit vomiting journalist - stage left!

Eventually the author of the Lone Wolf books, Joe Dever, arrived to introduce the first of his two novels - 'ECLIPSE OF THE KAI' and 'THE DARK DOOR OPENS'. These sagas began life as Fighting Fantasy books, but have now been rewritten with the assistance of John Grant as fully-fledged RPG epics which are designed to appeal to older readers. (NOTE: The Dragon has subsequently read Book 1 and has given it his 'Claws up' seal of approval.) The books are published by Beaver Books at £2.50.

To coincide with the book's publication, the assembled throng were then treated to the introduction from 'THE FORTRESS OF DOOM', a new telephone adventure game based upon Lone Wolf. As we stood in the flickering lamplight, the cave rang with the sonorous tones of a Valentine Dyall sound-alike. The voice of the 'Man-in-Black', dripping with menace and evil, described our first glimpse of the coastline of the Kingdom of Sommerlund. As you guide your small craft towards the wind-blown harbour that



Escorted by a rather 'merry' looking guard, Mitch (centre) and the Dragon carefully made their way through the dark, dank caves.



← Upon meeting a guard, Lone Wolf draws his sword and prepares to do battle.

Using the walkways and ladders our hero must search the forbidding castle in search of his quarry.  
↓



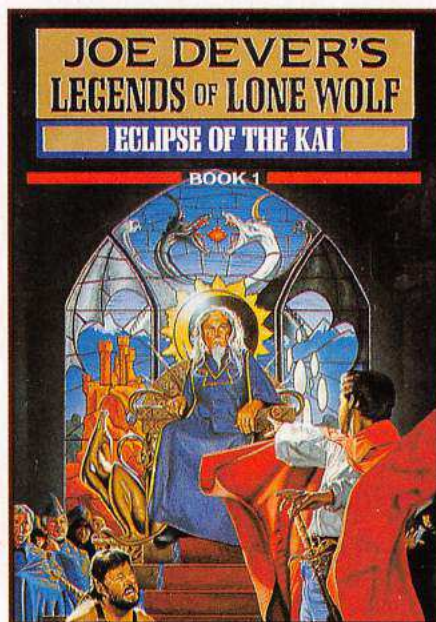
crouches beneath the high walls of the black tower you are given the chance to make your first decision. Will you head for the small sheltered inlet, or steer for the battered wooden shack on the rock promontory? This 'FIST-style' game has the added feature of voice recognition which enables the player to speak his commands rather than by pressing the telephone keys. The game recognises the spoken numbers 1 to nine and the options YES and NO. If you do not fear the terrors of the fortress (or the buckle on your father's belt), the number to ring is 0898-300-341. Remember it costs 38p per minute peak rate and when you compare that with the book price of £2.50 I'll leave it to you and your God to decide what path you choose

to follow.

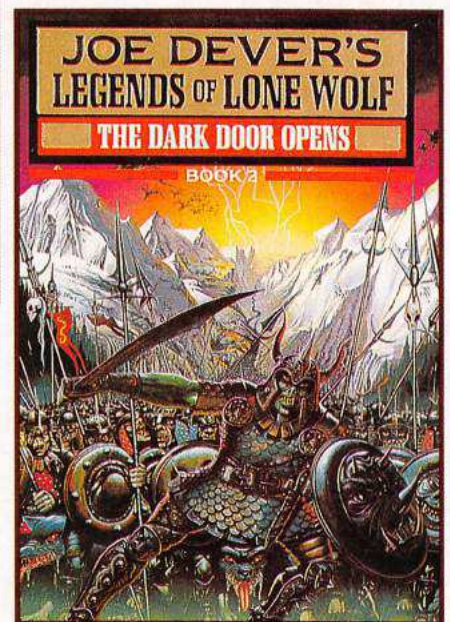
In the rear of the shadowy cavern, demos of the computer game, LONE WOLF - THE MIRROR OF DEATH were being put through their paces on various computers. The player's object is to manipulate our hero up a series of ladders and platforms and overcome by means of sword or sorcery the various baddies that lurk above. Our young hero's training in the arts of war was cut short when all his teachers were massacred. For this reason you may choose any 4 from 8 skills available to Kai warriors to assist you. These options include Invisibility, Mindblast, Power of Healing, Kinship etc. The game looks somewhat similar to the BARBARIAN game from Psygnosis and it has been designed by Ian Upton - who formerly worked on BEYOND THE ICE PALACE. The game has been programmed by MR MICRO (programmers of ELITE) and will be marketed by AUDIOGENIC SOFTWARE.

was disguised amongst the crowd. After much squealing in the dark the sorry individual was uncovered, beaten about the head with rubber axes, and a winner pronounced. At this point, in a swirl of organdie, 'Princess Beverly' appeared. Looking like Shirley Temple who had gone past her 'sell-by' date, the Princess duly presented the winner with an engraved Lone Wolf tankard and then escorted him to the tavern where it was filled to the brim with bubbling Laumspur Cocktail. Serves him right!

It was then but a short walk back through the caverns, during which we had time to discard the Swampviper rolls and club a few rival journalists, before we again reached the sunlight and the happy road home. **STA**

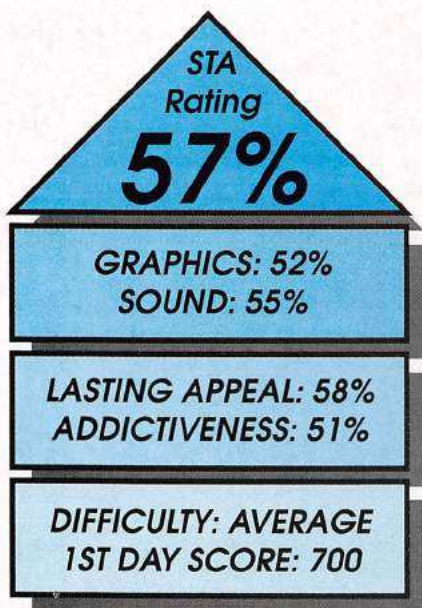


To round off the festivities it was announced that a prize would be awarded to whichever guest could solve a series of puzzles which would reveal the identity of Lone Wolf, who



← 'The Dark Door Opens' and 'Eclipse Of The Kai', the first two books of the Lone Wolf Series to appear. →





As usual, this is a seemingly straightforward arcade game which has an imaginative and complex legend attached to it. Set in a long forgotten world, where life is ruled by the moods and fancies of wizards and druids, the people of Tajenhort and the dwarves of Kendron sent expeditions to the bewitched and land of Khorndal, but they never returned. However, two adventurers called Wuron and Pulgram succeeded and discovered a document which talks of a magic starball containing immeasurable power. It gets more complicated! Now your task is to enter the dragon's castle and accompany a magic starball through the rooms. This is achieved by creating a safe route for the ball using magic and directing it into a certain field. All will be explained - with any luck!

One or two players can play although obviously, the game is made twice as difficult with two wizards. The screen displays a traditional/style platform game. Your magic power is indicated by two bottles of potion which keeps the ball in this dimension. If this power diminishes the ball will return to the parallel dimension. Meanwhile, test tubes show how much energy you have and your strength withers rapidly when touched by a monster or standing in

On the surface, *Spherical*, is a simple platform romp, but beneath runs a more involved game of Gauntlet proportions. This is an enjoyable game, but its strength lies in its detail rather than its physical appearance. The graphics are small and uninteresting, but this is made compensated by the clever game-play content. The two player option is great fun and the task of directing the sphere throughout dozens of very similar rooms is made tricky by some ingenious hazards and adversaries. A must for experienced platform game addicts.

JS

"Hubble, bubble toilet trouble - gadzooks and foresooth! A game of wizards, druids, potions and poisons, all rapped up in a platform game?"

# SPHERICAL

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There's just no hiding it, whosoever programmed *Spherical* must have been a fan of the U.S. Gold title, *Solomon's Key*. The gameplay is much the same as its predecessor, the subtle blend of strategy and platform blending nicely to create a most curious game. *Spherical* neither had me begging for another go, nor did it have me thoughtlessly casting it aside. The game's graphics are, for the most part, well presented, helping to add that certain atmosphere to the gameplay. The sound, whilst not being too bad, was instantly forgettable. For me, *Spherical* just doesn't have that certain 'je ne sais quoi'. Pity.

SM

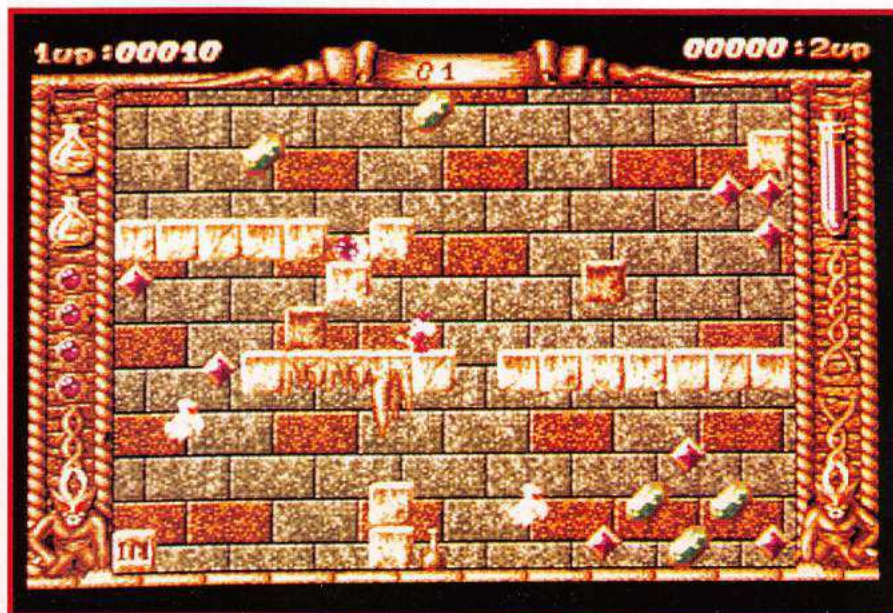
poools of acid which simply ruins the hem of your wizard frock. As described, you must direct the ball from room to room and this really depends on your skill with the magical powers at your disposal and tapping F4 gives a full description of the spells. Joystick control over the little wizard is limited and so your journey through the castle can be aided or hindered by stones. Some of these blocks can be walked on and climbed while others are immovable obstacles and some even produce lethal acid.

Doors in the castle can only be opened with amulets of the corresponding colour. Each door conceals a diamond which represents wealth, and if you ever get out of the castle, you can buy that razy wizards cloak you always promised yourself. As you move the sphere throughout the castle, there are a number of objects to collect which will aid your task. Discarded wands enable you to take the ball straight into the next room, while drinking bottles of red potion revitalize the old wizard. Rubbing



magic lanterns endows the wizard with temporary invulnerability and sparklers encircle the cloaked-one and trounce any adversary who threatens you. Generally the wizard has heavy boots and you must rely on the stones to reach higher planes. But gravitation switches can change the gravitational behaviour of your spherical protege which makes life a lot easier. But hurry the sands of time are sifting away.

STA



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Using the trampoline is far from easy. To be made to jump any height, our onscreen persona must first propel himself in the air, and then bend his knees as he lands, thus propelling himself even higher. Then, and only then, when sufficient height is gained, should the somersaulting begin...



'Roll up, roll up', and take part in Rainbow Arts' Circus Attractions."

# CIRCUS ATTRACTIONS

GOLDEN GOBLINS (£19.95)

After a brief rendition of some typically big top music, Circus Attractions unfolds its options. Aesthetically, it looks like it is another in the long line of the Epyx 'Games' series - Clown Games, perhaps! And it offers options, such as one or two-player games, as well as an option for the contestants to practise each event individually. Once you have entered your name onto the roll of honour, it is time to don a pair of daft trousers and get ready for the first event, Trampolining.

Controlling a cute-looking little clown, you must make your red-nosed

alter ego bounce on the piece of taut material, collecting any bonuses and balloons as he does so. Below the main bouncy action there is a metallic-looking bar, and this indicates how interested the crowd are in your performance. With every successful bounce you perform, this bar raises, but if you fall off too much or land on your backside, the bar will sink until all of the crowd have gone home. To keep them watching, though, the trampolinist can perform a number of fancy routines such as somersaults and the like.

The next attraction is the Tightrope

*Colourful, that's the best way to describe Golden Goblins' latest game, Circus Attractions. Each event is wonderfully presented, and accompanied by some pretty good tunes too! But, what makes Circus Attractions stand out from the crowd is its undeniable playability. All five events are well presented, obviously a great deal of thought has gone into this game. My personal favorites were the juggling and the knife throwing events. The game's animation is exceptionally well done and, combined with the various little touches, Circus Attractions is a highly enjoyable game.*

NC



The daring young lady on the highwire takes her life in her hands - literally - as she performs an outstanding handstand. In fact, this trick is so hard, the game only allows you to do one in each performance.

walker. Mysteriously, we change from a clown into a scantily-clad woman as she makes her way across the thin wire, high above the expectant crowd. Arms outstretched, our leotard-wearing persona must make her way across the diagonally-scrolling wire, performing incredible feats, such as handstands and backward somersaults. Should the daring young lady lose her balance, she will falter slightly, waving her arms in agitation. The joystick is used to steady the horror-stricken girl, but if you fail, she plummets to the ground. All the events in Circus Attractions can be played by two players, but the Tightrope is the most interesting - especially since the second player is balanced on the other's shoulders!

Juggling next, with a large, fully-ani-

The juggling is perhaps the act that requires the most skill. As your dumb assistant throws the balls at you, perfect timing is needed to keep them up in the air - then there is the annoying little clown to contend with.



mated clown catching and juggling anything thrown at him. To his right, a voluptuous assistant keeps throwing balls at him, and the clown must simply keep the balls in the air. Hindering your attempts is a tiny motorbike-riding clown who keeps getting in the way. However, this aggravating little fellow can only perform three journeys, so he doesn't get in your way all of the time. The performance is over when the balls are dropped, but at his disposal the juggler has his feet, and a friend if he so wishes. The deadliest of all the attractions next - the knife-throwing! Assuming the role of the daring knife-thrower, you must throw dozens of the deadly blades at your even more daring assistant. Your oh-so-brave ladyfriend is tied to a wheel at the other end of the ring, and is spun by two of your colleagues. By using a cursor, you must aim and throw the knives, hopefully not hitting your revolving assistant. A screen to the right of the action shows where the knives land, with bonuses being given for close shaves. Should you hit the girl, though, the game will be over as the stage hands run on to patch her up.

*Circus Attractions is the game Circus Games should have been. Each of the five events is well presented and playable, and the whole package hangs together well. Throughout the game, the sound and graphics are used well, with the latter featuring some very endearing clowns. And, in addition to these nice graphics, the nice sound, and the playable sub-games, the whole thing is rounded off with presentation which is well up to the standard of the Epyx 'Games' series. Well worth a look.*

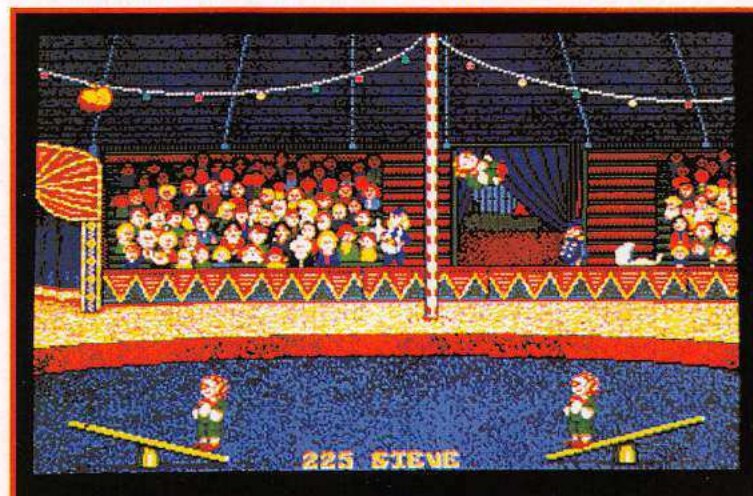
**SM**

clown, you must make him land on the other seesaw, sending the waiting clown flying, and so on. Various bonuses can be collected as they fly through the air, and, as in all the events, the scores are saved on to the high-score table. **STA**

We end our contest on a light-hearted note, with the performing clowns. The screen depicts two seesaws on either side, and balanced on these are the fool-hardy clowns. Pressing fire, causes one clown to jump on his end of the seesaw, sending his friend flying through the air. Using the joystick to guide the airborne



↑ Having positioned your cross-hair cursor, pressing fire takes a knife from your assistant, and releasing it, throws it. If your timing is good, and it just misses the girl, the computer declares it a 'nice' throw. Hit the girl and she - rather tolerantly, I think - calls you a fool.



← Reminiscent of the old 'Clowns and Balloons' VCS game. The Jumping Clowns event is probably the most playable of the five. Good timing and hand-to-eye co-ordination are needed to catch the bonuses AND safely get the airborne fool to the other side.

STA Rating  
**74%**

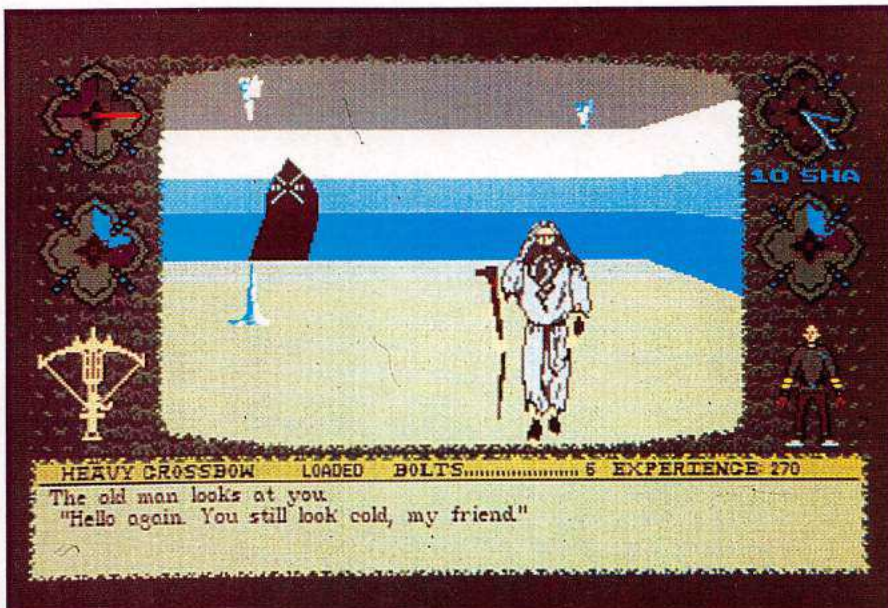
GRAPHICS: 81%  
SOUND: 67%

LASTING APPEAL: 70%  
ADDICTIVENESS: 73%

DIFFICULTY: AVERAGE  
1ST DAY SCORE: 3400

*Sleeping Gods Lie reminded me very much of the Freescape range of games. The task to wake the 'Sleeper' is by no means easy - I only managed to complete the first two missions before I finally passed away. The graphics move very smoothly and the characters within the game are all exceptionally well drawn and animated. The sound was a little sparse, although this fact didn't detract too much from the game. SGL manages to combine the adventure element nicely with a more arcade feel. As a first release, Sleeping Gods Lie is excellent. It's by no means easy but nevertheless it does keep you coming back for more.*

**NC**



*"The evil Archmage and his minions must be stopped. The people of Tessera have only one hope, the Sleeper. But, just who will wake him?"*

# SLEEPING GODS LIE

**EMPIRE (£24.99)**

The gods who once controlled the world of Tessera have long been banished. The townsfolk now live in constant fear of the Emperor, the Imperial court at Morav and, perhaps most of all, the Archmage. Legend tells, however, of an all-powerful god, capable of destroying this evil Imperial reign and once again, leading the world back into happier times. Of course, there is a catch. The great god N'Gnir lies dormant in a hidden cave. The location of the 'Sleeper' has long been kept a secret

but now he must be woken. Fabled tales tell of how the great 'Sleeper' can be roused but, as of yet, no one has attempted the massive task.

It had been a restless night and I awoke just after dawn. Climbing from my bed I rubbed away the mist created by early-morning eyes. Lying in a crumpled heap on the doormat were various leaflets and, no doubt, bills. Of them, a small tattered and torn pamphlet caught my eye: a hurriedly written piece of propaganda

telling of an uprising against the all-powerful Archmage and the Imperial court at Morav. A bitter smile crossed my lips; such dreams never amounted to much, except maybe the mysterious disappearance of their instigators. I glanced at the remaining pile of literature, another canvassing document from Morav lay half-hidden under the heap. It seemed ironic that the Imperial court could print and distribute such nonsense so freely, while the small partizan forces were forced to creep around in the darkness delivering their few words of hope to a desperate audience. My thoughts were suddenly interrupted by a loud crash at the front door! The



*I remember seeing a demo for this ages ago when it was called Stephen's Wonderful Game. It has come a long way from then, incorporating smoothly-updated graphics with an involving task, and making in the process a generally enjoyable game. It will take ages to beat Sleeping Gods, and I can't truthfully say I'm going to keep on until I do, but I can definitely see it appealing to the Dungeon Master and Galdregon's Domain fans out there. From what I have seen of games released for this genre recently, this is up there with the best.*

**SM**

The Hermit needs your help. Find his map and you might just receive some kind of payment.



Archmage's agents, it must be. Frantically I tried to open the back door, the key was missing, I turned and froze. Bracing myself I paused, a cold sweat enveloped me. Gathering enough courage I tip-toed across to the bolted doorway; behind it I could hear the very faint sound of tortured breathing. My curiosity heightened; I pulled on the handle. Before I even had time to look at who, or what, had hammered on my door it flew open, knocking me to the side. There, in a heap on the floor, lay a Kobbold. Once, these very creatures had provided a fundamental link for the people of Tessera; now, for mysterious reasons, they had become a rare sight. I gazed at the bruised and blooded body - this poor fellow had obviously met one of the Archmage's patrols.

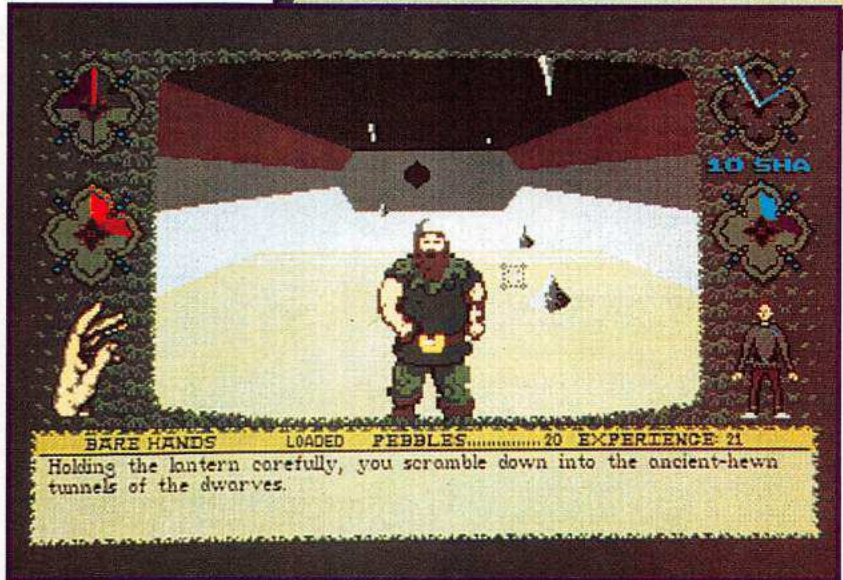
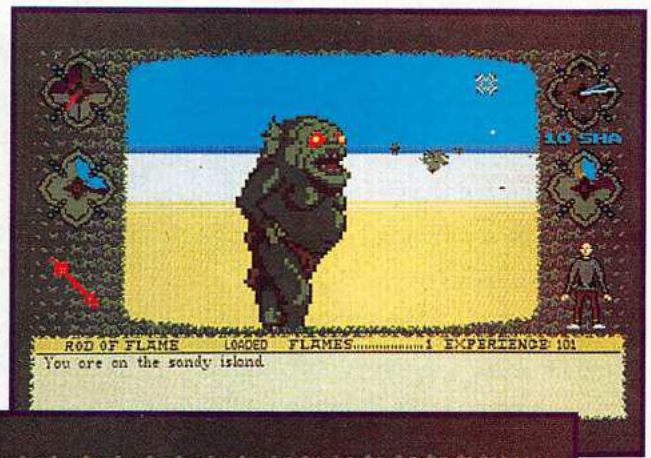
My instant reaction was to help the wounded Kobbold, but I stopped in my tracks when he began to speak: "We Kobbolds - we have been attempting to wake the Sleeper, N'Gnir, but it is difficult. We need a device from this kingdom. Four of us were sent to get it... but the demons... all dead... no time, take device to Sleeper. Go!". The dying Kobbold pushed an odd-looking iron bangle into my hand. "The hermit..." It was too late, he had gone.

I considered the brave creature's request. Unauthorised travel had been illegal ever since the Archmage had seized power in the name of the Emperor. It all seemed so unlikely, a dying Kobbold, fleeing from an Imperial troop and muttering about the 'Sleeper', turning up on my doorstep. Why should I try this foolhardy mission? There was nothing to suggest that the Kobbold's tale was true - legends of the 'Sleeper' were rife, who was I to deny destiny?

Having read a rather elaborate book at the beginning of the game I gingerly entered the world of Tessera. The screen is split into eight different portions. The main one being a window displaying all the action in your immediate area. On the left hand of the screen are three dials: a compass, a health indicator and an icon depicting which weapon your character is currently using. A inventory bar at the base of the screen indicates what you are carrying and how much ammunition you

The inhabitants of the islands don't seem to like intruders, protect yourself with the many pebbles that are lying about.

The dwarves have stolen the local Prince's crown. Only the bravest, or dumbest, adventurers would venture deep into these caverns.



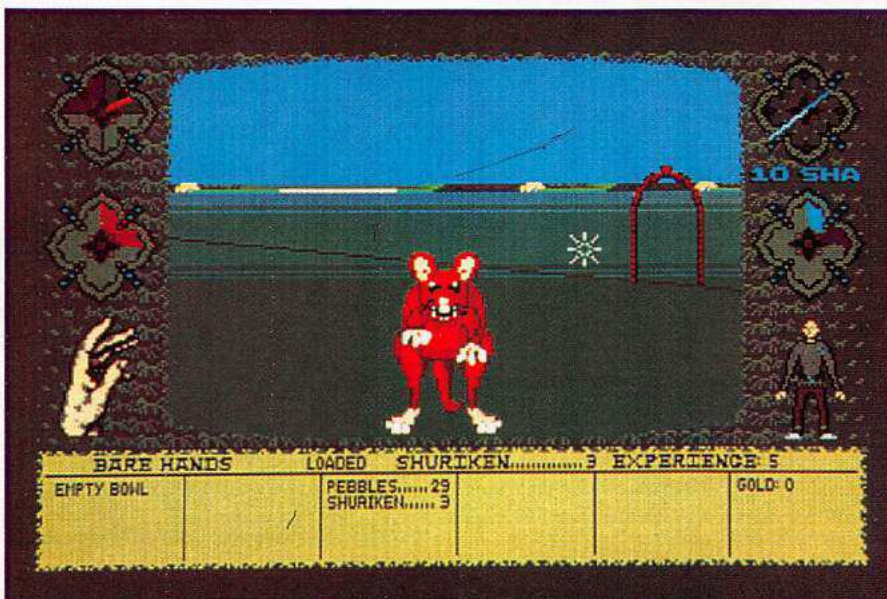
have. On the right of the screen are a further three dials which display the local time, your magical presence and an icon displaying what, if any, armour you pos-

sess. The quest to wake the 'Sleeper' is split into a number of mini missions. Control can be with any combination of joystick, keyboard and mouse.

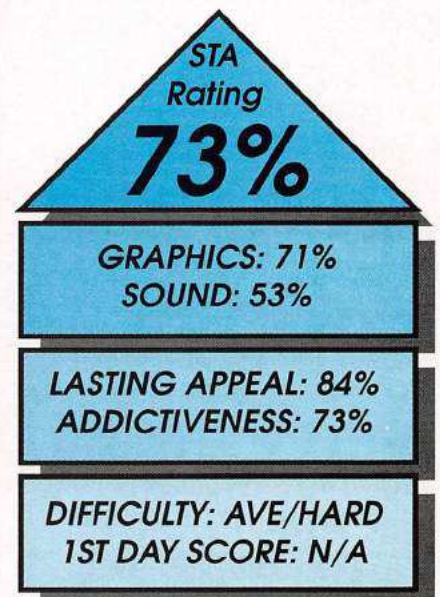
**STA**

Oxford Digital Enterprises took nearly eighteen months to create this adventure. While I'm not normally a great fan of these types of games, I found *Sleeping Gods Lie* an exception. The first thing that struck me was the smoothness of the 3D graphics and the way in which the inhabitants of Tessera moved - in fact, if I hadn't known it was from Empire I would have guessed the game was another of Incentive's creations. I'm also glad to see that players are allowed to use any combination of controls they wish. To sum up: *Sleeping Gods Lie* is a well presented game that will offer its players hours of challenging fun.

**JS**



Just one of the games many puzzles. Try feeding the mouse with some mouldy cheese to pass.



"In Navy Moves, we see a wet-suited hero make his way through several action-packed levels, battling against all manner of aquatic creatures. What's more, there isn't a box of Milk Tray in sight!"

Having successfully completed your dangerous mission in Army Moves, once again you have been assigned to a top-priority mission. A U-5544 is threatening civilisation with its onboard nuclear missiles, having fallen into terrorist hands. Your mission is to infiltrate the submarine, plant a bomb near its reactor and escape before it explodes. However, actually getting to the stolen submarine isn't going to be easy, as reports show that the local waters are alive with mines and deadly sea-life.

As in Army Moves, each of the stages involves making your way through various enemy-infested horizontally-scrolling stages. The first part of your mission sees our wetsuit-clad hero searching for a secluded spot where he will be able to don his scuba gear and begin an underwater search. As the motorboat bobs along the turbulent waters, a long string of mines appears to the right of the screen, scrolling inexorably towards our hero. Contact with these is fatal, sending the player back to the start of the level, and they should be avoided by manoeuvring the boat so that it bounces over them. As you get nearer your target, the volume of mines increases until there is very little room for mistake, so only pixel-perfect bouncing will get you through.

Having scraped his way through the mine-infested waters, our hero stops his boat and begins his underwater



# NAVY MOVES

DINAMIC (£19.95)

*Like its predecessors, Army Moves and Game Over II, Navy Moves suffers from being somewhat too difficult - the first stage took me nearly an hour to conquer! Still, once I had mastered bouncing over mines I soon had a chance to marvel at the game's graphics. Accompanying the action, there is very catchy tune, but this, unfortunately, is the high-point of the whole game. Basically, Navy moves should only be considered if you like games so frustrating that they have you pulling your hair out - and you wouldn't want to do that now, would you!*

NC

*Like all of the other Dinamic games, Navy Moves suffers from being too hard. Time and time again, I would be merrily bouncing along in my dinghy or floating around in my mini-sub, when the ungenerous collision detection would kill me off, sending me back to the start of the level. A small concession has been added in so much that there are now markers which, when passed, stop you being sent right back, but the game is still frustrating - too frustrating to be worthwhile, in fact.*

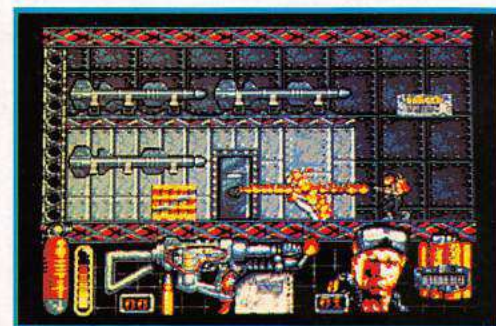
SM

search. Once submerged, he must attempt to locate an entrance to the building where a MK 1 'Bathyscape' is kept. The unusually-named Bathyscape is a prototype mini-sub that will reduce the time it will take to reach the U-5544 and, as time is of the essence, its capture is imperative. Between you and the mini-sub, though, is a deadly school of sharks and a group of guarding terrorists who must be avoided or shot. Eventually, safe passage to the waiting Bathyscape is gained, and another

scrolling level begins. This time, danger appears in the form of crushing octopus and snake-like sea monsters, but they can be destroyed by using the Bathyscape's on-board missiles.

Finally, the mission nears its end when entry to the sub is gained. Before the bomb can be planted, several codes must be forced out of the senior crewmen. Once the codes have been gained and you have found your way through the sprawling four-way-scrolling to the detonation point, all that remains is to plant the bomb and make a hasty exit before it explodes.

STA



Having made it on board the enemy sub our hero sets about his search for the commanding officers, torching anybody who stands in his way.

STA  
Rating  
**60%**

GRAPHICS: 72%  
SOUND: 80%

LASTING APPEAL: 55%  
ADDICTIVENESS: 50%

DIFFICULTY: HARD  
1ST DAY SCORE: N/A

# So you've completed that game... **What's next?**

Is there 'life after joystick'? Yes. **ST World** is the only magazine in the UK which specialises in the more serious side of ST computing. If you want to find out more about how your ST works, and how it can help to improve your lifestyle, then tune in to **ST World** every month.

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Of all the Epyx games series, California Games must be my favourite. The six events combine to make a highly enjoyable package. The different 'sports' all have a real fun-feel and, win or lose, players will certainly enjoy competing. The graphics are very colourful and help give the game a summery atmosphere. The sound, too, is well presented: the various tunes keeping well in the background allowing the many sound effects to be heard. Control throughout the game is superb, although mastering the different events will definitely take time. California games has been awaited for some time now and, I'm glad to say, thumbs-up!

NC

The second event is the footbag, where points are gained for the variety of kicks used and the style with which you boot the little bag - oh, and for any stunned seagulls!



"Are you ready to 'hang 10', 'get rad' and 'chill out'? If so, get ready to take part in Epyx's most crucial sports sim..."

# CALIFORNIA GAMES

U.S. GOLD (£19.95)

Taking a break from the more serious side of sport, the latest in the Epyx 'games' series concentrates on gaining 'street cred' instead of the customary gold, silver and bronze medals. Once the game has loaded,

you are treated to a short rendition of the sixties 'classic', Louie Louie, and then the typical Epyx options screen is displayed. Like all of the others in the series, the game allows up to eight people to compete in each of

the six events, but, should you wish to, there are also options that allow you to practice each event individually. Having selected your style of game, all that remains is to select a sponsor from the dozen available before the games begin.

Each event is played in a different American state, with the first being



Looking like something out of an 'Old Spice' advert, our resident beach-bum shows off as he gains bonus points for being daring as the wave begins to break.

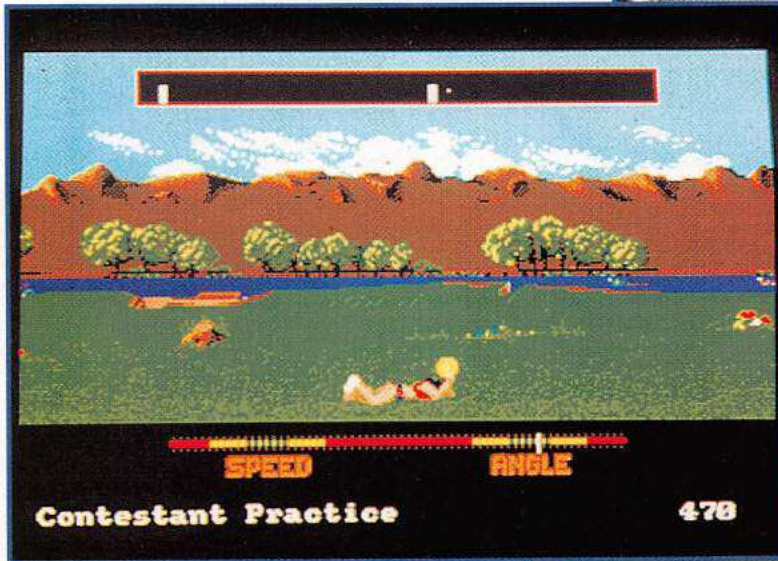
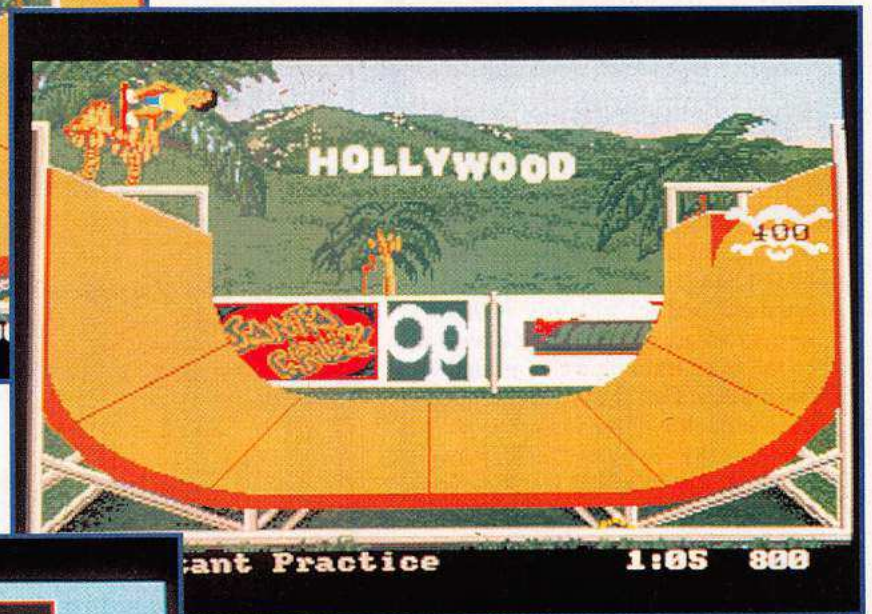
Of all of the 'Games' series yet, California Games rates as the best of the bunch. Normally, the overall package is marred by one or two poor events, but this time there isn't really an event that stands out as awful. Throughout the game there are nice graphical touches, such as the shark and dolphins appearing to greet a drenched surfer, and the only fault I can find is that in the BMX the scrolling is a tad jerky. Each of the events would make a good game in their own right, but when you can get all six for a measly twenty quid you would have to be mad to miss it!

SM



Performing break-neck stunts like these are simply a matter of good timing and a relatively good run up. However, don't get too cocky,

- ← because you will invariably take a tumble. Watch out also for little touches like the inch worm at the bottom of the screen
- ↓ and the odd earthquake that shakes the screen.



The frisbee event is split into two sections: the first requiring quick hand-eye coordination to throw the little plastic disk as far as possible; the second, even quicker reflexes as you attempt to catch it for a bonus - by diving if necessary.



the Half-pipe skateboarding in sunny Hollywood. In the centre of the screen sits a massive U-shaped ramp, and on the right-hand-side of this, the player's character stands precariously balanced. Your aim is to perform as many different stunts as possible within the one minute fifteen seconds time-limit, and the various jumps and hand-stands are performed by using combinations of the joystick and fire. Speed must be built up before a stunt can be performed, and if you are not going fast enough or you turn too quickly and fall off, you lose valuable time and a few teeth as your board trundles back - invariably hitting you in the mouth!

A park overlooking the Golden Gate bridge is the location for the

next event - the Footbag. Known as 'Hacky-Sacking' here in Britain, you must continuously keep a small leather bag from hitting the ground, whilst using only your head, feet and shoulders to keep it airborne. As in the first event, there is a time-limit for this event, and the player must perform as varied a sequence of moves as possible, ranging from the relatively easy 'five in a row' to the extremely difficult 'Axle Foley'. When the timer has expired, a score screen will be shown, and points for the variety of kicks and the player's overall style will be given.

Next, it is time to get our hair wet with a spot of surfing. As with most of the events, the idea is to perform as many point-gaining stunts within

the time limit, except that in this event, bonus points can be gained by surfing dangerously close to the towering waves. However, if you stray under the wave, there will be no hope of continuing and you will 'wipe out'. You are allowed four 'wipe outs', and when you have used these, or have outlasted the timer, a group of hip beach-bums give you a score based on your daring and overall performance. After you have towelled yourself down, it is straight onto the beach's promenade for the skating. Actually, it must be quite a hard rub-down you give yourself, because in this event you are portrayed as a woman! In this event, you must skate along the horizontally-scrolling paved surface, jumping over any cracks and

When each surfer has 'wiped out' four times, the local 'rad lads and lasses' give you their opinion.



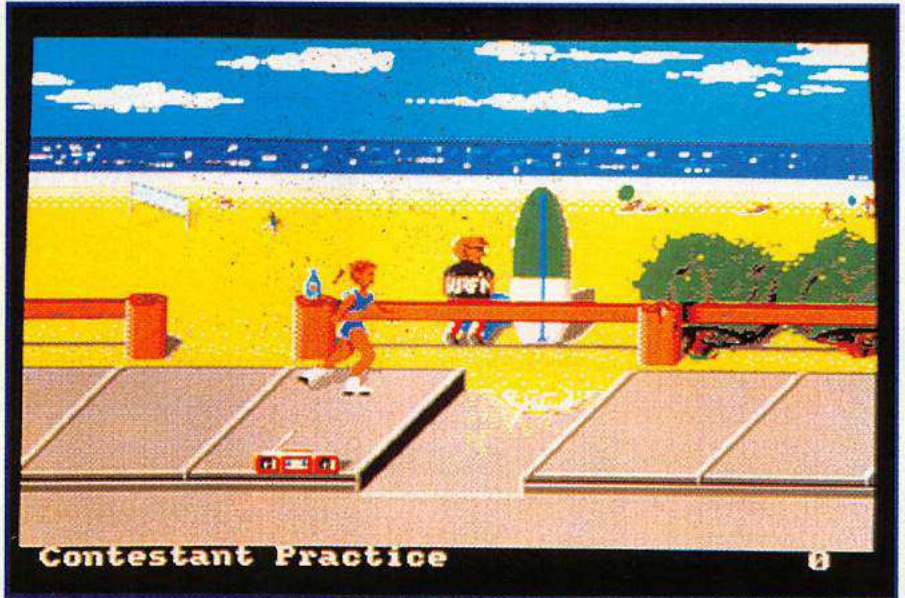
moving out of the way of any rogue beach balls, radios and fallen ice creams. Contact with any of these items causes our feminine alter-ego to fall over, thumping the ground in frustration; but, if they are jumped over, a healthy bonus is granted. Additionally, if you are feeling very brave, and spin whilst leaping over the obstacles, an even larger bonus will be attained.

Retaining any knee and elbow pads worn in the skating, we now don a crash hat and prepare to participate in the BMXing. Played over an extremely hilly course, you must make it from the start to the finish, performing as many tricks as possible between. The BMX can be accelerated by continuously pushing the joystick right, and the jumps are performed by pressing fire and moving the joystick when airborne. Scattered on the ground are various piles of dismounting stones and logs, and these should be avoided whenever possible. Each rider is allowed only three falls before he is disqualified, so a delicate balance between safety and speed must be maintained at all times.

Finally, we make our way to the lush greenery of Yellowstone Park for the least strenuous of all the events - frisbee throwing. Split into two sec-

Although there have been many variants on this type of game, it has to be said that California Games is probably the best of the lot. The graphics aren't bad and complement the games playability very well. Although sports-sims' aren't really my cup of tea, as I progressed through the different events of California Games I found myself intent on bettering my previous score. Once all the different moves had been mastered the events became much more enjoyable. My only gripe is the scrolling on the BMX event, although this didn't really detract from the game's overall addictiveness. All in all, a very competent game and one worth taking a look at.

JS



↑ Speed is of the essence if a decent score is going to be amassed in the skating. Once a decent joystick rhythm is achieved it all becomes plain sailing, and you'll be twisting and leaping with the best of them.

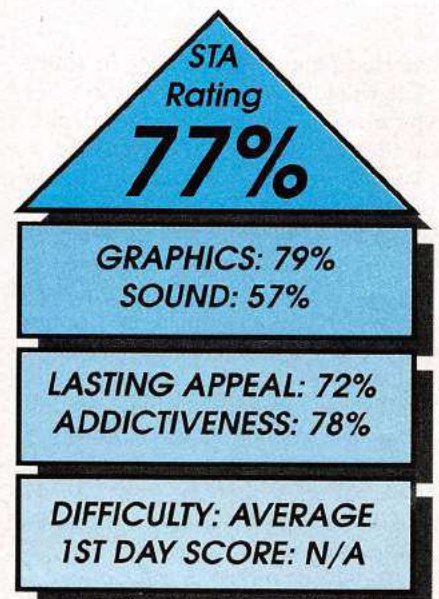
tions, the frisbee throwing requires both skill and coordination as you attempt to throw the round plastic disc as far as possible AND catch it at the other end. Throwing the disc is a gangly-looking guy, below of whom is a gauge which determines the throw's height and strength. Once thrown, control swaps to the female half of the duo who must catch the spinning disc. Moving her both left

and right, she must be positioned below the descending disk, but if her positioning is slightly off, she can be made to perform a daring dive during which she literally plucks it out of the air.

**STA**



As you perform daring tricks such as these on your BMX, the computer prints such messages as 'way to go' and 'whoa dude'. fall of though, and you will be told to 'face plant' and be called 'geek of the week'!



# COMPETITION WINNERS

## RUNNING MAN WINNERS

*There seemed to be loads of you who wanted to get your hands on the Arnie goodies that were up for grabs. Sadly, not every one can win, but the following people have all got watches winging their way to them: Jonathon Batkin, Abergavenny; Haydn M. Summerill, Biddulph; Andrew Holding, Gwent; Gary O'Brien, Hayes End; and Oliver Barclay, Shoreham Beach. Meanwhile, both C. Mervin and Ben Beatham have got La Coq Sportif tracksuits on their way, and Geoff To from Greenford and Debbie Astin from Dorset have won a Running Man video each.*

*Incidentally, the answers were:*

- 1. You could have picked one of the following: Predator, Terminator, Twins, Reds Heat, Raw Deal, and either of the Conan films. There are also a couple of his older movies that would have been accepted.*
- 2. Answer "B" Pacland.*
- 3. Answer "C" You could have had Buzzsaw, Dynamo, Subzero and Fireball.*
- 4. Answer "D" Predator.*

## GILBERT'S BROTHER

*A rather nice Brother printer was the main prize in this mucus riddled compo. And it is now on its way to Steve Wright, who hails from Nuneaton. Also, there were runners-up prizes of Gilbert books and another twenty prizes of the Munsters game. One of these prizes will on their way to: Stuart Haslam, Strood; Joseph Santos, Holloway; Steve Wood, Wolverhampton; michael Lacey, Retford; James Scotney, Stevenage; S. Vogel, Wimbledon; Andrew Triggs, Croydon; Matthew Tidd, Arundel; Mark Bradshaw, Aberdeen; paul Brown, Tyne & Wear; Mark McGregor, Dyfed; John Shearing, Godstone; Arthur edge, Liverpool; Marco Va Doel, The Netherlands; Yacoob Woozeer, Nottingham; David Foreman, Telford; Mark Chamberlain, Norfolk; Jonathan Chivers, Thame; G. Carter, Camberley; Christopher Wilkins, East Ham; R, Lagoe, Nottingham; Paul Franklin, St. Albans; John Simcoe, Kettering; Bradley Joy, Horley; Michael Wigmore, Morpeth; Michael Smith, Preston; Russell Chan, Canterbury; Mark Harris, Essex; Peter Eaton, Heysham; C. Taylor, Walton; Darren Kucper, Preston; Mark McNickle, Belfast; Colin Wilson, Cheshire; Mike Collingwood, Southampton; and Steve 'Kat' Matson, from Doncastor.*

*The correct answers were:*

- 1. C. The Millenium Dustbin.*
- 2. B. Tyne Tees.*
- 3. A. Drill (not Mucus, like so many of you thought!).*
- 4. A. Get Fresh.*

**WELL DONE ALL OF YOU.**

# RED LIGHTNING

Having peered at the complex tables of statistics which accompany every move, I quickly realised that it is unlikely that I will ever find a Marshal's baton in my kit-bag. My place is obviously in the front line with the rest of the cannon fodder. This 'heavy' simulation should only be taken up by enthusiasts who can devote the time to a proper study of the situation, as all the action is strictly cerebral.

AM

"If you are a dyed-in-the-wool wargamer then it's likely that you'll like

'Red Lightning'. It's a Warsaw Pact versus NATO conflict based on the hex board style of war game."



SSI (£29.99)

Red Lightning, being based on units of regiments, brigades, etc. up to corp level, is strategic in nature. The basic units are moved across the 'board', the hex screen display, by using the mouse. In fact all actions are carried out using the mouse and it's not necessary to touch the keyboard.

Red Lightning offers a large number of options. Apart from the standard 'n' number of scenarios (this one has three) there are several other selections you can make: a long or short scenario; which side to fight for or a two-player option; the season; how much intelligence info is available; and even the capability of the computer opponent. This last one varies from Pushover to Hideous. It is also possible to simplify the game further by delegating some tasks to the computer, such as control of the North Atlantic campaign and Air Operations. One option that is missing is that of Tactical Nuclear missiles. A Chemical Warfare option is included, so why not Tactical Nukes?

The game is played with a turn time of twelve hours. The turn sequence is; Warsaw Pact orders phase followed by NATO. Then comes the Joint Air combat phase followed by the Joint Ground Combat phase. The phases are pretty much self explanatory, except for the last one. In the General Resolution phase the computer calculates the results of the preceding actions. Amongst other things, it calculates a victory level number. Victory is deter-

I found this game both absorbing and frustrating. Absorbing because once I started a scenario I couldn't but wonder what was going to happen next. Frustrating because it didn't do things I thought it should. The strategic overview display was disappointing. It added little to the game other than letting you move around the map quickly. This left a void as there was no way of obtaining a strategic overview that gave details of the current situation.

SK

mined by using this number. For each scenario these levels are different and consist of two values. If the number, at the end of the scenario, is lower than the lowest Victory level, then NATO wins. If it's higher than the larger number, then it's a Warsaw Pact victory. A

number inbetween represents a draw.

Menus are used to control the game. With them it is possible to plan airstrikes, special operations and movement of ground forces. Menu options allow you to access detailed information about friendly forces, display a Strategic



Goodbye, Berlin. Pact armies have taken Berlin, reinforcements arriving too late.

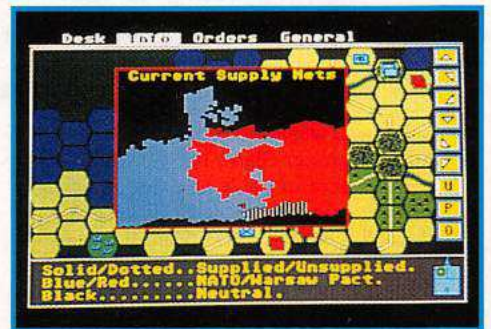




Red Lightning is not a game that should be taken light-heartedly. As a novice wargamer I frequently found myself on the losing team. The game is very intricate and complicated, at times the action looked more like an accountant's spreadsheet package than a game. As for actual gameplay, I found the goings-on intriguing, albeit a little intense. The input of commands was, at times, a little tricky. Red Lightning is a game for tacticians everywhere, but beware, on its hardest level even the most ardent fans will be up against it.

NC

Supply Net Map. Depicts a classic pincer movement by NATO



position of the units under attack. I would have much preferred if on each air strike it had indicated the position of the relevant unit on the 'board', in order to give a clearer overall picture of the air strikes.

To summarise, this game has the flexibility and detail one would want from a game of this ilk. Its user interface is a little difficult to come to terms with. But, notwithstanding its minor faults, Red Lightning is one of the best wargames to appear on the ST for some time.

STA

report, Political Report and a Supply Net map. Resupply and reinforcements are carried out by the computer. Details of the reinforcements - when, what and how much - are given in the documentation.

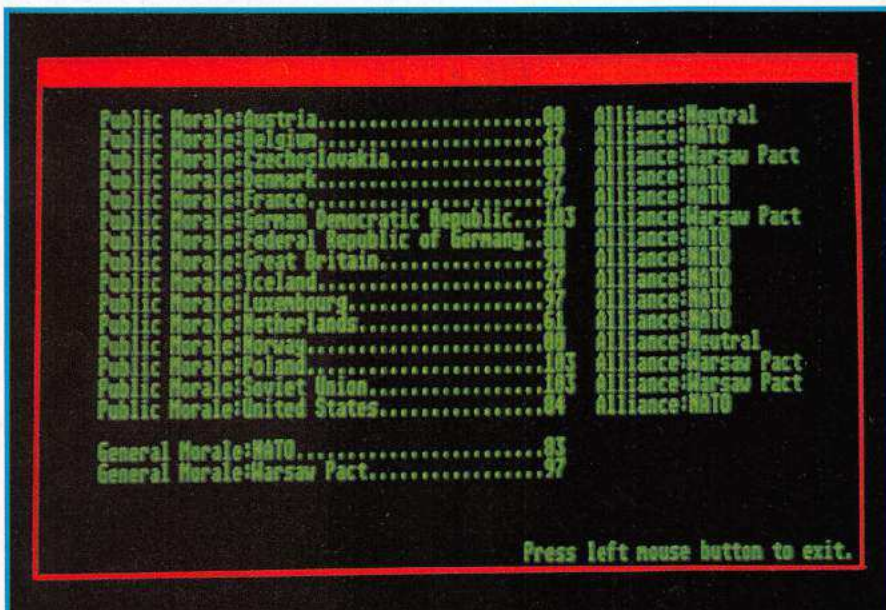
Red Lightning comes complete with three scenarios that can be played either as the commander of NATO or the Warsaw Pact or as two-player games. The scenarios are, 'Red Lightning', 'Lions & Tigers & Bears' and 'A Gathering of Hosts'.

In Red Lightning neither side has mobilised but the Warsaw Pact has achieved strategic surprise in attacking across the border. In the second scenario both sides have mobilised but NATO has not yet deployed its forces. The last scenario, 'A Gathering of Hosts' is when both sides are fully mobilised and in position. In all three scenarios the Warsaw Pact are the aggressors.

I could go on for pages about all of the options and details that this game incorporates; the documentation supplied, a prerelease version, consisted of

50 sides of A4. The document not only describes the various options and how to play the game, it also gives details of the mathematics upon which it is based. I would have preferred more diagrams of the screen layout and what the various terrain hexes mean. The author of this game has obviously done a lot of research and has provided a very flexible and detailed game.

As with most games, there are areas of disappointment. Most of mine revolve around the 'user interface'. Most disappointed was the tabular information. On a TV screen this information was virtually unreadable, unless it was written in green. For some reason red and blue are used extensively and even on a monitor aren't too clear. Other points that I found annoying included the inability to go to a particular hexagon or, having displayed on the strategic overview display, an indication of the portion of the 'board' that is currently being displayed. Another area that really bugged me was the air operations. In the Air Combat phase the computer informs you of the name and



Political Report. Shows current morale levels, who's going to 'bug out' first?

STA Rating

**73%**

TEXT/GRAPHICS: 70%

GAMEPLAY: 68%

LASTING APPEAL: 76%

ADDICTIVENESS: 69%

# GRAND monster SLAM



"If you thought you had mastered every sports sim going, get ready to take part in the completely wild Grand Monster Slam."

## GOLDEN GOBLINS (£19.95)

Hello, and welcome to this, the twentieth Grand Monster Slam. I'm Biff Beholm, and I'm here to guide you through this wild'n'wacky tournament. In case you didn't know, this years Slam features a new race competing - the Morothonian Dwarves, who replace the Drashigs who, as we all know, were so sadly obliterated in the recent desert wars. In case you are not familiar with the rules - and where have you been for the last century? - each species forwards its best Belom kicker, and they compete against another player, attempting to kick all of their Beloms to the other side before their opponent. This year, the ever-cute Beloms have been supplied by our sponsors, Hire-a-Belom, despite criticisms from the 'Cruelty to Beloms Society' - actually, I think I can see the society's leader being placed on the pitch right now! When all of the Beloms have been successfully punted, the victor must then run to his opponent's end of the pitch and hold his hands in the air. Initially,

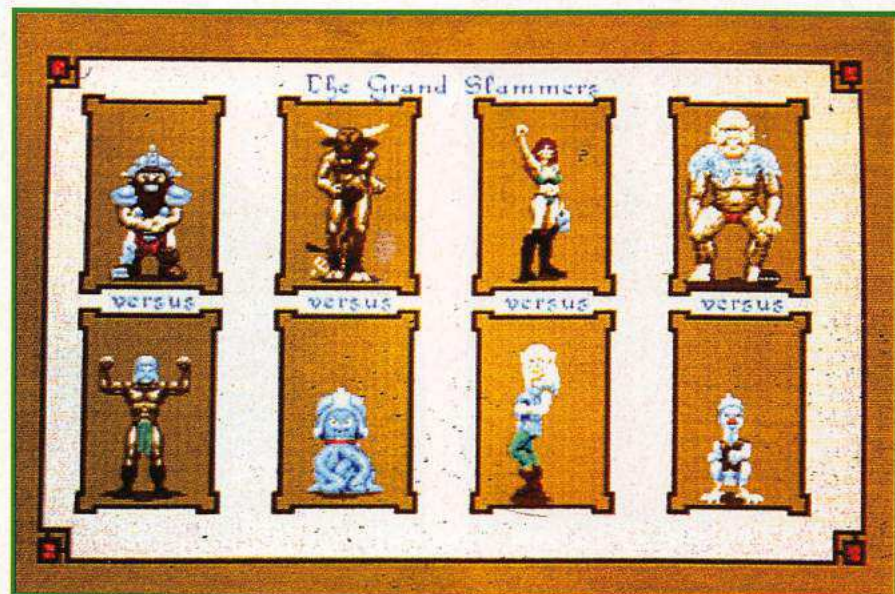
there are six players in the Slam, and this year I know that my money, along with practically everyone elses, is resting on last years winner, the Minotaur... er, right, I have been informed that the first round is about to begin, so let's waste no more time and go over to the stadium...'

'As expected, the Slam is playing to a packed stadium, with our TV network, KRAPTV (Kilvanian and Rigelian Amazing Production TV), gaining exclusive rights to broadcast the games. Ah, what's this I see? Yes, it's the first contender in Court One, the newcomer Dwarf. I must say that he seems rather unusually dressed in that leather thong and the tin hat. Actually, I hear on the grapevine, that rust to his beloved hat nearly put him out of the tournament - still, I hear his sponsors, Rustaway, got him out of that spot. A little late, but to a rapturous applause, I can now see the crowd's favourite swagger in. Good old Conold, he's everyone's favourite Barbarian. Ok, so he doesn't have a

sponsor this year since he ate his last one, but some of his friends have had a whip round to send him here - let's hope he doesn't let them down. With both players ready to play, all we are waiting for now is His Majesty the King to open the games. And here is now, wearing the latest in crinoline clothing - and very

*This game is Silly, with a capital S. Who ever thought up such a weird and wonderful game has undoubtedly done all ST users a real favour. Grand Monster Slam is a beautifully animated game, full of really strange Tolkienesque characters. The only moan I could find was the fact that the game was maybe a tad repetitive with little variation. Still, the sport of Belom-booting is an easy game to play but a difficult one to master. Despite good controls, I still found the 'Belom's Revenge' event somewhat tricky. Needless to say, Grand Monster Slam is a great little game, one packed with fun.*

NC

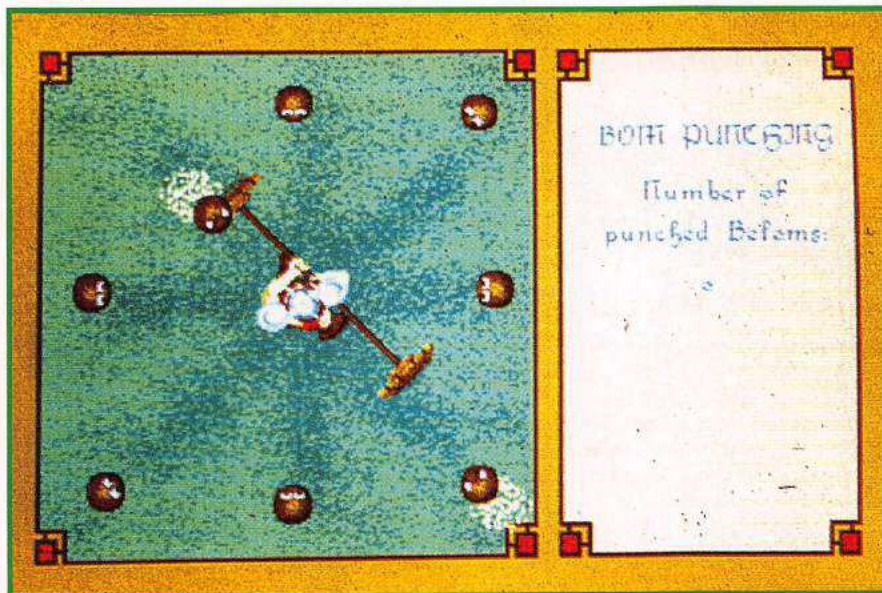


This motley bunch are the contestants in the Slam. Each has their own style of play and characteristics, and you will come up against them randomly each time you play.

*Booting Beloms! Jeering at the crowd! Grand Monster Slam sounds more like a Football match than a Tolkein-inspired sports game. Mind you, that is not to say that this piece of madness isn't that much fun. I found the controls over my character to be nice and responsive, and I can whole-heartedly say that kicking Beloms was very enjoyable - but for how long? The action is very repetitive, and before long I was looking for something with a bit more to it to play.*

JS

The Belom's Revenge: turning as quickly as possible, the Dwarf must spin around, hitting the angry Beloms with what looks to be an oar. To begin with, ten Beloms must be hit, but later this increases to twenty.



STA  
Rating  
**80%**

**GRAPHICS: 80%**  
**SOUND: 72%**

**LASTING APPEAL: 77%**  
**ADDICTIVENESS: 85%**

**DIFFICULTY: AVE/HARD**  
**1ST DAY SCORE: 13723**

↓ All is lost as the Dwarf lies on his face, and his opponent runs forwards to steal victory.

dapper he looks, too.'

'Ok, so there's the signal, and both players are already booting the Beloms left, right and centre. It's obvious that the crowd are on Conold's side, but this doesn't seem to deter the Dwarf, who seems to be enjoying himself, giving V-signs to them, and knocking Conold down with a well-placed Belom. Actually, at this stage of play, it must be said that the Dwarf is slightly ahead, with only three Beloms at his end, whilst Conold is having some real problems with his aim. And that's it! I don't believe it. I really don't believe it! The Dwarf has won! Using a superbly-timed shot, he knocked Conold down, and then kept him down with about four Beloms in succession. What play from this bright newcomer. Oh dear. Now that's a pity. It seems that in a fit of rage, Conold has bitten the heads off two spectators, and, I must say, I feel that it a bit uncalled for. After all, there is another Slam in five years time - and he should be on parole by then.'

'Now let's see if the dwarf can successfully block ten Beloms to keep his score. Don't forget, using only a large Belom-poking stick, each winner must keep a group of Beloms from attacking him. By prodding them with a stick they will move back, but as they tend to attack in numbers, it's certainly not easy. After all, who can forget the incident when Borak Novo was brutally chewed by a Belom two years ago? The circle of Beloms is moving in on the Dwarf now, and he is looking a bit flustered. One down... two... three - behind you! Oops, too late, still at least he gets to keep a thousand points. It seems that on court two, the Minotaur has beaten the squid-like Acturian, but before we go over to the Dwarf's match against good ol' Mino, here's a quick word from our sponsors...'

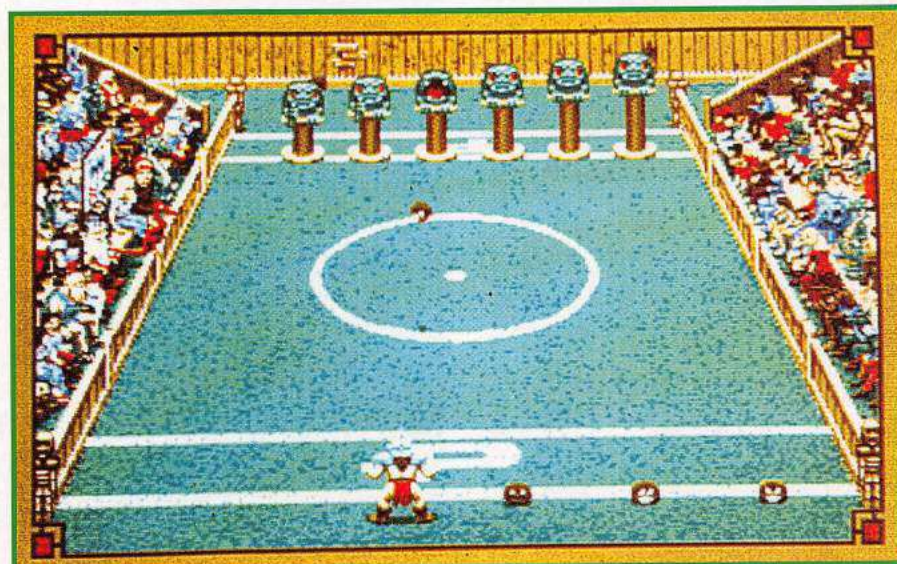
**STA**

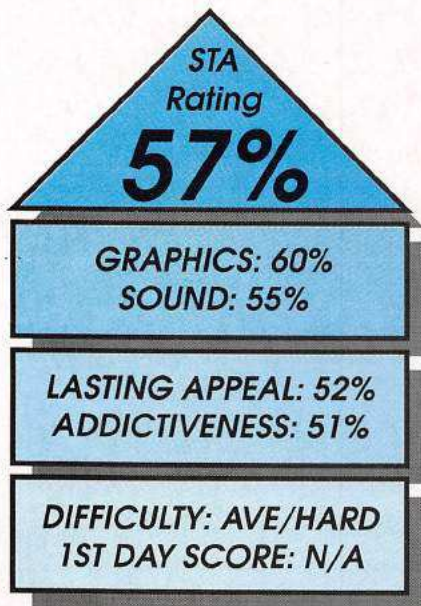
Once you have emerged triumphantly as the winner, before the King allows you to the next round, you must feed his pet Faultrons. These ravenous beasts sit on columns of various heights, and you must boot a Belom into each of their expectant mouths. Do so, and the plucky dwarf goads the crowd. Fail, and he is reduced to a sobbing heap on the floor.



*This has got to be one of the strangest games I have ever played - and one of the best! Grand Monster Slam initially doesn't look up to much as you boot the Beloms upfield, the looks are deceptive. Backing up the weird gameplay are some superb graphics, and the attention to detail is superb. For instance, before you punt a Belom upfield, it starts looking worried and shakes, and it is also possible to provoke the crowd - brilliant! The only fault I can find with Grand Monster Slam is that it probably won't take long to complete. But I know I'll be returning to it again.*

**SM**





"Just when you thought it was safe to go back to your ST, Screen 7 release the computer version of Peter Benchley's classic film and book, Jaws."

# JAWS

SCREEN 7 (£19.95)

As film tie-ins go, I think this one may be just a little too late. And I can't honestly say that the wait was worthwhile. Jaws reminds me of a very early 8-bit game called Scuba Dive, which, although novel at the time, nowadays comes over as extremely embarrassing. Like the film, this title is definitely out of date. The graphics promise much with an impressive introduction. Unfortunately, that's where it ends. Small and undetailed sprites devalue the game's scenario considerably and the gameplay may be just a little too difficult for the average player. Overall, Jaws lacks that certain 'bite' that ST owners are used to and, therefore, I cannot recommend it.

SM

It's summertime once again, and the golden beaches of Amity Island are attracting more holidaymakers than ever before - including an unwelcome visitor in the shape of a killer shark.

Assuming the role of Brodie, Chief of Police, you must hunt down and kill Jaws before any more swimmers are attacked. He has managed to persuade an experienced shark-hunter, named Quint, and an Oceanographic expert, Hooper, to assist him. Hooper has also brought along three highly qualified divers to help with the equipment. Unfortunately, the equipment and special weapon needed to destroy Jaws was lost in a reef just off the coast of Amity. Therefore, the team of six must venture into the water in a diving bell and recover the four sections of the gun as well as the special bullets before attempting to destroy Jaws. No easy task, as the caverns of the reef are infested with a myriad of different sea-creatures, all intent on hindering and killing the divers by reducing their air on contact. The diver is placed in the area where Jaws is prowling. With only eighty seconds of air and four mega-bullets, each one must travel



will be forced to close down the island, which will not please the mayor at all. Once the pieces of equipment have been recovered, then one of the divers must search for Jaws and destroy him by hitting him three times with the special weapon. Whilst exploring the caverns, certain sea-creatures, when destroyed, turn into icons which may enhance your diver's attributes, such as his air supply, an extra life or a special weapon.

STA

deep into the caverns and recover the equipment. If the diver is destroyed then another takes his place. However, the Mayor of Amity has also complicated your task by insisting that as many beaches as possible stay open, despite the risk of attack. If you close the beaches for too long then the chances are you'll lose your job and have to restart from the beginning. But, if you ignore the warning signs given, too many swimmers will perish and the mainland authorities



Jaws seemed a perfect opportunity for a real mega-game. Sadly the end result does not fall into this category. After a very impressive opening sequence in which a well-drawn, 3D shark-hunting vessel leaves the harbour, I endeavoured to play the game. Personally, I felt that the many adversaries were a little unforgiving, making the game somewhat difficult. The graphics, for the main part, struck me as being somewhat 8-bitesque - Jaws not looking menacing at all. The sound complemented the play in the obligatory fashion and for the main part remained unnoticed. For my money, Jaws is a poor game, definitely one that won't be remembered as a good licence.

NC



Behind you! One of the six divers is chased by the ever-present great white.

STA  
Rating  
**69%**

GRAPHICS: 50%  
SOUND: 50%

LASTING APPEAL: 73%  
ADDICTIVENESS: 73%

DIFFICULTY: AVERAGE  
1ST DAY SCORE: N/A

Fantasy role playing games on the ST have never been more popular. Specialists, SSI, have created a range of games to test even the most battle-hardened adventurers.

# DEMON'S WINTER

SSI (£24.95)

*Demon's Winter is one of those games that you pick up in your local computer shop, examine the packaging, and put back. That is, of course, unless you've ever tried out fantasy role-playing games. OK, so it doesn't sport the latest 16-bit mega graphics and it doesn't play a hip digitised soundtrack. What Demon's Winter does offer is an intriguing blend of strategy and adventure. I'm not an avid fan of this genre, but this game did capture my attention. As a first RPG game I would highly recommend it. Well done SSI!*

JS



Having successfully trapped the great demon, Malifon, inside a volcano, the villagers of Ildryn went back to their peaceful way of life. However, encased in the molten mountain, the once powerful demon began to regain his strength. Day by day Malifon's powers grew until he was at last able to cast a spell so mighty that it plunged the entire world into despair and turmoil. Seas and rivers turned the crimson red of blood and all around the countryside was cast into a deep, cold winter.

In these desolate surroundings Malifon's minions began to thrive. They knew their duty: to free their incarcerated leader. As they roamed the lands they destroyed whole villages at the slightest hint of resistance. One such settlement was Ildryn. The menfolk drew together in an attempt to beat off the raiders but,

alas, to no avail. The few survivors fled, the dying cries of their fathers' ringing in their ears, "avenge me..."

Demon's Winter is a highly-detailed, fantasy role-playing game from American-based company, SSI. Your task is simple: you must search the surrounding lands in search of the spells that will put paid to the great demon's misdeeds forever. To help you in your quest you may select five heroes. The party may be selected from a number of different races; humans, dwarves, elves, trolls and the like. Having chosen which race a character is to be, you must also select a class, each of which has a particular skill. For instance, a Paladin is a noble warrior who possesses some knowledge of magic, while Wizards are wielders of magic and may use their powers to devastating effect.

Once a party has been formed the search begins. The group roams the countryside until they meet some of Malifon's forces. Combat ensues and,

depending on your characters' hit points, strength and speed, the battle is fought. Characters injured or killed in battle may be healed in certain towns. Here, players may also buy weapons, armour and provisions for their party, using captured gold and weapons as payment. Successful battles will award experience points to characters. Using the Town Guilds, warriors may increase their attributes, gaining valuable hit points and the like.

Puzzles, too, must be solved in order to progress. Much of the game takes place underground where traps, secret passages and such like abound. Cautious adventurers will undoubtedly fare well as fools don't last long. Demon's Winter has a massive playing terrain and should keep RPG fans busy for quite some time. **STA**

*As my first real step into fantasy role-playing games, Demon's Winter provided me with many enjoyable hours. To be honest, the sound is poor with only very basic sound effects, and the graphics are best described as basic. However, as with all RPGs, the real pictures and sound are conjured up in the player's mind. The one-touch command entry provided a good way of commanding my party, the mouse controls becoming perfunctory. Overall, Demon's Winter is a very good game, especially if you want to play something that involves more than just blasting.*

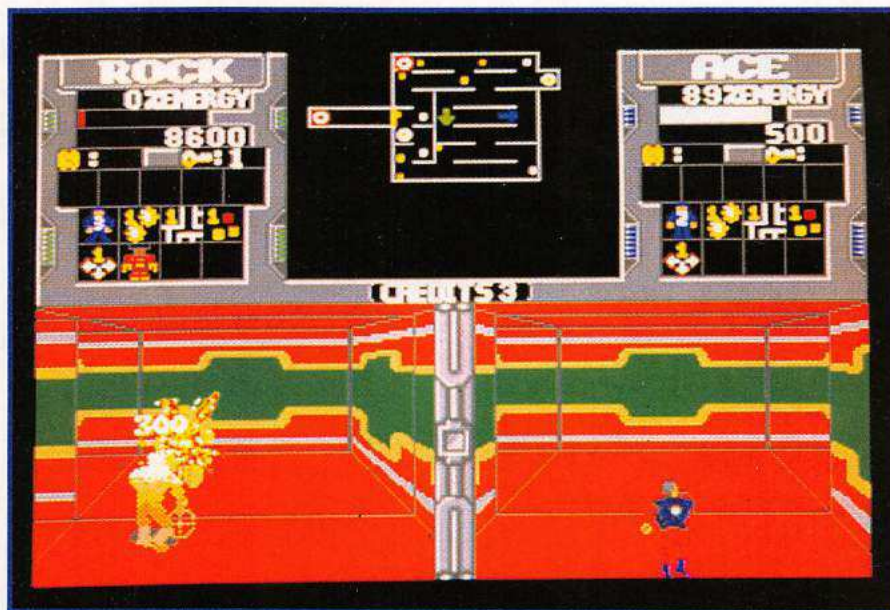
NC



Despite its somewhat basic graphics, Demon's Winter is a highly playable rpg. Here, our party prepares to do battle with a group of the demon's evil minions.

Xybots reminded me very much of Gauntlet, the only real differences being that this game is set in the future and also played in a different perspective. Having played the arcade version I can report that this game is, indeed, a good conversion, both sound and graphics being very similar to the original. The controls aren't quite as responsive, but having mastered them I managed to get a fair way through the various levels. Teaming up with another player offered some real excitement, the token-collecting element providing a real excuse for mercenary play. All in all, Xybots is a most competent conversion, one that I thoroughly enjoyed.

NC



"You can almost guarantee that a game will be more enjoyable if two players can either team up, or fight against each other in it. Silkworm has proved this, and so has Gauntlet II. Now it is Tengen's Xybots time to see if it will pass the two-player test."

# XYBOTS

DOMARK (£19.95)

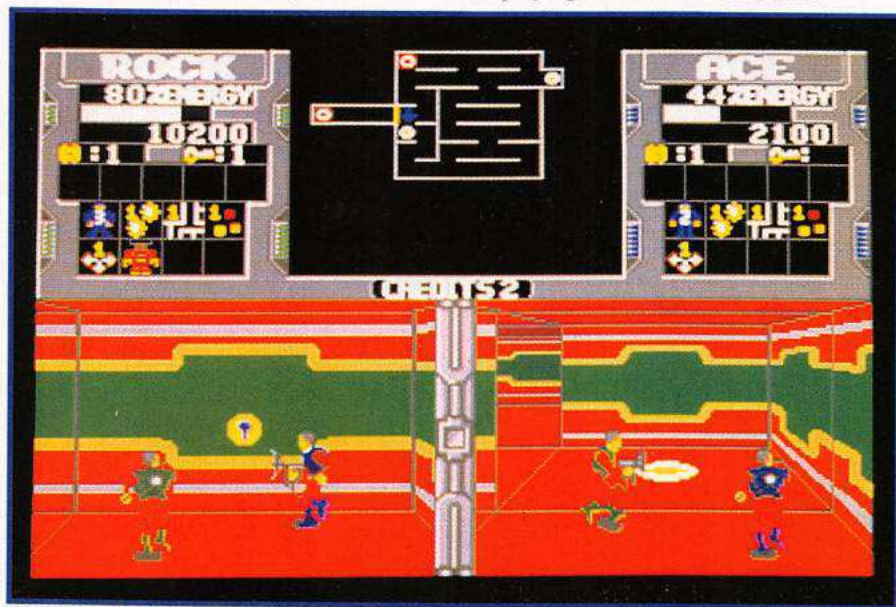
Following hot on the heels of Vindicators, comes Domark's second Tengen licence, Xybots. Set way in the future, Xybots is a unique split-screen, two-player game, in which two rugged military heroes must fight their way through, literally, thousands of robots, in the hope of using the then emptied base for their own needs. The whole complex is set underground and is split into several large sections, each of

which is governed by a creature known as the Master Xybot.

Whilst the game is loading, a brief animation sequence shows our heroes' ship 'dusting down' and the two combatants entering the arena. The game screen itself is split into five different sections: two housing the individual playing areas; one depicting a radar map of the level; and the remaining two displaying each soldier's status.

Pressing either fire button starts the game, and the hero materialises in one of the playing area boxes. All of the action in Xybots is viewed from behind the central characters, in third-person perspective, and the screen scrolls both forwards and backwards as it keeps the characters central. In a two-player game, both of the action screens are occupied, and occasionally you will see the other player appear in your panel!

No sooner have the two soldiers entered the arena, than they are attacked by the laser-firing robots - the Xybots of the title. Retaliation to their



Domark's conversion of Xybots is one of the rare breed that is actually slightly better than the coin-op. In a way, it reminds me of a third-person perspective version of the age-old Bezerk, but it takes the idea further and is infinitely more playable. Getting the players to look in the required direction is a bit hard at first, but it comes with practice and soon becomes second nature. My only complaint is that shooting wave after wave of Xybots can be a bit repetitive, but this is a fault of the coin-ops, not the conversions. If you were a fan of the coin-op, take a look at this conversion now.

SM

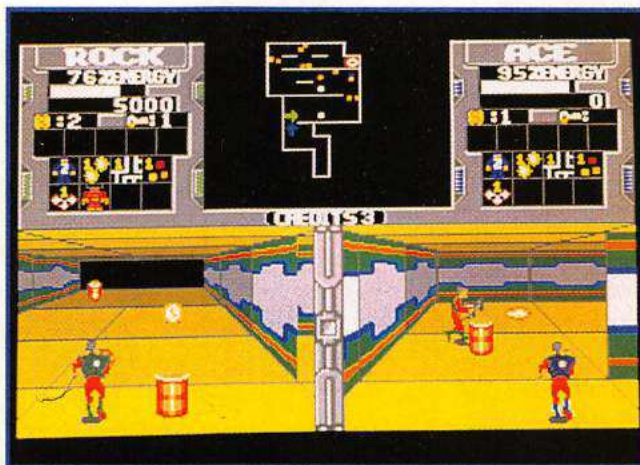
Throughout the levels, transporters await to teleport to different sectors of the stage - sometimes landing you in more bother than you left. Using these carefully can be the key to a level's rapid completion with the minimum of energy loss.

attack is achieved by pressing fire, which sends a laser bolt sizzling up screen. Both players are armed with the same laser, but as they fight their way through the levels, other more powerful weapons can be collected. Each Xybot only requires one hit before it is destroyed, but, because they use evasive techniques to avoid your shots, the chances are that you will need to fire a volley of four or five bolts before you actually hit one. As they weave in and out of the mazes, the Xybots continue to take pot-shots at you. If one of their energy bolts touches your player, then it removes a large chunk of his energy. This energy is shown as a long bar, but, as in Gauntlet, it is decreasing all the time, and if it expires you will lose one of your three lives.

When a Xybot is destroyed, it will often posthumously relinquish a gold token. As with collecting the additional weaponry, these are picked up simply by running over them. As well as these tokens, the players can also pick up various keys and jewels, all of which grant a bigger bonus at the end of a level. The end of the level is marked on the map by a dull red disk. This is a transporter, and when the player runs on to it, it will sink, taking him to the next stage. Before entry to the next stage, though, the player has a chance to spend the credits he has picked up during his battle. Items such as a slower energy decrease rate, or deadlier weapons are, money permitting, all up for grabs, and when you have made your choice, the next level is loaded.

Once a set number of levels has been cleared of Xybots, you will come up against the Master Xybot himself. There are no other Xybots within this level, and the battle is a straight one-on-one between you and him. If you manage to destroy him, a large bonus and access to the next level is granted; fail, and you are sent back a few levels.

**STA**



← This really does show off the multiple viewpoint system to its best extent. From behind, the characters don't look particularly well animated, but when you see them running from left to right, it adds a whole new feeling of involvement to the Xybot hunting.

Between each level, the two soldiers can stock up with extra armaments, such as reduced energy loss and better weaponry. Additionally, some of the enhancements can be given to a flagging team-mate.



*On first playing Xybots I wasn't too pleased with the controls but as I progressed further I soon found myself moving around with the greatest of ease. The graphics in Xybots can't really be classed as state of the art, but then again they don't really need to be. The game bases its appeal more on playability than dazzling visuals and, with this in mind, succeeds. Sound is average and not really awe-inspiring. Although a little awkward at first, given time, Xybots proves itself as a competent maze game with some interesting extras thrown in. Definitely worth a place in your software collection.*

**JS**



Player One has managed to pick up the double-barrelled rifle, whilst Player Two prepares to launch a volley of shots from behind the barrier of that oil drum.

**STA**  
Rating  
**77%**

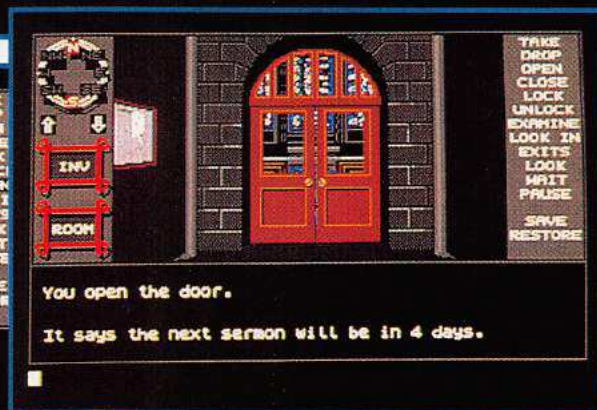
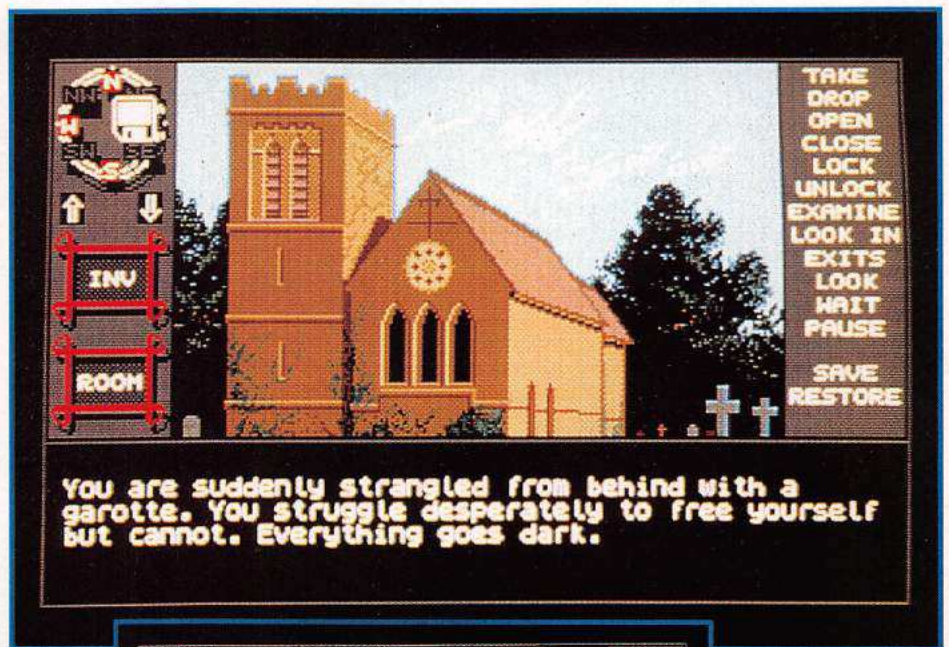
GRAPHICS: 81%  
SOUND: 68%

LASTING APPEAL: 77%  
ADDICTIVENESS: 77%

DIFFICULTY: AVERAGE  
1ST DAY SCORE: 300850

Five disks - what an Epic! As a first game from Horrorsoft, *Personal Nightmare* is simply brilliant. The graphics, sound and animation are extremely well presented. It is, however, the attention to detail that caught my eye. Everything is played in 'real-time'. At the beginning of the game there was a rather nasty car crash; I only heard it in the distance, but was soon passed by the local village bobby running to the scene of the accident. For me, it's little details like this that make the game. On the negative side, the disk swapping didn't help and the game could be termed as expensive. Still, *Personal Nightmare* offers a real challenge to adventurers everywhere.

NC



Errie hap-  
pening are  
common-place at this  
parish church. The  
entry porch looks  
harmless enough.  
However, a great feel-  
ing of foreboding  
greetes you as you  
approach the altar.

"After all it's only a nightmare. It can't really be happening - can it?"

# PERSONAL NIGHTMARE

HORRORSOFT (£29.99)

The lanes of the sleepy village are just as you remembered them. Slumbering, ivy-clad cottages nestling amid the sunny backwaters of your childhood memories. And there's the welcoming Dog & Duck pub where you have decided to stay until you can solve the strange disappearance of your parents from their deserted vicarage.

It's good to be home amidst those friends and neighbours you left so many years ago, but while the faces smile, there is now a coldness in the eye. Jimmy Blandford, the village photographer, now spends his days endlessly drinking in the bar downstairs, as if trying to drown a terrible secret, and Sgt. Jefferson now seems to dog your footsteps, watching and saying nothing.

While the sun shines and the birds sing, it's easy to ignore the whispering

voice of fear in your head, but see how quickly the setting sun brings the shadows of the churchyard scurrying towards you. Shadows which bring a chill to your heart and soul which reason can't dispel. What power is it that can reach out from the shuttered windows of Honeysuckle Cottage and force your limbs to retreat in terror back into the sunlight of the lane?

Now that night has fallen, that horrible gurgling noise in the kitchen downstairs has returned, and the unearthly howling from the crypt behind the church has begun anew. Perhaps tonight, while the village sleeps, you should muster your courage and search for clues. And here are the only words of wisdom I can give you: 'If you should hear something close behind you tread - don't look back!'

The game is played using the mouse. Items are selected for investigation or transfer to your inventory by a simple point and click. Unlike some previous games of this ilk (e.g. Chrono Quest) the user interface has been

Great graphics, great sound, great atmosphere and great fun. In fact it's a great game. The puzzles are not too mindbending, but they will keep you guessing for quite some time. Games like this have the power to grab your attention and keep you playing for hours. There are also tons of things to investigate and fiddle with. A definite step towards top quality. Apart from the 'FRIGHTENING' price - I loved it.

AM





STA  
Rating  
**83%**

TEXT/GRAPHICS: 91%  
GAMEPLAY: 78%

LASTING APPEAL: 79%  
ADDICTIVENESS: 81%

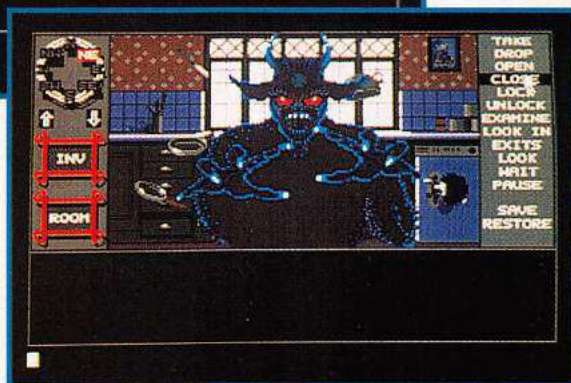
properly implemented, making it simple and obvious to use. The main part of the screen shows a static picture of the immediate area. The standard of these graphics could be compared favourably with the likes of a Magnetic Scroll game. The big plus, is that smooth animation has been added to allow characters to move from location to location. This animation is also used to provide the moments of horror when Vampires, Werewolves, and all other manner of nasties which go 'ape' in the night, leap at you from the dark. This usually results in a picture of your death mask complete with bulging eyes and blue tongue surrounded by a screen of nasty red stuff.

The moving of the large amounts of data used to produce these quality screens means lots of disk accessing going on (five disks) but for those baronial types who own hard disks there is an option to transfer.

As the game will move along without you, it's essential that you keep your eyes and ears open. For example, should you be in the street when a traffic accident occurs - you will see it. If you are nearby - you will hear it. Should you be up to no good in someone's garden shed - you will be oblivious to everything.

Wandering the village by day will enable you to grab everything that's not tied down, but nighttime wandering can involve you in deep trouble! Old stories of Devil worshipping and possessed souls were once commonplace around here, but you're not going to let a load of old wives' tales keep you indoors are you? In addition to solving the mystery of your parent's disappearance, you must provide proof to the local bobby that some of the villagers are up to no good. The trouble is, as I remember from all good horror movies, the village bobby is usually the biggest nasty of them all!

**STA**



↑ Something nasty is happening in this village. Demons abound and only you can halt their evil intentions. →



*Personal Nightmare they call it, and it has been for me. I've been bitten and burned to death. I've been locked up for breaking and entering and theft. I've picked up and tried to use numerous objects and I still don't seem to be making any headway. The graphics of this game are superb, some of the best I've seen. The sound is excellent and adds to the atmosphere of the game. The thing I didn't like about it was that there is no indication of which direction you're facing, making it easy to get confused.*

**SK**



Ghoul, ghosts and things that go bump in the night are the order of Personal nightmare.

# ACTION SPECIAL REPORT



## ARC DEVELOPMENT

*If I said that a new software company called Arc Development, had recently formed, you'd probably say: 'What's the big deal?' However, if I told you that software giants, U.S. Gold, had entrusted this new team with some of the hottest arcade conversions this year, you'd know that this isn't a bunch of no-hopers. Jason Spiller travelled to 'Brum' to check out this new team.*

This time last year, Elite Software were riding high in the charts with some tremendous products, and it was obvious that there was a driving force of software-writing talent in their ranks. Now, Arc Development, has been formed from some of Elite's 'elite' programmers and graphic artists. Team leader, Byron Nilsson, described what turned out to be a mass exodus: 'When you work for an established company like Elite, they have their own tried and trusted formulas and they make their own decisions. But this makes it extremely frustrating for anyone bursting with their own ideas. At the time, I was working on 'A Question of Sport' which was a relatively easy project when, after many years at Elite, Tony Samuels left to become product development coordinator at U.S. Gold. We kept in touch and he



The Arc team, Tim, Byron, Chris, Paul and Warren - Unable to find a sheet big enough to hide their secret project, Crack-down!

kept telling me about all these juicy projects which really whetted my appetite. Anyway, one day he just turned up in the car park and said that

he had an arcade conversion which was right up my street... I handed in my notice practically the same day.'

Byron didn't need to look far for software development personnel: 'There were some really talented people at Elite who were performing various programming tasks, and they knew that I had been sort of planning to go on my own for some time. For example, Tim Round was on a YOP scheme, and he was carrying out very menial tasks, like tape duplication. Anyway, I got talking to him and discovered he really knew his stuff.' Shortly afterwards, Tim managed to tear himself away from the YOP scheme and, along with Chris Coupe, Paul Walker, Richard Underhill and Warren McCormack, left Elite to form Arc. The first project was the arcade smash, *Forgotten Worlds*, which was rather an adventurous first project for the new team. I asked Chris Coupe how the team set about the conversion of *Forgotten Worlds*: 'Bugged if I can remember!' he answered in a broad west-midland accent. He paused:



*Forgotten Worlds*: A resounding success in every way. The press praised it for its likeness to the original.

Forgotten Worlds: 'First the arcade machine was played to death, and then it was a process of taking the most prominent aspects and ignoring perfunctory detail.'



'Come on fellas, help us out!' Tony prompted him: 'Go on Chris, tell him the truth... you put the assembler under your pillow at night and the good code fairy comes along and does it all for you.' 'That's happened to you as well has it?' Chris quipped. Old programmer gags were flying around the table like tall fishing stories, and we were getting nowhere fast.

I turned to ex-YOP victim, Tim Round, who was silently tucking into a particularly chewy pizza: 'Forgotten Worlds was the first game I ever worked on. I was responsible for the ST version and immediately the pressure was on to make a demo of the game which was as complete as possible. This was U.S. Gold's way of finding out whether we were capable of producing the game. This meant experimenting with scroll routines and sprite systems and forming a basic shell of a game. The first step was to play the arcade machine to death, sketch pictures of the sprites and backgrounds, and decide which sections of the game we were going to include in the conversion. The arcade

version has nine levels, which would be physically impossible to cram into the conversion, and so from the sketches and plans, Paul produced the first mock graphics of the scenery and main sprites and this was a crude basis on which we could work. We mapped the first level, broke it down into sections like the scrolling rate, opposition algorithms, sprite behaviour and weapon systems and worked on each factor individually. So with level one complete, we could use it as a sort of template for the rest of the game and just draw different backgrounds and opposition patterns.'

Arcade conversions are judged by how similar they look to, and play like, the original. Byron described the process: 'First you've got to play the game to death so you know everything about it. In this process, you discover how the arcade machine works and runs the game, and you must try and interpret that on the machines you're working on. One of the problems we encountered was the fact that the main sprite, the opposition and gun turrets turn in eight directions,



and so we needed to design some sort of directional time routine.' A lot of conversion houses have designed clever chip reading devices which can revert the arcade game into code - an ingenious short-cut facility. I asked Paul whether Arc used such devices: 'That's cheating isn't it? No, with Forgotten Worlds, we literally had to get to know the game inside out and then reproduce on the various computers, we don't even port screens from one machine to another... each machine is worked on separately. The biggest problem is how to fit megabytes of memory into half a meg, and the real art is to interpret the most prominent aspects of the game and ignore perfunctory details.' What's the next stage? Tim answered: 'After the backgrounds and scrolling are implemented, the next stage is to get the sprites moving. Sprite control is one module and, for example, there are seven different types of sprite routine just to handle one type of nasty. Then, somehow, the whole thing starts to take shape.'

Forgotten Worlds was a resounding success in every sense of the phrase. It bears an incredible resemblance to the arcade version and the press showered it with praise. A successful first project - but what's the next conversion? We returned to Arc's recently acquired offices, where I had the door shut in my face, and through the woodwork I could hear: 'Blah, blah... cover over the machine. (Murmur, murmur)... their going to find out soon anyway.' The door was opened, and in the centre of the room stood the subject of secrecy... a Crackdown arcade machine. Byron broke the silence: 'We've only just started preliminary sketches of the game.' Arc have got six months of intensive work ahead of them, but if the Crackdown conversion attains the standard of quality set by Forgotten Worlds, we've got something to look forward to.

**STA**





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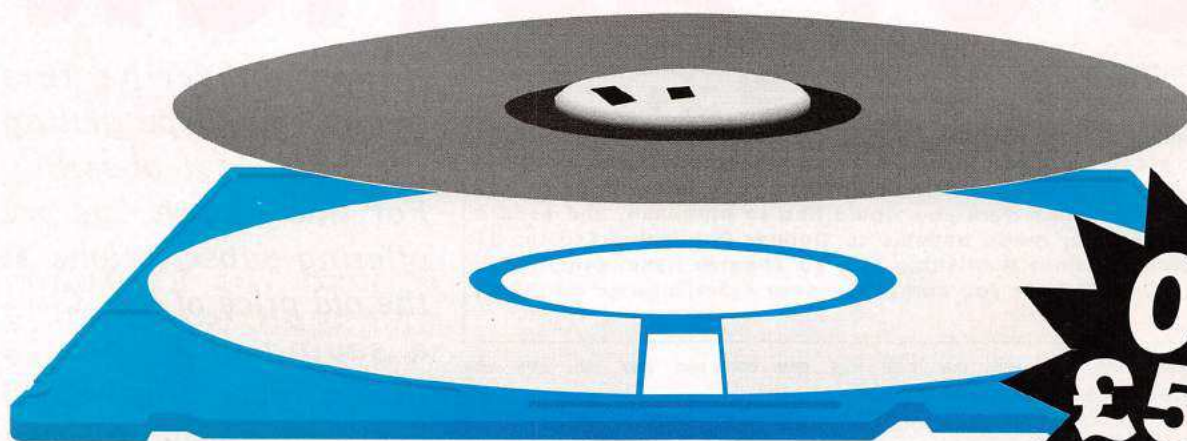
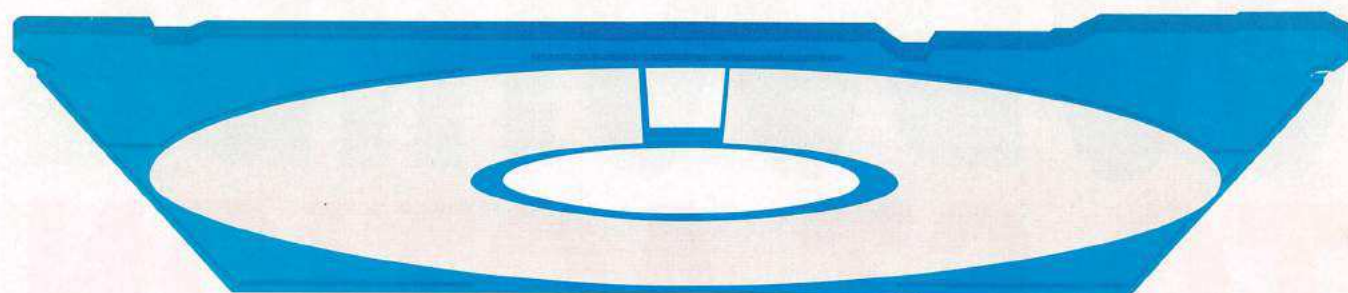
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# BATTLE CHESS COMPETITION

So chuffed were Electronic Arts with our 78% STA1-rated review of their excellent Battlechess, that they thought: "Hmmm, how about running a compo in which some lucky person could win a chess set almost as ornate as the one in the game". Now, we can't promise that the pieces will get up and beat each other up like they do in the game, but we can promise that all your friends will be agog if you win it.

Not only are they supplying the chess set, but there are also twenty of their rather designer EA T-shirts up for grabs. So, what do you have to do to win either the chess set or a T-shirt? Well, the same as usual, really - answer the following questions! The first correct entries to be pulled out of the hat on the 17th of August will win.



## THE QUESTIONS:

1. In chess, what character can only move diagonally?

- a) Rook b) Knight c) Bishop

2. Along with Battlechess, EA have enjoyed success with games called Fusion and Populous. What is the name of the team behind these two classics?

- a) Bullfrog b) Interplay c) Ribbetsoft

3. What was the name of the futuristic racing game EA released a few months back?

- a) PowerDrome b) Interceptor c) Test Drive

### 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.

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Closing date: 17th August 1989

# YAK'S YAK

Felicitations, zap-junkies. YAK once more greets you from the land of the overheated PC-Engine and the waterlogged sheep. It has been a fairly eventful month, lots of Konix-coding and some hassle with an Atari virus (and I don't mean my favourite ST game)..

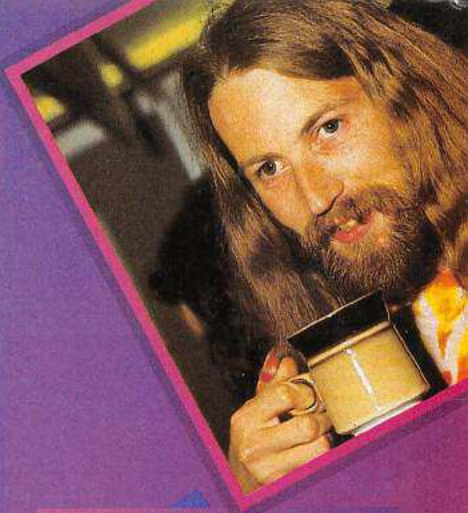
The Konix machine is revealing more of its power to me at last. Rapid progress has been made on my new game for the system; the scrolling Llamasoft logos of last month have been transformed into the guts of a real game: five-layer parallax scroll; massive animated camels spitting laserbolts from mouth, hump and arse; mean spaceship with seven different weapon systems capable of unleashing screen-filling volleys of multi-coloured electric death; and above all, plenty of raw, unadulterated speed. I'm a designer of what you might call the 'heavy-metal' school of videogame design, and for me, raw speed is an essential part of any zapping game. It's something rarely seen on the ST, especially with a scrolling game. People go to inordinate lengths to make the ST do full-screen or parallax-scrolling, but typically they can only get the frame-update rate to maybe 10 frames/sec, so they keep the scroll slow so it doesn't show. Me, I'd much rather have a more sparsely-detailed background and go for the velocity. With the Konix, though, it looks like I'll be able to have my cake and eat it: five-layer parallax, rastas all the way down the screen, huge sprites, and ridiculous velocities - Yum. Mind you, I still wish the Konix had a 68000 instead of an 8086. A0-A7 beats[BX] anytime.

Despite all this Konix programming, I've not been neglecting the ST; I've had to have the sector-editor out due to a virus having been found on a few early copies of my latest ST game. At first, I thought that a virus couldn't possibly be on the disk; I'd had no symptoms whatsoever on my ST, and I hadn't had any dubious software for ages. However, getting out the sector editor and eyeballing my boot sector revealed that Something Wonderful was, indeed, lurking there. It turns out that, due to the nature of this particular virus, I could have been infected for months without knowing it. The virus, you see, only reveals itself when

it has infected five other disks (at which time it reverses the mouse controls). I never got to see the symptoms, though, because unless I'm playing games, the only floppy in my system is the hard-disk booter; once I'm up and running, everything's done on the hard drive and I never need to swap floppies in and out. Luckily, this virus was non-destructive; I shudder to think what would have happened if it'd been one of the 'wait a while and then munge the hard-disk' types, and me with all that lovely source-code on partition E...

Anyway, the moral of this story is: if you're a HD user, check that boot disk! A quick zap with the sector editor is all that's needed to kill the little scumbag. And keep plenty of backups of your source code, just in case. The only kind of virus I want to see is the 3-D mutant-zapping kind. And a curse on all those misguided programmers who create the damn things in the first place: may their joysticks become purple and inflamed, and drop off; may their Swonnicles wither and die; may they, and their heathen brothers-in-evil, the Hackers, be condemned to an eternity of damnation; not for them the fires of Hell, no, their immortal souls shall be forced to endure worse than that: they shall dwell forever in a domain where the only sounds are of Bros records; the only drink is Pepsi; the only video game is Bug Byte Asteroids on the Vic-20 by S.Munnery; and their only company, others of their kind, even unto the end of Eternity...

Never mind - maybe at the show I'll be able to invest in some new games. The local ST software stockist 'round here has had the same games in stock for the last six months now, and there's one or two games I wouldn't mind having: Time Scanner for one, because I love a good video pinball, but it'll have to go some to beat the extraordinary Alien Crush on the PC-Engine; and that Voyager looks like it could be a good blast. I think I'm probably going to avoid Xenon II when it comes out, just as a matter of principle: I have never before seen so much hype in so many different magazines for a product which isn't due out till September anyway. Okay, sure the Bitmaps are good, but if I hear anymore about that three-layer parallax scroll I'm just gonna upchuck. Enough, already! I like the look of 'Forgotten Worlds', too, but I'll hang on for the PC Engine version methinks. I'm also on the lookout for a nice soccer game,



perhaps that Microprose one will fit the bill, despite the fact that Microprose take the 'Naffest Advertising' biscuit by a large margin: did you clock that Microprose Soccer advert which purported to be a review? Can you imagine anything more pavement-pizza-inducing than a software house writing its own, self-congratulatory pap and trying to fob it off as a review?? And then there's the Microprose 'Micro Status' ad trying to establish some kind of 'yuppie' software - complete with two Green-Wellie-Brigade types in nauseous pose. Incentive's excellent Total Eclipse and Dark Side don't need this kind of mush to sell them, thanks very much. Microprose definitely take Yak's 'Dan AirSick Bag Award' for vom-inducing advertising this month.

Advertising should perform the function of telling people that new titles are available. If your software is good, others will say nice things about it. Seeing people blow their own trumpet just makes Yak's hooves curl.

After the Atari show, I'm off to Paris to see Pink Floyd, just by way of warming up for the four nights I'll be seeing them in London next month. I'll have a report of happenings at the Show, along with a report on the Konix progress, and I've got a little something on the back burner on the ST at the moment too, just to keep my 68000 from going rusty. Yak's Game of the Month this time is 'Twin Heli' by Taito on the PC-Engine - like Sidewinder but 10xbetter. Next month I should have 'hands-on' a bunch of new Engine and ST titles, as well as the new Nintendo 'Game Boy' hand-held game system - could be just the thing for a bit of blasting on the beach come the Yakly summer hols.

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