

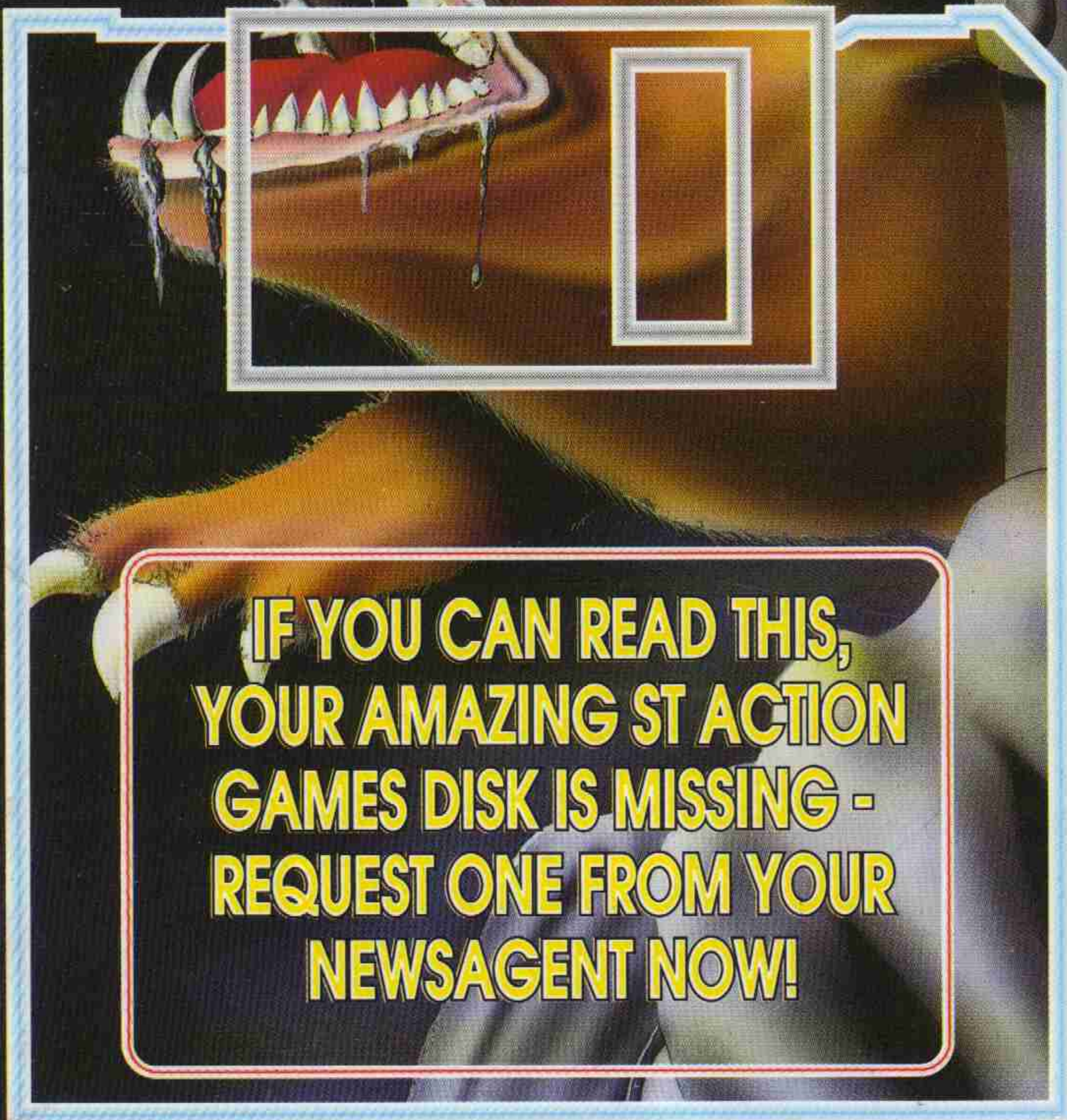
ST ACTION

THE WORLD'S ONLY DEDICATED
ST GAMES MAGAZINE

ISSUE 22 FEBRUARY 1990
DISK AND MAG £2.95



CHAOS HAS STRUCK BACK!
BITMAP EXCLUSIVE!
INFOGRAMES COMPETITION!
GAZZA'S SUPER COMPO!



**IF YOU CAN READ THIS,
YOUR AMAZING ST ACTION
GAMES DISK IS MISSING -
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NEWSAGENT NOW!**

**REVIEWED: CHASE HQ, P47, DRAKKHEN
35 PAGES OF GAMES REVIEWS; 23 REVIEWED**

TAKE THE LAW OWN

**THE FASTEST,
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3D DRIVING GAME YET!**

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OF THE
YEAR

Take the wheel of your turbo-charged Porsche as you and your partner go in pursuit of dangerous criminals all driving an evil array of souped-up roadsters.

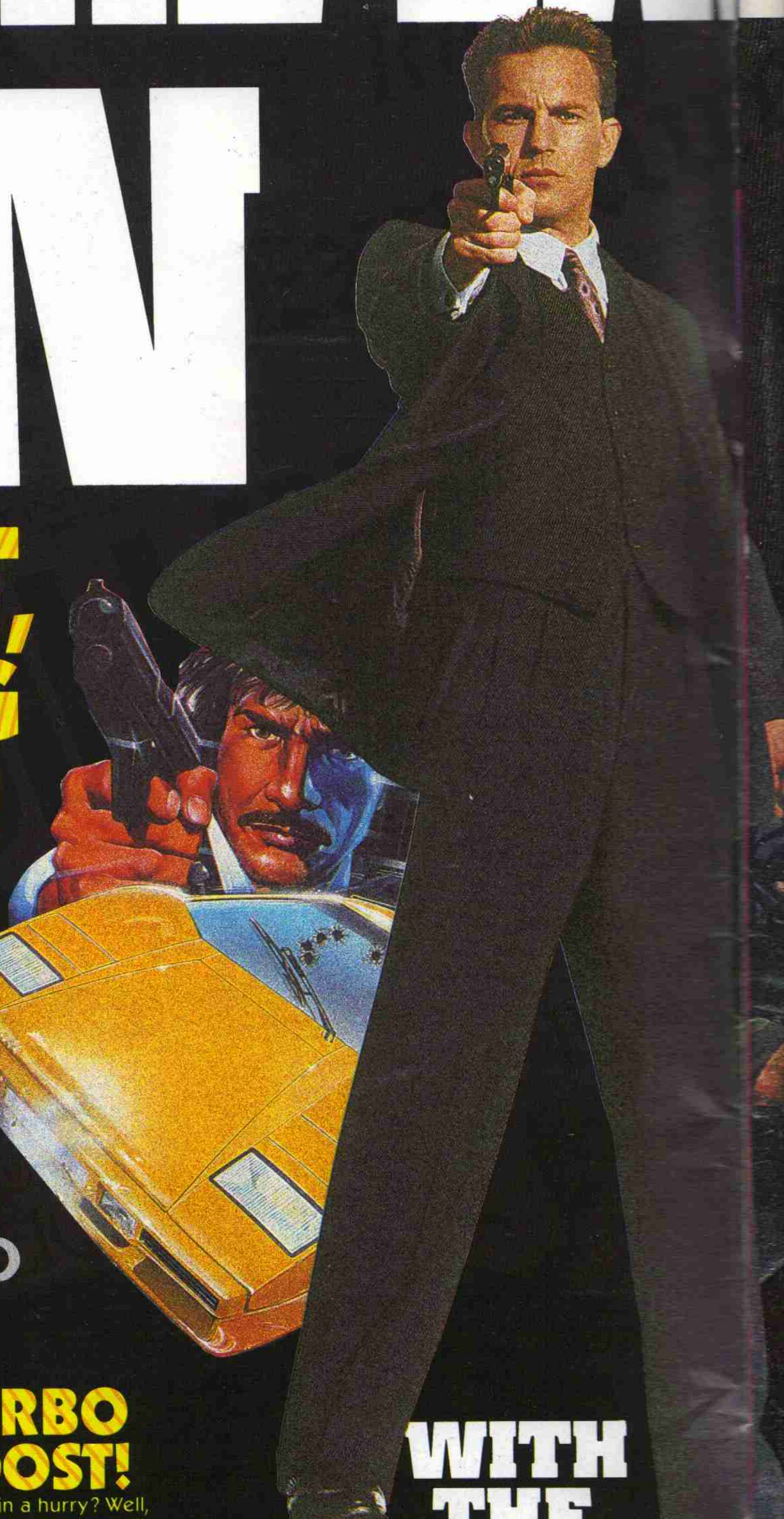


TAITO

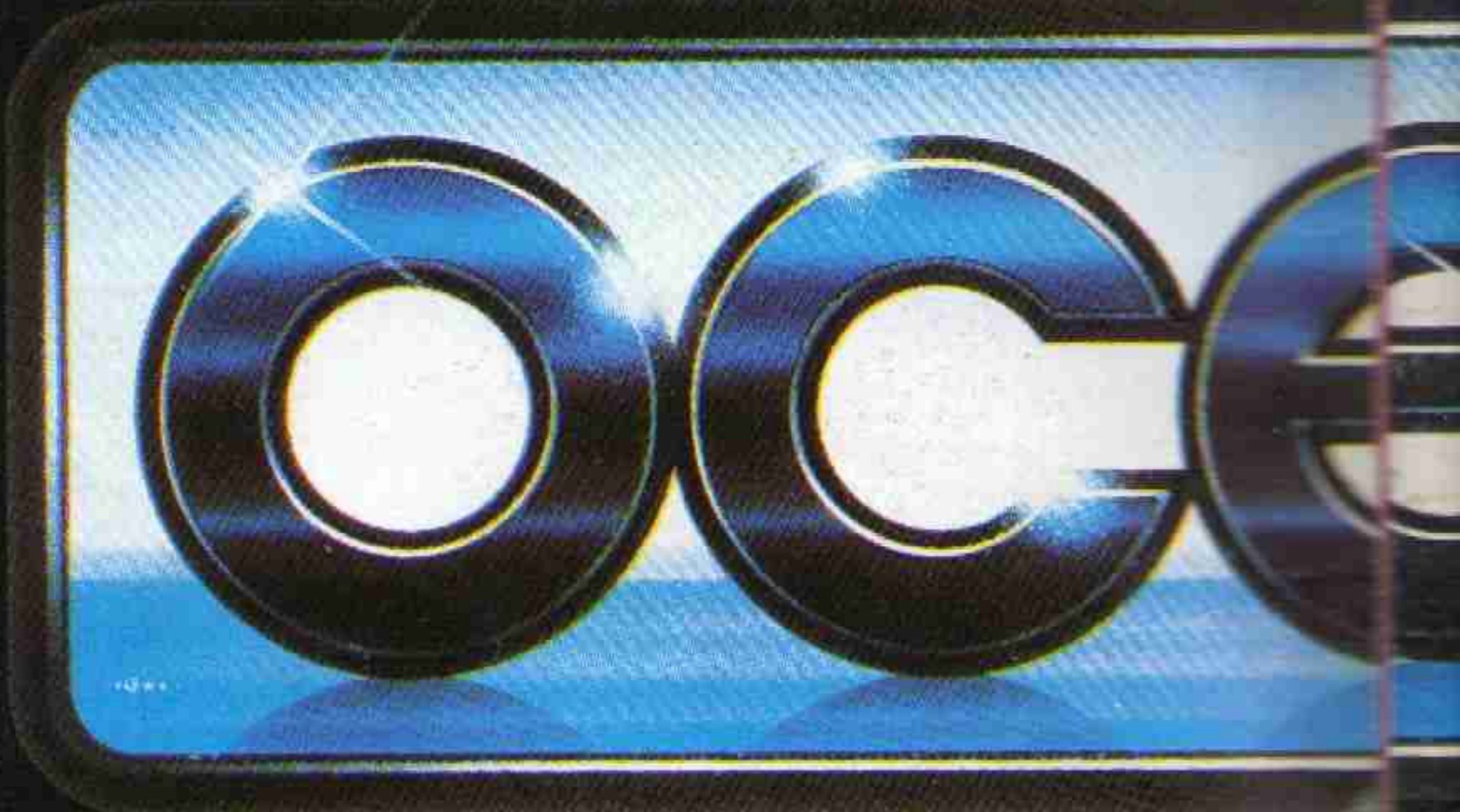
**TURBO
BOOST!**

Need to catch up in a hurry? Well, just one press of your Turbo Button will leave your eyes in the back of your head!

**BARRELLING THROUGH
THE CITY STREETS,** along the roughest of dirt tracks and through busy tunnels – if you can hold the line! The low life can run, but they can't hide...



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W W INTO YOUR HANDS



SIX INSPIRED

action sequences put you in control of Elliot Ness's elite squad of crime-busters.

ALLEYWAY SHOOTOUTS, THE BORDER RAID,

The Railway Station confrontation and Warehouse bust culminating in the thrilling denouement of a

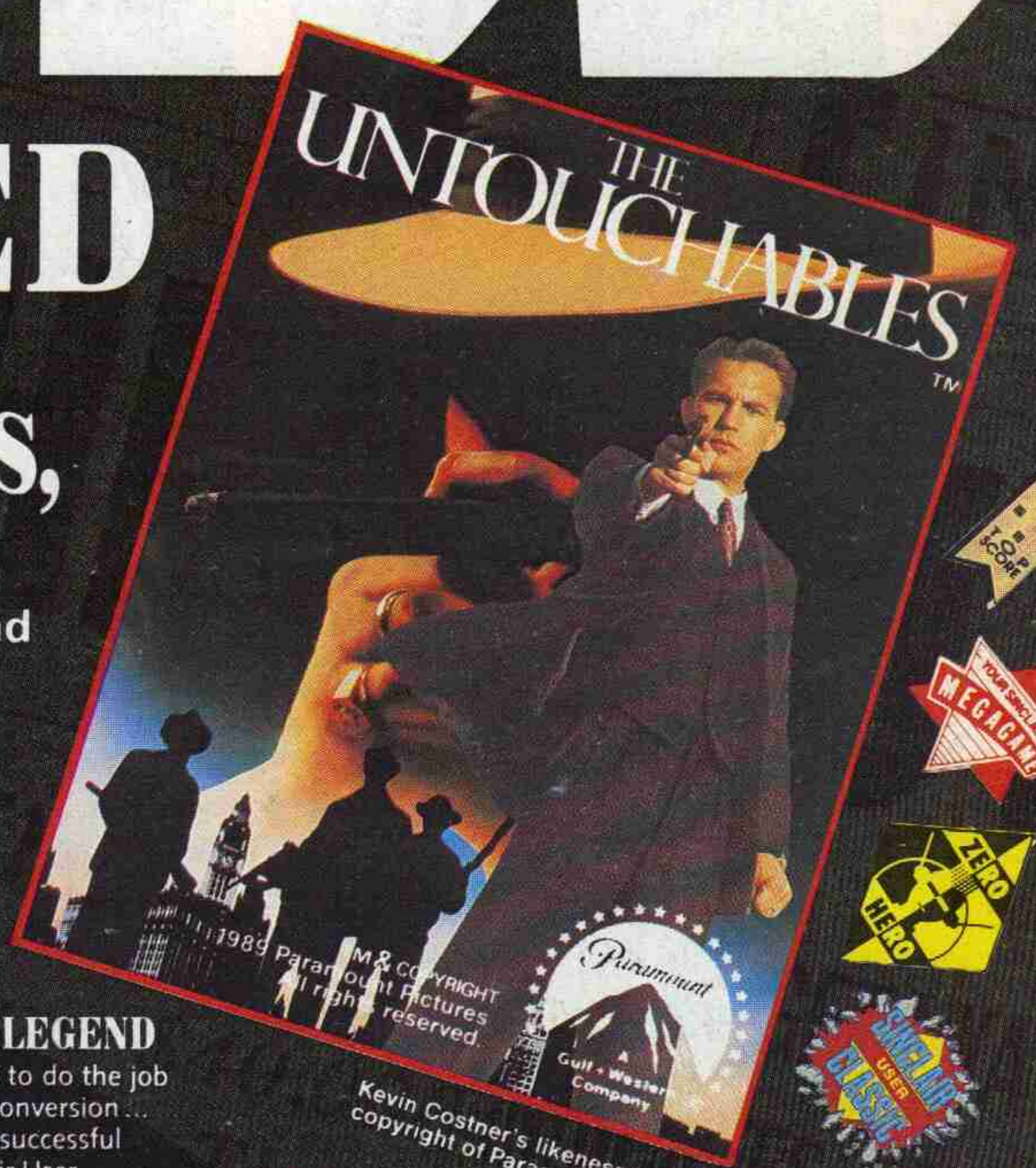
ROOFTOP DUEL

as you re-live the knife edge existence of Ness in his struggle against the retribution of Capone!

THE UNTOUCHABLES - LIVE AN AMERICAN LEGEND

"an absolute corker of a game... as smooth and polished as you can get, animation is top notch... a brilliant film conversion" Games Machine

"a fine example of how to do the job properly... a cracking conversion... easily one of the most successful licences to date" Sinclair User



Kevin Costner's likeness is the copyright of Paramount Pictures.

BLOCKBUSTER FOLLOW-UP TO LAST CHRISTMAS'S No. 1 HIT... OPERATION WOLF...

NOW WITH TWICE THE ACTION, TWICE THE FUN, TWICE THE CHALLENGE

ROY ADAM IS BACK!

The Hi-jack report came from a DC10 leaving Paris for Boston - Arab guerillas were in control of flight 102 and had turned the aircraft towards Africa... The plane lands in hostile territory and the terrorists begin their demands...

USE THE LASERSIGHT

or the bulletproof vest, but watch out for

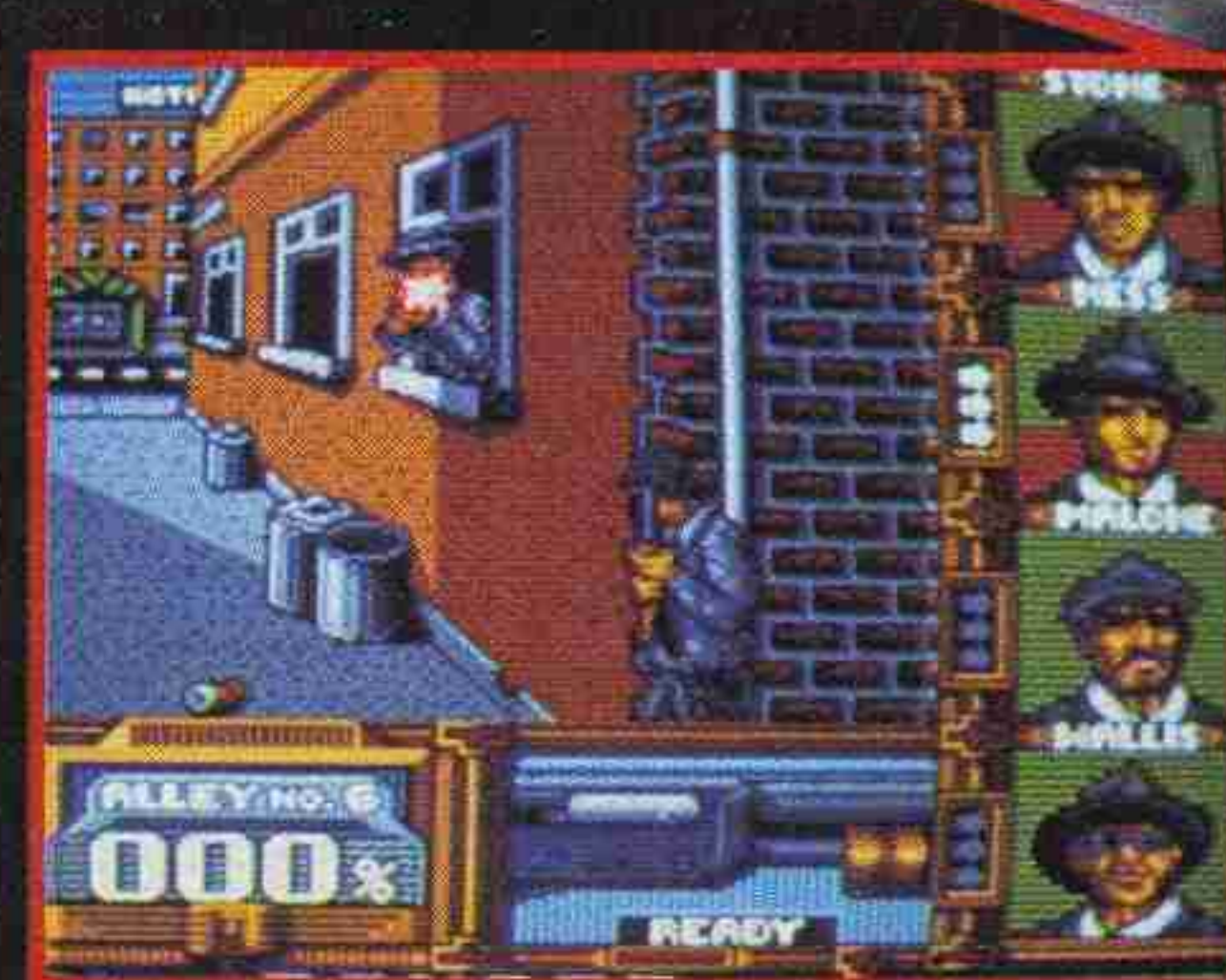
AIR-TO-GROUND MISSILES

Operation Thunderbolt the incredible Taito coin-op conversion brought NOW to your home computer.



TAITO

FROM...



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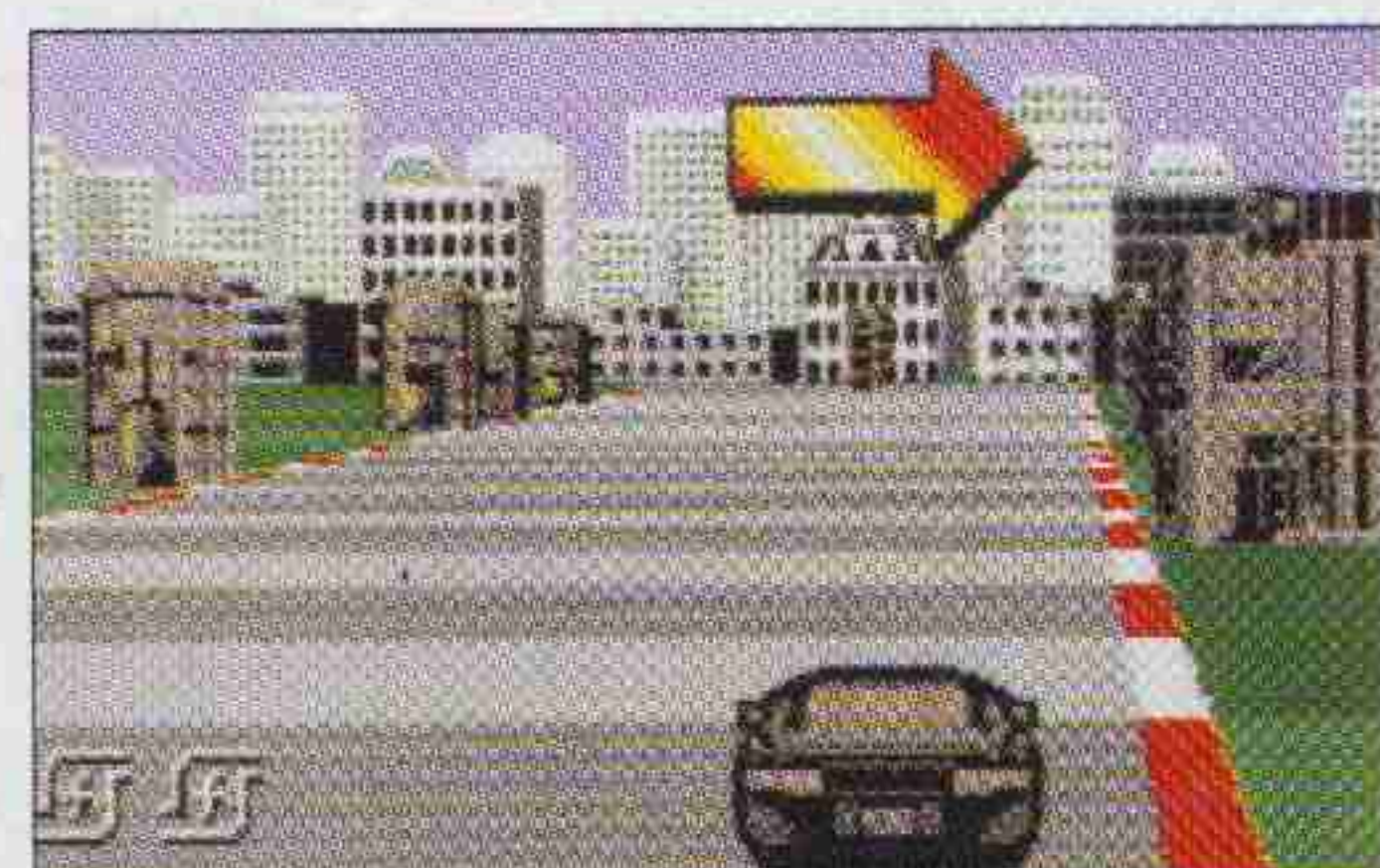
PACKED

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CHAOS STRIKES BACK! PAGE 62

Finally, the adventure to end all adventures, Chaos Strikes Back is released. We sent our chief dungeoneers to check it out.



CHASE HQ PAGE 50

We test drive the conversion of this arcade smash. How does it stand up to our rigorous check over?

WIN!

Kick off the year with a full Spurs kit and a leather football personally signed by Gazza. Or win a taste of France in a thrilling Infogrames compo.



BEVERLY HILLS COP PAGE 58

Tynesoft's rather belated license hits the small screen some years after the release of the movie. See a pixelized Axel Foley in a five part adventure.



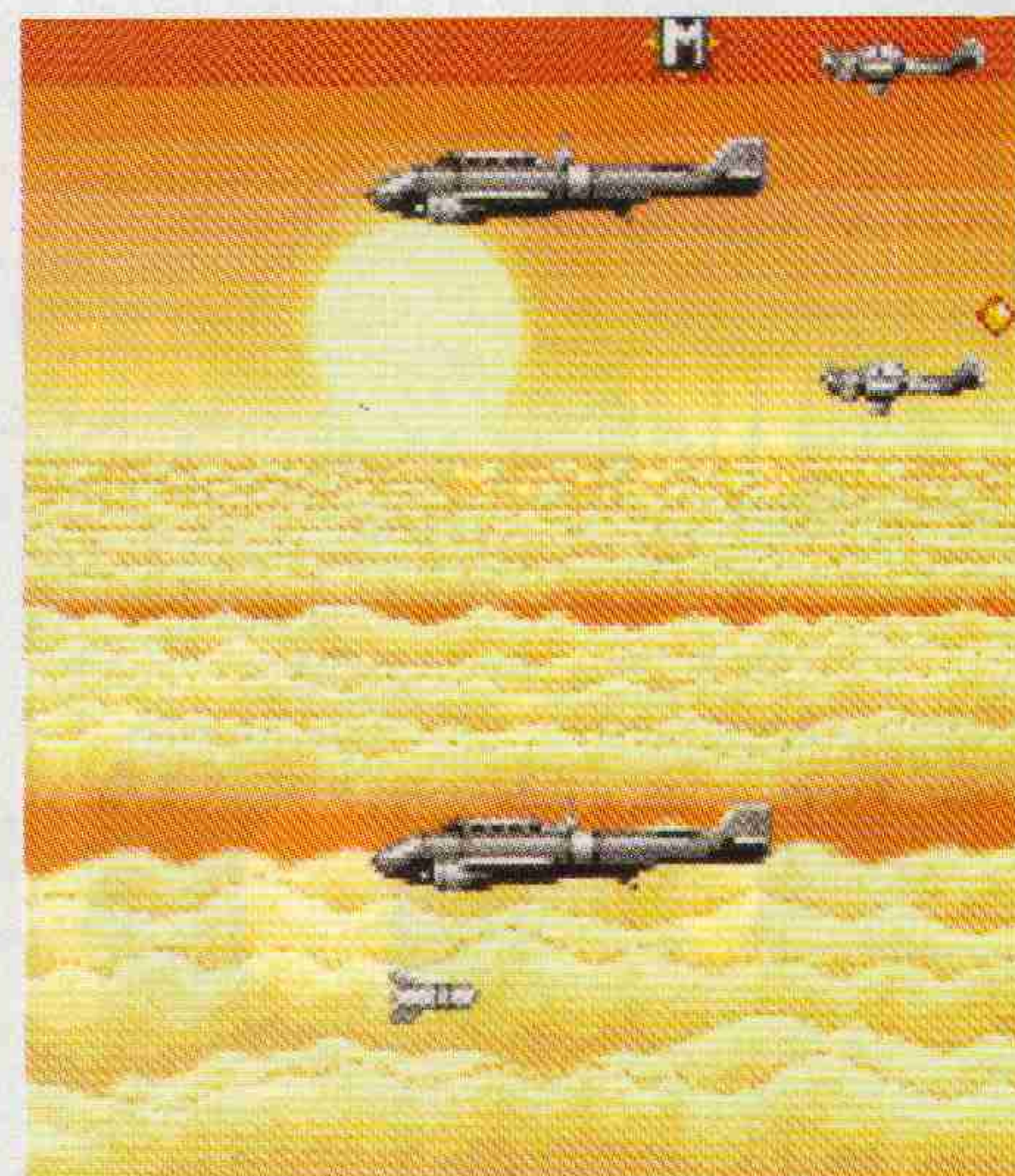
FIGHTING SOCCER PAGE 67

In preparation for the World Cup, there's enough soccer-related games to fill Wembley. Activision's fighting soccer shows the aggressive side of the game and lets loose twenty two Vinny Jones's onto the pitch.

P-47

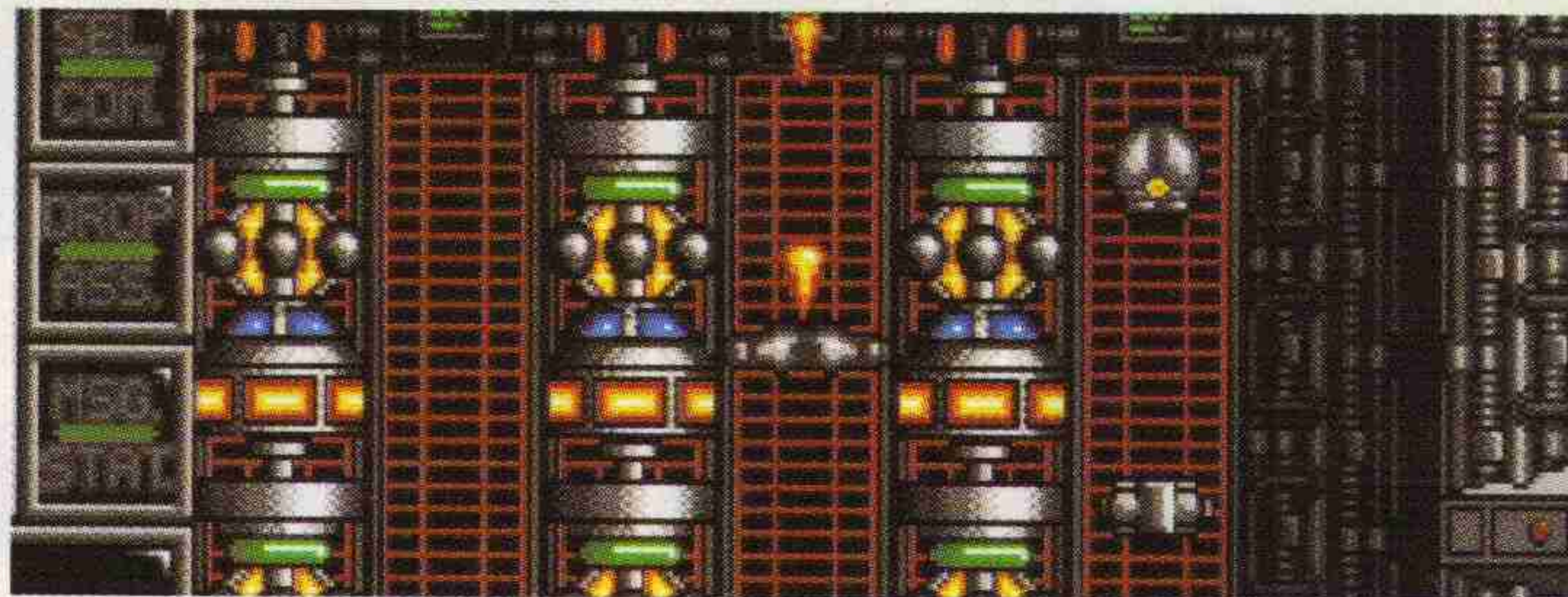
PAGE 78

This five year old scrolling shoot'em-up makes its sixteen-bit debut. WW II planes take the place of the usual alien cannon fodder.



ACTION PACKED FEATURES!

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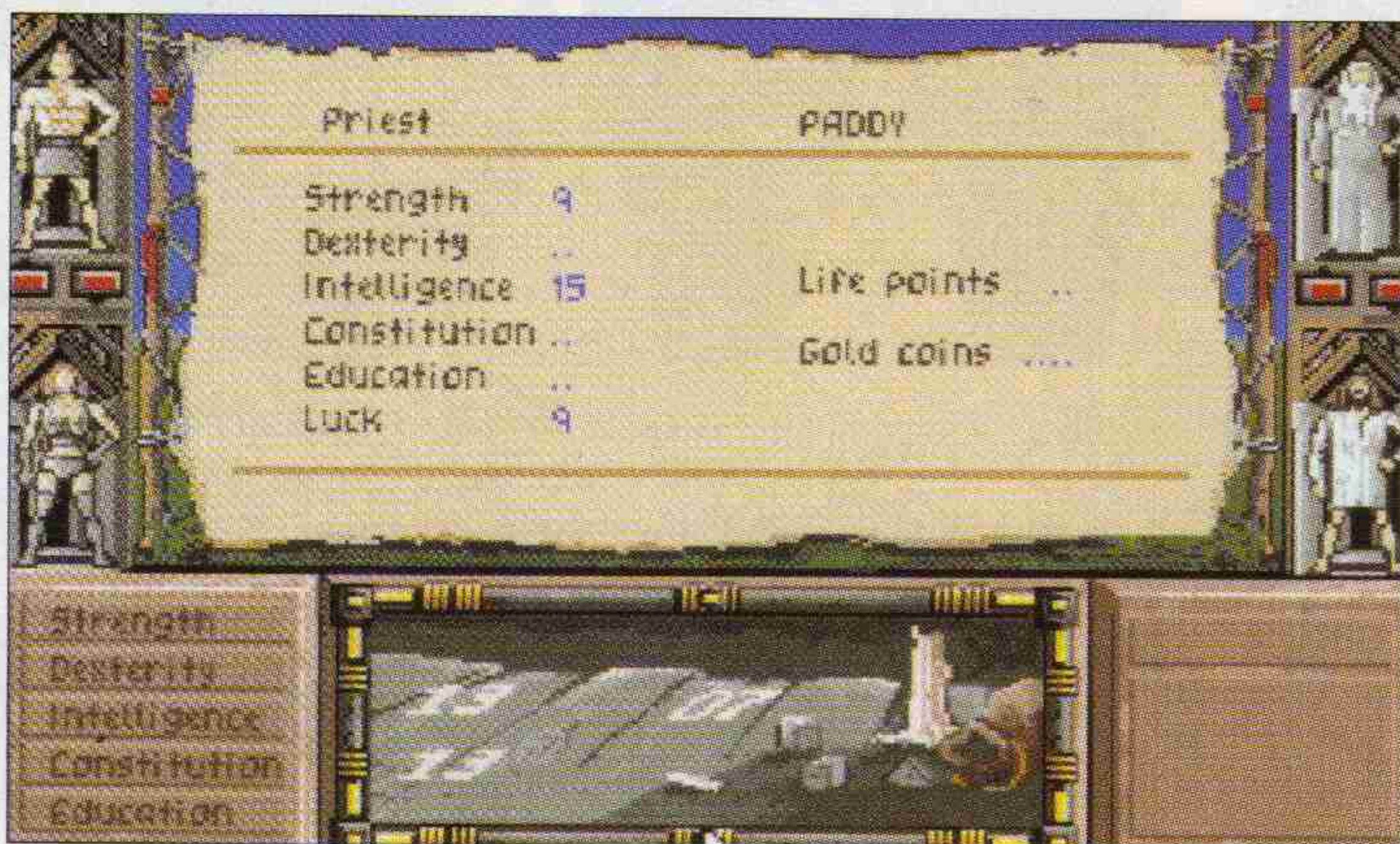
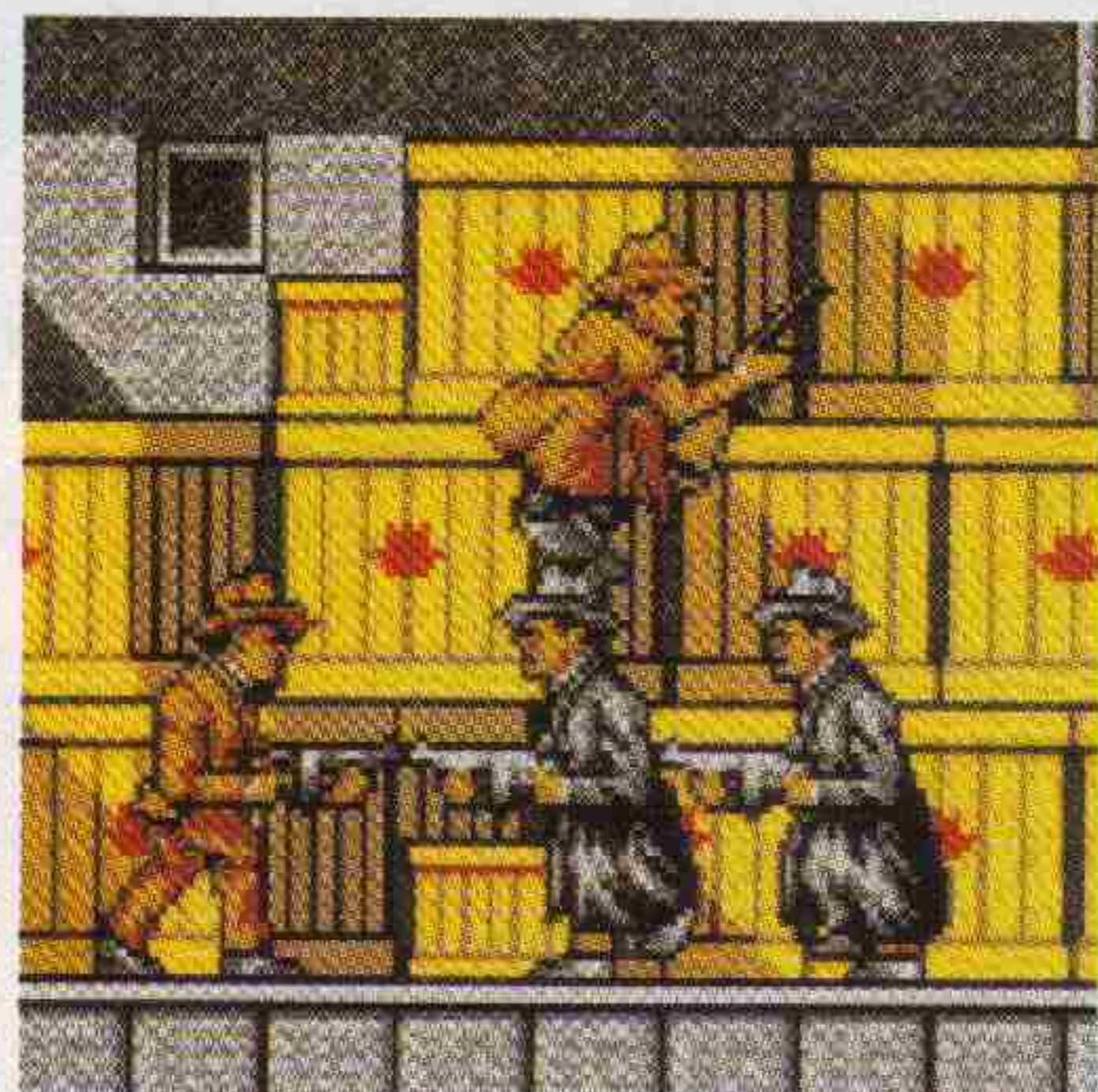


FIRST CONTACT PAGE 56

A game which turns maintenance work into entertainment sounds a bit of tall order. But that's Rainbird's latest initiative.

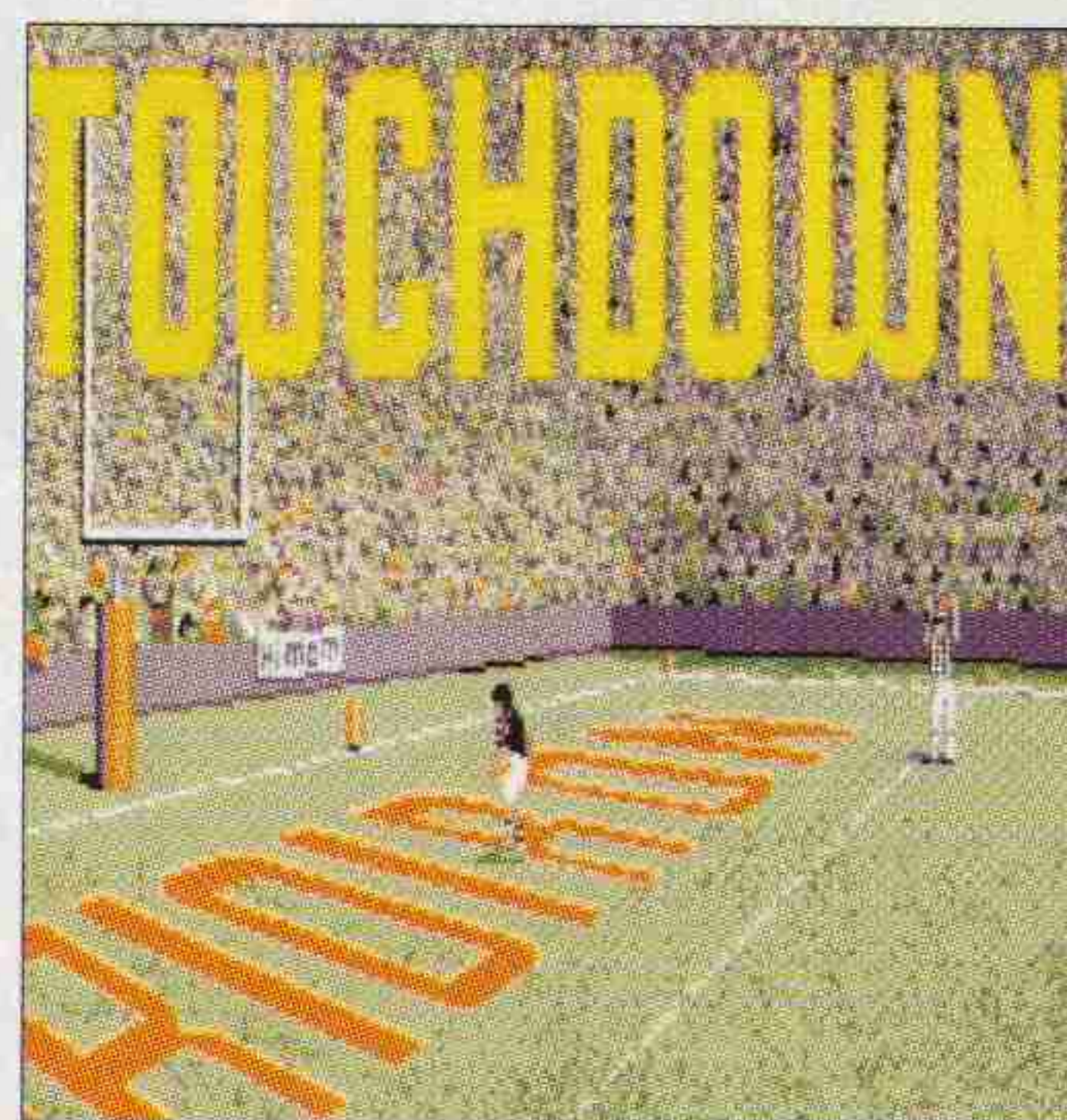
UNTOUCHABLES PAGE 28

Ocean take us back to the gang lands of the thirties for a Valentine's Day massacre.



DRAKKHEN PAGE 24

Infograme's long-awaited epic finally appears on the ST. Featuring a massive task and supported by Infograme's typically high quality graphics and sound, it looks set to be a winner.

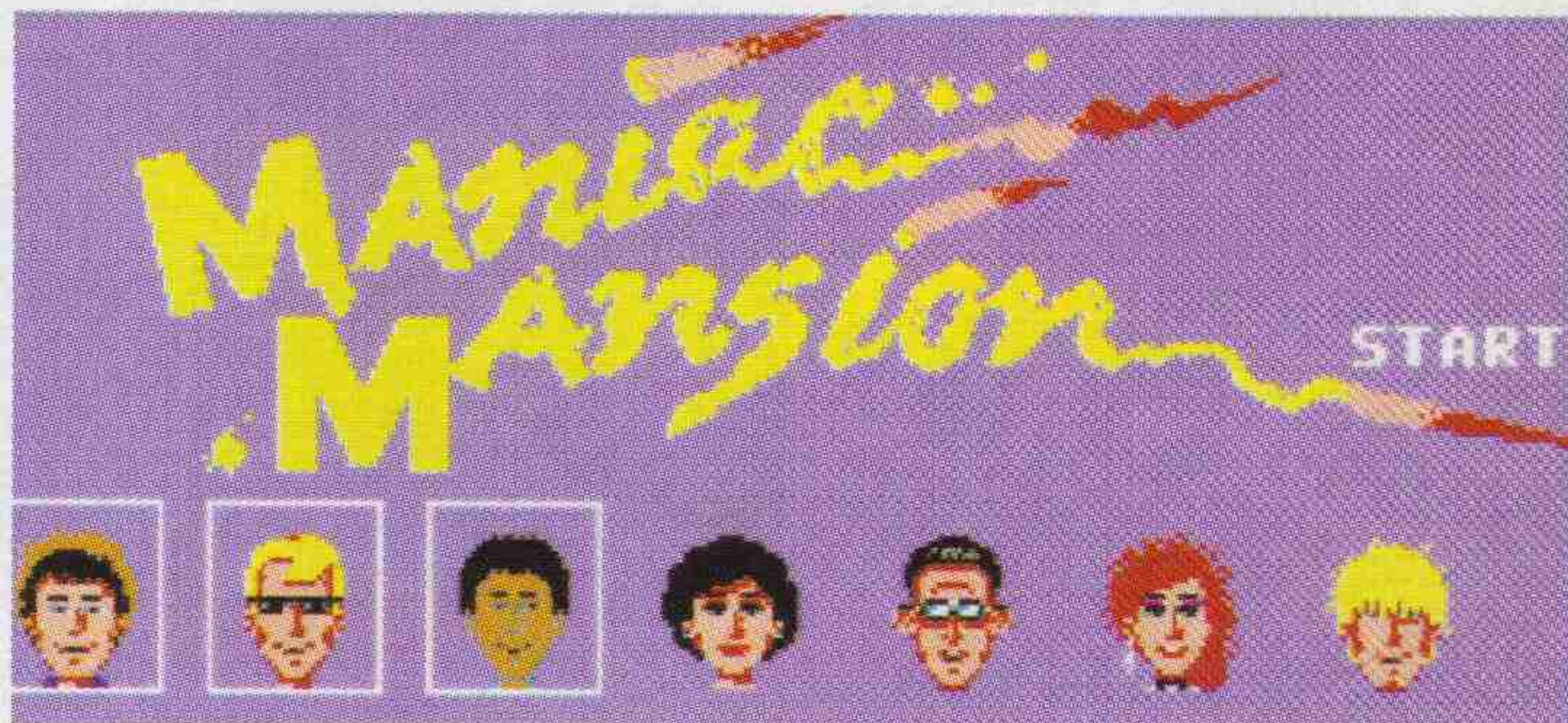


GRIDIRON PAGE 60

Bethseda's thinking man's American football. (If there is such a thing.)

BEACH VOLLEY PAGE 32

The game which is usually played by fat Germans on North African beaches has been turned into computer entertainment. Ocean's game promises realistic action with a cosmopolitan flavour.



GTGA: MANIAC MANSION & NORTH AND SOUTH PAGE 38

Those jolly tipsters, Steve 'Lock Up Your Daughters' Merrett and Nick 'Crispy' Clarkson provide the low-down on these two superb games. What's more, they have even managed to squeeze in a few more small, but ultimately useful, cheats as well - what heroes!

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ACTION NEWS

MASTERTRONIC WOO 'EM

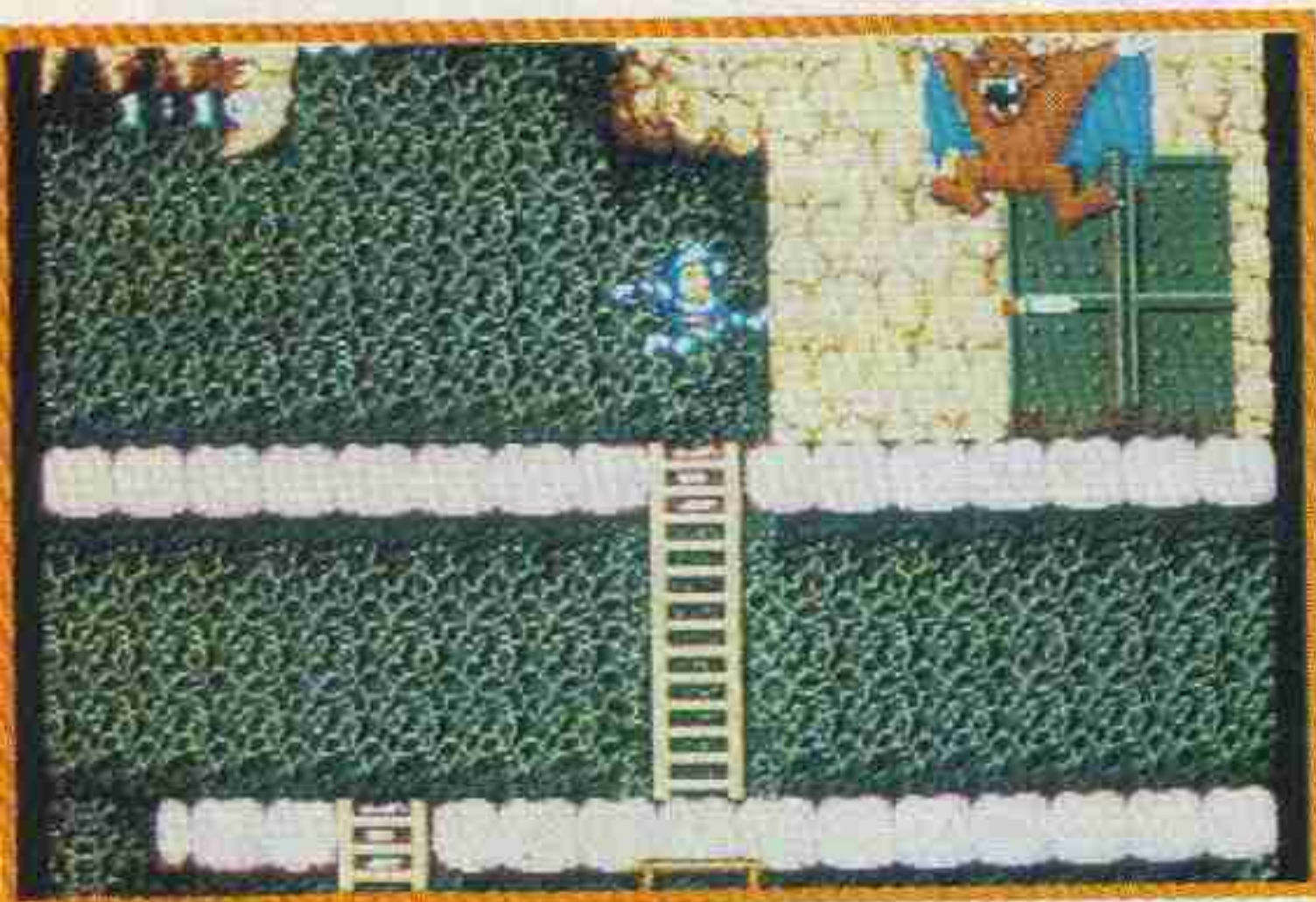
Supremos in the adventure scene, Magnetic Scrolls have signed what is believed to be a two-year publishing contract with games moguls, Virgin Mastertronic. When Magnetic Scrolls announced that they were looking for a publisher, they were swamped with offers from many companies, especially from the States. The first product is due out during late Spring 1990. Virgin Mastertronic are pleased to add an adventure outfit to their growing involvement throughout the games industry.



Virgin's re-Magnetized Scrolls.

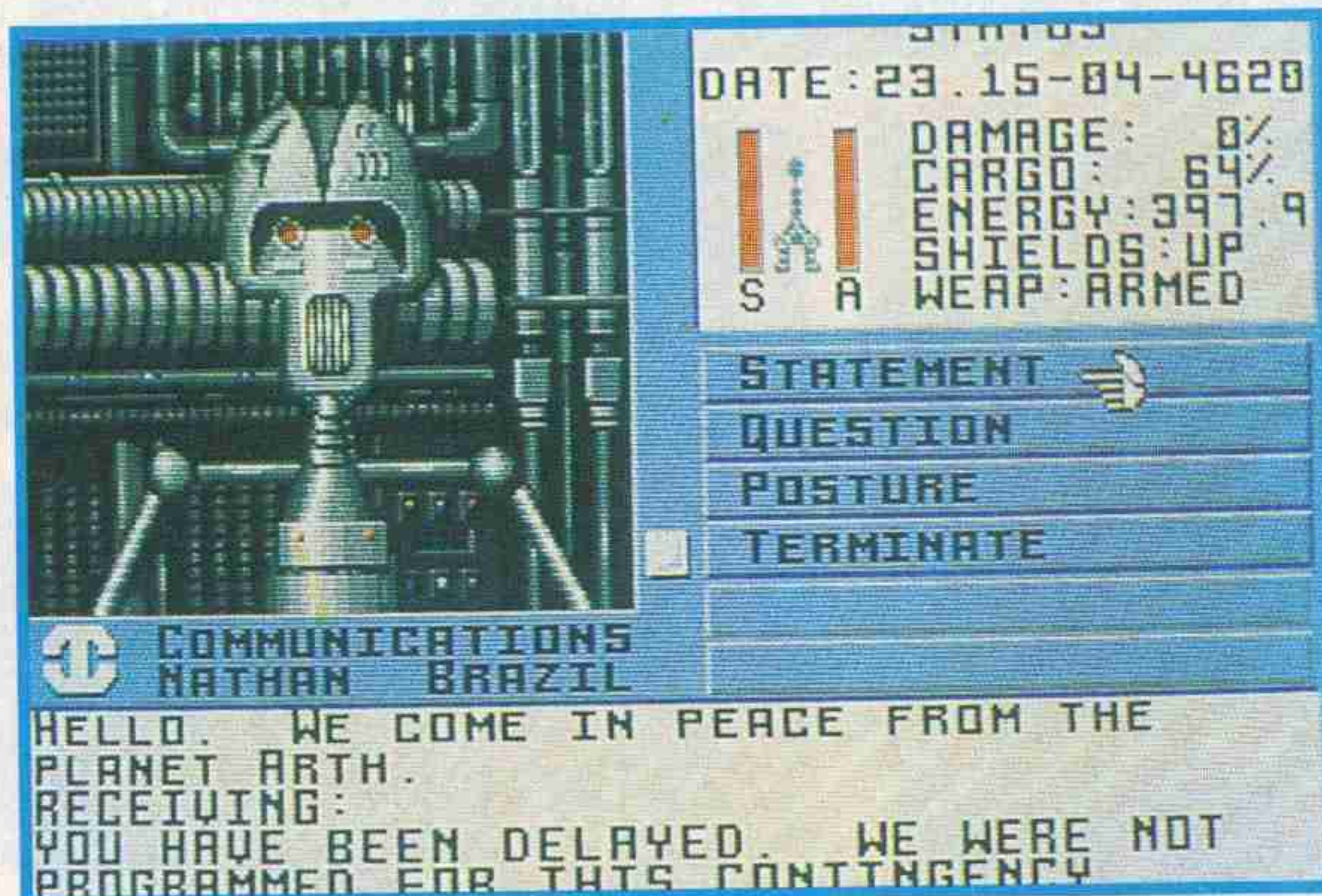
A big, hello, to all our readers (especially the newer readers who may have received an ST for Christmas) from the world's only dedicated ST games mag, ST Action - and we're growing every month. Due to our trial cover disk (Iss.19) being so popular and also after many requests, we have decided to make the cover disk a permanent feature from this issue onwards. I don't think that you'll be disappointed with the disk which will tie-in with our regular features on the work in progress of the programmers, developers and software houses. These features will be researched by Jason and the playable demos on the disk will complement them. We have a feature on Steve Bak and his 'Bad Company'. As always, plenty of games have been reviewed and there may be some help at hand with this month's GTGA which has been compiled by Nick.

BLAST OFF INTO OBLIVION WITH EA'S STARFLIGHT



ELITE'S SPOOKY PREQUEL

Ghouls'n'Ghosts has proved to be a real winner for U.S. Gold. However, how many of you knew that the game is actually a sequel! Way back in the annals of time, Elite gained the rights to Capcom's Ghosts'n'Goblins and to much critical acclaim, released the game across all eight-bit formats. Now, in the wake of U.S. Gold's success, Elite are planning to release their title on the impatient public. The finishing touches are being made to the game now and we should see it sometime in the new year, priced at £19.99.



You must get on with alien races or you will fail in your quest.

A long, long time ago in a galaxy far, far away.....

The year is 4619. The mission: to search out all colonizable worlds, gather minerals and ancient artefacts, and learn the secrets of the myriad of alien races. The game is Starflight, the company behind it is that Langley based company, Electronic Arts.

Starflight is a fantasy role-playing adventure and you are cast as the Commander, of an interstellar spaceship, who must hand pick and train a crew of up to six members from any of five different alien races. Once that the training is over and your vessel is spaceworthy, you must blast off into the dark unknown, using your detailed Starmap for navigational pur-

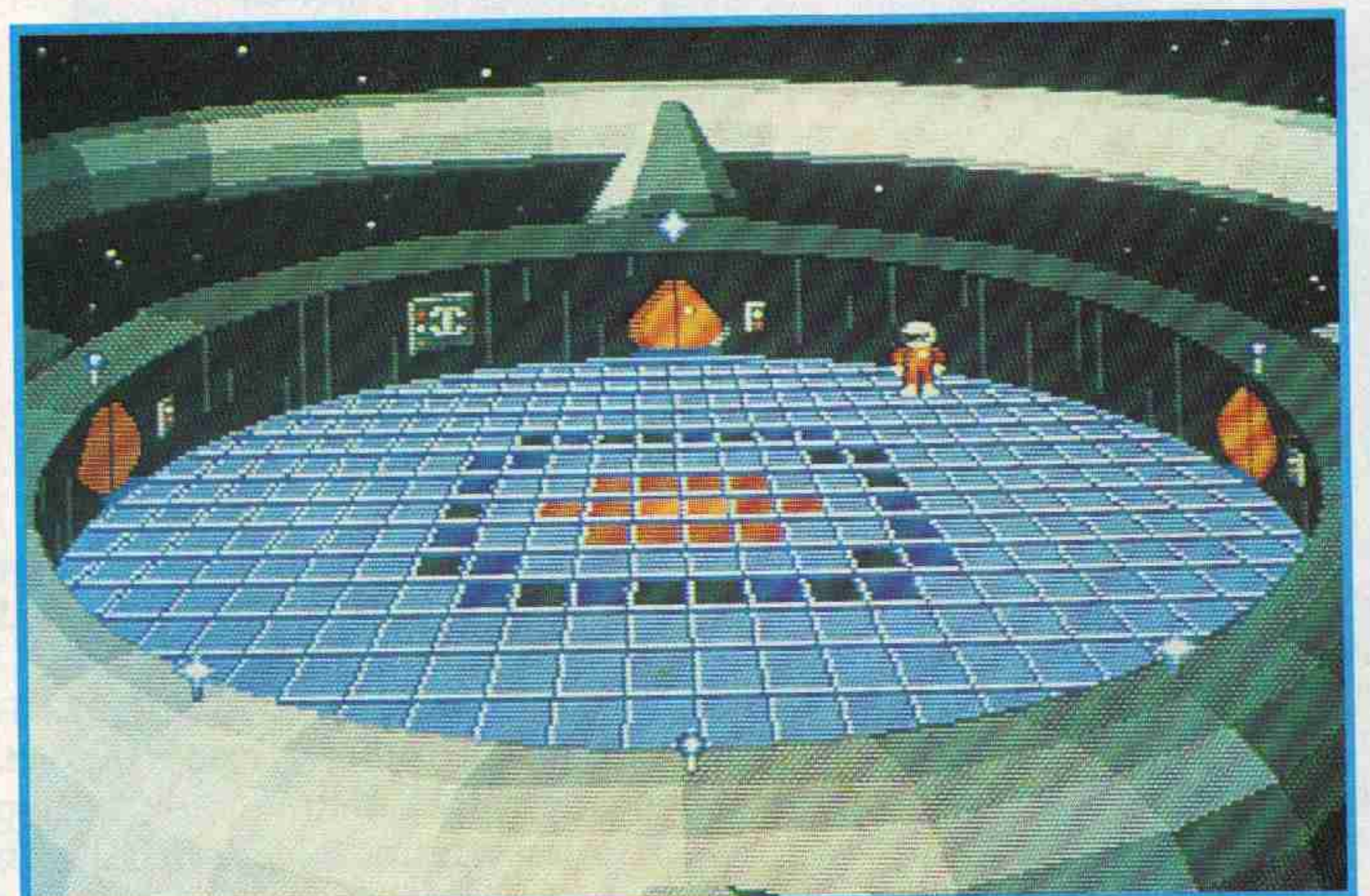
poses. The galaxy itself is enormous and boasts 270 star systems, 800 planets, 1.9 million unique locations per planet,

which makes a grand total of 1.5 billion locations in all, ready for you to explore and colonize.

The Starship is well endowed with lasers, missiles, shields and armour, but they should only be used as a last resort. Starflight is a game of exploration and discovery in which the aim is to befriend alien races.

Prepare yourself to go where no man has gone before in what seems to be a Star Trek scenario from E.A.

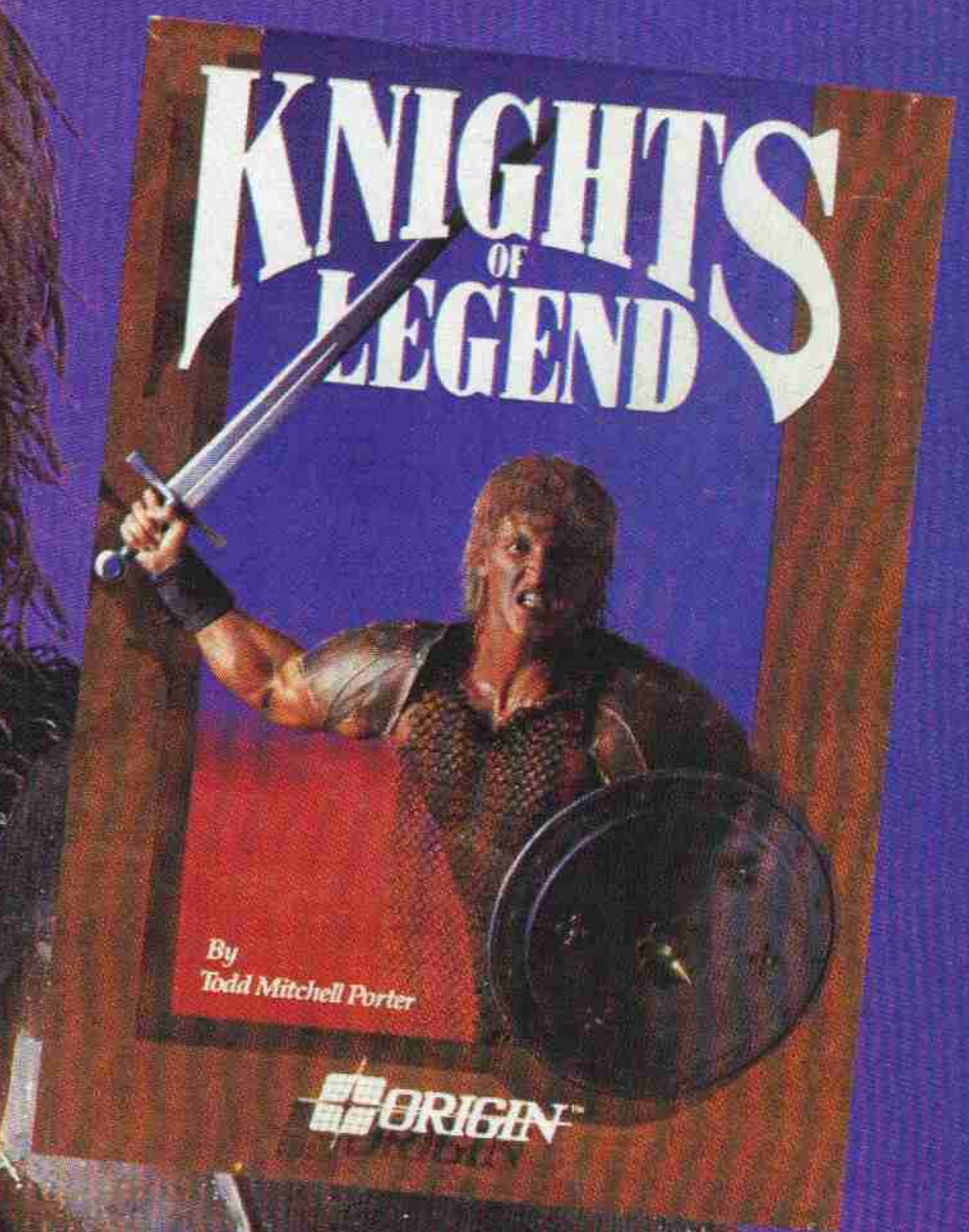
Starflight's release has been delayed until April and will be priced at £24.99.



Inside the space port.

KNIGHTS OF LEGEND™

It has taken more than eight calendar years to create **Knights of Legend**, the crowning achievement in medieval fantasy and role playing. We've developed the most comprehensive combat system ever, surrounded by a meticulously crafted world of strategy, action and emotion. The lands are filled with hundreds of unique personalities and dozens of towns and hamlets - and the people are filled with spirit, conflict and honour.



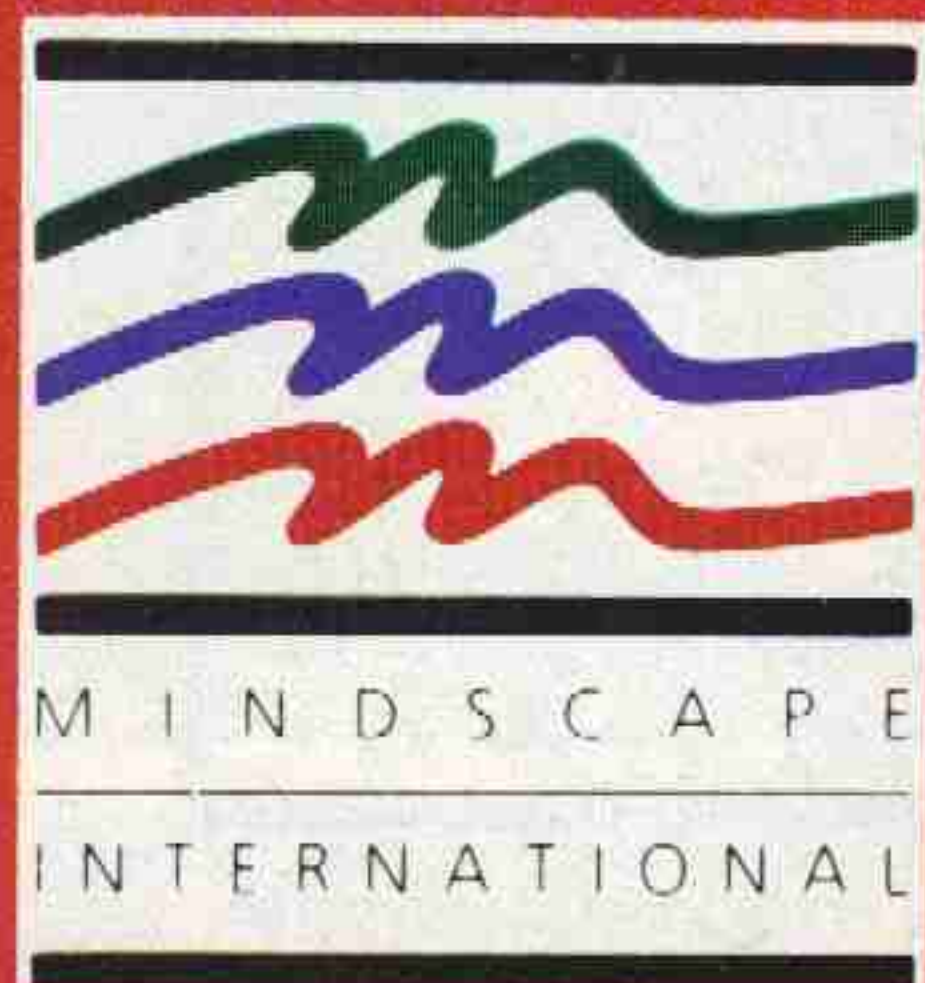
IBM/compatible version

Available for: IBM/Tandy/compatibles, Commodore C-64/128, Apple II series. Coming soon for Amiga and Macintosh!

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SHARK ATTACK

The review of Ultimate Golf - Shark Attack in last month's issue was based on a pre-production copy of the game. This was due to a misunderstanding between Gremlin and the reviewers at ST Action. The final version due for release in March will contain differences from the copy we reviewed. We'll bring you a full update on this outstanding golf simulation in due course.

ACTIVISION BID FAREWELL

Reading-based software giants, Activision, have lost three of their top-ranking staff members. Two of their top software producers, Saul Marchese and Stuart Hibbert have left the company to follow separate careers. Saul, the man responsible for the production of Ghostbusters II and the graphics of both Super Hang-On and Power Drift, has left in order to manage his own company. Stuart, meanwhile, has been responsible for Galaxy Force, Altered Beast and Afterburner. He's now started work at Mirrorsoft and the word is that he's helping produce the film licence of Back to the Future II. Finally, Activision's PR Executive, Amanda Barry, has also moved on. We at ST Action wish them all the best and look forward to seeing their new titles.

COMPETITION WINNERS

In Issue 19 we held a competition in conjunction with Mirrorsoft. The first prize has been won by K.S. Peiris of London, congratulations for you have won a Casio 400 Pocket TV. There were two runners up prizes of a Vivitar 35mm Camera, the lucky prize winners are Liam Bailey of Egremont and Al Gillard of Bradford. P.D. Brown of South Wirral, Roald Sund of Norway, Marc Wall of Ware and James Canning of Glasgow are the next four out of the hat and are the winners of the Imageworks all-weather Personal Stereos. Congratulations to all of our prize winners, but if you weren't lucky keep trying. In case you were unsure the answers were: 1. Falcon F16; 2. Xenites; 3. Grey Lord; 4. Waterloo, Belgium; and 5. King of the Rocket Men.

MASTERTRONIC BLITZ 'EM

Three new budget releases will be sold under the Virgin/Mastertronic 16 Blitz label. Priced at £4.99, these original titles look good for anyone's money considering the current high price of 16-bit games.

Grimblood has been programmed by Mike Singleton and it will feature digitised music and graphics. The game is an adventure whodunnit mystery with the action set in Castle Grimblood. You are a young Earl, Maximus, whose ancestors and many of their associates have been practising ancient rituals for generations but now, after a spate of murders, it is clear that there is an evil murderer within the castle walls ready to kill those who practise the ancient rituals. The young Earl turns detective in an attempt to uncover the murderer and in turn save himself from any assassination attempt.

With Hunter Killer, Mastertronic invite you to 'Run Silent, Run Deep...' in the waters of the South Pacific. The American fleet has been destroyed at Pearl Harbour and



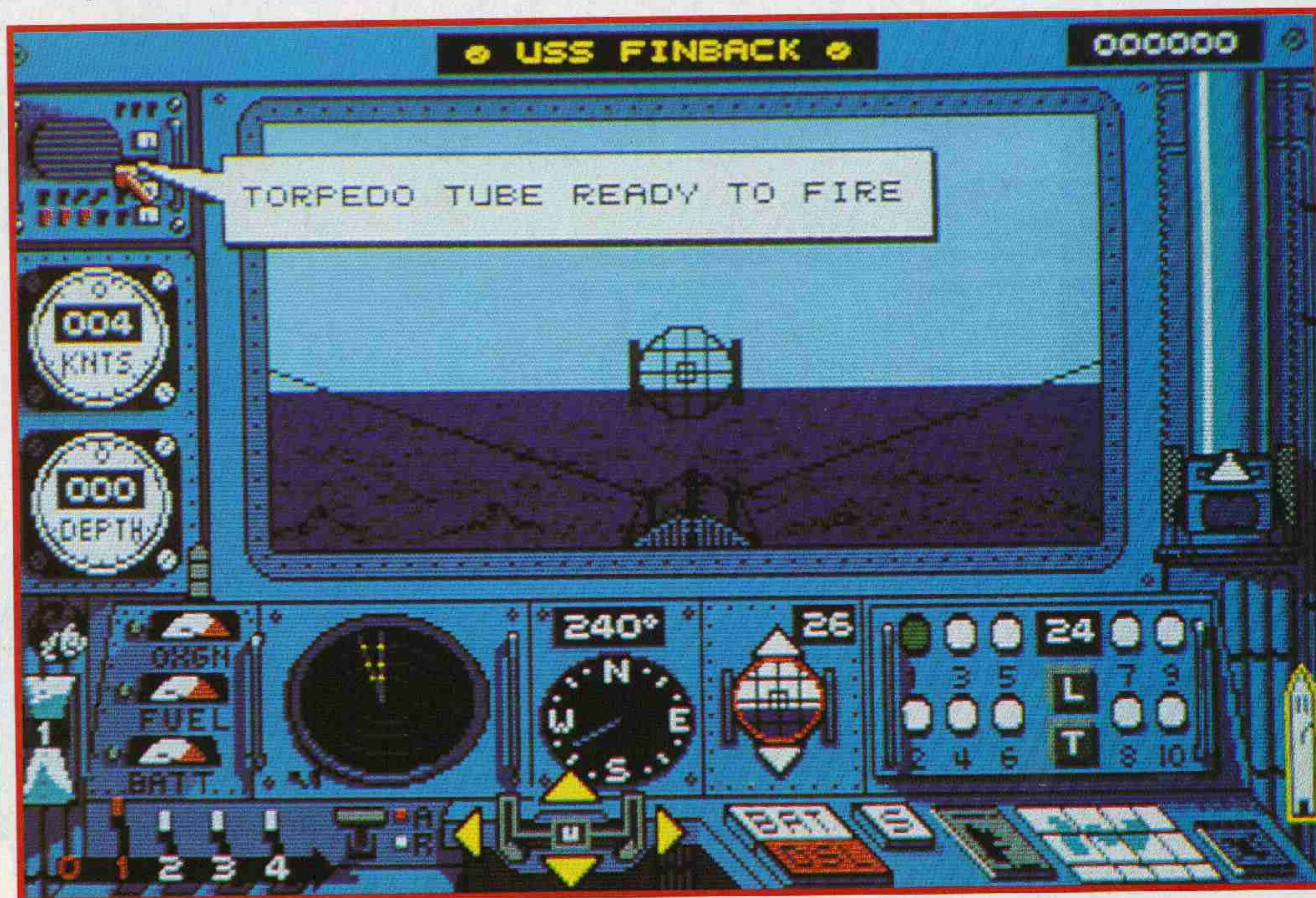
The young Earl snoops around the castle in the quest for clues.

the submarine fleet is all that remains to take on and conquer the Japanese Navy. Take on captaincy of one of eleven American submarines and participate in fourteen missions which vary in complexity and are modelled on real WW2 campaigns. The game has been developed in the U.S.A. by Solarco and claims to host features which outclass similar simulations, such as GATO, Silent Service and Hunt for the Red October.

In Conflict the year is 1997

and you are sworn in as leader of Israel on the same day as the assassination of the Israeli Prime Minister. There have been twenty years of peace in the Middle East and your aim is to force the collapse of your four neighbouring Arab governments by using military force, political destabilisation or general pressure.

All games should be available this month at the budget price of £4.99

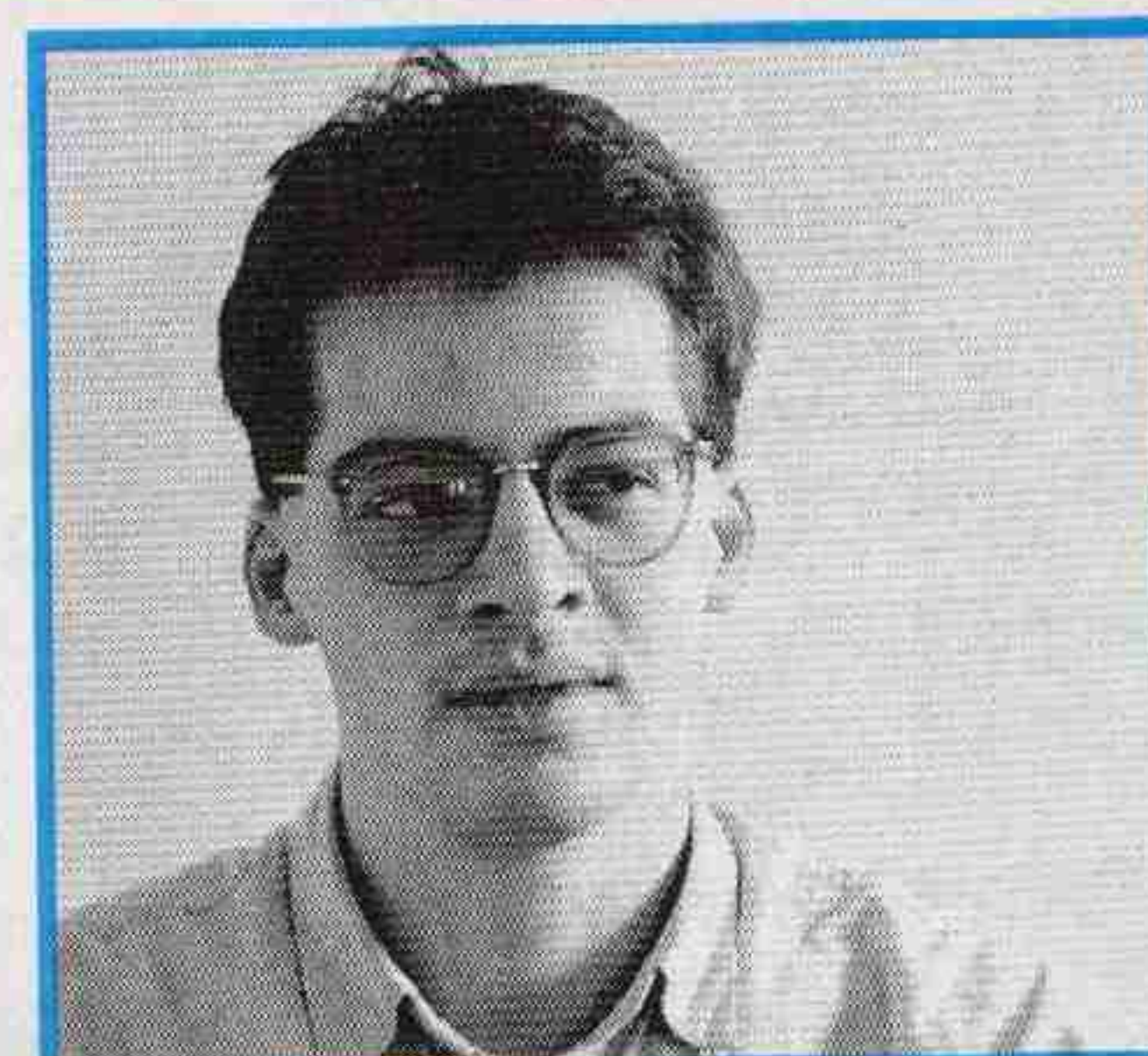


STUNNING WORK AT DOMARK

Domark have revealed to ST Action that Jurgen Friedrich will start programming S.T.U.N. Runner early this year. Jurgen, who has just finished the IBM version of Hard Drivin', will be working at Domark over the next year. Jurgen and Domark have an excellent track record,

so expect to see a quality product in the later part of this year.

However, before this ambitious project is started, this talented programmer has been retained, by Domark, to produce data disks for their racing game Hard Drivin'.



Jurgen, Domark's top programmer.

**"TAKE NO PRISONERS, GIVE NO QUARTER,
MAKE NO COMPROMISES"**

**Rainbow
*** Arts**

"The first in a generation of 'new wave software' ... an entertainment form developed on the computer, for the computer."



CBM 64/128 & Amstrad CPC
£9.99 tape, £14.99 disk
Spectrum
£8.99 tape, £12.99 disk
Atari ST & Amiga - £19.99 disk



X-OUT

From the farthest reaches of outer space, they came to inhabit the depths of our oceans. From their savage assaults on a defenceless

human race, grew a planet's last desperate crusade - project Deep Star, the ultimate underwater war machine. Early encounters proved catastrophically ineffective, however a few kept faith, all the time improving Deep Star, the greatest collection of man's technical wizardry, committed to the hands of a lone gladiator for one final attempt at halting the inevitable - the frantic death throes of a civilisation sinking into darkness.

That gladiator's battle cry ... take no prisoners, give no quarter, make no compromise.

- Strategic underwater action.
- Over 50 simultaneous 'on screen' objects.
- 48 colour graphics.
- 50 pics per second scrolling.
- 8 levels each 160 screens.
- 40 different aliens.
- Multi graphics styles incl. lava, fire, crystal.
- "Buy and sell" over 25 multi functional extra weapons.
- Free style configuring of weapons and satellites.

Draxians - the contemporary version with loads of new weapons and aliens for you to blast out of the screen.



IMPRESSIVE IMPRESSIONS COMPILATION

Due out soon is the four game compilation pack, Renaissance, from Impressions, who have recently brought us Kenny Dalglish's Soccer Match and Super League Soccer amongst others. Renaissance will be priced at £19.99 for the ST. The package is a compilation of four of the old arcade hits: Invaders, Rockstorm, Megapede and another 'Invaders' clone - Draxians. ST gamers who often pine for these old arcade shoot'em-up favourites need wait no longer, your time has arrived. As many as four players can join in this blast'em-up action, by alternating tries, and each game comes in two versions: the classic suite - similar to the original arcade machines; and the contemporary suite - based on the originals, but with new graphics and many new features. The pack was due for release in early January, but after many comments on how to better the games, it has been worked on and improved and therefore its release date was held back. Soundtrack is by David Whittaker.



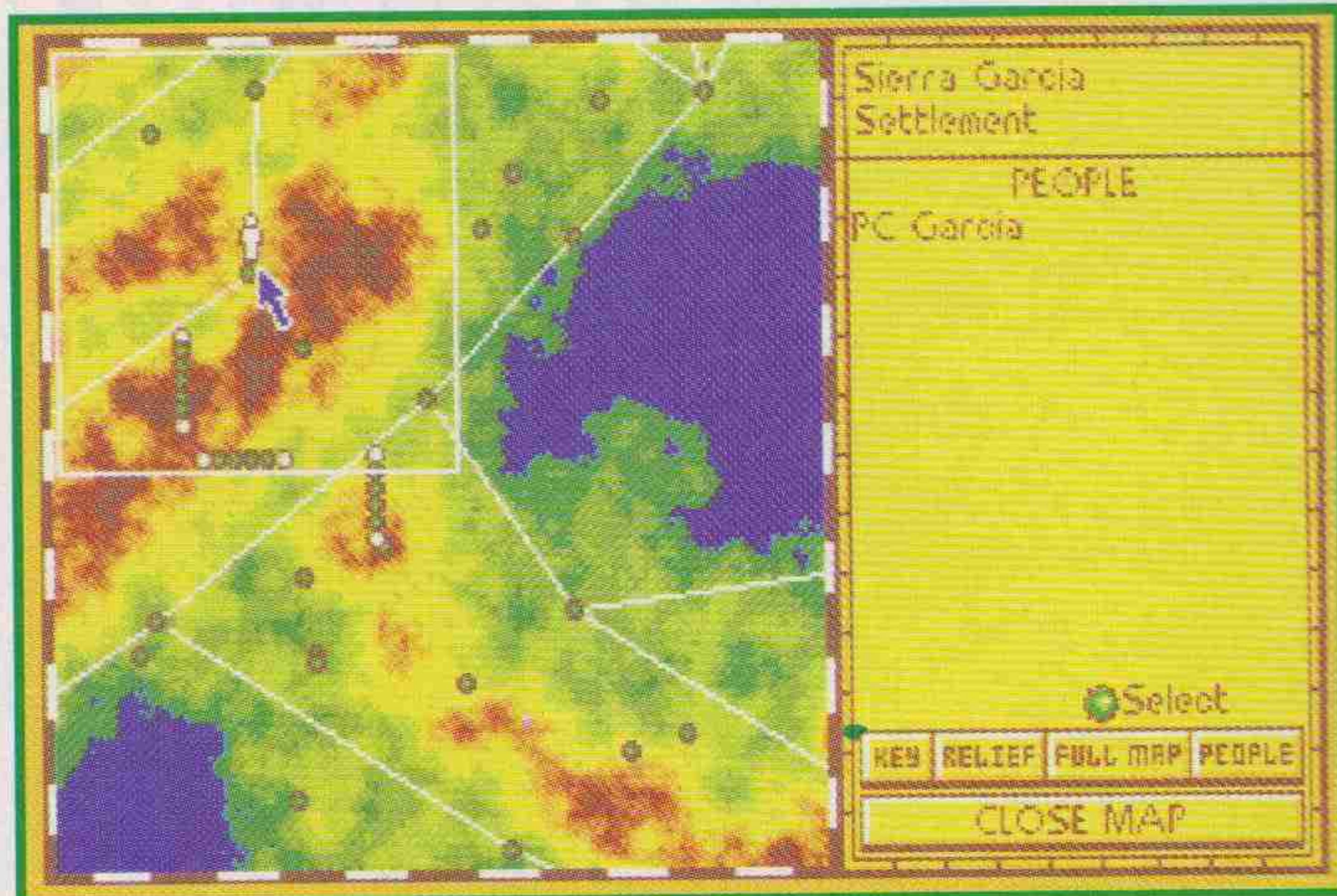
Real blasting fun.



SURVIVE MIDWINTER

Midwinter is a futuristic island, 160000 square miles of land area, in the mid-Atlantic which was created after the second ice age. The sea level dropped thus creating this extra land. Colonies have emerged throughout the island and are inhabited by people from different social backgrounds who just want to get away from all the politics of the developed world. One of the colonies is run by General Masters who is power mad and wishes to rule the island. He intends to do this by capturing the other colonies' heat mines, the only source of heat. The General has his followers and they travel across the island in snow-buggies along the milder terrained valleys.

You are Captain Stark, the leader of the Free Villagers' Peace Force (FVPPF) who protect



The map will show you where each person is located, and by using it you can plan your sorties.

the interests of villagers and look after the island. You must combat the threat which the General poses and therefore

must recruit a team to help you and then plan an offensive against the threat. The only way to do this is to destroy the General's heat mine. When recruiting your staff you must take into consideration the many complex attributes of each and also reduce the risk of personality clashes. There are 32 characters to choose from, each with their own special skill. After recruiting your side, your next task is to move each into a strategic position. This is where the vector graphic action starts. You have a choice in your method of travel; by skis, hang-gliding, cable-car or snow-buggies. By travelling by ski or hang-glider you can make up time on the General's forces who must travel by the valley routes, which accommodate their snow-



An I.B.M. shot of M1 Tank Platoon which will be charging onto your ST screens pretty soon.



F-19 Stealth Fighter, one of the latest conversions and they think that it will have higher sales than Gunship.

WITH MICROPROSE

Hang-gliding is a much faster and safer way to travel. That is, of course, if you don't crash and have a safe landing.



buggies.

You will be aided by the on-screen map of the island which will show you the political/geographical features or, alternatively, the terrain features. Fractals have been used on the detail of the map and this has given the product a more polished finishing touch. The program has many arcade sequences which will add to the overall appeal of this futuristic, 'cartoon-type plot' strategy.

Midwinter has been written by Mike Singleton and the Maelstrom team for Microprose and will be released during February, priced at £24.95

F-19 Stealth Fighter has been converted to 16-bit, however the programming was done in the States and the code was too slow. Microprose's new UK in-house programmers are now re-writing Stealth Fighter using their own vector graphic routines. The game should take more than three months to complete and should be faster than the original American conversion.

M1 Tank Platoon is already selling for the I.B.M., but it won't be long until ST Actioners can take a seat in the M1 Abrams, the main battle tank of the U.S. Army. The simulation features



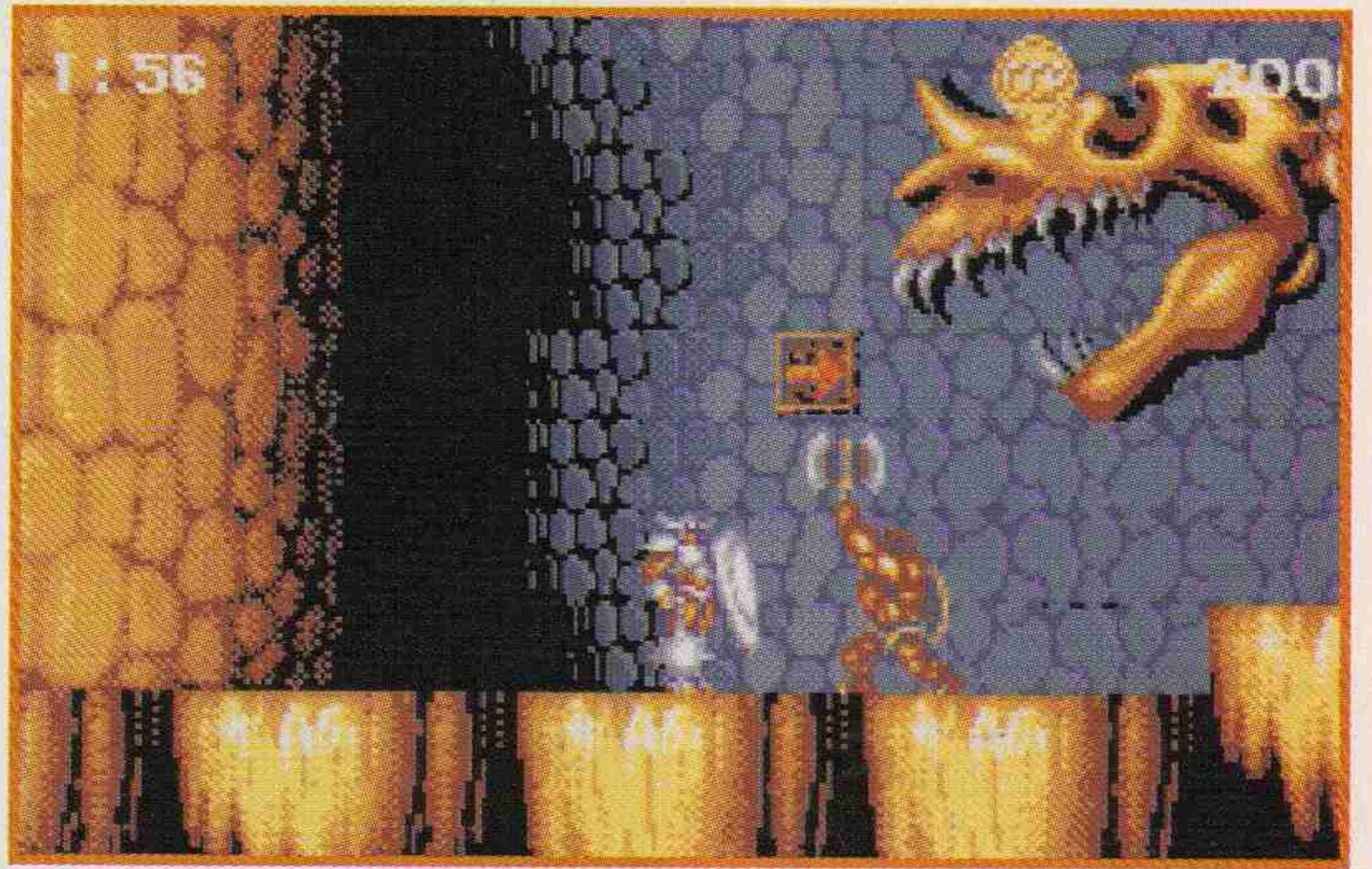
If an enemy is nearby enter sniper mode and open fire when they pass.

realistic situations of modern land warfare and during the game you will take command of four tanks, sixteen people, and can receive up to twelve different sets of orders. Players can also call in other forces such as the infantry, helicopters, jets, artillery and other tanks.

Rick Dangerous 2 will be making an appearance in space, this sequel should be available around July 1990. Microprose are currently working on a title from Steve Bak. The game is in the genre of Ghouls'n'Ghosts, but it is being modified to give it more appeal and a scenario has still to be decided on. That's all we can tell you about either of these products as yet, but watch this space for details.



You have skied to the edge of this colony, now you must decide whether or not to enter.



The Black Tiger unleashes his anger unmercifully. Anger which has built-up over many oppressed years.

TIGER TIGER

'Long, long ago, three dragons descended from the skies above with a roll of thunder and plunged a kingdom into darkness. From lengthy suffering, and the darkness, came one fighter'. The fighters name was Black Tiger.

You are 'Black Tiger' and you must kill all three dragons in order to become the hero and save your people. To do this you must fight your way through eight levels of pure evil, killing everyone in sight and avoiding poisonous plants. During the game you can buy weapons at the shop; there are two shops on each level. The end-of-level guardians must be conquered to proceed and the dragons are on levels three, six and eight, with the last dragon the meanest of the lot. The other guardians include demons and blockfaces. This is a platform-type kill, kill, kill game from U.S. Gold and should be available as you read this, priced at £19.99.

U.S. Gold are also to release their new simulation of a tank battle scenario. Heavy Metal gives you a choice of controlling one of three vehicles: the M1 A1 Abrams Tank, the US Army's most sophisticated main battle tank; the XR 311FAV (Fast

Attack Vehicle), capable of travelling over 100mph; and the ADAT (Air Defence Anti-Tank) system. The game incorporates a strategy element; at the start of your mission you must devise a plan of action which will enable you to defeat the enemy forces, capture their HQ, prevent them from getting behind your lines, with an added task of ensuring that there are minimum casualties on your side. As a Second-Lieutenant you are given the opportunity to work your way up the ranks, depending on your success as Field Commander. Heavy Metal weighs in at £19.99 and both products should be reviewed in next month's issue.



You can buy weapons by collecting the coins left by your dead opponents.



Some situations call for some quick actions.

FURY AT DOMARK

Domark/Broderbund have once again joined forces to take us back to WW2 in their forthcoming release, Wings Of Fury. 'Fury' is a shoot'em-up where your mission is to provide air support for the heavily damaged aircraft carrier - USS Wasp. You are based on the carrier and take off in the Hellcat fighter after choosing your weapon - either bombs, rockets or torpedoes; machine guns are mandatory. Your objective is to shoot down those enemy 'Zeros' and complete the mission brief, which is displayed before you choose your weaponry. You can only carry one of the above weapons, so to complete your mission you may have to return to your carrier to reload. On returning to the carrier your flight engineers will repair the Hellcat.

There are seven different difficulty levels which are chosen at the start of the game. These levels range from Midshipman to Captain and choosing one of these also decides your mission. The graphics look to be neat and tidy with a control panel



Amiga shot of Wings Of Fury; your 'Cat' is shot up pretty bad, you'd better watch that oil gauge.

showing you your oil pressure, fuel level, number of hits and a score. Wings Of Fury should be available late January/early February at a price of £19.99.

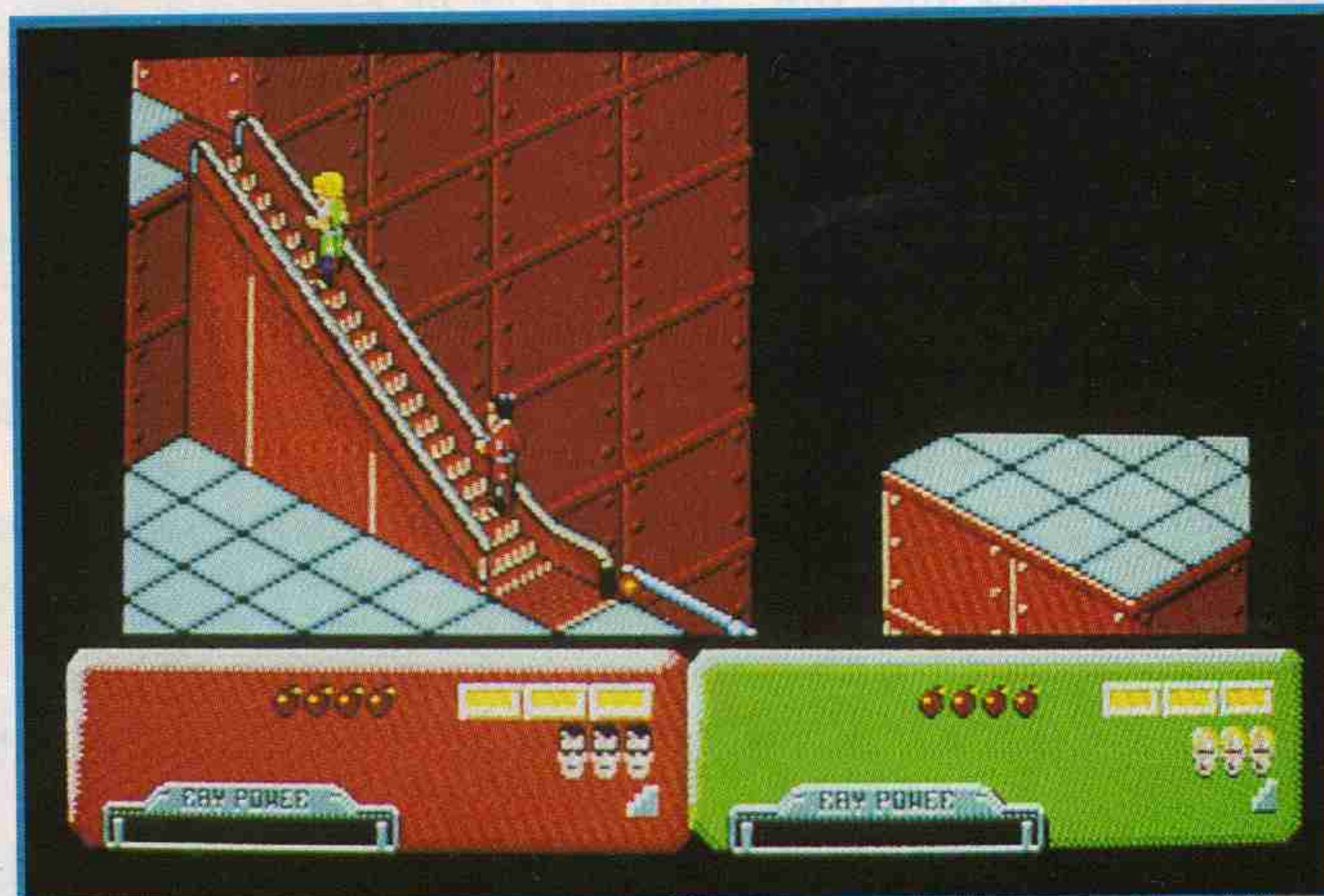
Escape From The Planet Of The Robot Monsters is the latest Tengen coin-op conversion which Domark are to release. This one is a one or two-player game whereby you take control of Jake and Duke (if two players) and search for

Professor Sarah Bellum, who is one of a bunch of humans being held captive by an army of Reptilons in an isolated factory. The Reptilons are forcing the humans to create an evil robot army which will conquer planet Earth. At the end of each factory level you are shown your rewards as captives are set free. It's then onto the next level, and yet again you must fight your way

through hordes of evil robots. Along the way you must replenish your energy by breaking into food lockers; you'll also come across special weapons such as bombs. The characters and locations look to be taken direct from a comical cartoon series. This game should be out now, but if not, very soon at a price of £19.99.



Escape from the Planet of the Robot Monsters



Blast some of those killer robots with some laser power.

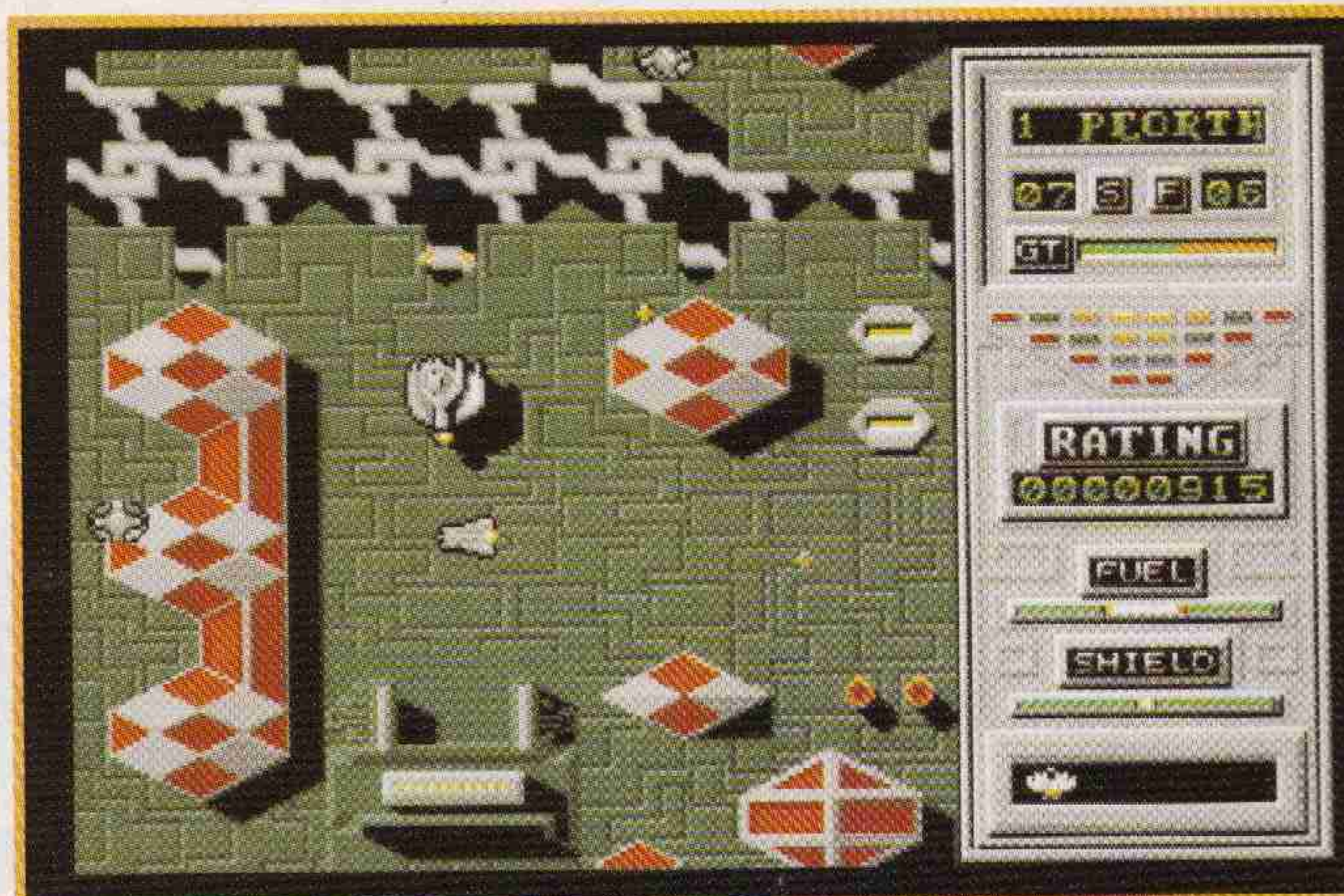
IMPRESSIONS GIVE US HYPERACTION

Impressions Software have recently announced another compilation pack, which they are compiling for the Atari ST. The pack will be called Hyperaction and feature four games including the Logatron bestseller - Starray; one of the first games to use parralax scrolling, converted onto the ST by Steve Bak. In addition to Starray there are Ringside, Hellbent and Brick-Buster.

Ringside is an action-packed boxing simulator, from the German outfit E.A.S. Hellbent,

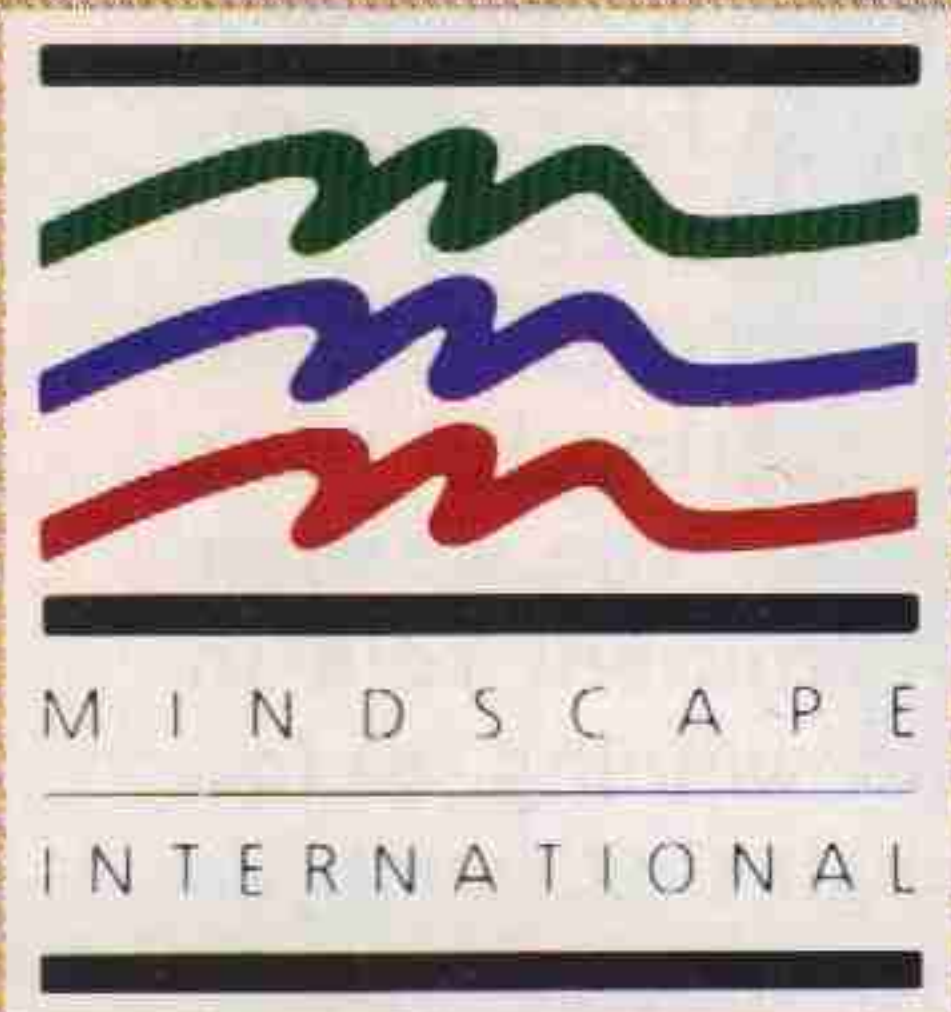
from Novagen who have been working throughout the New Year to finish Damocles, is what can be best described as a thinking-man's shoot'em-up where you control your ship and collect the different obstacle. There are ten levels in Hellbent. Brickbuster is a 'Breakout' clone from Impressions and has been especially written for the compilation.

The compilation should be released at the start of February at a price of £24.95.

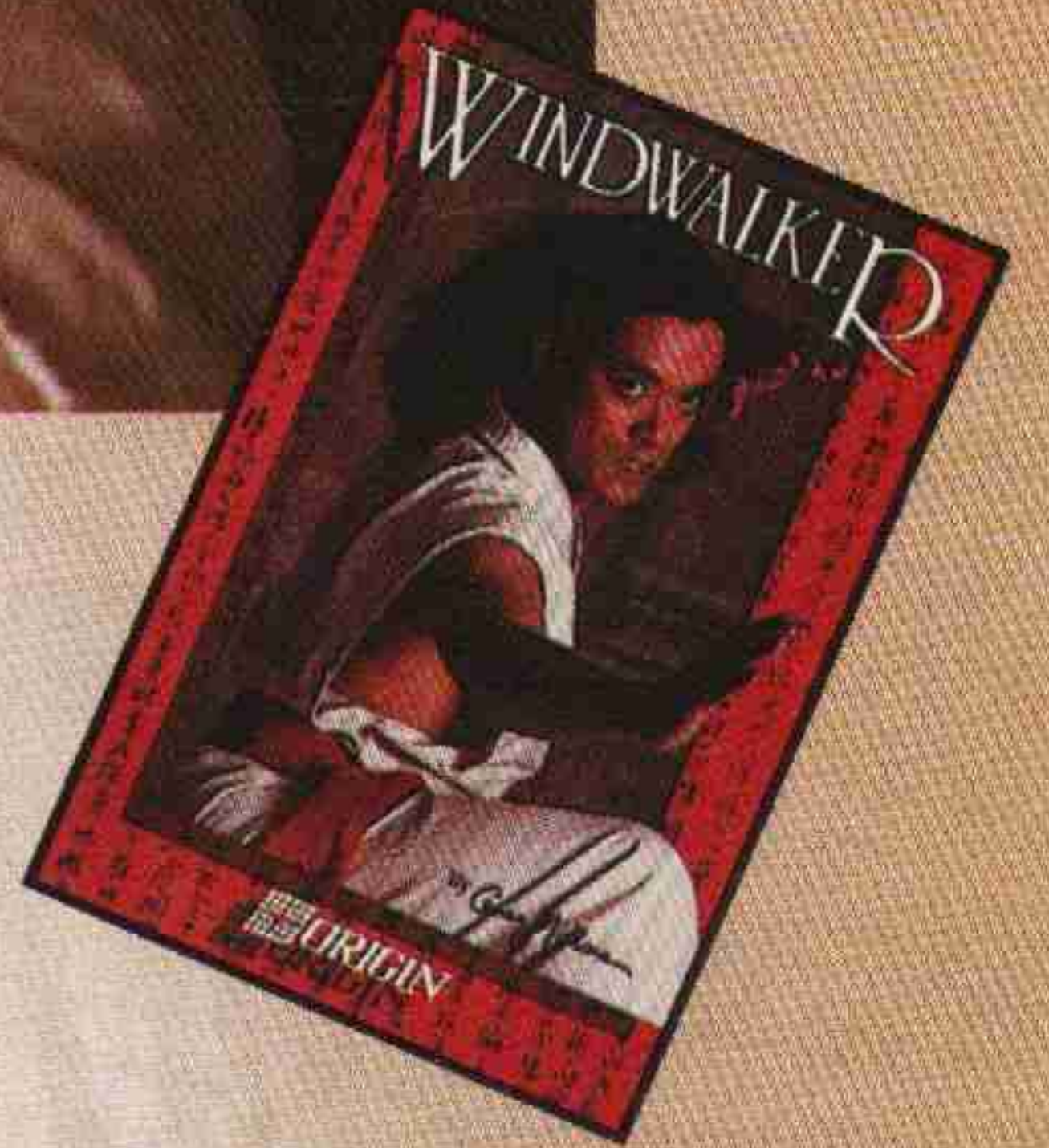


Hellbent, one of the four games in the pack.

WINDWALKER™



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IBM/COMPATIBLE VERSION



IBM/COMPATIBLE VERSION



APPLE VERSION



Available for: IBM/Tandy/compatibles, Commodore C-64/128, Apple II series. Coming soon for Amiga and Macintosh.

MINDSCAPE

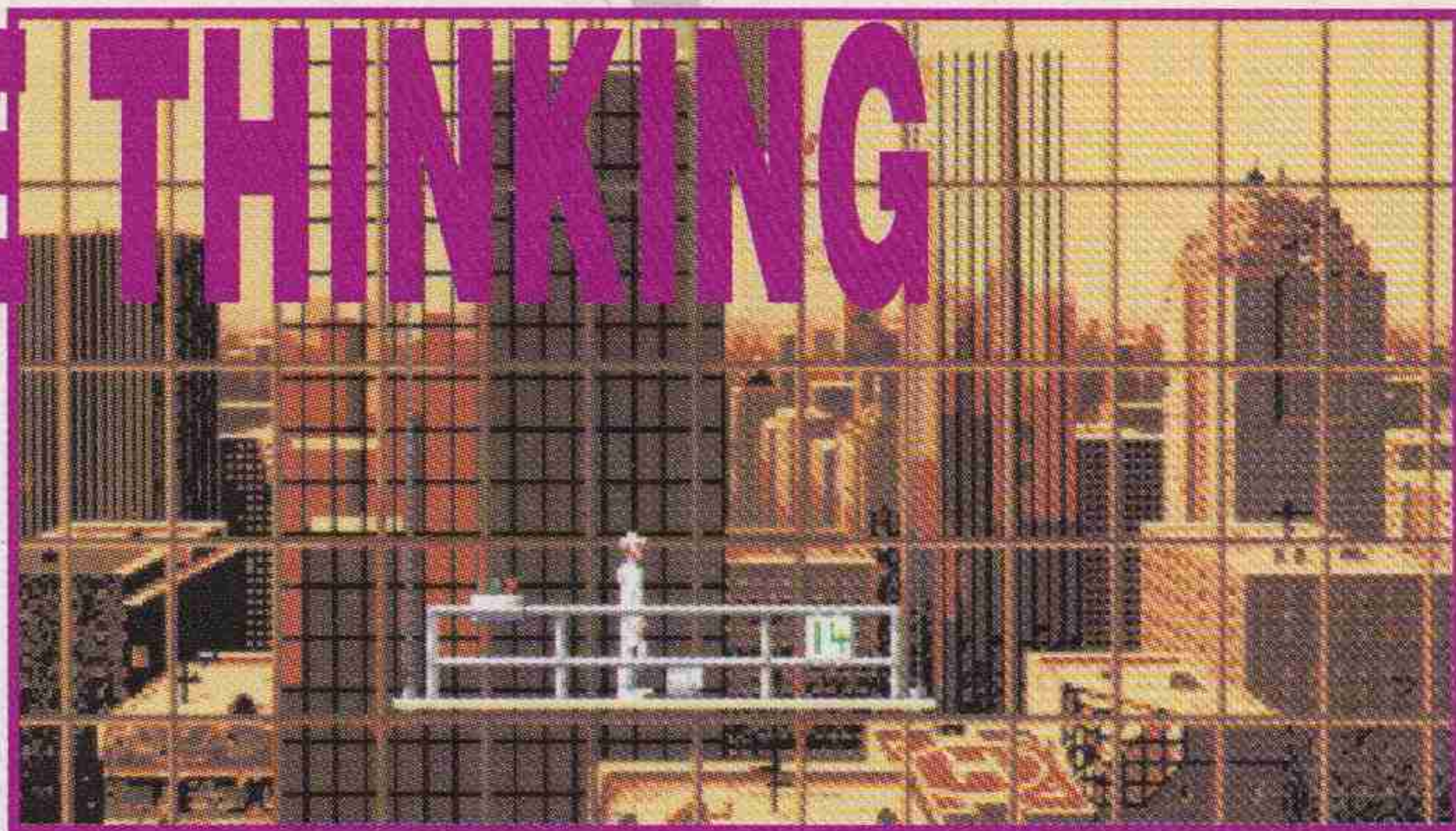
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PALACE'S FUTURE THINKING

Palace Software claim that their current release, Future Wars, is the first game ever to use the enhanced sound capabilities of the new Atari STE. When run on the STE the game features a full soundtrack, which adds to its already high appeal and to the achievements of the programmers. We've tried this at ST Action and can confirm that it's true.

Don't hold your breath for their next product - Dragon's Breath, for news has it that the ST version is being worked on to coincide with the Amiga version which is well underway. The game is another fantasy role-playing game and seems set to repeat the huge success of Future Wars. In this game,

unlike most others, you mustn't kill the dragons but instead of, to find and lead them. To find them you must communicate with passing travellers, collecting information and purchasing objects for your spells. You build a non-human army and, having collected a large selection of dragons' eggs, you can proceed to attack and govern the surrounding lands. Scattered throughout the land are pieces of the magical talisman, which when assembled will take you to Dwarf Mountain. Dragon's Breath can be played with up to two players, either computer or joystick controlled. Expect to see this out in March priced at £24.95.



Future Wars - first game to use STE capabilities?



Amiga shot of Dragon's Breath which is still being developed on the ST.

THE BATTLE OF BRITAIN

Replay your missions and save them to disk.



Their Finest Hour: The Battle of Britain should be released soon on the Atari ST and is another Lucasfilm/U.S.Gold creation.

In this air combat simulation you can fly your Spitfire or Hurricane against the might of the German Luftwaffe, or if you don't feel all that patriotic, why not take your seat in one of the Luftwaffe's greater choice of planes - the Messerschmitt fighter, the Junkers, Dornier or Heinkel medium bombers. Our



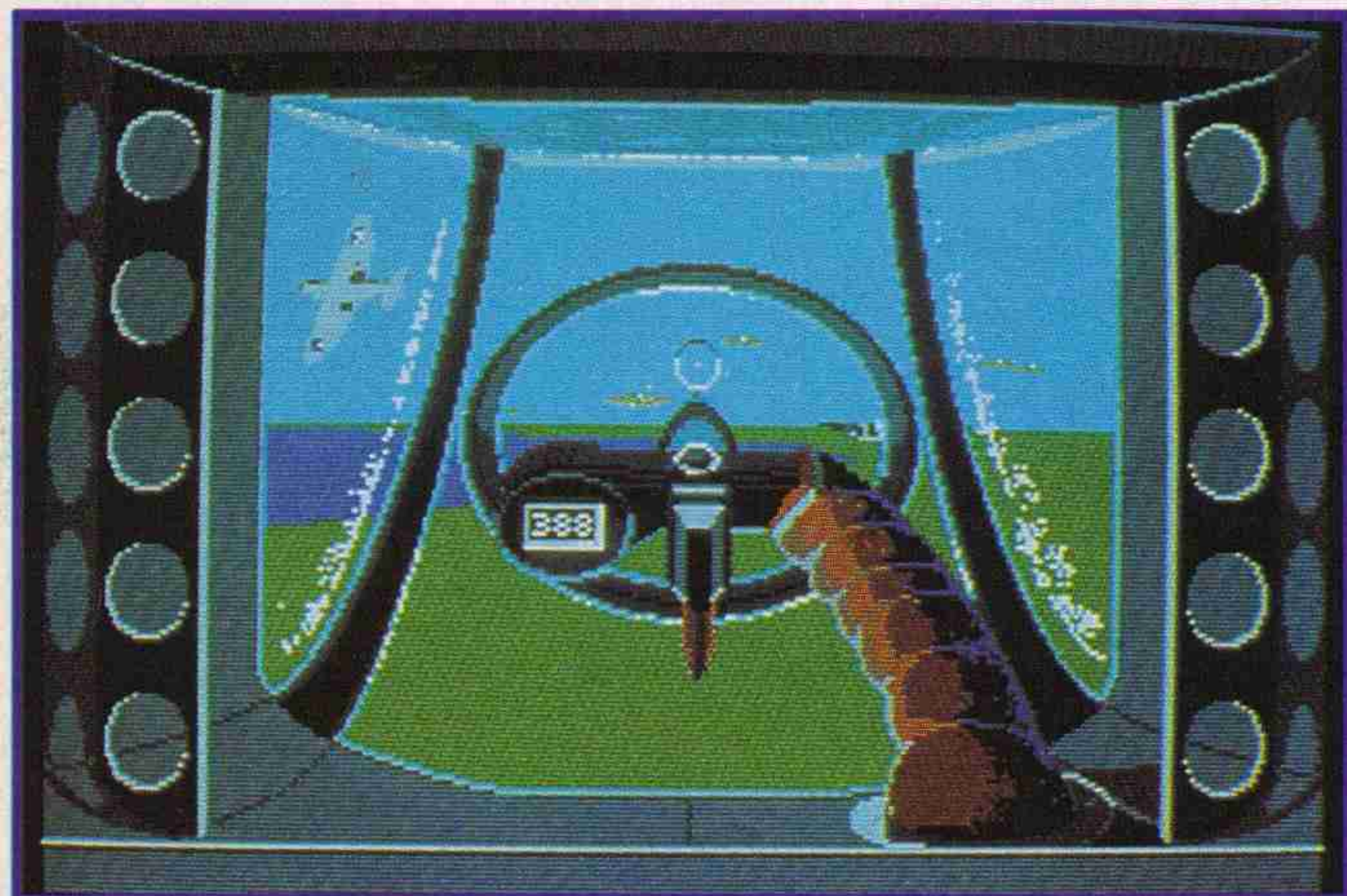
Get that bomber in your sights and give 'em hell.

Yankee friends at Lucasfilm seem to have it in for the Brits, but we'll show them, won't we?

The game is a flight simulation with a strong element of strategy and it also has an overall aim. The strategy features are mainly to do with

choosing, or being randomly sent on missions in which to gain control over the enemy; a special attribute allows you to create your own missions. You can view pilots' service records and profiles in order to gain information on who to send out, etc.. Your overall missions and tasks are mainly determined by your choice of aircraft; intercepting and blocking the Luftwaffe's bombing raids; heading towards Britain on a bombing raid; escorting your Luftwaffe's bombers and fighting off the threat of Spitfire/Hurricane attacks, etc..

The game is supplied with a 150-page manual, which documents all that anyone will ever want to know about the Battle of Britain and it will also give information needed to play the game.



Rat-tat-tat. Fight off those closing Spitfires.

ACTIVISION'S HOT RELEASE

Activision should by now have their latest release on the shelves of your favourite computer dealer's store. 'HOT ROD' is another racing car game for up to four players to enjoy; it features 30 tracks - each one unique. The aim of this game is to race round the different tracks against other mean machines, collect prize money and buy enhancements and spares for your 'Rod'. The tracks are unofficial and the races outlawed so don't be alarmed when you turn out of a tight bend only to be confronted with the annoyance of road construction in progress or the local coppers roaring up your unsuspecting rear. The weather will play a prominent role in your chances of winning, as too will various obstacles, such as landslides and slippery sand. The rain, snow and ice can be tackled by buying the right equipment from the local auto-parts shop, but you'll need to earn some prize money before you can spend, although you do start the game with some capital. The shop stocks snow and spiked tyres amongst other goodies and you can also buy your new bumpers and wings, so expect a rough time on the tracks.

The ST version of Hot Rod has been programmed by Richard Costello, with graphics by Kevin Bulmer and the music by Ben Dalglish, and it carries a price tag of £24.99.

SPACE HARRIER II™



ATARI ST



C64



SPECTRUM



AMIGA

Set in the Fantasy Land, the Dark Harrier has taken control and has imposed a cruel tyranny. In this excellent sequel, Space Harrier II goes in to change the situation in true shoot-em-up style.

Blast the terrifying end of level monsters in order to face the next challenging round and battle your way through to the ultimate level to meet and destroy the awesome "Dark Harrier".

12 fantastic levels of frenetic activity, 2 bonus rounds on your jet-board, amazing sound effects, music and graphics all go to create one of the most authentic conversions ever.



SEGA

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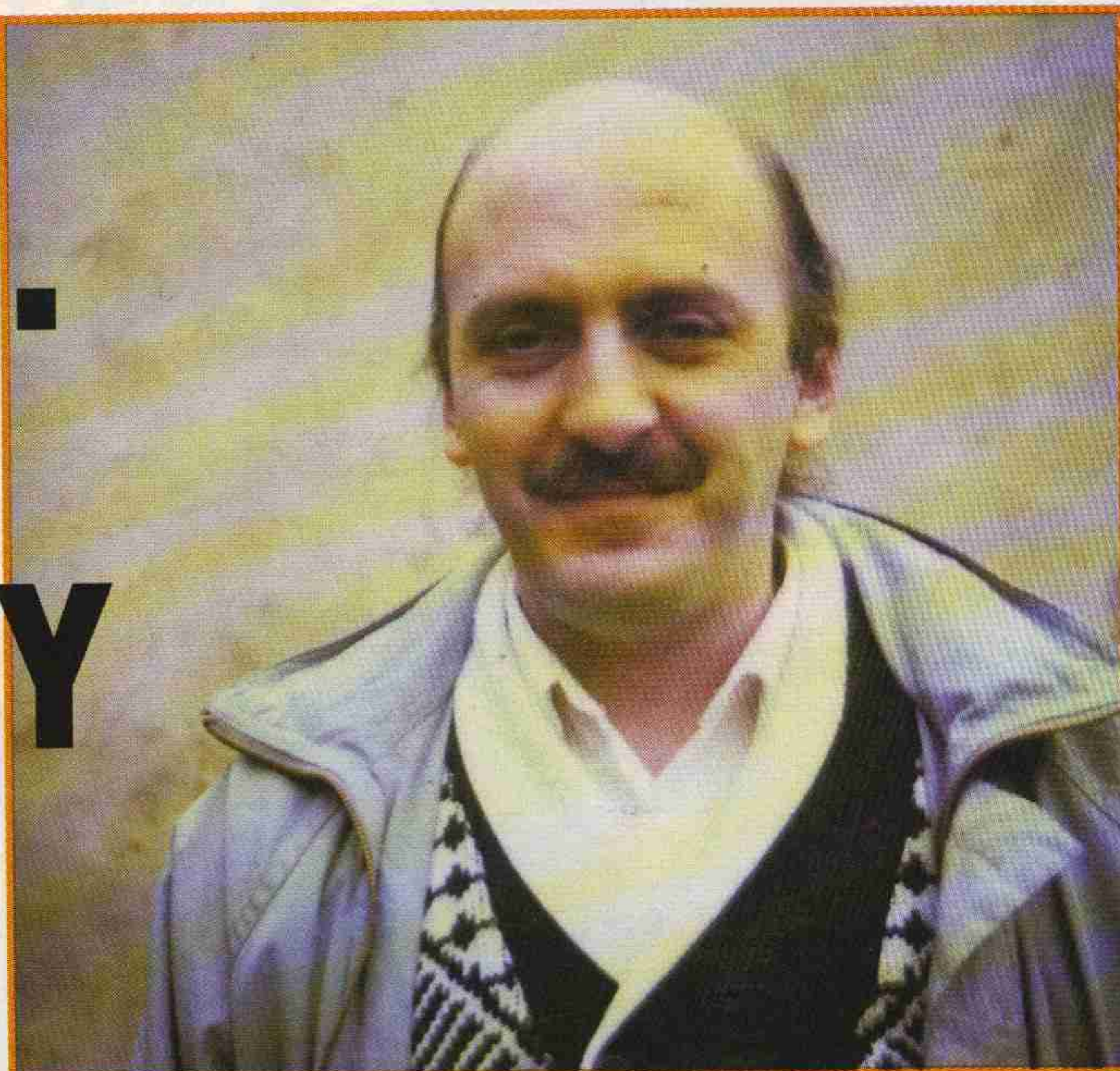
FRONT COVER DISK SPECIAL - LOGOTRON'S BAD COMPANY

A profile of game designer Steve Bak

If there was a prize for durability and innovation in the software industry, there couldn't be a more suitable candidate than Steve Bak for both awards. You can enjoy a taster of his latest game, Logotron's Bad Company, which features on the STA cover disk and, in conjunction, Jason Spiller supplies an insight into the man and his work.

When Steve Bak bought an Acorn Atom, more than a decade ago, it wasn't just to play games - he had a real objective! 'I was an arcade game fanatic, and ten years ago the disparity between games in the arcades and what was being produced for early eight-bit machines was enormous.' Even then, Bak recognized greater potential in these crude machines and so he invested in the best games

machine of the time, the Commodore Vic 20. 'The first game I actually had published was Robot Nim, a very simple arcade game which proved to be surprisingly popular - an indication of what was available to users at the time.' Based on this success, Bak was obliged to produce games on other formats and so he bought a Dragon, and signed his first deal with Microdeal: 'For the next eighteen months, I was



Steve Bak - a successful career in game design which spans some ten years. Although Bak has always maintained that he's in the business for commercial success, he has serviced users of such minority machines such as the Commodore 16 and +4 and the much-maligned Enterprise - he even put a game on the shelves before the then stigmatized ST was released.

churning out game after game for the Dragon, including the popular Cuthbert titles. In comparison to the techniques nowadays, game production was very basic and, even while I was actually producing games commercially, I was learning from books like the Osborne Mc'graw Hill series - a real bible for game designers.'

The advent of the Commodore 64 turned the software world from a fragmented, back-room operation into a multi-million pound industry. Bak had already earned himself the reputation as one of the most advanced game designers of

the time and so he began working on projects for the 64. 'The 64 was such a brilliant machine for the time and, although I was pressured into producing games for the Spectrum, I just couldn't see the point, because of the difference in capabilities was so great.' Bak designed numerous games for the 64, including Lands of Havoc, Orpheus and the Underworld and Gods of Nero. But then he channeled his full energy into Commodore's 16 and +4. I asked him why. 'The 16 and the +4 were selling well, because they had been taken on board by the major national retailers. But the software fraternity saw the machines as poor relations to the 64, and nobody was interested in producing games for them. The potential was obvious, and using a Commodore 232 (which was never actually produced), I developed a system to port graphics over to the machines via RS232 - I think I was the first to do this. I've always made it quite clear that I'm in this business to be commercially and financially successful, and if that means grasping opportunities, then that's what I'll do.' Bak also supported the much-maligned Enterprise system: 'The problems I encountered with the Enterprise were from the hardware manufacturers who were unwilling to give software developers any help - for this reason they cut their own throats!'

When the launch of the ST was announced, Bak bought a



Logotron's Bad Company is the latest in a long line of games from the Bak machine.

Choose to represent one of eight warriors. Each commando has individual characteristics - both strengths and weaknesses which affect your status in the game.



HOW TO PLAY THE DEMO

Place the disk into your drive and turn on your machine. Double click on the BADCO program icon and wait for the demo to load. Pressing the firebutton will cause the warrior-select screen to appear. In this demo version you may only choose between Gordon and Santez, moving the crosshair over the desired warrior and pressing the firebutton will cause you to be transported to the planet's surface. The SPACEBAR will toggle between your commando's weapons. As you make your way through the hostile land you'll encounter triangles of power which will allow you to revitalize your health. Black spheres falling from the air should be shot as they will spill open and reveal new weapons which can be picked up and used in place of your old unit. Weapon power-ups can also be activated by collecting orange capsules. Two-players can play the game simultaneously, player-two must use the ENTER key to toggle his weapon systems.

QL to practise on in readiness for Atari's great grey hope. 'I had no knowledge of 68000, and as the QL had basically the same processing system, I ripped the guts out of the machine. But I remember that all the books on 68000 had sold out in the shops and so I can't have been the only one. As soon as the ST was released, Microdeal bought Bak the full development system from Atari for £1500, which consisted of an ST, two SS disk drives, mono monitor and some irrelevant literature: 'I assembled the first game for the ST, working on the Dragon and porting graphics over to the ST.' The game was Lands of Havoc and it went on sale before the ST was even released. In the following two years Steve produced such games for the ST as Karate Kid II, Goldrunner, Trivia Quiz and Electronic Pool: 'Over the years I had developed the technique of ditching the machine's standard operating system and using all my own routines, specifically for the project. The advantages were that at least I

knew the system inside out.' Bak had always managed to stay a step ahead in the field of game design by knowing the machines inside out. But with the advent of sixteen-bit, competition was beginning to hot up.

Bak's next project was Goldrunner - a major milestone for the ST as a games machine: 'The ST was being slagged off as a game machine because programmers were unable to achieve smooth scrolling. It was being compared badly with the Amiga and I could see another Commodore 16 and +4 situation occurring. So, working with Pete Lyon, I set out to prove the critics wrong by producing a 'super' smooth-scrolling game with variable and controllable speed. The scroll effect in Goldrunner is really a graphical illusion, but it worked and, once again, Bak was on the leading edge of game design: 'Having got the ST to scroll vertically, the next task was to get it to move horizontally. Return to Genesis was a similar game, but it was more than just a case of

altering routines to get it to scroll as smoothly as Goldrunner.' The Bak team went on to produce the commando game, Leatherneck, which, with an adaptor, would accommodate four players simultaneously. Bak's newly formed team went on to produce Battleships, Spitting Image, Starray for Logotron and Dogs of War.

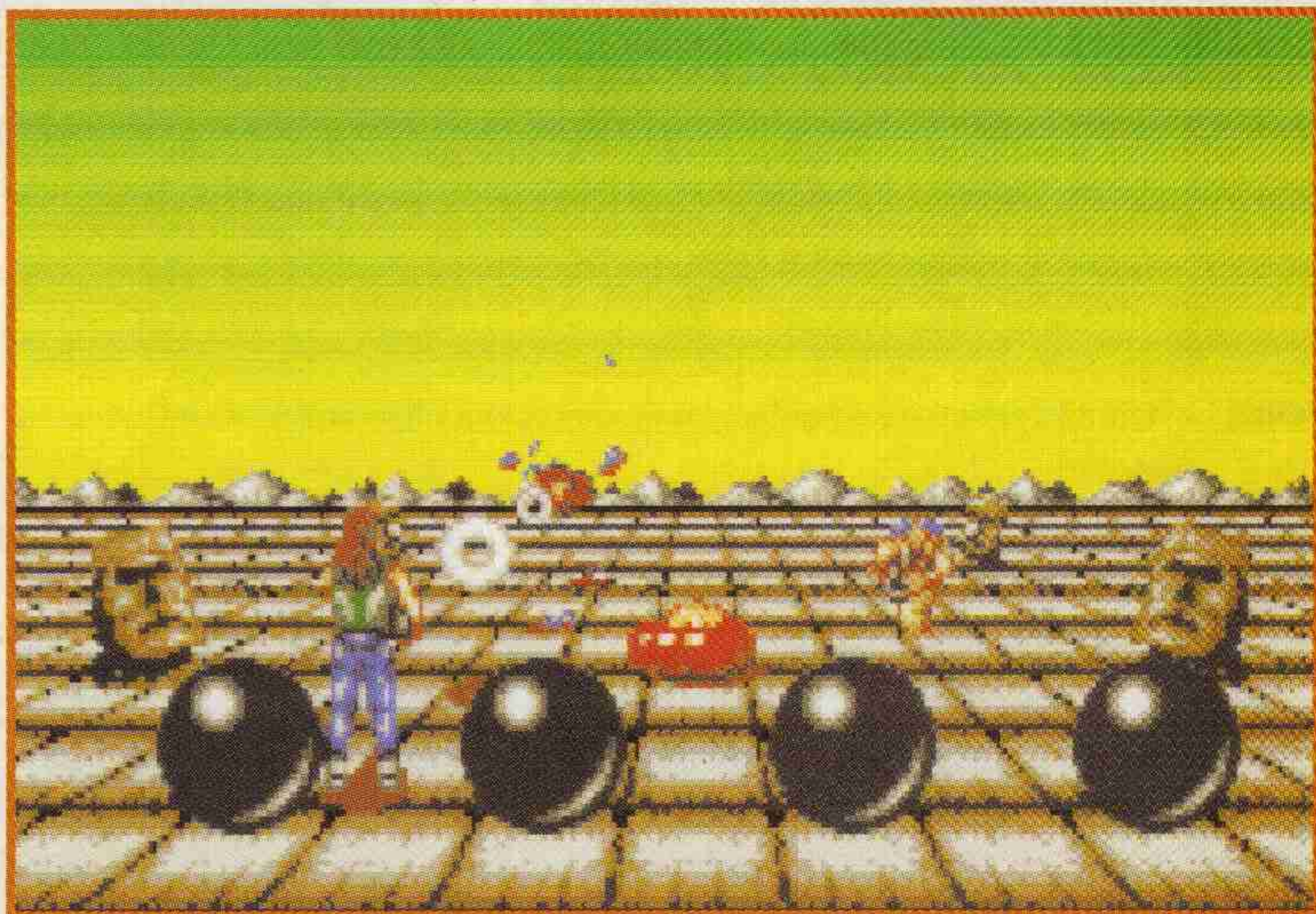
FRONT COVER DISK FEATURE GAME BY STEVE BAK - LOGOTRON'S BAD COMPANY

Bak's latest release is Bad Company. Steve has made the realms of the commando game his own, but he wanted to convey the action that has made this one of the most popular forms of computer entertainment, from a completely different angle. Logotron's initiative is not to publish games which entail gratuitous violence and

slaughter of human beings and so Bak designed an enemy so grotesque that even the greatest pacifist would want to destroy. The Earth is dying and, commissioned by Company Command, your task is to seek out new planets and eliminate the ruling life-form in preparation for the mass exodus from Earth. There are four planets to clear, but first you must select one of eight warriors best suited for the task. Each warrior is endowed with various strengths, stamina, speed and agility. The idea for Bad Company was a Commando/style game viewed from a completely different view-point.

The Command-ship hovers down to the planet surface and leaves you to face the fury of the occupants. Pushing forward on the joystick sends your character sprinting across the terrain. Suddenly, all hell breaks loose as the defending forces come at you from the sky and across the planet surface and with rapid firebutton pressing you must halt the attack and dodge the missiles which ooze out of the spores. Extra weaponry can be obtained by blasting a plastisphere which bursts and drops a weapon on the floor and you must pick it up.

This battlezone has been specially prepared by Steve Bak and the team exclusively for ST Action readers. The final retail version, published by Logotron, will contain four zones of progressive difficulty. The only other advice from Steve Bak and the team is: 'Blast and enjoy!' Look out for the full review of Bad Company in next month's issue of ST Action!



The action is never short of frenetic in Bad Company - typical feature from the Bak team is a barrage of attack from the foe in a variety of formations.

Fools Mountain

● hut	● bunker
● church	● garage
● pylon	● stores
● cable car	● radio
● factory	● house
● heat mine	● police
● warehouse	
● synthesis plant	
● headquarters	
● magazine	
● settlement	
● multiple buttons	

KEY RELIEF



Mad Johns Pass

● hut	● bunker
● church	● garage
● pylon	● stores
● cable car	● radio
● factory	● house
● heat mine	● police
● warehouse	
● synthesis plant	
● headquarters	
● magazine	
● settlement	
● multiple buttons	

KEY RELIEF FULL MAP PEOPLE
CLOSE MAP

MASTER OF STRATEGY



THE STRATEGY GAME

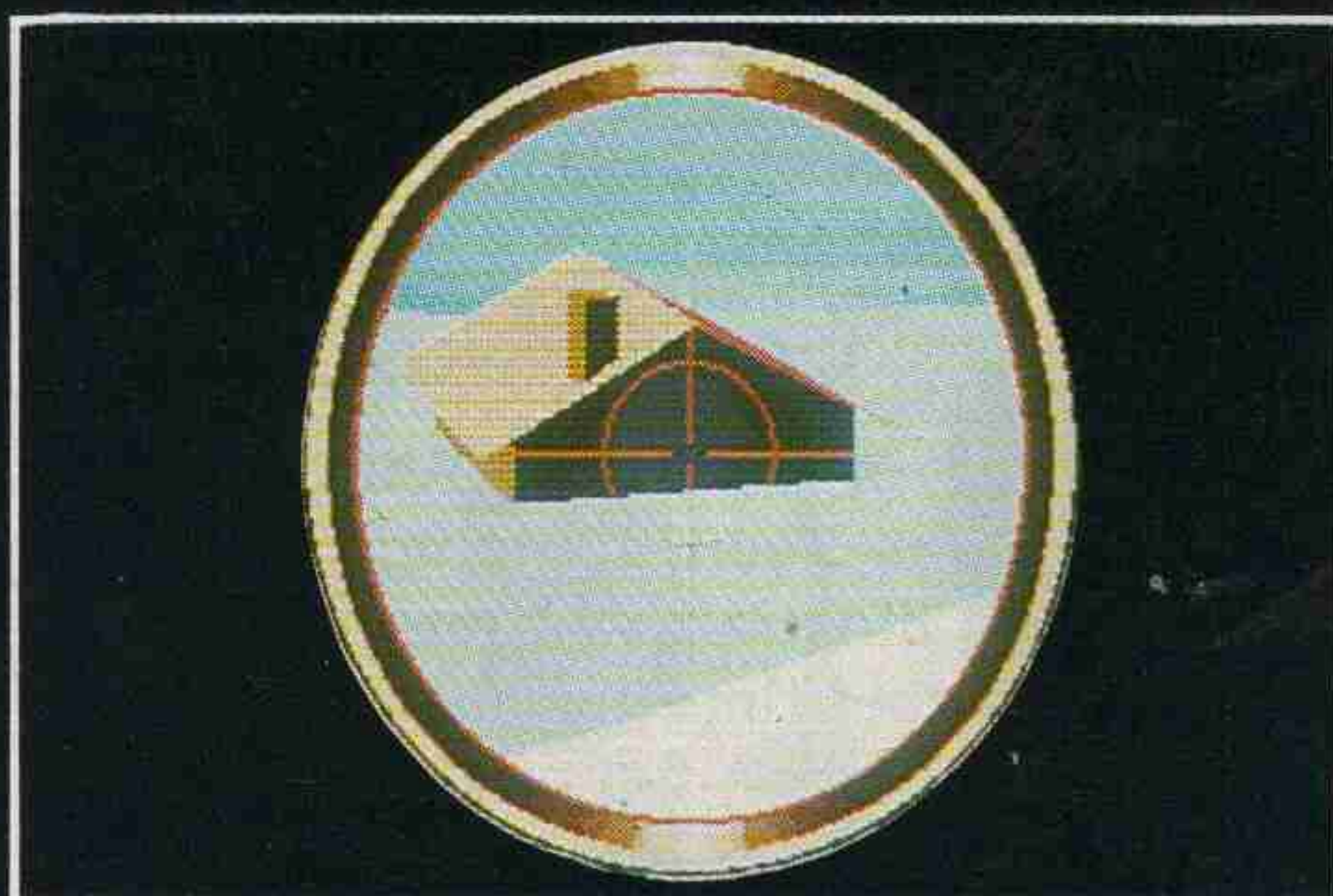
MIDWINTER

OF THE DECADE ARRIVES

As a new Ice Age dawns in Rainbird's gigantic new classic, strategy gaming also enters a new era. For Midwinter is a genuinely original concept that launches revolutionary techniques onto the home computer screen.

The scenario is convincingly realistic as a new Ice Age grips the world. Together with a small group of pioneers you have colonized the Midwinter Isle, a 160,000 square mile land mass now under threat from invaders intent on seizing your sanctuary.

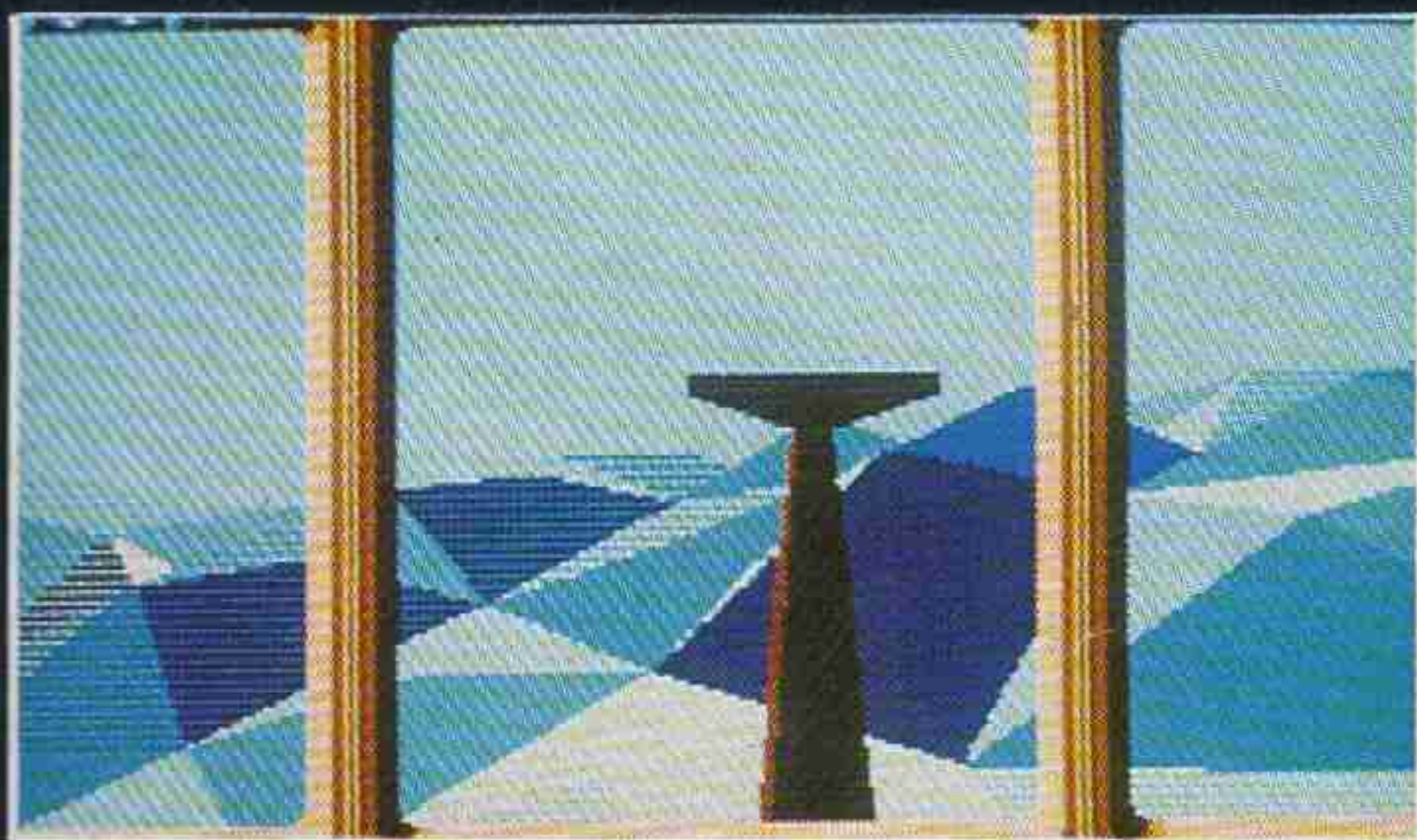
Compelling action and strategy take place across a spectacular 3D fractal generated landscape with its stunning geographical



accuracy. You control 32 personalities, each with different qualities, skills and complex personal relationships. Enemy movements can be tracked, and battle plans made, using the incredibly detailed on-screen map.

In your bid to defend the life-supporting heat mines, you can ski, hang-glide, travel by snow buggy or cable car, snipe and sabotage the enemy. There is no easy way to win, but the game's unique depth and absorbing complexity will keep you trying until you do.

The deep Midwinter is upon us. Be prepared for a long and exciting battle against its elements.



Dungeons & Disk Drives

Well, so much for Christmas - and what a blooming disaster it was! Admittedly, we did get twice as many presents as we expected, but it does mean that we won't be getting any more, ever again.

Because we had let the Troll come into the Dungeon to sleep in front of the fire during the cold weather, he was accidentally stood upon by a visitor in the early hours of Christmas morning. By the time the Dragon and I tumbled out of bed, the dust had cleared, the visitor had gone and the Troll had a huge sack of presents which I'm sure he wasn't entitled to. I won't say anything about the Dragon's attempt to roast the turkey at the table - he knows what I think about that fiasco. I would just like to again thank the lads from the local fire station for letting us go back with them for the rest of Christmas day.

One parcel which did survive the 'unpleasantness', contained a game which had been sent to us by Andrew Hicks of INFINITUM PLUS SOFTWARE. This is a science-fiction text adventure with some very nice graphic screens. We have played the game for a few hours and I must say I was impressed. At £3.99, it's better than some games which cost twice as much and it will

keep you amused for many hours. Contact him at 8, Courtney Rd. Keynsham, Bristol BS18 1JN

Dungeon Master Coin Winners

In response to my request for interesting letters on a Dungeon Master theme, I'm pleased to announce two worthy winners.

The first was from Graham Cope who lives in Swinton, Manchester. Graham has been plaguing the poor Troll with illustrated letters for some time, but this time he has surpassed himself. His letter, full of brilliant drawings, delighted the Troll so much he has decided to have it framed and hung under his bridge.

Our second winner is N. Worthington from Macclesfield, and he wrote as follows.

Oh handsome Troll, it has come to my attention that your pet human

(Mitch) is looking for interesting things to do with Dungeon Master. As this strange human seems to think that merely being able to flip a coin is a wondrous feat, maybe he should try a game of DUNGEON DARTS.

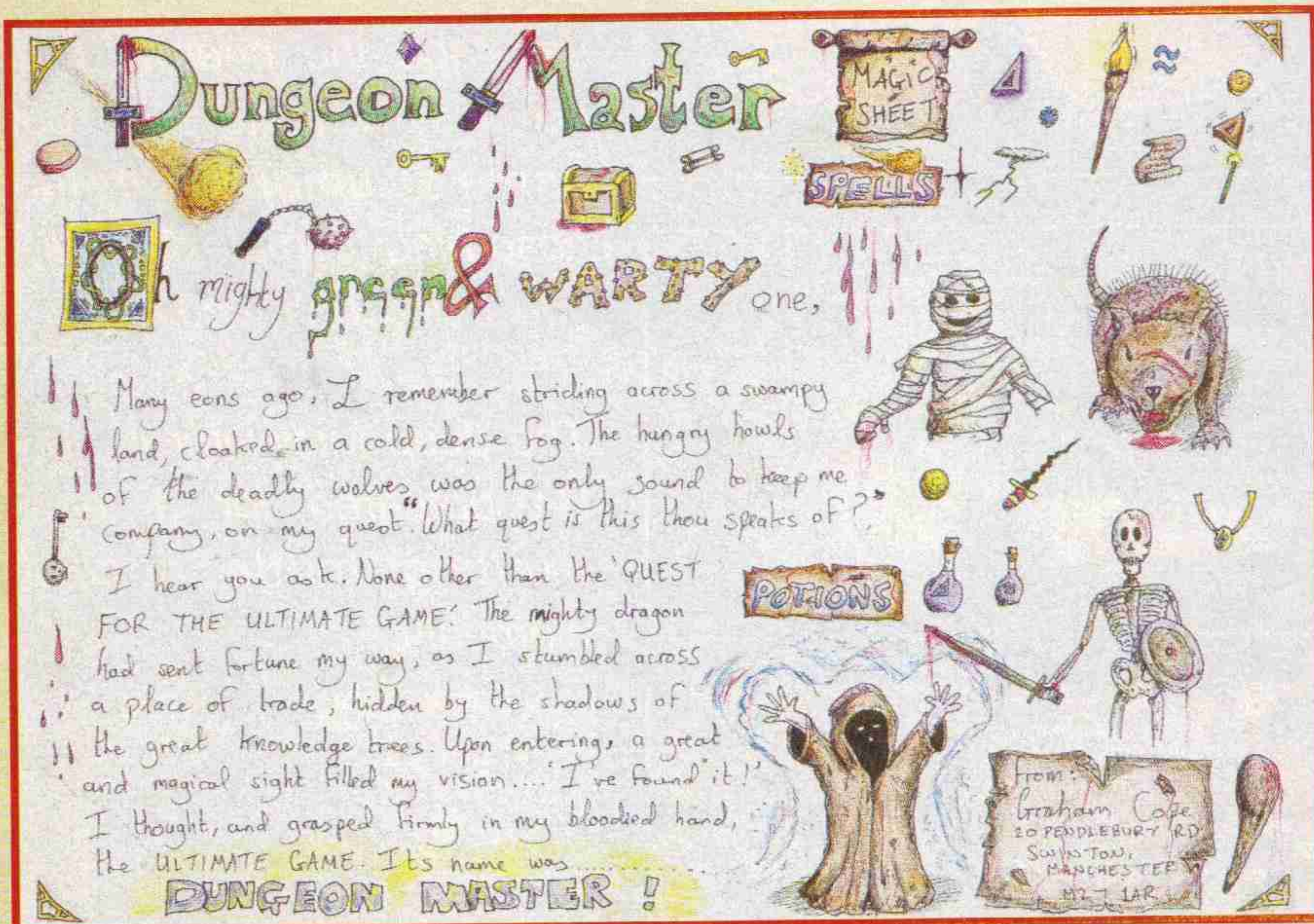
Whilst leading my merry band of Dungeoneers in pursuit of Chaos (accursed be his name!) I began finding several poison darts. These, while not only being quite effective weapons, can also be used to play a simple game. First find at least two darts and then find a suitable portcullis (preferably one with a switch). If you throw a dart at a closed portcullis it may pass through one of the holes (it depends on your skill level). Just try it and see if you can get two darts or more in a row through it. I bet you can't. Oh yes, and you must stand at least one step back.

P.S. Hey! maybe we can network 'Dungeon Darts' and call it 'TROLLS-EYE' or some.... Damn! the torch has gone out.

Congratulations to both readers; a D.M. coin, plus an FTL company badge is on its way to you both. Incidentally the Troll insisted on giving the coins a special 'spit and polish' just for you. (YeeuK!!)

Bloodwych Extension Disk Bursts Forth

It would appear from the number of Bloodwych letters which have begun to arrive in the Troll's 'IN' tray, that Mirrorsoft's latest offering has arrived in the nick of time. If you are one of the clever ones who has successfully completed this minor masterpiece, then you'll be pleased to know that your work is not yet completed. In the final battle, the Lord of Entropy was not in fact killed, he was merely 'ejected' from our world into his own. Now he wants revenge and he has constructed a new dungeon full of foul creatures and some really nasty puzzles which make



The winning entry in our DM drawing competition. Congratulations, Graham Cope.

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TO COMPETE WITH THE BEST.

Pro Tennis Tour - The Ultimate Tennis Simulation ranks you 64th amongst the best tennis players in the world. Set your sights on such championships as the Australian Open, Roland Garros, Wimbledon, and the US Open. Step into center court, tighten your grip and prepare to serve up your best shot - Pro Tennis Tour is about to begin.



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Treihadwyl seem like a holiday camp. To begin this new quest you must import your characters from a Bloodwych saved position.

The new game features include: A complete new class of spells; recruitable monsters; enhanced graphics; 25 new levels, plus fresh and enhanced artefacts.

This extension disk is available now, priced £14.99.

Chaos at Last?

I have resisted the temptation to scream, 'At Last!'; instead, I will quietly say that I believe that it is quite possibly, probable that 'Chaos Strikes Back' is finally here. Despite all I have been told, I will not believe it until someone actually places it in my hands. However, if it is true, the Dungeon will now close down and we'll meet again to compare tall tales in a month's time.

Mitch.

TROLL LETTERS

Arnie's Belt Makes Things Easy in Space Quest III

I know it's supposed to be easy, but I can't get into Scumsoft Headquarters as I keep being shot and turned into a jelly baby.

A Bosworth (The Ogre - your long lost twin!), Leicester.

I'm glad you brought up the subject of twins, because that happens to be very important in this case. I suspect that you and I are as alike as Arnie Swartzenager and Danny Devito in the film TWINS. Arnie was also the model for the terminator robot which features in this game. If you cast your jelly-baby brain back, you'll remember that he had a belt which made him invisible. Now if only you had thought to grab that belt after you killed him, you could use the same clever trick to get past the Scumsoft guards.

Unknown Combinations in the Indiana Jones Adventure

I have recently purchased the Indy adventure. It is, to sum it up, BRILLIANT, but I am having a problem in the Castle Brunwald.

In the room full of paintings, I have found the vault hidden behind the 'paint by numbers' Mona Lisa. But where can I find the combination to open it?

David Scott, Essex.

Well, well, you seem to have found something that even our esteemed editor, Nick Clarkson ('Boy Blunder'), failed to find. I thought that when he printed his complete solution to this game a couple of months ago I would hear no more of it, but it would appear not. I don't know the answer to your query (anyone else know?), but I do know some other little wrinkles that 'Nicky Baby' also omitted. Did you know that if you push the bookcase in your father's house it will topple over and reveal a lump of sticky tape? Inside the tape is a key which will open the cabinet under the tablecloth. You must first 'de-sticky' the tape using something in your office to get the key. If you use the object in the cabinet at the right time, you will never have to pay a visit to Hitler. Interesting, eh!

Dungeon Master's Hall of Chumps!

I have reached the Hall of Champions and I have chosen my heroes for the quest. I then come to a portcullis which leads out of the hall. But this portcullis has no buttons or anything to open it; I can't find any spell that will open it, so could you tell me how to do it?

S. Flyn, Cheshire.

If it wasn't that I received two letters asking the same question, I would suspect that you were choosing Chumps

instead of Champs. There should be no problem passing through this gateway because if you examine the floor in front of it there is a pressure pad which operates the door as soon as your heroes step on it. The purpose of this door is to stop you entering the dungeon before you have resurrected a hero to take with you. As you have no material form in this game, you are weightless and can't make the door open by yourself. Are you sure you have correctly chosen some heroes? Does the pressure pad 'click' when you step forward towards the gate? I think you should reread your instruction book concerning the selection of champions again. Not that there is anything difficult to it.

Lighten Zak McKracken's Darkness in a Zippy

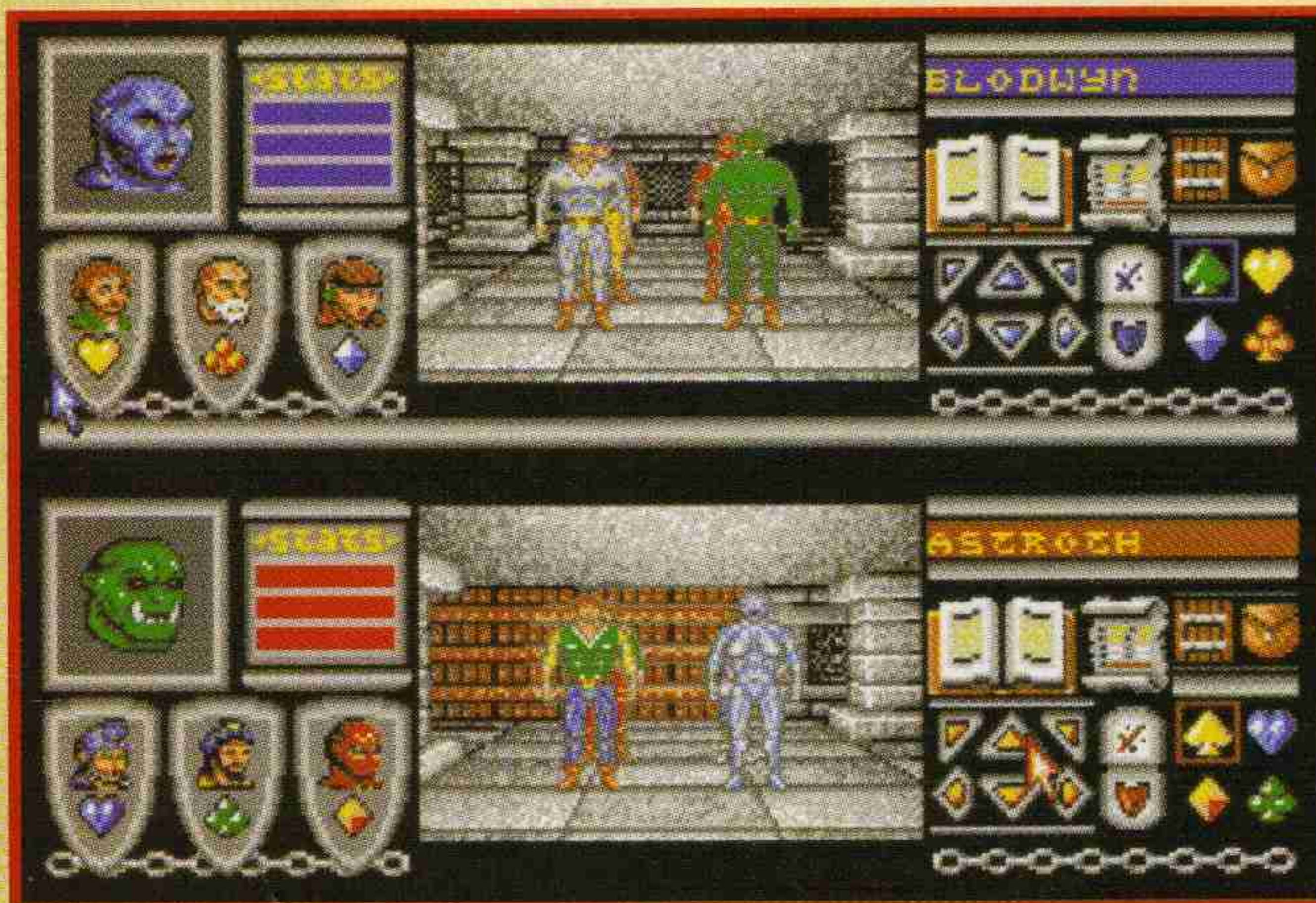
Could you please tell me where to find the lighter and how to open the door in Miami airport? Will you also tell me how to get the diamond from the statue?

Ben Hobbs, Kent.

Well, you can forget about Miami for a start. Because Miami was hit by a hurricane, the doors have been locked to keep visitors out while the locals tidy up. The lighter is to be found under the flotation seat in the aircraft. I'm surprised you didn't find that. Wherever I go, I always look down the sides of seat cushions, you'd be surprised at the tasty things you can find to eat under old seats. Because you haven't explained carefully what diamond and statue you are talking about, I'm not sure about the final question. If it's the blue gem you mean, it is held in place by an infra-red machine and needs your automatic TV control to release it.

Out of Gas in the Bermuda Triangle

You have got to help me. It's the Bermuda Project, it's driving me crazy. I



Well don't look at me, I don't know which way to go. Yes, Bloodwych is causing problems everywhere. But help is at hand.



A fake Grail Diary would really help Indy to fool the Nazis. There is one locked in Dad's chest, but where's the key?

can find the new plane, the jeep and the ignition key, but the jeep has no fuel so I can't go anywhere!

G. Mills, Maidstone.

Ah yes, the long-awaited Bermuda Project game which arrived with a bang - and promptly disappeared again. This is an awkward game which never really caught on. The first thing you have to do on landing is to run and get the bucket from the jeep, rush to the seashore and fill it, then dash back to the plane and put the fire out. Phew! makes me tired just to think of it. If you now do a little digging you will be able to open the plane door and recover the answer to your problem

Manhunter II Is Not As 'Armless' As You Think

I am writing from Holland as I am a fan of yours. I am playing Manhunter II from Sierra-on-Line and I can do no more. I am on Day 3 and I am underground, stuck in the drill machine. Can you tell me how to start the drill machine and escape. I have pressed all the buttons but the machine will not work

Erik Vettewinkel, Rotterdam.

Before the machine will start, you must type in a code. You have seen the code, you have just forgotten where. When you were playing dice with the rats, do you remember what they were betting with? Yes, it was bits of bodies. (YUK!) If you return and look at that game again, you'll see the code written on an arm. That was just before they started chopping off fingers with the axe. (I think I'm going to be sick!).

'Vettewinkel' - That's a rude human word ain't it? You don't sit in one of

Zak McCracken and the Alien Mindbenders are causing even more problems. Still, the Troll knows all and is always ready to help out helpless humans.



those Dutch shop windows winking at sailors, do you?

Lunchtime Appointment with Chrono Quest

I'm a Dungeoneer in Chrono Quest, in Mexico. I'm at the temple of Chichen Itza, what do I do now? What do I do at 13:00? Please, please tell me.

James Casbon, Surrey.

Well, at 13:00 I always go up to the Dungeon and grab some dinner before Mitch and the Dragon scoff everything; but don't you try coming round here because there ain't enough for us, never mind snotty adventurers. There is a statue at the temple which can be turned, and if you use the gloves to

search around in the grass near some pillars, you might do yourself some good. At 13:00 you should be beside a door sticking rings, bones and keys into it. Personally I prefer my idea of sticking bones, peas and pies into me..

Bloodwych Helpers Arrive at Last

I'm glad to say that more humans have been sending me tips for the BLOOD-WYCH game. Les Rigden of Faversham and David Reeve of Dunstable have both produced long lists of the spells and artefacts to be found in the hellish regions. Dave also pointed out that you should remember that some monsters have very interesting objects for sale, so do think before you bash.

Two other 'oddballs' who signed themselves 'Hack Splat' & 'Mr. Bludgeon Mutilate' also sent me a very long list of hints and tips for Bloodwych, some of which seem very sneaky. Did you know that Mr Flay never needs food? When trading with monsters, offer an arrow. When they say, "Dost thou offer me a pathetic item", say 'Yes'. You'll find that they will have traded all their equipment for one arrow!

I must remember to try that trick on the Dragon when he comes back from the sweet shop on Saturdays.

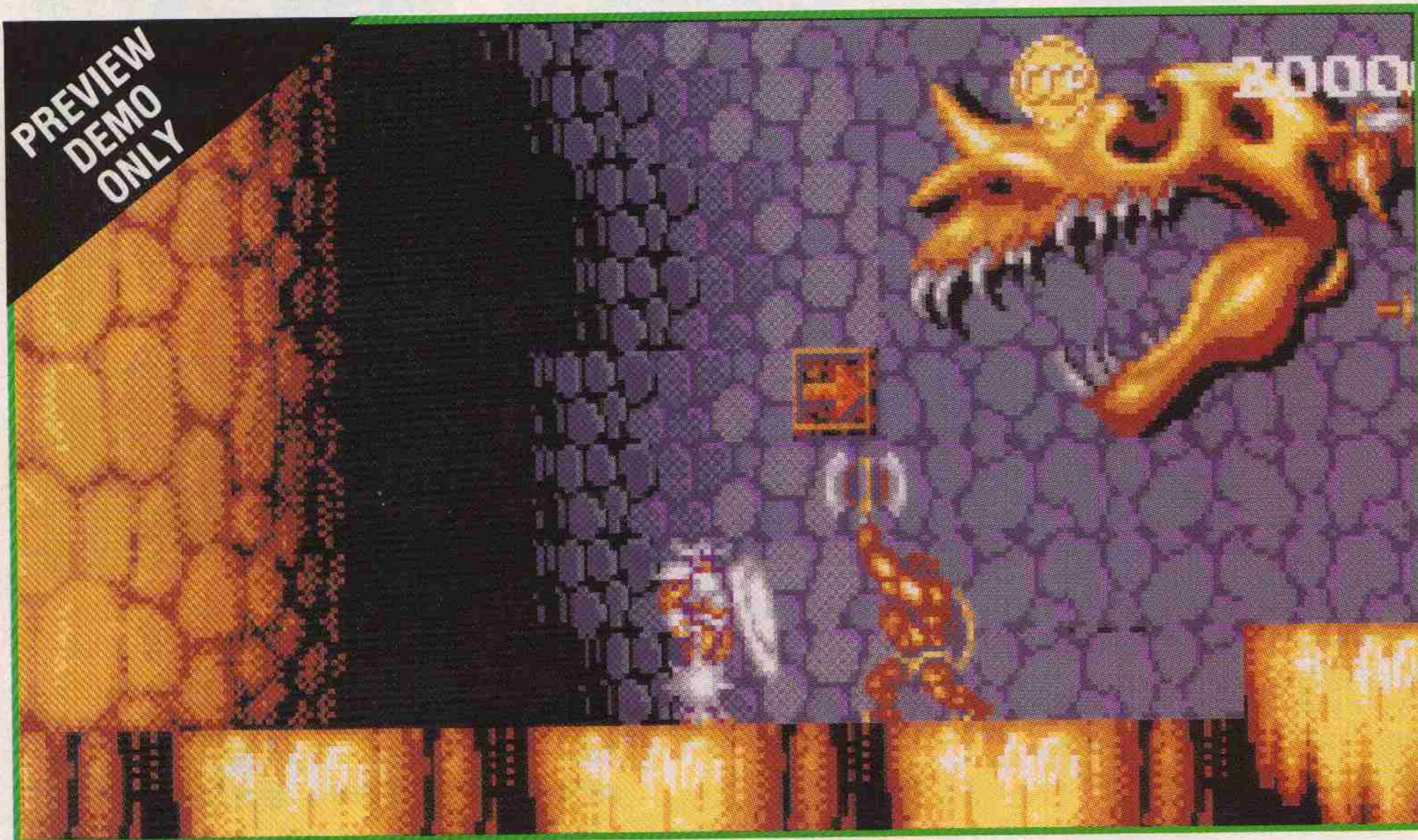
Send your queries, bouquets and offers of money, plus a S.A.E. to:

**The Troll
C/O The Dungeon
29, Blackthorn Drive
Larkfield
Kent ME20 6NR**



Can't even get passed the first portcullis? You'll never meet Lord Chaos, let alone defeat him. So, just for you, here's what happens.

DISK SPECIAL BLACK TIGER FROM US GOLD



'Tiger Tiger burning bright, on the front cover of your magazine. 'Okay, so it doesn't rhyme, but the playable demo of Black Tiger, which features on this month's ST Action front cover disk plays like billy-o. Black Tiger is the next big release from software colossus, U.S. Gold, converted from the popular Capcom arcade machine.

Eons and eons ago, three dragons descended from the skies. These fearsome creatures from hell were the bearers of destruction, flame, fire, torture, torment 'oh misery, oh agony' - need I go on? Then to add insult to injury, an almighty clap of thunder plunged the kingdom into

eternal darkness. Out of this darkness came one fighter, Black Tiger - yes, dear reader, suspend your belief for just a while and become that lone warrior. The playable demo on the front cover disk is one of eight levels, which gives a fine example of the action that will feature in the final game.

Click on the program file, Black Tiger, and prepare to face thy destiny! Your quest is to face the three apocalyptic dragons, save the people of the kingdom and return light to the land. In this level of pure evil and fury, the instructions are quite straightforward: destroy

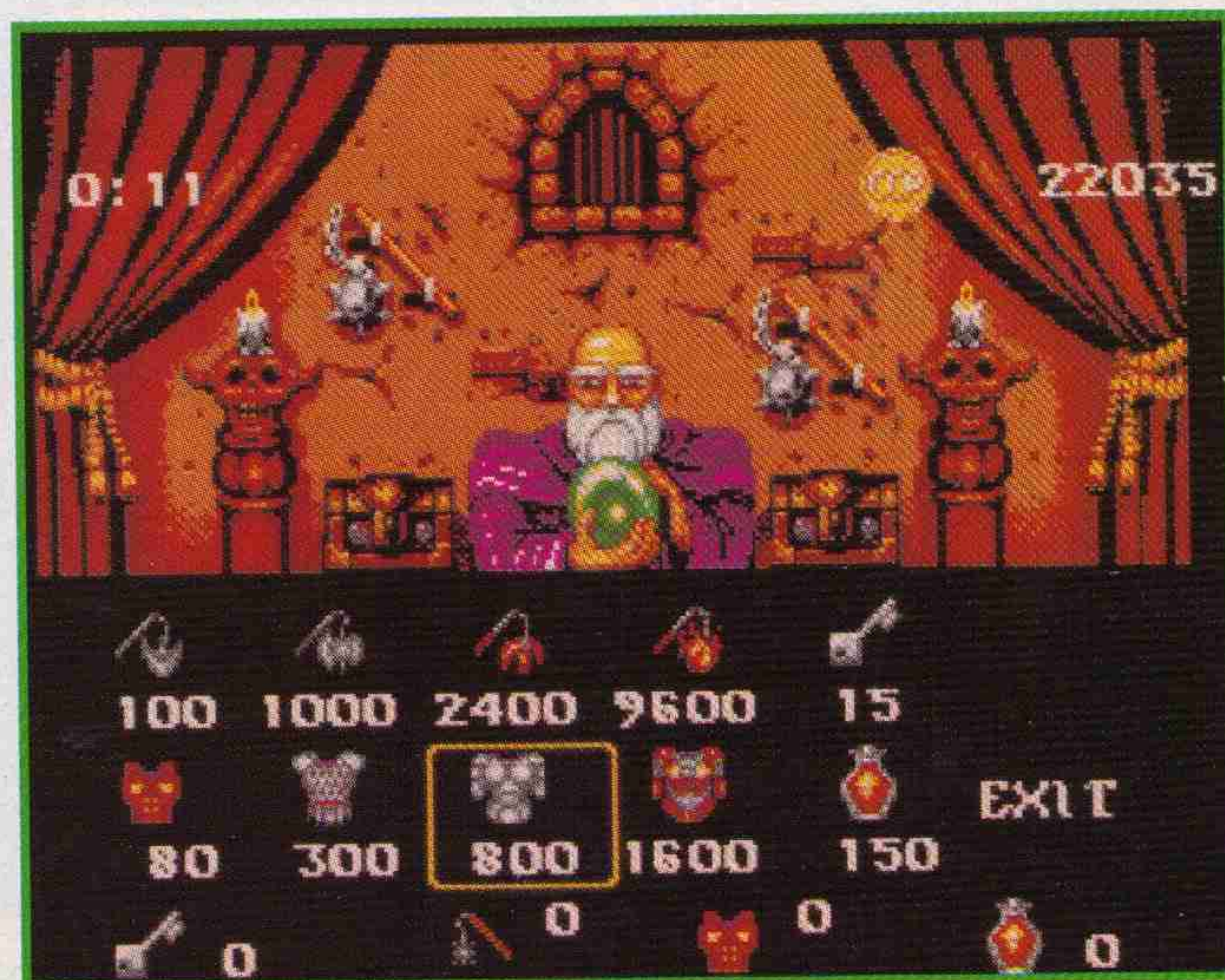
everything in sight and, of course, avoid the mutated and poisonous foliage which has sprouted out of your beloved planet. You are armed with no more than a good cause and a mace; the restoration of the planet is in your mits. During the game, you have the opportunity to beef up your weaponry in armoury stores and there are two of these ammo supply depots on each level. Kill and slaughter the demons of hell and enjoy this unadulterated platform action game.

The conversion of Capcom's Black Tiger was produced by the two-man team, Graham Lilly and Teoman Irmak. Graham implemented the coding and, when I spoke to him, he aired his views on arcade conversions. "Today, games in the arcades have to look and sound really impressive and be immensely playable, otherwise they don't stay around for very long. When you undertake a coin-op conversion project, you are attempting to force a gallon into a pint pot, and so from the very beginning, you must be aware of the limitations and gauge how closely you can get it to look and play like the arcade original - that's the fundamentally important thing. With some games, this is physically impossible to achieve, but conversions are still attempted." Black Tiger's success is due to its playability, which obviously made it an ideal candidate for conversion. Black Tiger will be priced at £19.95 and a release date is imminent.

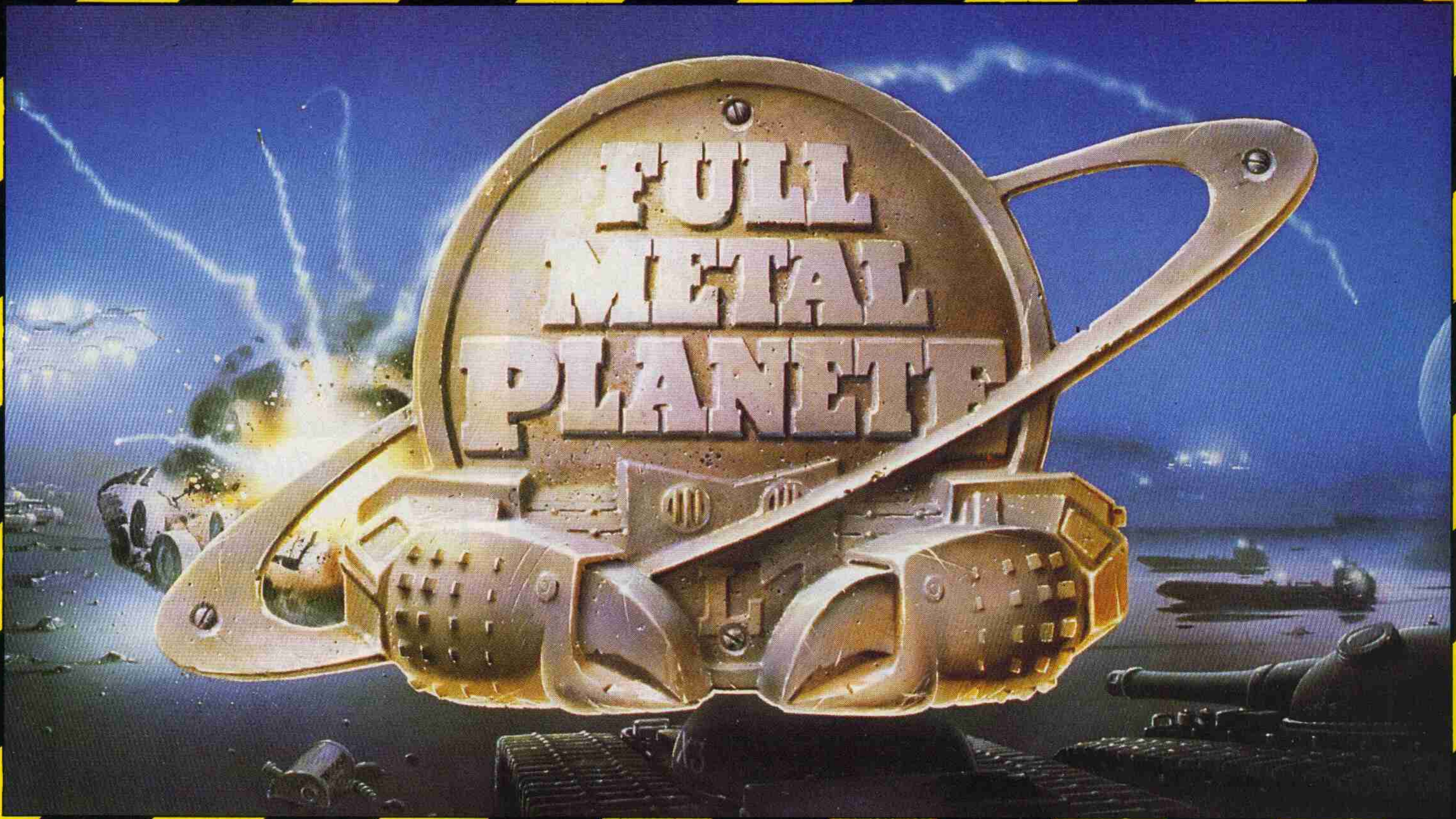
If your cover disk is faulty return it to Gollner Publishing, Latham House, Quarry Lane, Chichester, W Sussex, PO17 2NY. If you damage the disk yourself send the disk and £1.50 and we will replace it.

HOW TO PLAY THE DEMO

Place the disk into your disk drive and turn on your machine. Double click on the BLACK program icon and wait for the demo to load. Pressing the firebutton will begin the demo. Control of the fearless warrior is via the joystick. Tapping on the firebutton will activate your mace which will obliterate any enemies it comes into contact with. Killing monsters will usually yield coins which should be collected. Along your travels you'll also encounter locked treasure chests. Use the various keys that are scattered around the ledges in order to open these chests and grab the goodies which lie inside. From time to time, you may just encounter a wizard. By running into wizards you can collect information, coins or even be invited to spend your ill-gotten gains. Armour, keys and better maces are all available - spend carefully brave warrior, your life depends on it.



Play to your heart's content with this playable demo brought to from U.S. Gold. Buy your weapons at this shop, but choose carefully, you may need a special weapon to complete your task.



HAVE YOU THE RIGHT STUFF TO BE A FULL METAL PILOT ?

FULL METAL PLANETE. 8:54 am. You will have to prove that you are the Cobra Steel Company's best pilot... Your mission : land your spaceship, get a maximum load of



In a previous campaign, this attack boat got stranded on a reef ; now is it abandoned : "The ore goes first!"

ore, disintegrate or get hold of the precious equipment of the rival companies and, if possible, capture their own



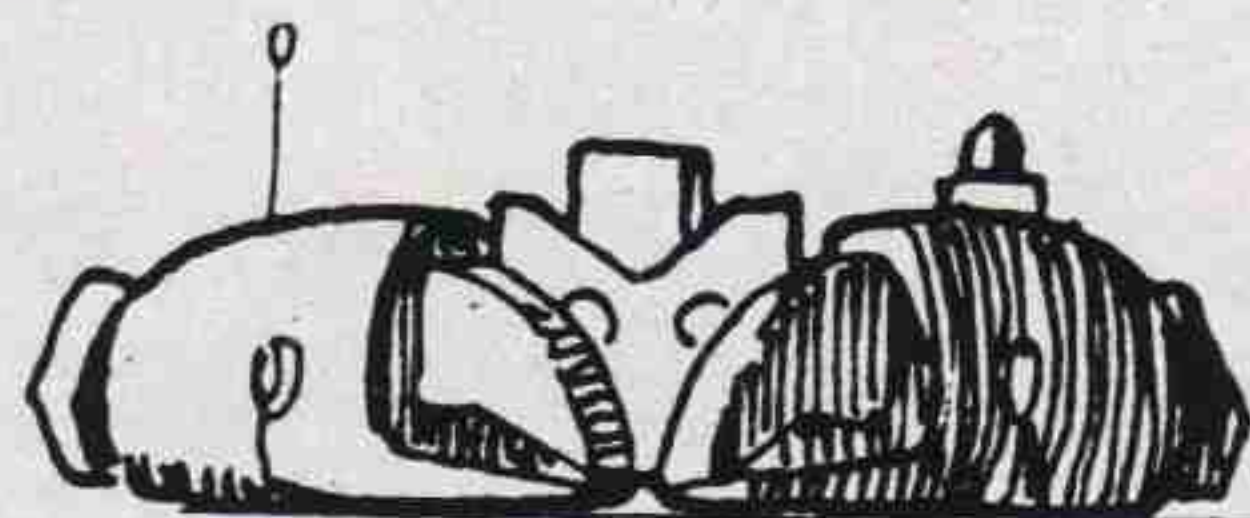
The ultimate flood. Though a turret is destroyed, this space-ship of the TATOU Consortium manages to lift off.

spaceship bursting with ore. Under your command a whole steel armada : barges, attack boats, tanks (amongst them the famous T99 known as the "Big Heap"), transporter crabs and the unique "Weather Hen". This extraordinary machine, the technological pride and joy of Ludodelirium Motors & Co., is able to transform the ore into material. Not

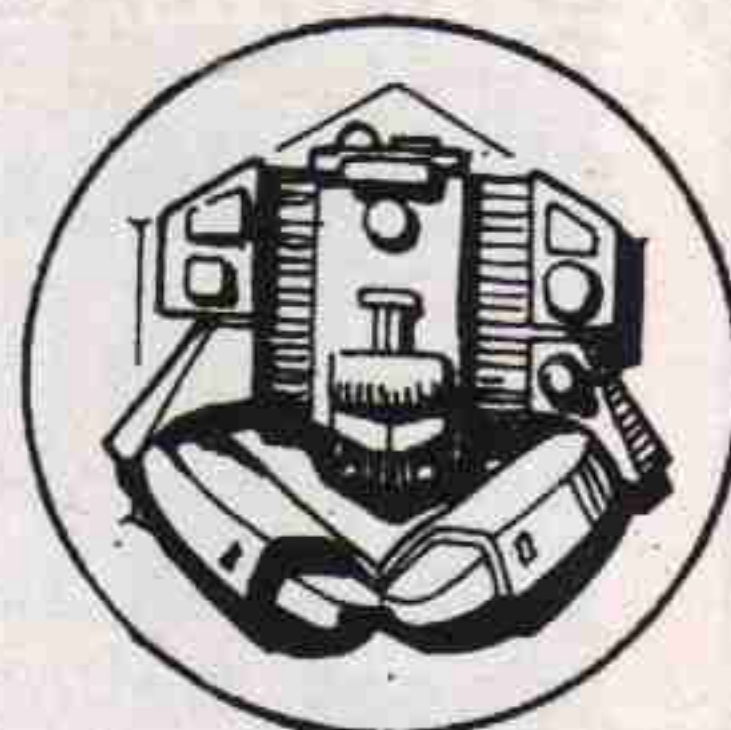


Isolated by the high tide, with its defenders neutralized, the "Delirium galaxy" may be your next victim.

only that, it also foreshadows the changing tides. On Full Metal Planete ignoring the rising tide means foolhardiness. How easily your attack boats could



get stuck or your tanks flooded in the next turn !



Free game piece enclosed !

It is imperative that you lift off before the Big Flood, announced for the 25th turn... Ground contact in 50 seconds. Welcome on Full Metal Planete! Action, fights, strategy and diplomacy in a fantastic Sci-Fi world where up to 4 players (humans and robots) affront each other in a thrilling competition.

The computer plays not only the part of a referee but also



A situation overview appears on the radar screen. Beware of threatening "Black Star"! What about an alliance ?



The FULL METAL PLANETE'S pack mule is the barge which can transport ore and vehicles.

offers you adversaries who are always available : 6 robot-players each having their own character, but they are all programmed for a sole aim : beating you!

Furthermore this game contains a graphic tool to create your company's blazon and strategical problems for you to solve in order to get trained. A superb adaptation of the board game in the style of the games created by the Cobra Soft team : Bertrand Brocard and Roland Morla.



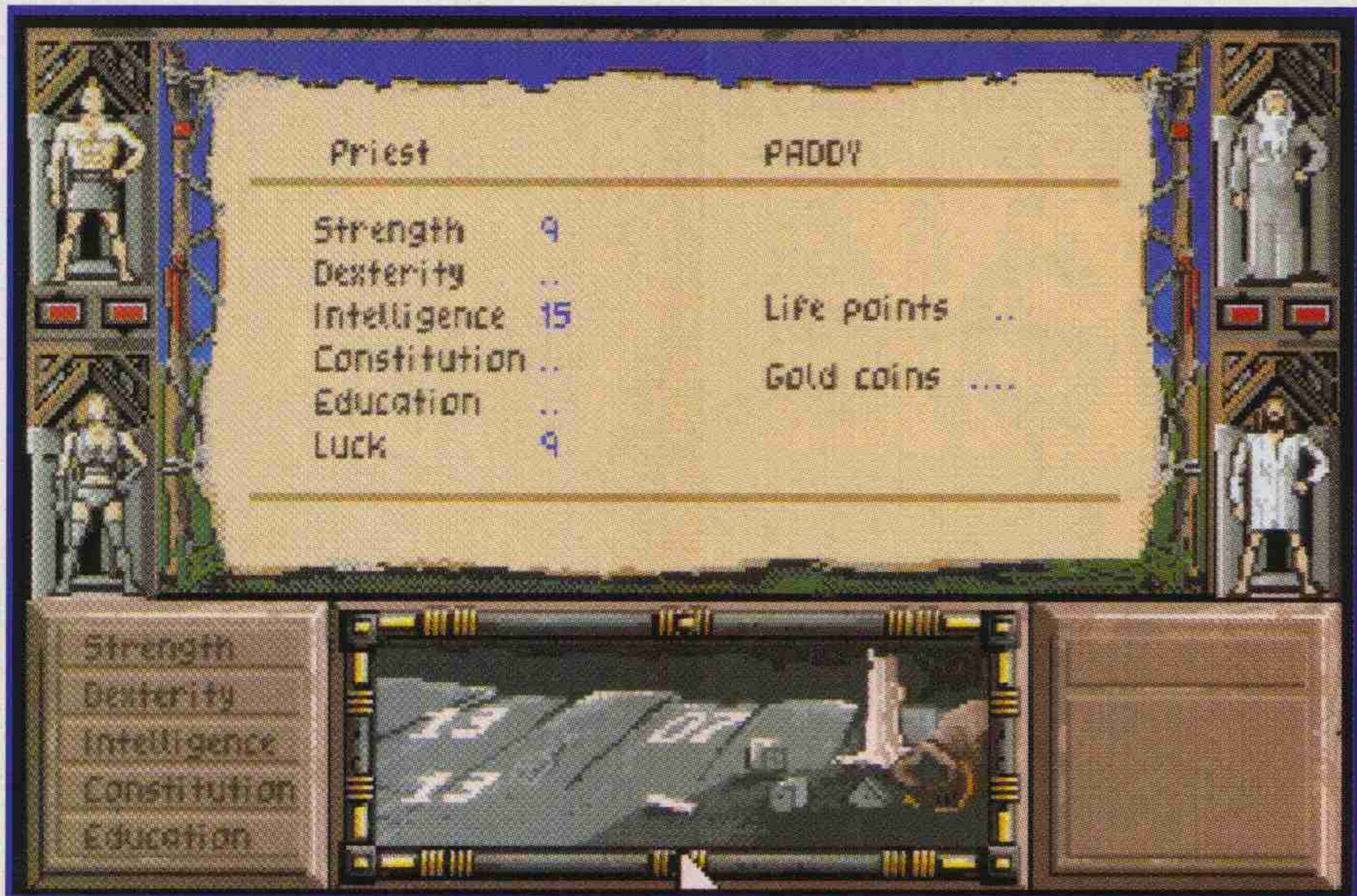
Stuck in the mud! This venturesome crab has been surprised by the flood and can only hope for the next low tide.

Available on ATARI ST & STE - AMIGA - PC COMPATIBLES

INFOGRAAMES



As with virtually all RPG's, Drakkhen enables you to create your own team of adventurers, be they club-wielding warriors or masters of mysterious magic!



STA
Rating
79%

GRAPHICS: 75%
SOUND: 65%

LASTING APPEAL: 84%
ADDICTIVENESS: 79%

DIFFICULTY: HARD
1ST DAY SCORE: N/A

DRAKKHEN

"Pet dragons may be a little large for your living room, but there's eight of the lumbering hulks in the world of Drakkhen!"

— INFOGRAMES (£29.95) —

What do you call a green, scaly lizard that stands over twenty feet tall? No, it's not our Editor, it's obviously a ferocious, fire-breathing Dragon. Dragons are the main feature of Drakkhen, virtually everything you do will be in some way related to one of the eight dragons. The 3D world in which this adventure takes place is ruled by, obviously, the Dragons. Placed in each of the Dragons' foreheads is a mythical stone. With your party of four your goal is to gain possession of these sacred

stones, and the only way to do this is to defeat each dragon using your trusty sword, and then claim the stone for your reward. Although every dragon is as powerful as an army, the Dragon Princess has the strength of ten battalions, with breath as hot as a thousand forges.

The whole quest takes place on an island, which is partitioned into four zones. Each of these zones contains two of these mythical beasts. As well as two

dragons, within each of these realms are two castles, and inside each lurk two Princes. As with the dragons, their alignment is either good or bad, and information can be extracted from these deformed Princes to aid you on your quest. As well as the Princes that hide inside the castle, traps and other tricks hinder your attempts to possess the eight dragon stones. Most good role-playing games should enable the player to create their own character, and Drakkhen gives you this ability. First of all, you choose their sex, and then their character type. These can range from fighter to priest for a male, or an amazon to a scout for a female. Then you decide a name for your hardy character, and finally the statistics for him/her. To create a warrior, for instance, his strength would need to be his highest ability, and with five attributes to choose from, you will have to think carefully before dedicating a certain number. A mixture of magic users and warriors is the best balance, because between the team, you can create a larger number of different abilities than, say, a group of four amazons.

Once you have saved your characters to disk, you can test them out in the vast-

One thing that I must point out about Drakkhen is that the play area is so vast, probably the largest I've seen. The different creatures to be found are many, all with different attack patterns. A combination has been used for the graphics using a single, plain colour for the land and detailed sprites to represent your team, as well as the enemy. When venturing over land different sound effects will come to life. For instance, the eerie sound of a stormy wind accompanies the view of the ice land. I can guarantee that no one will complete Drakkhen in just a few days. All who dare to play it will find it a real challenge!

AS



These days, a game just isn't complete without a selection of creatures to hack up. It's not looking too good at the moment, for your luck has just run out, and this spiritual dog is about to place you on your deathbed.

Drakken really impressed me. For me, the game was a subtle cross between my all-time favourite, Dungeon Master, and the SSI fantasy role-playing games. The graphics are superb: I especially liked the nasty demon which appeared at the crossroads. The sound, too, is excellently implemented: the numerous effects help inject real atmosphere into the action. The controls seemed fine until I engaged in combat. Still, once I'd mastered the controls I soon began to progress into the game. Overall, Drakkhen is an excellent RPG, one that will take quite some time to beat.

NC

ness of the island. Movement around the mythical realm is achieved, not through the characters, but using the arrow keys to travel. Whenever you approach a building, or are in danger of a fight with one of the myriad of monsters, your team will appear on the screen and you will resume control over them. At this point, you can execute a number of actions: you can talk to any nearby creature (although many of them aren't very talkative); you can pick up and drop objects (operation of objects is executed from here); and, of course, you can fight. By selecting the character sheets of each player, you can choose which weapons to use, or which clothes and armour to wear. Once they are all carrying long swords or other weapons, they

Accompanying each of the four zones is an atmospheric soundtrack. Creatures also have their own battle cry. This flying giant shrieks out in rage when you manage to score a hit on him.



Finding each of the eight mystical stones is not an easy task to complete, but once you have done so the Dragons will combine their powers and you must prepare yourself for the next adventure, Drakkhen 2!

Once inside one of the castles you must locate the Demon Prince and attempt to extract information from him, so that you are one step closer to finding on of the eight Dragon Stones.



will jump into combat whenever a foe is met. Using a rod against such a powerful creature as a great black eagle, is useless, so this is where the powers of the mind come in. With enough practice, you can teach your players to make lightning spring from their fingertips, or you can summon the power of the greatest dragon and use that power to channel your combined strength into the destruction of the hapless enemy.

Upon entering a building, you can split up the group to explore different parts of the somewhat dank interior. When charac-

ters are on their own, they are at their most vulnerable because even a lowly goblin has the ability to defeat one of your precious player characters, and that's using his hands only! Other great role-playing games often require you to save an endangered species at great danger to yourself. In Drakkhen, however, your aim is to destroy the dragons. Animal lovers everywhere, be prepared, because the race of giant lizards is about to become extinct. **STA**



Not only can castles be found, but so can other buildings, such as igloos and taverns; and who knows what lies in wait within the walls?

As an adventurer of very low stamina and limited patience, I found Drakkhen really appealing. I acknowledge the excellence of text adventures, like the Pawn, but I need to be spoonfed with atmosphere and kept awake with action, and Drakkhen exudes both of these. The effect of walking through the lands is a fantastic experience and the characterization of the heroes and their numerous foes is quite fantastic. Both the controls for physical movement and all areas of strategy, have been very well implemented and are a pleasure to use. It seems that while Britain's finest game creators are struggling to force film characters into games, Infogrames are dominating a market which is thirsty for originality - long may it continue!

JS

SUPERLEAGUE SOCCER

“Ere we go, ‘ere we go, ‘ere we go... Impressions’ latest soccer game, Superleague Soccer, boasts the strategy element of the game. All you have to do is supply the crowd.”

IMPRESSIONS (£19.99)

STA
Rating
58%

GRAPHICS: 50%
SOUND: 40%

LASTING APPEAL: 68%
ADDICTIVENESS: 59%

DIFFICULTY: AVERAGE
1ST DAY SCORE: N/A



Taking control of a leading first division soccer team is the job of the manager, and that is where you come in. Superleague Soccer is a simulation with a high content of strategy. Using the mouse, it is possible to run the team of your choice, hopefully without any problems. A total of 38 league games is standard for each season, and this includes some games when your team is playing for the F.A. Cup and for charity matches. Once victorious, it is possible to enter for European competitions, including the likes of the UEFA cup. Each match can either be played by you, or the outcome can be determined by the computer using your teams statistics. Matches can last up to a full 45 minutes, so a save game facility has been introduced to allow you to play the game in more than one sitting. Information can be found on each of the players in your team, including all of the substitutes. Money plays a major part in the hectic world of football, and without cash you aren't going to get anywhere. Loans can be taken from the bank, but don't forget that you have to pay the inter-

Football Manager simulations must be one of the most prolific styles of game available for any computer. Impressions' Superleague Soccer has been released on their Plato label and incorporates many of the usual features you would expect from a game of this type, plus a whole load more. It is possible to actually play the soccer-style game, but I found this rather tiresome. Instead, I managed to take my team, West Brom, to the top of division one and narrowly missed out on winning the cup. All the action is controlled via the mouse, and the easy-to-use menu screens make play very easy. So, if you're looking for an enjoyable soccer management game with all the frills, Superleague Soccer is here.

NC

est-so don't waste the money on things that are unnecessary for the team. If money is in plentiful amounts, new players can be bought; or to gain money, you can transfer your old players.

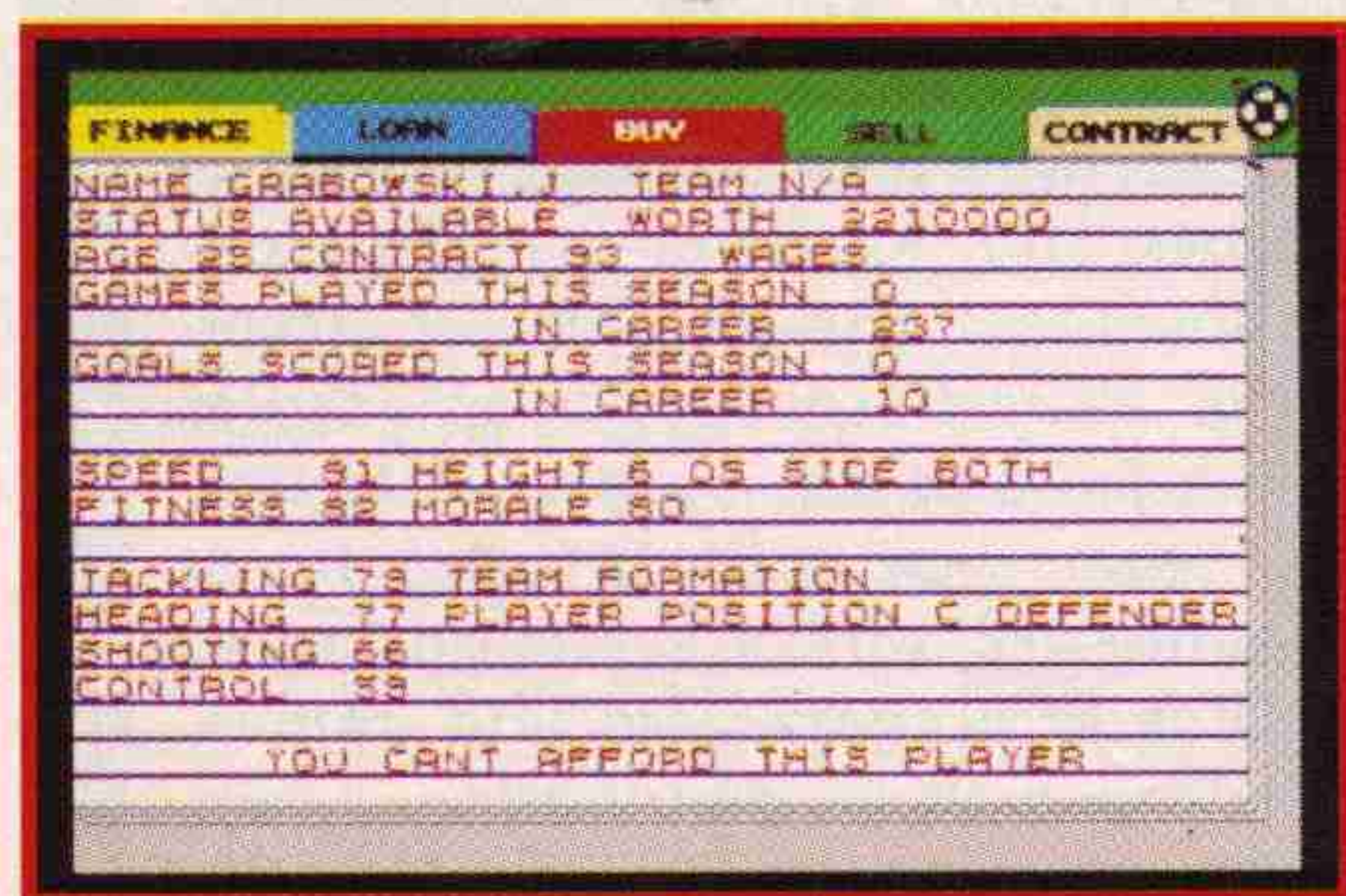
It is possible to train your men, spy on another player in the league, and view a list of all of the casualties in your team. If, however, you prefer to play the game yourself, you can select the tactics and the formation your team will play to. The field is viewed from the side, with a chart of your players underneath. By simply pressing on their name, you can select which player to control, but switching between men is

essential if you are to win. Difficulty is not a problem either, because it is determined by your choice of team: The more money they have, the harder the game is. With all this money flying around, the question is: do you have enough cash to spare to fork out for Superleague Soccer?

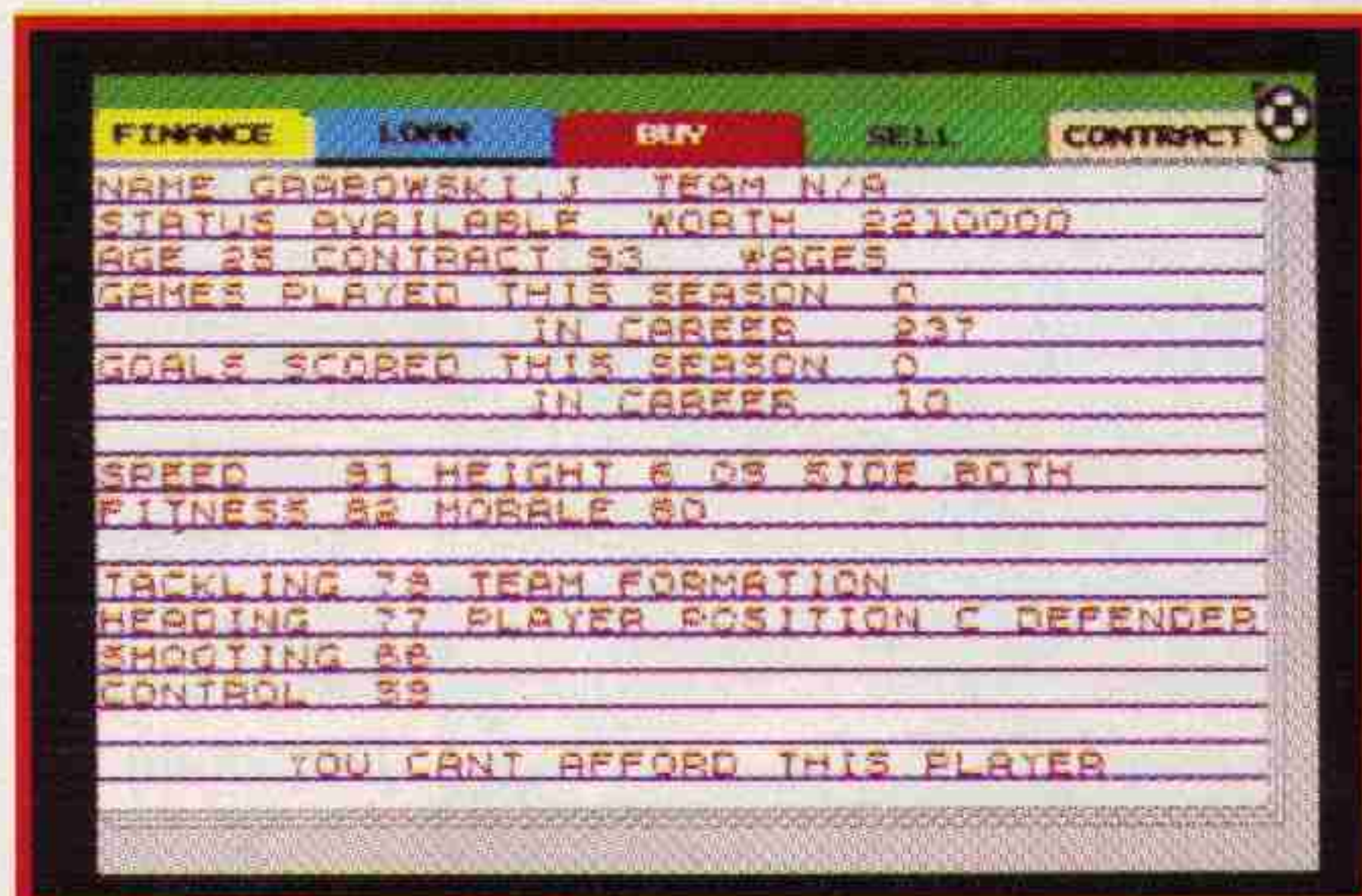
STA

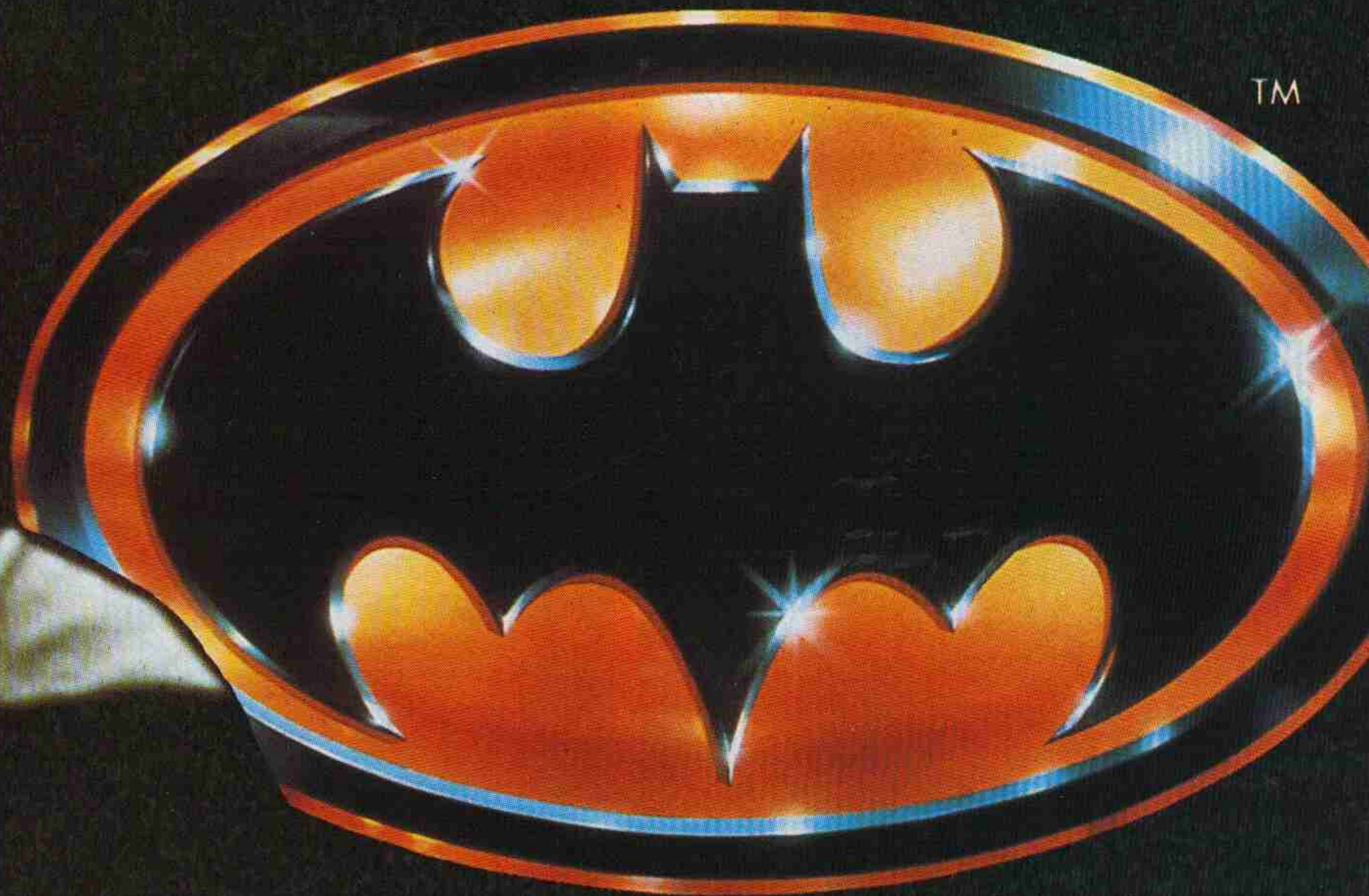
It's difficult to compare a game like this against one which relies on graphic or sound effects. Invariably, football manager titles score low in these areas but high in lasting appeal, and this is no exception. Impressions's game boasts many of the state-of-the-art features, but I found it much easier to use than many of other foot-sims I've played, which is an obvious bonus. The game is fairly representative of existing titles, but because of its user-friendliness, I recommend it to beginners.

JS



Using the various icons in the game, you can select to buy one of the world's top players, but they don't come cheaply. If you are going to be able to afford this guy, you are going to have to get one heck of a loan!





TM

BATMAN is a shadow in the darkness, as elusive as a dream. High above the seamy streets of GOTHAM, he is a criminal's nightmare. The only hope for a desperate city — **BATMAN.**

"Go with a smile and get this extravaganza (probably better than the film!) What a game! ...another excellent movie tie-in from Ocean." *Crash*

"a superb game, and captures the atmosphere and excitement of the movie perfectly ... the most effective sprite-based 3D gamery I've seen... definitely the best film tie-in yet — make sure you don't miss the game." *C & VG*

"One of the year's best C64 games! THE Film tie-in for quality, presentation and slickness. A wonderful package with an incredible atmosphere to match." *ZZap*

"a faithful, supremely well executed and generally wazzy film conversion as you could ever hope to see" *Your Sinclair*



STA
Rating
72%

GRAPHICS: 64%
SOUND: 57%

LASTING APPEAL: 73%
ADDICTIVENESS: 74%

DIFFICULTY: HARD
1ST DAY SCORE: 21563

UNTOUCHABLES

"When Al Capone ruled the underworld in the 1920's, he had no opposition. Then the Untouchables emerged to give Capone hell!"

OCEAN (£19.95)

Good graphics must be the highlight of this better-than-average film licence, because the sound, although matching the style of the game, is uninspiring. The main thing that lets the Untouchables down, is it's difficulty level: it's much too hard. The six stages are separate from each other, using different graphics and gameplay, thus making a welcome change when you manage to get on to the next level (which is even harder!). In a nutshell, the Untouchables will keep you coming back for more, and it is one heck of a game-even better if it had only been slightly easier!

AS

Al Capone must be one of the most well-known gangsters that ever lived, mainly because of his ferocity towards innocent people. If someone didn't do as they were told, he would kill them. To counter his merciless killings, Elliot Ness and his Untouchables (Oo-er) were brought in and told to destroy Capone and his henchmen. Paramount pictures liked the idea and therefore made a film which included Sean Connery, and it's from this company that Ocean bought the licence. With many other film licences being failures, does the Untouchables come up to standard?

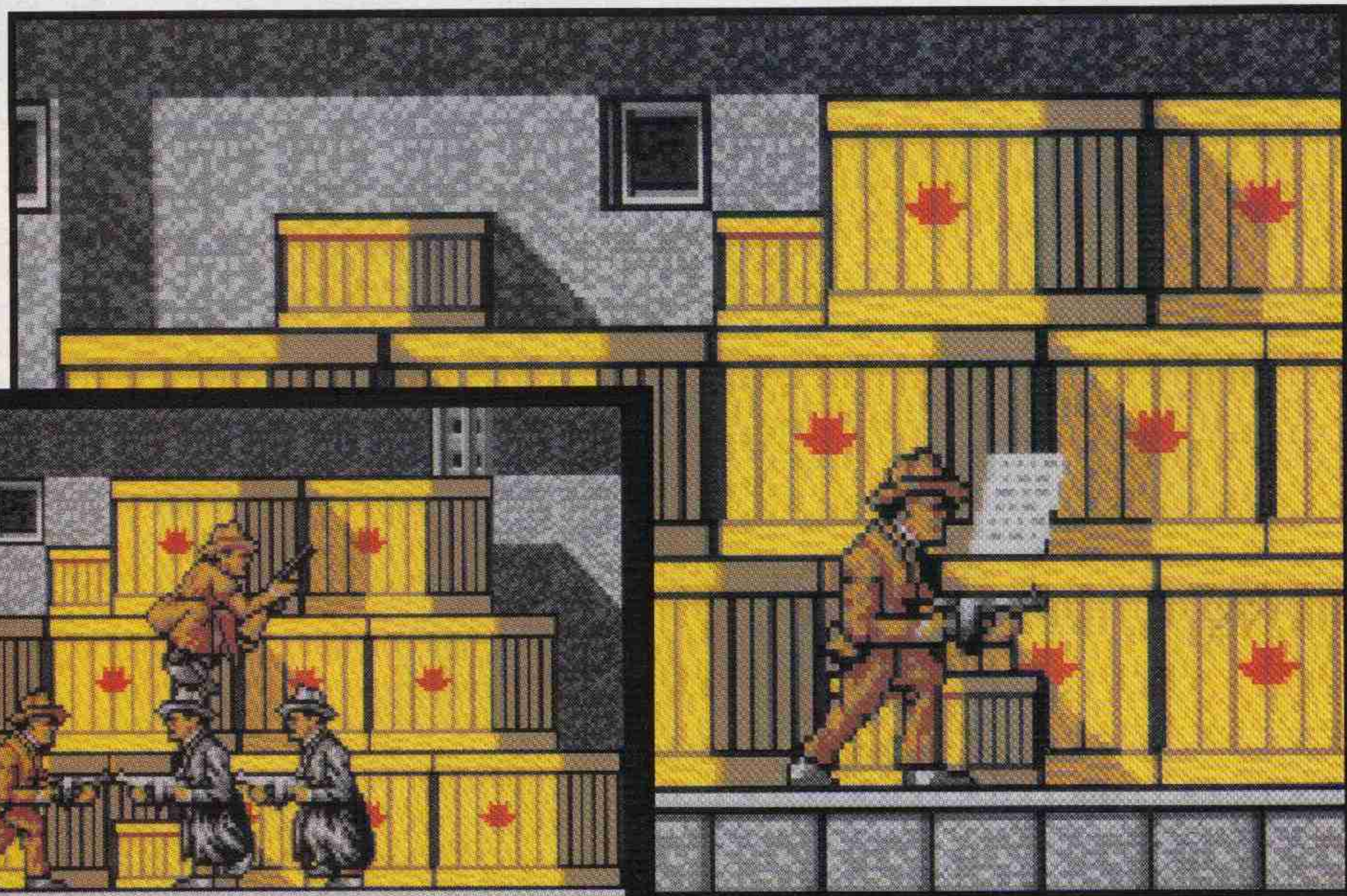
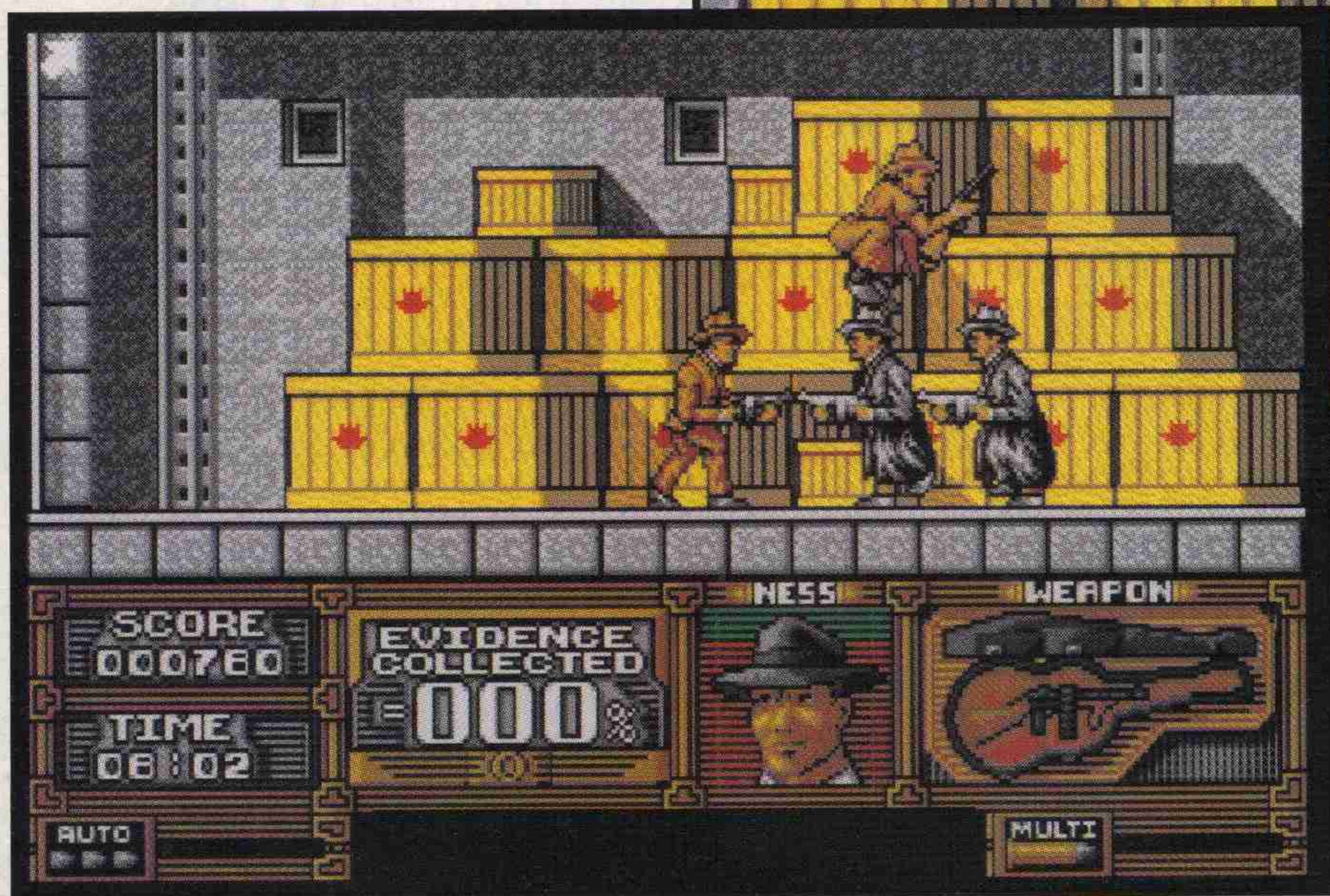
The first level sees you as the crime-buster himself, Elliot Ness. Your job is to find evidence to set Capone up, but this is easier said than done. Set in a large warehouse full of wooden crates, you've to seek out the gangsters and terminate them, hopefully resulting in some sort of clue being left behind. There are two types of villains: ordinary Tommy gun-wielding thugs, or henchmen brandishing shotguns. If you shoot the thugs, you will not be rewarded with any evidence; you will only be awarded a bonus if you are lucky. These bonuses can be anything from extra energy to keep Ness alive a little bit longer, to full automatic capability for your gun, which lets you rip apart the

opposition with a squeeze of the trigger. Shooting the thugs only requires one shot, but the harder henchmen need three or four shots before they finally drop dead. Everytime a henchman has been killed, he will leave behind some evidence, but these have to be collected quickly otherwise they will disappear. For each item of evidence collected, you are 10% closer to completing your task, so once you have killed ten henchmen and collected their evidence, you will be transported onto level two.

This stage takes place on a bridge, and instead of being viewed from the side as in the first level, you look just above

and behind Ness, who is lying on the ground. In front of you are a few large lorries, just parked there so no-one can pass. Inside these lorries, though, is yet another horde of thugs, waiting to seriously damage your health. As well as shooting the thugs, bottles of liquer that are scattered around have to be shot. That is the key to this level, because to advance forward to level three a lot of bottles have to be shot. Along the way, first-aid kits can be found, and shooting these replenishes your health to the full.

After that, it is time for a shoot-out down the alleyways of Chicago. Armed with a pump-action shotgun, you have to



Various villains and gangsters lurk amongst the wooden crates, just waiting for you to stroll past. A quick burst from your Tommy gun should give them their deserved death sentence, and allow you to gain evidence, in the form of ledger pages, for the conviction of Al Capone.

Rolling around on the bridge is the main content of level two, but don't forget to waste some law-breakers at the same time. With bottles of liqueur to collect, there is no time to lose when the clock is ticking over!



It's tough on the streets, and Ocean's latest blockbuster, The Untouchables, certainly mirrors this. Right from the start the action is fast, furious and definitely difficult. I was particularly impressed with the game's presentation. Colour has been used very well and the animation of the numerous sprites is also to a high standard. I also liked the fact that the game had a series of separate gameplay levels, ranging from the warehouse raid to the alley shoot-outs. The game's sound has also been well presented, the main tune being my favourite. The Untouchables is an outstanding gangster game that, whilst providing hours of enjoyment, also presents players with a real challenge.

NC

shoot a certain amount of gangsters within the set time limit. The gangsters will appear through windows, and poke their heads around doors, but not only do you fire at them, they fire back, so it is not only a race against the clock. After two of your shotgun shells have been fired, ducking back behind the building to reload is a good idea. You can choose which character to use as well, so if one of them is low on energy, you can choose the other.

In the film, a shoot-out occurred at the train station, and this has been faithfully recreated in the conversion. Ness is waiting for an accountant, but he spots a lady struggling with her pram. Being the perfect gentleman, he goes to her aid. As he is helping her, Capone's accountant arrives with some henchmen, who promptly open fire. Ness has to guide the pram to safety, and at the same time, eliminate the thugs.

Once this has been accomplished, a single thug remains. Realizing he is on his own, he takes the accountant hostage. With a gun pointed at his head, the accountant beckons you to let the henchman go, but being a ruthless, sharp-

shooting policeman, you decide to take them out. To defeat this menace to society, you have to aim your trusty pistol to fatally wound the cutthroat villain. Then it is possible to take Al Capone to the courts of justice, where he will be sentenced. Frank Nitty, Capone's head hit-man, is still at large however, and he is waiting on the court rooftop. You boldly

climb to the top of the building and chase after the assassin. Here, the final shoot-out will happen, which, if successful, will result in Nitty's bloody death. When you next open your bedroom cupboard and notice a violin case, don't be surprised if there is a trench coat and a tommy-gun inside!

STA



Lock and load!
Whilst taking cover from the surrounding buildings, you must assassinate the snipers attempting to rid the world of the legendary Untouchables!

If this game's anything to go by, life was damned tough for Elliot Ness and his men. The game is divided into two main sections, both equally difficult to play. The first is a nothing-new, horizontal scroller with state-of-the-art sprite animation. But the second, obviously inspired by Infogrames's Prohibition, is the real star of the show. If I have a complaint, it is that the game never wanders far from the theme of shootin' hoods and dodgin' their retaliatory fire. With the Untouchables theme, more could have been made out of the sleuthing element, which would have been a respite from a veritable orchestra of deadly violin players.

JS



You can either walk underground or on the surface in Twinworld. Here, Ulopa tries to gain access to the objects by smashing his way through the floor.



"Twinworlds is UBISoft's latest offering, but as a platform romp, how does it rate?"

TWINWORLD

UBISOFT (£24.99)

As in a lot of other games, you play the part of a cutesy type boy, who has dared to venture out in order to find twenty-three pieces of an amulet. Your name is Ulopa, and you want to seek revenge for the time when the evil druid slaughtered all of your people. The only way to do this is to find all of the pieces of the amulet and re-assemble them and then use the amulet to destroy the merciless druid. As you venture into the upperworld, you will come across numerous exits into the twinworld, an underground level where obstacles on the surface can be avoided. To enter the underground lairs all you have to do is to pull down on the joystick

sharply. To enter some parts of the twinworld you will need a key because, more often than not, you will come across locked doors that lead to hidden treasures.

Throughout the realm, you will have to do battle with all manner of creatures, ranging from three-headed dragons that spit fire at you, to bats that sweep down at you in an attempt to knock your block off. To start of with, you have a fairly weak power shot which, when you fire, bounces off towards your target. Later in the game, though, you will come across a more powerful energy ball that will blast a creature with one shot. You only have a limited amount of shots, so use them wisely. There are twenty-three levels in all, and each one of these contains countless numbers of different monsters and, upon completion of each level, you will be awarded a piece of amulet, thus getting one step closer to completing your task. When you examine the game area, you may notice something under a ledge, and

Twinworlds, although not one of those games that stands out from the rest, is a game that I enjoyed playing, just because it was easy to play but not easy to complete. I had to keep on trying to get that little bit further. This is one of the better types of platform games I have played, but I'm afraid it is still not perfect. The scrolling is slightly jerky and the sound scarce, but the effects that are there are quite good. Twinworlds would be a brilliant game at a budget price, but at the price it is at the moment, I think you had better take a look before making a commitment.

AS

UBI Soft's Twinworlds follows the same cute platform-style gameplay that so many other titles have featured this year. Graphically the game is excellently presented, the main character sprite being very nicely animated. The main theme tune was quite nice, although it did tend to get on my nerves after a while. I was rather disappointed at the lack of sound effects apart from a handful of basic noises. The actual gameplay provided me with a few hours of enjoyable entertainment although I am still a little unsure as to whether I would play it very often. All in all, Twinworlds is a good little game, but there are plenty of types of games to choose from.

NC

assume that you cannot get to it, but this is not true. A few, quick stamps on the floor should be sufficient to cause the floor to crumble beneath your feet, but make sure you are not standing over the top of boiling lava, otherwise it's say goodbye to one of your five precious lives. If you do happen to lose a life, though, more can be found - but you'll just have to look for them! Platform games aren't exactly rare at the moment, but Twinworlds offers you the chance to change your name and wear silly clothes for the day, because you have to look identical to the character on screen in order to fit the part!

STA

If you venture through locked doors, the chances are you will stumble across a treasure room containing priceless gems.



STA
Rating
65%

GRAPHICS: 56%
SOUND: 50%

LASTING APPEAL: 66%
ADDICTIVENESS: 69%

DIFFICULTY: AVERAGE
1ST DAY SCORE: 3460

CYBERBALL™



October 2006 Paul "Bubba" Kwinn banned for bionic violation

September 2008 Random bionic testing enforced

October 2008 Bionically repaired players take legal action

November 2015 League office disbanded, first completely cybernetic player fielded. Model ST32 gains 382 yards rushing in its first game, but loses an arm in the process.

January 2022 The last human to play the game, Dave "Rocket" Ralston decapitated by a face-masking violation



Programmed by: Quixel

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Atari ST Screenshots

TENGEN

The Name in Coin-Op Conversions.

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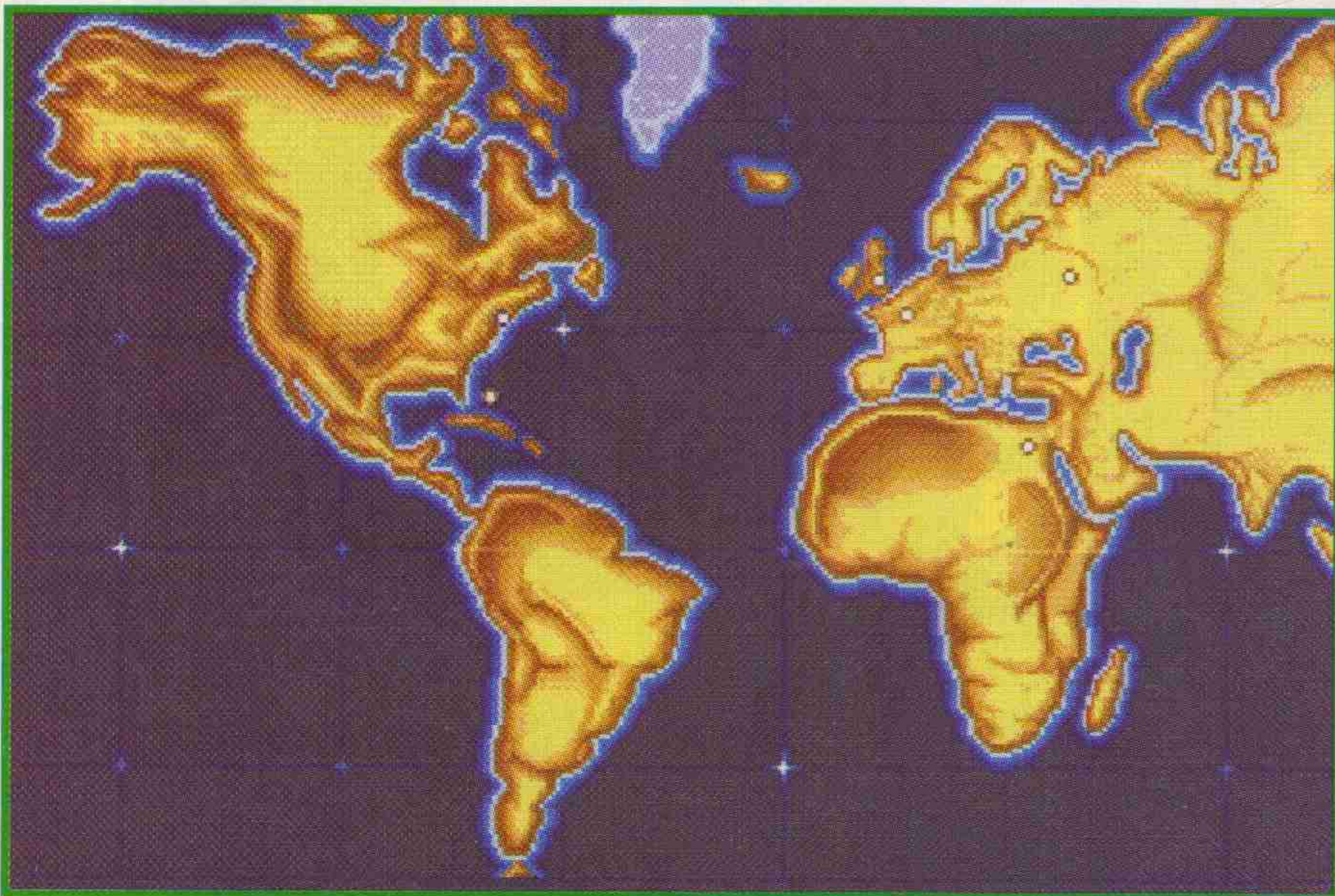
Available on: IBM PC, Atari ST, Amiga, Commodore 64
Cassette & Disk, Amstrad Cassette & Disk, Spectrum + 3,
Spectrum 48/128

BEACH VOLLEY

"The music pulsates in the background, the sun is blazing down and you're standing on the white, sandy beach. Before you, a large net spans the width of the court. It's time for Beach Volley!"

OCEAN (£19.99)

At the beginning of each game, a map of the world will appear showing where you are about to play; here, it's time to play in good old England.



When I go down to my local, stony beach, one thing I like to do is take a volley ball with me and start knocking it around with a few of my mates. The main aim of playing Beach Volley is to win-nothing more, nothing less. To allow you to win the coveted Beach Volley trophy, you must manipulate your bronzed hunk around the play area and score against the opposition. The computer of a friend can be your opponent, the computer being particularly difficult to beat. By hitting the ball over the net so it strikes the ground before anyone else can get to it, you can score the match-winning points. When the ball is in your side of the court, three hits on the ball have to be made before it can be returned. The first of these three of the shots, is the 'Dig' or 'Bump'. When the ball is served to you by the hardy opponent you are attempting to beat, you have to position your active team member (a large hand points him out) onto the landing point of the ball (represented by a large target-style cursor). When the ball drops down towards the character, you have to tap the joystick button in order to send the ball high into the air, ready for the next shot. If you stand too far away from the ball and then try to return it, your player will make a brave, last-minute attempt to hit it by throwing himself

towards the ball with arms stretched out in front of him.

The second offensive shot is the 'Set', but this move is controlled solely by the computer, so instead of panicking because you can't get to it in time, just relax and position the other beach boy to intercept his teammate's set, and ready yourself for the finale, the smash! The computer-operated player will always try to set the ball



When you are faced with an opponent who enjoys smashing the ball into the corner of your half of the court, you will have to repel his attacks by blocking the ball back into his half.

Beach Volley is at its best when played with a friend; it's nearly as good as the classic Speedball, but not quite. The graphics are good, with well- animated sprites that jump and dive around the screen smoothly. The sound is good too, with various tunes playing throughout the game. The speed of the game could have been slightly quicker, but if it was much faster, returning a smash would be virtually impossible!. All in all, Beach Volley is well worth a look, especially if you are looking for a fun two-player game. I would recommend Beach Volley to anyone, but if you find difficult games unenjoyable, you may regret splashing out twenty quid for this one.

AS

right next to the active man, so if you are standing next to the net, you have the perfect opportunity to whack the ball over the net and score.

The computer having returned the ball, you're ready to give the other competitors hell. All that is left to do, is show that you can use those rippling muscles to the full. When a smash is called for, the active player will leap high in the air, and with a press of the fire button, the ball will zoom over the net, and if timed correctly, the point will be yours (Hooray!).

Summed up, it is the offensive moves that you will need to practice, but it is possible to hit the ball in directions other than a straight line: you can direct the shot around the opponent's half, so either a long shot to the top corner of the court can be played, or maybe you could smash the ball close to the centre of the net,

One thing's for certain, Beach Volley is a very highly-polished game. The graphics are very well presented. The backdrops, characters and introduction have all been painstakingly drawn. The animation is also very good: I especially liked the way in which the players stumbled and fell. The sound, whilst not being at all innovative, is catchy and, more importantly, it didn't get on my nerves. However, I am still a little dubious as to the game's overall appeal. Sure, with all that slick presentation it looks and sounds great, but I just didn't seem to enjoy the action. Personally, I thought that the difficulty level had been set a little too high.

NC

leaving him no other option but to block it, leaving his poor player with sore wrists!

If you think the game is compiled completely from offensive moves, you couldn't be more wrong. For instance, it is virtually impossible to return a smash with another smash: it is far better to block the ball. This move needs to be timed correctly if you are to pull it off. When your opponent jumps into the air, ready to smash, you will have to move your man opposite him and close to the net, then hit the button to send your player into the air with his arms stretched high above him. If timed correctly, your block should send the ball back into his own half. These are the basics of beach volley. Seven points have to be scored to beat each team, and there are eight teams to beat in total. It's hard enough to beat the first team, let alone the last. The next time that you're standing on your local pebbly beach in a pair or rolled-up trousers and a 'kiss me quick' hat, think what you could be doing in a pair of Bermuda shorts on a sandy beach, the sun tanning your brazen body as well as bleaching the already white sand. It's a lot better than going for a paddle in the white waters of Southend.

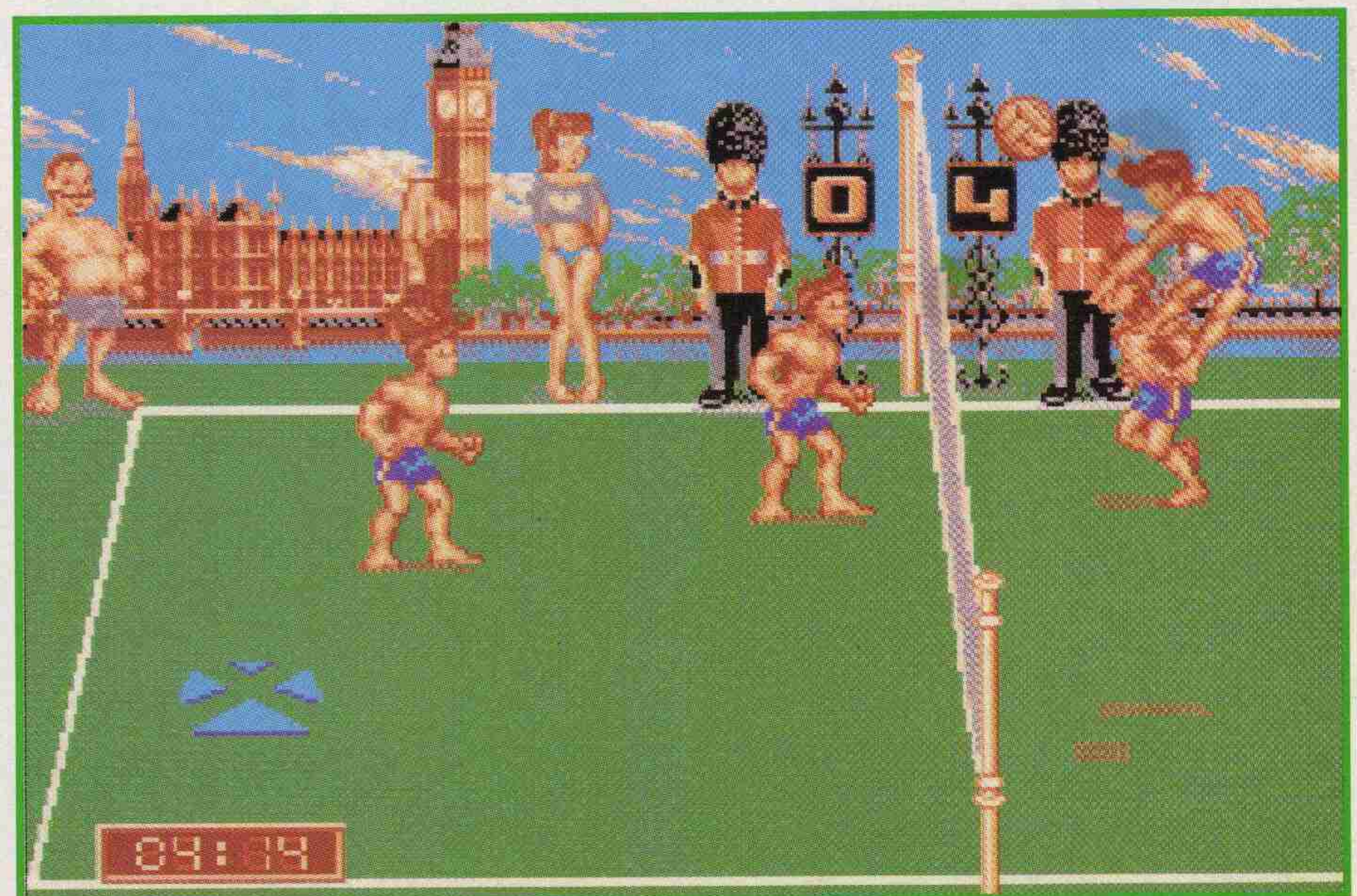
STA

I could wax lyrical about balmy summer days playing beach volley on Bognor sands, except I can't ever remember any balmy summer days in Bognor and it's more like clay than sand. This is a highly polished presentation from software giants, Ocean, with attractive, international back-drops playing host to some great graphical work and slick animation. The massive sprites, the players, move very realistically and, considering their size and smooth animation, joystick control is quite superb. Great two-player action can be derived from this original and intelligently executed game, but my only gripe is that the computer-controlled team is too damn good, and when you haven't got any friends, like me, and a computer is your only companion, it's a bit rough - 'sob!'

JS



The three moves of offense; the dig which sends the ball high into air; the set which allows you to position your man next to the net ready for the next shot; and the smash, which needs lightning reflexes to return.



STA
Rating
72%

GRAPHICS: 71%
SOUND: 58%

LASTING APPEAL: 74%
ADDICTIVENESS: 71%

DIFFICULTY: HARD
1ST DAY SCORE: N/A

KICK OFF EXTRA TIME

"When Anco released Kick Off, they knew it would be a success because it was one of the most realistic football simulations to be released. Now Extra Time has been introduced, making Kick Off even better!"

ANCO (£9.95)

Extra Time includes a whole host of new add-ons, like the different pitch types available, as well as new tactics to try out on your unsuspecting opponent.



If you thought the original Kick Off had insufficient realism to it, you can enhance your game of armchair soccer with Extra Time, with its extra moves and different playing surfaces. In the original game, there were four tactics to choose from, but now four more have been added: blitz, lockout, crisscross and falcon. Each of these provide you different ideas; for instance, falcon relies on fast wing attacks whereas crisscross means you should play a waiting game to get the best out of your men.

A choice of five playing surfaces have been included. 'Wet ground' increases the

ball's speed and travel and 'hard surface' increases the ball's speed, bounce and travel as well as your player's running speed. Artificial turf makes the ball bounce higher but reduces your player's stamina; soggy pitches slow the ball and the player down and last, but by no means least, a 'normal pitch' as in the original kick Off.

You can also control your keeper when you take a goal kick, and this allows you to take a number of different shots such

With the four-yearly World Cup mete orite about to blitz the world, there's an influx of football-related titles being released and, always ready to exploit an opportunity, Anco present their best game yet, Kick Off - Extra Time. Infamous for producing games starring scantily-clad cuties, Anco have taken a cold plunge in the bath and produced a no-nonsense and instantly likeable soccer game. There's loads of room on the pitch, which makes a change; plenty of pace in the players to keep the game moving; and rules, such as fouls, have been cleverly implemented for added realism. Of all the soccer games being released at the moment, Kick Off Extra Time should be a major contender for transfer into your software collection - and no steamy changing-room scenes at full-time, either!

JS

as hard to one side or straight ahead, or you can choose to gently tap the ball to the front or side. Also the accuracy attribute in kick Off has been replaced by three new attributes, namely, tackling, passing and shooting skills. The pace of the players on all levels has been increased, but the difference of pace between levels has been decreased. You can use wind if you wish, thus making it easier to swerve the ball into the goal-mouth.

If you wish to play a league competition, you can play at reserve, national or international level. The match is set at two-and-a-half minutes, and the wind is always on. The computer randomly selects the playing surface, so if you have a preference for a certain ground type, it may not be your favourite. Playing a good old game of soccer on a Sunday afternoon may not be everybody's cup of tea, but if you play kick Off, Extra Time saves you from having to run around to get a realistic game of footie!

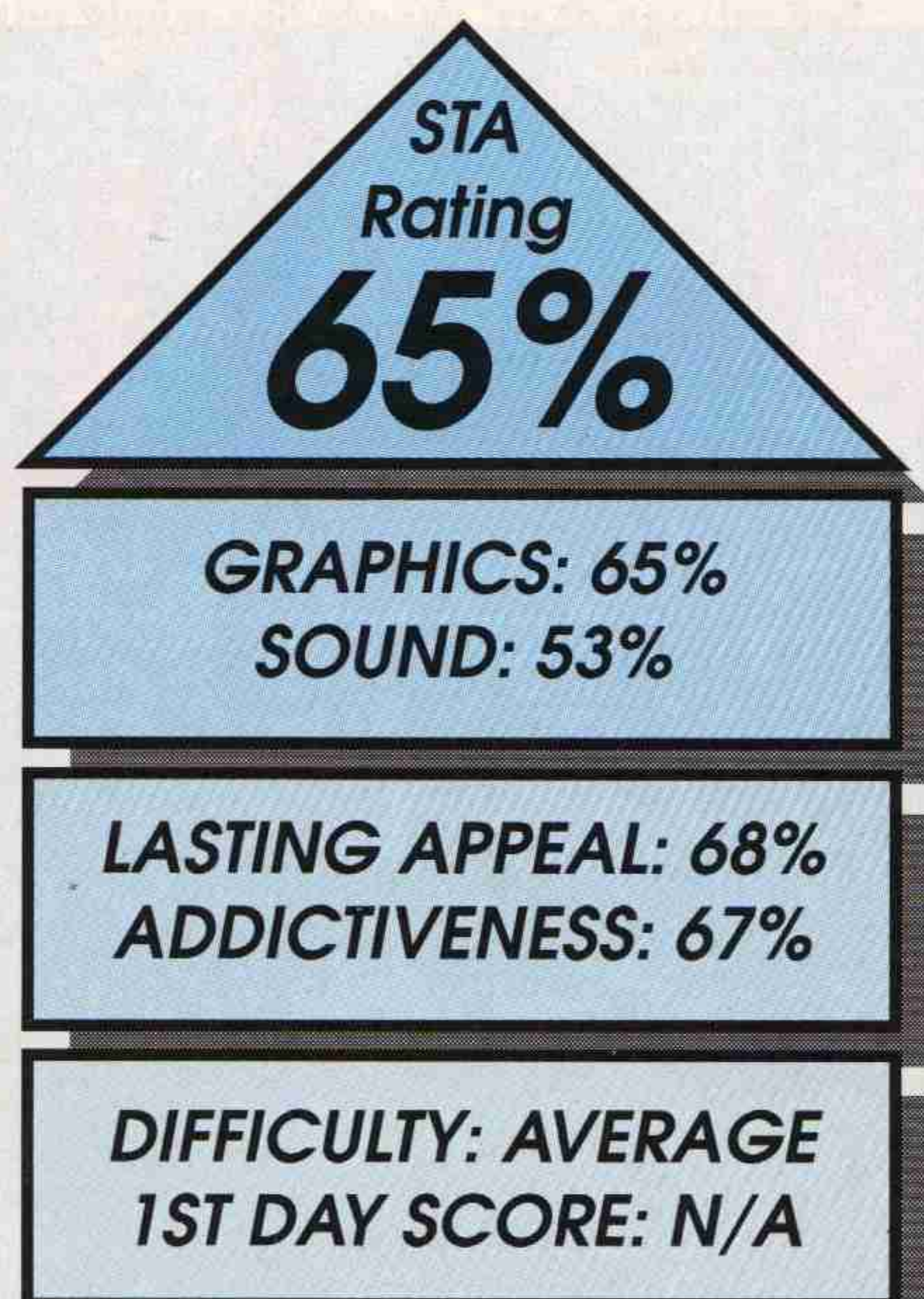
STA



Even though Extra Time improves the game no-end, it still keeps the old-set up and all of the original graphics and sound.

When Anco first released Kick Off, I thought there would be no way of improving it without spoiling it in some way, but they have certainly done it with Extra time. The playability of the original has been kept, as well as the slick scrolling and adequate graphics, and with the inclusion extra tactics and the like, Extra Time makes one of the best soccer simulations even better. kick Off Extra Time definitely scores a goal in my books, but I think the asking price is too high, there is not enough add-ons to justify the price of a tenner.

AS



BLADE WARRIOR



The beast was present in the land and from tower to tower the sorcerers voice called upon him. As night encroached and set the sun to flight, so his legions made ready to conceal the tablets that would see daylight banished forever.



So, as the same last bloody light drained from east to west, the paladin came forth, ready to do battle against the legions of the night, using all his might and skill in this tale of swords and sorcery.



Screenshots from Amiga version



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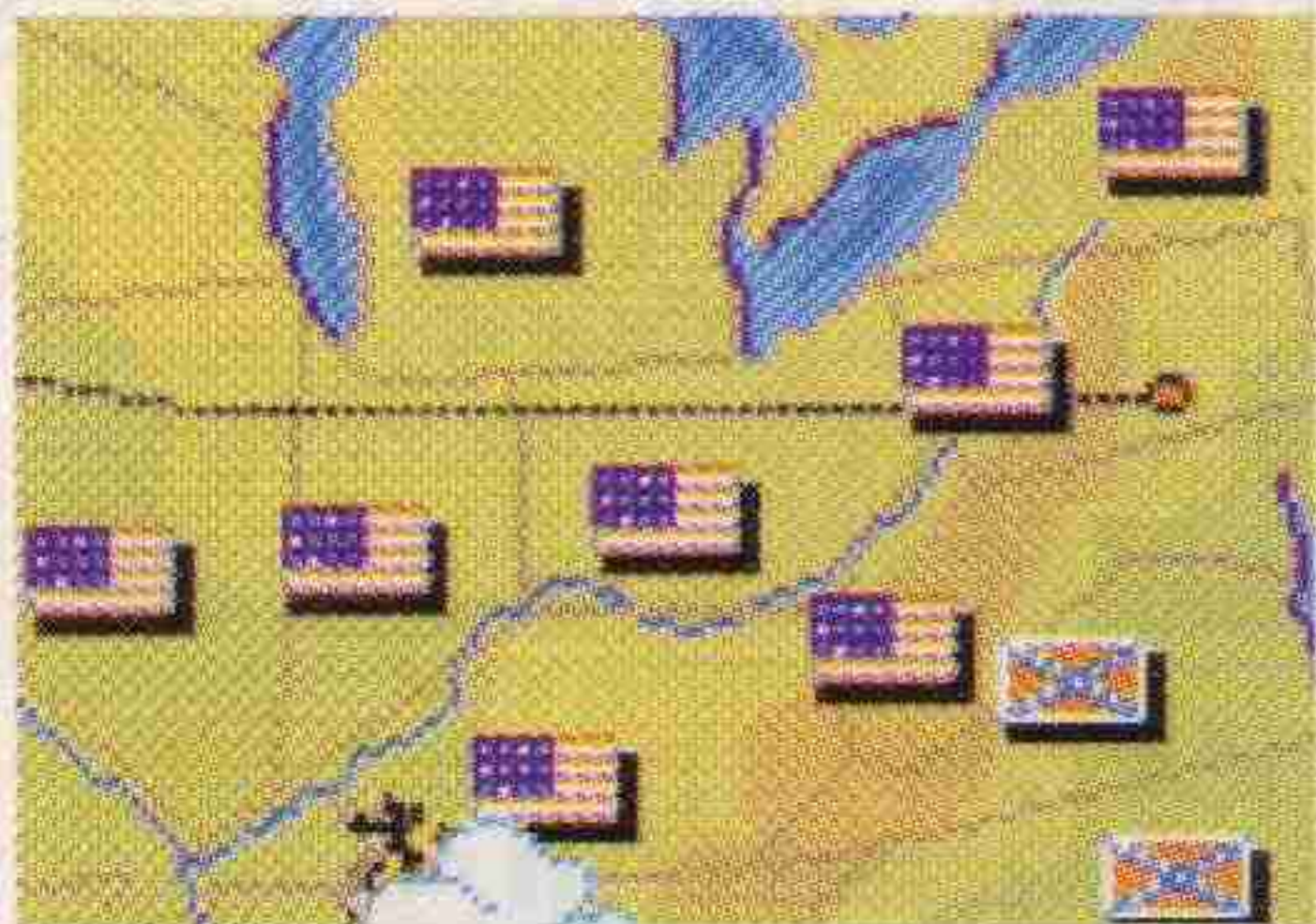
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GTGA: NORTH AND SOUTH



Well, howdy, partners. Here to help you all on yer merry ol' way is a playing guide to Infogrames excellent game, North and South. I might just add that this guide was brought to you by none other than that there roughneck, Steve "lock up yer daughters" Merrett! Anyhow, yer varmits, on with the hints.

STARTING OUT

Depending on your selections on the menu screen, your armies will be situated either in the Confederate heartlands of the deep South or the Yankee strongholds in the North. Whichever side you choose, the first few opening moves can

mean the difference between a victorious campaign or a crushing defeat. When starting out, try and head for states that contain a fort. One of the key factors in this war is the railroad; should you manage to control two forts which are

connected by a railroad you'll receive a tax payment every once in a while. Of course, the more towns you manage to hold, the more regular the payments become and, the more states you control, the larger the payment! Remember, too, if you selected the ship option from the menu screen, you should try and control the state of South Carolina. Every once in a while, a ship will sail from supporting countries in Europe, bringing fresh troops and supplies to aid you in your mission. Also, a tip you may try should you find yourself in a losing position - invade the states through which the railroad runs. That way, when a train makes its merry little way along the track, you'll be able to hijack it and, hopefully, make off with the enemy's gold!

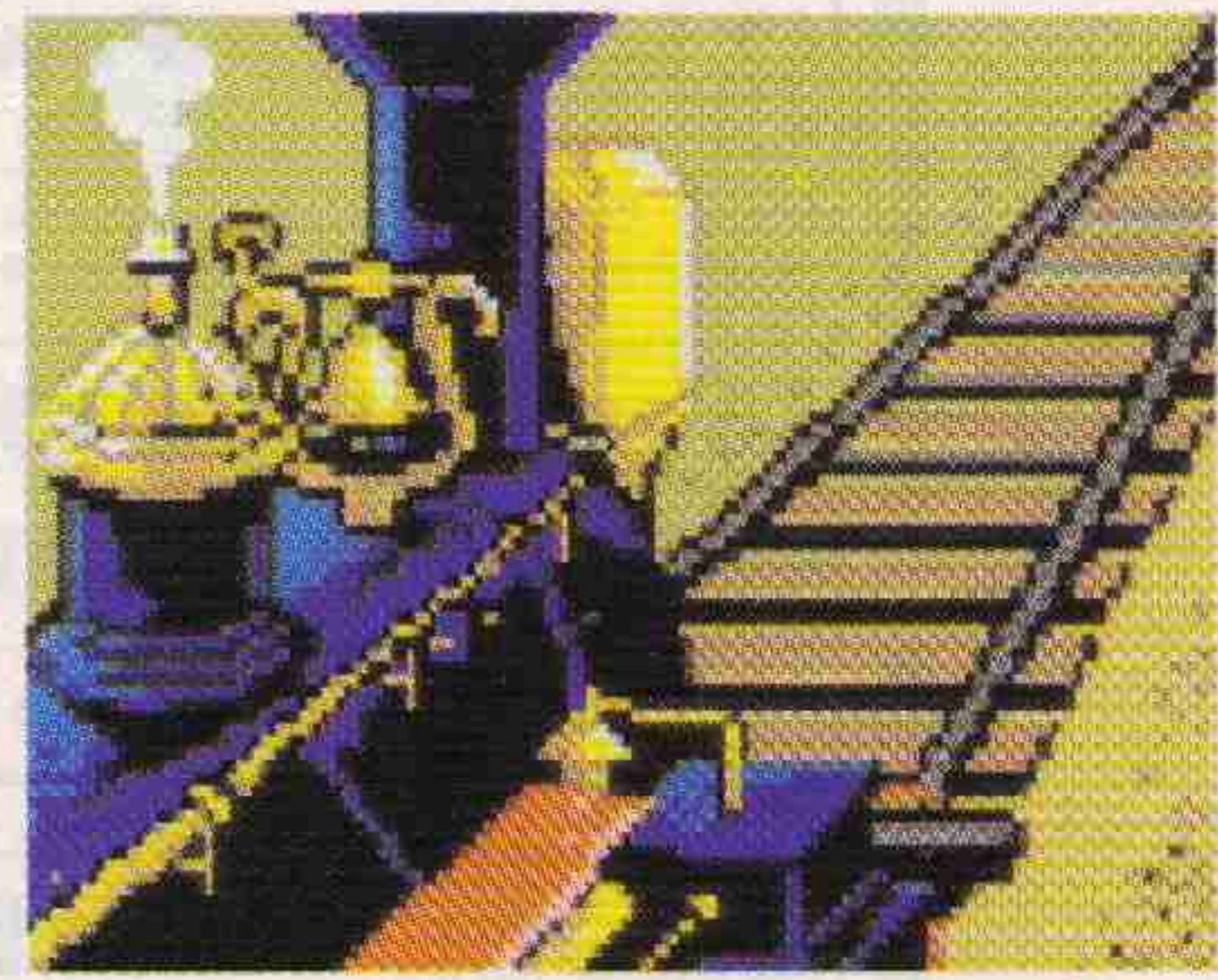


BACKGROUND

Even in this day and age, America still has her problems. However, way back in the mid eighteenth hundreds, a certain individual named John Brown, performed a raid that was to lead to some of the bloodiest battles ever fought on American soil.

The black slave trade split the country in two. The Yankees of the North wanted to abolish slavery, while the Confederate States of the South sought to hold onto their rich and easy colonial lifestyles including their African slaves.

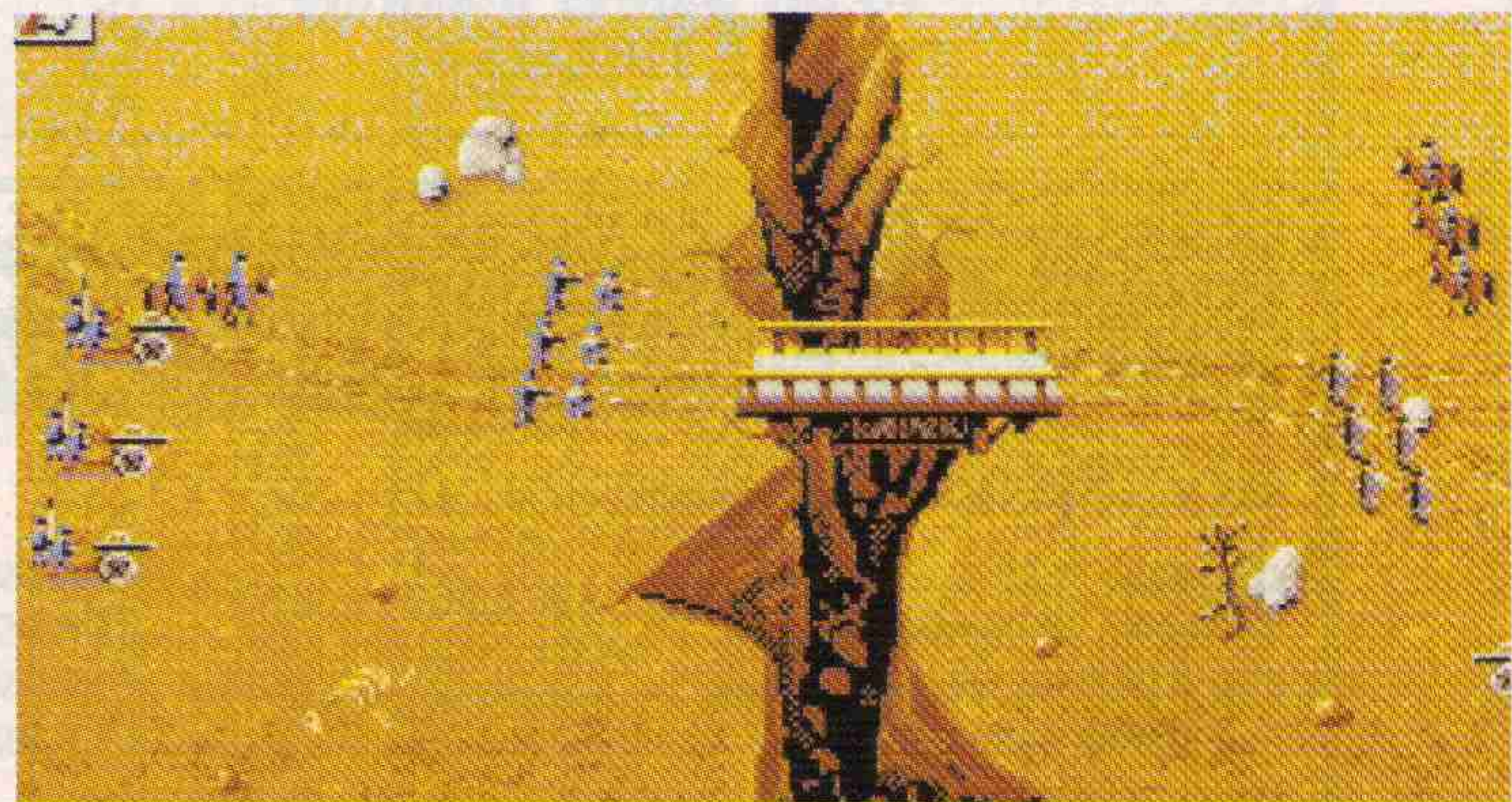
The eventual outcome of the war changed the lot of the negro population very little, for although they became freemen of the United States, they still had to live and work within the vicious bigotry of the South.



RAILWAY TRAINS

As I've already said, trains are big business and ultimately the key to success. Controlling the forts is the key to getting regular shipments of gold. Now, should you find yourself running low on your luck, the best way to make a quick buck is to rob a train. To do this, simply keep an army hovering around the territories that have a railroad running through them. Eventually, you should see a train leave a fort and head towards its destination. At this point you should move the map pointer over the train and press the firebutton. Next, by frantically wiggling the joystick, you should manage to board the train. When the screen changes to show the moving carriages you must first push up on the joystick in order to climb aboard. Newcomers to the game should learn how to throw knives, because as soon as you

have climbed to the top of a carriage it is wise to let fly a blade, thus getting rid of any would-be heroes. Having composed yourself you should run along the tops of the carriages until you reach the engine itself. Of course, any self-respecting train guard isn't going to lay down and let you make off with his gold. So, again using either a handy knife or your fists you must quickly dispose of any enemy soldiers that appear. If, by some quirk of fate, you should find yourself on the receiving end of an enemy's fist, then you'll topple from the train. If this happens, you'll have to, once more, try and clamber onto the carriages. This time, however, your task will be greater as the time limit will be less. So, it's as well not to end up on the receiving end too often.



GENERAL TIPS

No, no, General Tips isn't the opposition's commanding officer. It's just a few miscellaneous handy hints. Right, if you've selected storm you may already know that being caught under one means you forfeit a turn. However, you just might want to do this, so as to remain in the same territory. So, keep an eye open for freak weather and use it to your advantage.

If you aren't too good at winning battles, try combining armies. That way it is possible to have a unit with up to three artillery units. That should send the enemy packing!

Indians and Mexicans don't

really play a significant role in the game. However, should you disturb their normally peaceful lifestyle you'll undoubtedly incur their wrath. The Mexican always seems to vent his frustration on the Lone Star state of Texas, so you're best advised to keep troops out of the area. Similarly, the Indians usually aim at the states on the west coast. So, once again, it's advisable to win those territories and then move out.

Well, that's just about all there is to know. The rest is up to you. May your life in the saddle be a happy one and may your trigger finger never lose its itch.



GTGA: NORTH AND SOUTH

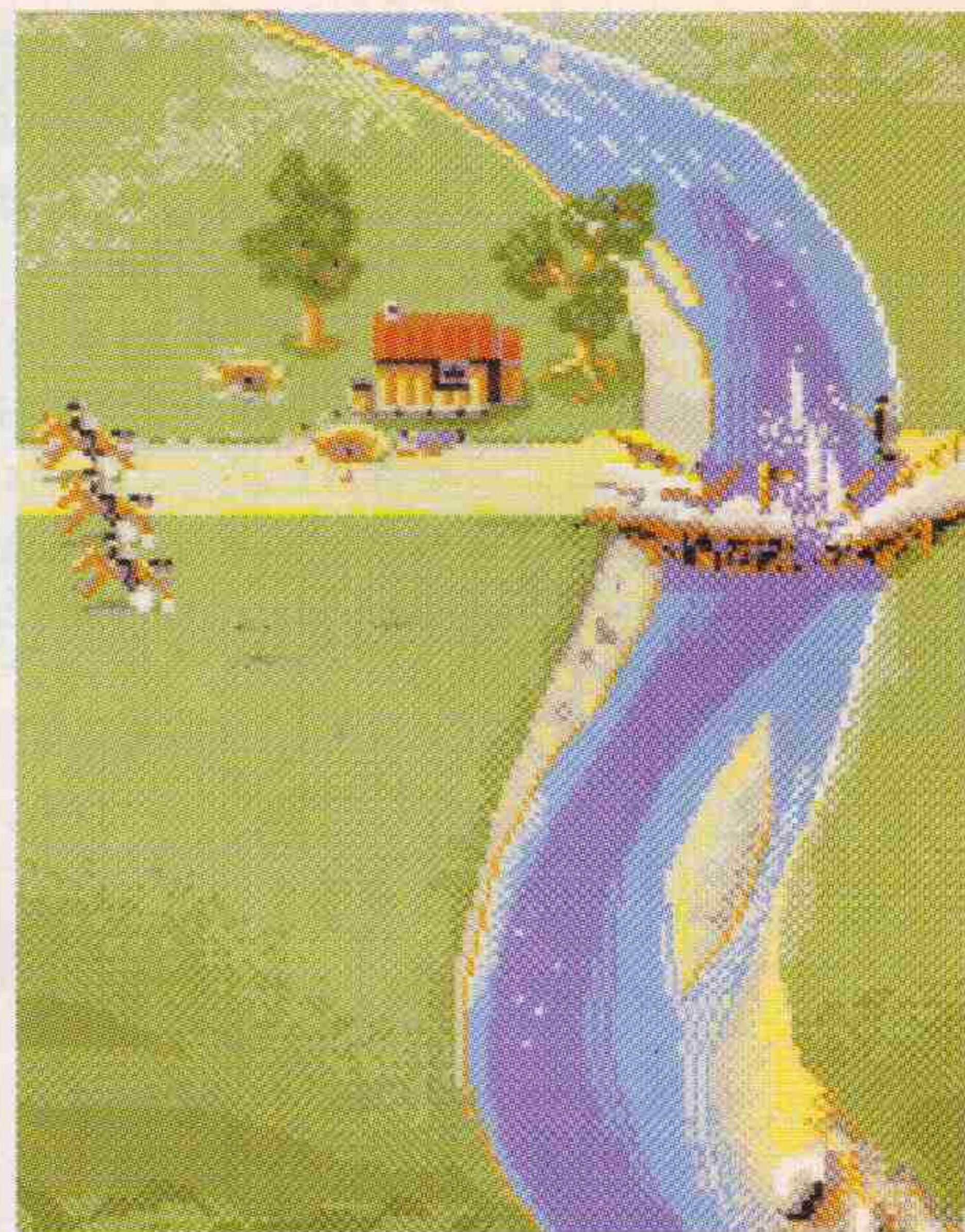
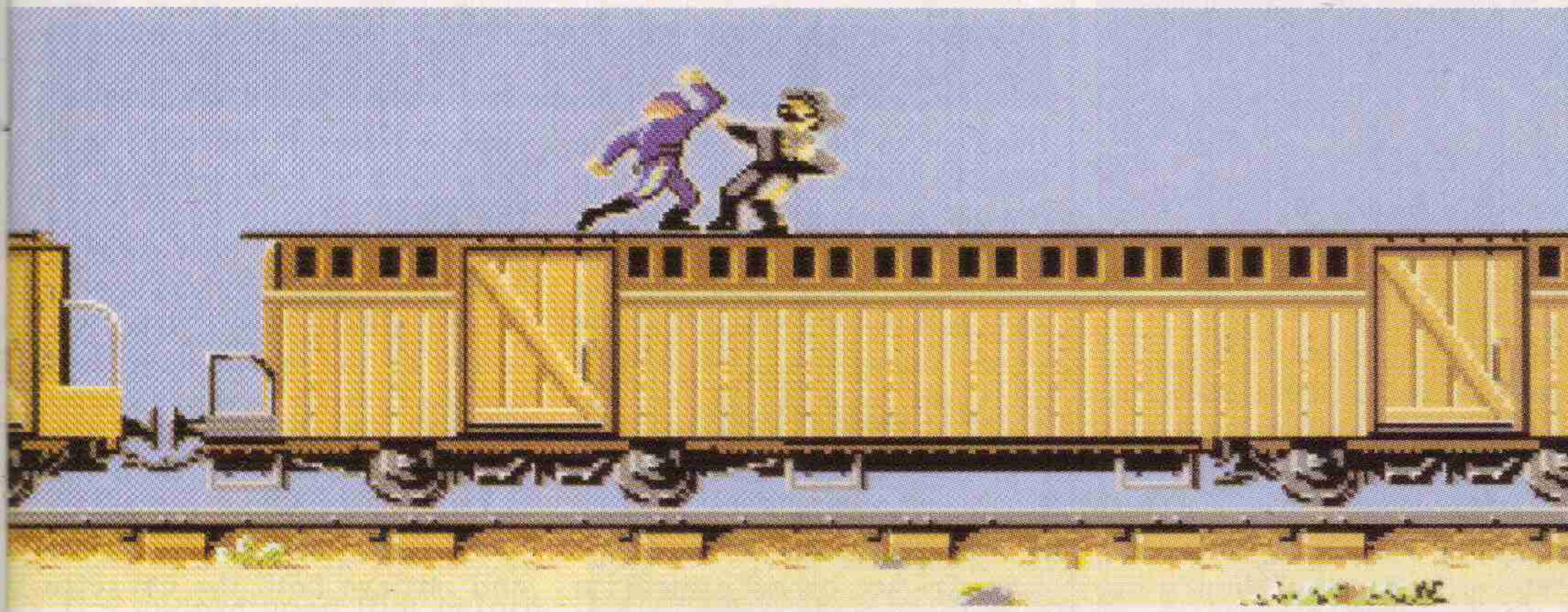
PROTECTING TRAINS

There are, in fact, two ways of protecting your trains. The first is to keep a spare army near to the railroad. Should any would-be train robbers come too close you can sound your bugle and intercept them. This method, however, relies on you being able to have a spare army just hanging about. Also, if your battlefield skills aren't too good it can often prove more costly

than it's worth.

No, the best way to defend a train is to rely on the soldiers aboard it. As soon as the penny-pinching varmit climbs aboard it's up to you to make his life a misery. Remember, he's got to cover a set distance within a time limit, so if you can knock him off the carriages you'll make his task even more difficult. Again, you should learn how to

punch and how to throw knives. Also remember you've only got a certain number of guards, so use them wisely and sparingly. Keep an eye on the clock: the further away from the boot it gets and the nearer to the right it goes, the better you're doing. Should you manage to defeat the robber, you'll be rewarded by your cargo being safely delivered to its destination.



BATTLEFIELD TACTICS

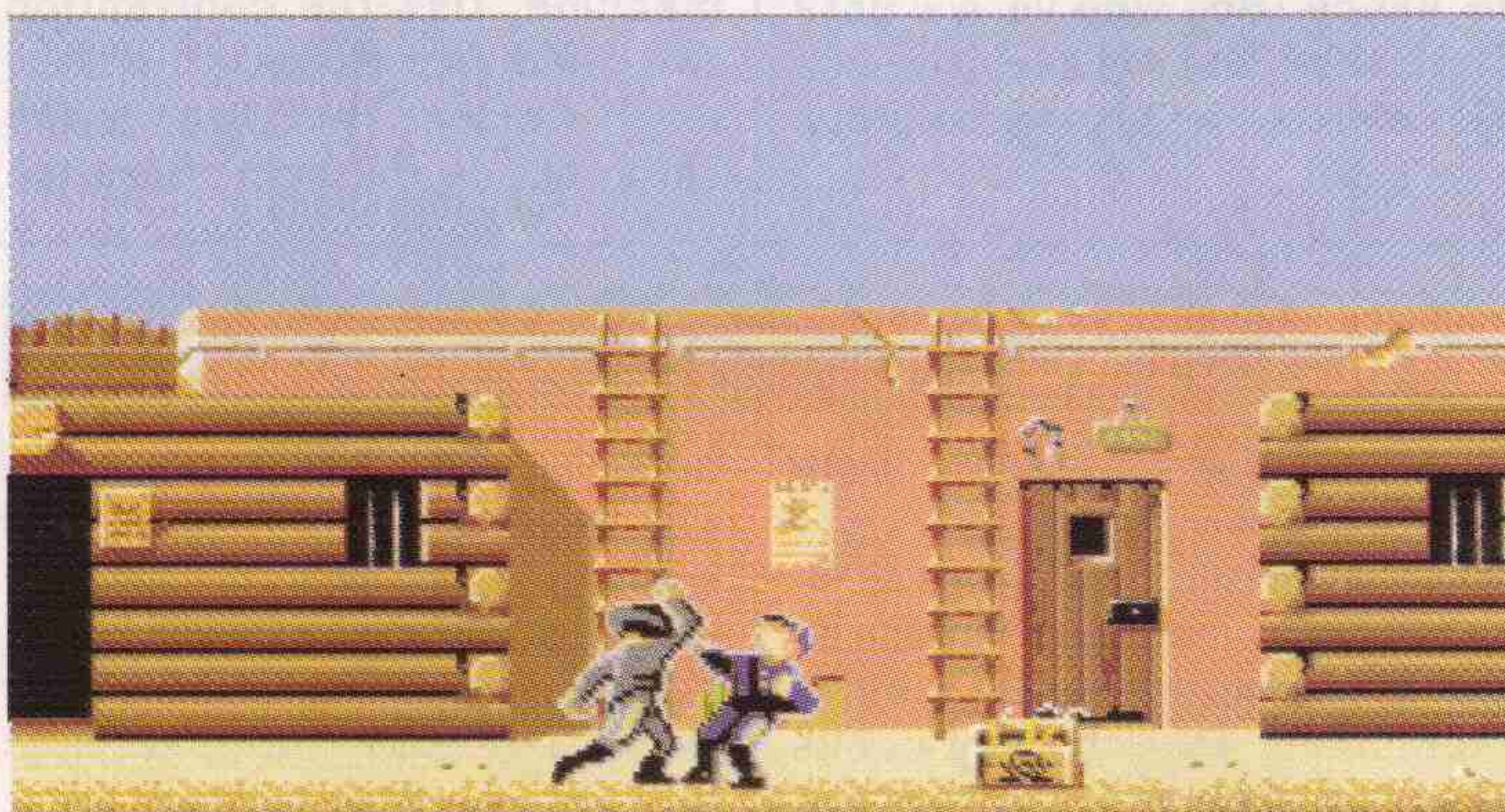
Battles are a fact of life in this game, and in order to succeed you're going to have to win at least two of them. One of the best opening tactics is to hold your finger down on the firebutton as soon as the action starts. That way, your cannon will automatically fire at whatever's directly in line with it. Using this method, it's often possible to destroy the enemy's cannon straightaway, thus leaving you to concentrate on his cavalry and infantry. Because of the damage they inflict, cannon are without doubt useful weapons. However, don't be lulled into a false sense of security should you manage to destroy the enemy unit early on in the fight. The cavalry and infantry are equally deadly. So, if you have blown his artillery to bits, the next move is to destroy his route to you. Once again, position your cannon in front of the bridge and open fire. Should you score a direct hit, his men won't be able to touch you - well, hardly. You see, if you find yourself running out of luck, you can still cross the battered bridge. Select your cavalry and make them line up one behind the other. Charge at the bridge, making sure you ride towards the portion right along the bottom edge. Nine times out of ten you'll make it across, thus allowing you to let the enemy feel your cold steel. Again, don't rely on your cannon. After all, once its ammunition runs out the unit retreats! Finally, keep an eye on which unit both you and your opponent are controlling and, if heavily outnumbered - retreat!

DEFENDING A FORT

Just like the train, a fort is a darn sight to defend than to capture; after all, you've got the added bonus of having time on your side. Having played the game a couple of times you should know how to control the guards and you must seize every chance you can to stop your enemy in his tracks. This time, however, it is advisable to try and keep the attackers off the walls. The courtyard floor is littered with obstructions that will hinder even the most determined soldier's best laid plans. Dogs are often the key to success, getting the enemy

caught up with these roaming mutts can keep them busy for ages. So, keeping your enemy

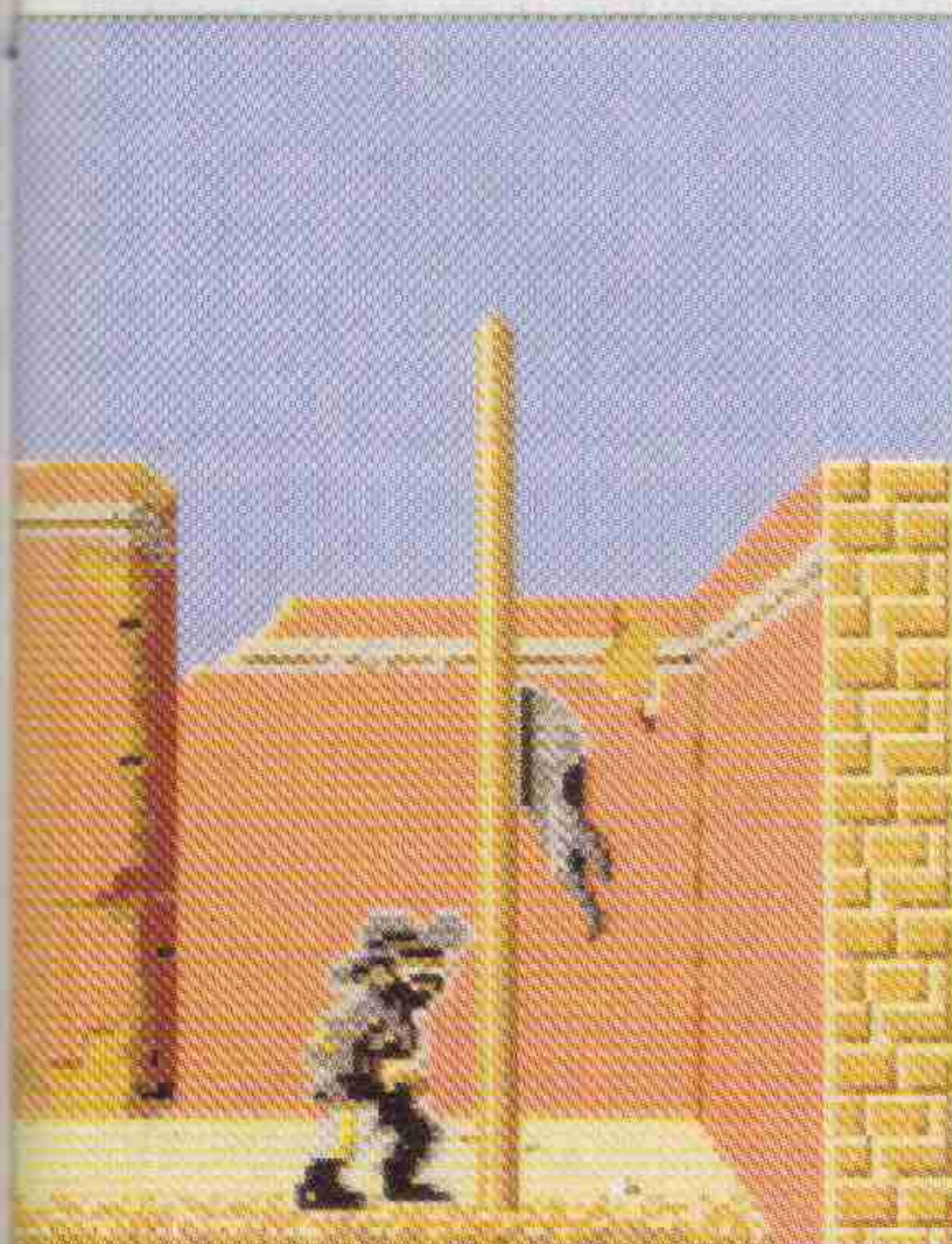
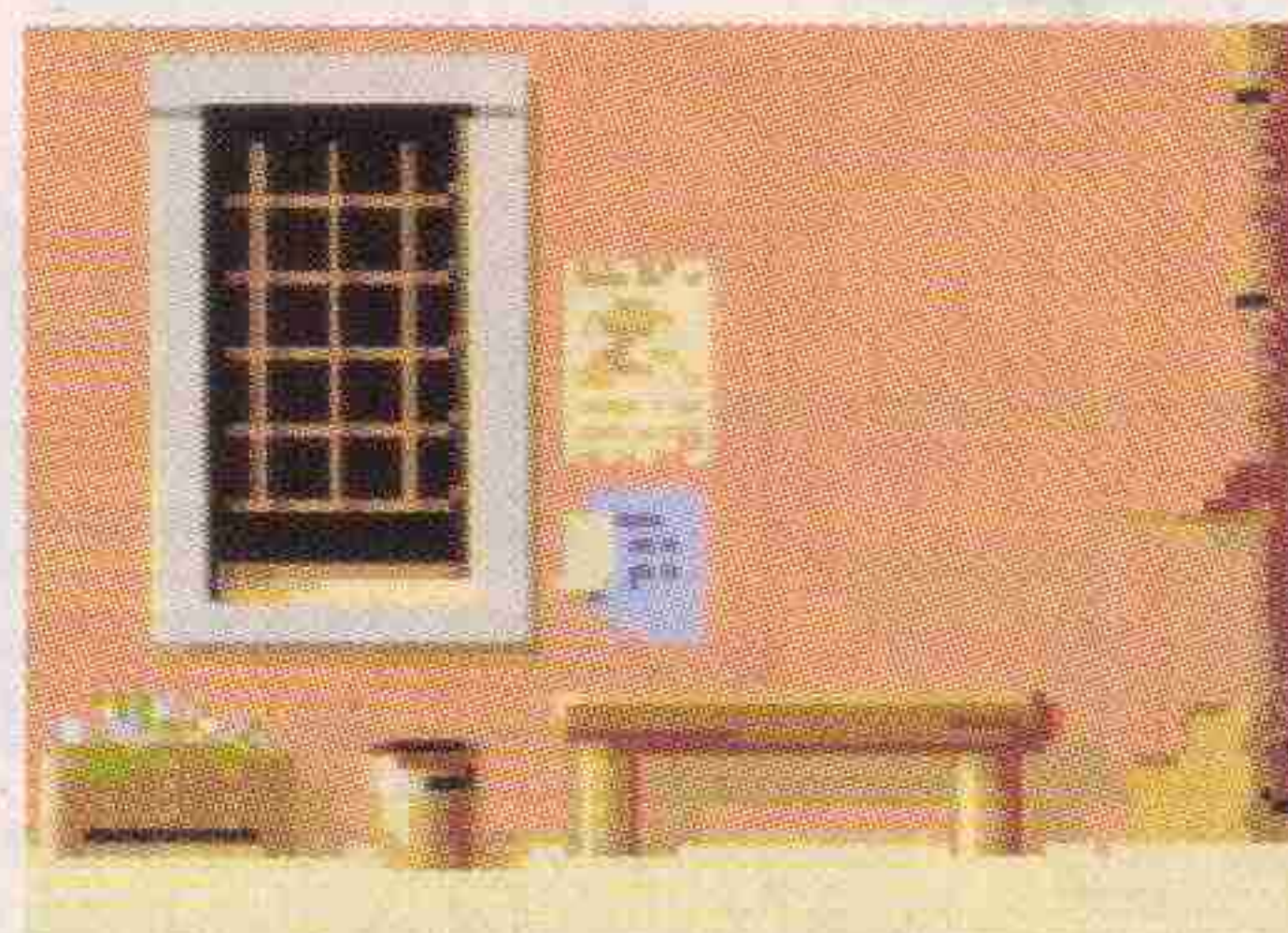
detained on the ground it's possible to stop him hoisting his flag every time!



GOVERNING A FORT

Of course, the easiest way to acquire a fort is to capture the state while nobody else has it. However, in order to have control of the railroads it may be necessary for you to win a fort. In such cases, simply move the pointer on the base and press the fire. Now, the aim of the mission is to reach the fort's flag and hoist your own banner. In order to do this you must either run along the open courtyard or leap over the war-torn walls. Usually a combination of the two is required, the latter being the easier. Once again, timing is the essential element in winning: the

timing of jumps being the most important. As in the train sequence, you should attempt to punch or knife any attackers you may meet. One small tip: try, whenever possible, to keep on the wall section as the ground is often littered with obstacles, dogs and explosives.



GTGA: MANIAC MANSION

They said it couldn't be done. Following his incredible Indiana Jones and the Last Crusade players' guide in issue 20, Nick "Crispy" Clarkson, has pulled out all the stops to bring you this, a complete solution to Lucasfilm Games's zany comedy-thriller, Maniac Mansion. Nick, however, is quick to point out that although this solution does work, there are other ways of completing the game.



1) CHOOSING A TEAM

Okay, okay, so Sandy has been kidnapped by Dr. Fred. But wait up, we don't want to rush things. First we've got to decide on a balanced party. Of course, Dave will have to be there, after all he is Sandy's long-time boyfriend. Right, who's next? Razor? No, maybe not, she's a great singer but I guess Syd's musical abilities may be more useful. Now, how's about Jeff, the Surfer Dude? No, Jeff's too

laid back for a mission of this nature. How about Wendy our would-be novelist? No, too much romanticism for me. That only leaves Bernard or Michael. Hmm, Bernard may be pretty smart but he's such a geek; anyway I guess Michael's photographic abilities may come in handy. So, who've we got? Dave, Syd and Michael - seems like a pretty well-balanced group - let's go!



3) GOING UP

Head off to the left and up the flight of stairs. Now, be careful! If you're not, you might just bump into one of the mansion's inhabitants. Okay, open the first door and walk to the left of the room. You should find yourself next to a ladder leading upwards. Climb up and you'll discover the green tentacle's room. On the back shelf is a record, grab it. Move over to the right speaker, behind it there's a yellow key on the wall, grab that too. Go back down the ladder and head for the top floor landing. Now, ignore the second and third doors and open the fourth one. Enter the room and approach the Hunk-O-Matic machine. Use the contraption twice and your character will feel much stronger. Now, head to the bathroom on the right. Grab the

sponge from off the basin and then head back downstairs to the steel security door. Once you're on the first floor landing, walk to the right until you appear in the music room. Use the record on the record-player and use the cassette in the cassette-player. Next, turn on the cassette-player and then the record-player. When the music has stopped, turn off both units and retrieve both the cassette and record.

Right, you're now ready to get that key from the chandelier. Return to the living room. Open up the cabinet with the radio on it and use the cassette in the player. Finally, turn on the unit and wait for the music to shatter all the glassware. Stop the player and grab the key from the broken light fitting.

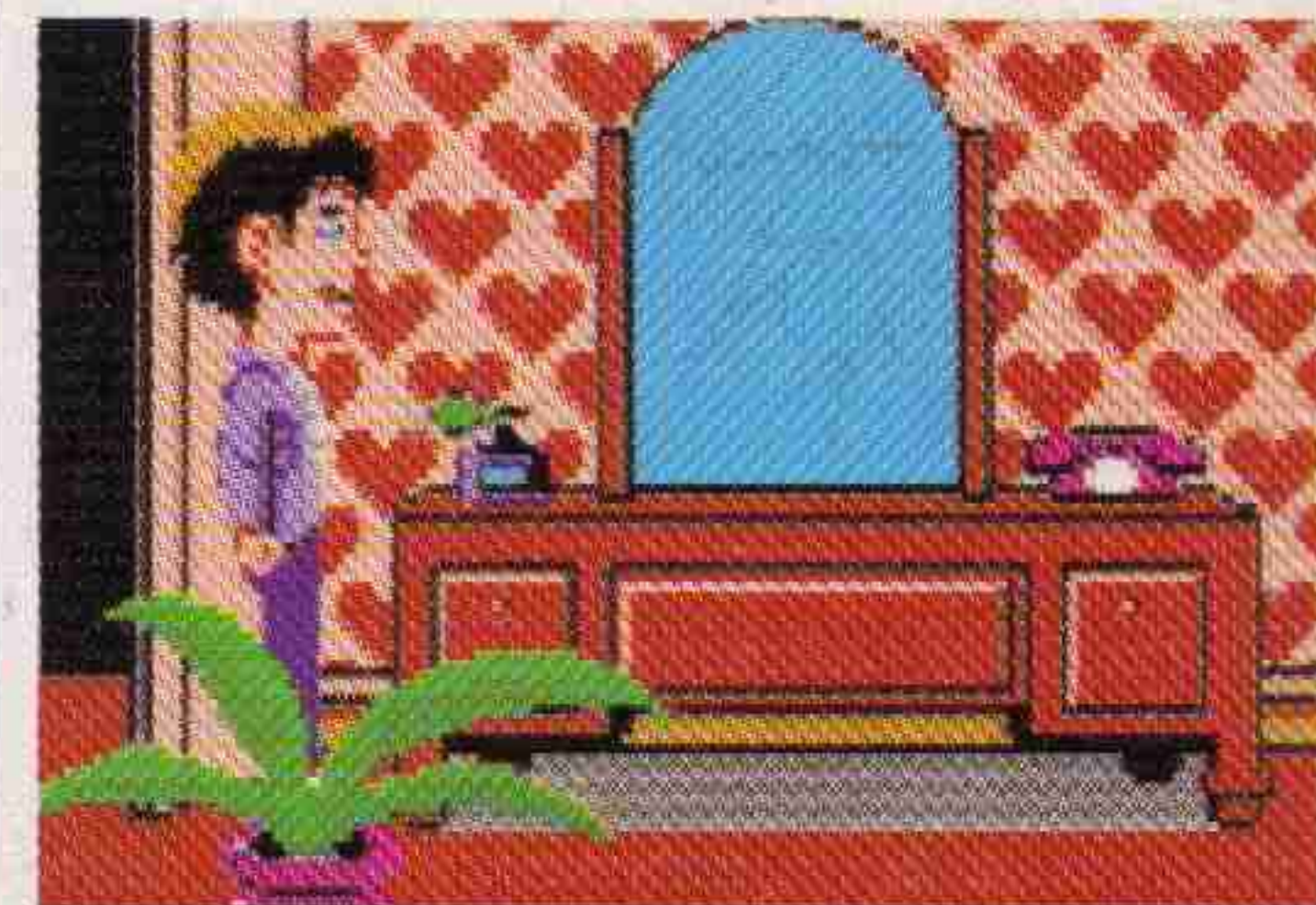
2) FIRST THINGS FIRST

Now then, how do we get in? Simple really - it's the old key under the mat trick. Using Dave, open the door and head inside. The door next to the grandfather clock leads to the kitchen, but don't go in there just yet - Nurse Edna's raiding the fridge. Keep heading towards the right, eventually you'll reach a living room. Try looking at that chandelier - see anything? Carry on to the right until you reach the library. Using the "What Is?" command, find the light and turn it on. Walk to the right-hand side of the room and open the last panel on the bookshelf. Grab the cassette and head back to the main hallway. Climb the stairs and head off to the room on the left. There you should pick up the bowl of wax fruit and the paint remover.

Next, switch to Syd and make him enter the kitchen. Take care here because if Edna's still about she'll get you! While in the kitchen, grab the flashlight, open the fridge and

take the can of Pepsi. Walk through the door on the right and you should find yourself in the dining room; keep walking to the right until you enter a small store room. Take the fruit drinks from the shelf and head back to the kitchen. Once there, carry on up to the art room and give Dave the fruit drinks. Switch control to Dave and proceed to the steel security door which is

found on the landing. Using the codebook provided, open and enter the door. Walk to the right until you find the stairs and then ascend to the second floor. Walk to the left until you're stopped by a hungry green tentacle. First give the bowl of fruit to the tentacle and then offer the fruit drinks; he should then be well and truly satisfied and allow you to pass.



4) THE POSTMAN RINGS TWICE

During any stage of the game the doorbell might ring. Should this occur, you should move all the kids into safe rooms, away from Weird Ed's ever-vigilant gaze. Ed's expecting a package, so when the bell rings change to Michael and walk to the far left of the screen outside the house. There you'll find a mailbox and Ed's package. Pick off the box before the misguided son gets it. Ed should arrive at the front door and then disappear because no-one's there. In order to win Ed's favour, enter the boy's room and give him the package.

GTGA: MANIAC MANSION

5) SWIMMING POOL ANTICS

Okay, head towards the main hall and give the right-hand gargoyle a push. Surprise, surprise! That nearby door opens! Switch to Syd and head for the now open door. Descend into the basement and, once again using the "What Is?" command, locate and turn on the light switch. Walk to the far right of the room where you should find a fusebox and a key. Pick up the key and open the box before returning to the hall.

Now, make sure Dave, the guy who used the Hunk-O-Matic machine, has the sponge and Syd has the silver key and the yellow key. Right, send Syd to the store room at the end of the dining room. Meanwhile, you should guide Dave outside. By now you should have given weird Ed his package and received orders to find his plans. On each side of the steps leading up to the building is a bush. Examine the right-hand bush and retrieve the undeveloped film before heading towards the left-hand bush. Using your super-strength, open the grating and venture

under the house. Move until you're under the grating in the ceiling and then change control to Syd.

Grab both the glass jar and the film developer from off the shelves. The developer will fall from your grasp and smash on the grate. Change to Dave and soak up the pool of developer with the sponge. Turn back to Syd and unlock the outer door with the silver key. Head on outside and fill the glass jar with pool water. Again, turn to Dave and make him move to the left. Stop at the water valve and turn

it off. Revert to Syd and make him head into the pool where you should pick up both the glowing key and the radio. As soon as you've done that, get out quickly. Turn back to Dave and turn the water valve back on then head back to the hallway.

Using Syd, open the back gate and proceed to the garage. Using your new-found strength, open the door to reveal a souped-up car. Unlock the trunk with the yellow key and grab the tools. Finally, return to the main hallway.



6) ATTIC ATTACK

Make sure all the kids meet up in the main hallway. Give both the developer-soaked sponge and the undeveloped film to Michael. Make him head up to the second floor landing. Open the door on the back wall and head on inside. There you should turn on the light and, using the equipment, develop the film. With the prints, you should walk to the top floor. Once there, open the third door and enter Ed's Bedroom. Give the film to Ed and wait there.

Ensure Dave has the paint remover, jar of pool water, the can of Pepsi, the toolkit, the radio and the flash light. Guide Dave to the top floor landing and then into the room on the far right. On the right-hand wall is a huge paint blotch. Employ the paint remover on the wall to reveal a hidden door. Guide Syd



to meet up with Dave. Make sure that Syd has the old rusty key and make him head to Ed's room. When there, open up Ed's

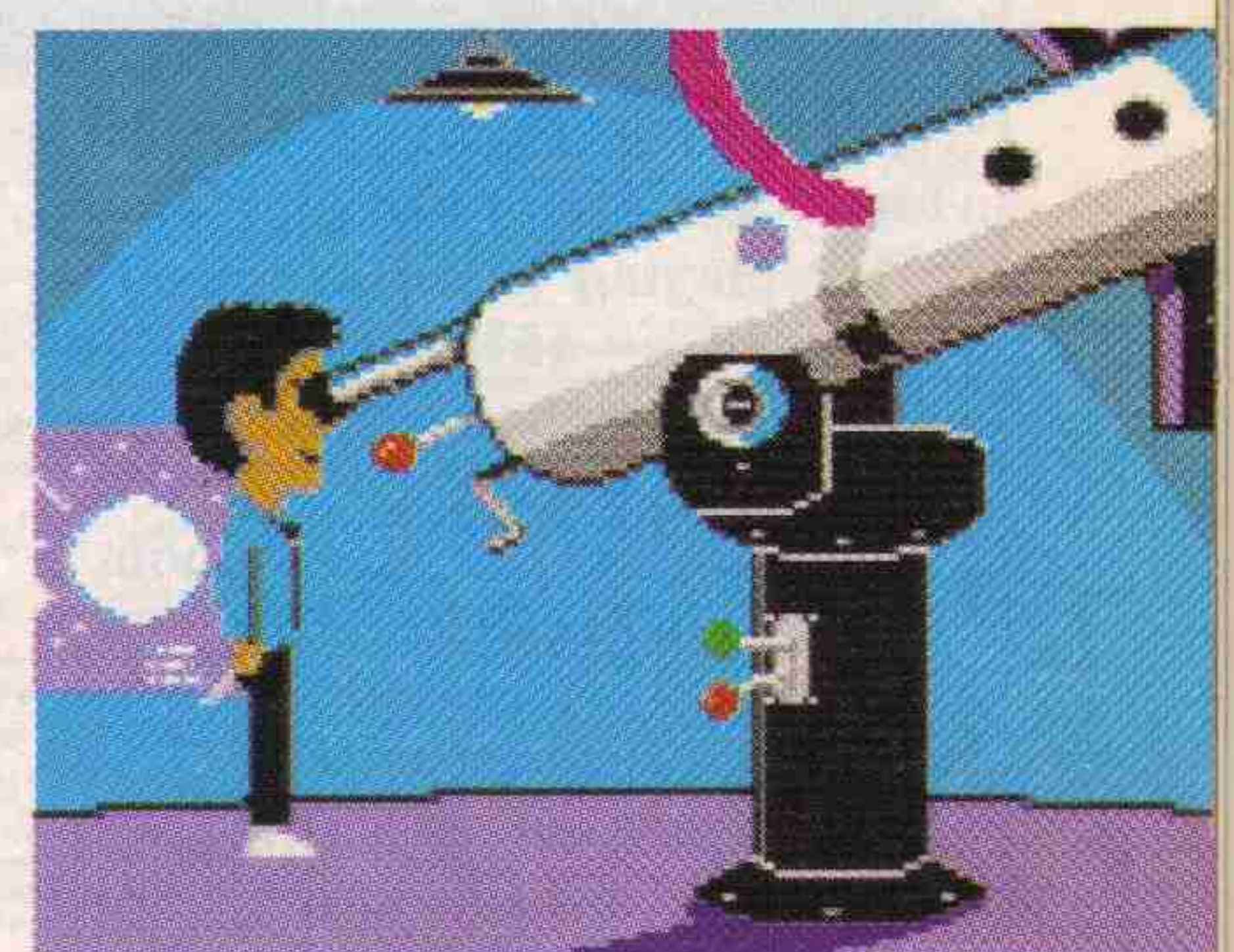
piggy bank to reveal a number of dimes. Of course, Ed won't be too happy with this move and he'll escort you to the dungeon.

Meanwhile, switch to Michael and grab all the dimes, the hamster and the purple keycard. When Ed returns, give him the hamster. Leave the room and meet up with Dave. Give all the dimes to Dave and then wait outside the second door on the top floor. Turn to Syd and, using the rusty old key, escape from the dungeon and once again head for the top floor.

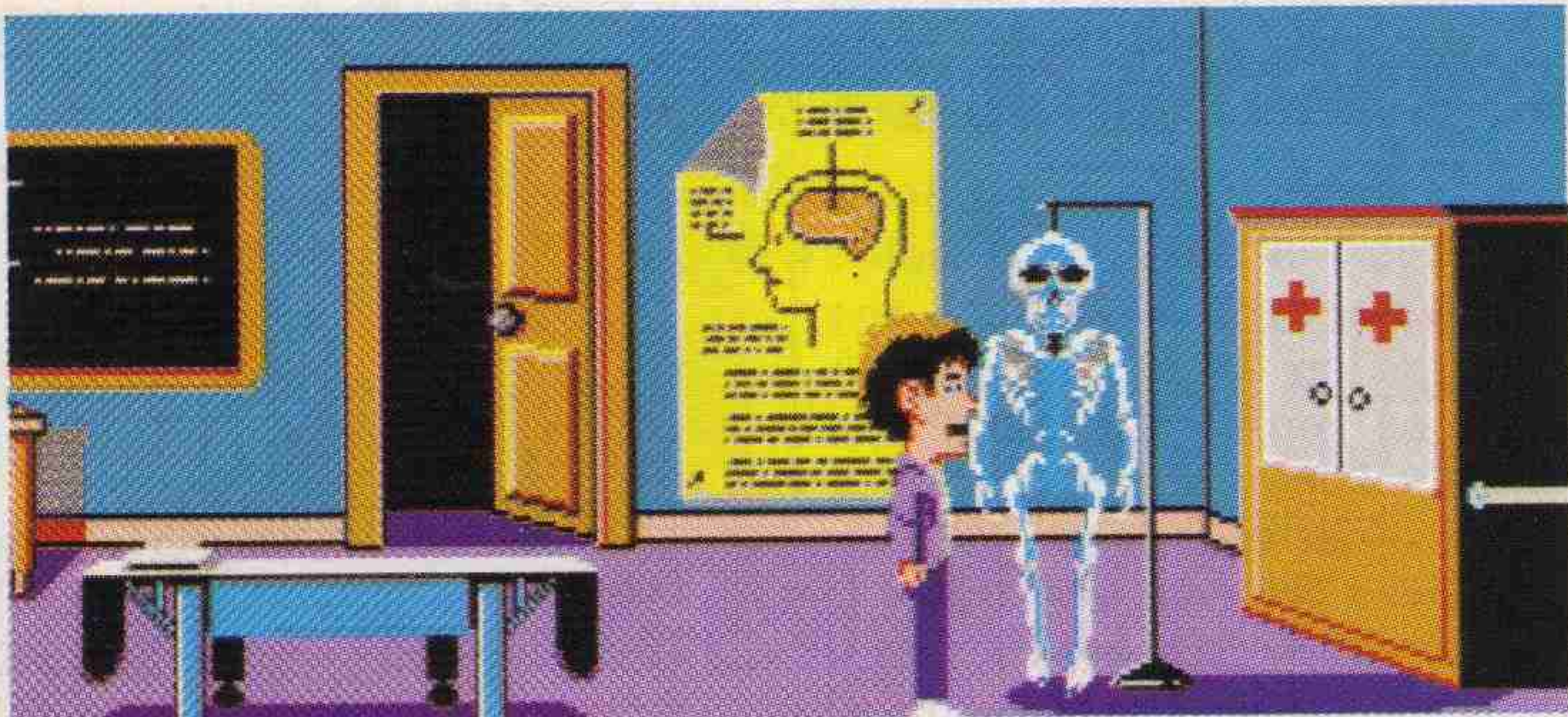


8) THE SKY AT NIGHT

Using Dave, descend the ladder and stand next to the man-eating plant. Use the jar of pool water on the plant and it should grow. Next, disable the plant by giving it the can of Pepsi. Climb up the powerless plant and you should find yourself in an observatory. Insert a dime into the coinbox on the left-hand wall and press the right button. Perform this task once more and then look through the telescope. You should be able to see into the room above nurse Edna's Bedroom and, more importantly, the safe's combination. Switch to Michael and open the safe using the newly acquired combination. Grab the envelope and go down the hatch, where you'll be captured by the naughty nurse and taken to the dungeon. Escape from the dungeon and head for the steel security door. Walk through the door and head for the second door, the games room. Switch to Dave and guide him to the games room. When there, get the small key and the envelope from Michael. Open the envelope and get the quarter. Put it into the coin box of the meteor game. The screen will change to display the high-scores, note down the top number. Get Michael to give Dave all of his possessions and then, using Dave, head up to Edna's room where you'll be captured once more. Having been taken to the dungeon, get Syd to give Dave all his possessions too.



GTGA: MANIAC MANSION



7) NAUGHTY NIGHT NURSE

Okay, make Syd and Michael meet outside the second door on the top landing. Using Syd, open the door and enter the room. Once inside Edna's boudoir get yourself captured. While Edna's escorting Syd to the dungeon, turn to Michael, enter the room and take the key from the nightstand. Next, climb up the ladder and turn on the light. You'll find yourself in a room with a painting on the right wall. Open the portrait to reveal a wallsafe.

Switch to Dave and ascend the ladder. Open the radio to reveal some fresh batteries; use these in the torch. Next, revert to Syd. Get him to break out of the dungeon and stand beside the open fusebox. Turn off the circuit breakers and change control to Dave. Turn on the flashlight and, using the tools, fix the broken wires. Having done that, turn off the torch before changing to Syd and turning the circuit breakers back on.

9) STORM THE LAB

Taking control of Dave, use the glowing key to open both of the padlocks on the outer door of the secret lab. Next, open the inner door by using the combination you gained from the arcade machine. As you enter the lab's antechamber you'll be confronted by the Doc's purple tentacle. Don't worry about him as Ed will rush in and sort him out. Open the door on the right and venture into Dr. Fred's domain. After calling for the tentacle to help him, the Doc will set off a self-destruct mechanism. You now have two minutes to complete the game. Open the locker on the right and

put on the radiation suit. Use the purple cardkey on the right-hand door and enter the Meteor's room. Turn off the meteor's power by switching off the nearby power lever. This will release Dr. Fred from the meteor's evil thrall. Grab the meteor and rush out of the door on the right. You'll find yourself next to the garage. Open the trunk on the car and put the meteor inside. Using the yellow key, turn on the converted rocket engine. The car will blast off into space leaving you to sit back and enjoy the game's end sequence.



GTGA: BITS AND PIECES



GHOULS AND GHOSTS

This game's so scary that even big, brave Jason had nightmares after playing it. Still, if you've brought this excellent conversion then I guess you, too, have discovered that it's a trifle difficult. So, how's about a touch of invincibility, eh?

Load up the game in the usual fashion, pressing the firebutton to begin the game. However, instead of moving

Arthur around the screen, quickly type in the name "STEPHEN BROADHURST". Should you enter the cheat correctly, the words "CHEAT MODE ON" should flash on the screen. Arthur should now be invincible, able to thwart the plans of even the most dedicated monsters.

Thanks to Sharon Taylor from Belfast for that brilliant tip!

PRIZES! PRIZES! PRIZES!

Now, those of you who read ST Action regularly will know that we strive to bring you the most up to date hints available. Of course, we can't do it all on our own (though looking through this edition we've come close!), therefore, you, our loyal readers, are invited to send in all your game hints, cheats and solutions. Now, before you all start asking, "what's in it for us?", I'll tell you.

In the past we've only given one or two prizes for the top tips. However, due to a change in policy, and the fact that we're so generous, we will now be offering a prize for EVERY tip we publish! So, instead of just sitting back and letting all the others do the hard work, you, too, have a chance to share in this mega magazine.

You can send in complete solutions, like this month's one for Maniac Mansion. Perhaps you're good at one particular game. If so, why not compile a full player's guide similar to the North and South feature. Maybe you've discovered a hidden cheat enabling players to have unlimited lives. Whatever you discover, don't forget - a prize for EVERY tip printed!

And, just in case you've forgotten the address, here's where to send those hints to: Crispy's Giving The Game Away, ST Action, Latham House, Quarry Lane, Chichester, West Sussex. PO19 2NY.

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THE LETTERS DESK

Now it's your turn. What have you got to say for yourselves?

What do you feel about after-sales service?

Do you feel that today's software offers value for money?

Just what would you like to see in ST Action?

If you've got any views, comments, or questions then drop us a line. Don't forget the most thought-provoking letter will win its writer the game of his choice. Get scribbling! The Letters Desk, ST Action, Latham House, Chichester, West Sussex, PO19 2NY.

Hello, and welcome to the February issue of ST Action. May I take this opportunity to greet any new readers, I'm sure there are quite a few of you who received an ST for Christmas and some may even have managed to get your hands on a hal-
lowed STE! Last issue we reported that the 1040 version had started to appear but the smaller 520 wouldn't appear until February/March time. However, back in the middle of December we ordered two 520STs and were given STEs instead! So, if you do want one, they are about. Meanwhile, on with your ramblings.

Points, Questions and Comments

I personally do not own an ST at present, although I do hope to get my own ST very soon. This (issue 20), is the first issue of ST Action that I have purchased. Anyway, on with my comments.

1. Could you tell me the difference between the Atari ST and the Atari STF? That is if there is a difference.

2. Have you any idea if an arcade game called "Splatterhouse" is to be converted onto the ST. I played it way back in June and have waited with bated breath ever since.

3. I hate to be picky, but in the review of Terry's Big Adventure you quoted: "Controlling the yellow jerseyed little Terry...". After careful examination, I discovered Terry wore yellow trousers and a black jersey. So there!

4. Apart from this mistake (I also noticed one or two spelling mistakes, too), the magazine is a fine size and has many top class reviews.

Finally, how come some of the games you review don't have a first-day score?
Hadley Coull,
Solihull, West Midlands.

Hello there, Hadley. I'm glad you enjoyed your first issue of ST Action and hope you will continue to do so in future. Now, your answers.

1. The ST only has a monitor output, whereas the STF also has a built-in modulator and is therefore able to be connected directly to a TV set.

2. We haven't heard of an arcade

game called "Splatterhouse". However, we do know of a game called "Slaughterhouse". It's by a company called Namcom and, at present, we don't know of any plans to convert it onto the ST.

3. Yes, you are being picky. However, it appears we're both wrong. I've had an even closer look at the game and it seems young Terry is wearing a blue jersey and yellow dungarees.

Finally, Spelling? Pah, we noticed a few mistakes in your letter, too, matey. No, seriously, the games which don't carry a first-day score are usually ones in which a specific score isn't given.

Green Compatibility

I have recently purchased a 520STFM and was wondering if it would be compatible with my Amstrad green-screen monitor. If so, would it give me the extra high-resolution mode?

I would also like to know what a "Blitter" chip is and what it actually does. If you can cast your mind back to issue 10, you held a competition for which the prize was a "Secrets of Dungeon Mastery". To win this, characters had to be designed using "Chaos Strikes Back". As this has not been released yet, what has happened to this competition? Is it still standing?

The way I see it, there are three things keeping this mag well above the rest. They are, The Letters Desk, YaK's Yak and the interviews with the programmers. Keep it up!

C.A.R. Southworth (The Marauder)
Chester le Street, Co. Durham.

Greetings, Mr. Marauder. Firstly, congratulations on the purchase of your Atari STF. Now, about your green-screen: I'm afraid that you won't be able to use your Amstrad monitor with your machine.

Next, a blitter chip is a customised chip whose sole purpose is to move whole chunks of memory around RAM. The theory is that the blitter can, say, shift sprite data into the screen RAM, thus making the whole process much quicker.

Finally, the latest word from the Troll is that the competition still stands. As the game should be in the shops, I reckon that the competition should close on the

30th March, so get going!

Christmas Cover Disk

I've got a great idea for all those people who are bored with Robocop. Like many others, I completed the game very quickly, too. At the end of the game it says something like: "See you in Robocop 2". Well this is how you get to Robocop 2. Before I go on, I must point out you need Degas Elite to do this.

1. Save all the .PI1 files from disk 1 onto a blank disk. This is so that you may revert to the original graphics if you don't like what you've done. Keep this disk in a safe place!

2. Now, change the sprites by drawing over them. Change them to whatever you like. I have disks with Batmans, old grandads, Bananamen and other such zany characters. Note: If you want solid black bits (not transparent) on the sprite, then you may need to change the green blobs to suit the shape of the sprite. The best sprites to change are the dying sequences (I've added loads of blood) and the motorcycle (I've changed it into a blue Beetle with an acid-house symbol on the side). Care should be taken not to make the sprite too big or too small, or the graphic zones will be mucked up.

4. Save the completed sprites under the same filename onto disk 1. Again, be sure to save them in their uncompressed format.

5. If you have Replay then you can even change the sample at the beginning of the game. As with the sprites, you can also redesign your own loading screen.

6. I've also managed to change the sprites in U.S. Gold's Strider, but that's a little more complex.

And now onto other things. How about a Christmas cover-disk? This time with good games or demos on it. Or if you subscribe, you could get a cheap game or a set of useful PD utilities. Also, please, please, please could you mention somewhere in the magazine when the next issue is due out, I often wait for it.

Way back in issue 10 of ST Action you presented a feature on graphic artists. One of the graphics on display was the Warhammer logo; when can we expect to see this game?

Are there any plans to convert the "Black Tiger" coin-op? I saw an advert for it ages ago, but have heard nothing since.

James Gallagher,
Maidenhead, Berkshire.

Wotcha, James. First off, thanks for your sprite-editing instructions. However, before everyone rushes off to butcher their copies of Robocop, remember, you do so at your own risk. Neither ST Action or James Gallagher can be held responsible for any damage you cause.

Next, a Christmas cover disk, eh? Well what do you think that blue thing on the

front of the mag was - Scotch mist?

A free, cheap game with every subscription? Come off it, we're going to offer you full-price quality, STA1-rated North and South, for instance!

Finally, I don't know when, or indeed if, we will see the Warhammer game. As for "Black Tiger", we'll have a full review next month!

Throwaway Packaging

Thought I'd just put print head to constant in order to put forward a small but interesting point (re "Poor Packaging", issue 19 of STA).

My brother has all three computers - ST, Amiga and Archimedes. No, I'm not getting into THAT debate (personally, I have an Amiga - the only computer to come complete with a built-in footwarmer - otherwise known as the separate power supply!).

Anyway, our family buys quite a lot of games, and we always moan about having to throw the expensive, multi-coloured packaging boxes (we normally keep the disks in drawers, and any manuals or maps on a shelf, as there isn't enough room to keep all the boxes intact).

So one day, after another moaning session, we telephoned our local Software Emporium (plug!) and asked if they had any use for the packaging. They surprised us by saying that they get quite a lot of empty boxes pinched from their shelves (what good is an empty box to anyone?) and would be happy to accept any that were in good condition! Also they can reuse the clear plastic CD-type cases, as if they get a broken one they have to write off to the suppliers for replacements.

If anyone out there has the same dilemma, why not get in touch with your local computer shop? They may be glad to have your old games packaging!

Keep up the good work with the mag, we've read every issue.

Sara Maidstone,
Norwich.

Hmmm, now there's an interesting thought: recycled packaging. Anyway, I was interested to hear your point about empty software boxes being stolen from computer-shop shelves. What on earth could people want those for? Could it be to put their pirate-copied games in? If so, these people are not only stealing programmers' and producers' money, they're also dipping into the pockets of your local computer retailer. Guess who's going to lose out in the long run? You.

Perfect Packaging

Okay, enough is enough. What's all this about pointless packaging? I for one agree with all those people who have written in saying that much of today's software packaging is often a waste of money. I



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EXPENSES

DATA BANK

have noticed that British software houses do tend to produce poor packaging: one glossy box and a black and white printed sheet and that's it. However, it seems that our American cousins have hit the nail squarely on the head. I am, of course, talking about companies such as Lucasfilm Games, Sierra On-Line and Infocom. These companies must spend hours designing, researching and producing packaging. The end result being an all-round, well-presented package. And, before you all start saying that it's purely for show, have you ever stopped to think that these games contain no copy-protection, save that which is contained within the packaging? I for one think that our transatlantic friends have got the right idea when it comes to promoting their games. Keep up the good work!

Gary Thomas,
Exeter, Devon.

Well, thank you, Gary, for your words of wisdom. I, too, admire the packaging in which the Americans present their games. The inclusion of protection and clues within the packaging make it essential to have all the accompanying paraphernalia. I know that dedicated pirates will try to by-pass such protection schemes, while the less talented software thief will turn to photocopying. I was, therefore, especially impressed with Lucasfilm Games's Indy Adventure, whose elaborate copy-protection scheme allowed me to back up my disks but not to copy the codes. I hope that in the future we will see British software houses coming up with more worthwhile packaging at no extra cost.

Rascally Rodent

I am writing in concern about the mouse supplied with the ST computer, having had them both since Christmas '87. At first, all seemed well, but after about eight months or so, I took my mouse to another ST owner's house because his pet rat was no longer working. Having played a number of his games, for an hour or so, my mouse, too, seized up (the arrow etc. on screen does not move in correspondence with the movement of the mouse itself). My friend then wrote to the suppliers of the mouse, threatening to sue them if they did not replace the mouse. They apologized and sent him a replacement mouse saying that it was "throwaway technology"! After just two days the new mouse refused to work. (I know it was not the control ports because neither my mouse nor my friend's works on any ST).

Since then I have been asking myself whether I should buy a replacement mouse and incur similar troubles or should I buy a more expensive rodent, i.e. a Naksha mouse (£40) or a Genius mouse (£30). So would you be kind enough to advise me on my best course of action.

Tom Munnery,
Altincham, Cheshire.

Hi, Tom. I am sorry to hear that you are having trouble with your mouse. However, I wouldn't dismiss the mouse port from being the cause of the problem. Firstly, I do hope you use joystick/mouse extenders with your ports, as these will undoubtedly increase the life of your machine. It seems strange that your friend's ST seems to 'eat' mice. For yours to give up after only a few hours and his replacement to die after only two days, does seem mighty suspicious. Anyway, about the Naksha mouse, this unit comes complete with an anti-static mouse mat, it's a very fast and very accurate piece of kit, as it should be for forty pounds! However, I don't feel that it is robust enough for simple gameplaying. No, I personally use (Ian Tindale's) Genius mouse, the buttons are much smoother and the overall feel is more appealing than the original Atari Rodent.

The Madman Returns

A most ugly greeting to all my loyal fanatics out yonder. Once again I feel I must writeth to thine magazine, concerning thy new computer machine.

Yae, but let me begin by saying, I hope ye all had a terrible Christmas, and ye did not get all of thine desired gifts.

I for one, must have thine most up todate toys as so to inflicteth misery onto thine mortal world. I shalt sell mine humble 520ST and barter for a new STE. The things that we should know are these:- Can we use our 1040/520 ST games on thy STE? If not, what price will be set for thine STE games? What will thine new beast look like? Why hast thou neglected to inform us? Are you trying to save this information from us as to rule the world?

A curse be put upon ye! I betteth that this is that wretched Troll's doing! The scum-filled mutation in the midst of an inferior personality crisis. When I see ye humans crawl to him for aid it maketh me vomit. Please insult the scum for me and let it be known that I willeth not taketh this nonsense insulting of Milton Keynes!

The Topazian Necromancer,
Somewhere near Milton Keynes.

Oh no, not you again! Still, at least this time you've got some interesting questions. Firstly, the STE will look very similar to your existing computer - save a few extra holes.

Secondly, some of your ST games won't run on the new machine, the majority, however, will.

Finally, a huge rassssp! from the Troll - he reliably informs me that you are "away with the fairies" and are in urgent need of medical help.



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INFOGRAMMES INTO THE 90'S

Games galore this month as top software house Infogrames wish to toast in the New Year with a bumper giveaway. Top of the list is Infogrames latest release, Drakkhen, the eagerly awaited role-playing fantasy game.

During the 80's Infogrames have supplied the computer entertainment world with some of the most graphically advanced yet totally addictive games software.

Throughout the 90's we will be expecting a lot from this company who have a lot to live up to after their recent releases North & South, Tin Tin on the Moon, Sim City and classics such as Purple Saturn Day, Kult, not of course forgetting their smash hit Captain Blood.

Infogrames have also launched a budget range, which they call 'Pocket Soft' and all their past classics will be sold under this label at £9.99.

The first two prize winners will receive a pack of 18 classic Infogrames games including: Drakkhen, Hostages, Kult, North and South, Stir Crazy, Purple Saturn Day, Captain Blood, Action Service, Tin Tin on the Moon, Iron Trackers, Sim City, Operation Neptune, Wanted and the Quest for the Time Bird.

Ten runners up will receive copies of Infogrames latest release Drakkhen.

Entry forms must be send to: Infogrames Compo, ST Action, Latham House, Quarry Lane, Chichester, West Sussex, PO19 2NY. The closing date is 28th February 1990. Usual ST Action competition rules apply.

Infogrames into the 90's entry form:

Question 1) The following is a list of five top Infogrames game titles and below them a list of game descriptions. Match up the games and the descriptions by writing the letter of the description that corresponds to the game title:

- 1) North and South is a.....
- 2) Sim City is a
- 3) Hostages is a
- 4) Action Service is a
- 5) Drakkhen is a

- a) commando combat school simulation
- b) combat simulation in which you must rescue prisoners from a gang of terrorists
- c) cartoon characterisation of the American civil war
- d) role playing fantasy adventure
- e) simulation in which you plan your very own city

Question 2) What is the catchy phrase used to describe Infogrames budget titles?
.....

Question 3) Which country do Infogrames originate from?.....

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CHASE HQ

"You sound the sirens and turn on your lights, because you have spotted your suspect up ahead. You'd better apprehend him or Chase H.Q. will want to know why!"

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Before you even turn on the engine, you are briefed about your forthcoming mission. This time your assignment is to intercept a Lotus and apprehend the driver.

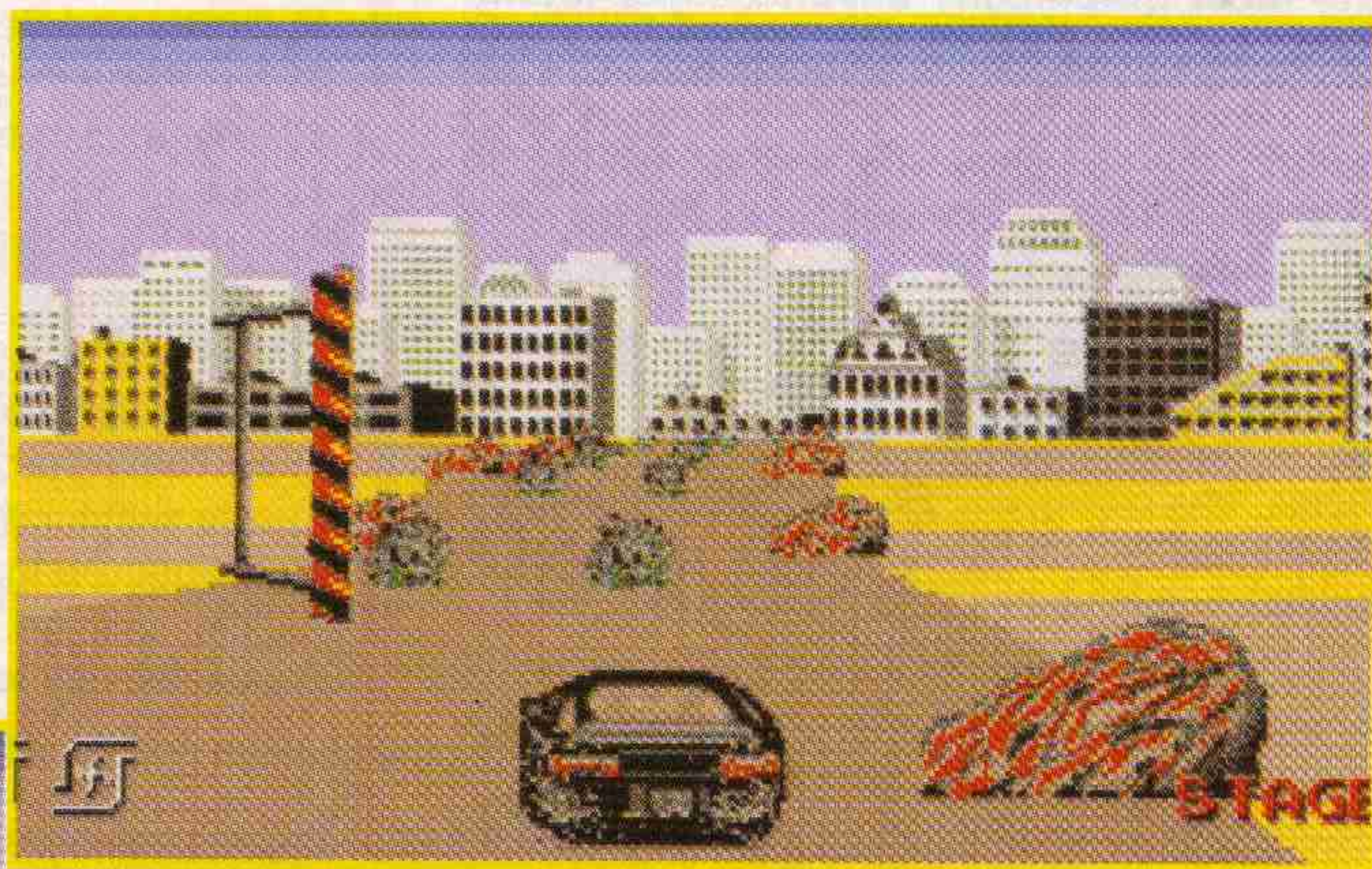
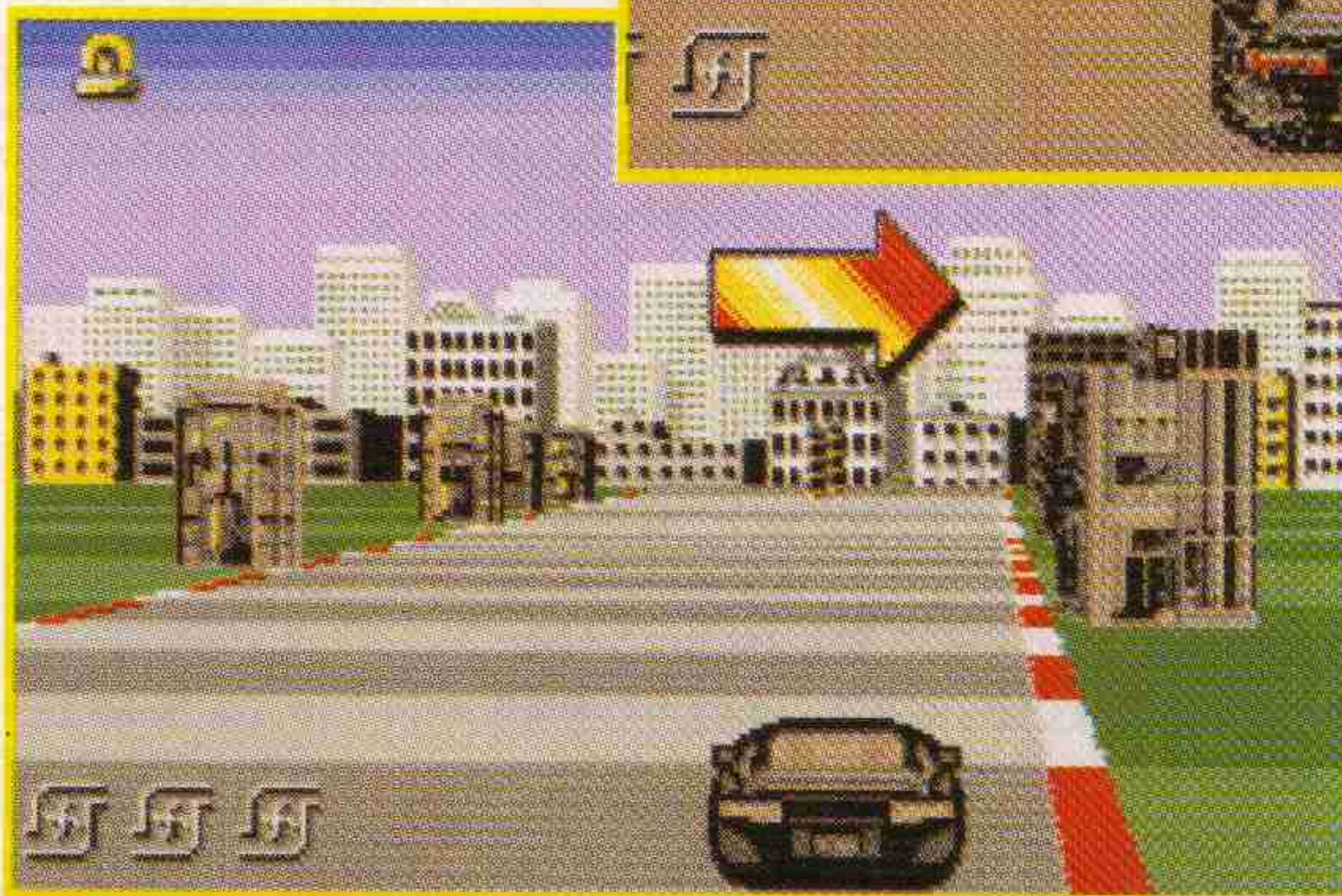


During 1989, thousands of people flocked to the British arcades in order to play great games like Hard Drivin' and Power Drift. But then another car game appeared: Chase H.Q. Chase H.Q. has been one of the most, if not the most, successful coin-op of 1989. Virtually everyone had heard about the chart-topping arcade machine, either from magazines or from first-hand experience. The public just loved the thrill of chasing around roads after suspicious drivers, usually exceeding the speed of 300 kmh. So when the licence was bought up by Ocean, did they make a decent job of converting it?

Before the action starts you are briefed by Chase H.Q., which is done over the radio. Nancy, from headquarters, informs you that there is an emergency situation and gives you a run-down on the criminal and the car which he's driving. It's now time to climb into your turbo-assisted Porsche, flick on the ignition and drive like there's no stopping you. Initially, the ride is all very pleasant, with just a few Sunday drivers on the road whom you glide past, cruising at 250 kmh! For each car passed, you are awarded 200 points; for the second car, 400 points and so on. Your score will increase like this until you reach a bonus of 8000 points! If you collide into another car though, your hefty bonus will be reduced back down to a

puny 200. Whilst driving along, you can accelerate by nudging the joystick forward, brake by pulling back and steer by pushing left and right. Pressing the fire button changes gear into either high or low. Although you can plough through the other cars as if they weren't there, spin-offs can occur as a result of your demolition Derby driving.

The scenery changes from driving along city streets to cruising through dark tunnels and across bumpy, off-road tracks with large rocks that you to avoid. Whilst



Whilst gradually closing the gap, you have to negotiate the obstacles, otherwise you could lose all hope of capturing the villain.

Following the arrow will indicate the direction of the criminal. Either route will lead you to him but the unmarked road is longer, and therefore takes longer to find the evildoer.

Lately, there have been so many car games around that we've been spoiled for choice, but I think that Chase H.Q. has a slight edge because it must be one of the most well-known arcade games nationwide. But its history aside, I think Ocean have made a good job of converting it. The graphics are fairly small, but adequate, as is the sound. Sampled speech has been taken from the arcade original, to increase the atmosphere with phrases such as 'Gidee up, Boy!' As racing games go, I think that Chase H.Q. is a fair attempt at a conversion, but it might not appeal to some people.

AS

driving through the tunnel, you must take care to avoid scraping the side of your car against the tunnel walls, otherwise sparks will fly and, once again, precious time will be lost. You are allotted sixty seconds to locate your target car and once this is achieved you have to try and disable it, by repeatedly ramming, within a minute.

During your hectic chase, the road will split in two, and a large arrow will point in the direction in which the rogue sped off. It is quicker to travel in the direction prompted by the arrow but, either way, you will come across the rampaging villain, eventually.

You have three turbo boosts at your disposal in case your normal acceleration isn't enough for you to close in on the rapscallion's roadster. With a single press of the space bar, the turbo is ignited and you hurtle off, kicking up dust as you go. Don't use up all your turbos in one go, though, because they are most useful when trying to force a criminal off the road. Once you have raced through the tunnel and managed to steer clear of all of the other obstacles, the distance between you and the target car should, hopefully, be under a hundred metres; the tune will change to one with a faster beat and the

STA
Rating
64%

GRAPHICS: 63%
SOUND: 57%

LASTING APPEAL: 64%
ADDICTIVENESS: 68%

DIFFICULTY: AVERAGE
1ST DAY SCORE: 1463286

villain's car will be within the long arm of the law. If you missed the description at the beginning of the brief, an arrow will point out which car to head for. To complete your mission, you'll have to ram the suspect's car off of the road, but this is easier said than done and if you miss him, he will live to commit another crime. Before you can ram him, you have to cruise around hairpin bends, as well as depleting his seemingly never-ending energy bar. When you first hit him, he will seem unstoppable, but if you keep on going for him, his energy will drop into the red and then he'll be in trouble. If you are persistent enough, a final nudge to the rear will make his car burst into flames and smoke will come pouring out of his engine, thus pressuring to stop. If, however, you miss him, he will live to commit another crime. Once his car has pulled over it is your duty to place him under arrest. Dragging him out of his car and throwing him to the ground with a gun up against his head, you read him his rights and inform him that he is under arrest (as if he hadn't guessed). Then it's on to the next car, a yellow Lambourgini. The question is, have you got what it takes to keep up with a sports car and then take it out? **STA**

I know that Chase HQ is supposed to be a high-profile, prestigious release, but quite frankly I can't see what all the fuss is about. Having played the game in the arcade I was somewhat disappointed with the game's lacklustre graphics - I felt that, instead of being colourful, the game was very dull and grey. The sound is comprised mainly of the usual engine sounds with a few voice samples thrown in for good measure - hardly inspiring stuff. As for the gameplay, Chase HQ is a case of 'you've seen it once, you've seen it all'. I reckon the difficulty level has been set a trifle too high, but only time will tell.

NC

With only the lights at the side to illuminate the road, you have to make sure you don't scrape your car against the bridge. If you do, sparks will fly from the side of your car and precious time will be lost, as well as the paintwork!



With the criminal in sight, all you have to do is repeatedly ram him until smoke pours from the rear of the car and he is forced to stop.

Now's your chance to capture. With a little persuasion from your gun, he will come quietly and it's on to your next mission.



Of all the racing games in the arcade, I think you'll agree that Chase HQ must rate as one of the best and, certainly, the most popular at the moment. Graphically, this conversion is pale in comparison to its arcade counterpart, with small, not particularly well drawn cars and a striped road and terrain which is very reminiscent of Titus's Crazy Cars - sonically, it leaves a lot to be desired as well. Thankfully, it plays a darn sight better than it looks! In fact, the driving action is some of the best I've played on the small screen, thanks to responsive joystick control and plenty of elbow room on the track. Not the most faithful coin-op conversion, but it's saved, just, by the gameplay, which, of course, is the most important element in a game.

JS

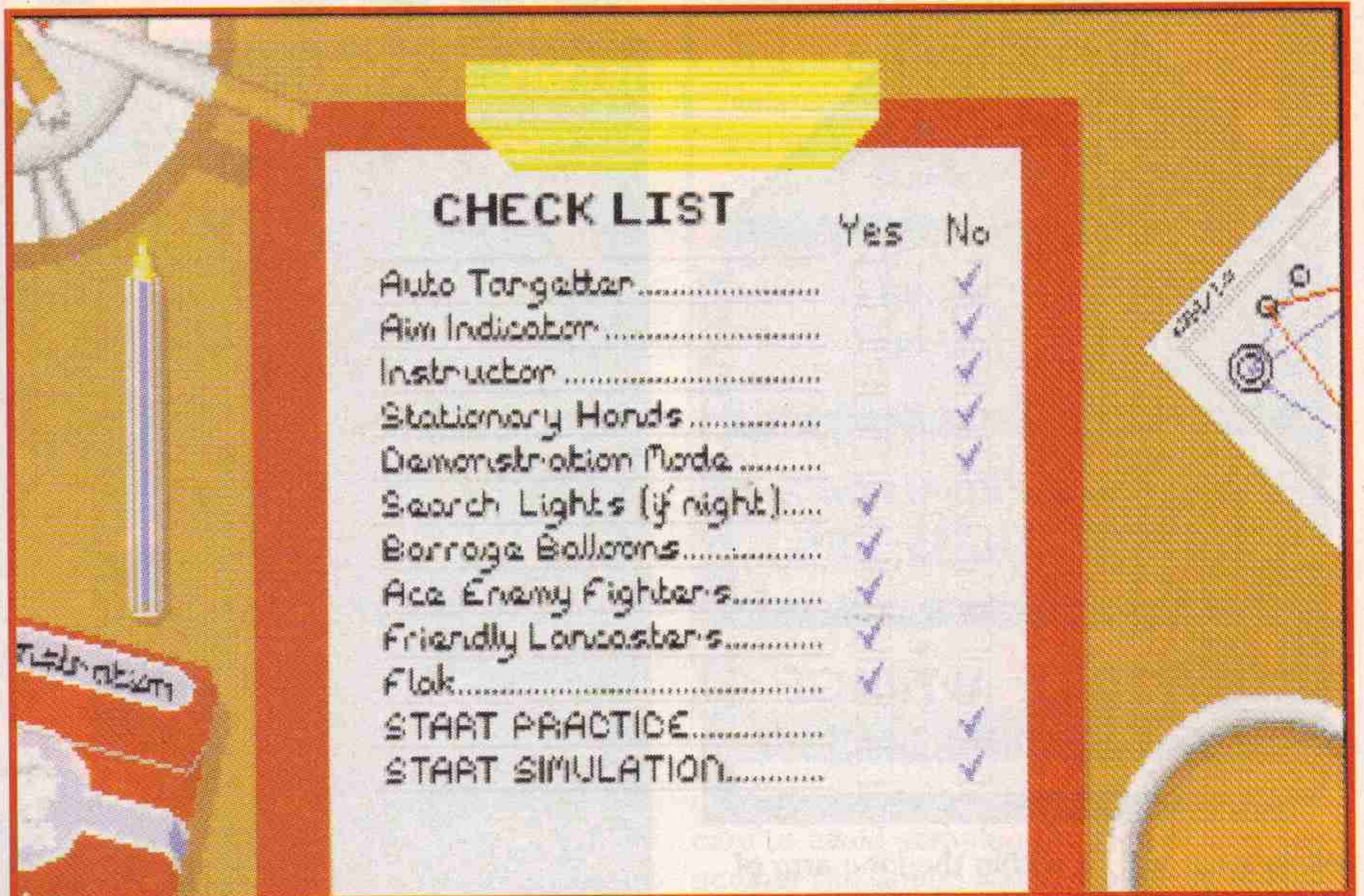
The first thing I must say about Lancaster is that it isn't a true flight simulator, and Actual Screenshots don't claim that it is. So with that out of the way, I thought that Lancaster didn't have a lot to it. It seemed that all you had to do was the bomb run and tail-gunner's sequence over and over again. The game comes on two disks and there is a lot of disk swapping for so few disks. The vector graphics could have been improved immensely, because they are nowhere near as smooth as, say, Falcon's graphics. There is nothing special about the sound, mainly because it is limited to a couple of tunes and the hum of an engine. Overall, Lancaster could have been one heck of a game, but I am afraid that actual screenshots make it too repetitive, and as it is, it's nothing to write home about.

AS

With the release of Bomber and other greats, such as Falcon, does Lancaster rate amongst the top flight simulators? You will have to decide for yourself after you have read the review. Lancaster puts you in the role of a Second World War pilot, in control of a famous Lancaster bomber. You have the choice of either playing Thompson, a new boy in the service and not very experienced in aircraft combat; you can be Jennings, a retired pilot that trains the younger pilots; or you can be Pennington, the hotshot of the R.A.F. To start off, I recommend that you use Thompson because the others are harder to complete missions with, and that's what the whole game is about.

If you do decide to play the part of Thompson, you will have to complete thirty missions before you are decommissioned, whereas if you are Jennings you only have to complete fifteen missions - but they are obviously harder. If you are Pennington, though, you only have to finish ten missions before you can relax in a

You can choose how realistic you want the simulation to be from this screen, simply by deciding whether you want the inclusion of flak or barrage balloons for example.



LANCASTER

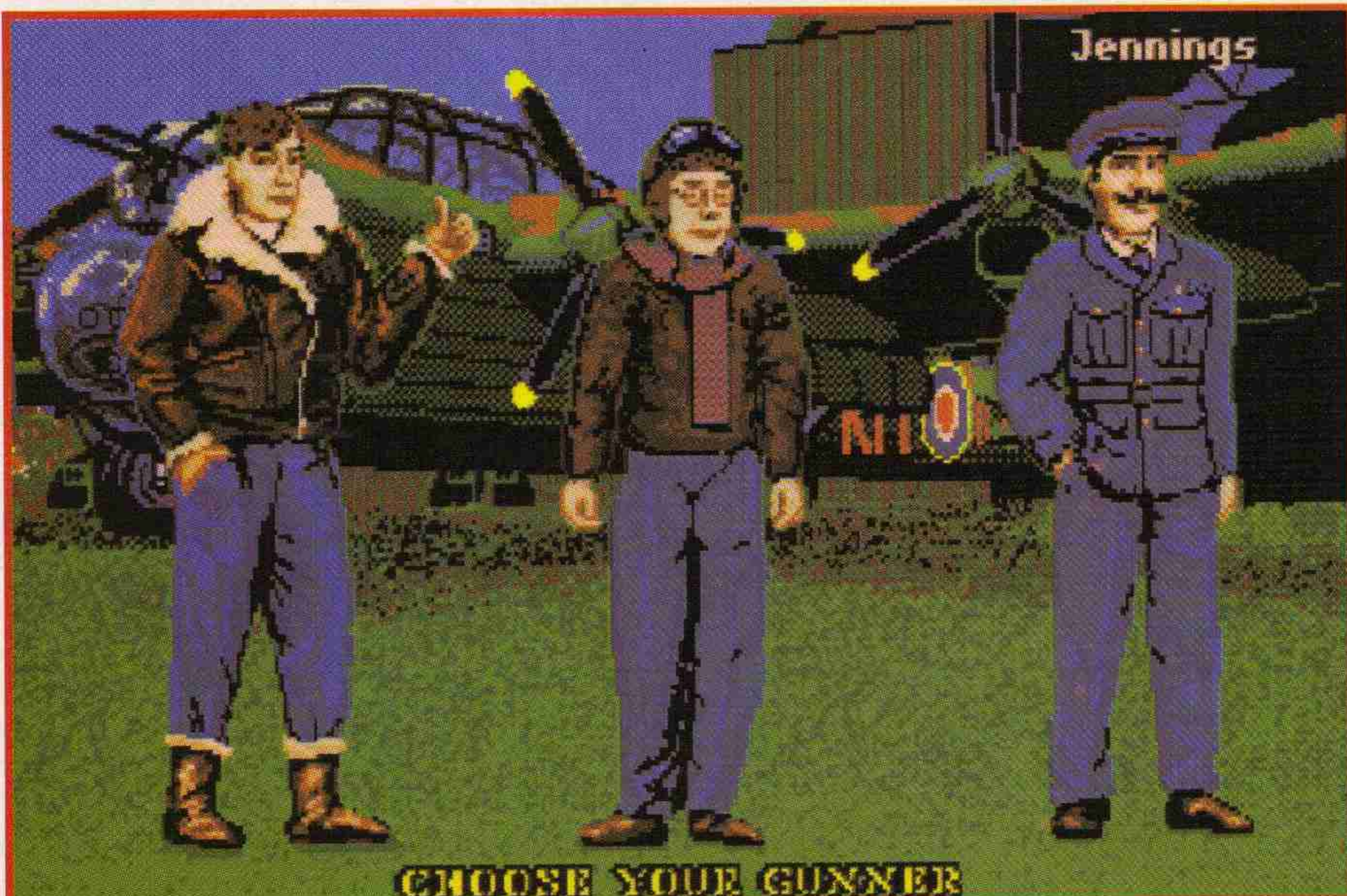
"Don your leather flying jacket and goggles and climb into the cockpit. Chocks away! It's Lancaster from Actual Screenshots!"

ACTUAL SCREENSHOTS (£19.99)

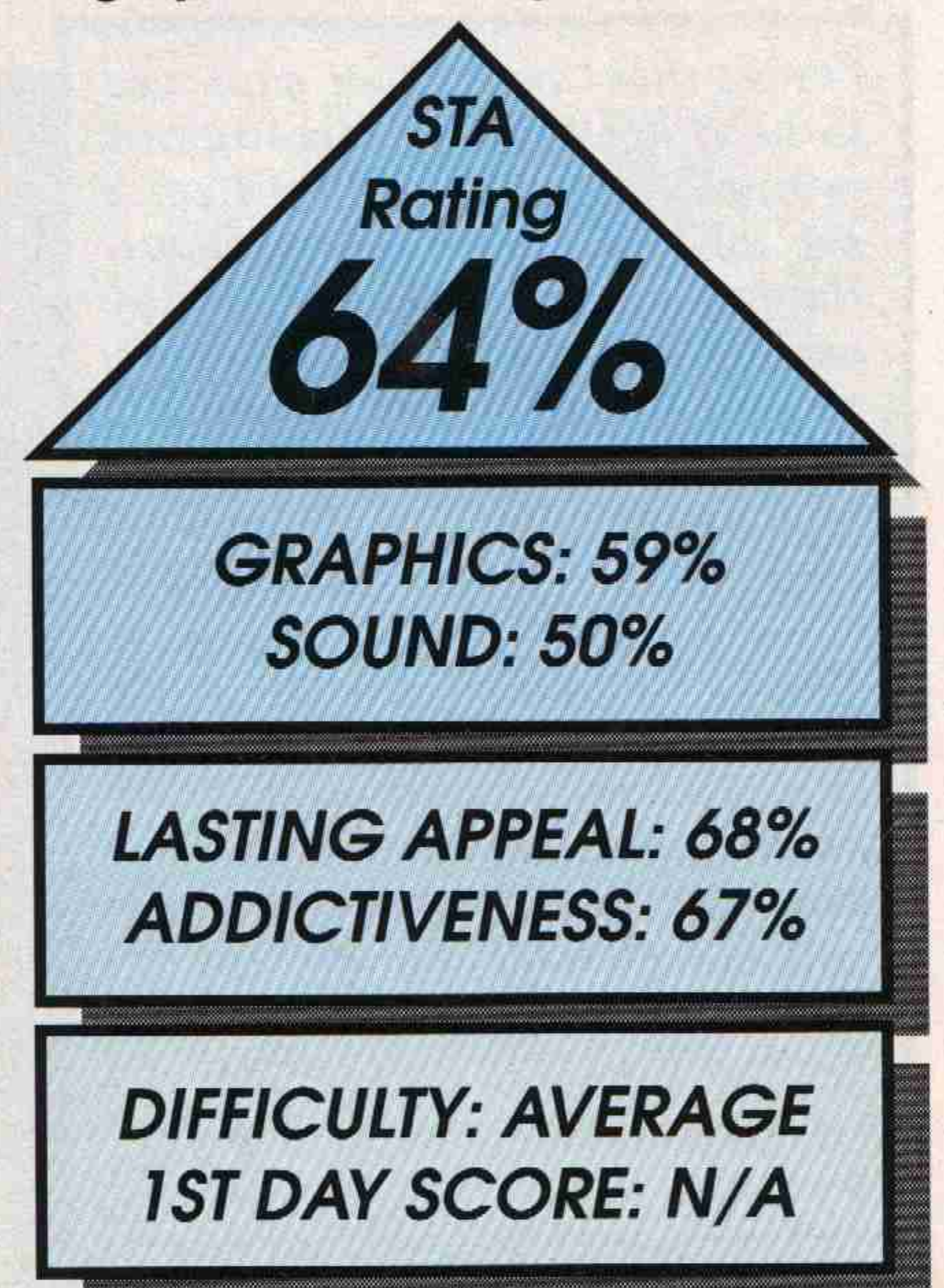
nice, cosy desk job, but the missions he risks his life on are harder than the other two's missions put together. Once you have selected which pilot you want to be, you have to choose a call sign, up to a maximum of four letters. Then you can choose what aspects of the game you want to include or dispense with. These can be anything along the lines of whether to use flak or not, or to have searchlights

if on a night mission. You can also choose whether to fly on a practice run, or start the simulation. If practice is your selected mission, the Lancaster will then take off and you will take your place in the tail-gunner's seat. All you have to do on a practice run, is shoot down the enemy aircraft that are attempting to put enough holes in your aircraft to make it resemble a tea bag.

When actually flying a simulation, though, you have to navigate your aircraft



You have the choice of three pilots, Thompson, Jennings or Pennington. They all have their advantages and disadvantages about them, but I recommend you try Thompson first.



With the skies darkened by a veritable squadron of solid, vector-graphic aircraft simulations, the first to be released concerns the slowest moving plane of the lot. Lancaster is quite a nice combination of attractive sprite screens and animation sequences on the ground and a clever combination of vector-graphics and sprites during flight. The overall effect is quite commendable with some exciting battle action and, although the vector-graphic aircraft are crude, they move quickly and smoothly around the screen. Where Lancaster doesn't hit the target is the strategy which seems to be a bit of a token inclusion and although there is a selection of missions, the action in each is much the same.

JS

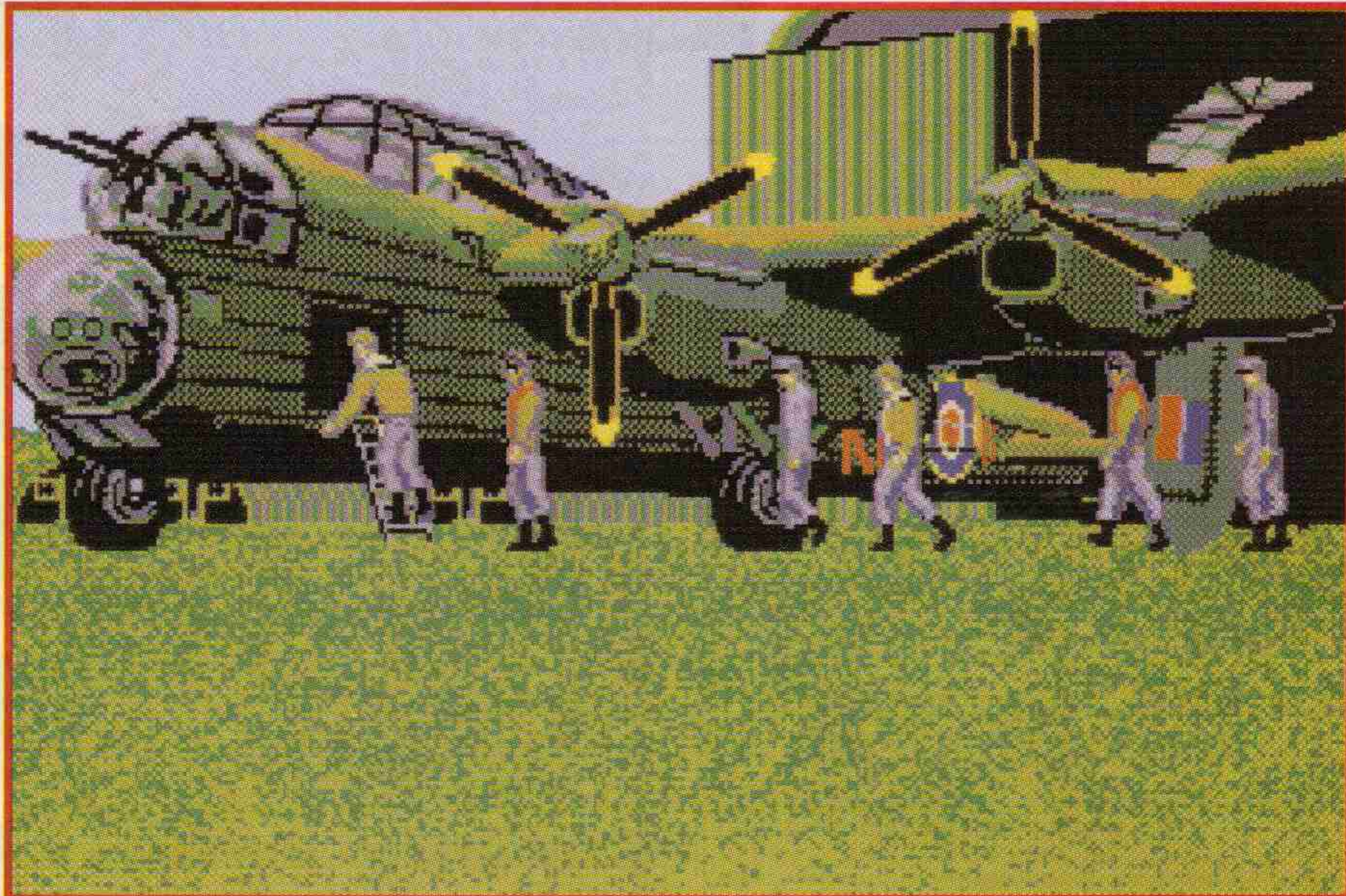
to the target. This is easier than it sounds, because all you have to do is place the flashing circle over the desired destination and the Lancaster will gradually make its way there. After a while, you will pass over the French coast and into enemy territory, and that's where the action begins. Once again, you take on the role of the tail-gunner, trying to make mincemeat of the Germans. Here if you chose to include them), flak and barrage balloons will also fly on screen, as well as the enemy aircraft that approach with guns blazing. Also, if attempting a night mission, searchlights will light up the sky in order to give the enemy anti-aircraft guns more chance of hitting. You can view your bomber from the front exterior view at any time, but this is only really there for the pleasing graphics.

According to the manual, the tail-gunner's sequence contains the most 'artistic licence': if the game were true to life it would simply plod along and he would probably be killed before he even let off a shot! Also, flak can be shot down in the

Lancaster is most certainly the best game to appear from London-based company, Actual Screenshots. Unlike other games of this ilk, Gremlin's Night Raider to name but one, you don't actually have to worry about flying the bomber. Instead, players are invited to take on the role of both the rear-gunner, Tail-end Charlie, and the bomber. The game offers a number of exciting missions all of which challenge players to the full. I was particularly impressed at the 3D routines and the subtle shading used on the dawn raids. The sound is well implemented, the voices actually sounding like they should over an intercom system. As for the gameplay, I did enjoy not having to fly the craft although I'm unsure as to whether the game has a long-term appeal.

NC

After you have selected your pilot and how realistic you want the simulation to be, it's time to climb into your Lancaster waiting at the airfield.



game whereas in real life it can't. The missions are fictitious so as not to offend any families which might have been involved in the the real event.

After the final approach to the target, you then have to go on the bomb run. This is viewed through the bomb bay doors, and is in the same style as the tail-gunner's sequence. You have a limit of fourteen bombs which you have to drop on targets which you think would be most strategic. This is done simply by placing the cursor over the desired target and pressing the button; after waiting for a few

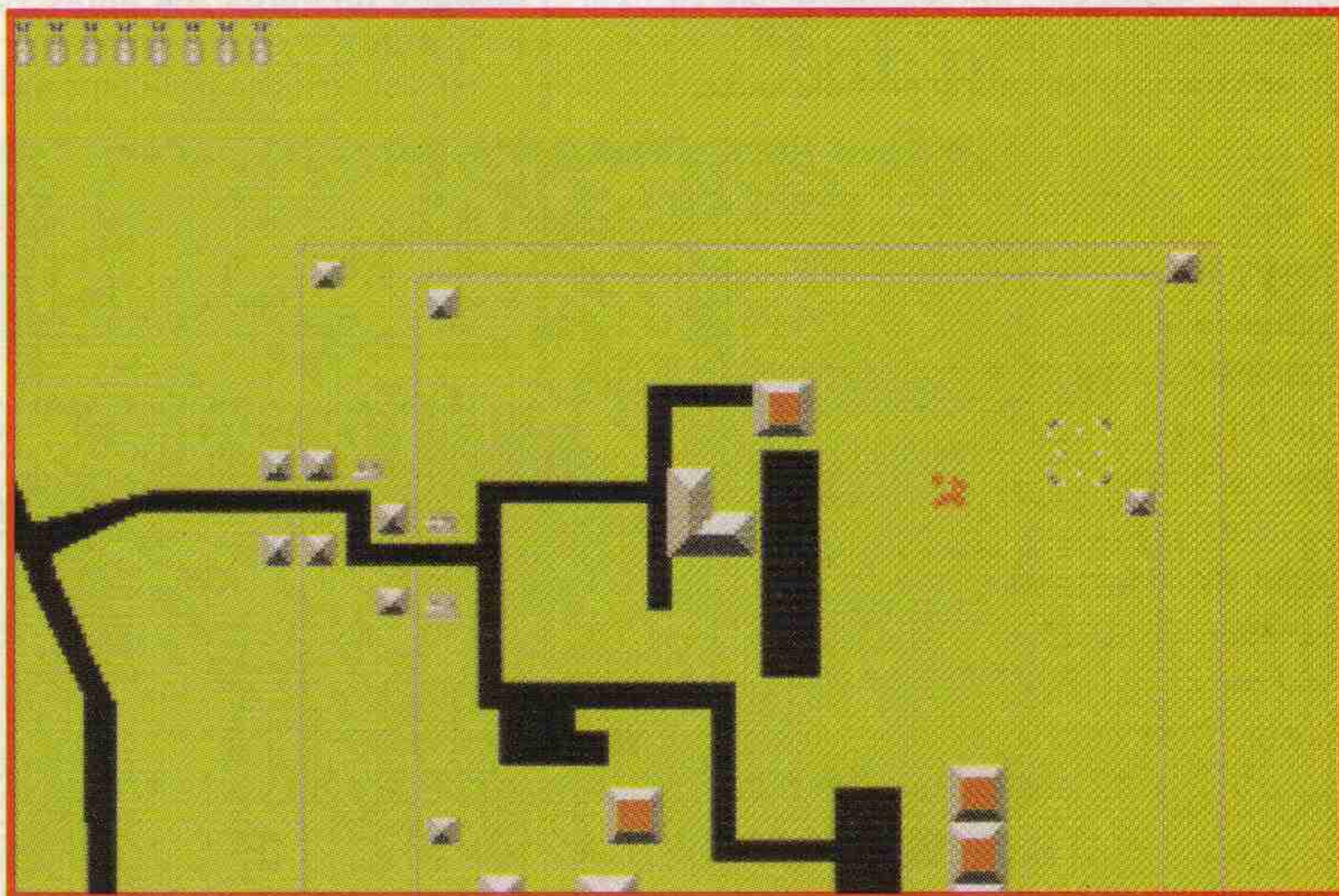
seconds, you will know if you scored a hit or not. After this section, you have to turn around and fly back to England and land on the airfield. This is done by the computer so there is no need to worry about crashing. After this, it is the end of the mission, when you are greeted by either your mother, wife or girlfriend, depending on what pilot you originally were. So you have completed your first mission, eh? Well, only another twenty-nine to go so there's no time for re-unions. Get back in the plane, pilot!

STA

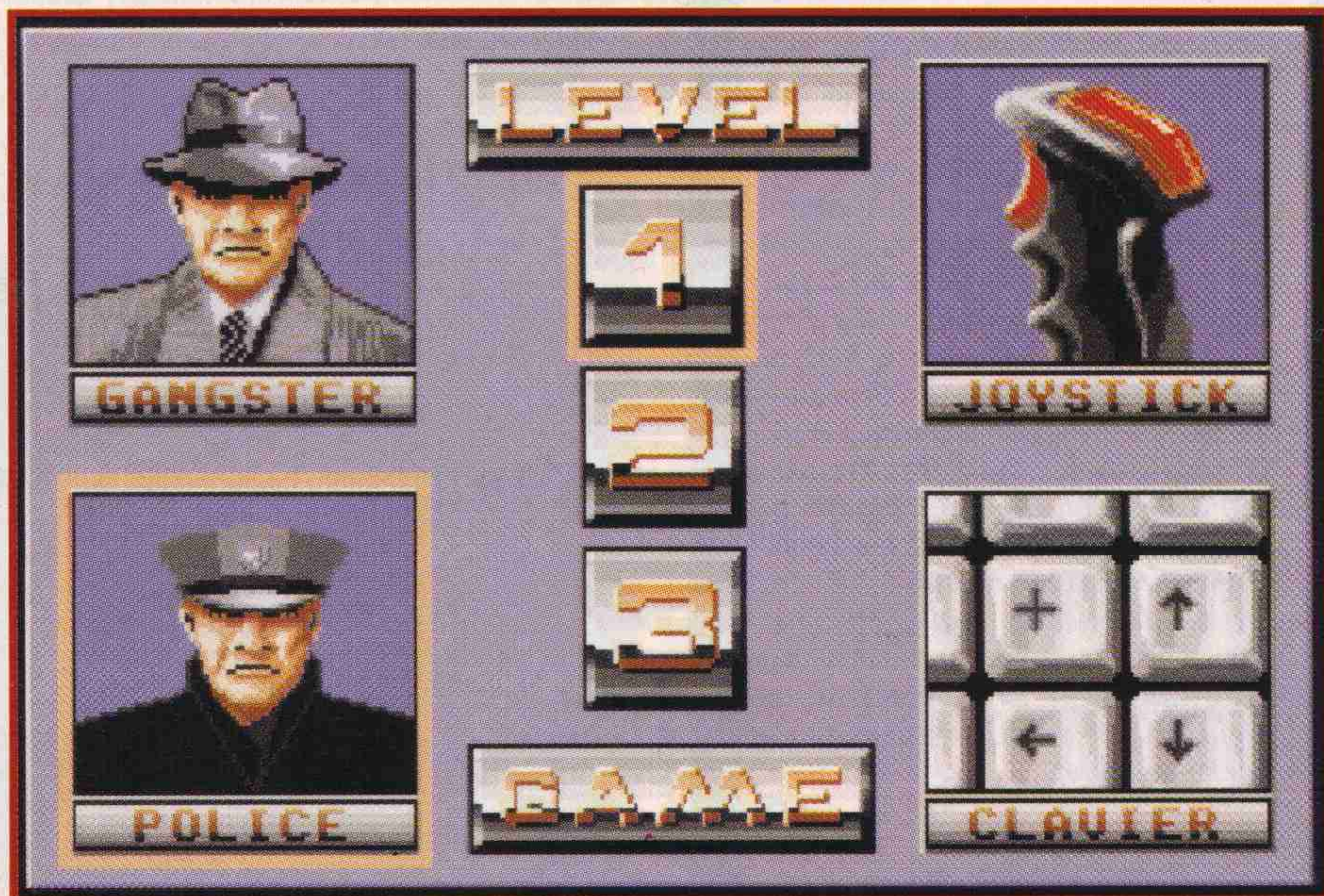


Once you are airborne, all you have to do to travel to your target, is place the flashing cursor over the destination and slowly but surely, you will make your way there.

As the bomb bay doors open, you have to look out and ready yourself for the final attack, the bomb run. Place the cursor over the target and bombs away!



On this screen, you have to choose between a cop that drives a second-rate squad car or a gangster that motors around in a red Ferrari. I know which I'd rather have!



"When you play 'cops and robbers', do you like to be a Ferrari-driving gangster or one of Chicago's street-tough policemen? Chicago 90 from Microids lets you choose."

CHICAGO 90

MICROIDS (£19.95)

STA
Rating
56%

GRAPHICS: 47%
SOUND: 60%

LASTING APPEAL: 53%
ADDICTIVENESS: 57%

DIFFICULTY: AVERAGE
1ST DAY SCORE: 52920

Having played Chicago 90 for a fair time, I thought it was much too easy for it to last. I found that once you had either caught the gangster or escaped successfully, it was possible to do it over and over again. If the graphics had been out of the ordinary and the sound exceptional, this would have provided some compensation, but as it is, it doesn't. Chicago 90 is a good game while it lasts, but that isn't very long. Before you buy, you'd better try!

AS

Many American police shows on television depict a hard cop like T.J. Hooker chasing after a wild criminal on the rampage, and usually capturing him, thus becoming the city hero. In Chicago 90, you can either be a policeman and take all the glory or you can show how pathetic the local police department is by escaping their clutches as you take on the role of an 'Al Capone' look-a-like. Once you have chosen to be crime buster or gangster, you have to select the level of play: easy, medium or hard. Control is via the joystick and the keyboard, using the joystick to control your car and the keyboard to control the radar, amongst other things.

When you are the policeman, you will drive a squad car, and it is your job to make sure the gangster does not escape from town by ramming and shooting his

car, thus disabling it. On the other hand, if you are the criminal, you have to motor your red Ferrari towards the edge of town before the police can catch you, and once at the edge of town you can drive away in safety. Either way, you have an overhead view of the town to aid you, and on this map, other police cars show up, as does your car (be it a squad car or the Ferrari). This helps you to plan your journey to the edge of town or find the quickest route to intercept the criminals. Pushing the joystick forward makes your car accelerate, and pulling back on the stick slows you down. If you want to reverse, all you have to do is either press the 'R' key or press the joystick button and pull back, then pushing forwards will make you accelerate backwards!

If you are the policeman though, you

can call up other squad cars. You can order them to either intercept and stop the gangsters' car, head to a specific place and set up a road block or you can change your leading car (the one you control). The main game area shows the street you are in and the other cars that are close by. There is also another, smaller screen that shows the view from the front of the car. I wouldn't have thought that many citizens could say that they went out and caught a major criminal last night, but now is your chance!

STA

Chicago 90 tries to show a typical movie car chase sequence, and the overall visual effect is quite clever. Unfortunately, the scenario of cop chasing hoodlum or crook escaping the clutches of the law has its limitations and so game content has been stretched very thin here. I remember a similar game masquerading under the title of Miami Vice, and although Chicago 90 is visually better, the gameplay is not, and at least Vice had a vague objective. Once you've driven around the streets as cop and then crim, you've experienced the full extent of this game's variety - pretty boring stuff!

JS

Having been assigned to capture the road hog, you hit the streets. You'll have to travel pretty damn fast to catch him - but you can do it!



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STA
Rating
68%

GRAPHICS: 60%
SOUND: 55%

LASTING APPEAL: 72%
ADDICTIVENESS: 70%

DIFFICULTY: AVERAGE
1ST DAY SCORE: N/A

The first thing I noticed when playing First Contact, was that it bore a great resemblance to the movie, Alien. The reason for this is that in the film, the alien stalks the air ducts, and in First Contact the aliens roam around the mazelike ship; the only difference is that there are more aliens and you play the part of a maintenance droid. The game opens up with a picture of your droid, but instead of being a complete one, parts of your body are scattered around the craft.

You are divided into three pieces: the head, torso and legs. All of these parts can be moved independently of each other, either with you controlling them or on their own, to a set destination. The ship has four levels, and on each of these levels you will find a number of different things. You will definitely find a host of aliens on each deck, just waiting to sap your energy; also lockers can be found and, by opening and looking inside them, key parts to the game can be discovered, like extra power or gas canisters, for example.

To gain access to each of the different levels, there are usually two or three transporters scattered around, and by

First Contact reminded me of several other similar titles, amongst them Firebird's Pandora and ACE's Alien Syndrome. The game is very well presented: I was particularly impressed by the main theme tune - a ghostly little number. The graphics are well set out and nicely drawn; colour has been used well, too. As for the gameplay, I found the game most enjoyable although the overall task is somewhat large and I often used the in-built save-game facility. I doubt whether First Contact will appeal to all types of gamers as there is a strong element of strategy in the game. However, if you are looking for a highly playable little game with a mammoth task, you could do far worse than look at this.

NC

"Looking down at your motion tracker, you notice a light on the screen. Something is moving towards you: you're about to make First Contact."

FIRST CONTACT

RAINBIRD (£24.99)

Originally, I thought First Contact to be a dull game, but after a while I began to want to play the game, just to try and get a bit closer to completing it. The graphics are good, but not astounding, and the sound is a bit too sparse for my liking. I think the game is too repetitive as well, which reduces its lasting appeal. Overall, First Contact would have been a very good game, but because it is so repetitive, it is only a mediocre software package. I advise you to take a look before spending your money.

AS

When you first begin the game, you are split into three parts, and it's your job to re-assemble yourself.



stepping on them you travel to your desired destination. Throughout the ship, you will see numerous types of machinery that need to be repaired to get the ship on line, and as you are a maintenance droid, it is your job to fix them. If you are slightly low on energy after a bout with a group of aliens, a repair and refuelling point can be found on one of the levels; or alternatively, you can replenish yourself by obtaining

power packs from the ship's lockers. At any point during the action, you can split the robot into three, and send off each of the parts to do a required job. Whether they make it or not is another question, though, because when in 'ghost' mode (operated by the computer), they cannot attack or defend themselves.

Also, you can either save or load a game, so you can continue your escapades another time. You can check on the status of the ship and your health at any time, and if you do split up, you will be told if one of the parts is being attacked so you can do something about it. Assembling the parts from lockers is also important for your success, but some lockers cannot be opened without the correct key, so a lot of searching around the decks will have to be done before you master First Contact. So if you have oiled your joints and tuned your laser gun, plod off up to Space Station 9W/4 and get ready to blow the alien scum into oblivion!

STA



There's a myriad of monsters crawling around the tunnels of the space station, and they all want one thing, you. So it's about time you showed them what you're made of and let rip with your laser, hopefully leaving you to top up on oil.

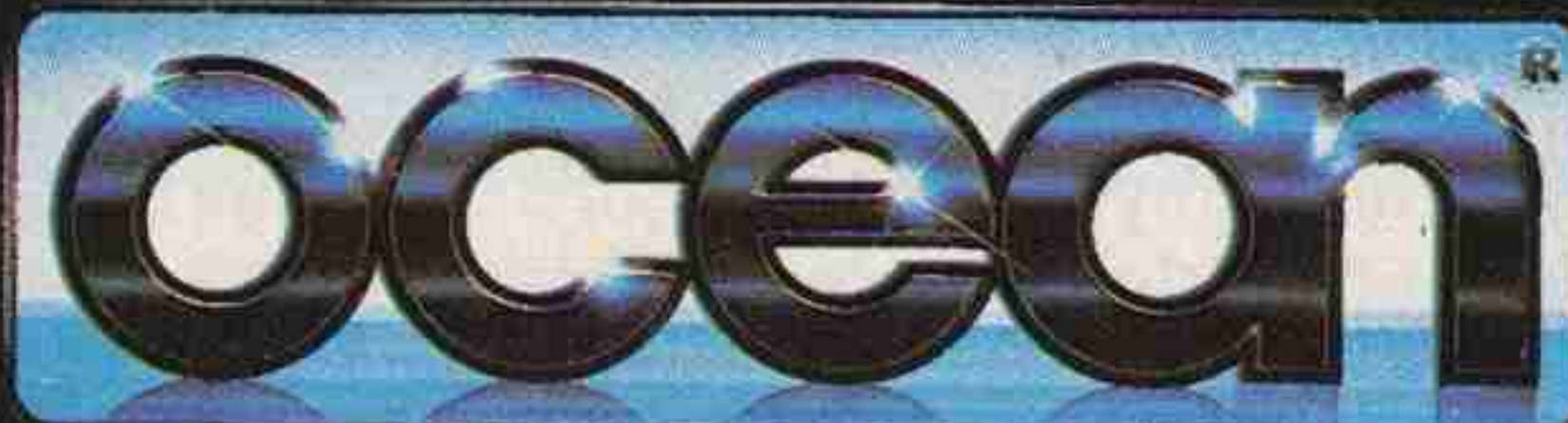
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AMIGA

ATARI ST

The heat is on! Axel's out on the highway hunting for three trucks containing the arms. Weaving through the traffic, he shoots at the trucks hoping to hit some ammo in the back of the truck - how irresponsible, eh?



STA
Rating
69%

GRAPHICS: 65%
SOUND: 65%

LASTING APPEAL: 64%
ADDICTIVENESS: 71%

DIFFICULTY: EASY-AVE
1ST DAY SCORE: 371333

BEVERLY HILLS COP

"It seems like Beverly Hills Cop, the movie, came out years ago. Has Tynesoft somewhat belated license game missed the boat?"

— TYNESOFT (£19.99) —

This is Tynesoft's first big film licence since Superman. Once again, they have attempted to convey the scenario of the movie in a number of stages, which feature a variety of gameplay styles. In Superman, this didn't quite work so have Tynesoft improved on the idea? Axel Foley played by the lewd, crude and sometimes funny, Eddie Murphy, features throughout the game. The game, or should I say movie, opens with a screenshot of the city skyline at sunset which leads on to the first section of the game. Detective Foley is on a lone stakeout at a dockside warehouse, which is rumoured to contain a shipment of illegal weaponry. The screen scrolls horizontally with Foley animated with the typical, cocky and bouncy Eddie Murphy walk. With his trusty Colt 45 in his hand, Foley encour-

ters the first batch of dozens of guards who run at him from the front, the back and jump from the top of crates which line the warehouse. With joystick control, you must dodge the bullets and retaliate with a volley of fire.

Each hit obviously dampens our hero's ardour somewhat, and so gameplay takes on a dodge, duck and fire routine which will test the quickest game player. In addition to the armed guards,

mines roll into your path and you must position Foley correctly and blast them before moving forward. Meanwhile, a sneaky guard lobs sticks of gelignite at the outnumbered cop. You must reach the despatch depot, whatever the cost, before any further shipments of arms leave for the gang world. If you are unsuccessful, you see Foley in a hospital bed with more holes in him than a colander.

The next scene opens with a shot of

Recently, software companies have bucked up their ideas and at last produced decent film tie-ins, like Batman, for example. With Beverly Hill Cop, however, does not quite maintain this higher standard. The parallax scrolling of level one is all very nice, but the sprite of Mr. Foley himself walks as though he has back trouble. The stages are different, which is one good thing, but I'm afraid the negatives outweigh the positives. Only for the avid-Eddy fan.

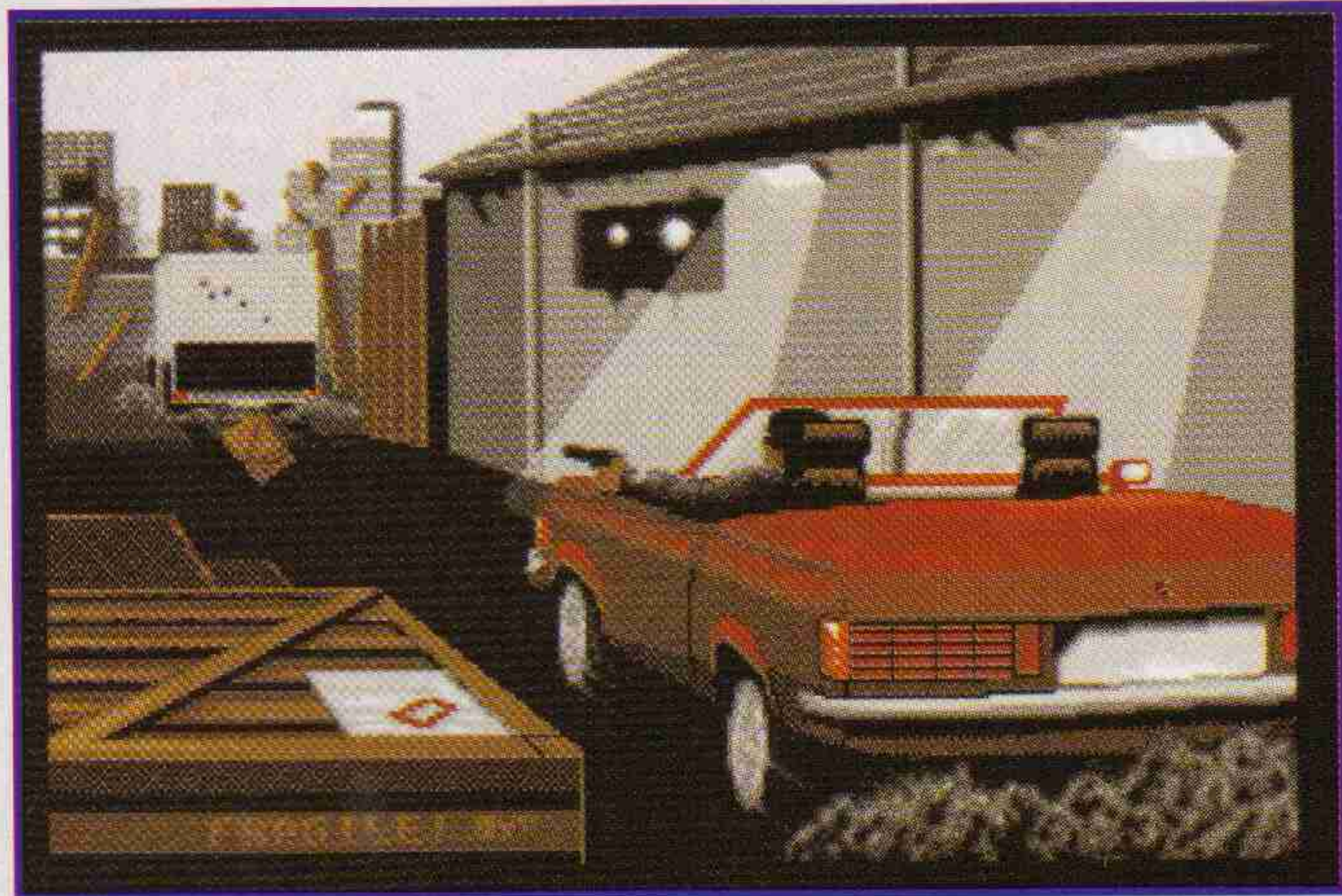
AS



Axel sets out on a lone stake-out, after a tip-off that a dockside warehouse is housing a cache of arms. Suddenly he's surrounded by some anxious guards who steal out of the darkness like sewer rats! BLAAM BLAAM! Axel's Colt 45 wastes Mr Big's minions.

The gleaming Merc tuned up and ready for the chase.

'Oops! the chief ain't gonna like this, brother!'



Axel's beautiful Merc sports car, gleaming provocatively, and this leads on to the next section of the game. Foley is out on the highway in hot pursuit of three vans loaded with arms - the load must be stopped before they reach their destination. This section of the game is an impressive display of solid, vector graphics, and you must steer the Merc through the traffic, avoid the crates being thrown in your path and shoot at the trucks, in the hope of hitting some ammunition. There's an option of mouse or joystick control in this section of the game and if you veer off the road, you have a few seconds to get back on the tarmac before the Merc grinds to a halt. If you fail, a still screenshot shows the Merc with a

smashed bonnet - tear provoking stuff! Interrogating one of the van drivers, Foley discovers Mr Big's luxury mansion in Beverly Hills. The lair is fortified with patrol men and you must guide Foley through the maze-like gardens to gain access to the front door. Here, the screen shows an overhead view of the terraced gardens and, once again, Foley must avoid a rain of bullets from the over-keen guards.

In a shower of gunfire, Axel disappears inside the mansion and the search is on for numerous hostages who are being held prisoner. As you race through the corridors checking the rooms for hostages, you must slaughter more guards and search for Mr Big. But the

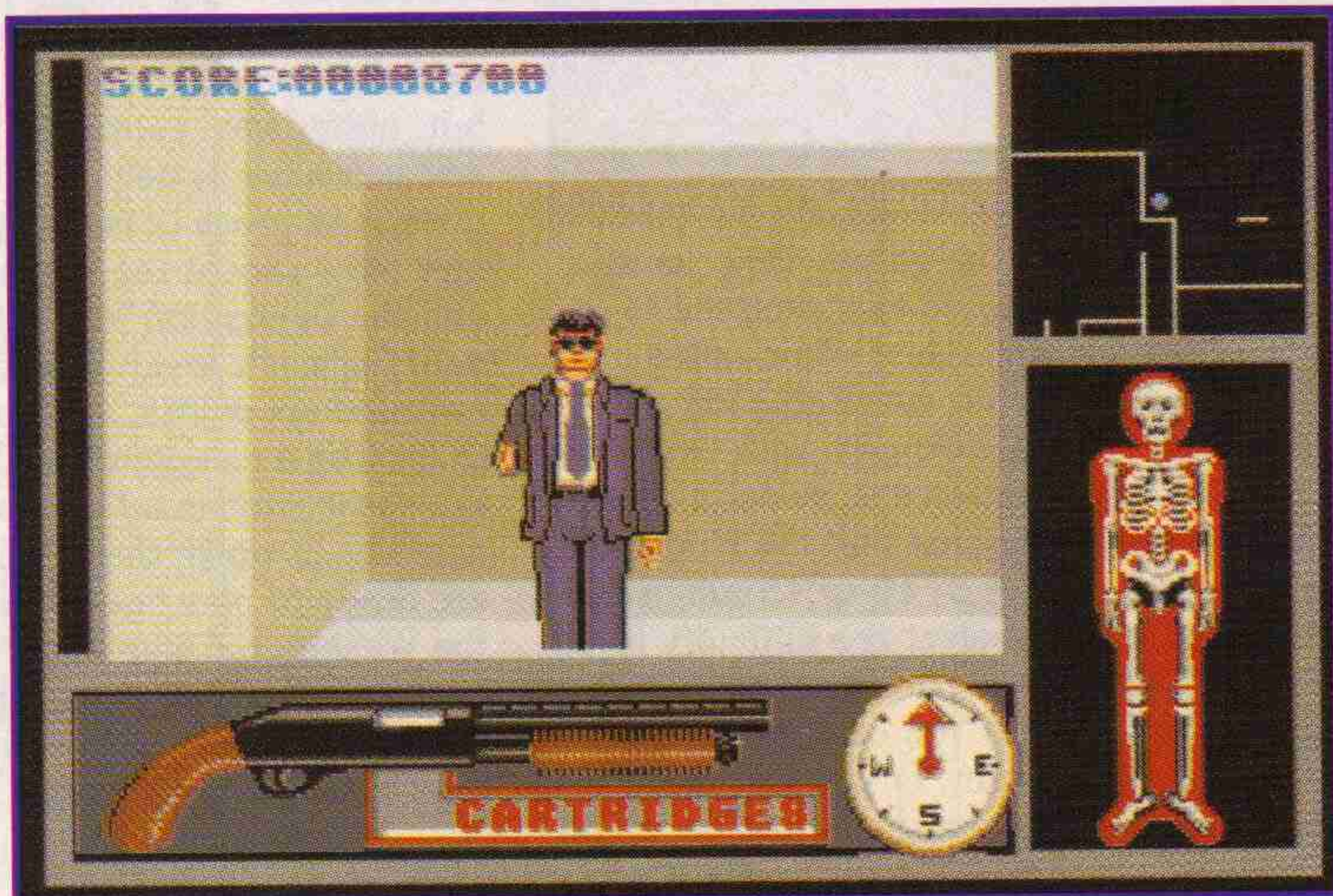
fiend has a fail-safe device which he intends to use if the police catch him - it's a bomb which will blow the mansion and all of its inhabitants sky high. Axel reaches the boss's room, but as you blast him, the bomb is detonated giving you seconds to reach safety.

STA

Tynesoft's Beverly Hills Cop maybe rather belated, but it is one of the best license games I've played. Each of the four sections of the game not only conveys the story, but offers a variety of enjoyable gameplay. The shooting scenes are set at a challenging level of difficulty, and the driving section contains the best use of solid vector graphics I've yet to see in a car-racing game. The quality of presentation is quite excellent, and in between each section there's some great still-screen artwork. All in all a very enjoyable game with plenty of variety. Where Tynesoft failed with Superman, they have succeeded, irrefutably, with Beverly Hills Cop.

JS

Inside the mansion Foley, must rescue the hostages, blasts this seemingly limitless supply of guards and eliminate Mr Big - if he's so big, he shouldn't be too difficult to find!



I'd have thought that someone would have snapped up the rights to this one ages ago. Anyhow, Beverly Hills Cop is an interesting game. I enjoyed all the levels bar the last which soon became rather tedious. The different game styles help add extra interest to the game. The second level closely resembled Domark's, Hard Drivin'. Meanwhile, the graphics and sound effects are both well presented. Personally, I found the game a little too easy, I even managed to complete it during my first sitting. So, should you want a relatively easy, but interesting game, this could well be it!

NC



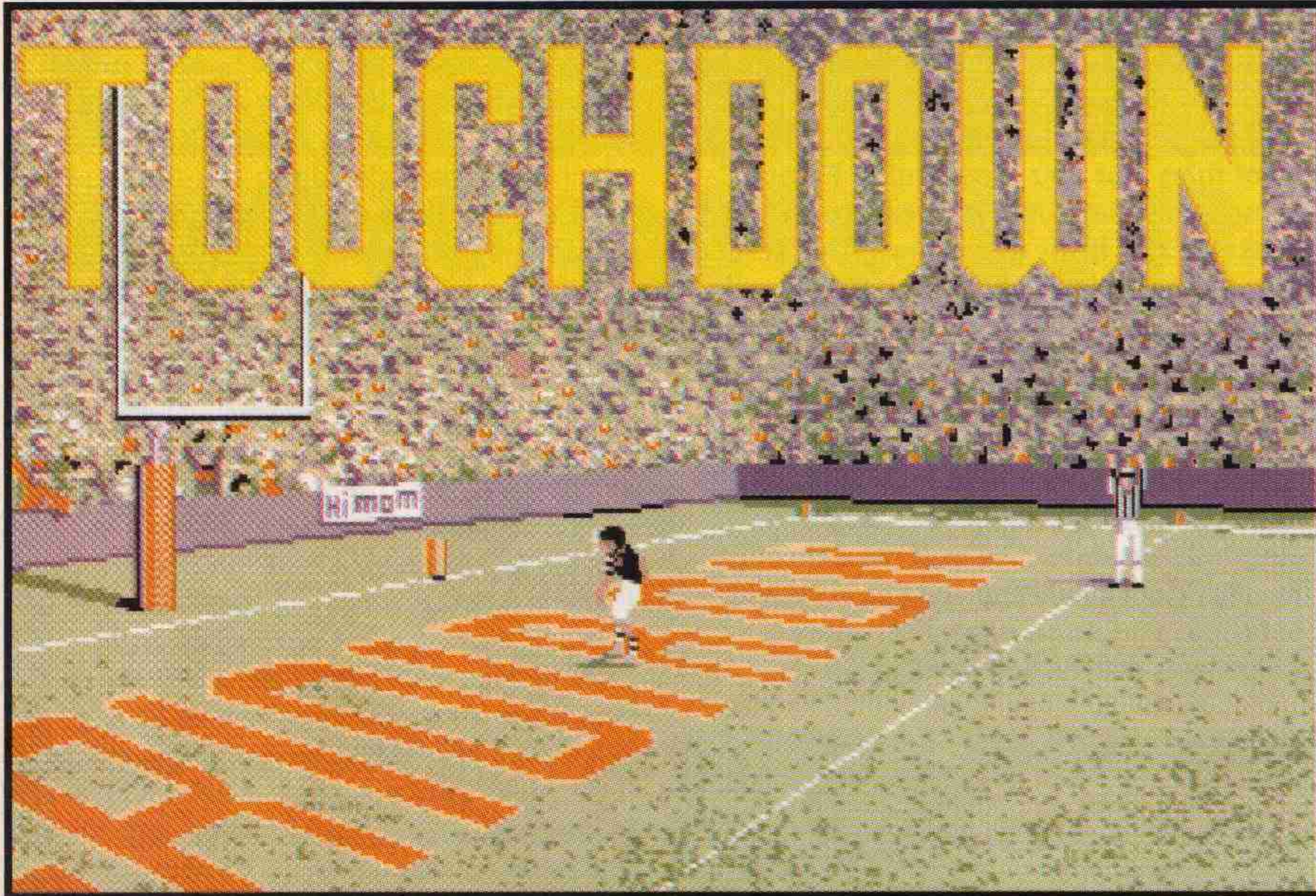
Shot in the chest and a smashed-up Merc, but Eddie still manages a cocky grin and an OK sign.

"It's the 4th down and you have still ten yards to go. Are you going to run the ball or pass it to one of your wide receivers? That's the decision you have to make in Bethesda Softwork's Gridiron!"

GRIDIRON

BETHSEDA SOFTWARE (£19.95)

Your hard work and planning pays off as your star player rushes into your opponents' end zone and scores a touchdown. Hooray!



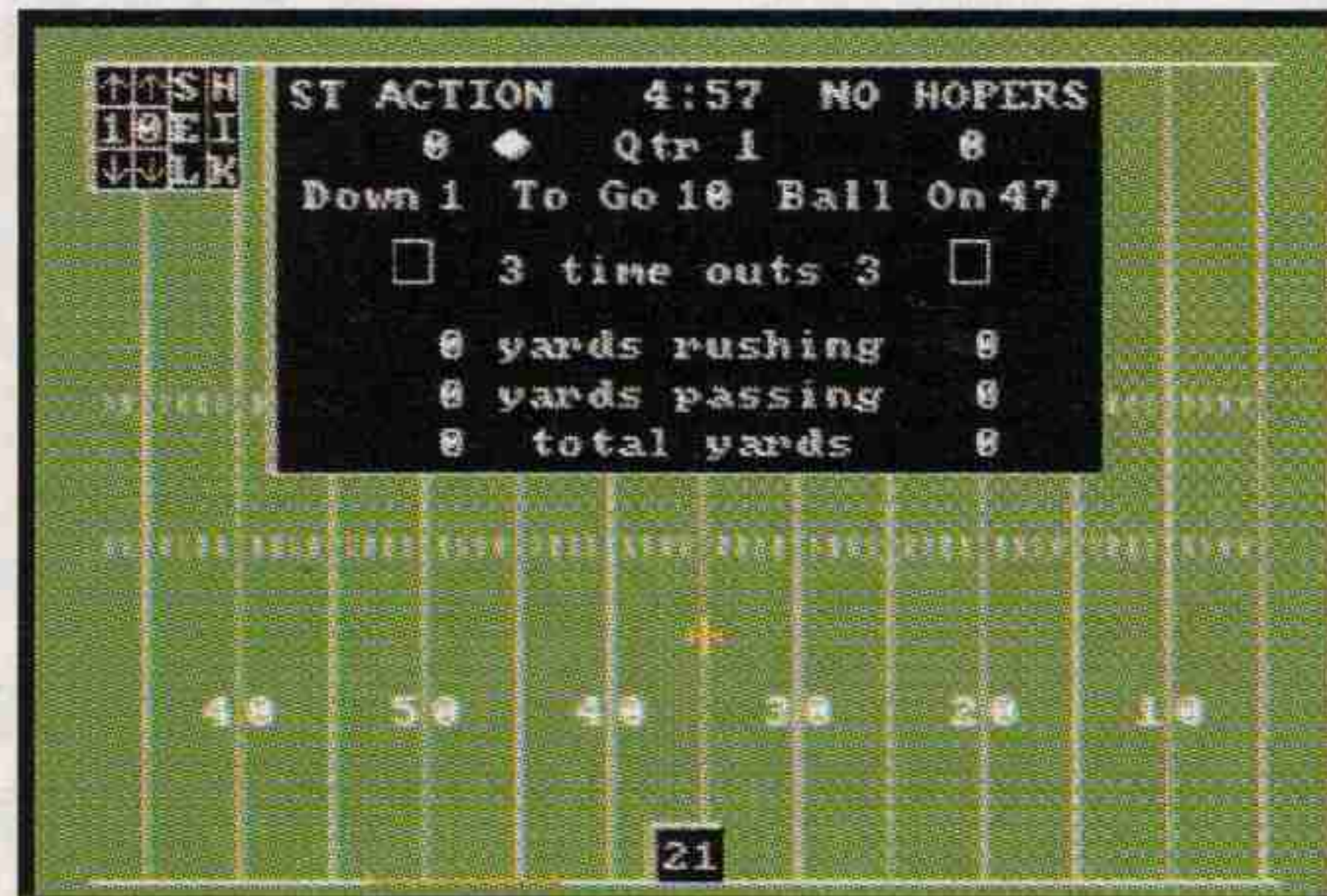
Ever since Channel 4 started broadcasting American Football on British television, a craze based around this heavy-duty sport has hit the country. Hundreds of new, British teams have arisen and tried to start a league in this country, and now the software industry has seen the potential

American football is growing in popularity over here, despite the cost of the clobber, and accordingly, there's a veritable scrimmage of related software on the shelves. This particular one, Gridiron!, concentrates on the tactics of the game. But hold on, don't switch off! The thoughtful presentation of the game, with the help of some effective digitized sounds, actually makes it enjoyable to play. At first, the graphical presentation looks about as exciting as your average football-manager game, if you know what I mean, but the nature of the game amazingly benefits from simplistic and bland screens. Basically, if you've become a real fan of the sport and have grown out of just being impressed by a pretty presentation, then you'll enjoy Gridiron! But if you watch the sport purely for the aggro then there are more action-orientated games available.

JS

of a simulation of the game. Other companies have attempted to reproduce to thrill of playing the sport; some failed, some succeeded, but can Bethesda Softworks score a field goal with Gridiron?

First of all, you have to select either a one or two-player game and the length of each quarter, either 5, 10 or 15 minutes. Then you have to select the difficulty level, ranging from the practice level to playing against a pro team. You can either play with a standard team, or you can make your own, customised team, and once you have made that decision you must choose whether you want to include random fumbles and penalties or not. Then it is time to gear up and hit the field. As in most games, the start of play is decided by a coin toss, and if you win you can either decide to receive the ball or kick off. If you kick off, you have to place your cursor onto the point where you wish the ball to



Most of the game is viewed from above, where you get a bird's-eye view of the whole match, so you can make decisions like who to throw the ball to, more easily.

If anyone thinks this game isn't good just because it doesn't contain astounding graphics, they should think again. I must say that I enjoyed playing Gridiron!, even if I was a little bit sceptical about it being as good as Mirrorsoft's TV Sports Football, but I found that Gridiron! was more of a strategy game than an arcade variant like TV Sports. As there is a large number of different plays to test out, you can keep on trying to improve your plays and eventually be able to select the correct play to combat your opponents' attack. Overall, Gridiron! is a competent sports simulation, but it is more for the person who likes to plan his moves than get out there and hit 'em where it hurts! Take a look if you can.

AS

land and then click the mouse button, sending the ball off into your opponents' half. When he catches the ball he will attempt to run as far up the field as possible, and it is your job to stop him.

There are two parts to the game: 'offense' and 'defense'. There are twenty 'offensive' and twenty 'defensive' manoeuvres, and these are selected by choosing the appropriate move and entering the number stated on the play sheet into the selection box. These plays can range from throwing the ball to attempting a field goal but, either way, control is via the cursor and you have to decide where the ball goes. The process is the same for defensive play, except the moves are different and the opposition has possession of the ball. For each touch-down scored, you are awarded six points, and you can attempt to get the extra point by kicking the ball in the same way as a field goal, which, incidentally, is worth three points. So if you are ready to play against such greats as the Washington Redskins, strap on your helmet and pick up your inflated pigskin, because this time it is your chance to have your team at the top of the NFL.

STA

STA
Rating

63%

GRAPHICS: 47%
SOUND: 60%

LASTING APPEAL: 70%
ADDICTIVENESS: 63%

DIFFICULTY: AVERAGE
1ST DAY SCORE: N/A

STAI

CHAOS STRIKES BACK!

"Some computer games are played, others are experienced, but only one is lived. Having been defeated, the evil Lord Chaos vanished. Dungeon Master fanatics everywhere have been eagerly awaiting his return."

FTL (£24.99)

Be warned, Chaos Strikes Back is no picnic. I wouldn't recommend it to anyone who hasn't completed Dungeon Master at least twice. However, I know that many of you have been waiting for this game for months now. Graphically speaking, apart from various monsters and objects, I haven't seen anything new - the sound, too, doesn't hold anything new, the doors still open with the normal creaking and the fireballs explode with the usual explosion. So, what's changed? Well, like its predecessor, Chaos Strikes Back is a highly polished game - the utility disk offering players even more extras. The game itself is a lot more tricky than Dungeon Master - I often find myself at my wits end trying to unravel the secrets of Chaos's dungeon. Personally, I don't think that anyone will be disappointed with this game. I, for one, will definitely be burning the midnight oil in an attempt to beat it - race you to the finish!

NC

STA Rating
92%

GRAPHICS: 86%
SOUND: 69%

LASTING APPEAL: 94%
ADDICTIVENESS: 96%

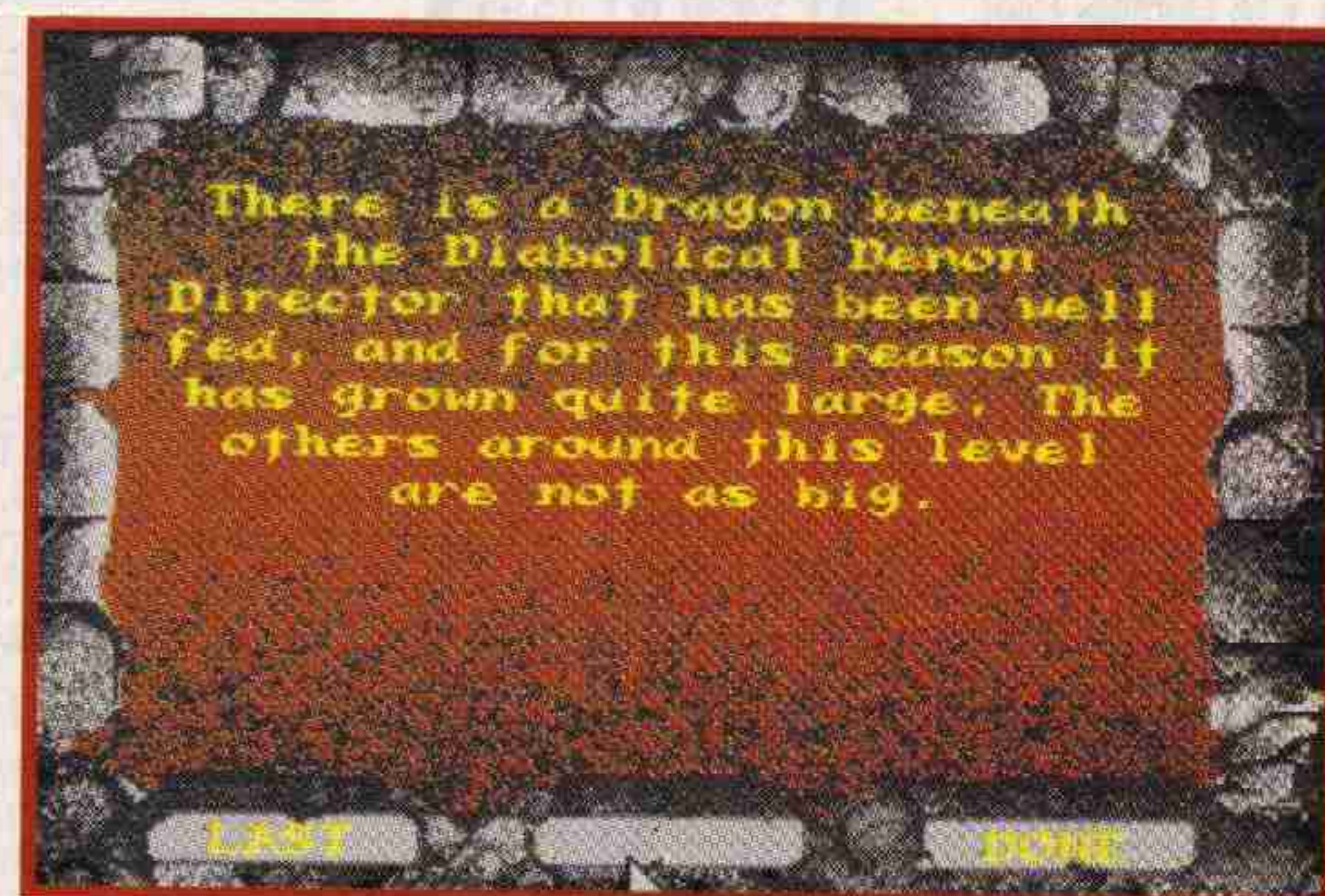
DIFFICULTY: HARD
1ST DAY SCORE: N/A

The Hint Oracle will help misguided adventurers by discovering where in the game they have reached and by offering somewhat tricky clues.

Grabbing the Firestaff from Gothmog's hands, Zed confronted the dark lord. At last the party had met with their mentor. The great Firestaff, now complete, held the secrets to Chaos's downfall. The Duke of Banville cast off a reel of flux-cage spells, thus temporarily trapping the evil one. Then, lifting the staff high above his head, Zed let loose with the all-powerful invoke spell. From behind a huge ball of fire, Chaos started to change shape. First the dark lord, then Lord Librasulus, until

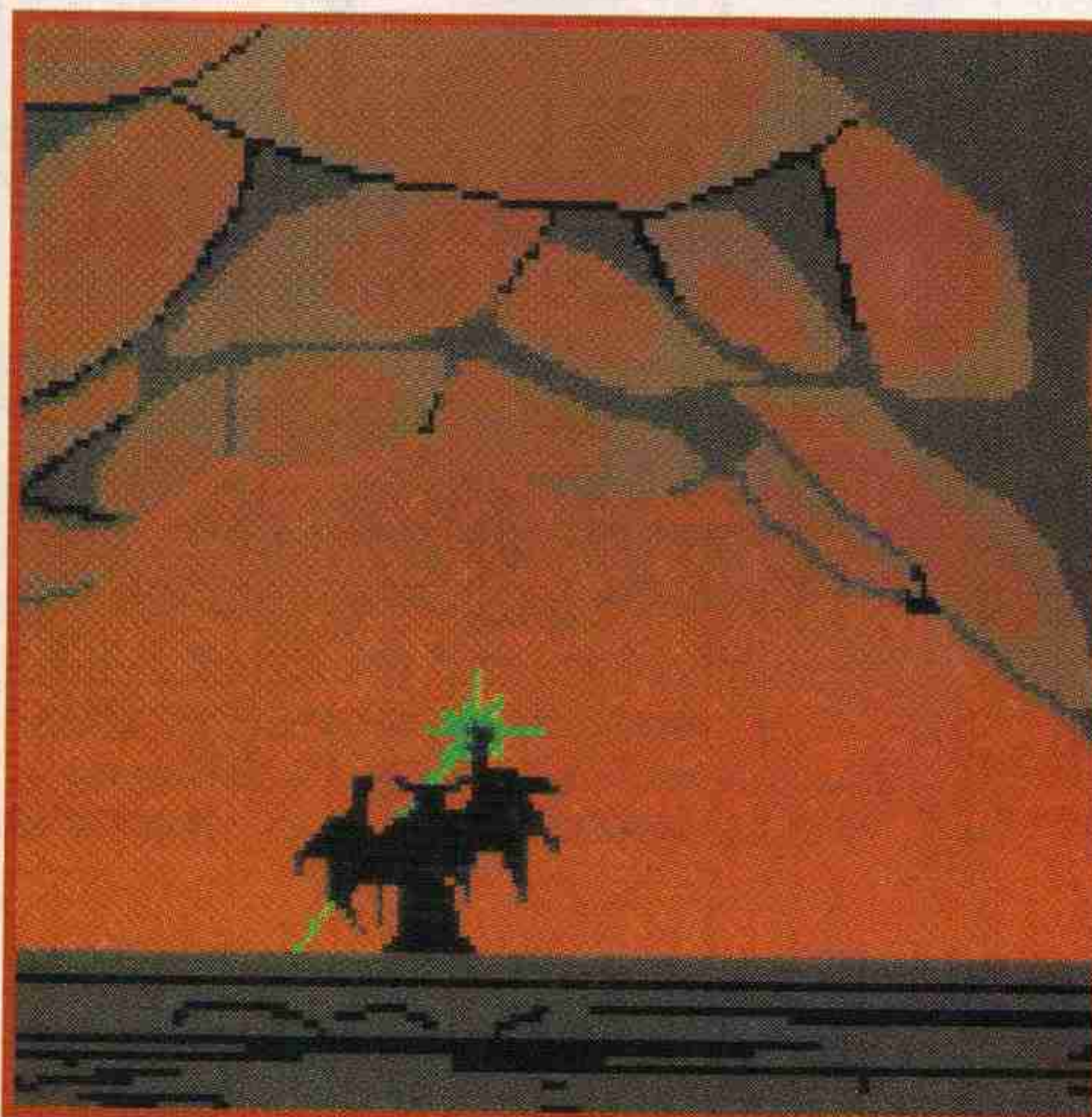
eventually the kindly Grey Lord stood in front of them. With their display of uncompromising courage and skill the heroes had managed to discover the true nature of the Firestaff. With it they had destroyed Chaos and therefore restored the balance between good and evil.

A banquet of honour was held in gratitude for the heroes' great deeds. The meek townsfolk of Viborg called a holiday for rejoicing; all was well. However, little did they know, for as the dark age of Lord Chaos drew to an end, mysterious rumblings were heard from deep within the bowels of Mount Anaias.



The unreasoning mind of the Dark Lord had started to plan a hideous revenge against those who had defeated him. If the world would not yield to his powers, he would destroy it.

Thirteen moons after their victory, the

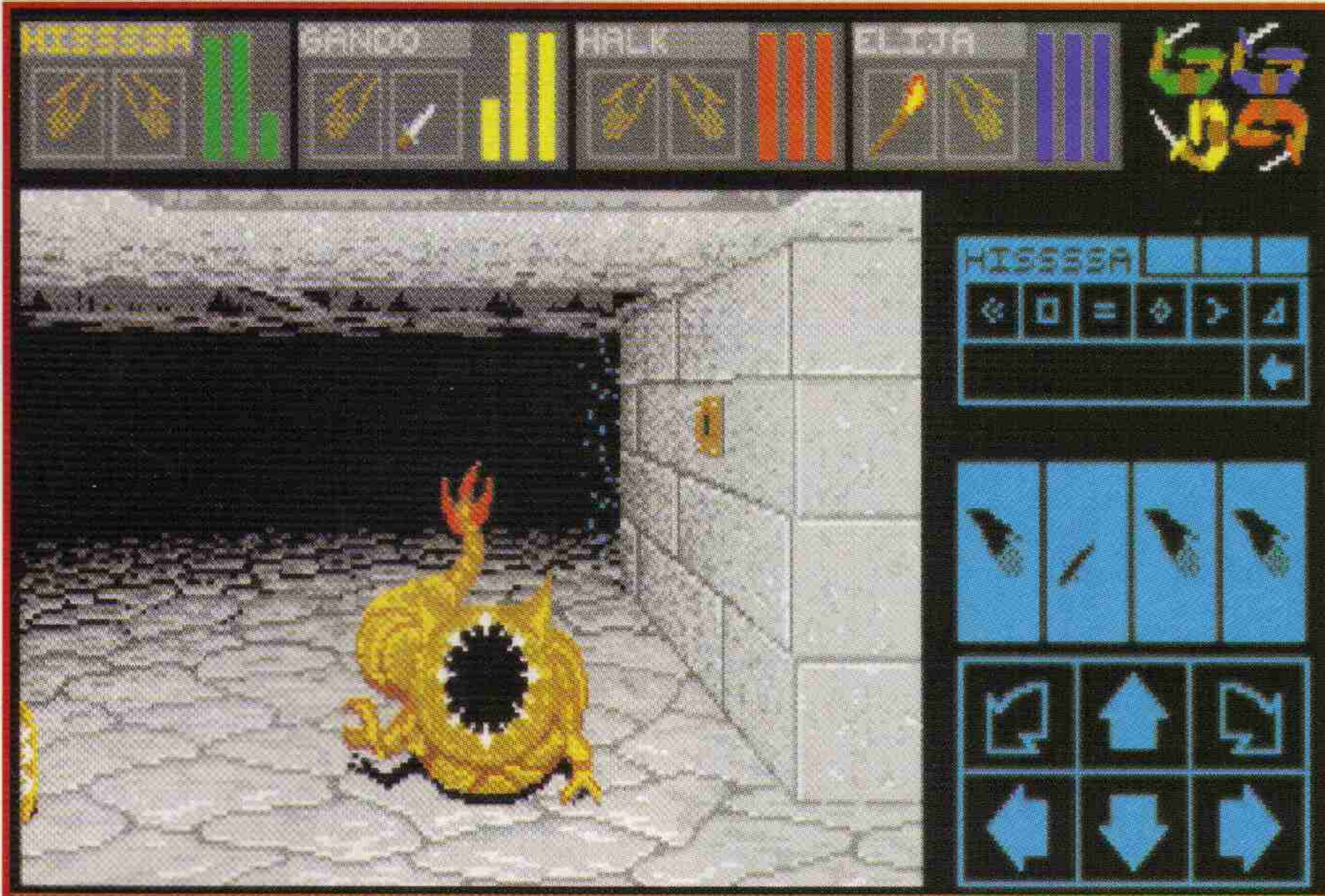


Deep within the bowels of Mount Anaias, Chaos schemes his evil schemes - what manner of destruction and damnation will he conjure up this time?

The Demon Director awaits you. This half man-half whatever creature is just one of the new nasties that are to be found in the new dungeons.

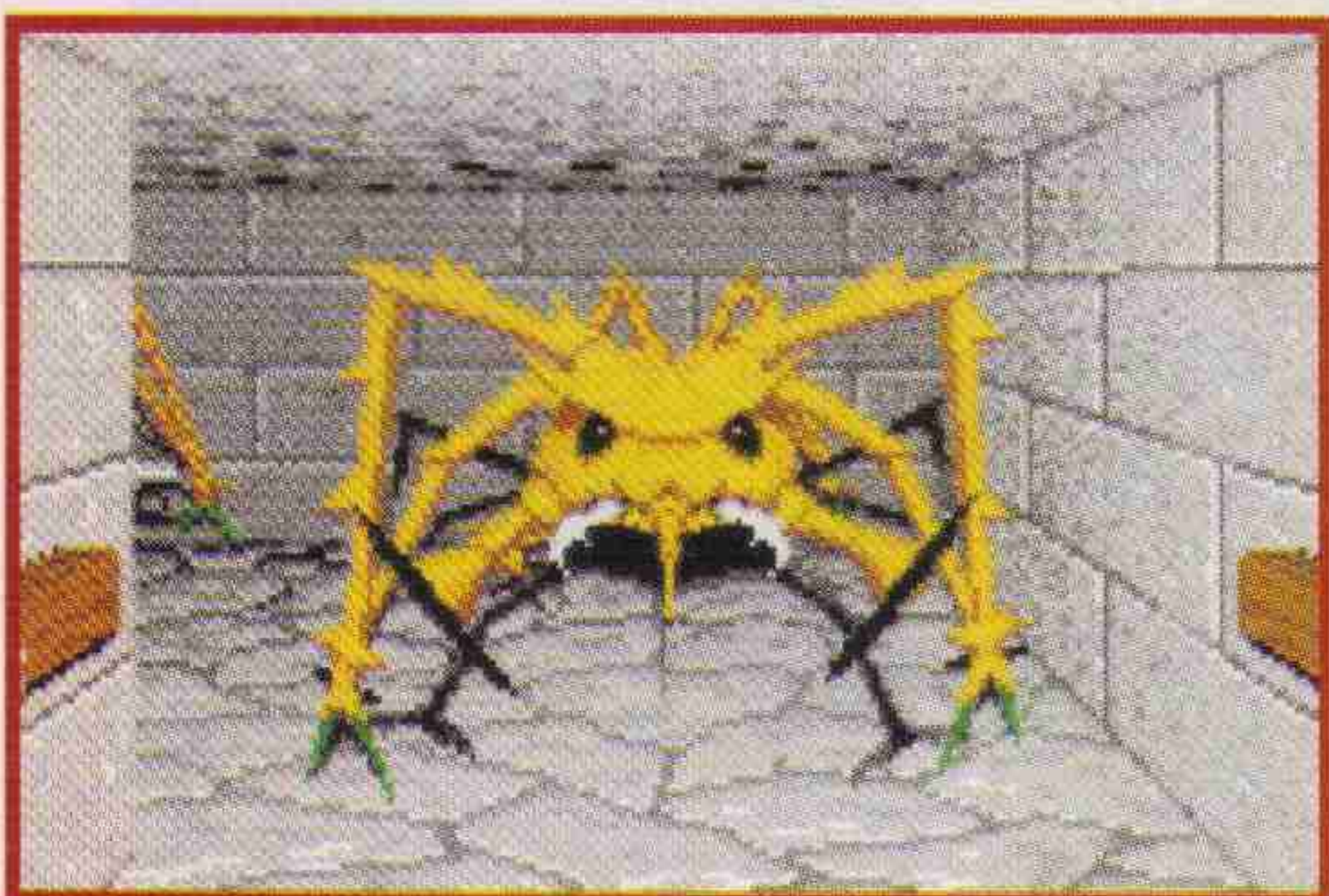


In at the deep end. Chaos has been waiting, and his legions of monsters are out to get you - even at the beginning!



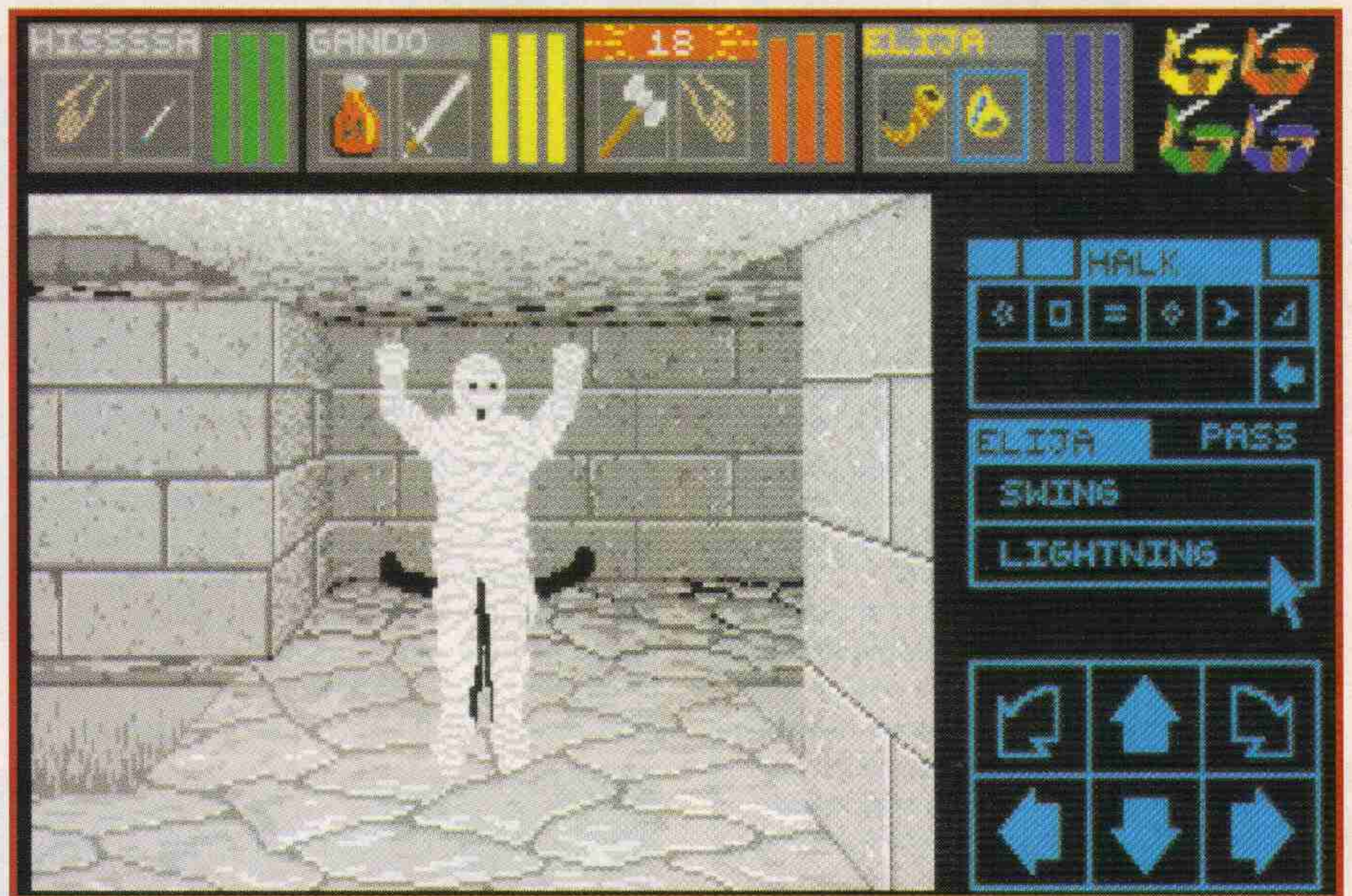
party attended the Grey Lord's castle. At the great door they were met by Theron himself, now an Arch Master. The Grey Lord's knowledgeable apprentice led the four inside and presented them to his wizened master. The Grey Lord sat slumped in an old, oak chair, his mouth caked with dried blood and his face mottled and bruised. As they watched the old man the chamber started to shake. The Grey Lord explained the reason behind him summoning them to his side. It appeared that Chaos had foreseen his demise and, before the champions had time to fuse him, he had created himself a new dungeon. Deep within the heart of the labyrinth the Dark Lord had created a Forge of FULL YA and from it he had mined four large chunks of Corbum ore. The frail Grey Lord continued the story, reminding the heroes of Corbum ore's mana-sapping properties. Apparently Chaos had constructed a huge Death Square, surrounded by a sea of pits, and in it hidden the four ores. The Dark Lord's eventual aim was to part himself from the Grey Lord and rule the world. As they spoke, the Grey Lord's shape changed into that of Chaos. The evil one taunted and jeered at the champions, challenging them to enter his lair. Battling with his darker side, the Grey Lord once more returned to his normal state. Theron nursed his tired master as the party headed for the door. They knew their destiny.

Well, after months of speculation, waiting and patience, it's here. Chaos has finally returned to wreak havoc on you



Whole legions of monsters are very common throughout the game. Huge fanged spiders, however, take a little more persuasion - four full-powered fireballs to be precise.

meddlesome Dungeon Masters. Two disks are supplied with the package: a utility disk and a game disk. Players are able to use the characters they created in the original game. However, FTL warn that only champions who have attained high levels of skill should be used - the programmers suggest you should have at



A relic from the past. An army of mummies attempts to stop you in your tracks - maybe you shouldn't have hacked down that door.



Small is beautiful, but not in this case. The huge, fire-breathing dragon that roamed in the depths of the Grey Lord's dungeon makes a special guest appearance very early on.

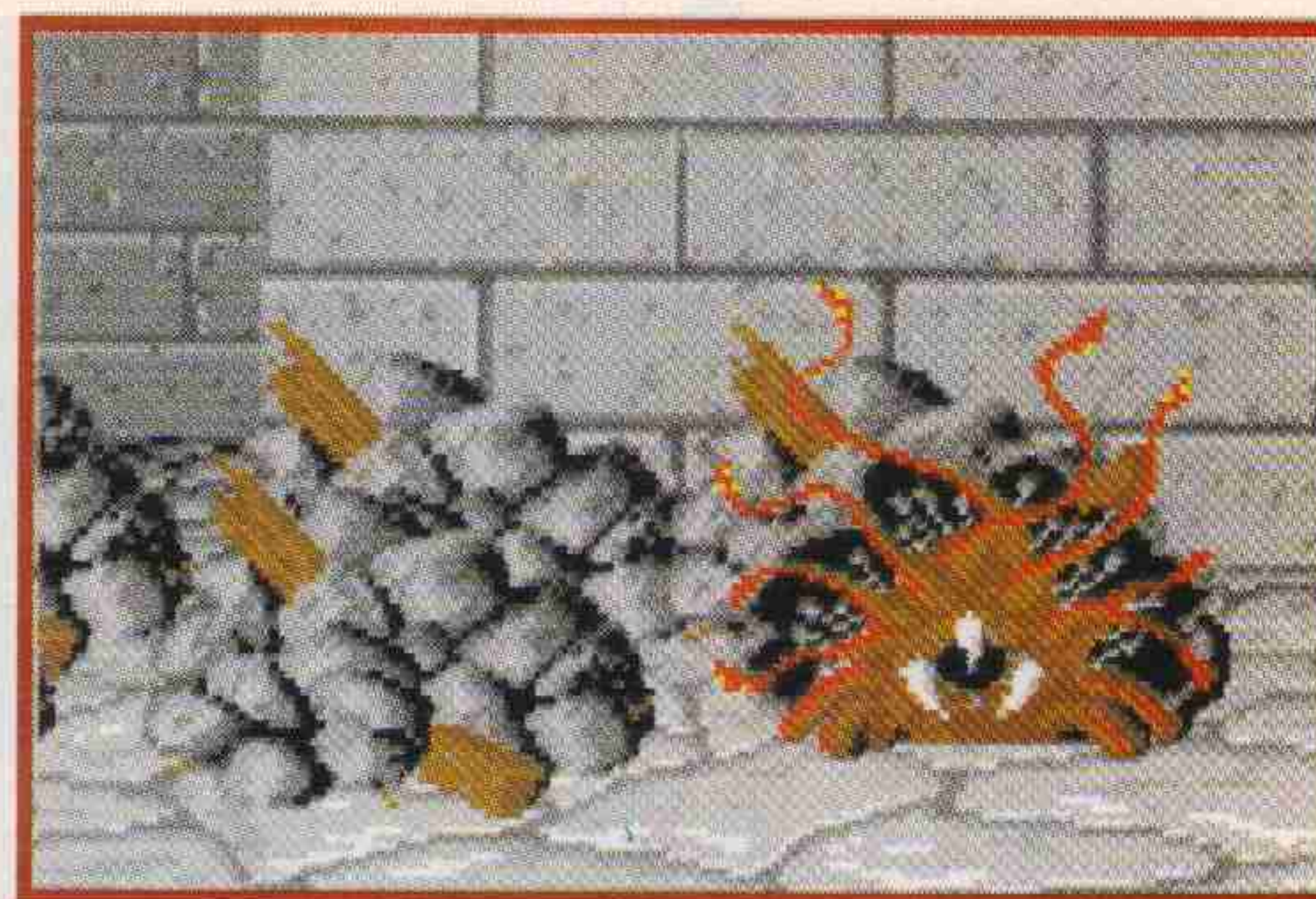
Since the release of the mighty *Dungeon Master* by FTL, many other software companies have tried to simulate the pure addictiveness, but most of them failed. Now, finally, *Dungeon Masters* everywhere need fret no more, because the eagerly awaited title of the year has arrived, and it is no disappointment. With the addition of yet another myriad of monsters and more mind-numbing puzzles, *Chaos Strikes Back* will keep you gorging at the T.V. screen even longer than the best-selling original. I say to everyone that possesses a copy of *Dungeon Master*, go and buy this supplement right now or live horribly for the rest of your life. But even if you have never played the original before, buy it and then the supplement; I can guarantee that it will keep you amused for hours!

AS

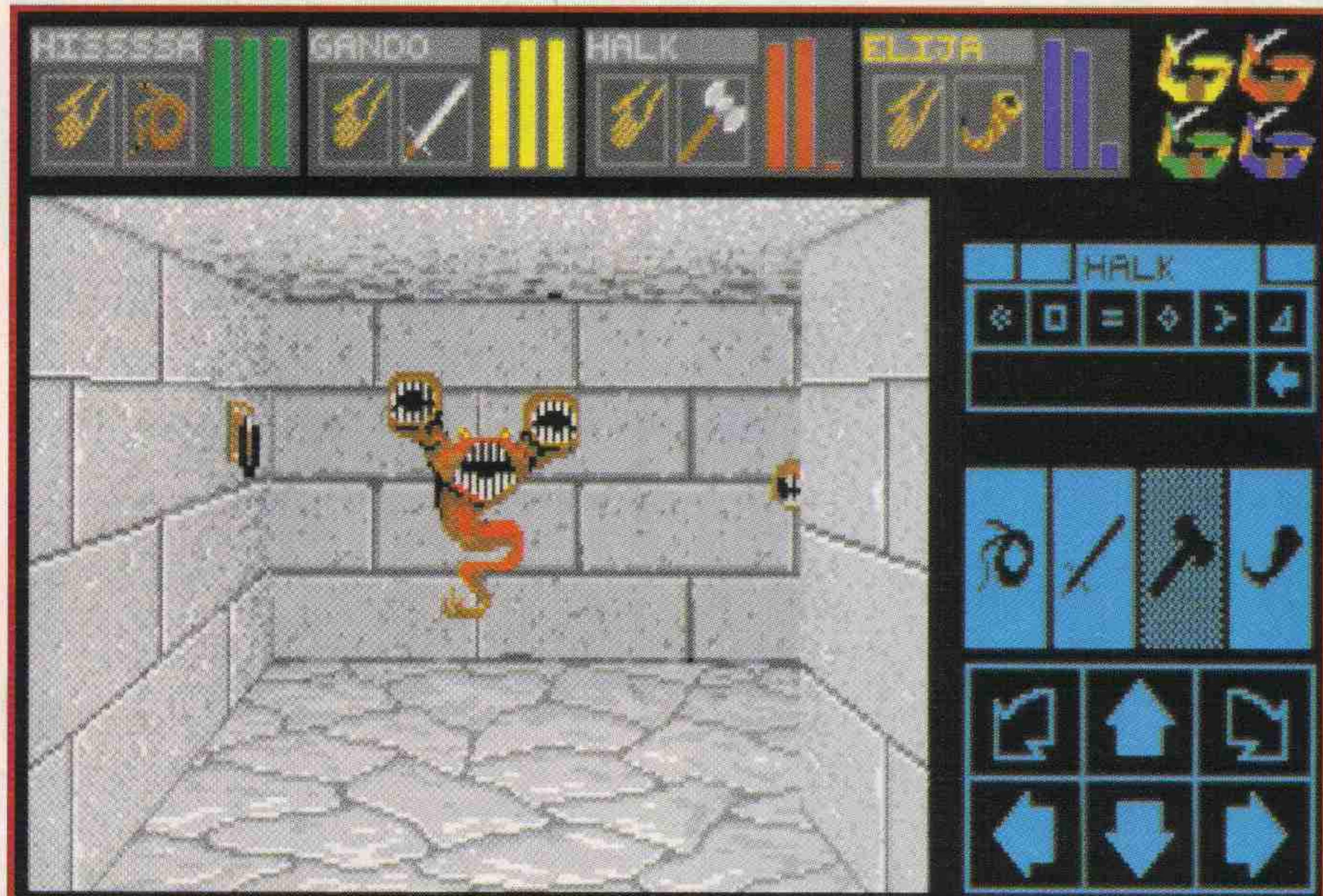
least seen Lord Chaos. Just in case your original party aren't up to scratch, there is the option to enter Lord Chaos's "Prison", and release four new heroes from the mirrors.

Having loaded the utility disk, players

One of the newer monsters to appear early on in the game are these troublesome red beasts. Although they are easily killed, they leave their victims with a very nasty dose of poison.



The old favourites still appear in Chaos Strikes Back. Here, the Rock Monsters inject our party with yet more venom.



clearly lit, the champions see the first new monsters. Before them slither an army of venomous, orange worms - a hybrid of those found on level four of Dungeon Master. Champions enter the dungeon with no possessions and so magick must be used to dispose of the writhing creatures. Briefly pausing for breath, the champions may collect items scattered around the floor. A secret corridor contains a suit of chain-mail, while restoring a torch to its rightful place will reveal an alternative exit.

As the party venture deeper into the dungeon, they will eventually discover a crossroads. As they turn through ninety degrees, players will notice an item placed upon an altar of rebirth - either poison darts, a sword, the horn of fear, or a yew staff. Each item represents one of the Ways and players must battle through each of them in order to locate and collect all four chunks of Corbum ore. Each piece of ore must be thrown deep into the FUL YA pit in order to destroy it. Only when the last ore is cast into the flames will Chaos be defeated and safety restored.

Upon reaching the crossroad of the ways, I decided to follow the way of the warriors. Pausing to collect the sword, I ventured downwards until I came across a number of closed doors. Nowhere could I uncover a switch and so brute force was called for. A flash of steel, a resounding thud, and the door stood open. But what a mistake, for by smashing the barrier I had seemingly opened the flood gates of Hades itself. A whole army of screaming

Ah ha, a Stone Golem. Behind him is a jeweled door with the inscription KU. But, before you start thinking he may just hold the key - you're wrong!



are offered four options. The first, a short animated story, sets the scene of the game. The second choice is that of the character editor. Here, players are invited to load their champions and rearrange their appearance. Using a simple art-style system, new warriors can be easily created. Meanwhile, for the less talented of us, a set of the original characters, each in their new attire, can be loaded from the disk. Finally, when you are happy with your characters' names and appearance, the option to start a new adventure should be selected.

After loading up the game disk, the champions assemble outside the gates to the secret dungeon. After clicking the lower of the two buttons, players will be instructed to load their party before the game itself begins. Players are warned that Lord Chaos has been waiting for

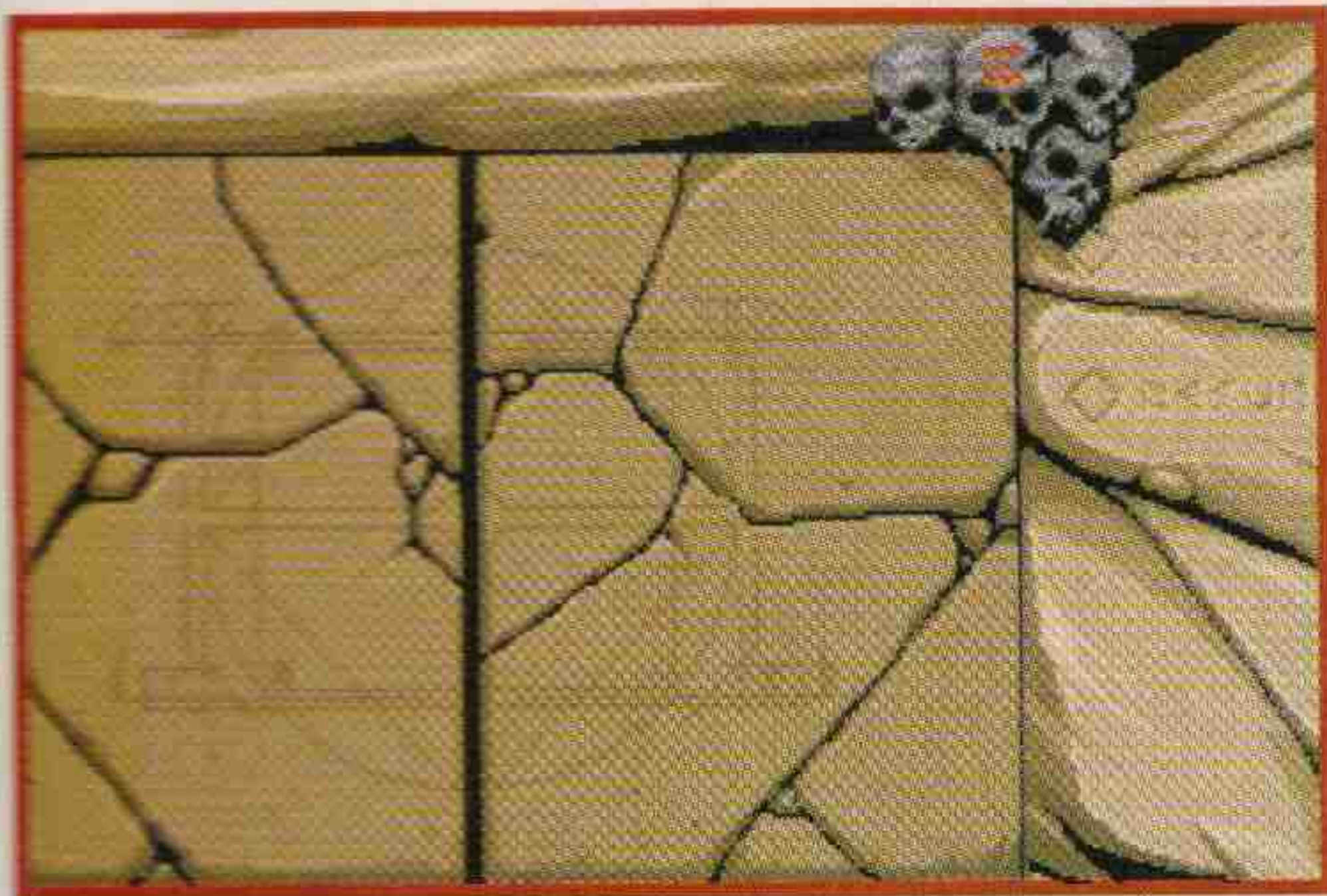
them for a long time. After what seems like an eternity the screen displays the message, "Game loaded, ready to play". The entry room to the dungeon is dark and foreboding, as your party become aware of their surroundings it is advisable to cast a FUL spell in order to shed a little light on the situation. With the chamber



They may be small, but these sorcerers draw their power from beyond the grave. Beware of their fire attacks.



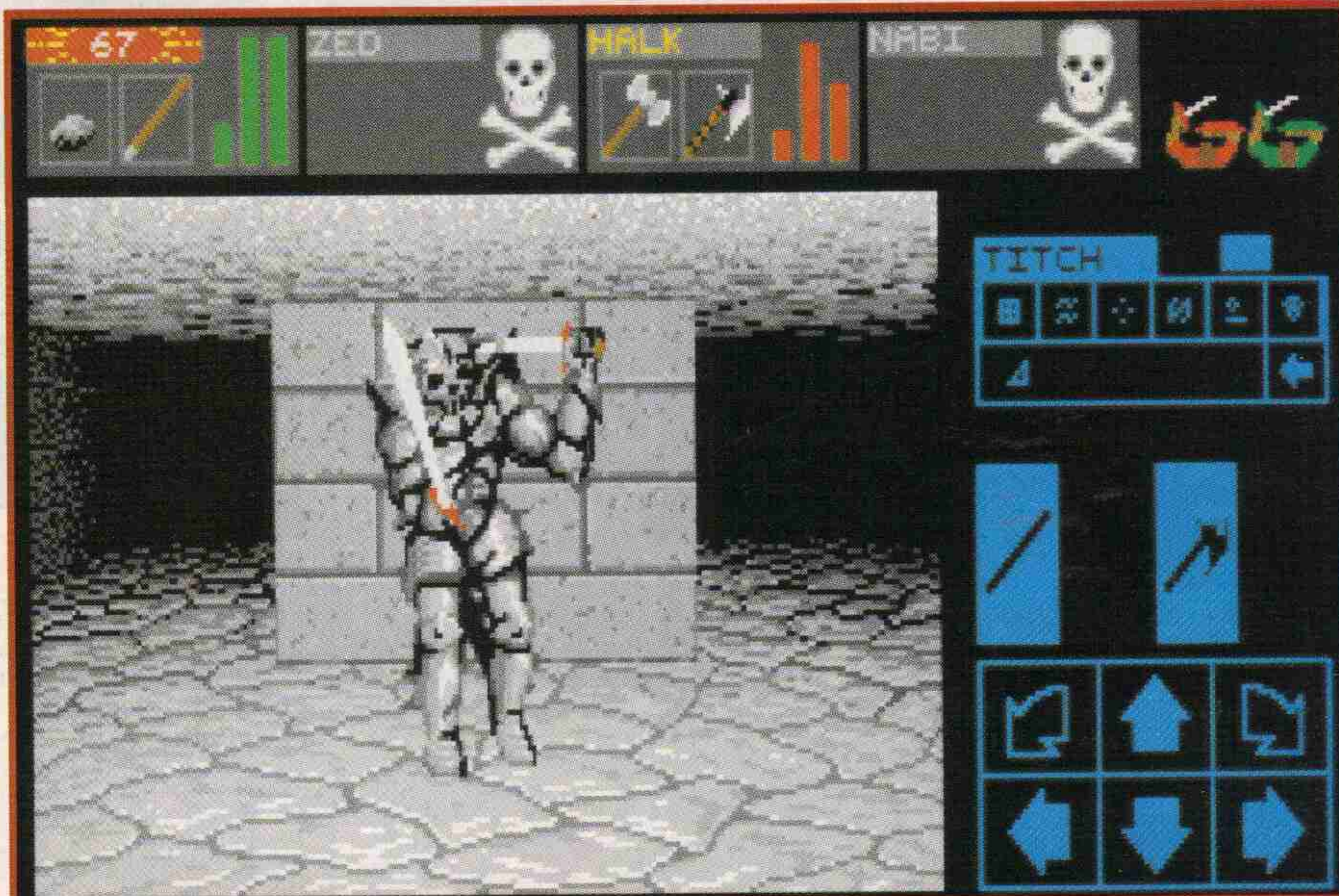
So, you thought that the Chaos Knights of Dungeon Master were hard to kill. I unleashed a dozen fireballs at one of Chaos's Deth Knights and still he wouldn't die.



mummies surged towards my party and only with a mixture of strength and mag-ick was I able to suppress them. As I ventured further, I encountered yet more creatures: spiders with huge fangs; ant-like monsters who wave wooden clubs; strange red, three-headed creatures that carry a poison bite; Deth Knights, armoured wraith bodyguards to the dark one himself; Mongor, a huge red dragon; and many others too terrible to talk of.

Lord Chaos's secret dungeon also seems to change shape. Indeed, I ventured down the same corridor three times only to discover my whereabouts to be different. As my champions battled their way through Chaos's minions I noticed the apparent lack of water. My party near exhaustion, I decided to save my game and consult the oracle.

The Hint Oracle can be found on the



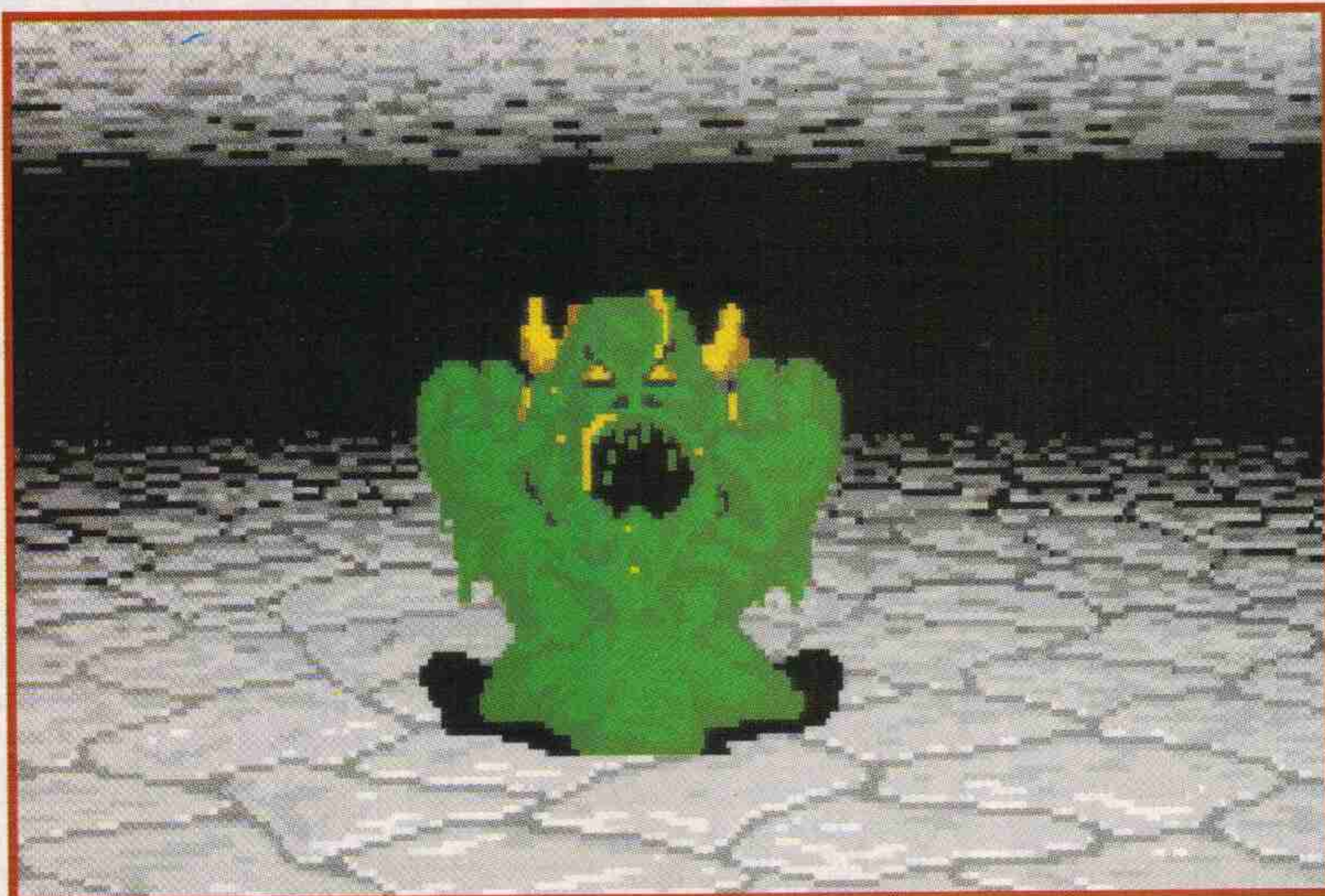
utility disk. Using the service costs your party nothing, but may well help you to solve some of the dungeon's darker secrets. Having loaded the Oracle, you'll be asked to insert your saved game disk. The program will then discover exactly where you're stuck and offer advice accordingly. Be warned, however: some of

the clues are almost as tricky as the problems themselves.

For those of you who want to know, Chaos Strikes Back is set within ten levels of dungeon, with your party of champions beginning their quest on the fifth level. The race to become the first person to complete the game is now most definitely on. Just to give you a clue, all four chunks of Corebum can be found on the top-most level.

STA

Now here's a fearsome fellow. Beware, he throws poison slime that leaves your party to die a slow and painful death.



The first of the new comers is this rather odd looking eyeball creature. Don't fear, he's easy meat.



Using the character editor, Dungeon Masters will be able to create their own characters. Alternatively, the less artistic will be able to load ready-made portraits.

The most hotly-awaited adventure sequel in the history of computer entertainment has finally arrived - and how! Dungeon Master was, unequivocally, the finest adventure ever, and Chaos Strikes Back is more of the same. DM fans will be familiar with the same comprehensive and easy-to-use controls and icon system which featured in Dungeon Master. But the puzzles in Chaos's lair promise to be even more infuriating and bewildering. We at STA were expecting much the same sort of puzzle patterns, but miraculously, the FTL team have maintained full originality and we can promise many surprises. Of course, the game doesn't need any hype from us, but I am pleased to confirm that this adventure supreme was well worth waiting for.

JS

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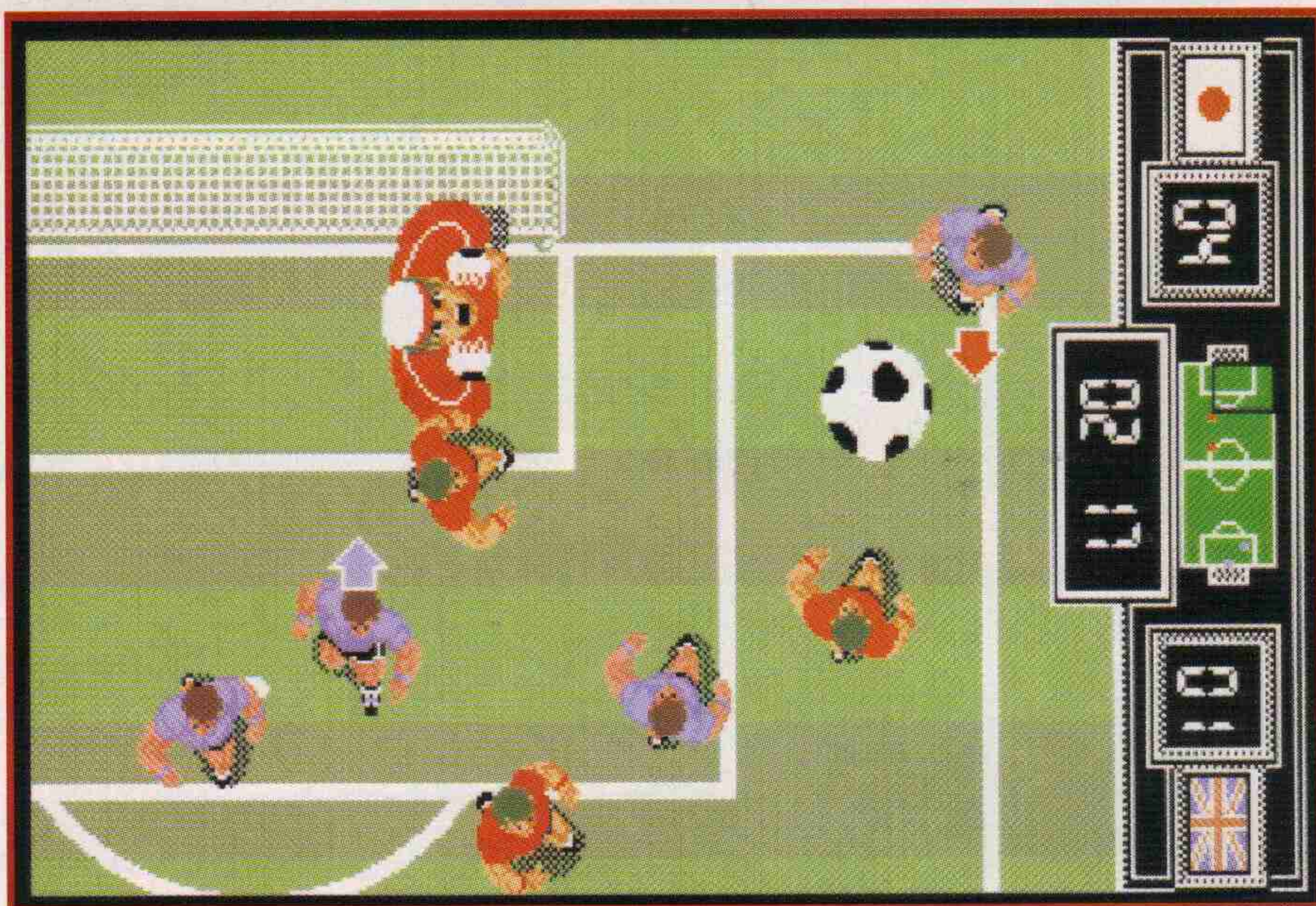
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When I first played Fighting Soccer, I found it quite enjoyable, particularly on the two-player option which virtually all of the games of this sort feature. I thought that, for some people, Fighting Soccer would be too hard, so playing against a friend would be a welcome change from playing the computer. In my opinion Fighting Soccer will be lost in the shadow of Anco's Kick Off, but it shouldn't be, as it is a good two-player game.

AS

"If playing Fighting Football proves anything, it's that at the end of the day it's goals what count, Brian."

A corner is awarded to your opponents and control is momentarily transferred to the goalkeeper. The ball drifts across; you press the firebutton; the goalie leaps and punches the ball out of the air - a save that Peter 'the cat' Benetti would have been proud of.



FIGHTING SOCCER

ACTIVISION (£19.95)

Few, if any, sources of computer entertainment yield greater two-player action than computer footy. Since the ancient cartridge-based International Football on the Commodore 64, there's been a consistent flow of related titles, which illustrates well both the popularity of soccer and how successfully the game transfers into computer entertainment. But has Activision's Fighting Soccer any more to offer? The game adopts the familiar overhead view which was originally inspired by that arcade favourite, Kick 'n' Run and copied by just about every football game since. But where Fighting Soccer differs is the size of the players. The screen only shows a small area of the pitch at once and because the players are relatively large, this gives the impression of

cramped gameplay area, especially when there are a number of players on screen. But swift and responsive control compensates for this.

You have the choice of single matches or a full, international tournament comprising ten countries. Additionally, there's more playing options than ever before, with one player against a full, computer-controlled team, two players controlling opposing teams or on the same side against the computer. Selecting which country you want to represent, the action immediately moves to the stadium. Playing against the computer-controlled team is baptism by fire, as it has a fixed level of skill which is both proficient and fast - at first it's like the King's Head B team against Real Madrid. After the kick-off, the joystick controls the player in your team that is nearest to the ball, indicated by an arrow, while the other players move automatically towards the area of play. Gaining control of play, your player keeps the ball at his feet until you press the firebutton, with one press for a short pass and two presses for a longer shot. There's

no off-side rule, but the referee shouts if the ball goes out of play, a goal is scored or there's a foul. Throw-ins, corners and goal kicks are directable with a little arrow pointing the way, and when the ball's in the air, you can press the firebutton twice to header. Meanwhile, when the opposition has the ball, pressing the firebutton makes your player slide for the ball.

The game goes up and down the pitch, with a pack of players battling for the ball like primary school kids, only pausing for the mandatory throw-in and corner - or if somebody actually scores. If the opposition move into a goal-scoring position, control transfers to the goalkeeper for that heroic and decisive save.

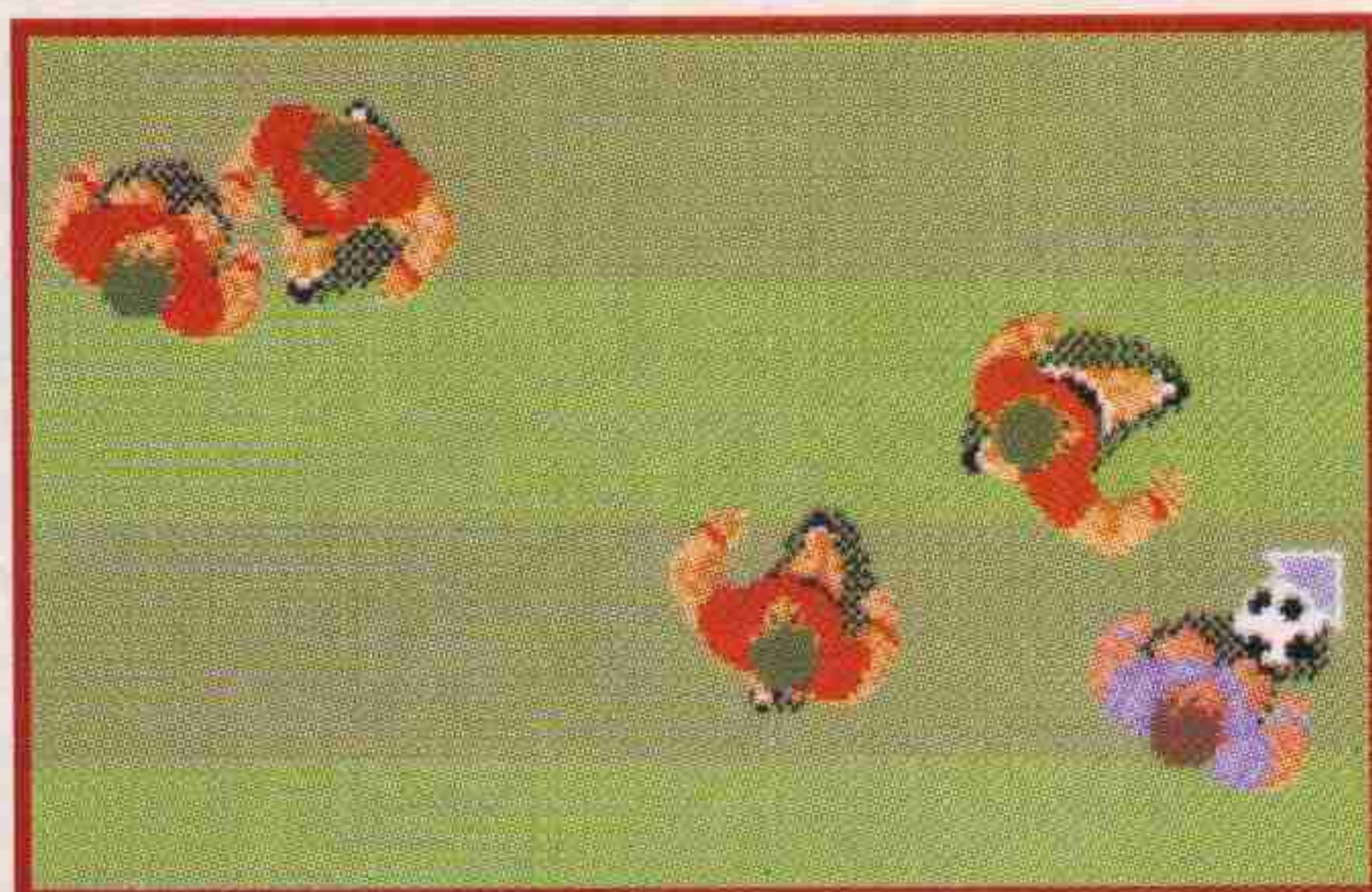
STA

STA
Rating
69%

GRAPHICS: 63%
SOUND: 63%

LASTING APPEAL: 69%
ADDICTIVENESS: 73%

DIFFICULTY: AVERAGE
1ST DAY SCORE: N/A

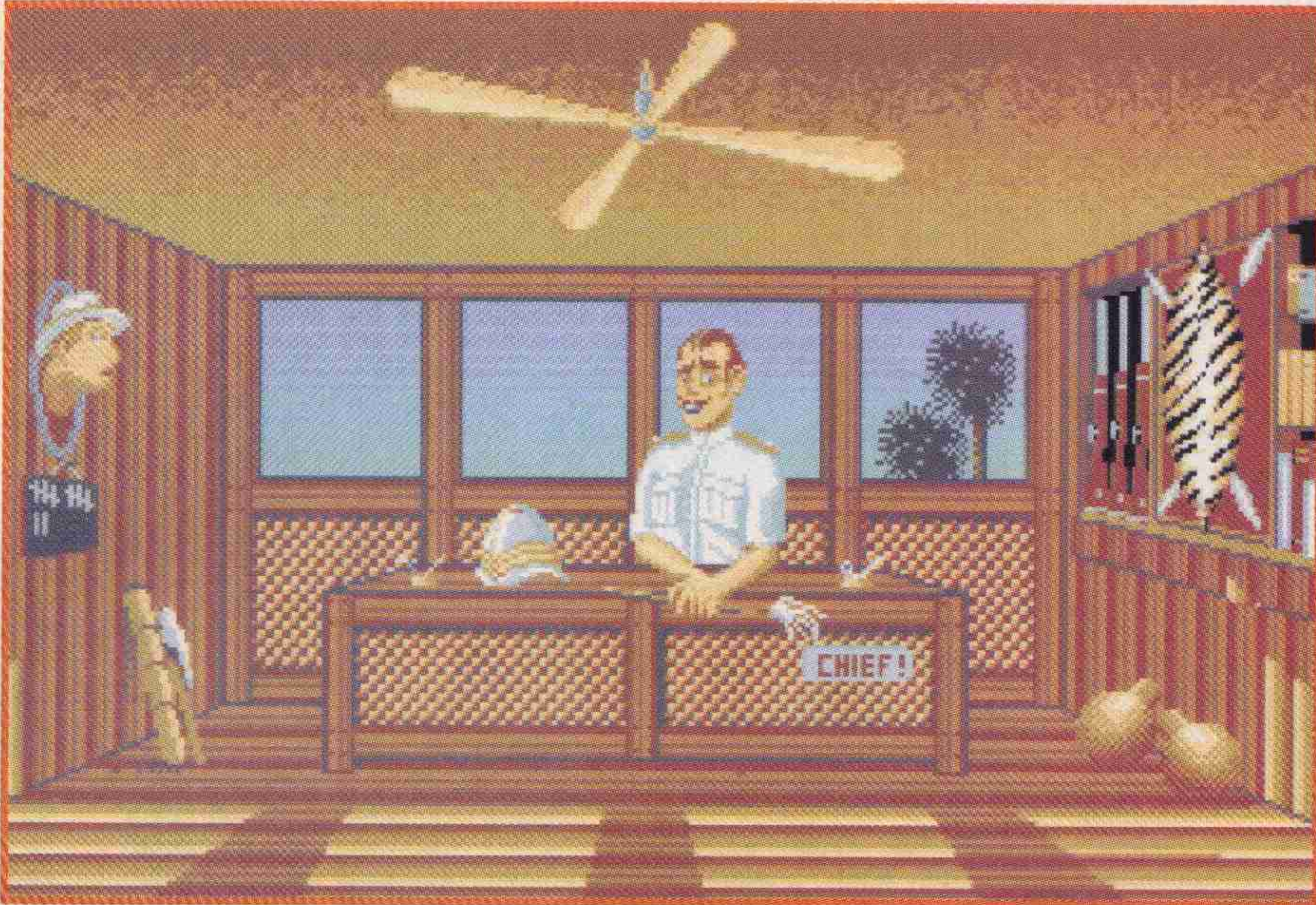


Using Cloughy's two-three-two set-up, you plough through the defence, only the goalie to beat. You give him the old one-two shuffle, he dives, and you punt the ball in the back of the net.

I really did enjoy playing this game, especially the two-player option which made the normally sedate STA office staff sound more like the Cop. To reiterate: great dual-player action and a computer-controlled team that's too bloomin' good. Joystick control is responsive, although I wasn't that keen on the one or two-tap shooting - holding down and releasing the firebutton to set the power of the shot might have given better control. Nevertheless, thoroughly entertaining, and with the World Cup coming up, pitched at just the right time.

JS

All the world's endangered species at once - that's one for the album! But suddenly, poachers cast a sinister shadow across the wild beauty of the place. It is your duty to eliminate them.



SAFARI GUNS

NEW DEAL PRODUCTIONS (£19.99)

Poaching endangered species rates as the worst demonstration of human greed. But however wrong it is, I don't think a game in which animals are conserved and humans are killed is morally sound. Without doubt, some of the most original game concepts come out of France and Safari Guns is no exception. There's some nice digitized music which complements well an attractive presentation. But these aspects do not make up for a game which is seriously lacking in variety. Anything that hammers home our destructive influence on the natural world is worth consideration, but I'm not entirely sure that this was the main intention of this particular game.

JS

In the past, kings and statesmen indulged in the slaughter of the world's most beautiful animals in the name of sport. While widespread hunting and poaching has put these animals on the verge of extinction, conservation is now the fashion and this has affected our whole way of thinking - Greenpeace are no longer hippy cranks, but heroes championing a crucial cause. I can remember an eight-bit game in which you shot wild animals as they jumped out

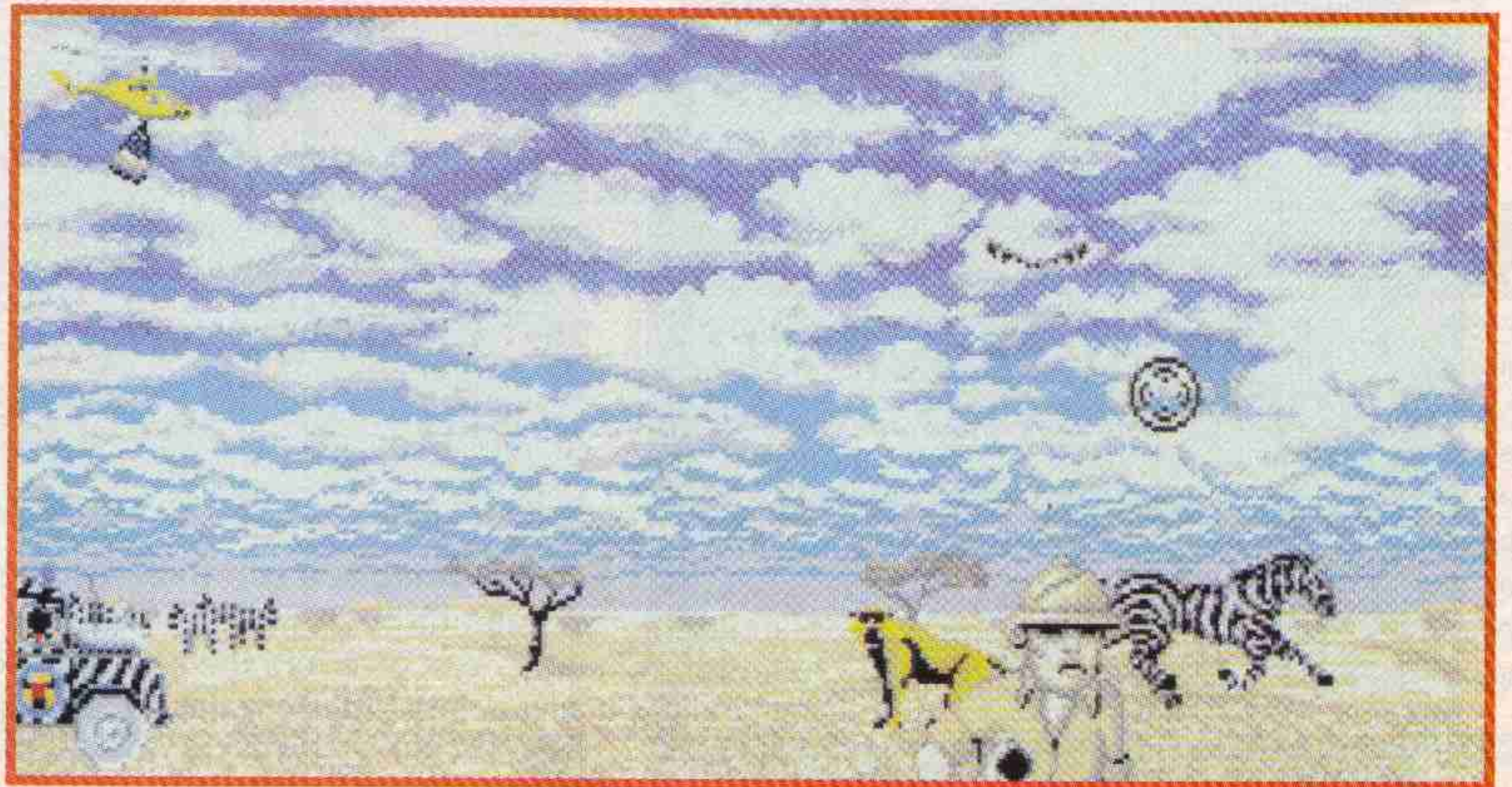
of the bush and avoided plugging the hunters. But now, a game called Safari Guns, demonstrates well this new initiative by completely reversing the roles. Yes, believe it or not, in this game you conserve the animals and waste the hunters and poachers.

Daktari-style, digitized music drifts across a beautiful African plain, lit by a sunset. Daylight comes and you are greeted by a safari company's delight - just about every endangered species gallop, run and fly across the screen. Rhinos, wilderbeast and zebras gallop across the

I would not have thought that taking photographs of animals and at the same time shooting people would have been the basis of a good game, and sadly, I was right. It's not as if the graphics and sound are particularly poor, it's just that I found Safari Guns far too repetitive for my liking. The graphics are very pretty, and the sound suits the game down to the ground, but that is not enough to keep you coming back. I'm afraid I can think of a lot more things to spend my money on.

AS

An angry hunter steps out of the bush and levels his sights at you. 'Smile, Colonel Bagshot!' BLAAAM!!!



STA
Rating
58%

GRAPHICS: 53%
SOUND: 60%

LASTING APPEAL: 52%
ADDICTIVENESS: 58%

DIFFICULTY: EASY
1ST DAY SCORE: 26500

"Conservationists fight an impossible battle against hunters and poachers - can a computer game possibly convey this struggle?"

plains; predatory animals lurk in the bush and elephants do what elephants do - quite a spectacle! But let's not forget why we're here! Below the screen there are camera and rifle icons and by clicking on one selects your tool. Aeroplanes fly overhead bringing in more hunters, and helicopters airlift the tusks and pelts away to the black market. Meanwhile, poachers carry away tusks and Landrovers chase the animals across the plain.

Selecting camera, you aim the lens at the animals and take as many shots as possible; bonus points are awarded for picture quality. Suddenly, an angry hunter steps out of the bush and levels his rifle at you. Quickly, you swap the pacificatory camera lens for the barrel of a gun and level the sights on him. More hunters appear out of the bush and you send them to that great fur-trade market in the bowels of the Earth. More animals gallop gaily across the screen, bless'em, so once again you swap rifle for camera and snap away until another human dares cross your path. At the end of each level, you're presented with a gallery of photos with the points awarded for each shot.

STA

520ST-FM SUPER PACK



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

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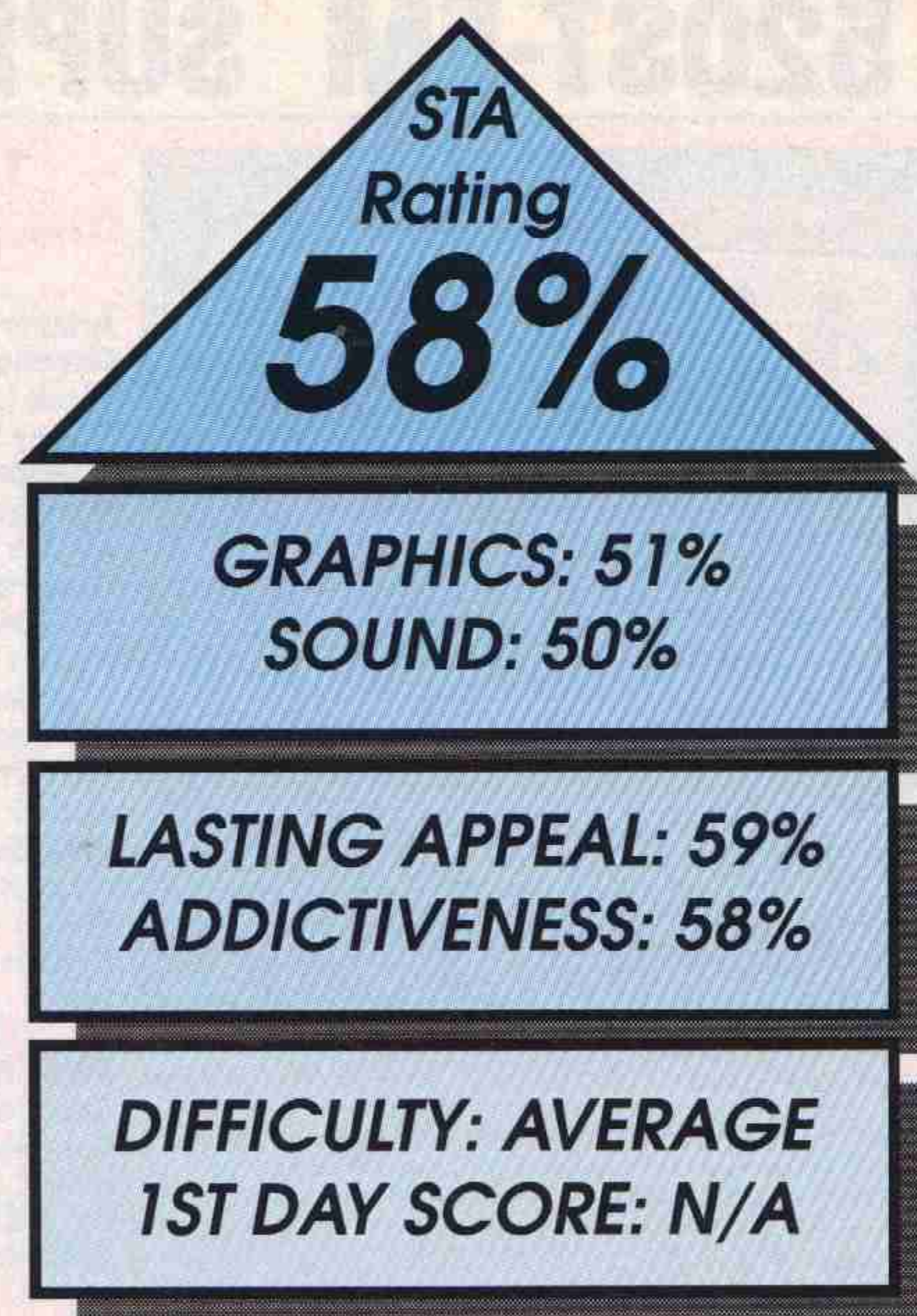
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From the menu screen you can select the type of match you want to play: friendly or tournament.



"With a chirpy grin playing about his chops and a thumb permanently in an upward position, Paul 'Gazza' Gascoigne is the darling of the popular tabloid press."

GAZZA'S SUPER SOCCER

EMPIRE (£24.99)

When he's not posing for your super, soar-away SUN in various humiliating disguises, ol' Gazza manages to punt a fair few goals in the back of the net for Spurs, and so it was inevitable that he would end up endorsing a computer game. But a chirpy disposition and boyish good looks alone don't make a computer game - so, what's golden boy's game got that dozens of others haven't? The menu screen offers a

When a company boast their game as being "the number 1 computer game" and strengthen their claim by getting England international, Paul "Gazza" Gascoigne to endorse it, you'd expect something just that little bit special. Indeed, Gazza's Super Soccer is like no other soccer game I've played before. I liked the way in which you could customize players and teams to simulate your favourite players. As the action moved from end to end the screen changed perspective. Unfortunately, I found this screen switching most off-putting, ultimately spoiling the game's appeal. Apart from this major distraction I found the idea of a Boot-o-meter great, control of the ball was certainly made easier because of it. All in all, Gazza's Super Soccer isn't my "number 1", however it does include a number of interesting features which will keep ardent fans happy for some time.

NC

default selection of two teams, enabling you to set up a one or two-player game. This leads to a sub-menu which offers a choice of match types such as practising specific features of the game, like corners and free kicks, a friendly match or a tournament game. However, actual team skill can only be improved or degraded as you play. Additionally, there's a feature in which you can select your own team and designate specific game skills and characteristics. But to hell with features and options, at the end of the day it's goals what counts, Brian, so let's get on with the match!

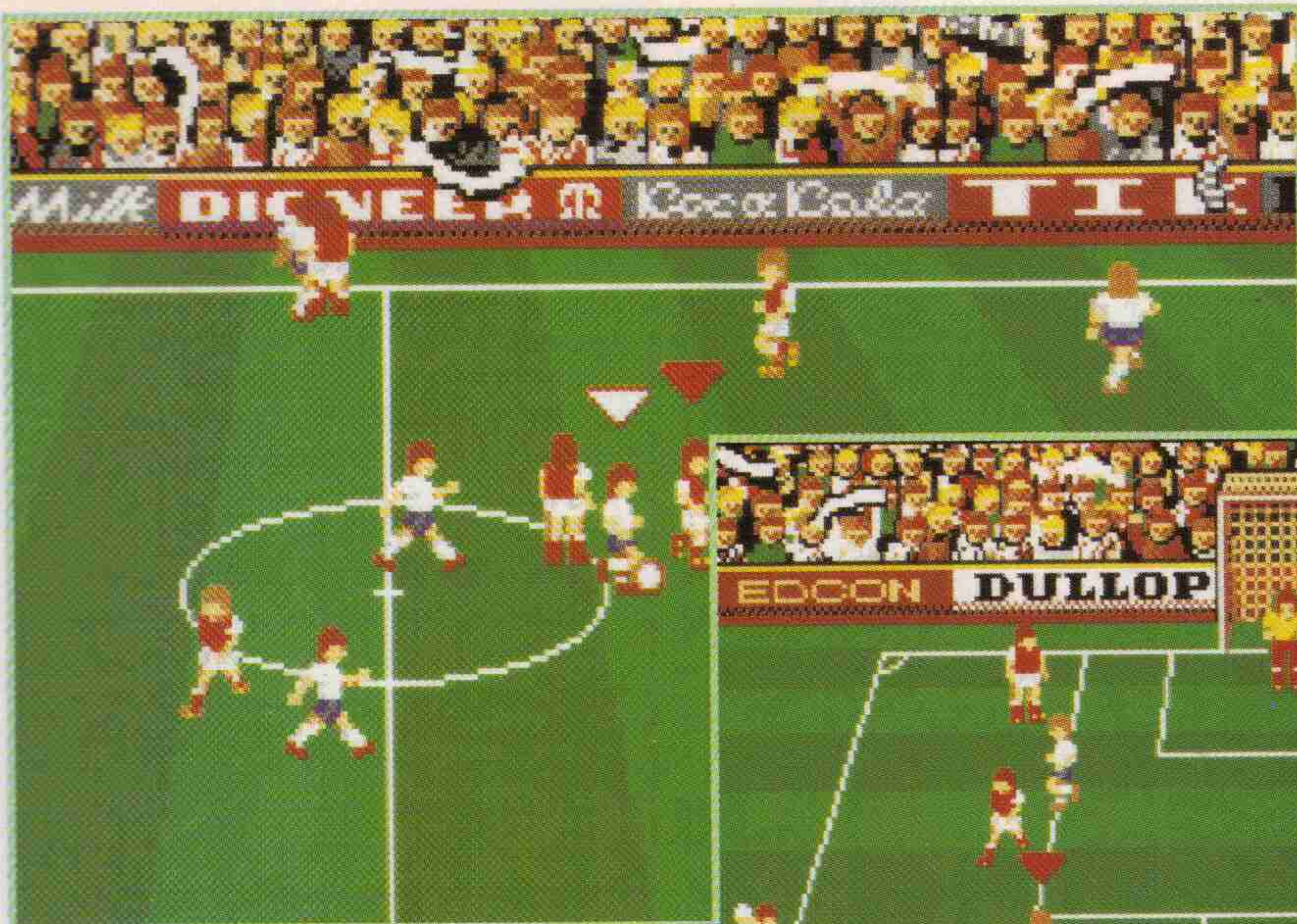
The screen switches to a side view of the pitch in readiness for the ref's whistle. The only indication as to who has posses-

sion, is a conspicuous triangle which flashes above one of the player's heads. Pressing the firebutton sets play in motion, with you controlling your nearest man to the ball (identifiable, of course, by that rather fetching triangle). With the ball



TEAM	TOTTENHAM		
COLOURS	WHITE / BLUE		
STYLE	1		
FORMATION	4 - 3 - 3		
PLAYER	SKILL	SPEED	
GOALIE	5	7	MORE
PLAYER 2	7	5	MORE
PLAYER 3	5	6	MORE
PLAYER 4	5	5	MORE
PLAYER 5	5	6	MORE
PLAYER 6	5	5	MORE
PLAYER 7	7	6	MORE
PLAYER 8	6	7	MORE
PLAYER 9	5	7	MORE
PLAYER 10	6	5	MORE
PLAYER 11	5	5	MORE
EXIT			

A unique feature is the ability to name individual players and designate specific characteristics.



Now for the match! The game begins with a side view of the pitch until and play moves out of mid-field.

Now, as the advancing team moves towards the opposition goal, the screen switches to an end-on view which causes initial confusion with joystick control.

at his feet, you can dribble with the ball or pass to a teammate by tapping the fire-button. Setting the desired length, height and spin of your kick is achieved by a rather complicated system of joystick combinations, which takes some getting used to. As usual, the amount of time you press the firebutton sets the power of the shot, while pulling back on the joystick sets the height, and a tap to the left or right puts a spin on the ball.

Using Gazza's 'Boot-o-meter' (believe it), you can gain greater accuracy. This indispensable soccer aid is simply a small triangle beneath the pitch, which contains



a dot that moves and grows larger, indicating the optimum time to effect your kick. This can be used in all circumstances including, penalties, corners and even throw-ins. With the joystick control and Boot-o-meter mastered, wrenching

the joystick in the direction of your opponent's ball, your team races up the pitch. But as soon as the ball moves out of the midfield, the screen switches to show the view down the pitch with the goalmouth at the end. Therefore, if you maintain the pressure on the side of your joystick, your player will continue running in the wrong direction, across the pitch. So you must remember to immediately push upwards in order to run in the right direction, or forfeit losing the ball every time you venture outside the mid-field.

STA

As the ball moves into the goal area, the screen switches to the goal-keeper who seems only capable of doing the most over-dramatic dives.



Within reason, you can't really louse up a soccer computer game, because this ultimate ball game lends itself so well. However, with so many titles about, competition for shelf space is as stiff as the hotly-contested World Cup, and so a game must be able to hold its own - to coin a much-used football phrase. I was expecting a lot from Gazza's Super Soccer, but I must report that, for me, the lad didn't deliver the goods for three main reasons. The first is the over-complicated kicking system - what with all that joystick preparation and watching the 'Boot 'o' meter', a more simple method would have been much better. Additionally, the side view of the pitch suddenly switching to an end-on view is bloomin' confusing. Also, although a certain amount of control can be gained by dribbling the ball, passing is a bit hit or miss due to the complicated kicking system. Finally, most of the match is played from an end-on view and the screen doesn't scroll with play. Therefore, when the ball is at the far end of the pitch, it's difficult to control the ball and gauge the power of a kick. Not a score for Gazza!

JS

After all of the advertising that's led up to the release of Gazza's Super Soccer, you would have expected the game to be above average, but sadly it isn't. When Peter Beardsley's Soccer first came out, it must have been the most sluggish football game around, but I'm afraid that Gazza's is not much better. When the screen changes upon nearing the goalmouth, you keep going in the same direction of your joystick (if you were pushing right on the joystick to go up field, all well and good, but when you near the goal and the screen changes, you will run to the right side of the pitch, and sometimes off it). Overall, I think Gazza's Super Soccer could have been greatly improved into one of the best football games around, it has some nice touches, but as it is, with its quirky controls and below average graphics and sound, I'm afraid that it's lacking that final touch.

AS

On board the Histriosat 1 you must find out exactly what the Curator is up to. Smoking is forbidden on the satellite - so what's that on his desk?



TIME

"You are about to embark on a journey like no other you've ever been on before. The fate of our very planet lies in your hands."

EMPIRE (£29.99)

Hi there! My name's Agent Hunter - yeh, just Hunter, - people used to call me Norman, but it didn't really fit in with my image of being a top Mechanoid Technician. Anyway, my story started when I received a strange communique from the Director of Histriosat 1. The

Director's message sounded urgent and so I dropped what I was doing and caught the first available shuttle flight to the station.

Before I go on any further I feel I must explain. You see, my story started in 2047 A.D. Despite all the sound ecological mea-

Time has been a while in development; the game is entirely icon-driven and the controls easy to understand. Graphically, the game is very nicely presented. The animation, particularly that of the different characters' faces, impressed me no end. The game's sound was also well implemented, although nothing really struck me as being outstanding. As for the game itself, I thought it was well planned out and represented an enjoyable challenge. My only complaint lies with the save/load options: to perform this minor task you have to stand next to a computer. Overall, I thoroughly enjoyed Time.

NC

asures that were undertaken to ensure the planet's survival, it seemed that mankind had already dealt Mother Earth a severe blow. As a result, a renovation order was placed on the planet. Most of the human race moved out into space while the project was being implemented. Huge satellites, such as Histriosat 1, orbited the Earth like giant starfields - on board them, hundreds of cryogenically suspended humans all waiting to re-inhabit their precious planet.

Of course, some of us had to continue the good work, and I boarded the Histriosat 1 with a strange sense of foreboding. Having left the shuttle bay I paused to pick up a sonic hammer that some sloppy engineer had left behind. I headed towards the reception desk where I was greeted by an attractive young woman. She explained the layout of the ship and warned me of the Curator's short temper. Heeding her advice I ventured forward, pausing briefly to notice an emergency alarm button.

The receptionist certainly was right about the Curator. The thin-faced man didn't mince his words, he didn't like me. Still, using my wily cunning I managed to sneak past him. At last I found the director who told me of a startling discovery that a certain Dr. Delaney had made.

Dodging past the Curator I headed back to Earth, my sole aim to meet up



Eventually you'll meet up with Dr. Delaney. He'll tell you all about Earth's fate and, to your horror, he'll also show you what will happen to the planet should you fail in your quest.

In the wake of Chaos, any role-playing adventure would have to take a back seat, but Time deserves our full attention. Atmospheric backdrops in some 100 or so locations, play host to an absorbing, challenging and diverse adventure. Technically, I was particularly impressed with the mouse/icon controls which have been designed for greater accuracy in movement and puzzle solving, and the built-in animation creator works well. There's something quite exciting about transcending time and place, and this game whisks you from the past to the future through a very strange line of events. Some of the puzzles are rather obscure and so, as a fringe adventurer, I was often bewildered and sometimes infuriated with the game. Seasoned adventurers, take a look at Time!

JS

Time, being an icon-driven game, is simple to come to get to grips with, but not simple to complete. I found that Time was much too sluggish for my liking, and I found that after completing a fair chunk of the game, I wished that it would speed up so I could venture on to the next puzzle. Time is a brave attempt at a graphic adventure, but I'm afraid it's not quite up to scratch. If you are looking for a puzzling game, then time is worth a try, but otherwise I think you should steer clear.

AS

with this Delaney character. Having visited a number of interesting sites I finally came upon his home. Having fooled his wife, I met up with the eminent scientist. Apparently, by using his antiquated time machine, he had stumbled upon a Mekanoid plan to exterminate mankind.

Obviously, your task is to put an end to the meddlesome Mekanoids and their dastardly plan. In order to help you pull off this incredible mission, you may control Agent Hunter by using a simple icon-style input system. Situated at the bottom of the screen are three lines of icons. The first line consists of four windows which contain any objects that you have decided to pick up. The second line is made up of a number of arrows. By directing the mouse pointer over these symbols it is possible to position Agent Hunter and to make him walk from one location to another. The final line contains a number of specialised icons that will make Hunter perform set actions. The first shows an eye that opens whenever you pass by an object of any interest. Clicking on the open eye will cause the object to be examined in more detail. The next two icons allow Hunter to pick up and drop objects; any items in your possession will be displayed in the windows on the first line. The mouth icon is used when you want to talk to nearby people. This is especially useful whenever you want to get extra hints. The fifth icon allows you to use any items that you have in your inventory, while the sixth lets you give an item to another character. Finally, the last icon allows you to change the destina-

tions behind the various multidoors. By operating this icon you can change some of the destinations throughout the game.

STA



Throughout your mission you will have to interact and talk to many strange characters, each of who have different facial expressions and mannerisms.

The girl behind the reception desk seems to take a healthy interest in you. Perhaps you could use her knowledge to help you in your mission.



Even in the 21st century Religious fanatics exists. On Earth, one tries to offer you a tract. But what would use such literature with?

STA
Rating
67%

GRAPHICS: 62%
SOUND: 50%

LASTING APPEAL: 71%
ADDICTIVENESS: 68%

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

Firstly, I think this game has been inappropriately titled - Laser Squad sounds more like an uncomplicated arcade romp than a deceptively deep and complex battle strategy. Graphically, this is not a pleasing game, but a this bland exterior belies an absorbing, if a little bewildering, game. Laser Squad isn't the sort of game you can just load up and get into, its complicated systems has to be learnt. Fans of Breach and Paladin-style gameplay will understand and enjoy Laser Squad. A game which will yield longterm entertainment to the right person but not a mainstream product destined to cause rucks in computer shops.

JS

The year is - sometime in the future and, sadly, war is still a fact of our miserable existence. But technology has taken the humble art of massacre to strange proportions, according to Blade Software, who have interpreted their blinding predictions in this game, Laser Squad. Described as: 'a tactical wargame with an artificial intelligence so highly developed, it bites,' this is partly a battle strategy, similar to traditional war-gaming, in as much as you control units which represent humans and droids. Each unit has its own characteristics which affect its abilities and, at the start of the game, each unit is allocated action points which are used for performing all activities such as movement, combat and shifting objects. You're awarded victory points if you eliminate enemy units or destroy installations which feature in certain battle scenarios in the program.

First, you must equip the unit with armour, weaponry and ammunition, using a small loan donated by an unknown source and finally, turn your attention to the battle. The screen shows an overhead view of the battlescape with your units positioned for attack. Moving each unit costs action points particularly if the terrain is difficult. Moving the units diagonally or rotating to face another direction is expensive and so

STA
Rating
60%

GRAPHICS: 46%
SOUND: 45%

LASTING APPEAL: 70%
ADDICTIVENESS: 61%

DIFFICULTY: AVERAGE
1ST DAY SCORE: N/A

There's a selection of battle scenarios encompassing different aspects of war. The interpretation may be unusual but this is pure battle strategy.



'Mumsy?' 'Yes dear?' 'When I grow up d'ya think I'll be in the Laser Squad like uncle Brian?' 'Of course sweetums - if you eat up your greens!'

LASER SQUAD

BLADE SOFTWARE (£19.95)

After hearing numerous reports about Laser Squad and how it is supposed to be a really good role-playing, I must say that I was looking forward to playing it, but although the game is very involving, I found that it just too hard to get it to. After playing Laser Squad for a long time though, I found the game to be very mind-racking, and it has to have your full attention to enjoy it to the full. Laser Squad is a game for the deep-thinker, but not for the avid shoot 'em-up addict.

AS

must be kept to a minimum. You can move units over other units on your side, but you cannot end play over a unit. However, if a unit ends up on top of another, selecting End Move from the menu, the unit moves to the last empty space. Close combat comes into play when you move your unit into an enemy unit and a display shows what weaponry the enemy is using, the accuracy and how many action points will be lost if you get hit.

The program uses a hidden movement

system which means that the enemy stays hidden until they enter the field of vision of one of your units. A unit's field of vision extends 45 degrees from the front, although objects across the terrain can block the line of sight. During the battle, you must call on a number of mode options to pick up and drop objects, load weapon, unlock and lock door as well a strategic map to plot the battle. As with all battles, the objective is to make ground and eliminate enemy units.

STA



The objective is, of course, to eliminate enemy units and gain ground. With the enemy in visible range, close combat ensues. A display shows the type of weaponry your opponent is armed with, how effect it is and how many action Points you could lose if a unit suffered a direct hit.

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MYSTERY OF THE MUMMY

"Is nothing sacred in this day and age? Some Hun has run off with your Mummy. You've got five days to uncover..."

RAINBOW ARTS (£19.99)



The top-right section of the screen show the main icons used to control the game. Here, we can see that your statistics are running low, you'd better get some food and sleep soon.



Rabensburg might know more than he's telling. Still, as long as he's paying who are you to argue with him.

The year is 1912. The setting, Hamburg in the German Empire. By trade you're a private investigator, but having finally solved a particularly difficult case, both your good self and your devoted driver and comrade have decided to treat yourselves to a short break. Rays of sunlight dance on the walls as you sit in your private hotel suite. As Wilhelm relays wild stories of his youth, you slowly slip into your own daydream. Wilhelm continued his chatter, oblivious of your somnolent condition. Just then, your peace was shattered by the ringing of the telephone. Wilhelm answered and took a message from the desk clerk that a Mr. Rabensburg was in the foyer and that he wanted to see you urgently. You agreed to an audience with the gentleman and smartened yourself before he arrived.

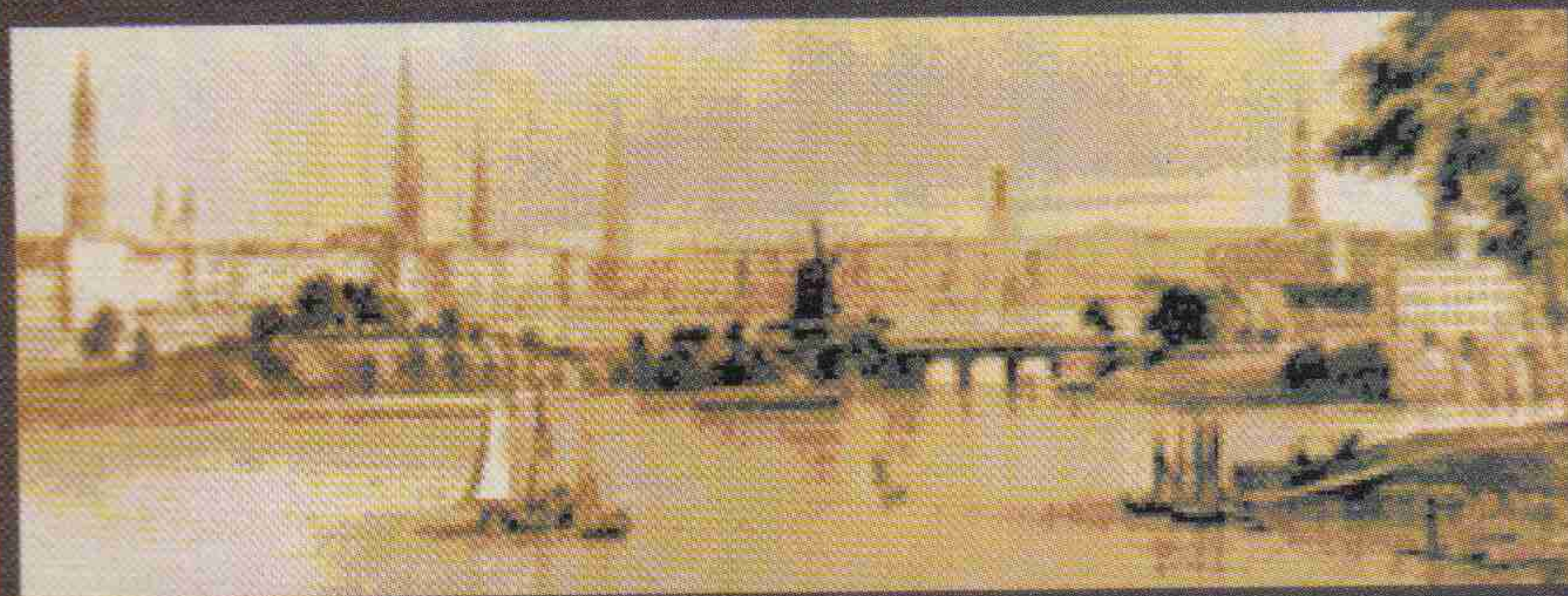
Mr. Rabensburg was a portly man with a red, bloated face. He seated himself and waited as Wilhelm poured him out a large drink. Listening intently, both you and Wilhelm learnt of Mr. Rabensburg's predicament. Apparently his father had been a member of an expedition to Egypt; there the party had uncovered an ancient tomb containing a mummy. On returning to Germany, Mr. Rabensburg offered the mummy to the Egyptian Museum of Berlin to form part of an exhibition. However, just before the exhibition came to a close, a number of the Egyptian artefacts, the mummy included, were stolen. Understandably, Mr. Rabensburg's father was devastated by the news. Since then, however, an advert had appeared in yesterday's newspaper. Apparently, the Ammerman and Company Auction House had received an African mummy for auction. Only a dedicated collector would want to buy such an item. Mr. Rabensburg wanted you to discover whether or not the mummy was that stolen from the museum and, to help you during the investigation, he offered one hundred Reichmarks.

Starting from your apartment at the Alster Hotel, both you and your accomplice must gather various pieces of relevant information from a selection of peo-

I love a great mystery and was especially looking forward to this game. The game's graphics, despite being atmospheric, failed to impress me; the bland use of colour made the game seem rather drab. The sound, meanwhile, seemed non-existent, a few effects might have been nice. I like the idea of icon-driven games and, although a little confusing at first, those used in Mystery of the Mummy proved to be quite adequate. I didn't succeed in tracking down the guilty parties. I often found the clues misleading - the small print of the manual not helping matters. All in all, I'd say that Mystery of the Mummy is an interesting game but I could only really recommend it to budding Sherlock Holmeses.

NC

The great port of Hamburg, how peaceful it looks. If only you had time to savour its delights.



It is the 14th of April 1912, a sunny Sunday morning. We are at the 'Inter Hotel' in Hamburg, where the most important port of the German empire lies.

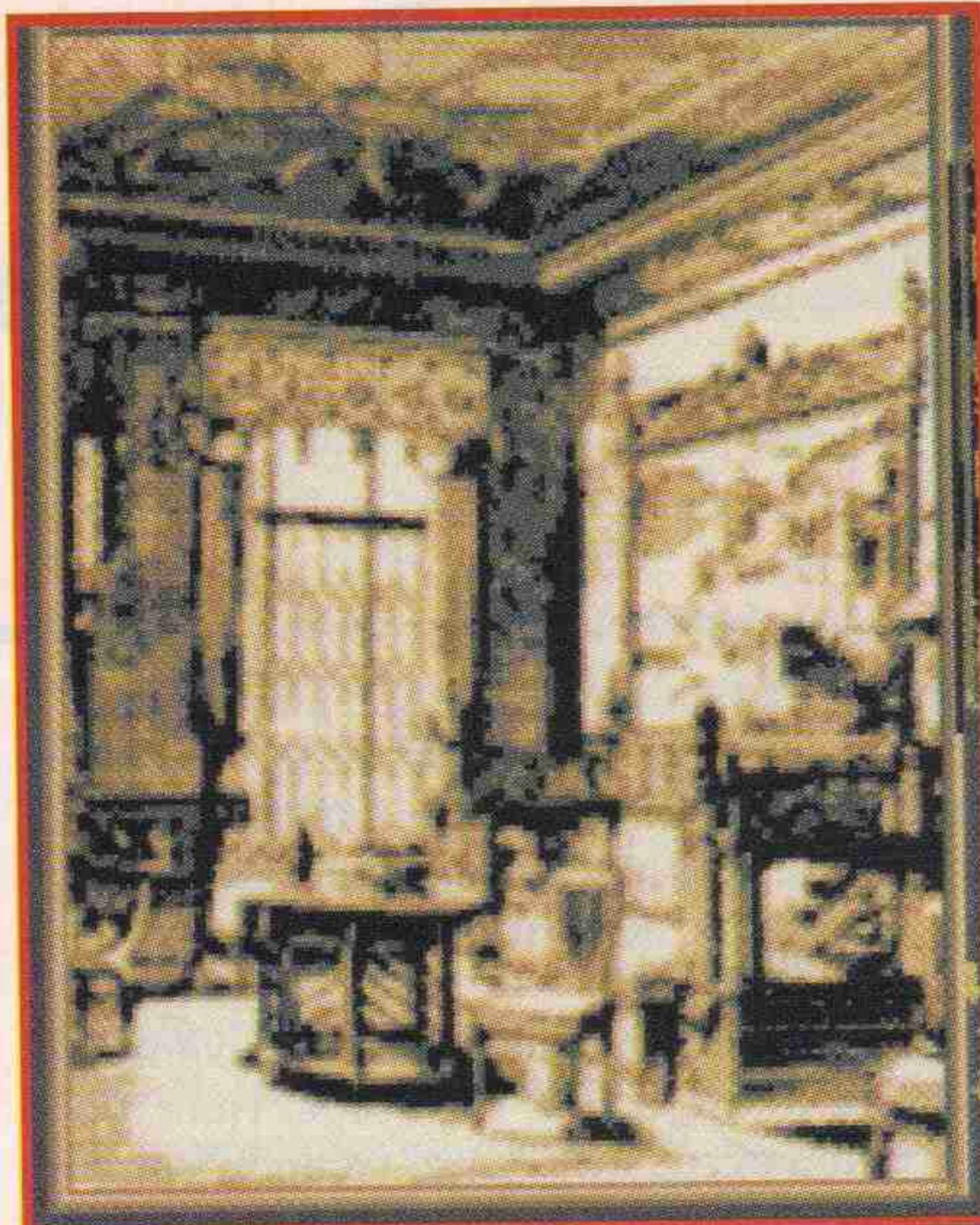
ple scattered around the city of Hamburg. The overall aim of the game, of course, is to uncover just who is behind the various strange happenings. Rainbow Arts' *Mystery of the Mummy* is a whodunnit-style adventure that is controlled entirely via the mouse and a number of icons. The only time the keyboard is used is when either a house or telephone number is required.

Unlike most other adventures of this ilk, *Mystery of the Mummy* also requires you to keep an eye on such things as your health and the like. As you get hungry or thirsty you'll need to visit a local hostelry. The game takes place over five days and so sleep is also necessary. Hamburg is a large town and you'll need to visit locations all over the area. For this purpose you may either walk to a destination or get Wilhelm to drive you there. However, if you choose the latter, don't forget to refuel from time to time, or worse still, forget where you parked.

Money always seems to be a problem; you just can't get enough of it. Mr. Rabensburg will endeavour to keep you financially solvent, but solving the case will not be easy. To this end, you must

keep a keen eye on the statistics at the bottom of the screen - let them reach zero and you'll find yourself in real trouble.

As the game progresses you'll gain



Your hotel room is both spacious and comfortable. Pity you'll only be there when you're asleep.



Using your notebook you must question everyone. Statements will be used at the end of the game to confirm your suspicions.

STA
Rating
59%

TEXT/GRAPHICS: 50%
GAMEPLAY: 60%

LASTING APPEAL: 62%
ADDICTIVENESS: 59%

valuable clues. Statements may also be taken from various characters about their whereabouts at a particular time. You have exactly five days in which to solve the *Mystery of the Mummy*. At the end of the game, six o'clock on Thursday, you'll be visited by Commissioner Vantkin. He'll ask you sixteen questions relating to the case. In order to complete the game you'll have to answer all of the questions correctly, supplying evidence where and when necessary.

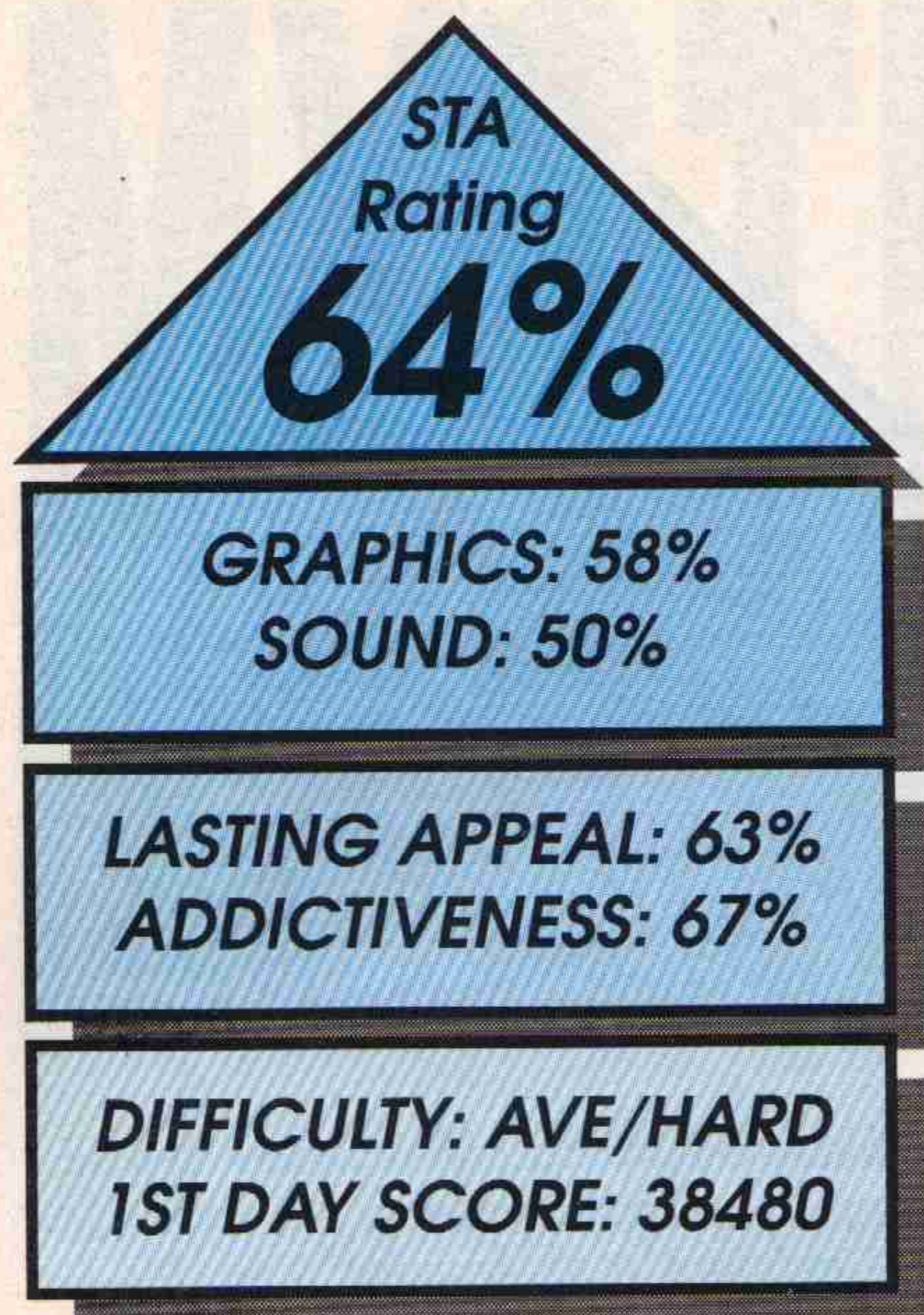
STA

*As text adventures go, *Mystery of the Mummy* is fairly representative of the many mainstream, period titles already available for the ST. Rainbow Arts have attempted to inject extra atmosphere into the story with sepia colours and a brassy antique look which only serve to obscure things - especially the symbols on the icons. Speaking of which, I found the icon system over-detailed and rather laborious to use. However, the text for the story is very literate and quite absorbing to read - reminiscent of a typical Wilkie Collins yarn. I acknowledge the appeal *Mystery of the Mummy* might have to fans of the traditional type of text adventure, but I found the icon system over-complicated.*

JS

*It's not very often you see text adventures now, but the *Mystery of the Mummy* has taken on this style, with some pretty graphics as well. Although the pictures are only for show, they improve the appeal of this otherwise rather dull game. I didn't think the icon system worked particularly well - they should have been bolder. In a nutshell, I think text adventures could have made a great come back, but I'm afraid this has not been achieved by the *Mystery of the Mummy*.*

AS



Set over eight horizontally-scrolling stages, P-47 sets you the unenviable task of flying across various European countries, engaging the enemy as you do so. Armed with three lives and whatever weapons you can collect en route, you must blast a path through the multitude of enemy planes, tanks and gun turrets, whilst simultaneously avoiding contact with both them and their bullets. Your ultimate aim is to reach the end of each stage, and destroy the large weapon or vehicle which is waiting there. Do this, and access to the next level will be gained.

As you scroll through the levels, the enemy forces appear from both sides of the screen. Ranging from planes and tanks to gun turrets and cannon-toting trains, they pepper the screen with flak in an attempt to blast you from the skies. The smaller vehicles and planes can be taken out with a single shot from your front-mounted cannon, but for the larger hazards, extra weapons are needed. To gain these much-needed enhancements, you must shoot the inconspicuous helicopters that appear every so often. Once destroyed, they relinquish a useful lettered icon, and these grant you extra weapons, such as buckshot-spraying cannons and

In this day and age of Xenon II and R-Type, I wouldn't have thought I'd enjoy P-47. However, there is something very appealing about its simplicity, and, as a result, the game is very playable. The gameplay is similar to that of Silkworm, only not quite so polished, but everything from the ageing coin-op is there - albeit not particularly impressive due to the dated nature of the coin-op. Unfortunately, I don't think P-47 will be that popular: not because of any faults with the game - as it stands it is a competent shoot'em-up - it's just that it is highly priced for what it offers. If you see it cheap, get it. Otherwise, try it first.

SM

"Released in the arcades in 1985, P-47 was one of the first shoot'em-ups to feature add-on weapons. Since then, practically every game that features blasting has had this feature, but will the granddaddy of them all still hold its own?"

P-47

FIRBIRD (£24.95)



Buzzing through the blue skies of Europe, our plucky little P-47 pilot picks his way through the deadly flak.

homing missiles, whilst the successful collection of further similar icons will see your firepower doubled. In addition, there are useful icons available that relinquish valuable extra lives and speed-up capsules.

After much battling, you will eventually make it to the end of the stage. Here, you will come across the large weapon you are out to destroy. To begin with, it is a train which is carrying a high-powered cannon,

but on later levels, you will come across huge bomber planes and massive tanks. As is the norm with end-of-level meanies, these must be shot repeatedly, whilst you avoid any of the bullets they spew out. Eventually, the huge vehicle will explode, and the message 'completed' will appear. Any bonuses collated will then be added to your score, and access to the next stage will be granted. **STA**

Set against the superb cloud-lined backdrop, our hero is about to meet his maker at the hands of the enemy pilots.



P-47's yonks old - I remember it when I was a nipper. However, with its colourful backdrops and frantic action it rates as a competent little shoot'em-up. Personally, I thought that the sprite detection was a little dubious, although I didn't find that it detracted from the game. There's nothing really outstanding or original about the game but it contains that certain something that keeps you coming back for more. In a nutshell, P-47 is a highly polished shoot'em-up that deserves to do well. However, for a fiver more than other games of this calibre, I am left wondering whether gamers will try it.

NC

PURSUIT TO EARTH

"Here they come again! Yes, alien hordes are once again poised to invade the Earth. Who will save us this time?"

EXOCET SOFTWARE (£19.99)

Pursuit to Earth definitely poses a real challenge to all arcade players. Indeed, I often fell foul to the alien masses. However, that was mainly because of the somewhat unresponsive joystick controls. Graphically the game failed to inspire me, that is except for the digitised picture of the planets. The game's sound also seemed pretty poor. As usual, the various laserbolt sounds were there but nothing really stood out. Personally, I think that Exocet would have done better if they had chosen to release this game at budget price. Ultimately, Pursuit to Earth is a second-rate game that fails to reach the standard of full-price software.

NC

The aliens swirl in and out of the screen, releasing bombs as they go. Blasting like mad, you must also try to collect the energy orbs in order to power-up your ship.



planet. A delegation, comprised of all the world's super-brains, has assembled in an effort to design and build a mega weapon. However, there is, of course, one slight problem. One of the main ores to be used in the machine's construction can't be mined from the Earth. Instead, the laser system will have to be assembled on the distant planet of Pluto and flown back to Earth.

Now, the mega-weapon has finally been finished. But, once more, the people of Earth face another problem - who will fly the precious cargo home? You, a second-class ensign, are chosen to carry out the task. Once aboard the craft, you blast off into the dark unknown - who knows what lies in store.

Exocet Software humbly boast: "We know the players want a real challenge so we've given them one." Billed as "An arcade-quality shoot'em-up designed for the hardened gamer", Pursuit to Earth finds its roots way back in the annals of arcade history. The game draws its inspiration from games such as Atari's

Tempest and Gyruss. Using the joystick, players control a small ship which can be manoeuvred in a full 360 degree circle. The enemy aliens dive in and out of the centre of the screen, releasing laser bolts as they go. To start with, your craft is armed solely by a lacklustre laser cannon, but it is possible to collect energy orbs which can be used to invoke more deadly weapon systems.

As you make your way through the galaxy, all manner of aliens try to make you part company with the mega-weapon. Starting at Pluto you must guide your way to the Earth. Every four stages you will meet a huge alien mothership and, should you manage to destroy it, you will be rewarded by seeing an image of a planet - apparently a snapshot taken by the Voyager probe. The journey is fraught with danger and only the most dedicated pilots are likely to make it.

STA

STA
Rating
47%

GRAPHICS: 36%
SOUND: 35%

LASTING APPEAL: 47%
ADDICTIVENESS: 50%

DIFFICULTY: AVERAGE
1ST DAY SCORE: 57200

The alien nations of the universe have finally had enough of humans zapping them in the back. In an effort to put a halt to all our dastardly doings they've combined forces and are about to invade the



As the mothership attacks, you must avoid any bombs it emits; destroy the ship and you'll be shown a digitised picture of a planet.

My initial thought on Pursuit to Earth, was that it should not be selling for £20, but maybe on a budget label of £9.99 or less. For a game in the 1990's, Pursuit to Earth is much too dated, and although Exocet have tried to update the game with the inclusion of various power-ups, it just doesn't give them the right to place such a high price-tag on it. If it were at least ten pounds cheaper, it would be reasonable value for money, but as it is, it is just not worth the money.

AS

FULL METAL PLANETE

Like all the other Infogrames games I have had the pleasure to play, Full Metal Planete is very well presented. However, Full Metal Planete is much more strategically based than any of their other titles. At first I found the game both confusing and complex. However, after having read the instruction manual a couple of times, I soon became aware of the game's finer points. Full Metal Planete reminded me of a subtle blend between a war and a management-style game. Unfortunately, because of its intricate nature, Full Metal Planete won't appeal to most gamers. But, if you enjoy a real challenge and like strategic-style games, then this is definitely worth seeking out.

NC

Full Metal Planete has been programmed around the board game of the same name and, to ensure complete authenticity, the game designers, Gerard Mathieu, Gerard Delfanti and Pascal Trigaux, have been involved in its production. The game can be played by between two and four players, the computer taking control of any unmanned team. The basic idea behind the game is to land on an ore-ridden planet and mine it for profit. Of course, this simple directive is made more difficult by the presence of other prospectors and the planet's environmental changes.

After loading, players are presented with an overhead view of the planet's surface. In turn, each participant must land his base unit on the terrain. All players must make their moves in strict order, the next round consisting of deploying the various craft around the settled base.

"Full Metal Planete is the computer simulation of a strategic board game. Will you win the ore war?"

INFOGRAMES (£19.95)

Full Metal Planete, being a board game, would not have been my prime choice for a hit piece of software because the majority of other board game conversions have failed to impress. At first, I found the game to be overly complicated to play and enjoy at the same time. After a while, my opinion changed, because I found the icon system user-friendly, and soon I found myself destroying tanks as if there was no tomorrow. I cannot tell you how well the game compares with its board game counterpart, simply because I haven't played it, but as a strategy game, you could do a lot worse than try Full Metal Planete.

AS



After each round, the tides on the planet change. Any craft left around the shoreline may become either beached or bogged down, thus leaving it disabled until the tide changes once more. The various vehicles available to players range from simple tank and warship-style units - used to attack and defend - to more complex ore-recovering systems. Of course, mining the ore is the most important task. Any metals collected may be deposited at the base in order to gain win-points. However, if they are collected by a special unit known as the Weather Hen, ores may be used to build new units such as tanks, mining vehicles and the like.

As the game progresses and ores

become more scarce, players start to invade each other's territory. When this happens the attacking force have the chance to either capture or destroy the enemy's units. To do this, two attack craft have to be within firing range of the offending craft and, having selected either the destroy or capture icon, the resulting action will take place. Using the pull-down, icon-based control system, players may perform a number of other strategic manoeuvres - fixing damaged units, predicting tide patterns, disabling units and so on.

Naturally, there are alternatives to fighting. Should one enemy become too big for his boots, parties may join forces in order to reduce powerful armies. Similarly, non-aggression pacts may also be formed between agreeing parties. During each of the rounds players have a specified number of moves which they may make. After twenty-one rounds each party is free to blast off from the planet. Each game can last a maximum of twenty-five rounds and when the game is finally over the player with the highest tally of points wins.

STA

STA
Rating
66%

GRAPHICS: 53%
SOUND: 53%

LASTING APPEAL: 70%
ADDICTIVENESS: 66%

DIFFICULTY: AVERAGE
1ST DAY SCORE: N/A



When the ore runs out the war begins. Here, a solitary tank lies bogged down in the mud. Surrounding it, a group of enemy vehicles close in for the kill.

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The name, The Bitmap Brothers, is synonymous with the phrase, shoot'em-up. But in this exclusive STA report, Jason Spiller discovers there's more to the Brothers than blasting Xenites out of the universe.

BITMAP

The shoot'em-up deluxe, Xenon II, marks another stunning success for the Bitmap Brothers, confirming their reputation as one of the leading design teams and certainly the most famous. With success practically guaranteed in the realms of the shoot'em-up, it would be tempting for the Brothers to play it safe and stick with the winning formula. But on the contrary, the new Bitmap initiative is to diversify, and so when news was leaked that the team were working on, of all things, an adventure, I paid a visit to Bitmap HQ. Brother, Steve Kelly, was quick to defend this obvious change of direction: 'There was no conscious decision to produce a game as different to our previous games - although, of course, we don't want to be pigeonholed for one type of game. All of us have been adventure fans for years and we've been planning to do this game for some time.'

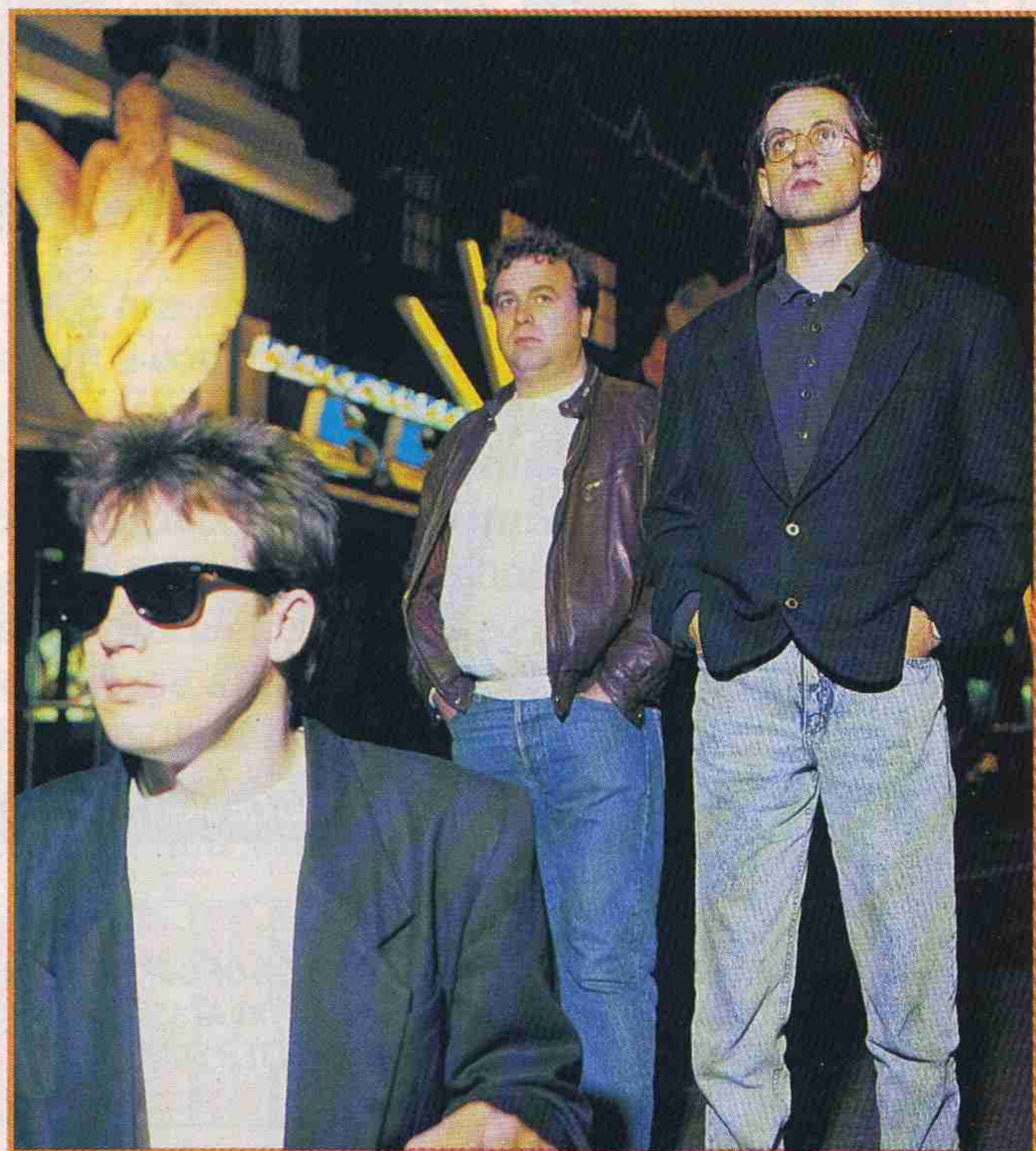
sort of game inspired such tasteful ideas from the boys? Mike answered: 'We've yet to write a story, but the basic structure of the scenario is that you're tracking a mass murderer who is a number of steps ahead of you, killing people as he goes. Your objective is to get closer to him and eventually, in a face-to-face confrontation, eliminate him.' In the realms of the shoot'em-up, the Bitmaps are widely respected as leading exponents of state-of-the-art techniques and, indeed, pioneered such features as bolt-on weaponry - has this innovation transferred to the adventure genre? Steve answered: 'I don't think we set out to be pioneers in games, it's just that during the project, we implement features which we think will enhance the gameplay - whether that's pioneering or not, I don't know?'

Stiffy

The Brothers have yet to decide on a title for the game, but the working title is Anneka, a tribute to bubbly TV personality, Anneka Rice, perhaps? 'Coming up with an appropriate title has been difficult; Eater of the Dead, Cadava and even Stiffy have all been considered, although Cadava, which means rotting corpse in some language or other, is probably the most likely at the moment.' What

The Brothers waxed lyrical about their favourite adventures from the past, Steve reminiscing about the Ultimate titles, Knight Lore and Sabre Wulf, Eric and Mike describing their brushes with bewildering puzzles in Magnetic Scrolls Pawn and Infocom's Zork series. Were these games a source of inspiration for in the current project? Steve answered: 'Definitely! We've tried to incorporate what we think were the most successful adventures - the 3D isometric

Isometric



The Bitmap Brothers. With success practically guaranteed in the realms of the shoot'em-up, the new Bitmap Initiative is to diversify into a variety of genres.

view from the Ultimate games and the intensity that role-playing can produce.' Intensity? Eric continued: 'With text adventures, there's no limit to the atmosphere and intensity, because you're not confined by certain parameters. With graphical adventures, the player is spoonfed the visual experience, which has a predefined, two-dimensional atmosphere, limited by the amount of memory available. But with text adventures, and to a similar degree, RPG, the only limitation is the power of the imagination.'

Ultimate was the first to use the isometric technique, but it has rarely been attempted since, and not with much success. Steve recalled a few titles: 'Get Dexter was quite unusual, as it was full-screen, and the Edge's Raffles used isometrics - but apart from that, I can't remember anything else, adventurewise. We reckon there's so much more that can be achieved using isometric design.' What makes isometric so different? Eric answered: 'With 2D and 3D worlds everything can be kept in perspective by calculation. But working in isometric, we

quickly realised that achieving true perspective was impossible, although an acceptable but untrue 3D harmony can be struck. An example is if you move an object from the foreground to the background, no routine in the world's going to change the physical size of the object.' Steve has devised a game compiler, specifically for this project. He described how it worked: 'Quite simply, we can draw and create the rooms in isometric and then place the objects, anything from pillars to swords and keys, wherever we like. Then we can switch to the program which hold what is effectively a database of every single object, parameter and



The isometric field of play was originally inspired by the early Ultimate games such as Knight Lore and Sabre Wulf. But it has only been used in a few games since e.g. Get Dexter and Raffles.



Architecture drawn by new Bitmap Brother Dan Malone.

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GAZZA'S SUPER COMPO

Now's your chance to get kitted out for the 1990 World Cup with this 'Super' competition from Empire Software, creators of 'Gazza's Super Soccer'.

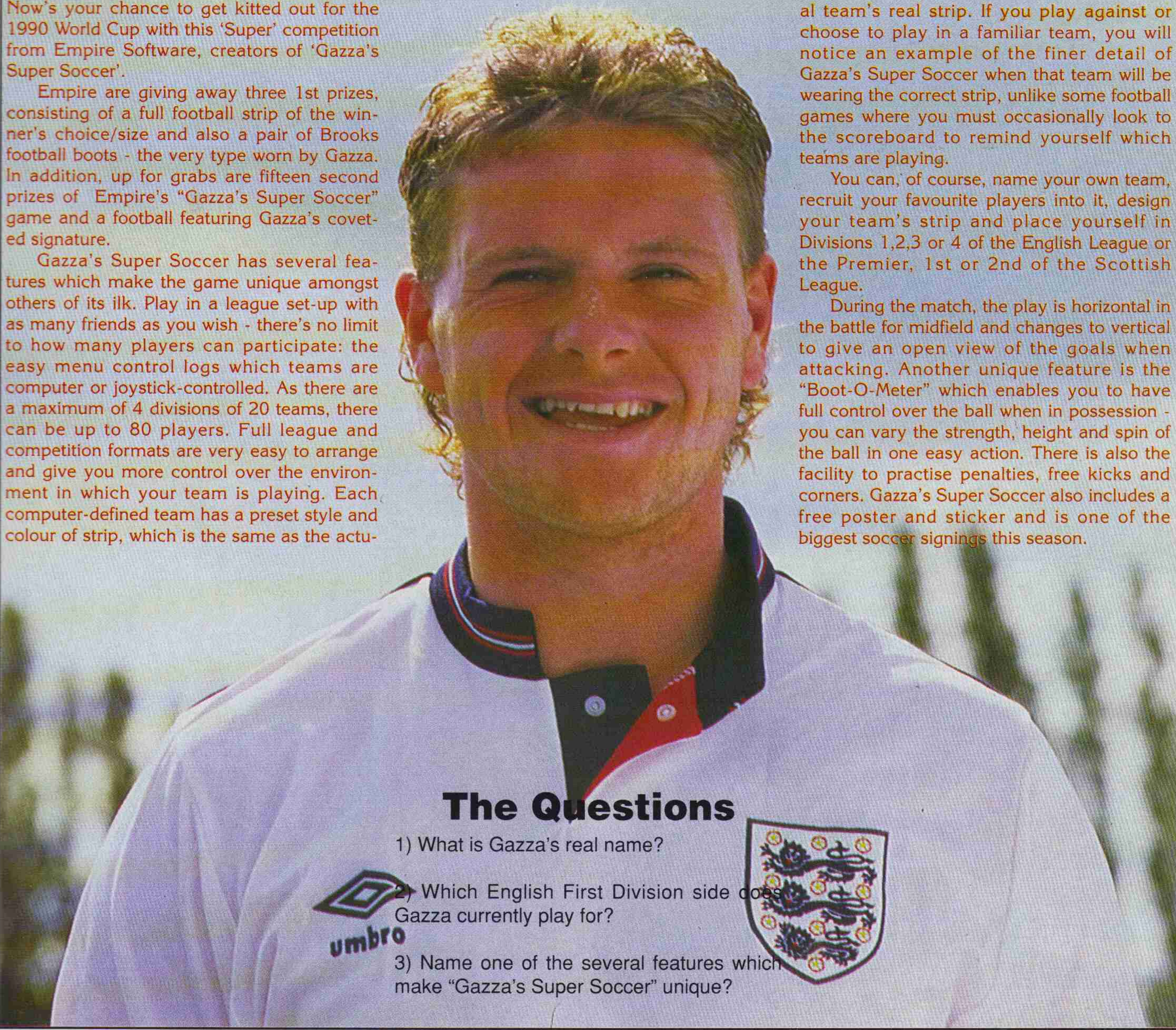
Empire are giving away three 1st prizes, consisting of a full football strip of the winner's choice/size and also a pair of Brooks football boots - the very type worn by Gazza. In addition, up for grabs are fifteen second prizes of Empire's "Gazza's Super Soccer" game and a football featuring Gazza's coveted signature.

Gazza's Super Soccer has several features which make the game unique amongst others of its ilk. Play in a league set-up with as many friends as you wish - there's no limit to how many players can participate: the easy menu control logs which teams are computer or joystick-controlled. As there are a maximum of 4 divisions of 20 teams, there can be up to 80 players. Full league and competition formats are very easy to arrange and give you more control over the environment in which your team is playing. Each computer-defined team has a preset style and colour of strip, which is the same as the actu-

al team's real strip. If you play against or choose to play in a familiar team, you will notice an example of the finer detail of Gazza's Super Soccer when that team will be wearing the correct strip, unlike some football games where you must occasionally look to the scoreboard to remind yourself which teams are playing.

You can, of course, name your own team, recruit your favourite players into it, design your team's strip and place yourself in Divisions 1,2,3 or 4 of the English League or the Premier, 1st or 2nd of the Scottish League.

During the match, the play is horizontal in the battle for midfield and changes to vertical to give an open view of the goals when attacking. Another unique feature is the "Boot-O-Meter" which enables you to have full control over the ball when in possession - you can vary the strength, height and spin of the ball in one easy action. There is also the facility to practise penalties, free kicks and corners. Gazza's Super Soccer also includes a free poster and sticker and is one of the biggest soccer signings this season.



The Questions

- 1) What is Gazza's real name?
- 2) Which English First Division side does Gazza currently play for?
- 3) Name one of the several features which make "Gazza's Super Soccer" unique?

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. Final date for entries is 28th February 1990. Send your entries to Gazza Compo at ST Action, Latham House, Quarry Lane, Chichester, West Sussex, PO19 2NY.

The answers to the Gazza Super Soccer competition are:

Answer 1 Answer 2

Answer 3

Name

Address

.....

.....

Post code

Daytime telephone number

Choice of Strip

Size of Strip

Boot Size

Greetings Atarians! YAK greets you once more from his little enclave of high technology and many megabytes in the wilds of West Wales, where the first snows of winter have just fallen and my car has broken down for the second time in two weeks; life goes on as normal.

I've just finished my game for Atari, after two or three weeks of frantic hacking and tweaking of the playability. I took a trip down to Slough the other day to demonstrate the game; I think they like it. This is a Good Thing; I've finished work now until after Christmas, although I'll probably still have the odd tinker with a new scroll routine I'm writing for a mate, and mess with some early ideas for 'Defender II' which I'll be coding for Atari in the New Year. Devpac II seldom stays idle in this house! Defender II should be fun, as I'm a big-time Defender and Stargate freak and the chance to do an official version of the game with maybe a few Yakly design enhancements is very appealing. I'm going to code the game very much in the style of the game I've just finished, Photon Storm: rather than use huge wedges of bitmap, use small but perfectly-formed sprite objects in conjunction with outrageous particle-system effects for the explosions and suchlike. Above all, keep the speed up and plenty of stroboscopies. Yum!

I was hoping that I might have had my own Lynx by now; the first time I went to Atari I thought I'd arranged that part of the payment on completion of the game would be two Lynxes, one for me and one for my dad for Christmas. So, when I went there with Photon Storm I was pretty hopeful, as they'd said they would probably have a few Lynxes at the beginning of December. Sure enough, when I arrived there they'd just had a few in, and so I was hopeful that I'd be in a position to blow some minds on the train back from Slough that afternoon. Unfortunately, somehow my request for a pair of Lynxes had obviously never been communicated to whoever was responsible for getting the systems in, and all that first batch had already been allocated to other recipients (lucky scumbags), so despite pleas and a certain amount of hassling (like sitting in the lobby and pointedly playing Shanghai on the Nintendo Game Boy) I left Atari empty-handed and mildly pissed off.

The ironic part of all this is that, thanks to people I know with good connections, I have managed to track down and order a

Lynx. Despite the fact that I've actually been dealing with the UK branch of the US firm which actually manufactures the device, can you guess where I've had to order this wonderful Nintendo-beating machine, the hardware which proves that the Japs aren't the only ones who can do the business in the domain of game-consoles?

— Tokyo...

Anyway, it looks like I won't have my Lynx in time for Christmas as I'd hoped, and my dad will have to wait for his present. Never mind: I'll have some new Sega Megadrive games, my new PC-Engine CD-ROM unit and (hopefully) the PC-Engine II to play with over the hols. Not to mention two-player Stunt Car Racer via a nullmodem cable and lots of Photon Storm. The Lynx would have been nice though... my Gates of Zendocon trigger finger is getting itchy!

Speaking of the PC-Engine and Japanese hardware, I must say a little bit about the CD-ROM for the PC-Engine. This has been out a while but, until recently, I didn't feel that there were enough software releases for it to justify the expense of buying one. That is, until a friend of mine dropped by with his CD-ROM and showed me his copy of Wonder Boy III. The game itself is a cute platform game, very playable like Super Mario Brothers, but souped up into a mega shoot'em-up with some awesomely powerful weapons and savage end-of-level monsters. The graphics are typical Japanese psychedelic cutesy-cutesy, like Saturday morning cartoons under the influence of hallucinogenics, sort of 'Kissfur Takes A Trip And Goes Psychotic', with wild end-of-level meanies (big red fish which fire all their scales off at you, big purple bats with pulsating ears, killer bees...). What makes the game is the soundtrack though: it comes directly off the CD and, as such, is better than even the best arcade games. It's quite amazing to be taking out one of the mother-nasties while in the background a raging guitar solo screams and wails. It's all a long way from the ST's AY chip!

The potential for CD-ROM games has to be enormous. Playing Wonder Boy III is tremendous fun, and you can get a lot of sound and graphics onto a half-gigabyte disk. The first idea that occurred to me when I'd seen the game was: wouldn't it be amazing to design a game around an existing album, like, say, Dark Side Of The Moon, with all the gameplay happening in exact synchrony with the music? Imagine the 3-D flying sequence which you could have to go with 'On The Run'.... CD-ROM makes all this possible, and I'm sure that at least for consoles it has to have a promising

future. With CD-ROM you can make games better than arcade games, at least sonically, and in conjunction with wicked hardware like the Engine and the Megadrive and a seriously weird imagination, the possibilities are endless.

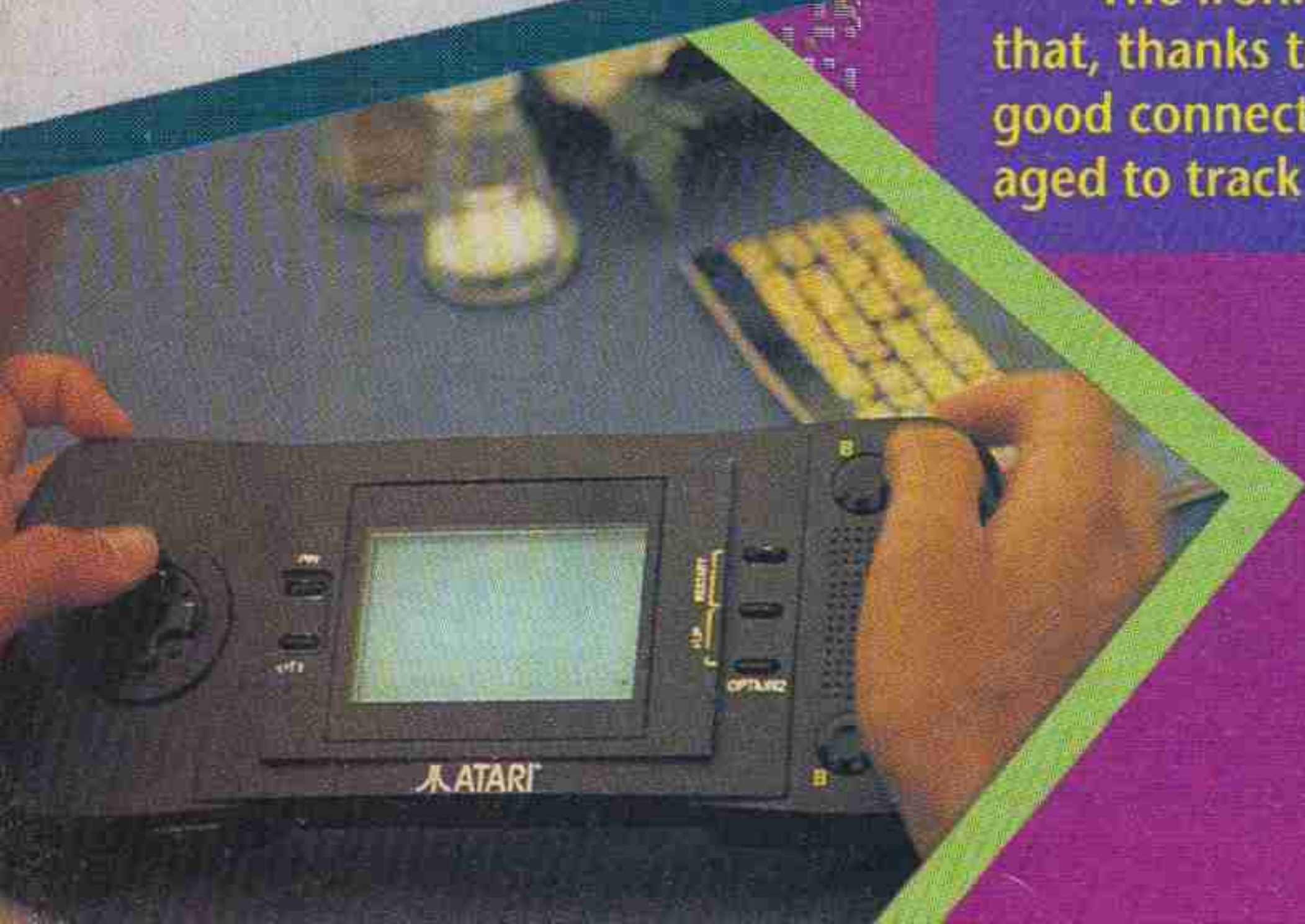
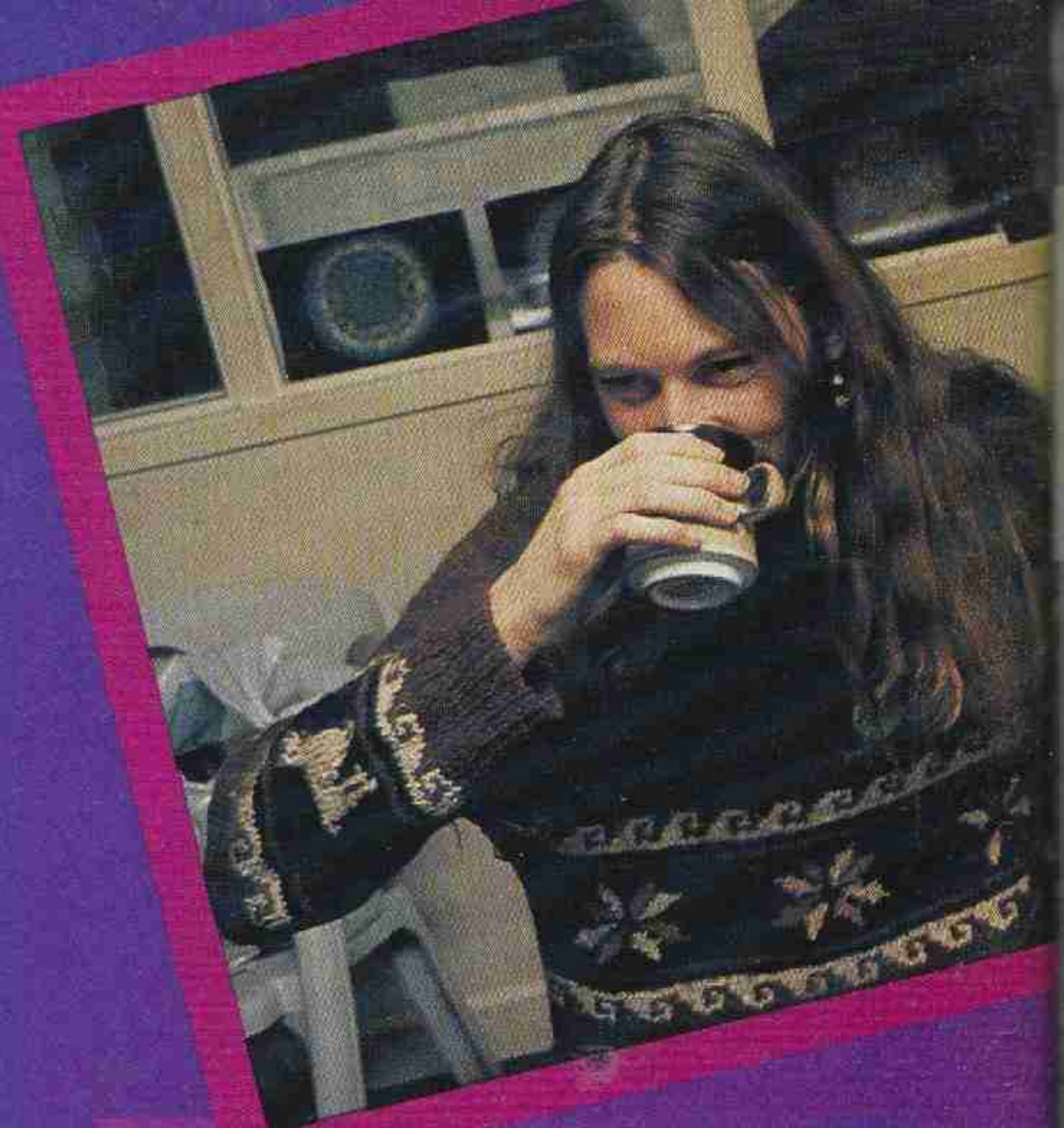
Whatever happened to Atari's CD-ROM unit? Will it ever become easily available? And when it does, who wants to commission me to write 'Dark Side Of The Moon - The Video Game'?

I will have to cease writing this soon - the AA are coming out to my stricken red ship and this Mega keyboard is having trouble with the 'E' key: about fifty percent of the time the key produces nothing. Maybe I've run out of E's, I'll have to send off to Atari for a packet of new ones to put in my Mega..

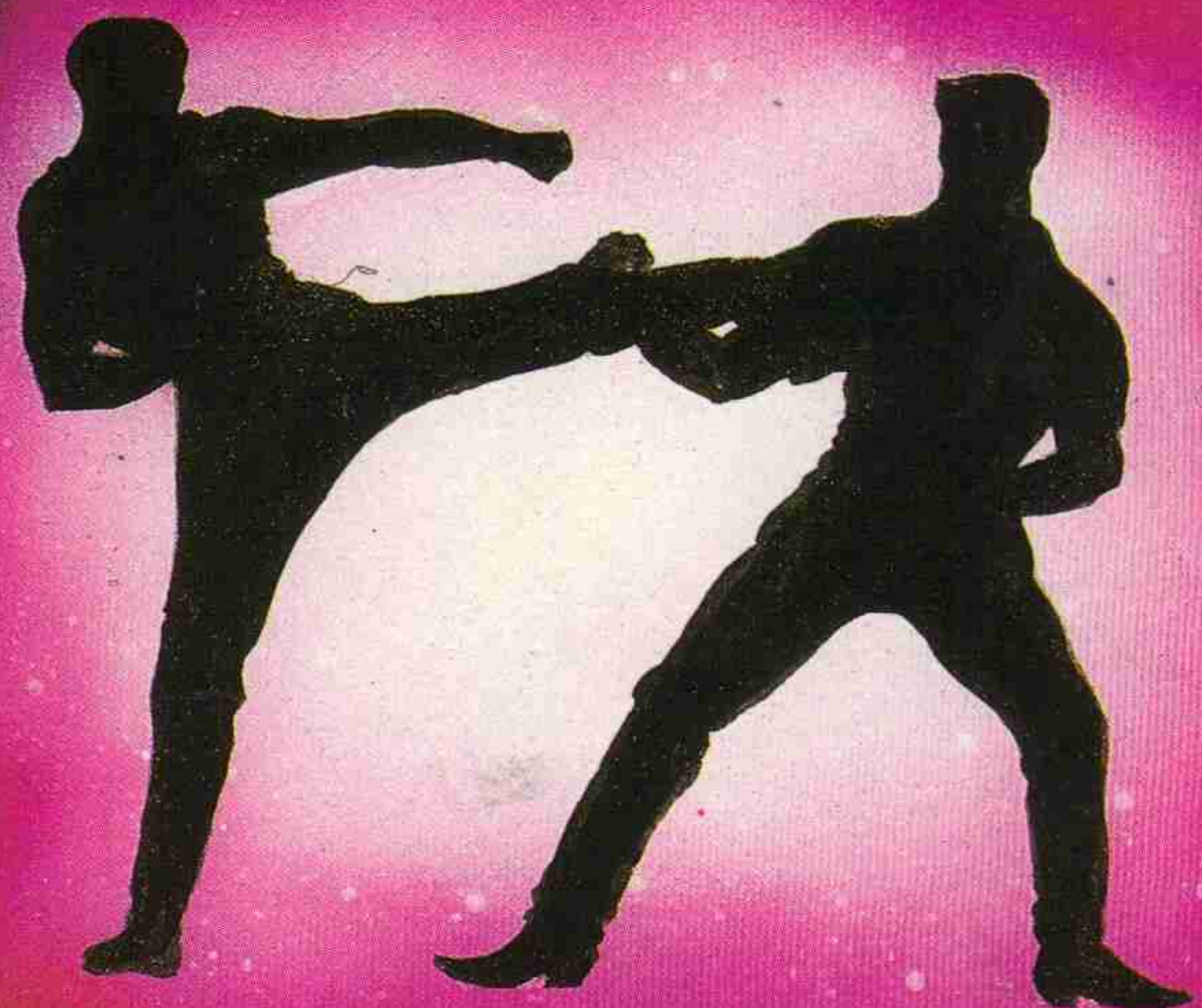
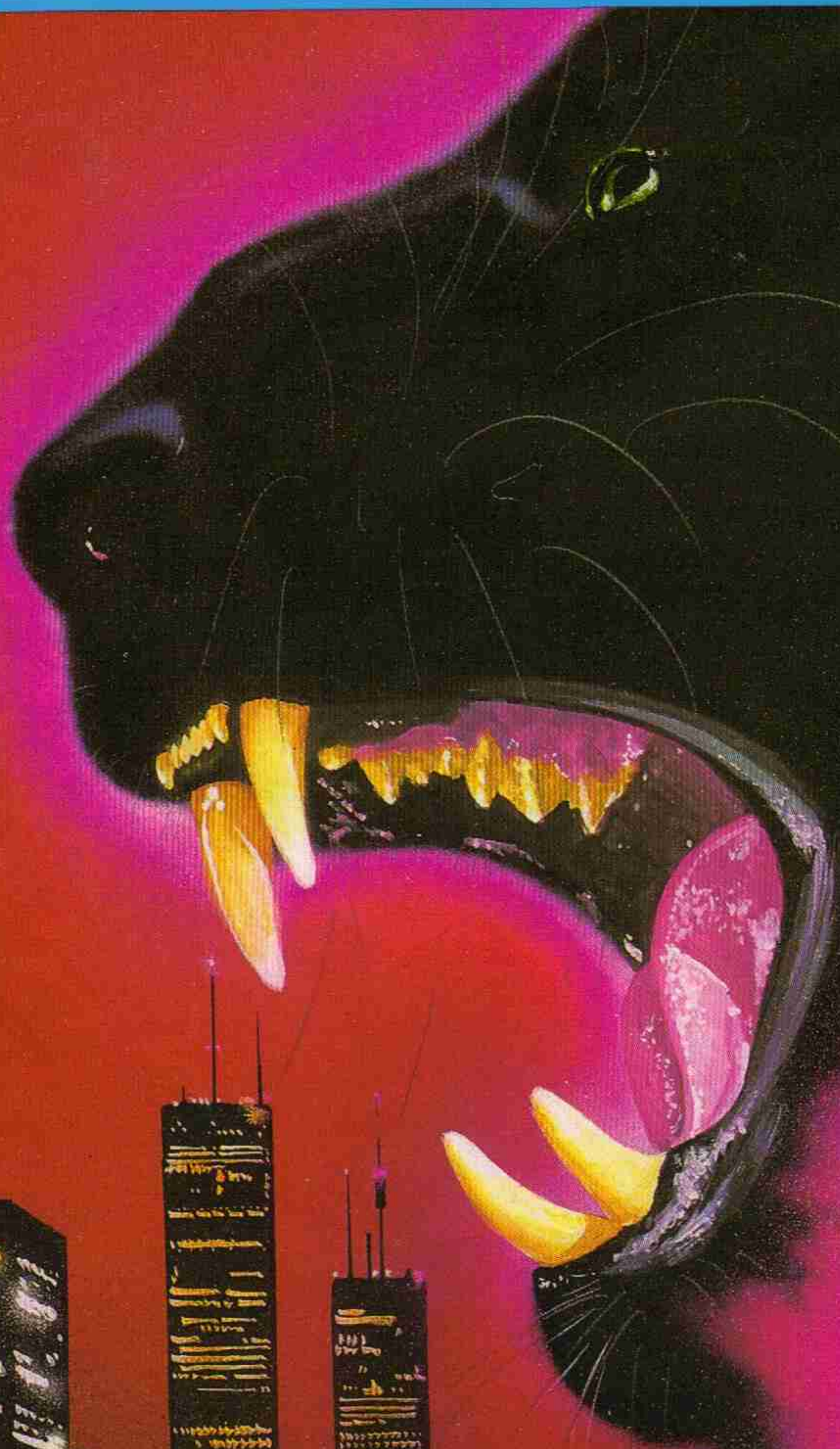
For Christmas this year I think I'll ask Santa for that new developer's version of Devpac for the ST. It works like PDS: you have one ST for running the assembler/editor and another as the 'crash' machine into which your code is downloaded. It saves heaps of time in the edit/assemble/crash cycle if you don't have to reboot the HD and reload the editor every time; I've got more STs than you can shake a joystick at here and a yearning for the simple life, well-behaved assemblers and short assembly times, so I think Hisoft's new assembler will be just the thing for me.

Game of the month this month has been Interphase, being a weird combination of logic puzzles and 3-D blasting action. I haven't really given the game the time it deserves yet, as I've been spending every waking moment coding Photon Storm, but now I figure I have a little time in hand, I shall get to grips with the game and get my little green triangle unscathed through level after level.

Hopefully, next month I'll have more to say on the subject of the Lynx and the PC-Engine II. Until then I shall wish you all a happy New Year. Make 1990 the year of the hi-score!



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