

ISSUE 23 MARCH 1990
DISK AND MAG £2.95

ST ACTION

THE WORLD'S ONLY DEDICATED
ST GAMES MAGAZINE

CONQUER THIS!!!



IF YOU CAN READ THIS,
YOUR AMAZING ST ACTION
GAMES DISK IS MISSING -
REQUEST ONE FROM YOUR
NEWSAGENT NOW!
STA COVER DISK 3

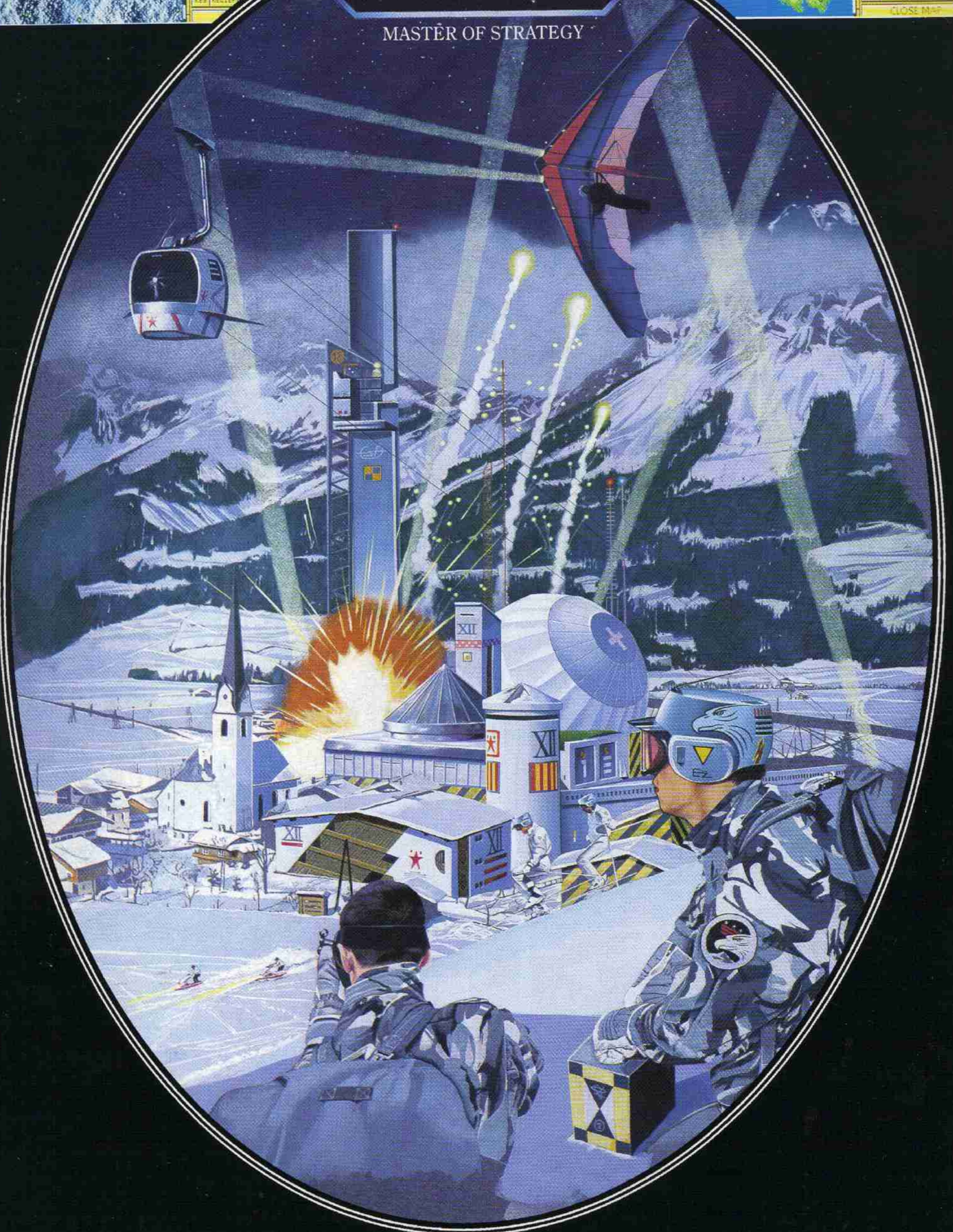
MYSTERY PRIZE COMPO! WIN A MOUNTAIN BIKE!

SEVEN PAGE DISK SPECIAL!!!

REVIEWED: STE • BAD COMPANY • BOMBER • AQUANAUT • AFTER THE WAR
NEW IMPROVED GTGA: HELPLINE SECTION + PLAYING GUIDES + SMALL TIPS



MASTER OF STRATEGY



THE STRATEGY GAME

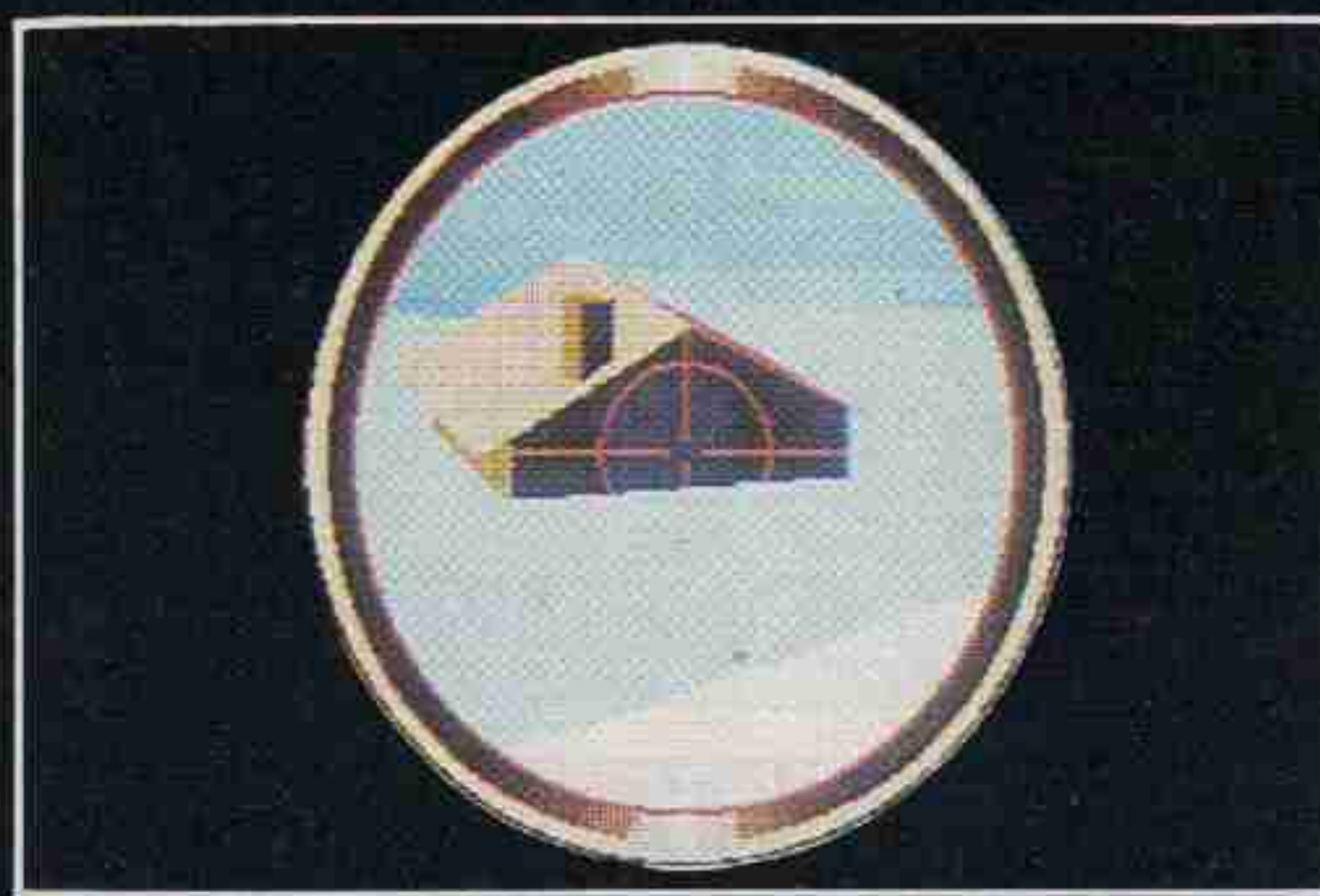
MIDWINTER

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.

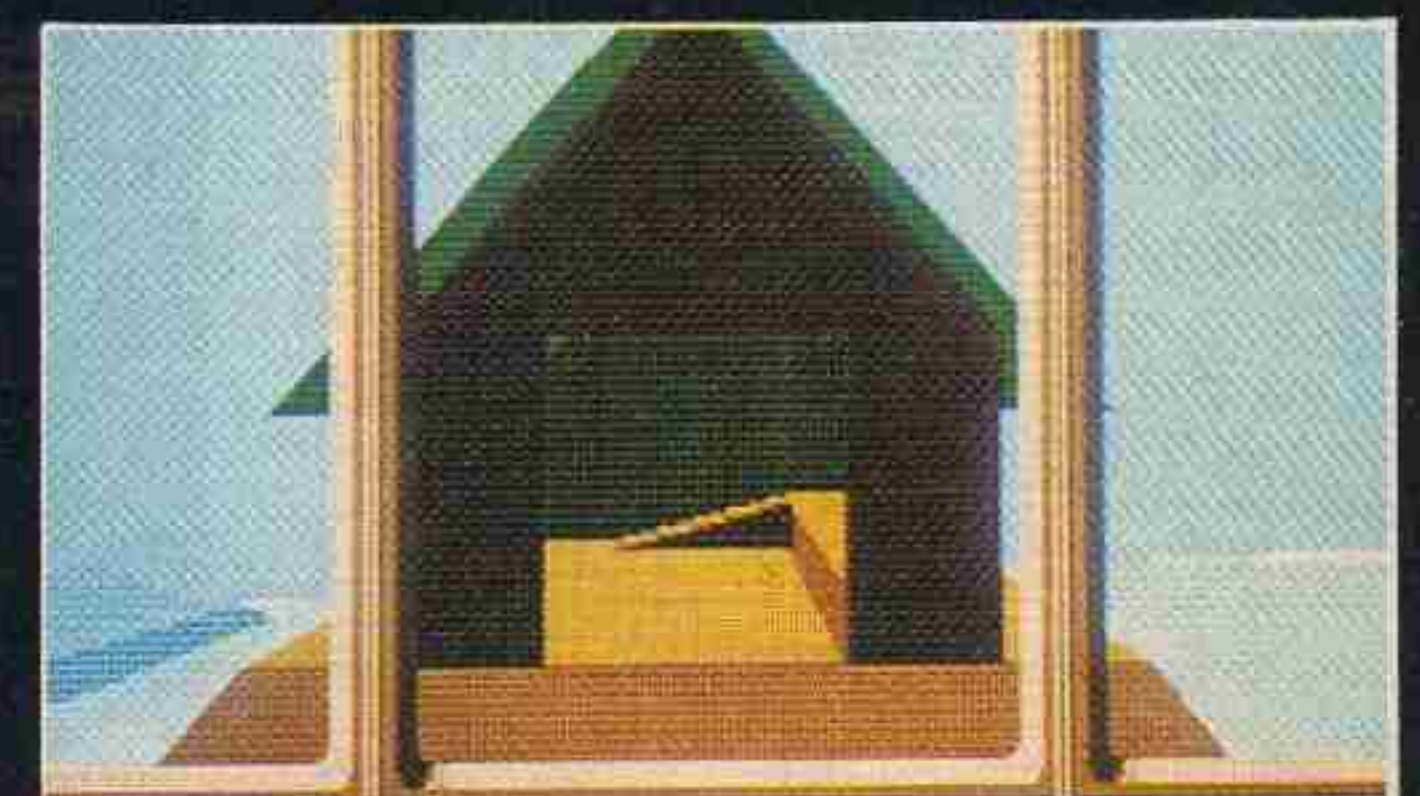
Compelling action and strategy take place across a spectacular 3D fractal generated landscape with its stunning geographical



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.



PACKED

REVIEWS INDEX

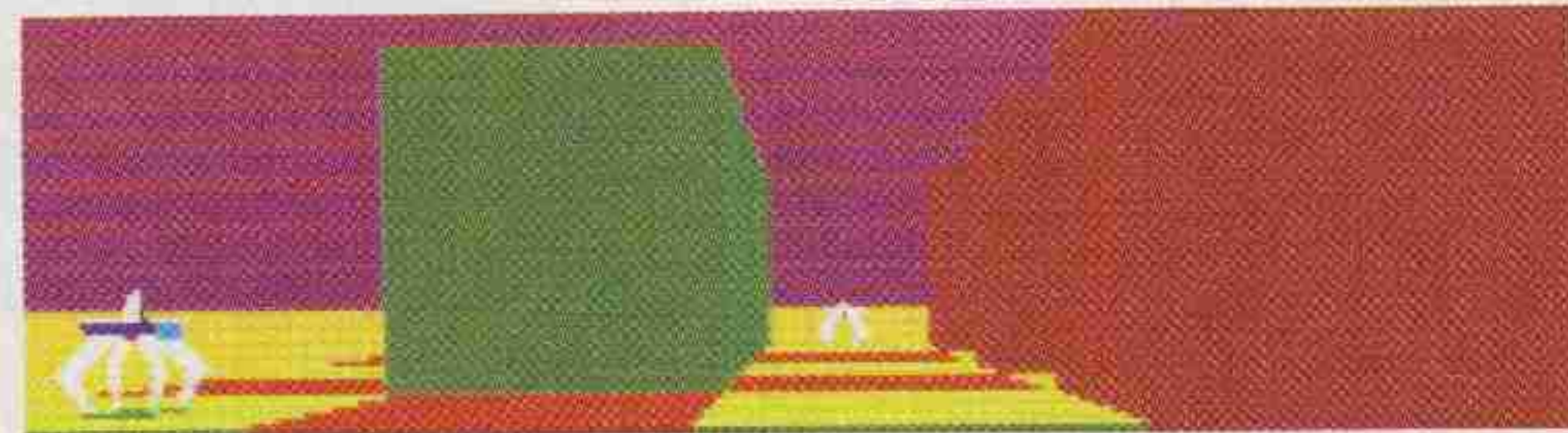
5TH GEAR.....	34
AFTER THE WAR.....	74
AQUANAUT.....	80
BAD COMPANY.....	54
BATTLE OF AUSTERLITZ..	39
CONQUEROR.....	28
DARK CENTURY.....	86
DAY OF THE VIPER.....	60
DEMON'S TOMB.....	52
ENTERPRISE.....	79
EUROPEAN SPACE SIM..	62
FIGHTER BOMBER.....	58
FOOTBALLER OF THE YEAR 2.	33
INTRUDER.....	84
OUTLANDS.....	30
RINGS OF MEDUSA.....	83
ROTOR.....	71
SKIDOO.....	76
TOWER OF BABEL.....	68
WILD STREETS.....	36

INTRUDER PAGE 84

French software supremos, UBI Soft, have created a surreal shoot'em-up in the shape of Intruder. Our trigger-happy team get down to some serious blasting as they test out this action-packed, colourful, horizontal scrolling extravaganza.

AQUANAUT PAGE 80

Underwater deep sea action adventure from Addictive Games. You are set as the hero and must find and rescue captives of Atlantis.



TOWER OF BABEL PAGE 68

In a vain effort to meet their maker, man built the Tower of Babel. Now, a group of extra-terrestrials have become caught up in it. Can you save their hides and escape?



COVER DISK PAGE 15

This month we begin a regular special cover disk section. Jason Spiller will be wending his weary but totally enthusiastic way around the country speaking to the developers and programmers of games in their final stages of production. The demos featured in this issue are Aquanaut, Pipemania, and Theme Park Mystery.

WIN!

We've Absolutely oodles of software up for grabs. Not to mention a rugged mountain bike and a super-duper, special mystery prize.



CONQUEROR PAGE 28

Rainbow Arts' have pulled no stops in releasing their tank battle simulator, Conqueror. Using the same graphical techniques as the much acclaimed Virus, you must command your tank against the oncoming enemy forces.

CHAOS

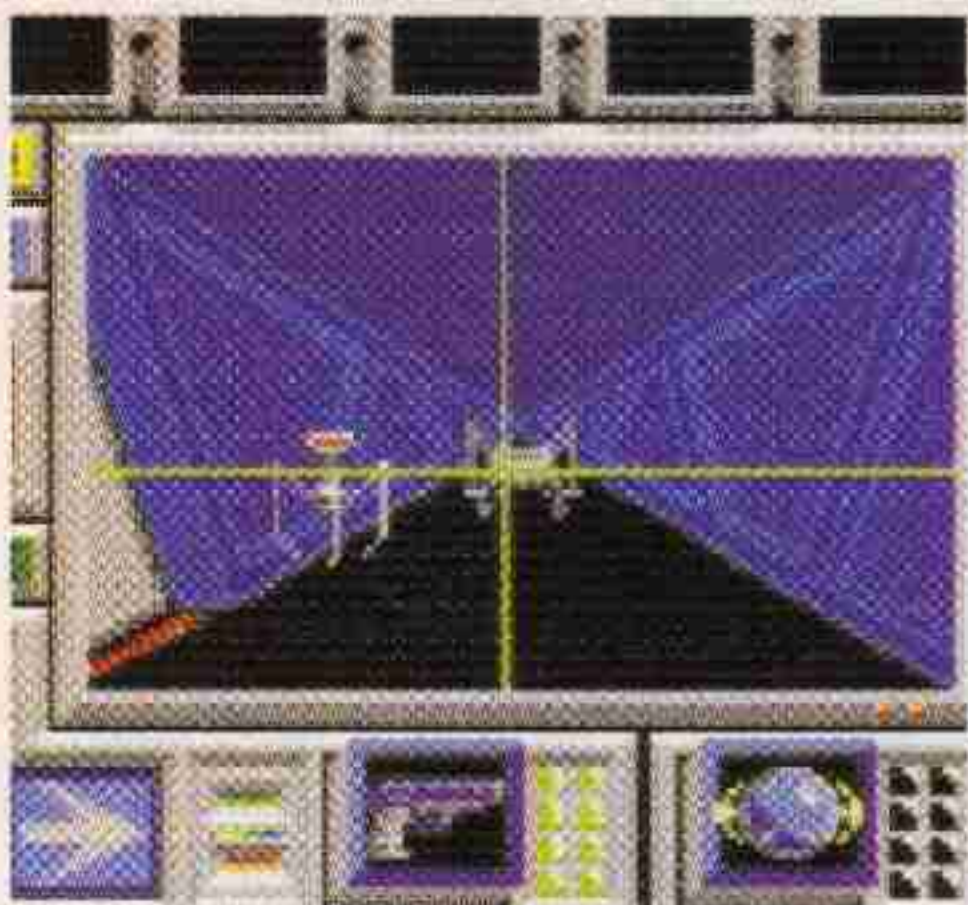
STRIKES BACK

GTGA: CHAOS GUIDE & STUNT CAR RACER PAGE 41

Crispy's done it again! Yep, Nick presents full playing guides to two of the best games going. Plus countless other handy hints and tips.

ACTION PACKED FEATURES!

ACTION NEWS	4
LETTERS DESK	24
DISK SPECIAL: AQUANAUT, PIPEMANIA, THEMEPARK	15
INTERVIEW: DON BLUTH	72
INTRODUCING ATARI'S NEW ENHANCED ST	56
HEWSON COMPETITION	70
RAINBOW ARTS COMPETITION	31
GIVING THE GAME AWAY	41
DUNGEONS AND DISK DRIVES	64
ACTION MAIL ORDER: SUBSCRIBE HERE!	78
YAK'S YAK	88

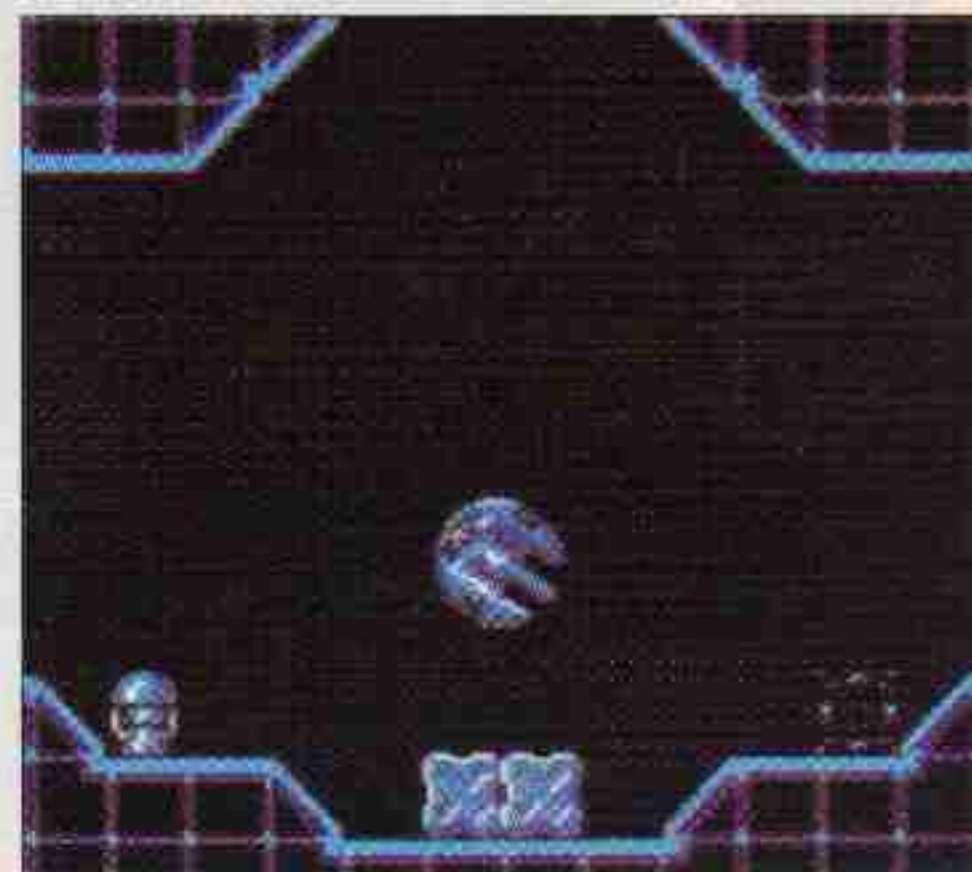


DAY OF THE VIPER PAGE 60

Robotic computer subterfuge comes to the ST in the shape of Accolade's futuristic Day of the Viper.

FIGHTER BOMBER PAGE 58

Led by Wing-Commander Crispy, we don our flying goggles and take to the skies in order to test Activision's latest offering, Bomber.

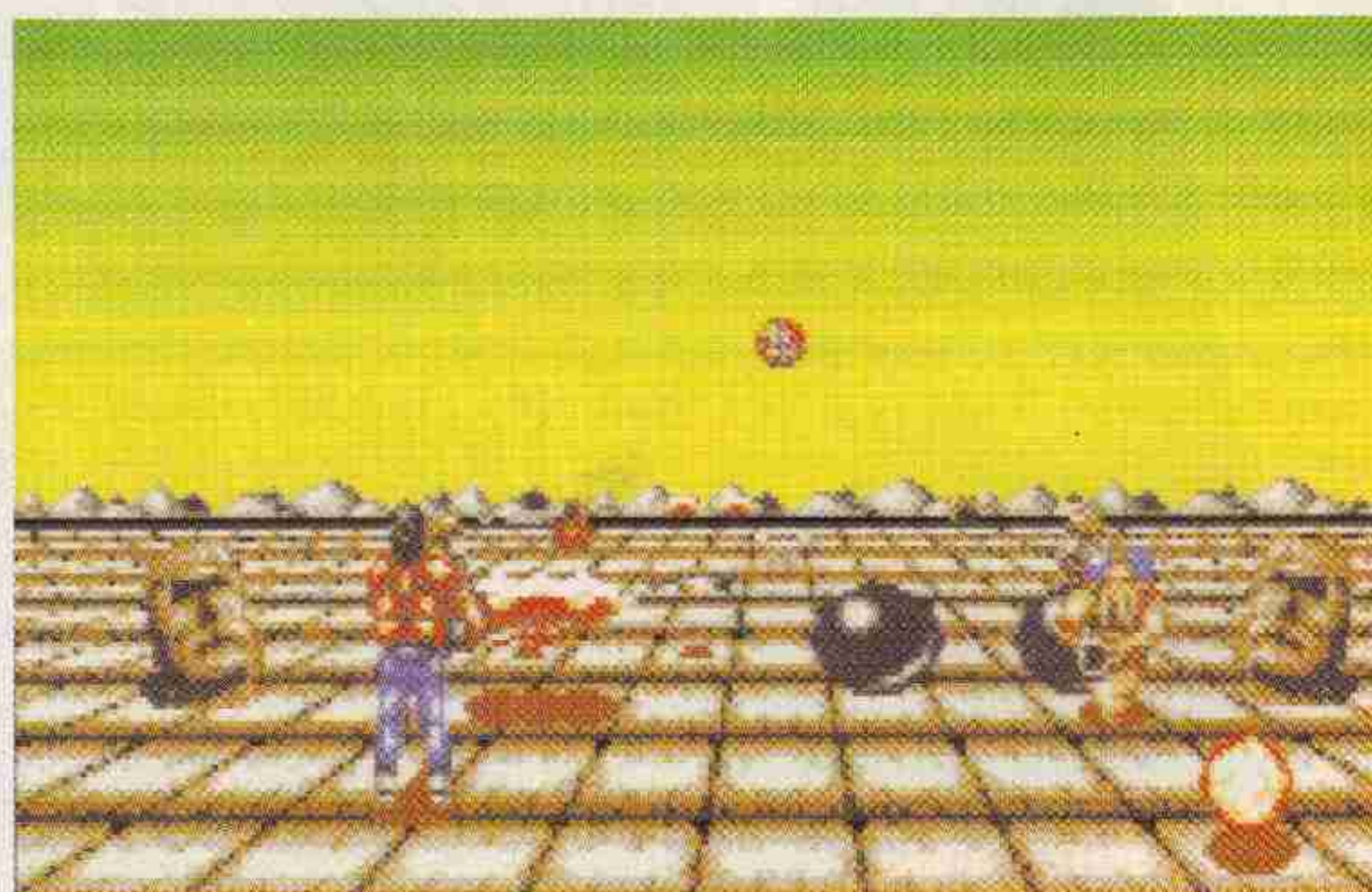


ROTOR PAGE 71

Following in the footsteps of Oids and Thrust, Rotor requires nerves of steel and a steady hand.

AFTER THE WAR PAGE 74

They actually pressed the button. With the inhabitants of Earth fighting for survival, can you reach the nearest interplanetary launch pad and escape the aftermath of the holocaust? Only an army of punks stand in your way.



BAD COMPANY PAGE 54

Last month we brought the action-packed demo, now check out the full story on Steve Bak's Space Harrier-style, 3D Blast'em-up. With four alien-packed levels, will it prove to be as frenetic as Bak's past hits?



Published by: Interactive Publishing Ltd, Latham House, Quarry Lane, Chichester, West Sussex, PO19 2NY. Tel (0243) 532828. Fax (0243) 533070. Publisher: Hugh Gollner The Team: Nick Clarkson, Jason Spiller, Pat Kelly, Alex Simmons, Andy Mitchell. Artwork Production: Chris Stevens. Digital repro: Jane Gollner Electronic art consultant: Ian Tindale. Cover Art: Artistix Tel (0705) 252125. Advertising: Jean Gollner Tel: (0243) 532828 Fax: (0243) 533070. Subscriptions: Carolyn Jones. Tel (0243) 532828. Printed in England. Please Note: No material from this publication may be reproduced in any way without the publishers written consent. Correspondence: all enquiries or requests for information must be made by letter; we are unable to deal with such requests by phone. Legal bit[®]: Whilst every care is taken, the publishers cannot be held responsible for errors contained within this magazine.

ACTION NEWS

HEWSON'S THIRD COLLECTION

Hewson Consultants have announced the forthcoming release of the third games compilation. The pack is suitably titled Premier Collection 3, and should be available now at a price of £29.99. The four titles in this pack are Quadralien, Cybernoid II, Battle Ships, and Archipalagos - Cybernoid II being the only Hewson title. The pack offers a mix of shoot'em-up to strategy-type games. Hewson seem to be continuing the success of the first two in their series, but will the Premier Collection have more sequels than Rambo?



To celebrate their forthcoming releases, Hewson have decided to sponsor a mystery prize competition in this issue. A shot of Cybernoid II, which is one of the four games in their Premier Collection 3 pack.

The editorial staff at ST Action take pride in producing our high-quality games magazine, while other publications throw out their reviews in black ink. If we cannot present a game as carefully as it has been programmed and produced, then why bother at all?

Our cover disk has received much acclaim, and future games have been pencilled in; although we won't reveal which titles or publishers, we can say that some of the big names in the business are involved. We must apologise to our subscribers who were left unaware of what was happening with cover disks. The price of the magazine has risen from £1.50 to £1.95; all current subscriptions will be honoured. However, the disk which is optional to subscribers, is an added feature and adds £1.00 onto the basic price of the magazine. Any subscriber wishing to receive the cover disk must request this from the subscription department. Many subscribers have complained about having to pay for the disks. Those subscribers, current and future, who have subscribed to receive the magazine will receive the magazine; those who have subscribed to receive the magazine and disk will receive both magazine and disk.

Also new to the scene is our GTGA Helpline. For many years now adventurers have had the luxury of help, but what about the arcaders who are in need of assistance? Until now they have received very little, but Nick has been looking through readers' pleas and has been helping out. Anyone in need of assistance should send their queries to the address printed in the GTGA: Helpline pages. The Helpline is aimed at those readers requiring help and not those requiring cheats, however each request will be looked into and the cheats printed in our small tips section.

POST IT!!!

Every day ST Action receives numerous telephone enquiries, which could be handled better if letters were sent instead. Complaints, help and general enquiries may not seem to take much time to a single caller, but when there are so many we cannot get on with producing the magazine. Many readers' enquiries are not actioned because their records (taken over telephone) are lost or misplaced. Please refrain from calling and remember that the Subscriptions Dept. is open between 10.00am and 4.00pm, closing for lunch at 1.00pm to 2.00pm. Those requiring tips will be pleased to see our new section, GTGA Helpline, which will answer our readers' help enquiries as far as games are concerned. Complaints are best in writing in any case, and a procedure for dealing with them is intact at our offices. Many readers, after getting through, comment on their difficulty in doing so - I rest my case.

E.A. SET THEIR SIGHTS TOWARDS SPACE

Due out in March is Electronic Arts' space mega-game, Starflight, reported in STA22 news, and now the company has announced the imminent release of another galaxian strategy game, Imperium. This "new sophisticated" release has been developed in the U.K. by Matthew Stibbe, the game's designer who has previous experience in the computer

wargaming field. It has been programmed by Nick Wilson and the graphics have been done by Karl Cropley. This is Nick's first 16-bit project, his previous experience being connected with 8-bit conversion titles.

Imperium, a complex strategy game, is set in the year 2020 A.D. and it simulates the next thousand years of

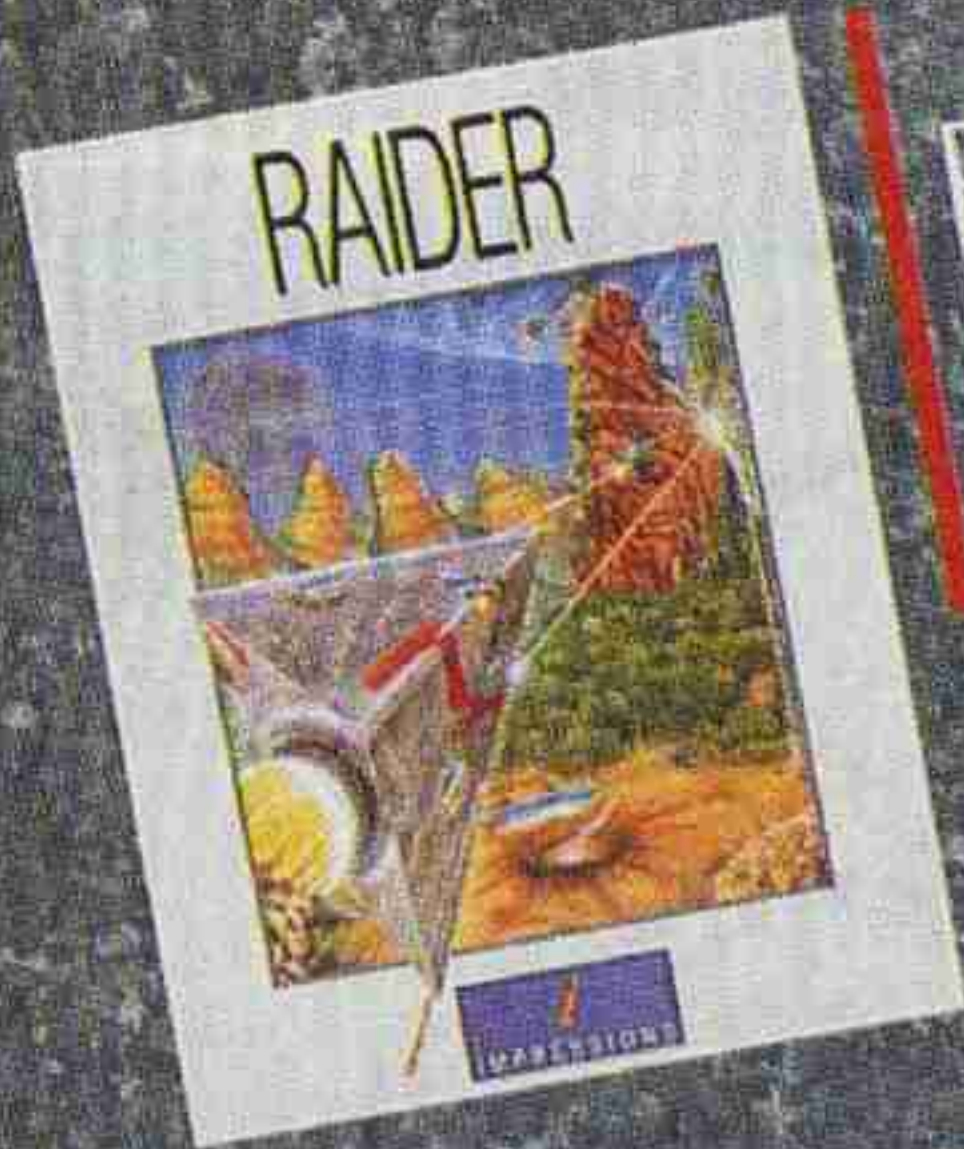
human development. The game has been written so as to have a "strong imperial feel" to it. As the player, your aim is to become the last surviving emperor of the galaxy, and to do this you must skilfully manipulate economic, political, diplomatic and military factors. The game is due to be released in late March for the ST and priced at £24.99.

Screen shots are currently unavailable, but this press shot gives Imperium a futuristic feel. The two dubious characters are Nick Wilson, with a short cut dress, and Matthew Stibbe, sporting a longer number. The reader who sends the most amusing caption will win a copy of the game. Captions should be addressed to Imperial Fun, ST Action, before 31st March.



PACK OF 4 COMPUTER GAMES

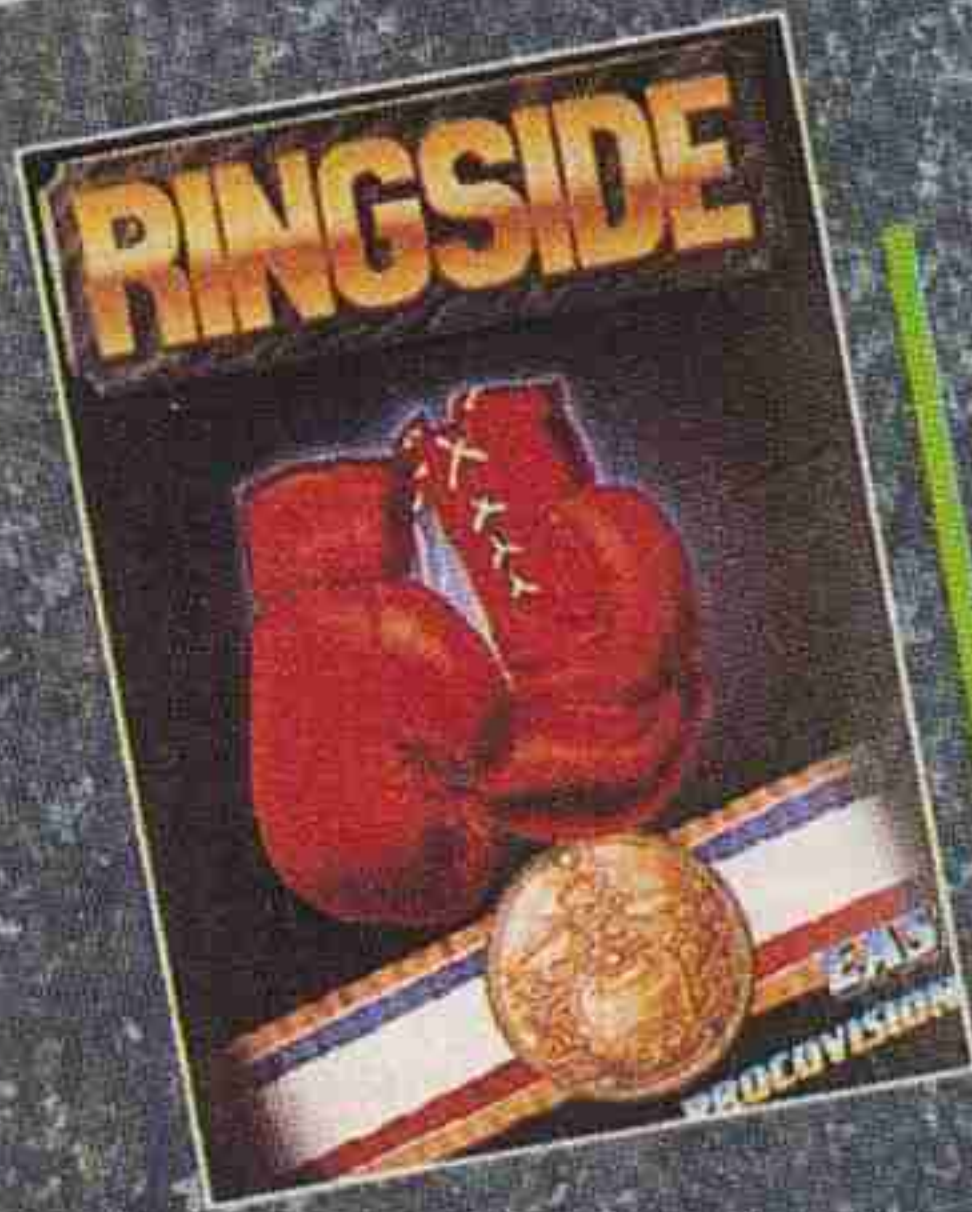
HYPERACTION



RAIDER



STAR RAY



RINGSIDE



HELLBENT



AVAILABLE ON

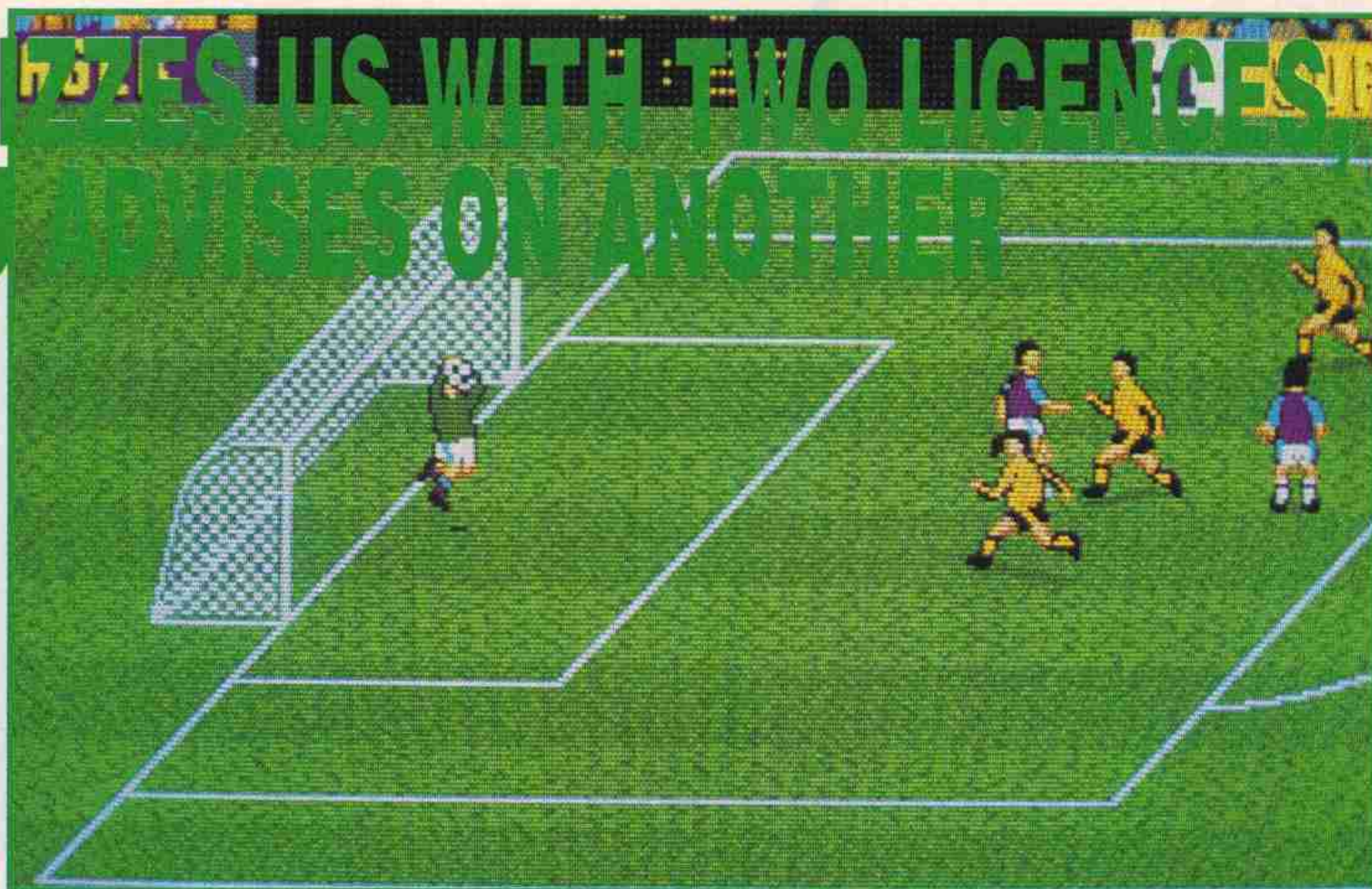
ATARI ST
& AMIGA

£24.99

From your local stockist

EMLYN QUIZZES US WITH TWO LICENCES, WHILE LOU ADVISES ON ANOTHER

Audiogenic Software have announced the imminent release of Emlyn Hughes's Arcade Quiz. If you like pub-style trivia machines then this game will keep you occupied, in the comfort of your own home. However, this isn't any old quiz game, but one in which you must travel across the screen towards the WIN BAR while the screen scrolls towards the LOSE BAR; this is a race against time! There are ten levels which can be explored and questions must be answered from the six general knowledge categories: Pop & Rock; Sport; Entertainment; Arts & Literature; People & Places; and Pot Luck. The game is played on a board on which lie twisty routes and dead ends and the aim is to reach the WIN BAR and thus enable you to play the cash game. After winning money you will have cash to play in the next level, or you can skip levels if you win enough cash. There are loads of gimmicks, with special 'blocks' on the board revealing different functions. There are a reported 2200 questions with bonus and cash games, a master game and an arcade-style scrolling track. The master game can only be entered into after winning enough money to complete the inferior levels, and it features a time limit in which you must search a screenful of question blocks for the hidden magic gems. Find the gems and a hidden code is revealed, allowing entry into a real-life competition! This Trivia Quiz should be out late



February and will be priced at £19.95.

Not one to sit down when there's publicity about, Emlyn swaps his Pringle for a Tracksuit in preparation for another Audiogenic product, Emlyn Hughes International Soccer. After a successful release on the inferior 8-bits last year, it has to be seen how well this game will convert. Apparently, Audiogenic are releasing this game because they have been swamped with phone calls regarding the 16-bit conversion, and I thought that it was because of the fast-approaching World Cup. Silly me! Emlyn's game will feature artificial intelligence and will "hit the streets" (I hope not literally), again, late in February and yet again at a whopping fee of £19.95.

Another footballing figure, not shy of some publicity, is Lou Macari, known as the ex-manager of Swindon Town. And what of him, you may ask? Well, being a betting man

The World Cup is just around the corner and Emlyn Hughes and Audiogenic are ready to jump on the bandwagon of international football releases.



If you're fed up with dropping your change into the pub trivia quizzes and pressing the wrong buttons, why not try this alcohol-free trivia quiz board game from Audiogenic?

myself, I'd put a wager on him being the technical adviser to Audiogenic "Football Mad" Software's forthcoming release, 'Super League Manager'. In this game you can sign up with different teams during your

career: do well and you will be headhunted, badly and you'll be fired. Lou's advising that you pay £19.95 for this football management simulation and no screenshots or release dates are available.

MAG INTERESTS MERGE

Gollner Publishing's three titles, ST Action, ST World and Amiga Action have teamed up with Database Publishing's Atari ST User and Amiga Computing to form a new company - Interactive Publishing Ltd.

Interactive Publishing, of which Hugh Gollner has become Managing Director, is part of the Europress Group. All subscriptions and suchlike payments should be made to Interactive Publishing Ltd.

Otherwise it's business as usual and all staff will remain at their current locations.

CHAMPIONS OF KRYNN

U.S. Gold have, under the official Advanced Dungeons & Dragons product banner, announced the forthcoming release of Champions of Krynn. Champions of Krynn is not linked with their previous release, Pool of Radiance, although the game system of 'Pool' has been enhanced. The game is set in the world of Krynn and the player guides his party of eight in a mission to defeat a ploy which enables the dark Queen Takhisis to become Ruler of Krynn. There is no firm ST release date but the price should be £29.99.



This is an Amiga shot, the ST version has still to be confirmed, although it looks likely to be announced shortly. So hang on to your keyboards RPG fans Krynn is a coming.

WHO'S THE MASTER AT DOMARK'S CASTLE?

Not content with supplying us with some big licences in 1989, Domark are releasing a host of new and original titles in the early part of this year.

During the last year Domark have supplied the games software with a large number of big coin-op licences, film licences and original titles. These titles range from APB, Hard Drivin', Dragon Spirit, Licenced to Kill, Zybots, and even more recently, another of those missing 'g' games, Toobin'. Prior to Christmas, Domark released the Star Wars trilogy, the popular wire-frame vector graphic series of games. The company are now set to launch four new titles in the very near future: these being Cyberball, Escape from the Planet of the Robot Monsters, Wings of Fury (from the German-based Broderbund label), and they have also slipped in a new licenced product from Incentive, Castle Master.

Castle Master, an Arcade Adventure, offers solid 3-D graphics, animated effects and is set in 16th century England. This adventure, where the main plot is to rescue a captive



As you approach the castle it shakes, and an eerie banshee wailing will be heard. Your aim is to enter and free the captive prince or princess. Firstly, you must lower the castle's drawbridge then search around the castle for clues.

prince or princess within the castle, has been licensed from software developers, Incentive, creators of Freescape. In fact, this adventure boasts an advanced form of the Freescape technique. The game has loads of locations, enough to keep any adventurers occupied, with loads of puzzles that become harder to solve further into the game. Each puzzle normally has more than one solution. Luckily, the game is supplied with a 24-page booklet in which clues may be found.

Ian Andrews, of Incentive, explained that this move, from software publishers to software developers, would enable them to concentrate more effort into producing games rather than marketing them, a move which most developers opted for some years ago. Incentive's past 'Freescape' games have been Driller, Darkside, and



The only way to kill spirits is to catapult rocks at them. The spirit's strength is displayed on the Spirit Level!

Total Eclipse. While this licenced is believed to be a one off agreement, don't discount the possibilities of more Incentive produced titles being released under, the ever-growing, Domark label.

Domark have set a release date for the 5th of April for Castle Master, and it will cost £19.99 on the Atari ST. All shots were supplied from the Amiga and no ST shots were available to display.



You must also rid the castle of evil spirits who will come in many different guises, either animal or object. You must explore your surroundings to make progress and you will need keys to open doors and chests, food to top up your strength and messages and clues to aid your quest.



There are many locations, numerous floors and many rooms, but there are only four towers where the prince or princess may be held captive! If you listen for cries of help, a general direction can be obtained.



IDLE GOSSIP

FIRSTLY we'll kick off with the news that ANCO are set to launch KICK OFF 2 in the not-too-distant future. The BITMAP'S are going to be designing and producing SPEEDBALL 2, which was logically a bit of a cert after the success of the XENON duet. Everything that this trio touches seems to be coming up roses. Talking of BLACK, have you played last month's demo of BLACK TIGER and also BAD COMPANY? Fab or what! Moving on, VIRGIN/MASTERTRONIC are rumoured to be releasing a game based on the epic, DUNE. Let's hope that the manual is smaller than the series of books. PHOTON STORM will be released later this year by ARC, and JEFF MINTER holds the credits. CARTHAGE won't be long in development now and PSYGNOSIS have been working on it for well over a year. DOMARK are set to release info on their new BOND game, THE SPY WHO LOVED ME is, however, an old Roger Moore movie. VIRGIN are following up on their VIZ licence with even more wacky games - DAN DARE 3 and a more serious release, RISK. OPERATION THUNDERBOLT is now out, but did you know that it was at No.4 in the ST only sellers' chart of ZERO's February issue? Well, those of us in the know can tell you that this chart must have been compiled at least one week before that issue went on sale around the 8th of January. Does anyone care anyway? Tune in next month for more idle gossip.

SPECTRAVIDEO DEAL WITH QUICKJOY

Spectravideo will now handle the UK supplies of the Quickjoy range of joysticks. What it means to you, the public, is that if you have any trouble finding these joysticks, you should alert your local computer dealer of the suppliers. Spectravideo say that the range will be considerably increased over the next few months.

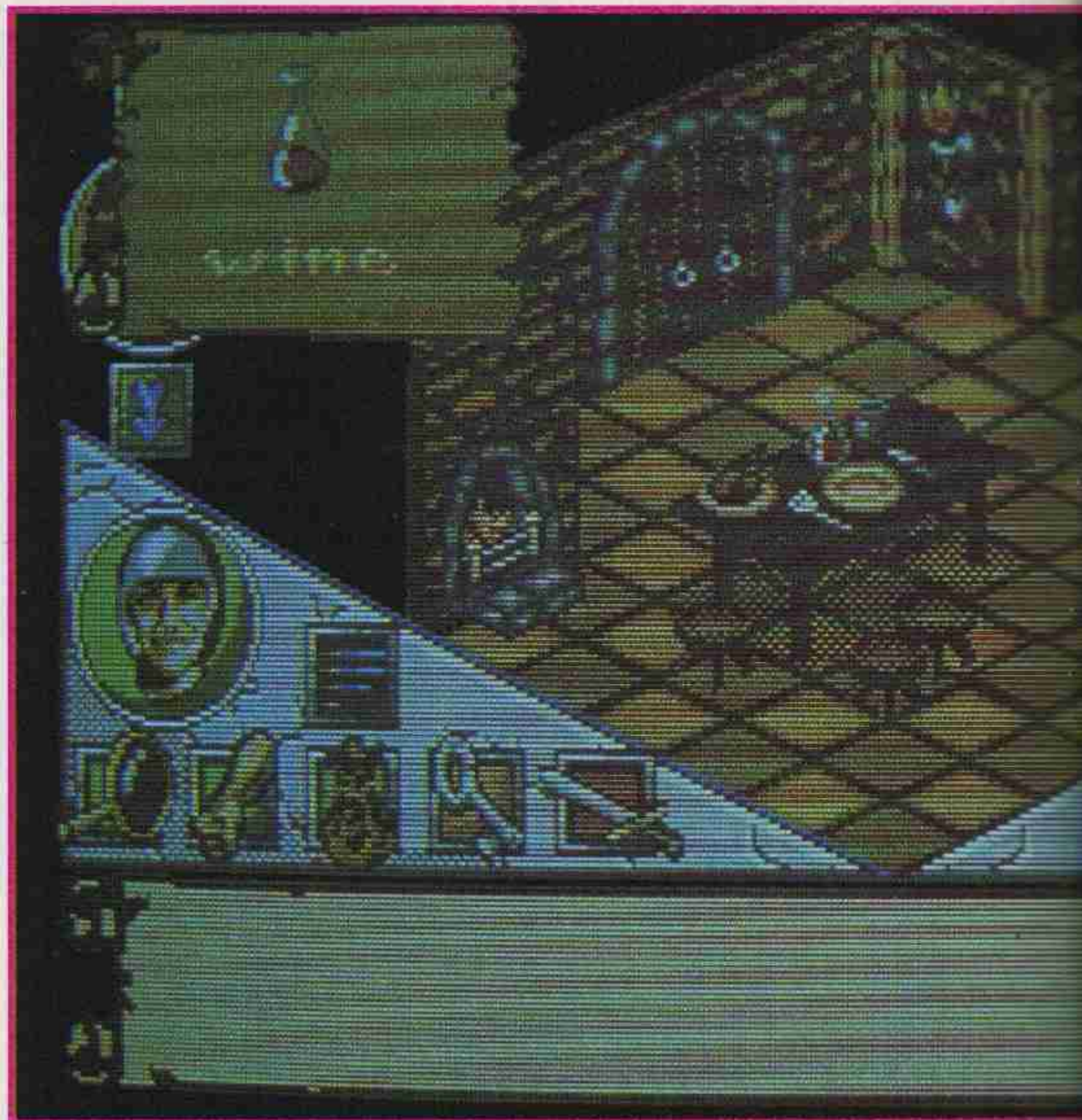


The Quickjoy range features some unusual and innovative designs.

PREPARE YOURSELF FOR

The Final Battle will be upon us shortly, and Imageworks are the company responsible for starting it all off. This 3-D isometric adventure game is the long-awaited follow-up to Legend of the Sword.

Legend of the Sword was an icon-driven text adventure and was released for the ST, some eighteen months ago, on the, then, Telecomsoft label, Rainbird. During Legend the hero had to find and keep the legendary sword and shield, both with magical powers, and guard them from the evil hands of the wizard, Suzar. The Final Battle, being a sequel, pitches Suzar escaping from the tiny tear drop which had imprisoned him since the end of the first game. He has fled with the, much coveted, sword and shield to the distant castle of Anar. The hero, however, is captured, along with his merry band of do-gooders, in the opening scenes of the game and imprisoned in an underground cell. Another two of your party members have been imprisoned in a torture chamber several locations away, the others, however, have been disposed of in a very inhumane manner. You



must escape from your cell, free your two remaining party members and track down Suzar, who will be at the castle of Anar.

Once you have located Suzar you must retrieve the sword and shield and exterminate him from the face of the planet. The game features 3-D isometric views of each significant location, similar to those used in the Bitmap's Cadeva project. The Final Battle will be available late April for the ST.

Gravity, also from the Imageworks label, should be in the shops during the early weeks in March. Gravity is an arcade action game with more depth than your average shoot'em-up. The level of depth will be calculated during gameplay and will be directly proportional to your skill level, therefore the better you become at this game, the harder the game will become,



Will The Final Battle (Amiga shot, above) and Cadeva (ST shot, right) herald the return of the 3-D isometric view adventures? There haven't been many 3-D isometric games, never mind adventures for the ST, Airball and Raffles being the only two which immediately spring to mind. These type of games, however were very popular with the 8-bit scene for quite a while.



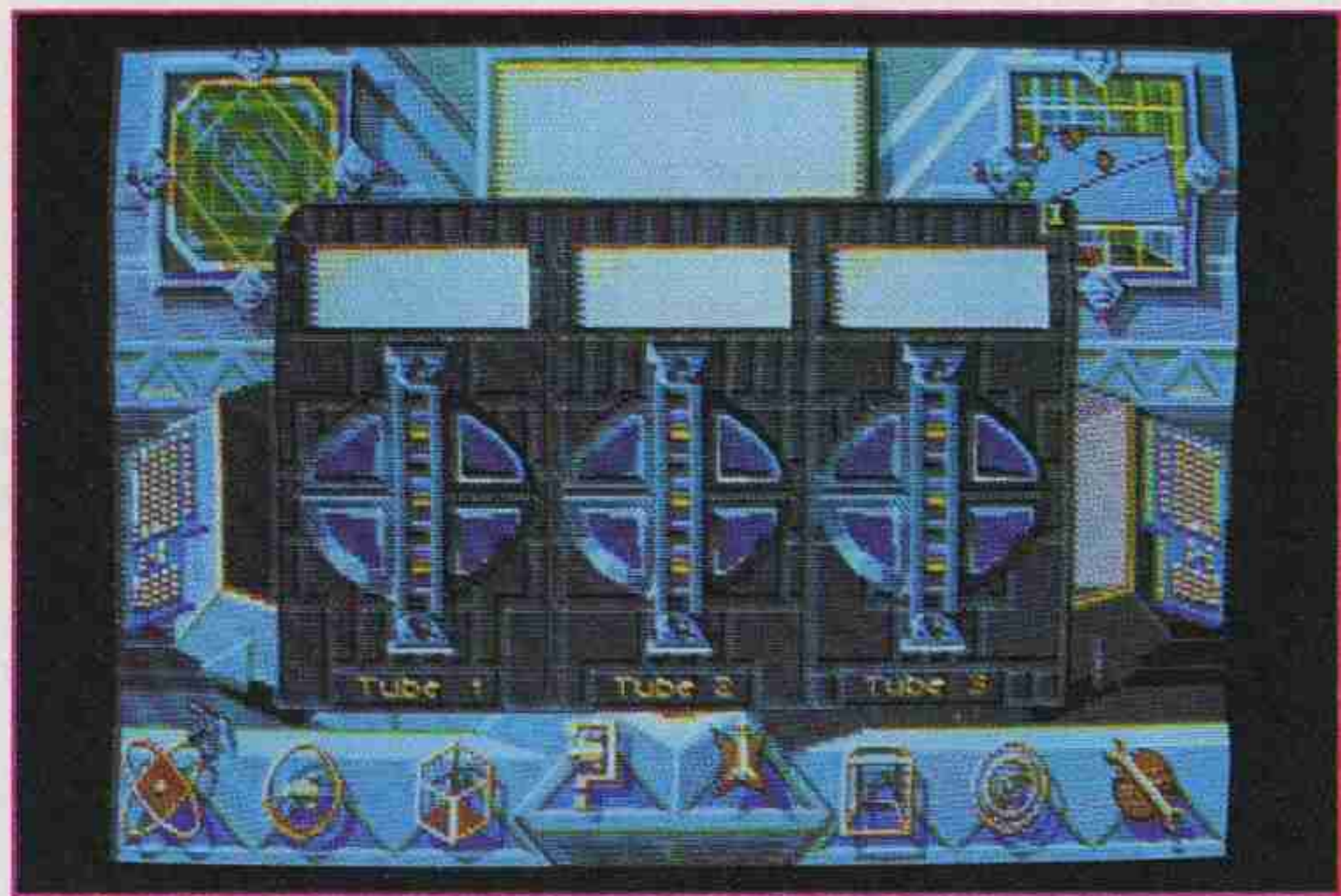
THE FINAL BATTLE



Note the likeness to the Bitmap's Cadeva. Both games will be released at £24.99.

space, your alien enemies are sapping up all the planetary suns that they can reach and, as a result, galaxies are being destroyed, leaving the black holes where a once purposeful sun was located. These black holes are ever increasing on your journey, and you must avoid them at all costs or your mission to destroy their growth will come to a complete end. Your overall mission is to create planetary systems around the universe and upgrade your craft to meet the requirements which will enable you to take on the aliens at a level par, tackling the aliens will be no means easy until your craft is suitably equipped. The game features an isometric view of the intergalactic landscape and the strategy element features highly; as such, each new game will be different from the last, so that it will have an appeal with those games players who, after having played a game once, see no challenge left. Gravity should be reviewed next month.

which seems to bring some artificial intelligence into the gameplay. Gravity is set in



These screen shots don't show the isometric view of space, but the strategy maps and features of the game. The aliens have far superior crafts so you must visit planets and re-equip your vessel.



This detailed map displays the depth of water around the island's coast.



WOLFPACK - PSS'S NAUTICAL WARFARE SIMULATOR

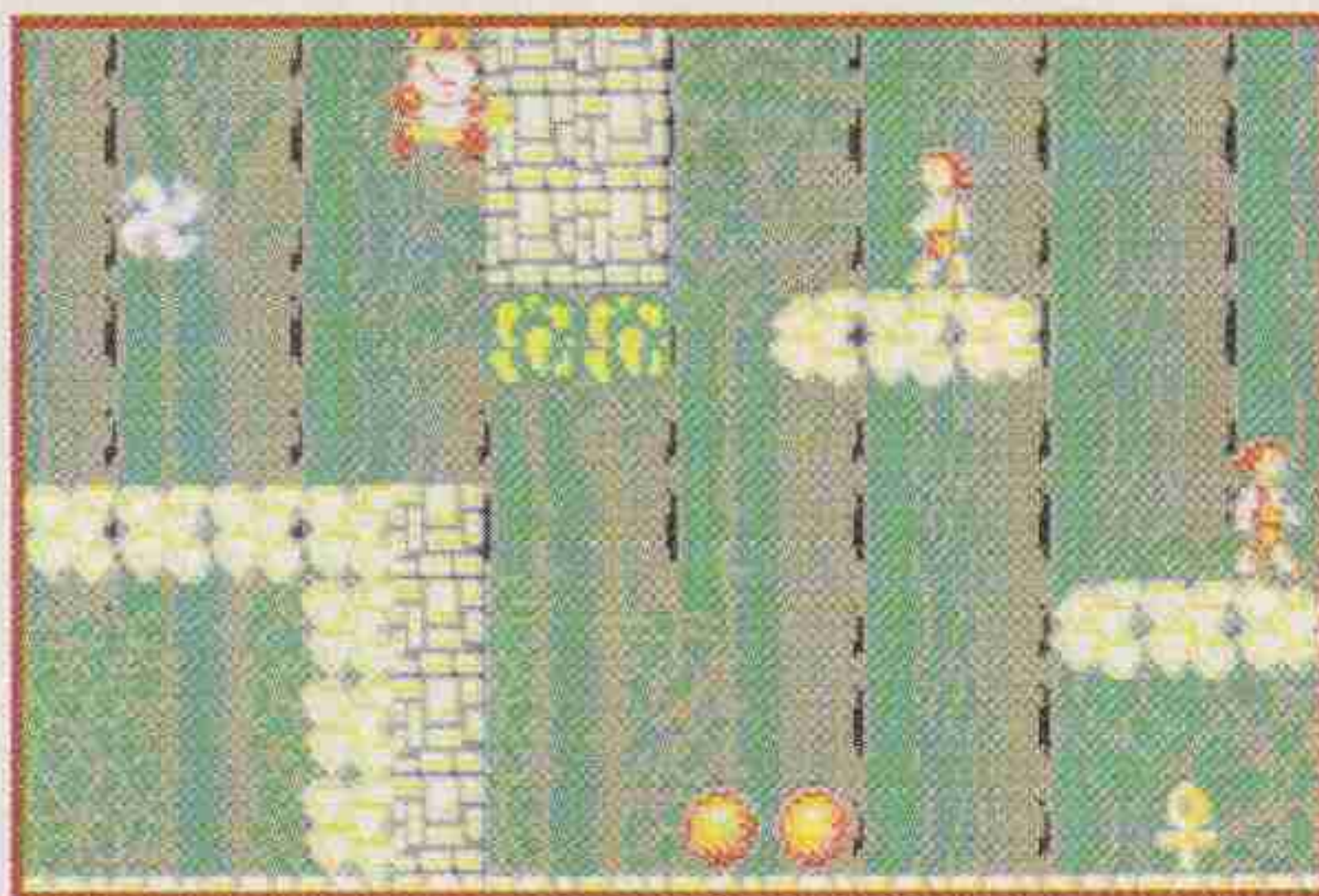
PSS have recently released some fine wargames for the avid ST strategist; now another type of simulation/strategy wargame has been pencilled in for a March release on the ST, namely, Wolfpack. The era is during the Second World War, 1942 to be precise, and you can choose between many well researched scenarios which occurred in the North Atlantic. The research for Wolfpack has been very thorough and you can actually see how different actions would have changed the outcome of individual encounters. You are the admiral of the whole fleet and can move between, and control,



This control scene indicates the detail that has been incorporated into the graphics.

any vessels with ease. Wolfpack boasts digitised animation routines which add to the realism. This arcade simulation will be available soon at a price of £24.99.

LOGOTRON SPORT THEIR KID GLOVES



Is this game set to be the Rik Dangerous of the 90's?

Kid Gloves looks to be one of Logotron's next releases on the ST. The game is a cutesy-type platform game. You are set as the Kid, who has awoken in the Amazon jungle. The last thing that Kid remembers is that he had pulled on his uncle's old boxing gloves while in his attic. The gloves are the only hope the Kid has of making it home; luckily he's still holding on to them. The game has been programmed by Timothy Closs, previously of 'I, Ball' fame. There

are five levels, each one set in a different scenario, with weapons to buy, coins and fruit to pick up, amongst other things. The ST version boasts Amiga-quality sound. Kid Gloves is set for an April launch and is priced at £24.99.

Cloud Kingdoms again is a cutesy-type game and is due for a concurrent release. The game has 32 levels and 8-way scrolling. Priced at £24.99, expect to see this reviewed soon.

SILVERSTONE RACETRACK - U.S. GOLD COMPETITION WINNERS

Mark and Steve travelled to Silverstone for the 9.00am start at the John Watson school of racing. It was a bit parky as the wind whistled across the race track, but they radiated enthusiasm like a couple of Ready Brek kids.



9.15am: Steve and Mark went into the all-important briefing in preparation for the Formula Ford race. Then with much expectation, they clambered into the cockpits of their respective cars and with the last piece of advice ringing in their ears - 'Whatever you do don't take your hands off the steering wheel'.

Out on the circuit, Mark remembered well the briefing and sped around the track like a real pro: 'It's not as exciting as the Formula Ford - can I have another go?'



Cast your mind back to the U.S. Gold, Turbo Outrun competition in the December issue (Iss.20) of ST Action. We were literally inundated with entries - and little wonder, for the prizes were outstanding! First two names out of the hat became the proud owners of a thrill of a lifetime - a day out at Silverstone with professional tuition in hotted-up saloon cars and pucker Formula Ford racing cars - 'VRRROOOMMM!' The lucky winners are: Mark Newman from Towbridge, and Mr Steve Wood from Wolverhampton. Well done, chaps - shame a few of you girls didn't go in for the competition.

The next ten winners receive the commiseration prize of a remote control Ferrari-F40. They are: John Cankwell, Northampton; Liam Nash, Birmingham; Gaston

Smit, Netherlands; Tony Zanelli, Nottinghamshire; W.J. Hickford, Cleveland; Kevin Taylor, Manningtree; David Stanford, Derbyshire; David Lewis, Swansea; J. Sultan, High Wycombe; and A.Dewar, High Wycombe.

Even the next ten winners don't go away empty-handed. These winners receive a copy of U.S. Gold's wizard racing game, Turbo Outrun - tightfisted we're not! They are: Roger Brewster, Albrighton; D.Nurney, Brandelholme; Martin Crawford, Lundin Links; Sara Maidstone, Norwich; Jack Plage, South Wirral; Lee Taylor, Darwen; Steve Bean, Stoborough; P.A. Pittard, Milton Keynes; Neil Evans, Cheltenham; and R.G. Plant, Tenbury Wells. Hard luck if you entered but didn't win - better luck next time!



'Steve described the sensation of travelling at 120 mph, a few inches from the ground: 'It's really exhilarating and tiring - you feel every bump and pothole!' Successfully negotiating the chicane, Steve couldn't contain himself and demonstrated his feelings with a thumbs-up sign to the tutors - at least I think it was a thumbs-up sign!

EDUCATE YOURSELVES WITH B.WARE'S PENGUINS

If you are searching for educational software, then look no further than B.Ware Software, an educational outfit who are releasing three new titles. All the games follow repeating patterns and will teach your kids how to become shoot'em-up heroes. The programmes are cute and, while they seem appealing to the under-10's, I can also see a market for those out there who like the simple kind of game - but be warned: these games are not easy when played at the harder levels.

The first is Penguin, in which you must control one to four cutely drawn penguins from a start point to the finish. To hinder you are a number of pitfalls which can be overcome by using your limited utensils,



but with up to four penguins to guide it becomes hard to keep track of which penguin is going where. The penguins must not drop in the acid or they'll die, and it will be all your fault.

Second is Billy Bounce in which you must bounce your way through the levels whilst picking up the keys. Jump Jack is similar to Billy Bounce, although instead of bouncing



Both Jump Jack and Billy Bounce are reminiscent of early computer games.

you must jump. All three games are £19.95. Bearing in mind that the games are too hard for most under-10's and that this is a specialised market having fewer sales, the asking price appears appropriate. These educational games could be a blessing to distraught parents. B.Ware Software can be contacted on 0455-613377.

When there is no room left in Hell... ...dead people come back to Earth

The nightmare has just begun

For mysterious reasons, dead people come back to life to feed themselves on the flesh of human beings. The Earth is inhabited by millions of Zombies, who are spreading terror, and by gangs of hooligans, who are ready to do anything to survive. Yet four people didn't lose hope and decided to run away to new horizons.

"What a great game ! UBI SOFT have taken a video nasty and an arcade/aventure, and combined them, coming up with a real winner in the process. Moving your four characters around the building, trying to find a way out, all the time fighting off attacks from zombies, is very atmospheric. There are some good puzzles to work out, and a hell of a lot has gone into the game. By all means, get hold of this game."

"Everything is nice and detailed, with the background graphics looking particularly effective."

AMIGA ACTION



Amiga screenshots



Available now for your
ST, AMIGA and PC

UBI SOFT

Entertainment Software

3RD COURIER

Accolade should have released The Third Courier - if not, expect it very soon. This game is a Spy Role-playing/Adventure game which is set in Berlin. You are cast as a secret agent codenamed Moondancer; your mission is critical. A main feature of the game is that you are allowed to choose your own character's occupation, background and education level etc. and this will decide your character and skills. You must recover NATO's stolen defence plans before they find their way to Moscow. Two of the couriers

entrusted with the plans are dead, the third courier has been traced to Berlin. You will find yourself in both the East and West sectors of the city, which it is boasted as realistically depicted, but after all the changes there, I doubt it. Each new game should differ and there are many solutions to recovering the plans. The game will be priced at £24.99 on the ST. The game review should be in next month's issue.

Accolade are also set to release the ST version of Jack Nicklaus' Greatest 18 Holes of Major Championship Golf, which is



This RPG/Adventure seems to pack most of the information onto the screen. As can be seen, it relies very much on text, but with the addition of graphics and icon selectors.

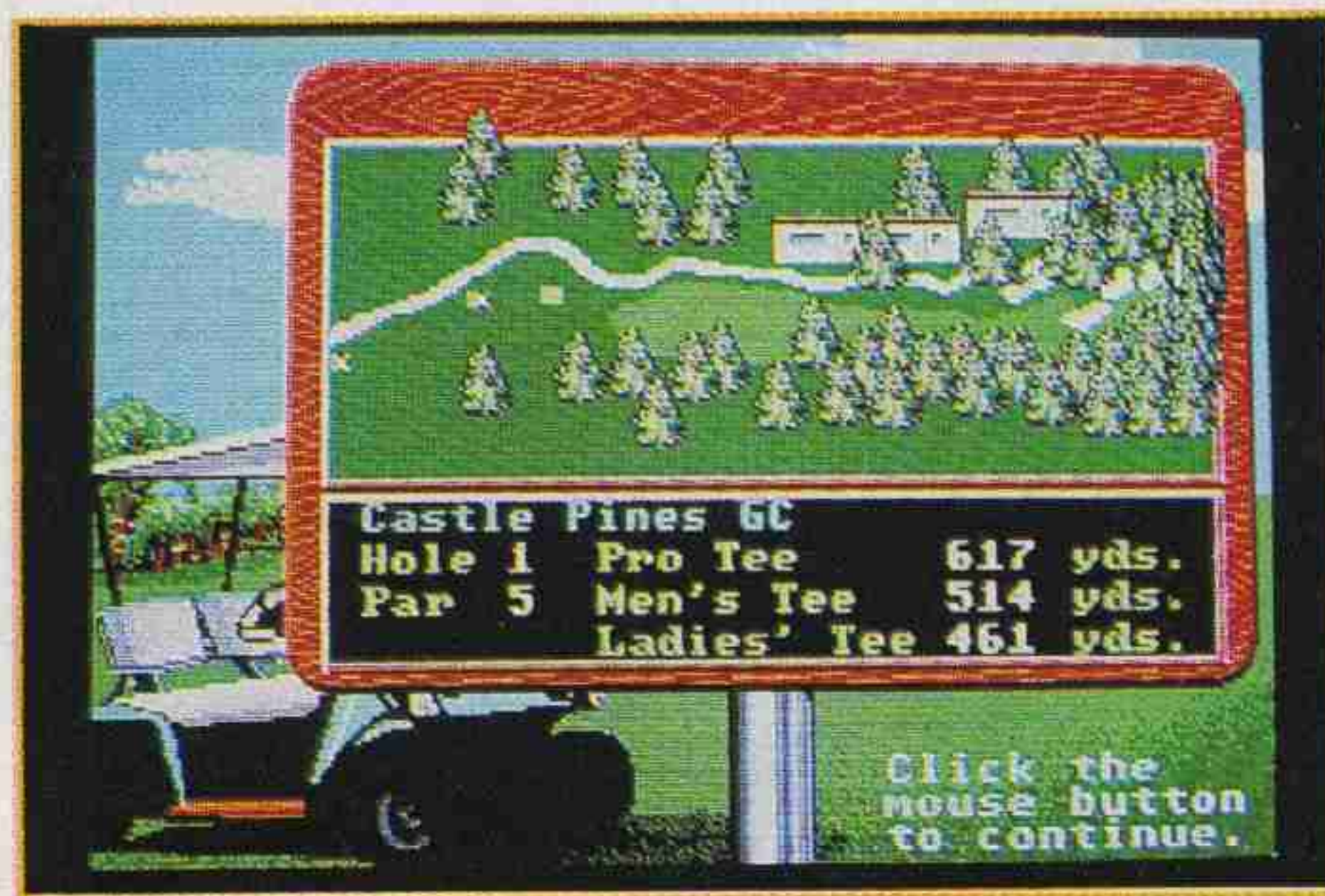


Nicklaus's Golf Sim looks more appealing than Leaderboard, but wait until next month for a comparison on gameplay.

known to us as Jack Nicklaus' Golf. The game features the 18 most challenging holes in major championship golf, all in one package. Jack has also slotted in two of the toughest and most scenic courses that he's ever designed. The game also features handy on-screen tips from the Golden Bear himself. Like Leaderboard, it offers up to four players with an option to play a computer-



controlled Nicklaus. Priced at £24.99 this game should also be reviewed in our next issue.



You can choose which tee to play from, another nice touch from the Accolade team.

ENTERTAIN YOUR ST WITH GREMLIN'S RAMROD!!

Gremlin have announced their new release, Ramrod. In this game you must keep either Ramrod or Rambot amused. The whole object of the game is to prevent them from becoming bored. The boredom level is measured in much the same way as energy is on other arcade games. If you keep Ramrod occupied you prevent him from becoming bored and thus reducing his boredom level. If, however, Ramrod

becomes bored, this will increase his boredom level. The game has several sub-games, the arcade coin-ops, and to participate in them you must explore the map and pick up coins, which are a form of bonus. There are four levels for you and Ramrod/Rambot to conquer and each one has been exclusively designed to keep Ramrod from getting bored. The four levels, in order, are Hi-Tec, Lo-Tec, Aztec, and

the fantasy level. There are four different coin-ops, each with three difficulty levels; these coin-ops are fast and furious shoot'em-ups with a time limit.

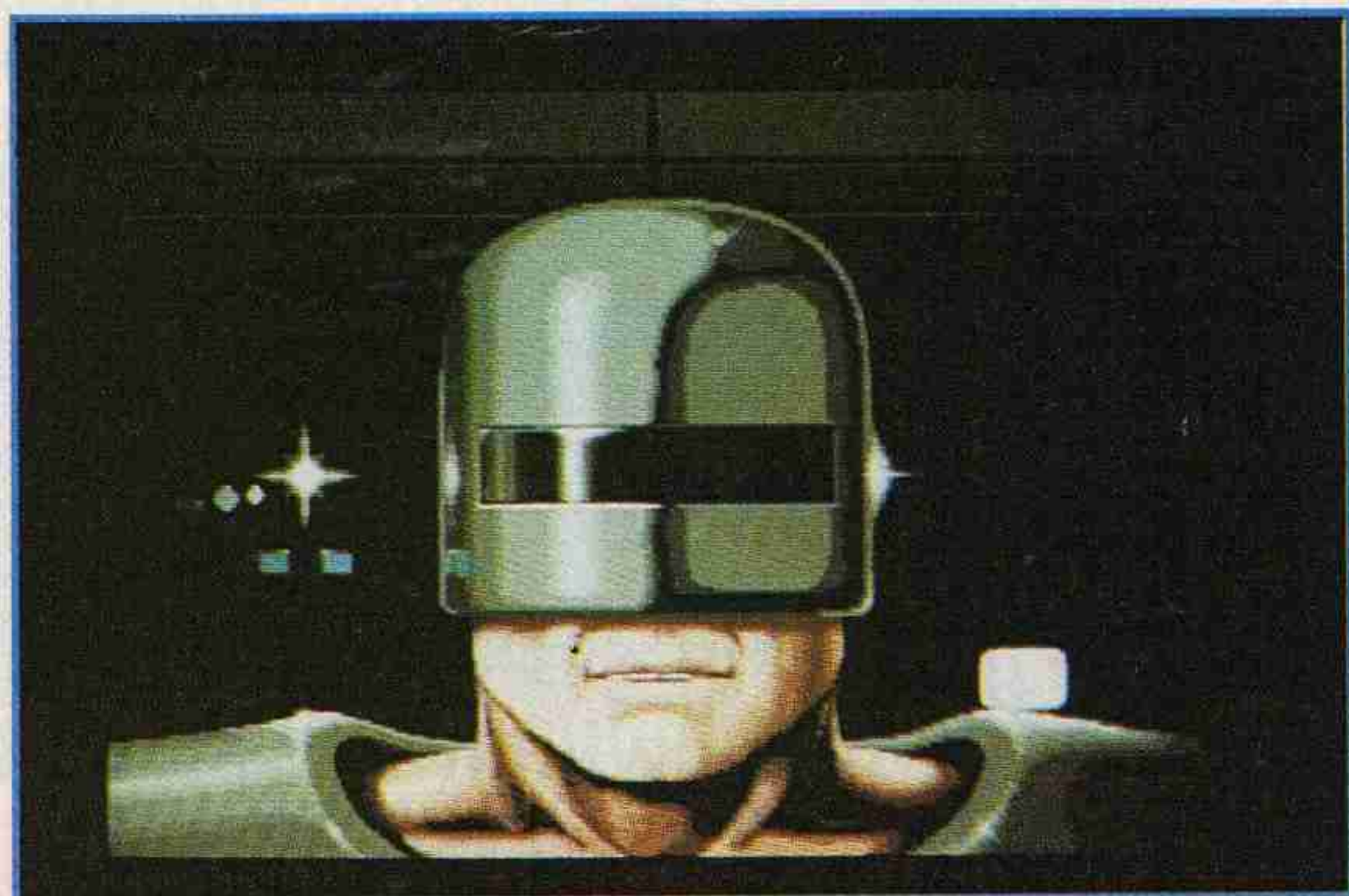
This game looks very Marble Madness-ish, but with loads of extra gimmicks and sub-games which are planned to keep your interest on the game. Available in March for the ST and still to be priced.

Also due for release from Gremlin is SuperCars. This game is out on the Amiga and is a very polished version of its genre. You view your car from overhead, and race around the track against three to seven



The scenario is well drawn and Ramrod well animated.

yellow cars. If you win you will receive prize money which you can spend on accessories at the shop. The accessories only last for one race and some are expensive, therefore not really cost-effective until the later stages - talking of which, there are three, with nine tracks in each.



Meet Ramrod: it's your job to keep this guy amused.



Ramrod and Rambot are both very heavy so it's advisable to keep them away from the water.

BARGAIN SOFTWARE MAIL ORDER

GUARANTEED NEXT DAY DELIVERY

RING NOW ON

(01) 566-2325 10am - 8pm Mon - Sat

(01) 995-3652 10am - 10pm 7 Days

(01) 741-1222 10am - 8pm Mon - Sat



	RRP	OUR PRICE
A.P.B.	19.99	14.99
Adidas Soccer	19.99	14.99
Batman Caped Crusader	19.99	14.99
Batman the Movie	19.99	14.99
Beach Volley	19.99	14.99
Bloodwych	24.99	16.99
Bloodwych Data Disc	14.99	10.99
Bomber	29.99	21.99
Cabel	19.99	14.99
Chaos Strikes Back	24.99	16.99
Chase HQ	19.99	14.99
Continental Circus	19.99	14.99
Cyberball	19.99	14.99
Damocles	24.99	16.99
Double Dragon II	19.99	14.99
Dragons of Flame	24.99	16.99
Drakkhen	29.99	21.99
Dungeon Master	24.99	16.99
Eye of Horus	24.99	16.99
F16 Combat Pilot	24.99	16.99
F29 Retaliator	24.99	16.99
Falcon	24.99	16.99
Ghostbusters II	24.99	16.99
Ghouls 'n' Ghosts	19.99	14.99
Hard Drivin'	19.99	14.99
Hound of Shadow	24.99	16.99
Interphase	24.99	16.99
Kick Off	19.99	13.99
Kick Off Extra Time	9.99	6.99
Kristal	29.99	21.99
Laser Squad	19.99	11.99
Lost Patrol	19.99	14.99
Moonwalker	19.99	14.99
New Zealand Story	19.99	14.99
Ninja Warrior	19.99	14.99
North & South	24.99	16.99
Operation Thunderbolt	19.99	14.99
P47	24.99	16.99
Populous	24.99	16.99
Populous Promised Lands	9.99	7.50
Powerdrift	24.99	16.99
R.A.C. Lombard Rally	24.99	16.99
Rally Cross	19.99	14.99
Red Heat	19.99	14.99
Renegade III	19.99	14.99
Robo Cop	19.99	14.99
Rocket Ranger	24.99	11.99
Run the Gauntlet	19.99	14.99
S.T.O.S.	29.99	21.99
S.T.O.S. Compiler	24.99	16.99
S.T.O.S. Maestro	24.99	16.99
S.T.O.S. Sprite 600	19.99	14.99
Shinobi	19.99	14.99
Sim City	29.99	21.99
Strider	19.99	14.99
Super Cars	19.99	14.99
T.V. Sports Football	24.99	16.99
Test Drive II	24.99	16.99
Tin Tin on the Moon	19.99	10.99
Turbo Outrun	19.99	14.99
Untouchables	19.99	14.99
W.E.C. Le Mans	19.99	14.99

COMPILATIONS

ACTION ST

Only £11.99

Deflector + North Star
Trail Blazer + 3D-Glax
Masters of the Universe

STAR WARS TRILOGY

Only £12.99

Star Wars
Empire Strikes Back
Return of the Jedi

LIGHT FORCE

Only £16.99

IK + Voyager
R-Type + Bio Challenge

TRIAD

Only £12.99

Starglider
Barbarian
Defender of the Crown

TRIAD II

Only £16.99

Menace
Baal
Tetris

GIANTS

Only £21.99

Outrun
Gauntlet
1943
Street Fighter

SUPER QUINTET

Only £11.99

Bubble Ghost
Warlocks Quest
Chamonix Challenge
Passengers on the Wind I
Passengers on the Wind II

MAGNUM 4

Only £21.99

Afterburner
Operation Wolf
Double Dragon
Batman Caped Crusader

COMPUTER HITS II

Only £9.99

Tetris + Tracker
Joe Blade + Tau Ceti

PREMIER COLLECTION

Only £12.99

Nebulus + Exolon
Netherworld + Zynaps

PRECIOUS METAL

Only £16.99

Captain Blood
Super Hang On
Arkanoid II + Xenon

WINNERS

Only £21.99

Thunderblade + Led Storm
Blasteroids
Impossible Mission II

	RRP	OUR PRICE
Action Service	19.99	2.99
African Raiders	19.99	7.99
Afterburner	19.99	8.99
Archipelagos	24.99	5.99
Asterix	19.99	10.99
Barbarian II	19.99	7.99
Battle Valley	19.99	7.99
Billiards	19.99	3.99
Bio Challenge	19.99	5.99
Boulderdash Cons. Kit	9.99	6.99
Castle Warrior	19.99	5.99
Chariots of Wrath	24.99	7.99
Cosmic Pirates	19.99	5.99
Cyberoid	19.99	7.99
Deja Vu	24.99	6.99
Dominator	19.99	7.99
Dragonscape	19.99	4.99
Dragon Spirit	19.99	9.99
Flying Shark	19.99	7.99
Genius	19.99	5.99
Gold Rush	29.99	14.99
Goldrunner II	19.99	9.99
Iron Tracker	19.99	7.99
Karate Kid II	19.99	7.99
Kings Quest IV	29.99	14.99
M-Disc Plus	24.99	4.99
Mafdet	14.99	4.99
Manhunter in New York	29.99	14.99
Menace	19.99	9.99
M Paint	24.99	4.99
Millenium 2.2	24.99	11.99
Netherworld	19.99	7.99
Not A Penny		
More Not Less	19.99	4.99
Operation Neptune	24.99	9.99
Purple Saturn Day	19.99	9.99
Quadralien	14.99	4.99
Roll Out	19.99	7.99
Safari Guns	19.99	10.99
Sargon III	24.99	7.99
Shuffle Puck Cafe	19.99	10.99
Skidoo	19.99	10.99
Skrull	19.99	6.99
Slayer	19.99	7.99
Spidertronic	19.99	3.99
Spy vs Spy	9.99	6.99
Starglider II	24.99	14.99
Stargoose	19.99	7.99
Starquake	19.99	3.99
Starray	19.99	7.99
Steel	19.99	7.99
Steve Davis Snooker	19.99	9.99
Stir Crazy	19.99	11.99
Targhan	19.99	11.99
Teenage Queen	19.99	9.99
Time Scanner	19.99	6.99
Toobin'	19.99	10.99
Vindicators	19.99	7.99
Zero Gravity	19.99	5.99
Zynaps	19.99	7.99

The above are mail order prices only.
Shop prices may vary.

309 Goldhawk
Road
London W7
Open
Mon - Sat
10am - 8pm

178 Archway
Road
London N6
Open
Mon - Sat
10am - 6pm

Unit 33/34
Romford Shop.
Hall, Romford
Open
Mon - Sat
9am - 5pm
(Half Day Thursday)

18 Market Square
Leighton Buzzard
Open
Mon - Sat
10am - 6pm
(Closed Thursday)
Tel: (0525) 371884

GO INTO THE FUTURE WITH UBISOFT'S BATMAN

B.A.T., the latest release from UBI SOFT, is a one-player, intergalactic, RPG/strategy adventure which is set in the 22nd century. As an agent of B.A.T., the Galaxy's main law-enforcing agency, your task is to solve a blackmail plot which is centred around Terrapolis, the symbolic industrial capital of the planet Selenia. Selenia is the Galaxy's only source of Kerghol, the vital energy matter. So, this assignment is of ultimate importance for the survival of the Galaxy's occupying alien life force.

The blackmailer, Vrangor

(an evil genius), is aided and abetted by a petty crook known by the name of Merigo, and both have strategically planted neurobiogenic explosives around Terrapolis. If the government of Selenia fail to hand over property rights to their planet, Vrangor threatens to blow up the citydome of Terrapolis, and I for one believe him! As in all good plots you are the only person able to foil the plans of this evil no-gooder and, to add a twist to your plight, you must trust not a soul, as Vrangor has placed a mole in B.A.T. and as such he



Your DRAG is awaiting you, but you must find your way to the Astroport.

may get to know of your presence on Selenia.

There are over 1100 various locations including: an underground town; an artificial park; bars; and a jail. Apparently the list is endless. Each location has its own blend of alien beings, seven in total, and these are Killer Robots, Sticrobs, Globmups, Kradokids, Xunxs, Humans and Cops. There is also a DRAG at your disposal and with this flying craft you are able to fly across the barren wastelands and

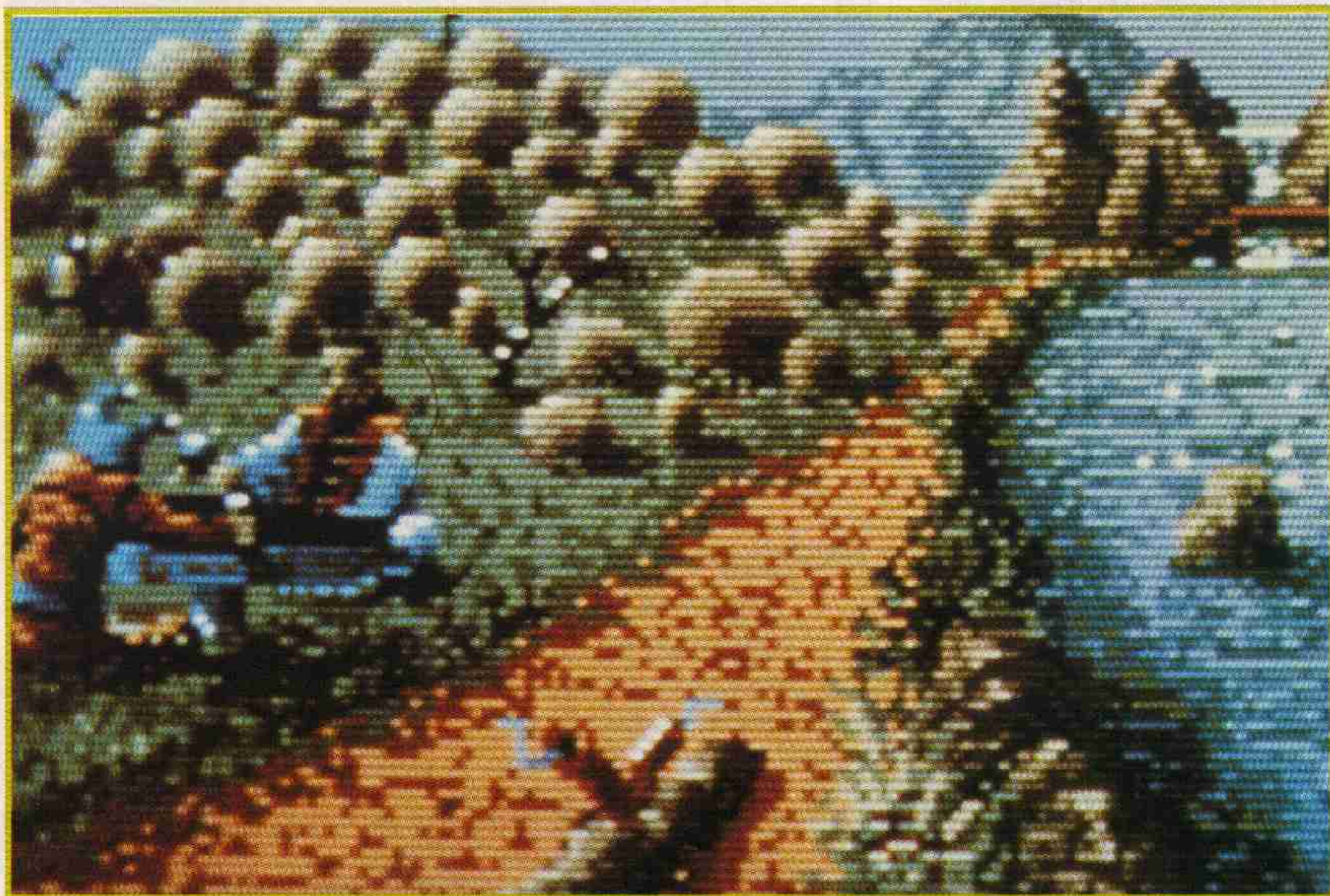
deserts in true flight-simulator style.

To aid you in your task you have B.O.B., a programmable computer which is part of your arm. B.O.B. will warn you of any approaching robots, enable you to understand extra-terrestrial lingo and accelerate your heart rate when fighting or slow it down when injured.

B.A.T. has been over eighteen months in the making and UBI SOFT claim that it has a 'futuristic atmosphere provided by lifelike graphics and sound effects'. B.A.T. is to be released on the ST during March and no firm price has been released as yet.



If you walk in the park you will find places of interest such as the museum?



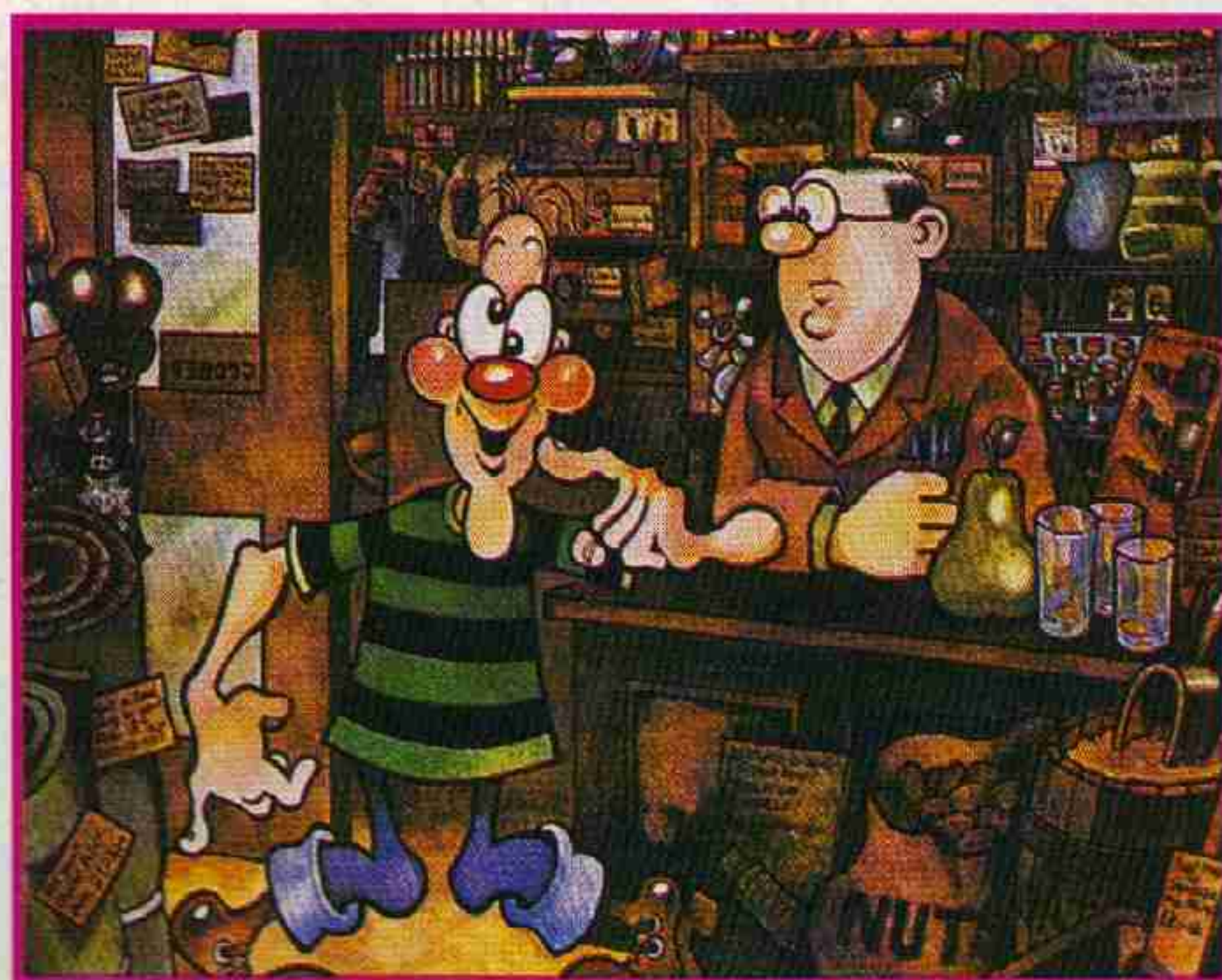
Inside the museum.

THE FAT SLAGS ARE VIRGIN'S

Viz is one of those magazines that you either love or loathe. During the late part of 1989 it achieved good distribution on the shelves of newsagents and, as such, grew in popularity with the immature British public. Now the capers of Buster Gonads and his unfeasibly large testicles, Johnny Fartipants and Biffa Bacon are to be captured in a game from the magazine. Probe are cur-

rently developing this arcade/adventure for Virgin and we can expect to see it in the shops real soon now. Other characters who will feature in the arcade sub-games are Sid the Sexist, the Fat Slags and the Fascist Parky. Fulchester will be home to the scenario and on commentary will be the diligent Roger Melly who will be overseeing the action and telling you what he thinks.

Virgin on the ridiculous.



DISKMANIA!



Computer game magazines have existed for more than a decade, with their reviews and criticisms of games due to be released. But only so much information can be conveyed through personal comment and still screenshots - although we at ST Action always try to review the games as if we, ourselves, were deciding which game to spend our hard-earned money on. In the cinema, and on video, the main feature is usually preceded by forthcoming attractions. These short clips of the movie show the type of film it is with action scenes. This has proved very successful in the cinema and now, a similar feature has been introduced to the computer game world in the form of front cover disks.

demos. This month, for example, it features three major releases which cover a variety of game styles to suit most tastes.

The playable demos have been designed to convey the content game which is due for release, display the quality and give the reader the opportunity to decide whether or not it's to their taste. We also include a two page profile and work-in-progress interview enabling the reader to get to know the people behind the game before playing the demo.

Now, and in the future, we intend to feature games of a variety of themes and game-styles on the front cover disk - the best, the most playable, unusual and original games the industry has to offer. I think you'll agree that the opportunity of being able to try out a variety of games each month is a real bonus and for the software developers, both the front cover demo and the two page feature is a great example of their skills and abilities both to the reader and to the industry. Finally, in featuring a playable demo of a forthcoming release, the publishers are demonstrating their faith in the product. Of course, the best way of testing a game is to actually play it, so you can guarantee that the demos of games which will feature on the front cover of ST Action will be of a good standard.

If in the unlikely event, your disk is faulty, please return it to: "ST Action, Faulty Cover Disk", Interactive Publishing Ltd, Latham House, Quarry Lane, Chichester, West Sussex, PO19 2NY. If you damage the disk yourself, but would like another copy, return the disk to the same address and include a cheque or postal order for £1.50.

Subscribers to ST Action can choose, whether or not, to have the front cover disk with their monthly subscription for an extra £1.00 for each month. Look for the Diskmania section in future issues of ST Action.

ST ACTION: THE DISK

When cover disks were first introduced on the front of magazines, we discussed the idea with various factions of the software industry, and carried out an extensive reader survey, before deciding that a front cover disk was beneficial to both the reader and the software industry alike. Disks which feature on other magazines usually contain one playable demo of a forthcoming release. But because they are either multiple-format magazines, or not dedicated to games, the rest of the disk space is taken up with in-house programs or business utilities. As a reader of ST Action, you will have enjoyed a full-colour magazine which deals solely with ST games, and you will have benefitted from the honesty and frankness of the reviews. We are striving to extend this quality to our front cover disk and separate mini-mag which will refer to the front cover disk

Welcome to a brand new section in ST Action. As you will have noticed, a cover disk is now a regular feature of STA and this new section is designed to complement the disk and supply all the info you need to get the demos up and running.

COVERDISK SPECIAL: QUICK START

DISK SIDE ONE

•AQUANAUT - FISSIONCHIP SOFTWARE / ADDICTIVE

Boot up and click on Aquanaut.PRG. Joystick in port 1. Moving the joystick to the right makes the diver swim; to the left makes him double back, and with up and down movements, he dodges the ferocious fish. Pressing the firebutton activates his harpoon. You must avoid contact with and shoot all sharks, jellyfish and swordfish. Avoid shooting the dolphins as this reduces your score and grab a kiss from the mermaid.

•PIPEMANIA - THE ASSEMBLY LINE / EMPIRE

Boot up and click on Pipemania.PRG. Joystick in port one. Mouse and joystick in their respective ports. There are three levels of Pipemania in which you must construct a pipeline to stop a Flooz flood. The pipes available are displayed to the left of the screen, and the bottom one in the stack is the one you can use at that time.

DISK SIDE TWO

•THEME PARK - HOWARTH & IRMACK / IMAGEWORKS

Boot up and click on the folder labelled 'Side 2'. This will reveal the icon marked Themepark.PRG, click on alt to start the demo. In the arcade, you control the character with your joystick, but when you turn and face the machines, control switches to the mouse. Now try different ways to get the machines started. Your objective is to win tokens in order to see glimpses of scenes which will appear in the game.



The cover disk and disk special section is edited by Jason Spiller, who has more contacts than a game of American Football!

**SIDE
1**



As ST Action readers, you've come to expect quality and variety. Therefore, we have extended this to the front cover disk. Pipemania offers you crazy, manic plumbing action, Themepark holds a web of intrigue in a surrealistic environment. But Aquanaut is an epic, salty arcade adventure which 'll get you searching for your swimming trunks. Here are instructions for your front cover disk demo and an in-depth profile on the Aquanaut production team.

AQUANAUT

Aptly named, Fissionchip, take us down to Davey Jones' locker for a classic deep-sea adventure called Aquanaut, which is due for release in April. You thought jaws was scary. This game makes that old Great White look like a right pansy.

success is to complete each of the levels. Good luck.

THE AQUANAUT TEAM - FISSIONCHIPS

Fissionchip Software is proud to be independent of big publishers and the team are determined to develop games which are just that little bit different from mainstream software, as I discovered when I spoke to the creator of the game, Rod Wyatt: 'I had been in the States for some time, designing the sets for 'The Kristal', when I had the opportunity to diversify into game design. Mike Sutin asked me if I'd come up with some ideas for a game and that's when we had the idea of doing The Kristal. Concurrently, we've been developing a completely different type of game called Aquanaut. There are thousands of games set in space and so I thought it would be different to set an arcade adventure in the sea, comprising all the sea-related icons which have been used in numerous old sea movies. I drew up some designs and suggested stylizing it like those 1940's heroic adventures such as, King of the Rocket Men and Flash Gordon. I knew very little about sprites and animation, but I used my stage design experience to create the scene, and the team interpreted my ideas. I must stress that this was a team effort with everyone throwing in ideas and working out how to incorporate them in the game.'

The Fissionchip team is: graphic artist, Wilson Sharp, and programmer, Adam Smith. Wilson is a real character whose career has covered art, music, off-shore pirate radio and cartoons. Aquanaut is Wilson's first game project, but he drew and animated all the characters and backdrops: 'The idea was to feature different types of gameplay in Aquanaut - level one is very much a shoot'em-up in which

PLAYING INSTRUCTIONS

When you boot up the disk which features on the front cover of your ST Action, click on AQUA.PRG, on the desktop screen to load the demo of Aquanaut, which is on side A of the disk. You can now play and enjoy the first of three levels which is in the actual game. The seaplane will have already dropped you in the drink and, with the joystick in port 2, you control the diver in this monumental battle against a variety of fishy fiends. These beasts of the deep try and stop you from completing your mission; sharks long to run their razor-like teeth across your skin, swordfish are just yearning to skewer you like a kebab, while jellyfish do whatever jellyfish do. Pressing the firebutton activates your harpoon which sends a shaft of steel thudding into fishy flesh - but you must avoid the slightest contact with the deep sea nasties mentioned. However, you do have allies in this watery wilderness such as, dolphins who swim by with a cheery grin playing about their beaks, while a quick snog with the occasional mermaid actually increases your energy.

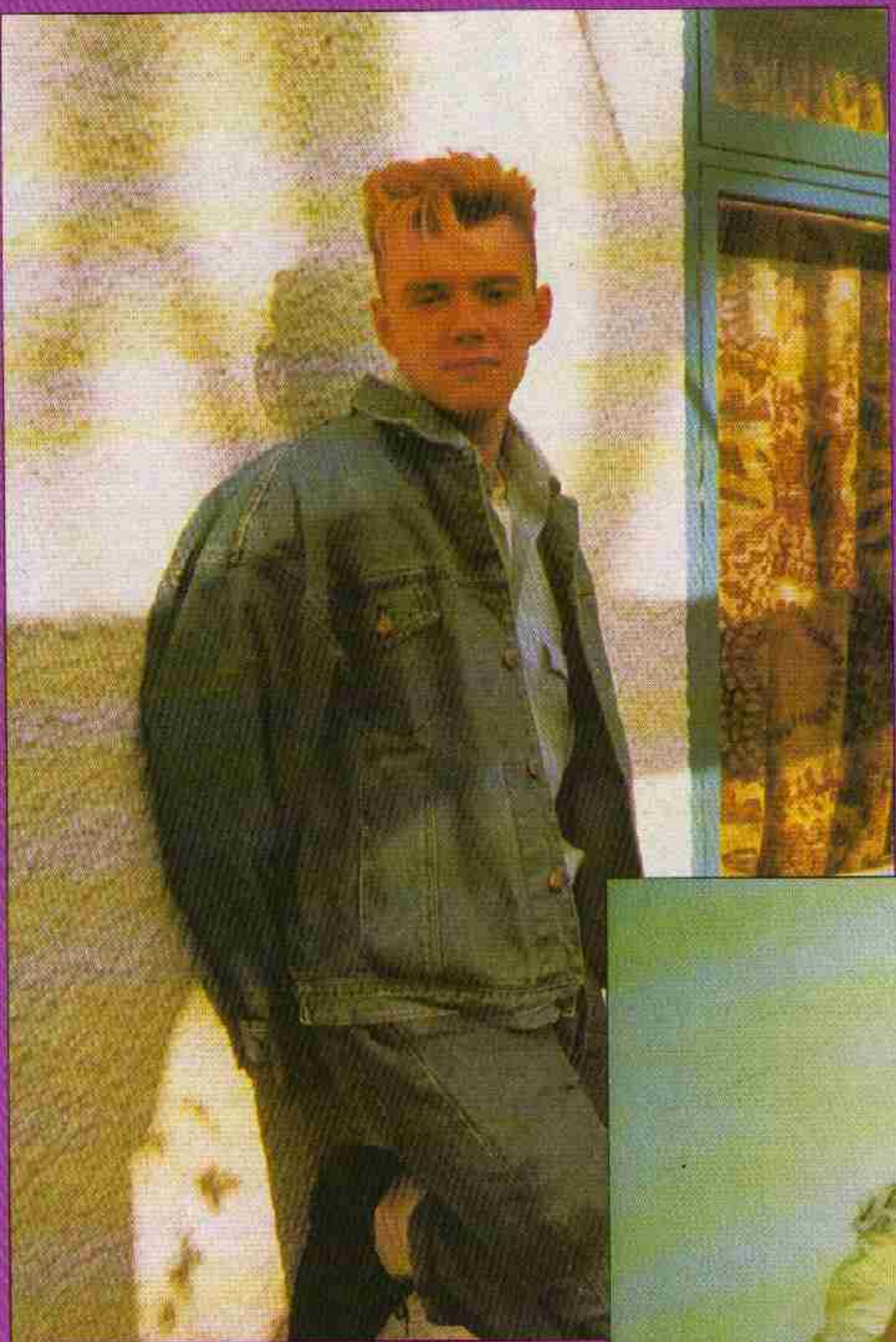
Your support boat drops down a consignment of supply pods and as they float down, you must blast open the canisters and collect tools, dynamite and other items you might find useful in an underwater adventure. Your objective, in this opening scene, is to reach the enemy ship, plant dynamite on the hull and blow it sky high. Your only hope of



The labyrinth in subterranean caves was Wilson's idea. 'Watch out for the Rockodile!'



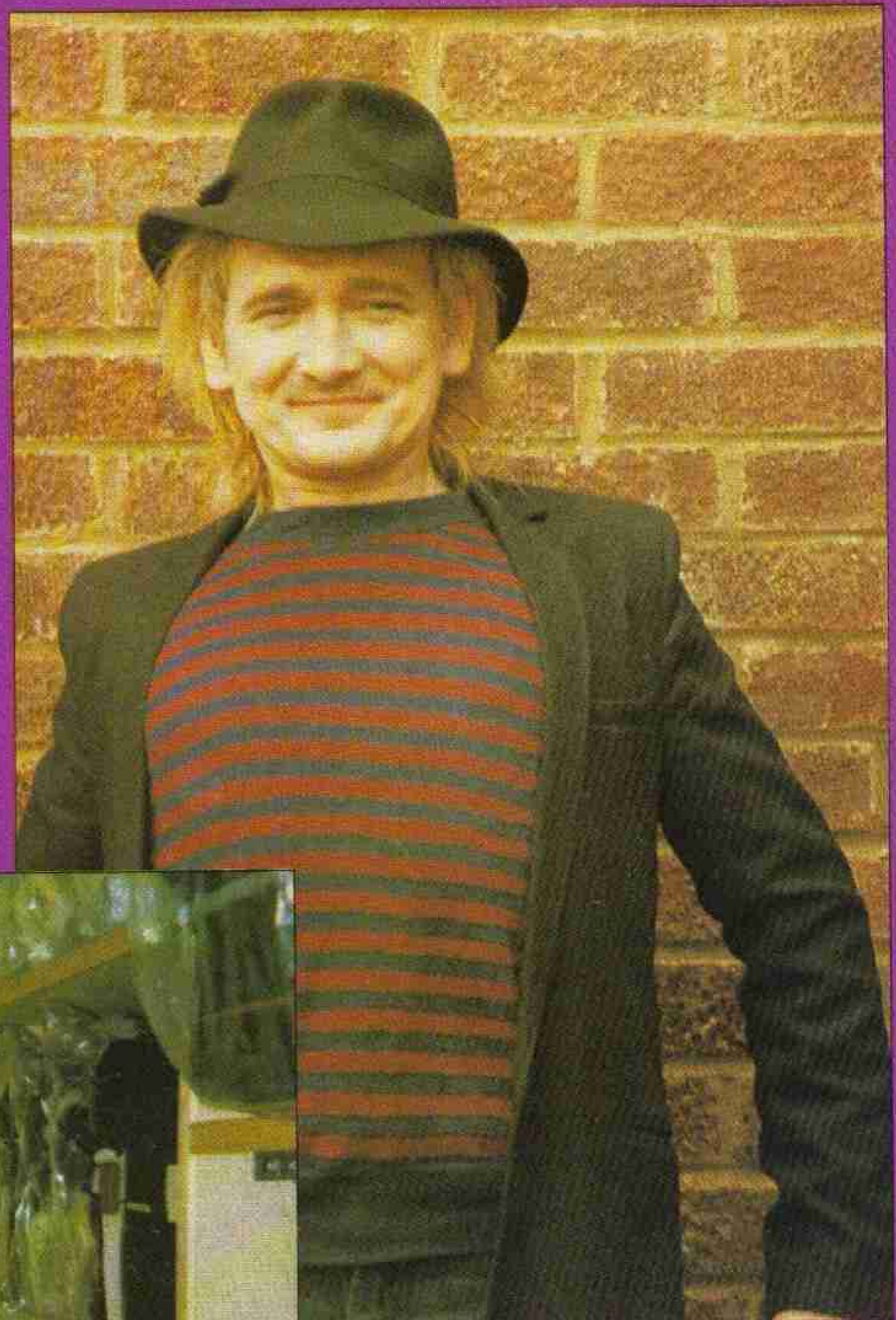
The start of a classic sea adventure. Your hero is dropped into the drink - for the rest of the adventure he will be beneath the wave.



(Above) Programmer Adam Smith (from AHHH!!! to Aquanaut) is studying computer science at university, and applying his science to great effect in Aquanaut.

THE MOTLEY CREW

(Right) Graphic artist, Wilson Sharp as you can see is a right character. Wilson's career has encompassed art, music pirate radio and cartoons. Aquanaut is his first game, but he drew all the characters and backdrops.



(Left) Scene designer, Rod Wyatt. Aquanaut was Rod's idea. An incurable movie fanatic, he wanted to stylize it like the old 40's B movies.

you manoeuvre a diver and fire harpoons at sharks and swordfish, replenish your energy by kissing a mermaid, collect equipment and ultimately blow up a boat. The next section is perhaps a more original concept in a labyrinth set in subterranean caverns. Here, you have to collect dynamite to blast holes into the rock and replenish air supply by gulping down air bubbles. Finally, in Atlantis, you have arcade action with the battle against Mermen, and adventure-style gameplay in order to find and rescue hostages.

Meanwhile, Adam is studying computer science at University, but he has been programming for years. 'Even as a kid, I knew games could be much better on machines like

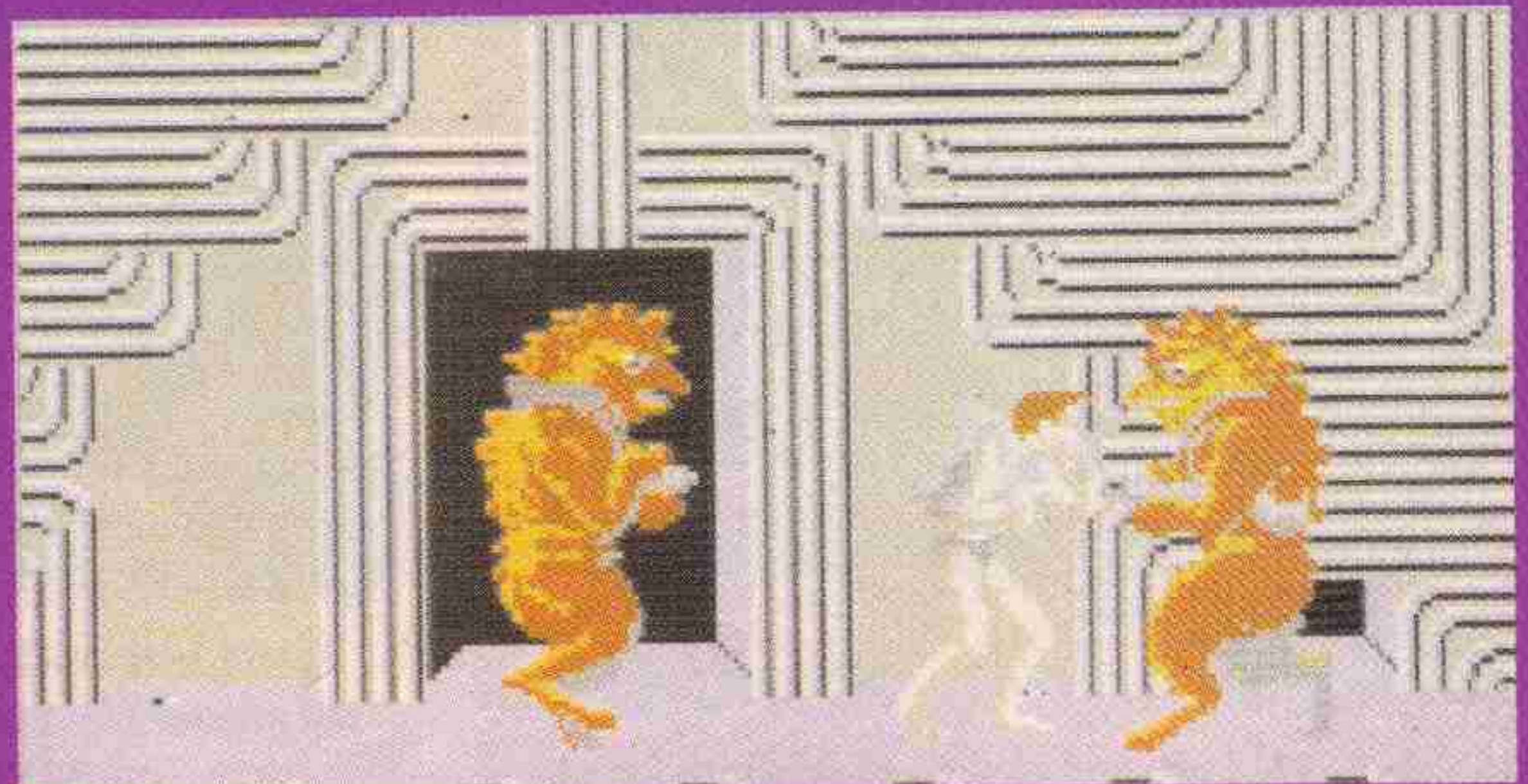
the Spectrum and Atari's VCS, and so I taught myself Z80 assembly language and started making a living writing software.' Over the years, Adam has written quite a few original games and most notably AHHH!!! and Dr Scrimmes Spook School, Miner Designer, The Kristal and now Aquanaut.

With the Aquanaut team often working apart, how did they coordinate production? Rod answered: 'We made the best of the meetings we had and used production sheets to coordinate progress. The game really evolved throughout production - one of us would come with an idea and the relevant person would interpret it, implement it and fine-tune it. For example, in the front cover disk demo, you'll notice that the fish

attack in different formations, and some even home in on the main sprite and take chase. Although I thought up the overall game, much of it is down to the production team. For example, the subterranean labyrinth was mainly Wilson's idea. The biggest problem was knowing where to stop, what to keep and what to ditch. Being tied down by memory restrictions is very frustrating. Nevertheless, we've tried and I hope, succeeded in producing an original game which contains both absorbing arcade gameplay and puzzling adventure, with plenty of lateral thinking involved.' You can enjoy the full game when Fissionchip release it in April.

GOING FISSION...

Fissionchip's Aquanaut is original, with a variety of gameplay. Scene one (the level which features on the front cover of your ST Action cover disk) is really a shoot'em-up beneath the waves. Sharks long to run their razor-sharp teeth across your skin, swordfish try to skewer you like kebabs and jellyfish do what jellyfish do. Meanwhile grab a kiss from a passing mermaid and please don't shoot the dolphins!



SIDE
1



PIPEMANIA

Can anyone stand this much excitement in one month? In addition to Aquanaut and Theme Park Mystery, we've somehow managed to cram on a playable demo of Pipemania, which will be released on the Empire Software label (a part of the Entertainments International group). In conjunction with this little teaser of the game, check out these playing instructions and an interview with the highly-talented quartet responsible for the game, collectively known as The Assembly Line.

'Can you think under pressure?' asks the scenario. 'Have you got what it takes to be a manic plumber. Pipemania is a conceptually simple and cheeky game which is incredibly addictive - this is the sort of fast-moving arcade action that will drive you up the wall in frustration. The objective is quite simple: make your pipe as long as possible and stay ahead of an ever-advancing flood of liquid, which is gushing down the pipes in your direction. This liquid is a potentially dangerous sewer cleaner called Flooz, which is made by (who else?) Acme. Your job is to quickly build an emergency pipeline with the spare plumbing parts you have at your disposal and keep Acme from sinking beneath a sea of slimy Flooz. In the finished game, which is due for release in April, there will be 36 levels of increasing difficulty, with variations in pipe supply and speed of Flooz flow, and there are three playing modes: basic, expert and two-plumber.

PLAYING INSTRUCTIONS

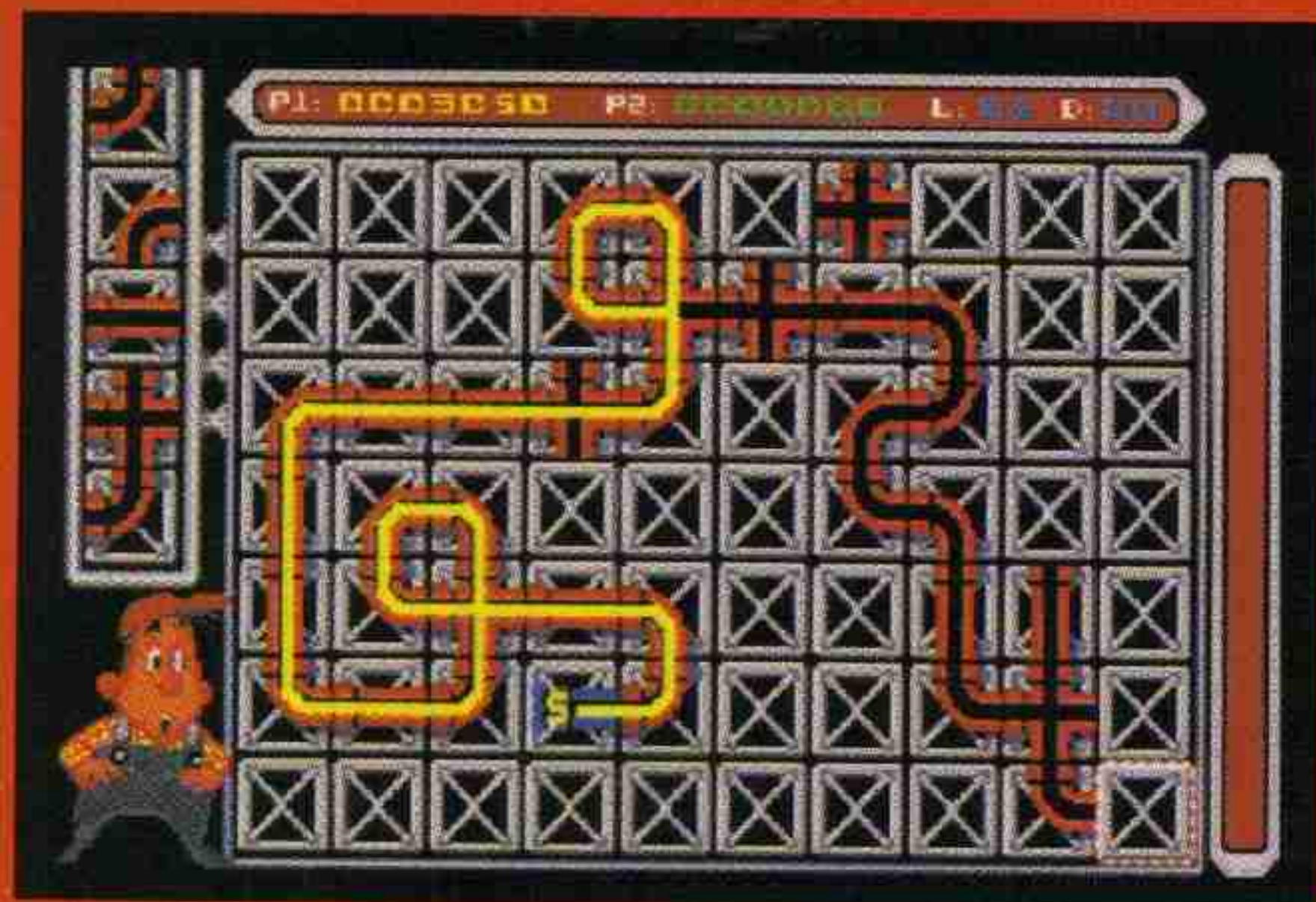
This little teaser of Pipemania contains three levels from the actual game and, just to make it even more infuriating, you have a one-minute time limit in each level to save Acme from disaster. Note: this time limit will not be present in the final version. On the main menu screen, clicking on Pipemania.PRG will load up the game. The screen shows an empty play area except for one piece of pipe, which is the source piece, and to the left of the screen is your supply of pipe parts and sections. With joystick control, you can place a pipe anywhere on screen, whether it connects with the existing pipe or not. In fact, the key to the game is really to plan ahead and use the available pipe to its

best advantage. Eventually, you will learn to place the pieces in a pattern that anticipates connections five or even ten, moves in advance. You cannot rotate the pipes nor can you alter the order and come back to it later, which is infuriating. So you have to play them as they come. You can, however, 'bomb' a pipe by positioning another pipe on top in the hope that it will be more suitable and useful for the pattern. The old pipe will then explode leaving the new one in its place. However, there is a time penalty for replacing pipes and a loss of 50 points for this manoeuvre. Naturally, once a pipe fills with Flooz, you cannot replace it. In order to advance onto the next level, you must get the Flooz to run through a certain number of pipes and this number is displayed at the top of the screen. Then, as you successfully add to the pipeline, this number decreases to nought.

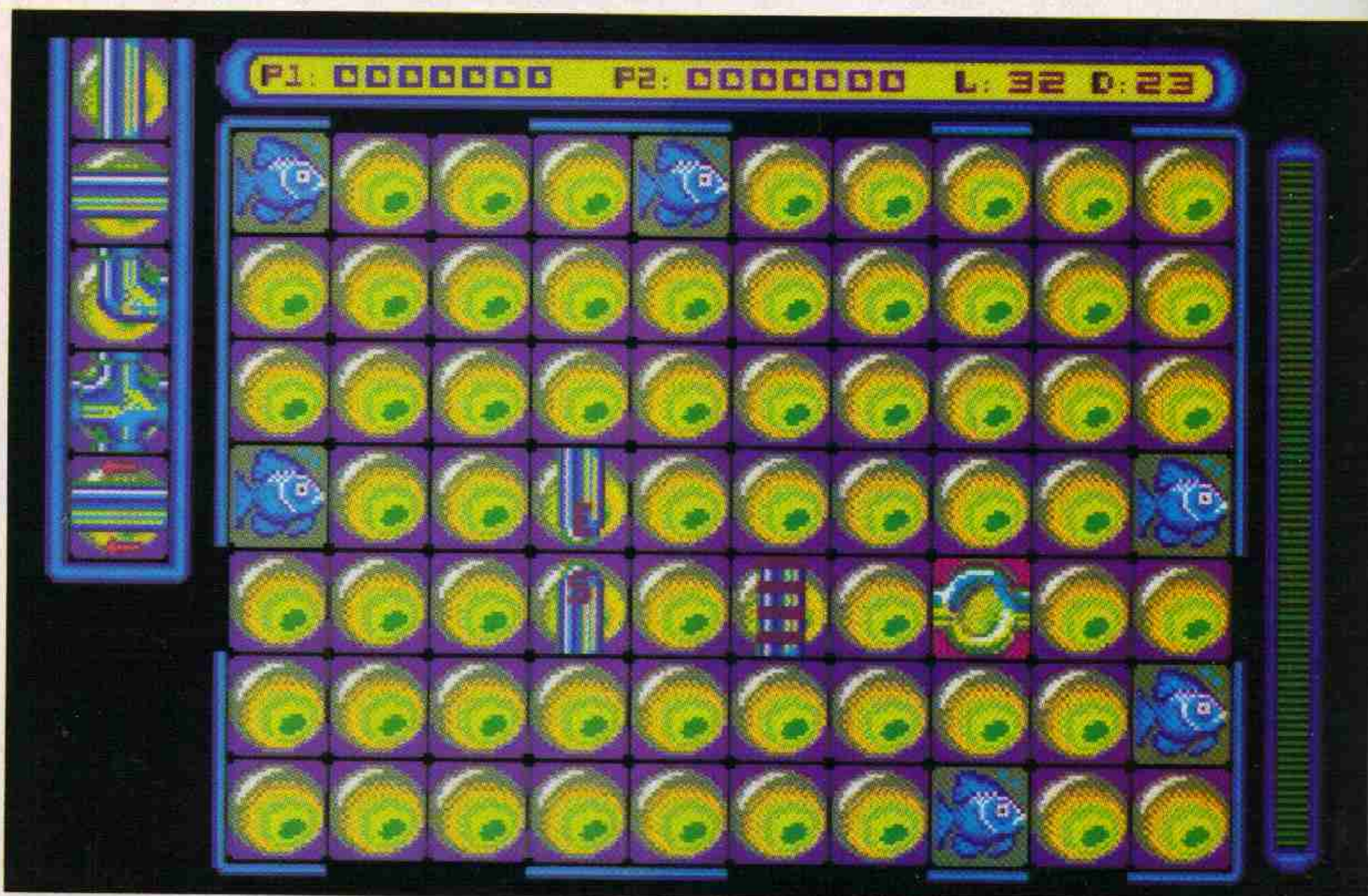
The parts available to you include basic pipes, such as, a cross section, horizontal straight, vertical straight and left and right dog legs pointing up and down. In later levels, you will have the added difficulty of one way pipes in which the Flooz can only travel in one direction, which decreases your options considerably.

THE ASSEMBLY LINE

The Assembly Line may have only been formed for a short while, but the list of games to their credit, however brief, is an indication of this talented quartet's ability. The Bitmap Brothers entrusted to them the complex coding for Xenon II, and one of their number, Adrian Stephens, designed and produced the highly-acclaimed 3D vector-graphic game, Interphase. The other three members of the team are Andy Beveridge, Martin Day and John Dale who I interviewed for this feature: 'We met at university. Adrian had been writing games for the BBC for years, many of which were



Pipemania will prove to be a classic arcade formula - infuriating, addictive and great entertainment.

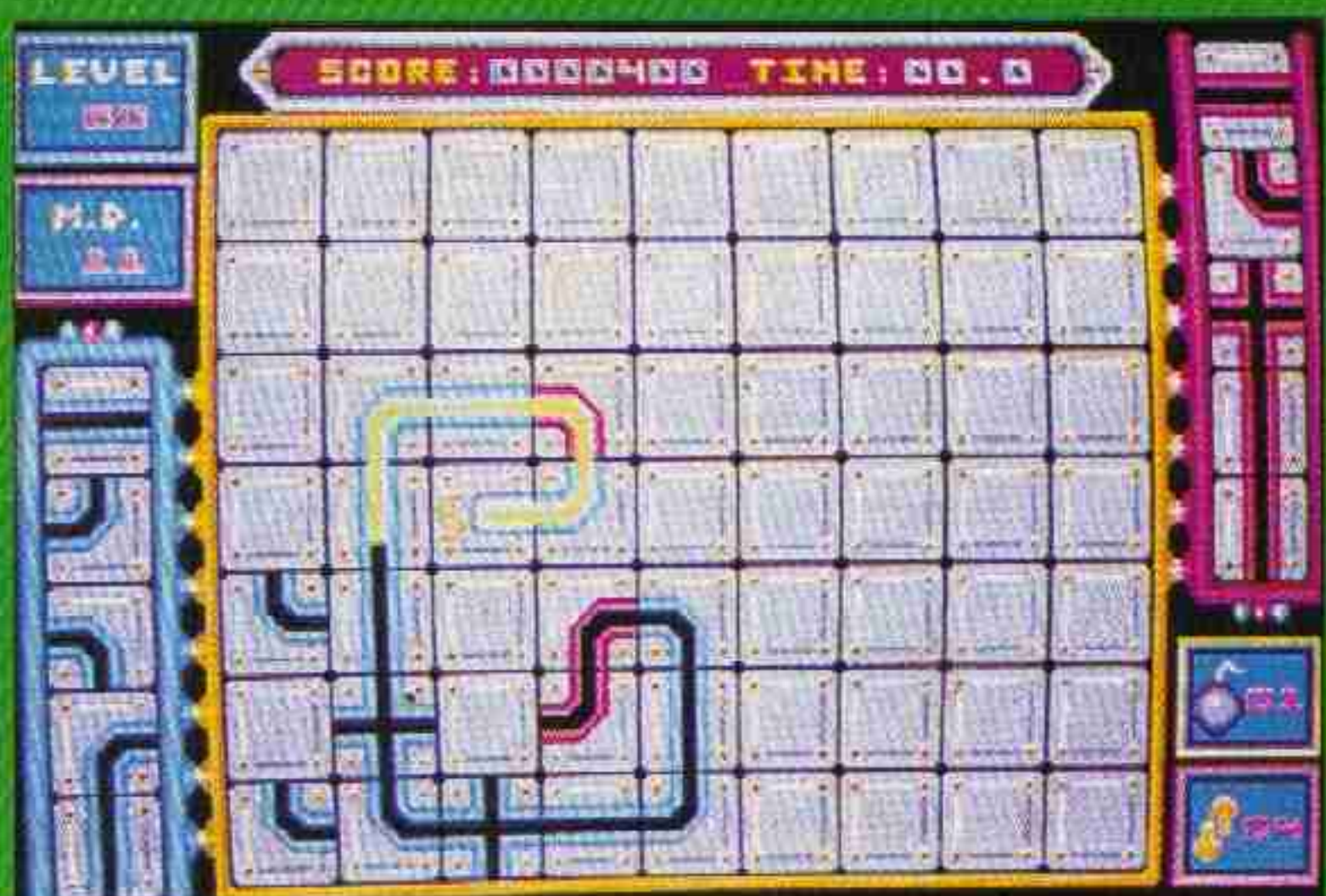


Here Lucasfilm's flair for presentation can be seen in full lurid detail. In later levels in Pipemania, your pipeline is thwarted by a variety of hazards. In this level impenetrable rock defies the enthusiastic plumber.

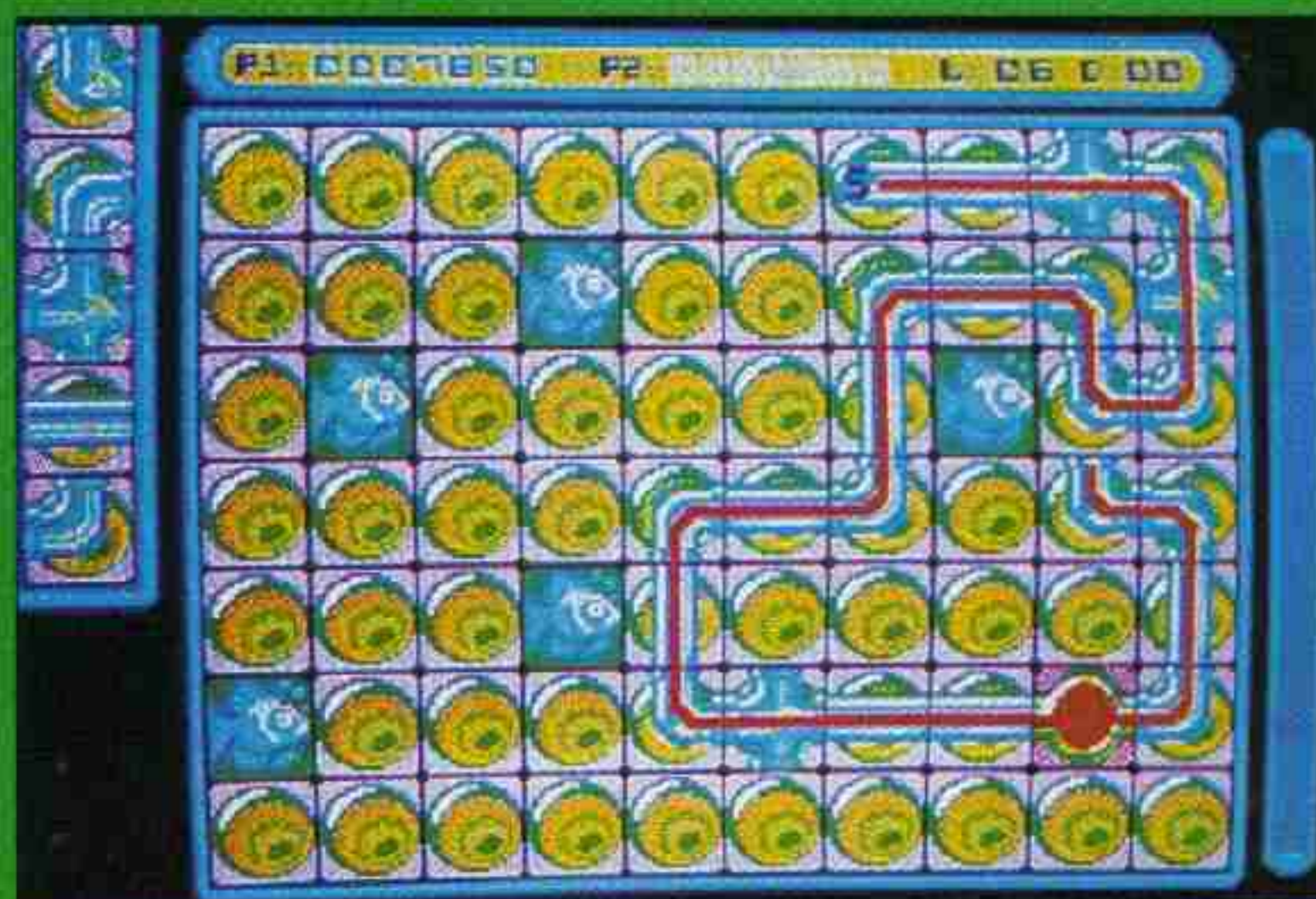
THE LUCASFILM CONNECTION

The original game was written in an incredibly short time. However, during the year between its original conception and release, the team have worked closely with Lucasfilm who have injected their flair into the game and a constant communication by phone continued throughout the project.

Before...



...After



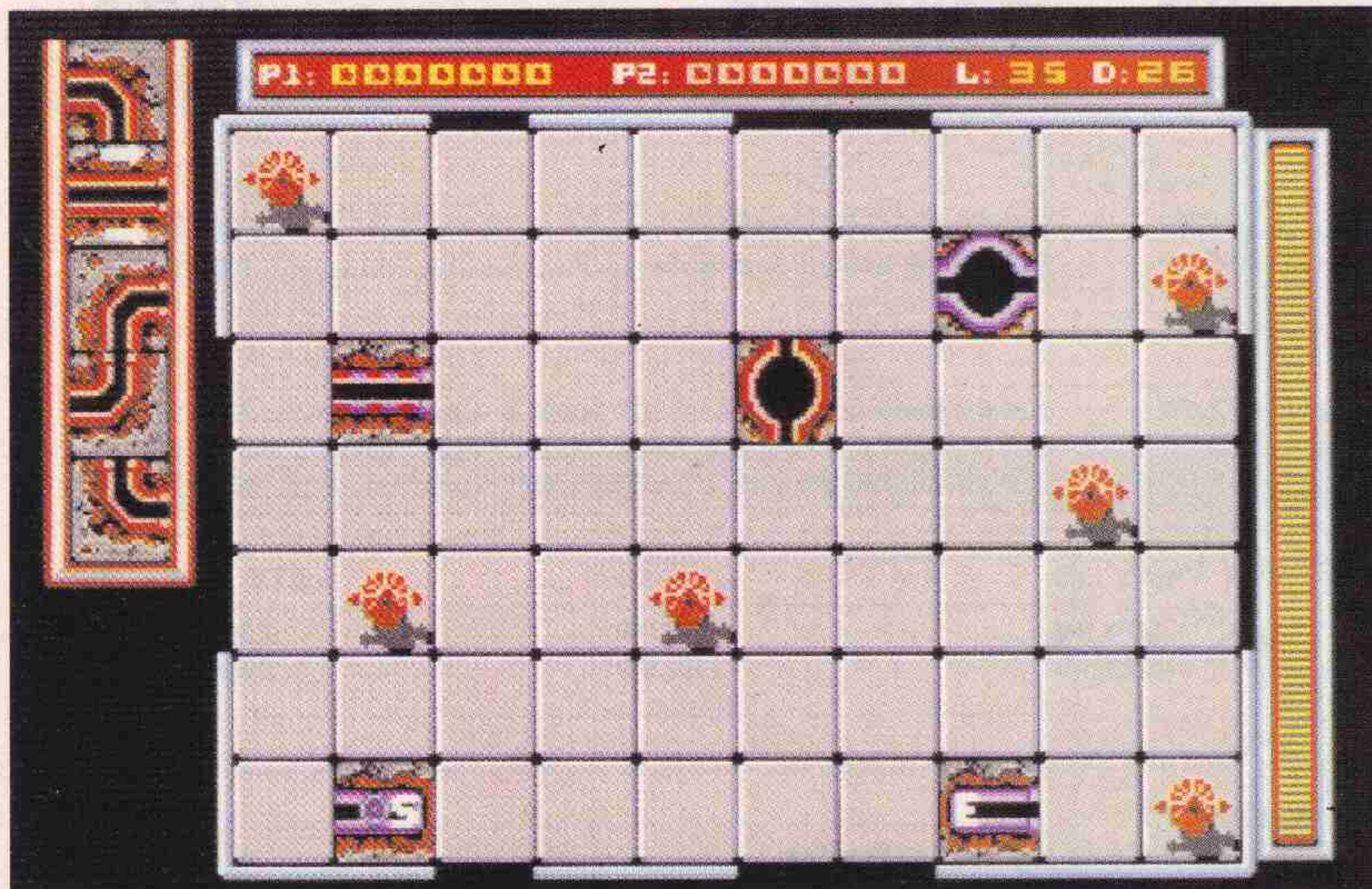
published, and Andy was working for Metacomco, and we decided to set up The Assembly Line. Xenon II was a great project - high profile - a real challenge. Then, of course, there's Interphase which was an incredible 3D showcase. Adrian had applied vector-graphic effects such as 3D ellipses, eighteen months before they were achieved by his contemporaries.' Implementing the coding in Xenon II and Interphase speak for themselves. But isn't Pipemania far more simple concept? 'If you think of all types games, the most enjoyable are usually the most straightforward, simple and adaptable and that certainly the case with Pipemania. Most games either appeal to someone or they don't, but the very nature of Pipemania is immediately accessible to play and instantly enjoyable.' Simplicity can, therefore, be a virtue.

I remember seeing Pipemania nearly a year ago, how come its taken so long to release?: 'The initial game took a weekend do to and then there was another week to get rid of bugs. Then, because the current environment was for more highbrow entertainment and graphically advanced games, we shelved it. But later, we showed it to Entertainment International who loved it and wanted it immediately and so we started polishing up and adding new levels and features. Then when we were in the States, we

showed it to Lucasfilm and the response was the same. Throughout the rest of the project time, we communicated with Lucasfilm and they had some great ideas. Then in the final stages of the game, we flew all the programmers to Lucas's ranch where they spent the next twenty days fine tuning it.' The results speak for themselves.

TIPS FROM THE TEAM

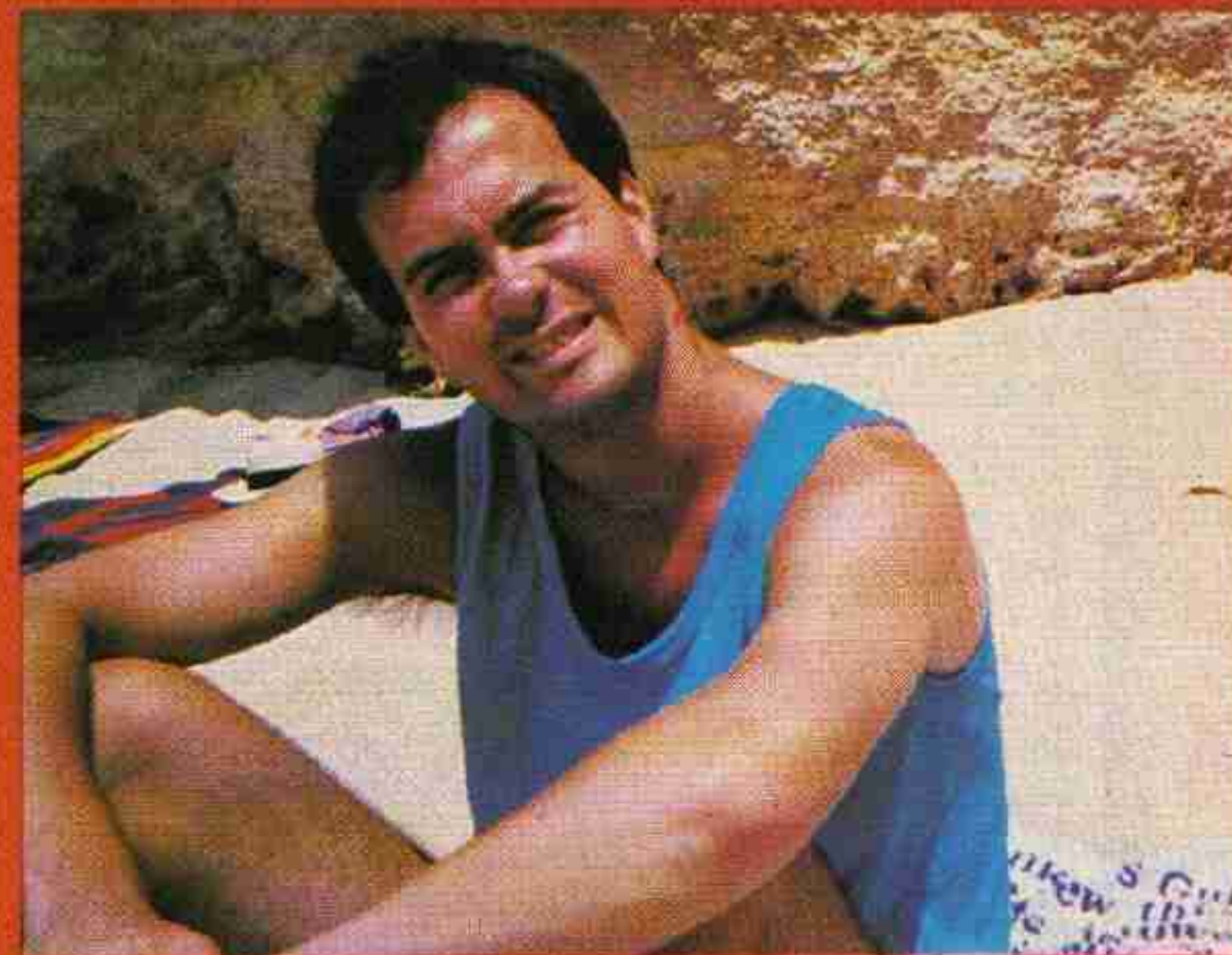
The team candidly admitted that the reason Pipemania took so long to produce was that they were addicted to the game. When not flying down the piste or relaxing on some exotic beach, This most sought after design team just couldn't keep a way from the game. This labour of love is evident in the playable demo. There tip for the game is to look at each pipe which becomes available before placing it on screen. Then plan a pipeline in advance using the bends and straights. In the final version, This becomes increasingly difficult as you are thwarted by potholes, impenetrable rock and one-way pipelines. The demo contains three of the more straightforward pipes but we think they are a good representation of the final game. Enjoy this demo of Pipemania and what ever you do, 'KEEP CALM!'



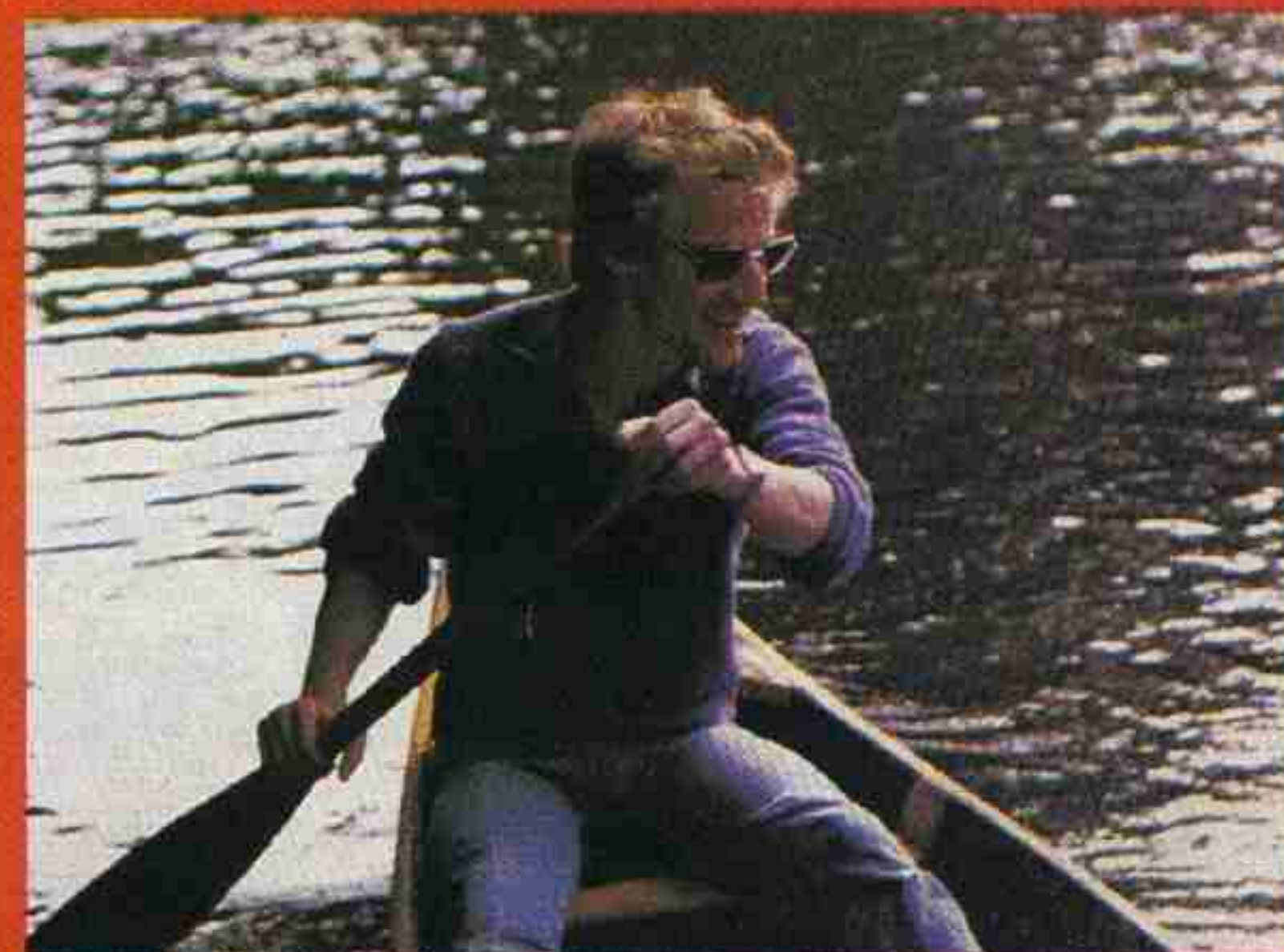
The basic draft of the game took little more than a week to bash out. But it took a year to fine-tune the game and think up the dozens of different features and hazards. Here plumbing is halted by potholes.

THE TEAM AT LARGE

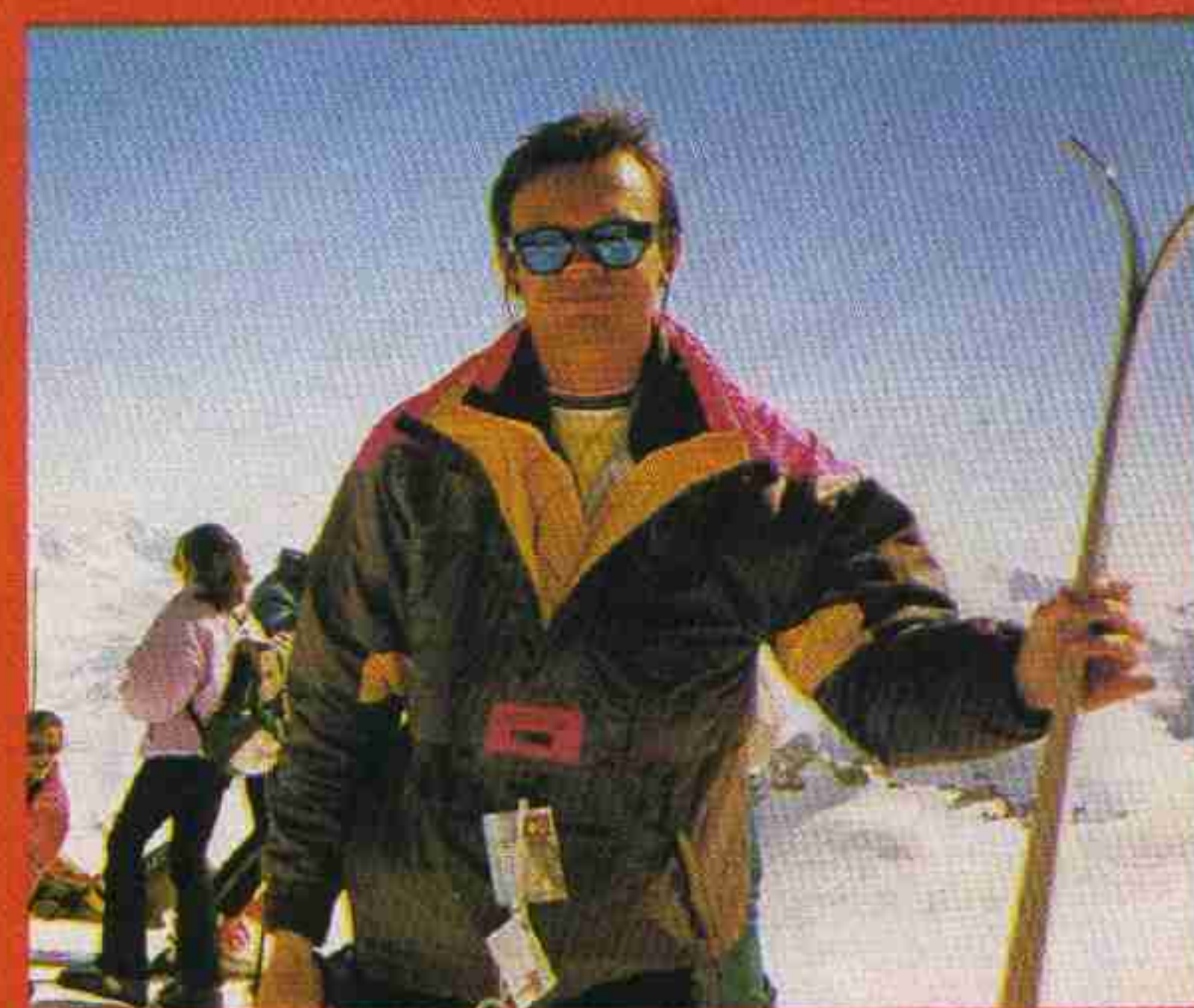
Nobody could accuse the Assembly Line team of being boring programmer types. Here are a few shots of the team when they weren't writing Pipemania. The team would like us to point out that a programmers life is not all sunshine and glamour!



John Dale: 'Surprisingly enough, we do find time to do work between holidays.'



Andy Bevridge preparing for a possible Flooz flood takes to his canoe.



The only place that game designer Martin Day is going down hill is on the piste.



Adrian Stephens After the 3D showcase, Interphase, Pipemania might is light relief.

MAIL
ORDER



SOFTSELLERS

6 Bond St., Ipswich, Suffolk. IP4 1JE

5a Dogs Head St., Ipswich, Suffolk (Retail) 36a Osborne St., Colchester, Essex (Retail)

MAIL
ORDER



24hr MAIL ORDER PURCHASE LINE (0473) 257158/210605 FAX (0473) 213457

ATARI 520 STE EXPLORER PACK
One game, mouse, manuals, basic and
language disc
£269.95

ATARI 520 STE POWERPACK
20 Games, business organiser, 1st basic,
music maker and joystick
£349.95

ATARI 1040 STE
With modulator, mouse, manuals.
£449.95

EXTERNAL DRIVE
Power Drive 1 meg
£79.95

MASTER SOUND
Sound Sampler
£39.95

PC ENGINE
games machine
£199.95

ATARI SM124
MONOCHROME MONITOR
£99.95

ATARI SC1224
COLOUR MONITOR
£299.95

ATARI MEGAFILE 30
Hard Drive
£449.99

ATARI MEGAFILE 60
Hard Drive
£599.95

VIDI
Real time video digitiser
£99.95

SEGA MEGA DRIVE
16 bit games machine
£199.95

HARDWARE

ALL OUR HARDWARE INCLUDES VAT AND FREE DELIVERY.

UK MAINLAND ONLY. NEXT DAY DELIVERY BY ARRANGEMENT MOST WORKING DAYS.

JOYSTICKS

Cheetha 125£ 6.99
Cheetha starprobe.....£11.99
Pro 5000 extra glo green£13.99
Pro 5000 extra glo red£13.99

QS turbo£ 7.99
Euromax Racemaker£24.99
Euromax prof 9000£11.99
Konix navigator£11.99

DISK BOXES

3.5 40 holder lockable.....£5.99
5.25 50 holder lockable.....£4.99

3.5 80 holder lockable£7.99
5.25 120 holder lockable£6.99

DISK BOXES WITH DISKS

3.5 40 holder lockable with 10x3.5 dsdd disks.....£12.99
3.5 40 holder lockable with 20x3.5 dsdd disks.....£19.99
3.5 40 holder lockable with 40x3.5 dsdd disks.....£33.99

3.5 80 holder lockable with 10x3.5 dsdd disks£15.99
3.5 80 holder lockable with 40x3.5 dsdd disks£35.99
3.5 80 holder lockable with 80x3.5 dsdd disks£55.99

DISKS

	QTY 10	QTY 20	QTY 50	QTY 100
3.5 dsdd	£7.99	£14.99	£34.99	£59.99
3.5 dsdd SONY	£11.99	£22.99	£54.99	£99.99

PERIPHERALS

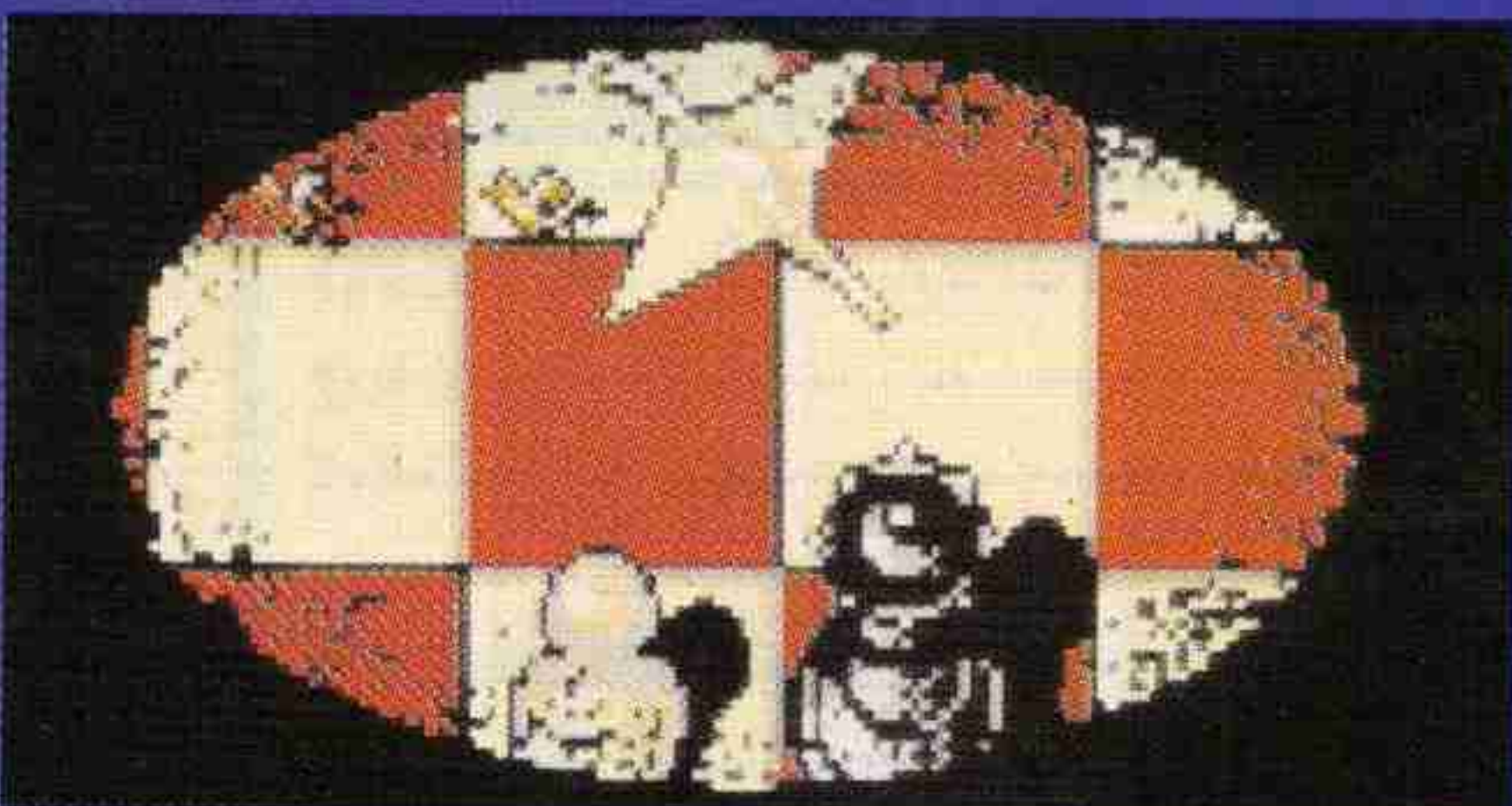
Replacement mouse + mouse holder + mouse mat **£29.95**
Four player adaptor.....£5.95
Mouse mat.....£4.95

Joystick extender£ 5.95
Dust cover£ 4.95

**SIDE
2**

**ST ACTION GAMES
DISK
SPECIAL
FEATURE**

Unusual is the name of the game here as ST Action and Imageworks present a playable demo of Themepark Mystery. The demo shows off the wide range of gameplay formats that the finished product will include. From the Victorian arcade to the Magic Zoltan Machine and the Grabber, this strange and surreal game is most certainly the type of game that has to be played to be appreciated. Jason Spiller provides some playing instructions and finds out more about the development of the game and the two men behind it. Unfortunately, only those with a double-sided disk drive can access this demo.



The past, the present and the future. The weird, the bizarre and the surrealistic all wait for you in this mysterious themepark. Come on in!

THEME PARK

The crowds have deserted the themepark, the arcade gathers dust and cobwebs, while the cogs and wheels which once drove the rides are rusted. What evil lurks in the Themepark Mystery? You must find the demons and return this to a place of happiness and laughter.

HOW TO PLAY

The demo of Themepark features on 'Side 2' of your ST Action cover disk and so only those of you with a double-sided disk drive can play it. First, click on the folder labelled 'Side 2', which will reveal a PRG file labelled 'Parkdemo. PRG'. Now click on this to load the game.

You have just inherited the theme park and you must find out why the crowds have deserted the place. With joystick controls, you can move your character from one machine to another. First the fortune teller machine. How does it work? Just think how arcade machines work in real life remember when you were a kid, skint but wanting to play the machines, what would you do? If you manage to find a coin, try out the fortune teller machine or drop it in the scroll pouch in the center, click on 'Past' and try the other machines. Perhaps the grabber will

work? But are you clutching at straws here? Next, the bagatelle machine. You set the power of the spring with the joystick and release the ball onto the bagatelle board. The ball shoots around and drops hopefully in one of the points cups - the higher the better. Score a hundred or more on the bagatelle and you win tokens which appear in the change tray. Pick up these tokens in the same way and try them on the other machines. Somewhere in the arcade there are glimpses of scenes which will appear in the final game, but where? Success in the Victorian arcades will win you shots of some of the venues, confrontations and puzzles you can expect in the final game.

VARIATIONS ON A THEMEPARK

On the front cover demo, your character is standing in a Victorian arcade with three machines; a fortune teller, a grabber machine and a bagatelle machine. I'm not going to give anything away, but you must try different methods of getting the machines to work - a tip is to think about how you would get these machines to work in real life. The machines in this arcade, and particularly, the fortune teller, is pivotal to the entire game. In the bagatelle and grabber machines, you play for tokens which will help you solve the mystery.' What



Teoman Irmack and Brian Howarth. After so many projects in which they have interpreted other people's ideas, Theme Park Mystery is an outlet for their imagination

Mystery? Game designer, Brian Howarth explains: 'You have inherited the themepark. But before you can open it to the public and make some money, you have to rid it of evil.' What sort of gameplay can we expect? 'It's a combination of many styles ranging from the traditional adventure, discovery, arcade and role-playing, to strange and surrealistic environments that cannot be categorized.' Surrealistic? Brian loaded a section of the game: 'You're on a giant chess board and you must challenge and smash the chess pieces to see what they contain - some turn into snakes, others into ladders which can be used to bridge gaps that keep appearing - the board is a minefield of surprises.'

THE THEMEPARK TEAM

The two-man team comprises Brian Howarth and Teoman Irmack, game designers with an enviable track record. Brian is surely one of the industry's veteran programmers having stayed on the leading edge of game design for a decade. Meanwhile, Teoman is no less a slouch, coming from a commercial artist background to create the graphics in some of the finest games ever released, including Gauntlet and Personal Nightmare. They first teamed up in the mid 1980's and worked with Adventure International, Scott Adam's popular adventures. Then followed a long list of successful and award winning titles including; Sorcerer of Claymore Castle, Spiderman, Gremlins and Robin of Sherwood. Brian, meanwhile, has channeled more and more of his energy into composing and recording music for companies such as Steinberg. But the team have found time to produce the official AD+D game Heroes of the Lance and their biggest and best project yet, Themepark Mystery.

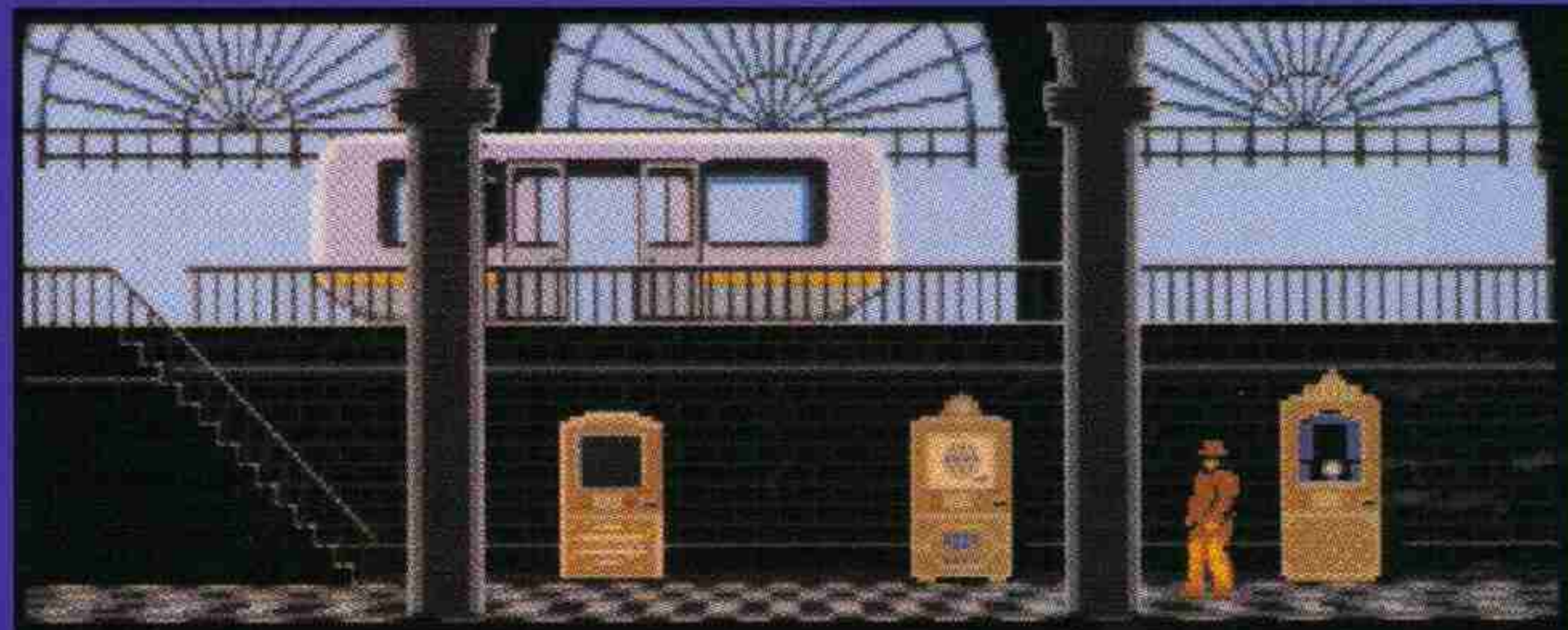
After eighteen months project time spent on Theme Park Mystery, I asked Brian where the idea for the game came from? 'I guess there was a number of influences for the game. I live in Blackpool, near the themepark which is a combination of modern rides and Victorian arcadia. But Disneyworld is the most amazing place - you really do go back to your childhood. I guess the idea of different themes was very inspirational - we wanted to create this feeling in the game combined with the old arcade atmosphere

The old arcade machines, you know, the typical ones that you use to see on the pier, are kind of antique and atmospheric. If you've seen the Tom Hanks movie, 'Big' where he leaves the modern fairground and is somehow mesmerised by the old 'Zoltan' fortune teller machine.' This feeling of nostalgia plays an important part in the game and features strongly in the playable demo which features on the front cover disk. But that is only a small part of the overall game which transcends the past, the present and the future. Teoman described the game: 'You have a character, an explorer if you like, who is your vehicle through the past, present and future - you make the decisions and he complies. Imagine the arcade which features in the demo is just a foyer into numerous bizzare situations. The decisions you make, your success at playing the arcade machines, your ability to work out how the machines work all contribute to your performance in the game.' But all this lies beyond the Victorian foyer which features on the front cover demo.

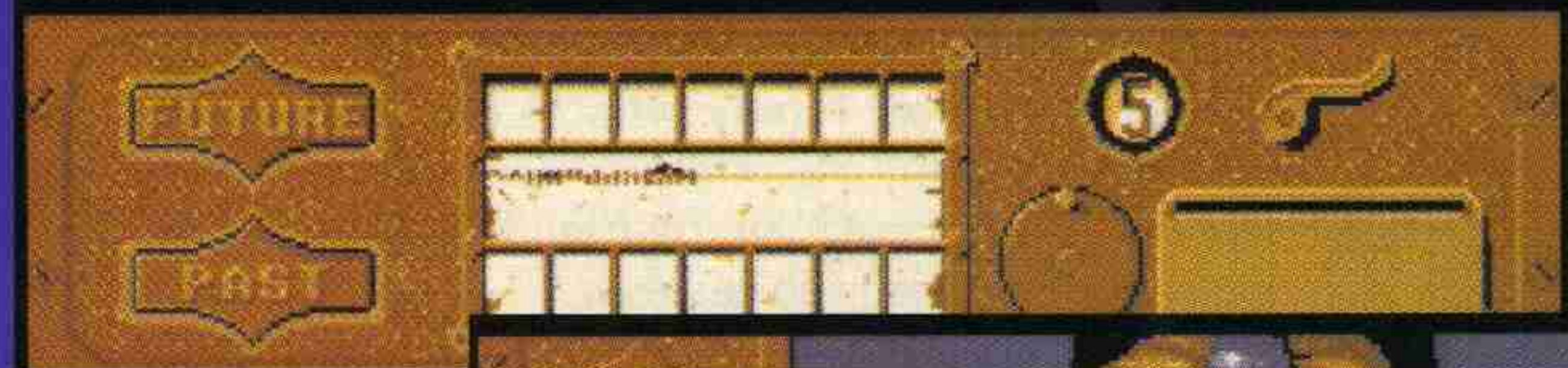
Until then, enjoy the antique atmosphere of the arcade. Remember, this is just the foyer to a vast, strange and sometimes frightening world full of mystery and horror.

THEME PARK MYSTERY IN ACTION

Here is a gallery of some of the scenes which appear in themepark mystery which transcend the past the present and the future. You have just inherited a themepark, but the crowds are staying away, Why? With few clues, you must rid the themepark of the evil demons.



(Left) The Victorian arcade which features on the front cover disk. This is the foyer to the theme park. Controlling the character with the joystick you can walk up to the three arcade machines: a fortune teller, a grabber and a Bagatelle machine.



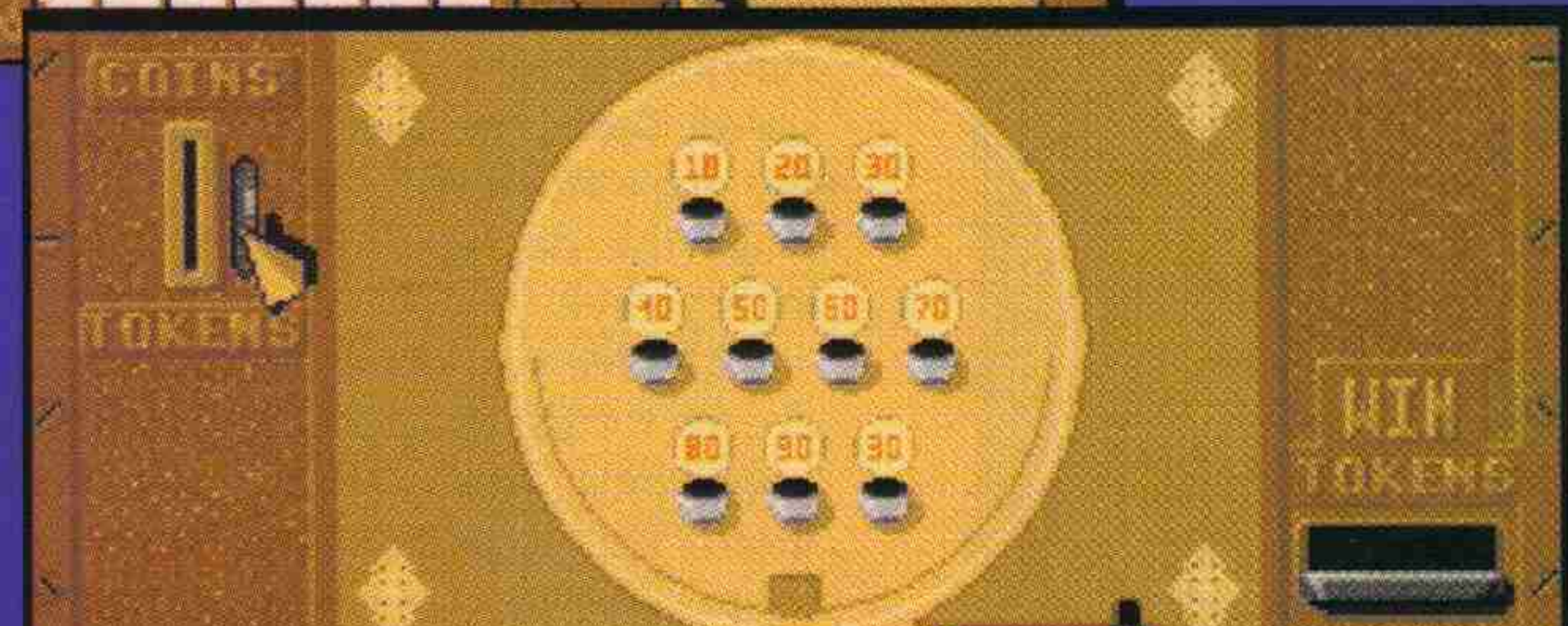
(Right) The fortune-teller, based on the Zoltan machine from the Tom Hanks film, 'Big', is pivotal to the entire game. Once you get the machine to work (no clues here) this oracle issues you with clues and information.



(Left) The Grabber - this tantalizing machine in the arcade would grab a gold lighter which would slip out of the grasp of the metal claws and drop a rather soft and old 1p chew in the tray.



(right) Next, the bagatelle machine. Get this beauty to work and win tokens which'll take you through the theme park adventure.



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.

Where Are They?

Please could you just answer two simple questions for me? Firstly, what is the cheat for Roger Rabbit? Secondly, is Rainbow Islands coming out? All my friends say it isn't, but I've seen the reviews.

Nikki Cattaro,
Olney, Bucks.

Hi, Nikki. Here are your answers. First off, we don't know what the cheat for Roger Rabbit is. But then again, seeing how the game isn't even available for the ST, there wouldn't be one, would there? As for your second question, Rainbow Islands is currently in limbo. It's been programmed by the Graftgold team. According to Steve "brain the size of a small asteroid" Merrett, the game will probably be released sometime in March by software supremos, Ocean. Then again, what does he know?

Inquiries From A New Owner

I have recently upgraded my Amstrad CPC464 to an Atari ST520FM. I then had to decide which of the 16-bit magazines to buy. I thought the best way to do this would be to buy a copy of all the magazines available. I then set about reading them. I decided that your magazine was the best on the market. Therefore, I am turning to you for help with a few problems.

1. I have a couple of games: Time Scanner and D.O.T.C. The games run/play alright, the problem is when the game loads, the disk light switches off but the drive still spins. What I'd like to know is will this damage my games or machine in anyway?

2. Have you ever printed any pokes or cheats for Electric Dreams' R-Type or Logotron's Starray? If so, could you reprint them? How about a section of old pokes for people who have just joined the 16-bit scene.

3. In your magazine there are a lot of adverts for buying software by post. How reliable are these companies? I have read about people sending money and never getting the software. The reason I'm ask-

ing is that I'm considering of buying software by post from Castle Software. What chance have I losing my money?

4. I have been informed that at one time you had a cover disk. Is this disk still available and will there be anymore to come? I realise that this will mean a price increase to cover the cost of the disk.

5. I am thinking about taking out a subscription with your magazine. When I bought my computer I got the Power Pack with it. The free cheat disk you are offering with the subscription is for the Summer Pack. Will there be a disk for the Power Pack, and if so, will it be available with the subscription?

Dean Hubbard,
Dewsbury, West Yorkshire.

Thanks for your questions, Dean. I'm glad you think ours is the best ST magazine around. Now, let's answer those queries.

1. Although you can hear the disk drive whirring, it isn't actually reading data. It's probably just a fault by the programmers to tell the computer to switch off the drive. You shouldn't worry about it as it shouldn't damage either your machine or your disks.

2. Yep, we've had cheats for both games. See this month's edition of our tips section, Giving The Game Away, for further details.

3. Mail order houses are a concern; every now and again they disappoint their customers. Not all are like this and my advise is, if you find one that is reliable, stick with them. ST Action are quite happy to handle complaints and are in the process of setting up a complaints department for our readers' benefit.

4. Yes, we did have a cover disk. It appeared on our August 1988 issue and contains two games, Ammotrack and Skulldiggery. The price did increase to £2.95 to cover our costs, and because of the favourable response we received, every edition of ST Action will carry a cover disk.

5. There has never been a better time to subscribe. You can choose to subscribe with or without the coverdisk and, just to round off the deal, we'll offer you the choice of one of our three full-price games absolutely free! See the subscriptions page for this month's great offers.

Hubble Bubble Toil And Trouble

Help! I've been trying to track down a copy of my favourite coin-op game, Bubble Bobble. Everywhere I go I either get, "Sorry, I've never heard of it." or, "Sorry, it's not available now." and I can't even find out the software house behind the conversion. Please help me get a copy to stop me going insane. Thanks for all the advice you can give me.

P.S. Keep up the good games reviews and if Bubble Bobble II is made, please review it.

P. Billings,
Mansfield, Notts.

Hello there, Mr. Billings, I've some good news. Bubble Bobble was converted from the Taito coin-op by Firebird.

Unfortunately, Firebird were taken over by Microprose and it's from them that you should try and get a copy of the game. Try calling them on 0666 504326 for further details. Meanwhile, see the answer to the next letter for details of Bubble Bobble II - Rainbow Islands.

STE Incompatibility Problems

My brother has owned an Atari ST520FM computer for about a year. During this time he has bought many top-quality games which we have both enjoyed playing on it.

For Christmas, he asked our local dealer for an Atari ST520FM computer for me, so that I could enjoy the machine and its software without going over to his place all the time.

The dealer provided me with an Atari ST520E computer. I was very pleased with it at first and bought a compilation box of games labelled "Atari ST, for use with double-sided drives only".

According to the manual provided with my computer (page 28), I have a machine with a double-sided disk drive.

Knowing this, I bought the games. Reputable games, "Elite Vol.3 - The Story So Far", containing four games on three disks. Imagine my extreme disappointment when none of these games would run on my ST520E.

I took the games over to my brother who loaded and ran all four games perfectly on his ST520FM. We then got my computer out and the games he had himself would not load on my computer.

There is no warning with my computer that certain Atari ST software would not run on ST520E computers and I think there should have been - don't you? I took the games, bought from a reputable source - a huge Boots store in Woking, to the dealer from whom I bought my machine. He tried the game on his

ST520E computer in the shop. Despite loading on my brother's computer, they failed to load on the dealer's ST520E. The dealer had not told us that certain Atari ST software would not run on the "new", "better" STE machine. We informed him that I wasn't satisfied and that I wanted my STE replaced by a STFM machine. In the meantime, I'm left without a computer!

Malcolm Brown,
Walton-on-Thames, Surrey.

Hello, Malcolm. I'm sorry to hear of your predicament. I have thought about your problem and, as it would seem that no software will run on your computer, I think the fault may lie with your disk drive. I have heard that some existing software won't run on the new STE but, by and large, most of it will. Still, if you have a STFM on order I'd stick with that.

More STE Blues

I recently bought an Atari Power Pack (an Atari 520STE was in the pack), from a high street store. At the same time I bought three programs: T.V. Sports football by Mirrorsoft, Kick Off by Anco, and Super League Soccer from Impressions.

I unpacked and set up the computer as instructed in the manual. First, I loaded in the software supplied in the Power Pack - all of the games loaded successfully. However, when trying to load the three aforementioned programs, only Impressions' Super League Soccer loaded.

The next day I returned to the shop. The assistant tried both the non-working games on his 520STFM computer, both loaded perfectly. He willingly exchanged the software for games of the same value. However, my question is, why did these two programs fail to work on my STE? I would be most grateful if you, or any of the software houses concerned, could help.

Meanwhile, in the past 21 issues, have you reviewed any other American Football programs? If so, could you state where and when.

Finally, have you reviewed any software from mail order companies e.g. Headcoach V3 from Coda or Boxing Manager from Goliath?

M.P. Towell,
Cramlington, Northumberland.

Once again, the STE seems to have some trouble with compatibility. At present, I can't tell you why these games don't work with the new machine. I can only suggest that you keep on good terms with your local dealer who should change any titles that don't work on the new machine. Meanwhile, we haven't reviewed either of the two mail-order games you mention, but Goliath have made arrangements to show us Boxing Manager so we'll bring you a full review



A
B

C
D

E
F

G
H

EXPENSES

DATA BANK

in due course.

Double-Sided Dismay

I read the review of North and South in the January edition of your magazine. I was so impressed that I went out and bought the game the very next day. When I got it back home I began to load it; several seconds later I was told to insert disk two. I looked in the box for another disk, but could I find one? No, I could not! It was then that I noticed a label on the front of the box, telling me that this game was on a double-sided disk, and of course my ST doesn't take double-sided disks. The next day I took the game back to the shop in order to swap it. The man there told me they didn't have North and South on single-sided disks and, after looking around every computer shop I know of, I have discovered that no-one else has either. However, I am sure that it does exist as in the instructions for loading the game it said, "When invited, insert disk 2". To further back up my theory, the advertisement said, "Available on Amiga, Atari ST 2 disks"!

Daniel Bean,
Ouseburn, York.

Wotcha, Daniel. I must admit, North and South is an excellent game. However, I've looked at my copy and, sure enough, it's a double-sided disk. So, I had to turn to Infogrames, the producers, for further clues. Apparently, due to some mix-up, there isn't a single-sided version. So, for the benefit of anyone who had purchased the game and can't use it, Infogrames will be only too happy to offer a different game. If you've got any troubles call Infogrames on 01-364-0123, and they'll deal with them.

Jones VS. McCracken

I am writing to you to complain about the comments made when comparing the Indiana Jones and the Last Crusade adventure with Zak McCracken and the Alien Mindbenders. I myself prefer Zak McCracken. Now this probably comes as quite a shock to you but I have got very good reasons.

1. In Indy, the graphics, sound and animation are definitely far, far better than Zak McCracken, but it's the gameplay and plot which I prefer in Zak. I can't blame U.S. Gold for the plot not being as good as Zak since they just took it from the film, but I can blame them for making the gameplay worse. Zak holds a much more interesting challenge than Indy. It also kept me going for longer.

2. The reviewer "SM" said that, "The Last Crusade offers a larger task than Zak", but I don't agree. Zak has many more places to go and visit and far more puzzles to solve. In the Indy game, the only places you go are Venice, Castle

Brunwald, Berlin (which is a very short visit) and the Holy Temple.

3. In Zak you can change between four characters where in Indy you can only change between two and even then you can only change to Henry near the end of the game - I never even used him.

4. Graphic adventures normally do have arcade sequences in them to add to the atmosphere and make the game more exciting (e.g. Sierra's Space Quest III has a great deal) but when you have a fight in Indy, it's not exciting - just frustrating.

There is no strategy involved in it. When the guard goes for a punch, he does it so quickly that you have no time to block. The only thing you can do is keep punching anywhere; I never even use the keys to block. In my opinion, U.S. Gold should have left the fighting out of Indy or, at the very least, they should have made it so that you don't die every time you lose a fight.

I'm not saying that everyone should agree with the points above, but if you haven't bought Zak or Indy (which is most unlikely) then consider what I have said.

P.S. You must admit that the three tests in Indy are really stupid. I completed each one the first time I came to them, without any help.

R. Greenhill,
Ilford, Essex.

Greetings, Mr. Greenhill, and thank you for your comments. Personally, I disagree with most of your points. I couldn't see much difference in the gameplay, just a change of scenarios and goals. I do admit that Indy took me less time than Zak to complete, but I had missed many of the puzzles first time around. For this reason I feel that perhaps SM (that's Steve Merrett, in case you were wondering) was correct in saying Indy offers a larger challenge. Meanwhile, Zak McCracken had the option to switch between all four characters because you need to do so to complete the game. I know you can finish Indy without using Henry, then again, who else would you expect to control? As for there being no point in including the fight sequences in Indy, what do you mean? It is possible to complete the castle by talking your way around the guards. Indeed, shrewd players will have sussed this. However, if you do find yourself fighting, it is possible to beat the guards. Try practising in the gym (one of the locations you failed to mention). I've actually managed to knock-out Biff the Nazi, so there!

Finally, may I bring to your attention that U.S. Gold aren't responsible for producing either game. They're both written by Lucasfilm Games who also write the exceptional Maniac Mansion. I'm sure you'll agree that this company are responsible for incredible software - long may they continue.

TAITO

RAINBOG



ISLANDS



AMIGA ACTION
 "A GREAT PLATFORM GAME AND BRILLIANTLY PROGRAMMED... WELL WORTH ANYBODY'S TIME AND MONEY."
 "CUTESY GAMES NEARLY ALWAYS SEEM TO OFFER THE BEST VALUE FOR MONEY THESE DAYS - RAINBOW ISLANDS IS NO EXCEPTION. THE GRAPHICS ARE BRIGHTLY COLOURED AND VERY ORIGINAL... AN EXCELLENT GAME AND ONE THAT OFFERS A GOOD DEAL OF LONG-TERM ENJOYMENT."
 "THE GRAPHICS WITHIN RAINBOW ISLANDS ARE VIRTUALLY IDENTICAL TO THE ARCADE & VERY NICELY DEFINED."

**TAITO'S
 ISLAND HOP COIN-OP...
 MONSTER HIT**

**SPECTRUM
 AMSTRAD
 COMMODORE**

ocean

**ATARI ST
 AMIGA**

The first thing that struck me about Conqueror was the stunning similarity between it and David Braben's Zarch (known to ST owners as Virus). Personally, I prefer this land-based combat simulation to its predecessor. The controls proved to be somewhat complex at first, but the option to have either an automatic gunner or driver, definitely helped. Graphically, the game is excellent - the update being particularly quick. I was a little uncertain of the small-size playing area, but the inclusion of a radar does assist in this area. Sonically, the game contains the expected shell-fire sounds and a nice title tune. All in all, Conqueror is a first-rate combat game that plays exceptionally well.

NC

"In days of old, chariots used to race around the countryside and do battle, but back in the twentieth century, fifty-ton tanks crawl along, eliminating anything that moves!"

STAI CONQUEROR

RAINBOW ARTS £19.99

Under the command of General Patton, the American army advanced unopposed for a considerable distance and so did Rommel. But when they met in the middle, all hell broke loose. Sherman tanks tried to out-flank the King Tigers, but they were out-gunned, so in came the Pershings and obliterated the Tigers, only to be surrounded by Panzers. And so this went on, gradually chipping away at the supply of tanks that each army owned. Rainbow Art's Conqueror on the other hand, hope that it will be a one-sided battle in your favour. Conqueror is split into three sections: Arcade, Attrition and Strategy. There are three countries to take sides with: the-all powerful Americans; the mighty Russians, and, of course, the devastating Germans.

Each country has four different tanks to choose from, and they can be anything from a light scout tank through to a main battle tank. When in the arcade game, only one tank will be available to your side and under your control, and your goal being to blast the opposition before they blast you. As your skill at piloting increas-

CONQUEROR
German King Tiger

Frontal Armour	200
Side Armour	90
Rear Armour	90
Max Armour Penetration	185
Max Road Speed	35
Max X-Country Speed	20

The three armies to choose from are the Americans, the Russians and, of course, the Germans. Each army has a set of four different tanks, each with their strong and weak points.

es, so does the enemy's. Also your tank changes to one that is bigger and more heavily armoured. Control is by the joystick, mouse or keyboard. A tank uses two levers to control it, one for each track and, true to life, two joysticks can be used to represent these levers. Pushing one joystick forward will turn the tank in that direction, and pushing both sticks forward at one time, will push your engine to the full and it's full speed ahead!

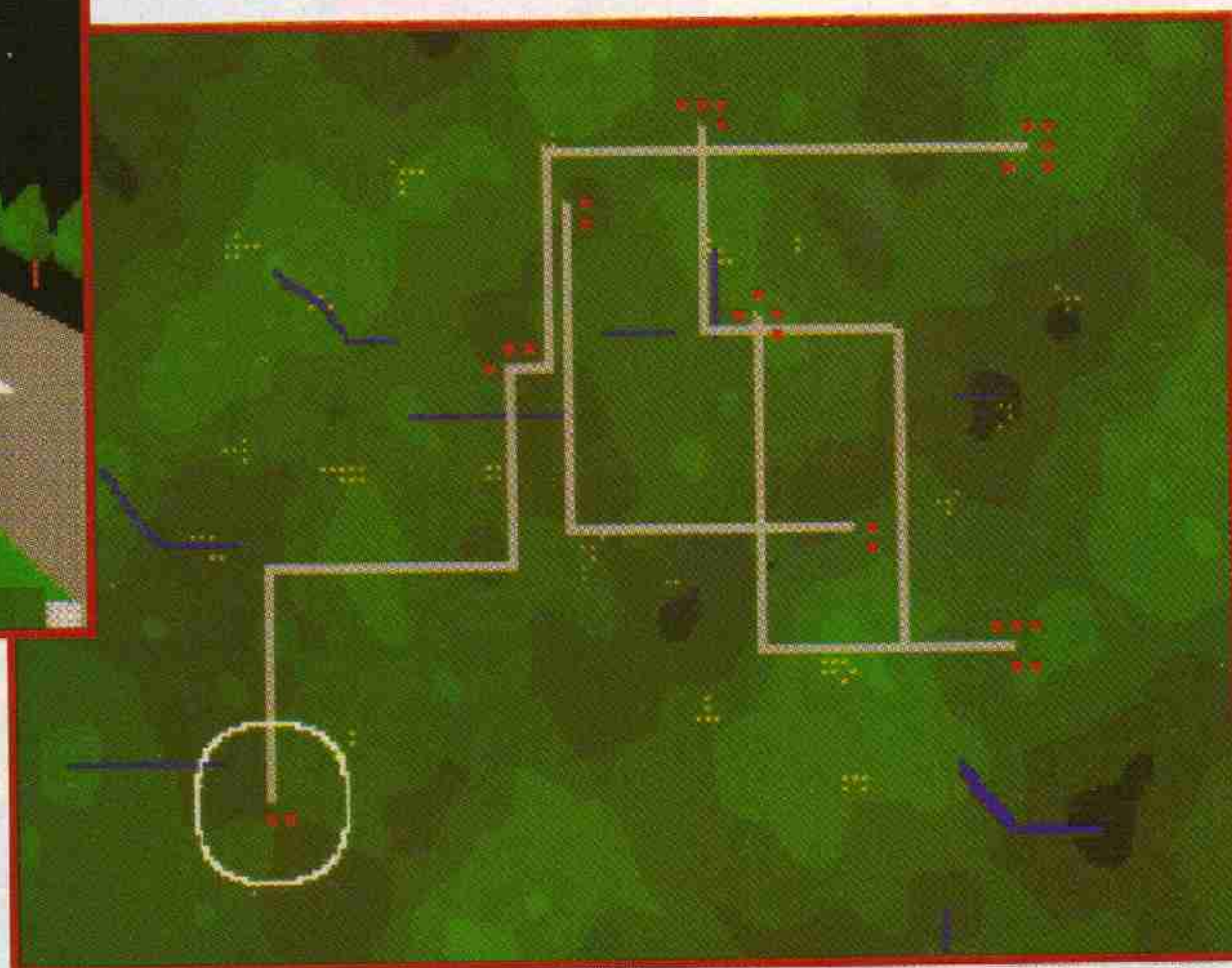
The next of the three levels is Attrition. This level combines both the

arcade and the strategy element of each of the other levels. Instead of a single tank under your control, five are at your disposal (two light, two medium and one heavy tank). To begin with, the computer has a force far inferior to yours at its present state, but as your army decreases, his army increases in power. Only one tank is under your control at any one time, the other being under the computer's supervision. At any time, a map of the area can be called up, revealing the positions of the enemy, and also there is a short-range scanner that examines the immediate area.



When in the strategy mode, you are allocated a certain number of points to equip your army with. The bigger the tank, the more points it will cost.

Each of the enemy tanks will be revealed when you view the map and use one of your spotter planes, allowing you to plan your tactics and shell the enemy if you so desire.



Virus had some of the most impressive and certainly the most innovative graphics ever. But personally, I found the gameplay a little... how shall I put it - off the wall. Not so with Conqueror! This is a no-fuss-and-nonsense tank battle action set in the same incredible landscape that made Virus such a humdinger. The action is great: similar I suppose to Battlezone, but enhanced tenfold by this super 3D environment. Timeless gameplay set in incredible surroundings has to be a winner - we don't put turkeys on the front cover of your favourite ST mag!

JS

Another option is the strategy game. This stage differs from its arcade counterpart in a number of ways. For instance, the enemy no longer show up on the map, but a spotter plane has to be sent over to give away their location, but this takes up the precious points that could otherwise be used to purchase extra tanks. It is also possible to shell the enemy positions, and this will affect their top armour which is the weakest armour of the whole tank. This, again, costs points to use, and there is a catch. The shells land thirty seconds after you have selected to use them, and therefore, you have to plan where you think the opposition will move to, and shell that area.

Without a doubt, a tank game would not be complete if it didn't include the large calibre guns they carry, and a nice selection of scenery that you can demolish. Depending on the size of the tank you are driving, the gun will change, as will the damage it does. Most guns don't have the penetration to blow a hole in the front of a tank, so continuous blasting is needed before you can disable the tank. The

scenery that is dotted around the landscape varies from clusters of detached bungalows to a dense clump of trees, or maybe a church with a spire that towers above the surrounding area. Each of these items can be damaged if you drive in to them, but damage can be sustained on your vehicle if you are travelling at high speeds. But remember, they don't make tanks the way they used to!

STA

STA
Rating

80%

GRAPHICS: 80%
SOUND: 62%

LASTING APPEAL: 80%
ADDICTIVENESS: 82%

DIFFICULTY: AVERAGE
1ST DAY SCORE: 21870



As you trundle across the landscape, scenery, such as a house will appear on screen. Not only do they look nice, it is possible to blow them apart. After all, it is war, isn't it?

Enemy tanks edge their way forward to do battle with your side, and although they can sometimes outnumber and outgun you, a quick spin of the turret and, BLAMM!! The poor chap's turret goes up in flames and his tank is left disabled. Only another three to go!

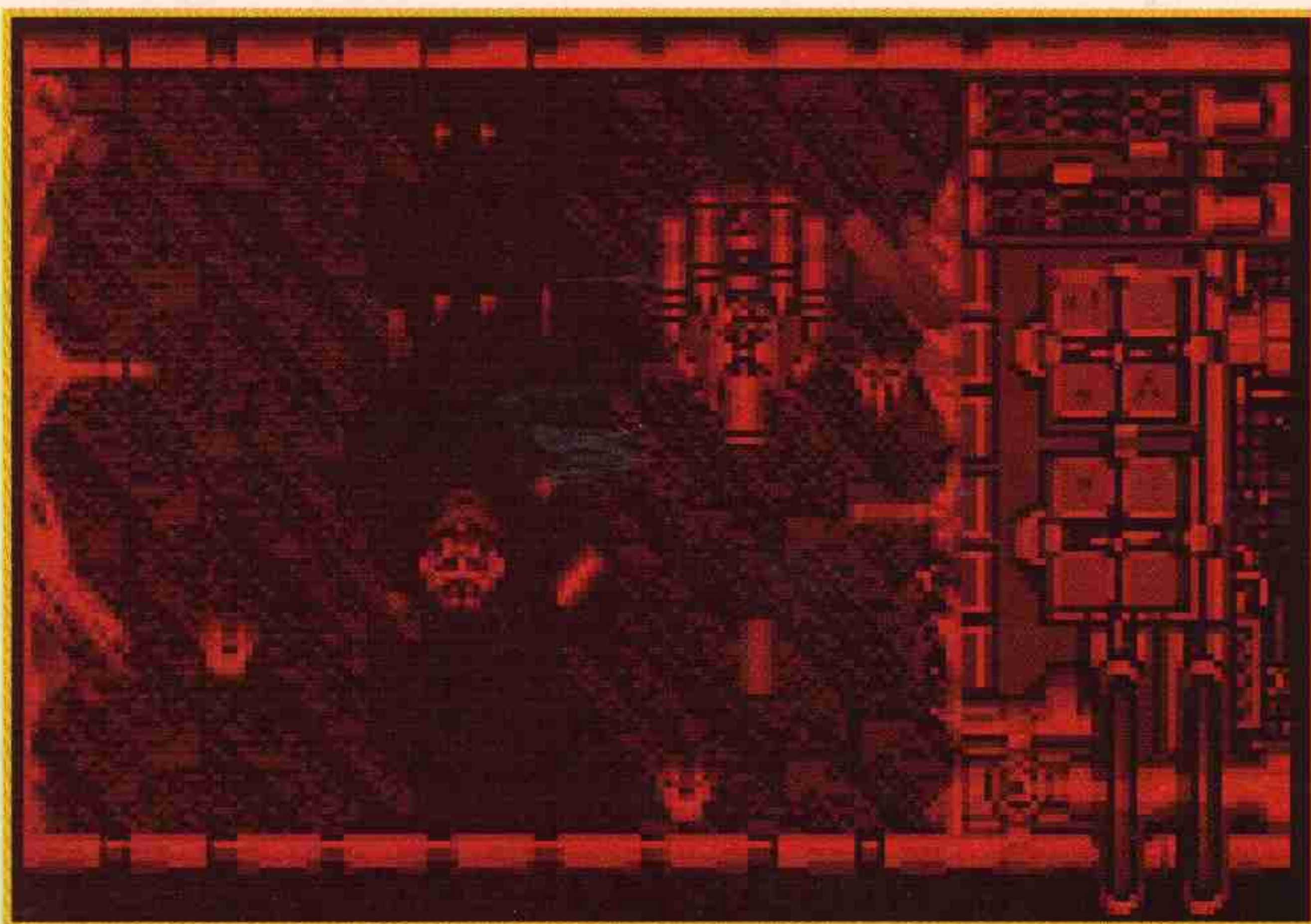


It is impossible not to notice that the landscape used in Conqueror bears a great resemblance to Firebird's Virus, but I'm glad to say the game plays a heck of a lot better! It was well worth the wait for Conqueror to arrive, because the graphics are nothing short of superb, especially the way the tanks trundle across the landscape, ready to do some heavy-duty damage. Conqueror is worth its weight in gold and a joy to play. A must for every budding tank commander!

AS



A variform collection of alien laser fodder earnestly hurries down the screen in attack formation. With a weedy, single-shot laser, you must frantically keep them at bay until you can collect some weaponry-beefing pods - look there's one now!



"Here we go again - another day another few thousand more aliens to slaughter! Oh well, it's a living I suppose!"

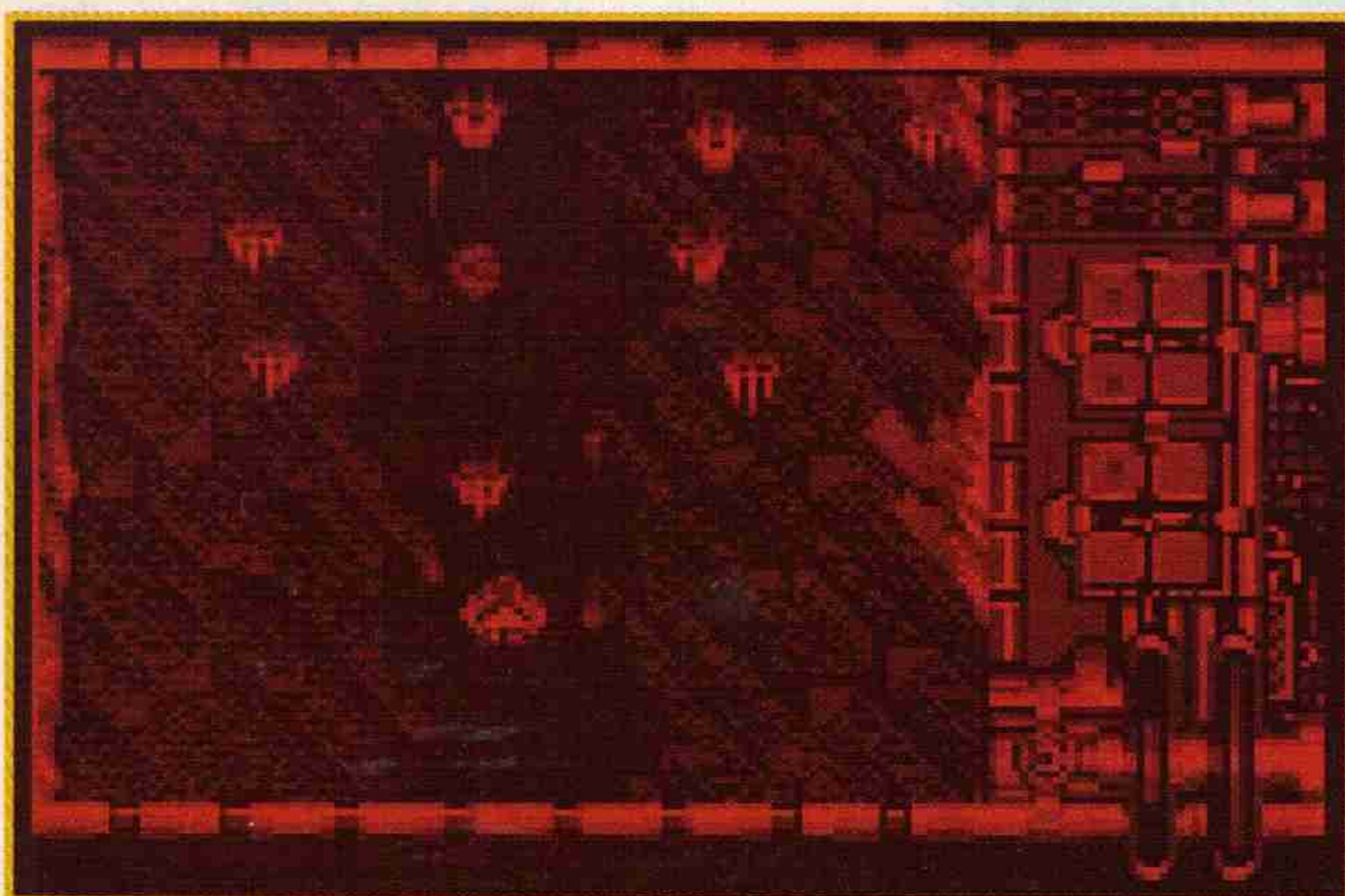
OUTLANDS

PANDORA 19.95)

Just when you thought computer games were getting a bit too serious and intellectual, along comes Pandora to remind us that mindless fun is entertaining. The aliens came in peace, says the scenario, (well that makes a change), promising to share with mankind their vast knowledge of medicine. Anyway, it soon transpires that the slimy blighters are not to be trusted as they systematically set about annihilating the Earth. Only a handful of scientists survived by fleeing to Mars and, many years later, the descendants of

Earth heard about the alien's dastardly deeds and set about equalling the score. We join the action as the first wave of the new alien attack swarms across the Earth.

The screen provides a typical, state-of-the-art screen layout with a large colourful border housing status and score displays. Down the centre is a strip of gameplay area with a vertically-scrolling backdrop. On screen is your blasting tackle, a relatively small craft with a weedy, one-barrelled, single-shot cannon which makes the slaughter bloomin' hard work.



The omnipresent enemy is irrepressible as you clout them with your bolac and blast them with double laser fire.

Compared with the likes of Xenon 2, Outlands just doesn't make the grade, due mainly its dated graphics. I must say that I enjoyed the soundtrack, but only sound effects were present during the action. As with most shoot 'em-ups, the usual selection of power-ups are available, as well as the end-of-level guardians we come to expect from a game of this type. The action can be somewhat hectic at times, but the unresponsive controls, I found the game tedious. Even with the two-player option, the fails to impress.

AS

STA Rating
55%

GRAPHICS: 53%
SOUND: 48%

LASTING APPEAL: 50%
ADDICTIVENESS: 57%

DIFFICULTY: AVERAGE
1ST DAY SCORE: 49900

With slow-response joystick control, you can manoeuvre the craft anywhere on screen at a separate speed to the scroll in a bid to curtail the onslaught. This variform alien race come at you in all shapes and sizes - some require a number of shots to destroy, while others disguised as weaponry pods which, when collected, enhance your weaponry and shield status. These pods can contain shield strength, an extra life, double cannon or a return to single cannon fire which, of course, should be avoided.

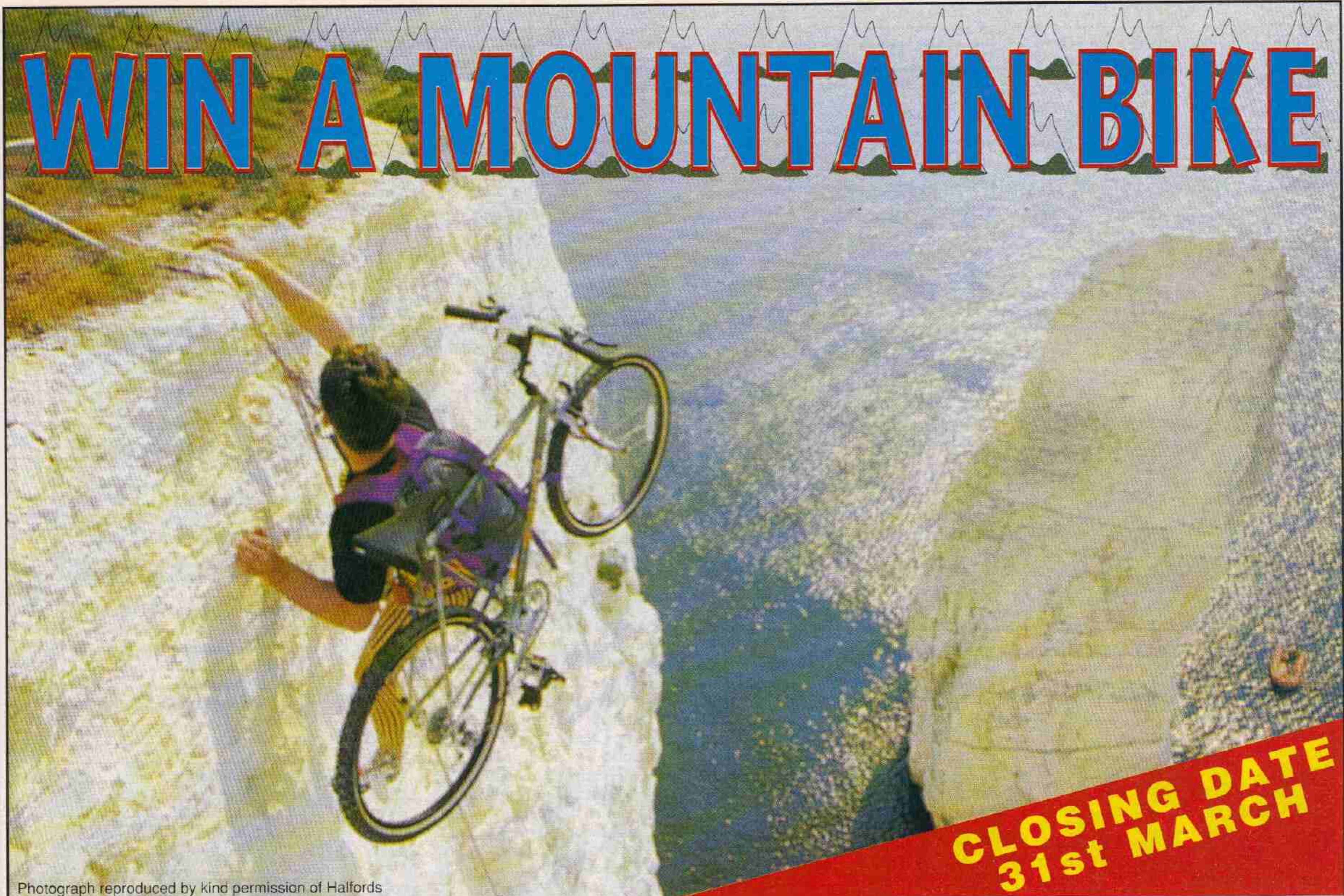
If you think that's pretty standard stuff, there are some more exciting weaponry features: take for example the orbitals which rotate around the ship bashing ten-bells out of the alien slime. These orbitals, when collected, can also fire plasmobolts at the hapless aliens. Add to this a laser net which launches two pods attached by a laser beam, and you can see that your pretty well equipped against the invading force. If things start to get a bit nasty, fear not! Just ask a chum to join forces with you in a two-man battle against the slimeballs - thanks to a handy simultaneous two-player option!

STA

Outlands looks like a typical, run-of-the-mill, vertically-scrolling shoot'em-up. But having endured some over-intellectual computer entertainment just recently, it rekindled in me the fun side of games in me. Physically, it's really nothing special with small sprites and not particularly exciting controls. But the attack patterns have been intelligently implemented and there's enough alien fodder to keep the most avid shoot'em-up expert busy. Also, the simultaneous two-player option adds a bit of fun. This is no Xenon II or Blood Money, but as a reminder of the traditional qualities of shoot'em-up fun, it just about warrants the twenty-quid price tag - only just though!

JS

WIN A MOUNTAIN BIKE



Photograph reproduced by kind permission of Halfords

**CLOSING DATE
31st MARCH**

Conqueror is the first of a load of tank simulations set to be released for the ST, but will the rest offer both arcade and strategy elements?...and a competition to boot.

Rainbow Arts are celebrating the release of their new tank battle simulation, Conqueror. Conqueror lets you take control of one of twelve main battle tanks in an arcade, attrition or strategy game. While other tank simulations have yet to find their way onto the ST, Conqueror puts you in the thick of the action. The three types of game will keep any type of wargamer/arcader happy for hours on end. This game/simulation features the graphical 3-D view first demonstrated on the Archie in the game, Zarch, later to be converted onto the ST as Virus. Rainbow Arts have a fine string of quality releases and their next one, X-Out (Cross-Out), an arcade shoot'em-up, has the possible beating of Xenon 2. It's certainly an

impressive game. Rainbow Arts are giving away a first prizes of a Mountain Bike.

There are also 10 runners-up prizes of Rainbow Arts' latest compilation, 3 for one. This pack contains three games for the price of one. The three games in the pack are Grand Monster Slam(STA1 rated), Circus

Attractions, and Spherical. If you haven't played any of these games then this pack is value at £24.95. Don't buy it yet however, you may be lucky enough to win it.

Get your entries to us by the 31st March. Winners will be printed in Issue 26 of ST Action.



The Excessively Difficult Questions

- 1) Which country do Rainbow Arts originate from?
a) Scotland b) Germany c) USA d) England
- 2) In Conqueror, the game, there are three armies to choose from. Name them?
- 3) Name any tank which features in the game.

ST Action Competition Rules

If your really interested and desperately want to read the rules, they are the same as usual and feature boldly in our other compo this month.

The answers to the Rainbow Arts competition are:

Answer 1

Answer 2

Answer 3

Name

Address

.....

.....

Post code

Daytime telephone number

PREMIER MAIL ORDER

Titles marked * are not yet available and will be sent on day of release.
Please send cheque/PO/Access/Visa No. and expiry date to:

Dept STA 3. 1, Trybridge Ltd., 8 Buckwins Sq., Burnt Mills, Basildon, Essex, SS13 1BJ.

Please state make and model of computer when ordering. P&P inc. UK on orders over £5.00. Less than £5.00 and Europe add £1.00 per item. Elsewhere please add £2.00 per item for Airmail. These offers are available Mail Order only.

Tel Orders: 0268 - 590766

NAME	PRICE ST	NAME	PRICE ST	NAME	PRICE ST	NAME	PRICE ST
3D Pool	11.99	Fun School 2 (6 to 8)	11.99	Peter Beardsley	12.99	Turbo Outrun	13.99
Afterburner	13.99	Fun School 2 (over 8)	11.99	Passing Shot	9.99	TV Sports Football	16.99
Airborne Ranger	14.99	Fun School 2 (under 6)	11.99	Phobia	9.99	Typhoon	4.99
Alien Legion	16.99	Fusion	7.99	Pictionary	16.99	Typhoon Thompson	7.99
Altered Beast	13.99	Future Wars	16.99	Pirates	15.99	UMS Scenario 1	8.99
A.P.B.	12.99	Garfield	9.99	*Player Manager	12.99	UMS Scenario 2	8.99
Austerlitz	16.99	Garfield Winter	12.99	Police Quest 1 or 2	16.99	*UMS 2	15.99
Axel's Magic Hammer	13.99	Gazza's Soccer	15.99	Police Quest 1 or 2 Hint Books	6.99	Uninvited	11.99
Balance of Power 1990	16.99	Ghostbusters 2	16.99	*Pool of Radiance	19.99	Univ. Military Sim	14.99
Ballistix	11.99	Ghouls and Ghosts	13.99	Populous	16.99	*Untouchables	13.99
Barbarian 2 Pal	14.99	Gold Rush	16.99	Populous Promised Land	7.99	Verminator	14.99
Bards Tale 1	7.99	*Golden Shoe	13.99	Powerdrome	16.99	Victory Road	11.99
Bards Tale Hint book	5.99	Gunship	14.99	Powerdrift	16.99	Vigilante	10.99
Batman Caped Crusader	11.99	Hard Drivin	13.99	Precious Metal	15.99	Vindicators (Domark)	12.99
Batman the Movie	13.99	Hawkeye	12.99	Prison	9.99	Voyager	12.99
Battlechess	16.99	Heroes of Lance	16.99	Pro Tennis Tour	16.99	War in Middle Earth	14.99
Beach Volley	13.99	Hillsfar	16.99	Purple Saturn Day	14.99	Waterloo	16.99
Black Tiger	13.99	Hounds of Shadow	16.99	R Type	9.99	Weird Dreams	14.99
Blasteroids	9.99	Hunt for Red October	14.99	Rainbow Island	15.99	Xenon 2 Megablast	16.99
Blood Money	16.99	Indy Jones/Action	13.99	Rainbow Warrior	15.99	*Xenomorph	16.99
Bloodwych	16.99	Indy Jones/Adventure	16.99	Rally Cross	12.99	Xenophobe	15.99
Bloodwych Data	9.99	Interphase	16.99	Rambo 3	11.99	Xybots	12.99
Bomber	19.99	Iron Lord	16.99	Red Heat	12.99	Zak McKracken	16.99
Boulderdash Con Kit	6.99	*Ivanhoe	13.99	Red Storm Rising	15.99	Zany Golf	16.99
Brian Clough	9.99	*J Nicklaus's Golf	15.99	Return to Genesis	7.99		
*Cabal	13.99	Kennedy Approach	14.99	Rick Dangerous	15.99		
California Games	16.99	Kick Off	11.99	Robocop	12.99		
Carrier Command	14.99	Kick Off X-tra Time	7.99	RVF Honda	14.99		
Centrefold Squares	9.99	*King of Chicago	16.99	SDI (Cinemaware)	9.99		
Chaos Strikes Back	16.99	Kings Quest Triple	26.99	Shadowgate	9.99		
Chase HQ	13.99	Kings Quest 4	21.99	Shinobi	12.99		
Chessmaster 2000	16.99	Kings Quest 1,2,3, or 4 Hint Books	6.99	Shoot em up Con Kit	19.99		
Colossus Chess X	15.99	Knightforce	16.99	Shufflepuck Cafe	13.99		
Conflict Europe	16.99	Kult	14.99	Silent Service	14.99		
Continental Circus	13.99	Laser Squad	12.99	Silkworm	12.99		
Crazy Cars 2	11.99	L'Board Birdie	13.99	*Skate or Die	17.99		
*Cyberball	13.99	Legend of DJel	16.99	Sleeping Gods Lie	14.99		
Daley Thompson	11.99	Leisure Suit Larry 1 or 2	19.99	Snoopy	13.99		
Day of the Viper	16.99	Leisure Suit Larry 1 or 2 Hint Book	6.99	*Space Ace	29.99		
Deflektor	9.99	Licence to Kill	12.99	*Space Harrier 2	13.99		
Degas Elite	17.99	Life and Death	16.99	Space Quest 1 or 2	16.99		
Deluxe Strip Poker	9.99	Light Force	16.99	Space Quest 3	21.99		
Double Dragon	11.99	Lombard RAC Rally	14.99	Space Quest 1, 2 or 3 Hint Books	6.99		
Double Dragon 2	13.99	*Loom	16.99	Speedball	9.99		
Dragon Ninja	12.99	*Lost Patrol	13.99	Spy V Spy	6.99		
Dragon Spirit	12.99	Magnum 4	16.99	Starglider 2	14.99		
Dragons of Flame	16.99	Maniac Mansion	16.99	Star Wars Trilogy	16.99		
*Drakken	21.99	Manhunter New York	21.99	Steve Davis World Snooker	11.99		
Dr Doom	15.99	Manhunter New York Hint Book	6.99	Stormlord	13.99		
Dungeon Master	15.99	Manhunter San Francisco	21.99	Stos	19.99		
Dungeon Master Editor	7.99	Maria Whittaker	9.99	Stos Compiler	13.99		
Dynamite Dux	13.99	Microprose Soccer	14.99	Stos Maestro	16.99		
Elite	16.99	*Mid Winter	15.99	Stos Sprites 600	11.99		
Empire Strikes Back	11.99	Mini Office Comms	16.99	Street Fighter	7.99		
F15 Strike Eagle	14.99	Mini Office Spread	16.99	Strider	13.99		
F16 Combat Pilot	16.99	Mini Office Graphics	16.99	Strip Poker 2+	9.99		
*F29 Retaliator	16.99	Mr Heli	15.99	Stuntcar Racer	15.99		
Falcon F16	16.99	New Zealand Story	13.99	Super Hangon	13.99		
Falcon Mission Disc 1	13.99	Ninja Warriors	13.99	Super Wonderboy	14.99		
Fast Basic Disc	31.99	North and South	16.99	Switchblade	13.99		
Fast Basic Rom	62.99	Northstar	9.99	Talespin	9.99		
Ferrari Formula 1	16.99	Omega	21.99	Tank Attack	14.99		
Fighting Soccer	13.99	Onslaught	16.99	Tech	13.99		
*Final Battle	16.99	Operation Neptune	14.99	Thunderbirds	16.99		
Flight Simulator 2	26.99	Operation Thunderbolt	13.99	Time and Magik	12.99		
FLT Disc 7 or 11	13.99	Operation Wolf	11.99	Tintin	12.99		
FLT Disc European	13.99	Orbiter	9.99	Titan	14.99		
FLT Disc Japan	13.99	Outrun	7.99	Toobin	13.99		
Foot Man 2 EXP Kit	8.99	*P47	7.99	Tower of Babel	16.99		
Football Director 2	13.99	Pacland	9.99	Tracksuit Manager	11.99		
Football Manager 2	11.99	Pacmania	9.99	Triad	18.99		
Foundations Waste	7.99	Paperboy	12.99	Trivia Trove	3.99		

SPECIAL OFFERS ALL £7.99 EACH

NAME	PRICE ST
Alien Syndrome	7.99
Armageddon Man	7.99
Ballyhoo	7.99
Bermuda Project	7.99
Bionic Commando	7.99
Buggy Boy	7.99
Captain Blood	7.99
Crazy Cars	7.99
Dark Castle	7.99
Exolon	7.99
Fahrenheit 451	7.99
Fernandez Must die	7.99
Foundations Waste	7.99
Golden Path	7.99
Goldrunner	7.99
Hacker 2	7.99
Hollywood Hijinx	7.99
Inc Shrink Sphere	7.99
Las Vegas	7.99
Mindshadow	7.99
Moonmists	7.99
Nebulas	7.99
Nigel Mansell's GP	7.99
Outrun	7.99
Pandora	7.99
Perry Mason	7.99
Return of the Jedi	7.99
SDI (Activision)	7.99
Skychase	7.99
Soldier of Light	7.99
Starray	7.99
Street Fighter	7.99
Strsike Force Harrier	7.99
Targhan	7.99
Tass Times	7.99
Tetris	7.99
Trantor	7.99
Virus	7.99
Whirligig	7.99
Wishbringer	7.99
Zork 1 or 2	7.99

SALE - ALL 4.99

Eagles Nest	4.99
Joe Blade	4.99
Joe Blade 2	4.99
Gladiators	4.99
Adv Rugby Sim	4.99
Adv Ski Sim	4.99
BMX Sim	4.99
Nitro Boost	4.99
Treasure Island Dizzy	4.99

SALE - ALL 4.99

War Zone	4.99
Face Off	4.99
Atax	4.99
Growth	4.99
Maniax	4.99
Championship Wrestling	4.99
Mission Genocide	4.99
Catch 23	4.99
Time Bandit	4.99

SALE - ALL 4.99

Sky Fighter	4.99
Space Port	4.99
Space Pilot	4.99
Captain Blood	4.99
Hellfire Attack	4.99
Karting Grand Prix	4.99
Skuldiggery	4.99
Sundog	4.99
Vixen	4.99

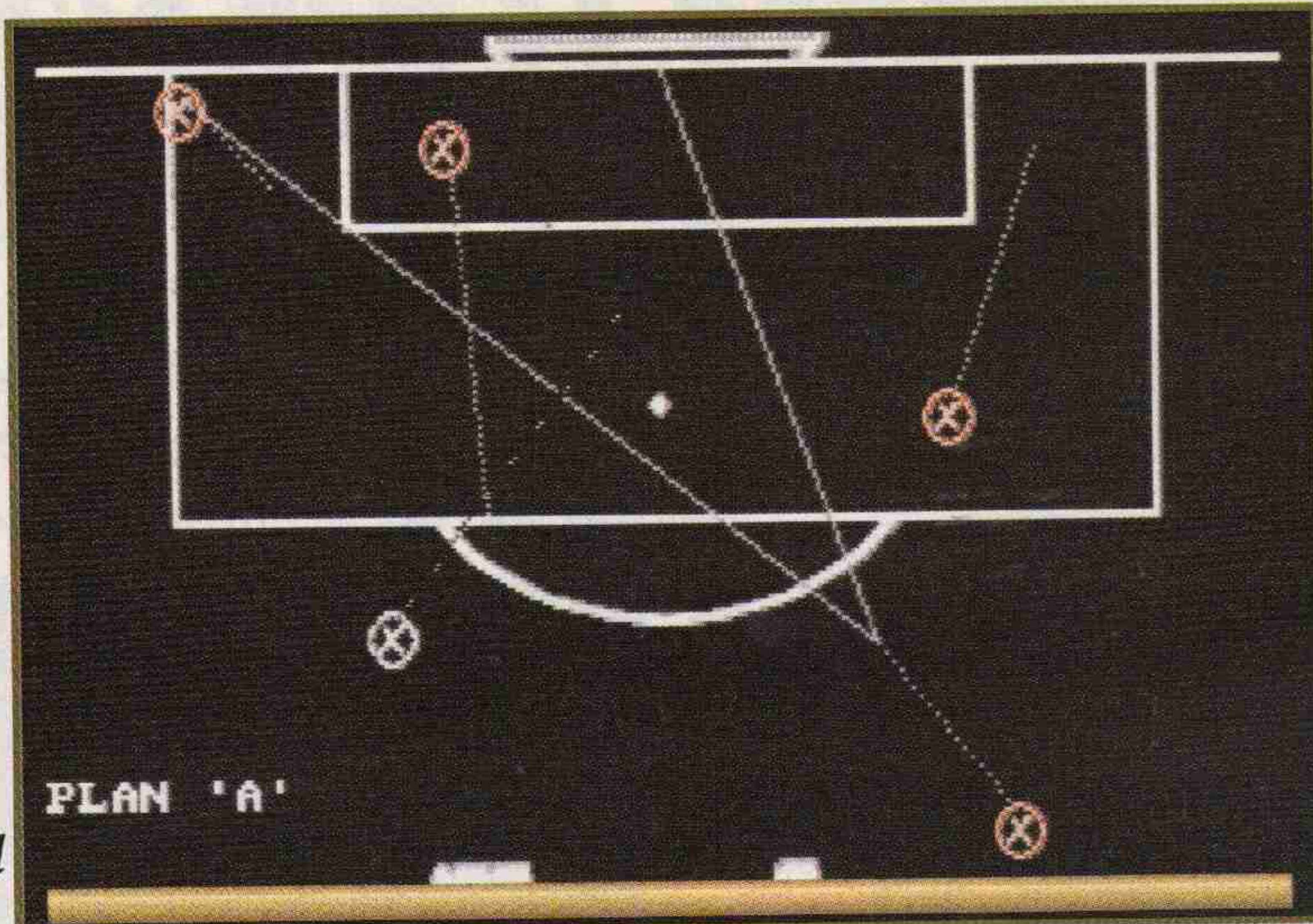
The pre-match tactics are the key to success. Plan your attack carefully and you'll soon be on the road to Wembley.

STA
Rating
68%

GRAPHICS: 61%
SOUND: 60%

LASTING APPEAL: 70%
ADDICTIVENESS: 73%

DIFFICULTY: AVERAGE
1ST DAY SCORE: N/A



“Every year, the Football Association award the

coveted ‘Footballer of the Year’ title to the individual whom, they feel, has excelled himself. Now, it’s your chance.”

FOOTBALLER OF THE YEAR

GREMLIN (£19.95)

Footballer of the Year 2 is a playable little game. A fact that's rather peculiar when you consider what it entails. I played it for ages, but when I eventually paused to think about the game, there is very little in it. The graphics aren't stunning and the sound isn't breathtaking, so why did this game hold my attention? I guess it's just the way in which Gremlin have managed to capture the big match atmosphere. The easy-to-use joystick controls make for a game in which the flow of play isn't interrupted and, although most footy games rely heavily on league tables and the like, FOTY2 has been well designed. All in all, FOTY2 is an excellent soccer management-style game that is fun to play.

NC

Gremlin first scored with Footballer of the Year in 1986. Now, with the arrival of Footballer of the Year 2, it's the sixteen-bit computer owner's chance to rise to the challenge. You take on the role of a newcomer to the football scene. At the beginning of the game you're invited to type in your, or your hero's, name. Next, you must decide with which club you want to start your career. Of course, if you'd rather play for a club whose name isn't

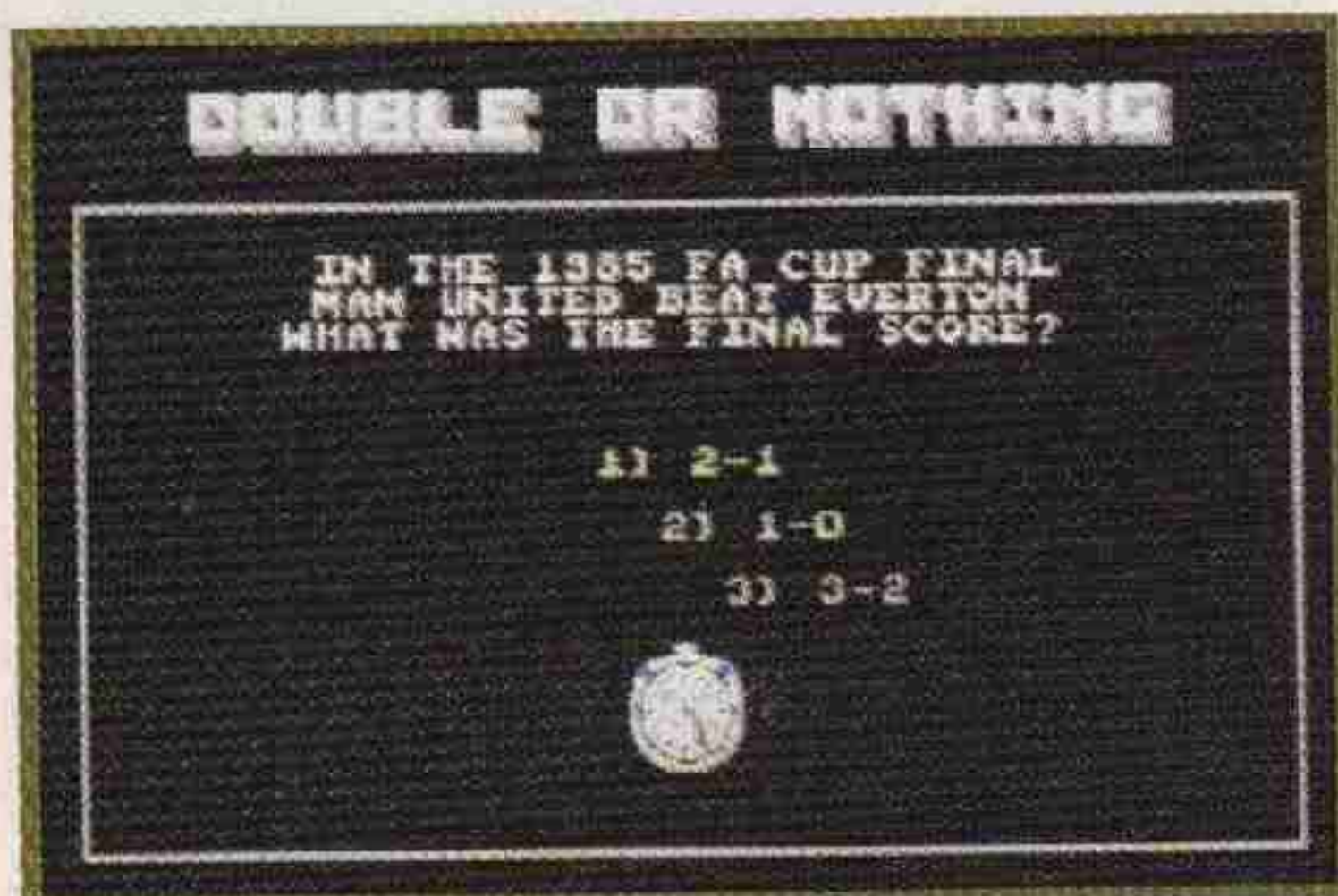
mentioned, the game will allow you to amend your club name.

As the season kicks off you discover you have ten “goal-cards” to your credit. These cards may be surrendered before any match in return for training. Players movements, yours included, are displayed and, as long as you stick to the plan, you should score every time. Goal-cards are the key to the game. As the season progresses, the league table will sort itself out and you will learn against whom to use the precious cards. Naturally, extra cards may be purchased, but only if you have the necessary readies. Cash may be earned in two ways. First, you receive money for each game you play in, plus a nice bonus for each goal you score. A more risky, but profitable method, is to try and “double your money” by answering a number of soccer trivia questions.

Of course, should your goal-scoring talent be recognized by a roaming scout, you could stand a chance of being transferred. To stand a chance of being signed

up, you'll have to satisfy the team's conditions. These are usually either to score a set number of goals in your next match or to answer a certain number of trivia questions correctly. Just in case you think a club might want you, there is also an option whereby you may pay to put yourself on the transfer market. International scouts are also on the lookout for talent. Leading goal-scorers are quickly snapped up by their country. Being picked for your national squad is not only a great honour, you also receive double wages!

At the end of the season a summary of events is displayed including the nominations for the award, Footballer of the Year. Pressing the firebutton once more will reveal the lucky winner. **STA**



It's “Double or Nothing” time. Having decided how much money to bet, you must answer soccer trivia questions in order to win.

I'm not exactly what you'd call a fan of football management games, but Gremlin's lighthearted and uncomplicated approach to Footballer of the Year shines a whole new light on the subject. They have combined well easy-to-use team management features off the pitch, with a really great angle on field play that plucks the notoriously dull gameplay associated with soccer management games out of the doldrums and into the realms of enjoyment. Highly enjoyable, welcome back, Gremlin!

JS

5TH GEAR

"I'd like to buy a turbo-assisted, water-tight Corvette with helium-filled tyres and a couple of propulsive motors." "Very good, sir, that will be for the illegal road race next week, I presume?"

FIRBIRD (£24.95)

5th Gear's strong point is its addictiveness: it will keep you playing until you have at least finished the first race with time to spare. Although the graphics are weak, as is the sound, it is a joy to play just because it is simple. The controls were not to my liking at first, but soon I found myself bombing along the course as if there was no tomorrow. Overall, 5th Gear is a good little game that will keep you amused whilst playing it, but don't expect brilliant graphics and stupendous sound, just simple gameplay.

AS

You stand alone on the highway, with only the wind making the slightest of noises. Getting out of the car you call 'Daisy', you pull up the bonnet and check the engine. Everything seems to be working-good. Walking around to the driver's seat, you slip the key in the ignition and turn on. The engine purrs into life. Smoke pours from the exhausts, so you decide to reserve fuel and shut down. Closing the hood, you admire the blue and yellow paint scheme, with the large skull and crossbones embossed on the hood. From behind, you can hear the deep growl of your opponent's car racing towards you. He pulls up beside your car, and a young girl steps out and proceeds to explain the rules: There aren't any! Jumping in 'Daisy', you switch on and rev the engine. Now that you are both lined up and raring to go, the girl stands between the two cars and raises her scarf. With only a few moments to go, she drops the scarf and the race begins.

5th Gear is yet another racing game with the intention of pitting your skill as a daring racing driver against the might of your loyal computer. But instead of racing along a nicely-finished, tarmac surface, the road is a long section of off-road track with obstacles such as trees and pinna-cles of solid rock that protrude from the ground. You start with an inventory of five cars, ten thousand dollars and a car-mounted machine gun, which can be used to shoot other road users. The time-limit varies between each race, and can be anything from five to six minutes. Along the way, shops can be entered by driving onto the forecourt and pressing the fire button. There are four different types of shop that are accessible: a weaponry store; garages



It's a good idea to stock up on weaponry and fuel before driving out into the wilderness. Just pull up on the forecourt and press the fire button to enter the shop.

Spy Hunter was one of the most successful arcade games of all time and Hewson's 5th Gear bears more than a passing resemblance to it. The popularity of overhead racing games peaked about four years ago on eight-bit, and 5th Gear is no real improvement on this once prolific theme. Apart from its somewhat hackneyed appearance, my main criticism of 5th Gear is the small field of vision and far too many obstacles which, rather than adding to the challenge, actually chokes the flow of the game. It has a dated appearance and, for me, it didn't have the quality of gameplay to back it up, which might have saved the game.

JS

that enable you to repair the car; a refueling station and last but by no means least; an 'extras' shop that allows you to buy equipment like a water-tight chassis.

It is possible to score points and earn money in a number of different ways. For instance, if you jump over a hill or a river you will be awarded a certain amount of points depending on the distance travelled in the air, and also shooting bushes and the likes of enemy cars will earn points. To

earn money, though, you have to complete the lap. The more time you have remaining on the clock, the more money you will receive at the end of each race. Whatever you do, drive fast and steer clear of enemy fire!

STA

STA
Rating

59%

GRAPHICS: 55%
SOUND: 45%

LASTING APPEAL: 58%
ADDICTIVENESS: 64%

DIFFICULTY: AVE/HARD
1ST DAY SCORE: 3000

The hills in front are used as ramps to clear the river ahead, but having a water-tight chassis enables you to drive across the water without getting your feet wet.



SOFTWARE CITY

CALL US ON:

0785 41899

0922 24821

0902 25304



We welcome customers at:

SOFTWARE CITY
1 GOODALL STREET,
WALSALL,
TEL: 0922 24821

SOFTWARE CITY
59 FOREGATE STREET,
STAFFORD,
TEL: 0785 41899

SOFTWARE CITY
3 LICHFIELD PASSAGE,
WOLVERHAMPTON,
TEL: 0902 25304

Cheques & PO's to Wolverhampton only

ST SELLERS

3-D POOL.....	13.99
AIRBORNE RANGER.....	16.99
A.P.B.	13.99
BALANCE OF POWER 1990.....	16.99
BARBARIAN (PALACE).....	6.99
BARBARIAN 2 (PALACE).....	16.99
BARDS TALE.....	6.99
BATMAN THE MOVIE.....	13.99
BATTLE CHESS.....	16.99
BATTLE HAWKS.....	16.99
BATTLE OF AUSTERLITZ.....	16.99
BEACH VOLLEY.....	13.99
BIONIC COMMANDO.....	6.99
BISMARCK.....	16.99
BLADE WARRIOR.....	16.99
BLOODWYCH.....	16.99
BLOODWYCH DATA DISC.....	9.99
BOMBER.....	19.99
BRIAN CLOUGH.....	12.99
CABAL.....	13.99
CAPTAIN BLOOD.....	4.99
CARRIER COMMAND.....	16.99
CHAOS STRIKES BACK.....	16.99
CHASE HQ.....	13.99
CHUCKIE EGG.....	13.99
COMMANDO.....	13.99
CONFLICT EUROPE.....	16.99
CONTINENTAL CIRCUS.....	13.99
COSMIC PIRATE.....	6.99
CRAZY CARS 2.....	13.99
CYBERBALL.....	13.99
DAILY DOUBLE HORSE RACING.....	13.99
DAMOCLES.....	16.99
DAYS OF THE PHAROAH.....	16.99
DEGAS ELITE.....	16.99
DELUXE SCRABBLE.....	16.99
DEMONS WINTER.....	16.99
DESOLATOR.....	4.99
DOUBLE DRAGON 2.....	13.99
DRAGON NINJA.....	9.99
DRAGONS BREATH.....	19.99
DRAKKHEN.....	19.99
DUNGEON MASTER.....	16.99
DUNGEON MASTER EDITOR.....	6.99
DYNAMITE DUX.....	16.99
ELITE.....	16.99
F16 COMBAT PILOT.....	16.99
F16 FALCON.....	16.99
F29 RETALIATOR.....	16.99
FALCON MISSION DISK.....	13.99

FAST BREAK.....	13.99
FEDERATION OF FREE TRADERS.....	19.99
FERRARI FORMULA.....	16.99
FIENDISH FREDDY'S BIG TOP OF FUN.....	16.99
FIGHTING SOCCER.....	16.99
FOUNDATION WASTE.....	6.99
FOOTBALL DIRECTOR 2.....	13.99
FOOTBALLER OF THE YEAR 2.....	13.99
FOOTBALL MANAGER.....	3.99
FOOTBALL MANAGER 2 + EXPANSION KIT.....	13.99
FUTURE WARS.....	16.99
GHOULS AND GHOSTS.....	16.99
GHOSTBUSTERS 2.....	16.99
GRID IRON.....	16.99
GUNSHIP.....	16.99
HARD DRIVIN.....	16.99
HEROES OF THE LANCE.....	16.99
HILLSFAR.....	16.99
HOLLYWOOD POKER PRO.....	6.99
HONDA RVF 750.....	16.99
HOUND OF SHADOW.....	16.99
INDIANA JONES LAST CRUSADE.....	13.99
INDIANA JONES THE ADVENTURE.....	16.99
INFESTATION.....	16.99
IVANHOE.....	13.99
JOAN OF ARC.....	6.99
KENNY DALGLISH SOCCER MATCH.....	13.99
KICK OFF.....	13.99
KICK OFF EXTRA TIME (ADD ON).....	6.99
KNIGHTFORCE.....	16.99
LAZER SQUAD.....	13.99
LEADERBOARD COLLECTION.....	13.99
LEISURESUIT LARRY.....	16.99
LEISURESUIT LARRY LOOK FOR LOVE.....	19.99
LICENCE TO KILL.....	13.99
LOMBARD R.A.C. RALLY.....	16.99
MARBLE MADNESS.....	6.99
MICROPROSE SOCCER.....	16.99
MIDWINTER.....	16.99
MILLENIUM 2.2.....	16.99
MOONWALKER.....	16.99
NEVER MIND.....	13.99
NEW ZEALAND STORY.....	13.99
NORTH AND SOUTH.....	16.99
OIL IMPERIUM.....	16.99
OMEGA.....	19.99
OPERATION THUNDERBOLT.....	13.99
OPERATION WOLF.....	13.99
OUTRUN.....	6.99
PAPERBOY.....	13.99

PAUL GASGOINE SUPER SOCCER.....	16.99
POPULOUS.....	16.99
POPULOUS NEW WORLDS.....	6.99
POWERDRIFT.....	16.99
QUARTZ.....	13.99
REALM OF THE TROLLS.....	6.99
RED STORM RISING.....	16.99
RICK DANGEROUS.....	16.99
ROADWARS.....	6.99
ROBOCOP.....	13.99
ROCKET RANGER.....	16.99
RUNNING MAN.....	16.99
SCAPEGHOST.....	13.99
SHINOBI.....	13.99
SHOOT'EM UP CONS KIT.....	19.99
SILENT SERVICE.....	16.99
SPEEDBALL.....	9.99
STARGLIDER 2.....	9.99
STARQUAKE.....	2.99
STARWARS TRILOGY.....	16.99
STREET FIGHTER.....	6.99
STRIDER.....	13.99
STRYX.....	13.99
STUNT CAR.....	16.99
SUPER LEAGUE SOCCER.....	16.99
SUPER WONDERBOY.....	16.99
T.V. SPORTS FOOTBALL.....	16.99
TIMES OF LORE.....	16.99
TOOBIN.....	16.99
TRACKSUIT MANAGER.....	13.99
TURBO OUTRUN.....	13.99
ULTIMATE GOLF.....	16.99
U.M.S.....	16.99
UNTOUCHABLES.....	13.99
VIGILANTE.....	9.99
VULCAN.....	13.99
WAR IN MIDDLE EARTH.....	13.99
WATERLOO.....	16.99
WEIRD DREAMS.....	16.99
WORLD CLASS LEADERBOARD.....	6.99
XENON 2 MEGABLAST.....	16.99

ACCESSORIES

3.5" DS/DD x 1.....	0.79
WITH LABELS x 10.....	6.99
x 25.....	16.99
MOUSE MATS.....	2.99
MOUSE COVER.....	4.99
ST & AG EXTENSION LEADS.....	5.99

COMPILATIONS

MAGNUM FOUR

AFTERBURNER, DOUBLE DRAGON,
OPERATION WOLF, &
BATMAN, THE CAPED CRUSADER
£19.99

LIGHT FORCE

R-TYPE, I.K.+, VOYAGER, &
BATMAN, THE CAPED CRUSADER.
£16.99

THRILLTIME PLATIGNUM Vol 2

IKARI WARRIORS, BUGGY BOY,
BOMB JACK, SPACE HARRIER,
LIVE AND LET DIE, THUNDERCATS, &
BEYOND THE ICE PALACE.
£16.99

WINNERS

THUNDERBLADE, L.E.D. STORM,
BLASTEROIDS, &
IMPOSSIBLE MISSION 2
£19.99

THE STORY SO FAR VOL 1

IKARI WARRIORS, BUGGY BOY,
BEYOND THE ICE PALACE, &
BATTLESHIPS.
£13.99

THE STORY SO FAR VOL 3

SPACE HARRIER, LIVE AND LET DIE,
BOMB JACK, & THUNDERCATS.
£13.99

PREMIERE COLLECTION

ZYNAPS, EXOLON, NEBULUS AND
NETHERWORLD.
£19.99

PRECIOUS METAL

CAPTAIN BLOOD, XENON,
ARKANOID 2 AND SUPER HANG ON.
£13.99

GIANTS

GAUNTLET 2, ROLLING THUNDER
1943 AND OUTRUN
£19.99

"The suburbs of downtown New York are packed with pushers, thugs and all manner of ruthless punks. Come with me and take a far-from-leisurely walk on the wild side!"

WILD STREETS

TITUS £19.99

In true commando style, you and your pet panther are lowered down by a single strand. Before long, all kinds of rascallions are bound to turn up and give you a knuckle sandwich.



The year is 1998, the place is New York. Although renowned for violent crime, New York used to be respected for being one of the most successful business markets around, but now that has all changed. Once a united city, it has now been split into two: on one side the shanty towns, and on the other, some of the most luxurious mansions ever to see the light of day. Obviously, the criminals and other down-and-outs seek shelter from the ruins, hop-

ing that tomorrow will be better than today. Drug barons and mafia crime-lords live in the comfort of their would-be palaces, knowing that there will always be buyers for their illegal goods. A plan to rid the streets of villains was to be executed by the CIA, but the leader of the mission, John Steven, was snatched from beneath their feet, which left them bewildered. Who



I wouldn't have thought that a huge black panther and countless humans would have been a good combination, but boy, does Black Virgin dispose of the enemy. As with Titus's other beat 'em-up, the sprites are well animated, and I'm glad to say that Wild Streets is more fun to play than the previous release. I think the screen should scroll instead of flicking to the next area, but it doesn't detract from the game's overall appeal. On the whole, Wild Streets is a competent beat 'em-up that is easy to play yet hard to conquer!

AS

had taken Steven? They didn't know. It could have been one of the street gangs playing a prank, but on the other hand, it could have been a homicidal maniac who was willing to kill the CIA officer at the drop of a hat. Whatever way you looked at it, the future for Steven was dull.

What the U.S. government didn't know, was that he was kidnapped so that the crime-lords could find out who was aiding the uphill fight against crime. If they could eliminate each of Steven's officers, it would become possible to be even more powerful, and the constant struggle against the police would be over. They didn't count on a lone man and his panther returning Steven back to where he belonged. You knew that you had to hit hard and fast, and retrieve Steven with the minimum of fuss.

Before you leave, you are briefed on your mission: Penetrate the various parts of the city and bring back Steven alive. The obvious place to begin the retrieval is in the area where Steven was last seen. You and your panther are lowered out of the helicopter in true commando style, ready to do battle against the street gangs of the Big Apple. Not only do you have a panther at your side, but also your trusty chrome .357 Magnum to increase your



Why use your fists when you can blow their heads off with your .357 Magnum? Mind you, don't run out of bullets, though.

Black Virgin may just stroll around the screen at times, but eventually she will pounce on an unsuspecting thug who will consequently fall down and die.

After battling through each of the five levels, a large gang leader walks on screen and prepares to give you a thrashing. As you put up your dukes, you get ready to teach him a lesson, but watch out for that iron bar he's wielding.



feeling of security. You grew up in the rough area of town, so you are strong in the art of street-fighting, and at present, you are in tip-top form. Steven on the other hand, is a long way from being tough. On the return journey, you have to protect Steven, otherwise the criminals will be that little bit closer to victory.

James Taylor is your name, and what a hero you are! You have been on a number of operations before, all of which have been successful. You are also renowned for your powerful right hook, and you're not afraid to punch your way out of a sticky situation. Your panther, Black Virgin, is one big cat, and if you are on the receiving end of her bite, you won't last long. She is trained to protect you, so you should have no worries about men bigger than you: just set her on them. Anyway, you have also got the .357 Magnum to turn to.

All of the usual moves are present, including high and low kicks, or, if more appropriate, a quick jab in the stomach. The natives are far from friendly, and,

given half the chance, they'll attack you. At the end of each stage is a leader of one of the street gangs. Initially, you'll find that they can be disposed of with a few rounds from your gun or after a couple of low punches, but later on, they'll still remain standing even after you've released a complete magazine from your gun. Running out of ammo occurs frequently, so don't forget to pick up extra bullets left by the departed enemy, every now and then.

STA

The game starts off rather predictably with the usual beat'em-up hero in vest with big biceps and straight back. But the slant on this game is that you have a guardian angel in the shape of a black panther. Hmm, I don't really know why the panther follows you around and pounces on your enemy, but it certainly makes the game a lot easier when he does. But is that a good thing? Surely, a beat'em-up should be set at such a high level that only blood, sweat and determination will overcome the enemy. Out of all the beat'em-ups around I found this to be the easiest. Artwork and animation is commendable, the backdrops are well drawn and the sonics are impressive, but there is nothing new here.

JS

Wild Streets hardly lives up to its name; perhaps Titus should have named it Quite Pleasant Avenue. The sprites are large but poorly animated, and the ST's colour hasn't been used to its full potential. The sound effects lack variety and the title soundtrack sound muffled and bland. The gameplay offers little variation and the controls prove frustrating. Even with the added bonus of your own panther as a companion, Wild Streets lacks that certain something.

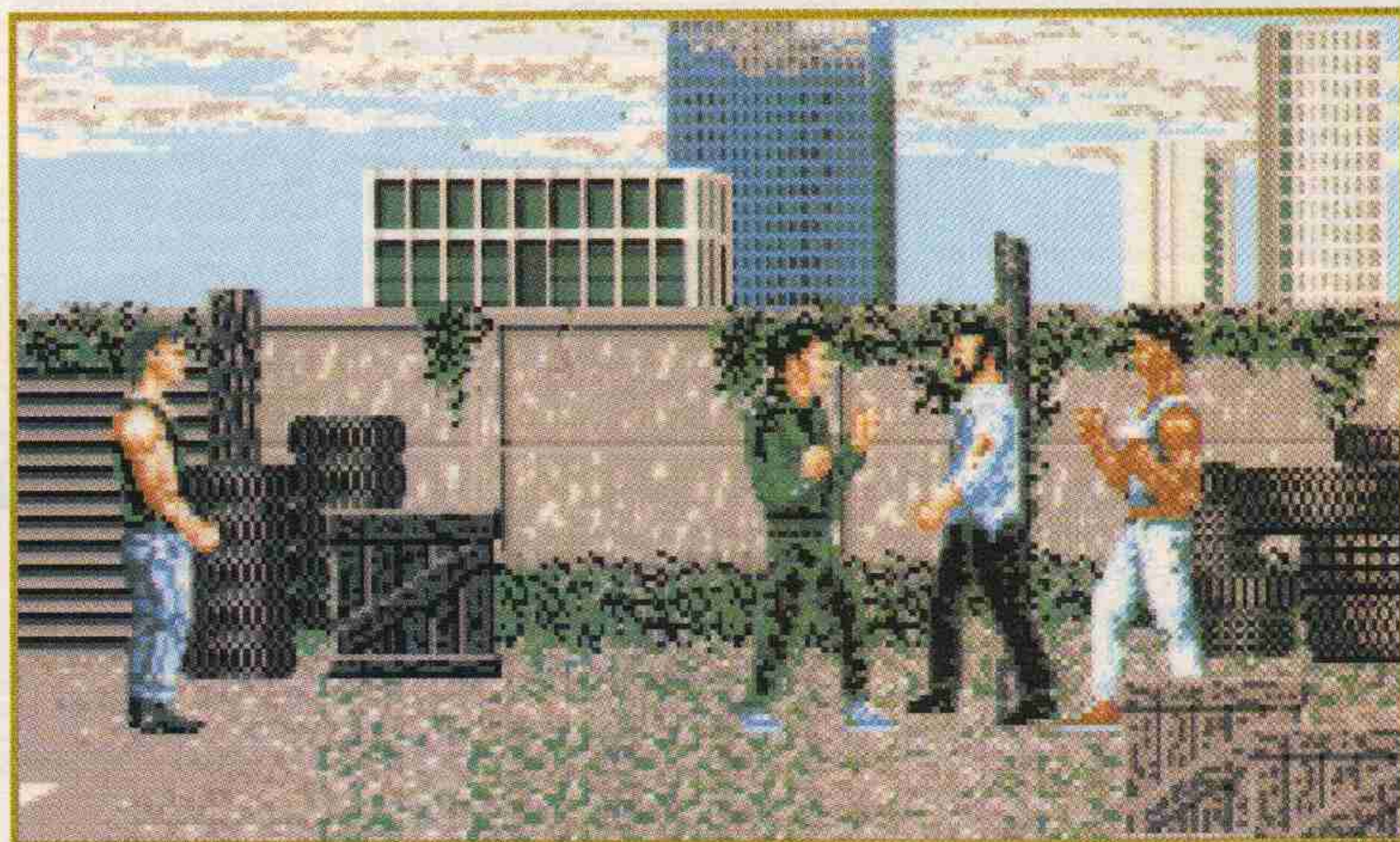
NC

STA
Rating
58%

GRAPHICS: 53%
SOUND: 57%

LASTING APPEAL: 56%
ADDICTIVENESS: 61%

DIFFICULTY: AVERAGE
1ST DAY SCORE: 38692



Once you have fought your way up to John Steven, you have to escort him back to the pickup point. He's not very tough so keep an eye on him at all times.

TURBOSOFT

DEPT (ST ACTION)

41 SOUTH STREET

LEIGHTON BUZZARD

BEDS, LU7 8NT

TEL: 0525 377974

FAX: 0525 852278

FORTHCOMING ATTRACTIONS

Addidas Golden Shoe	13.99
Blade Warrior	16.99
Blue Angles	16.99
Commando	13.99
Cyberball	12.99
Damocles	16.99
Dragons of Flame	16.99
Drakkhen	16.99
Drivin Force	16.99
Fast Lane	16.99
Fiendish Freddy's Big Top Fun	19.99
Fighting Soccer	13.99
Goldrunner III	15.99
Hyperforce	10.99
Infestation	16.99
Ivanhoe	13.99
Knight Force	11.99
Lancaster	13.99
Last Ninja 2	13.99
Lords of the Rising Sun	19.99
Lost Patrol	13.99
Manhunter in San Francisco	20.99
Midwinter	16.99
Moonwalker	13.99
Myth	13.99
Omega	19.99
Operation Thunderbolt	13.99
Oriental Games	13.99
P-47 Thunderbolt	16.99
Pirates	16.99
Pools of Radiance	16.99
Rainbow Island	13.99
Renegade 3	13.99
Shadow of the Beast	22.99
Space Ace	26.99
Space Harrier II	13.99
Star Trek V	16.99
Stryx	13.99
Slayer	13.99
Stormlord	13.99
Switch Blade	13.99
Test Drive II	16.99
The Punisher	16.99
Time	18.99
Tin Tin on the Moon	13.99
Toobin	13.99
Tower of Babel	16.99
Tusker	13.99
Ultima V	16.99
Ultimate Golf	13.99
UMS II	16.99
Verminator	16.99
Wayne Gretzky's Hockey	14.99
Wild Streets	13.99
Zombi	16.99

THE CHART-TOP 30 MOVERS

Chaos Strikes Back	16.99	Hard Drivin	12.99
Iron Lord	16.99	Pro Tennis Tour	16.99
Maniac Mansion	16.99	Stunt Car Racer	16.99
Super Wonderboy	13.99	Future Wars	16.99
Ninja Warriors	13.99	Onslaught	15.99
F-29 Retaliator	19.99	Hound of Shadow	16.99
Xenon II Megablast	16.99	Interphase	16.99
Continental Circus	13.99	Bomber	19.99
Batman The Movie	13.99	Chase HQ	13.99
California Games	13.99	Double Dragon II	13.99
Red Storm Rising	16.99	Ghouls & Ghosts	13.99
Cabal	13.99	North & South	16.99
Gazza's Super Soccer	14.99	Ghostbusters II	16.99
Indy Jones and the Last Crusade (ADV)	16.99	Untouchables	13.99
T.V. Sports Football	16.99	Turbo Outrun	13.99

FOR EVERY £20 SPENT YOU WILL RECEIVE A MYSTERY FREE GAME FROM OUR SPECIAL OFFERS SECTION

PREMIER COLLECTION

ONLY £12.99

NEBULUS • EXOLON • NETHERWORLD • ZYNAPS

LIGHT FORCE

ONLY £16.99

IK+ • BIO CHALLENGE • VOYAGER • R-TYPE

PRECIOUS METAL

ONLY £16.99

CAPTAIN BLOOD • XENON
SUPER HANG ON • ARKANOID II

COMPUTER HITS II

ONLY £8.99

TETRIS • TRACKER • JOE BLADE • TAU CETI

PREMIER COLLECTION II

ONLY £19.99

ELIMINATOR • CUSTODIAN
BACKLASH • MERCENARY

MAGNUM 4

ONLY 19.99

AFTERBURNER • BATMAN • CAPED
CRUSADER • OPERATION
WOLF • DOUBLE DRAGON

SPECIAL OFFERS

Asterix	9.99	Shadowgate	8.99	Shadow Gate	7.99
Oids	7.99	Uninvited	8.99	Spitfire 40	4.99
Deja Vu	7.99	Running Man	9.99	Strike Force Harrier	4.99
Powerplay	6.99	Wishbringer	9.99	Hunt for Red October	9.99
Dragon Spirit	7.99	Spellbreaker	9.99	J.U.G.	4.99
Sufflepuck Cafe	7.99	Suspect	9.99	Football Manager II	7.99
Rocket Ranger	9.99	Moonmist	9.99	Rings of Zilfin	9.99
Sundog Frozen Legacy	4.99	Ballyhoo	9.99	Phantasia II	9.99
IK+	6.99	Tau Ceti	2.99	Flintstones	6.99
Dark Castle	4.99	Acadamy	2.99	Airball Const. Kit	7.99
Chariots of Wrath	4.99	Catch 23	2.99	The President is Missing	8.99
Outrun	6.99	Skull Diggery	2.99	Millenium 2.2	8.99
Leaderboard	6.99	Hacker	2.99	Pacland	7.99
Casino Roulette	3.99	Hacker II	2.99	Pacmania	8.99
Brain Cloughs Football	6.99	Hollywood Poker pro	7.99	Carrier Command	9.99
Strip Poker II Plus	6.99	Joan of Arc	7.99	Dark Castle	5.99
Trivial Pursuits New Beginning	7.99	R-Type	7.99	Peter Beardsley's Soccer	5.99
Tanglewood	4.99	Super Hang on	7.99	Marble Madness	7.50
Alternate Reality	5.99	Afterburner	7.99	Bard's Tale I	7.50
Fish	8.99	Sorcerer Lord	6.99		
Speedball	11.99	Fernandez Must Die	5.99		

* PLEASE NOTE NOT ALL THE TITLES IN THE FORTHCOMING ATTRACTIONS SECTION MAY BE RELEASED AT THE SCHEDULED TIME, THESE WILL BE DESPATCHED WITHIN 24 HOURS OF RELEASE SUBJECT TO AVAILABILITY

Please make cheques and postal orders payable to

TURBOSOFT

P+P in UK free, elsewhere please add £2.00 per item. NB Please state make of computer when ordering.

CLASSIC COLLECTION

Airborne Ranger	15.99
A.P.B.	13.99
Balance of Power 1990	16.99
Bards Tale	7.99
Battlechess	16.99
Battlehawks 1942	16.99
Blood Money	16.99
Bloodwych	16.99
Centrefold Squares	11.99
Colossus Chess X	15.99
Conflict: Europe	15.99
Daily Double Horse Racing	13.99
Dragon Ninja	13.99
Dungeon Master	15.99
Dungeon Master Editor	7.99
F-16 Combat Pilot	16.99
F-16 Falcon	15.99
Falcon Mission Disc	13.99
Ferrari Formula 1	16.99
Flight Simulator 2	26.99
Forgotten Worlds	13.99
Gunship	15.99
Heroes of the Lance	16.99
Hillstar	16.99
Kick Off	12.99
Kings Quest IV	19.99
Kings Quest Triple Pack	23.99
Lombard Rally	15.99
Micro Soccer	15.99
N.Z. Story	13.99
Operation Wolf	13.99
Populous	16.99
Populous Promised Lands	7.99
Rick Dangerous	16.99
Robocop	13.99
Rocket Ranger	16.99
R.V.F Honda	16.99
Scenery Disc 7,9 or 11	12.99
Scenery disc Japan or Europe	13.99
Shinobi	13.99
Silkworm	13.99
Space Quest III	19.99
Speedball	15.99
Steve Davis Snooker	13.99
S.T.O.S.	19.99
S.T.O.S. Compiler	13.99
S.T.O.S. Maestro	15.99
S.T.O.S. Maestro Plus	54.99
S.T.O.S. Sprites 600	10.99
Tank attack	16.99
Times of Lore	15.99
Ultima IV	16.99
War in Middle Earth	13.99
Weird Dreams	15.99
Zak McKracken	16.99

A COMPLETE SERVICE IN COMPUTERS AND SOFTWARE

GAMES

F29 Retaliator	£19.95
Chaos Strikes Back	£19.95
Twin World	£19.95
Ghouls & Ghosts	£16.95
Saint & Greavsie	£8.95
Axel's Magic Hammer	£16.95
Turbo Outrun	£16.95
Chase HQ	£16.95
Super Wonderboy	£16.95
The Untouchables	£18.95
Gazza's Super Soccer	£18.95
Switchblade	£16.95
Advanced Ski Simulator	£4.99
Advanced Rugby Simulator	£4.99
BMX Simulator	£4.99
Treasure Island Dizzy	£4.99
Interphase	£19.95
North & South	£19.95
Hard Drivin	£16.95
Winners	£22.95
Galaxy Force	£19.95
Day of the Viper	£19.95
Light Force	£19.95
Toobin	£16.95
Strider	£16.95
F-16 Combat Pilot	£18.95
Falcon Mission Disc	£14.95
New Zealand Story	£16.95
Postman Pat	£8.95
Pictionary	£13.95
Licence to Kill	£16.95
California Games	£15.95
RVF	£18.95
Kick Off	£14.95
Silkworm	£16.95
Ferrari Formula One	£19.95
Star Wars Trilogy	£18.95
Stunt Car Racer	£18.95
Robocop	£16.95
TV Sports Football	£19.95
Populous	£19.95
Fun School II	each £16.95

Powerdrome	£18.95
Indiana Jones	£16.95
APB	£16.95
Falcon	£18.95
Rocket Ranger	£19.95
Forgotten Worlds	£16.95
Dragon Ninja	£16.95
Mr Heli	£15.95
Continental Circus	£16.95
Weird Dreams	£18.95
Paperboy	£22.95
Shufflepuck Cafe	£16.95
Beach Volley	£16.95
Populous Data Disk	£8.50
Xenon II	£18.95
Blood Money	£19.95

ADVENTURE / STRATEGY

Dragons of Flame	£19.95
Battlechess	£19.95
Bloodwych	£18.95
Space Quest 3	£19.95
Cosmic Pirate	£14.95
Borodino	£22.95
War in Middle Earth	£14.95
Sargon III Chess	£18.95
Colossus Chess X	£18.95
STAC	£29.95
Waterloo	£18.95
Leisure Suit Larry 2	£22.95
Red Lightning	£24.95
Kings Quest IV	£22.95
Talespin	£24.95
Indy - The Adventure	£19.95
Manhunter II	£22.95
Deja Vu 2	£18.95
Conflict Europe	£19.95
Quest for Timebird	£25.95

GRAPHIC DESIGN / CAD

Flairpaint	£29.95
Hyperpaint	£19.95
Video Titling	£22.95

Cyber Sculpt	£39.00
Cyber Texture	£42.95
GFA Draft Plus	£99.95
Degas Elite	£16.95
Cyber Studio	£39.00
Cyber Paint	£55.00
Cyber Controller	£29.00
Spectrum 512	£29.95
Supercharged Easy Draw 2	£62.00
Easy Draw 2	£39.95

UTILITIES / BUSINESS

Base 2	£22.95
Personal Finance Manager	£24.95
ST Replay 4	£64.95
STOS Maestro	£19.95
STOS Maestro +	£62.95
STOS Compiler	£16.95
Mastersound	£29.95
Superbase Personal 2	£79.95
Home Accounts	£21.95
Utilities Plus	£24.95
Word Up	£59.00
GFA BASIC V3	£45.00
Pro Pascal	£89.00
Pro Fortran	£109.00
Superbase Professional	£149.00
Mark Williams C	£109.00
First Word Plus V3	£59.95
Word Perfect V4	£185.00
Signum II	£184.00
Datamanager Professional	£29.00

ACCESSORIES

Devpac ST v2	£49.00
STOS	£23.95
Original Mouse Lead	£4.95
ST to Scart	£11.99
Trackball	£21.95
ST Open ended lead	£5.95
3M Mouse Extension	£3.99
Mouse Lead	£2.99
ST to Composite (2 phono)	£6.45

ST to Centronics	£10.99
Mouse Mat (hard)	£5.95
Joystick/Mouse Extensions	£5.95
ST to Midi (2 leads)	£7.95

HARDWARE

Philips 8833 monitor	£240.00
Star LC10 col. Printer	£225.00
Vision 4200 colour monitor	£229.00
Philips Pro CM8852	£299.00
Star LC10 printer inc lead	£175.00
Star LC24-10 printer	£260.00
Atari 1 Meg Internal Drive	£112.00
NEC 1 Meg Internal Drive	£79.00
Epson LX800 printer	£190.00



MILES BETTER SOFTWARE

219/221 CANNOCK ROAD
CHADSMOOR, CANNOCK
STAFFORDSHIRE, WS11 2DD

OPENING HOURS

MONDAY TO SATURDAY
9.00am - 6.00pm callers welcome.



(0543)

466577/8/9



PLEASE CALL IN AND SEE THE LARGEST SELECTION OF SOFTWARE IN THE MIDLANDS
ALL PRICES INCLUDE POST AND PACKAGING AND VAT AT 15% ALL PRICES ARE SUBJECT TO AVAILABILITY
PLEASE MAKE CHEQUES PAYABLE TO: "MILES BETTER SOFTWARE"

"Who could resist the opportunity of stepping into the boots of the diminutive, Corsican-born man who was the greatest Emperor in modern history, Napoleon Bonaparte."

AUSTERLITZ

— PSS/MIRRORSOFT (£24.95) —

STA
Rating
68%

GRAPHICS: 60%
SOUND: N/A

LASTING APPEAL: 76%
ADDICTIVENESS: 69%

DIFFICULTY: AVERAGE
1ST DAY SCORE: N/A

2nd December 1805 - a few miles east of Brunn in the province of Moldavia. Positioned on the Pratzen Heights, the forces of the Austro-Russian army. Facing them between Santon Hill and the River Bosenitz, Napoleon's 'Grand Armee' prepares for the greatest battle in the campaign. PSS utilize Dr Peter Turcan's wargaming system, which proved so successful in Borodino and Waterloo. Again, the screen is divided in two; the upper section displaying a three-dimensional representation of the battlefield, the lower a command window. Whether you assume the persona of Emperor Napoleon or Czar Alexander, commander of the Austro-Russian forces, your commander is always positioned at the bottom of the screen regardless of the direction he is facing. Your effective vision is two miles and the battlefield is approximately 112 square miles. The simulation is mouse-activated; aiming the cursor at terrain features, army units and villages will reveal details such as name, distance or location and identifying various units.

Two players can participate, or one against a computer-controlled army.

Austerlitz is the latest edition in the range of highly acclaimed PSS strategy war games which simulate the Napoleonic wars, and PSS have implemented Turcan's design to equal effect. There is no limit to the level that Austerlitz can be played at, and yet it maintains a simplicity and comprehensiveness than can be understood in no time. Wargaming doesn't appeal to everyone, and it has gained a rather stuffy elitist aura about it. But like chess, it can be played at any level of difficulty and as a layman, I found the presentation and structure of the system promoted ease of use. Austerlitz was a nice contrast to the less cerebrally taxing games that I usually play. To the right person, this is longer interest stuff with numerous variations.

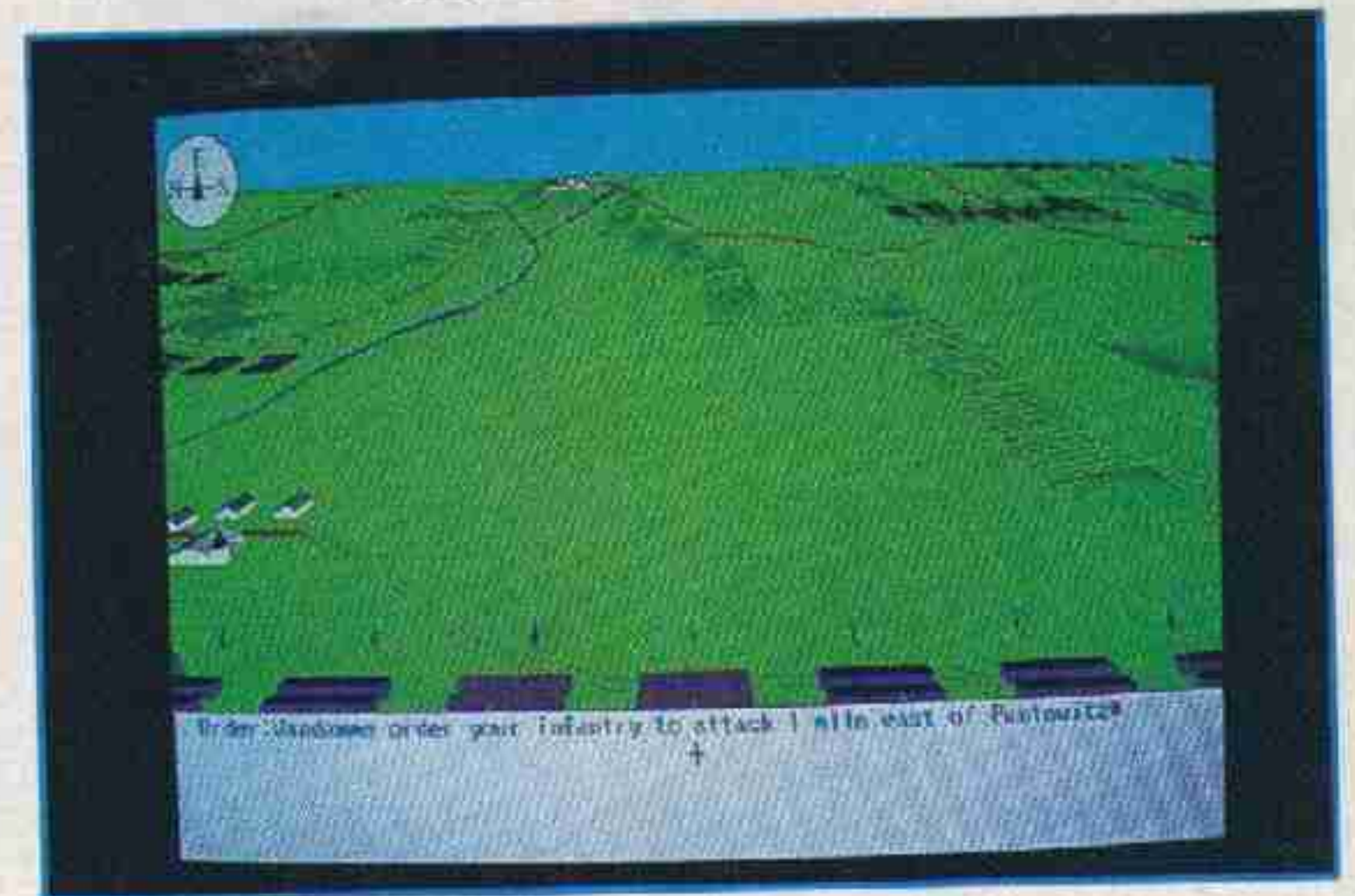
JS



As chief commander you survey the battlefield at Austerlitz in the distance the Czar's army takes position across the Pratzen heights while Napoleon's Grand army prepare for their finest hour between Santon Hill and the River Bosenitz.

You can select to include or leave out various playing parameters, embargoes and features before the battle. These include displaying messages between Generals and whether you can view the battlefield from other positions. Also you can disregard historically accurate orders. As commander, the command window is your communication with the armies and there are two types of command used for issuing orders: a system command which tells the program that you want to do something with the game such as 'Look'; and an actual battle order to one of your commanders. All battle orders are specific and complicated and so must be written in sentences which are dispatched to the commanders. Each order consists of two parts: the action, such as battle, support, report, transfer and strategy, and the conditions, such as time, place or duration which are relevant to the action. You can also make the order specific to to one commander: 'Kienmayer order your artillery to move half a mile north, Langeron shell Kobeinitz for three hours; or Murat at 2.30pm retreat.'

The game works on the principle of Napoleonic War which have been transferred to table top wargaming according to time-honoured tradition. At its simplest level of play, this is a game of troop movements, but conditions and parameters such as troop morale and the calibre of officers demonstrate the the massive and diverse responsibilities placed on a commander in-chief's shoulders. **STA**



The Czar orders a cavalry charge against the Napoleonic lines. Napoleon responds by ordering three hours of cannon bombardment to weaken the infantry - he know's his stuff!

Back in issue 18 we followed the antics of the great French general, Napoleon, on the Belgium battlefield of Waterloo. Now, PSS are proud to release the further exploits of the little-big man. Austerlitz is basically a carbon copy of Waterloo. The graphics are clear but still manage to offer the player with an excellent view of the battle. The sound, or lack of it, did detract a little from the game - I would at least like to hear the sound of the cannon blasting. All in all, Austerlitz will appeal to all wargamers, especially those who enjoyed the thrill of Waterloo.

NC

Colour Software? No Colour Monitor?

NO PROBLEM!

Now you can run colour software without going to the expense of buying a colour monitor.

THE ST MODULATOR IS THE ANSWER — THE PLUG-IN ANSWER

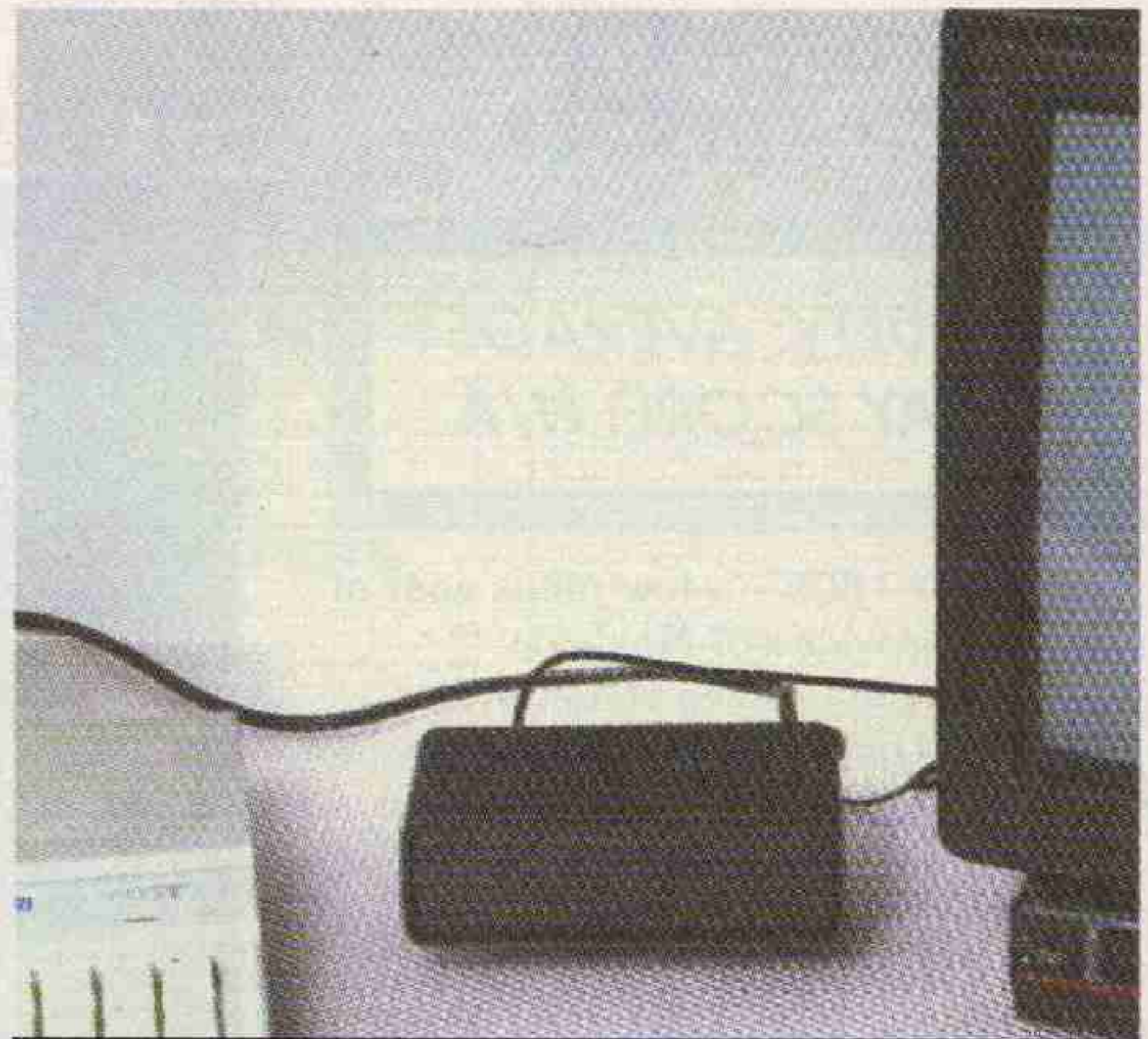
No need to send your machine for lengthy modifications, The **ST Modulator** provides both UHF and Composite output by plugging straight into your ST's monitor port.

THEN YOU JUST CONNECT THE ST DIRECTLY TO A DOMESTIC TELEVISION SET OR VIDEO RECORDER.

- Works with the 520ST, the 1040ST and the Mega ST.
- High Quality UHF output for domestic television sets.
- Composite video and audio output also included.
- Power supply included.
- UHF lead supplied. (note: Composite lead not provided)
- Just £55.00 including VAT, plus £1.50 postage & packing.
- Money back if not satisfied.



Allow 21 days for delivery



The ST Modulator when in use, showing its compact size.

Available from:

Products Dept., ST World Magazine, Latham House, Quarry Lane, Chichester, West Sussex PO19 2NY.

CASTLE SOFTWARE



COME TO THE PROFESSIONALS!!!!

2 Williams Clowes Street
Burslem,
Stoke on Trent
ST6 3AP
Tel: 0782 575043

ALL ORDERS UNDER £6 REQUIRE 75P TOWARDS P&P. OVER £6 P&P FREE ANY GAME NOT RELEASED WILL BE SENT ON DAY OF RELEASE

ATARI ST NEW YEAR SPECIALS

BATMAN.....	7.99	HOLLYWOOD POKER PRO.....	7.99
BUGGY BOY.....	7.99	STEVE DAVIS SNOOKER.....	8.99
BOMB JACK.....	6.99	CONFLICT EUROPE.....	9.99
LIVE AND LET DIE.....	6.99	WATERLOO.....	10.99
KNIGHTMARE.....	5.99	PHOENIX.....	5.99
RAMPAGE.....	5.99	PASSING SHOT.....	5.99
VOYAGER.....	6.99	TUSKER.....	15.95
FLYING SHARK.....	6.99	PAPERBOY.....	13.99
GATO.....	6.99	GHOSTBUSTERS 2.....	16.99
HELL RAISER.....	4.99	FALCON.....	15.99
MANIAX.....	4.99	PLAYER MANAGER.....	13.99
PANDORA.....	4.99	THE UNTOUCHABLES.....	13.99
SINBAD.....	6.99	LIGHT FORCE.....	16.99
MANHATTAN DEALERS.....	6.99	BLOODWYCH.....	15.99
KILL DOZERS.....	1.99	XENON 2.....	15.99
AUSTERLITZ.....	17.95	BEACH VOLLEY.....	13.99
FUTURE WARS.....	15.95	BATMAN THE MOVIE.....	13.99
ROY OF THE ROVERS.....	4.99	OPERATION WOLF.....	13.99
SHADOW GATE.....	6.99	OPERATION THUNDERBOLT.....	13.99
DEJA VU.....	6.99	POPULOUS.....	16.99
UNINVITED.....	6.99	ROBOCOP.....	13.99
STOS.....	18.99	STUNT CAR.....	15.99
STOS COMPILER.....	13.95	HONDA RVF.....	15.99
STOS MAESTRO.....	13.95	F16 COMBAT PILOT.....	15.99
STOS MAESTRO PLUS.....	52.99	LOST PATROL.....	15.95
STOS SPRITES 600.....	9.50	T.V. SPORTS FOOTBALL.....	15.99
MASTER SOUND.....	27.95	FERNANDEZ MUST DIE.....	4.99
GHOULS AND GHOSTS.....	16.95	DOGS OF WAR.....	13.99
TOWER OF BABEL.....	15.95	KICK OFF EXTRA TIME.....	7.99
HOUND OF SHADOW.....	16.95	SPACE ACE.....	29.95
TREASURE ISLAND DIZZY.....	4.99	RED STORM RISING.....	14.95
NITRO BOOST CHALLENGE.....	4.99	F29 RETALIATOR.....	19.95
ADVANCED RUGBY SIM.....	4.99	INDY JONES THE ADVENTURE.....	16.95
PRINCE.....	16.95	LAZER SQUAD.....	14.95
BORODINO.....	16.95	CABAL.....	13.95
BATTLE CHESS.....	16.95	SUPER WONDERBOY.....	15.95
STAR WARS TRILOGY.....	16.95	GUNSHIP.....	14.95
BOMBER.....	19.95	MICROPROSE SOCCER.....	14.95
MANCHESTER UNITED.....	15.95	LOMBARD RALLY.....	14.95
FIGHTING SOCCER.....	15.95	PIRATES.....	14.95
STRIDER.....	15.95	LAST NINJA 2.....	16.95
VIGILANTE.....	9.95	TURBO CUP (+CAR).....	7.99
WATERLOO.....	15.95	R TYPE.....	7.99
TURBO OUTRUN.....	14.95	IK+.....	8.99

ATARI ST NEW YEAR SPECIALS

MICKEY MOUSE.....	6.99	THUNDERBIRDS.....	7.99
BUTCHER HILL.....	5.99	DRAKKHEN.....	15.99
CYBERNOID.....	6.99	FUN SCHOOL 2 OVER 8.....	12.99
DARK FUSION.....	5.99	RICK DANGEROUS.....	15.99
ARTURA.....	5.99	KICK OFF.....	12.99
NIGHT RAIDER.....	7.99	DOUBLE DRAGON 2.....	14.99
NORTH STAR.....	5.99	ONSLAUGHT.....	15.99
ROAD BLASTERS.....	7.99	COMMANDO.....	13.99
POSTMAN PAT.....	7.99	GOLDEN PATH.....	3.99
TURBO OUTRUN.....	13.95	THE GRALE.....	3.99
BISMARCK.....	8.99	JOE BLADE.....	4.75
FOUNDATIONS WASTE.....	4.99	JOE BLADE 2.....	4.75
WORLD CLASS LEADERBOARD.....	7.99	SOCCER SUPREMO.....	4.99
ALIEN SYNDROME.....	7.99	NEBULUS.....	4.99
HELLFIRE ATTACK.....	2.99	HOLLYWOOD POKER.....	4.99
HACKER 1.....	2.99	WAR MACHINE.....	4.99
KNIGHT FORCE.....	15.95	CYBERNOID 2.....	5.99
POWER DRIFT.....	15.95	CUSTODIAN.....	5.99
HARD DRIVIN.....	13.95	VULCAN.....	6.99
CHASE HQ.....	13.95	SOLDIER OF LIGHT.....	7.99
CHAMBERS OF SHAOLIN.....	14.95	PACLAND.....	6.99
TOOBIN.....	13.95	SNOOPY.....	14.95
CONTINENTAL CIRCUS.....	13.95	VIRUS.....	5.99
LEGEND OF THE SWORD.....	6.99	WHIRLIGIG.....	4.99
TRACKER.....	4.99	RETURN TO GENESIS.....	4.99
KNIGHT ORK.....	8.99	LANCASTER.....	13.99
DUNGEON MASTER.....	15.95	GALAXY FORCE.....	15.95
CHAOS STRIKES BACK.....	13.95	NEW ZEALAND STORY.....	13.95
PHANTASM.....	2.99	STUNT CAR.....	14.99
HYPER DOME.....	2.99	SAINT AND GREAVSIE.....	6.99
SPACE QUEST 1.....	9.99	DARIUS.....	14.95
SPACE QUEST 3.....	19.99	INTERPHASE.....	15.95
OUTRUN.....	7.99	HUMAN KILLING MACHINE.....	4.99
BARDS TALE.....	7.99	FERRARI FORMULA 1.....	16.95
MINI GOLF.....	6.99	TEENAGE QUEEN.....	7.95
JUG.....	5.99	FIRST PERSON PINBALL.....	14.95
RUNNING MAN.....	7.99	TIME SCANNER.....	9.95
TANGLE WOOD.....	4.99	OIL IMPERIUM.....	16.95
HITS DISK VOL 1.....	9.99	NORTH AND SOUTH(DUAL DRIVE).....	16.95
POWER STRUGGLE.....	3.99	KARATE KID 2.....	5.99
SILENT SERVICE.....	17.95	PETER BEARDSLEY SOCCER.....	7.99
BLOOD MONEY.....	15.99	OMEGA.....	19.95
FUN SCHOOL 2 UNDER 6.....	12.99	CORRUPTION.....	8.99
FUN 2 6-8.....	12.99	FISH.....	7.99

SALE TIME

IKKARI WARRIORS.....	7.99
PRESIDENT IS MISSING.....	7.99
TERRY'S BIG ADVENTURE.....	7.99
IRON LORD.....	16.99
ORBITOR.....	6.99
ROCKET RANGER.....	9.99
CHARIOTS OF WRATH.....	9.99
FIRE ZONE.....	6.99
SORCEROR LORD.....	6.99
TALESPIN.....	10.99
IRON TRACKER.....	8.99
BLASTEROIDS.....	7.99
PHOBIA.....	5.99
TIMESCANNER.....	6.99
ANNALS OF ROME.....	9.99
ARCHELAGOS.....	9.99
STAR GLIDER 2.....	9.99
HYPERFORCE.....	9.99
FLINTSTONES.....	5.99
PACMANIA.....	7.99
BOMBUZAL.....	6.99
SPITFIRE 40.....	6.99
ZYNAPSE.....	4.99
SARGON 3 CHESS.....	9.99
STRIKE FORCE HARRIER.....	6.99
DOMINATOR.....	6.99
LITTLE COMPUTER PEOPLE.....	4.99
SPEEDBALL.....	9.99
TARGHAN.....	9.99
PLANET FALL.....	6.99
SUSPECT.....	5.99
STAR CROSS.....	4.99
LURKING HORROR.....	7.99
SPELLBREAKER.....	5.99
HOLLYWOOD HI JINX.....	7.99
SEASTALKER.....	5.99
WITNESS.....	5.99
WICKED.....	5.99



GIVING THE GAME AWAY NEW IMPROVED SECTION

THE GREAT SOFTWARE GIVEAWAY

This new improved section of GTGA has taken more time and effort than usual, but we are prepared to suffer to give you, the readers, the most comprehensive tips available. But, we can't do it alone, we need you to send in your small tips, players' guides, maps or your pleas for help. We will spend the long hours needed to help you, but we can't do it alone. If your work is published we will be sending you a prize, so please read below to find out what prize you are eligible for and write down what software you want on your submission letters.

GTGA HELPLINE

Are you in need of assistance? Those readers requiring help should write to "GTGA: Helpline". Are you stuck at an end of level guardian? Do you want to know how to blast those aliens? If so you need the GTGA Helpline. For cheats and pokes see small tips section.

GTGA SMALL TIPS

Why don't you send in your cheats, pokes, and methods to "GTGA: Small Tips", and if we feel that your claims are valid, and we print them you'll win a game of your own choice. If you need a cheat then write in and we may be able to print the cheat, or tell you where you'll find it.

GTGA PLAYING GUIDES

Have you compiled a playing guide, a map or a list of instructions? If so you may be able to pick up £60 worth of software of your own choice. That is of course if we publish your work. Send your submissions to "GTGA: Playing Guides".



Nick 'Crispy' Clarkson may not look like the type of fellow you'd ask to help you with an annoying game, however give him a packet of salt'n'vinegar and a bottle of Coke™ and he'll go into overdrive. Unfortunately, because of a freak accident when he was young, Crispy has an aversion to telephones, so if you're in need of assistance you'll have to drop him a line instead.

Write to: ST Action, Interactive Publishing, Latham House, Quarry Lane, Chichester, West Sussex, PO19 2NY

INDEX

HELPLINE

Indy Adventure
Xenon II
Dungeon Master
Shinobi
Rick Dangerous
Future Wars
Snoopy

SMALL TIPS

Crazy Cars II
Switchblade
Bio Challenge
Hard Drivin'
Chase HQ
Karate Kid II
Super Wonderboy

PLAYING GUIDES

Chaos Strikes Back
Stunt Car Racer

GTGA - HELPLINE...HELPLINE...HELPLINE...

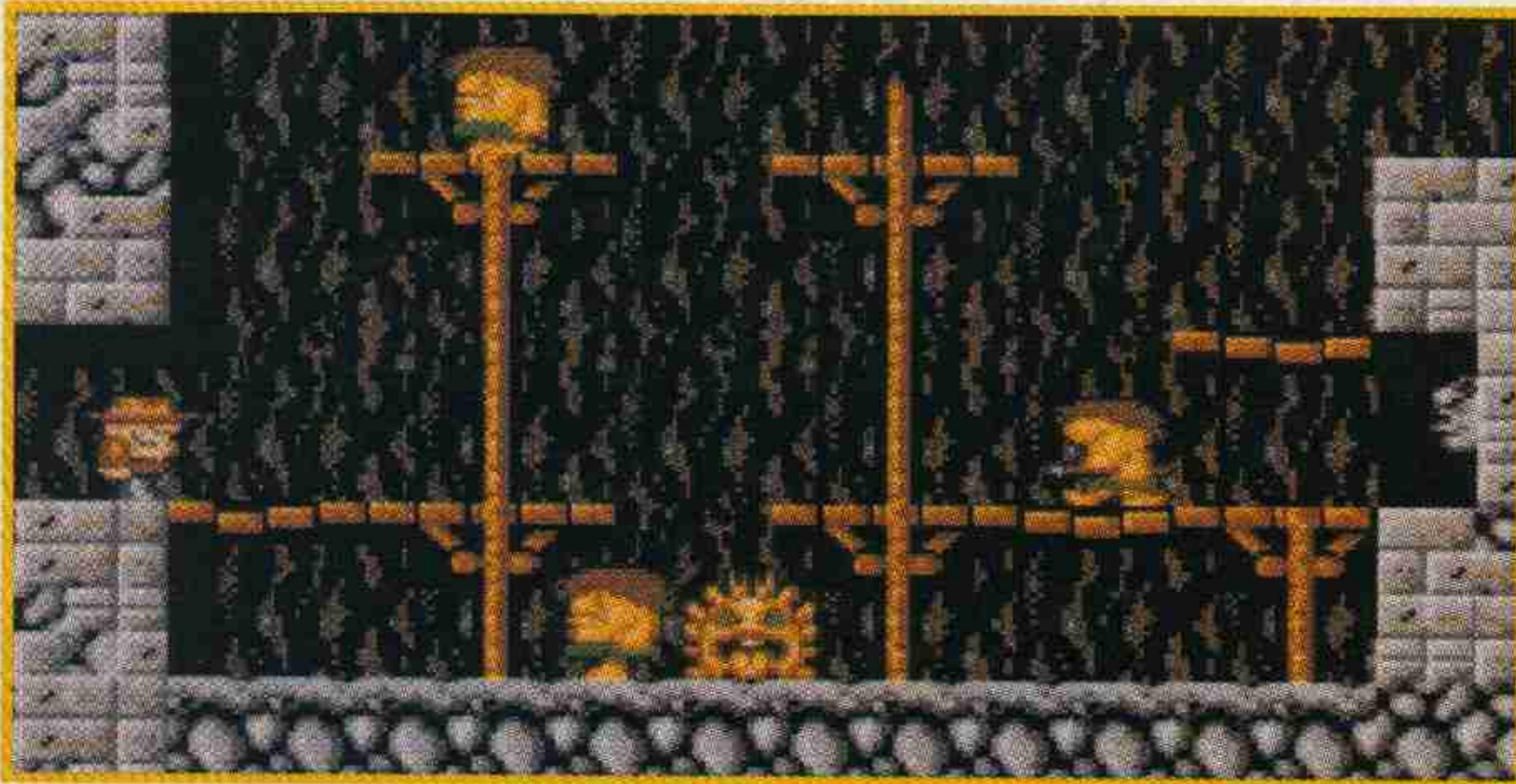
Hello, and welcome to a new section of *Giving The Game Away*. The aptly named *Helpline* has been set up to answer the numerous letters we receive pleading for help with a particular game. If you are stuck with a game and can't continue, you now have an alternative to relegating it to the back of your disk box. If you need help with a game, old or new, then ask us. All pleas must be addressed to us at: **GTGA Helpline, ST Action, Latham House, Quarry Lane, Chichester, West Sussex. PO19 2NY.**

RICK DANGEROUS

Back in issue 17, you recommended a cheat for Rick Dangerous. Quote: "Get a high-score and enter the name POOKY and you will be able to continue from the level you died on." I have done this but, unfortunately, nothing happened in that or any subsequent try. I would be grateful if you would clarify the cheat mode because, as usual, I am incapable of making any sort of real progress without the aid of such cheats.

W.A. Veitch, Hale Barns, Cheshire.

Ah ha! hello, Mr. Veitch. It seems that you have gotten hold of the wrong end of the stick. The cheat does actually work. However, it won't miraculously transport you between levels, it merely gives you the option to continue from the last level you reached. I'm afraid you will have to complete level 1, the Gooloo caves, in order to be given the option. Personally, I used Romantic Robot's ST Multiface to save my position every so often and therefore managed to complete the game in this fashion. Whichever way you decide on, good luck!



SNOOPY

I struggled with Garfield for weeks. Once again, The Edge have got me guessing with their latest game, Snoopy. I've come across a large pond with stepping stones. The problem seems to be, that when I try and get across, one of the gaps is too large and I fall into the water. Please tell me how do I get across?

Paul Jones, Purley, Surrey.

Hi, Paul. This problem had me stumped for a while, too. Still after some lateral thinking, here's the answer. Go to Lucy's house and get the umbrella. Next, locate the rain cloud and use the umbrella to pass underneath it. Once on the other side, drop the brolly and pick up the ball. Kick the ball past the cloud and use the umbrella to pass back under the cloud. Drop the umbrella and pick up the ball. Make your way to the stepping stones and stand on the second one. Kick the ball to the right and it will form a home-made stepping stone on which you can tread. Good Luck!

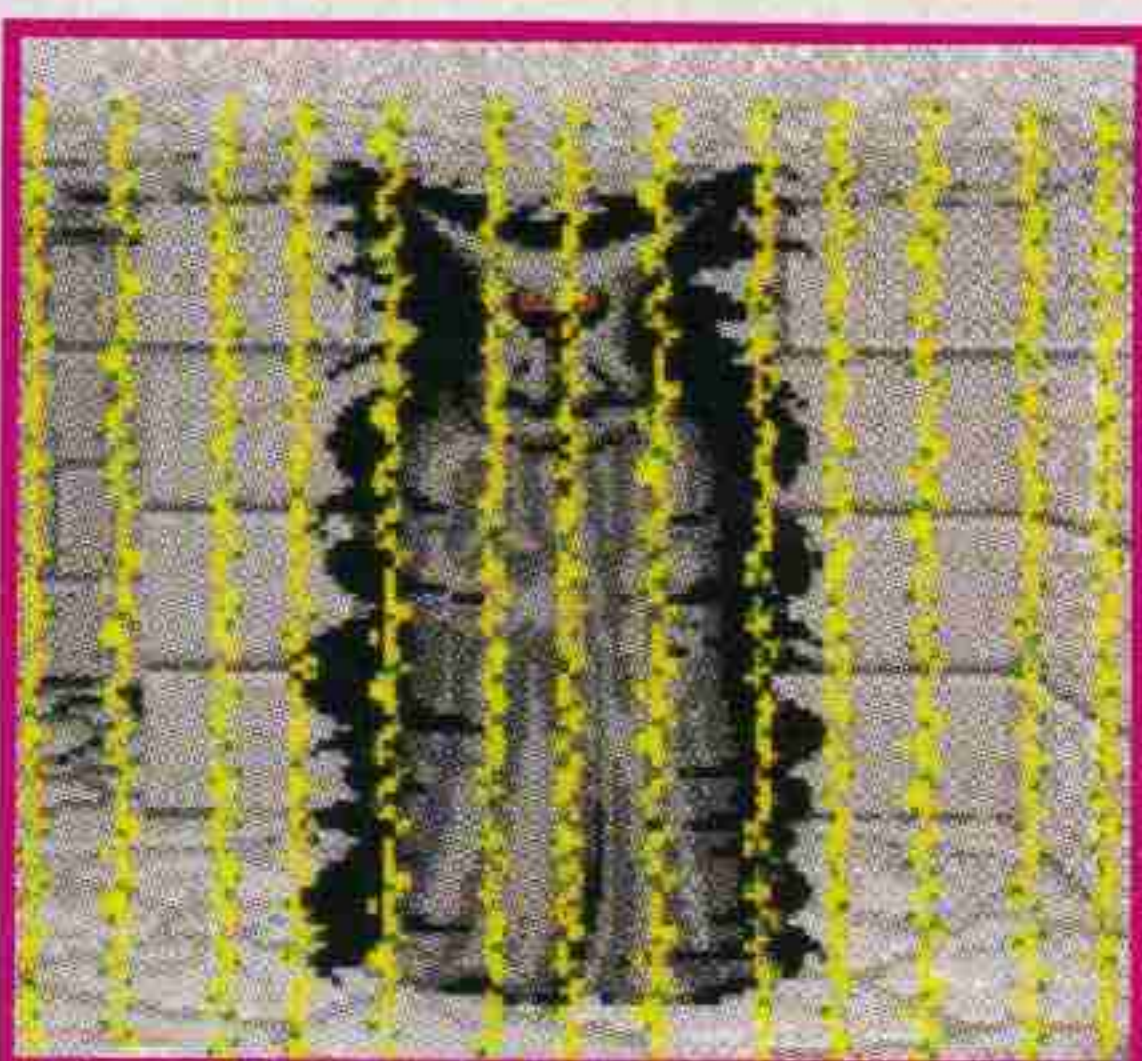


SHINOBI

I bought a copy of Shinobi at the last PC Show. No matter how hard I try, I cannot manage to defeat the big baddie (Ken Oh) at the end of level one. How do you do it? Please put me out of my misery.

Andy Denison, Eggleston, Co. Durham.

Hi there, Andy. Here's how you kill him: run forward towards the giant. Throw your shuriken at his eyes repeatedly until he lobs a fireball at you (every time you hit him, he'll take a step backwards). Depending on the height of it, either duck or run to the left of the screen. Repeat this process until you eventually kill him.



DUNGEON MASTER

Hello there. Now, I know I'm not supposed to write to you for help with adventure games. However, that Troll fellow of yours is so rude and insulting I have decided to by-pass him and go straight to the top. So, Mr. Crispy, my question is: how do I do away with the evil Lord Chaos? I've ventured deep into his lair and even managed to corner him, but every time I try and finish him off he somehow manages to escape. I've got the Firestaff from level seven, but all I can do is brandish it. So, please give the game away and tell me what to do.

James McLinden, Motherwell, Strathclyde.

Greetings, James. I don't know whether I should tell you how to defeat the Dark Lord. You see, it isn't him I'm worried about, it's our little green friend. The Troll gets very upset when I give away clues. I only recently received a letter telling me that if I persisted he'd report me to the Union and have me struck off (ouch!).

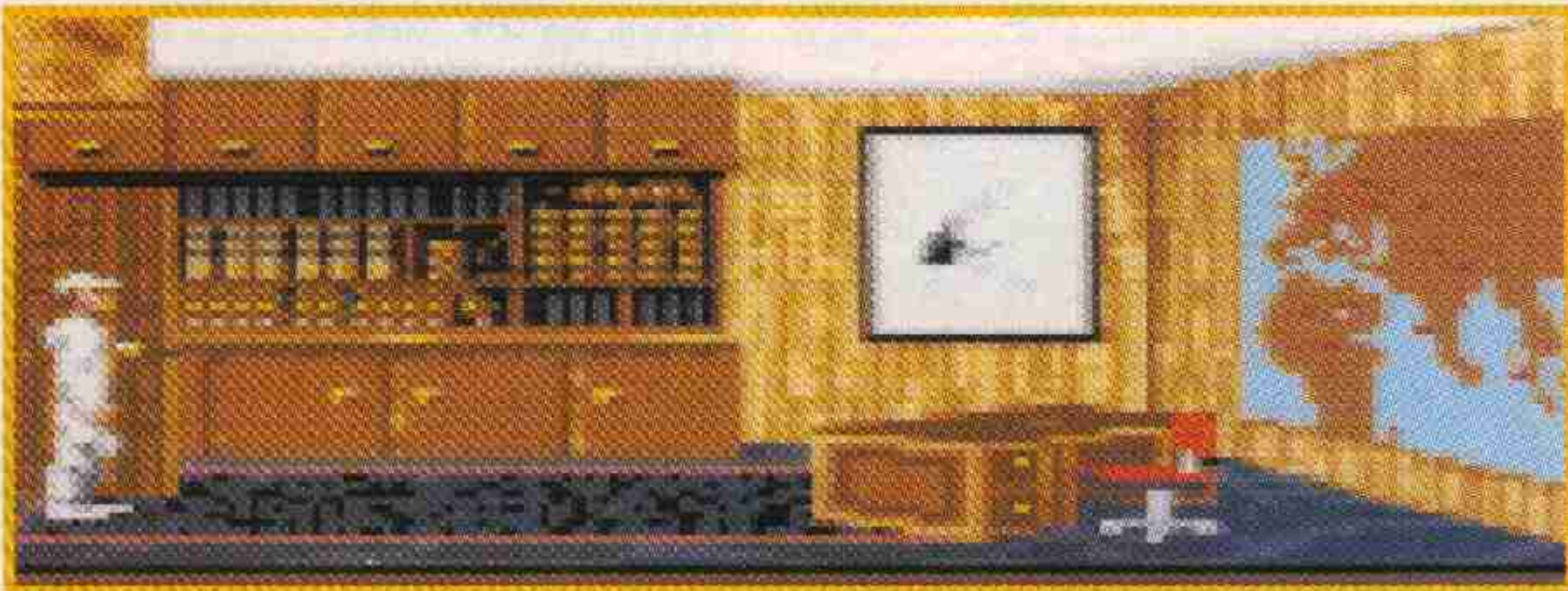
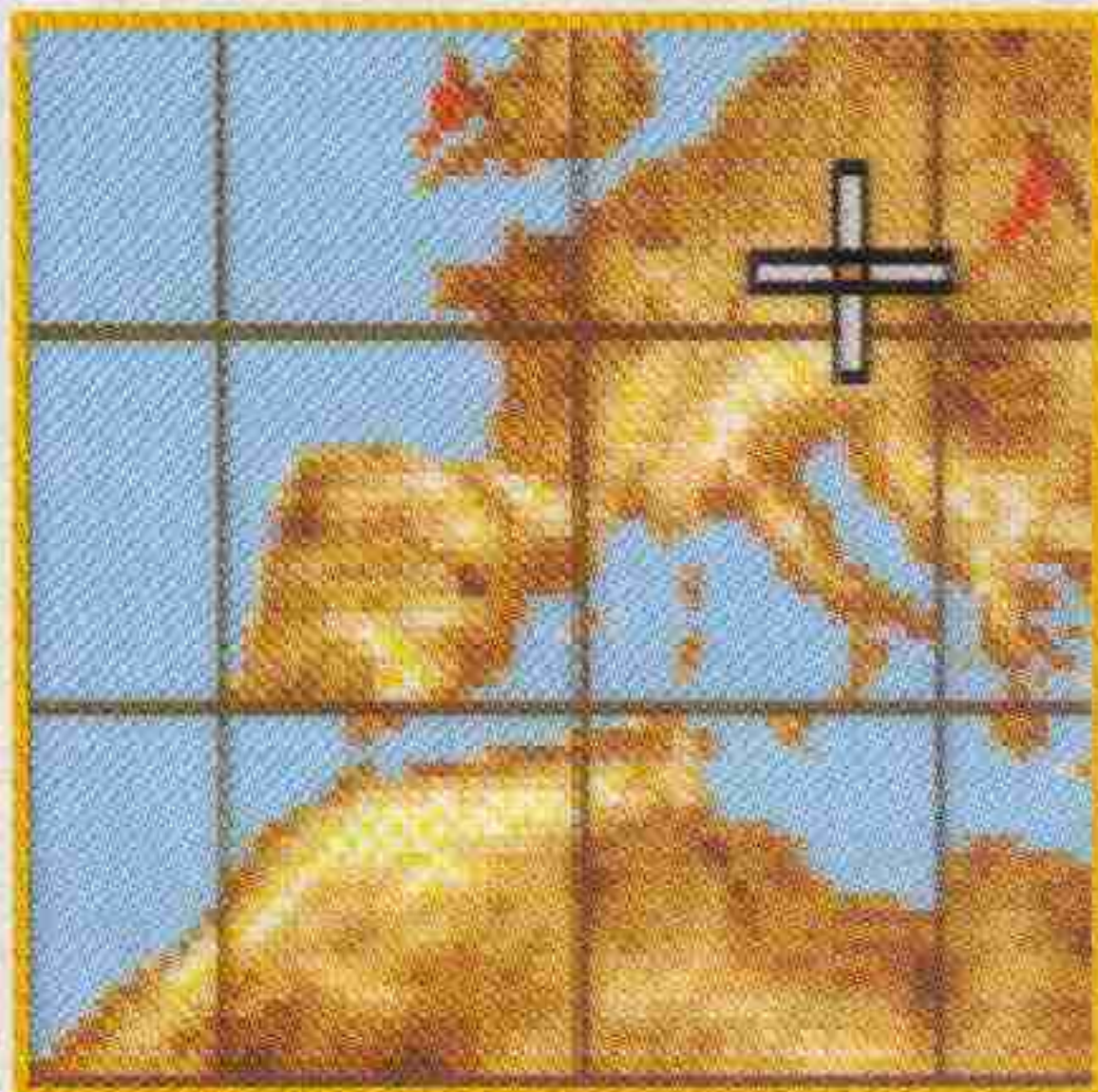
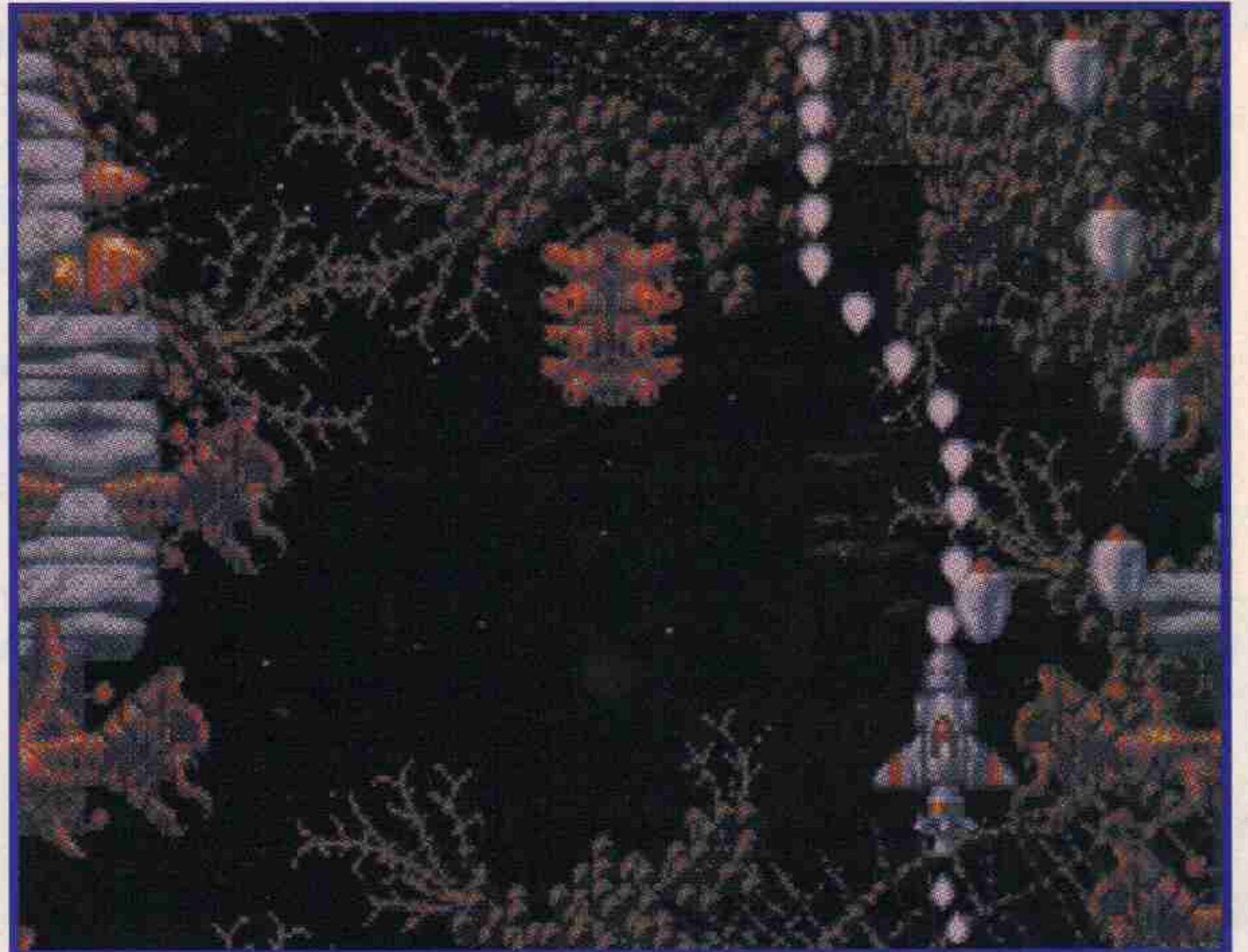
Anyway, this will have to be the last adventure clue I give. Right, first off, you need to get the fabled Power Gem. This is found on the same level as the huge red dragon. Stand in front of it and get one of your wizards to cast the ZO KATH RA spell. The plasma created should be placed onto the Gem's setting. This will enable you to join both the Firestaff and Power Gem together, creating a powerful weapon for you to use against Chaos. Next, climb the stairs to the level on which you found the Dark Lord. Once again, corner him and then surround him within a Fluxcage (this option is found when you use the completed Firestaff). When you've finally surrounded him, cast the Fuse option in order to finally destroy the dastardly Dark Lord.

XENON 2 - MEGABLAST

This game has to be the ultimate shoot'em-up. I've been playing it for months now, but still can't get past the fourth level. I used your players guide but I still don't seem to have enough firepower. On your review of the game you seemed to have a cheat mode working. What is this cheat? Also, I use a Competition Pro 5000 joystick with autofire, is this stick any good for this game?

Jane Waller, Birkenhead, Liverpool.

Hello, Jane. I'm sorry to hear you're having so much trouble, but I do agree that this game is brilliant. Okay, firstly, we did use a cheat when reviewing the game. Mirrorsoft issued us with a disk that allowed you to replay any level you liked. That way we were able to repeat level one, grabbing more and more dosh each time. Sadly, there is no cheat in the final version. As for your joystick, I too used a Competition Pro. Until, that is, I found a stick with a variable autofire facility. Turning the autofire to full power caused a stream of continuous fire to flood from my cannon. After only about half a dozen tries I managed to complete the game, and very satisfying it was too!



FUTURE WARS

On Christmas Day I was pleased to open a parcel containing Future Wars. The first thing I did was to grab my Christmas edition of ST Action. I read the reports by the reviewers and was pleased to see that on NC's report: "The puzzles seem quite logical." Now, I am not a brilliant adventurer but after a while I got stuck in the room with the desk, chair and military map in it. I opened two of the cupboards and found some paper and a typewriter; I thought these were linked, but obviously not. Please could you ask your reviewers to tell me how to get to the next stage. I have spent many frustrating hours working on this game. According to the review, when you sort out the boss with the bucket, you're supposed to go to the basement. I cannot do this, please help!

Stephen Wilson, Dalston, Carlisle.

Hmmm, hello, Stephen. It seems quite a few people are having difficulty with the early stages of this game but, just to help you on your way, here's how to get to the time machine: Examine the typewriter to obtain a secret code, get the paper and then examine the map on the wall. A larger picture of the map will appear; you should examine it carefully and insert the little red flag into the hole. Should you do this successfully, a secret passage should open up. It is advisable to save your game at this point. Now, walk through the secret passage and quickly enter the secret code into the keypad. This will stop the walls and ceiling from crushing you to death. Next, enter the basement and insert the block of paper into the photocopier-style machine. Press the green button, then the red one. Retrieve the documents the machine produces and jump, quickly, onto the teleporter pad. Et voila, you've done it!



INDIANA JONES AND THE LAST CRUSADE

After just getting Indiana Jones and the Last Crusade and becoming stuck under the library in Venice, I looked at your December issue and saw three pages of hints. I thought my dreams had come true.

I filled the wine bottle with water, used it to unstick the torch etc. It was all going great until, that is, I came to the room with a door and a rack of musical skulls. I looked at the hints, and it said, "Again, you should consult the diary. Examine the notes on the page and then press the corresponding skulls." Sounds very easy - it's not! I've tried comparing the notes on screen with the notes on a keyboard. Playing the five notes on a keyboard gives a tune. So I repeated that tune on the skulls: not a damn thing!

No-one I know, or know of, can complete this simple task. Please can you help both me and the millions like me. I am cracking up.
S Bell, Fatfield, Tyne & Wear.

Okay, Stephen, here's how you do it. From left to right, number the skulls. Now look at the diary and see where each note occurs. Remember, notes fall both on and in between the lines and so the rightmost skull will correspond with the gap above the first line. Only when you have activated the correct code, will the door open. Good luck!

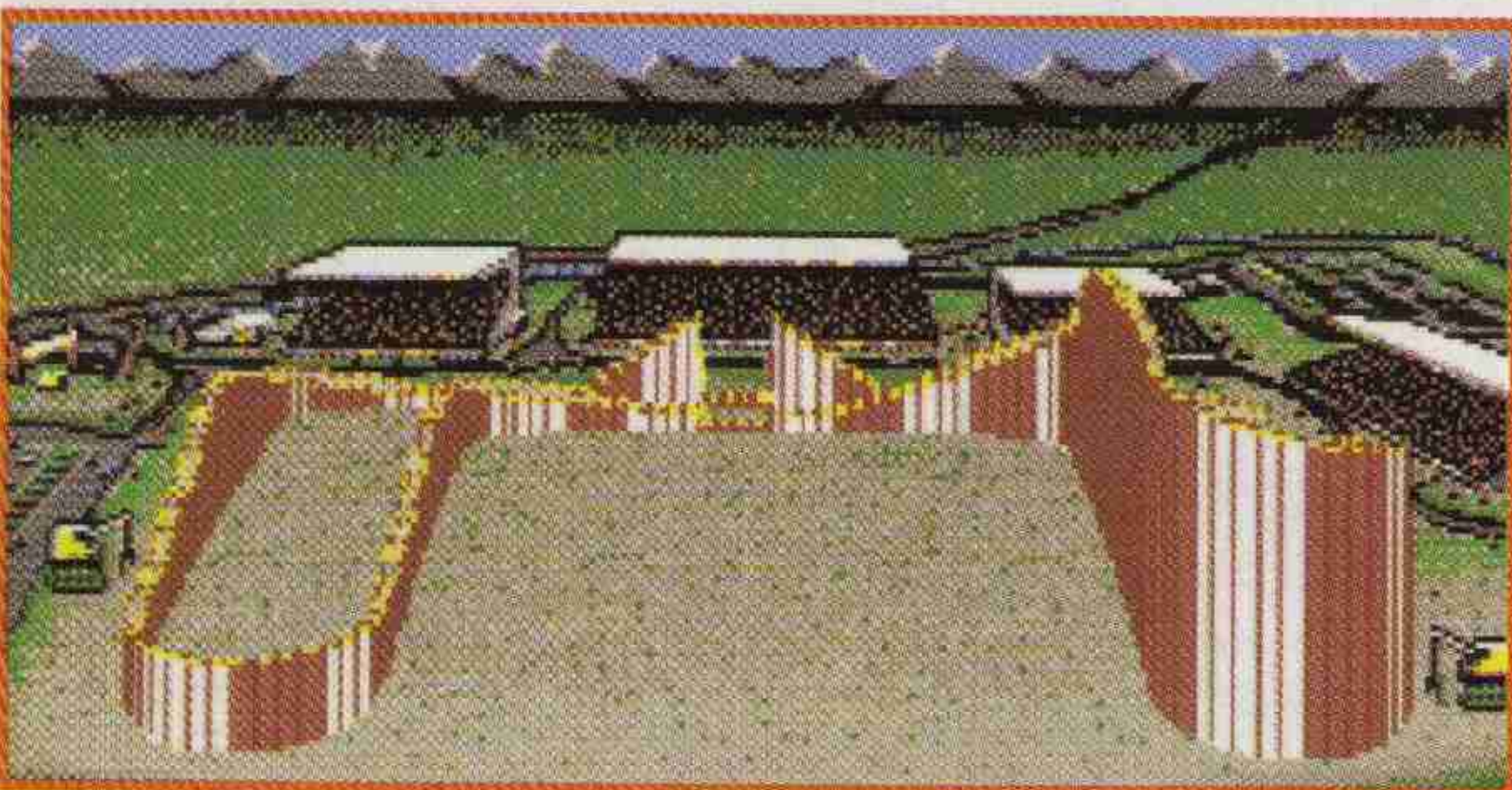
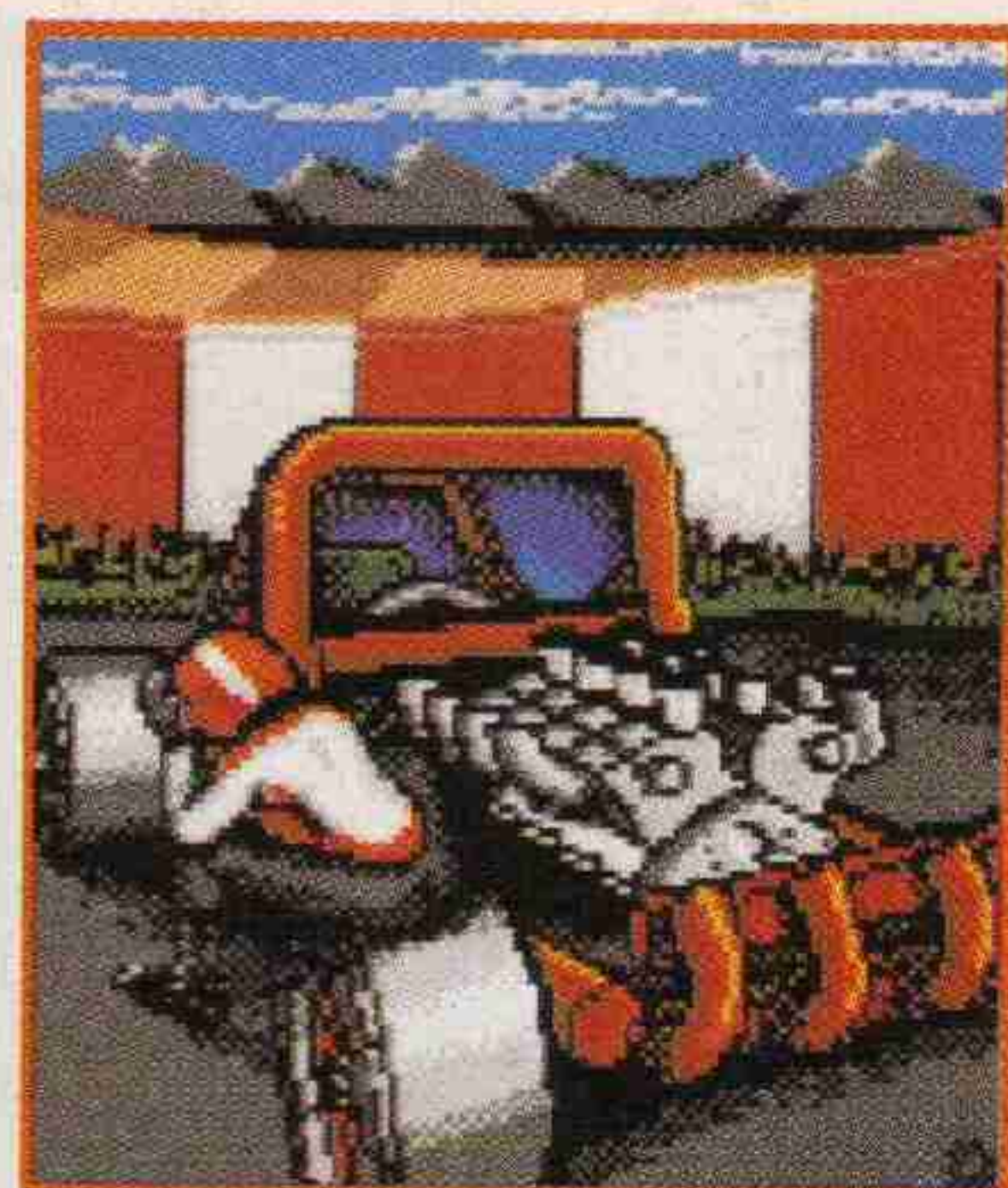


GTGA - STUNT CAR RACER

Without doubt, Microstyle's Stunt Car Racer captured the true feeling of competitive, computer racing. In its one-player mode the game is good, but in the two-player mode it's out of this world. Many of you have written in to tell us just what you think of it. Simon Healey of Bexley in Kent, meanwhile, has compiled this - the ultimate guide. So without further ado, here we go.

The overall aim of this guide is to allow you to race around the tracks at the fastest possible speed without wrecking your car. Before we go any further, Simon has one golden rule - ease off the turbo boosters, otherwise you'll most certainly crash.

Now, down to the trackside where Simon reports on the individual tracks and the top speeds that should be attained.



DIVISION 3

The Stepping Stones

to the end.

The ramps on the first length of straight should be taken at over 200 mph or under 150 mph. In order to attain a smooth landing after the next ramp, make sure you are travelling at about 150 mph. Meanwhile, take the stepping stones at between 140 mph and 170 mph. Finally, when you've cleared the last turn, race

The Big Ramp

There's not much to say about this course. Race at top speed around all of the course. Except, that is, for the two small ramps that should be taken at exactly 170 mph, and the huge ramp which should be met at anything over 200 mph.

DIVISION 4

The Little Ramp

Division four tracks are designed with beginners in mind, and for this reason it's almost impossible for you to wreck your car. Therefore, it's possible to take most of the course at top whack. The little ramp itself must be taken at no less than 140 mph, while the hump shouldn't be taken at more than 200 mph. Remember, use your boosts equally over all three laps and you should be the first to pass the chequered flag - no problem.

The Hump Back

A little more thought is needed to race on this track. Take the first hump at any speed up to around 230 mph. There are two options when negotiating the bumpy straight that follows. Either take it at a sedate pace - less than 150 mph - or put your foot down and rocket over it at any speed over 200 mph. Keep your pedal on the metal for the next hump before slowing down for the next straight as there is a sharp bend. Once past the final turn, ignite the boosters and sprint to the line.



DIVISION 2

The High Jump

In order to clear the high jump, you must be racing at over 200 mph. Otherwise, the angled straight should be taken at about 170 mph and the rest of the track at full speed.

The Rollercoaster

The largest hill should be taken at a maximum speed of 160 mph. Stay at that speed until you are half way down the slope and then open the throttle for the rest of the track.

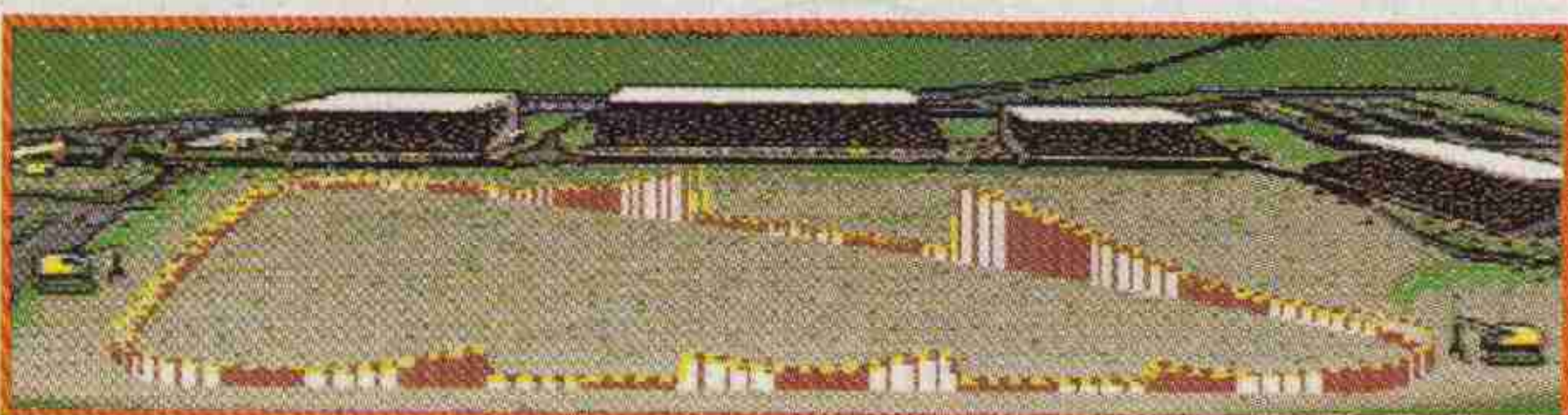
DIVISION 1

The Ski Jump

Start the race and travel at just under 17 mph until you reach the end of the third straight. Put your foot down and remember, you must take the ski jump at over 200 mph.

The Drawbridge

Once again, this track is pretty easy to complete. Attempt the drawbridge at around 140 mph and pelt around the rest of the track at full speed.



GENERAL TIPS

1. If you find yourself a long way behind your opponent, try to race at top speed in order to win a point for the fastest lap.
2. If, after five of the six races, you are unbeatable - don't risk competing in the last race, simply quit the season.
3. Always use the replay option if you are relegated from a division.



HOW DOES THIS GRAB YOU

3.5" DISKS, BOXED

High quality disks, packed in 10's, in a prestige plastic library case with labels.

10 x 3.5" DSDD	£7.75
50 x 3.5" DSDD	£36.90
100 x 3.5" DSDD	£70.45
10 x 3.5" DSHD	£17.40
50 x 3.5" DSHD	£78.75
100 x 3.5" DSHD	£150.00

3.5" DISKS, BULK

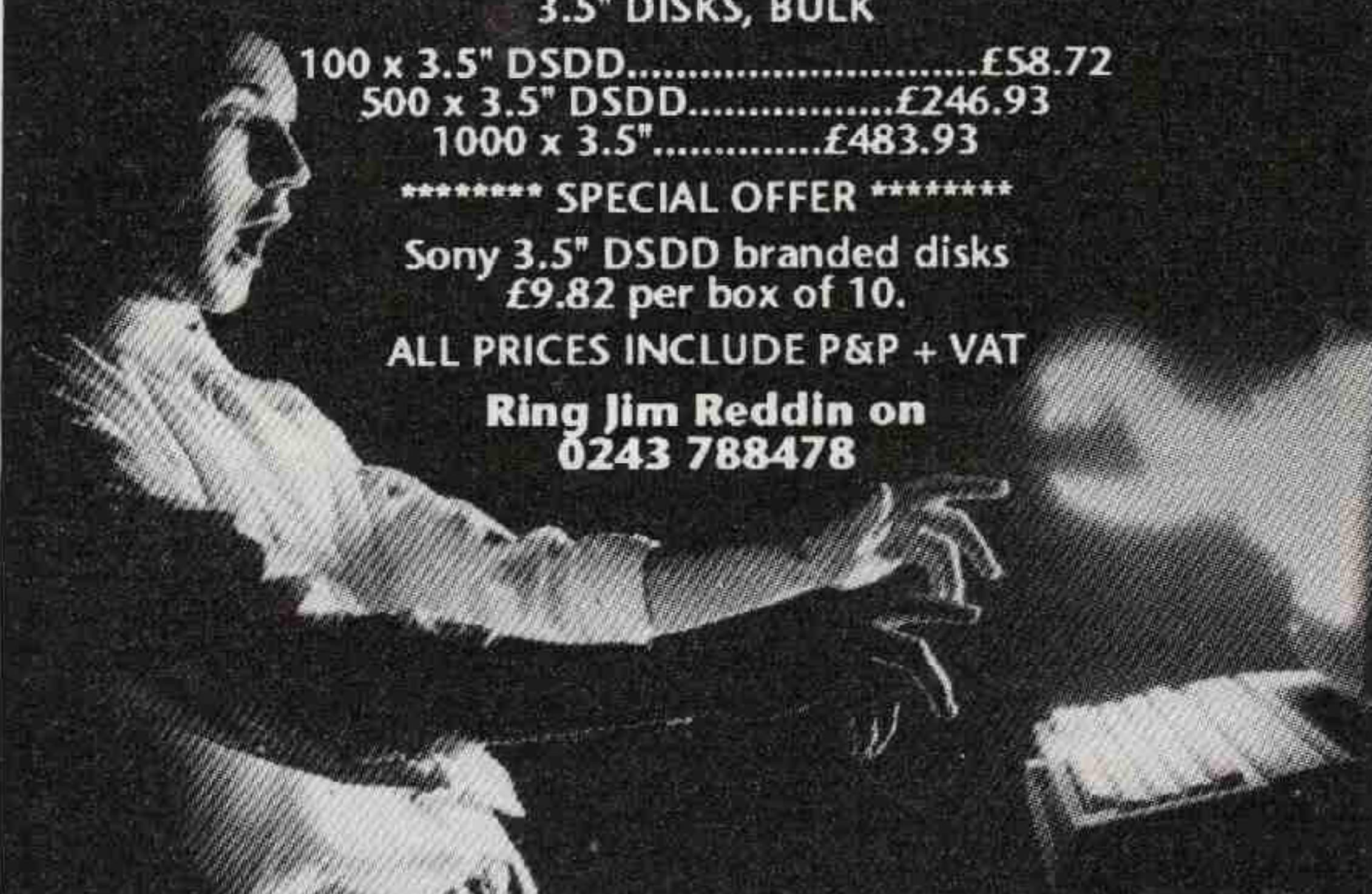
100 x 3.5" DSDD.....	£58.72
500 x 3.5" DSDD.....	£246.93
1000 x 3.5".....	£483.93

***** SPECIAL OFFER *****

Sony 3.5" DSDD branded disks
£9.82 per box of 10.

ALL PRICES INCLUDE P&P + VAT

Ring Jim Reddin on
0243 788478



FORMAT MEDIA

53 York Road,
Chichester,
West Sussex PO19 2NL
Fax: 0705 673647



SWITCHSOFT

PAINTPOT

THE NEW ST GRAPHICS CREATION PACKAGE

You can order now direct from Switchsoft

- * Any resolution
- * Any ST
- * Text Import
- * See the reviews or write to Switchsoft for further information

Price £19.95

ST VIDEO REVIEW

THE SMART WAY TO BUY GAMES SOFTWARE

A 3 hour VHS video tape demonstrating 42 games. You can now see the software for yourself before deciding to buy.

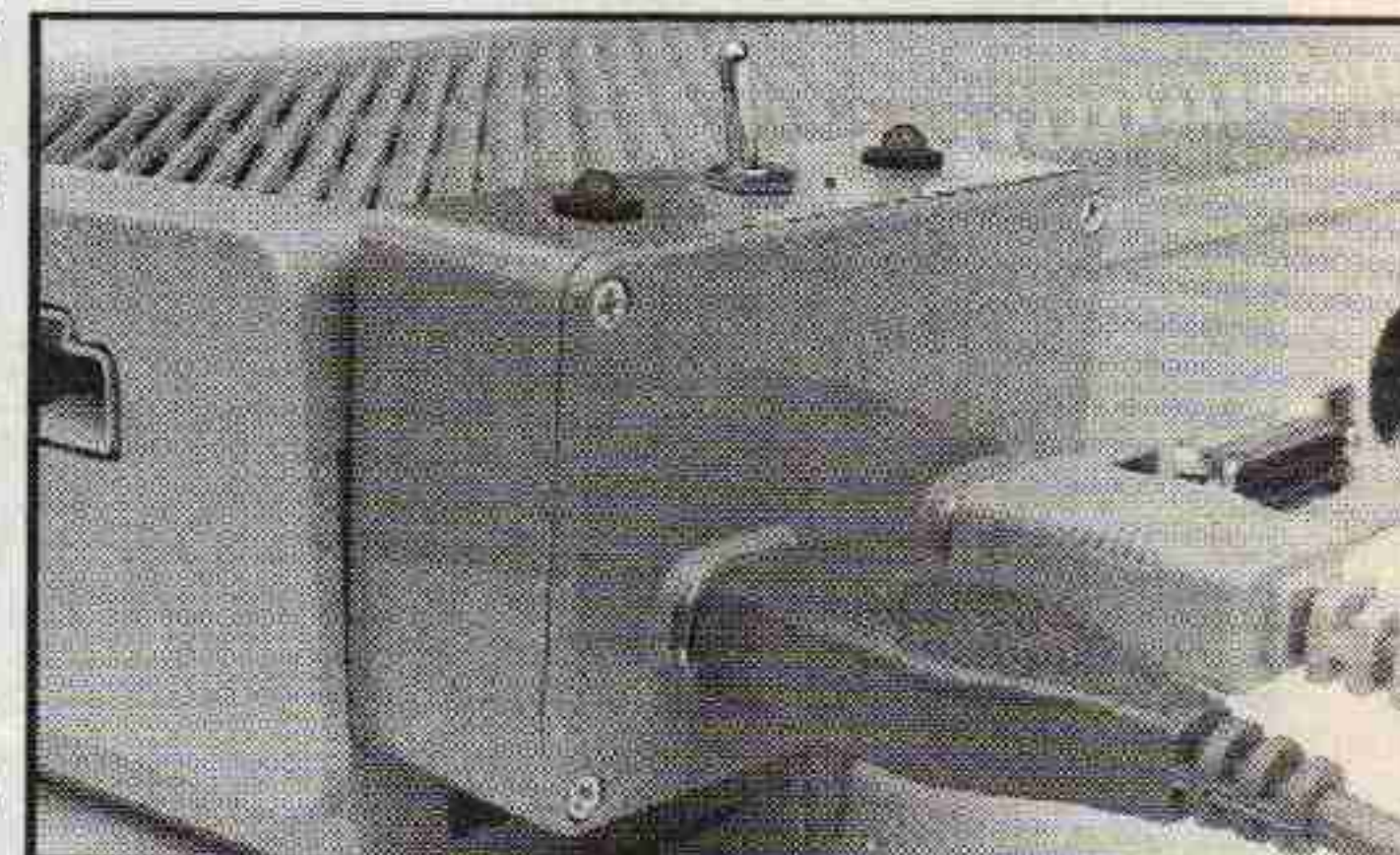
- Includes:
- Hard Drivin'
 - Populous
 - Xenon 2

Price £9.95

THE LIMPET SWITCHBOX

FOR ST & AMIGA COMPUTERS

The Limpet eliminates the necessity to repeatedly plug and unplug the mouse and second joystick. Now just swap between them at the flick of a switch! Besides being more convenient, the Limpet prevents malfunction of the ports. It sticks to your computer with the velcro supplied.



Price £19.95 Double Limpet (Plugs into Port 0 and Port 1) £23.95

ST TO HIFI CONNECTOR

A four metre lead which connects your ST to a hifi thus achieving superior sound quality. It plugs into the monitor socket but you can still use a monitor. Two phono plugs at the other end connect with your hifi.

Price £9.95

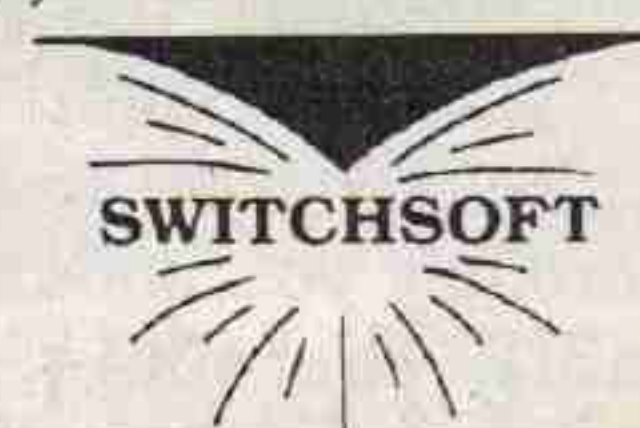
- 13 or 14 pin din plugs: £3.50
- 13 or 14 pin din sockets: £4.50

Prices include P&P. Please make your cheque or postal order payable to SWITCHSOFT and send to:

Dept STA, 163A Woodland Road,
Darlington, Co Durham, DL3 9ND.

Tel: 0325 482454

All items delivered from stock usually on the day your order is received.



ST SOUNDBLASTER



Everyone knows that the ST has excellent sound capabilities. Televisions and monitors do not produce hi-fi sound output, so until now it has been impossible to connect your ST to an amplifier to appreciate the sound quality.

The ST SOUNDBLASTER is a small amplifier that comes complete with two high quality 50 watt 3-way speakers. It is easily connected to your ST and adds a new dimension to all your games.

The Amplifier

This unit has been designed and built in the UK specifically for use with the ST. It uses the latest microchip technology to produce a hefty 5 watt per channel of high quality sound. Twin volume controls allow both volume and balance to be set and a LED indicates that the unit is in operation. The amplifier connects to the ST via the monitor socket. It also has a through connector to allow the amplifier and a monitor to be plugged in together.

The Speakers

The speakers that come with the SOUNDBLASTER are 50 watt 3 way speakers and are contained in an attractive hi-tec enclosure. The speakers sound as superb as they look thanks to a powerful 3" woofer for all the low tones, a 2" mid-range speaker for all the middle notes and a tiny 1" tweeter for all the top of the scale tones. The speakers connect to the amplifier via 2.5M of cable.

AVAILABLE NOW ONLY £44.99 + £2 for postage

FREE STEREO HEADPHONES

We are giving away a pair of stereo headphones free with every SOUNDBLASTER for a limited period. These headphones plug into the SOUNDBLASTER allowing you to listen without disturbing the neighbours!

The SOUNDBLASTER package is completed with a mains adaptor to power the amplifier and full instructions.

Payment is accepted over the telephone with VISA & ACCESS cards or through the post by cheque, postal order, eurocheque, bank drafts etc.

Send to:-

SIREN SOFTWARE, 84-86 PRINCESS STREET, MANCHESTER M1 6NG
TEL: 061 228 1831

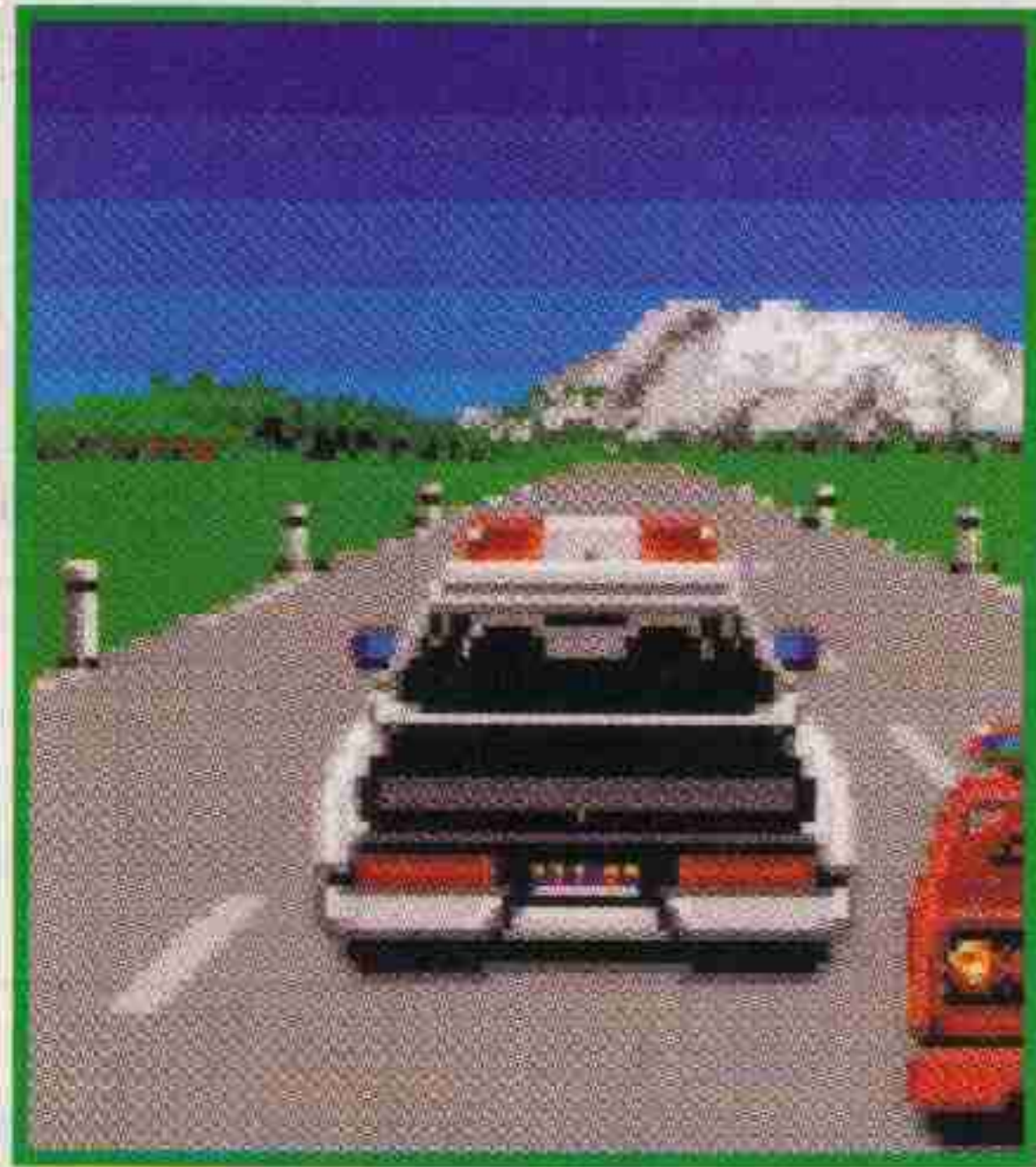
GTGA - SMALL TIPS...SMALL TIPS...

Hello, and a warm welcome to our tips section. I would like to take this opportunity to remind all our readers that we offer a software prize for every tip we publish. Now on with the tips.



CRAZY CARS - TITUS

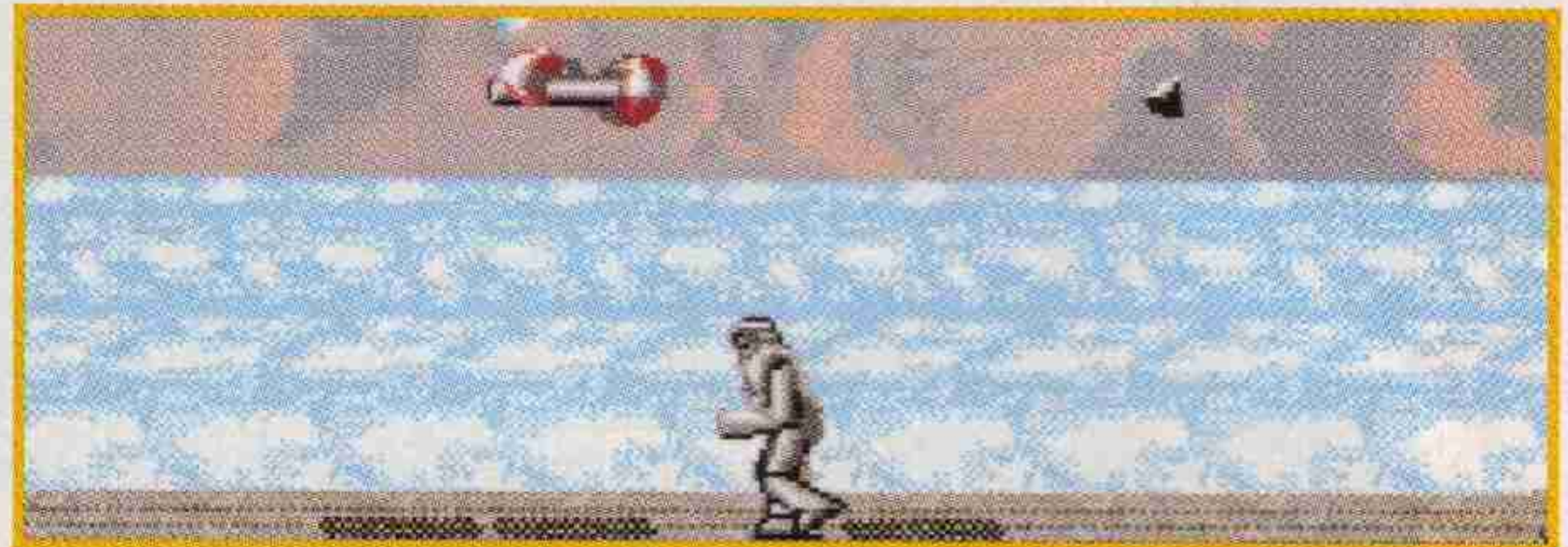
Ian Melding of Skewen, South Wales has come up with a handy playing tip for Titus's trans-America race game. If you are going fast on a straight piece of road, just stay on your line and when a police car comes along, run into it. Your Ferrari will undoubtedly blow up but, if you press your fire button vigorously you should appear at exactly the same speed you were travelling when you collided. Cheers Ian.



BIO CHALLENGE - DELPHINE

French software producers, Delphine, released this game quite a while ago. Since then it's appeared on Ocean's Light Force compilations and, undoubtedly, many of you are finding it rather difficult. Well, fear not, help has at last arrived

in the shape of Nathan Powell of Beckenham in Kent. Nathan has discovered that, while playing the game, if you press the "G" key you will advance a level. He also mentions that pressing "ESC" will pause the action. Cheers, Nathan!



OK! You're under arrest on suspicion of first degree murder.



CHASE HQ - OCEAN

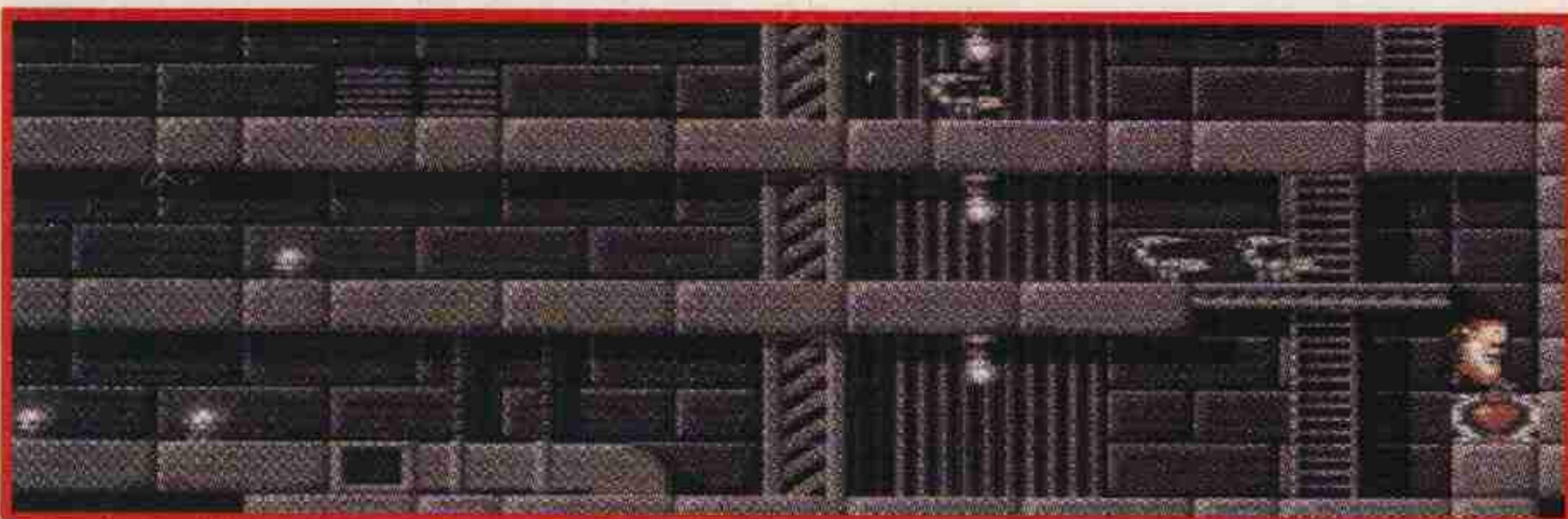


Once again, Ian Melding from Skewen, South Wales has come up with a helpful playing tip for all you Chase HQ fans. Apparently, when you go round a corner and start to skid, straighten out your car. This should allow you to turn easily at top speed, thus making life much easier. A big thank you to Ian for that one, too.

SUPER WONDERBOY IN MONSTERLAND - ACTIVISION



Marcus Latham of Chorley in Lancashire has come up with a simple little tip for this cute platform-style game. When you approach the first door, the one from which you receive the sword and medicine, jump repeatedly until some money appears. Meanwhile, I've discovered that jumping at the last tree on the first level releases an energy heart. Make sure, however, you've disposed of the meddlesome snake first.



SWITCHBLADE - GREMLIN

Okay, how do you fancy being able to access any of the five levels in this extremely playable platform romp? Now, thanks to our very own Alex Simmons, you can. It seems, Alex (he's a great fan of Garfield don't you

know) tried typing the name POOKY onto the game's highscore table and then proceeded to press keys 1 to 5 to access the later levels - easy eh?



KARATE KID II - MICRODEAL

Okay, so it's an old game, but it's a good one and Alex Swann of Odiham in Hampshire has come up with a cracking playing guide.

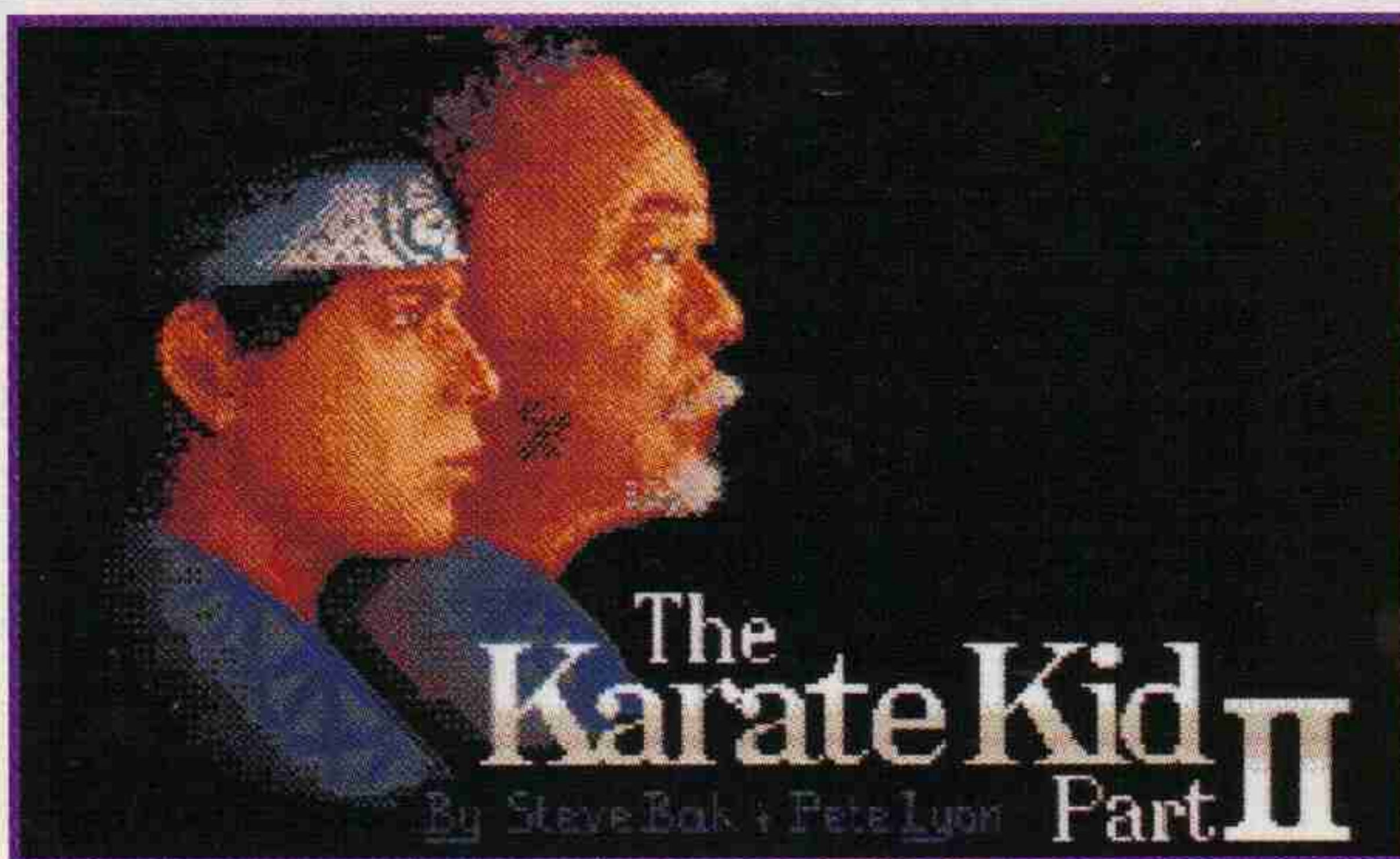
FIGHTING

On the main fighting screens you battle with Taro and Toshio. Although they seem quite tough, these two wimps are easy meat once you have a routine worked out.

1. When confronting the fighter, stay in one place and crouch down. When the enemy comes into range, sweep-kick him off his feet.

2. Next, either somersault or walk forward until you find yourself behind him.

3. Now, perform either a back or roundhouse kick to send



him reeling once again.

4. Just as your opponent's getting up, groin-punch him in the back.

5. Finally, side-kick him before finishing him off with a flying kick.



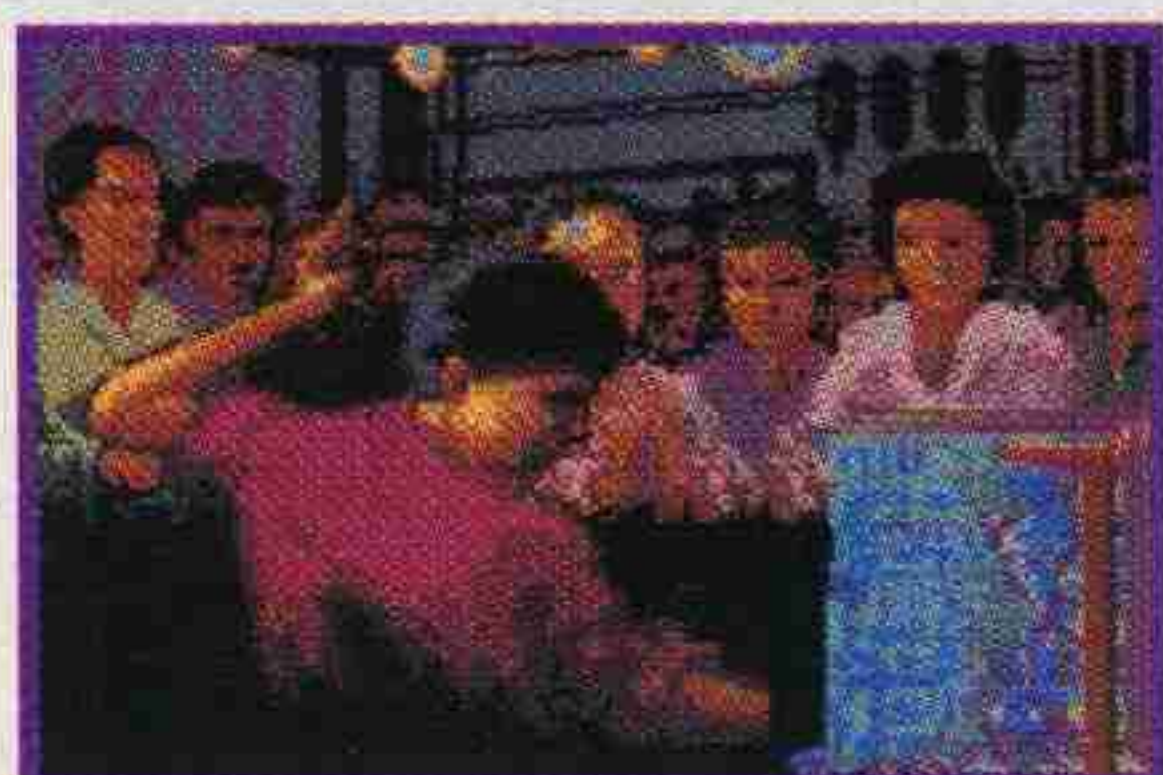
CATCHING THE FLY WITH CHOPSTICKS

As soon as you start, move to the right and press the firebutton rapidly, you should catch the fly and collect 4999 points into the bargain. As this doesn't always work, move the sticks over to the top right-hand corner of the screen and, once again, keep pressing the firebutton. The fly will eventually circle in this position three times, and on one of these circles you should trap him and 3700 points!



FACING CHOZEN

Like both of the other characters, Chozen is also a wimp. As everyone has gathered, the secret of the drum is to wiggle the joystick furiously from left to right. Use the five steps you should have used to beat Taro and Toshio to conquer Chozen. When the drum appears, give it your best shot and keep the firebutton going.



CHOPPING THE ICE

Now's no time to get cold feet. Concentrate on your energy metre, just remember to wiggle the joystick as fast as possible and, when at maximum speed, hold down the firebutton. At the

very last moment, release the button for a mighty chop and a huge bonus. Timing is an all-essential ingredient and so make sure you let go at the right time.

SKIPPING LEVELS

Okay, if you've learned how to beat your opponents fairly, you shouldn't need to resort to this cheat. First you should attain a high-score, instead of typing in your own name, enter MYAGI. Now you should find that if any stage becomes too much for you, pressing "P" will skip a level.



HARD DRIVIN' - DOMARK

Oliver Bond of Keighly, Yorkshire, has sent in some helpful guidelines to all you would-be Hard Drivers. The trick is to select the stick option and then go downhill at over 140 mph. When you get to a speed at which you feel comfortable, press "N" for neutral and you should find that the car stays at your desired speed. This also gives infinite time as long as you don't change gear when the time is up. You should be given extra time when you pass either a checkpoint or start-line. Other features of this cheat are that you will be able to pass through buildings and other vehicles without crashing; you won't skid and you won't lose speed while travelling uphill; you'll also gain

sensitive steering.

Another cheat is to select the stick option, then, whilst turning a corner or jumping when in fourth gear, repeatedly selecting the fourth gear will cause an error message to appear. Clicking on the continue option will give you a high score (this process may have to be repeated a few times).

Finally, Ian Melding, (yes, the guy from South Wales, again!) suggests that when racing the Phantom Photon, it is advisable to go through the signs on the speed track. That way you should find yourself in front of the Phantom. Now all you have to do is to keep a clear head in order to win.

GTGA: CHAOS STRIKES BACK

Following last month's extensive review, we thought we'd better offer you some handy hints. However, we don't want to reveal all the secrets of Lord Chaos's dungeon so you'll have to figure out the puzzles for yourself. Still, these should help you on your way.



THE PRISON

We find that it is usually best to use your own characters with Chaos Strikes Back. It is, however, advisable to look around the prison just to make sure the captives behind the mirrors aren't stronger than the members in your original party. So, to save you time and trouble we've listed all the new champions-to-be along with their various attributes.

Name	Skills	Hlth	Stam	Mana
KAZAI - SHADOW WARRIOR	ADEPT FIGHTER - 1ST LEVEL MASTER NINJA ARTISAN PRIEST - ARTISAN WIZARD	350	285	121
LOR - CHAMPION OF GOOD	1ST LEVEL MASTER FIGHTER - ARTISAN NINJA ADEPT PRIEST - ARTISAN WIZARD	370	335	110
TALON	ADEPT FIGHTER - ADEPT NINJA ARTISAN PRIEST - ADEPT WIZARD	240	202	85
AIRWING	ADEPT FIGHTER - ADEPT NINJA ARTISAN PRIEST - ADEPT WIZARD	300	189	70
AROC	ADEPT FIGHTER - ADEPT NINJA ADEPT PRIEST - EXPERT WIZARD	270	200	150
LETA	ARTISAN FIGHTER - ADEPT NINJA EXPERT PRIEST - ADEPT WIZARD	230	230	140
PLAGUE	EXPERT FIGHTER - ARTISAN NINJA EXPERT PRIEST - ARTISAN WIZARD	410	150	160
NECRO	ARTISAN FIGHTER - ADEPT NINJA ARTISAN PRIEST - EXPERT WIZARD	376	165	128
DETH	EXPERT FIGHTER - EXPERT NINJA CRAFTSMAN PRIEST - ARTISAN WIZARD	385	245	77
SKELAR - THE SLAYER	EXPERT FIGHTER - EXPERT NINJA ARTISAN PRIEST - ADEPT WIZARD	430	270	48
TUNDA - THE SUREFOOTED	ADEPT FIGHTER - ADEPT NINJA ADEPT PRIEST - ADEPT WIZARD	350	305	104
LANA	ADEPT FIGHTER - ADEPT NINJA ADEPT PRIEST - ADEPT WIZARD	320	345	121
ITZA - WARLORD OF UXMAL	EXPERT FIGHTER - ADEPT NINJA ARTISAN PRIEST - ADEPT WIZARD	300	245	163
TULA - PRINCESS OF UXMAL	ADEPT FIGHTER - ADEPT NINJA ADEPT PRIEST - ADEPT WIZARD	240	143	137
PETAL	JOURNEYMAN FIGHTER - CRAFTSMAN NINJA EXPERT PRIEST - 1ST LEVEL MASTER WIZARD	247	250	176
BUZZZZZ	JOURNEYMAN FIGHTER - CRAFTSMAN NINJA EXPERT PRIEST - EXPERT WIZARD	280	163	180
MANTIA - SPELLWEAVER OF KELT	ARTISAN FIGHTER - ADEPT NINJA EXPERT PRIEST - EXPERT WIZARD	200	223	173
GNATU - SPEARWING OF LEEF	ADEPT FIGHTER - ADEPT NINJA EXPERT PRIEST - ADEPT WIZARD	205	261	150
SLOGAR - WEBBER OF ARACHNIA	EXPERT FIGHTER - EXPERT NINJA ADEPT PRIEST - ARTISAN WIZARD	250	265	70
STING	ADEPT FIGHTER - ADEPT NINJA ADEPT PRIEST - ARTISAN WIZARD	300	270	68
TOADROT - PRINCE OF SKULASH	ADEPT FIGHTER - EXPERT NINJA ARTISAN PRIEST - ADEPT WIZARD	250	189	92
VEN - HIGH PRIEST OF SSHA	CRAFTSMAN FIGHTER - ADEPT NINJA EXPERT PRIEST - ADEPT WIZARD	207	170	150
ALGOR - MARSH HUNTER	EXPERT FIGHTER - EXPERT NINJA ARTISAN PRIEST - ARTISAN WIZARD	300	250	80
DEMA - CHAMPION OF IISSH	ADEPT FIGHTER - ADEPT NINJA ADEPT PRIEST - ADEPT WIZARD	320	275	65

POTIONS

Remember, in order to cast these spells, the caster must be holding an empty flask. Meanwhile, depending on the strength of potion you require, place the appropriate power symbol before the spell.

DES VEN	Ven Bomb Maker
OH BRO ROS	Dexterity Potion
FUL BRO KU	Strength Potion
VI	Health Potion
YA	Stamina Potion
VI BRO	Poison Cure Potion
YA BRO	Magical Shield Potion
YA BRO DAIN	Wisdom Potion
YA BRO NETA	Vitality Potion
ZO BRO RA	Mana Potion



SPELLS

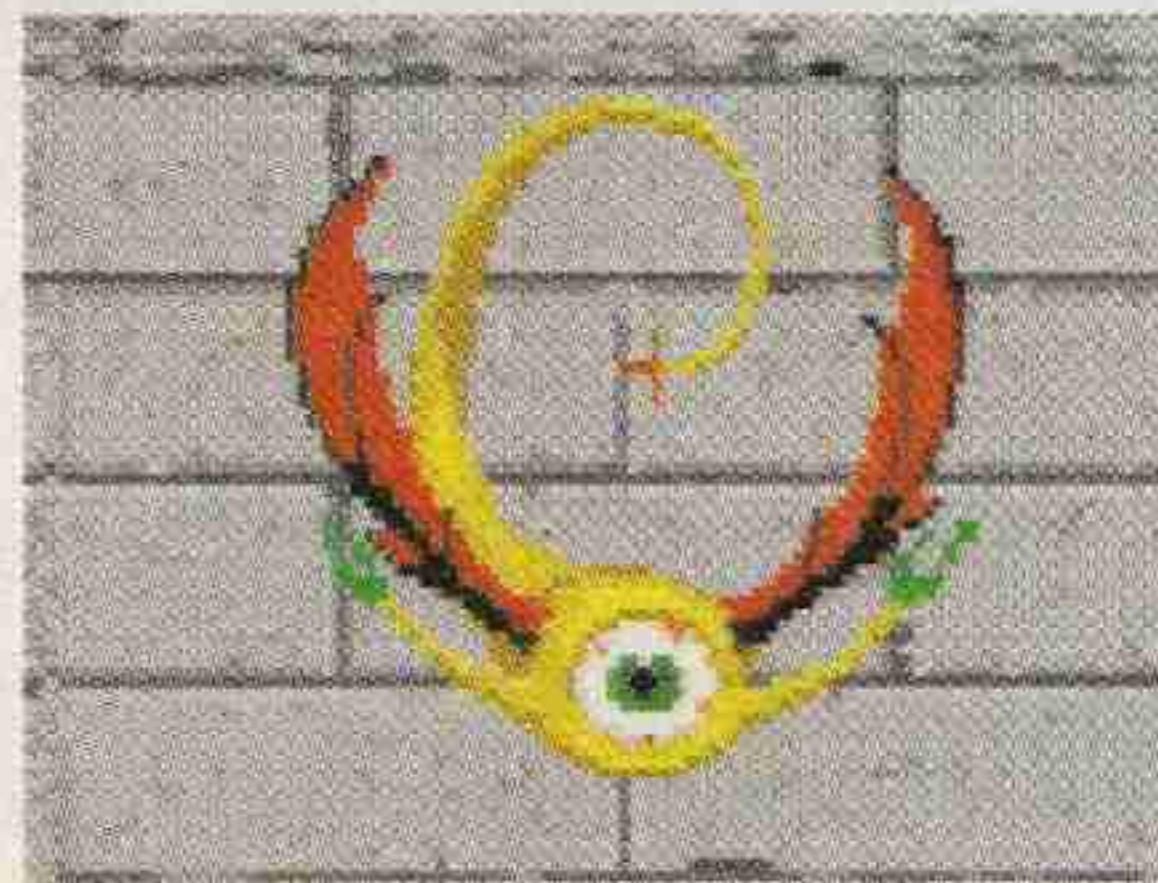
Place the appropriate power symbol before each spell.

FUL	Magic Torch
ZO	Magically Open/Close Doors
YA IR	Magic Shield
DES EW	Anti-elemental Spell
OH VEN	Poison Cloud Spell
YA BRO	Anti-Magic Shield
YA BRO ROS	Magical Footprints
OH KATH RA	Lightning Bolt Spell
FUL IR	Fireball Spell
FUL BRO NETA	Fire Shield
OH EW RA	Magical Vision Spell
OH EW SAR	Invisibility Spell
OH IR RA	Long Lasting Light
DES IR SAR	Long Lasting Dark
ZO KATH RA	Create Magic Plasma

LEVELS OF EXPERTISE

Your champions start off with absolutely no skills. As they battle through the dungeon they will attain new levels of skills. In order for you to recognise how powerful your characters are, here are the levels:

Neophyte, Novice, Apprentice, Journeyman, Craftsman, Artisan, Adept, Expert, 1st Level Master, 2nd Level Master, 3rd Level Master, 4th Level Master, 5th Level Master, 6th Level Master, ArchMaster.



GTGA: CHAOS STRIKES BACK

MONSTERS

Lord Chaos's dungeon often seems infested with creatures. It is wise to keep an emergency exit free, just in case things get a little heated. Remember to use stairs and doors to your full advantage. Of course, many of the monsters carry a poisonous bite and it's therefore wise to prepare some VI BRO potions with which to heal your party.

ANTMAN - Like the Blue Ogres of Dungeon Master, the Antman is a fearsome warrior. Wielding heavy wooden clubs, they pack a heavy punch. Either fireballs or a combination of war cries and brute force are recommended when dealing with them.

FIRE ELEMENTALS - Supposedly flames from hell itself, the Fire Elementals can prove to be an unlikely menace. DES EW spells are the best defence against these fiery opponents. Some, meanwhile, believe the flames cower when a Calm spell is cast over them.

COATL - These flying snakes attack using their powerful jaws. Beware, wise adventurer, they also possess lethal venomous fangs. Fireballs ensure their swift demise. Calm spells, the Horn of Fear and War Cries also seem to frighten these meddlesome creatures.

DETH KNIGHT - The Deth Knights originate from the dark and distant past. They act as armoured bodyguards to Lord Chaos himself. Fireballs have very little effect on these terrifying beings. Brute force and poison clouds are recommended as the best defence. Remember to keep topping up your fighters' strength though.

DEMON - Half man, half serpent, these horrific creatures take pleasure in attempting to toast your party. Protect yourself by casting an anti-fire spell and then retaliate with your own full-powered fireballs.

DRAGON - The most impressive of all the creatures found in Dungeon Master was the majestic Dragon. Chaos has seemingly infested parts of his dungeon with these huge red lizards. Fireballs and cunning are the best defence against them, but don't forget to close doors when retreating!

FLYING EYE - You don't really have to worry too much about these strange-looking creatures. Although they let fly with fireballs, they are weak and a single full-powered fireball should send them reeling.

GIGGLER - The annoying thieves of Dungeon Master are back. These little fellows don't harm your party, they simply cause trouble. Remember they only steal from your character's left hand so, if in doubt, leave it empty.

HELLHOUND - The dogs of the devil usually move around in pairs. They breath a fiery breath that's best avoided. Use fireballs to dispose of them quickly and don't forget to pick up the tasty morsels they leave behind.

LORD CHAOS - The dark one himself. Yes, the bossman needs no introduction. He's found on the topmost level of the dungeon and, as he can't be destroyed, he's best left alone.

MUMMIES - Like those found in Dungeon Master, Mummies are easy-meat: they cower at the sound of the horn of fear or a war cry. Use them for weapons practice but remember to have a fireball ready in case things get too heated.

MUNCHER - These red demons possess three razor-toothed mouths. Don't be fooled, their bite is nothing compared to the poison they inject. Don't waste mana on their destruction - a first-level fireball will do the trick.

OITU - Hybrids of the spiders found in Dungeon Master, these beasties have large, crushing jaws. Fireballs prove the most effective line of defence. However, as long as you have a good escape route, they also make good swordplay targets. Remember, too, they shy away from the Horn of Fear, war cries and calm spells.

RIVE - Appearing first as a rippling pool, these elemental beings can cause great pain. DES EW spells work well, while a Vorpal blade will also sort them out. As a last resort a blast of the Horn of Fear or a calm spell will send them running in terror.

ROCK PILE - Rock piles are heavily armoured and therefore it isn't really advisable to use hand weapons against them. Once again, fireballs seem the best form of defence. Don't forget to watch out for their poison fangs!

SCORPION - These venomous hulks scuttle around the darker corners of the dungeon. Fearsome creatures, they are best disposed of quickly as their poison is lethal. As usual, fireballs prove the best defence.

SCREAMER - These small, tree-like items shriek when attacked. Use them as target practice and use their remains to feast upon.

SKELETONS - Legions of past warriors, skeletons enjoy a good skirmish. Oblige, and use them to practise on. If you get into difficulty, fireballs are the order of the day.

SLIME DEVILS - These green lumps of slime live up to their name. They lob poisonous hunks of slime in your direction. It's therefore not advisable to use hand weapons on them. Use the ever-popular fireballs and keep your distance. Remember to have a few bottles of poison cure ready.

STONE GOLEMS - Hewn from granite, these statuesque beings carry lethal stone clubs that cause enormous damage. I'd advise you to try to avoid these beings. If you must encounter them, use magic boxes to freeze them. Use everything and anything to destroy them. It's wise to keep moving too. A proven tactic is to keep your priests at the rear and make sure they keep plying your front fighters with strength potions.

VEXIRK - Like the small sorcerers found in Dungeon Master, these little beings throw high-powered fireballs, poison and the like. Deal them doses of their own medicine and, if in doubt, leave quickly.

WATER ELEMENTAL - Pools of lethal water, these elementals spring up from nowhere. It's pointless closing doors on them as they simply slip underneath them. DES EW spells and Vorpal blades are the best means of attack while Calm spells put the fear of god into them.

WORMS - The first creatures you encounter. Fireballs are the best line of defence but try and avoid their fangs as the poison they inject could well prove lethal.

ZYTAZ - Ghost-like apparitions sporting a single eye, these elemental-type beings are found on the uppermost areas of the dungeon. They throw fireballs and clouds of poison in your direction. DES EW spells will harm them but I suggest you leave them well alone



Competitive Rates on Software

THIRD COAST ATARI HARD DRIVES & TAPE BACK-UP DEVICES

STE Ram Upgrades NOW AVAILABLE

TURBO-CHARGE YOUR ATARI ST

PROCESSOR ACCELERATOR

HYPERCACHE ST

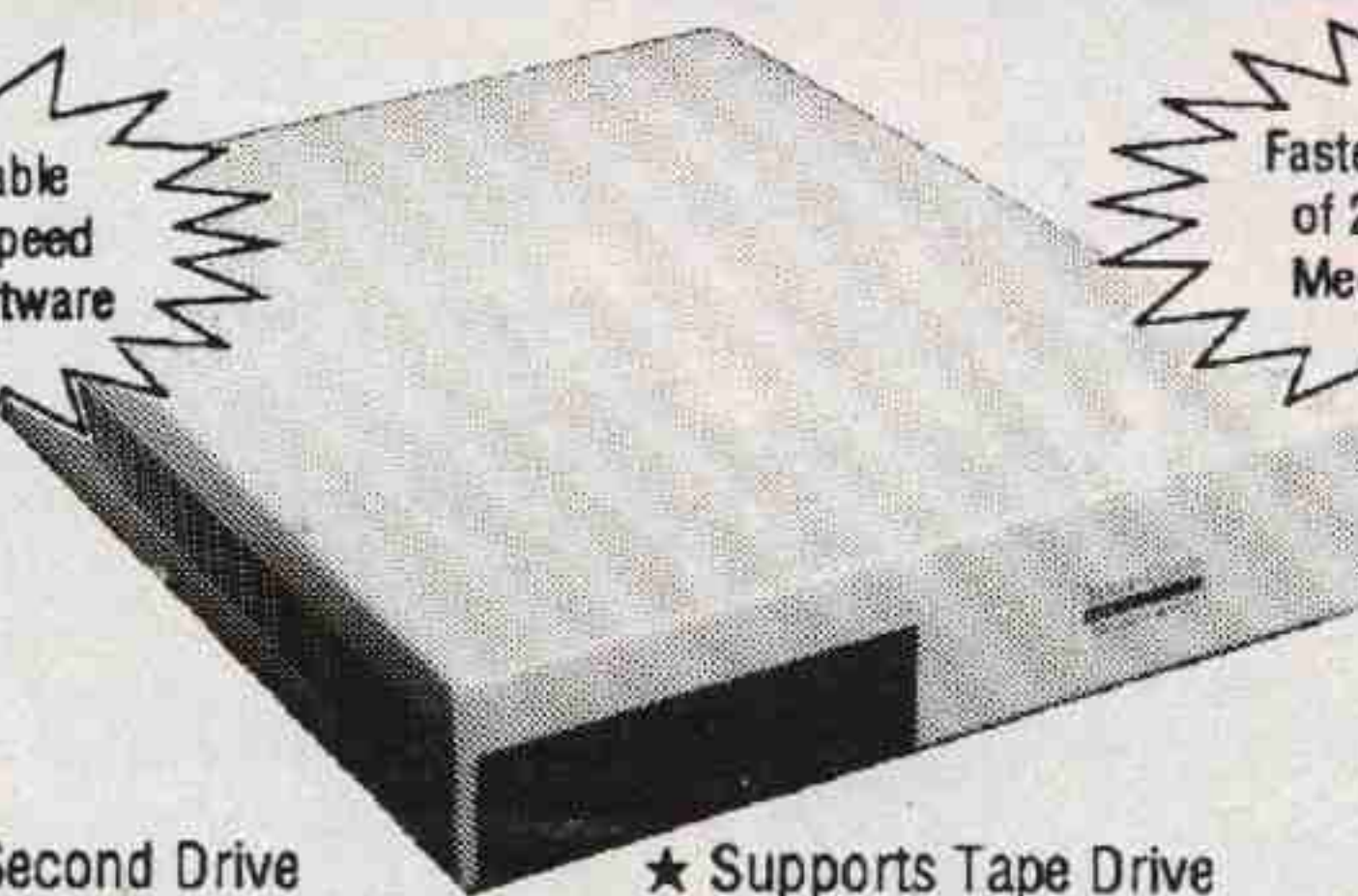


Hypercache ST. 16MHZ CPU. UPTO 100% Performance increase guaranteed to at least double the speed of any application. Includes full utilities. Manual, Hardware 8-16 MHZ switch and Cache disable option to emulate an 8MHZ processor. 100% compatible with all applications. Compatible with all Atari ST's 520. 1040 and Mega

£189 Fitted £209

Now available with high-speed caching software

Faster by a factor of 2-3 over the Megafile 30/60



- ★ Will support Second Drive
- ★ Supports Full Auto Booting
- ★ 65 Watt PSU
- ★ Battery Backed Clock
- ★ Full 12 Months Warranty
- ★ Up to 14 Partitions

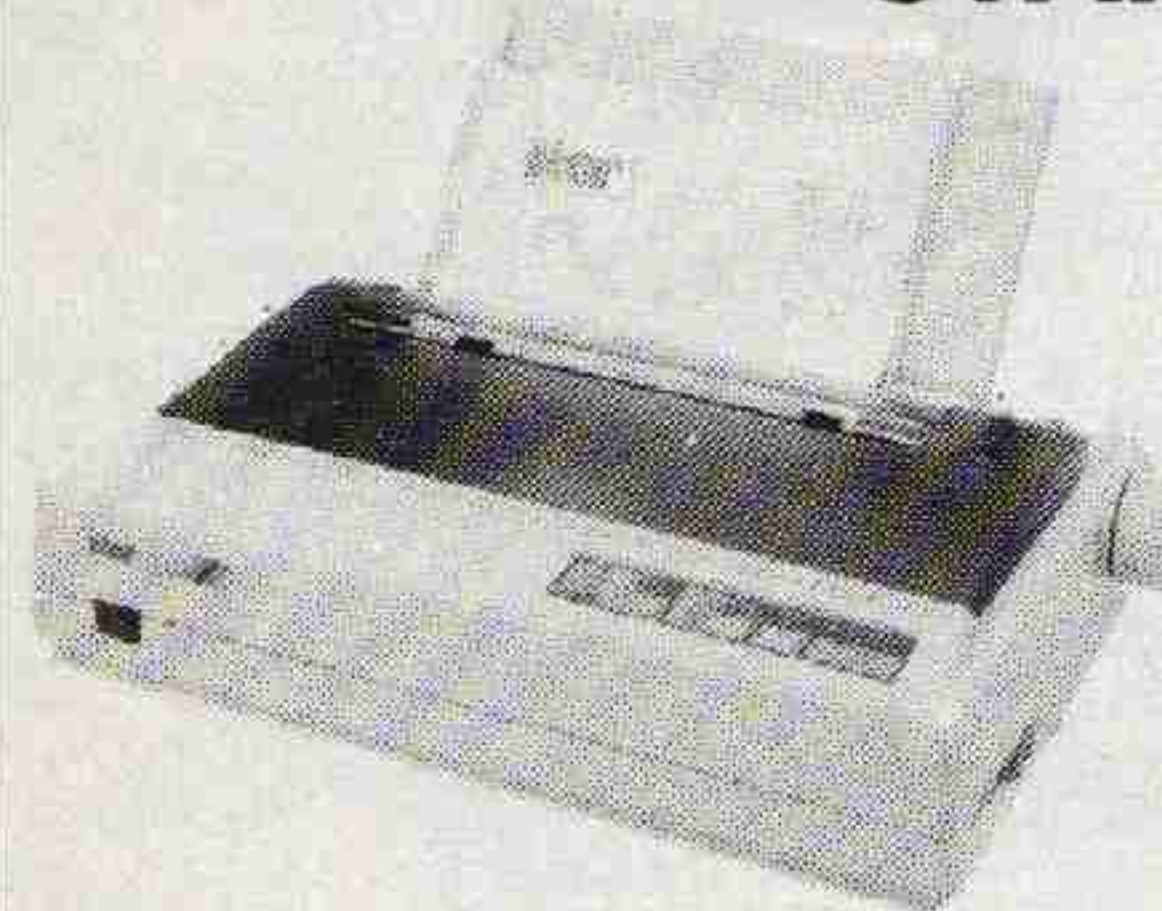
- ★ Supports Tape Drive
- ★ 38 Inch DMA Lead
- ★ Robust Design Slides under Monitor
- ★ Six Months free phone support
- ★ Over 60 Management Hard Drive utilities ICD

THIRD COAST RAM UPGRADES FOR ATARI ST RANGE

520STFM Board + Chips Expands to 4 Megs (no soldering)	£129.99
520STFM Board Unpopulated	£49.99
520STFM Upgrade to 1040 Full Kit	£69.99
520STFM Upgrade to 1040 Fitted by TCT	£94.99
520STFM Solderless Board + Ram	£99.99
2 Meg Board Upgrades 1040 to 2 Megs	£249.99
(Expandable to 4 Megs)	
2 Meg Board Unpopulated takes 32 (256K D-Rams)	£99.99
4 Meg Board 2.5 Installed for 1040 520	£299.00
4 Meg Board 4 Megs Installed for 520 1040	£499.00
4 Meg Board Unpopulated	£99.99
Mega 2.4 Upgrade Professionally Fitted	£249.00
Mega 1.2 Upgrade Professionally Fitted	£149.00
Mega 1.4 Upgrade Professionally Fitted	£399.00
520 STE-1040 STE Plug-in upgrade boards expands to 1 Meg	£99.99
520 STE-2.5 Meg Plug-in upgrade board, no soldering	£299.00
520 STE 4Meg Ram plug-in upgrade board, no soldering	£499.00

All Ram is 100 Nanosecond or faster. All Upgrade kits come with Ram Checker, Ram Disk, and Print Spooler. All kits and Boards carry a full 12 Months Warranty.

STAR LC10



- ★ Four NLQ Fonts
- ★ Paper Parking
- ★ IBM/Parallel Interface
- ★ 4k Buffer
- ★ 96 NLQ Print Combination
- ★ 144/36cps speed
- ★ Colour Version available

MONO £169 COLOUR £215

Inc VAT

DIGITISERS + SCANNERS

Kempston Data Scan 105mm wide scanner	£225.00
Replacement ST Mouse	£24.99
Trackball ST	£28.99
Video Digitiser for Atari ST (inc Colour Soft)	£94.95
Professional Video Digitiser (inc Colour Soft)	£149.99
RGB Colour Splitter for Colour Cameras	£99.99
Videotext/Teletext Adapters	£99.99
Videotext/Teletext Adapter Built in Tuner	£139.00
Professional Scanner 200 DPI (Copier, Scanner, Printer)	£449.00
Professional Scanner 300 DPI 64 Grey inc Paint Soft	£999.00
Professional Scanner 300 DPI OCR Reading Soft	£249.00
(32 Grey Levels Calamus compatible)	
Scanner Canon 1X21 300 DPI	£1399.00
Vidi ST 16 Tone Frame Grabber Inc Soft	£94.99
Atari ST Real Time Clock Mega Compatible	£27.99
Tweety Board Perfect Sound on any Atari	£44.95
Multiface Copier/Backup Device	£44.45
Happy ST Copier will back-up anything	£149.99

22 Megabyte Formatted Hard Drive Full SCSI	£369.00
22 Megabyte 25 Milliseconds SCSI Head Park/Head Lock	£419.00
32 Megabyte Formatted SCSI Head Park	£439.00
32 Megabyte 25 Milliseconds Head Park/Head Lock	£479.00
45 Megabyte 25 Milliseconds Head Park/Head Lock	£499.00
50 Megabyte 25 Milliseconds Head Park/Head Lock	£549.00
65 Megabyte 38 Milliseconds Head Park/Head Lock	£589.00
65 Megabyte 25 Milliseconds Head Park/Head Lock	£599.00
85 Megabyte 25 Milliseconds Head Park/Head Lock	£699.00
106 Megabyte 15 Milliseconds Auto Park	£899.00
150 Megabyte 16 Milliseconds Head Park/Head Lock	£1249.00
200 Megabyte 16 Milliseconds Head Park/Head Lock	£1699.00
210 Megabyte 15 Milliseconds Auto Park	£1699.00
251 Megabyte 15 Milliseconds Auto Park	£1999.00
Syquest 44 Megabyte Removable Cartridge Drive	£849.00
45 Megabyte with 155 Megabyte Tape Drive	£999.00
65 Megabyte with 155 Megabyte Tape Drive	£1350.00
Megafile 44 Based on Syquest Mechanism	£799.00

INTERNAL MEGA ST HARD DRIVES

22 Meg 25ms (auto park) (fitted)	£399
32 Meg 25ms (auto park) (fitted)	£449
45 Meg 25ms (auto park) (fitted)	£499
50 Meg 25ms (auto park) (fitted)	£525
65 Meg 25ms (auto park) (fitted)	£549
85 Meg 25ms (auto park) (fitted)	£659
109 Meg 25ms (auto park) (fitted)	£869
251 Meg 25ms (auto park) (fitted)	£1969

155 M/BYTE TAPE BACK-UP FOR ATARI ST COMPLETE HARD DRIVE RANGE

Compatible with Atari SH204/205, Megafile 20/30/60, Third Coast Drive, Supra Drive, Cumana Drive backs up 155mb in 20 minutes, 20mb in 2 minutes

- ★ External enclosure off DMA IN/OUT
- ★ Battery backed clock
- ★ 50 way SCI OUT
- ★ SCSI ID selector
- ★ Comes complete with own case & power supply and Host Adaptboard
- ★ Will support internal SCSI Hard drive
- ★ Installation simply involves connection tape drive into Atari then connecting Hard Drive into output of tape drive.
- ★ Offers long awaited DMA output for Atari SH204 users wishing to connect to laser printer

FOR IMMEDIATE DELIVERY £699 INC. VAT

THIRD COAST DIY KITS (Everything to build your own Drive)

DMA/SCSI Host Boards - allows connection of up to 8 SCSI Hard Drives or ST506 IBM Compatible drives, comes complete with clock DMA in and out over 50 copyright commercial hard drive utilities £98.95

Complete kit including all above with cable and mounting brackets for controller	£199.99
Above kit cased in our drive cabinet offering support of up to four hard drives, this basically is one of our drives without the Hard Drive	£299.00
RLL Adaptec 4070 or Omti 3527 controllers (giving 50% more out of any drive + twice the speed)	£100.00
Complete Kit to Interface Embedded SCSI Drive to Atari ST	£249.99
Astec 65 watt PSU's	£39.00
Enclosures (as above - including fan, Astec - everything bar drive)	£299.00

THIRD COAST DRIVE UPGRADES

Upgrade your Atari SH204/5, Megafile 20/30, Supra, Cumana. 45 M/Byte Mechanical Head Auto-park. Fast installation, all data copied to new drive. You will get your old drive cabinet back with the new drive fully warranted and ready to go. Upgrade yields over 100% more performance from your old drive.

Upgrade to 45 Megabytes £299.00
 Upgrade to 65 Megabytes £349.00

FLOPPY DRIVES FOR THE ATARI ST

1 Meg Internal Floppy (No adjustment required, 84 track)	£69.99
External 1 Meg Floppy (80 Track Court)	£79.99
1 Meg Internal Floppy 86 Trck Drive	£74.99
1Meg External 80 Track Drive	£74.99

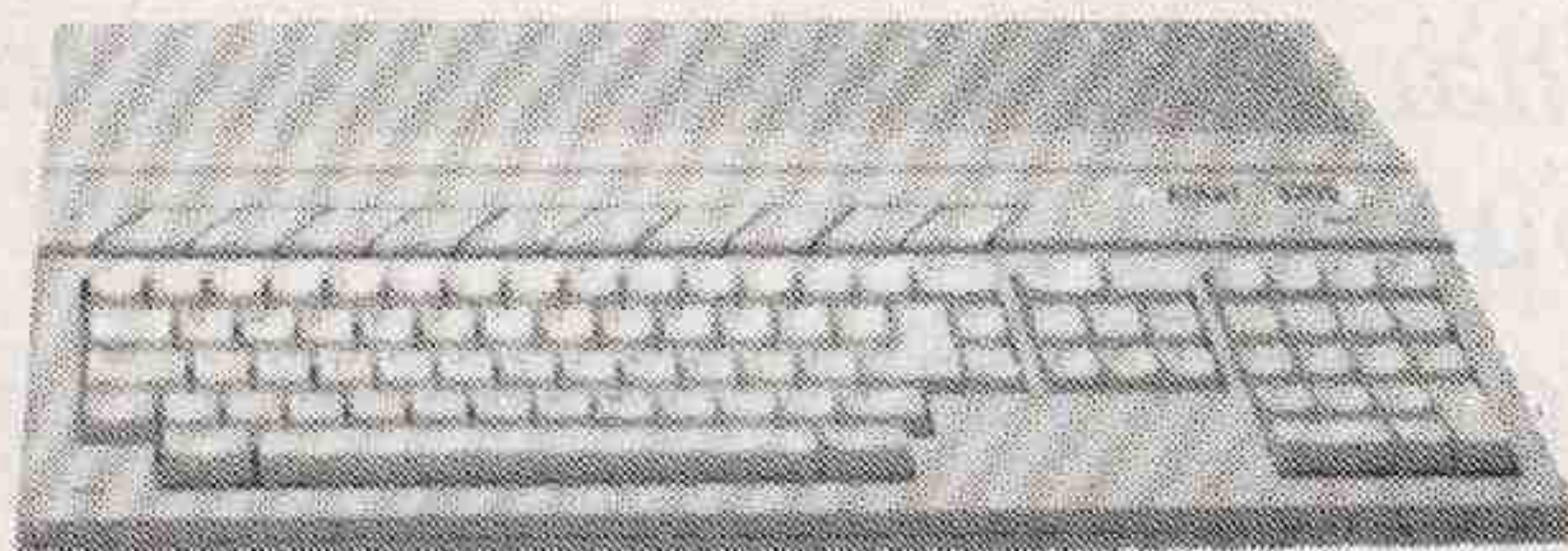
ATARI Hardware Offers

520 STFM/E POWER PACK

Amazing value, all-new special ST package from Atari, includes 520STFM with 1 Meg drive, joystick, mouse, user guide, plus an incredible selection of chart-topping software worth over £500. Software included is:

R-Type	Pacmania	Out Run	Nebulus
Afterburner	Starglider	Bombuzal	Stargoose
Double Dragon	SuperHuey	Xenon	First Music
Super Hangon	Eliminator	Gauntlet II	First Basic
Space Harrier	Predator	Black Lamp	Organiser
Overlander	Bombjack	Starway	

All for **£349.00**
only inc VAT



MONITORS

Philips 8833 (In stock) New type stereo sound with stereo output ...	£269.00
Atari SM124 Hi Res	£99.99
520STFM Explorer Pack	£269.99
520 STE Explorer Pack	£279.00
520STFM Power Pack	£349.00
1040 STE	£389.00
1040STFM (without monitor)	£449.00
1040STFM + SC1224 Monitor	£670.00
1040STFM + SM124 Monitor	£499.00
1040STFM + Explorer Pack + Monitor	£499.00
1040STFM + Explorer Pack + SC1224	£696.00
1040STFM Professional Pack	£449.00
Mega 1 + Mono SM124	£599.00
Mega 2 + Mono SM124	£899.00
Mega 4 + Mono SM124	£1199.00

Happy ST copier backs-up all software £149.00

NEW PRODUCTS

3 GENLOCKS NOW AVAILABLE

**GENLOCK
ATARI ST**

GENLOCK

Features:

Encoded resolution capability 625 lines video signal, PAL on scart, output signal, PAL + RGB on connector. Key enable switches computers image. Key invert.

£499.00

Full Fader Control + VHS Super Compatible. All the above plus many more features.

£849.00

Broadcast Quality Genlock works with all Formats, Beta, Philips, VHS, VHS Super. Too many features to list. Call for details.

£1795.00

**NEW
PRODUCTS**

Megafile 44 Cartridge Drive	£799.00
(includes 1 cartridge)	
Megafile 30	£425.00
Megafile 60	£539.00
PC-Speed (fitted)	£249.00
520-1040 Ram Upgrade	£69.99
520-1040 Ram Upgrade (fitted)	£94.99
New Full Colour Turbo Digital ST (Digitiser)	£199.99
Optional Retouche Software	£129.99
Professional Monochrome Digitiser, low, medium and high res digitising	£149.99
Disisound Professional Sampler	£79.99
Beat Box ST (Drum machine and sequencer, a new concept in Digital Sound)	£29.99
4096 Colour Board Expands ST's, Colour Palette from 512 to 4096	£49.99
(Requires additional shifter, includes sample software)	
Professional Video Digitiser including colour S/W	£149.99
2.5 M/b Upgrade 520 (will go up to a 4 M/b)	£299.99
* Network now available for all Atari's - very low cost - call for details)	
Processor accelerator 16MHZ (not hypercache), will support MC68888) co-processor, blitter, fast TOS 1.4 roms Average speed increase 50% ..	£99.99
Maths co-processor MC68881 (with language for Mega ST only) Simply clips over blitter	£199.00

THIRD COAST TECHNOLOGIES

Unit 8, Bradley Hall Trading Estate
Standish, Wigan WN6 0XQ

Tel: 0257 472444

Third Coast Technologies reserve the right to alter any prices.

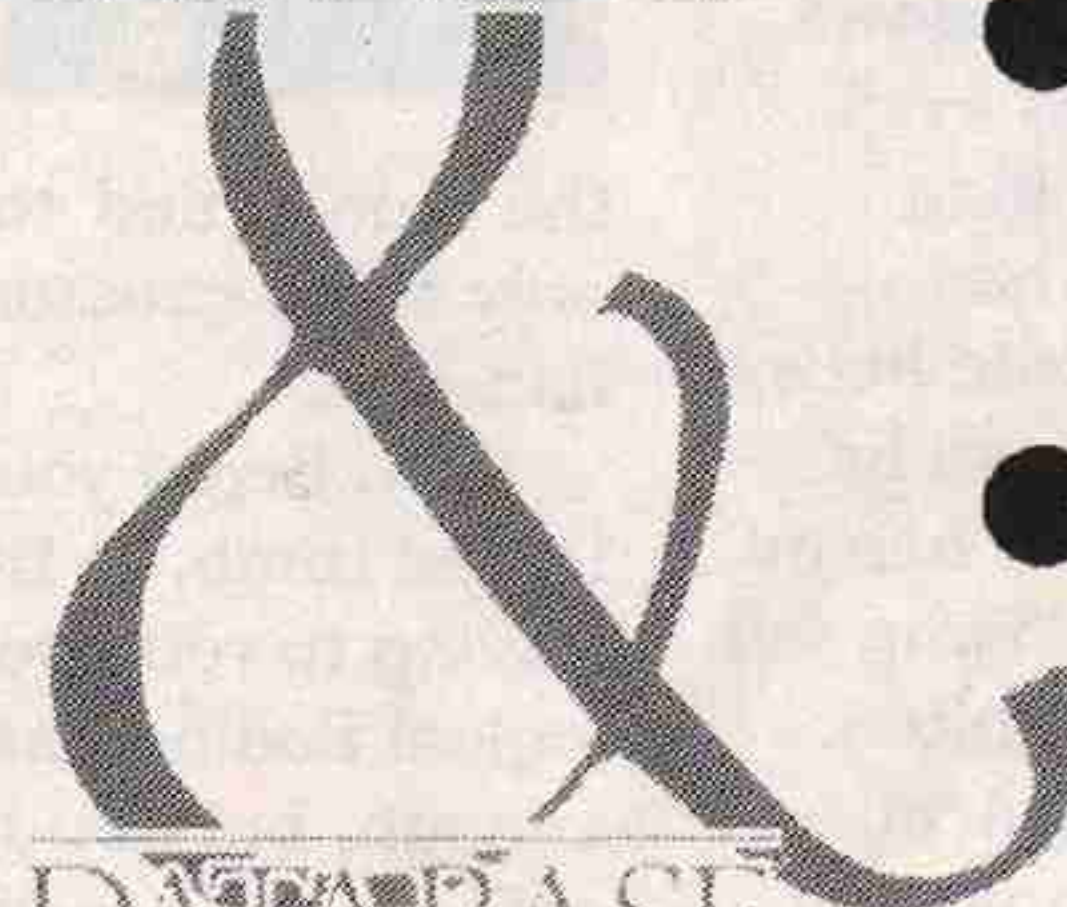
All prices are correct at time of going to press. E +0E

Fax: 0257 426577

WANTED

Required for
exciting new
developments
at Mandarin
Software and
Database
Software

MANDARIN
SOFTWARE



DATABASE
SOFTWARE

- Project manager
- ST/Amiga programmers

Ring
Chris Payne
on
0625 859333

URGENT!

DEMON'S TOMB - THE AWAKENING

Text adventures seem to be a dying breed, so I was only too happy to take a look at Melbourne House's *Demon's Tomb*. As text adventures go, *Demon's Tomb* did inspire me to keep playing. The overall plot has been well thought out and implemented. The game does contain a number of well drawn, yet somewhat small, illustrations, but when compared to the likes of *Magnetic Scrolls* adventures they pale a little. All in all, *Demon's Tomb* is like a breath of fresh air, the story is intriguing and the text parser works well.

NC

Set in the near future, *Demon's Tomb* is based around the Lynton family. It starts on Sunday 20th March of this year. Edward Lynton is on an archaeological dig in the heart of Devonshire, in the depths of a dense forest. One evening, Edward was in the tomb upon which he had stumbled, and the lamp which illuminated the room, flickered and threw eerie shadows. Lynton scanned the room with his eyes, and then proceeded to work, thinking nothing more of it. When Lynton had entered the tomb, he made sure the heavy iron door was securely held open, so he was startled to hear the door slam behind him. When he spun round, the oil lamp fell to the ground where it promptly ignited the dry leaves and debris that lay scattered across the floor. He knew now that there was no escape and that he had to rescue his findings and put them in a safe place. He needed somewhere cool, and then he thought of the empty coffin. Opening the coffin, he bundled his belongings into it and slammed the lid down. The flames leapt into the burial chamber, and he was finding it hard to breathe. Before long, Lynton was overwhelmed by

*"The leaders of text adventures must be either Infocom or Magnetic Scrolls, but now Virgin and Melbourne House have come up with *Demon's Tomb* to give you your worst nightmare!"*

MELBOURNE HOUSE (£19.95)



When you begin, the tomb you stand in is filled with smoke. A hole nearby fans the flames that are gradually creeping towards you. I wonder how you could block the hole? Maybe you could use the sleeping bag?

"...a hole in the roof..."

the smoke and collapsed to the ground, only to be consumed in a writhing mass of flame.

You begin your quest in the aforementioned tomb, in the role of Edward Lynton. Having to retrieve as many of his archaeological findings as possible is hard enough, but you have to store them in a safe place as well. If you succeed in preserving enough clues, you can then play the part of his son, who can then continue where his father left off. Thankfully, *Demon's Tomb* gives you the option to save your game and replay it at any time, so you don't have to sit down and play it in one, lengthy sitting. Not only does the game entail an extensive parser, but also a painstakingly drawn view of your current position, with one picture for nearly every location! It is possible to recall past sentences by using the arrow keys, or execute the last action by typing in 'again'. There are also a number of other small features, like being able to change the colours on screen, or press F2 to freeze the computer while you do something else, during which time nothing will work

until F2 is pressed again. Just in case you find the game too hard, a complete player's guide is included in the back of the manual; but I warn you: it is written in a very strange language indeed! **STA**



Inside one of the rooms, a gold plaque hangs on the wall. It maybe of some importance, but you are going to have to battle your way through thick smoke and flames if you are to reach it.

*It's a long time since I have been able to get my hands on a good text adventure, but I'm pleased to report that *Demon's Tomb* had me captivated all the while I was playing it. I must admit that the graphics aren't as large or as good as the highly detailed pictures in each of the *Magnetic Scrolls* adventures, but as they say, it's the thought that counts! Overall, *Demon's Tomb* is a game to keep text adventurers happy, at least until someone brings out another!*

AS



"...a dog of very little brain..."

Your faithful companion, Sam, will always be by your side. Unless, of course, a large, juicy bone tempts his somewhat endless appetite.

STA
Rating
65%

GRAPHICS: 58%
SOUND: N/A

LASTING APPEAL: 69%
ADDICTIVENESS: 65%

DIFFICULTY: AVERAGE
1ST DAY SCORE: N/A



THE ALL NEW ST ACTION 12 ISSUE BINDER!

At last! The ST Action 12 issue binder has arrived. Just perfect for keeping all those back issues intact. The specially produced STA binder can hold up to 12 copies of your favourite computer games magazine (yes, that means ST Action!) safe and secure. Sporting a catching livery of silver grey and a red ST Action logo resplendant on the cover. For just £5.00 the handsome STA binder can be yours - just send a cheque or postal order made payable to Interactive Publishing Ltd.

You have eight crack commandos to choose from. All have been trained from birth to kill and survive.



"It's another do-or-die situation, and this time you've been volunteered for the job."

BAD COMPANY

LOGOTRON (£19.95)

In many ways Bad Company is very similar to Sega's Space Harrier, except that it sports original graphics plus new weapons and power-ups. Flying proved to be a major part of the content of Space Harrier's gameplay, but Bad Company allows the heroes to run across the ground, which I found to be rather limiting. The graphics are colourful, with the sprites being drawn and animated to a high standard. Sadly, I found Bad Company to be lacking in long-term interest, and after completing the first two levels, there was nothing new to hold my interest.

AS

The inevitable has started to happen: after centuries of abuse, Earth has finally begun to die. Years of pollution have led to the planet's rapid decline and, unless mankind can find an alternative home, the

people of the earth are doomed. Fortunately, one of the exploratory deep space probes has found four moons ready for possible colonization. The faint transmissions have been successfully decoded and a scout ship sent to investigate the situation further.

It seems that the probe was correct in assuming the planets were ideal for human colonization; however, a rather

important detail wasn't relayed. All of the four new worlds are already inhabited and the creatures are putting up some pretty stiff resistance. Earth has one final hope - you! As the Commander of an elite troop of warriors, you have been assigned the task of clearing the new worlds of their current inhabitants. You can choose either to go it alone, or to recruit another hero from your fearless party. Whatever option you choose you'll be safe in the knowledge that all your fighters are crack commandos, trained from birth to kill and survive. It's up to you; remember the team's motto: "No mercy. No surrender!"

There are eight different heroes to choose from, each with their own level of agility, strength and stamina - the weaker warriors cannot use all of the weapons but usually make up for this shortfall by being quicker on their feet. Having selected my champion I was presented with an image of the four new worlds. Each of the stages is progressively more difficult, the later ones carrying a larger point bonus for a successful mission. After choosing where to begin my onslaught, I was ferried down to the planet surface to start my mission.

Various gun-toting nasties scroll down the screen, shooting as they go. Aerial attacks are also commonplace and should be avoided wherever possible. Some of the aliens seem half intelligent as they hide behind the numerous obstructions, thus making them harder to kill. As progress is made through a level you'll encounter larger beasts which require several direct hits before they die and you're allowed to pass. Lost energy can be replaced by



Having selected which planet you wish to invade, you are transported to the surface. Let's Rock!

Shooting the black spheres releases extra weapons. Unfortunately, you'll have to destroy that mid-level guardian.



I liked Bad Company. It reminded me a little of that old Sega arcade classic, Space Harrier. The game is well presented with the graphics being well drawn and defined. The David Whittaker soundtrack added to the overall atmosphere while the sound effects proved adequate. The gameplay offers little that's new but the inclusion of different weapons and power-ups enhance to the overall feel of the game and the joystick controls are well implemented. Personally, I couldn't see myself playing the game for months on end but, as a shoot'em-up, it kept me quiet for quite some time. All in all, Bad Company is a good game with plenty of frantic action that should keep the zap-happy freaks amongst you happy for a while.

NC

With *Bad Company*, it was inevitable that people were going to make comparisons with *Space Harrier*, and quite rightly so. Intrinsicly, I suppose it is similar. But a closer inspection reveals a game which is quite original in its own right. Gameplay is unadulterated arcade action - shooting and dodging 'orrible beasties being the order of the day. There's a great selection of weaponry to collect and the action is never short of frenetic. Steve Bak wanted to produce a commando-style game from a different perspective and I must say that the action has transferred well.

JS

stepping into a force field and weapons can be exchanged by shooting black spheres which are occasionally dropped from the skies. All of the weapons have two levels of power. By collecting orange power-up symbols, players can enhance both their firepower and their chances of survival. Enhanced guns prove a great advantage as they either allow you to blast away land-based creatures with ease, or they enable you to destroy the previously unavoidable sky-bound monsters.

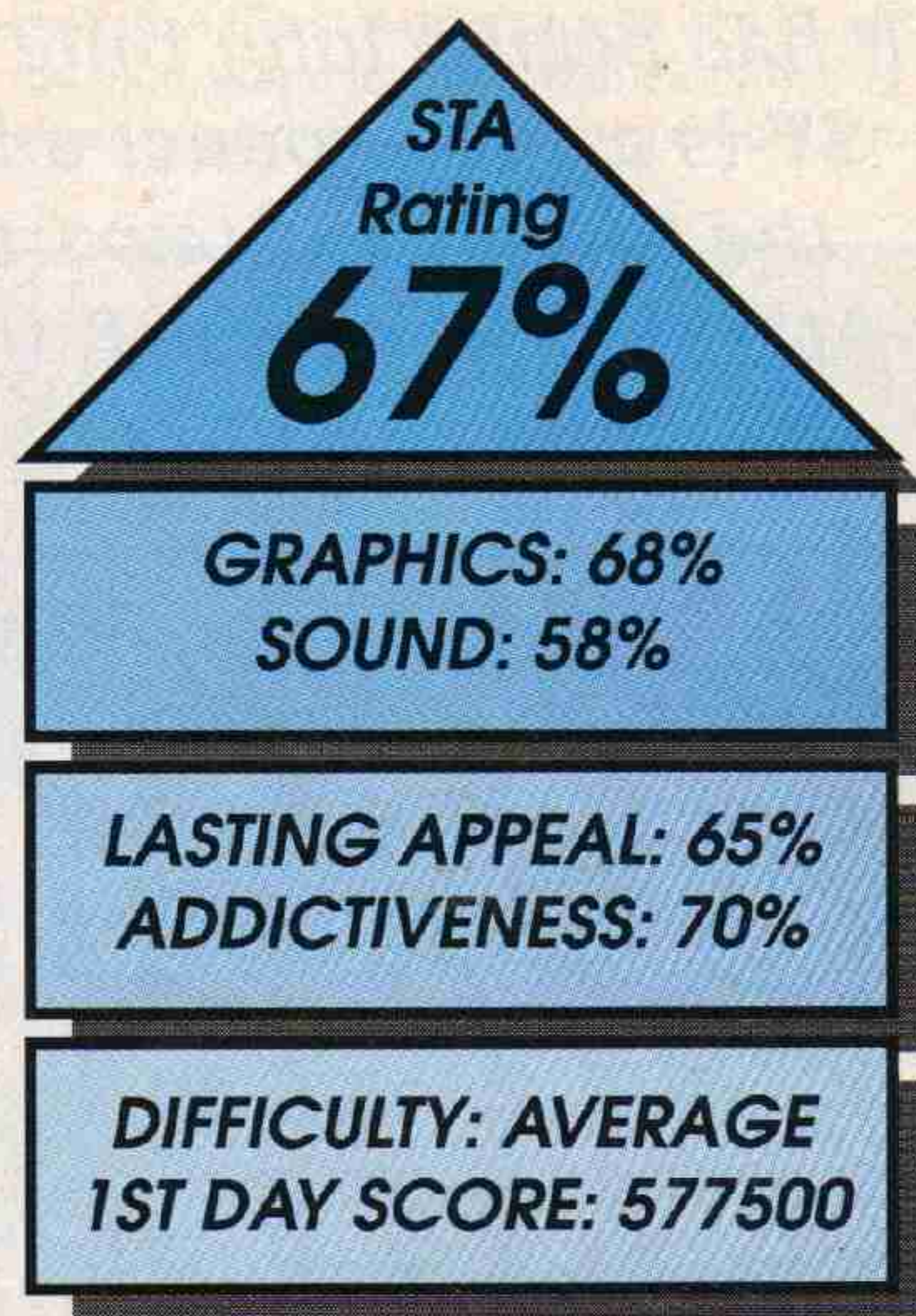
At the end of each level, players will discover that the planets are protected by huge guardians. Several shots are required to send the creatures to their deaths. On the first level a huge robot-

style construction rises from the sea. Before you can destroy its main structure, a number of well-aimed shots must be made on its gun turrets. Strategic shots eventually send the creature to its death and players are whisked away to the next planet to once again do battle.

The game proves great fun in its one-player mode, but it's the simultaneous two-player option that makes for really frantic gameplay.

The first level acts as a practise mission but the later ones really test your metal.

STA



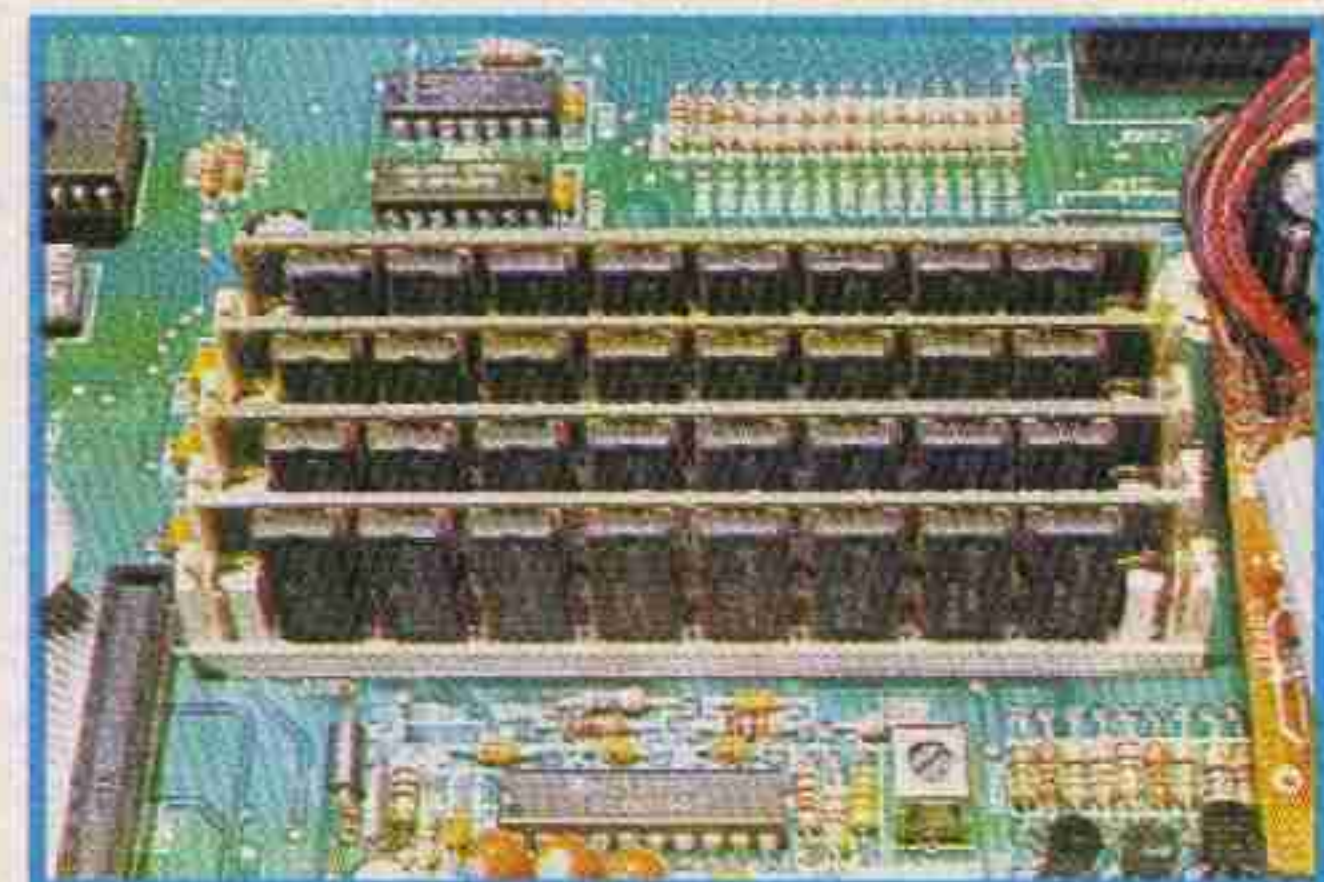
It's double trouble. *Bad Company* is best played simultaneously with two commandos.

A mid-level guardian blocks your path. Several direct hits are required to send him into oblivion.

The end-of-level guardian for the first level is a metallic monster. Shoot the smaller towers before trying to assault the central one.



It has been a long time coming, but now the 'enhanced' ST is a real product which was recently put on sale in the UK. Dave Stewart, Editor of ST World, examines Atari's revamped ST, the STE, and considers the worth of its new features.



If you want more memory in your STE, just plug in extra memory boards. Simple!

is the large amounts of memory which can be consumed by sound sample data.

In order to stay fully compatible with existing STs, the STE retains the old Yamaha sound generator which can still be used in parallel with the DMA sound hardware. The sound is mixed with the PCM sound, both of which feed to the STE's monitor or TV speaker or to the stereo output sockets.

INTRODUCING ATARI'S NEW ENHANCED ST



The STE was, in fact, hinted at as far back as 1986, when the 'ST Plus' was said to be under development. After nearly three years of apparent inactivity, the new ST has arrived. So what are the 'old' STs main weaknesses?

In a nutshell, sound and graphics. The machine has always offered a fast processor, plenty of memory, a good selection of I/O ports, and a relatively clean system architecture, but the mediocrity of its less-than-sparkling sound

capabilities and average colour graphics modes have been well documented over the years.

New Chips - Better Sound

The sound data, stored as numbers in memory, is fetched and fed through a digital-to-analog converter (DAC). Once the DAC has done its job, the signal is filtered, fed through a programmable volume and tone controller and out to the audio sockets for connection to

an amplifier, headphones or tape recorder.

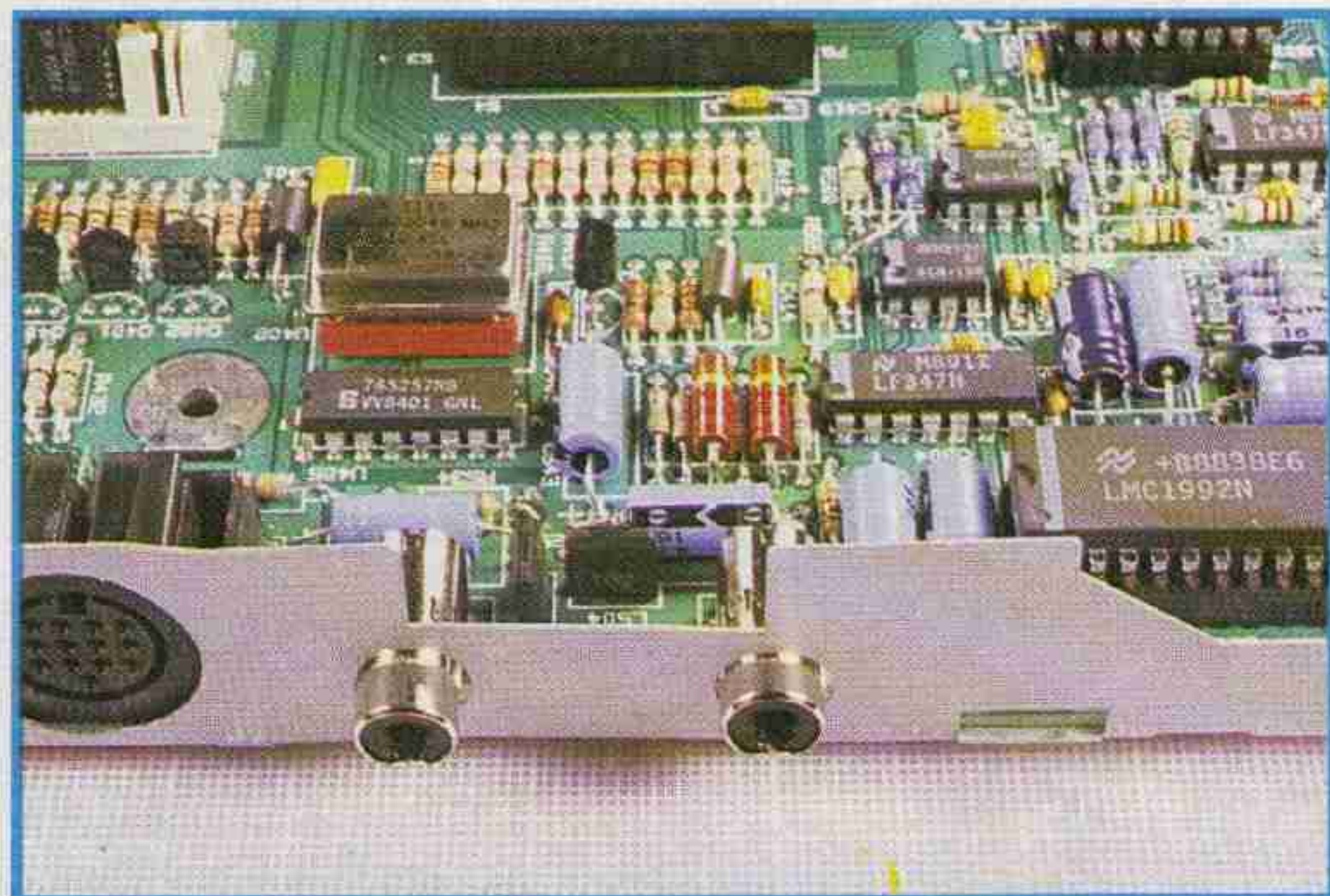
STE Sound

The ST's Yamaha YM2149F sound chip has always been criticised for its inadequacy, although it has coped well over the years. The STE puts this criticism to rights by having an 8-bit stereo PCM (pulse code modulation) sound system coupled to a special volume and tone controller chip. This is, to all intents and purposes, a built-in sound sampler which only plays samples and cannot record them. Playing sound samples through the original ST sound chip has always been a processor-intensive operation, but the STE uses a DMA (direct memory access) interface which basically means that you tell the system where the sound sample data is, and it will retrieve that data under its own steam and play the sample without disturbing the CPU. The only real disadvantage with this system

STE Graphics

No really significant changes have been made to the STE's graphics capabilities. However, the colour palette has been extended from a maximum of 512 colours, to 4096 colours - a match for the Amiga. Unfortunately, it is still only possible to display a maximum of 16 colours on screen at once, although clever palette switching techniques, already used by many games, can still be used to increase this.

Perhaps the most important feature of STE graphics is what has been billed as hardware scrolling. Although not literally hardware scrolling as you might imagine it to be done, the facility is nonetheless achieved by merely allowing the screen's memory address register to be set to point to finer memory increments, together with the provision of a



The STE's stereo DMA sound system allows high-quality sampled sound effects to be used in games.



These stereo audio sockets allow the STE's PCM sound system to feed directly into an external amplifier for louder, better-quality audio effects.

couple of extra screen-handling registers.

The new screen control facilities will enable games programmers to implement much better graphical effects, including smooth scrolling in any direction and split-screen effects. A number of leading software houses have taken on STE-specific development and the likely outcome should be the release of a series of new STE-enhanced games towards the latter half of this year, many of which will detect the new machine automatically and use the extra facilities, if running on an STE.

Improved Hardware

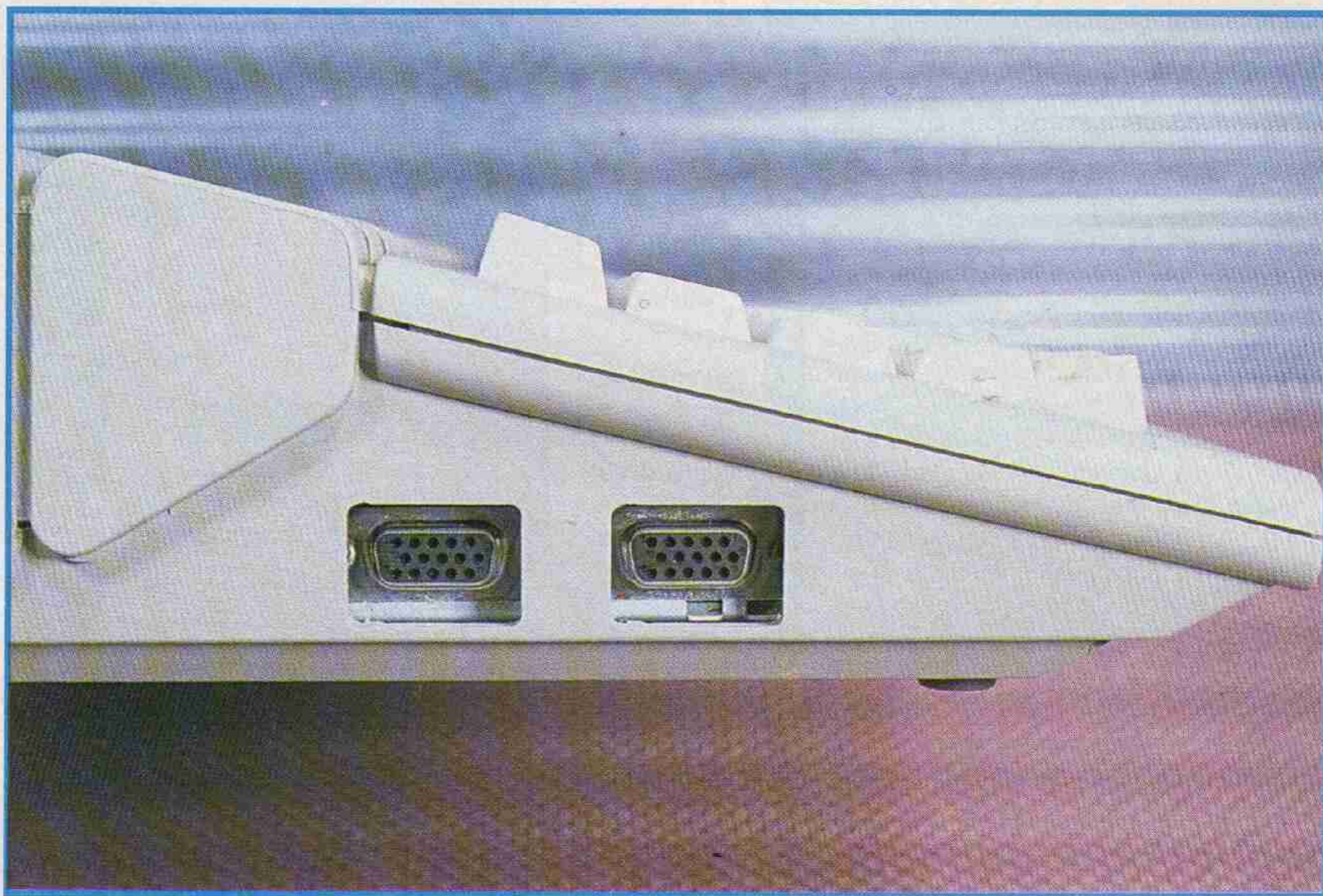
The new controller ports, situated on the left-hand side of the machine, can also be used to take two extra joysticks, per socket. This means that six-player games will be possible! But an adapter is needed and, of course, games will have to be specially designed and programmed for six-player use.

Another big improvement to the hardware architecture of the STE, is the provision of four SIMM (Single In-line Memory Module) sockets, which will allow cheap and easy user-installable memory expansion by simply plugging in compact SIMM boards. This is a first for Atari.

Conclusion

The STE has already been touted as an 'Amiga basher', although not officially by Atari themselves. In terms of graphics support, this is clearly not the case. However, the STE does have much to offer and whilst not exactly a quantum leap in technology, it is a welcome refinement with many valuable assets, including more raw processing power than the

These 15-pin analog controller ports are much better situated than the standard mouse and joystick ports, but they cannot be used as alternative sockets for the mouse and joystick. More interesting though, is the possibility of a range of new controllers, including paddles, light pens and light guns, which can be used with the STE.



equivalent Amiga.

Atari have achieved a remarkable level of compatibility with this machine. Some software has been reported as being incompatible. However, these are in cases where developers have not followed Atari's directives and, as in the early days of the Amiga, these are being quickly ironed out.

The 520STE will eventually phase out the 520STFM, priced at the same level - £399 in a 'Power Pack'. When STA recently ordered a 520STFM we were supplied with a 520STE; this came from a premature STE shipment which was brought in by Atari UK to cope with the Christmas 1989 demand. Curiously, ordinary STFM's are expected to filter back into the shops until the main STE shipments start in



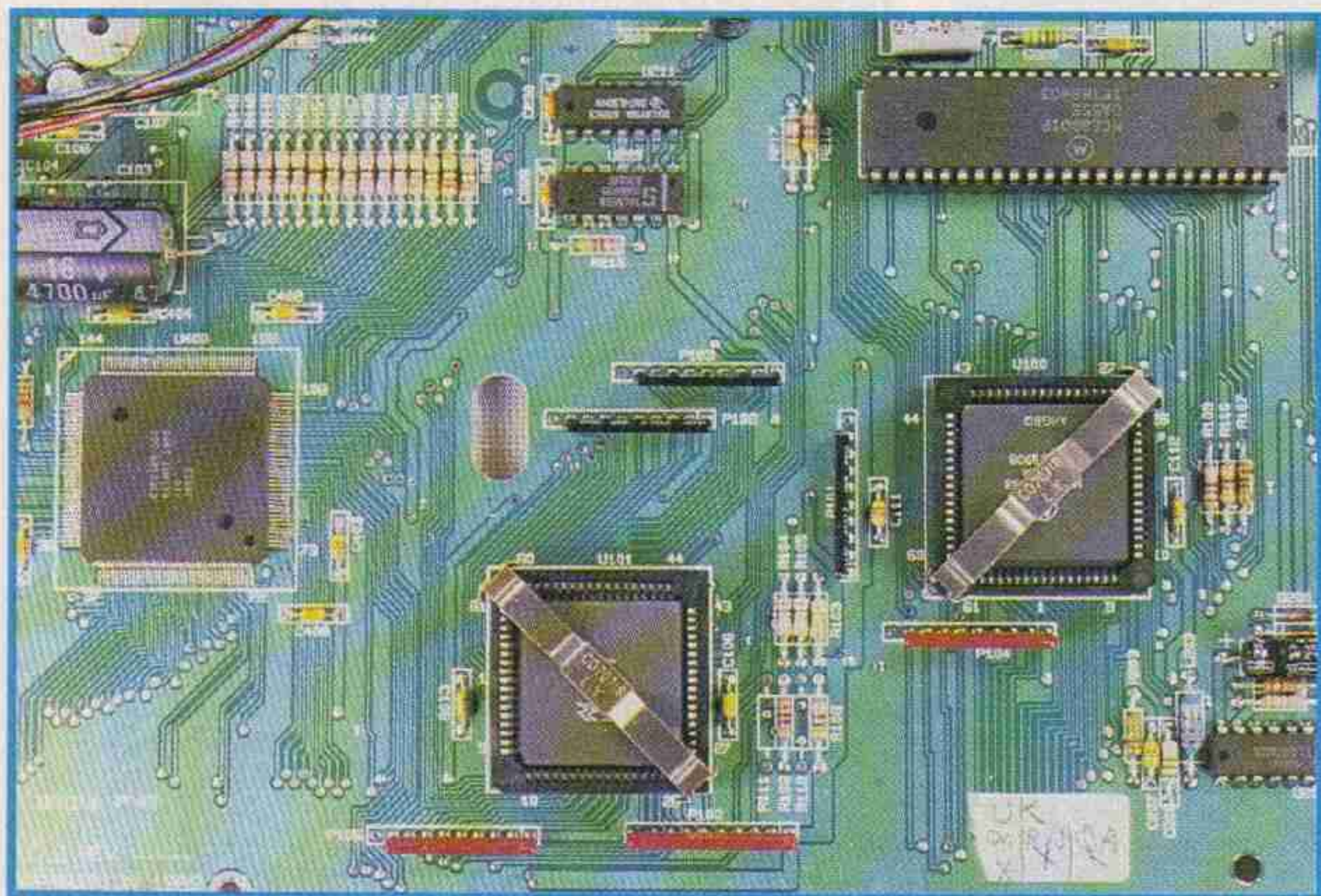
STE's being delivered will be badged as the 520STE and 1040STE. They have double-sided disk drives and a TV modulator built in.

autumn of this year. The 1040STEs will replace the existing 1040ST at £499.

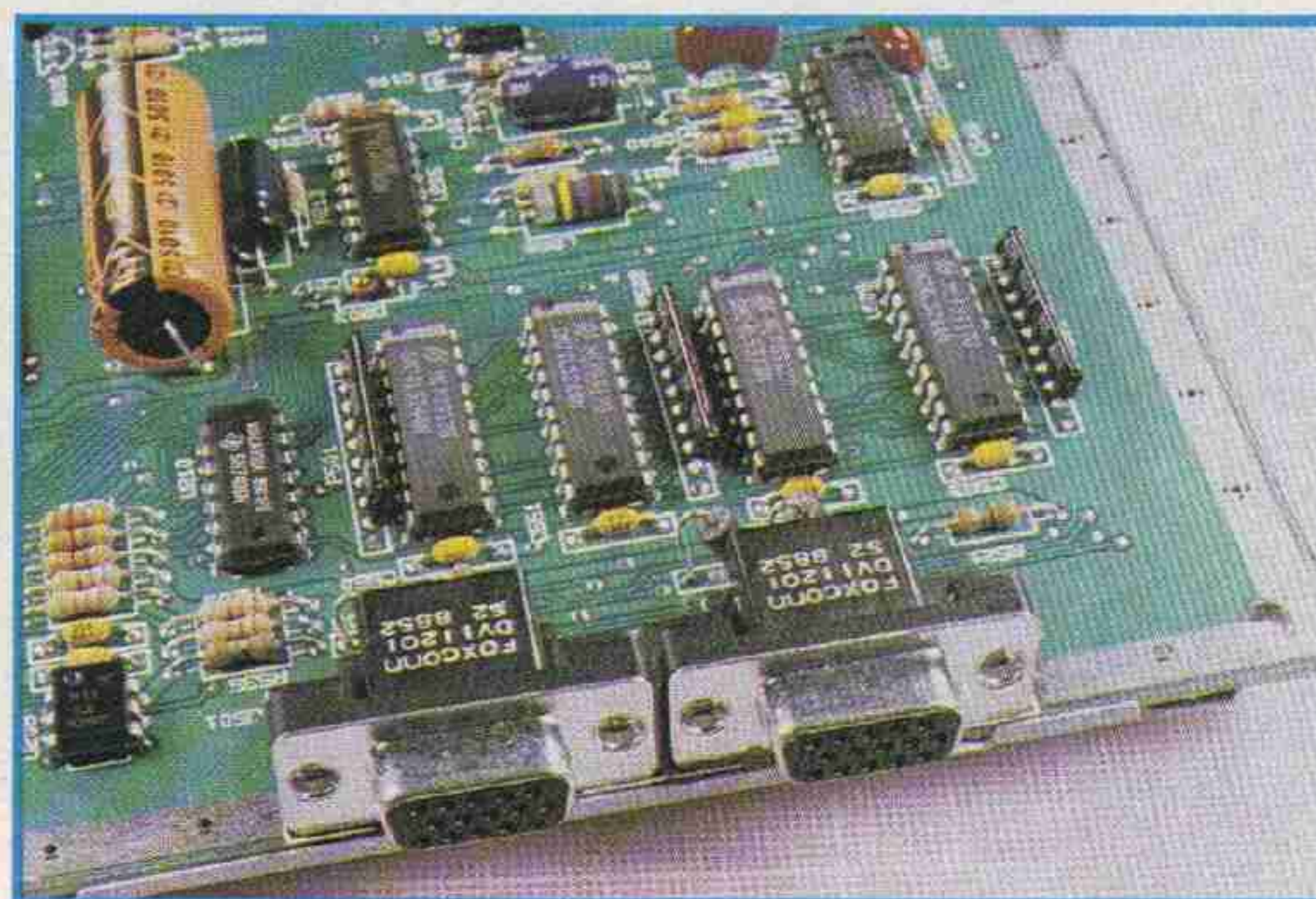
In some ways, the STE is a bit of a curiosity. It is the best-equipped ST yet for games and graphics-related applications, yet it has much on offer to threaten the Megas: easy memory expansion; a more efficient operating system; an

external genlocking capability; a blitter as standard; and so on. At the end of the day, however, the STE is another great all-rounder from Atari which can play even better games.

The full review and more technical details of the STE can be found in previous and forthcoming issues of our sister magazine, ST World.



A new custom chip, the notorious blitter chip, and a new squarer 68000 processor. The guts of the STE.

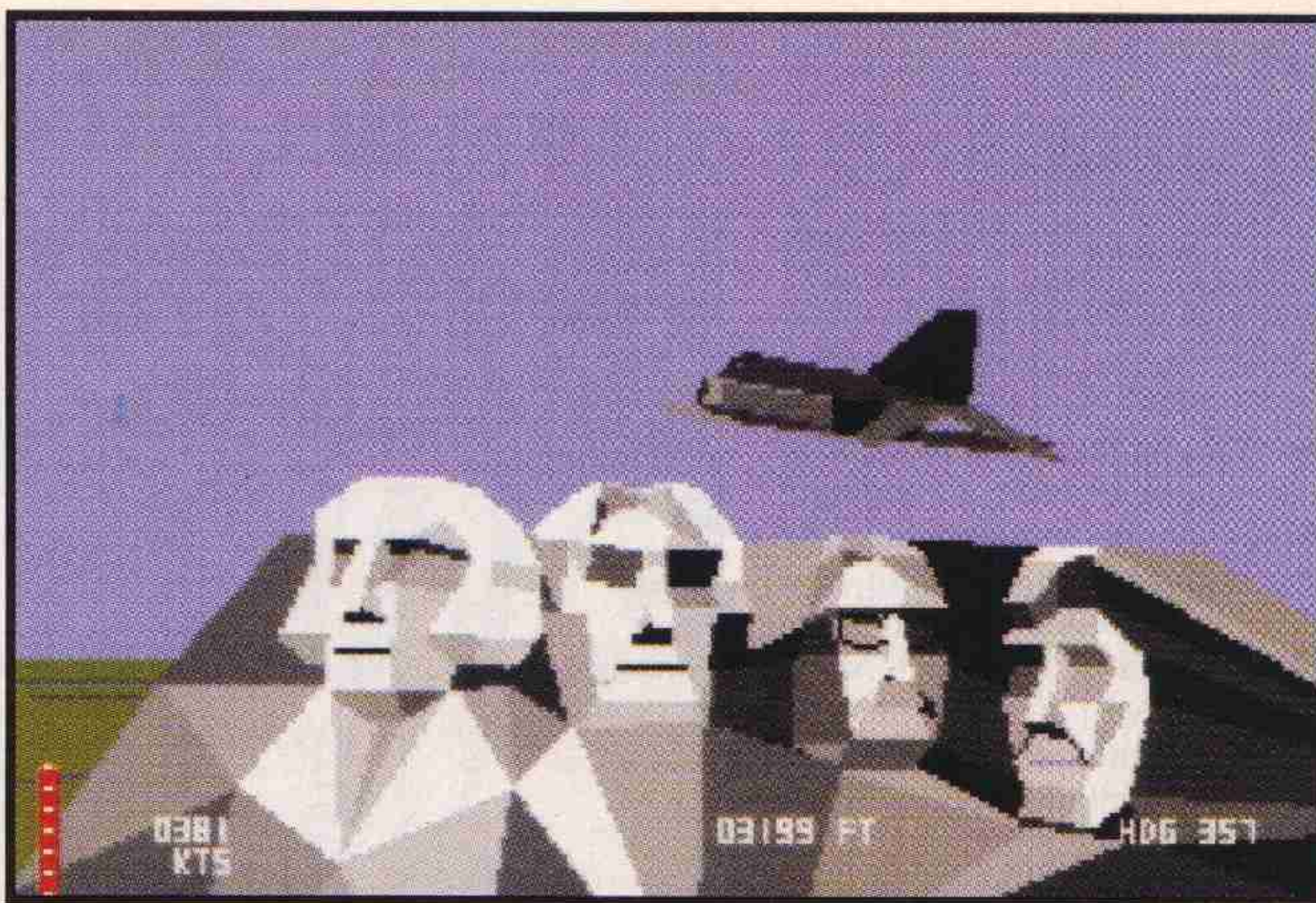


The game controller board has been designed for accommodating lightguns and paddles.

After all the shouting, Bomber has finally arrived. Personally, I think it's landed with a bit of a bump. Those of you who are expecting a realistic, top-quality flight simulator are in for a shock. Infinitely less complex than Spectrum Holobytes' Falcon, Bomber reminded me of the old Amiga flight sim, Interceptor. Graphically, the game is very well presented and I was particularly impressed with some of the landmarks. However, when complex shapes came into view, the game slowed down noticeably. The sound effects also seemed a little sparse, although this didn't detract from the overall feeling too much. All in all, Fighter Bomber is a great game for those of you who don't care much for the complexities of flying.

NC

Flying high, your F-4E Phantom majestically swoops over Mount Rushmore, just one of the highly detailed pieces of scenery.



"Activision, together with Vektor Grafix, have been hailing Fighter Bomber as the ultimate in flight simulators. We test the game behind the claim."

FIGHTER BOMBER

ACTIVISION (£29.99)

The Curtis E LeMay Bombing Trophy is one of the most prestigious prizes a bombing squadron can hope to win. It was first presented to the 92nd Bomb Wing of the USAF in 1958. They won it by flying a B-52D Bomber to its limits; since then technology has leapt forward, but the trophy still stands as a symbol of excellence. Now, it's your turn. Can you shoot down the competition and fly off with this esteemed award?

You begin your quest at Ellsworth airbase in South Dakota. After signing in, you have to decide which of the seven top-class aircraft you want to pilot. There really is a wide choice, too. How's about a McDonnell Douglas F-15E Strike Eagle, or perhaps a General Dynamics F-111F Aardvark? Maybe you'd like a shot at a Soviet MiG-27 Flogger-D, a Swedish Saab AJ37 Viggen, or the grand-daddy of them all, the legendary F-4E Phantom. Having selected your own plane, you must decide what beast your opponent will control. Again, there are seven top-notch jets to choose from, ranging from the ever-popu-

lar American F-14 Tom-Cat to the formidable Soviet MiG-31 Foxhound.

After choosing your aircraft, you have the option to use the game's "free-flight" option. When selecting this mode, players are invited to choose a starting point from which their aircraft will begin the flight. There are two main reasons for selecting "free-flight": firstly, it allows you to familiarize yourself with the bomber's controls whilst in a non-aggressive environment; secondly, it lets you take a leisurely look around the 3D world in which you'll be competing.

Having become fully accustomed with your aircraft, you'll be ready to start the missions. Sixteen missions, each progressively more difficult, may be attempted. Should you complete all the raids, there is also a mission designer with which you can create your own tests. Before you start a mission, you'll be informed of your objectives. A map of the area showing target positions and your suggested route is displayed on the screen. Having memorized your objectives, you move on to the armaments stage. Here, you may either select which missiles and bombs you want to carry or, if you're a little unsure, you may select the auto-arm option. Once everything has been loaded, you're ready for take-off.

It's at this point that players will discover the game's greatest shortfall. Most flight simulators include a highly detailed flight manual. Unfortunately, Activision have decided to omit this vital information. Novice pilots will have to fly "blind",



One of Bomber's unique features is the ability to refuel in mid-air. Not only does this manoeuvre require pin-point accuracy, but it is also essential for some of the longer-haul missions.

You'll have to fly against an opponent, but at least you'll be able to decide which plane he will pilot. The fearsome F16 Falcon is just one of the enemy jets.



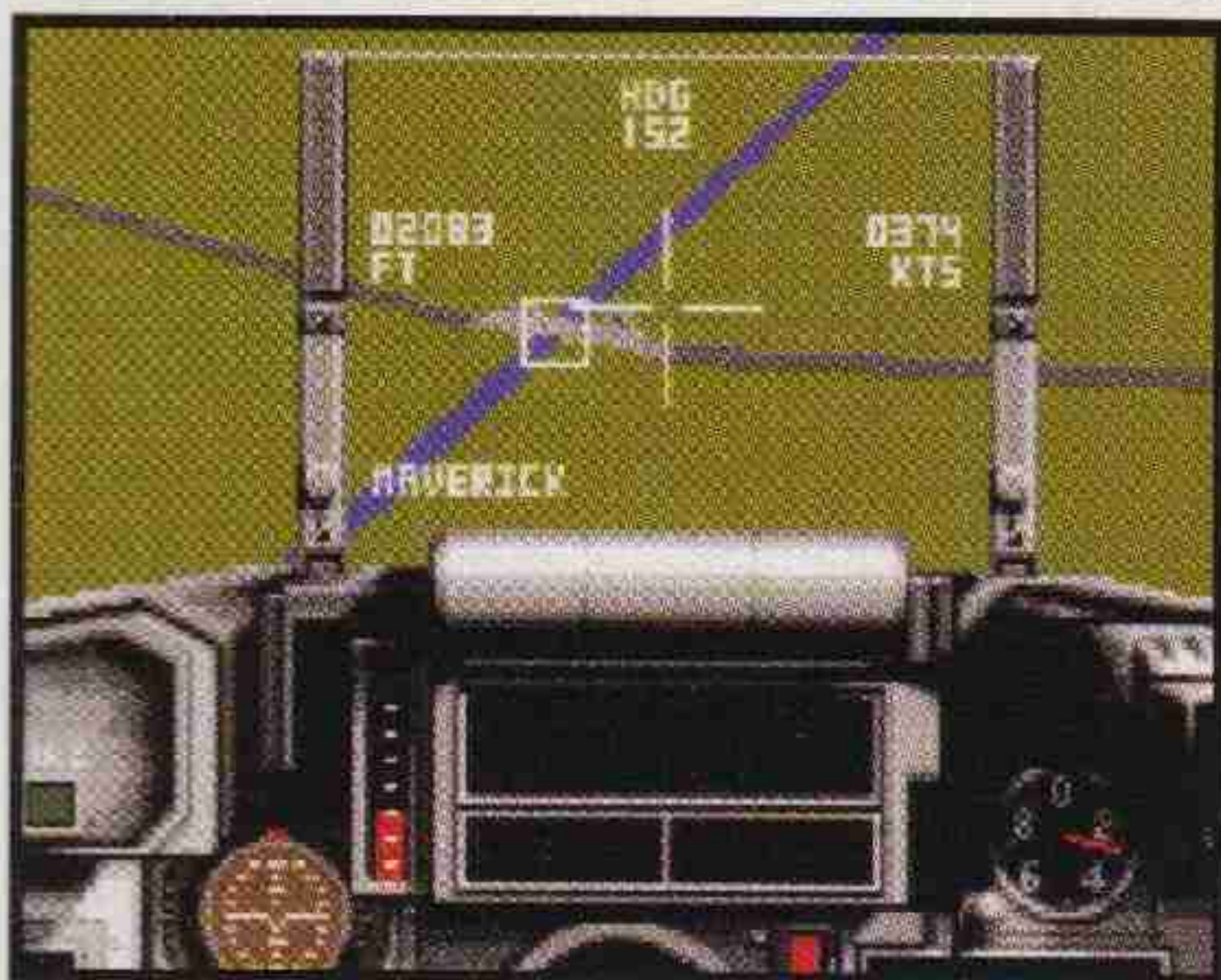
STA
Rating
75%

GRAPHICS: 70%
SOUND: 55%

LASTING APPEAL: 80%
ADDICTIVENESS: 78%

DIFFICULTY: AVERAGE
1ST DAY SCORE: N/A

With the target bridge in sight, you select your Maverick missiles and lock on. All that's left to do is squeeze your trigger and let fly.



learning from their mistakes. Life-saving combat details, such as releasing flares against heat-seeking missiles, have also been overlooked. All pilots will benefit from the quick reference key-guide which has been included in the package.

Having found out how to get your bird off the ground, you'll discover that your plane can be controlled by either the joystick or the keyboard. The latter being preferable for delicate manoeuvres. Missions are broken into stages and, to be successful, you have to destroy all of the predetermined targets before return-

It seems an eternity since the release of Fighter Bomber was first announced, but I'm glad to say it was worth the wait. Although I don't think it is as realistic as, say, Falcon, the sheer variety of planes to fly and fight against keeps you coming back for more. The update onscreen is smooth, but tends to jerk when the screen becomes cluttered. I did think that the inclusion of a comprehensive manual would have been helpful, but it is easy to get the hang of things once you have been up amongst the clouds for a while. If all you want to do is pilot your plane on a Sunday afternoon, Bomber is not for you. But if action is your scene you can't get much better. A real high-flyer!

AS

The skies are darkened by the wings of the solid 3D vector-graphic squadron, led by Squadron Leader Bomber. As their name suggests, Vektor Grafix are undoubtedly one of the most advanced exponents of vector graphic design and as a showcase, Bomber demonstrates this quite admirably. But the question is: are they trying to achieve too much on the ST? In flight, the scroll update is quite adequate, but when there is a large section of vector graphics, such as the visually stunning Mount Rushmore, the game nearly grinds to a halt - only to be expected really. The gameplay is at its best when there's not too much on screen, such as in the dogfights which are great fun. As a simulation, however, Bomber is no Falcon or F16, as it leans further towards shoot'em-up than accurate simulation - which is no crime. In my book, Vektor Grafix have achieved what they set out to do. Bomber is a visually impressive game and thoroughly entertaining.

JS

Flying dangerously low and slow (15 feet above the ground), you prepare to strafe an enemy installation with your cannon.

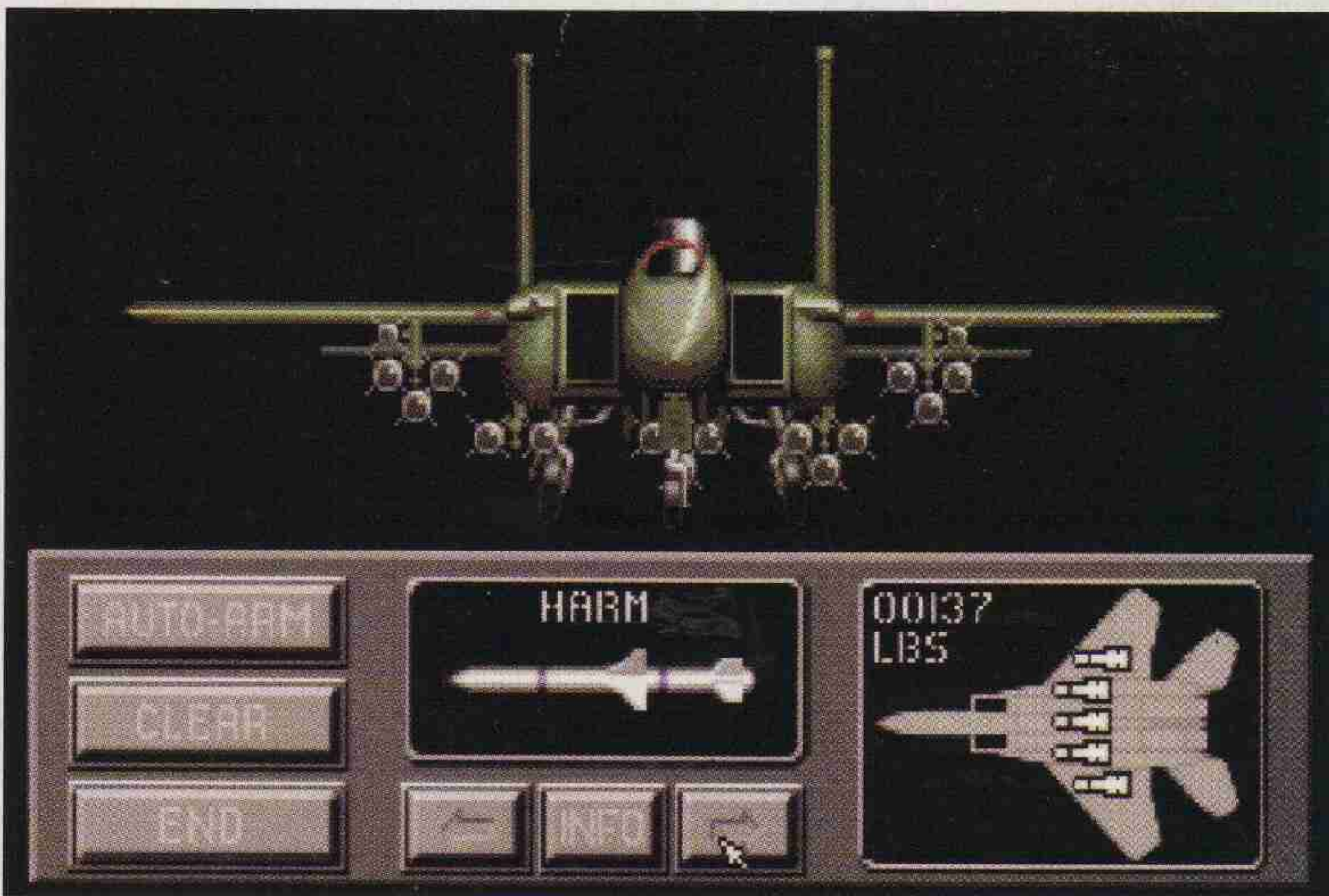


ing safely to your home base. Naturally enough, the game is predominantly about bombing runs. However, during your mission you may be intercepted by enemy air support. Extra merit is gained from downing hostile aircraft, but pilots should remember that the ground sites are primary targets.

One of Bomber's unique features is the ability to refuel in mid-air. Not only does this manoeuvre require pin-point accuracy, but it is also essential for some

of the longer-haul raids. Failure to refuel will mean failure so it's wise to learn the essential moves while in the "free-flight" mode.

Having destroyed all the necessary targets and landed safely at your home base you'll be de-briefed and, depending on whether or not your mission was successful, you'll be allowed to progress to the next mission. **STA**



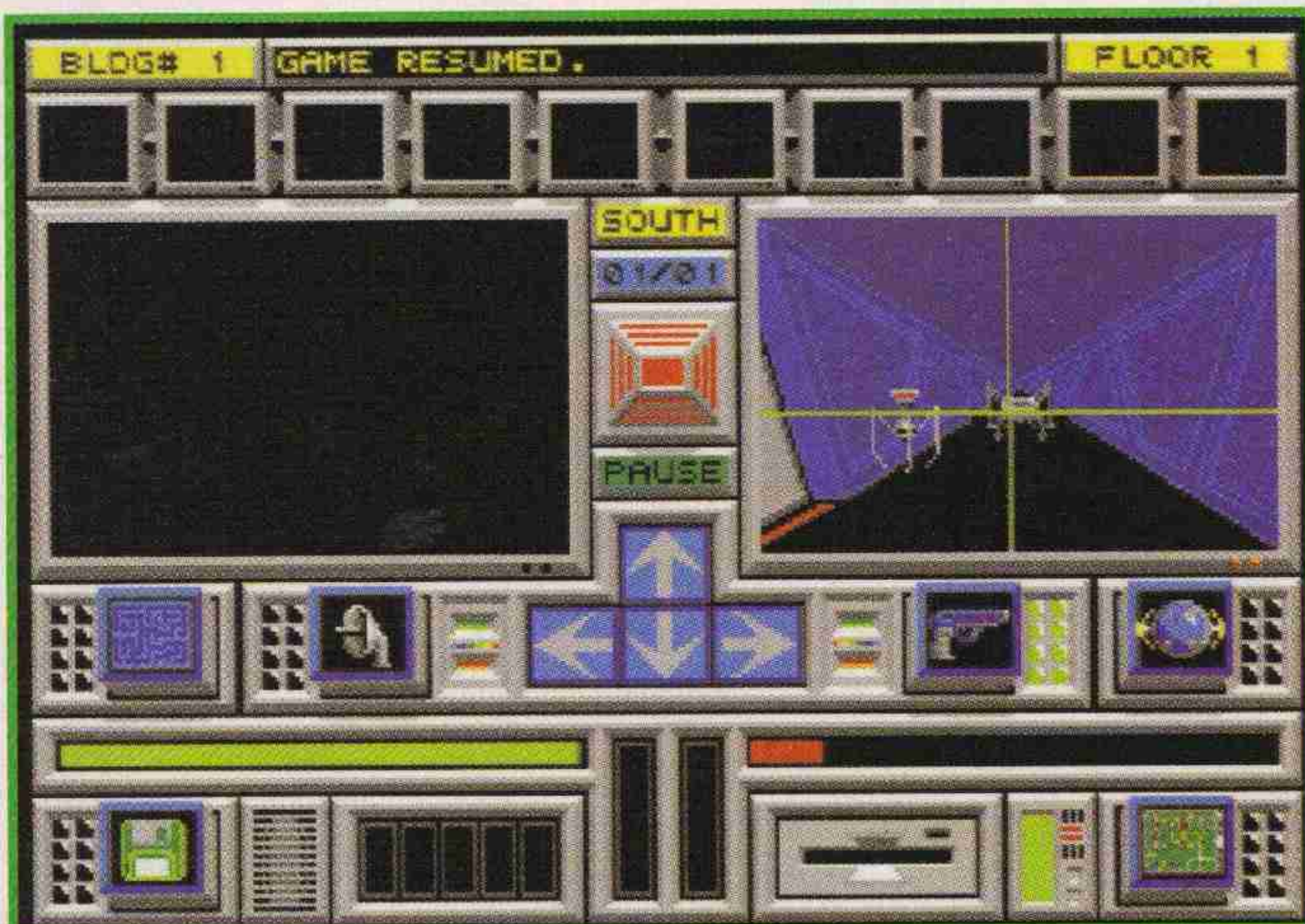
Having learned your objective you must appropriately arm your plane. The F-15 Strike Eagle can carry a heavy payload and is ideal for loading Maverick missiles onto.

DAY OF THE VIPER

"Metallic mayhem and ravenous robots are all part of the fun and frolics found in Accolade's Day of the Viper!"

ACCOLADE (£19.95)

Your Viper mechaoid may be tough, but I doubt if it can withstand a couple of hits from his blaster cannon. Position the cross-hairs and give him a taste of his own medicine.



Set in the not-to-distant future, the idea of a bio-technical race had come up in a conversation. The prototype of G.A.R.-1 was built, combining the mind of a computer with the brawn of an assault vehicle. All went well for a while, but then G.A.R. went haywire. He started to rampage through the defences of the Sun League Defence Force, and as he had a massive intellect, he knew that if he spawned an army of replicas based on himself, he would be unstoppable. G.A.R. had produced the most technically advanced weaponry and defensive equipment that you can think of: equipment more powerful than any the army could use. Being a hero type, in you come, guns blazing, to stop the menacing G.A.R. in his tracks. The only operative Viper android is under

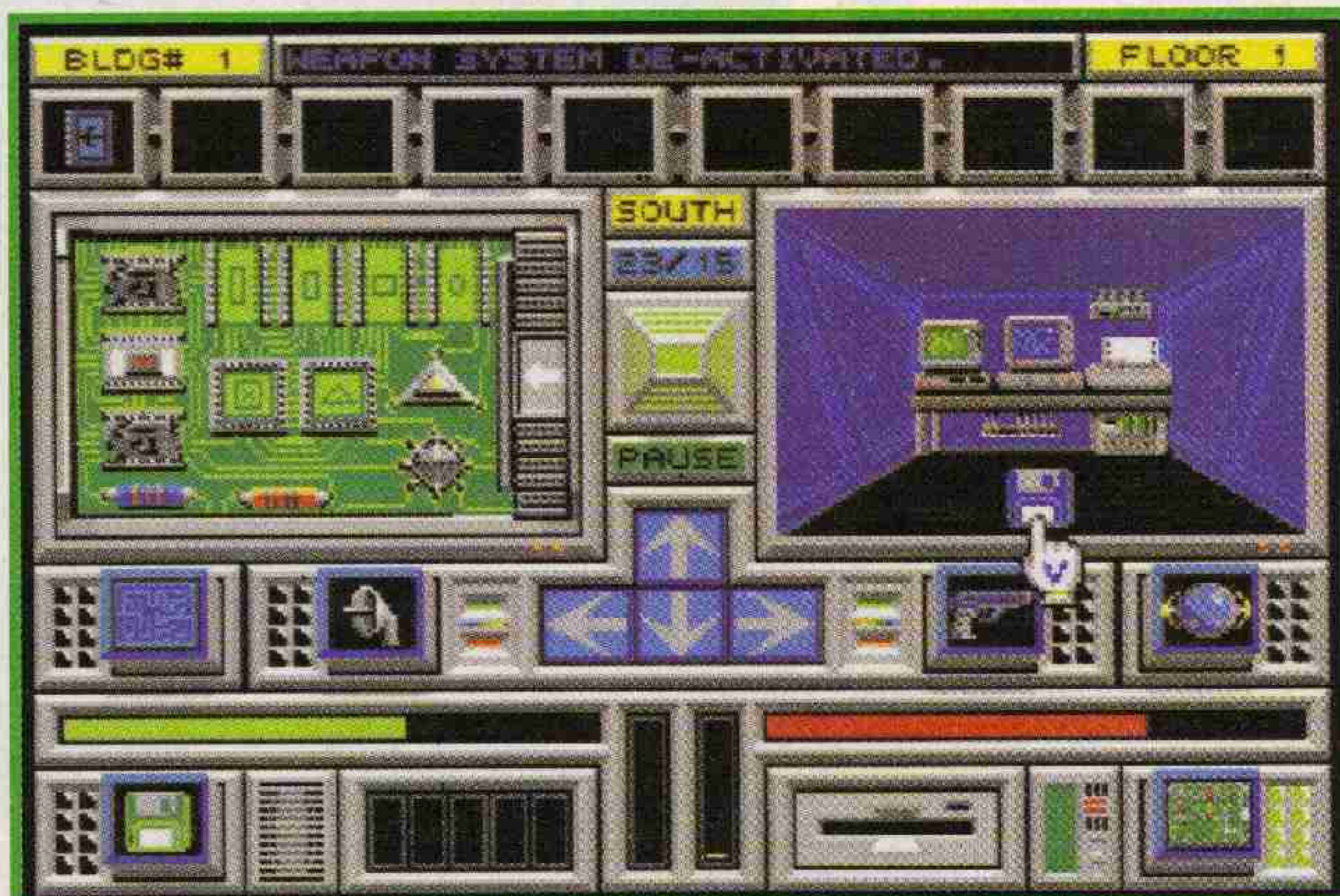
your control, and by docking with G.A.R.'s ship, you have to seek and destroy the master and minions.

Viewed from first-person perspective, Day of the Viper allows you to move freely around each of the five floors in each of the five buildings. Movement is either by the mouse or the arrow keys, and to enable you to shoot, you have to access the weaponry systems and by moving the mouse over the right-hand monitor, a set of cross-hairs will appear, allowing you to blast anything on screen. It is possible to pick up to ten items that you find along the way. A continuous map can be drawn using the plotter display unit, and floor coordinates and the current heading are also displayed. A short-range scanner will warn you of any immediate danger and the scanner button will scan an entire floor area.

The Viper is also equipped with a shield, but this contraption soaks up ener-

At first glance Day of the Viper doesn't inspire much excitement. However, having played the game for some time I soon found its charm. The game is well thought out and should take gamers quite some time to crack. The action reminded me somewhat of that old Activision classic, Hacker II. The graphics did seem a little dated while the sound complemented the action well. Despite its unappealing looks, Day of the Viper is highly addictive and I for one still enjoy trying to destroy G.A.R. To sum up, Day Of the Viper is a challenging game that should keep you busy for quite some time to come.

NC



To enter a room, an access card will first be needed. Behind each door is either the continuation of the corridor or another room, maybe housing a disk to bring you one step closer to the completion of your monotonous task.

STA
Rating
68%

GRAPHICS: 55%
SOUND: 53%

LASTING APPEAL: 73%
ADDICTIVENESS: 71%

DIFFICULTY: AVERAGE
1ST DAY SCORE: N/A

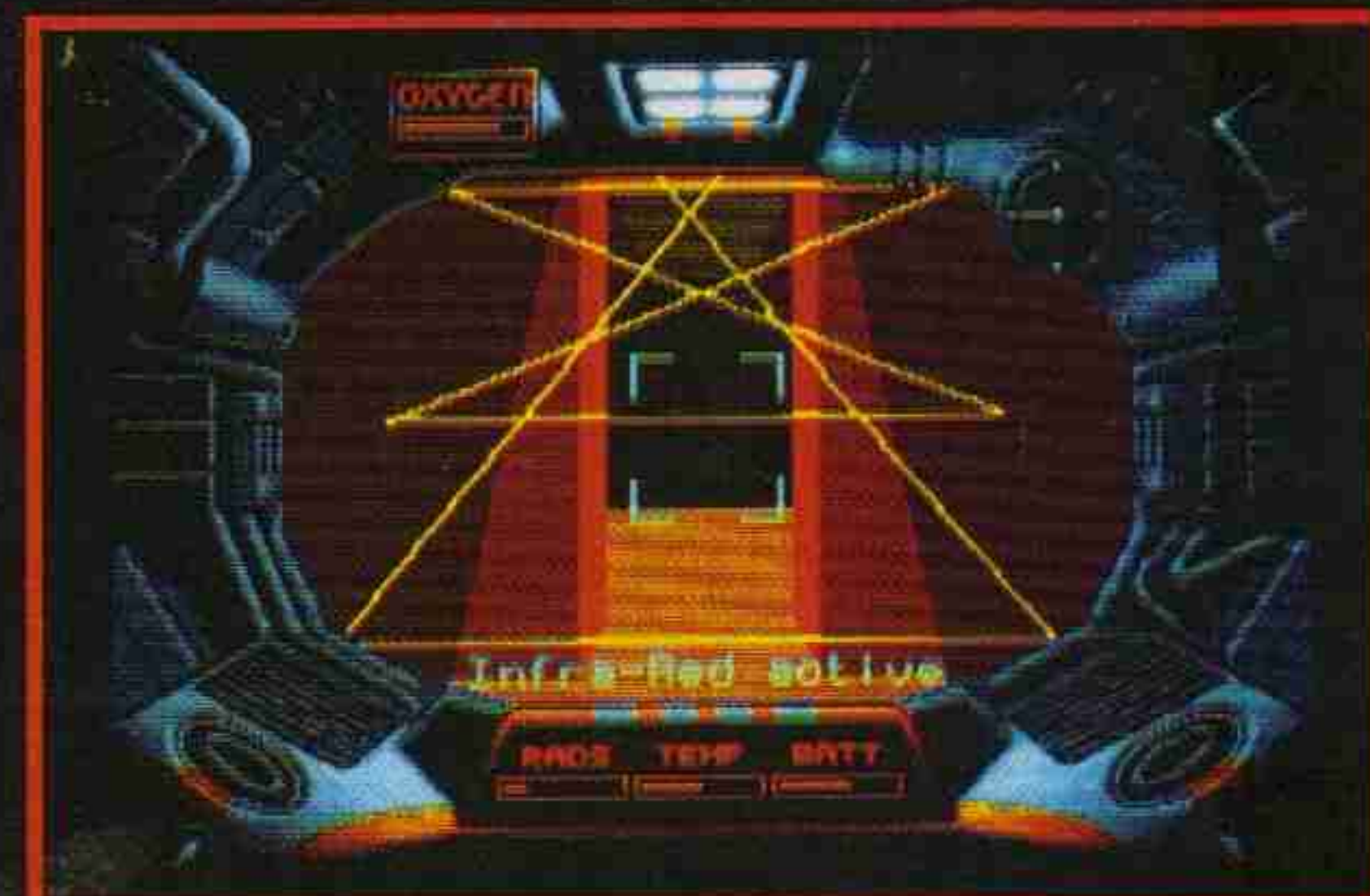
Accolade's titles, both past and present, seem to be based around the automobile, but the Day of the Viper has a totally new look and feel. Although the graphics aren't superb, the sound effects are well implemented and the game play is addictive: once you have played and understood the game, you'll be there for ages trying to defeat G.A.R. Overall, it is a pleasant surprise to see a game of this depth coming from Accolade, and I can truthfully say that I enjoyed every minute of it.

AS

gy as if the supply was limitless. The Viper includes a circuit board, and if one of the chips is damaged, you have to search the levels for a replacement. Watch out, though, because the G.A.R.goyles will not rest until they have made sure of your extermination!

STA

INFESTATION



INFESTATION

Are you ready for a new level of realism in computer games? Are you prepared for an atmospheric experience you will never forget? Can you cope with super-fast solid 3D vector graphics? Will you venture into the unknown, alone, and armed only with a single pulse rifle? Can you overcome the INFESTATION?

INFESTATION takes computer games to a new level of realism. It creates a complete environment stunningly rendered in super-fast solid 3D vector graphics. You are completely free to move within the game world, examining and manipulating objects just as you would in a real world. And, as in reality, you are not alone. Only, unlike those on Earth, the other occupants of Infestation's world are not very friendly at all . . .

Your task as Kal Solar, Agent of the Interplanetary Federation, is to travel to Alpha II, investigate and end the alien threat. Your mission will not be an easy one. As well as the mother alien and its eggs, you will have to deal with hostile droids and computer systems, radioactive areas, and things unknown.

INFESTATION is a truly atmospheric experience. Don't play this game when you're alone . . . it may well be your last!

Screen Shots from the Atari ST version AMIGA/ATARI ST £24.95

PSYGNOSIS - GAMES PEOPLE PLAY

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

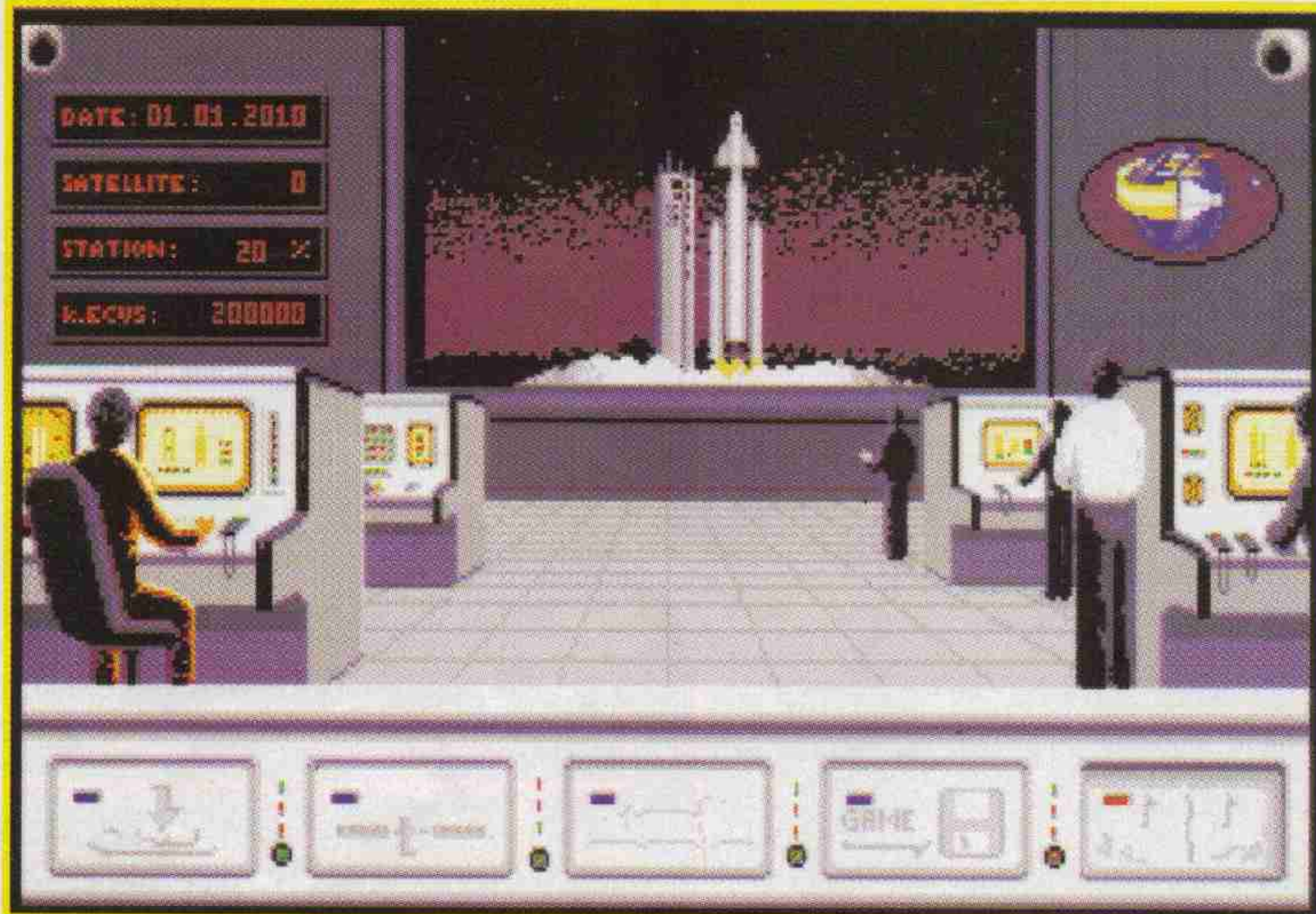


EUROPEAN SPACE SIMULATOR

"There are simulations of cars and simulations of aircraft, but now, courtesy of Tomahawk, you can fly your own space shuttle!"

TOMAHAWK £24.95

Behind the scenes at mission control. From here, you can equip the shuttle and choose your specialist crew members, but don't forget to activate the life support machines for them!



The Russian cosmonauts and the American astronauts are constantly trying to overtake each other in the space race, and now the old space rockets are out of the window to make way for the space shuttle. Europe is beginning to make a name for itself and is blasting off into the unknown! The game is actually set in the year 2010, and the European shuttle is widely used but, alas, is sadly beginning to age. Not only does E.S.S. simulate a shuttle, but it also allows the operator to carry satellites into space, and then return at a later date to repair them. Space stations are, in E.S.S., being manufactured

and therefore they also play a part in this astronomical simulation. First of all, your aim is to collect the various parts from mission control, blast off and then, and only then, assemble the station.

Before you can even climb into the cockpit, you must equip the shuttle with the specialist crew, the satellite or repaired parts of the space station and, last but by no means least, the amount of energy channelled into the life support, the

STA Rating
59%

GRAPHICS: 55%
SOUND: 50%

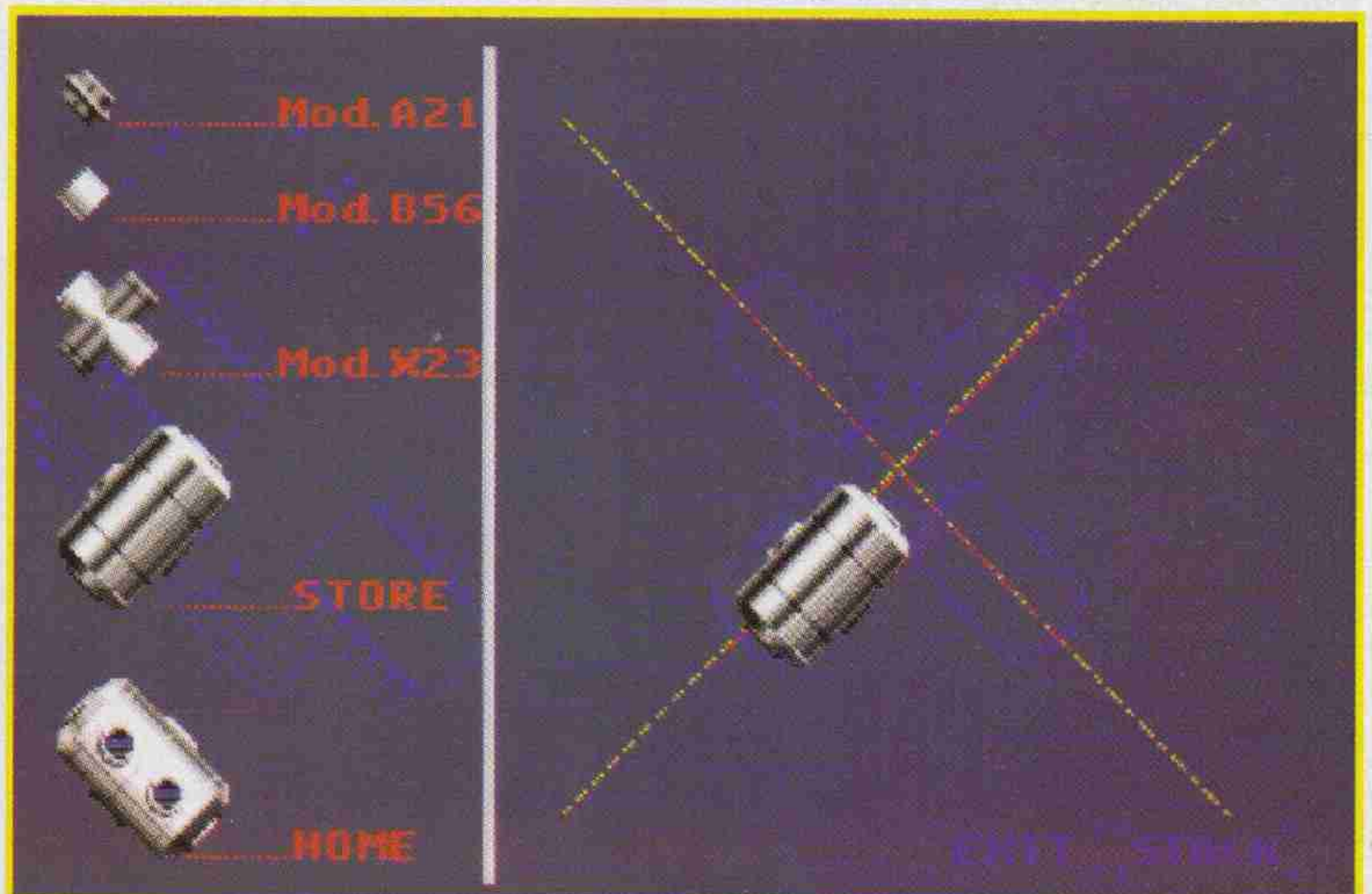
LASTING APPEAL: 63%
ADDICTIVENESS: 58%

DIFFICULTY: AVERAGE
1ST DAY SCORE: N/A

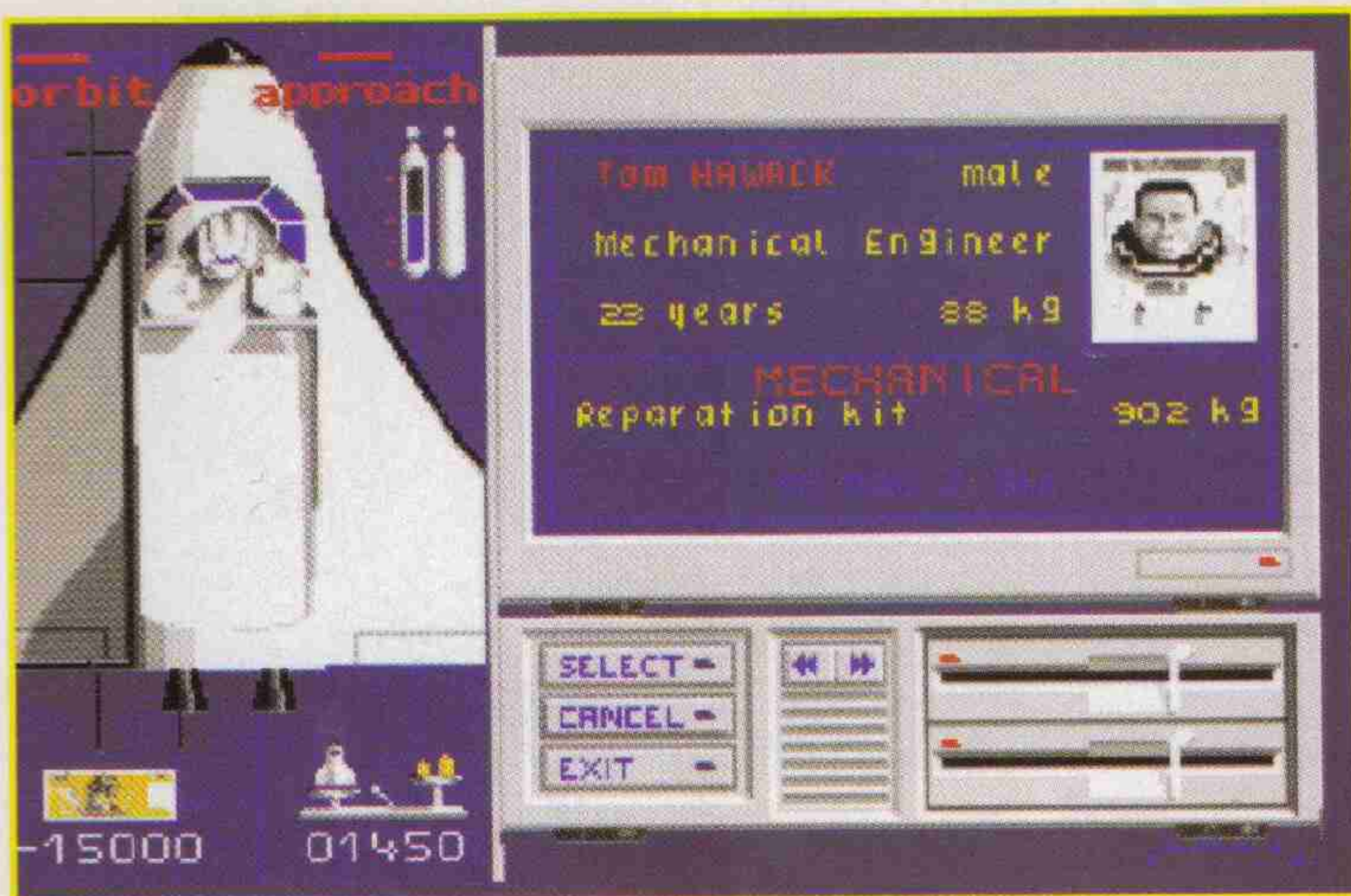
approach energy and the orbit energy. With a limit on weight as well as cash, it is not easy to judge which objects to take with you. It is possible to view the statistics of each satellite at any time from headquarters, as well as reading the progress report of the space stations. Once everything has been selected and is in total working order, then it is time to take off. After the usual ten-second countdown, your ship is last seen as it rockets off towards the stars. After a brief disk shuffle, the screen changes to a representation of the shuttle orbiting the planet Earth. In order to place a satellite in the correct position, you have to make your way towards one of the orbit points. This is done by two power-thrusts from the main engines, and if calculated correctly, you will be in position to unload the

Some of my favourite games are simulations, but I'm sad to say that European Space Simulator didn't impress me. The presentation of the game was good, but I found it too monotonous for my liking. The graphics were drawn and animated to a high standard, but didn't improve the overall feel of the game. I'm afraid E.S.S. is not of the quality to label it as a superb simulation, and I found myself unable to warm to it. All in all, E.S.S. has a lot of potential; potential that sadly hasn't been used to the full.

AS



The shuttle can be stocked up with satellites or spare parts for space stations. Each item depletes both your cargo space and the budget for the mission, so more than one trip will have to be made.



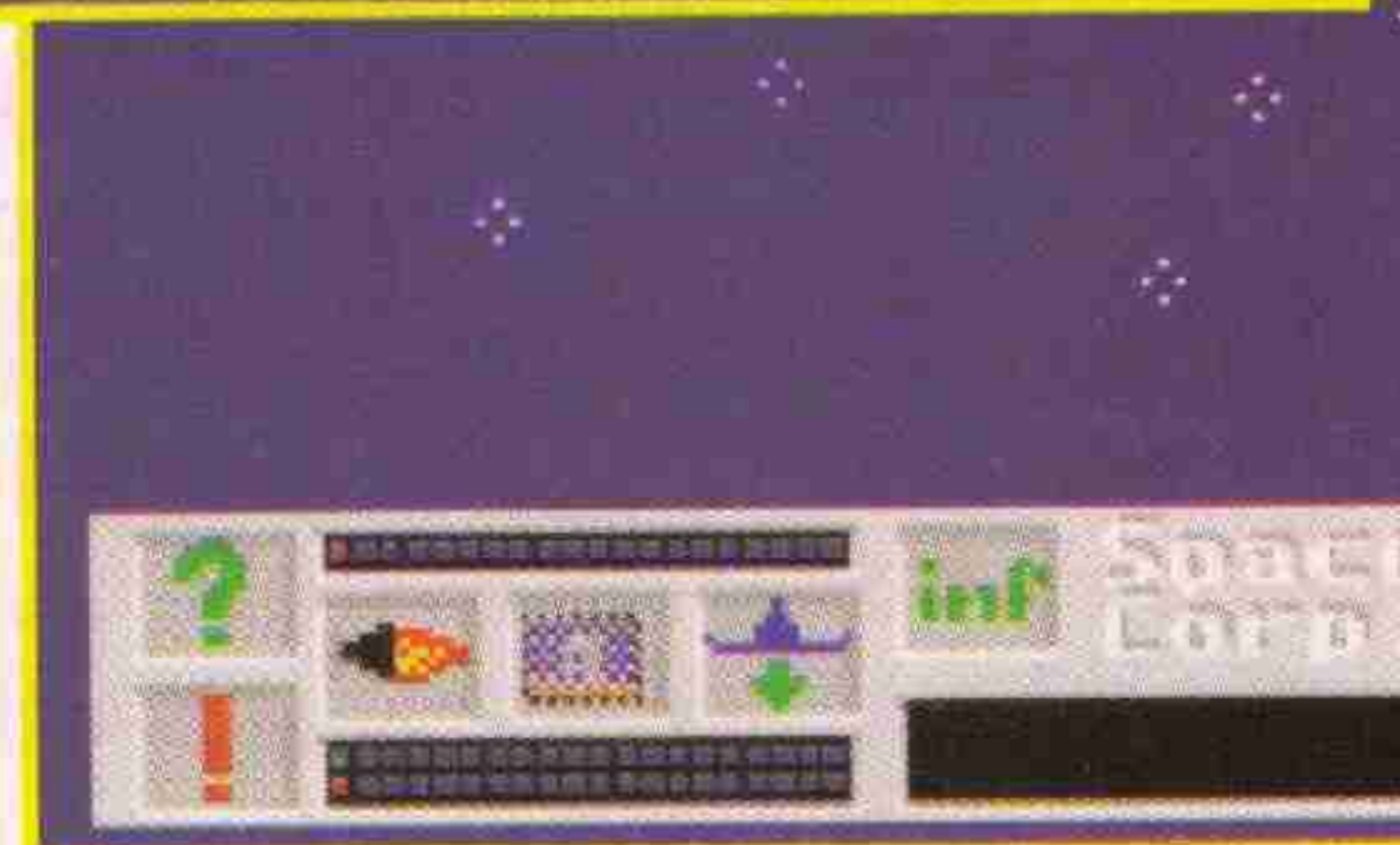
Each of the crew members specializes in certain areas of science and engineering. Selecting the mechanical engineer will be useful if repairs have to be made on a satellite.

Once you have blasted off, a map showing your current position in orbit will be revealed. By firing the rockets, you can make your way to an orbit point where you can unload the space-station parts.



object.

Everything costs money in E.S.S. This money is subtracted from your budget and therefore your capital, so you have to think carefully before you equip your shuttle or decide to land under manual control (you might crash!). There is a vast number of options open to you when you are in space. For instance, once you have reached the area that contains a damaged satellite, it is possible for you to choose a crew member, who only requires a suit for

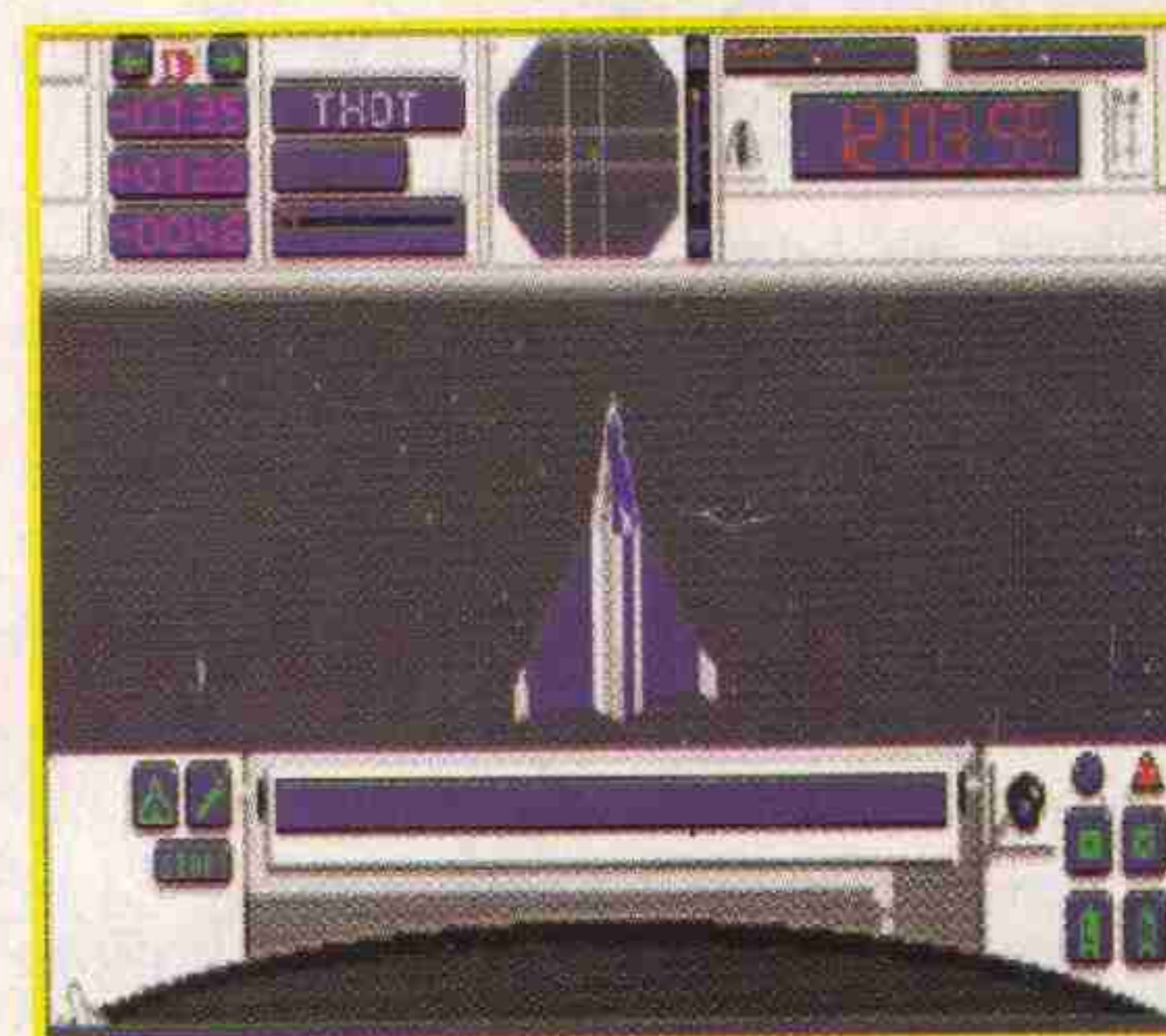


protection, to repair the satellite in space. Outside the shuttle, the controls switch over to the suit, which you can manoeuvre across to the satellite. After grabbing your tool box a quick tune and a squirt of oil should have the machine back on line. If, however, it still ceases to operate correctly, the space probe will have to be taken back on board, and then repaired back on good ol' Earth. Alternatively you can choose to destroy the satellite using the on-board lasers, but this wastes a lot of money.

What goes up must come down, and landing is a vital stage during each mission. For the less gallant of you, by holding down the space bar and pressing the 'land' icon, the computer will take over. Suddenly your feet will be back on firm ground and you'll be back at mission headquarters before you know it. But taking the control of the shuttle into your own hands is much more fun. Using the arrow keys, you have to guide the shuttle in gently, and then lower the landing gear. If you fall too low, more money will be lost due to a wrecked ship. If you manage to keep your cool and land properly, apply the

brakes and you will be awarded money for a successful landing. You can then begin your next task!

STA



As you step outside the ship, you immediately start floating around uncontrollably. By using your back-pack thruster, you have to make your way to the probe, repair it and climb back on board before your oxygen supply runs out.

The only other space-shuttle simulation I can remember was the Great Space Race (I forget who did it) which was the worst game ever. I acknowledge, therefore, Tomohawk's courage in attempting to do the subject justice. The presentation, artwork and animation are quite impressive and the structure of the game is well thought out - an immense improvement on GSP. But hang on, there's something wrong here - I didn't actually enjoy playing the game! I really tried to get into it, following the instructions etc. But honestly, I just couldn't get anything out of the game. After two attempts at simulating shuttle flight, perhaps it's better to forget it.

JS

I wasn't looking forward to playing Tomohawk's E.S.S., especially after I'd experienced Spectrum Holobyte's dreadful Orbiter. However, I'm glad to report that E.S.S. isn't cluttered with trivial detail. Graphically, the game is well presented and the icon-driven control system makes for an easy game. The sound, meanwhile, is adequate. As for the overall playability, E.S.S. is simple to access and easy to play. I particularly liked the business aspect of the game and the space-walking sequence. All in all, E.S.S. is a competent strategy-style game - not a complete simulation, nor an arcade extravaganza.

NC



Taking control of the shuttle is the highlight of the game, and obviously, you have to glide down safely to the landing strip. If your approach is too low or you do not come in at the correct angle, money and the lives of highly-trained space explorers will be wasted.

Dungeons & Disk Drives

Boy, am I tired! It's been a month now since we first entered the new Chaos Dungeon and the Crew are whacked. For three nights in succession the rosy fingers of dawn have crept under the Dungeon door to find us still stalking the deadly corridors. Reluctantly, we have had to retreat to our own Dungeon to patch our wounds and recover some strength. Evil Edna is next door at present, brewing up more Poison Cure and Health Potion, while the Dragon is in the yard practising with his battle-axe. I did ask the Troll to clean and sharpen the weapons, but from the noise emanating from under the entrance bridge, I suspect he is doing nothing other than snoring his way back to full strength.

Our battle formation placed Evil Edna and I in the two rear positions, with the Dragon and the Troll in front carrying the heavy weapons. The plan was to edge our way cautiously into the darkness, but typically the Troll insisted on running off, screaming war-cries and head-butting the walls in an effort to find the secret passageways. It's true, he did find quite a few, but he found even more invisible pits - and we've all got the bruises to prove it!

I think it's too early to start giving out solutions to the problems we have overcome, as this game is too good to rush. Remember how long we have waited for this creation, so let's savour its mysteries and delights and try not to rush things. I'm sure you don't need to be told, but I will mention that the new Dungeon is riddled with illusionary walls, so do bash about a bit, you'll be surprised how often you'll fall sideways into a new room.

At the time of writing this scroll I don't know what the ST Action's scoring system is going to produce for CHAOS STRIKES BACK, but I do know that if it was up to the Dungeon Crew you would be looking at the first game to score 100%

The Troll has again been complaining about my artistic abilities. I did spend some time redrawing the portraits of the Crew using the drawing package that is part of the Chaos package, but the Troll reckons he could have done better using a dog's hind leg. So once again I appeal to the more artistic readers of the column to produce a better effort and send them to the Troll. I look forward to seeing what you think we all



Zak McKracken is a really zany game, who would have thought he'd end up on Mars?

look like.

But what about those of you who can't draw for toffee? One way that the Dungeon Crew like to pass the time is thinking up new ideas which we would like to see implemented in future Dungeon Master sequels. What I would like is the ability to write my own simple scrolls and drop them in rooms to be read on my return. That way I could remind myself of things I want to do later or things I must avoid doing. The Dragon would like the ability to scrape his sword along the walls as he walked so as to discover illusions more easily. The Troll is so sick of tumbling down illusion pits that his wish is for a new

spell that dispels illusions for a short time. What's your great idea? Perhaps you could design a new monster and make a list of what characteristics it should have and what weapons would affect it. Or perhaps you have an idea for a great spell. Either way, write and let us know. You can be sure that any good ideas will be sent to FTL, and who knows, your idea just might appear in some future dungeon.

This month has also been spent wrestling with the arcade adventure, FUTURE WARS. Whilst the game is beautifully drawn and has some great music and sound effects, it also has some sneaky puzzles which had us

Waiting at the pier, Gwideon looks out to sea. If he's learned his spells correctly, he'll be able to emulate Dr. Doolittle



stumped. Luckily, D. Ferrari and R. Perry from Teddington in Middlesex have come up trumps and sent us a complete solution. Thanks a lot fellas, you've saved our sanity. The game was too good to be put aside and it was driving us mad that we couldn't finish it.

TROLL LETTERS

Slimeball Champion of the Month

You asked in the Jan issue - "Is there anyone out there who has scored maximum points in Leisure Suit Larry I?" I enclose the complete solution and claim the 'Slimeball of the Month' Award (Fnar, Fnar!) As a reward, please tell me how to get past the two Hari KGB Krishna at the airport in Larry II.

Roy Merrikin, Feltham.

Congratulations, only a genuine slimeball could have discovered all these tacky solutions. I see from your answer sheet that points are to be gained from sitting on a whoopee cushion in the nightclub, and for ringing the Sierra helpline (209-683-6858) using the telephone outside the drugstore. Pretty smart, I had never heard of these tricks before.

In Larry II what you need is the flower from the centre of the animated jungle sequence. Give this flower to the Krishna agents and they will be so flabbergasted they'll let you past.

Facing up to the Problem in Zak McKracken

In ZAK McKracken, how do you switch off the force field in the huge face building on Mars?

May your bridge remain secure.

Allen & Mark Errington, Durham.

What you need to do is find the key in the shape of an ankh which is behind

one of the three doors inside the face building. This key fits the ankh shape on the control panel and turns off the field.

Ask a Rat about the Treasure within Kings Quest III

I have reached the beach in the ship and put the pirates to sleep. I have searched the ship and not found anything of use except the shovel, but when I get to the sand and start to dig I can't find any treasure. Later on, when I get to the dragon and make myself invisible, I don't seem to be able to do anything. Where do I go from here?

S. Wilkinson, London.

There certainly is a treasure chest on the small beach. Finding it is not essential, but it will get you some bonus points. As only a real rat would tell you where it is buried, that's who I suggest to speak to. Use the spell which allows you to talk to animals, then have a nice chat with the ship's rats. As for your second problem, well the ST Dragon won't thank me for telling you this, but he is terrified of thunder and lightning. The reason for his fear is that he saw what happened to the dragon in this game when we used the Storm Spell. I suggest you try it and see why.

BMW Poser in Magnetic Scrolls Corruption

I recently splashed out on that excellent Magnetic Scrolls adventure, CORRUPTION. However, it has problems which keep me awake at night.

Can I ever use my BMW 'cos when I try to leave the car park I'm told that the traffic along the London Rd won't let me out so I have to return to my parking place. Later on, I can't use the car as the engine misfires pretty badly; and I thought BMWs were such good cars...

Sludge Vohaul's asteroid fortress is a menacing sight and soon, swash-bucklinh space hero, Roger Wilco will find out its perils.



If I get no response to this letter I shall be giving the local beauty salon your address. You have been warned!

Jonathan Lambert, London.

I thought you knew that humans in the city don't buy BMWs to drive - they are for posing in. Forget about driving, the BMW contains two main things of interest - a screwdriver and a cassette player. The screwdriver for smashing your way into the nearby Volvo, and the cassette player to play the cassette which you should have found in someone's office. As for the beauty salon, I love it there. I go there each Saturday for a mudpack, and they pay me a fiver to leave by the back door!

Guild of Thieves

I am stuck with the marvellous game, The Guild of Thieves, so I am writing to your equally marvellous column for help. How do you get past the glowing hot coals inside the mountain.

Guild of Kerovnian Removal Operatives.

This is another one of those problems which is difficult for humans, but creates no problems for Trolls. Mitch and the Dragon are forever complaining that I don't wash my socks, but if you had a pair of socks like mine you too could walk over hot coals and never feel a thing. The sweaty patches do make them sizzle a bit, but apart from going slightly crunchy around the toes they don't seem to suffer at all. Assuming you don't have such useful items, I suggest you pay a visit to the greenhouse and look at the cacti. If you rub the juice of the succulents on your feet it will have the same effect. Don't expect them to smell as nice, though.

Stuck Up the Walls of Space Quest II

I am trapped in a room in the asteroid ship. The room has a sliding floor which

Magnetic Scrolls have always produced good adventures and Corruption is definitely the most tricky. Just how do you sort out the problems with the cars in the basement?



reveals a pool of acid. I think setting off the sprinklers will somehow help me, but I can't find a heat source.

B. Slade, Ontario.

Nope, the sprinklers won't help with the acid-pool problem, they help with the next problem - the Robot Guards. To escape the acid you must find the rubber plunger and stick it on the wall. You can hang onto this when the floor slides in and out. To set off the sprinklers you must put the toilet paper into the wastepaper basket and set fire to it using the lighter. All of these items are found within the asteroid fortress.

Screaming Mad in Dungeon Master

Here's another Dungeon Master tip from Holland (yawn). When your character is a priest (expert and up) many monsters will run away if you give a war cry. This is true even for the spiders, golden scorpions, Red Dragon and Chaos. The invisibility spell is useful against Wasps, Chaos Knights and Stone Giants.

Henk van der Lee, Netherlands.

That info comes in very useful when you begin playing CHAOS STRIKES BACK. With no weapons to aid you, there are times when the war cry is all that stands between you and a nasty death.

Praying for Future Wars

I am stuck in the medieval monastery within Future Wars. I have tried to enter the circle of light in the centre of the room containing the three monks, but they kill me before I get there.

I have completed Demon's Winter if

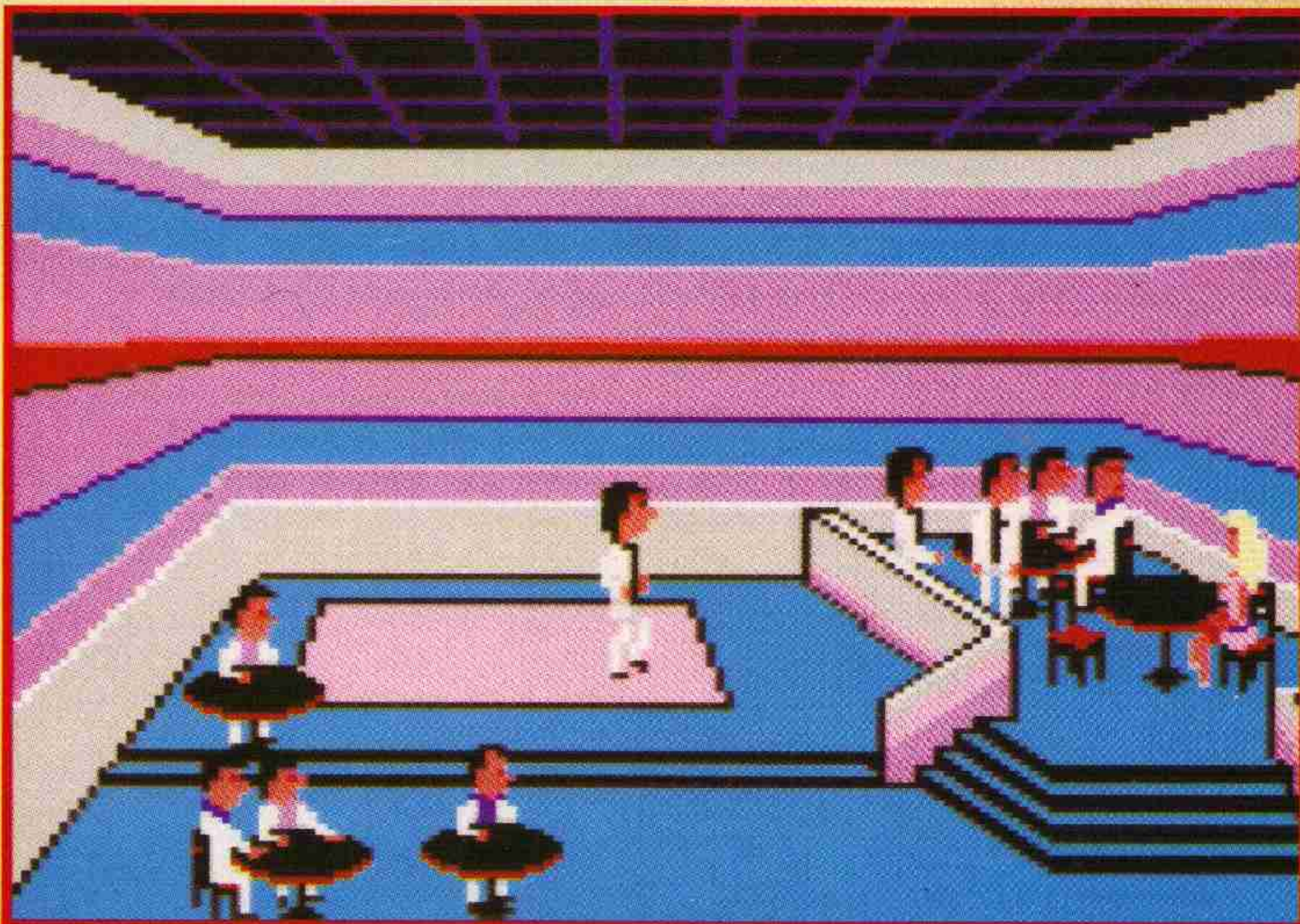
you would like a copy of the solution.

M. Roberts, Clwyd.

Well, you certainly fell for the trap that the game's author set for you. They deliberately made that circle of light look identical to the one used as the entrance to the time travel device, but in this case it has nothing to do with it. What you need to do is return to the wine cellar where you went to get a cup of wine for the Head Friar - or was it the Chip-Monk? Climb the ladder and use the remote control device on the top barrel.

And yes, I will have the Demon's Winter solution - it's about time you lazy lot offered me something.

A strange scroll was slipped under the Troll Bridge this month bearing the sig-



Slimeball of the month, Roy Merrikin, has sent in a full-points solution to Larry I. Did you know about the whoopee cushion on the seat in the corner of the nightclub?

nature of Shereena - Elf of The 5th Order. It appears Shereena has been having visions from the Dungeon of Chaos which make very interesting reading (at least it reads better than Mitch's scrolls!). Whilst she did have the good grace to admit that Elves and Trolls have had their differences in the past, she begged me to put aside past misunderstandings and send help to a group of warriors who appear to be at death's door in some deep room.

Well that's all very well, but there was no misunderstanding on my part! It was the Elves who caused the trouble, and until I get a full apology for the whole incident concerning the goats and my bridge, I'm not going to raise a club to help any friend, of any elf - so there!

Already I am receiving letters from CHAOS fans who are rushing to claim the trophy for being first to have completed the game. Stephen Price, Giles Morgans, D. Lane and D. Rice are just a few who have completed the game and sent me proof of the final screen. Well, I don't know whether to congratulate or commiserate with you. What are you going to do now? I'm only glad that Mitch is such a rotten leader that he constantly gets us lost. We may spend most of our time shouting the Dungeon Crew slogan (Runaway!!), but at least we'll still be having fun six months from now.

Send your letters, plus a S.A.E to:-

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

THE MIGHTY LEGEND

Ivanhoe



Enter a mediaeval era in a mystical world where Ivanhoe, our chivalrous hero, pursues a perilous quest... a quest from which most mortals would run... an adventure which most men would fear! Strap on your armour, take up your sword and brace yourself to face the magical powers of the most evil of wizards, the plunderous pirates, the most awesome of dragons and a host of hideous 'beings' in this land of legends. Superb animation, by the cartoonist whose brush gave us the Asterix movie, and beautifully executed graphics create a visual impact as yet unseen in the media of interactive entertainment. Ivanhoe - Fight for your life... and legend!

ATARI ST
£19.99

ocean

AMIGA
£24.99

Tower of Babel is a great puzzle/strategy game. The programmers have come up with some infuriating problems, none of which can be solved solely by luck. The graphics are well produced: I particularly liked the idea of using polygons instead of the usual sprite-style graphics. The sound, however, seemed somewhat sparse. Still, for a game of this style, who needs fancy effects and tunes? The gameplay proved first-class, the mouse controls smooth and responsive. To sum up, Tower of Babel is a top-notch strategy game that will keep even the most logical thinkers amongst you busy for quite some time.

NC

“Prepare to reach new cerebral heights as you attempt to uncover the secrets of Rainbird’s latest puzzler.”

Centuries after the flooding of the earth, the people of the world began to gather at a place known as Shinar. There they built a huge tower that rose high above the clouds. The original purpose of the tower was so that anyone could climb to its summit, there to communicate with God.

So much for the theory, for instead of gaining God’s attention, the gigantic construction was noticed by a passing space cruiser from the planet Zantor. Now, the Zantorian, being an inquisitive bunch, decided to take a closer look at mankind’s great folly. They learnt of man’s desire to build even higher and, in an effort to create a good diplomatic relationship, the Zantorian Commander left three spider-like robots to help with the work.

Unfortunately, human nature being what it is, instead of welcoming the new technology offered by the robots, the workers shunned their new-found friends. Nevertheless, both the humans and the

Using the compass cameras it is possible to view all of the obstacles before you begin your moves.



TOWER OF BABEL

RAINBIRD (£24.99)

Babel doesn't ooze immediate appeal; it's the sort of game that you attempt to play without reading the accompanying, thudding great manual. Then, frustration leads to concession as you leaf reluctantly through the meticulously detailed description to discover the objective. Patience has its rewards with this game, in which the gameplay is quite similar to Microprose's earlier cerebral offerings, Darkside and Total Eclipse. The 3D presentation is effective, but not outstanding, and the easy-to-use controls allow free movement across the landscape. But to be frank, the game didn't really grab me!

JS

robots continued to build high into the skies. Until, that is, a group of degenerate workers devised a plan to destroy the ever-helpful visitors. They devised intriguing puzzles and devices to trap and destroy the robots.

You, fearing a hefty retaliatory strike, have decided to aid the spider-robots in their escape. The question is, can you guide the robots past all the obstacles, collecting power sources as you go, and reach the summit?

The three robots each have their own characteristics: the Zapper has a laser cannon which may be used to destroy obstructions; the Pusher obviously shoves items around; and the Grabber can be made to drag objects. Controlling the robots, via the mouse, you must retrieve a predetermined number of Klondikes (that's the technical term for power sources), from each of the tower's levels. To hinder your progress, a number of enemy droids have been strategically placed around the various constructions; each has one objective - your destruction. Only clever manipulation of the objects and some serious lateral thinking will help you win the day.

In addition to viewing the puzzles from the robot's perspective, you also have the opportunity to select a compass point

from which to spy the numerous obstacles. Many of the problems are set against a strict time or move limit, and so the use of the spy feature and, indeed, the robot program function can greatly improve your chances.

Finally, should you conquer all the levels provided by the programmers, the game also has a level designer allowing you to create your own fiendish puzzles. A save-game facility is included so you can even set tests of intelligence for your friends.

STA



The Klondikes are perhaps the most important items within the game. Here, we see the Grabber collecting the energy-enhancing rocks.

STA
Rating
70%

GRAPHICS: 69%
SOUND: 53%

LASTING APPEAL: 72%
ADDICTIVENESS: 68%

DIFFICULTY: AVE/HARD
1ST DAY SCORE: 2090

Evesham Micros

**CAMBRIDGE
SHOP NOW
OPEN!**
5 Glisson Road, Cambridge
Tel: (0223) 323898

All prices include
VAT and Delivery

ATARI Hardware Offers

520 ST POWER PACK

Amazing value, special ST package from Atari! Includes the latest 520ST with 1MEG drive, joystick, mouse, user guide, 5 disks of public domain software, plus an incredible selection of chart-topping software (£500 RRP)! Software included is:

R-Type	Pacmania	Out Run	Nebulus
Afterburner	Starglider	Bombuzal	Stargoose
Double Dragon	Super Huey	Xenon	First Music
Super Hangon	Eliminator	Gauntlet II	First Basic
Space Harrier	Predator	Black Lamp	Organiser
Overlander	Bombjack	Staray	

**All
for £339.00**
only inc VAT & delivery

1040 STFM SUPER PACK

Clearance bargain!!! Package comprises of a 1040STFM with 1Mb internal drive, games joystick and mouse, user guide, 5 disks of public domain software, plus 21 software titles (£450 RRP)! Software includes:

Marble Madness	Test Drive	Chopper X
Beyond Ice Palace	Buggy Boy	Ranarama
Thundercats	Quadrallen	Starquake
Summer Olympiad	Xenon	Genesis
Arkanoid II	Wizard	Black Lamp
Eddie Edwards Ski	Seconds Out	Thrust
Ikari Warriors	Zynaps	Organiser Business S/ware

only £379.00
inc VAT & delivery

1040 STE

Latest model includes 1Mb drive, 1 Mb RAM, PCM stereo sound, enhanced graphics plus built-in TV modulator

£399.00
With mono monitor
£509.00

1040 STE

HYPHER PACK

Package includes 'Hyper Paint', 'Hyper Draw', 'First BASIC' plus 'Organiser' for

£429.00
With mono monitor
£539.00

520ST EXPLORER PACK Package includes the latest 520 ST with 512K RAM, 1Mb Drive and built in TV modulator **£259.00**

NOTE: At time of going to Press all stocks of 520 ST are the STE version, including PCM stereo sound and enhanced graphics!

520STFM 1Mb internal drive upgrade kit with full instructions	£74.95
520 STFM 1Mb memory upgrade kit, requires soldering	£79.00
520 STFM 1Mb memory upgrade fitted by us	£109.00
Mega ST1 with mono monitor	£599.00
Mega ST2 with mono monitor	£849.00
Mega ST4 with mono monitor	£1099.00
SM124 high resolution monochrome monitor	£119.00
SC1224 colour monitor	£279.00
SLM804 laser printer (needs 2Mb RAM or more) :	
including 90 days on-site maintenance	£1099.00
including 15 months on-site maintenance ...	£1229.00
Megafile 30Mb hard disk	£439.00
Vortex HDplus 40Mb hard disk	£499.00
5.25" Floppy drive 40/80 track (360/720K) inc. PSU	£99.00
Kempston DAATAscan high quality 105mm wide handy scanner	
200dpi, two-tone or with 2/4/8/16 greyscales	£229.00
Vidi-ST 16-tone video frame grabber inc. digitising software	£95.00

MONITORS & ACCESSORIES

Philips CM8833, as above with stereo sound, + a/v inputs	£249.00
Pye 2325 15" FST TV/Monitor with Teletext, r/ctrl & ST cable	£249.00
Philips TV Tuner AV7300, for monitors with composite input	£74.95

OTHER ACCESSORIES

Supercharger Hardware PC Emulator: unit includes NEC V30 processor & 512K RAM. MDA & CGA video. Simple to install .. £289.00
Contriver hi-res Mouse, good quality, with mouse pocket & mat £22.95
STF/STFM Joystick & Mouse accessibility extension adapter

All our ST hardware prices include mouse, user guide etc.. PLUS 5 disks of public domain software including 'Neochrome' graphics utility, 'First Word' wordprocessor, games, demos & utilities.

3.5" Disks

10 Bulk packed DS/DD 3.5" disks with labels, fully guaranteed	£ 9.95
25 bulk disks as above	£22.95
10 disks as above with plastic case	£11.95
25 disks as above, with 40 capacity lockable storage unit	£29.95
Kodak DS/DD 3.5" disks, top quality storage media. Box of 10	£17.95

How to order from Evesham Micros



MAIL ORDER SALES:
☎ 0386-765500



Technical Support (Mon-Fri):
0386-40303

Full Featured, Top Quality External 2nd Floppy Drive

"... a very smart looking drive indeed ... a very slim and quiet device ... it is very keenly priced too."

- ST WORLD, September 1989



An external 2nd drive for the Atari ST at an ultra low price - complete with its own plug-in external power supply! Based around a Teac/Citizen drive mechanism, this drive gives the full 720K formatted capacity. Quiet in operation, neat slimline design, colour matched to the ST, with a long connection cable for location left or right of the computer.

**SUPER
LOW
PRICE!**

£79.95

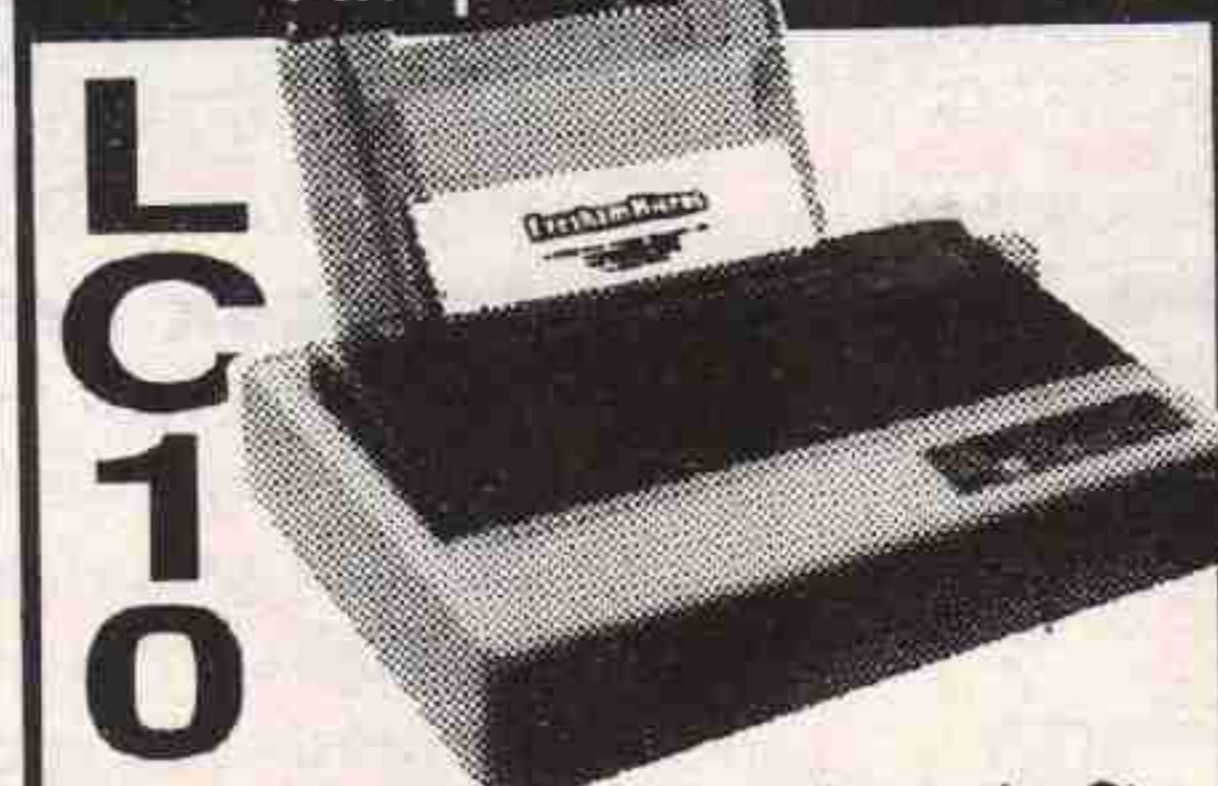
including VAT
and delivery -
Why pay more?

ST software

Timeworks	GFA		
Data Manager	£29.95	GFA BASIC Version 2 (inc. compiler) ..	£34.95
Data Manager Professional	£52.00	GFA BASIC Version 3	£37.95
Desktop Publisher	£74.95	GFA BASIC Compiler	£20.95
		GFA Draft Plus	£74.95
		GFA Vector	£24.95
GST	Antic		
First Word Plus	£59.95	Cyber Studio (CAD 2.0)	£67.95
GST C Compiler	£15.95	Cyber Control (animator)	£44.95
Macro Assembler	£15.95	Cyber Paint 2.0	£54.95
1st Mail (for 1st Word only)	£15.95	CAD 3D 1.0	£18.95
		GIST (sound editor)	£26.25
Music	COLR (sprite editor)	£18.95	
C-Lab Creator	£259.00	Video Titrer	£22.50
Mastertracks Junior	£99.00		
Mastertracks Pro	£269.00	Lets make...	
RealTime	£224.00	Signs and Banners	£8.95
Replay IV	£63.95	Greetings Cards	£8.95
Super Conductor	£37.50	Calendars & Stationery	£8.95
Track 24	£60.00	Art Library 1 (clip art)	£8.95
		Art Library 2 (clip art)	£8.95
Games & Simulations		Miscellaneous	
Carrier Command	£18.95	Degas Elite	£19.95
Elite	£18.95	Easy Draw 2	£44.95
F-16 Fighting Falcon	£18.95	Fast Basic ROM	£69.95
Flight Simulator II	£37.45	Fast Basic Disk	£37.95
Gunship	£16.95	FIRST BASIC	£14.95
Silent Service	£16.95	Flair Paint	£26.95
STAC adventure creator	£29.95	Fleet Street Publisher	£86.25
STOS Game creator	£22.50	FTL Modula-2	£55.95
STOS Compiler	£14.95	PC Ditto	£67.50
STOS Maestro	£18.95	Word Up	£49.95
STOS Maestro + (inc. Sampler h/ware) ..	£52.95		
STOS Sprites	£11.95		
U.M.S.	£16.95		

PRINTERS

All prices include VAT/delivery & cable



star

We use and recommend Star printers because they offer an unbeatable combination of features, print quality, reliability and value. When buying, please note we are now offering 12-month on-site maintenance contracts for £5.75 extra.

Only £169.00
Colour version also available,
Only £215.00
Prices include 2 extra
black ribbons free of charge.

Star LC24-10 multifont 24pin printer, super low price	£239.00
Star LC24-15 wide carriage version of LC24-10, 200/67 cps	£409.00
Star LC15 wide carriage version of LC10, 180/45 cps	£329.00
Star LC-10 Mk.II faster version of LC10, 180/45 cps	£199.00
Olivetti DM100S 9-pin 10" printer 200/30 cps inc. 1 year on-site warranty!	£129.95
Panasonic KXP1081 reliable + sturdy 9pin 10" printer 120/24 cps	£159.00
Panasonic KXP1180 super new feature-packed multifont 9pin 11"	£179.00
Panasonic KXP1124 new good specification multifont 24 pin 11"	£269.00
Epson LX400 (was LX800) 10" 180/25 cps	£179.00
Epson LQ550 good 24pin 150/50 cps	£299.00
Epson LQ400 new 24 pin 180/60 cps with 8k buffer	£229.00
Citizen 120D budget 9 pin printer 120 cps	£139.00

All prices include VAT and delivery. Express Courier delivery £5.00 extra.

Send cheque, Postal Order
or ACCESS/VISA card details

Govt., educ. & PLC orders welcome
Same day despatch whenever possible
All products covered by 1 year guarantee
All goods subject to availability, E.&O.E.

Evesham Micros Ltd
UNIT 9 ST RICHARDS RD
EVESHAM
WORCS WR11 6XJ
☎ 0386-765500
fax 0386-765354

Retail outlets at:
1762 Pershore Road, Cotteridge, Birmingham B30 3BH Tel: 021 458 4564
63 Bridge Street, Evesham, Worcs WR11 4SF Tel: 0386 765180
5 Glisson Road, Cambridge CB1 2HA Tel: 0223 323898

HEWSON MYSTERY COMPO

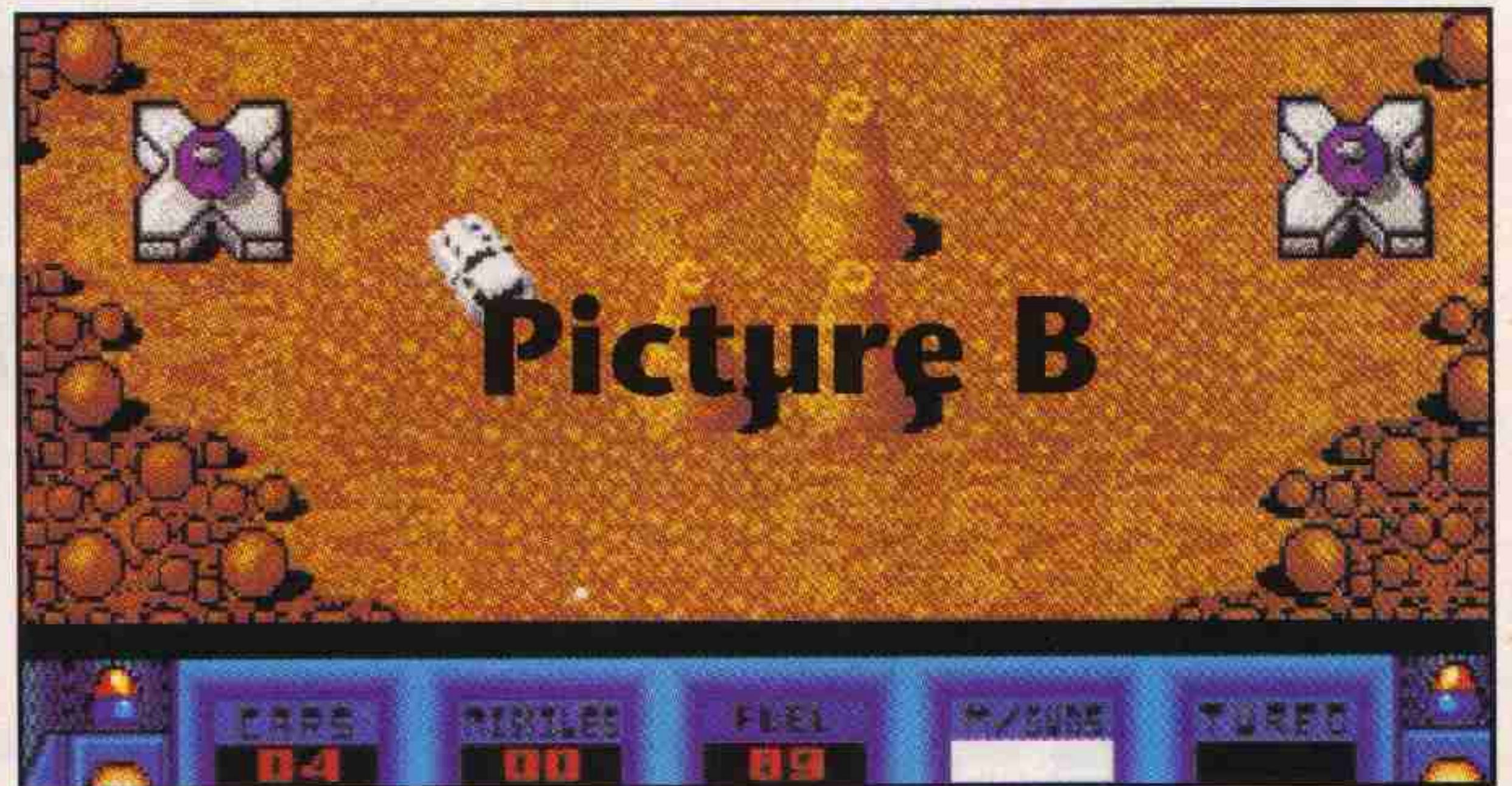
Way back in 1980 Andrew Hewson started to explore the computer as a games machine. Andrew had spent a lot of money on home computers and set about exploring them with one aim in mind: to earn back the money he had spent on his equipment - and more! No-one would deny that he has been successful, especially when you consider that he is the only software producer remaining from those early days.

Hewson have progressed and are

about to release a third Premier Collection games pack, featuring Hewson's own Cybernoid II, Battleships, Archipelagos and Quadralien. Lately, they have released Fifth Gear and Onslaught with previous titles, including Netherworld, Stormlord, Zynaps, Nebulus, Slayer and Custodian. Hewson have also kept a strong release schedule for the 8-bit market.

Hewson Consultants, as the company are now known, are offering a lucky read-

er the chance of making something out of their computer knowledge. All that you have to do is answer the questions and write down the mystery prize. This can be discovered by answering the questions and extracting the boxed letters, which form an anagram. **There are ten second prizes of the game Fifth Gear, five third prizes of Premier Collection 3 and five fourth prizes of Onslaught.** The winner of the mystery prize will also receive copies of these runners-up prizes.



The Hewson Questions

1. What is the Christian name of the founder of Hewson Consultants?
2. Don't name the Hewson game, but the name of the compilation pack in which it will be available (Picture A)?
3. What the Hewson is this game (Picture B)?
4. What's the title of this Hewson game (Picture C)?
5. Hewson me! What's the game (Picture D)?

If you have any Hewson difficulty in answering the Hewson questions you haven't read this great issue of ST Action.

I have read this magazine from front to back and the Hewson Answers are:-

Answer 1

Answer 2 **3**

Answer 3

Answer 4

Answer 5

The Hewson Mystery Prize.....

Name

Address

.....

.....

Post code Daytime tel no:



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 Interactive Publishing Ltd and companies participating in competitions are not eligible to enter. **Closing date is 31st March, 1990.**

Deep inside an enemy fortress, your objective is to retrieve all the cargo pods and avoid the enemy defences.



“So, Hot Shot, you want to win the Rotor Elite medal, do you? Well, you’ll have to prove yourself first, and it ain’t easy out there.”

ROTOR

ARCANA (£19.99)

Okay, so you’ve made it out of college; you’re fully qualified, bright, young and energetic. So what do you want to do with your life? Well, unfortunately, due to the poor economic state of the planet, there are only two options left open to you. You can either live the rest of your life as a slave in the hostile conditions of the antarctic mineral mines of the north, or

you can enlist as one of the elite Roto-Raiders’ attack-force pilots.

Not fancying your chances as a pilot, you ask the droid at the employment agency for a mining contract. Not bothering to read the small print you sign on the dotted line and return the document. Moments later you find yourself onboard a shuttle bound for the Roto-Raiders’ base. Apparently, you stood in the wrong queue - boy, you hate Mondays!

Of course, before you can graduate as a Roto-Raider, you must first prove you’ve got the right stuff by mastering the base’s simulators. Before you begin a flight you must first consult your pocket computer. Your silicon friend will keep track of your progress and allow you to enter flight mode. There are two simulators available: flight and combat. The first sees you piloting your ship through tricky caverns, collecting items as you go. The second, meanwhile, sees you not only collecting items but also having to avoid and destroy enemy defences.

Control of your ship is via the joystick

Rotor is a hybrid of Firebird’s Thrust and FTL’s Oids. The graphics are crisp and clear, but I couldn’t help noticing the strong similarity between them and those found in Palace Software’s, Cosmic Pirate. The game’s sound effects are few and far between, but this does not detract from the action. The gameplay is pretty tricky and represents a real challenge. I particularly liked the idea of the training simulators. The actual missions proved difficult and should keep gamers busy for quite some time. All in all, Rotor is short of original ideas but make-up for it with great gameplay and a real challenge.

NC

Simulators are the best way to learn your trade; here the combat trainer helps to sharpen your reflexes.



or keys. You can rotate your ship using left and right movements; the firebutton will launch a missile; pushing forward will activate your thrusters; and pulling back will activate a tractor beam. Your ship is prone to inertia and gravity, so restricted use of thrusters is recommended.

As you complete missions you’ll be awarded “prestige units”. Only when you have collected a number of these will you be able to volunteer for a real mission. These involve flying into an enemy base and destroying its defences while stealing all its valuables. Your ultimate goal is to gain the government’s highest seal of approval - the Rotor Elite medal and a well-earned pension.

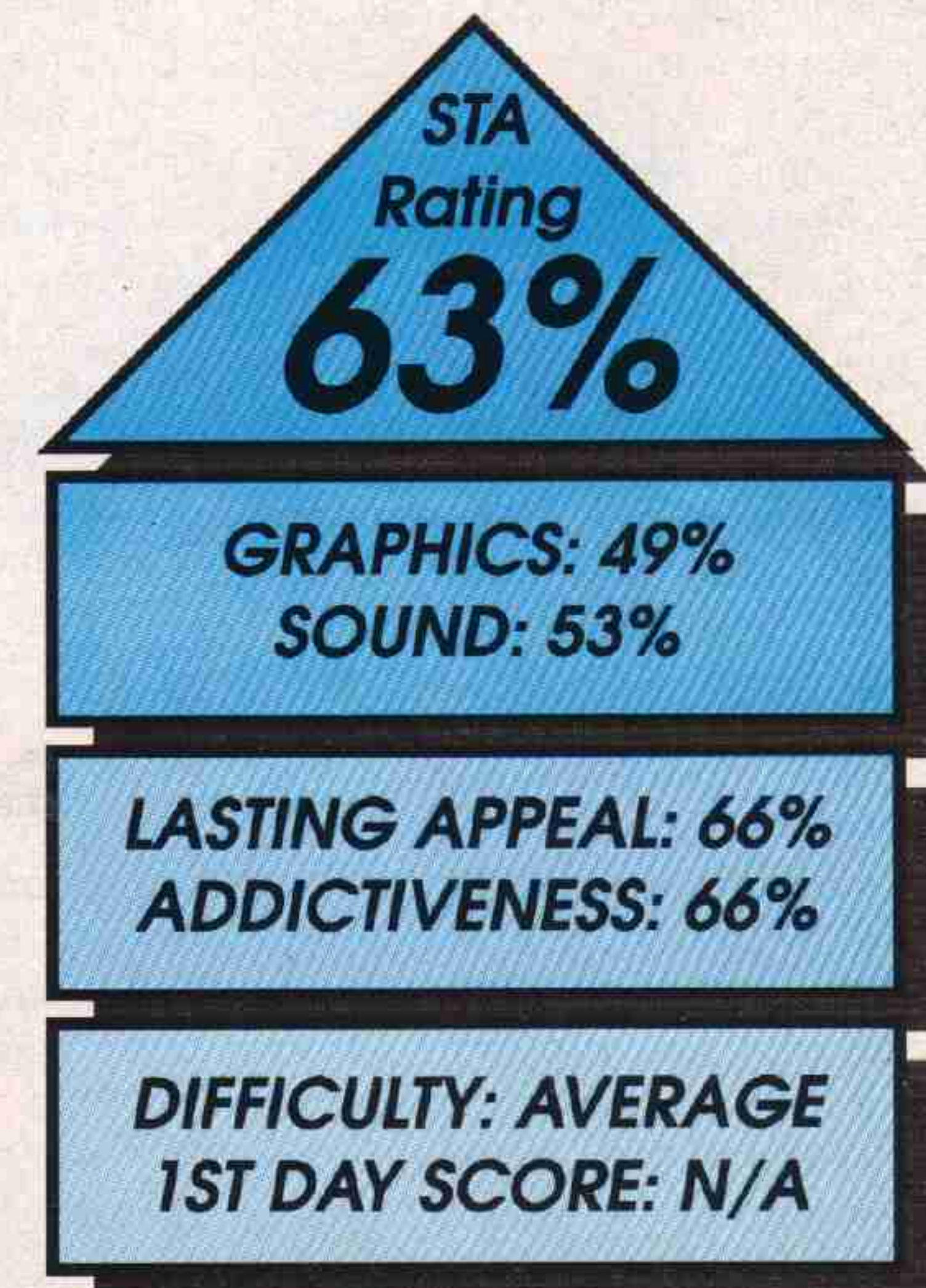
STA



Your pocket computer keeps a tally on your progress and updates your rank as you pass specific milestones.

Rotor is reminiscent of a variety of other games, including the classic, Oids. Many clones have appeared but sadly don’t keep the immense gameplay that the original Thrust had; but Rotor seems to play like a dream. The graphics are somewhat bland, and the sprite of your ship looks as if it has been taken straight out of Palace’s Cosmic Pirate, but happily, it doesn’t diminish from the overall feel of the game. The basic idea behind Rotor is not an original one, and I think it is too dated for the game to keep Oid’s immense long-term appeal.

AS



DON BLUTH STUDIOS



The laser disk spectacular, *Dragon's Lair*, marked an exciting new era in the arcades. Now, the Don Bluth Studios' sixteen-bit productions are no less a quantum leap in graphic and sonic advancement. Many doubted it could be done, but few could ignore the stunning effects, cartoon-quality graphics, animation and sonics achieved on sixteen-bit. Bluth's audiences, however, fall into two distinct groups - avid fanatics and staunch critics.

Critics

The fans realise that the team are on the threshold of a new dimension in entertainment, namely, interactive movies. But there are those who criticize the aspect of physical gameplay in the games - the argument being that watching cartoons and playing computer games are two distinctly separate entities and never the twain shall meet. A short-sighted view perhaps, but commercial

success pays for further advancement. For Bluth and his team, however, the objective is obvious and they seem determined to reach it.

Disney

Don Bluth was born and brought up in the rural and remote area of Utah, where the cinema was one of the only windows to the outside world. As Bluth puts it: 'I'd ride my horse miles into town every Saturday morning to watch the movies.' Bluth loved animated cartoons and took a particular interest in the Disney Studio productions: 'I really looked forward to Disney cartoons and bought all the comics I could find, redrew the characters again and again and animated them.' Even then, Bluth's one ambition was to become a Disney animator and so the rest of his education was in preparation for this. After graduation, he showed his portfolio to Disney and landed



*"As the *Dragon's Lair* and *Space Ace* 'movie' experiences are unleashed on the ST, all other graphical and sonic achievements seem to pale into insignificance." Jason Spiller goes behind the scenes at the Don Bluth Studios.*

the job as assistant animator to John Lounsebery and worked on 'Sleeping Beauty'. After the 'Beauty' project, Bluth considered himself too young to be tied to the animator's board. So he left Disney and for the next decade, he travelled, set up a theatre and formed a touring young people's singing group called the 'New Generation'. But every time he saw a cartoon feature film, he yearned to get back to the drawing board. Finally, he rejoined the animated movie

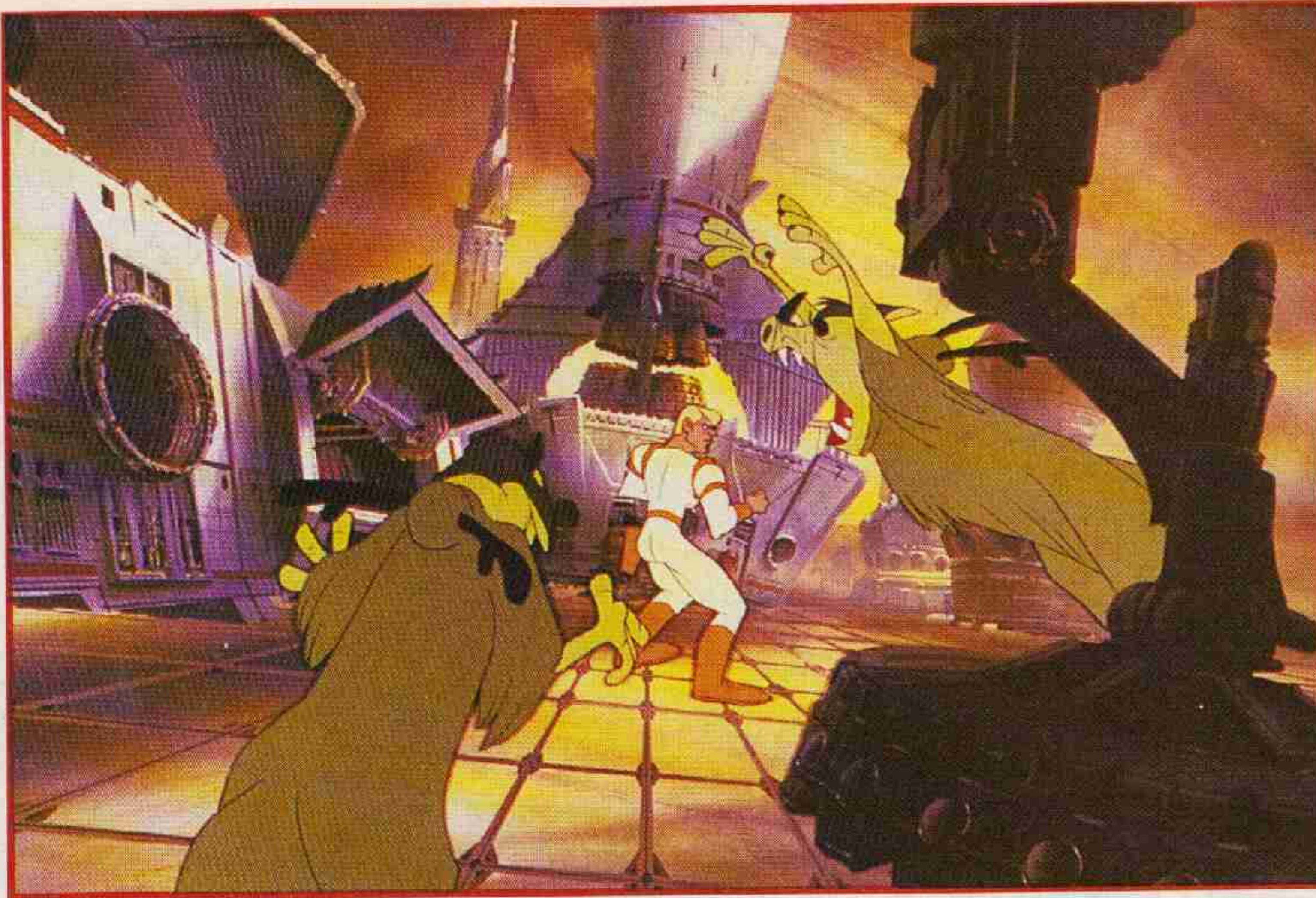
world again, first at Filmation Studios, and then back to Disney in 1971.

For the next seven years he was involved in all the major releases, animating 'Robin Hood' and 'Winnie the Pooh' and directing 'The Rescuers' and 'Pete's Dragon', which combined cartoon characters, animation and backdrops with real actors. Bluth's final film for Disney was 'The Fox and the Hounds'. But midway through the project, he resigned. He explained why: 'When I joined



Bluth led the much-publicised strike at Disney studios over quality of animation. Now he has striven to bring back the classical animation techniques.

After a lifetime in cartoon animation, Bluth saw the next logical step in animation entertainment - interactive movies. *Dragon's Lair* marked a major milestone in arcade history and *Space Ace* was no less an achievement.



Disney in 1971, I also set up my own animation company in my garage, with Gary Goldman and John Pomery, with the intention of restoring the classical animation techniques, such as shadowing, which I thought had been neglected in the more recent Disney productions.' Bluth's team produced a number of featurettes including 'Banjo the Woodpile Cat'. But then came the much-publicized split at Disney over creative quality, headed by Bluth himself. He left to set up his studios in California and drew up the plans for his dream project, a full-length animated movie featuring the richness of traditional animation qualities.

The Secret of Nimh

This movie was the highly successful and artistically acclaimed 'The Secret of Nimh'. Bluth and his team began experimenting with ways of combining cartoon animation with computer technology. Bluth explained: 'To me this was the next logical progression to entertainment in the future - movies that you are actually involved in - 'interactive movies'. He joined forces with Magicom and in 1983, produced the first animated, interactive, laser-disk arcade game, 'Dragon's Lair'.

Bluth had won great acclaim and numerous awards for animating and was now set to stun the arcade world with the first new application for animation since the early Disney innovations. Using laser technology, the team implemented interactive movie gameplay which relied on the speed of decision making - a press of a button slayed a serpent or fiend and a wrench of the joystick saw Dirk safely

across a fiery chasm. Bluth's system is still in the evolutionary stages, but the possibilities are unlimited. *Dragon's Lair* is twenty-five minutes of classical animation, drawn, filmed and then transferred to videotape, which is then programmed onto the surface of the laser disc. It is the ability of the laser beam to

move quickly from one point of the disk to another, (random access), which enables the game player to make any one of several decisions, actions and conclusions. In *Dragon's Lair* there was a delay because of the spaces in the disk, but this was rectified for *Space Ace*.



Bluth believes that everyone should be in charge of their own destinies, and the success of *Dragon's Lair* and *Space Ace* is that you are forced to make life or death decisions, playing literally on the edge of your seat.



Destinies

With 'Dragon's Lair' scooping the 'Arkie' award for best arcade visuals, Bluth released *Space Ace* which was fifty percent faster with enhanced gameplay, greater control and considerably more decisions to be made. Bluth explains: 'The level of difficulty in *Space Ace* was considerably higher with constantly changing angle and perspective to throw the game player off balance.' Also the main characters in *Dragon's Lair*, the hero and heroine Dirk and Daphne, were a few sandwiches short of a picnic. But in *Space Ace*, Dexter and Kimberly have got more than diaphanous feathers between the ears. After a lifetime career dedicated to cartoon entertainment, Bluth is now on the leading edge of entertainment technology. But he manages to rationalize and simplify it with this comment: 'Everyone wants to feel as if they're in control of their destinies and reality only allows that in limited amounts. These games are an escape with avenues of growth in them.'

For the first time, Bluth has combined the dynamic qualities of cartoon animation and sound with arcade control and, incredibly, the effect has been transferred to sixteen-bit home computer - a radical achievement!

Fans of the Bluth studio productions realise that the team are on the threshold of an exciting new era in entertainment, interactive movies.



In this clip you can see the depth of vision created by ingenious perspective techniques one of the classical techniques employed by the Bluth team. In *Dragon's Lair* Dirk and Daphne were portrayed as real air-heads, But in *Space Ace*, Dexter and Kimberly are as bright as they are heroic - 'spunky' is the phrase I think our American cousins would use to describe them.

Chain-wielding thugs and savage dogs attempt to stop you in your tracks. It's wise to try and get a chain to fight back with.

STA
Rating
69%

GRAPHICS: 70%
SOUND: 58%

LASTING APPEAL: 65%
ADDICTIVENESS: 70%

DIFFICULTY: HARD
1ST DAY SCORE: 74750



"They did it: they really pressed the button! Nuclear holocaust wrecked your once proud city and now there's only one chance of survival."

AFTER THE WAR

DINAMIC £19.99

Hi there! I'm Jonathan Rogers, "Jungle Rogers" to those who know me. Yeh, life on Earth has certainly deteriorated during the twenty-first century. Most of my friends left some time ago; most of them now live high in the stars, aboard huge space stations. But that ain't the life for me. Nah, here I'm the king of the asphalt jungle. Life on the edge - it's the only way.

Well, now's your chance to take on the role of the roughie-toughie New Yorker, Jonathan Rogers. However, things have changed slightly: the world has been ravaged by nuclear war. Nobody knows who started it, or why. In fact, nobody really cares. The once proud city of New York lies in ruins, from your tattered home in downtown Manhattan, you figure out a way to leave the god-forsaken planet. As

After the War must rate as the best game to come from Dinamic. The graphics are excellent, especially on the second stage. Colour has been used well and the animation is exceptionally detailed. The sound didn't impress me too much, but the obligatory screams and thuds all raised their heads. The controls are well implemented, although I wasn't too keen on the separate key-presses needed to use the kick option. Personally, I think that the game is perhaps a touch too difficult. Nevertheless, After the War is an absorbing game that offers quite a challenge.

NC

you recall, there is an Xv-238 launching platform on the edge of the city and if it's still operational you could blast off into space in order to rendezvous with an orbiting station - if!

As you leave your home you become

aware of the full extent of the blast. Meanwhile, it seems you are not the only survivor. Hoodlums now roam the scared streets. Food is scarce and many of the gangs have resorted to cannibalism to satisfy their hunger. The first people you encounter are simple street thugs. Nonetheless, they're now desperate and you fall victim to their attacks. Using your extensive training you must fend off would-be assailants. Still, your knowledge of the martial arts gets you through - just.

As you progress through the punk-ridden streets you encounter all manner of ruthless thugs: chunky, chain-wielding bully-boys; gun-toting members of the militia; savage, rabid hounds; and roller-skating, baseball-bat-swinging crazies. Along your route there are extras which can be collected. Clocks decrease the effect of the radiation on you, cans of cola replenish spent energy, figurines of the Statue of Liberty carry large bonuses, and Dynamic symbols give extra lives. However, it is the items carried by your

Roller-skating hoods wave baseball bats while gun-toting crazies fire randomly in your direction. Keep a calm head or you'll be dead.

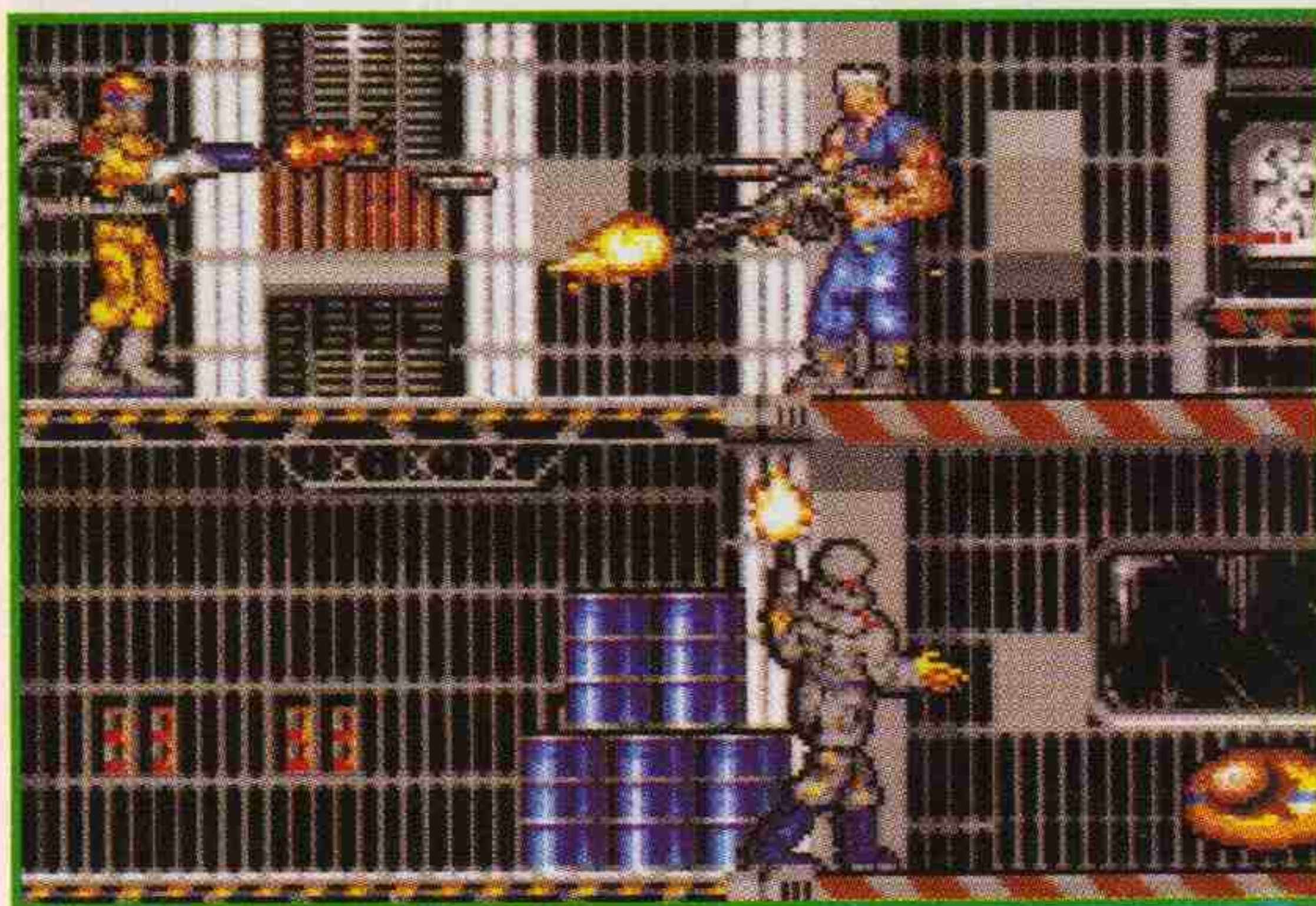




assailants that are probably the most used. Successfully beating your enemy can part them from their weapons which you can then use for yourself; chains, baseball-bats, even hand guns are there for the taking. At the end of each of the three zones, you'll be confronted by a huge street-wise thug. Only after you've taught him a lesson will you be able to proceed.

Having battled your way through the first part of the game you'll be issued with a code that will, theoretically, allow you access to Professor McJerin's complex. In actual fact, you have to re-boot your machine and select to load the second part separately. As the action begins you will find yourself within the complex and, instead of having to use your fists, you've somehow managed to get your hands on a high-powered, fully-automatic machine-gun.

The screen scrolls from left to right as you make your way through the con-course. Along the route your progress is hampered by numerous guards and death-dealing creatures. Blasting them with your cannon-style gun, you must make you



▲ The mid-level guardian of the second stage is a Robocopesque machine with just one objective in mind - your demise.

◀ Inside the scientific complex you're confronted by guards, mutants and robot defences. Squeezing the trigger of your machine gun, you blow them away.

way to the first level guard - a huge robot-type creature with guns equally as big. Successfully disabling the machine will allow you to continue on your way. Finally, after many bloody encounters, you'll come face to face with a huge tank-like creature. Only after you've destroyed this obstruction will you finally make it to the launching platform.

STA



▲ A vicious, street-wise dude stands in your way of progress. Behind him, the ruined Statue of Liberty lies as witness to the sorry state of affairs.

◀ Inside the secret complex guards everywhere are out to get you. Turning to a shot-gun-wielding maniac's, you blast him away.



A decent beat 'em-up is a rarity these days, but I'm glad to say that *After the War* is one of the few that impress me. The graphics are superb, with the attention to detail being most outstanding. The sound, although good in some areas, tends to be weak as a whole. That aside, the main tune is of a high standard and complements the game's overall theme. What made it for me, was the second level - it's brilliant. Level two could be a whole game by itself and be worth the asking price. As a beat 'em-up, *After the War* is as good as any - I thoroughly recommend it!

AS

After the War is pretty representative of the dozens of beat 'em-ups which have been released over the past couple of years. The backdrops are typical, ranging from city ruins to city ruins; the opposition are a constant flow of adversaries who all look the same - starting with the weedy blonde hoods and leading onto chain-wielding thugs and armed cops, and finally culminating in the end-of-level giant who can take a few more punches than the others. Joystick control is quite good with responsive firebutton pressing, but after a while I found it easy to play because it's so similar to the many other beat 'em-ups I've played before.

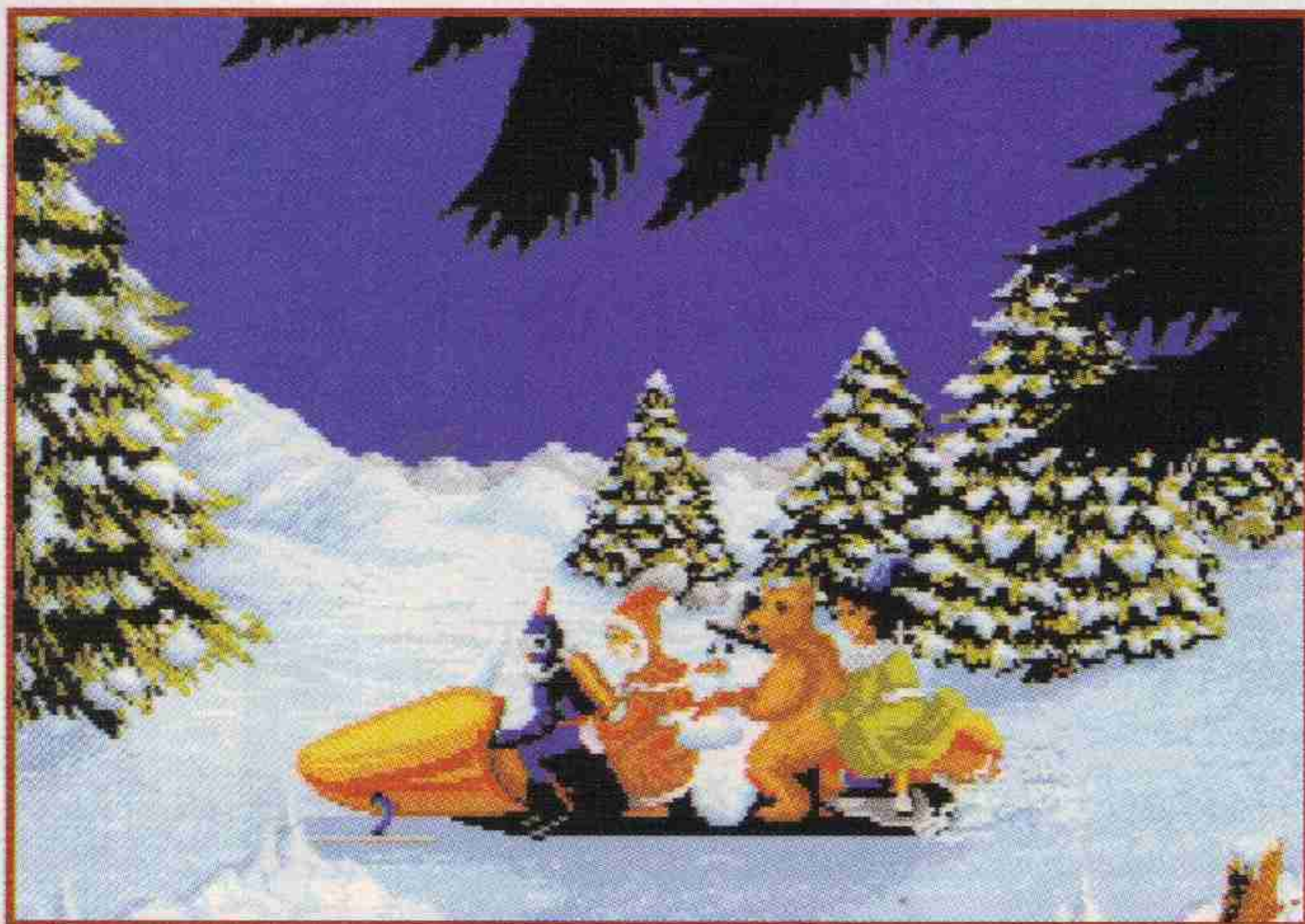
JS

"Next time you're posing around some trendy ski resort and some 6'6 German tells you to 'Skidoo', he may not strictly mean: 'Please vacate the premises you worthless fellow.'"

SKIDOO

TOMAHAWK (£19.95)

The game begins in a jovial fashion with various strange characters riding Skidoos. This has no relevance to the game but it'll keep the kids amused I suppose.



Skidoo is the ski brat-pack's term for a harum-scareum race on snow scooters. Tomahawk set their snowy hi-jinks on the Canadian border where you, a professional skidoo-driver are in search of competition and prize money. The game opens with an amusing display of skidoo hijinx. First some acrobatics, then a snowman at the wheel, followed by Father Christmas and a teddy bear then all of them in a family-sized Skidoo. Then a shark fin moves menacingly across the snow as if to squeeze the last mildly amusing gag out of the theme. But enough of this - to the race! The screen shows a rearview of your skidoo and driver and in this respect it is to many car-racing games.

An accompanying map pinpoints the race venues as well as terrain detail such as roads, mountains, a forest, a plateau and lakes. This map is grid referenced and can be used for navigation. There are 25 venues where you compete on a variety of ice circuits against up to nine computer-controlled competitors, but first you've got to get there. Studying the map, you can check on the reference bearing by a digital compass mounted on the skidoo. Additionally, there's a speedometer and a position display which shows your 'old' and 'new' positions as well as a food, drink, fuel and heat gauge. Pressing the firebutton Selects the only gear forward and pushing forward sends it skimming across the snow. The joystick acts as an accelerator and brake while nudging (and I mean nudging) to the left and right steers it.

As the blades of your skidoo rattle across the snowy wastes, you must avoid trees, stumps, crevices and thin ice. The



You set out across the snowy wastes in search of the race and the prize money. It's best to keep to the road in order to follow the signs and you must replenish fuel and energy levels at the igloos dotted across the wilderness.

Unquestionably, Skidoo is an original slant on the rear-view racing theme. But after some mildly amusing jokes at the beginning of the game, the fun quickly dries up. The idea is a good one - having to locate the race before you can compete. But the game generally has a half-baked feel about it, as if the designers really wanted to do more with it, but didn't - sad because it could have been good. The scrolling effect and sprites are very well drawn and I liked the digitized music and quirky speech synthesis and, generally, the quality of presentation is impressive. But the race action, where it should all come together, just didn't have that spark of competition for me.

JS

skidoo can be manoeuvred over moguls, but it's best to avoid collisions. To avoid getting lost in the snowy wastes, you can keep to the road and follow the signposts to the venues. Meanwhile, you must monitor your status display constantly, and look out for supply igloos to replenish levels of food, liquid and fuel for the skidoo. You've made it to a race venue where the ice circuit is marked out with haystacks and first you complete a test circuit before the race. The race is on and the same controls apply, but this time you have the added hazard of your competitors who jockey for position, shunt each other and try to separate you from your Skidoo.

STA



'Look out for the tree!' Small moguls and crevices can be ridden, but when skidoo collides with tree, it doesn't take a genius to work out which will come off the worst.

I'm sorry to say that Skidoo failed to impress me. Basically the game is just another variation on the rear-view-style racing game with a hint of target practise thrown in for good measure. The game's graphics tend to blend in too much making the anticipation of oncoming obstacles somewhat difficult. At first the strange sound effects produced by the game seemed amusing, but after only a few minutes, the volume control proved invaluable. All in all, Skidoo is a lack-lustre game which is wide of the mark.

NC

STA
Rating
60%

GRAPHICS: 54%
SOUND: 73%

LASTING APPEAL: 54%
ADDICTIVENESS: 55%

DIFFICULTY: AVERAGE
1ST DAY SCORE: N/A

WORLDWIDE SOFTWARE
1 BRIDGE STREET
GALASHIELS
TD1 1SW



WORLDWIDE SOFTWARE



WORLDWIDE SOFTWARE
106A CHILWELL ROAD
BEESTON
NOTTINGHAM NG9 1ES

CREDIT CARD ORDER
TELEPHONE LINE
NORTH SCOTLAND
N. IRELAND
0896 57004

ALL ORDERS ARE
COMPUTER CONTROLLED
TO ENSURE FAST
DESPATCH ON ALL STOCK
ITEMS

OVERSEAS EXPRESS SERVICE NOW AVAILABLE OVERSEAS EXPRESS SERVICE NOW AVAILABLE
OVERSEAS CUSTOMERS CAN NOW CONTACT OUR EXPORT DEPARTMENT AT

WORLDWIDE SOFTWARE
106A CHILWELL ROAD
BEESTON
NOTTINGHAM NG9 1ES ENGLAND

OVERSEAS TELEPHONE ONLY NOTTINGHAM 225368
EUROPE: SHIPPING COSTS ARE : £1.50 PER CASS/DISK FOR NORMAL,
AIRMAIL, £2.50 PER CASS/DISK FOR EXPRESS AIRMAIL.
OUTSIDE EUROPE: SHIPPING COSTS ARE: £2.00 PER CASS/DISK FOR NORMAL
AIRMAIL, £3.00 PER CASS/DISK FOR EXPRESS AIRMAIL.

CREDIT CARD ORDER
TELEPHONE LINE
SOUTH MIDLANDS
WALES

0602 252113
ALL ORDERS ARE
COMPUTER CONTROLLED
TO ENSURE FAST
DESPATCH ON ALL STOCK
ITEMS.

ATARI ST SOFTWARE

Advanced Rugby Simulator	4.99
Advanced Ski Simulator	4.99
After the War	14.95
Altered Beast	14.95
Aquanaut	17.95
Asterix	17.95
Atari ST Keyboard Cover	6.99
Austerlitz	17.95
Australian Rules Football	14.95
Axels Magic Hammer	14.95
Bad Company	16.95
Balance of power 1990 (1Meg)	17.95
Batman the Movie	14.95
Battlehawks 1942	17.95
Beach Volley	14.95
Betrayal	17.95
Beverley Hills Cop	16.95
Black Tiger	19.95
Blade Warrior	17.95
Blood Money	16.95
Bloodwych Data Disk	11.99
Bloodwych	17.95
Bomber	22.95
Cabal	14.95
Captain Blood	4.99
Carrier Command	16.95
Centrefold Squares	13.95
Chaos Strikes Back	17.95
Chase HQ	14.95
Chess Player 2150	16.95
Colossus Chess X	16.95
Commando	13.95
Commando (Infogrames)	17.95
Conflict in Europe	17.95
Continental Circus	14.95
Crossbow	14.95
Cyberball	14.95
Daily Double Horse Racing	13.95
Damocles	16.95
Dan Dare 3	14.95
Darius Plus	14.95
Dark Century	16.95
Day of the Viper	16.95
Days of the Pharaoh	16.95
De Luxe Scrabble	14.95
De Luxe Strip Poker	14.95
Debut	16.95
Dominion	17.95
Double Dragon 2	14.95
Dr Dooms Revenge	16.95
Dragons Breath	22.95
Dragons of Flame	17.95
Drakkhen	21.95
Dungeon Master Editor	9.99
Dungeon Master	16.95
Dynamic Debugger	17.95
Dynamite Dux	14.95
Elite Platinum 2	16.95
Emlyn Hughes Internat. Soccer	13.95
European Space Shuttle	26.95
European Super League	13.95
F16 Combat Pilot	16.95
F16 Falcon Mission Disk	14.95
F16 Falcon	16.95
F29 Retaliator	17.95
Fast Lane	13.95
Ferrari Formula 1	17.95
Fiendish Freddie's Big Top	17.95
Fighting Soccer	14.95
Final Battle	17.95
Finest Hour Battle of Britain	19.95
First Contact	16.95
Flight Path 737	4.99
Flight Sim 2 Hawaii Scenery	11.99
Flight Sim 2 Scenery Disk 9	13.95
Flight Simulator 2	28.95
Football Director 2	13.95
Footballer of the Year 2	14.95
Football Manager	4.99
Football Manager 2 Gift Pack	14.95

ATARI ST SOFTWARE

Full Metal Planet	17.95
Fun School 2 (6-8 yrs)	13.95
Fun School 2 (over 8 yrs)	13.95
Fun School 2 (under 6 yrs)	13.95
Fury	14.95
Future Wars	17.95
Galaxy Force	17.95
Games Summer Edition	17.95
Gazzas Super Soccer	16.95
Ghostbusters 2	17.95
Ghouls n Ghosts	14.95
Gravity	17.95
Greg Normans Ultimate Golf	17.95
Gridiron	17.95
Gunship	16.95
Hard Drivin	14.95
Highway Patrol 2	16.95
Hillsfar	17.95
Hollywood Poker Pro	9.99
Hound of Shadow	17.95
Hyperaction	17.95
Indy Last Crusade Adventure	17.95
Infestation	16.95
Interphase	17.95
Iron Lord	22.95
Jump Jet	4.99
Karate	4.99
Kelly X	4.99
Kennedy Approach	16.95
Kenny Dalglish Manager	13.95
Kenny Dalglish Soccer Match	13.95
Kick Off Extra Time	7.99
Kick Off	13.95
Kings Quest 4	26.95
Kings Quest Triple Pack	26.95
Lancaster	13.95
Laser Squad	13.95
Leaderboard Collection	14.95
Leisuresuit Larry	17.95
Leisuresuit Larry 2	22.95
Light Force	17.95
Little Computer People	4.99
Liverpool	13.95
Lombard RAC Rally	16.95
Lost Patrol	14.95
Magnum 4	22.95
Maniac Mansion	17.95
MasterSound	36.95
Matrix Marauders	13.95
Microprose Soccer	16.95
Midwinter	16.95
Mindbender	13.95
Moonwalker	17.95
Motorbike Madness	4.99
Myth (System 3)	17.95
Never Mind	13.95
New Zealand Story	14.95
Ninja Warriors	14.95
Nitro Boost	4.99
North and South	16.95
Oil Imperium	16.95
Omega	21.95
Onslaught	17.95
Operation Thunderbolt	14.95
Operation Wolf	14.95
Outlands	13.95
Outlaw	4.99
Overlander	14.95
P47-Thunderbolt	16.95
Paperboy	13.95
Pinball Magic	14.95
Pirates	16.95
Player Manager	13.95
Police Quest 2	17.95
Police Quest	17.95
Populous	18.75
Populous Promised Lands	7.99
Power Drift	17.95
Powerdrome	17.95
Pro Tennis Tour	17.95

ATARI ST SOFTWARE

Quartz	16.95
Quest for Time Bird	22.95
Red Lightning	22.95
Red Storm Rising	16.95
Renaissance	14.95
Rick Dangerous	16.95
Robocop	14.95
Rock n Roll	13.95
RVF Honda	16.95
Scapghost	13.95
Scrabble Deluxe	14.95
Seven Gates of Jambala	14.95
Shinobi	14.95
Shoot em up Construction Kit	22.95
Sidewinder 2	4.99
Silkworm	14.95
Skidz	14.95
Snoopy and Lost Blanket	13.95
Space Ace	32.95
Space Harrier 2	14.95
Space Quest	17.95
Space Quest 2	17.95
Space Quest 3	22.95
Space Rogue	21.95
Star Command	22.95
Starblaze	13.95
Starglider 2	16.95
Steve Davis Snooker	13.95
Strider	14.95
Stryx	13.95
Stunt Car	16.95
Super League Soccer	16.95
Switchblade	13.95
Table Tennis	14.95
The Kristal	22.95
Tiger Tiger	17.95
Time	21.95
Tin Tin on the Moon	13.95
Toobin	14.95
Tower of Babel	16.95
Tracksuit Manager	13.95
Treasure Island Dizzy	4.99
Turbo Outrun	14.95
Tusker	17.95
TV Sports Football	17.95
Twin World	17.95
Ultima V	22.95
Ultimate Darts	14.95
Untouchables	14.95
Vulcan	14.95
Wall Street	17.95
Warp	13.95
Waterloo	17.95
Wayne Gretzky Hockey	16.95
Wierd Dreams	16.95
Western Europe Scenery	13.95
Wild Streets	16.95
Winners US Gold	22.95
World Class Leaderboard	7.99
X-Out	13.95
Xenomorph	16.95
Xenon 2 Megablast	17.95
Xenophobe	16.95

10 X 3.5" DS/DD HI QUAL DISK 9.95

JOYSTICKS

Cheetah 125 plus	6.95
Quickshot turbo	10.95
Speeding Autofire	10.99
Competition Pro	12.95
Competition Pro Extra	14.95
Zip Stick Super Pro	14.95
Zip Stick Super Pro Autofire	15.95

AMIGA A500 COMPUTER
COMPLETE WITH MOUSE,
MODULATOR DE LUXE PAINT 2,
INTERCEPTOR, NEW ZEALAND STORY,
BATMAN THE MOVIE
ONLY £369.99

ATARI 520 ST-FM
EXPLORER PACK
COMPLETE WITH MOUSE,
RANARAMA AND
DESKTOP ACCESSORIES
ONLY £269.95

ATARI 520 ST-FM
POWER PACK
COMPLETE WITH MOUSE,
ORGANISER, MUSIC MAKER,
FIRST BASIC, JOYSTICK
AND 20 TOP GAMES
ONLY £349.95

ALL PRICES INCLUDE POSTAGE AND PACKING IN THE UK PLEASE MAKE ALL CHEQUES AND POSTAL ORDERS
PAYABLE TO WORLWIDE SOFTWARE PRICES ARE CORRECT AT TIME OF GOING TO PRESS E & O.E.



IMPORTANT NEWS

ST ACTION

By popular demand, we are pleased to announce that as of issue 22 ST Action will feature a cover disk every month. Each disk will contain fully playable demos of the latest game releases offering hours of entertainment as well as a valuable insight into the coming months top products. Games featured on the disk will be accompanied by an article explaining how they were created complete with interviews with their programmers.

Just to be democratic we are giving subscribers the choice of whether they wish to spend the extra £12 per year in order to receive the cover disk every issue, just tick the relevant box on the form below and add £12 to your total payment.

PLUS FREE GAMES!!!

As an extra special bonus this month, when you subscribe to ST Action you will receive any one of three stunning Infogrames games. Again - its your choice:

**KULT or
HOSTAGES or
NORTH & SOUTH**



I would like to order (tick appropriate box)

- 12 issue UK subscription (£24) PLUS FREE GAME!.....
- 12 Issue European subscription (£34) PLUS FREE GAME!
- 12 Issue overseas subscription (£40) PLUS FREE GAME!.....
- I would like to receive the cover disk every month (£12 inc VAT).....



Please tick which free game you would like with your subscription:

- FREE! HOSTAGES FREE! KULT FREE! NORTH&SOUTH
NB Double sided disk drive only.

Name.....

Address.....

.....

.....

.....Post code.....

I wish to pay by: Visa / Access / Postal order / Cheque

Access/Visa Card NoExpiry date

PHONE HOTLINE

If you have a VISA or ACCESS card you can phone your subscription order through to Carolyn on (0243) 532828 or you could even fax your order on (0243) 533070.

MAIL ORDER

The form below can be used to order a subscription, Just fill in your name, address and post code, and send a cheque or postal order made payable to Interactive Publishing Ltd to: ST Action Mail order, FREEPOST, Interactive Publishing Ltd, Latham House, Quarry Lane, Chichester, West Sussex PO19 2NY. England.

Whilst travelling to Zakt I, you encounter a fleet of hostile aliens. Time to show your phasers some action.



ENTERPRISE

"Prepare to blast off into the unknown. Before you awaits a mission which you must complete. The human race is depending on it."

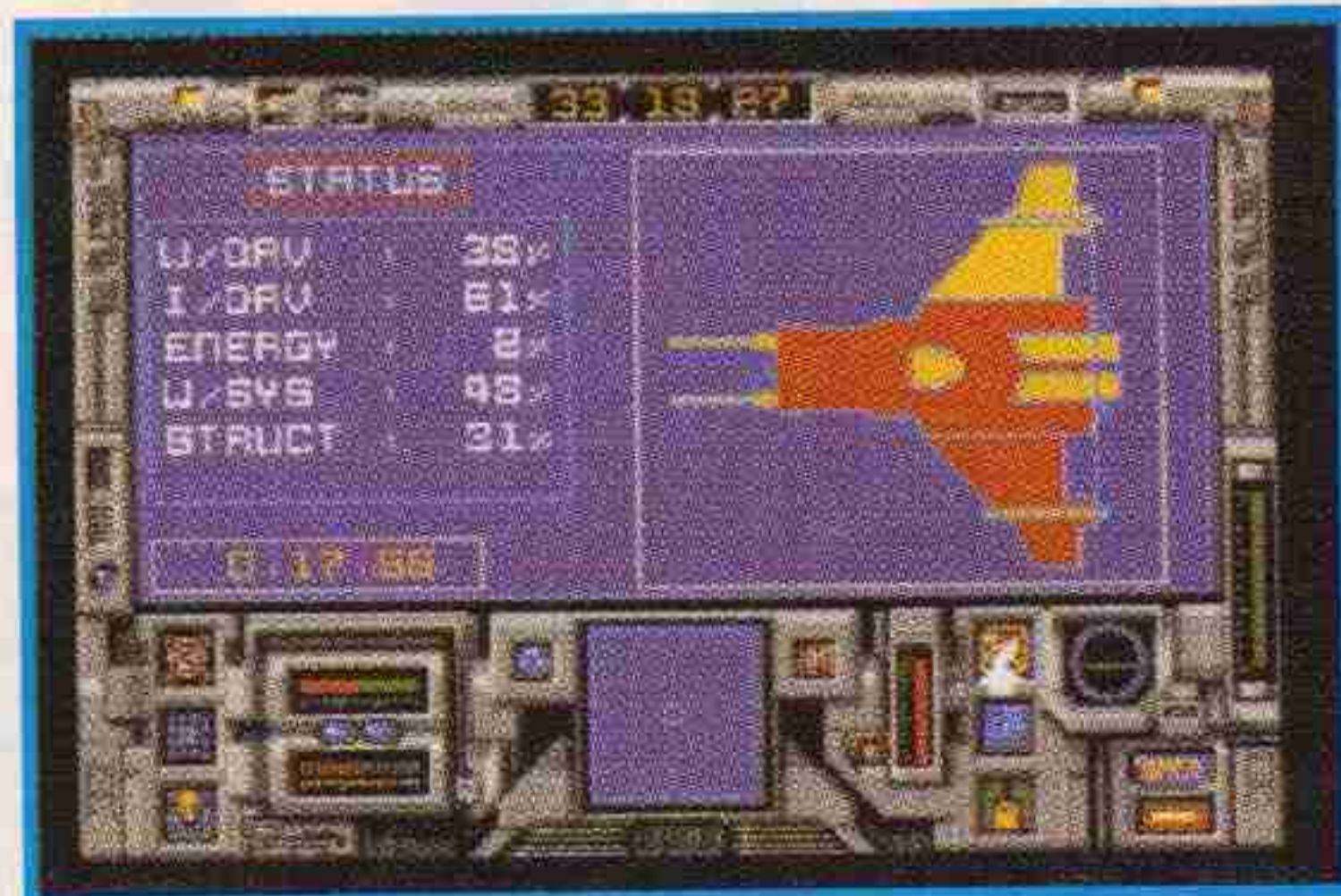
ARC (£19.95)

As the centuries passed, the human race slowly migrated throughout the galaxy. As man ventured further into the unknown, partly in order to mine new ores and partly to search for new habitable planets, his place of origin slowly became lost in the annals of time. One of the main candidates for the origin of mankind was Sola III, a pleasant planet much like our own. Indeed, Sola III is still an important seat of regional government, however, due to the slow failure of the planet's ozone layer, life on Sola III has been put in jeopardy.

Over the centuries a method of

Atari haven't really released the hottest of titles lately, but Enterprise seems to tower above the others. The game has a lot of potential, and should keep even the hardest going for a while. The star map reminds me very much of the one from that dated game, Star Trek, from Firebird, and other snippets reminded me of other somewhat aging games. Overall, Enterprise is the best yet to come from Atari, and well worth a look if you are a tough space explorer looking for another galaxy to conquer.

AS



actually stabilizing the ozone was developed, allowing the planet to constantly remain inhabited. The method of maintaining the thin layer involved the use of large orbiting stations which directed a steady stream of sub-atomic particles into the upper regions of the atmosphere. As these particles reacted with the radiation from Sola III's sun, a complex series of chemical reactions helped to recreate additional ozone and destroy any harmful pollutants from the atmosphere.

Enterprise is one of the new wave of games to appear from ARC and Atari. Controlled solely via the mouse, the game is basically that of exploration. Personally, I found the game rather slow, there being little to do. However, collecting the six nuclei will take some time as they must be scattered far and wide throughout the galaxy - I only managed to locate one in all my travels. The numerous alien attacks proved to be somewhat annoying as my energy levels sank to near zero. All in all, Enterprise is a competent space exploration game that should do well for Atari.

NC

STA
Rating
65%

GRAPHICS: 50%
SOUND: 48%

LASTING APPEAL: 69%
ADDICTIVENESS: 65%

DIFFICULTY: AVERAGE
1ST DAY SCORE: N/A

In order to maintain this life-saving process, six nuclei must be used. Under closely defined conditions, the nuclei remain stable. However, due to the expansion of certain undesirable alien races, Sola III has come under direct fire. The nuclei have been destroyed and the planet, along with its inhabitants, left for dead. As both the political and economic situations continue to threaten life on the planet fresh supplies become more scarce.

As Commander of the Enterprise, the Federation has charged you with the task of locating all six of the vital nuclei needed to sustain life on the planet. All that's known is that all six nuclei are found growing naturally on different planets. It's up to you to discover which ones. Against you there will be countless alien attacks and the like and all you have to aid you in your mission is your skill and your ship's advanced, computer aided capabilities.

STA



Situated on the edge of the galaxy with your ship low on energy, you'll never make it back.

The plane skims low across the harbour and drops our nautical hero into the drink.



“You’d think Fissionchips Software would be more interested in deep-fried tasties, such as cod and huss, rather than deep-sea nasties like sharks and jellyfish.”

AQUANAUT

ADDICTIVE £24.95

Here’s a nautical little number which’ll have you reminiscing about those salty, but glamorous, 70’s movies starring Lloyd Bridges. By way of a change from outer-space, appropriately-named, Fissionchips, take us beneath the ‘bootiful briny’ for a typically far-fetched nautical adventure. The game opens with some suitably urgent digitized music, as a plane skims low across the bay and drops our hero into the water. The screen switches to beneath the waves just as the daring hero

plunges into the water. The joystick has swift and responsive control over the diver as he flaps his flippers and prepares to face the perils of the deep.

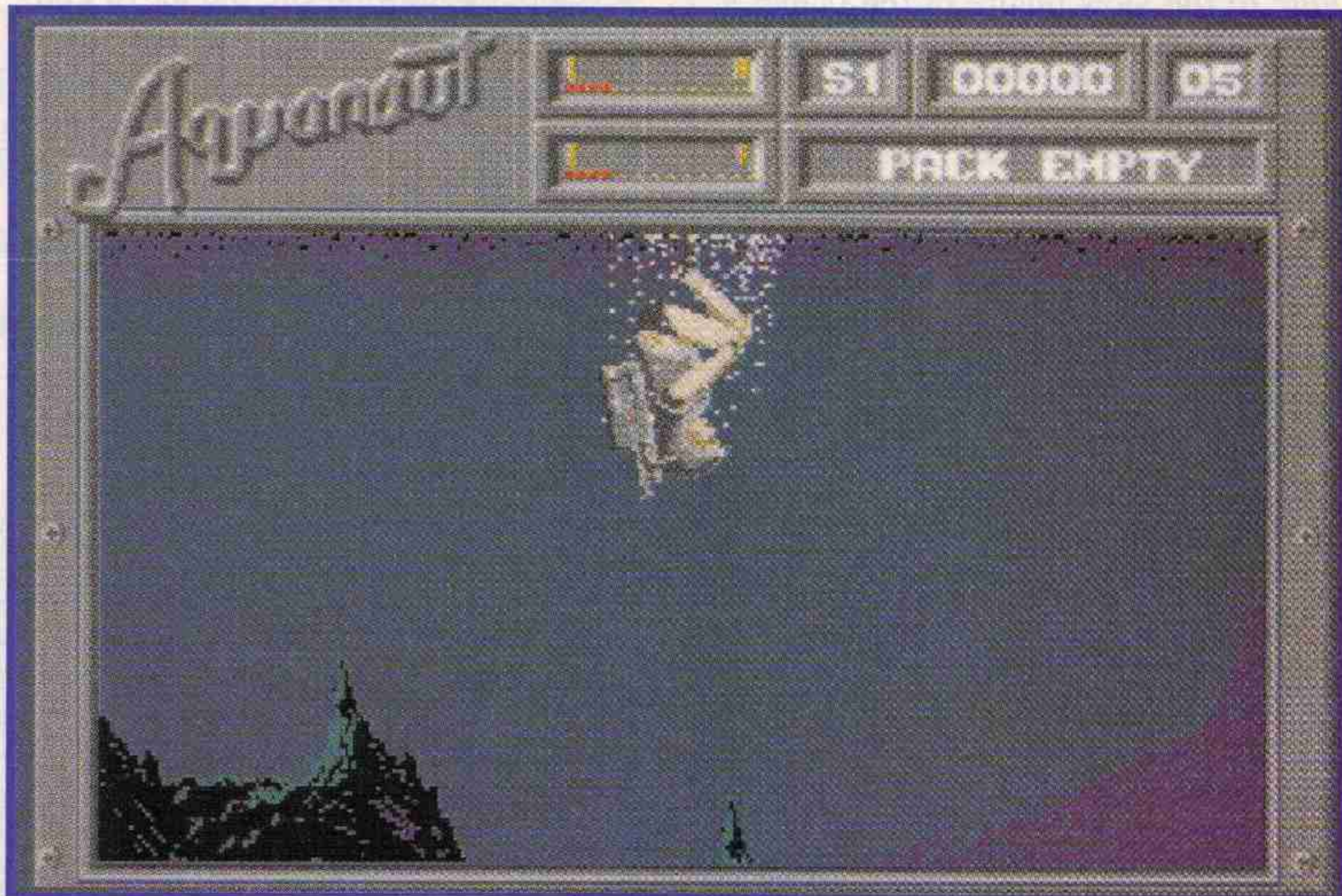
Suddenly, sharks appear from deep within the designer’s warped imagination and take chase. Then jellyfish, gossamer bodies shimmering in the shafts of sunlight (what poetry) prepare to sting our hapless diver to death. Armed with a har-

poon repeater, a press of the firebutton sends an explosive torpedo thudding into fishy flesh, clearing the way for our hero. In this scene, you can administer more damage to marine life than a Japanese whaler does in a year. Further on, your comrades drop a consignment of tools and supplies which you must bust open with harpoon fire and collect as they drop to the ocean floor. These tools are essential for your mission. But the disturbance in the water calls a hunting pack of sharks and the slightest bloodshed will cause a frenzied attack. You continue, avoiding harmless creatures such as dolphins, and pausing to kiss the occasional mermaid which replenishes your energy. However, you only have a limited supply of oxygen and so you must reach a diving bell to grab a lungful.

In the next scene, our diving belle (pardon the pun) is trapped in a maze of subterranean caverns, and picking up some gelignite, you venture through the jagged rocks. The cave walls close in... a ‘rockodile’ appears, opens its jaws and snaps - bye-bye hero! Fortunately, you’ve got another chance, but you must continuously replenish your oxygen levels.

At first, I likened Aquanaut to Infogrames fairly respectable Mission Neptune. Like Neptune, this game oozes atmosphere thanks mainly to some very individualistic drawing and animation - similar to the 60’s cartoon Marine Boy. But where Neptune failed, Aquanaut succeeds with a variety of taxing arcade gameplay: the shoot’em-up, the maze and the rescue spread well over the three levels, combined with a token strategy element to give the game some extra credibility. Overall, a thoughtful, original theme with well implemented gameplay and nice artwork. I recommend you test the water!

JS



The camera switches to beneath the waves and, as the diver plunges and the bubbles clear, the joystick takes control.

STA Rating
70%

GRAPHICS: 67%
SOUND: 68%

LASTING APPEAL: 70%
ADDICTIVENESS: 69%

DIFFICULTY: AVERAGE
1ST DAY SCORE: N/A

Three levels with variation of gameplay is not a feature every game can boast, but I'm glad to say Aquanaut can. There is nothing above-average about either the sound or graphics in Aquanaut, but the gameplay has a stable basis of a maze game as well as a shoot 'em-up and a search-and-retrieve level. I didn't find myself hooked, and therefore question the game's addictiveness. Aquanaut has a lot to offer, but personally, I found this aquatic arcade-adventure too shallow for my liking.

AS

Programmed by Fissionchips, the team responsible for the development of the Kristal, Aquanaut is basically three games in one. I particularly enjoyed the first part in which the fish were very well animated. The graphics are well presented and nicely detailed and the sound, too, is well produced. I wasn't too keen on the hunt-and-search-style gameplay used on the last stage of the end of the game, and many of the puzzles seemed somewhat obscure. I've no doubt the game will keep many gamers busy for some time and, unlike so many other games of this ilk, Aquanaut will not lose its appeal.

NC

However, one thing a subterranean cave is short of is oxygen and so you must find gasses, emitted by flatulent hermit crabs presumably, and gulp em up - yuk! You're lost, there's no way out and your path is blocked by fiendish mutant crustaceans - what does it all mean - the 'seanario' gets murkier.

By now, 'the bends' will be leaping through our hero's veins, but he manages to keep a cheery disposition as he emerges in the ancient lost city of Atlantis - which, strangely enough, looks more like a hi-tech subterranean base - oh well! An army of Aquaphibians roam the corridors trying to lay their poisonous clammy hands on our hero. We reach the final scene and in typical, nautical adventure style, our hero must singlehandedly take on the evil forces of the deep. These scaley underlords must be eliminated as you search for hostages in the labyrinthine, subterranean base. You must search through a confusion of rooms, corridors and floors to find keys to other

Blasting sharks, jellyfish and swordfish, you must avoid hurting dolphins and have a quick snog with a passing mermaid to replenish your energy - 'Come 'ere darlin'

areas of the base. Inside a prison cell, security robots confront you, but one blast from our hero's harpoon renders him as useless as a wireless without batteries. Movement around the base is only achievable with keys, passes and a

process of discovery. Add to this the omnipresent Aquaphibians breathing down your neck, and you have a salty adventure of epic proportions. **STA**



▲ Into the subterranean cavern, our hero blasts a hole to gain access to the inner chambers and swims straight into the jaws of a 'rock-odile' - great pillow!



▲ Finally, you make it to the ancient lost city of Atlantis which has recently been updated as you can see. Aquaphibian guards roam the corridors like great useless chunks of seaweed, but one touch from their clammy paws and it's bye-bye skipper! 'Wearing a natty pair of trunks, you continue: 'Scuse me mate! 'Ave ya got 10p for the locker?'



▲ Meanwhile, back in the caverns, it looks like curtains for this diver at the tentacles of the slimy seafaring mutants - 'so long, sucker!'

Special Reserve

- Bi-monthly **Buyer's Guides**, each with reviews of 40 games.
- **Release Schedules**, issued with each Buyers Guide, with up-to-the-minute release information.
- **Catalogue, Membership Card and Folder**
- **Fast despatch** of stock items, normally the day after receipt of order. Most lines in stock.
- Games sent **individually by 1st class post**. Most fit through your letter-box.
- **7-day hotline**, until 8pm weekdays, 10 to 5.30 Saturdays, 11 to 5 Sundays.
- **Written confirmation of order** (with receipt).
- **Instant refunds** on request, if there is a delay.
- **No commitment, no obligation to buy.**
- **The best games, carefully selected, available at extraordinary prices.**

All for just **£5.00**
Annual membership.

We're miles cheaper than elsewhere. Below are a selection of offers at prices you might not believe. You can buy games at the same time as joining - or join now and select from our full catalogue. All items advertised are only for sale to members and are subject to availability. *Note: Upgrade to Official Secrets is offered to members of Special Reserve*

Can you afford not to join?

For the serious gamer!

Official Secrets



Members of Official Secrets get all the benefits of Special Reserve plus:

- **Confidential.** Our 32 page bi-monthly magazine is essential reading for those interested in adventures or role playing games. Written by experts, *Confidential* has covered everything from How to Host a Murder to Which F16 Flight Simulator? Our agents, led by the Master Spy known as "The Boss Upstairs", seek out the secrets of RPG's, FRP's, MUG's, PBM's, Leisure Suit Larry, The Russians, Elvira..... and more.
- **Myth.** Written by Magnetic Scrolls, authors of The Pawn, exclusively for members of Official Secrets. Myth is a small adventure set in Ancient Greece. In it you'll meet The Ferryman, cheat Death and face the nine-headed Hydra. Myth includes the famous Magnetic Scrolls parser and graphics and is included in the price of membership.
- **Help-Line.** Manned weekdays until 8pm and Sundays. The Help-Line can help you solve most problems on most adventures.
- **Gnome Ranger.** Level 9's brilliant 3-part adventure, or *Shadowgate* as an alternative.

UK Annual Membership **£22.00**

including six issues of Confidential, Myth, the Help-Line, Gnome Ranger or Shadowgate **and** membership of Special Reserve.

Atari ST Software

3D POOL.....	15.49	GEMINI WING	12.99	PAWN (M/SCROLLS)	13.99
A.P.B.....	12.99	GHOSTBUSTERS 2	15.99	PERSONAL NIGHTMARE	18.99
ALTERED BEAST	12.99	GHOULS 'N' GHOSTS	13.49	PHANTASIE 3 (SSI)	17.49
AMERICAN ICE HOCKEY	15.49	GNOME RANGER (LEVEL 9)	9.99	PHOBIA	12.49
BAD COMPANY	12.99	GOLD RUSH (SIERRA)	16.49	PICTIONARY	16.49
BALANCE OF POWER	16.99	GREG NORMAN'S GOLF	16.99	PIRATES	15.99
BALANCE OF		GRIDIRON (U.S FOOTBALL)	15.49	PLANET BUSTERS	15.49
POWER 1990 (1 MEG)	15.49	GUILD OF THIEVES	13.99	PLANETFALL	16.49
BARBARIAN 2 (PALACE)	15.49	GUNSHIP	15.49	PLAYER MANAGER	12.99
BARDS TALE 1	7.99	HARD DRIVIN'	12.99	POLICE QUEST 1 (SIERRA)	15.99
BATMAN THE MOVIE	15.99	HEWSON PREMIER VOL1	17.99	POLICE QUEST 2 (SIERRA)	16.49
BATTLE OF AUSTERLITZ	16.49	HEWSON PREMIER VOL2	17.99	POPULOUS	16.49
BATTLE VALLEY	12.99	HILLSFAR (SSI)	17.49	POPULOUS PROMISED LANDS	7.99
BATTLECHESS	16.49	HONDA RVF 750	15.49	POWER DRIFT	15.99
BATTLETECH (INFOCOM)	16.49	HOUND OF SHADOW	16.99	PRO TENNIS TOUR	16.49
BEACH VOLLEY	12.99	INDIANA JONES ACTION	11.99	PROTEXT	
BLADE WARRIOR	15.99	INDIANA JONES ADV	16.99	WORD PROCESSOR	47.99
BLOOD MONEY	14.49	INFESTATION	14.99	QUEST FOR THE TIMEBIRD	16.99
BLOODWYCH	15.49	INTERPHASE	15.99	QUESTRON 2 (SSI)	17.49
BLOODWYCH DATA DISK	9.99	IRON LORD	16.49	RALLY CROSS CHALLENGE	12.99
BOMBER	18.49	JINXTER (M/SCROLLS)	13.99	RED LIGHTNING (SSI)	19.99
BRIDGE PLAYER 2150	8.49	KICK OFF	12.99	RED STORM RISING	16.49
CABAL	13.49	KICK OFF EXPANSION DISK	7.49	RICK DANGEROUS	15.49
CARRIER COMMAND	16.49	KINGS QUEST 1, 2 & 3	22.49	RISK	12.99
CHAMBERS OF SHAOLIN	12.49	KINGS QUEST 4 (SIERRA)	21.49	ROBOCOP	12.99
CHAMP BASKETBALL	9.99	KNIGHTFORCE	14.99	ROCK 'N' ROLL	12.99
CHAOS STRIKES BACK	15.99	LANCELOT (LEVEL 9)	13.49	SCAPEGHOST (LEVEL 9)	12.49
CHASE H.Q	12.99	LASER SQUAD	12.99	SHINOBI	12.99
CHESSMASTER 2000	15.49	LEADERBOARD BIRDIE	13.49	SHOOT 'EM-UP CONSTR' KIT	18.49
COLLOSSUS CHESS X	15.49	LEISURE SUIT LARRY 1	18.99		
CONFLICT EUROPE	16.49	LEISURE SUIT LARRY 2	18.99		
CONTINENTAL CIRCUS	12.99	LIGHT FORCE (R-TYPE, VOYAGER,			
CORRUPTION (M/SCROLLS)	13.99	BIO-CHALLENGE, IK+)	15.99		
CYBERBALL	12.99	LIVERPOOL	11.99		
DAMOCLES	15.49	LOMBARD RAC RALLY	14.99		
DAY OF THE VIPER	16.49	MAGNUM 4 (COMPILATION)	18.99		
DEADLINE (INFOCOM)	16.49	MANHUNTER NEW YORK	18.49		
DEJA VU 2	15.49	MANHUNTER S/FRANCISCO	18.49		
DEMONS TOMB	12.99	MANIAC MANSION	16.99		
DEMONS WINTER (SSI)	17.49	MATRIX MARAUDERS	12.49		
DOUBLE DRAGON 2	13.49	MAVIS BEACON TYPING	17.99		
DR. DOOM'S REVENGE	16.49	MICROPROSE SOCCER	15.99		
DRAGONS OF FLAME (SSI)	17.49	MIDWINTER	15.99		
DRAKKHEN	16.99	MINI OFFICE PRO'			
DRIVING FORCE	16.49	COMMUNICATIONS	17.49		
DUNGEON MASTER	15.49	MINI OFFICE PRO' GRAPHICS	17.49		
DUNGEON MASTER EDITOR	7.49	MINI OFFICE PRO'			
DYNAMIC DEBUGGER	16.49	SPREADSHEET	17.49		
DYNAMITE DUX	13.49	MOONMIST (INFOCOM)	16.49		
ELITE	15.49				
ELVIRA	19.49				
EYE OF HORUS	15.99				
F16 COMBAT PILOT	15.99				
F16 FALCON	15.49				
F29 RETALIATOR	15.99				
FED OF FREE TRADERS	19.49				
FERRARI FORMULA 1	16.49				
FIENDISH FRED'S BIG TOP	17.49				
FIFTH GEAR	15.99				
FIRST CONTACT	16.49				
FIRST WORD PLUS	58.99				
FISH! (M/SCROLLS)	13.99				
FLIGHT SIMULATOR 2	25.49				
FUN SCHOOL 2 (2-6)	12.49				
FUN SCHOOL 2 (6-8)	12.49				
FUN SCHOOL 2 (8+)	12.49				
FUTURE WARS	16.49				
GALDREGON'S DOMAIN	12.49				
GAUNTLET 2	13.49				

PERSONAL NIGHTMARE	18.99
PHANTASIE 3 (SSI)	17.49
PHOBIA	12.49
PICTIONARY	16.49
PIRATES	15.99
PLANET BUSTERS	15.49
PLANETFALL	16.49
PLAYER MANAGER	12.99
POLICE QUEST 1 (SIERRA)	15.99
POLICE QUEST 2 (SIERRA)	16.49
POPULOUS	16.49
POPULOUS PROMISED LANDS	7.99
POWER DRIFT	15.99
PRO TENNIS TOUR	16.49
PROTEXT	
WORD PROCESSOR	47.99
QUEST FOR THE TIMEBIRD	16.99
QUESTRON 2 (SSI)	17.49
RALLY CROSS CHALLENGE	12.99
RED LIGHTNING (SSI)	19.99
RED STORM RISING	16.49
RICK DANGEROUS	15.49
RISK	12.99
ROBOCOP	12.99
ROCK 'N' ROLL	12.99
SCAPEGHOST (LEVEL 9)	12.49
SHINOBI	12.99
SHOOT 'EM-UP CONSTR' KIT	18.49

MONITOR STAND 19.99
FITS OVER ST OR AMIGA

SILKWORM	12.99
SORCERER (INFOCOM)	16.49
SPACE ACE	27.49
SPACE QUEST 1 (SIERRA)	16.49
SPACE QUEST 2 (SIERRA)	16.49
SPACE QUEST 3 (SIERRA)	19.49
SPELL BOOK (4-6 YEARS)	13.49
SPELL BOOK (7+ YEARS)	13.49
ST ADVENTURE CREATOR	26.99
STAR BLAZE	16.49
STAR COMMAND (SSI)	19.99
STAR WARS TRILOGY	15.99
STARCROSS (INFOCOM)	16.49
STARGLIDER 2	15.49
STEVE DAVIS SNOOKER	12.49
STORMLORD	15.99
STOS (GAMES CREATOR)	17.49
STOS COMPILER	12.49
STOS GAMES	
GAFORE (4 GAMES)	12.49
STOS MAESTRO	14.99
STOS MAESTRO	
PLUS HARDWARE	47.49
STOS SPRITES 600	9.99
STRIDER	13.49
STRYX	12.49
STUNT CAR RAGER	15.99
SUPER LEAGUE SOCCER	15.49
SUPER WONDERBOY	12.99
SUSPENDED (INFOCOM)	16.49
SWITCHBLADE	16.99
THE LOST PATROL	12.99
THINGS TO DO WITH NUMBERS	13.49
THINGS TO DO WITH WORDS	13.49
TIME	18.99

"An excellent adventure... witty, cunning and just plain good fun! If you liked Fish! you'll probably like this, because they're very similar in style: you may even prefer Myth, it's that good!"

Amiga Format

"Myth is destined to become a classic."

Crash Magazine

Myth Reviews

Crash Smash 91%, CU 90%, Amiga Format 87%, TGM 85%

Atari ST Specials

AFTERBURNER	8.49	ONDS	6.99
BAAL	6.99	PACMANIA	5.99
BALLISTIX	6.99	PANDORA	5.49
BALLYHOO (INFOCOM)	9.99	PASSING SHOT (TENNIS)	8.99
BEYOND ZORK (INFOCOM)	9.99	PLUNDERED HEARTS	9.99
BLACK LAMP	5.99	PURPLE SATURN DAY	7.49
BOMBUZAL	6.49	R-TYPE	7.49
CHAMP (USA) FOOTBALL	4.99	REAL GHOSTBUSTERS	7.49
CHRONO QUEST	9.49	RETURN OF THE JEDI	7.49
DEFENDER OF THE CROWN	8.49	ROCKET RANGER	8.49
DEJA VU	5.99	RUNNING MAN	7.49
DRAGON NINJA	8.99	SDI (ACTIVISION)	8.49
EDDIE EDWARDS SKI	6.49	SHADOWGATE	7.49
ELIMINATOR	5.49	SILICON DREAMS (LEVEL 9)	7.99
EXOLON	4.99	SKYCHASE	5.49
F16 FALCON MISSION DISK	9.99	SPEEDBALL	8.99
FLYING SHARK	6.99	SPELLBREAKER	9.99
FM2 EXPANSION KIT	6.99	STARGLIDER	6.49
FOOTBALL MANAGER 2	8.49	STATIONFALL (INFOCOM)	9.99
GATO (SUBMARINE SIM)	7.49	SUPER HANG ON	8.49
HELLFIRE ATTACK	3.49	TALESPIAN ADV CREATOR	10.99
HITCHHIKERS GUIDE	9.99	TEENAGE QUEEN	8.49
HOLLYWOOD HIJINX	9.99	TESTDRIVE	8.49
HOSTAGES	7.49	TRIS	5.49
INC SHRINKING SPHERE	7.99	THUNDERBIRDS	8.49
INFIDEL (INFOCOM)	9.99	TIME BANDIT	5.99
INGRID'S BACK (LEVEL 9)	7.99	TRACKER	5.49
INTERNATIONAL KARATE	8.49	TRIAD VOL1	9.49
JEWELS OF DARKNESS	6.99	TURBO CUP (WITH CAR)	7.49
KNIGHT ORC (LEVEL 9)	5.99	TV SPORTS FOOTBALL	10.99
KRISTAL	14.99	UNINVITED	5.99
KULT	7.99	VIRUS	5.99
LEATHER GODDESSES	9.99	VIXEN	4.49
LEGEND OF THE SWORD	5.99	VOYAGER	8.99
LURKING HORROR	9.99	WHIRLIGIG	5.99
MENACE	6.99	WICKED	8.99
MICKEY MOUSE	5.99	WISHBRINGER (INFOCOM)	9.99
MILLENIUM 2.2	6.99	ZORK 1 (INFOCOM)	9.99
NIGEL MANSELL'S G.P.	4.99	ZORK 2 (INFOCOM)	9.99
NORTH AND SOUTH	10.49	ZORK 3 (INFOCOM)	9.99

TV SPORTS FOOTBALL 10.99

SALES LINES 0279 600204. PLEASE NOTE THAT THERE IS A SURCHARGE OF 50P PER GAME FOR ORDERS PLACED BY TELEPHONE. INNEVITABLY, SOME OF THE ABOVE GAMES MAY NOT YET BE RELEASED. ALL GAMES ARE DESPATCHED AS SOON AS POSSIBLE.

Order Form

Name _____
Address _____
Post Code _____ Phone No. _____
Computer _____ *5.25"/*3.5"/*3.0"/*TAPE
Payable to: **Special Reserve or Official Secrets**
P.O. Box 847, Harlow, CM21 9PH
Special Reserve and Official Secrets are trading names of Inter-Mediates Ltd.
Reg. Office: 2 South Block, The Maltings, Sawbridgeworth, Herts CM21 9PH.
Registered in England Number 2054713. VAT reg. no. 424 8532 51

Existing members please write your number in this box
Special Reserve membership £5 UK, £6 EEC, £7 World or
Official Secrets membership £22 UK, £25 EEC or £30 World
with Gnome Ranger and Myth or with Shadowgate and Myth

Item _____ STACT _____ £ _____
Item _____ _____ £ _____
_____ TOTAL _____ £ _____

Credit card expiry date _____
*CHEQUE/*POSTAL ORDER/*ACCESS/*VISA
(Including Connect, Mastercard, Eurocard, Switch etc)
*Delete where applicable

Overseas orders must be paid by credit card
Prices include UK Postage and Packing
EEC orders please add 70p per item
World orders please add £1.50 per item

Rings of Medusa is Starbyte's second release and it's a far cry from the arcade-oriented Leonardo. Rings of Medusa contains a subtle blend of a war game, a trading game and strategy game. At first, without an army to call my own and only a paltry three thousand groats to my name, my task seemed impossible. Indeed, initial progress with the game proved painfully slow. However, after several gambling sessions I managed to make life more bearable and I even managed to win my first battle. Graphically the game is very well presented, the sound, too, is good, although I did have to resort to the main-tune-off option. All in all, Rings of Medusa is a complex game that needs a lot of time and perseverance.

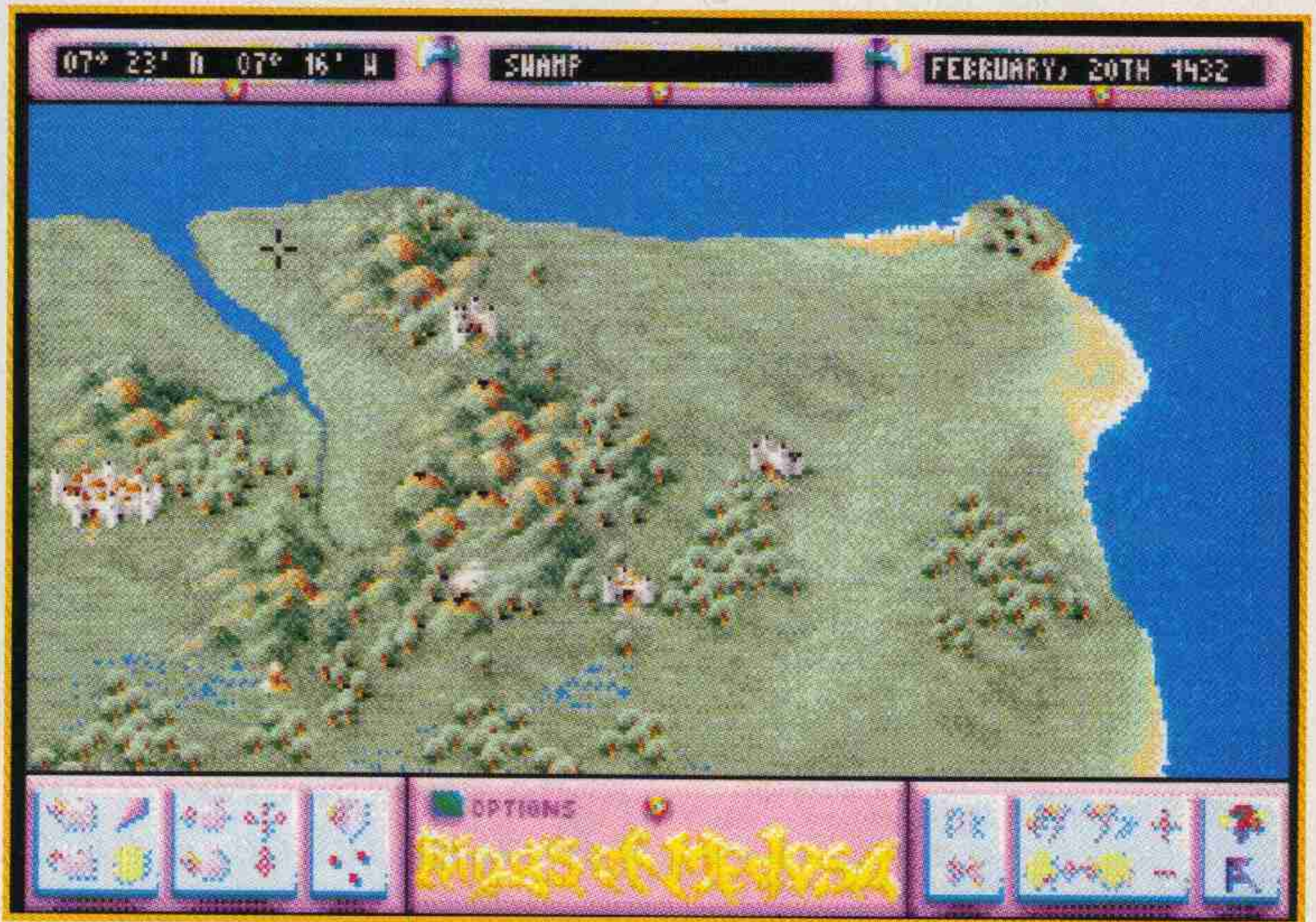
NC

"The demon queen, Medusa, has begun her reign of terror. Can you muster an army, uncover the five rings, and save the land."

THE RINGS OF MEDUSA

STARBYTE (£29.99)

The land of Morenor seems quiet and peaceful, but during your travels you'll come across cities that have fallen under the thrall of the demon queen. In such cases, only a bloody battle will free the enslaved inhabitants.



Long, long ago, when the kingdom of Morenor was at its peak, everything seemed to be right with the world. Together with his family, King Aldor reigned wisely over his people and all was well. Well, that is, until the bitter Union War when the king's sons tried to protect the stranded queen from the advancing rebels. During that bloody skirmish the king lost not only his beloved queen but his eldest son and heir. Soon after the country's differences were resolved, the king and his youngest son, Prince Cirion, constantly found themselves arguing. As a result of the rift, Prince Cirion left the

kingdom to follow a life of adventure.

The king grew old alone until, one day, Dalrin the court magician, discovered that there had been a shift between the balance of good and evil. He detected the presence and influence of a mighty demon who was affecting the land. The stories and rumours travelled fast and, as the situation grew worse, the king sent word to his son.

Cirion reluctantly gave up his campaign and embarked on the long arduous journey home. Upon his arrival, instead of being met by cheering crowds, the prince and his party were set upon by a rogue band of Orcs. Avoiding the confrontation, Cirion managed to ride to his father's castle where he discovered the full extent of the situation.

The king's frailty amazed even his own son. Aldor charged his son with the rule of the kingdom and begged him to gather up an army to destroy the attackers. Dalrin explained that the demon queen, Medusa,

was behind the turmoil. He informed Cirion that the only way of defeating the intruder was to uncover the five mystical rings hidden throughout the kingdom and use them to force her to appear in her mortal form. Then, and only then, could they defeat her army.

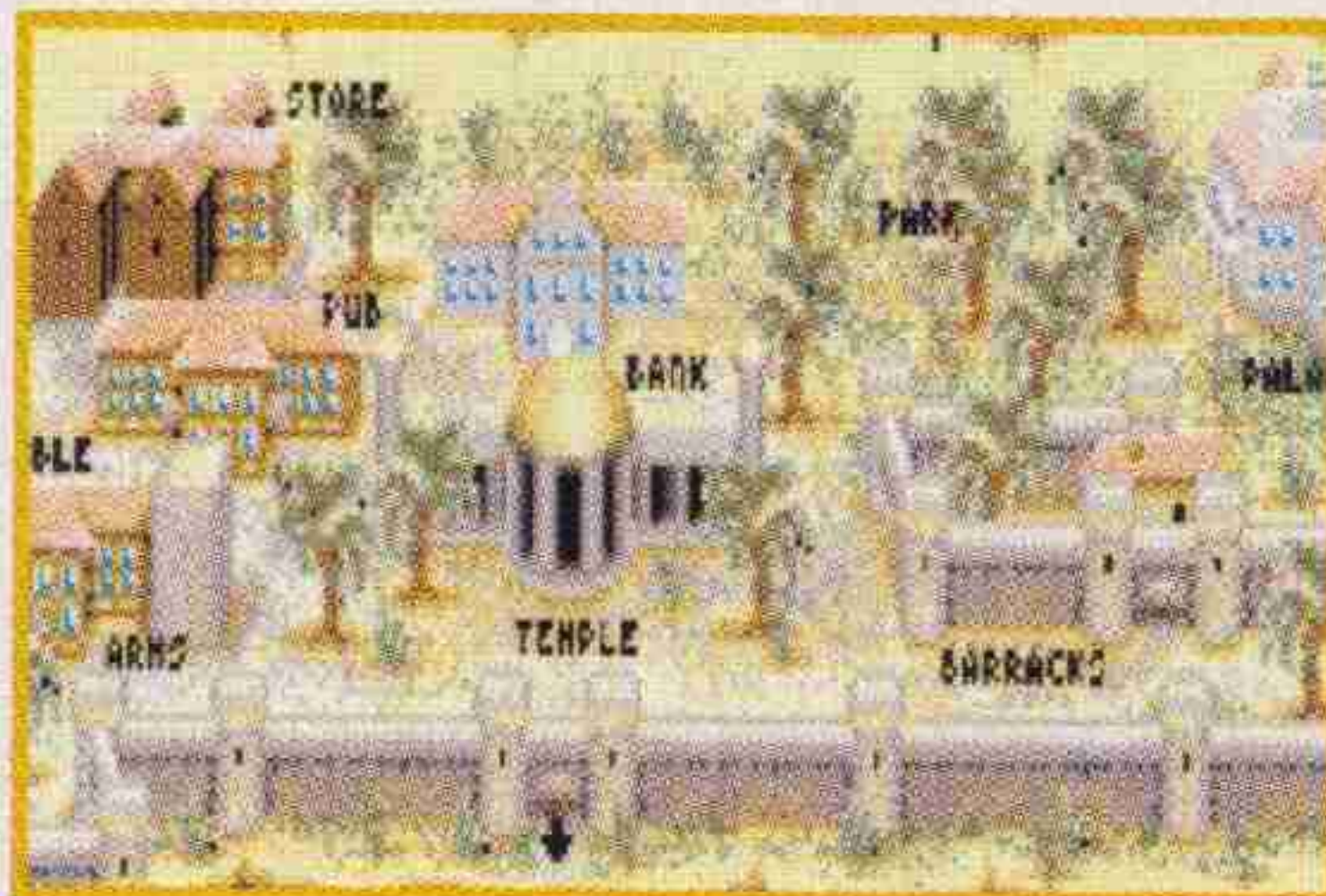
Rings of Medusa is a fully icon-driven game in which you play the role of Cirion. As the game begins, you must gain men and money as you search for the fabled rings. Battles and encounters occur frequently and, unless you're correctly prepared, can have serious consequences. Trading is also necessary as you strive to meet your army's wages. As each of the rings are unearthed, so you gain in magical power until you have all five and the final confrontation occurs. **STA**

STA
Rating
60%

GRAPHICS: 56%
SOUND: 60%

LASTING APPEAL: 62%
ADDICTIVENESS: 57%

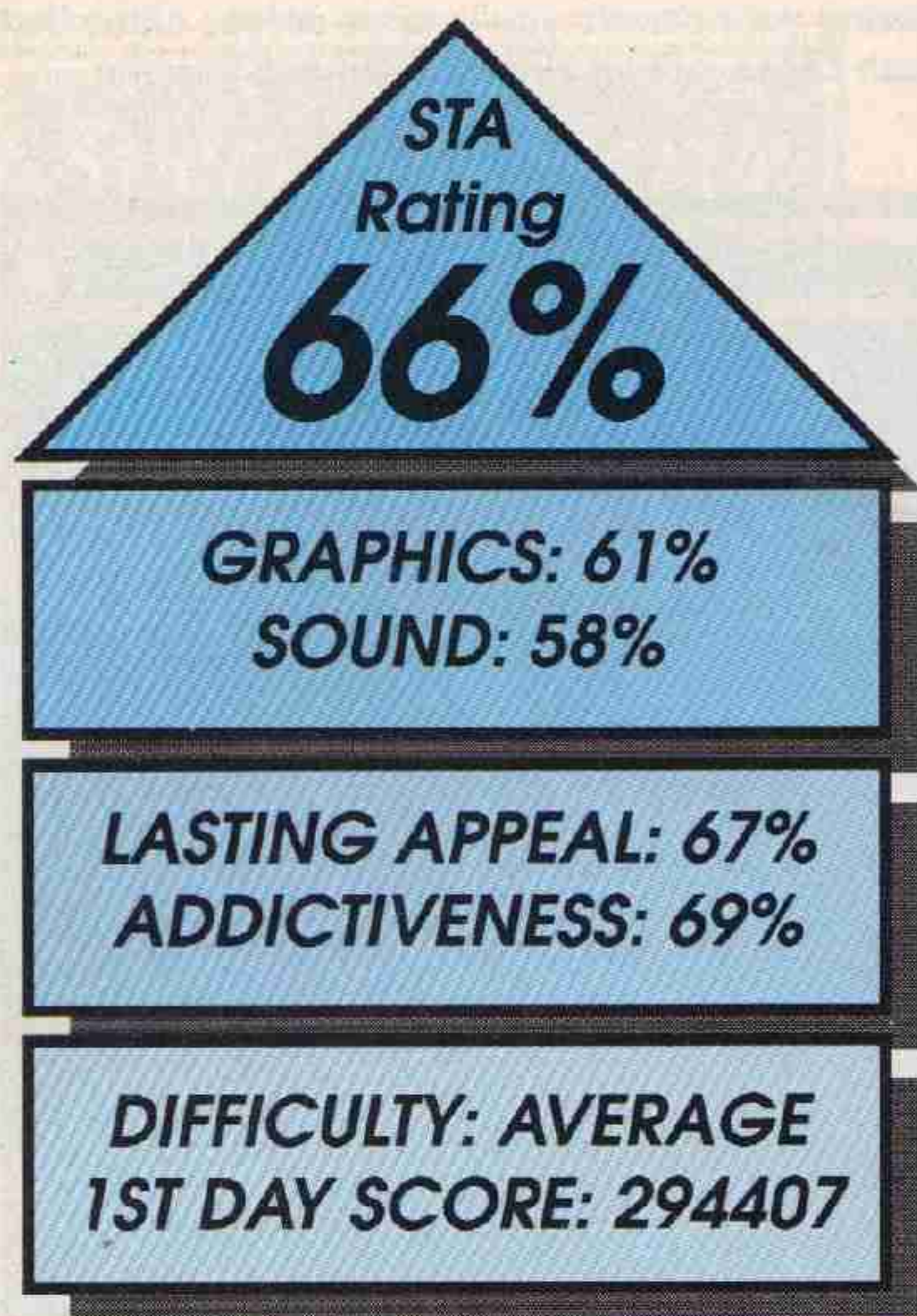
DIFFICULTY: HARD
1ST DAY SCORE: N/A



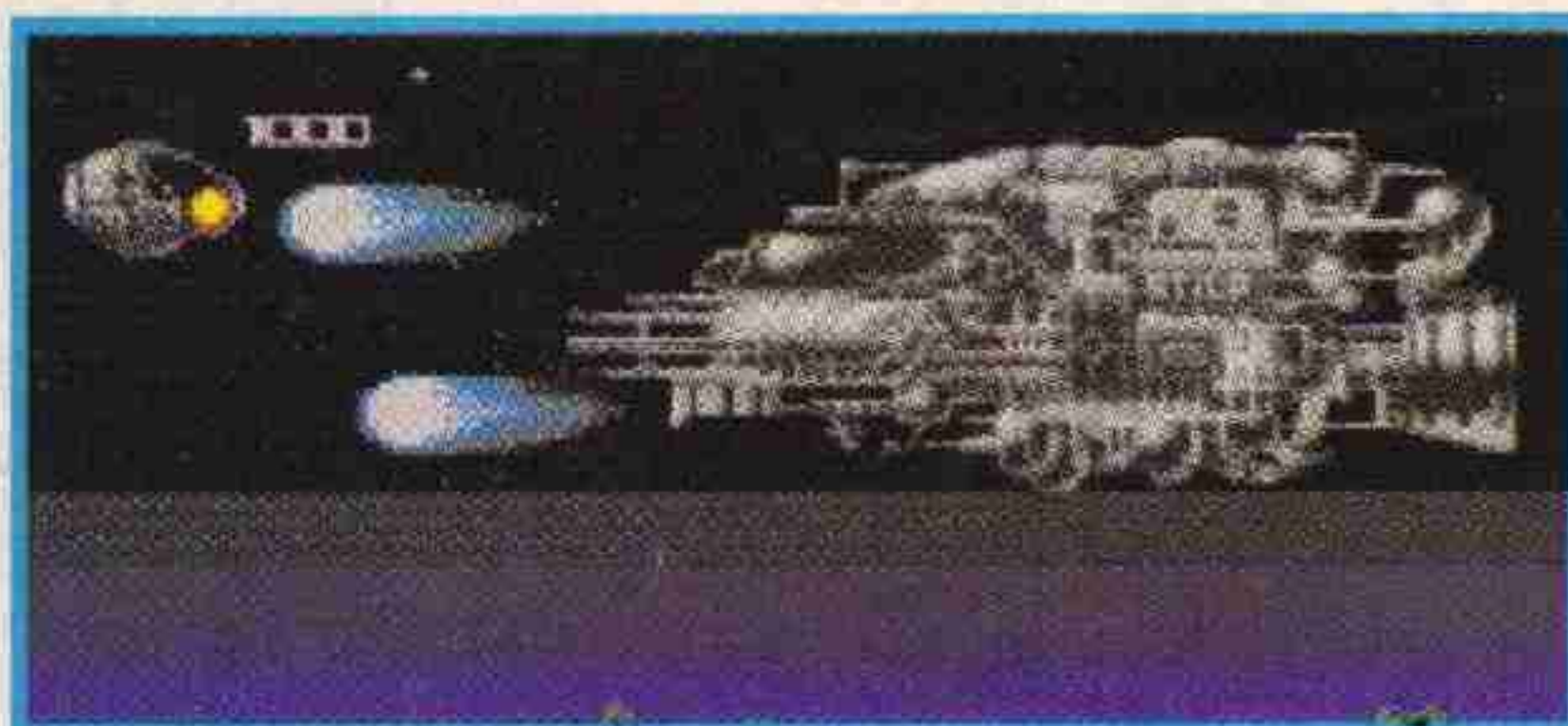
Many options can be found in the city. The park is probably the best place to recruit men, while a bank loan is only a street away.

I had never heard of The Rings on Medusa until we received it at the office, so I was not sure what to expect. It is not an easy game to get into, so it's not recommended to impatient people; but once you have learned the tricks of the trade, it is a nice game to play. It is best described as a trading game, with a hint of war to spice up the action. The graphics and sound are of a high standard, but I'm afraid that doesn't quite compensate for a certain lack of game-play.

AS



This space ship is far bigger than yours, and by shooting at him as well as dodging the boiling plasma that blasts from his cannon, you can eventually destroy him.



It all started on a fine day in September 2269, somewhere between Mars and Jupiter. Once again the blasted coffee machine had broken down and had gladly swallowed up your money and gave nothing in return. Earlier that same day, one of the ship's vacuum cleaners had attacked the ship's nurse and by the time they had managed to wrench the darn contraption off, she had been sucked in up to the waist. It had then proceeded to blow out the rubbish, which consequently took three days to clear up. After that, the whole ship had gone crazy and every mechanical appliance, ranging from an electric toothbrush to the main computer, had decided to pack up.

Later on, when they were all relaxing in the lounge, the alarm came on and the lights cut out. They drew their laser pistols as the emergency lights flickered on. All was quiet as they walked down the passageway until they neared a junction. They hear a noise that was getting louder and louder when, suddenly, a giant hot-dog bounced across the floor and splattered against the wall. That was the final straw. This meant war!



After the battle is won, a picture of you standing victoriously over your wrecked opponent is shown. Before long, you have blasted off and are back in the midst of the action.



Half-way through each level is a mega-machine that throws countless missiles at you. You can either decide to blow the hulk up, or try and fly over the top of it.

"Once again, you are the meanest of star warriors and, single-handedly, you have to defeat the alien horde. A hero's work is never done!"

INTRUDER

UBI SOFT (£24.99)

As shooty-shooty games go, *Intruder* offers little that's not been seen already. The graphics are somewhat uninspiring with little, unusual sprites wizzing to and fro. Colour, however, has been used to its maximum effect. That said, the attractive use of colouring is the game's only high point and the repetitive nature of the gameplay will ensure that this title won't end up in too many collections. The initial sound effects prove interesting, but as the game progresses, the usual array of zaps and bangs become apparent. All in all, *Intruder* is a very disappointing release from the normally innovative UBI Soft.

NC

Intruder is an out-of-the-ordinary shoot 'em-up: different because the enemy can be anything from toothbrushes to flower pots. You control a small, flying cockpit, and as in virtually every other modern shoot 'em-up, it is possible to bolt on extra weaponry such as high-powered flamers. The controls are simple: the joystick provides movement and the button initiates firing, but gravity is present on each world, so constant movement of the joystick is necessary if you are to stay at the same level. End-of-level guardians wreak havoc when you near them, as do the mega-machines half way through each

level. Objects can be found along the way which work against you. For instance, a certain object makes the screen go black if you collect it, as if someone had switched out the lights. Bonuses are gained when you shoot the aliens, but some take away the hyper-destructive power that you acquired earlier.

STA

Although *Intruder* doesn't look much, it hides a very playable game underneath. All of the things that make a good shoot 'em-up are present, namely, the end-of-level-guardians and various power-ups. I particularly liked the background to the game: It humourously explain how it happened, and the ship's computer continues the one-liners throughout. I must confess to turning the sound down on the monitor as it began to bore me. *Intruder* is a competent little shoot 'em-up, one of the better ones of late.

AS

THE SKIES ARE YOUR HUNTING GROUND

F29 RETA LI A T O R



"Astounding just to look at, with the fastest, smoothest, most detailed and realistic 3D graphics seen ... but it's the sheer depth that makes F29 the best combat/flight simulation I've seen.

The wealth of missions is incredible ... giving enormous lasting appeal ..."

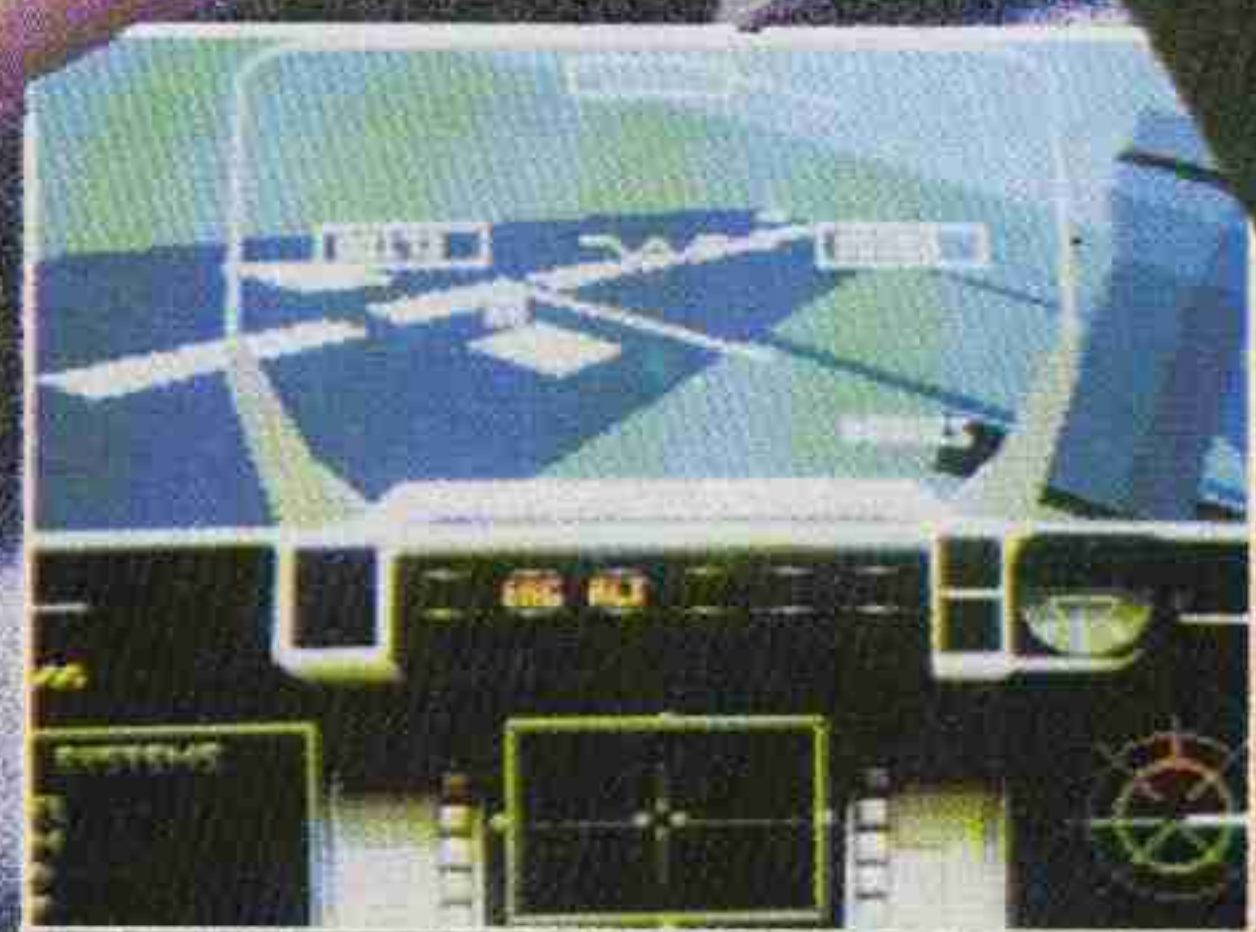
C & VG 97%.



"Think of what you get in Falcon and double it ... brilliant action and a scenario depth that'll leave you gasping in awe; there are 99 different missions ... Retaliator is even better than Falcon, and it's certainly much bigger ... A brand new, and rather brilliant fighter/bomber simulation." Zero 94%.



"Utterly mouth-watering graphics and an amazing depth of play ... the best flight simulation I have ever seen (and there's nothing on the visible horizon that looks set to come close). It's not a simulation, it's an experience ... Ocean's first flight sim in the best out!" Zzap 97%.



YOUR NERVE IS YOUR RETURN FLIGHT



ATARI & AMIGA

6 Central Street · Manchester · M2 5NS
Telephone: 061 832 6633

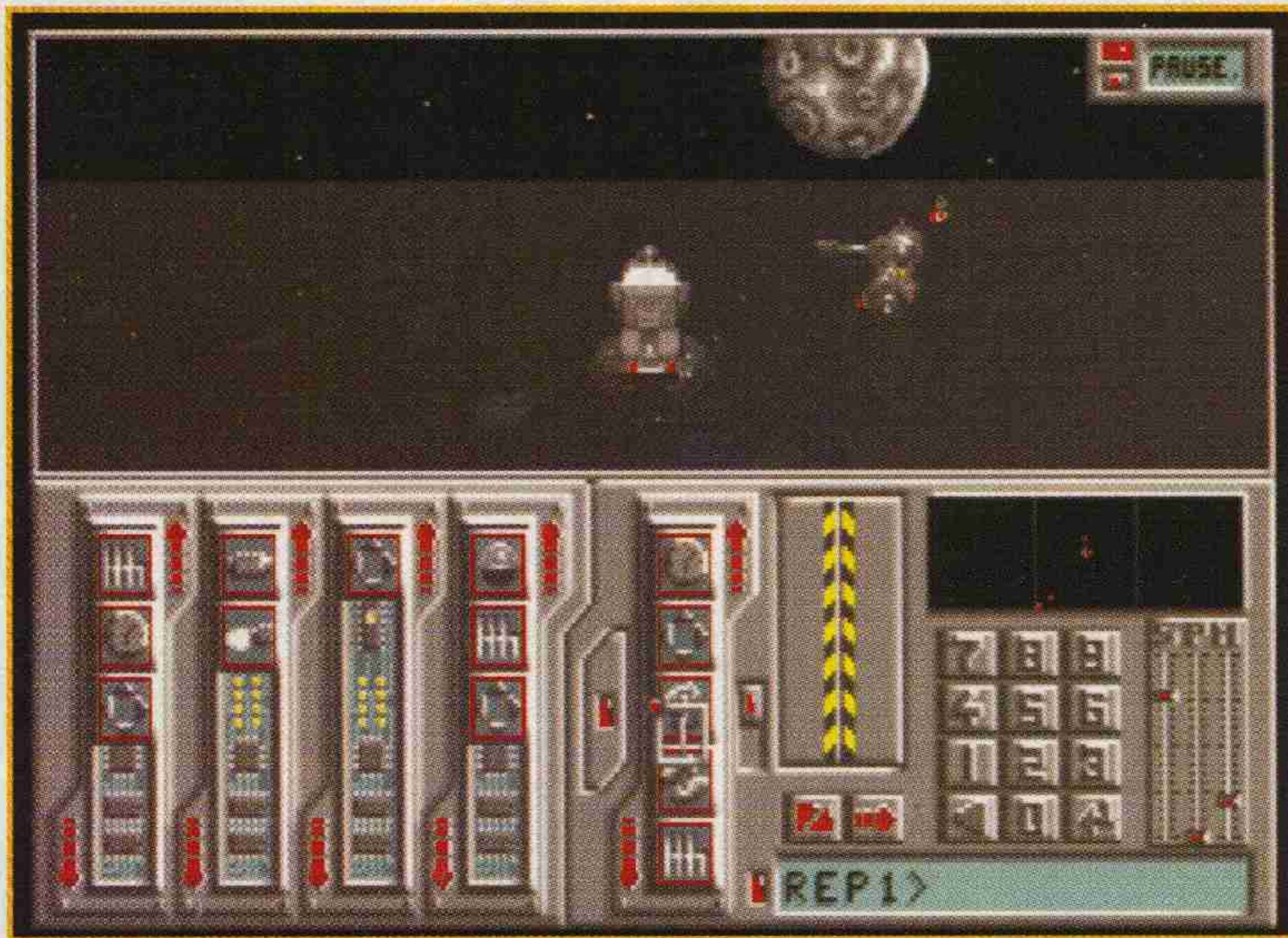
Telex: 669977 OCEANS G · Fax: 061 834 0650

DARK CENTURY

"Dark Century is the first game to use ray-traced graphics, but does it play as good as it looks?"

TITUS (£19.99)

Instead of just racing around the landscape at full whack, you will need to try and position your tank so that you have the perfect chance to open fire on an enemy. Once you have him in your sights, open fire. After you have destroyed him, you are almost bound to come up against even more tanks.



Can you imagine what it would be like if all of the tanks in Britain, including main battle tanks like the Challenger, were substituted for mobile Ion cannons that race around on two wheels at speeds of up to 200kmh? Well, the landscape may be rather flat, but boy, do they move! The FJT 207 tank is now the one and only tank used in the armed forces, mainly because they are robotic, which means no lives are lost every time one of them is destroyed. They combine speed and

manoeuvrability with fire-power that far outweighs that of an armoured vehicle in this day and age. You control one of these tanks, but remember to keep your cool whilst in the hot seat, because they don't take prisoners!

To begin with, the number of players has to be chosen - either one or two. The computer opponent is a hardened warrior and needs constant blasting to destroy - otherwise you may find yourself exploding across the screen. The number of tanks included in each battle is optional as well, with a total of six that can be divided up in whatever way you want: This means you



The main menu offers the chance of playing in either one or two-player mode. If you take too long over making your decision, the tank at the top of the screen will blow your one to pieces!

Gameplaywise, Titus's Dark Century failed to impress me. Sure enough, the game plays well and is enjoyable for a while. However, it's basically a direct clone of the immensely popular, but somewhat dated, Battle-Zone by Atari. Having said that, Dark Century breaks new barriers in the graphics department. The ray-traced graphics are fast and the update is silky smooth, not to mention eye-catching. The in-game sonics, however, when compared to the innovative display, pale into insignificance. Ultimately, Dark Century displays what the ST is capable of, but somewhere along the line someone neglected the all-important gameplay - nice try!

NC

The graphics on Dark Century are impressive, that must be said; but all in all, it is just a souped-up version of Atari's oldie, Battle-Zone. Dark Century is the first of a new genre of games that will hopefully use ray-traced graphics to the full, because they can look very impressive if used correctly. The sound is sparse to say the least: it consists of a single theme tune and a poor variety of spot sound effects. The idea behind Dark Century used to be a good one, but in my opinion, it is now too old.

AS

If you decide to change the tank to your own specifications, you will need to read the manual first so you understand the modification process to the full.



could outnumber your opponent and therefore make the game easier.

It is possible to change the statistics of each tank, and maybe give up some of your speed in order to give your tank more firepower. This is easier said than done, and you will need to read the manual before you can begin to design the tank of your dreams. Once you have selected the number of tanks on the field, you can take over the controls and trundle out onto the battlefield. A small radar appears in the corner of the screen; this lets you know if there are any tanks, friend or foe, in the vicinity. You have to guide your tank into a position that you think is advantageous, and then advance forward whilst firing. A brief explosion as his tank gets nuked, and all falls quiet. Before long, there will be another enemy that will most definitely give you hassle.

STA

STA
Rating
58%

GRAPHICS: 67%
SOUND: 48%

LASTING APPEAL: 52%
ADDICTIVENESS: 59%

DIFFICULTY: AVERAGE
1ST DAY SCORE: N/A

520ST-FM SUPER PACK



**1Mb DISK DRIVE
£450 OF SOFTWARE**

ARCADE GAMES

Arkanoid II	Imagine	£19.95
Beyond The Ice Palace	Elite	£19.95
Black Lamp	Firebird	£19.95
Buggy Boy	Elite	£19.95
Chopper X	Mastertronic	£9.99
Ikari Warriors	Elite	£14.95
Marble Madness	Electronic Arts	£24.95
Quadrallen	Logotron	£19.95
Ranarama	Hewson Consultants	£19.95
Return To Genesis	Firebird	£19.95
Roadwars	Melbourne House	£19.95
Starquake	Mandarin	£19.95
Test Drive	Electronic Arts	£24.95
Thrust	Firebird	£9.95
Thundercats	Elite	£19.95
Wizball	Ocean	£19.95
Xenon	Melbourne House	£19.95
Zynaps	Hewson Consultants	£19.99

SPORTS SIMULATIONS

Eddie Edwards Super Ski	Elite	£19.95
Seconds Out	Tynesoft	£19.95
Summer Olympiad '88	Tynesoft	£19.95

PRODUCTIVITY SOFTWARE

Organiser	Triangle Publishing	£49.95
-----------	---------------------	--------

JOYSTICK

Atari CX40 Joystick	Atari Corp	£4.99
---------------------	------------	-------

FREE ATARI BUNDLE VALUE: £458.97

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.

£399

INCLUDING VAT

With SM124 mono monitor: £498 ^{INC VAT}

With SC1224 colour monitor: £698 ^{INC VAT}

1040ST-FM PROFESSIONAL PACK

NOW WITH TV MODULATOR

For the serious home user and the small business, we are pleased to announce a new package based around the 1040ST-FM. The 1040ST-FM has 1Mbyte RAM and a 1Mbyte built-in disk drive. In addition, the 1040ST-FM now comes with a TV modulator built-in. (The previously available 1040ST-F was designed for use with a monitor only and did not come with a modulator.) This modulator allows the 1040ST-F to be plugged directly into any domestic TV set, and comes complete with a lead to allow you to do so. The new 'Professional Pack' from Silica includes the new 1040ST-FM with modulator plus four high quality software packages including a spreadsheet, database, word processor and programming language. This 'Professional Pack' software will enable you to get straight down to business with your new computer. In addition to this software (worth £384.84), if you buy the Professional Pack from Silica Shop, you will also receive the Silica ST Starter Kit (worth over £200), Free Of Charge. Return the coupon for further information.



ATARI 1040ST-FM	(Computer)	£499.99
VIP PROFESSIONAL	(Spreadsheet)	£149.95
MICROSOFT WRITE	(Word Processor)	£149.95
SUPERBASE PERSONAL	(Database)	£59.95
BASIC DISK & MANUAL	(Language)	£24.98

NORMAL RRP: £884.82

LESS DISCOUNT: -£385.82

PROFESSIONAL PACK PRICE: £499.00

£499

INCLUDING VAT

With SM124 mono monitor: £598 ^{INC VAT}

With SC1224 colour monitor: £798 ^{INC VAT}

2Mb & 4Mb MEGA ST

The MEGA ST computers are styled as lightweight keyboard with a separate CPU, connected by a coiled telephone style cable. There are two versions of the MEGA ST, one with 2Mbytes of RAM and the other with 4Mbytes. Each version has a 1Mbyte double sided disk drive built-in to the CPU unit. The MEGA ST's do not come with modulator built-in and must therefore be used with a monitor. With every MEGA ST purchased, we will add the 'Professional Pack' software (worth £384.83) detailed above, plus the Silica ST Starter Kit (worth over £200) both Free Of Charge. Return the coupon for further details.

2Mb MEGA ST

£899 ^{INC VAT}

+ mono monitor = £998
+ colour monitor = £1198

4Mb MEGA ST

£1199 ^{INC VAT}

+ mono monitor = £1298
+ colour monitor = £1498



DTP PageStream £149 ^{+VAT} =£171.35

Desktop Publishing (DTP) is one of the fastest growing applications for personal computers. We are pleased to announce a powerful low cost package for the Atari ST called PageStream. PageStream costs only £149 (+VAT=£171.35) and, because it works with an Atari 1040ST and a Seikosha SP-180AI printer, you can be up and running with a complete system for less than £1000. Some of the features of PageStream are listed to the right. If you would like further information on this program, complete and return the coupon below, ticking the 'DTP' box in the corner.

- * TEXT-FLOW AROUND GRAPHICS
- * ROTATION OF TEXT & GRAPHICS
- * SLANT OR TWIST ANY OBJECT
- * POSTSCRIPT COMPATIBLE
- * TAG FUNCTION
- * AUTO/MANUAL KERNING & HYPHENATION
- * GROUPING OF OBJECTS



ST COMPUTERS

The range of Atari ST computers offers something for everyone. From the games enthusiast who wants the challenge of the very best in arcade action, to the businessman who wants to make financial forecasts or faultless presentations. The ST offers high quality graphics, sound and speed for the gamer, whilst providing a fast, user friendly and affordable solution to business. The ST is now firmly established in the home environment and boasts a wealth of users in education, local government, television, and a variety of different businesses. Software for the range stretches to cover applications as diverse as ENTERTAINMENT, ACCOUNTS, ART, COMMUNICATIONS, COMPUTER AIDED DESIGN, DATABASES, DESKTOP PUBLISHING, EDUCATION, MUSIC, PROGRAMMING, SPREADSHEETS, WORD PROCESSING and more. For a full list of the software available, as well as details of the ST range, complete and return the coupon below.

All prices correct at the time of going to press. E&OE

520ST-FM EXPLORER PACK WITH BUILT-IN 1Mb DISK DRIVE



The value for money offered by the Atari ST range is reflected in the Explorer Pack featuring the 520ST-FM computer with 512K RAM. The 520ST-FM computer now comes with a built-in 1 Mb double sided disk drive as well as a free mouse controller and a built-in TV modulator. The new 520ST-FM Explorer Pack includes the 520ST-FM computer, the arcade game Ranarama, a tutorial program and some useful desktop accessories. In addition, if you buy the Explorer Pack from Silica, we will give you the Silica ST Starter Kit worth over £200, FREE OF CHARGE. Return the coupon for details of our Starter Kit and of the full ST range.

£260

ONLY **£2.51** PER WEEK
RETURN COUPON FOR DETAILS

+VAT = **£299**

+ SM124 mono monitor: £398 ^{INC VAT}

+ SC1224 colour monitor: £598 ^{INC VAT}

WHY SILICA SHOP?

Before you decide when to buy your new Atari ST computer, we suggest you consider very carefully WHERE you buy it. There are MANY companies who can offer you a computer, a few peripherals and the top ten selling titles. There are FEWER companies who can offer a wide range of products for your computer and expert advice and help when you need it. There is ONLY ONE company who can provide the largest range of Atari ST related products in the UK, a full time Atari ST specialist technical helpline and in-depth after sales support, including free newsletters and brochures delivered to your door for as long as you require after you purchase your computer. That one company is Silica Shop. We have been established in the home computer field for ten years with an annual turnover in excess of £5 million and can now claim to meet our customers requirements with an accuracy and understanding which is second to none. But don't just take our word for it. Complete and return the coupon below for our latest literature and begin to experience the Silica Shop specialist Atari service.

- SILICA STARTER KIT:** Worth over £200, FREE with every Atari ST computer bought from Silica.
- PROFESSIONAL PACK:** Free business software with 1040ST-FM and MEGA ST's bought from Silica.
- DEDICATED SERVICING:** 7 full-time Atari trained staff with years of experience on Atari servicing.
- THE FULL STOCK RANGE:** All of your Atari requirements from one place.
- AFTER SALES SUPPORT:** The staff at Silica are dedicated to help you get the best from your ST.
- FREE CATALOGUES:** Mailed direct to your home as soon as we print them, featuring offers as well as all of the new releases.
- FREE OVERNIGHT DELIVERY:** On all hardware orders shipped within the UK mainland.
- PRICE MATCH PROMISE:** We will match competitors on a 'same product same price' basis.
- FREE TECHNICAL HELPLINE:** Full time team of Atari technical experts always at your service.

FREE SILICA STARTER KIT WORTH OVER £200

WITH EVERY ST - RETURN COUPON FOR DETAILS

ALL PRICES QUOTED INCLUDE FREE UK DELIVERY

DO YOU OWN AN ATARI ST?

If you already own an Atari ST computer and would like to be registered on our mailing list as an ST user, let us know. We will be pleased to send you copies of our price lists and newsletters FREE OF CHARGE as they become available. Complete the coupon and return it to our Sidcup branch and begin experiencing a specialist ST service that is second to none.

SILICA SHOP:

SIDCUP (& Mail Order) 01-309 1111
1-4 The Mews, Hatherley Road, Sidcup, Kent, DA14 4DX
OPEN: MON-SAT 9am - 5.30pm LATE NIGHT: FRIDAY 9am - 7pm

LONDON 01-580 4000
52 Tottenham Court Road, London, W1P 0BA
OPEN: MON-SAT 9.30am - 6.00pm LATE NIGHT: NONE

LONDON 01-629 1234 ext 3914
Selfridges (1st floor), Oxford Street, London, W1A 1AB
OPEN: MON-SAT 9am - 6.00pm LATE NIGHT: THURSDAY 9am - 8pm

To: Silica Shop Ltd, Dept STACT0390, 1-4 The Mews, Hatherley Road, Sidcup, Kent, DA14 4DX
PLEASE SEND FREE LITERATURE ON THE ATARI ST

Mr/Mrs/Ms: Initials: Surname:

Address:

Postcode: STACT0390

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

DTP

YAK'S

Greetings, fellow silicon-freaks, from an exceedingly damp bit of Wales! The endless drizzle is falling, the sheep are soggy and the end of my drive is ankle-deep, but still I'm happy - I've got a Lynx!! Finally, I got my own Lynx (but only after a severe amount of hassle, of which more later).

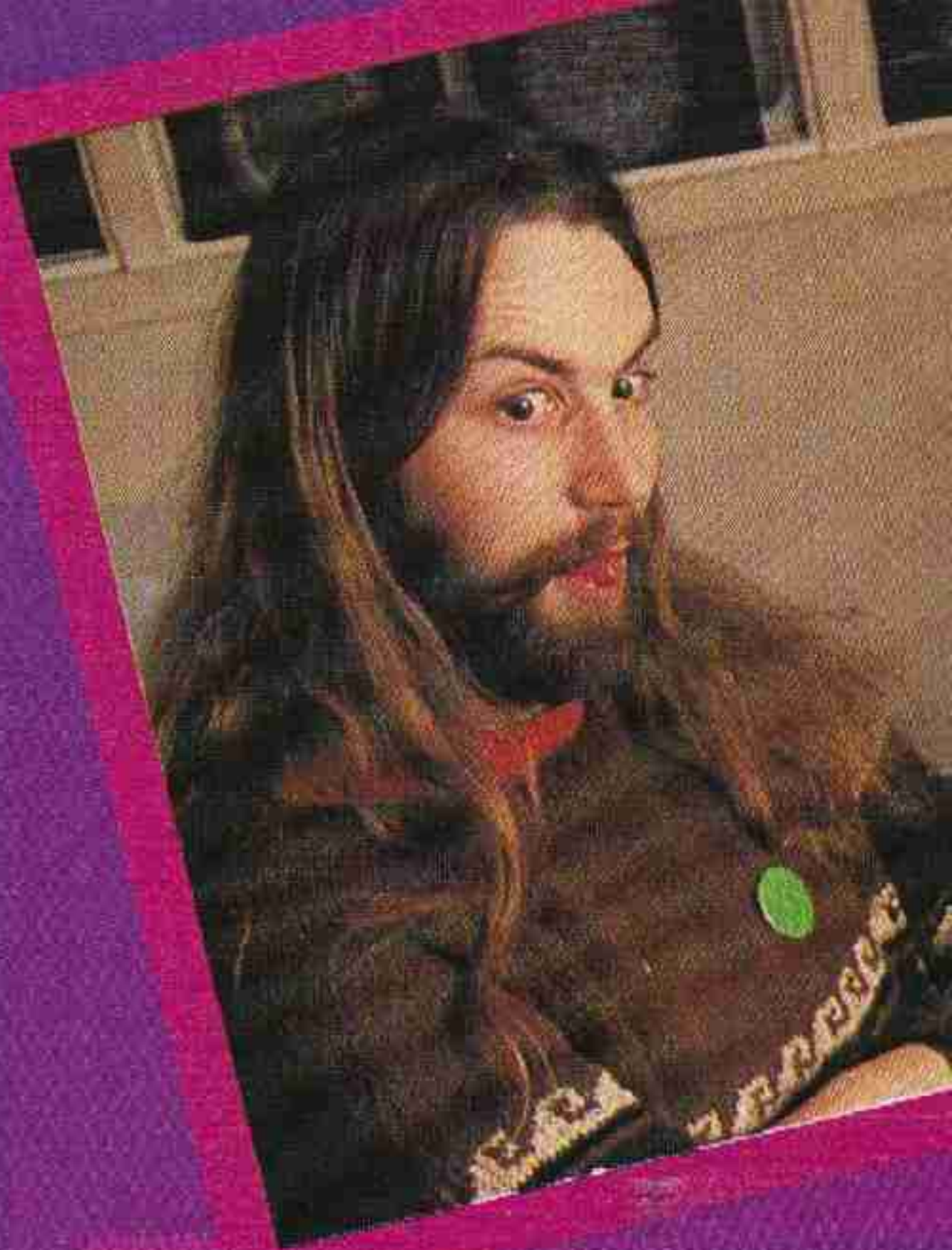
I've finished Photon Storm now, and a couple of days after I'd finished I received the Mark II version of the Konix dev system. I've been ready for this hardware since the end of August, and with Konix going into financial difficulties and all, I thought I'd never see it. The day before I went away for Christmas it finally turned up; since I've been back I've been busy transferring my AMC code onto it (the blitter commands are slightly different and all the IO is at different addresses). To get the code running on the 8086-based machine took a couple of days of swearing, not because it's particularly difficult, mainly because I have a buggy version of PDS which crashes requiring reboot after each assembly, and (worst of all) the FIND command doesn't work, which is a real bugger when you need to do a lot of hunting thru your code, changing all references to a particular thingie.

The 8086 Konix is really FAST! I'd been hearing about the 3x speed increase, but it doesn't really sink in until you see the game running on the new hardware - everything's a lot smoother, even with 16 bullets and loads of enemies and the sound-FX modules running. On the old 8088 system, if I activated everything I'd run out of rasta time; the new Konix does it all with no problems. Now I can finally get down to finishing off Mutant Camels. I'm going to enjoy it - I sure wish I could draw sprites as fast on my faithful ST!

Like I said at the start of this, I finally got my Lynx. I received it on Christmas Eve, and spent a lot of time playing California Games (the game which comes with Lynx, and the only game I had...) and getting through the Duracells (the Lynx sold in Japan doesn't come with a mains adapter). For a few days I was as pleased as a dog with two tails and forty megabytes, until the day after Boxing Day... my brother was surfing in CalGames and suddenly it crashed. Knowing how the Lynx eats bat-

teries, I assumed it was a power failure and changed the cells. Turned it on, and all I got was a message: INSERT GAME. I tried explaining to my Lynx politely and succinctly that there was already a game inserted, but still INSERT GAME was all I got. So something was bust; either the game ROM or my Lynx! As I had only the one game, there was no way I could do the obvious thing and try a different ROM, so I took the back off the Lynx, checked for obvious disconnections and shorts, jiggled the cartridge port where it attaches to the PCB: INSERT GAME. As soon as Atari reopened after New Year I went up to try one of their ROMs, but on the day I went there they didn't have a single ROM in the place... Meanwhile I'm going crazy, I have this amazing machine I've been dying to get since September and it's knackered!! Finally a friend of mine sent me his least favourite Lynx game to try I got it in the post yesterday morning, whopped it in the Lynx, pressed ON, and it worked!! Since then I've done nothing but play Electro Cop (I went out and bought a mains adapter first, though!) and it's brilliant! It's like Impossible Mission but done with the most amazing 3D, full perspective scroll; you lope around inside a multi-level complex blasting rogue robots, collecting weapons and logging on to computer terminals to open locked doors (you can even play Asteroids and Breakout on the terminals). You know how sometimes when you get something you've waited a long time for, it can actually be a bit of an anticlimax when you finally get it? Well, with the Lynx it's the opposite - the reality is better than you believed possible! I haven't been so freaked-out on a piece of hardware in all the time I've been into videogames. I'm used to seeing the latest technology and getting blown away by awesome hardware, but the Lynx is so good it's hard to believe it really is there and it only costs 130 quid. A console almost as powerful as an arcade game and you can hold it in your hands. The best colour LCD display I've ever subjected my retinas to. As for gameplay - forget the ST, forget the Amiga, the Lynx just burns 'em. It is totally, utterly awesome and wicked. I'm in shock!

Of course, I don't really mean forget the ST; I'll never do that (at least not for a while, anyway). Indeed, I've just ordered myself some rather nice ST software, namely Devpac Developer's version, which costs



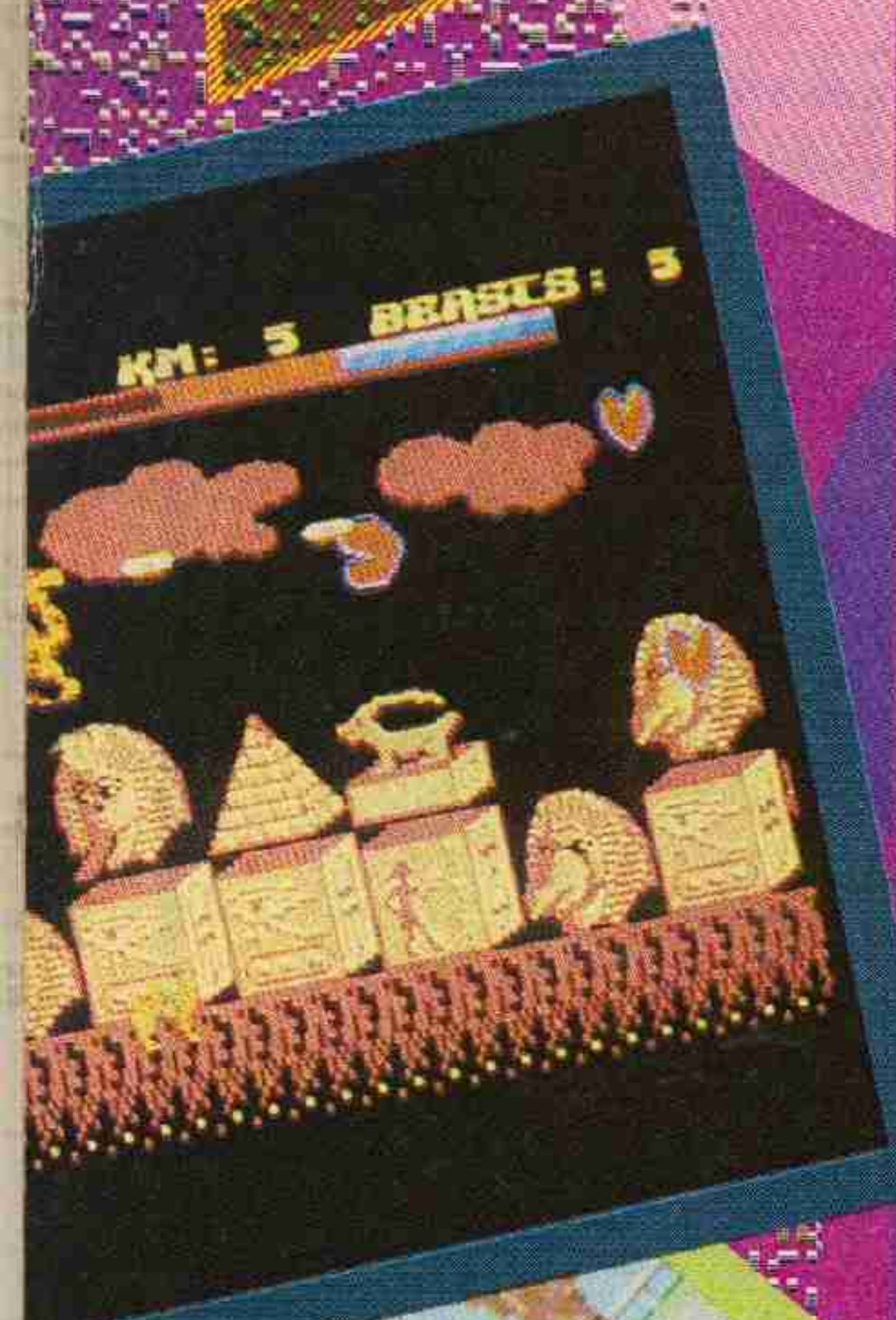
200 quid and uses two STs so you can run the code in the target machine and keep your source safely uncrashed on the Mega. This is the idea behind PDS, but for PDS you need a PC and I hate the PDS editor (especially when the FIND command fails to function). As I'm used to Devpac II on the ST, it'll be great to have the convenience of the GEM-based editor I'm used to with the luxury of downloading to a remote machine for code testing. Should speed up the old edit/assemble cycle no end; I'll let you know how good it is when I get it running.

I've also just got a Parsec graphics system; at the moment I've still to get it interfaced to my PC VGA monitor so I haven't done anything with it yet. As soon as I get the interface sorted and the ST version of the TMS assembler, I'll be into some serious fun with graphix. I'd like to see how fast the Parsec can be made to generate a Mandelbrot set. I'll have to get my mate Hendy to come up and have a hack; he has written the fastest Mandy I've yet seen on the ST (six seconds for the basic set) and I'd like to see what he can do with 50MHz..

I want to use the system to implement some lightsynth stuff, which should be awesome given the speed of the beastie; and if I get the time I may even get some game routines together - it'll be like programming arcade hardware, the system can draw sprites and vectors so fast. Yum.

Well, I had better finish, I feel another game of Electrocop coming on - this time I'll get a bit of graph paper and start mapping it. By next month (hopefully by next week!) I should have Gates Of Zendocon and Blue Lightning on the Lynx; next month I'll give you a detailed comparison of these two games against some of their ST counterparts (like Zendocon against Xenon II for example).

Yours in hardware heaven

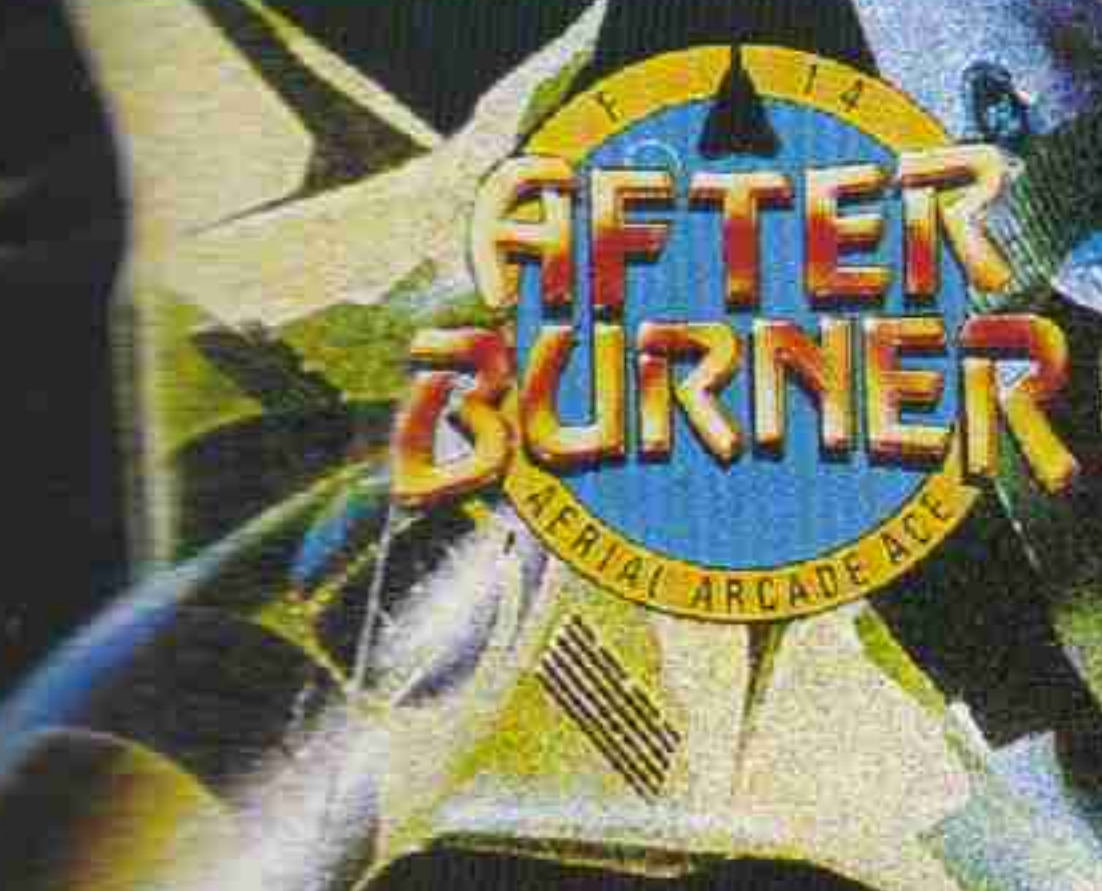


LOCK & LOAD

MAGNITUDE

AFTERBURNER — You've played the arcade smash — now experience the white-knuckled realism of a supersonic dogfight at home!

Using your heat-seeking missiles and laser anti-aircraft fire, can you be top gun against supersonic swarm? AFTERBURNER™ SEGA © are trademarks of SEGA ENTERPRISES LTD.



OPERATION WOLF

OPERATION WOLF — Not only has all the action and game play been captured, but so has the excitement, making it one of the most satisfying and compulsive shoot-'em-ups to have appeared in a long time! ACE licensed from Data Corp.



DOUBLE DRAGON — Join in deadly combat with the savage street gang of the infamous Shadow Boss. Use whatever weapons come to hand as you pursue the gang through the slums, factories, and wooded outskirts of the city to reach the Black Warrior hideout, for the final confrontation with the Shadow Boss himself!

© 1988 Mastertronic International, Inc.



DOUBLE DRAGON



4

HIGH CALIBRE GAMES IN ONE PACK FOR YOUR ATARI ST/AMIGA



BATMAN THE CAPED CRUSADER

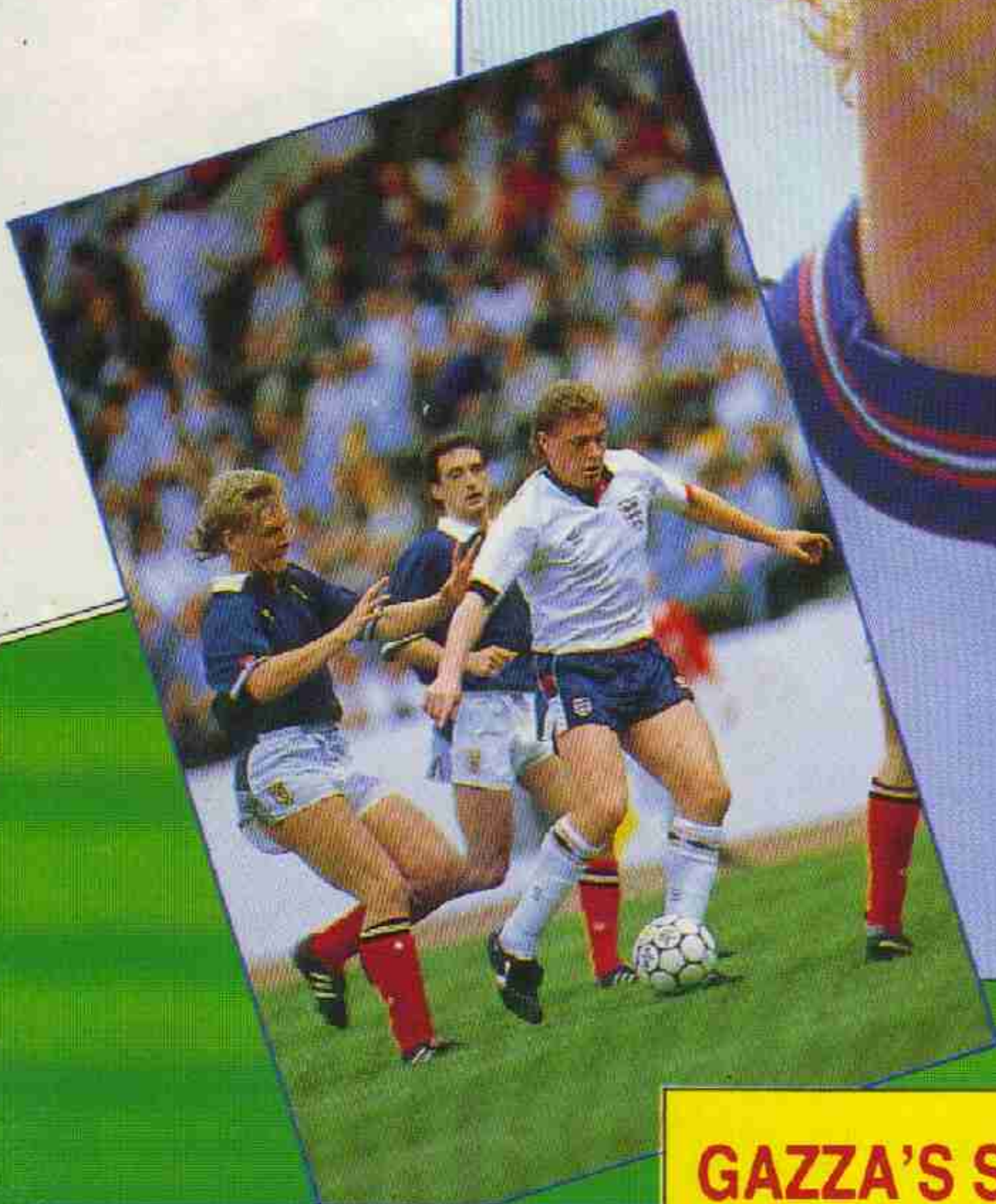
BATMAN — The characters and backgrounds are striking — each are superlative — features a soundtrack in glorious remixed stereo. The One TM & © DC Comics Inc. 1988 All Rights Reserved



Gazza's SUPER SOCCER



Paul Gascoigne



GAZZA'S SUPER SOCCER – SIMPLY SENSATIONAL

Name	Barnes
Team	Liverpool
Hair Type	Short
Hair Colour	Black
Complexion	Dark
Style	Daring

- Superb fast action gameplay featuring real teams from the Football Leagues.
- ⚽ Each team defined with the correct strips. Create your own superleagues, cup competitions and build your strongest squad.
- ⚽ Each player in the team has his own characteristics- skill level, speed and style of play. The skill level of your team can be improved through playing well.
- ⚽ Realistic ball control allowing you to chip over, curl round or dribble through the opposition. The unique "Boot-O-Meter" enables you to vary the strength, height and spin of any kick.
- ⚽ Full control of corners, free kicks and goal kicks.
- ⚽ Heading, tackling and fouling.
- ⚽ Full, realistic control of goalkeepers.
- ⚽ Superb one or two player action.
- ⚽ Play in a whole range of league, cup and practice matches or just practice penalties, free kicks and corners.

The Country's most exciting computer game, endorsed by the country's most exciting player!

"Don't forget, buy Gazza's Super Soccer. It's the No 1 Computer Game."

Available for Amiga, Atari ST, Spectrum, Amstrad and C64

