

ISSUE 18 OCTOBER 1989  
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# ST ACTION

THE WORLD'S ONLY DEDICATED  
ST GAMES MAGAZINE

THE LONG CRUSADE:  
IRON LORD  
ON YOUR ST

OVER 30 PAGES OF THE LATEST ST RELEASES: CONFLICT EUROPE  
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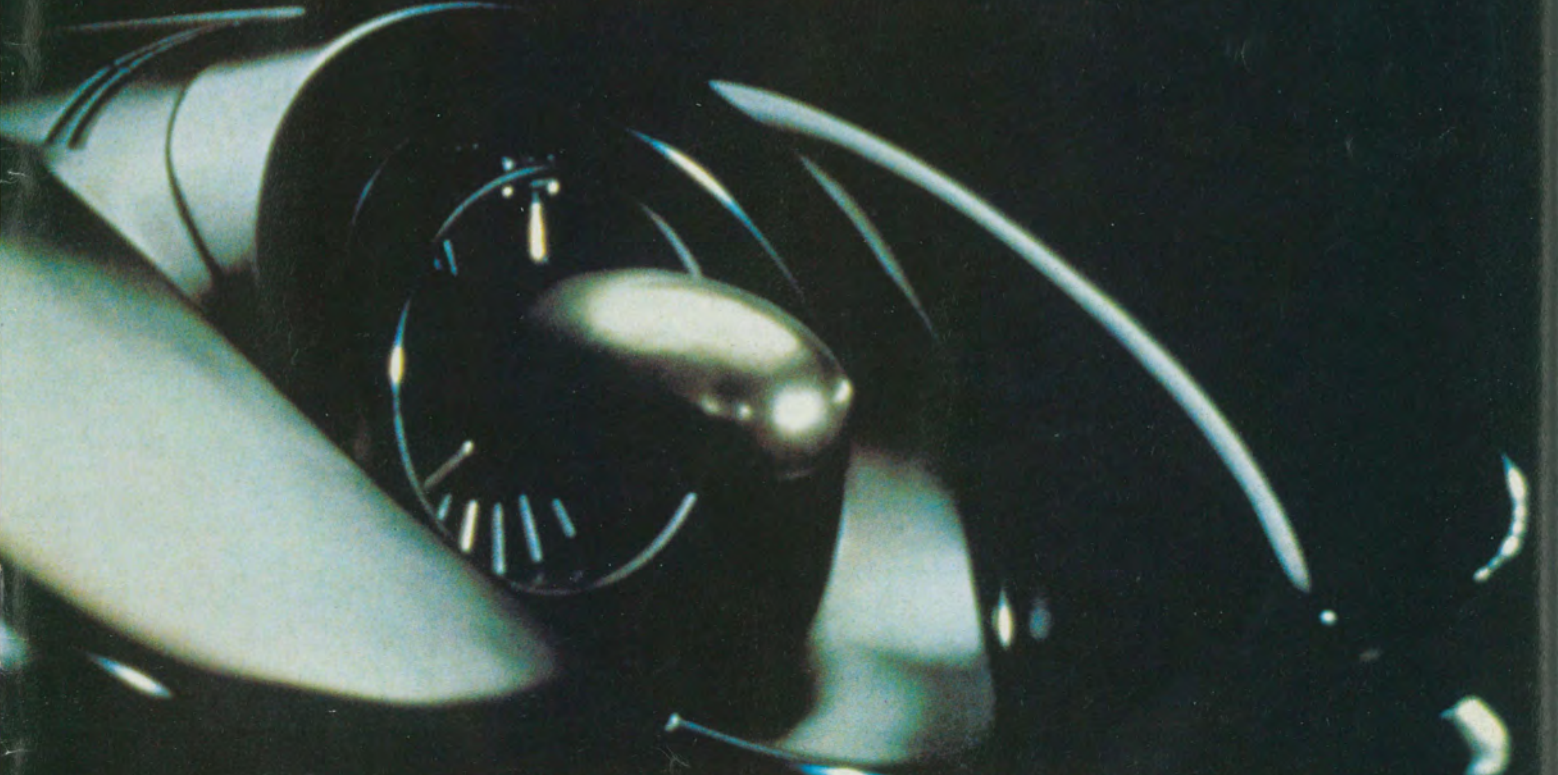
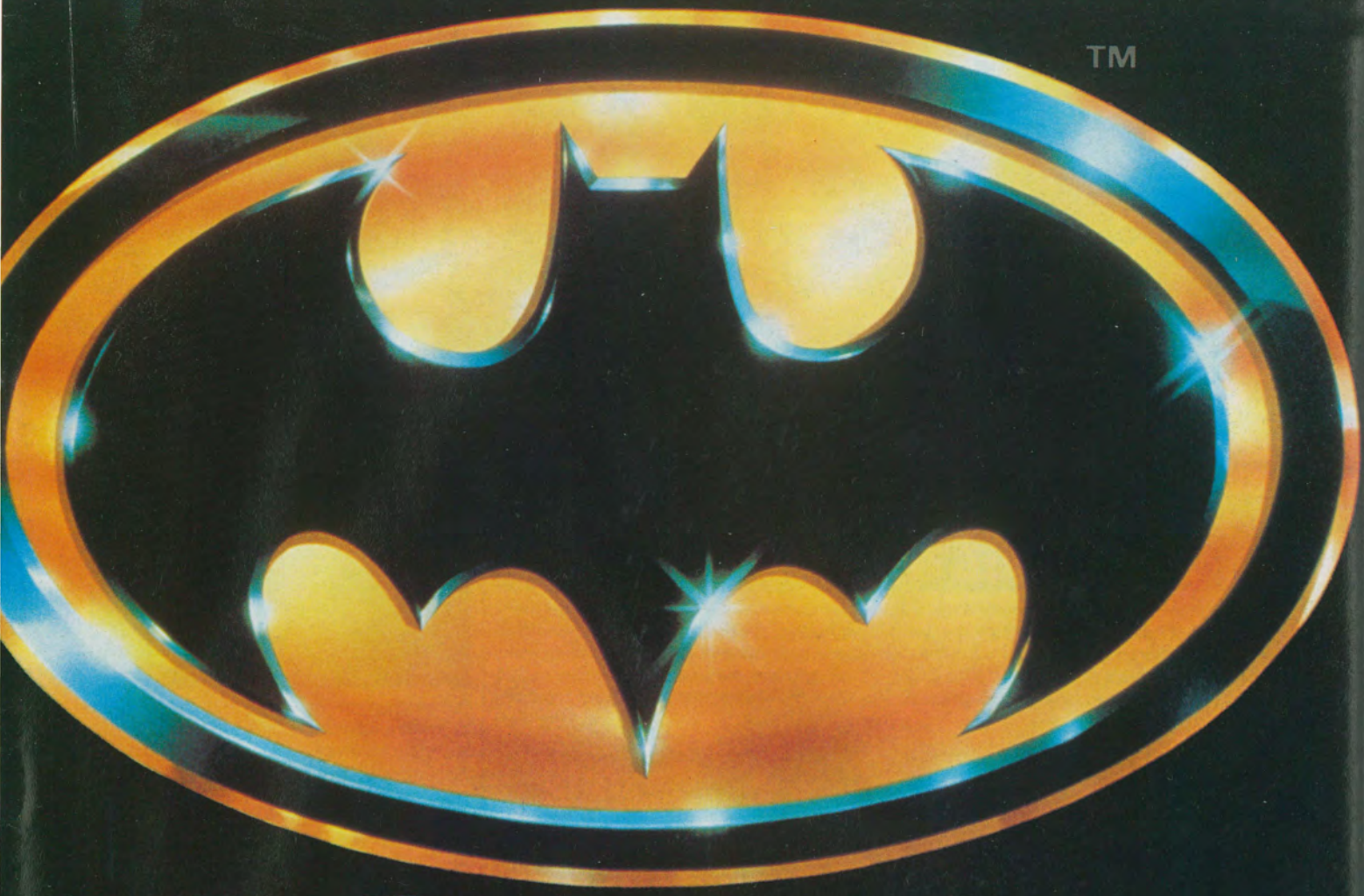
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# RAZOR RACKED

## INTERVIEW: FRAMES 14

The name Atari has been synonymous with both arcade and home computer entertainment for over a decade. But since the Tramiel take-over, the corporation has channelled all its resources and energy into hardware, and game development has taken a back seat. Now, however, Atari are set to fight for space on the software shelves, Jason Spiller travels to Atari HQ, in Slough, and to rain-swept Bootle, for a few revelations in software creation, Frames-style.



## DUNGEONS & DISK DRIVES 18



Oh no, the Troll has been let loose again. Still, at least this time he's managed to convince the mighty Mirrorsoft to extend an offer to all reader of ST Action. And, while not acting the diplomat, he's also managed to answer questions relating to: Space Quest III, Planetfall, Wishbringer, Leisure Suit Larry II, Shadowgate, Jinxster, Lurking Horror, Gold Rush, Chrono Quest, Dungeon Master and Police Quest I.

## GTGA 68

Our red-hot tipster, Steve 'lock up your daughters' Merrett, has somehow managed to squeeze us into his extremely busy schedule. This month's Giving the Game Away features all the codes for Incentive's Driller; tips for Ocean's brilliant New Zealand Story; and the complete solution to Grandslam's cult-hit, Thunderbirds. Together with a whole host of other megacheats,

## LETTERS DESK 44

Moan, moan, moan, just because you have to do a little bit of typing. Nick Clarkson once again takes up the hot seat and tries to answer you queries and questions. This month we've a varied range of topics; piracy, the difficulty of games, distributors, arcade conversions, censorship and Steve Merrett, to name but a few. Don't forget the most thought provoking letters are rewarded with the game of your choice.

## LUCASFILM COMP 22

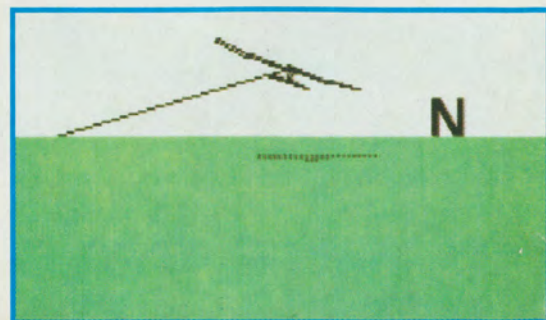
It's all very well being able to play the latest Lucasfilm adventure game, but when the storyline revolves around the latest Indy film it certainly helps if you've seen it. The ideal solution would your very own cinema, a rather tall order methinks. So, how's about your very own video recorder? Yes, we're offering you the chance to win the latest Sony VHS video, plus oodles of runners-up prizes, too.

## YAK'S YAK 88

Greetings, Atarians! Pink Floyd concerts, zarjaz weather, a fresh parcel of goodies from the Land of the Rising PC-Engine, and a happy holiday to Greek-type foreign parts: sea, sun, sand and goats!! Truly the Yak's stack runneth over. But, before he's whisked off to the world's sunnier regions, Jeff Minter manages to grab a few spare moments to scribble down this month's thoughts.

## RC AERO CHOPPER 70

Remote control aircraft can be an expensive hobby - especially if you keep crashing! Would-be pilots will take great interest in Jason Spiller's report on the latest piece of ST hardware to enter the office. Aero Chopper is the model aircraft enthusiast's dream.





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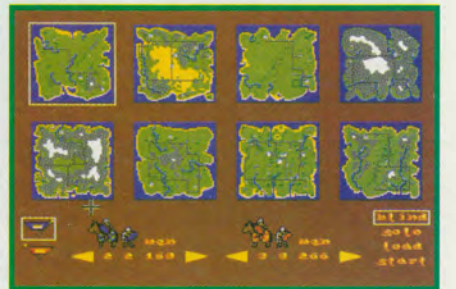
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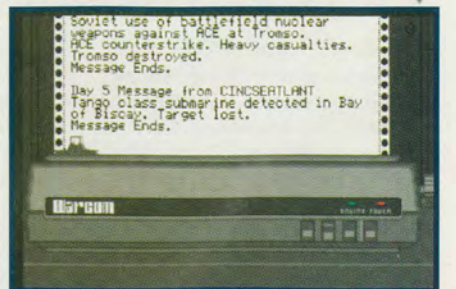
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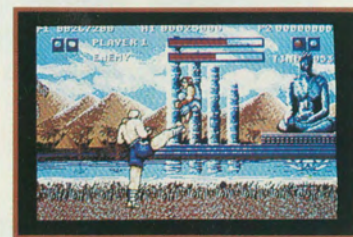
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# ACTION NEWS

## US GOLD RELEASES MORE KLASSIX

Hot on the heels of the first batch of Klassix (Leaderboard, Foundations Waste and Outrun) come two new additions to U.S. Gold's budget label. This time, ST owners are offered both Street Fighter and Bionic Commando. Both titles have been available for some time now but represent excellent value for money for any of you who missed them the first time around. Street Fighter is a martial arts beat'em-up with some large impressive sprites. Bionic Commando, meanwhile, sees you taking the role of one of the elite troops in a bid to infiltrate the enemy base. Both games should be available around now and cost a mere £9.99.



Greetings from issue 18 - we're a year and a half old and still going strong. This month sees a myriad of top titles. For shoot'em-up junkies we've the incredible Xenon II and the equally amazing Blood Money. The thinkers amongst you have also been catered for: PSS's Conflict Europe and Waterloo are both excellent wargames. Christmas (yes, it is not far off now) is set to bring us even more goodies - ST users have never had it so good. Here at Gollner Publishing meanwhile, we've moved into our plush, new offices. No longer do we have to venture into the sprawling metropolis of Chichester. Finally, I would like to extend an invitation to all our readers to come and meet us at the PC show at the end of September. Well, until then, goodbye.



Psygnosis' Shadow of the Beast features an amazing thirteen layers of parallax scrolling in the Amiga version, let's hope the ST game is as good.

## PSYGNOSIS' BUSY TWELVE GAME SCHEDULE

It seems that Psygnosis' smash-hit game, Blood Money, has been eagerly awaited in Europe. So desperate were a group of thieves, that they hijacked a British lorry en route to Paris. The incident occurred while the lorry was parked. During the daring raid, the thieves ignored a consignment of valuable clocks and lighters and stole only the games. Jonathan Ellis, Managing Director of Psygnosis, commented: "We realised Blood Money was a game that most people would like to get their hands on - but we never

figured they'd go to these lengths to get copies."

The Liverpool-based company also have plans for another twelve games between now and February. In the run up to Christmas we can expect: Triad II (comprising of Baal, Tetris and Menace); Stryx; Never Mind; Infestation; Matrix Marauders; Barbarian II; Carthage; Killing Game Show; Flash Dragon; Aquaventura; Shadow of the Beast; and Gore. Finally, the company plan to round off their hectic schedule with Firestone in February.

## MICHAEL JACKSON MAKES HIS COMPUTER DEBUT

Mr. Big will stop at nothing to get what he wants. But now he's met his match. With the passing of a shooting star, Michael Jackson has gained some magical powers which allow him to transform into anything he wants. When cornered by Mr. Big's henchmen he hides down a dark alley, only to re-appear as a gleaming futuristic car. Further transformations see him change into a huge silver robot and a supersonic jet.

Now computer owners everywhere will be able to re-

live the magic of the Moonwalker. Officially endorsed by the megastar, the game follows the film's storyline very closely and features a number of the smash-hit records that helped win Michael Jackson 8 Grammy awards, not to mention the sale of 40 million discs.

Fans can expect the arrival of the Moonwalker sometime in November, the asking price - £19.95.



Having transformed into a splendid silver robot, Michael plans to put paid to Mr. Big and his evil schemes.



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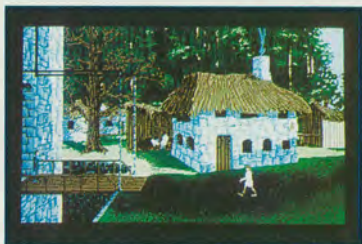


## BATTLECHESS COMPETITION

Congratulations to Derrick Wong from Leamington Spa. He's won himself his very own ornate chess set! Meanwhile, the twenty lucky runners-up, who each receive a very smart Electronic Arts T-shirt, are: J.M. Williams from Southampton; James Beech from Tylers Green; M. Hatfield from Cardiff; Selwyn Ho from Brighton; Trevor Prince from Braintree; Dave Barker from London; Nathan Powell from Beckenham; James Lockwood from London; Richard Dale from Cleckheaton; Adam Coombs from Axminster; Ian Mayes from Cleveland; Greg Asbury from Wolverhampton; G. Grimmer from Martham; James Harper from Wirral; Steve Raper from Bath; Hugo Sondermeyer from Holland; T. Griffiths from Cardiff; Stuart Crouch from Essex; Brian Middleton from Spennymoor; and Stephen Roper from Alvaston. Well Done; all of you.

## FUTURE WARS: TIME TRAVELLERS

French programmer, Paul Cuisset, has been quietly working on his new game for three years now. The result of his efforts is a game which he thinks will take adventures into the 1990's. Called, Future Wars: Time Travellers, the game features fully animated characters with no direct type-in commands. Whilst attempting to avoid your boss



(sounds familiar, Ed.), you stumble across a time tunnel which transports you the Middle Ages. From there you must travel through time in order to locate and defuse a number of alien bombs planted by the would-be invaders.

Already, French computer magazine, Generation 4, have said: "The major event in adventure games this year is French. This is as intelligent as Sierra On-Line games, but twenty times better produced." Future Wars: Time Travellers should be available throughout Europe towards the end of October.

# ATARI RETURN TO THE SOFT SCENE

Not content with releasing the classic Tempest, Atari Games plan to release another five games. Enterprise sees you in a desperate attempt to recover six elements vital to your planet's survival. Grand Prix puts you in the seat of a formula one racing car as you attempt to outclass the other drivers over a number of world-famous courses. Grand Prix also features a link-up mode so players will be able to experience the real thrill of racing. Hell Raider concerns the flight of a small interstellar ship which you must pilot. The object of the game is to penetrate the surface of the enemy planet and recover various gem stones. Starbreaker sees you behind a massive clean-up operation. Can you rid the new colonies of their unwanted visitors? Finally, Prince is an action-strategy game, its basic idea is to lead your armies to victory, thus gaining control of the land.

Meanwhile, Frames' first ST release will be Prince, a strategical animated war game. See our full review on page 74 of this issue.



Starbreaker is the first game to be released on Atari's Frames label. It features very nice graphics and interesting gameplay.



Aptly released at the British Grand Prix, the Atari game of the same name features an ST link-up mode for two-player racing.

## SWORD OF ARAGON

Fantasy role-playing experts, Strategic Simulations Inc., have announced their next title. Sword of Aragon features a subtle blend of both fantasy role-playing and military strategy. The storyline behind the game goes something like this: The Duke of Allada has recently died and left his vast estate to you, his son and heir. Your father's dying wish was that you should extend the kingdom and eventually win the Emperor's throne in the great city of Tetrada.

Success in the land of Allada will be gained from careful allocation of resources, meticulous military planning and tactical manoeuvring during combat. Under your command will be a range of beings: knights, priests, warriors, mages, rangers, cavalry, infantry and bowmen.

Sword of Aragon should appear just around Christmas time and will carry the price tag of £29.99

Meanwhile, SSI are also due

to release the next official Advanced Dungeons and Dragons game, Dragons of Flame. Set in the Dragonlance world of Krynn, Dragons of Flame carries on from where Heroes of the Lance finished.

Whilst returning from the depths of Xak Tsaroth the heroes were captured by the Draconian forces. Later they were rescued by a daring party of elves and now the group

must face their sworn enemy, the Queen of Darkness. Set for release in late October, Dragons of Flame will sell for an asking price of £24.99. It seems as though dungeoneers are in for a busy winter. News has just arrived concerning the ST versions of both Hillsfar and Pools of Radiance. SSI are having one or two teething problems with the games but assure me that both the games will be available before Christmas and, as I'm a great fan, I'll report as soon as we get more details.





# XENON

## MEGABLAST

### XENON II: MEGABLAST

XENON II: this time it's war!

The Xenites are back and have thrown time itself into turmoil, only you can save the day – not to mention the universe!

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XENON II: HARD, fast COIN-OP QUALITY destructive action with a HOT soundtrack to match. ... a mind blowingly accurate David Whittaker rendition of the 'Bomb The Bass' Megablast.

XENON II: it's out of this world!

XENON II: it's a Megablast!

XENON II: it's a Bitmap Brothers game!

Available Soon on Atari ST, AMIGA & PC.



Screen Shots From Atari ST Version.



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MEGABLAST written by Tim Simonon  
Produced by Simonon/Gabriel  
Appears courtesy of Rhythm King Records  
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# CURSE OF THE MUMMY

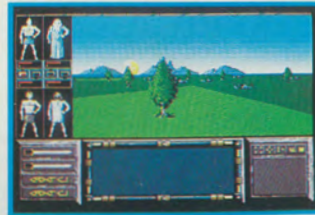
There has been a number of brutal murders just lately. Could they be related to an ancient mummy or is there a more sinister, alternative motive? You must unravel the mystery in just five days. Mystery of the Mummy is an original and complex adventure game in which players' detective skills will constantly be put to the test. To aid your quest you will have at your disposal a chauffeur-driven car to take you to any of the one hundred and eighty-

six locations. Statements, clues and facts should all be followed up and new leads can be gained from the local newspaper. The game also features a number of action scenes in which your joystick skills will be tested. Just to add to the realism and atmosphere, the game also contains sixty original graphics of charcoal-drawn prints. The Mystery of the Mummy will be available from Rainbow Arts sometime around September and will cost £19.99.

With its sepia-tone graphics, The Mystery of the Mummy creates a real atmosphere for the player attempting to solve the puzzle.



Your team continue their search of the lands of Drakkhen.



## BEWARE THE DRAKKHEN

Infogrames have decided to enter the role-playing arena. A new world is being created; the rulers of this world are reptiles - dragons, to be exact. The old world's only hope of survival lies with a group of four adventurers. The party have travelled to an unknown island where they must unravel the mysteries surrounding the dragon's new domain. As usual, magic plays a large part throughout the game. To date, I've got no definite release schedule. The game should cost £29.99, more details as they arrive.

# ATARI MIND GAMES

Following the success of Borodino, Atari are proud to announce the imminent release of another strategy wargame, Armada. Once again, players are invited to take a look back through history to the time of the great Spanish Armada. The game charts the five days of the Armada's journey and takes place along the coastline of southern England. Players can either attempt to defend Old Blighty or, if they so wish, to rewrite the history books by leading the Armada's forces to victory. Watch out for Armada on Atari's BattleScapes label sometime in September.



Following the success of Borodino, Armada is the next instalment in the Atari BattleScapes range.

# ELECTRONIC ARTS SUPERNATURAL RPG

Electronic Arts' supernatural role-playing game, Hound of Shadow, is set for release around the time of the PC show. Programmed by Eldritch Games, the team responsible for many role-playing board games, the story follows very closely the H.P. Lovecraft books and especially the game, Cuthulhu. Set in the roaring 20's the game has been painstakingly researched as so to be historically accurate. The game also features excellent sepia-tone graphics in a bid to add to the game's realism.

Players will be able to determine their sex, age, skills and nationality before embarking on their quest. Careful selection is essential as the player attempts to unravel the dark and mysterious secrets that lurk beneath the seemingly normal everyday life of England in the 1920's.

Using the Timeline system, with which the game was designed, each event will affect what will happen next. Characters will retain their chosen skills in further escapades and will also be able to learn new, more varied occupations too.



The Black Dog, a seemingly quiet country pub, but what sinister happenings lurk behind its pleasant exterior?



The British Museum where you can read up on a number of subjects and thus improve your skills.

Keep an eye open for The Hound of Shadow towards the end of September; as with most

of Electronic Arts' titles the game will cost £24.99.

# SSI COMPO

Well done, Mr. T. Thompson from West Bromwich; you are the lucky winner of our SSI Competition. Mr. Thompson has won his very own colour monitor! The twenty runners-up, who each win either the SSI game of their choice or a U.S. Gold sweatshirt are: Mark Leyland from Hindley; A.F. Johnson from West Croydon; Matthew Vaughan from Wirral; John Wicks from Romford; Craig Hardyman from Leicester; Brian Sherry from Laindon; Michael Broszko from Bolton; Simon Wiles from Denmead; Marc Rhodes from Leicester; Ian Jenner from Liss; Andrew Crozier from West Germany; Nicola Amaranayake from Catford; Robert MacFarlane from Orpington; James Young from Kidderminster; Craig Gardner from West Bromwich; David Crabtree from Hayes; John Chesham from Sutherland; P.T. Holland from Malvern; Simon DiFranco from Merton Park; and Andrew Parsons from Chelmsford. Congratulations, all of you!



# SNOWED UNDER BY SIERRA

Californian software giants, Sierra On-Line, have announced their next range of 3D animated adventures. ST owners who were wowed by the likes of King's Quest IV, Leisure Suit Larry II, Police Quest II and Space Quest III are in for a real treat as no less than nine new games have been planned for a winter '89/spring '90 release.

September will see the release of Sleepheed, an arcade action game in which you must pilot the super Dog-fighter in an attempt to save the free worlds of the galaxy from Xacalite, the hideous leader of the Anti-United Universe. A combination of strategy and dexterity will be required to complete the game's twenty levels. To aid your mission, there are a number of extra weapons available but, the stronger you become, the meaner the enemies get.

Hero's Quest will be released towards the end of November. At the start of the game, players will be able to choose their character's basic attributes - strength, intelligence, dexterity, and the like. The game also features special combat and magic systems which allow would-be heroes to interact quickly and easily with the environment. Real heroes will be called upon to free the land of Spielberg from a terrible curse, fight dragons, orcs and goblins, and wrestle with the great bear that guards the kobold's cave.

December will see the arrival of two ST games. The first, Hoyle's Book of Games, is basically a compendium of your favourite card games: Gin Rummy, Old Maid and Cribbage, to name three of them. Later in the month we'll see the return of that loveable nurd, Leisure Suit Larry. This time, however, players can

switch between playing Larry or Passionate Patty, nightclub entertainer extraordinaire! Both are involved in similar quests: Patty is searching for the love of her life; Larry is looking for 'the one that got away'.

February, meanwhile, sees two more ST games. First, we can expect the return of the Manhunter, this time in San Francisco. Carrying on with the underlying pattern of horror, Manhunter SF sees you trying to infiltrate a Ninja hideout, rescuing dead bodies from atop lofty buildings, and outwitting mutant pig-monkeys. In the meanwhile, Jim Walls has taken time off from designing his successful Police Quest series and has produced Codename: Iceman. Take on the role of secret agent, Johnny Westland, as you attempt to uncover a deadly terrorist organization and rescue a kidnapped Ambassador.

A further two games are planned for release in March. Early in the month you can expect to see Conquest of Camelot, a game in which you must take on the role of King Arthur in his quest to find the Holy Grail. On his travels, Arthur will meet all manner of characters and visit locations ranging from the legendary Camelot to the holy city of Jerusalem. Later in the month, The Colonel's Bequest should appear. Taking a break from her King's Quest series, Roberta Williams presents this thriller. Having been summoned to your uncle's isolated estate you learn that he is about to bequest his millions to all those who have attended his little soiree. However, one of those present has other ideas and so the killings start. Can you survive the long night and discover the killer?



Hero's Quest. Somehow you'll need to get over that rather high wall. Unfortunately, that nearby tree looks too rotten.



Hoyle's Book of Games. Anyone for a game of Cribbage? Beware, however, these players mean business.



Conquests of Camelot. Arthur thinks pensively about his plan to retrieve the Holy Grail.



The Colonel's Bequest. Someone has other ideas about you uncle's fortune. Looks like you won't see any of it either.



Codename: Ice Man. Taking on the role of Johnny Westland, you must infiltrate a terrorist gang - just remember, business before pleasure.



Leisure Suit Larry III. Here she is, Passionate Patty, Larry's alter ego.



# BOMBER, ULTIMATE ST FLIGHT SIM

Remember Vektor Grafix, the team behind Domark's Star Wars and Empire Strikes Back games? Well, their latest game is almost finished and should be available at the PC show. Bomber is tipped to be the meanest flight simulator ever. Indeed, Vektor Grafix and Activision boast "...we don't want the military getting hold of it - there's only so much technology even the airforce can handle."

Players will be able to choose what aircraft they want to fly. Six of the world's top

fighter-bombers are available ranging from the Russian MiG 27 to the American F111, or the Swedish Saab Viggen to the deadly F-15. Pilots also have the choice of choosing their enemy's aircraft, too. Activision also claim that the game's landscape is the most spectacular ever seen. Instead of the usual Lego-type constructions, Bomber has a wide range of scenery: farms, petrol stations, water towers, shops etc.

Vektor Grafix are renowned for their fast-moving, 3D

graphics. Using up to 120 polygons at any given time, the team are able to create a highly detailed playing area. Of course, if you fancy a faster game you can opt for less detail - the choice is yours. Pilots are able to create their own missions, refuel in mid-air, and a whole lot more.

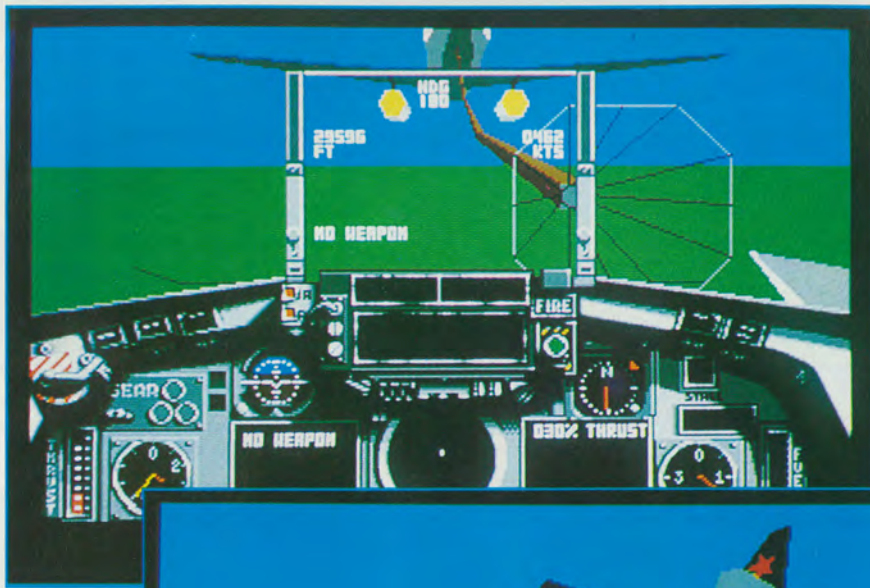
One thing's for sure - if Bomber is half as good as Activision reckon then all we aircraft-simulator fans are in for a great winter. Watch out for Bomber towards the end of September.

There are about sixty characters to meet in Time. You'd better talk nicely to the Emperor or it's the lions for you.



## EMPIRE TO CONQUER TIME AFTER LETTING SLEEPING GODS LIE

Hot on the heels of their last game, Sleeping Gods Lie, Empire are due to release Time. This icon-based game contains over one hundred, highly detailed locations and sixty individual characters. The game takes place over a number of different time periods, both in the past and the future. Players must first discover how to use the fabled time machine and then travel through the centuries. The aim of the game is to create the perfect android and, on your travels, you can expect to meet up with a number of famous characters. You'll be taught magic by Merlin the wizard, accosted by the model who posed for the Mona Lisa, shot at by soldiers in the Crimean war, and thrown to the lions in the circus maximus in ancient Rome. The game utilizes a huge graphic database which allows hundreds of megabytes of code to be stored in just over 100K. Time will materialise towards the end of October and will cost £29.99



Refuelling in mid air takes a cool hand and a lot of nerve. Still, if done correctly it can save a lot of precious time.

As Wing-Commander you must lead your squadron in their mission; in this one you're just about to destroy the enemy airstrip.



# SPECTRAVIDEO ALL NEW WIZMASTER

For years now, Spectravideo have produced the best-selling Quickshot range. Now, however, it seems things are about to change. Spectravideo's boss, Ashwin Patel, commented: "There was a time when a phrase commonly used by marketing people in the industry was 'a joystick is a joystick - is a joystick...'. This is no longer the case. The user now

demands a much wider range of choice." To meet this more sophisticated demand, Spectravideo plan to produce a range of innovative designs. The QS-118 Wizmaster is the first of many such joysticks.

Spectravideo claim that their new stick is unlike any other design seen before. The Wizmaster features a whole host of facilities including three different control mechanisms:

push-button finger and thumb controls and two different sized levers. In addition, the Wizmaster also features two fire buttons and an autofire facility. Costing a surprisingly low £11.95 the Wizmaster looks set to pave the way for the new generation of joysticks.

Spectravideo's latest, and most sophisticated, joystick. The Wizmaster QS-118.





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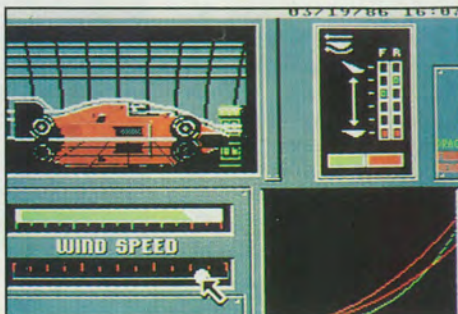
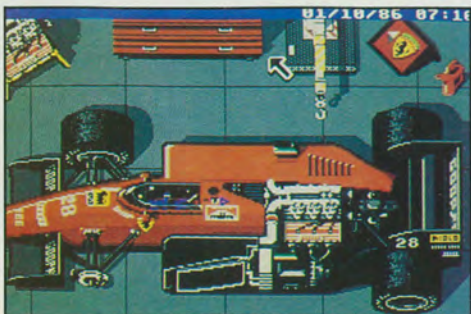
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# Ferrari



Screenshots represent the ST and PC versions, other versions may vary.

ELECTRONIC ARTS



# GAZZA'S SUPER SOCCER KICKS OFF

It was a hot, sticky day sometime in the middle of August when ST Action Editor, Nick Clarkson (a West Brom supporter), and ST World Assistant Editor, Jonathan Ross (a Pompey fan), ventured to White Hart Lane. There, with a number of other journos, they were introduced to Paul Gascoigne, the Tottenham Hotspur and England striker. The reason for this little gathering was to launch Empire's latest title, Gazza's Super Soccer.

Unlike other soccer games, Gazza's Super Soccer will have three different views. The middle of the pitch will be seen from side on as if the player were sitting in the stands. The defence and attack screens will be viewed as though the player were actually standing on the turf. The game also features a whole range of extra features normally left out of other games. The program will contain data relating to all of the clubs in the four English divisions and the teams in the Scottish Premier Division. Each side will be portrayed in their correct strip and will play within their particular team's skills. The leniency of the referee, the colour of player's hair and skin,



Spot the two-million-pound player. Paul Gascoigne with Nick Clarkson and Jonathan Ross at the recent press launch of his new soccer game.

the weather, the length of each half, all can be changed by the player.

In addition to actually playing a game, players may

also opt to practise various free kicks, penalties, corners etc.. Football fans should expect Gazza's Super Soccer during October, priced £24.99

## LUCASFILM: THE GAME OF THE FILM

Two new titles have been announced by Lucasfilm Games. The company who brought us Zak McKracken and Battlehawks 1942, announced the forthcoming release of both Their Finest Hour: The Battle of Britain and Loom. Following closely in the footsteps of Battlehawks, Their Finest Hour will set out to recreate the dogfights of the era. A whole host of features are to be incorporated in the game: players will be able to fight for either of the two warring nations and so fly a number of different aircraft, ranging from the deadly Supermarine Spitfire to the lethal Junkers 87 Stuka bomber. As with Battlehawks, players will be able to store service records and also replay attack sequences from a number of different camera angles.

Meanwhile, Loom takes the form of an innovative fantasy adventure. The game is being programmed by Brian Moriarty, the creator of classic Infocom games, such as, Wishbringer and Beyond Zork. The game centres around a character named Bobbin who, with the help of the weaver's magic wand and loom, must defeat a mighty evil army.



## TITUS KNIGHT FORCE

Titus are just putting the finishing touches to their latest game. Knight Force sees you in the form of the people's champion, the Knight of Thunder. Your mission: to rescue the Princess Tanya, patroness of the second valley, from the clutches of the evil sorcerer, Red Sabbath. The crazed wizard, together with his loathsome henchmen, has cast a spell over the lands and now controls the secret of time travel. Armed only with Steel Killer, your ancestral sword, you must set off on your quest

to the castles of Doom. Success will take you through the centuries until you come face to face with Red Sabbath himself for the final showdown.

Knight Force is played over five time zones, including; the prehistoric age, the medieval era and the present day. The game combines arcade gameplay with adventure strategy, and pits you against all manner of foes: dinosaurs, gnomes, ghosts and the like. Knight Force should be available any day now, priced £24.99

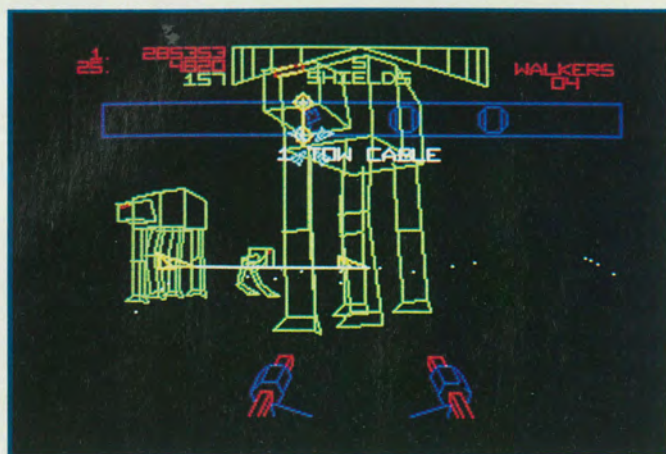
## STAR WARS IN FORCE

Domark are about to release a compilation containing all of the three Star Wars games. "Star Wars, The Empire Strikes Back and Return of the Jedi have sold over 400,000 copies throughout Europe.", claimed company boss, Dominic Wheatley, "It's a marvellous compilation."

The first two games in the series, Star Wars and The Empire Strikes Back, were both programmed by Vektor Grafix and feature the traditional

graphics featured on the original coin-op. All of the games follow the plots of their respective films and see you taking on the roles of various rebels in a bid to defeat the evil Darth Vader and overthrow the Empire.

The compilation, known as the Star Wars Trilogy, will be available from around mid September and will cost a mere 4700 Zargs - That's £24.99 in Earth money



The Empire Strikes back - just one of the Star Wars trilogy from Domark



AT LAST . . . !!

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# ELITE



# FRAMES



*"As Atari sets out to fight for space on the software shelves, Jason Spiller travels to Atari HQ, in Slough, and to rain-swept Bootle, for a few revelations in software creation, Frames-style."*

The name Atari has been synonymous with both arcade and home computer entertainment for over a decade. But since the Tramiel take-over, the corporation has channelled all its resources and energy into hardware, and game development has taken a back seat. But rekindling the memory of such Atari classics as; Battlezone, Asteroids, Pole Position and Gauntlet, they've returned to produce their own games for the ST, PC and, controversially, the Amiga. But this is a very different market to that of the early arcade and console days, and so I asked software development boss, Bob Katz, whether they would be revamping the old formulas? 'Because of the popularity of the old arcade games, the tendency, in the past, has been to release the old stuff and call them 'arcade classics' or something. But the ST has been adopted by the software development fraternity as 'the' programming tool and, in turn, it has forged a reputation as an excellent games machine... we think it's time to exploit the machine's potential ourselves.'

Atari are pitching their software at two very different

areas of the market, strategy and arcade, and they have found a development house which is equally adept at both genres, in the most unlikely place - the back streets of Bootle. Collectively, the team is called Frames, and it is headed by two of the most experienced game creators in the business, Graham 'Kenny' Everett and Steve Cain. There's a certain glamour attached to the computer game industry, and one envisages young entrepreneurs driving their Porsches between plush West End offices and redeveloped Thames-side wharfs, and so rain-swept Bootle was certainly a change of venue. I asked 'Kenny' Everett (who, after a decade of talking to smart-ass journalists, wishes he could be called by his real name) whether there were disadvantages in this location. 'Whether we were in Bootle or Sloane Square, I don't think it would have any influence on the quality of the games we're creating... the price of office space is certainly a bit cheaper here! Myself, Steve and the team, are too wound up in what we're doing to even think about it.' The office is set in a disused

factory, which now houses hastily constructed units, and Frames's was particularly sweaty on this drizzly day: 'In Winter, you have to drink your coffee before it freezes over.' Steve offered, as if I was enduring the lesser of the two evils.

Everett and Cain were sought-after, itinerant trouble-shooters during the booming

eight-bit era, until they joined the prolific eight-bit production line at Imagine. Steve described this 'booming' era: 'I've lost count of how many games I've worked on... and their titles.' 'Which is just as well in some cases!' Kenny quipped. 'This time was a boom in game production, rather than quality, and both of us were involved, in varying degrees, with dozens of games. But although this meant that we were in work, the money was meagre and the development time for production was ridiculously short.' Steve continued: 'The publishers were more interested in getting a licensed game released while the cartoon was still on the telly, rather than whether it was actually well produced and entertaining to play.' This came to an ugly head with a dreadful game about certain robots which turn into vehicles and vice versa. 'We accepted the commission, and while we were planning how to incorporate into a game robots that turn into cars and vice versa, the publisher started putting pressure on us to finish the thing off, because a new series of the cartoon was scheduled. So we rushed a game through which had very tenuous links with the cartoon and it was accepted, boxed up and shipped out. Since then we've had very strong views on licensed games which I reckon has actually had an adverse effect on our industry. In many cases, so much money has been put into paying for the licence, the publishers can't afford to pay the software developers enough to do the job properly. So all the revenue from the licence is going straight back to the wealthy movie and TV industry; the publishers reap the rewards



Steve Cain and Graham 'Kenny' Everett. Itinerants from the eight-bit boom era, now heading their own team: 'We're determined to use original ideas for games, rather than choose the easy option.'



Cat's tuff is played for laughs with some hilarious capers in each of its levels. Games as diverse as medieval warfare in Prince and comic capers in Cat's Tuff demonstrates the team's versatility.



create undulation and shading. Then, with our own routine, you can rotate the screen to view an area of terrain from any angle, and even enlarge, keeping everything in scale. At its largest magnification, the tiles are, in fact, 'sub-tiles' and each man in the infantry and cavalries can be clearly seen. Each is an individual, with 130 independent phases, whether he be cavalryman, axeman, swordsman or archer. There's a two-player option whereby you can link up, via RS232, an ST to ST, ST to Amiga and even ST to PC, which was really difficult to achieve. Also, there's a computer-controlled opponent, but it's been very difficult trying to set the level of difficulty. This is because you can't stop the computer being fully aware of large-scale aspects of the battle, which are invisible to the human player. We've discovered that on the battlefield, when you're moving individual companies and pitting man against man, it is possible to beat the computer. However, on a grand command scale, the computer invariably wins hands down. You can even it up at the beginning of the game by designating army numbers for you and your opponent.'

Prince is the first war game

from sales generated from the well-known licence, and the game designers are left to take the rap when the game doesn't live up to the hype. Steve and I know our business... we've been in it for long enough! And now, we're determined to use our own, original ideas and turn them into great computer entertainment and perhaps, one day, they might be turned into movies.'

### Track records

Everett and Cain didn't mention their long string of successes such as: Gift from the Gods; Spy Hunter; Shadowfire; Star Trek; Star Goose; Blacklamp; and umpteen others. Obviously, they had dwelled on the past for long enough and were eager to show Frames's current projects. The team comprises ten or so programmers, and I was amazed at the diversity of the games which are currently in various stages of development. Everett is the team leader of one project called, 'Prince', and he described the game with great enthusiasm: 'Prince really doesn't fall into the war-gaming category, which has a rather stuffy aura about it... there's certainly more to this game than moving tin soldiers around. However, it does adhere to the basic rules of medieval warfare, whereby the crown must be protected and you control infantry, cavalry and scouts.'

The extraordinary graphics are a strong feature in the game, and they were actually designed by Cain and Everett themselves. Steve explained: 'We first implemented "Tile Graphics" in Stargoose, although this was the very basic use for the technique. The screens are actually

constructed out of tiles which create the terrain, and the effect of movement is produced by constantly unpacking the tiles which are immediately redrawn in the viewing area, and this creates the effect of movement. In Stargoose, the sides were always straight, and you were limited by the number

of directions in which you could travel. But in Prince you can rotate and go in any compass direction.' Steve demonstrated how they placed the tiles on a work-screen which transferred into the view-screen: 'In Stargoose, we used a basic set of 22 tiles, but now, we use 250 different shapes and angles to



Some of the hero's enemies are actually inspired by some of the cartoon classics, such as the crows from Disney's Dumbo: 'Platform arcade games are very popular but the characters in the game are usually two dimensional and uninteresting and so we're combining traditional platform action with humorous animation and characterization.'



Cat's Tuff, Nine Lives? Who knows what the game will eventually be called! This is a platform-style game which is played for laughs with hilarious cartoon characterisation and cartoon capers.



Bad Lands Pete. A root'n', toot'n', shoot'n' cowboy arcade game if ever there was one. You must rescue the governor's daughters, face some desperados and prove you're the fastest gun in the West.



I've seen which covers both large-scale battle planning and individual skirmishes in equal detail. Everett described the game-play: 'You have a choice of terrains to fight the battle on; some have lots of rivers running through them, others have sand dunes or rocky ground which creates a variety of hazards and problems to contend with. At map scale, you can see both armies which are represented by flags, and here you can fight the game at overall commander level... this is where the computer has a massive advantage. Prince really is a two-player game! Using the mouse, you can focus and click on a magnifier which takes you closer and closer to the battlefield until you can see the army in great detail. You can also move out and check what the other army is doing, and so we included an optional feature called 'Blind'. Remember, this was an era without long-distance communication and so Blind stops a commander from spying on the opposition. Using a compass you can move in any direction and clicking on different companies within the army enables you to lift, move and release them. The company is ghosted while you shift them to the new position and you have a list of speeds that you can get them to move at. Infantry can march, trot or run, while cavalry can trot, gallop or charge. But obviously, the faster they go, the more energy you use up. Once the rival armies meet, they fight it out and you can move companies around to take them from behind and charge at full tilt to weaken their defences... it's great fun!

In astounding contrast to the bloody, medieval battlegrounds in Prince, Cat's Tuff is a comical platform game. Steve explained: 'We don't know whether to call it Nine Lives, Cat's Tuff or Bob Katz, yet! The game is designed to take the platform theme a bit further.' The characterizations of the hero cat and his enemies are taken from various cartoons and the drawing and animation is hilarious. Certain characters and the way they move are recognizable from the great cartoon classics. I spoke to graphic artists about the project: 'The majority of Platform games in the past have just relied on the popularity of the theme, and the characterizations were two-dimensional, with little, if any, change in bodily and facial expression. We are trying to combine cartoon-style characters with the best of platform-game action.' The cat project is in the early stages of

Prince can be played at commander level where you are in control of the whole army, and as you move closer to the battlefield, you control less and less men, until you can see individual skirmishes. You can actually see the soldiers fighting and getting wounded or killed.



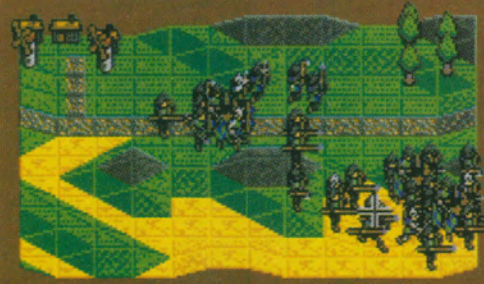
Bad Land's Pete: 'Some of the cast from Frames's comedy western - note how many curvaceous daughters the Governor has - lucky chap! All of Frames's sprites and backdrops are totally original work.'

development and they showed me the meticulous animation which really brings the characters and game to life.

Black Lamp was a busy and bustling game with little elbow room for the hero jester, and I recognized some similarities in the style of graphics in another new Frames game, called Bad Lands Pete. Steve was quick to point out that the two games couldn't be more dissimilar: 'This is a rootin'-tootin'-shootin' western, with trick shootin' and quick drawin' subgames. The game was written by John Gibson, who recently did Airborne Ranger, and the main objective in the game is to rescue the governor's curvaceous daughters from bandits.' On an adjacent monitor, some deep and swift parallax scrolling caught my eye. It's called Starbreaker and has Defender-style game-play on the planet surface (and the team make no apologies for that) combined with Impossible Mission-searching inside moonbases and silos.

### A Game called Eco

There was a game which I reviewed two or more years



blue army  
358 men  
24 infantry  
73 men  
turn  
march  
run  
charge  
withdraw  
reform  
scout

Technopolis: Eco was a rather highbrow game about evolution and ecology and so the game was misunderstood by many. The graphics, however, were extraordinary. Technopolis is an attempt to incorporate Parrot's vector line drawings and eerie backdrops in a more absorbing and understandable game.



ago, called Eco. This hybrid and highbrow title was about combining genetics to make a creature which could survive in a certain environment. I praised its originality but criticized the game-play. Cain and Everett also noted the game and its potential and so they contacted the game's creator, Colin Parrot, and began planning a game called Technopolis. Steve explained: 'Using Parrot's distinctive vector-line graphics and looming, atmospheric backdrops we've set out to enhance the game-play aspect. John's also working on Starbreaker for us.' The team are up to their necks in work for the next six months, but I asked Steve what was planned beyond that: 'I don't think sixteen-bit was a big enough leap from eight-bit to make a massive difference, and so we're actively looking at other formats such as CDI. In the future, CDI should be accessible and affordable, and the greater capabilities will enable game-developers to give software a new dimension.

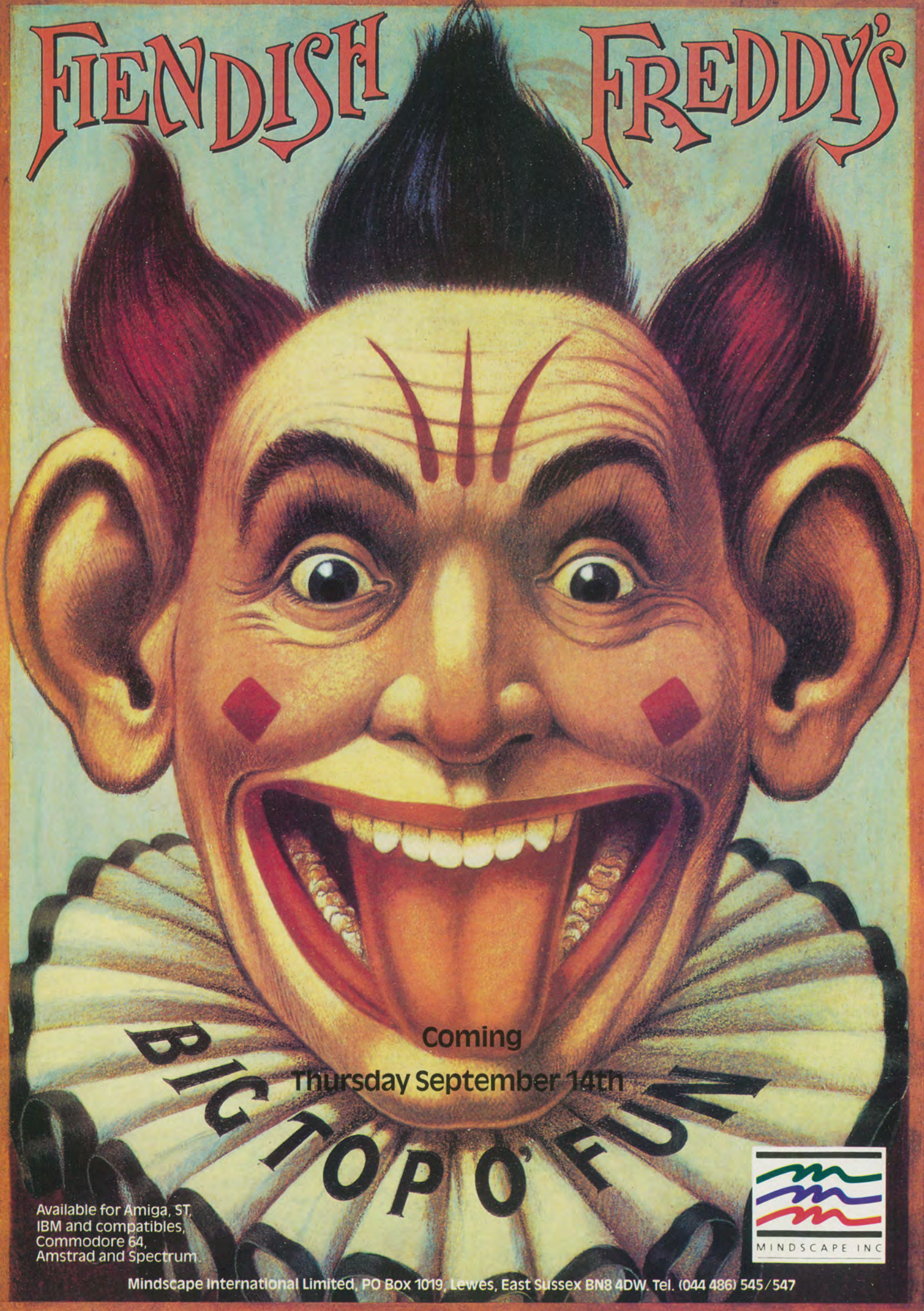
The future is exciting and this is a foundation for the future.'

### Future innovations

Frames is a new and lean company which is stretched to the limits with its current workload, and I was particularly impressed with the diversity of the projects, as well as the quality. Both the present and the future certainly look bright for Cain and Everett, who have emerged from the enforced factory production line in the eight-bit boom, to heading their own team. Their experiences of the licence rat-race has made them dedicated to putting their full energy and ingenuity into turning original ideas into great computer entertainment instead of taking easy option. Atari are willing to let them have a free hand in production, and as long as that continues, we can expect some original, innovative and fresh games coming out of Bootle.'



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# Dungeons & Disk Drives

**The long hot days of summer are upon us and the song of the Dragon has gone from the land. Software houses have shut up shop while they await the coming of the great autumn shows, and Adventurers and Dungeoneers sleep fitfully in their bunks, recovering the 'Manna points' lost in the winter crusades. Everywhere swords lie sheathed and idle in the sunlight.**

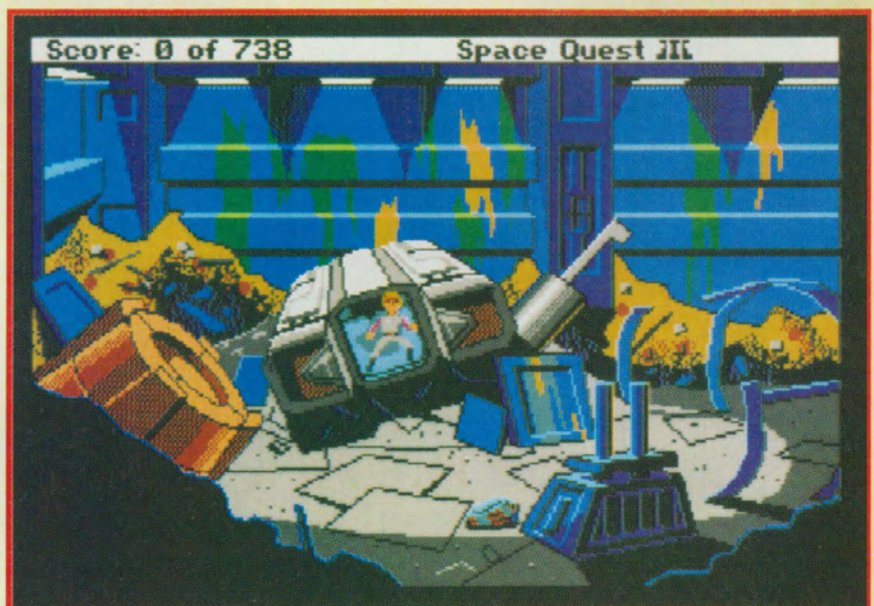
Before we go any further, I would like you to give three cheers for the Troll. Never mind why - just do it. I'm sure the rest of W.H. Smith won't mind! He may be a miserable, old devil, but his constant moaning on your behalf has finally paid off. Ever since we got our copy of the SECRETS OF DUNGEON MASTERY, he has been complaining to Mirrorsoft that it is grossly unfair that the book is not for sale in this country and can only be bought by our American cousins. Well actually, that's not quite how he put it! He has also argued endlessly that if his fans can't buy the book, why can't we at least publish some little extracts in the Dungeon column?

You will be pleased to know that Mirrorsoft have finally given in on both counts. In an effort to save themselves from any more ear-bashing sessions, they have decided to sell the book through mail-order. So if you are a ST ACTION Dungeoneer or Dungeoness (ain't that a lighthouse? - ED.) you can obtain this essential DUNGEON MASTER accessory by sending £4.99 to Mirrorsoft, Sales Dept. Irwin House, 118 Southwark St. London SE1 OSW - and don't forget to mention that the TROLL sent you!

And what tasty morsel of Dungeon Lore shall we pluck from this tome of knowledge for your delectation and delight? Perhaps some hint of a legend which will shed light on the dark side of those wondrous jewels to be found in the shadows of the corridors? Or perhaps you wish to know what the sages have to tell regarding the history of a particular weapon?

## **The PENDANT FERAL:**

Stolen from the Burrows of Dith during their great war with the Bika's, this pendant was once worn with pride by Wuuf.



Roger Wilco surveys his predicament - just how will escape from this oversized junk-pile?

Those who wear this pendant are said to be granted the agility of a field mouse and the wisdom of a unicorn. He is known to have worn it when he entered the dungeon.

## **DIAMOND EDGE:**

A weapon designed with a purpose. The diamond edge swords were created by the dwarven Smiths of Durxan for the Twilight Wars. Only three were made. These swords have magnificent ability against armour and were originally used by the Guards of King Stephen. Two of them have since passed out of memory and knowledge, but the third is known to have been hidden and well guarded in the depths of Anaias.

Ah, but it's the riddles, and the solving of them, which make this old scroll so powerful. Wanderers who have

already trod the paths, might cast their minds back and wonder what might have been, if only they had possessed this ancient riddle:-

**THIEVES'S MAGIC LOOKS BEYOND  
ROCK TO NOT ROCK WHERE, WHAT  
LOOKS TO BE IS NOT.**

**DANGER AWAITS AND UNEXPECTED  
TURNS CAN BRING YOU BACK TO  
WHERE YOU HAVE BEEN.**

And now to other things. I have two interesting pieces of news for those of you who hunger for something extra to read while waiting for the next edition of ST ACTION. I have been perusing SPELLBREAKER, which is a monthly fazine devoted to hints, tips and articles on Adventuring for all micros. This 40-page mag is now on its fifth issue



# Blood Money



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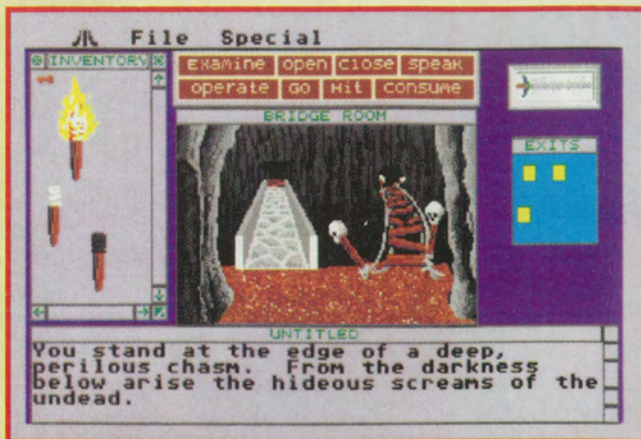
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Don't forget to drop all your heavy possessions before you attempt to cross the rickety bridge in Shadowgate.



Try searching your desk for one of your old bank statements in Sierra's Gold Rush.



and appears to have a lively readership intent on helping new converts and getting as much fun as possible out of their hobby. If you are interested, contact Mike Brailsford at 19, Napier Place, South Parks, Glenrothes, Fife KY6 1DX

Another enterprising individual has begun an ST Adventurers Disk Magazine called SynTax. This is a bi-monthly disk full of ST adventuring news and views for £3.50 (inc p & p). Contact SynTax at 9, Warwick Road, Sidcup Kent DA14 6LJ

Now be off with you and peek into a selection from the green one's mailsack. Hurry back, I'll be waiting for you.

## Troll Letters Escaping the Space Quest III Junkpile

*I have managed to get full power back into my ship in Space Quest III, but the junk stops me from taking off and escaping from the Garbage Freighter.*

*One more thing - is RICKY a girl's or a boy's name? (It's just to do with a bet).*

**Ricky Greenhill, Ilford, Essex.**

I have a nasty suspicion you are being stupid. Once you have restored full power, there is nothing to stop you starting the engines and taking off. Of course you will need to find a way to fly your ship through the solid metal sides of the Garbage Freighter, but as you are flying a ship equipped with bolt lasers, I don't believe that even a human could fail to come up with a solution. I suspect your real problem is that you are standing with your finger pressing the big red button which opens the landing ramp, and misunderstanding the resulting message. The message says: 'Junk is preventing you OPENING the ramp' - NOT CLOSING IT!

As for your name being that for a boy or a girl. I am sending an explanation of the difference in a plain brown envelope. In the meantime, here's a quick check you can do yourself. Take all your clothes off and take a look at yourself in the bathroom mirror. If you

see anything that makes you laugh - you are almost certainly a boy!

## Planetfall Strip

*I'm not going to slime or beg for your help (I've seen enough people in your pages who did!) I'm stuck in Infocom's PLANETFALL. I can't get the lamp or brown spool from the radiation chamber. And that mural, I just don't know what to do with it.*

**R. Mulder, Netherlands.**

Well here's the good news. There is no lamp anywhere which you can get. As for the Mural, it does have a significance, but don't worry about it. When the time comes you'll know about it. By the way, have you tried removing your uniform while Floyd the robot is with you?

## Wishbringer Revisited

*Well, well, well!! The Troll's befuddled brain strikes again! In issue 14, Jenny Foster was stuck in Wishbringer because she couldn't find the 3D glasses and the Broom. YOU told her there was NO broom to be found, but there is and it has a use! When the broom is found (near the cat) it's used for breaking a case at the end of the game. What have you got to say for yourself?*

*Answer this question from Personal Nightmare for a penance. Is there a coupon or money to be found?*

*The Worse One (Evil Edna's Sister),  
Portsmouth, Hampshire.*

Did I tell you about my bad back? I am a martyr to my back. It's living under this damp bridge that does it. I'm rarely without pain you know, and at times it affects my eyesight. I thought she said GROOM. Of course there is a broom - I knew that all the time.

In PERSONAL NIGHTMARE, I also know that in your own bedroom you can find the Post Office Savings book which you left so long ago. It's only got a tiny bit of money in it, but it's just enough to.... Well I ain't going to tell you for what. You

being so dammed smart and all!

Perhaps if I had my own office with a desk and a lamp, it might help....

## 'Well Stuffed' in Leisure Suit Larry II

*Please, please, please tell me how to get some 'padding' for the bikini top in Leisure Suit Larry II.*

**S. Huggett, Camberley, Surrey.**

If you stuff bars of soap from the hotel room up your front, you will finish up with a figure that would get any nerd into a lather!

## Giving it Stick in Shadowgate

*My Dear Majesty of Scum, please help a fellow dirt-bag with SHADOWGATE. I am right at the end of the game and I wish to know how to defeat the Warlock and the Behemoth. I think I need the Staff of Ages, but where is it to be found?*

*I would like to add that I have seen the Dragon, but he cannot compare with your stomach-wrenching highness. Thanking you for your slimy reply, may you crack a hundred mirrors a day.*

**Killer Kirby, Staffs.**

Why do I have the nasty suspicion that I am being got at? The answer to your problem is that the Staff of which you speak cannot be found - you must create it. Firstly, you must return to the shabby bridge and cross the chasm. Using a magical item, you must solve the problem of the Snake statue and hence obtain a staff. By 'operating' further magical items on this staff you will be able to recreate the mystical 'Staff of Ages'.

## A 'Dumb Trick' for JinxSter Fans

*I have been thrown into the witch's dungeon by the jailor and can't get out.*



*I know that escape lies in the food hatch, but don't know how.*

**J. Ward, Ipswich, East Anglia.**

Well, you can't be that dumb if you realised that the Dumb Waiter is the way out. The trick is to somehow hold the Dumb Waiter up whilst you enter it and then cut the rope to lower yourself. This trick is achieved by tying the rope to something in the cell (e.g. manacles) then placing a burning candle under the rope to slowly burn through it while you climb into the shaft and wait. The candle needs to be standing up inside something. I hope you have a suitable empty container. You're getting close to a final solution, so don't bottle out now.

### Getting a Lift from Lurking Horror

*I have found the Urchins, but cannot cut the growths. I have also discovered a chain and tied it to the rod and the hook on the elevator, but when the elevator moves, the chain slips off.*

**S Mosby, Horseforth.**

This is, of course, the horror game from Infocom which even now the Dragon is too scared to play. Not surprising from someone who watched DR. WHO through his claws! The growths you refer to are attached by a wire, so you need to use wire-cutters or bolt-cutters. You mustn't tie the chain on, you use a padlock. A final tip: should you be unable to make the lift move - remember to check that all the lift doors are closed.

### Squeals of Pain from Sierra's Gold Rush

*I'm stuck with Sierra's Gold Rush. How*



All this confounded red tape makes police work somewhat tiresome. However, if you don't get a warrant, Bains will go free.

*do you find out your bank account number? How do you get past the killer ants in the jungle. What food is there to eat on the Cape Horn voyage except for diseased pig?*

**Tom Hubbard, Hants.**

I felt quite clever when I found the account number. Do you remember finding an open roll-top desk in your house? Well, for a change, the solution is found by closing the desk instead of opening it. The killer ants appear when you are walking down a path overhung by jungle creepers. Why don't you do a Tarzan leap and rise above your problems?

As for your last problem. What's wrong with diseased pig for dinner? YUMMY! Anyway, as I didn't know the answer to this problem I took a chance and went next door to ask our own witch - Evil Edna. I don't think she has actually played the game, but she said that she always cures diseased pigs with Oinkment!!

### Lost in the Chrono Quest Jungle?

*We are two Dungeoneers in a Chrono-Questy, Messty in Mexico! We are going goggle-eyed trying to find the temple of Chichen Itza. We found the three stones as directed by the Maya warrior. We found the table-like stone and we have taken the key from the Sun God, so please will some dungeoneer come up and put our goggle-eyes straight in the direction of Chichen Itza?*

**Jean and Stella, London.**

Having obtained the key, your directions should be:-

S, S, S, W, W, NW, N, N, NE, NE, NE, N, N, NW, NW, NE, E. Now get lost!

### A Gem of a Spell for Dungeon Master Fans

*I have the Firestaff, but what is the proper spell to take the diamond out of the wall on the Level of the Big Dragon? Thanx!!*

**G. Erwin, Richmond, Canada.**

You 'are' doing well aren't you? I assume the precious stone you are referring to is the Power Gem. Well, what you need to do now is cast a ZOKATHRA spell and hold it up to the Gem. Then hold the Firestaff up to the Gem. Hey presto! You now hold the final power in your hands. Go get'em Tiger!

### Here comes the Judge in Police Quest I

*I'm well stuck in Police Quest I. How do you get a No Bail Warrant for Hoffman, as I can't seem to find the right words when I talk to the judge.*

**G. Bingham, Stewarton.**

At last, a decent question! This is a tricky one - which is another way of saying Mitch couldn't do it. Firstly, don't bother going to the court until you are sent. Before you go, you must gather some evidence that will convince the judge that there is good cause to grant a 'no bail warrant'. You will need a copy of the FBI wanted poster, plus Hoffman's file from the Narcotic Office. Once you arrive at the court you must talk to the court clerk and tell him you want to see the judge as it's an emergency. Show the evidence to the judge and be prepared to answer the question. 'What makes you think that this evidence, which is for two different men, is really for one man?' The answer lies in some physical characteristic that both men have. If any other human got that one right they deserve something. Can't think what, but it will probably come to me...

A clever little Dutch boy called Bas Jansen has taken his finger out of the dyke for a moment and sent me the full solution to Magnetic Scrolls' latest game, MYTH. As I haven't even received a copy of the game yet I'll store your letter under the bridge for emergencies. I don't suppose I'll need it, though. If humans who are silly enough to wear wooden shoes can finish it - it can't be too difficult, can it?

And, finally, I have a trollish joke for you. How do you get twenty adventurers into a small cart?

Chop'em up with an axe and chuck'em in! Hee, hee, hee....

**The Troll,  
29 Blackthorn Drive,  
Larkfield, Kent, ME20**

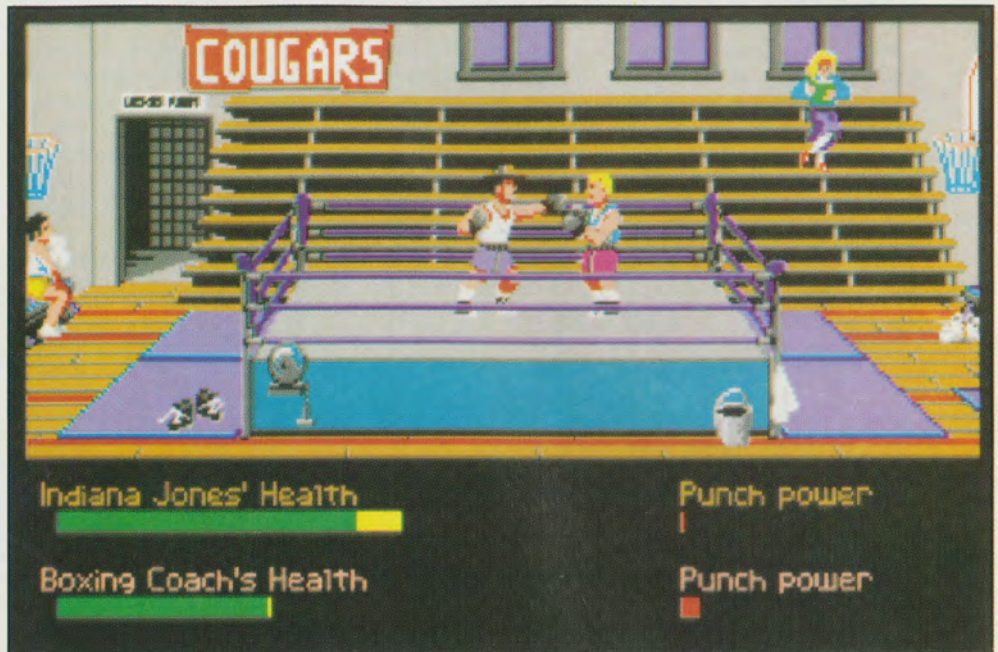


# WIN A SONY VIDEO RECORDER

It was way back in 1983 when George Lucas founded Lucasfilm Games as part of his state-of-the-art entertainment company.

Twelve years previously, Lucasfilm Ltd. itself was set up in Marin County, just a little to the north of San Francisco. The company was blessed with a natural gift for storytelling, innovation and special effects technology. With these precious talents Lucasfilm Ltd. quickly emerged as one of the most important independent production companies in the world. As well as their well-known Star Wars and Indiana Jones films the company has also gained an international reputation through Industrial Light and Magic (the special effects department), and for soundtrack design by its Sprocket Systems division.

Like its parent company, Lucasfilm Games have also earned an enviable reputation throughout the software industry. Early titles included successes such as Rescue on Fractalus! and Ballblazer. 1987 saw the company being awarded titles such as "Game of the Year" and "Most Innovative Game" for its comedy/mystery adventure, Maniac Mansion. The most recent titles to come from Lucasfilm Games include Battlehawks 1942, Zak McKracken and the Alien Mindbenders, and the Indiana Jones Adventure - all



exceptional games!

In addition to the entertainments field, Lucasfilm Games are also venturing into the educational scene. Collaboration with both Apple Computers and a number of other institutes are bringing about various educational projects. In joint a effort with the National Geographic Society, Lucasfilm Games are developing a multi-

media historical geography curriculum for middle schools in the United States.

To celebrate the release of the ST version of both the Indiana Jones adventure and Maniac Mansion, we are proud to

present this great Lucasfilm Competiton. As a first prize we're offering you the chance to win your very own Sony video recorder! Of course, we're also offering thirty runners-up prizes. The first twenty-five lucky entrants will win either a copy of the Indiana Jones adventure or Maniac Mansion. The remaining five winners will each receive a Lucasfilm video cassette. And, because we're, oh so generous, we are also going to give away a free T-Shirt to all of the winners.

So, all that's left to do is to answer the questions. Remember, all entries should arrive no later than the 25th of November 1989. Send your entries to:

**Lucasfilm Competition,  
ST Action, Latham House,  
Quarry Lane, Chichester,  
West Sussex. PO19 2NY.**

## Lucasfilm Competition Questions

**1. Which of these games is not a Lucasfilm adventure?**

- A. Zak MacKracken and the Alien Mindbenders
- B. Loony-Bin Hall
- C. Maniac Mansion

**2. Lucasfilm recently released a game based around the battles in the South Pacific. What was the name of the game?**

- A. Tora, Tora, Tora!
- B. High Winds
- C. Battlehawks 1942

**3. Which Hollywood film director is the brains behind Lucasfilm?**

- A. Lucas Kenowski
- B. George Lucas
- C. Steven Spielberg

**4. When was Lucasfilm Games founded?**

- A. 1985
- B. 1983
- C. 1987

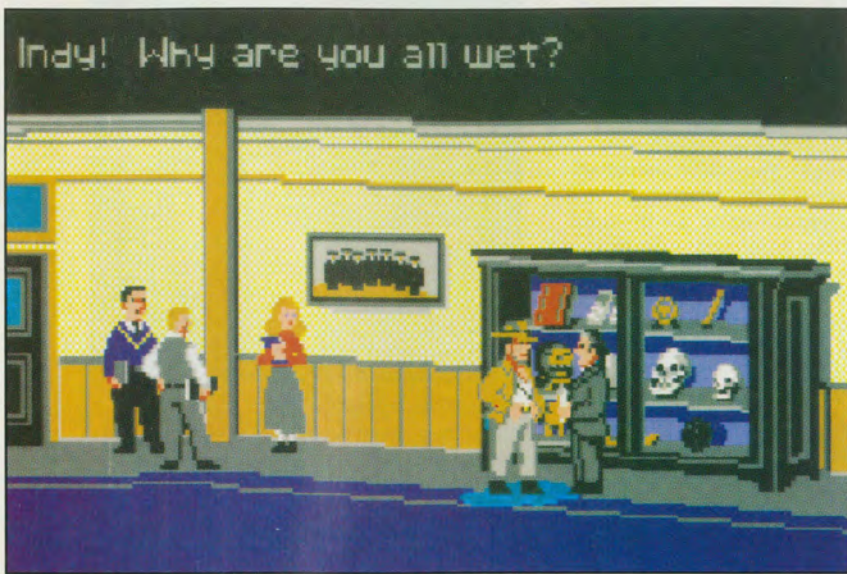
**5. What is the name of the special effects department at Lucasfilm Ltd.?**

- A. SFX
- B. Industrial Light and Magic
- C. Effects Unlimited.





# + A BOOTY OF GAMES & VIDS!!



**GREAT PRIZES!**

**SONY VIDEO RECORDER**

25 copies of  
**MANIC MANSION**

or

**INDIANA JONES ADVENTURE**

**LUCASFILM VIDEO CASSETTES**

**T-SHIRTS**

## 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.

The answers to the Lucasfilm competition are:

Answer 1 .....

Answer 2 .....

Answer 3 .....

Answer 4 .....

Answer 5 .....

Name .....

Address .....

.....

.....

Post code .....

Daytime telephone number .....



# APB

*"Forget Dixon of Dock Green. Forget Officer Dibble. Instead, assume the role of Officer Bob, the meanest traffic cop this side of New York, in Domark's newest Tengen licence."*

DOMARK (£19.95)

As the newly-promoted Bob, you have been assigned the task of ridding the roads of law-breakers. To do this task, you must cruise the four-way-scrolling high-



ways in your faithful police car, booking offenders. At the start of each new game, you are offered the chance to change the starting level, allowing you to go straight for the 'Mr. Bigs' of the underworld. Once you have chosen the difficulty level, the screen switches to that of the parking-lot outside the station, with Bob seated in the car waiting to do his day's duty. Your car is controlled using the joystick, with the directional controls turning it from side to side, and forwards and backwards accelerating and decelerating, respectively. Finally, positioned at the front of your car is a small cursor, and it is with this that you can tell the offenders to pull over.

The criminals you have been told to arrest are instantly recognisable by the way they act: ie. litter-bugs leave a trail of rubbish behind them, and speed-freaks tear past you. When you encounter an offender, you must book them by siding up to them, positioning your cursor on to their vehicle and pressing fire twice. Having been booked, the arrested person then disappears, allowing you to continue. However, care should be taken when

arresting people, because, should you make a false arrest, you will be punished. Punishment comes in the form of earning a demerit. These are shown to the right of the main action, along with how many arrests you have remaining and your fuel, and are effectively 'lives'. Every time you either crash your car or make a false arrest, you are awarded a demerit, and if you lose all ten then Bob is unceremoniously fired.

For every offender booked, Bob receives a pay bonus, and, in addition, extra money can be gained by picking up hitch-hikers, and by collecting the stashed loot which can be found along the roadside. With his collected money, Bob can then buy enhancements for his car, such



as armour-plating and weaponry. The big money, though, is in collecting master criminals. Before you can arrest these guys, however, you must first complete a daily routine and then go after them. If you manage to pull them over, you are instantly whisked back to the station for a sub-game. Shown in silhouette, you are seen holding the villain by the throat. As you

*I only managed to see the coin-op version of APB about a week ago, and to quite honest I wasn't really that impressed. However, that was before I actually played the game. The game's graphics aren't exactly what you'd call state of the art - the small, lightly detailed blocks which masquerade as cars are hardly innovative. The game's sound impressed me more, especially the muddled speech effect. However, it's a game's playability that really matters and this is where APB comes into its own - the cars controls are both easy and responsive. Overall, APB isn't a graphical feast but, if you want a game that oozes playability then you could do far worse than this.*

NC

waggle the joystick to force a confession out of him, your fat boss starts making his way to the door. If you get the confession, a bonus is yours; get caught and you are fired.

STA

STA  
Rating

69%

GRAPHICS: 56%  
SOUND: 60%

LASTING APPEAL: 65%  
ADDICTIVENESS: 73%

DIFFICULTY: AVERAGE  
1ST DAY SCORE: 11750

*As far as I could see, the best thing about the APB coin-op was the speech whenever you booked an offender. Unfortunately, this is missing in this conversion, as are the cartoon-style graphics of the original, leaving APB as a conversion that relies on its gameplay. Luckily, there is plenty of this. Zooming along the highways, arresting litter-bugs and the like, is great fun, and there are enough difficulty levels to suit even the best games players. There are a few annoying features, such as the unnecessary loss of lives, but they are not enough to spoil the game.*

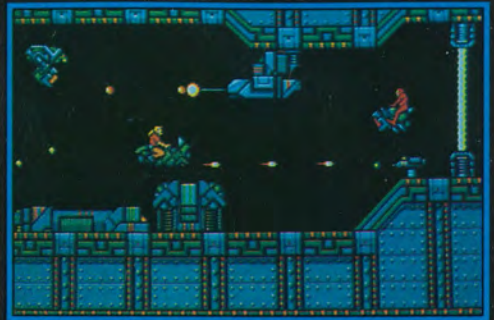
SM



If Officer Bob takes one of the many detours on his route, he can find useful items such as bags of loot. These are collected in the same way that you arrest people, but it can prove risky going for them.



# STRYX



- ★ **Ultra smooth 8 way scrolling**
- ★ **Designed with small fully animated characters from Garvan Corbett, the artist who brought you the classic hit Barbarian**
- ★ **Multi-directional free format weapon usage**
- ★ **Large playfield for even more action.**

You're really up against it this time. Those revolting robots have finally upped and turned their horribly powerful weapons on their kind human masters. Someone's got to stop it before it all gets out of hand. I mean, you just can't have bloodthirsty Cyborg assassins roaming the streets of Dome City and expect the citizens to put up with it. Who on earth is going to sort out the mess? You guessed - you get the job.

Fortunately, you are just a little bit on the special side. You are Stryx, the product of Project Alpha Secure, the meanest fighting, smartest thinking machine ever invented. Half-man, half-robot, you are the business, the only one who can stop those wicked Cyborgs.

You'll have to work hard, though, blasting hordes of the revolting creatures (such a sad waste of scrap metal) and rescuing the keys to the Lifeforce.

So, Stryx, you'd better get your jet pack on for some high level robot stomping through the immensely complex underground world of the Dome cities. It's a tough assignment, and time is running out.

AMIGA/ATARI ST £19.95

Screen Shots from the Atari ST Version

PSYGNOSIS  
FREEPOST  
LIVERPOOL L3 3AB  
UNITED KINGDOM  
Tel: 051-709 5755



PSYGNOSIS  
GAMES PEOPLE PLAY

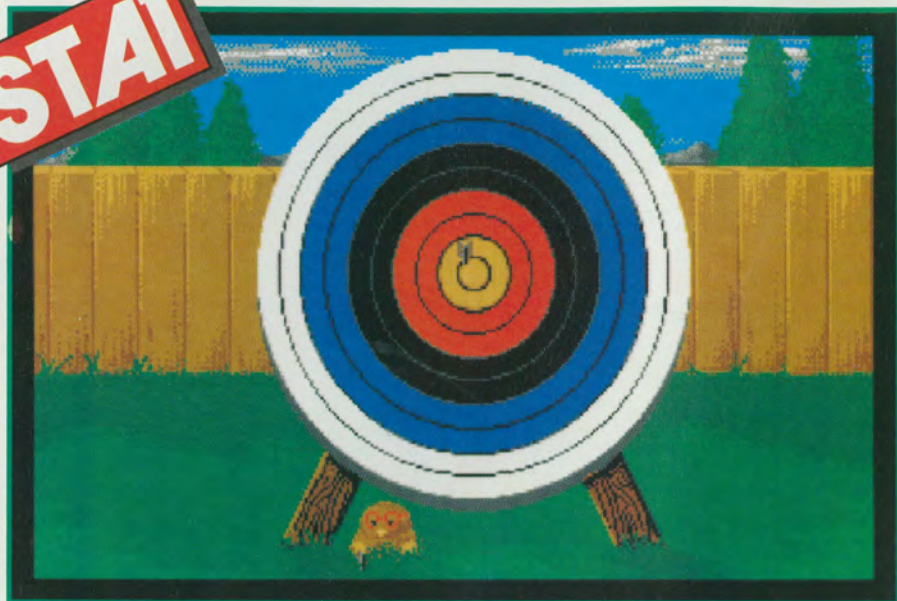


"Once again it is time to dust down those old jogging pants, don that sweatband, and take part in Epyx's latest sports extravaganza."

# GAMES: SUMMER EDITION

US GOLD/EPYX (£19.95)

STAI



Every time Epyx release one of the Games series on the ST, they get better. But how they are going to top Summer Edition, I'll never know. Programmers, The Code Monkeys, really have taken into account the ST's capabilities, and each event is preceded by a nice intro, or features a neat touch in it. Presentation is superb, and each event plays well. My personal favourite is the archery, which is a doddle to learn but hard to master. Basically, if you only buy one 'Decathlon'-style game, get this one.

SM

This three-disk epic has been converted from the original C64 and PC versions, and has been improved to make use of the ST's capabilities. Set during the Korean Olympics, Summer Edition features eight events, each designed to take a budding armchair athlete to the max. Up to eight players can take part - as is the norm with the Epyx series - and

the various events take place over five large stadiums. We begin our medal-winning attempts seated on a pushbike for the Velodrome Cycling, which involves haring around an elliptical track in an attempt to beat your opponent to the finishing post. When the event begins, a choice of either racing the computer or a friend is offered. Once selected, pressing

fire starts the race. As you begin your two-lap race, you must waggle the joystick up and down in a steady rhythm to increase your speed, whilst pushing left and right to position your cyclist. However, each racer has an ever-decreasing energy bar, and wagging too furiously tires your man out rapidly, so pacing yourself is essential.

The second event is the ever-popular archery. Requiring great skill and precision, archery involves firing arrows at a target for points. Like the velodrome, the event is viewed from two angles. To begin with, you are shown the distance between you and the target, whilst a flag flutters in the wind. Pressing fire prompts a window to open, showing your on-screen persona as he draws his bow. Pulling the joystick left determines the strength of the shot, and pressing fire



Here's one for any budding Geoff Capes! Setting your onscreen persona into a spin, using both the fire and an anti-clockwise movement of the joystick, another press of fire will release the hammer. Providing you get your timing right, it will soar for ages, earning you lots of points. Miss, and you'll either send it through the protective netting or crack your screen (inset).





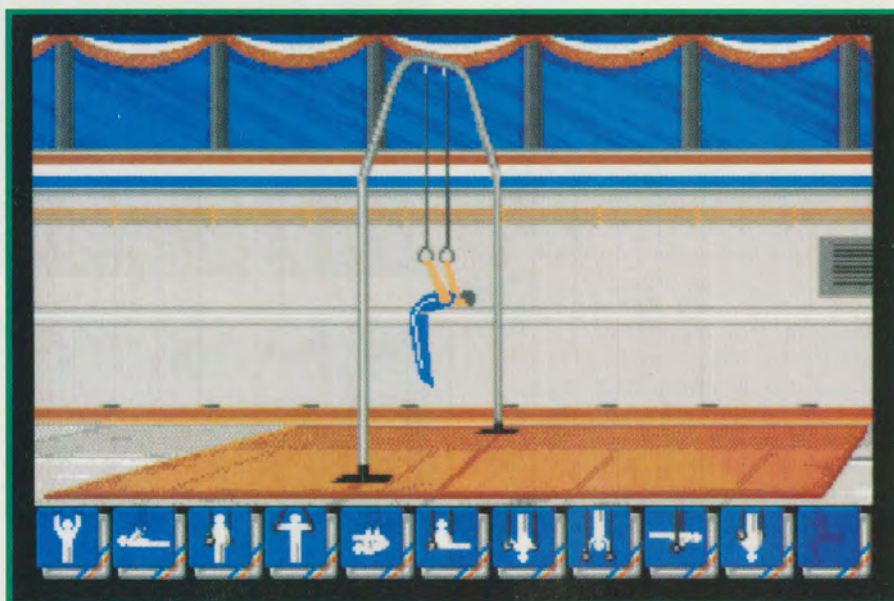
As you perform the various joystick-controlled moves in the uneven bars event, the crowd roars in approval and there's a sample of a nauseating little kid who keeps shouting "jolly good show."



allows you to take aim with the aid of a useful cursor. Finally, pressing fire releases the arrow and, providing you have judged the wind correctly, your shot will hit the target. You are given six arrows, with your objective being to score as highly as possible with them.

Donning a leotard, we now limber up for the uneven parallel bars. Watched by a stadium full of people, you use the bars to perform as many daring and stylish twists, jumps and manoeuvres as possible. Having pressed fire to launch yourself towards them, using the directional controls of the joystick, your gymnast can be made to perform stunning twists and handstands. As you do so, both the crowd and a scoreboard give you an indication of how well you are doing. Points are gained for the difficulty of your moves and the style with which you perform them. Still keeping to the theme of gymnastics, the next event is the rings. Holding on to the two rings that dangle from the ceiling, you must waggle the joystick from side to side to perform as many intricate balance-related positions as possible. Shown below

Getting to grips with the rings can prove very tricky. Once you have been lifted up by your coach, it requires good timing and wagging to keep you there. Make a mistake, though, and you will fall to the ground and burst into tears.



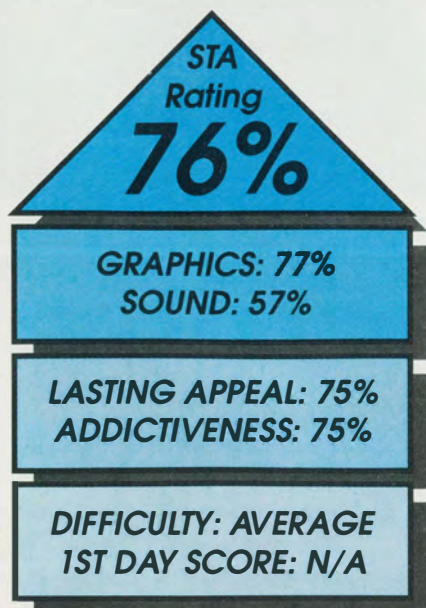
your performance is a row of icons indicating the range of moves available, and these flash when you successfully hold a position for two seconds.

Next, we prepare to participate in the hammer throw. Pressing fire starts the participant spinning, and while he is doing this, you must rotate the joystick in an anti-clockwise direction. When sufficient speed has been built up, all that remains to be done is to press fire to go to the next stage of the throw, and then the actual throw itself - again prompted by the firebutton. Accuracy is all-important when releasing the hammer. If you do release it in the right direction, though, the further it goes, the higher your score will be. Just a few yards from the hammer throwing is the pole vault, and this is the next event. As your player runs towards the high bar, he is viewed from the front. Wagging the joystick left and right in time with his feet speeds him up, until eventually the view switches to that of from the side when it is time to vault. Pulling down on the joy-

*A Summer Edition - in the middle of autumn? Epyx's sporting games are always worth the wait and this is no exception. The eight different events are incredibly detailed and have a number of excellent and amusing graphical touches. I particularly liked the mole in the archery event who, when the ground is hit, pops up and mutters: 'Hey man! I don't dig that!'*

*In the past, the Games series has suffered from having one or two unplayable events. It seems that, with the Summer Edition, great care has been taken in the implementation of the events, the end result being a well-balanced and highly playable game.*

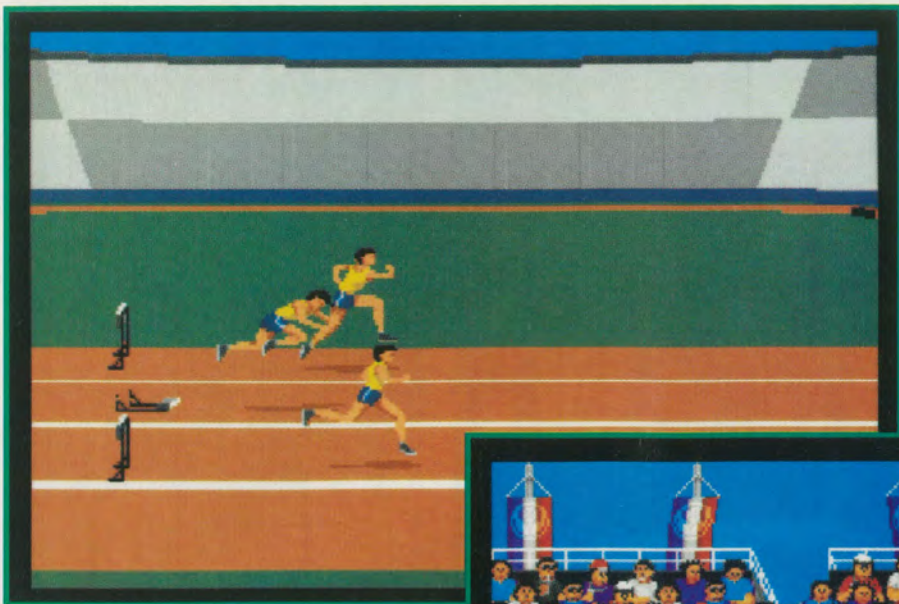
**NC**



*Epyx's sport simulation series have always been epic productions, with impressive graphical presentation and timeless joystick bustin' action, and Summer Edition is no exception. What particularly impressed me is the fact that they have simulated some different events to the other games in the series, and from the gym to the diving pool, each event is great to play, especially when there are a number of players participating which really puts an edge on the competition. As usual the graphics are great and joystick control over the athletes has been improved considerably, which increases your involvement in the game even further. Summer Edition is a must for all armchair athletes!*

**JS**





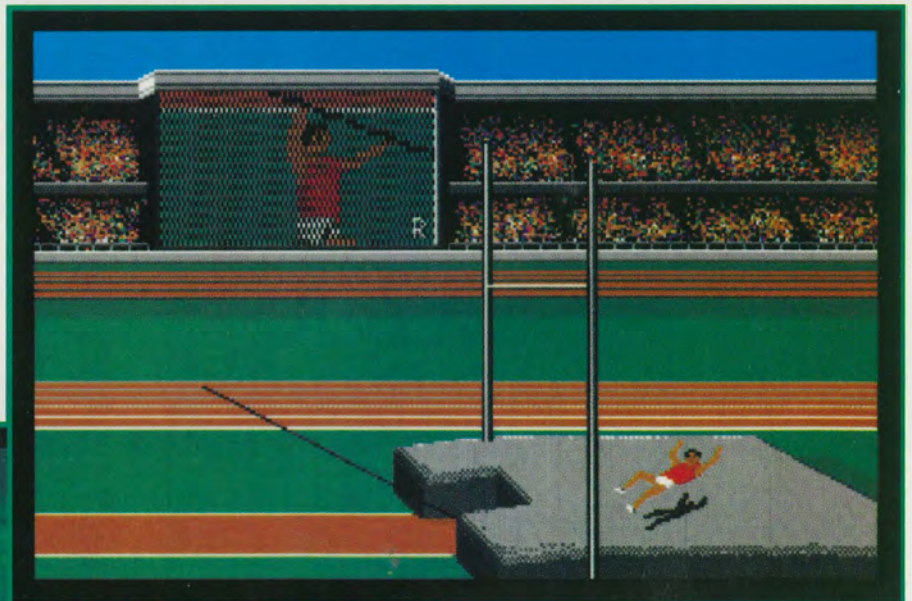
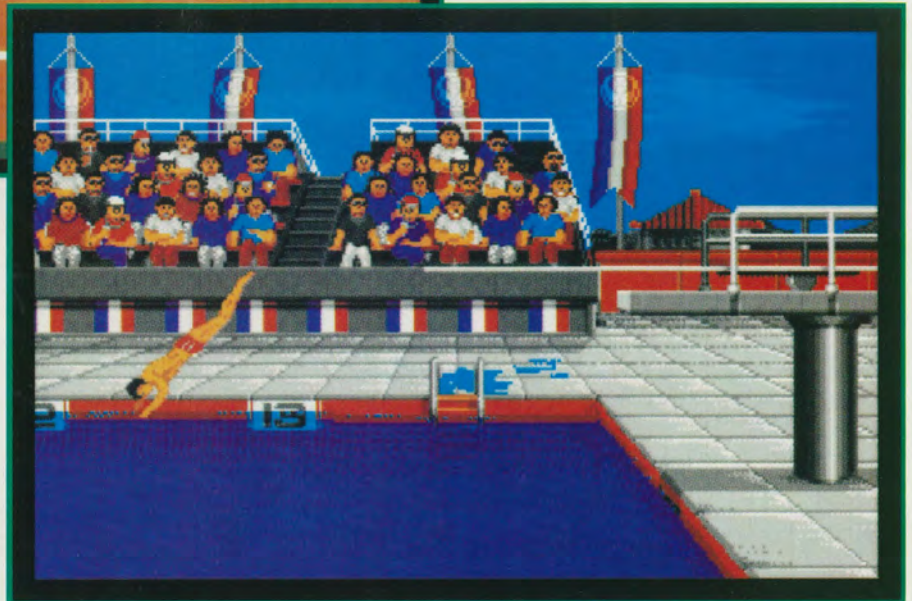
The hurdles is undoubtedly the simplest event, requiring simple waggling and button-pressing. However, get your timing wrong, and you'll end up on your face.

Having set the board for a high dive, you gracefully spin in the air before plunging into the blue pool. Mind you, it has to be said that the judges are a hard lot to please.

stick whilst pressing fire shoves the pole into the recessed box for leverage, and then you must push the stick up to raise yourself. Once up, you must then push the stick right to ensure that you are safely over the bar. If you land without hitting the bar, your player will somersault for joy. Fail, and you get another two goes.

It's over to the race track now for the easiest of all the events - the hurdles. As in most of the events that involve running, the key to gaining speed in the hurdles is to keep your waggling in time with the runner's footsteps. In addition, whenever a hurdle appears, pressing fire causes you to leap over it. Time your jump badly, though, and you'll take a tumble and be disqualified. Finally, we take to the pool, for the diving. As in the gymnastic events, this requires grace and daring, as you try to pull off a number of impressive dives using directional controls whilst in mid-jump. After you have positioned the board so that it will give you optimum bounce, pressing fire sends you into a daring dive, ready for you to start positioning the joystick.

**STA**



Pole vaulting is far from simple. For the higher bars, you'll need a really good run up, otherwise you'll clip the bar every time.

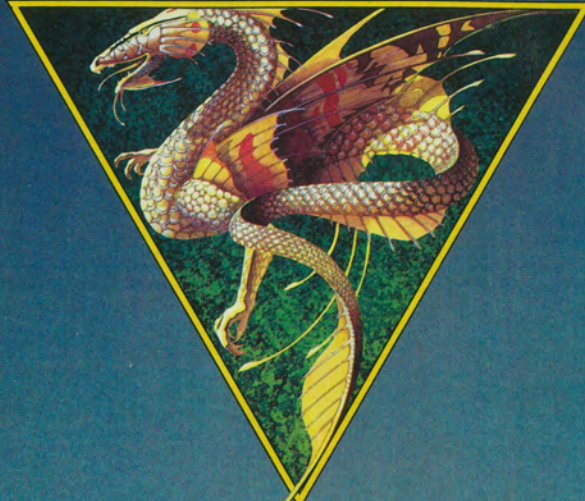
If you can stay snugly behind your opponent in the cycling, you can ride in his slipstream. This is indicated by a whooshing noise, and if you can keep this up, you can swing out and clinch victory on the final corner.



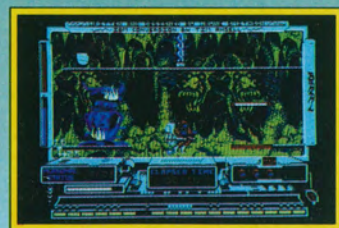
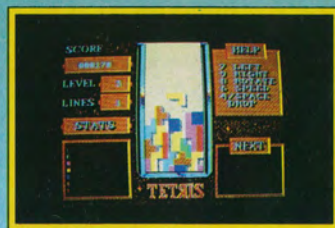
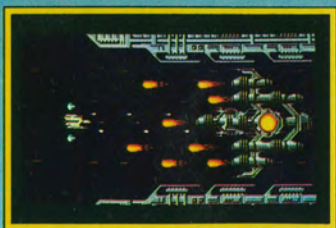
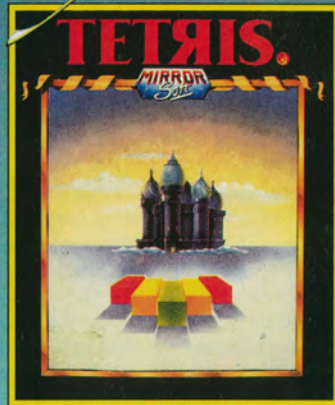


# THE BEST OF THE BEST

## T'R I A 'D



### V O L U M E • 2



**ST Amiga Format - Gold Disk Award**  
 "Menace will have you hooked for hours on end. The addictive "just one more game" feeling hits you every time."

**ST Action**  
 "This game is non-stop action all the way - miss it at your peril."

**Page 6**  
 "Menace is a superb game which is impressively presented. Menace excels in terms of playability. It is a highly addictive game with enough variety for you to keep wanting to come back for more."

**Sinclair User - 10**  
 "The most original and playable game in an age."

**Atari ST User - 9**  
 "Tetris is one of those horribly addictive games that gets you saying 'Just one more game'."

**Zzap - 94%**  
 "One of the all-time computer classics . . . it's perfectly simple and simply perfect."

**C + VG**  
 "If you're after an addictive and action packed exploration game, buy Baal."

**Atari ST User - Star Game**  
 "What a brilliant game - surely Psygnosis' best to date? The graphics have to be seen to be believed and the scrolling is excellent."

**ST Action**  
 "A brilliant mixture of fine artwork, taxing strategy and all out arcade action, this game will really put you on the edge of your seat."



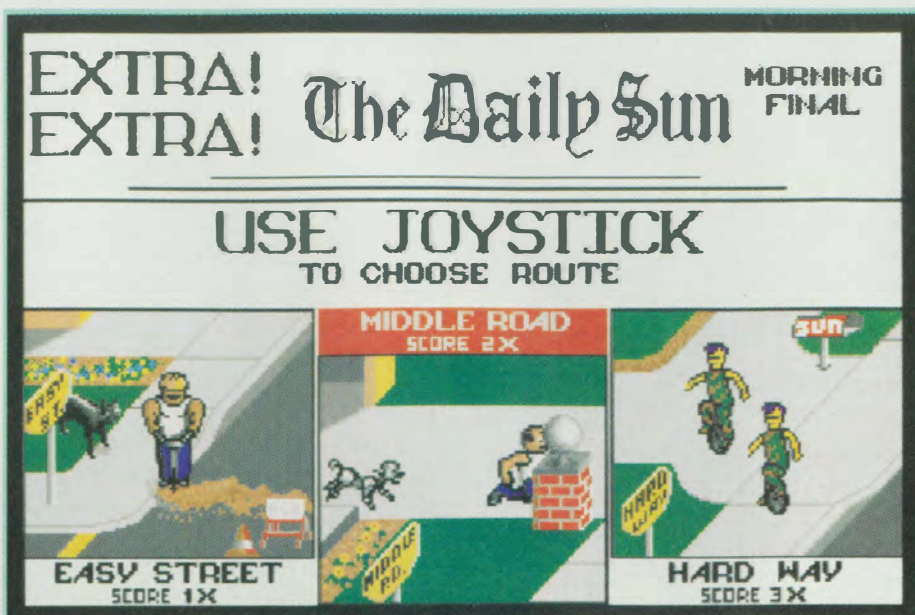
**PSYGNOSIS LIMITED**  
 Century Buildings,  
 Tower Street,  
 Liverpool L3 4BJ,  
 051-709 5755



As far as I can see, the only differences between the ST version of Paperboy and the coin-op, are the smaller playing area and the lack of handlebars to control the game with. Everything from the classic coin-op has been retained: the strange mish-mash of residents, the jaunty tune, and the basic playability; and these factors raise Paperboy above the normal humdrum of arcade licences. Essentially a shoot'em-up, Paperboy involves both skill and luck as you weave your way through the bustling suburb, avoiding the odd residents and delivering the papers, but it is the novel implementation that makes this so enjoyable. Paperboy may be an old coin-op, but it is also one of the best, and, as a result, is well worth a look.

SM

As Paperboy begins his daring trundle, he is instantly besieged by the strangest bunch of home-owners you have ever seen. Drunks stagger into your path, unicyclists attempt to knock you off, and dogs snap at your ankles - all with disastrous results.



# PAPERBOY

*“Well, it has been three years in the making now, but can Paperboy live up to the high expectations its ever-imminent release has generated?”*

ELITE (£19.95)

The coin-op version of Paperboy arrived in the country's arcades about four years ago and, with its unique handlebar control system, cute graphics and unusual gameplay, it soon became a classic. Two years after its release, Elite bought the rights to convert the game, and duly released it on practically every 8-bit format there was, sending it straight to the top of the charts. Now, after two years, Elite have finally released the 16-bit versions of the much-heralded classic, with other aging coin-op favourites, such as Ghost'n'Goblins and Commando, to follow.

The game follows the rounds of the paperboy of the title in what seems to be

a typical American suburb. Each day, armed with ten papers, and by collecting others along the way, paperboy must toss a single paper at his subscribers' doors, making sure he doesn't miss one or cause any damage by accident. Along the way, our pedalling hero will be attacked by all manner of strange residents, and he must avoid contact with these or he will lose one of his six lives. In addition, the environment is every bit as hostile as the residents, and paperboy must be wary of open manholes, raised kerbs and drains. All these misadventures are displayed within a small window to the top of the screen, and surrounding this, there are indicators

of how many lives and papers he has remaining. As paperboy is controlled via the joystick, the deadly suburb scrolls diagonally down towards him, bringing with it the strange assortment of weirdoes and residents. Within this dangerous neighbourhood there are two types of houses: the white ones which belong to your loyal subscribers and must receive a paper; and the ominous black dwellings that can be vandalised with a well-aimed copy of the Daily Sun for bonus points. But, beware, the disgruntled house-owner won't be too happy about receiving a gratis copy of your rag - especially through his window - and will be out with a vengeance to get you next time round.

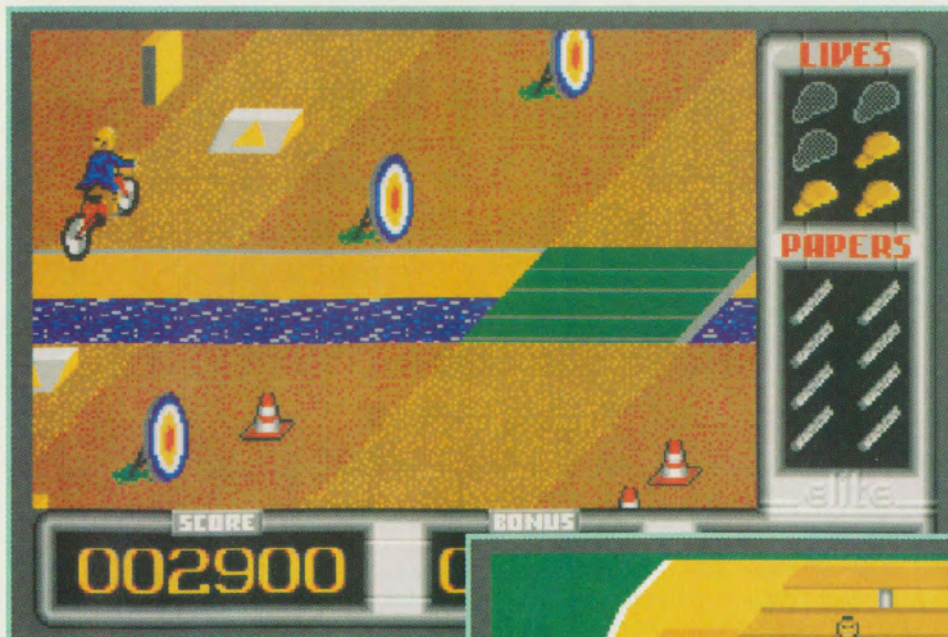
Should paperboy survive a round of staggering drunks, homicidal remote-control cars and ankle-biting mutts, he will be given the chance to collect some bonus points by attempting a series of ramps and hazards on his trusty BMX. By leaping

The dark houses belong to non-subscribers and you have orders from your boss to perform the odd act of vandalism for bonus points. However, if you do decide to casually smash a window or crack a couple of gravestones, you will have to incur the wrath of the seething resident the next day, so be careful.



With precise manoeuvring, Paperboy must avoid his assailants. But if they do get hold of him, it's SMASH! And one of your six lives is lost.





At the end of a hard day's work, Paperboy can both impress his fans and gain bonus points by attempting an obstacle course. Along the tortuous route there are lots of targets, and if Paperboy hits one with a well-aimed copy of the Daily Sun, bonus points will be given. However, more points can be gained by actually completing the course within the time-limit, so a careful balance must be made.

Cor! This takes me back a few years. Paperboy has been knocking around the local arcades for quite some time now. Elite have managed to convert it onto the ST almost perfectly. OK, so the screen is maybe a little smaller, but all the zany characters still manage to retain their credibility. The game's sound is rather basic when compared to many of the other games' sonics but, once again, they do seem to complement the action nicely. My only real gripe is that of the game's difficulty. Even after a few tries I still found Easy Street a real handful - let alone the later levels!

NC



Paperboy is one of my all-time arcade favourites, and this is an incredibly accurate conversion which manages to convey all aspects of the coin-op original. The fact that the release date was delayed time and again is an indication that this must have been a particularly complex project, but the wait was well worth it. Both the game-play and general appearance of the game is practically identical. Admittedly, the animation of the hazards and obstacles is repetitive, but the three optional routes and countless obstacles is enough to keep you on this hazardous paper round for ages. Put simply, Paperboy is an exceptional reproduction of this popular arcade game.

JS

over and negotiating the various obstacles, paperboy can gain extra papers to throw at the targets that line the course. For every paper that hits a target, our hero receives a healthy bonus, and should he complete the course within the very strict time-limit he will be given another bonus and the praise and adoration of his fans who were watching his performance. **STA**

STA Rating  
**74%**

GRAPHICS: 73%  
SOUND: 60%

LASTING APPEAL: 73%  
ADDICTIVENESS: 76%

DIFFICULTY: HARD  
1ST DAY SCORE: 26088



At the end of every game, whether you were successful or not, a copy of 'America's most throwable paper' reports on how you did.

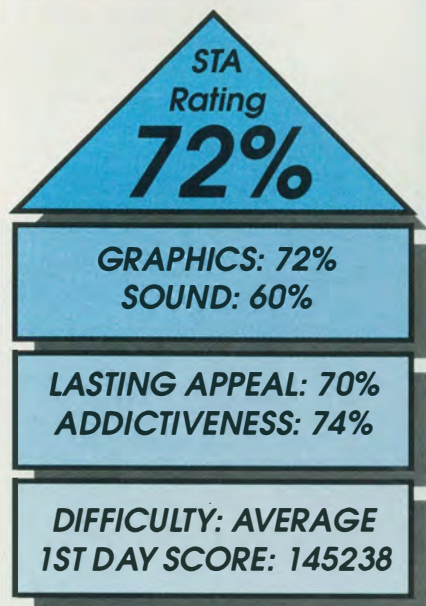




# DYNAMITE DUX

*"Forget blood'n'guts war games and alien slaughters, it looks like the latest fad in arcade entertainment is cute, cartoon characters in comical capers."*

— — — — — ACTIVISION (£19.99) — — — — —



Armed with just a boxing glove, your duck must trounce anything and everything in his path. Pressing and releasing the fire-button causes him to deliver a little punch, whilst holding the button down winds his wing round and round for an almighty slug. The problem is, you have to move quite close to the opposition to administer a punch and any contact results in the eventual loss of a duck life.

But there is a strange and diverse range of weaponry to collect, which is designed to cudgel this menagerie of enemy freaks. As you dodge wave after wave of bouncing dog heads, reindeers, pigs with bibs round their necks, burrowing moles and bouncing spring-loaded

bunnies, you have the opportunity to beef-up your protection with rocks, bombs, water pistols and even the occasional bazooka. You can only carry one type of weapon at a time and you have a limited supply of ammo. A sliding meter at the top of the screen shows how far the duck has travelled in a level, and when it reaches the end of the terrain, you are confronted by the obligatory end-of-level baddy. The first is a fire monster which blocks your exit and spits fireballs at the duck. On the ground is a water pistol, and so if you don't want flambe duck, you must quickly pick up the pistol and douse the fiery fiend. Suddenly, the flames are dead and a door appears to take you to the next level. After each level there is a sub-game which is a boxing match between Pin and Bin, and if two players are participating in the game, you can slug it out between you.

Pin emerges in the Orient - a dangerous place for a succulent duck - and the action continues with an increased number of weird animals and freaks. Finally, you make it to the end of the Japanese level to face a carnival dragon, and whatever weapon you are carrying must be wielded to trounce this whirling dervish. Again, the door appears to whisk ducky to the next level, jungle land. He is met in the thick of the forest by the odd dog head, piggy and squiffy-eyed hounds which man mortar launchers - don't they all? Next, you must combat a swirling rock mass

and it is likely that ducky will have lost his armoury by now, so you must move into the swirling rocks and fight it out with a mere boxing glove. As you progress, the wacky enemy resort to outrageous tactics as this carnival of freaks and wierdoes stand between a duck and his kidnapped owner - bizarre eh!

**STA**

*This game has only recently appeared in our local arcades - there it was met with mixed opinion. The ST version captures all the elements of its arcade parent. The graphics are big, bright, colourful and well animated. The sound, too, is also good, although the tuneful ditty did begin to get on my nerves somewhat. The gameplay is fun, especially in the two-player mode. However, I was a little concerned about some of the collision detection - my duck seemed to lose energy even when he wasn't directly next to an assailant. To sum up: Dynamite Dux is a bright and colourful game with the emphasis on fun.*

**NC**

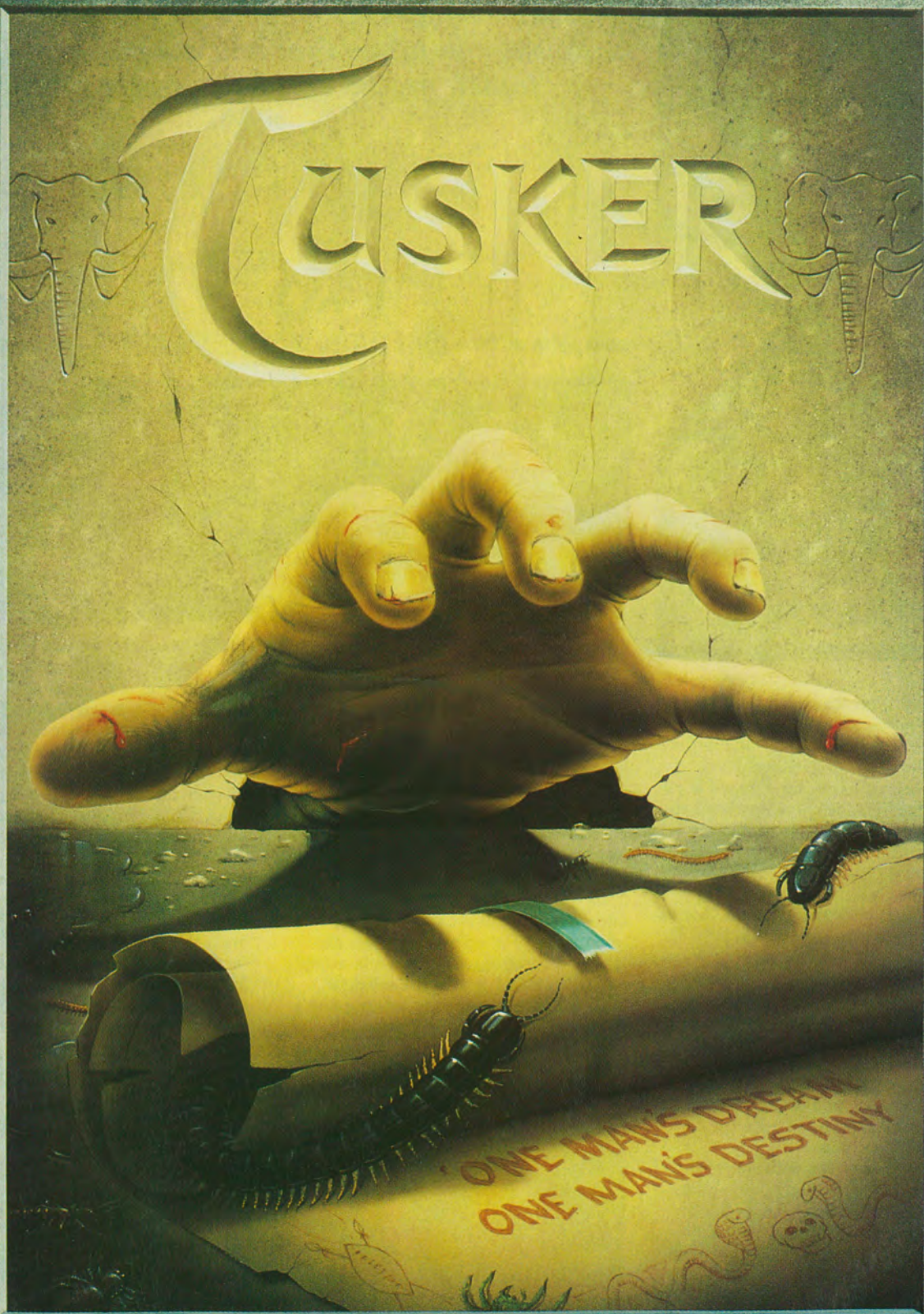
*An Arcade conversion used to be a rare treat. But nowadays, coin-op games are literally fighting for space on the software shelves, and so, as software purchasers, we can afford to be even more choosy about the games we buy. Dynamite Dux may not be the most famous coin-op, but it is certainly a very enjoyable game. It combines the traditional arcade qualities of shoot'em-up, with a weird and wacky slant on the theme. The game-play and general appearance of the coin-op has translated exceptionally well in this first-class conversion, with big cartoon sprites and clever multi-directional scroll. The level of game-play is precisely set to allow you to progress deep into the game. It is a big game with great variety and humour which manages to maintain your interest for a long period.*

**JS**



After bashing piggies with bibs round their necks and dogs' heads baying at your webbed feet, Pin must take on this fiery fiend. Ducky is probably carrying a rock or a bomb which is pretty useless against a fire monster. But swapping a rock for a water pistol soon douses its ardour!



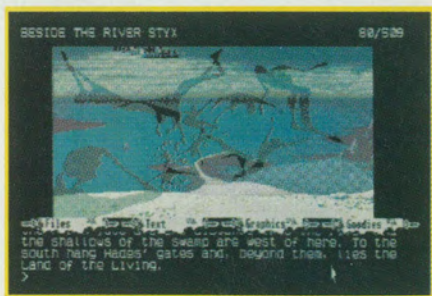


S Y S T E M · 3





Available only via subscription to the Official Secrets Club, *Myth* was programmed by adventure experts, Magnetic Scrolls.



STA  
Rating  
**68%**

**TEXT/GRAPHICS: 80%**  
**GAMEPLAY: 75%**

**LASTING APPEAL: 65%**  
**ADDICTIVENESS: 65%**

Gods are not what they used to be I'm afraid; that's why Zeus has chosen you to enter the fiery gates of Hades and retrieve a magical helmet. Oh, just one more thing. You will of course be stripped of all your godly powers. You wouldn't want to have any unfair advantages, would you?

This game was commissioned by the Official Secrets Adventure Club, to be distributed exclusively amongst the club's members. Written by the Magnetic Scrolls team, who were also responsible for such mega-blockbusters as *The Pawn* and *Guild of Thieves*, this text adventure is set amidst the characters and legends of ancient Olympia. *MYTH* is shorter than previous offerings from Magnetic Scrolls, but in all other aspects, full measure has been given. The high standard of graphics screens which they pioneered, and has since become synonymous with their name, is still in evidence.

Set down before the gates of Hell, your options are few. Before you, stands the monstrous, many-headed Hydra guarding the entrance gates (shouldn't that have been Cerberus - the many-head-

*It is not until you return to a Magnetic Scrolls game after a period of playing other traditional adventures that you realise the difference in the text. These games are written by 'Word-smiths'. Professionals who know that good writing can weave worlds of fun and excitement out of few words. This potted game proves that some good things come in small parcels.*

**AM**

*"It's very embarrassing being unable to swim - especially when you are 'Poseidon, God of the Sea!' Perhaps it's time to get down off these clouds and prove that you are still the stuff of which myths and legends are made."*

# MYTH

OFFICIAL SECRETS (£N/A)

*I 'Mythed' the boat on this one. I've gotten so used to mouse driven games that it was a real struggle to go back to playing a text adventure. The pictures that accompany the text are limited both in quality and number. The text, on the other hand, is rather good. The puzzles aren't that hard and, after my initial difficulty with the text format, I soon found myself getting in to the thick of things. As this is only a mini-adventure I didn't expect a top-of-the-range game, but I was rather disappointed with the limited number of puzzles.*

**SK**

ed salt-pot?), to the right is a peaceful meadow, whilst every other avenue leads to deep swampland. The meadow contains a gentle lamb and a sacrificial altar. Trouble is, the lamb has cornered the market in the nimble feet department, so don't expect to have an early lunch.

Behind the gates lies the black river, Styx, upon which the grim boatman plies his trade, ferrying souls on their final journey. The hooded figure of Death also awaits your coming, and if you dare to risk it, he will gladly allow you to gamble your fate on the turn of a card. There appears to be a couple of occasions where an alternate solution to a problem is accepted, which will be a welcome relief for some as a few puzzles are pretty sneaky.

A major portion of the game revolves

around your attempt to transport various objects across the River Styx. Puzzlers amongst you may be familiar with a similar old brain-teaser which involves the predicament of transporting a fox, a chicken and a bag of corn across a river. Should you leave the wrong pair of items alone at any time, things will get out of hand. The *STYX* puzzle upgrades this problem to a fine art, which will have you biting lumps out of the ferryman's pole!

Because of this need to get a quart of puzzle out of a pint of a program, the main problem would be more at home in a brain-teaser's puzzle book than a fighting fantasy novel. However, it's natural for the likes of Magnetic Scrolls to go breaking into other fields in the search for something different.

**STA**



Having crossed the River Styx, you must somehow find your way inside a somewhat forbidding castle. Some serious lateral thinking is needed to sort out the correct entrance.







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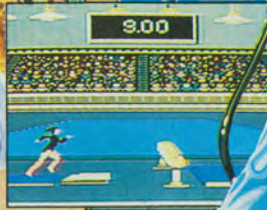
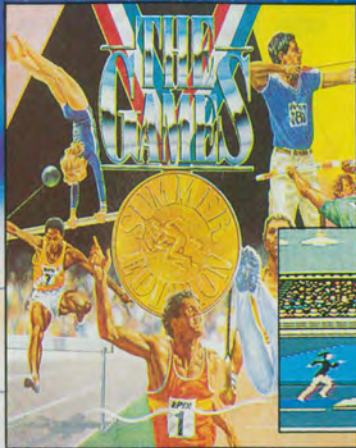
Lots of totally amazing things are planned for the November issue of ST Action including a 16 page special supplement on the 1989 Personal Computer Show. We'll be bringing all the latest news of the Christmas releases and exclusive interviews with top software house bosses. You just can't afford to miss it!

**On sale 19th October**



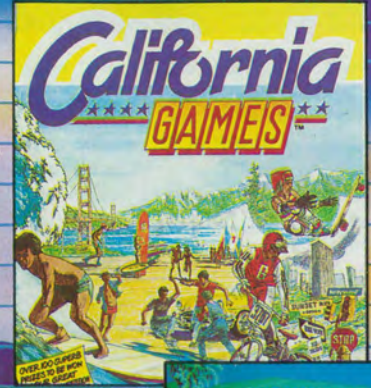
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*This game is a Sorcerer's egg! Weird and awkward in places - beautiful in others. Like all French games, it never gives a sucker an even break. The sooner they finish the Channel Tunnel, so that French graphic artists and British game designers can get it together, the better. Not a great game, but if someone else buys it for you, you could get lots of fun out of it.*

**AM**

*"From your magical laboratory in the Lands of Ashes you must transport your spirit to roam through the surrounding lands in search of the kidnapped daughter of Azulisse"*

# LEGEND OF DJEL

TOMAHAWK (£19.95)

By selecting one of the many strange icons which surround you in your den, you may move to other lands and 'click around' the beautiful scenery to your heart's content. Each area in this colourful, adventure quest has strange puzzles to solve whose solutions will reward you with objects or information. Weird creatures, living in nightmare landscapes, will offer to exchange objects for gold or services. This is a French, graphic adventure and, as usual, the accompanying documentation, written in pidgin English, explains 'wrongly' how to manipulate the icons. Most scenes are accompanied by very clever animation and digitised sound effects.

Puzzles are solved by 'clicking' on interesting-looking objects and making simple decisions when prompted. There are only a few commands to manipulate any objects that you uncover, and it's usually a matter of agreeing or rejecting options which you are given. Hagglng over how much gold you are willing to part with at any time appears to be the main decision you will make.

Further magical goodies can be created in your library next door, should you toss the correct ingredients into the pot. Bats appear to be the main item of this mystical stew, and they are obtained by using fast reflexes and the mouse pointer.

And should your head grows weary, puzzling over some Gallic conundrum, a couple of small games have been included in this wizard's brew to get your blood fizzing again. You will be challenged by various characters, to meet them on the Jousting Field for either physical or mental combat. The physical stuff is a fast, magical version of Stone, Paper and Scissors. You can transform yourself into a Dragon of either Fire, Water or Earth;



The wizard's lair - from here you must solve the numerous puzzles that are scattered throughout the land.

and spit balls of power at your opponent (e.g. water puts out fire, earth soaks up water). Mental combat is performed on a board, where you must block your opponent and prevent him making a move. Think quick, no gentlemanly waiting for your opponent to have his turn.

That's the good news! In common with every other French game I've ever played, the implementation of the game is poor. This game will take hours to play, so what twit of a programmer forgot to include the SAVE game option? No doubt it was the same genius who decided that in order to restart, your only option is to crash the system and go through the whole start-up procedure - including a complete disk of credits. Le' mind boggles!

*From that great team that brought you Emanuelle (the game, not the movie!) comes another dodgy, graphic adventure. OK, old hands would say that it's not a great game, but newcomers who have yet to become blasé about smashing graphics will be impressed. Of course, working out what you are supposed to be doing is almost as much an adventure as the game. It has its moments, though.*

**SK**

STA  
Rating  
**59%**

TEXT/GRAPHICS: 64%  
GAMEPLAY: 55%

LASTING APPEAL: 60%  
ADDICTIVENESS: 59%



This problem, which involves the re-positioning of various objects, is quite easy - needless to say the others are somewhat harder.



# VERMINATOR



Available for ST



You're a regular kind of guy with a regular kind of job – a three-legged green mutant exterminating tree vermin for bounty. Destroy the vermin and collect the bounty at the end of each week in order to buy more sophisticated weaponry that will make life just that little bit easier. At the end of the day, though, it's all about money. Just how much can you collect? Gamble your earnings for the

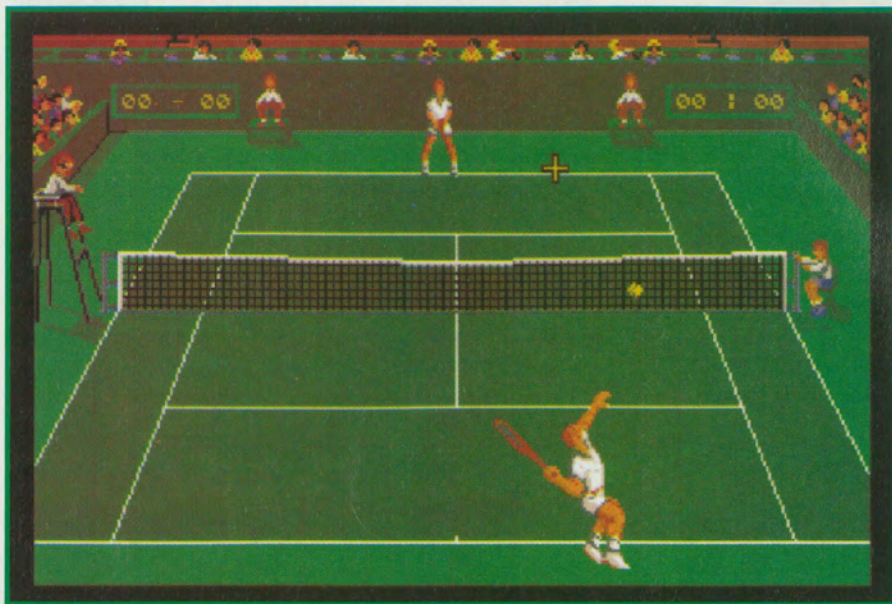
possibility of big time bucks, or borrow money from a friendly bank manager or The Mob. Beware of not paying back your Mob loans on time, however, as life doesn't look all that rosy for a three-legged mutant that has had a broken leg, or three . . .



Unit 1, Hampton Road Industrial Estate, Tetbury, Glos. GL8 8LD. Tel: 0666 504326/504412



The umpire hushes the crowd; the officials stare at the lines and net, as your player bounces the ball in anticipation of his serve. Tapping the firebutton launches the ball into the air and an aiming cross appears in the opposite serving area. Quickly, you must aim the cross and release the firebutton.



*“Ever wondered what it would be like to face one of Becker’s 130 mph serves, or Lendl’s thundering volley returns? UBI’s Great Courts might just have the answer!”*

# GREAT COURTS

UBI SOFT (£24.95)

Great Courts allows you into the exclusive and elite fraternity of professional tennis which takes you all around the world to the most famous competitions in the Tennis calendar. But before you walk onto the great courts of the world to face the best players, it is advisable to get some practice in on your home court. You have the choice of a machine which can serve a variety of shots, or you can play against your coach for that human touch. There is a choice of one or two-player modes. As

with all sports, practice makes perfect, and the time you spend in this mode actually improves your chances in the Great Courts Tournament. After entering your name in the world tournament and choosing which competition you want to begin with, the computer works out your seeding in the world. And so, Ivan Spiller, seeded 64th, tentatively enters UBI’s arena of world-class tennis.

The Australian Open is the first venue, and your player is already positioned on the baseline of this grass court. The stadium is packed, and the ball boys, umpire, line and net judges and other officials, are positioned around the court - standard tennis rules and scoring apply. Your computer-controlled opponent is ready to serve. He bounces the ball a few times, throws it in the air and thrashes it across the net. A line judge calls ‘Out’, and indicates with his arm. He then serves again, this time with less aggression, but greater accuracy, and the ball bounces just inside the base of the serve line. You have a split second to anticipate the direction of the ball, move your player to intercept it and return. Thankfully, the joystick is extra responsive and accurate. Pressing the firebutton brings the racquet back and you must then judge when to release the firebutton to swing the racquet forward to meet the ball. Depending on your skill, a furious rally ensues and you really get into the spirit of the game. At the end of each game, an action-replay screen shows the action in slow motion, with a 3D court slowly spin-

*Another tennis game? Great Courts is an excellent sports simulation that should appeal to all fans of the game. Players are offered all of the four major playing surfaces to try out. The computer opponents range from easy-meat to downright sneaky. Graphically, I’d say that Great Courts is the best of its kind, the field of view remains constant which makes play far more simple. Control of your sportsman is also extremely well implemented and serving the ball is a joy. The French programmers have done it again - Great Courts is an essential buy for all sports-game fans.*

NC

ning round to show all angles of play.

It’s your service, and your player stands on the baseline bouncing the ball. Tapping the firebutton throws the ball into the air and the racquet goes up to serve. At that moment, a cross appears on the other side of the net and, using the joystick, you must move the cross and aim it somewhere in the opposite serve area; then, releasing the firebutton serves the ball. It sounds a complicated manoeuvre, but in practice, the implementation is excellent. Your opponent anticipates the ball and moves to return the service, and another dual ensues. Success in Australia takes you to the next tournament in France. This time, the court has a much faster and bouncier indoor surface, and the program simulates this change. Not only is the game much quicker on this surface, your computer-controlled opponent is a far better player. Indeed, as you progress through the tennis tournament in Great Courts, each of your opponents is a better seeded player. Therefore, not only do you have to adapt to a change of surface, your game must improve sufficiently in order to compete.

STA

*It’s ironic that the game which kicked off this industry was a crude tennis game that amounted to little more than two lines for bats and a dot for the ball. Some fifteen years later, UBI’s Great Courts demonstrates how far we’ve come. It may not be the tennis season right now, but that should not stop this first-class game from topping the charts. This is simply the best sports simulation I have ever played. The graphics and animation are amazingly realistic and the simulation of tennis play is incredible. The joystick controls have been cleverly implemented and are easy to use, which allows you to channel your full energy and concentration into the game. Sports simulations are particularly enjoyable when two players can participate, and this really brings this game alive.*

JS

STA  
Rating  
**73%**

GRAPHICS: 66%  
SOUND: 50%

LASTING APPEAL: 75%  
ADDICTIVENESS: 75%

DIFFICULTY: AVERAGE  
1ST DAY SCORE: N/A



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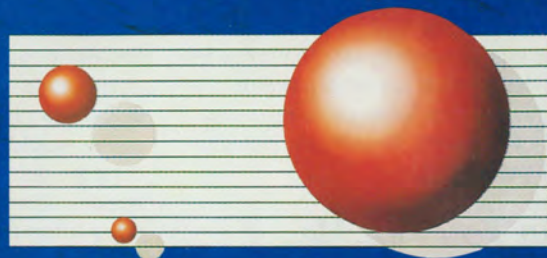
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# THE LETTERS DESK

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 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, Latham House, Chichester, West Sussex, PO19 2NY.

Hello, and welcome yet again to the ST Action Letters Desk. A number of topics are featured amongst this month's scribbles: piracy; the difficulty of games; and Steve Merrett, to name but a few. Meanwhile, I would like to hear from even more of you, female ST users especially - there seem to be so few ladies out there. Please write in or I'm sure we will be had up under the Sex Discrimination Act. I would also like to hear your comments on other issues: independent computer stores; serious computer use; PD software; what you think of us - anything really. Don't forget the best letters win prizes so if you've got a question to ask or a point to make just write to us.

## Can You Tell Me...?

Thanks for publishing my letter a couple of months ago. On reading it, I noticed a large omission: a congratulations for the only reviewing system which works well enough for me to spend my hard-earned credits on, bar the odd mistake here and there. Anyway, here are some queries which I hope you can clear up.

1. Will there be a Phantasie IV or Colonial Quest II by SSI. These are my all-time favorite computer games even though I've completed them! (Great SSI feature in August).

2. Is Ultima V out? I haven't been able to get hold of an ST Action review of it. You're slacking, Dungeon Crew - less pocket money for them perhaps?

3. Will Sierra and other companies, such as Loriciels, continue to release games requiring double-sided drives (Leisure Suit Larry II and Space Quest III for instance)? For a half meg owner, £80 or so is an expensive upgrade just for the odd game, but will eventually be worth it if a lot of games are to follow this format.

4. Grovel... beg... please could you print tips for Elite, regarding the special missions, and the necessary requirements. I have heard rumours of bugged Firebird disks with no special missions.

5. Is it true about the threat of a Nintendo buy-out of the licences for the more successful coin-ops, thus preventing arcade games from being available as conversions on home micros and boosting the sales of the Nintendo console? (Apart

from Tengen and Sega, a lot of coin-op manufacturers seem to be about to deal with Nintendo).

6. Regarding a joystick megatest, do you think an updated version could be published in response to the new technology? I think my Quickshot II Turbo has just about had it!

Finally, on the piracy debate. My sources within the computer industry tell me that the profit margin on a piece of 16-bit software is around the £9 mark for a full-price game. If this was reduced by companies, this would filter down to the buyer via cheap mail-order firms, so the game would be available at more sensible 8-bit prices. This would attract a lot more buyers who cannot be bothered to photocopy large novellas or use the copying devices now outlawed under the new law introduced on 1st August. I'm sure the increased sales from these 'playground' or non professional pirates would easily outweigh any decreased profit. Maybe I'm wrong, what do the software companies think?

**Selwyn Ho,  
 Brighton, Sussex.**

*Right, Selwyn, let's get straight on with your answers.*

*1. Unfortunately, it seems that SSI have no plans at present to produce either Phantasie IV or Colonial Conquest II. Still, you never know - watch the news pages over the coming months.*

*2. No, Ultima V isn't out, so there. More pocket money for the Dungeon Crew - Less for You, Mr. Ho. No, the game has been held back so that it can be tweaked. No reviews of the full game have been published yet.*

*3. It seems as though most STs now have double-sided drives and, therefore, I would think it likely that most companies will continue to support double-sided drives. Just for the record, Sierra are releasing their more recent titles on single-sided disks - Space Quest III being the latest.*

*4. No, I can't give you details of the Elite missions as I haven't completed the game. Maybe there are some other ST Action readers who know how to complete the game.*

*5. I can neither deny nor confirm the rumour that Nintendo are trying to gain*



the licences of various coin-ops. However, as soon as we hear anything, we'll let you know.

6. A joystick megatest is a strong possibility. If I receive a few more requests for such an article then expect to see one really soon.

## Games Too Tough

I bought an ST three years ago for word processing, and at first also bought games enthusiastically. However, I found many of them too difficult, in that the hassle and irritation of playing them destroyed all interest and sense of fun. Even magazine reviews were no help here, and I wonder whether games reviewers ever try to finish games they have paid for, rather than just playing around briefly with free review copies.

As the uncompleted games began to pile up on my shelf, I bought fewer and fewer titles - now I only buy the occasional item, and then at the lowest price I can find.

There are two extremes here. At one end are the lazy players who want quick entertainment from a game rather than a mind-boggling challenge from a game that lasts for several irritating weeks. At the other end there are fanatics who relish a challenge, and are willing to make one game a way of life until they have finally beaten it.

Games players generally will be spread out between these two extremes, but in my mind games designers are far too concerned with producing challenges for the fanatics, and neglect the lazier players who want more entertainment than challenge. The result is the great movement which has grown up producing cheats, pokes, tips and hints which should have been built into the game in the first place.

An example is the Dungeon Master Editor. I had abandoned Dungeon Master because it was too much of a boring hassle to find keys and map the mazes. However, the Editor revived my interest and with its aid I had a lot of fun with the game. Yes - fun! A word which games designers seem to have forgotten.

The remedy is simple. Games should all contain a cheat mode which gives infinite lives. There should be levels of play ranging from very easy to near impossible - as in Silent Service. It should be possible to save the game at any point. It should be possible to customize the games, as with the Dungeon Master Editor. Hint sheets, maps and full solutions should be included in the pack. Players could then choose to either use these extras or not, thus leaving everyone satisfied. Games could also be shorter and cheaper, rather than having so many repetitive levels.

If this is not done, the lazy half of the market will vote with their feet and spend their money elsewhere, or turn to pirated

copies which can be played with briefly and then abandoned.

**D.A.L. Hughes,**  
**Milton Keynes, Bucks.**

Sorry, Mr. Hughes, but I'm not sure whether I agree with you. Certainly there are some very difficult games. Those like *Dungeon Master* are designed to take weeks to solve and the improper use of such editors, although making the game much easier, can actually spoil it. Many action games, however, are very hard. It seems that more mature users seem a little less able at these fast-moving games than the youngsters. Whilst reading reviews of the games will help you decide whether you should or should not buy a title, the best way to find out about a game is to play it in your local computer store.

## Distributors - The Cause of Piracy?

Recently, your letters desk has been filled with complaints about, criticism of and occasionally praise of, piracy. In my mind, these arguments have been shallow-minded, featuring cliches that imply "I wouldn't dream of pirating software - it's downright dishonest" or "I'm a pirate for one reason - the games are vastly overpriced, and they're pretty pathetic anyway." I could continue, but why bother when at least five people will repeat similar statements this month throughout all computer magazines? I will explain what forced me to write this letter, starting back in 1982.

Even then Jeff Minter was causing a fair storm on the 'revolutionary' 8-bit machines of the era. His company (Llamasoft - some things never change) were churning out stunning games for the C64, the old Ataris and the VIC 20 (sentimental sigh, I remember it well). The first game I ever bought, at the time a mere 7 years of age, was a typical Minter creation - Megagalactic Llamas Battle at the edge of Time, which, for me, even to this day is matched only (in playability) by *Gridrunner*, *Star Wars* and *Gorf*.

Now, Minter has released first *Andes Attack* and then *Gridrunner* on our beloved ST, at the competitive price of £10. I searched Glasgow for *Andes Attack* but nowhere had it and as you criticised it, I surrendered. When *Gridrunner* was released I restarted my search with added determination. I visited Menzies, W.H.Smith, Boots and Virgin, along with a handful of independent stores, but to no avail. Having been bitten once before by a mail order company I refused to buy over the phone. It was at this point I heard where I could buy a hacked version, for which I paid £4 - less than I paid for the original version back in 1982. It was also at this point that I noticed a complete ver-



sion of Action Fighter was also on sale - a whole month before it was mentioned in your news pages!

While I am unprepared to suggest that this is the cause of all piracy, I will say that this is certainly a key factor - I am now a total pirate, for I have bought copies since then and will continue to do so. Thus I will challenge the distributors: it is not always the pirates' greed, but their greed that leads to piracy! Their greed is the fact that they are seemingly prepared to stock 16-bit games on which they do not make a large unit per unit sold.

In his column, Jeff spoke of this problem, and I can only assure him that his determination to refuse to convert arcade hits is backed all the way by the games-playing public. However, could Jeff not sell his games through you at ST Action? I for one would prefer to send you my money, a respectable magazine who have a reputation of being honest to lose, unlike a shady warehouse that claims to be the ultimate supplier of ST software. Incidentally, I loved the feature on PD software, so why not make it a regular, say, bi-monthly feature.

**Vorten of the Ginger Hair,**  
**Glasgow.**

*Now that's a new point of view! How many of you feel worried enough about mail order houses to want to buy direct from ST Action?*

### **No 'Naff' Sound Here**

Being a very pleased ST owner I have to complain about Simon Davis and his criticism of the ST's sound chip. OK, it may not be wonderful but has he heard the tune from ECO, Tex's Exceptions sound demo - I think not.

Also, good on you, Bryan Stevens, for your remark that Jeff Minter's Andes Attack is sensibly priced (it could easily pass as a twenty-pound game). Keep it up Minter, sorry Jeff, sorry YaK.

**Richard Powell,**  
**Bristol, Avon.**

### **Amiga Action, Pah!**

First, congratulations are in order. I have bought your excellent magazine since issue 10, and it is easily the best ST mag.

Meanwhile, here's a list of points showing just why the ST is better than that Commodore games console/computer.

1. The disk drive is both faster and quieter than the Amiga.
2. The new ST has better graphics, capable of displaying 256 colours out of 4096, compared to the Amiga's 32 out of 4096.
3. The ST has midi ports which are brilliant if you're interested in music.
4. The ST has a much bigger user-base.

5. A lot of Amiga games are £5 more expensive than ST games. Then they're only a direct ST port-over.

6. The ST's processor runs faster, 8MHz compared to 7.14MHz.

7. The new ST has four-channel stereo sound.

8. The ST costs £100 less than the Amiga.

9. Amigas crash more than Skodas.

10. The ST's keys are bigger, thus making typing much easier.

11. The ST has a built-in GEM system. The Amiga comes with a free workbench disk.

12. Using a PD program the ST can multi-task programs.

13. The ST124 mono-monitor does the least damage to your eyes of any monitor on the market.

14. You can buy ST Action.

**Leon O'Reilly,**  
**Mongomery, Powys.**

*Hi, Leon. I usually wouldn't print your letter but, seeing how we at STA have had to endure the past couple of months with Mr. Merrett and his cronies bragging about their ace machine, I thought I'd include your points. However, don't forget that Amiga owners can now buy Amiga Action, so I'm not sure whether your 14th. point is really valid.*

### **Long Live Paula's Hotpoint**

After reading the letters desk in issue 16, I was none too chuffed to hear that old Merrett is going to work for the opposition, i.e. Amiga Action. What the hell has made him do it? I reckon he must have been hit by a bus or something. Just why should Amiga owners have wicked sound AND this rum lad editing their magazine?

Having read this announcement I've abandoned the SMRLS (Steve Merrett Rum Lads Society) and my new heroes are Paula's Hotpoint automatic, if she still has it, and Mitch, the Dragon and the Troll.

P.S. Please can I have all the team's autographs, including Mr. Merrett's, I suppose?

**Stacey Greensall,**  
**Oswestry, Salop.**

*Hello, Stacey. I'm not sure what made Steve decide to edit the Amiga magazine, I guess it is his all-time love of computer games. Meanwhile, he hasn't left STA - he's just having to do a lot of overtime. And finally, yes, you can have our autographs - even Steve's!*



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

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interviews, show reports and previews, and you've got to be mad to go anywhere else to find out what's happening.

If you're about to buy any software or hardware product for your ST, then you will benefit from ST World's near legendary in-depth reviews. Key products are examined in detail, and just about everything available is featured, at least in our mini-reviews section.

Also on the menu are: technique features, fascinating user interviews, hardware projects, hints and tips and full coverage of everything from: Desktop Publishing, Desktop Video, graphics - to: PD, sound sampling, WP and Zmodem. What's Zmodem? Well, you do need ST World, don't you!

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# XENON II

*"There are shoot'em-ups and there are shoot'em-ups... but this, dear reader, 'IS A MEGABLAST!' You've had ONE or two previews pretending to be reviews, but this is the first, REAL review of the full game."*

— — — — — **IMAGEWORKS (£24.95)** — — — — —

All is black... then, as the titles rush towards you, Bomb the Bass, Precinct 13 'Hip Hop', blasts out of the speaker, as if it were originally intended to accompany a cracking arcade game, rather than bring you out in a sweat at the disco. Slick titles and menu screen enable you to get on with blastin' with the minimum of fuss, then the count-down starts to 'Megablast'. I can identify with the problem in the scenario - those slimy alien gits, the Xenites, have discovered a way of going back into our evolution and altering it beyond recognition with time bombs. So, unless you want to end up with your bum perched on your forehead - or worse - you've got no alternative but to go right back to the beginning of time and clean up.

We evolved from some pretty slimy little characters - the sort of thing you wouldn't want to find in a Moroccan hotel room, and your brief is to obliterate anything and everything. Your assault craft, the Megablaster, has been stripped to the bare metal; with the minimum of weaponry and shield protection, and with a single, fore-mounted cannon, you venture into time. In the distance, a web of intrigue is created by parallax scrolling which gives the effect of unfathomable depth. Either side, 'orrible anenomes spit globules, as the first of countless attacks commences. The Xenites have whipped up our ancestors into a frenzy and, as a bunch of fishy characters swim across the

With Megablaster stripped to the bare metal and with the minimum weaponry and shield protection, you must defeat the first inhabitants of earth at the dawn of time. These prehistoric creatures blindly tear down the screen in a frenzy caused by a Xenite time-bomb. Meanwhile, those slimy Xenite slobs circle about you in salvos to have a good laugh at your predicament.



screen and chase the Megablaster, Xenite salvos and pods circle around to have a good laugh at your predicament. There is only one way of surviving this attack and that's with frenetic firebut-ton clicking, quicker and longer than you've ever clicked before. There are pods to blast and collect for extra shield

protection and energy refreshers, but you must blast and grab dosh for extra weaponry. Every slimy member of each

*What with all the hype surrounding its release, Xenon II had to be something really special to justify what the pundits have been saying. As I loaded up the game it became apparent that I was about to embark on one of the classiest shoot'em-ups around. The action is fast, at times too fast, and the detail included within the game is exceptional. The game incorporates a whole host of excellent finishing touches; such as the shop-keeper turning off his personal stereo. Gameplay is best described as frantic, the usual array of add-on weapons make the going much easier. All in all, Xenon II is a worthy sequel, with its brilliant graphics and sound this game's a real show-stopper!*

**SM**

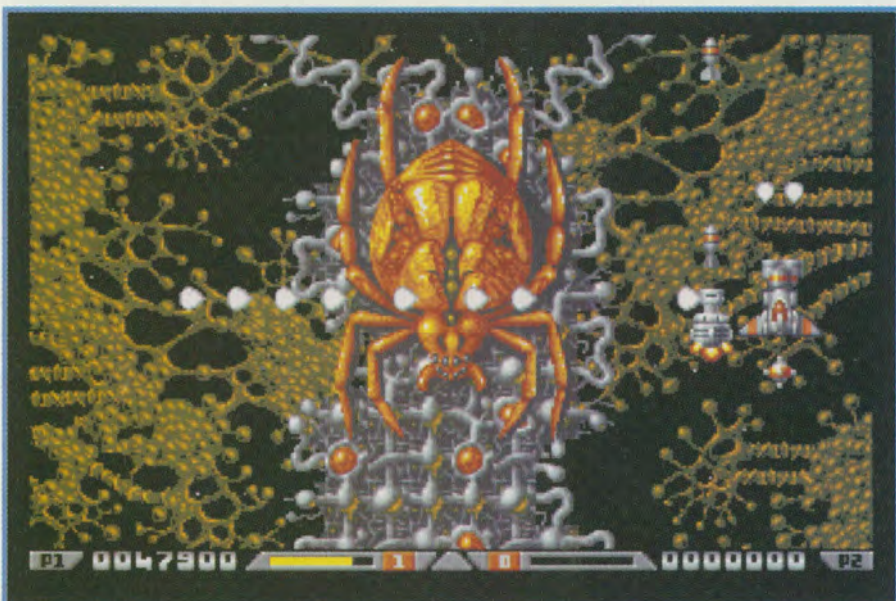
As anenomes spit globules at you, sea-worms snake their way through the rocks... blast them and bits of their body smash into the Megablaster causing irreparable shield damage.



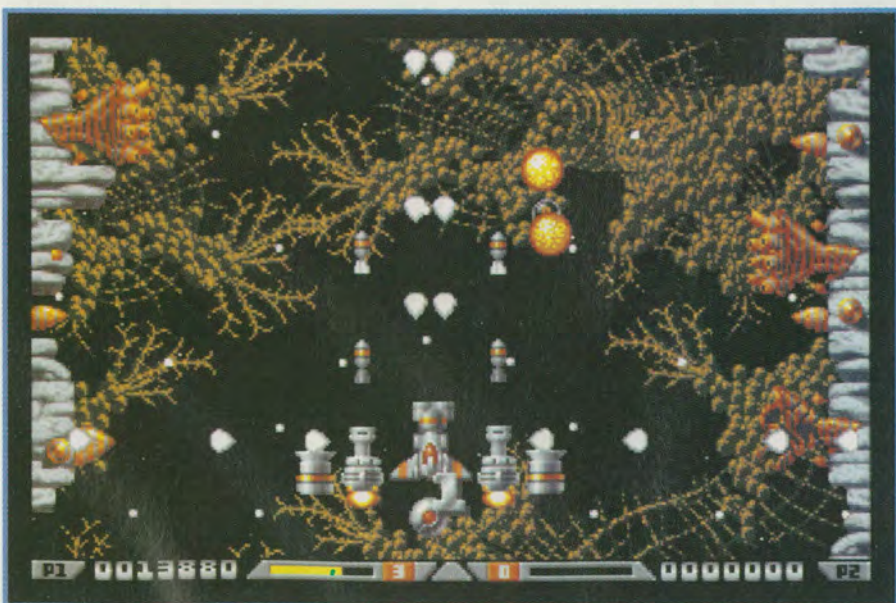




Another big nasty - and I mean BIG! You've got to blast it from every angle and keep up the barrage of attack until your forearms feel like they're going to burst!



Blasting your way through beetles, flies and bugs you reach the next big nasty - not a game for arachnidaphobics. You've got to entice the spider down its web and blast it with all your might.



For a laugh, selecting Super Nashwan Power demonstrates, for ten short seconds, just some of the weaponry available to you in the conquest... outrageous isn't it?

attack wave must be destroyed in order to collect cash, which is represented by a clear bubble marked with the letter 'C'.

As our evolution unfolds before you, an even weirder bunch of ancestors must be blasted. As those globule-spitting anenomes crack the Megablaster's shields, molluscs clatter across the screen, seaworms slither out of rocks and disappear into other holes. Suddenly, the caverns begin to close in around you, and if you take the wrong route in this labyrinth, you could be stuck forever in evolution - the missing link! If you blast the worms, bits of its body break off and hurtle towards you, and so it's advisable to just avoid them. At certain points throughout the Megablast, you're invited to buy or sell weaponry and add-ons. The market screen appears, and a slime-ball alien market trader switches off his walkman and asks what you want. The shield and weaponry up for grabs is displayed in TV monitors, and the alien reluctantly describes their purpose and their market value, although you're limited by your budget. The firepower in Megablast is outrageous! 'Sideshot' simultaneously sends out missiles to the sides, but that's nothing! 'Power-up' boosts your existing weaponry by three times and, if you can afford it, 'Autofire' is a real luxury as it allows you to rest weary hands. Additionally, there is extra strength and protection to be bought, such as the Electrobomb which sticks to your ship like 'Sharon to Darren' and as you press the firebutton, you can control the ball and kick Xenite ass. But just for the crack of it, and if you can afford it, ten seconds of 'Super Nashwan Power' is a real laugh, as your ship is loaded to the gunnels with every single weapon available which allows you to go through the next section like a Madras curry - it's expensive and short-lived, but enjoyable all the same.

Back in the furore, you are confronted by an almighty Nautilus shellfish

*Don't be fooled! Although it's a Bitmap Brother's Production, Xenon II wasn't actually programmed by the boys. Still, it's got all their hallmarks and, to quite honest, it's an excellent shooty-shooty game. Combining all the current 'hip' arcade elements, (add-ons, end-of-level-guardians, biological back-drops etc.) Xenon II is the business. Both the game's sound and graphics are faultless - the gameplay's pretty good too. However, as with the original Xenon, it should be remembered that this game is not a walk over. Xenon II isn't easy, sure enough with the extra weapons life becomes a little more bearable, just don't expect to finish it first time around.*

NC



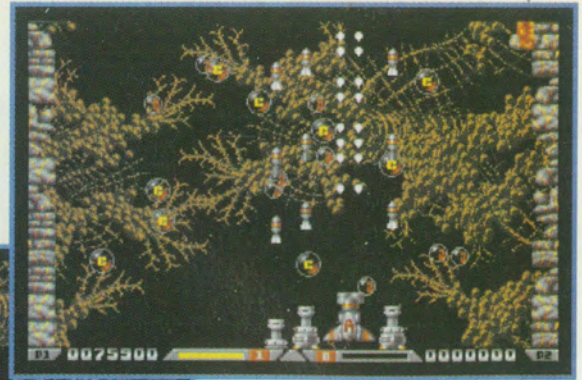


with tail swishing, and you must blast its eye out with all you've got. With beads of sweat on your brow and swollen wrists, (and that's no exaggeration), the monster finally explodes in a white flash, leaving loads o' dosh to collect. Another chance to beef-up the old arsenal and then back to face the unstoppable forces of time. Millions of years pass by as you blast through evolution; Brachiopods give way to Seaworms and Flatworms, then crusty-skinned Trilobytes share the battle with pulsating Jellyfish - invertebrate and Coelenterate fighting crusty shoulder to slimy shoulder. Then comes the biggest end-of-level nasty you'll ever see. This mighty mollusc literally fills the screen, and beyond, and you must systematically blast it from every angle with constant and rapid button clicking, ripping its tentacles from its body - you'll be pleading for a rest by now!

Another Xenite time-bomb goes off and all hell breaks loose as crazed arthropods buzz on screen. As blisters form into calluses, bugs of all sizes and descriptions attack the Megablaster with greater intelligence than their predecessors. Having survived the ravages of time, you'll be in a position to equip the tug with almighty weaponry. Looking like a man-o'-war the megablaster sends out wooshes of white heat to the front, smart bombs to the side and machine-gun fire all round, but it's no walkover! Veins bulging in



your arms, you must take on a massive arachnid to get out of bug world. You must entice this spider out of its parlour and then blast its legs off. But just like the best horror movies, when one nightmare ends, another begins as you return to the evolutionary battle to face more fish. Moray eels snake around, while others reach out from rocks and snap at the craft. All manner of aquatic creatures swim around in varying formations, smiting the Megablaster and



Armed to the teeth, you approach the end-of-level guardian. Several well aimed blows seal his fate. As the gigantic monster fades into oblivion he leaves behind several precious credit crystals - Megabucks!

tearing away its shield protection.

The Earth's history peels back like a decaying onion as you blast your way back to the present and future. Each major stage in our evolution is stronger, uglier and more evil - but as the enemy grows stronger, you grow weaker... and weaker.

**STA**



As you blast your way through evolution, the crazed enemy become stronger and more intelligent, as you grow weaker and relapse into an exhausted stupor.

STA  
Rating  
**90%**

**GRAPHICS: 90%**  
**SOUND: 88%**

**LASTING APPEAL: 88%**  
**ADDICTIVENESS: 88%**

**DIFFICULTY: AVE-HARD**  
**1ST DAY SCORE: 174166**

*In the competitive arena of arcade baddy-blastin', The Bitmap Brothers really busted down some walls with the original Xenon. Now, after a respite from the dodge, weave and blast-the-blighters routine, they've come back to set another precedent - and this time they've literally wiped the floor with the opposition. From the original and somewhat quirky concept of the game, to the meticulously drawn back-drops, thousands of individual sprites, excellent arcade gameplay and great music, there is no weak area in the game to point out to you. What the Bitmaps don't know about shoot'em-ups ain't worth knowing! The brilliantly animated and carefully positioned opposition has been designed to literally make you sweat. The Brother's were also the first exponents of bolt-on weaponry, and in this sequel-to-end-all-sequels, they've taken armament to outrageous proportions. Shoot'em-ups are ten-a-penny, but this is priceless - Xenon II is exceptional!*

**JS**



more fist throwing thugs.



# RED HEAT

*Arnold Schwarzenegger once again prepares to do battle with the forces of evil on our trusty STs."*

OCEAN (£19.99)

Released to coincide with the video's release, Red Heat is another conversion of one of Mr. Schwarzenegger's films. In case you have not seen it yet, allow me to fill you in on the plot. A Russian drugs dealer called Viktor Rostavali has skipped the country after Moscow's Homicide Division interrupted one of his deals. As Arnie's character, a Russian cop called Ivan Danko, gave chase, both Danko's partner and Viktor's brother



Just one of the sub games. Using nothing more than brute force Ivan must crush a rock with his bare hands. You have to wiggle the joystick.

were killed - now both are out for vengeance. Next, the movie switches to Chicago, where Viktor is presently setting up drug deals with an evil gang of bald-headed black guys called 'The Cleanheads'. On the case in Chicago is the fast-talking James Belushi, whose partner is also killed by the traffickers, and when Arnie is sent over to 'retrieve' Viktor, the unlikely duo are made partners, and told to break the ring.

Unlike the film, the only time Belushi's character makes an appearance is when each level is being loaded, and he gives Danko a run-down of what

to expect. Red Heat is split into five stages, each one involving the muscle-bound Danko fighting his way across a horizontally-scrolling stage. All the action is viewed as if you were seeing the film at a cinema, with a narrow strip housing the action, and the large, detailed characters are viewed from the waist up. Ivan is controlled using the joystick, with the left and right controls moving him across the screen. Attack comes in the form of Viktor's cronies, and these include transvestite nurses, drug-dealing Russians, and the gun-toting 'Cleanheads'. They attack Ivan from the side of the screen he is facing and attempt to sap our hero's energy with punches, bullets and other, throwable, objects. To avoid any of these, or the larger objects that fall from the top of the screen, Ivan can be made to duck by pulling the joystick down. In addition, Ivan can deal with his assailants by means of a number of punches, or a head-butt.

Interrupting the brawling, the screen tells Danko when there is a collectable object nearby. Normally, the objects are food that replenish any lost energy, but occasionally they will lead to a sub-

game. One of these sub-games involves the player waggling the joystick like crazy in an attempt to crush a stone, whilst another involves Ivan piecing together a \$100 bill from a dozen torn parts.

STA

*Is there a month that doesn't go by in which Mr. Schwarzenegger doesn't appear in a film or a game? Indeed, our muscle-bound hero seems to be on our screens nearly all the time, Red Heat, however, is not quite his finest hour. The game's graphics are pretty good, the sound merely adequate. However, it is the actual gameplay that is the problem. The action is slow, tiresome and downright repetitive. The fact that ol'Arnie is both slow and cumbersome to control doesn't help. To sum up, Red Heat is possibly one of the worst film tie-ins I've played. Definently not a game to write home about.*

NC

*Once again, a tie-in fails to capture the atmosphere or excitement of the film it's based on. Red Heat, though, is one of the most disappointing licences I've seen for a long time. Although the graphics are large and nicely-detailed, the action is very tedious. Punching wave after wave of baddies isn't exactly exciting, especially when you are only armed with two attacking moves. And, in addition, Arnie is extremely sluggish to control, and I was constantly losing energy needlessly to slow-moving, falling or thrown objects. One to avoid, methinks.*

SM

STA  
Rating  
**44%**

GRAPHICS: 42%  
SOUND: 43%

LASTING APPEAL: 34%  
ADDICTIVENESS: 44%

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

*"Built like a tank,*



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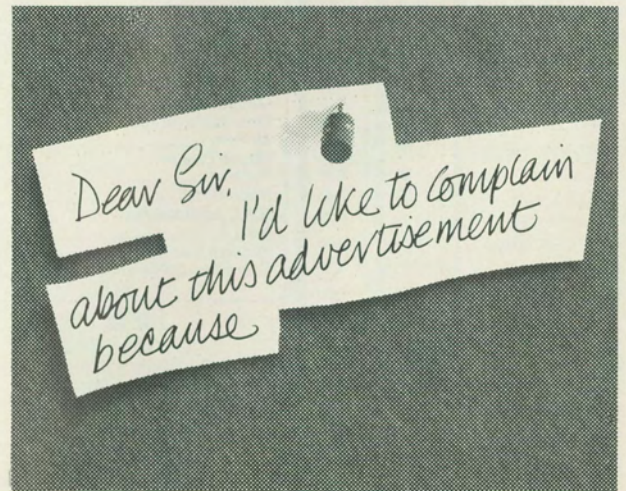


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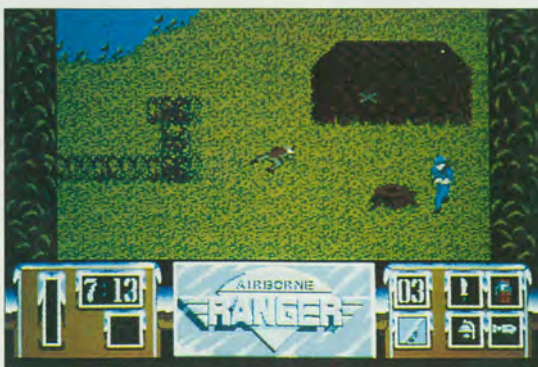
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*"Blood Money is not just an arcade game! It's a perceptive test of that evil and powerful trait which is present in us all - GREED!"*

**STAI**

# BLOOD MONEY

PSYGNOSIS (£24.95)

*The simultaneous release of Blood Money and Xenon II, puts arcade fans in a real dilemma - which to buy? My advice is hang the cost and buy both. Short of devoting the entire magazine to Blood Money, you could not possibly catalogue all the features in the game. The game-play area is massive and the action is full of surprises, with great action from start to finish. The graphics are a delight, in particular the snaking conger eels which are sheer magic. Blood Money demands your undivided attention and sets your pulse racing. Quite simply, it's the best ST shoot'em-up to-date. Exercise your greed in this supreme arcade experience.*

JS

Menacing speech synthesis introduces you to Blood Money, and a menu screen allows you to choose one-player, or simultaneous two-player participation. Next, there's a choice of four environments where you can exercise your greed to your heart's content. Each environment features the elements: Air, Water, Ice or Fire, but with an initial loan of only 200 dollars, you can only afford Air or Water - entrance to the rich, snowy wastes or fiery depths has to be earned. 200 dollars buys you a bright orange submarine and entrance to Water, but why not save a 100 and take a chopper up into Air world.

The helicopter flies into view and the joystick takes control. The game occupies the entire screen and the ultra-smooth scrolling sets an unnerving, somnolent pace, which lulls you into a false sense of security. Then, as if drifting on this slow but relentless and unstoppable tide, the first wave of attack enters stage right.

Blasting the variform enemy in Blood Money turns them into money tokens of varying value. These shiny coins flip up in the air and drop down, and to collect your ill-gotten gains, you must quickly catch the coins by moving the craft beneath the tumbling tokens. AT-AT Walkers stomp towards you, while gun turrets swivel round spitting missiles. The walkers require a number of blasts to be destroyed, but you are rewarded with 25 dollars. In each level, the screen scrolls relentlessly sideways, then suddenly drops or rises to reveal another section of the game, and you must manoeuvre your craft through snapping jaws or pulsating molusc doors. Further on in this gigantic game, bubbles are the main worry with varying types of assault craft buzzing around you.

Ever onwards, and things really start to liven up and it is elbow room which is the most rare and valuable commodity. It is in



Swirling conger eels snake out from the rocks spitting fireballs and you must destroy three of these devils to move on.

STA  
Rating  
**85%**

---

GRAPHICS: 82%  
SOUND: 67%

---

LASTING APPEAL: 84%  
ADDICTIVENESS: 86%

---

DIFFICULTY: AVE/HARD  
1ST DAY SCORE: 63050



There are four worlds in Blood Money. Each world features various forms of enemy which are related to the elements; Air, Water, Ice or Fire - as well as some weird surprises which will really catch you off guard. With an initial loan of just 200 dollars, you can only afford Air or Water - entrance to the wealth in the fiery depths and snowy wastes have to be earned.

these tight spots that you learn not to be too greedy, because if you try and grab all the credits, you are doomed - it is advisable to exercise discretion and only grab the money within easy reach. Temporary salvation can be sought in weaponry stores which are usually nestled in rocks or perched precariously on precipices. These shops have illuminated signs outside advertising things like: 'Weaponry Store - Give 'em Hell!', and depending on the cash you have collected, you can restock your arsenal and customize your cannons. Readily on sale are backward-firing shells to blast the enemy from behind, long distance bullets and even extra lives, which are essential in this game. In true

*There is only one thing stopping Blood Money becoming the best shoot'em-up on the ST - its speed. The game plays at a very sedate pace, with your various ships pootling through each of the four stages. However, apart from its slowness, Blood Money features more than enough aliens and shootable gun turrets for even the most ardent of blasting freaks. The four levels ensure that there is enough to keep you playing, and the whole game is nicely presented. Worth a look.*

SM



Wow! What a game. To call *Blood Money* a shoot'em-up isn't really fair. Certainly it involves the slaughter of aliens but that's not all. The game incorporates a strategy element too. Learning when to buy what weapons and where your enemies are likely to appear from is essential. Graphically the game is excellent. The sprites are very well animated and colourful while the backdrops are also highly detailed. The sound is good, although I preferred to opt for the effects. Gameplay can best be described as frustrating, and a subtle blend of caution and greed is required in order to succeed. Overall, *Blood Money* is one heck of a game.

NC

shoot'em-up tradition, you must take on the inevitable end-of-level monster. The first of many is a massive, mollusc-shaped mothership which must be blasted out of existence before you can pursue your money-making career elsewhere.

You may have accrued enough credit to afford a session in Ice or Fire World, but it is advisable to dive beneath the waves for your next raid. This subterranean, cavernous world is fraught with crustaceans with gigantic claws and giant conger eels snaking through the rocks. Just about every sea nasty wants to get you back for all those prawn cocktails you have consumed, until, finally, a massive conger eel snakes out of the rocks, breathing fireballs, and you must blast it with all your might. At last, the monster explodes in a blinding flash, but before you can draw breath, another slithers into the cave, swirling like Chinese carnival dragons.

In Ice World, you strap on a designer jet-pack, and prepare to do battle. Armed with the weaponry bought in the previous

In ice world, strap on a jet-pack and guide this vulnerable humanoid around piercing spikes of ice. Suddenly, as you pass over the freezing, black sea, polaris missiles scream out from the depths.

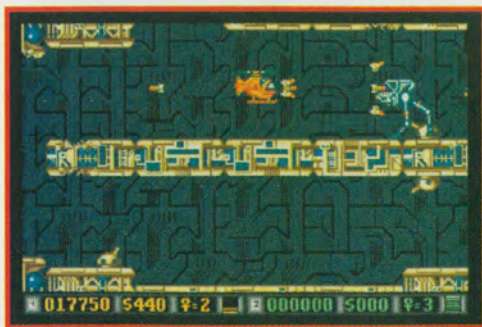


Suddenly, massive ice serpents launch themselves from the freezing depths and snap at your heels like massive Moray eels.

world, your jet man is far more vulnerable to knocks, and this is a particularly cavernous level and so great care must be taken in steering him around the icicles and ice caps. Gun turrets swivel and there are razor-sharp spikes which threaten to skewer your greedy protege. In this Arctic waste, indestructible serpents snap at you and then, as the Arctic seas darken, a massive jelly-like creature looms on screen and you must systematically blast lumps out of its back and then poke it in the throat with a constant volley of laser fire. Had enough? Still greedy for more money? **STA**

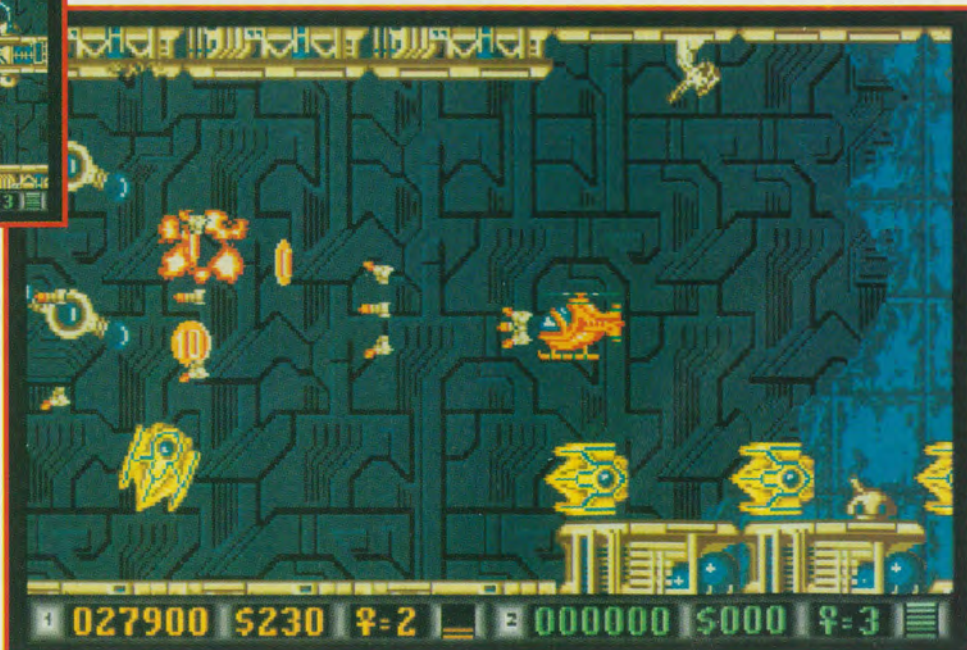


Beneath the waves, you must battle against every kind of crustacean. Here massive crab claws attempt to crush the little sub with massive pincers.



In the Air section, you pilot a chopper into constantly changing terrain. Here, Stomping Walkers enter stage-right with the sole intention of flattening the chopper. The walkers take a number of blasts to destroy, but after their destruction, you are rewarded with 25 dollar tokens.

After what seems like an eternal battle, you must face the all-powerful guardian in a furious and blistering blasting session. If you are victorious, this, massive mollusc-shaped craft explodes in a blinding flash of light.





This map of the kingdom is used to plot your progress and clicking on the nearest town sets the course. The good sir knight sets out from the castle for the first village of Cheval, and as he thunders along the path, a close up shows horse and rider galloping.

**STAI**



Games that portray real atmosphere, that's what I like. You know, something you can really get your teeth into. UBI Soft's Iron Lord turned up straight out of the blue and ever since I first loaded it up I haven't been able to keep away from it. Comparisons will doubtlessly be made between this and Cinemaware's Defender of the Crown, but, with Iron Lord, I feel that UBI Soft have produced something just a bit special. Graphically, the game is excellent the animation and hand drawn scenes really look great. The sound, too, is good. At first I found the gameplay a little confusing, but having found out what was going on I really began to enjoy the game. Iron Lord is an excellent game, one which I will continue to play for sometime.

**NC**

# IRON LORD

*"Greetings, good Sir Knight... we have waited many months for your arrival." "Verily peasants, I have been a long time in the coming!"*

UBI SOFT (£29.95)

Set in medieval times, an era of barbarism, heroism and many other isms, you assume the persona of a good Sir Knight, who is sworn to rid the kingdom of an evil army ruled by your wicked uncle. Your tasks are many and varied, but your quest is to muster a company of true men to combat this cruel lord and his ranks of scurvy minions. To the strains of a typical medieval tune, the screen shows a map of the kingdom, pinpointing roads, buildings and villages, and the mission begins at your ancestral castle home, which was destroyed twenty years ago by that same evil army. The map is used to plot your course by pointing a cursor at the chosen destination and pressing the firebutton. The screen changes to show the castle ruins and a separate area displays an overhead view of the grounds, with the Knight represented by a small figure. Using the joystick, you can move around the grounds to the highest battlements, and the screen changes to show the Knight looking across the kingdom. 'But quickly, return to your horse, Sir, you have a long and arduous mission ahead of you!' You can only see a small area of ground and so walking from A to B is like finding your way around a maze.

After the obligatory disk shuffle, the screen returns to the map, where you can

plot your next destination. The horse gallops along the road to the village of Cheval, with a close-up action box of knight and horse hurtling through the countryside. At Cheval, you trot through

the town gates, dismount and search for a back-street herbalist who stocks all sorts of curative plants, herbs and intoxicating substances - you'll need this shady character later! In the shop, you are confronted by the herbalist, one of the first of many excellent characters in the game. To the left of the shopkeeper is an inventory of commands and actions such as, Examine, Discuss, Buy and Sell. Although you are of noble birth, you are penniless and so you must make some money by your wits alone. Choosing 'Discuss', you can exchange pleasantries with the man and by choosing the best questions and responses, glean information out of the cunning fellow.

You are told about an archery competition on the outskirts of the town... an opportunity to make some money perhaps? At the archery field, Sir Knight stands with long bow aimed at a distant target. Beneath are a number of aiming icons and you can alter the angle, trajectory and power for the shot. Based on the



All is quiet as the people have gone to the archery competition. The herbalist is near the fountain.

Your objective is to raise an army, but you are penniless. As the knight enters the town gates and dismounts, he can be seen walking through the streets and using an overhead view of the town, you must guide him.



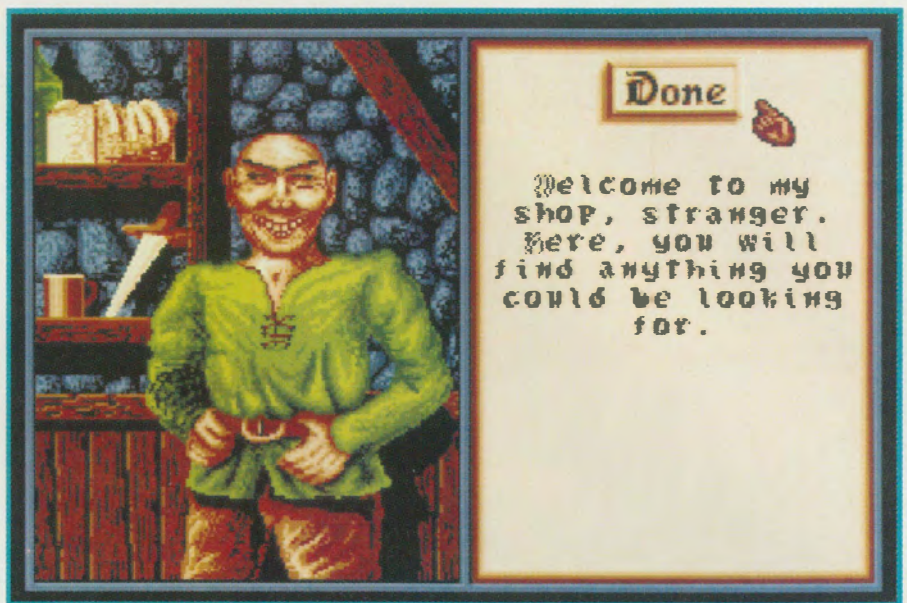
accuracy of your first shot, you alter the next accordingly and if your aim is true, a close-up of the target shows where your arrow hit, and at the end of each round, the adjudicator displays your scores. After your success at the archery competition, you're the talk of the taverns. But on leaving Cheval, an assassin appears in full armour and, quickly, you must draw your sword. The screen changes to show a view from the Knight's visor, and as the skirmish begins, sword icons appear to show which way your adversary will attack and, using the joystick, you must stop the heavy blade from slicing into your flesh. Leaving the would-be assassin bleeding on the ground, you set off in haste to the next village.

As dusk falls, you are drawn to the tavern... perhaps tongues loosened by ale and mead will supply some answers? You buy a beer and look around the tavern. A seductive wench serves mead and ale to the drunkards, while a knight beckons you to join him in a gambling game. The game is dice-throwing and you must simply throw a higher score than your opponent. Your luck with the dice may increase your wealth, but will you get out of the tavern alive? Time passes and you begin to wonder whether you will ever be able to muster an army. You travel to an old mill and speak to the miller, who at first is of little help. However, he says that he will endeavour to help in return for a certain favour. Moving on to an abbey nearby, worshippers are unimpressed by your heraldry, but a bishop offers to help - if you ask the right questions! All of the characters you meet in this adventure can help supply you with information, or hinder your progress with misleading red hearings - it is down to your diplomacy and skill!

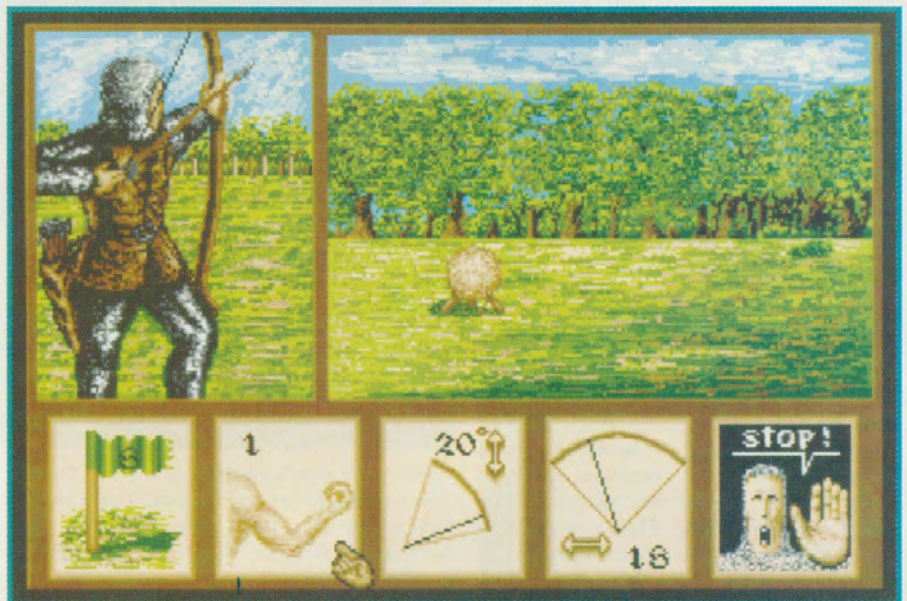
With a strong army of true men, you go in search of the evil hordes and the adventure turns into a strategy wargame. Both armies face each other across the battlefield for this deciding battle, and you must position your men across the field,

*Ah ha, at last UBI Soft's great Iron Lord, was this epic worth the wait? For me, Iron Lord is really a vamped-up version of Cinemaware's Defender of the Crown. Graphically the game is brilliant, many of the screens have been painstakingly hand drawn and, because of this, show great detail. The animation, too, is of a very high standard; the way in which you gallop from town to town is beautifully done. The game's sound is also of premium quality, the nice spot sound effects providing a great atmosphere. As for the gameplay, well, I enjoyed the various sub-games; the archery, for instance. However, for me, the game itself was just a little too fragmented. Iron Lord is, without doubt a good game, one that will definitely appeal to the more strategically minded amongst you.*

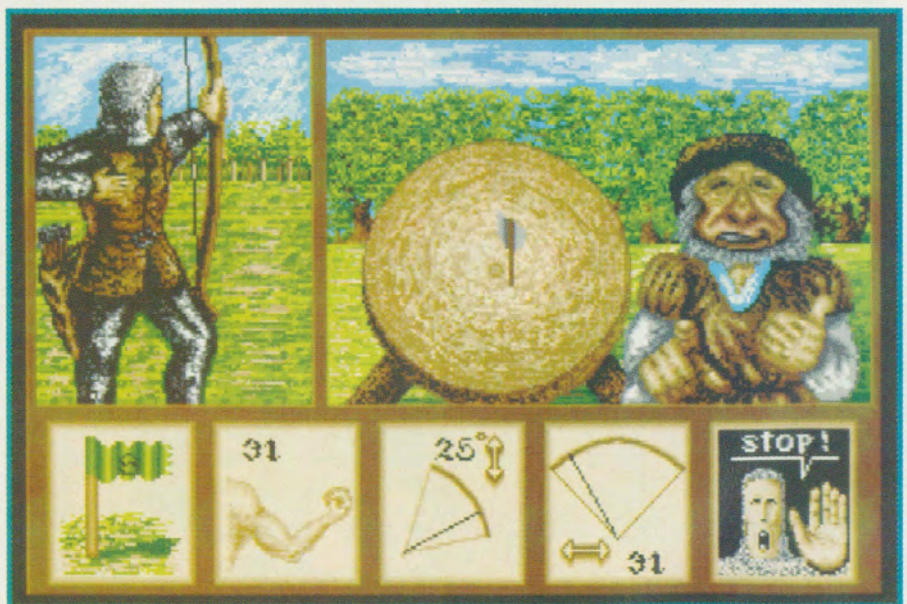
**SM**



Throughout the adventure you will meet various characters in the towns and hamlets, who will either give you useful or misleading information. You have a list of questions and answers to choose from and using diplomacy, you must get as much information out of them and remember what they say.



You hear of an archery competition is being held on the outskirts of the village - a chance to win some money perhaps? With the target in position and a fair wind blowing across the field, you must gauge distance and direction. First you set the angle of the bow, the trajectory and finally, the power of the shot.



You base the next shot on the accuracy of the previous attempt. Here, the arrow is embedded in the straw target but wide of the bullseye - a Sid James lookalike looks unimpressed with your attempt.





Drawn by the rowdy noises, you enter the tavern. Perhaps tongues loosened by ale and mead will reveal some clues? A surly looking knight gestures for you to join him at the gambling table. The game is dice, which is thrown in a wooden bowl and the highest score wins.

Having gained some useful information at the tavern, you return to your horse. But an assassin is waiting for you. Quickly you draw your sword. A view from your visor shows your assailant swinging his sword at you and using directional icons you must block his attack and retaliate.

Gadzooks and forsooth! Can it really be true? After a two-year crusade in the forests of Brittany, Iron Lord finally gallops onto our screens. All of the graphics have been hand-drawn, without any digitizing trickery, and each screen and characterization is a masterpiece of graphic art. These graphics really promote the atmosphere of the game as well as your involvement in the adventure. Sub-games have been cleverly based around the adventure and actually play an integral part in the plot - I was particularly impressed with the archery competition. Dialogue menus and inventories are comprehensive and easy to use, and the number of variations in the questions you can ask can change the course of the story completely. The question on everybody's lips: is Iron Lord worth the wait? 'Verily, reader, Iron Lord is a work of art!'

**JS**



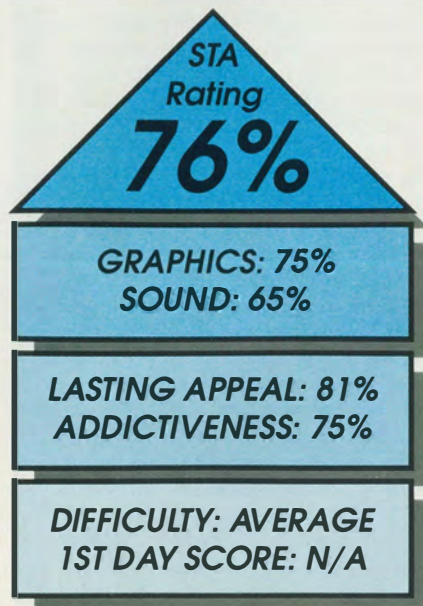
fight to the death and defeat the evil foe. The battlefield runs with blood, but with God's help, good overcomes evil. After you have rid the kingdom of the evil army, the inevitable confrontation with your uncle takes place at the gates of hell. Looking through the open jaws of a skull, you must guide the knight through a labyrinth to a fateful meeting with his uncle. Above his

head, the beasts of hell spit globules of acid from the roof of the cave while banshees and harpies circle above. Using the sword for protection, pressing the firebutton sends sparks flying and cutting into their flesh. A good Knight's lot is not a happy one!

**STA**



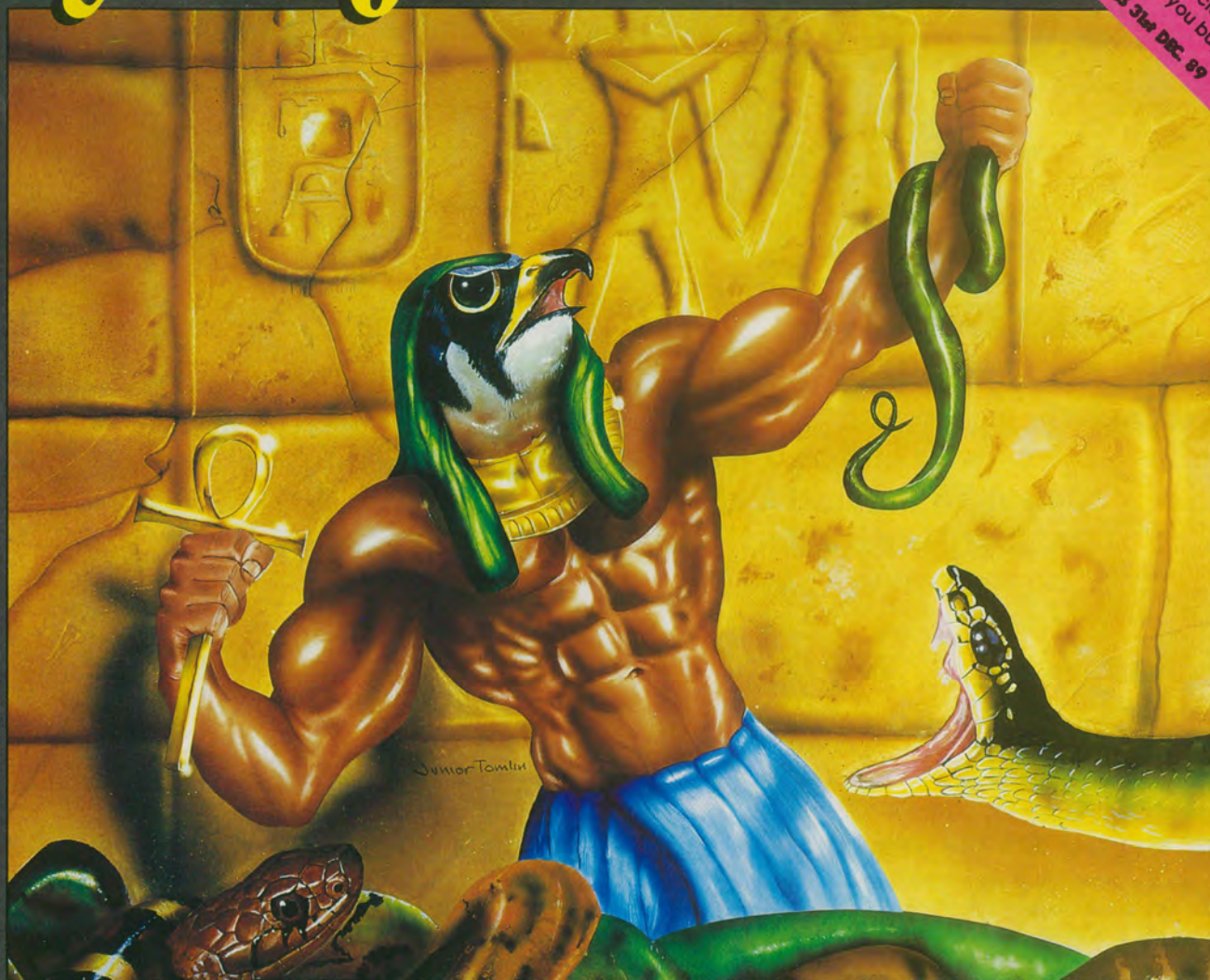
You sit at the table and clasp hands with the giant. Now you must waggle the joystick vigorously to smash the knave's hand on the table. Your victory causes quite a stir in the tavern and suddenly, you are taking on all-comers.





# Eye of Horus

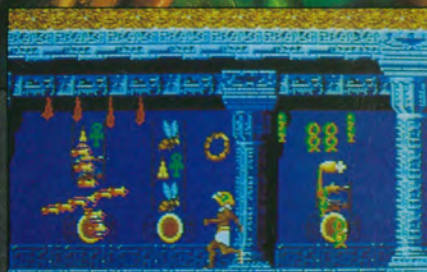
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Atari ST Screen Shot



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- 5 types of firepower
- over 50 types of hieroglyphic attack wave
- arcade scoring and high-score table

Atari ST and Amiga	£24.99
PC (EGA/EGA)	£29.99
C64 Disk	£14.99
C64 Cassette	£9.99



**LOGOTRON**

Logotron, Chancery House, 107 St. Pauls Road, Islington, London. N1 2NA



*I enjoy a good platform game as much as the next man, but Strider is just a little too tough for me. As I made my way through the many screens, jumping from platform to platform, the enemy never relented, costing me many a life. Apart from the overt difficulty, Strider is a very classy game. The graphics and sound are excellent, and Strider himself features some very impressive animation. If you fancy a tough, long-lasting challenge, take a look at Strider, but it was too difficult to keep me playing for any length of time.*

NC



*"After the incredibly successful conversion of Forgotten Worlds, U.S. Gold had a hard act to follow with the next Capcom conversion. With Strider, though, they are confident they can do it - are they right?"*

# STRIDER

U.S. GOLD (£19.95)

Converted from the popular Capcom coin-op, Strider is a futuristic platform game set in Russia. East/West relations have once more deteriorated, and, as a spy for the West in the year 2048, it is up to you to infiltrate the now-corrupt Eastern bloc and gain access to their weaponry files. When sufficient information is gained, you must battle through their defences and make your way back to base. Intelligence believes that the

required documents are spread through five sectors. Your mission will begin in Red Square, before taking you to the icy climates of Siberia, through the southern lowlands, until you eventually have to fight Russia's evil dictator, The Master.

Strider begins with the hero of the same name dropping into the metallic play area from a small hang-glider-style craft. The eponymous Strider is con-

trolled via the joystick, and pushing the stick either left or right starts our purple-suited hero sprinting in that direction. As well as running, the directional controls of the joystick can send Strider sliding along the ground to avoid any shots being fired at him, or he can be made to somersault over any dangers or to the platforms that make up each level. Although his athleticism could probably get him through the mission, Strider is also equipped with two useful pieces of equipment. The first is a



Making his way through icy Siberia, Strider somersaults straight into the path of a huge gun-toting robot.

*Although Strider's scenario will do nothing for East/West relations, the game more than makes up for that. Although the graphics have had to be made smaller for the ST, as far as I can see, everything from the coin-op is present. Strider leaps and skids around like an extra from the old kiddies' cartoon, Battle of the Planets, and there are enough explosions and deaths to please practically every shoot'em-up buff. The sound is a bit weak, though, with a droning tune following the action, but it had me reaching for the volume control before long. Featuring both a platform game and a shoot'em-up, Strider is well worth a look.*

SM



climbing device which allows him to scale previously impossible heights, whilst the second is a laser, which can be upgraded by shooting the hovering ammunition droids that appear from time to time. As Strider tumbles his way through the eight-way scrolling levels, his intrusion is soon noticed, and patrols of KGB guards are sent out to eliminate him. The guards are all archetypal Russians - featuring, amongst other things, KGB agents, robots and even ballet dancers! - and they all follow a set routine of walking - or dancing! - along the angled platforms, firing off the odd warning shot. If Strider is hit by an enemy's bullet it will remove one hit point, and if three hit points are lost, then he will explode, losing one of his three lives in the process. However, the enemy offer no such resistance, and if Strider's beam weapon hits them, they disintegrate into a bloody pulp.

As well as the KGB guards, the infamous ballet dancers, and the assorted dogs and gun turrets that harm our hero during the five levels, occasionally a larger adversary will make his presence known. These can either be larger super-humans or, towards the end of the game, absolutely massive dinosaurs and robots. Whatever form they take, though, each one must be killed with repeated shots from your laser. When each opponent has been defeated a barrier comes down, blocking your route back, and if you lose a life, you will be sent back to this point. In addition to the larger mid-level guardians, the end of each level is also guarded by a massive creature. This time, instead of simply blasting away at the creature, it can only be destroyed by repeatedly shooting its weak spot - and you have to find it first! When the level has been successfully cleared, a picture of Russia's evil leader goads you on as the next level is loaded in.

**STA**



◀ Strider shoots futilely as level two's mysterious inhabitants attack him.

At the end of the first level, Strider stumbles across a meeting of KGB agents. Unfortunately, all is not what it seems and the cossack-wearing agents are in fact a robot trap set by the Master. All of the agents jump down onto you, linking up as they do into a huge metallic snake. Once formed, it must be shot continually in the back to destroy.

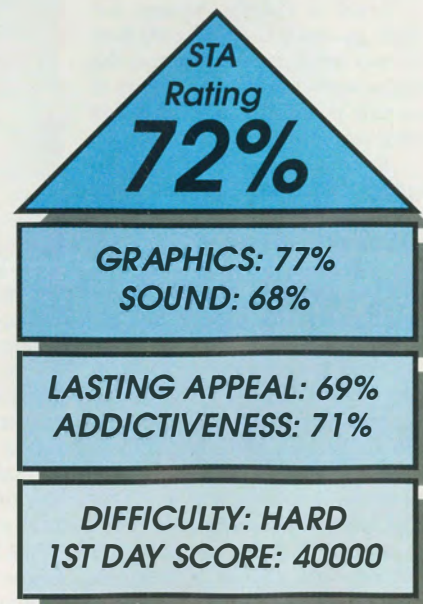


*Tiertex are proving that they have got some real programming talent in their ranks. With its multi-directional sprite animation and countless different environments, which create many game-play problems, Strider was a particularly awkward conversion. Nevertheless, the team took 6mb of code and crushed it down to 0.5mb, to produce a near clone of the arcade original. The joystick control is a dream and the sweeping laser ring wipes out anything that gets in the way. With its striking appearance and addictive arcade properties, the coin-op version of Strider has consumed many a 10p, and I predict that this fine conversion will continue this popularity - frenetic action all the way!*

**JS**



During his recce of the first level, our somersaulting hero comes across a huge missile. Within is a laser-guarded control unit. If Strider can avoid the deadly laser beams and destroy the console, the missile will be deactivated and a previously hidden passage below it will open.





# GIVING THE GAME AWAY (GTGA)

Hi, and welcome to Giving the Game Away. This month we have a wide variety of tips and cheats on offer, along with a brilliant complete solution to Thunderbirds. Ok, then off we go...

## DRILLER - INCENTIVE

Although we have already published a complete solution to this, that 'ribbeting' person, Toad of Belfast, has sent in a useful list of drilling co-

ordinates. Finally, thanks very much for the banger, Toad, it really put the wind up the ST World office!

Sector	X	Y	Facing
Alabaster	3741	4192	East
Amethyst	6038	6059	North-East
Aquamarine	5124	290	South
Basalt	1383	1196	North
Beryl	7146	4144	North-West
Diamond	4120	2724	North
Emerald	4543	4128	West
Graphite	1126	6740	South
Lapis Lazuli	1789	3654	North-East
Malachite	5895	5785	South
Nicolite	0512	1698	North
Obsidian	7063	6788	West
Ochre	2075	6810	West
Opal	7423	7741	East
Quartz	2786	1799	West
Ruby	3752	2506	East
Topaz	2299	0513	East
Trachite	4496	6912	Left

## CYBERNOID II - HEWSON

Oops! It seems that I got the cheat mode for this sequel mixed up with that of the original. Instead, type NECRONOMICON to access the cheat mode.



## XYBOTS - DOMARK

I really like this conversion, as does Matthew Loren from London. In fact, he has sent in this guide to the first ten levels.

Level 1: Collect the key, but don't go down the first exit; turn to your left instead, and use the key to open up the wall. There is an exit in this room, and it will warp you to level seven.

Level 2: If you decided to ignore the level one warp and want to collect the valuable points, then make your way through this level by shooting into the darkness. This picks off any Xybots that lay ahead but you cannot see.

Level 3: Using the map, make your way north. Every time you stumble across an oil drum, pull the stick back and press fire to activate the 'magic zapper'. This destroys it, giving you an extra shot icon or gun in the process.

Level 4: Move towards the bottom-left corner where the transporter is situated, then look



for a key. When you find it, go to the space shown behind the transporter. Turn so that you are facing west, and use the key to open a secret room. Within, there is an exit.

Level 7: We have skipped levels five and six, because of the warps on levels one and four. On level seven, the map can prove very confusing as you move in and out of the screen. Fight your way to the transporter, and then turn so

## SPITTING IMAGE - DOMARK

I must say that I am very surprised anyone played this substandard beat'em-up long enough to send any tips! Still,



Shane Porter from Taunton in Summerzet has sent in a rough guide to who to fight against.

1. Choose these leaders in this order on each level:

- A. Reagan, Pope
- B. Gorby, Pope
- C. Ayatollah, Pope
- D. Botha, Pope
- E. Maggie, Pope

2. Finally a couple of useful pointers: keep close to your opponent, so they can't hit you back. Always move away from your opponent when their helpers appear, and hit your opponent with your special move, when they are using theirs

## TOTAL ECLIPSE - MICROSTATUS

Tips for this superb Egyptian puzzle game come courtesy of Alan Muir from Falkirk.

1. Make sure you examine the plane closely.
2. To move swiftly, push the joystick forward whilst pressing the forward key at the same time.
3. To map the pyramid, use chambers with heights of twenty-four and thirty-six together, and forty-eight and sixty together. And don't forget that each pyramid has four sides.
4. In 'Illusion', use the sector names for successful mapping.

5. When each treasure is collected, the adventurer's heart rate returns to normal.

6. Always use the 'F' key to look forward when disorientated.

7. Only use the ankhs as a last resort; they are more useful later on.



but the many Xybots sap your energy very quickly, so don't hang around. Finally, don't spend all of your coins - you'll need them later.

Level 10: This level can be very tricky as the Xybots never stop attacking you. Sidestep left, and kill all of the attacking Xybots, then make a run for the energy pod in the corner. Exit this room through the south exit as soon as possible, and collect the next energy pod you come across. Ignore the transporter, as it warps you into danger, and when you come to the second room, use the same method as you did in the first. When you have disposed of the Xybots, then make a run for the exit.

The Master Xybot: Extremely difficult! With the coins you have left, use them all up on weaponry such as extra zap power and double shot power. Player one should move to the left, whilst player two goes to the right. Then simply fire for all you are worth!



# STUNT CAR RACER

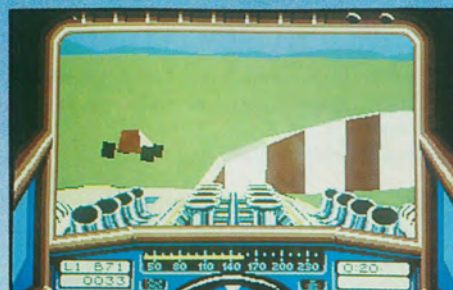
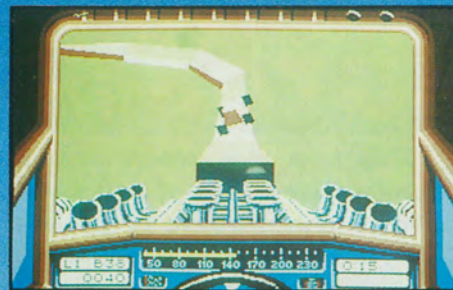
Step into the driving seat of one of the most wicked stunt cars around as a Stunt Car Racer. It's now up to you to prove just how good you are and to see whether or not you can ultimately become Division One Champion.

With a super-quick, turbo-charged V8 engine that will power you to incredible speeds, and long-travel suspension that enables you to soak up the bumps, your car really is an awesome projectile. The tracks are totally out of this world. Banked corners that enable you to 'pull g', undulating bumps that throw your car uncontrollably from side to side and huge ramps that catapult you into mid-air. In fact, you seem to spend so much time airborne, you could almost qualify for a pilot's licence!

Battle it out on the track against other computer controlled rivals, such as, Dare Devil and Road Hog. Race and jump so fast that your car starts to break up under the strain and then accelerate even more. There's no prizes for being second best in this game - it's all or nothing.

**Stunt Car Racer - do you think you could be up there with the best?**

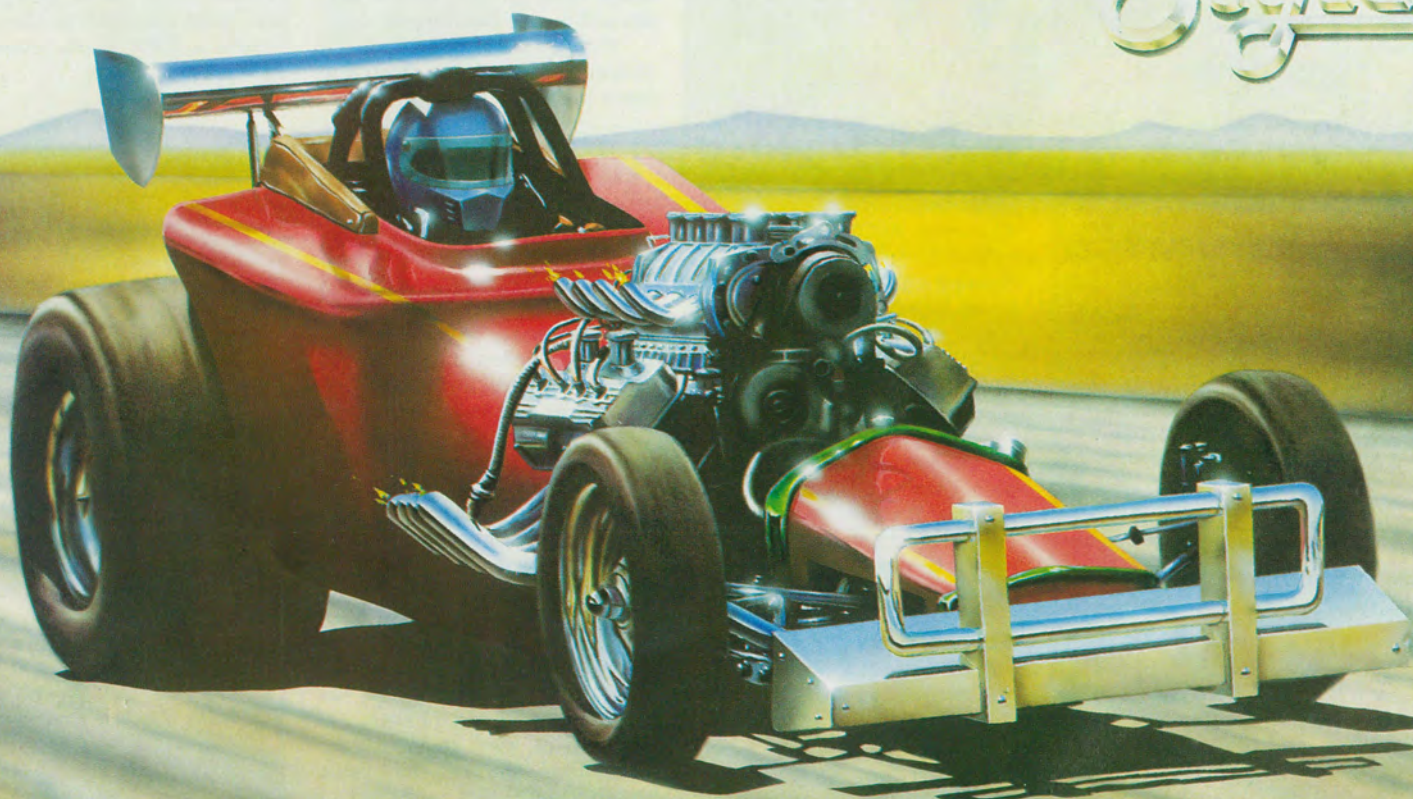
*Stunt Car is utterly brilliant and offers adrenalin-pumping, gut wrenching high speed action that'll keep you engrossed for months. C + VG.*



SCREEN SHOTS MAY VARY

Stunt Car Racer is available for ST, Amiga, PC, Spectrum and Commodore 64

Micro-Style



© 1989 Geoff Crammond Made in the UK

Unit 1, Hampton Road Industrial Estate, Tetbury, Glos, GL8 8LD. Tel (0666) 504326

stein



# GTGA THUNDERBIRDS - GRANDSLAM

**This is a real smart arcade/adventure, and I'm sure that a few of you could do with some help. So here, courtesy of Andrew Holand, from Geneva, Switzerland, is the complete solution to all four sub-games.**

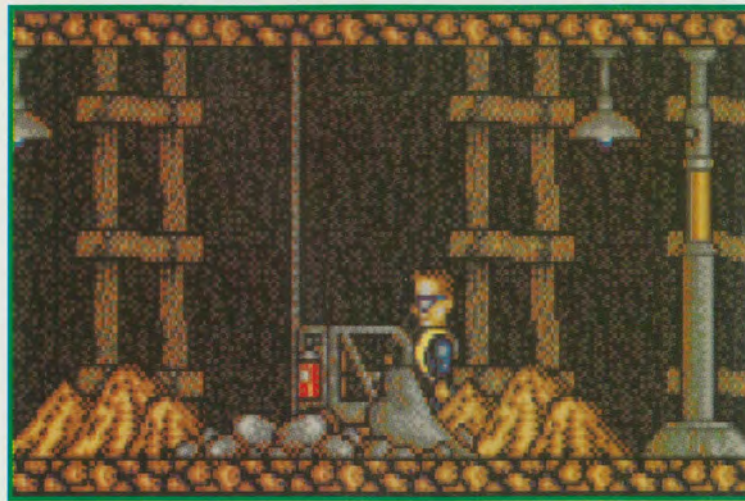
## MISSION ONE: MINE MANACE

Alan: choose Torch and Grease Gun

Brains: choose Lamp and Klaxon

Brains: Important! Do this next bit very quickly! Go right, up twice, right twice (avoiding the falling stalactites), drop the klaxon and take the spanner. Go left four screens and place the lamp at the foot of the ladder. Go left, take the hammer, and go back to your right. Use the ladder to go up three screens, then go right and use the

hammer on the broken lift. Get in the lift, and it will go up three screens. Dropping the hammer, pick up the detonator, and then go back in the lift before it leaves. The lift will rise two more screens, so get out and go right. Use the spanner on the broken water pump, this will stop the deadly water rising. Now you must collect the lamp that you left behind as you make your way down in the lift. Stay in the lift until you reach the bottom, and at the bottom go left, down



three times and leave the spanner and take the lamp. Get in the lift again, and go to the top. Go right for two screens, up four screens, and two screens to your right. Now go down a level, left and leave the detonator on the floor. Go right, up, right twice, down three levels and pick up the fuse wire. Go back up the three levels, then left twice and you will be back where the detonator is. Pick it up in exchange for the lamp, and then make your way to the digging machine near the dynamite and the fuse wire. Go right, and you will automatically reel out the fuse wire, until you are standing under the two leftmost stalactites, then use the detonator. Go left, take the lamp, then go left, down, left, left and rescue the trapped men.

Alan: Go down three screens, then right. Drop the torch and take the rope ladder.

Go right and use the rope ladder just before you reach the hole in the ground. Now go and get the torch from where you left it. Go right five screens, down two screens and then left. Go down two levels, left, and then use the grease can on the right-hand trolley's wheels. After you have been dragged by the trolley, go right for five screens, and swap the grease can for the drill. Continue right twice, and drop the drill on the floor before going left and down to collect the cable. Go up, then right, drop the torch in exchange for the drill, and then go to the column at the right of the screen. Use the drill and drop it, pick up the torch, and go right two screens to meet up with Brains and the trapped men. Finally, swap to brains, who must get back to the mole before a time-limit, then the mission is complete



## MISSION TWO - SUB CRASH

Password: RECOVERY

Gordon: chooses Aqualung and Shark Repellent

Alan: chooses Aqualung and Anti-Radiation Pills

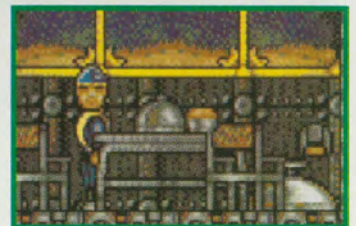
Alan: Quickly use the anti-radiation pills.

Gordon: Go left, then down, and then go right for two screens. Drop the aqualung, and take and use the anti-radiation pills. Go back and get the aqualung, and then go left for five screens. Go down, and you will be swimming in the sunken part of the sub. Go left and open the door, then, without going through, pull the lever on the wall at the centre of the screen. Go right twice, open the right-hand door, and, once again without going through, pull the lever at the centre of the screen. Go left twice, and exit the sub

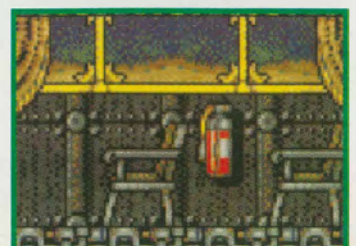
through the hole in the floor. Whilst walking on the sea-bed, go right twice until a shark attacks you. The repellent will stun the shark, so go right and collect the yellow pass card. Go back to the sub, and when in go left twice, and pull the lever in the centre of the room. The water will now drain away. Go right, then up and twice left. (Up again, and then keep going right for eight screens, before going down and twice right. You will now be in the reactor console room, so go and stand in front of the right-hand console.

Alan: Go left, then up and take the blue pass card from the Captain Birdseye lookalike. Go down twice, five times to your right, down, and then right twice to where Gordon is. Stand in front of the left-hand console.

Alan uses the blue card on the left console, so quickly



switch control to Gordon, and use the yellow card on the other one. The reactor will now shut down, and one of the team must get back to Thunderbird Four before the clock reaches zero to complete the mission.





## MISSION THREE - THE BANK JOB

Password: ALOYSIUS (Parker's Christian name!)

Penelope: chooses Sleep Spray and Mirror

Parker: chooses Stethoscope and Toy Mouse

Penelope: To get past the guard, use the sleep spray on him.

Parker: Go up, right twice, get in the lift and use it. When you have left the lift, go right and stop in front of the first filing cabinet in the row, thus automatically opening another cabinet in the row.

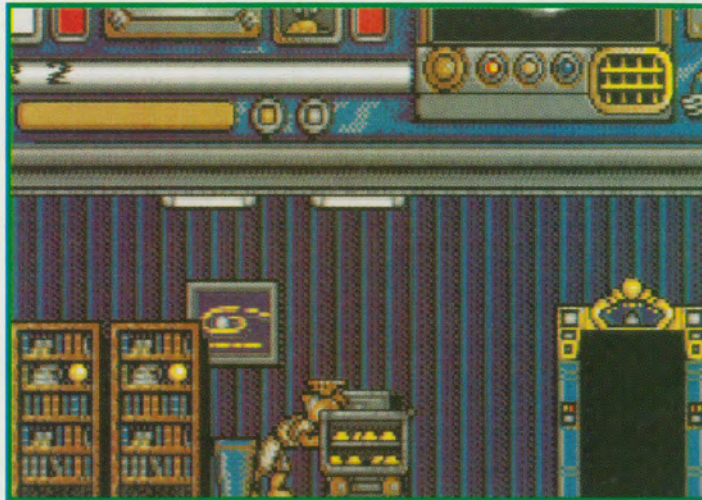
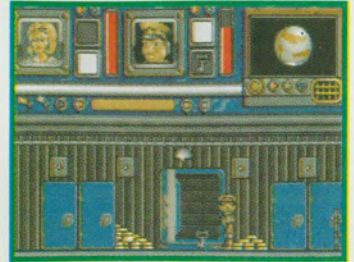
Penelope: Go up, and drop the mirror and sleep spray, neither of which are needed any more. Go right twice, use the lift, and go to the drawer Parker has opened. A key should be in the drawer of the cabinet, but if it isn't, try swapping between characters and moving Parker to each cabinet until Penelope does find the drawer that houses the key. Once you have got the key, go left and use the left again. Go right, down, right again, and just stay in the lift without using it.

Parker: Go left and take the lift. Go right, down, and right to join Penelope in the lift. You will now be taken down to floor two, where Parker pushes a heavy bullion trolley into the lift so that you can go down to floor four. Penelope then goes left and gets another key, then goes back to the lift. When you resume control, go down to level six. Go left, stop before where the laser

bolt hits, and use the mouse to hit and de-activate the laser. Drop the mouse, go left and then down.

Penelope: Go left twice, down twice, right, and then down twice again.

Parker: Go halfway down the ladder, and wait for the guard to go right. Go left for three screens, up twice and use the stethoscope on the big safe in



the centre of the screen. When the door opens, take the big key from within the safe. Go down six levels, then left, and take the key you find there. Now go right, and up twice where you will come to a row of switches. Set them in the following order: (from left to right) down, up, up, up, down, down.

Penelope: Set the switches on her wall in the following sequence (also left to right): down, up, down, down, up, up. These activated switches, now turn on a light leading to the bullion room. Go left twice, and use the two keys on the right-hand consoles.

Parker: Go right twice, use the two keys on the left-hand consoles. The big safe door will now open, and the document revealed must be picked up, ending the mission.

## MISSION FOUR - COUNTDOWN TO DISASTER

Password: ANDERSON

Scott: Glasses and Superglue  
Virgil: Glasses and Pistol

Scott: Go right for two screens, and stand behind the piano.

Virgil: Go to where Scott and the piano are, and drop the glasses and pistol to the right of the piano. Go up, take the piano key, go left and turn the left-hand light on the wall. Take the piece of music score revealed, go right and down. Use the key on the piano, pick up the glasses, and then use the music



sheet on the piano. Next, pick up your pistol and stand behind the piano with Scott. Now wait as it sinks into the floor.

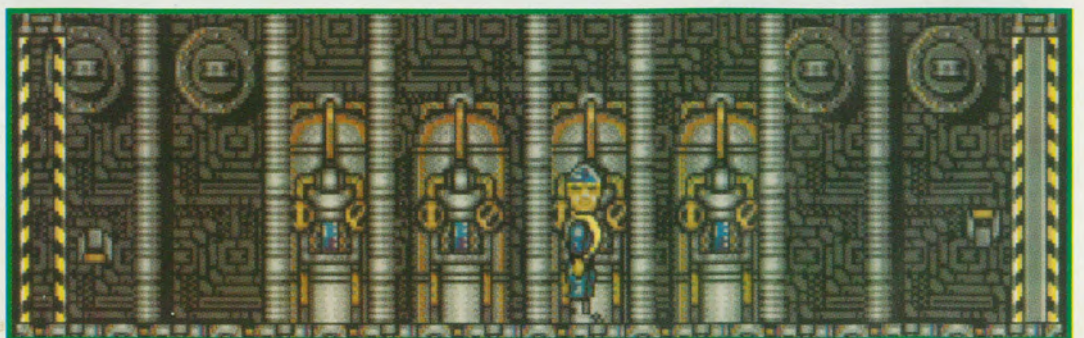
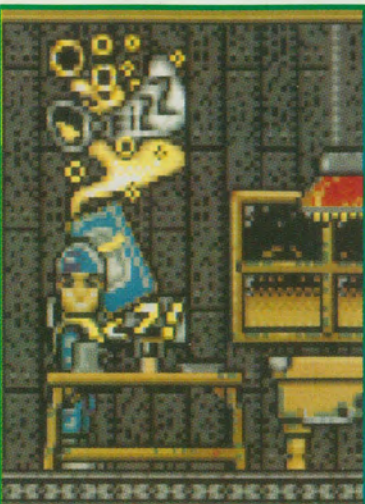
Scott: Move right from the piano and use the superglue. Go

left twice, take the limpet mine, and go back to verify that a large robot has got stuck in the superglue. If not, wait for it, go right again until you reach a ladder. Go down the ladder, and

right again until you reach the force field.

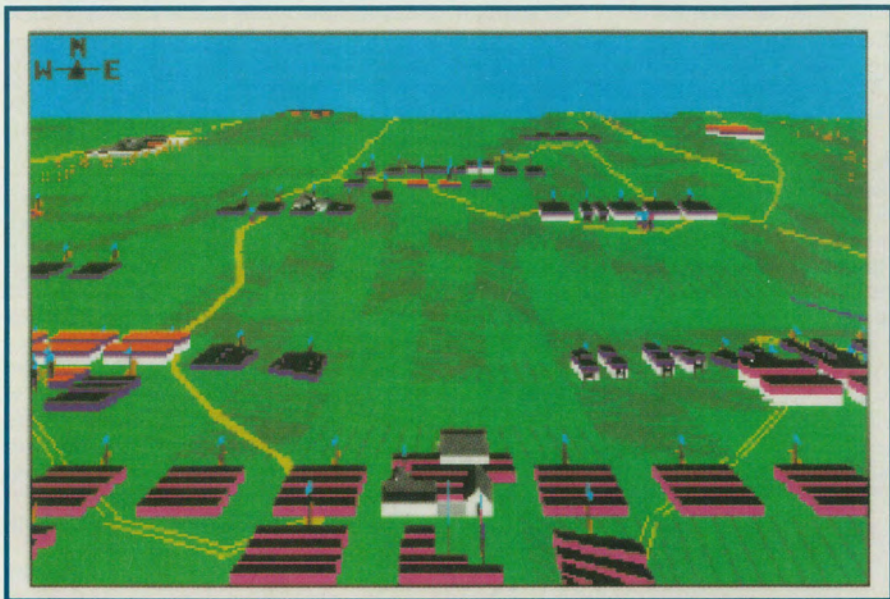
Virgil: Go right for two screens, down, and then right to join Scott. Shoot the pistol three times to smash the three globes on the wall behind the force field. Now the force field will be turned off, so go right, then up, and continue right for three screens. Go down, left, down and then right. Then go and pull the handle on the wall to open a secret door.

Scott: Go right, up, twice right, up, and then right. Then go up, left, up, right for three screens, and drop the glasses in exchange for the film. Go left and pull the lever in the wall, then go left and use the limpet mine in the revealed hole in the side of the missile. Ta-da! That's it!





So, French historians seem to think that the great General Napoleon's defeat at Waterloo was a fluke, do they? Well, now's your chance to prove that British military knowhow is the best in the world - Charge!



*"A damned near-run thing" Wellington is quoted as saying after the battle of Waterloo. Now you have the opportunity to see if it's true.*

# WATERLOO

PSS (£19.99)

Waterloo is more of a computer simulation than a game. You can elect to be either Napoleon Bonaparte or the Duke of Wellington. Although it is also possible to let the computer play either one or both of the generals. In addition, there are a number of other options available. These include: seeing messages as they progress through the chain of command; viewing the battlefield from any point you choose; showing the cannons firing; displaying messages on what the computer is doing; and it also gives you the option of changing the orders issued to both sides at the beginning of the battle. The last option is to save the game position

every hour of simulated play, just in case.

The screen display shows a three-dimensional view, from the commander's viewpoint, of the battlefield and the forces within sight. It is at this stage that the game starts to diverge from other war games. Normally, you have control and visibility over all of your units. In this simulation that is not the case. You are the Commander-in-Chief and, as such, you determine the



overall strategy, but it is your field commanders, played by the computer, who carry out your orders. They are also your source of information on the state of the battle, apart from what you can see within visible range. Upon receipt of your orders they do as they see fit and according to their abilities and expertise. To add to this lack of control, the orders you issue have to go through a chain of command, from you to the Corps commander, to Divisional com-

*Not a game for the novice. This is definitely a game for the experienced wargamer, more particularly for the specialist in Napoleonic warfare. The graphics are excellent but the sound is non-existent. It is possibly this lack of sound that makes the game a little unreal. It lacks atmosphere for what is otherwise an excellent game.*

SK

*With Waterloo the computerised-war game has come of age. The graphics are very good and the simulation seems 'real'. The complex command syntax available is the best I've come across. It is this, along with 'the fog of war', that has been programmed into the game, that makes it so enjoyable and frustrating. I only have two reservations about the game: the first is that it lacks a little in atmosphere; the second is that the historical orders, used to start the game, are not given.*

AM

*French historians seem to think that Napoleon's defeat at Waterloo was a fluke. Now you've the chance to relive the battle. Waterloo certainly is not a game for anyone looking for a start into wargaming. Indeed, the game is very complex and involves a number of intricate moves. I for one found the game rather difficult, not because of a poor command interface, but simply because I wasn't used to a wargame of this depth. Graphically the game is well presented with views being available from any direction. The option to follow the self-same orders as the actual battle, make play most interesting. To sum up: Waterloo is a first-class game. One, however, that should only be attempted by experienced players.*

NC

mander etc.. At each stage, the original order can be modified or ignored. To this process is added another factor: the order might not get to the intended recipient at all. All orders are carried by riders; there is a battle going on and people get killed in battle, even messengers. What all this adds up to is frustration, just like it must for any commander.

STA

STA  
Rating  
79%

TEXT/GRAPHICS: 79%  
GAMEPLAY: 77%

LASTING APPEAL: 81%  
ADDICTIVENESS: 78%

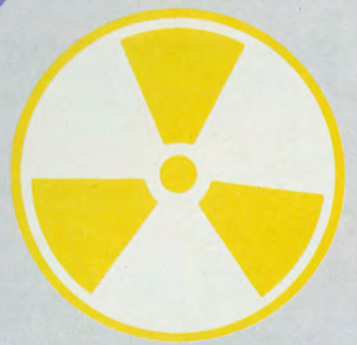


# RAINBOW WARRIOR

## RAINBOW WARRIORS

The worlds first environment friendly software!

At last, an all action game that presents a solution to the environmental dilemma faced by the entire human race. Rainbow Warriors is an action game with real depth and meaning. It simulates seven campaigns of Greenpeace members over the last few years.



*Micro  
Style*

**GAMES FOR ADULTS**



# ACTION SPECIAL REPORT

# RC AEROCHOPPER

**"Remote control aircraft can be an expensive hobby - especially if you keep crashing!"**

I once watched, in awe, as an experienced remote-control aircraft pilot sent his model Pitt's Special diving, climbing and spiralling across the sky. Pilot and plane were in unison as he wielded the aerial like a magician waves his wand, and the little plane obeyed without hesitation. When you see someone who is obviously skilful at their hobby and enjoying it to boot, you just want to get involved yourself. So the following week,

I emerged from a model shop with budget aircraft and remote-control unit tucked under one arm. After a six-hour gluing and painting session, I studied the instructions and drove to the nearest open space for the inaugural flight... minutes later, my freshly-painted, bright orange and black Cessna, was strewn across the South Downs. If there had been a Black box on board, it would have undoubtedly recorded that the pilot



The helicopter is the most difficult aircraft to control as the Futaba switches simulate yaw and cyclic control... and it is all too easy to get the two confused.

was a right prat! A mistake at the expense of the wallet is a painful and memorable one, but I was still keen to get airborne. The question was, without planting another aircraft into the side of a hill, how? R.C. Simulations, just might have come up with the solution!

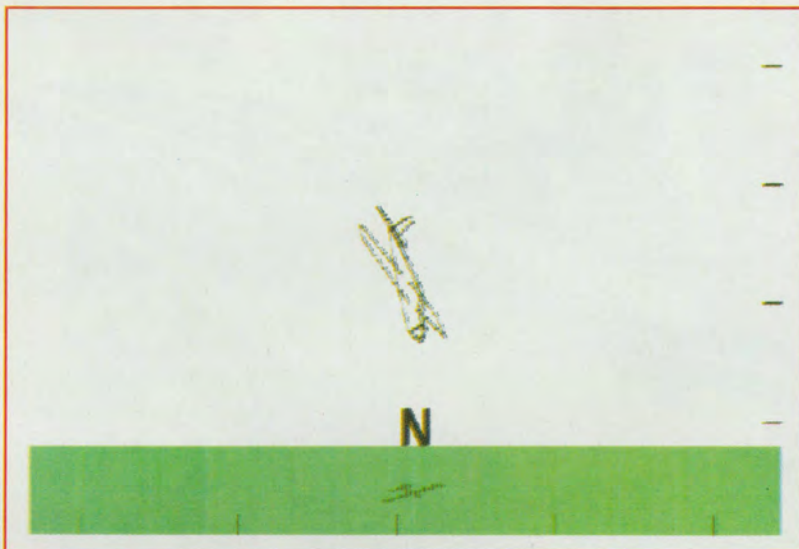
Remote Control requires great skill and concentration and, according to those in the know, it's just as tricky as flying real aircraft. RC Aerochopper has been designed to simulate RC flight, with a variety of aircraft including, glider, jet and prop fixed-wing planes as well as rotary aircraft. Each has its own idiosyncrasies and flight complications, and these have been meticulously simulated in the program. The difference between the Aerochopper package and the usual run-of-the-mill software is immediately obvious as you attach a cartridge and Futaba Conquest,

remote-control unit to the computer. After creating a cartridge folder on the GEM screen, you're ready to hit the clouds - or more likely, the deck!

A selection of comprehensive menu screens takes you from the initial choice of aircraft, to setting aircraft sensitivity, which sets the margins for pilot error. Additionally, you can set weather condition parameters. Choosing the easiest aircraft to fly, out of the choice of four, the prop-driven fixed-wing, the screen changes to show the obligatory wide, open space and a 3D, vector line-drawn plane positioned for take-off.

The Futaba control unit has two sticks: the right simulates the yoke, while the left controls both the throttle and rudder. Easing forward on the throttle sends the aircraft taxiing across the field, and the screen follows it like an attentive cameraman. As you increasing speed and pull back on the yoke, you're airborne - no turning back now! Whilst the aircraft is facing away from you, simply moving the rudder switch to the left or right causes the plane to react accord-

Fixed-wing prop driven aircraft is the easiest to control. The Futaba controls have been cleverly implemented in the program with the right-hand switch controlling the yoke and rudder, and the left the left opens up the throttle. The only problem is, when the aircraft turns and faces you, the controls are completely opposite.



The kit comprises a Futaba R.C. unit, single cartridge and it doesn't have the usual plate of spaghetti usually associated with add-ons.



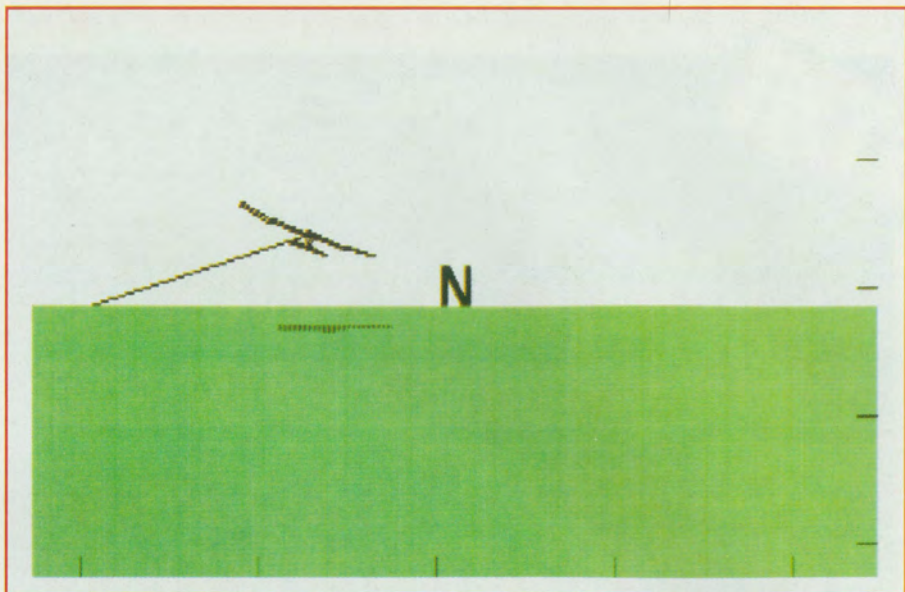
ingly. But the difficulty arrives when it turns and faces you and the controls are completely opposite!

In theory, it sounds simple to just reverse the rudder commands. But invariably, the novice's aircraft begins to spiral downwards towards terra firma. As the nosecone buries itself into the ground, little bits of vector lines fly into the air, but at least you have the option to try the manoeuvre again and again without a squeeze of a glue tube. The visual effect is a really neat trick, as the aircraft hurtles across the sky, and there is no delay as the size and perspective of the plane alters as it moves. You can control the aircraft from afar or bring it soaring a couple of feet above your head, with the camera-view struggling to keep up - the effect is quite stunning!

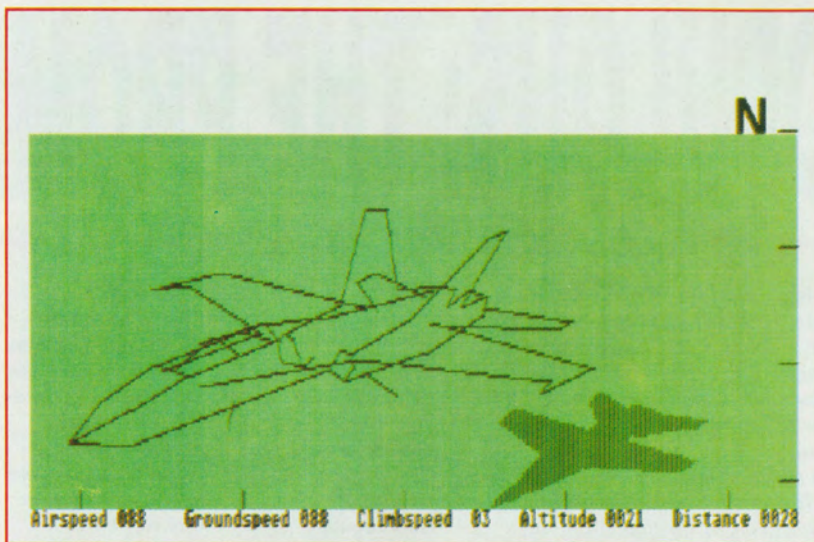
The glider option is similar to the fixed-wing plane, but of course, you are catapulted into the air from the ground. Naturally, without an engine, you don't have the same speed control, but greater emphasis is placed on rudder correction.

But by far the most difficult RC aircraft to control is the helicopter. With rotary aircraft, you have two control and directional modes to deal with: Cyclic and Yaw, which both steers and tilts the aircraft. Again, this is cleverly simulated with the Futaba, but the most difficult thing is to synchronize your left and right hand. It's all too easy to confuse cyclic with yaw, which sends the chopper spiralling into the ground.

Another aircraft option is the Jet, and this introduces new complications, none more so than the speed at which it moves. With the plane hurtling a few feet from the ground at speeds which are in scale with the real thing, this leaves little margin for pilot error. But as the splinters of the fuselage land on the grass at least you don't have to pick up the pieces.



The glider is catapulted from the ground and although the element of speed is eliminated, emphasis is very much placed on forward planning and altitude control.



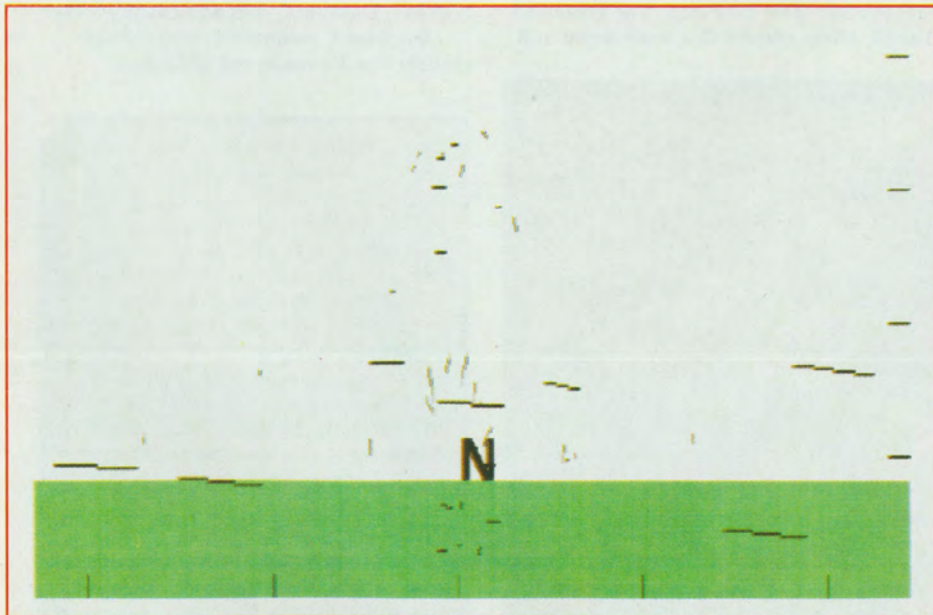
In contrast jet, is all speed and you have only a split second to make decisions and act on them. There is little margin for pilot error.

## Summary

Considering the price of the average model aircraft and the likelihood of planting it in the side of a hill, you could

argue that £199.00 is a realistic price for this all-weather RC simulation. Yes, I know it's a lot of money, but it is a quite extraordinary piece of kit. Considering the application in question, this program is as realistic as it could possibly be. In flight, the vector-drawn aircraft creates an incredibly realistic image in the sky, as it turns, dives and swoops. But this is not only an amazing exercise in 3D vector-graphic animation, the controls are as sensitive, responsive and prone to pilot error as the real thing. The Futaba RC unit has been cleverly implemented with the ST, via a cartridge and without the usual plate of spaghetti you get with add-ons. The cameraman's eye-view which keeps the aircraft on screen at all times, really defies logic - it's an amazing effect! After my early disappointment with RC, I was reluctant to try it again, but Aero-chopper demonstrates vehemently what an enjoyable sport this is.

Admittedly, 200 sovs is a lot of money to pay for computer entertainment, but in return, you get the most incredibly accurate and detailed simulation, and a must for all enthusiasts!



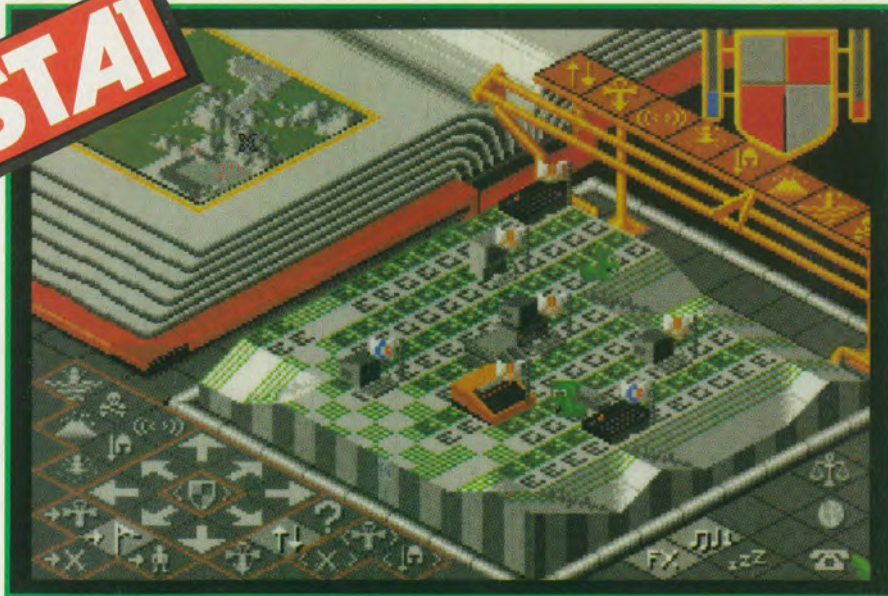
Another one bites the dust! RC can be a very expensive hobby... especially when you keep crashing and so Aero-chopper enables you to try again and again without a squeeze of the glue tube.

STA



The Bit Planes, old rivals meet once again. But who will be the victor this time?

STA1



“Electronic Arts have been offering Populous players a journey into the ‘Promised Lands’ - now the faithful have their reward. Five new weird and wonderful lands are just waiting to be conquered by all you would-be gods. The question is - have you got what it takes to be a divine being?”

# POPULOUS: THE PROMISED LANDS

ELECTRONIC ARTS (£ 9.95)

Back in issue thirteen, May 1989, we reviewed Electronic Arts' excellent strategy game, Populous. This truly exceptional game chalked up a mark of 90% and quite deservedly won our coveted STA1 award. It seems we were not the only people to rate Populous; the game received much critical acclaim, none more so than from you, the games-playing public. So, in case you missed all the fuss the first time around, let me just fill you in on what the game is all about.

The game is played between to gods; one good, the other evil. The battle for power takes place over a set world. Within the world each god has a number of followers and it is by careful manipulation of these fellows that victory can be met. The idea is simple - just ensure that

your followers populate the land and, in doing so, eradicate the threat posed by your opposite number. Of course, you may give them a little help. Settlements are the source of your divine powers - larger buildings create more power which, in turn, allows you to perform greater acts. Utilizing the forces of nature, it is possible to disrupt your opponent's followers and thus regulate his source of power. For instance: a well-placed earthquake will see your opposite number spending precious power and time rebuilding his land - leaving you to concentrate on more mischief.

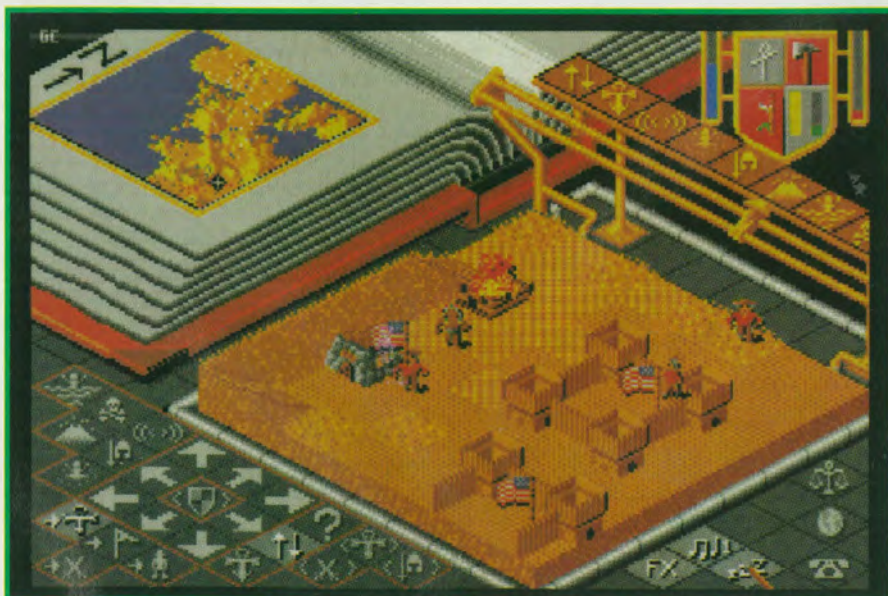
Originally, the game was played in different temperate zones: grassy planes, volcanic islands, barren deserts and icy wastes. The new data disk, The Promised Lands, offers players five more weird and

wonderful worlds in which to do battle.

The Bit Planes could easily been named Compterland. The good side is that of the flag-waving Atarians whilst the enemy sport the Commodore symbol. Instead of grass we are offered lined printer paper. Stacks of disks and half finished mugs of coffee replace rocks, and half-smoked cigarettes and pencils stand in as trees. Of course, the settlements take on the form of calculators, Spectrums, PCs and mainframes.

The Wild West recreates the skirmishes between the white man and the Redskins. This world is actually quite similar to the desert scene in the original Populous. The buildings take the form of teepees, wigwams, jails and cavalry forts.

Blockland, meanwhile, looks suspiciously like it's made out of Lego.



Don't forget that you can only play 'The Promised Lands' if you have the original game of Populous. And, with this in mind, I should guess that only fans of the game will be interested in these new worlds. Basically, they're just like the first but with different graphics. Both the French Revolution and Wild West scenarios are a little too similar to the original for my liking, while Block Land is a tad too confusing on the old eyes. Had these extra levels cost as much as a full-price game I wouldn't have recommended them. But, for a mere tenner, fans of the game will be able to find new-found interest.

NC

So this was how the west was one. Just for a change, however, the Indians are the good guys.



Silly Land features some very strange characters, amongst them this no so friendly knight.



Populated by small block-people, this land illustrates the idea from which the game was created. The brick settlements range from one-block hovels to multi-piece palaces. The trees look just like those found in Lego building sets while the original rocks are replaced by car wheels, complete with rubber tyres.

*It's a rare occasion when a totally original concept, like Populous, is such a tremendous success. But the idea of deity over civilization has proved so incredibly popular, (its one of the best sellers of all time), that Bullfrog have produced a seperate landcape disk, exploiting the excellent and unique graphics to strange and amusing proportions - in particular, the computer graph paper demonstrates well the layer effect of the landscape. Hearty congratulations are due to Bullfrog for this success, because while the majority of the game-design fraternity were sticking with the tried and trusted formulas, they had faith in their ingenious idea. I have no hesitation in giving Populous data disk the same high mark as the base game.*

JS

Silly World is just as its name implies - silly. Rotund bubblemen wander aimlessly over the chequered landscape building strangely shaped settlements as they go. These seemingly peaceful people look as though the last thing on their minds is fighting but, should you transform their leader into a knight, he changes into a very aggressive-looking fellow with large teeth. Should he confront the enemy, he wastes no time in devouring his poor victim as their legs kick helplessly from out of his mouth.

Finally, the French Revolution takes us back two hundred years to the time of the guillotine. Republicans and Royalists fight it out amidst chateaux, Bastilles and Arc d'Triumphes. This world, once again, resembles that of one of the original worlds: the grassy plains. But like all the four other Promised Lands it represents a much greater challenge.

STA

What is there to say about Populous that hasn't already been said? There's little point in me waffling on about how good the game is as many of you have already got it. However, what you don't have just yet are the Promised Lands. These five new wacky scenarios add an extra sparkle to an already excellent game. All of the scenarios provide a whole new load of fun. My personal favorite is the Bitmap Planes, although I'm never to sure whether to be on Atari or Commodore's side. Basically, if you liked Populous - you'll love the Promised Lands.

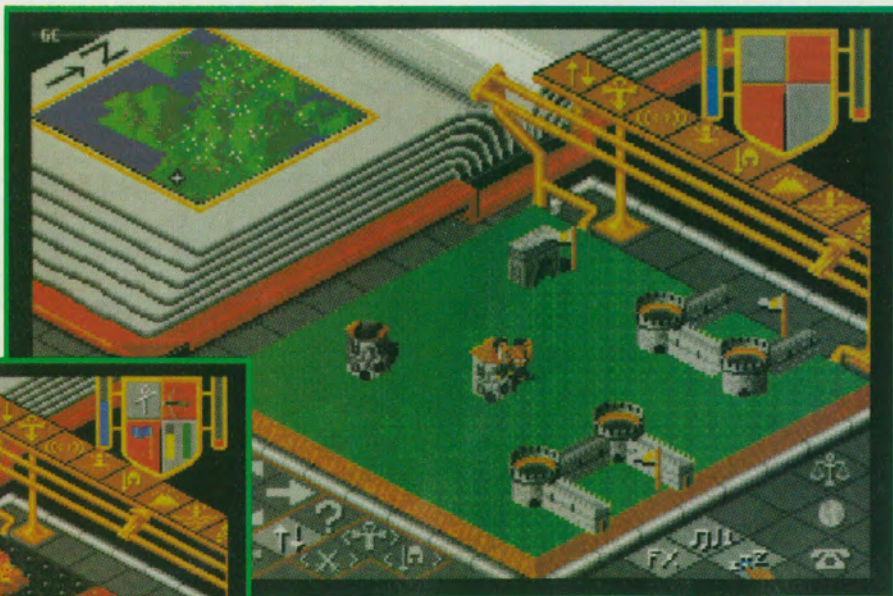
SM

STA  
Rating  
**90%**

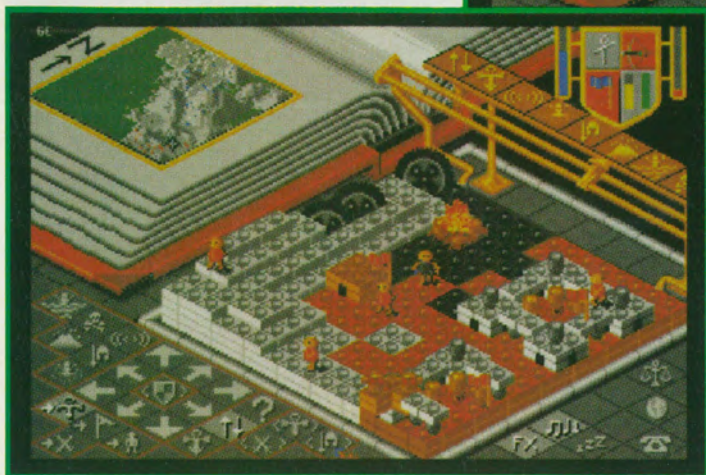
GRAPHICS: 88%  
SOUND: 72%

LASTING APPEAL: 92%  
ADDICTIVENESS: 93%

DIFFICULTY: AVERAGE  
1ST DAY SCORE: N/A



Oh la la! C'est le revolution Francais n'est pas. Bagette battling Frenchmen fight it out in Revolution land.



Block Land demonstrates how the Bullfrog team came up with the idea behind Populous.



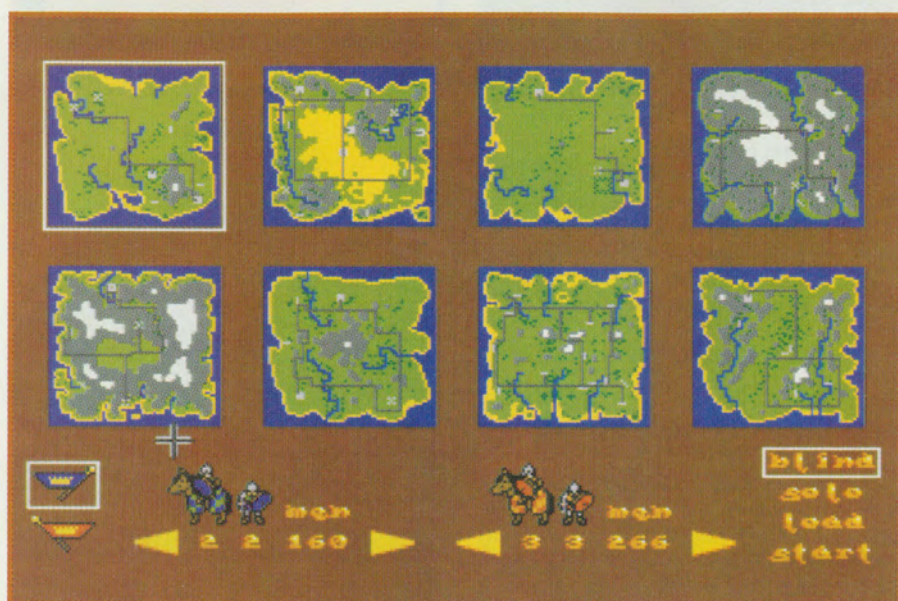
*"With heavy, blunted swords hacking bone, and spears piercing flesh with rusted, jagged edges, a medieval war must have been a particularly crude, brutal and bloody spectacle."*

# PRINCE

ATARI/FAMES (£19.95)

The first thing that really struck me about Prince was the similarity between it and Populous. Still, Prince is essentially a graphical wargame. My first attempts at playing always seemed to end in catastrophe. However, after several two-player games and a whole lot of practice I began to hold my own. The game's graphics are well portrayed and move quite nicely. The sound, meanwhile, is what you would expect from a game of this sort. Generally, this type of game wouldn't normally appeal to me, especially considering that the computer opponent is so hard to beat. However, should anyone in the office fancy a two-player game I would be only too happy to oblige.

SM



Thousands of commoners perished on the battlefield in medieval wars, but there was an inexhaustible supply of peasants, and so a head-count was not the deciding factor of a battle. It was the protection of the crown which was singularly the most important aspect of medieval warfare, because if the King was captured or killed, the opposing side would

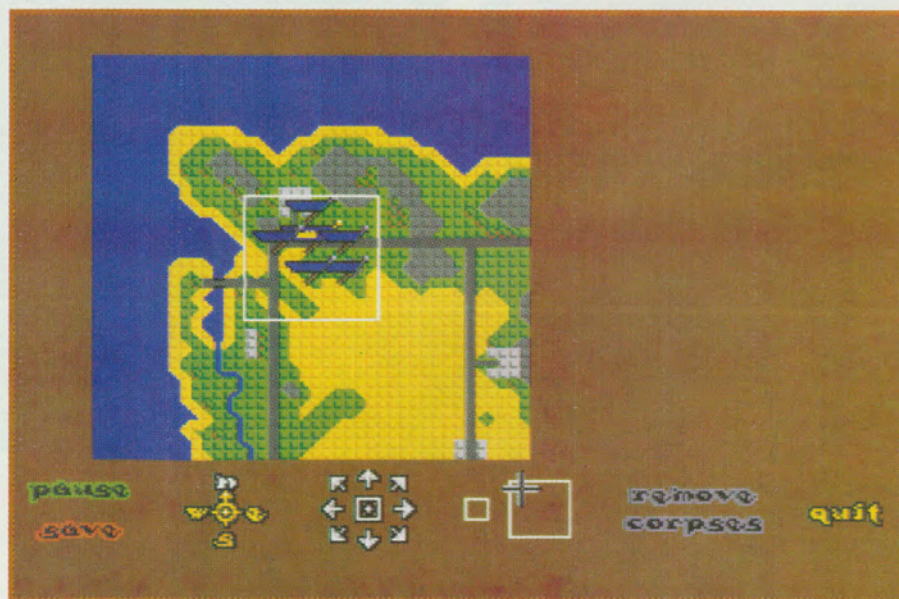
be victorious. In more recent skirmishes, the royals were whisked away to secret hiding places, far from trouble. But in this era, the liege actually headed the charge, and so was considerably more vulnerable to kidnapping, and even death. Frames has designed Prince to simulate the crudeness of medieval warfare and have emphasized the impor-

tance of protecting the crown. The game is described as a war strategy, but there is as much emphasis on battle action as planning and strategy - there's certainly more to this game than moving tin soldiers around! There is a clever two-player option whereby you can link up, via the good old RS232 port, STs, Amigas or PCs, in any configuration. The alternative is to fight it out with the computer-controlled enemy, which is like pitting Napoleon against Sgt. Bilko.

Before the battle can commence, an option and war-planning screen allows you to set preferences and prepare for the skirmish. Whether fighting against another player or the computer-controlled opponent, you can change the ratio of men fighting on both sides to give an advantage or disadvantage. Additionally, a noteworthy feature is simply called 'Blind', which was designed to simulate the lack of long-range communication in this era. You can choose to impose Blind on one or both sides, and this makes the opposition invisible

Ah, so this is Prince. Not a game officially endorsed by his purple highness, but a sophisticated graphical war game. Having played Prince for some time now I'm still undecided as to whether I like it or not. True, it has captured my imagination for some time, although I don't know why. I must confess I enjoyed deploying my forces as I attempted to defeat my opposite number. Graphically, the game is very good and has a great zoom-in/zoom-out feature. However, it is because of the gameplay that I am still undecided. Sure, playing against a fellow human is great but with the computer as my opponent the game became a trifle difficult.

NC



After selecting one of the eight terrains for the scene of the battle, clicking on the zoom-in feature takes you closer and closer to the battlefield. At this range, your army is represented by flags. Using an aiming sight you can zoom in to the smallest detail.



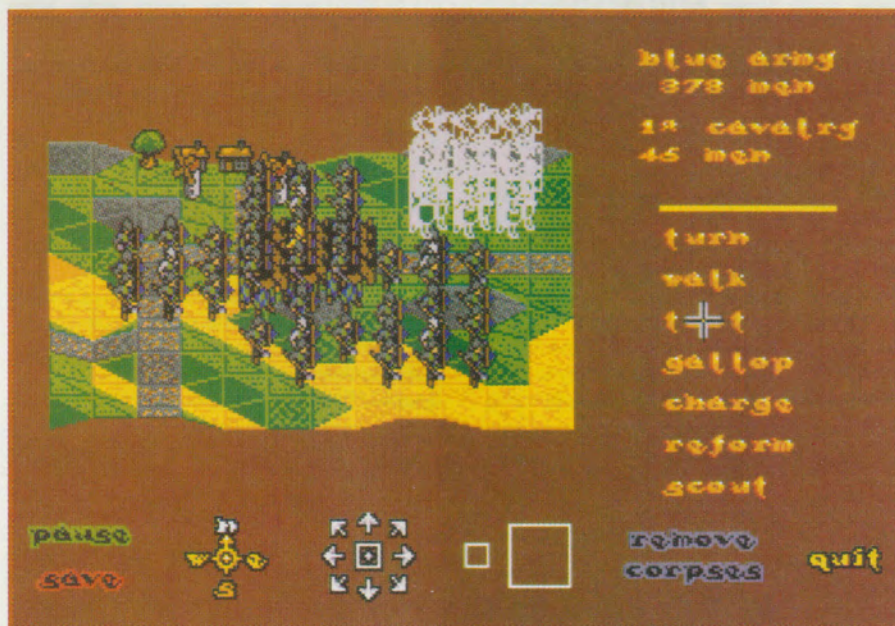
except during close-range conflict, so that you cannot check on enemy positions and manoeuvres at a distance. There is a choice of eight different terrains on which to stage the battle and these create a variety of hazards and hardships for the men; some are mountainous, others have rivers and streams to cross and yet others are desert. Having selected the battlefield, the lives of a hundred men are placed in your hands.

The program is fully mouse/icon controlled and first, you are presented with an overhead view of a small-scale map of the terrain, and every click on a magnification icon takes you closer and closer it. The first click shows the position of both sides represented by flags. Then, using an aiming square, you can zoom in on either army. Closer still, and the army is shown in greater detail, and a final click reveals a small group of men in great detail. Therefore, the closer you get to the battlefield the fewer men you can see and control. The terrain is made up of 'tile-graphics' and clicking on an eight-point compass moves you in any direction. Checking on the manoeuvres of the enemy, you move your army towards them for that fateful confrontation. The army consists of foot infantry and cavalry with the Prince positioned in the centre of the cavalry. Choosing the middle magnification, you can see the majority of the army and some terrain and placing the cursor over a section of the army reveals a list of commands. Moving the cavalry, you can choose to walk, trot, gallop or charge, but obviously, the faster they move, the more energy they lose. As you move each section of the ranks towards the battle, there are a number of factors to consider. Firstly, the protection of the crown is of paramount importance; then there is the venue of the battle. If you scout ahead, you can map out the lie of the land and use the terrain to your advantage at the time of battle. For example: if the enemy are due to enter a canyon situation, you can set up your troops to charge down

*I used to think that there was a stuffy, elitist aura about the wargaming fraternity, but Prince vehemently quashes that opinion. The action is great and the comprehensive, no-fuss commands and controls helped to keep my interest in the game for ages. The computer-controlled opponent is just too clever by half, especially when you play the game on a large command scale. But the two-player computer link-up option really brings this game to life. The 'tile graphics' are a stroke of genius and the magnification feature shows the terrain in great detail. I don't think there has ever been a battle simulation which deals with both large-scale battle strategy and individual skirmishes in equal detail, but the zoom-in and zoom-out feature achieves this very easily and effectively. Without doubt, this is the most enjoyable battle simulation I've ever played!*

**JS**

**At this range, you can see the majority of your ranks, and after selecting the pace of which you want your men to move - walk, trot, gallop or charge - clicking on a cavalry or infantry section grabs the rank and 'ghosts' it, until you release and the chosen men move towards the new position.**



on them from all sides, thus startling the horses and crushing the infantry under hoof.

After chasing each other across the terrain, each side trying to out-manoeuve the other, the scene is set for the inevitable battle. All is quiet until you select the command to charge, sending your cavalry at full tilt towards enemy

ranks, followed by the infantry. Suddenly, the battlefield is a heaving mass of bodies hacking and slaying each other and you can zoom in on individual skirmishes to see the battle on a one-to-one basis. As the men fall, you can select to clear up the corpses so that they don't trip up the infantry. But as the cavalry fall around him and the ranks thin, you try to move the king away from trouble, but you may find the enemy have surrounded him and the battle is lost.

**STA**



**The calm before the storm! After plotting the progress of your men on a large scale, they now face their adversaries across the battlefield. Zooming down to ground level, you can charge their ranks with your cavalry while the infantry follow with pikes.**

**STA Rating**  
**66%**

**GRAPHICS: 65%**  
**SOUND: 50%**

**LASTING APPEAL: 71%**  
**ADDICTIVENESS: 66%**

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



# CONFLICT IN EUROPE

*"He stared in disbelief as the Big Board showed a multitude of incoming missiles - this was it, this was the real thing."*

MIRRORSOFT (£19.95)

Conflict Europe is a strategy game between NATO on one side and the Warsaw Pact on the other. It allows you to explore the possibilities of a European land war using conventional forces and/or nuclear weapons. In order to do this it provides a number of scenarios, five in all. Apart from the choice of scenario, the only other option is that of which side you are going to be, there is no two-player game option.

The game display is very reminiscent of the War Room display as seen in the film 'Wargames'. The bulk of the display is taken up by a map of Europe, the opposing

forces being displayed as different coloured squares. The bottom third of the display consists of a 'strip display' which is used to display messages during the game. The rest of the display, shows the interior of the war room, complete with terminals, teletypes and men moving about the room.

In fact there are eight of the VDU's and one teletype that can be used to gain access to both informational displays and command consoles. The eight terminals are: a Population Density display; Radiation Map; Nuclear Authorisation terminal; Special Missions; Air Operations;

Diplomatic Options; and Logistics. The last terminal is an options screen that allows you to turn the sound on/off, save game, etc.. You gain access to the terminals by either using the function keys, 1 to 9, or by moving the mouse to highlight the desired VDU.

The Population, Radiation, Teletype and Logistics displays are all informational. The Population and Radiation terminals display a map of Europe that is colour-coded for population density and radiation levels, respectively. The teletype displays messages from associated theatres of operation, what is happening in the North Sea etc.. It is possible, if you have a printer, to select an option that sends the messages to the printer rather than the teletype. The last informational display is Logistics. This is useful for strategic planning as it tells you what reinforcements are coming and when.

The other four terminals allow you to issue commands. In the case of the Nuclear Authorisation terminal a password is necessary in order to gain entry. Thereafter it is possible to request any one of thirty fireplans. These range from a single 'small' battlefield device, up to a full strategic strike. The Special Missions terminal gives you three options - Chemical, ASAT and Special Forces Raids. In the first, your forces are authorised to use chemical and biological weapons; ASAT attempts to destroy enemy spy satellites. The last gives you the option of carrying out raids on the enemy's airfields, supply dumps or missile sites. The Air Missions terminal gives you the ability to allocate aircraft to any of nine missions, ranging from Air Superiority to Reconnaissance. Some missions have an immediate effect, others are more subtle. The last command terminal is that of Diplomatic Options. This gives you the opportunity of reading any incoming messages from the opposition, issue threats, offer a cease-fire or even surrender.

Each turn in the simulation covers 48 hours and comprises three phases: Movement, Assault and Rebuild. All three are controlled by using the mouse. In the Movement phase the mouse is used to select the unit to be moved and then used to indicate where it is to be moved to. In the Assault phase the attacking unit is selected using the mouse which is then used to indicate the unit to be attacked. In the Rebuild phase the mouse is used to indicate which unit is to receive the reinforcements. These come in three types: armies, air forces and supplies.

In 'Opening Gambit' the antagonism



Already the Warsaw Pact forces have advanced into West Germany. The NATO troops are forming a front line, the scene is set for a frostier than normal winter.

All of your nuclear strategic fireplans must be entered into the defence computer. However, a password is required before and action can be taken.



*Atmospheric is the one word I'd use to describe this game. The graphics are excellent with a number of nice touches - watch the cog of the teleprinter turn as the paper moves up. I found the game easy to play but, as NATO, hard to win. Unlike some similar games it gives full reign to the use of nuclear weapons. Watching outgoing missiles on the display is fascinating. The following graphics, of a mushroom cloud, is detailed enough to send a shiver down your spine.*

SK



**STAI**



Having ignored NATO's threats the Soviets resorted to using nuclear weapons. A multiple nuclear reflex attack is launched from the west. The outcome, several Eastern bloc cities are destroyed.



between the two sides has been growing for some time. Both have had time to prepare and deploy their forces. In 'Out of Step' the conflict has occurred suddenly with little or no warning, neither side being in position. 'After the INF' (Intermediate Nuclear Forces) is a scenario in which tactical nuclear weapons have been removed from the battlefield, however both sides retain the capability for a full strategic nuclear response. 'The Star Wars Option' is when both sides have the capability to stop strategic missiles but not tactical nuclear weapons and as with the scenario 'Out of Step', neither side is ready for the conflict. 'What if?' is an exploration into the situation resulting from the American forces having left Europe, or if you're playing the Warsaw Pact, Poland and Rumania have left the Pact.

The game has been designed to be of interest to non-wargamers as well as wargamers and to this end the simulation has been simplified in favour of a more playable game and high-quality graphics. The accompanying documentation does list a number of assumptions upon which the game is based. It also includes an overview of the strengths of the protagonists and the victory conditions, which are the same for all the scenarios.

STA  
Rating  
**76%**

**TEXT/GRAPHICS: 81%**  
**GAMEPLAY: 78%**

**LASTING APPEAL: 71%**  
**ADDICTIVENESS: 73%**

*It's strange how we are fascinated by the horror of nuclear war and this game succeeds in making the nightmare all the more real. The game controls are more 'friendly' than those normally associated with war games, making the package more accessible to non-wargamers. The graphics are also a great leap forward for wargames, as opposed to the endless tables of statistics we are used to. This makes life a heck of a lot easier when using a TV screen instead of a monitor.*

**AM**

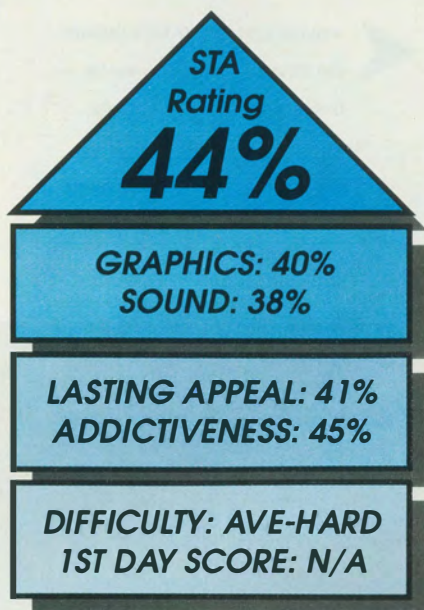


*Way, way back, in the good old days of the Commodore 64, PSS released a game called Theatre Europe - a top-notch wargame if ever there was one. Now, they've taken the game a step further. Conflict Europe is basically the souped-up, sixteen-bit version of the tremendous classic - but with a whole host of added extras. Graphically the game is great, simple but well presented screens do away with the drudgery caused by normal wargames. As far as gameplay is concerned the game is almost too real. Conflict Europe is an excellent computer game - let's just hope it stays that way.*

**NC**

Air superiority is essential, you must therefore decide where to deploy your extra forces.





Since a child, your one ambition has been to be a member of the Guardian Warrior Corp - oh yes it has! But first, you must pass a three-phase test which is designed to separate the elite from the mediocre. 'Co-ordinated chaos and fury' is the corp's motto (sounds like the STA office), and the order of the day is non-stop firebutton pressing as you take on the statutory cannon fodder known affectionately as the 'alien mutant hordes of the underworld'... well, they deserve to get blasted then, don't they? The mutant scum have been formed into an invading alien force and you must embark on a lone crusade to crush the invading fleet. Each of the three levels is divided into three zones which begins in Combat Zone, leads on to Alien Zone, and culminates in the all-singin' and dancin' Flight Zone.

The guardian warrior is dropped off on the planet surface and the joystick takes control of the jet-pack rocket and, holding the joystick to the right, sends the warrior trotting at a mere mortal pace. The planet surface is littered with oil drums and electric pods which act as

*The original and best jet-pack game, the brilliant Drop Zone, is still one of my favourite games, and so I couldn't help comparing it with the jet-pack section in Dark Fusion. But quite honestly, it fades into insignificance against the old eight-bit classic. However, the interceptor craft section successfully manages to redeem the game. With double lasers and a constant flow of cannon fodder to blast, this would rival the action in the best alien massacre games. But there is nothing new or innovate about Dark Fusion. Graphic presentation is very much in the style of eight-bit shoot'em-up games, and sound effects amount to little more than bleeps. As a simple, uncomplicated shoot'em-up, Dark Fusion is quite successful, but that's as far as it goes. All in all, this is an ideal budget-price candidate.*

**JS**

"Once again, it's time to strap the ol' jet-pack on your back for another bout of baddy blastin."

# DARK FUSION

GREMLIN (£19.95)

*Gremlin's Dark Fusion failed to impress me. The gameplay offered nothing new and, because of its repetitive nature, I soon became both frustrated and bored with the game. Graphically the game reminded me of the good old eight-bit days, with the sprites looking as though they had been copied from a C64 title. The games sound was not too bad, the tinkley tune accompanied the action quite well. But, with few effects, even the sonics failed to impress. Ultimately, Dark Fusion looks set for software obscurity - unless it appears on a compilation.*

**NC**



**Crystals may be gained by shooting all the aliens. Care must be taken, however, to avoid the alien fire.**

obstacles, and so you must push the joystick upwards to light the jet-pack and jump over them. Unfortunately, the jet power seems to be low and he can manage no more than a small hop requiring a number of attempts to clear the various space debris. Therefore, while you're desperately trying to traverse the scrapyard, the warrior is left vulnerable to the several mutant attacks. The mutants take on a number of guises, but attack in typical alien fashion. Some attachments sweep across the screen in formation

while others spiral round and round, and some even oscillate up and down. There are even some renegade jet-pack men who seem to have found a limitless source for jet power as they are far more manoeuvrable than your warrior protege.

In the face of adversity, and with limited manoeuvrability, there is an option. But first, you must locate a so-called Fusion Pod which is a rare but welcome sight. These pods are identifiable against the rest of the space junk by a strobing beacon and so you must enter the chamber to experience the metamorphosis. You enter the chamber as a cumbersome and vulnerable jet-man, but emerge as an interceptor craft with double cannon fire - a miraculous transformation, I think you'll agree. Now you are better prepared to take on the mutant forces, blast the little blighters and absorb the energy-building crystals they leave behind. Although, if things get too easy, you have the choice of entering another chamber and returning to the vulnerable, ineffective jet-pack... not on your life, mate!

**STA**



**The use of extra weapons is the key to success. The dual-firing rockets are particularly effective.**



# A POWERFUL PACK OF FOUR



# LIGHT

# FORCE

## IK+

They called International Karate 'the greatest Karate beam 'em up yet' (Commodore User). And who are we to argue? But ARCHER MACLEAN has come up with a stunner: A third fighter. An amazing animated background. New moves (including double head-kick and a spectacular backflip). Re-mixed music by ROB HUBBARD. And balls!

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© 1987 System 3 Software Ltd.

## BATMAN – THE CAPED CRUSADER

D.C. Comics' famous super hero Batman breaks onto the micro screen in a Wham! POW! Arcade adventure as you engage the forces of evil in Gotham City. Start in the Batcave and move on through the world of fun and excitement as you face the trickiest customer of all ... the Penguin. Save some strength for the battles ahead with the dastardly Joker however, or you'll miss the thrilling climax!

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## VOYAGER

In 1977 Voyager II was launched – inviting all life forms in the Universe to visit our planet. Get ready – company's coming. Luke Snayles – returning to Earth after completing a 50 year sentence of "investigative exploration" is not a man you'd wish to meet. After half a century of solitude, he's bored and hungry. On Earth the gate crushers are about to arrive – they are the ROXIZ, but Snayles has got other ideas – no-one, but NO-ONE is going to spoil his home-coming party!

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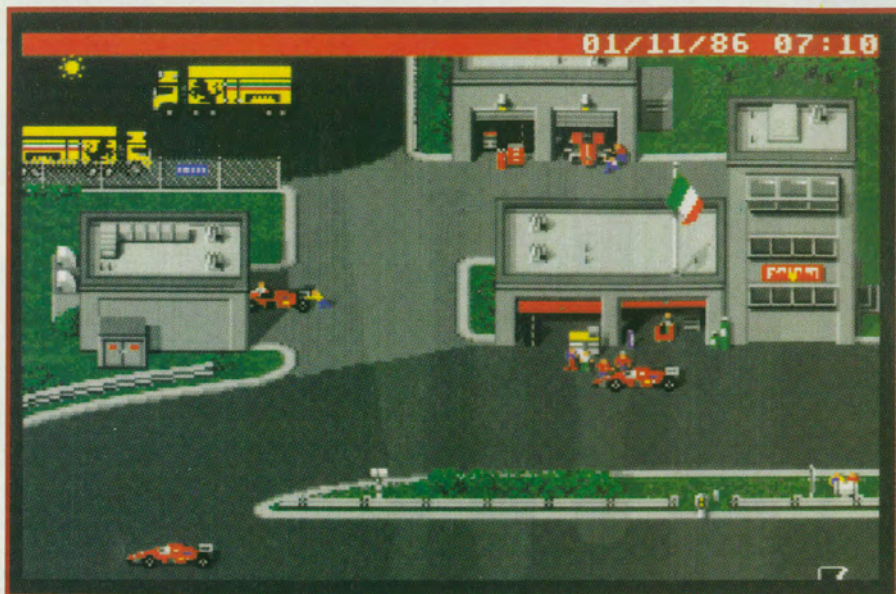
DISK



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Fiorano, the home of the Ferrari racing team. There are eight separate bays in the test paddock and, with the mouse, you can click on the wind tunnel and alter the dynamics, or check into the garage to tune the engine.



*"What's up Nige? Something wrong with the throttle? Clutch stickin' a bit is it? 'op out the car and let me 'ave a bash!"*

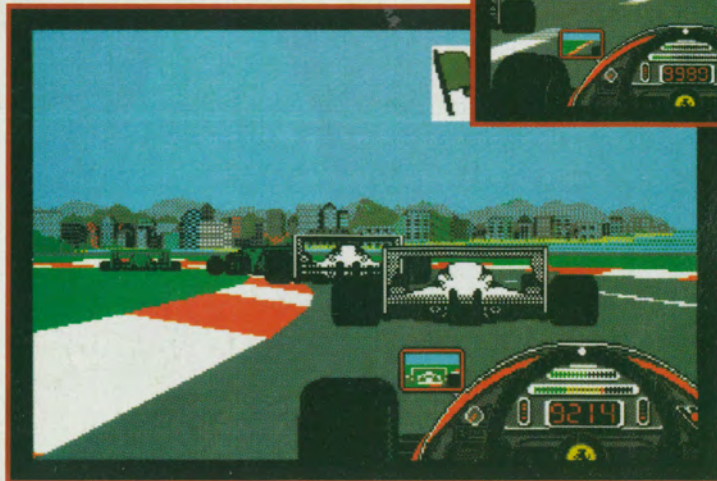
# FERRARI FORMULA 1

ELECTRONIC ARTS (£24.95)

*EA's Formula One boldly sets out to simulate life both on and off the circuit, which is commendable. I mean, I don't mind laying around in the grease, tweaking the engine and changing the angle of the spoilers, but there's one fact which is inescapable: in a car-racing simulation, undoubtedly the most important aspect of the program is the race itself, and it is here that Formula One is noticeably lacking. The oversensitive mouse controls are a pain (the joystick would have been much better); and that high-pitched, monotone drone which is supposed to simulate the sound of a Formula One Ferrari, is most irritating. To summarize, the race preparation section is very detailed and enjoyable to play, but the race is where it should all come together.*

JS

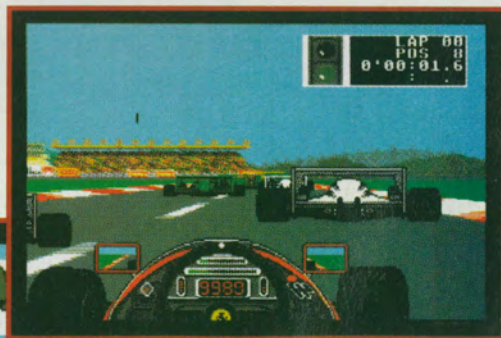
This racing simulation attempts to simulate Formula One racing both on and off the circuit. The game starts at Ferrari's home base and test track in Fiorano and the screen shows the track and buildings where the cars are maintained and tuned. There are seven separate areas in the paddock, and with the mouse, you can click on the wind tunnel, garage or pit to check on the mechanics of the car or even get an immediate weather report.



Time to check in at Race Control to select the race settings for the race series, which include the track, the type of session and race time length. Your attention turns to the aerodynamics, an increasingly important aspect of car racing, and in the Wind Tunnel, you can make adjustments to the wings, spoilers and fins to create the lowest drag coefficient and get the best speeds and handling from the car. Meanwhile, in the garage are eight functions which are activated by clicking on the toolbox or on parts of the car. Also, you can gain information from Mauro, your computerized crew chief, who suggests configurations and adjustments for the car, and then you can test out his theories on the track.

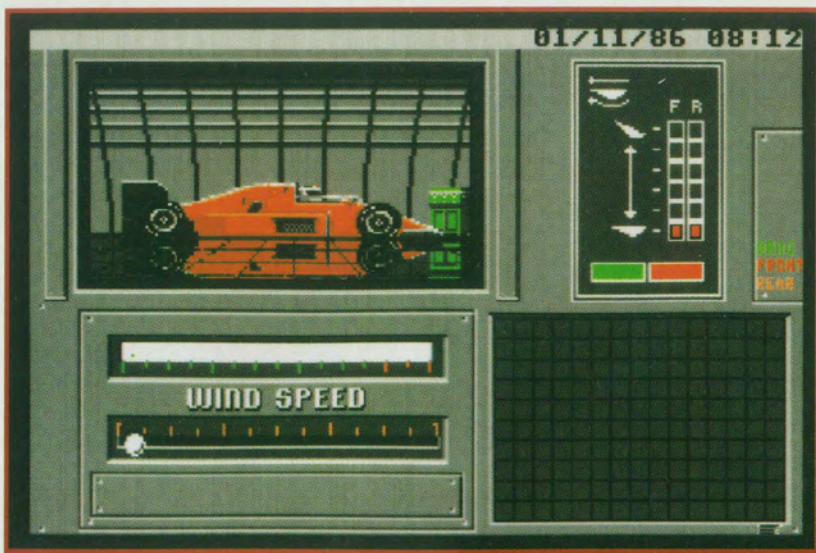
Clicking on the track puts you in the cockpit of the Ferrari which is already out on the track with the engine running. The race-view shows the steering wheel, instrumentation and gearstick, which is a change from the typical vehicle rear-view we have come to expect from racing games. Time in the wind tunnel and garage is time well spent, as this obviously enhances the overall performance of the car, and if your configuration is right and the predicted lap times are reached, you can keep that configuration for the Grand Prix. The mouse acts as the steering wheel, but it is very sensitive and prone to oversteer. The right-hand mouse button opens the throttle and the left-hand button operates the clutch and so when you hold down both buttons at the start of the race it is the equivalent of holding the clutch and revving the engine. 'Red light, green-light, GO!' The car accelerates away from the line.

A couple of laps helps you get the feel of the controls, and you're ready to take on the field in the Grand Prix. Clicking on the transporter truck reveals a world map, pinpointing the race venues throughout the season and you can select which track you want to race on, such as the narrow, twisting bends in Monte Carlo or the sprawling track at



The world's best drivers are lined up at the grid. Go! The pack roar off, and as you release the clutch and hammer the throttle, the Ferrari surges forward.

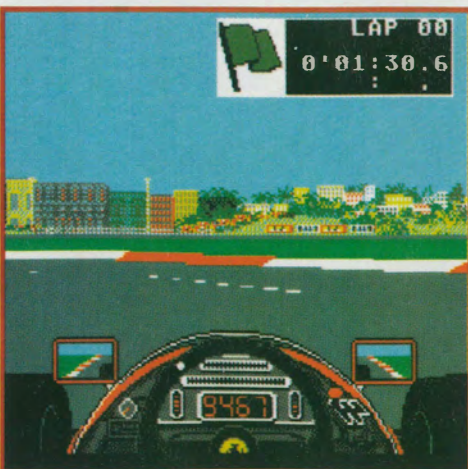
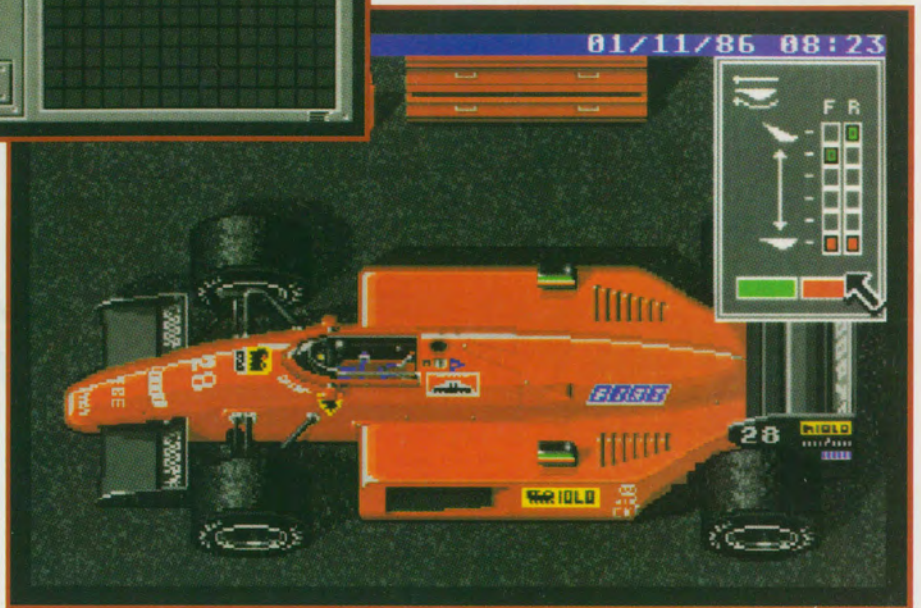




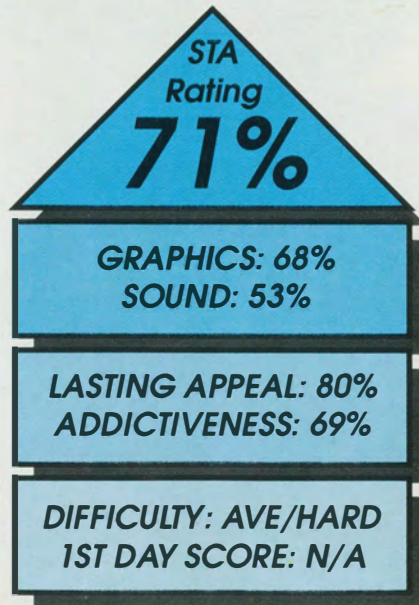
In the wind tunnel, you can alter the angle of the spoilers and fins to achieve the best drag coefficient. There are a number of differently shaped and angled fins to choose from.

Meanwhile, in the garage, you can choose engine configurations and consult Mauro, your computerized mechanic advisor. Mauro suggests certain engine configurations and then you can test his theories out on the track.

Hockenheim. The computer controls the rest of the field and, as you line up at the grid, it's crucial to get a fast start - 'GO!' The Ferrari surges forward, narrowly missing a car in front. The pack is tight and so practice time with the mouse controls in Fiorano was time well spent. The cars are well animated with individual driver intelligence, which makes it extra difficult to improve your race position. But once the pack has separated, you can concentrate on getting the fastest lap times possible. You will need to accelerate down the straight at full tilt, only braking to go into the bends, and making sure that you use the whole width of the track to cut the straightest line possible. The mouse is extra sensitive and so slight and steady movements are best. Additionally, the brake is very effective and the car will come to an abrupt stop if you hold down the button for too long. On the final lap, it's time to improve your position. Full-speed down the straights, past one, past two - now just the leading car in front. Finally, the leader takes the chequered flag, but you're in a strong position on the leader-board. The most gruelling competition schedule in modern sport lies before you, but the rewards are great. **STA**



Time at Fiorano is time well spent, as the computer-controlled competitors have individual race intelligence. The mouse controls are extra sensitive, and so slight, but steady correction is most effective.



*Ferrari Formula One is more of an experience than a game. Unlike the usual race-games where you find yourself immediately on the starting grid, Ferrari offers its players all the pre-race excitement. Indeed, I seemed to enjoy all the tuning and testing of the game more than the actual racing. Control of the car is via the mouse and, for the first few laps, I found steering the car somewhat difficult. However, once mastered the game became an enjoyable affair. I didn't win the championship or, for that matter, a race, but I did enjoy trying. To sum up: Ferrari Formula One is a difficult game to master, but one which is worth the effort.*

**SM**

*Electronic Arts' Ferrari Formula One has been around for some time on the Amiga. Now, at last, it seems as though all of we race-mad ST owners will have a chance to enter the competitive sport of motor racing. The game's graphics are excellently detailed and the sound, despite the expected drone of the engine, is also good. For me, however, the game clearly has two parts. The first, the pre-race tune-up etc. is very detailed and enjoyable. The second, and probably the most important part, is the actual race itself. Newcomers will find the car's performance quite tricky to handle and the mouse controls somewhat awkward, although, once I had mastered this, the game became great fun.*

**NC**



# RALLY CROSS

*Challenge*

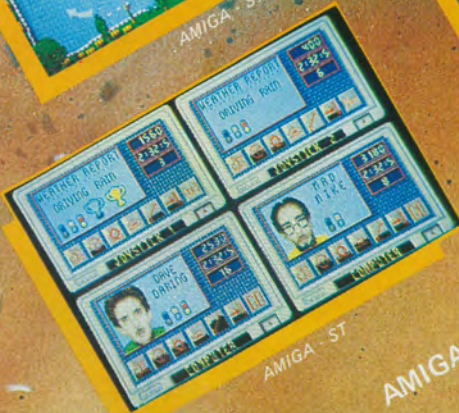
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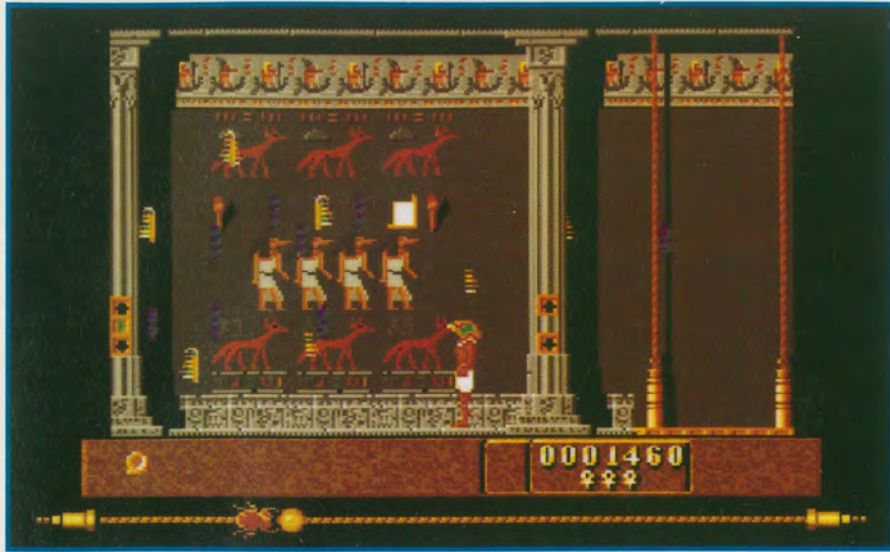


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Horus enters the inner chambers of the tomb. Under the evil Set's power, hieroglyphics and murals peel off the walls, multiply and attack Horus. Fortunately, he has a strange weapon in the palm of his hand.



# EYE OF HORUS

*"The Egyptians' love of their gods inspired them to construct buildings of bewildering size and symmetry and the tombs were designed to kill all who dared enter."*

LOGOTRON (£19.95)

Before the time of mortal men, when gods roamed the Earth, a benevolent Egyptian king called Osiris, reigned over Egypt, and all was happy. But some were jealous of this serenity and, in particular, the King's half-brother, Set, plotted to kill him. Somehow, this evil relation managed to persuade Osiris to lay down in a casket. Then, he slammed the lid shut, nailed it down and threw the chest into the Nile - what a dirty trick! Word reached Osiris's wife, Isis, who with the help of Anubis, found the casket washed up down river. She opened the lid to find her husband near death, and with his dying breath, she conceived a child by him - and the king died with a smile on his face! Set found the King's body and, in a fit of fury, tore it into

seven pieces and scattered them so that Osiris could not pass on to the afterlife. Later, Isis gave birth to a boy, Horus, whose hatred for Set grew as years went by, and he vowed to avenge his father's death.

You play Horus, and using your ability to turn into a hawk and so fly, your task is to search for the seven pieces of your father's body and return them to the burial chamber. But in the labyrinthian tombs, the evil presence of Set is all around you. Horus appears in one of the inner chambers within a pyramid, and with joystick controls, you can move him to the left or right. The many chambers within the pyramid are linked via elevator shafts and moving Horus into the lift and holding the joystick up or down takes him in the corresponding direction. Some of the elevators, however, can only move in one direction. The evil Set's power is awesome and he can animate the hieroglyphics and murals on the wall which come to life and attack Horus. As you walk into a chamber, the pictures on the wall peel off and hurl themselves at the vengeful Egyptian. Fortunately, the hawklike Egyptian has a zapper in the palm of his hand which is activated by pressing the firebutton and he's always got the option of turning into a hawk, by nudging the joystick upwards; and his feathered alter-ego is also armed. In addition to the rather gruesome task of searching for the seven bits to your father's body, finding certain amulets reveals clues, given by Isis and Anubis. Other amulets and weaponry increase your power against the foe, but you must first learn how to use them.

*In the past, Logotron's games have been very impressive. However, I do feel that with Eye of Horus they are taking a few steps backward. The graphics are very well defined, but nothing out of the ordinary. The sound is perhaps the game's strongest feature, the Egyptian theme being particularly noteworthy. It was the gameplay, however, that failed to impress me. This hide'n'seek maze game became very repetitive and I soon became quite bored with the action. I, for one, wouldn't recommend it.*

NC

*You can't help but notice the similarities between Eye of Horus and Impossible Mission. Okay, so one is set in an Egyptian pyramid and the other in a crazy professor' lair, but the structure of the game, with the lifts, chambers and finding clues and objects is much the same. The game is an uneasy combination of adventure characteristics, whereby you look for objects to use in order to progress, and a shoot'em-up with hieroglyphics taking the place of aliens. The graphics are fine, the general structure of the game cannot be faulted in any area and a Whittaker Egyptian/style score is just bearable. But there is one aspect which I think is quite important here - I didn't particularly enjoy playing the game. It seems to have been an attempt to span the gap between adventure playing and arcade shoot'em-up, and the result is far from successful.*

JS

The tomb is a confusing plexus of corridors, chambers and elevators, some of which are locked, and so you must find coloured keys which correspond with the colour on the lock, in order to gain access to other areas of the tomb. Each object that you find is displayed beneath the screen and you can quickly select an item to use. Finally, when you return all seven parts of your Pa's body, you must face Set in the final chamber, where the evil one sets serpent murals on you in a final battle between good and evil.

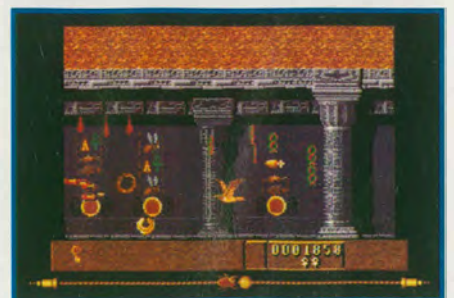
STA

STA  
Rating  
59%

GRAPHICS: 50%  
SOUND: 55%

LASTING APPEAL: 62%  
ADDICTIVENESS: 58%

DIFFICULTY: AVE-HARD  
1ST DAY SCORE: 2412







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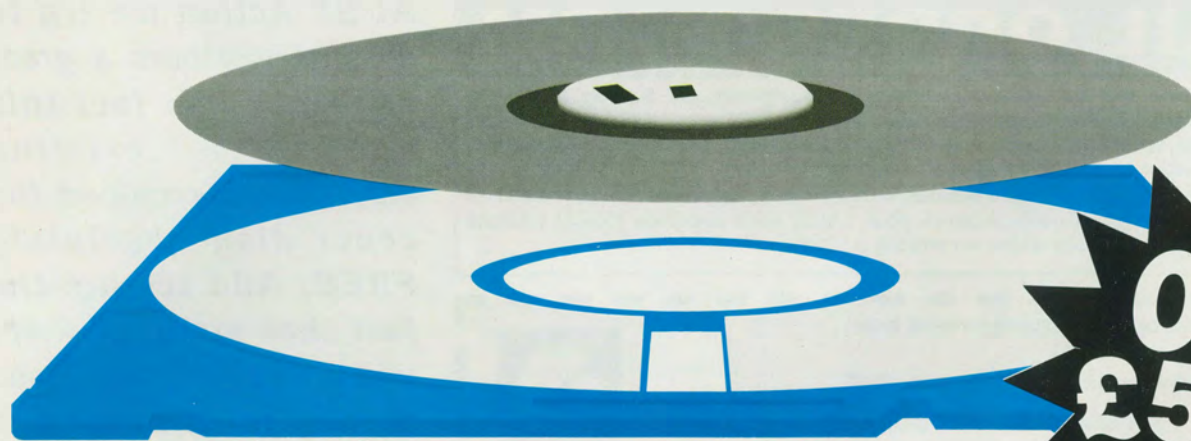
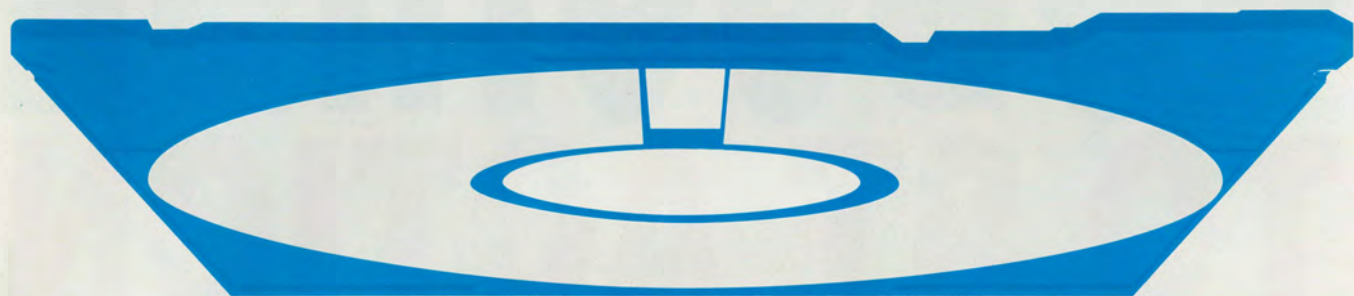
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Summer Olympiad \*  
Quadralien \*  
Ranarama \*  
Roadwars \*  
Seconds Out \*  
Soldier of Light

StarQuake \*  
Test Drive \*  
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DTP



# YAK'S YAK

Greetings, Atarians! What a month it's been - the Pink Floyd concerts, all this zarjaz weather, a fresh parcel of goodies from the Land of the Rising PC-Engine - and here I am in the happy circumstance of being but two days from departure on me hols, to Greek-type foreign parts, sea, sun, sand and GOATS!! Truly my stack runneth over...

I won't make you unduly envious by expounding at great length the virtues of the Pink Floyd concerts. What can you say? Just that it was possibly the most spectacular rock concert ever staged on this planet, and that Dave Gilmour certainly can play that red guitar very, very well indeed. As for the visual effects - just imagine the laser battle out of Star Wars, multiply it by ten, and stick Dave Gilmour in the middle playing the best guitar solo ever heard by sentient ears? What a concept) and you might get some idea of what it was like. Next time, go and find out for yourselves!

After I'd picked up the pieces of my brain, I headed back to Wales in order to get on with Konixian 'coding' (and the odd game of Tetris). Shortly after my return, I was visited by a couple of Dutch guys, ST fanatics both, who produce an excellent ST disk magazine called 'ST News'. Out of all the disk mags I've seen, I think that this is the best. The guys review games in a distinctly Heavy Metal style, always amusing to read and often accompanied by (strange) introductory stories of their own devising. Best of all, they've enlisted the help of some of the hottest ST demo-writers around to provide on each disk, not only example demos, but also source code explaining how to do all that wicked stuff you see in demos - tight raster control, spiral scrolling, opening up the border, etc. Very interesting for all you assembler freaks out there.

The magazine is well-presented, too, with an excellent and easy-to-read windowing system presenting the text smartly and at speed. One of the guys (Richard Karsmakers) has also written a virus-killer, which he left me a copy of, and which certainly saves a lot of tedious mucking around with a sector editor.

More details of the 'ST News' disk magazine can be had from Richard Karsmakers at I.B.Bakkerlan, IS-III, NL-3582 UB Utrecht, Netherlands. If you want good stuff written by ST enthusiasts for ST enthusiasts, check it out. Assembler freaks, don't miss it!

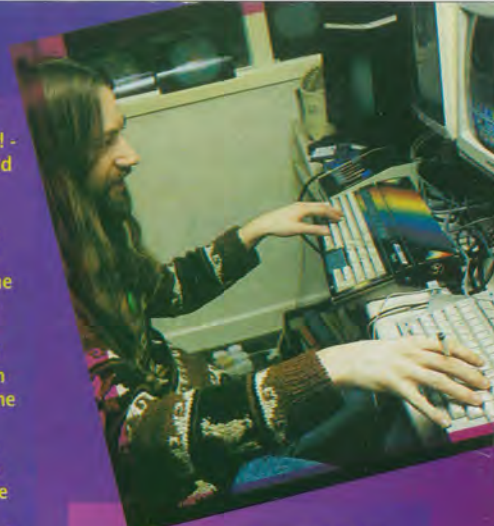
The guys visited me on a sort of tour of the UK during which they visited just about every well-known ST programmer and software house. Unfortunately, they left me with a virus - of the mucous

membranes, not of the bootsector! - which left me with a streaming cold during the hottest days of the summer!

I had a new parcel of goodies from Japan, comprising 'Dungeon Explorer' for the PC-Engine, and the long-awaited Nintendo Game Boy handheld console. 'Dungeon Explorer' is just the best version of 'Gauntlet', anywhere, possibly even better than in the arcade. Using the PC-Engine 'Multi-Tap', up to five players at once can team up to go down the dungeons. Graphics are superb: atmospheric shading of the dungeon walls, huge end-of-level meanies, and amazing animation of the characters (check out the dwarf, with his long white beard wagging as he walks, or the army of enraged grandads in the temple on Level Six). One surprising thing about the game which endeared it to me even more; on Level Five, the soundtrack music is quite plainly Pink Floyd's 'One Of These Days' (the middle of the track is different, but the drum rhythms and main synth riff are identical). Perhaps my only criticism of 'Explorer' is that it's a tad too easy to finish - mind you, I was so thoroughly addicted that I played for two solid days until I'd finished.

The long-awaited Game Boy has arrived in good time for my holiday, and a smart little device it is too, although it's had any possibility of thunder well and truly stolen by the announcement of the amazing handheld Atari console. The Game Boy is good, but not in the same league as the new Atari by a long chalk (for 'long chalk' read 'about 4095 colours'). The unit has a sort of mustard-and-black LCD display that's quite hi-rez, but which needs a little fiddling with the contrast control to get a good picture. Scrolling is smooth, with a little afterblur due to the persistence of the LCD screen, but nothing you can't put up with. I've got two games at present, 'Super Mario Land', which is a version of SM Brothers and, as such, is worth getting the console for on its own. SMB is the most playable platform game ever devised. The Game Boy incarnation features hidden rooms, coins, magic mushrooms, fire flowers, a microscopic Mario and all his adversaries: the turtles, the Venus fly-traps, plus a few unique to this version, like the flying Easter Island heads and the nasty little Kung-Fu gits on level 4. There are four levels, each with three zones, and a couple of shoot'em-ups thrown in to alleviate the platform action. The game kept me occupied off and on for a good week before I finally guided my mini Mario to his goal (his girl!) at the end of level 4.

The other game I have is 'Alleyway', which is just a Breakout - quite nice but lacking the frills of 'Arkanoid'. Quite boring really, but in a good sort of way, like Zen meditation, patiently chipping away at the Wall. Not the sort of thing you'd play on your ST, but somehow OK for a handheld.



My general impression of the Game Boy is that it's nice, worth fifty quid, sure, but if you have any doubts, wait for the new Atari. Nintendo must be sorely peeved - but for the new Atari device the Game Boy would have seemed like the best thing since sliced silicon. Can't say I'm sorry though.

On the Konix, things are looking good - I got a hardware upgrade which has the full 128K video RAM, so I can use the full screen at last (the prototype I had before obliged me to configure the screen in such a manner that it looked like I was playing through a letterbox, or in Cinemascope). The game's really coming together now, and Konix like the look of it, too. I am Having Fun. I've even been putting in frivolous bits like the Pause Modes (2 different 256-colour graphic demos. My favourite is based on the 'SillyScope' out of Trip-A-Tron, considerably enhanced due to the fact that Konix uses a 256-colour screen mode and it can draw vectors like they were going out of fashion).

Sounds of the Month - check out anything by Joe Satriani. If you're into wicked, wicked guitar, the sort of stuff to play heavy-duty shoot'em-ups in dark rooms to, you'll love it. I had a visit from Steinar Lund the other day (he's doing the artwork for Konix AMC) and he laid some Satriani on me, which hasn't left my boombox since. Yurn. Have to listen to it on my Walkman just as the plane's taking off. Yes indeedly.

Speaking of the plane taking off, I'd better finish now, I have a heavy day ahead tomorrow - pub at lunchtime to meet up with the mad crew I'm going with, followed by an all-night rock'n'roll'n'PC Engine session (we've got TWO Engines set up and ready!) followed by a dawn departure to Gatwick, thence to Hot and Foreign Parts, laden with boombox, an entire set of Pink Floyd CDs, and (of course) my towel!

Yow! I shall bid you all adieu, and vanish off into an Ionian sunset, cackling and gibbering insanely, bombed on ouzo and clutching my Game Boy to my sunburned flesh!! (fnar! fnar!) May the Force be with you all!



# YaK



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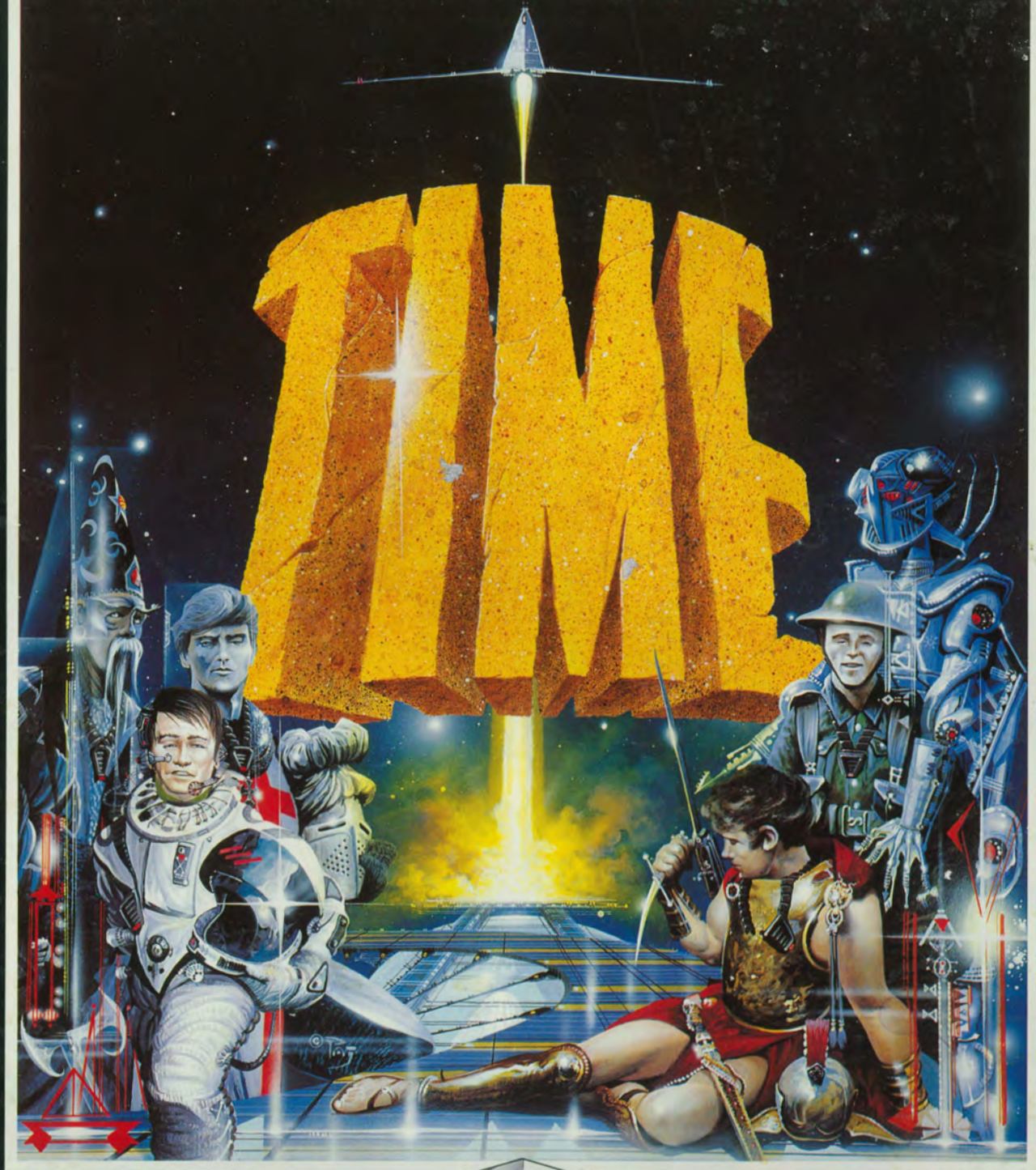
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