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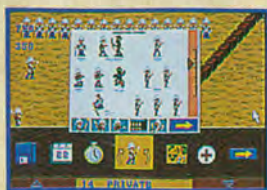
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ARMADA PAGE 68

Finish your game of bowls and set sail from the English coast as you attempt to rewrite the history of the Armada.



DRAGON'S BREATH PAGE 40

Conquer the land and defeat your enemies as you attempt to find the Talisman of Eternal Life. Succeed to become the Dragon Master, fail and...



JUMPING JACK SON PAGE 78

Assume the role of Jumping Jack Flash's son as you attempt to save the world from the agony of classical music. Locate the last Elvis record and revive rock'n'roll - wow!



WIN!

Break a leg as we offer you the chance to win a set of Skiing lessons. Hold down your lunch as you enjoy our theme-park tickets.



COLORADO PAGE 64

Journey to a secret land where the mystery of a tribe of Indians will be revealed to you as well as wealth beyond your wildest dreams. Ride the wild surf, climb treacherous mountains and battle against great Indian braves.

X-OUT PAGE 36

Those alien scumballs are at it again. Don your water-wings and prepare to blast'em to bits in this R-Type-style shoot'em-up.



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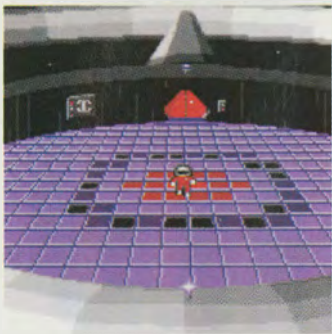


XENOMORPH PAGE 56

Venture into the depths of the Sirius mining complex as you try to discover the sinister disappearance of the missing colonists.

STAR FLIGHT PAGE 28

Star Commander White boldly reviews E.A.'s latest journey into space as he attempts to save the universe.



MIDWINTER PAGE 32

We look at Rainbird's epic strategic game. Can you wage a guerrilla war against the invading forces? Make the most of all your resources as strive to destroy the evil General Masters' plans.

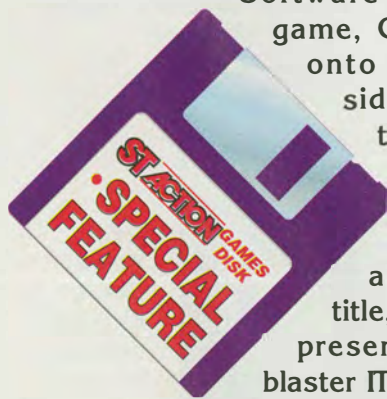


SPACE ACE PAGE 74

Experience Don Bluth's epic in what must be the ST's greatest showpiece.

ACTION COVER DISK PAGE 19

We've been hard at it this month. Single-sided owners can experience Palace Software's excellent arcade-adventure, Colorado. In addition we've managed to squeeze Millennium Software's cute maze-style game, CLOUD KINGDOMS onto side one. Double-sided disk users gain two extra demos.



French software supremos, UBI Soft, have given us a demo of their latest title, FRED, and we also present Psynosis' mega-blasters IT CAN'T BE DONE.



GTGA: GHOULS'N'GHOSTS & SPACE ACE PAGE 49

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

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ACTION NEWS

Once again, ST Action presents you with another jam-packed issue of news, views and reviews. As usual, there's the reviews and comments of forthcoming ST releases which are about to hit the streets, the latest gossip and news, some unbeatable competitions as well as tips and hints in our regular features, Giving the Game Away and Dungeons and Disk Drives. Also, not forgetting the unbeatable front cover disk which this month features playable demos of three major releases: Fred from UBI Soft, Nine Lives by Arc and Cloud Kingdoms from Millennium. So sit a spell, relax and enjoy the best ST magazine in the world.

DYNAMIC

Dynamics has launched a new World Cup version of their successful Competition Pro joystick, called the Competition Pro Goal. Produced in ten different national colours to match the teams competing in this summer's World Cup finals in Italy. Competition Pro is one of the best microswitch joysticks available and always scores well in our megatests. Dynamics say that countries not covered by the initial ten colour combinations need not worry as they have the manufacturing capability and the flexibility to produce other colour combinations providing there are the orders - well that's a relief! We at ST Action really rate the Competition Pro whatever its colour - It is used by nearly all of the reviewing staff. In past joystick megatests, the Comp Pro has scored high on stick accuracy, and firebutton speed and in a stress test, it came first in the wear and tear. Speaking of football colours, the pro is great for soccer games.



TECHNO TOTS

A new generation of techno tots is being conditioned to enter Britain's schools with children as young as two currently being weaned on computers. Now that computers are taking their place alongside more traditional modes of education, it's imperative for children to have a basic understanding of computers. A revolutionary educational software program ingeniously disguised as a series of games has been developed by a group of teachers in the North West. Known as Fun School 2, it has already sold over 100,000 units. The program not only coaxes youngsters to embrace the first stages of computer literacy, but simultaneously teaches the 3Rs. Fun School 2 is published by Mandarin Software.

GOLDRUNNER RUNS AGROUND

Rumours are flying about the future of the 3D version of the arcade hit, Goldrunner. Software mogul, Ocean Software, was supposed to have bought the rights to the game from the original publishers, Microdeal. But an official for Ocean denied any knowledge of this. Meanwhile, game designer Martin Kenwright, who recently produced Retaliator for Ocean and has been working flat out

on Goldrunner 3D, was certainly under the impression that Ocean had indeed bought the license. As intrigue grows, Microdeal Boss, John Symes, is rumoured to be pulling out of the games market to concentrate on the music and professional products, because as publishers, they have experienced a lack of publishable games. He agreed that Goldrunner would really benefit from being published by

Ocean. Meanwhile, an Ocean spokesman is adamant that they know nothing about the deal concerning Goldrunner 3D. The name Goldrunner has been synonymous with smooth-scrolling shoot'em-ups since the early ST days and many of today's game designer will admit to being inspired by the first Goldrunner. Goldrunner 3D is set to take the theme of shoot'em up to new heights, whoever publishes it.



Martin Kenwright working full blast on Goldrunner 3D, But for whom?

SIM CITY



On seeing the crumbling estates, out-dated roads and rusty bridges of your city, how many times have you said "Put me in charge for a day and I'll make this wretched thing work!" Now, with Sim City, take the destiny of the world's greatest cities in hand. Or take charge of a new evolving and growing city. Become both mayor and city planner of a dynamic real-time simulation.



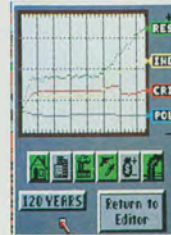
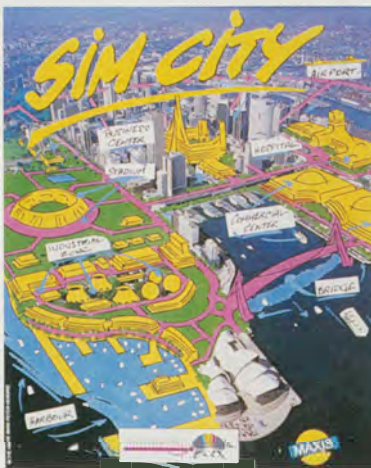
Build houses, streets, factories, airports, a stadium, or even nuclear power plants. Organise urban transport, hire police, firemen, bulldoze entire neighbourhoods. Raise and collect taxes, balance your budget, manipulate property values. Sim City is alive. It's loaded with animation and detailed sound effects. Build roads, cars appears. Lay tracks, trains go. Build an airport, planes fly. Neighbourhoods go upper-class. Areas deteriorate into slums. Small industries grow into huge factories. Everything is managed and animated in real



SIM CITY

NOW AVAILABLE ON ST

What you should know about the game of the year.



time. Every decision instantly influences the life of your town. In a special mode, you can even cause tornadoes, floods, fires and other disasters at your whim. Save San Francisco from the great earthquake of 1906. Or save Tokyo of pollution and from his famous B-movie monster. Sim City is an all-absorbing unique game which contains 8 pre-defined scenarios : e.g San Francisco, Tokyo, Rio de Janeiro... With it's exceptional depth of play, it's still simple to play with icons and graphics, without text commands.



Design and build the city of your dreams. Sim City gives you the keys. The rest is up to you.

INFOWORLD Volume II Issue 20 : "People playing Sim City are completely plugged into the world they create, disappearing for hours."
 NEW YORK TIMES : "The model is very sophisticated, yet understandable. And just as important, it's fun, too."



INFOGRAMMES



VIRGIN DARES

That ultimate hero from the Eagle comics is due to make his sixteen-bit screen debut on the ST. Dan enjoyed success when he starred in an eight-bit game, but this promises to do him even greater justice. In the early games, Dan was put into an arcade/adventure situation in which he had to rescue Digby from the evil claws of the Mekons and then there was a rather pale shoot'em-up sequel.

But now Virgin reckon they have struck a good balance between arcade action and cerebral adventure and strategy. In this episode, our hero has been captured by the evil arch villain Mekon and is set to be subjected to the most unpleasant treatment known as Treenisation. This dastardly experiment will turn him into one of the Mekon's dopey green slaves. But in a typically

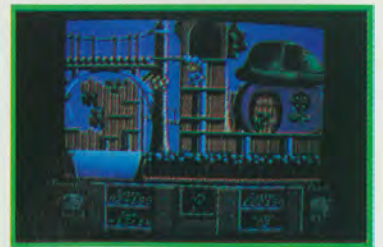
heroic fashion, our Dan escapes their clutches and must search the many floors, rooms and cupboards within the labyrinthian Mekon base. His objective is to search for the fuel which propel his vessel back to Earth. The graphics are based on the style of graphics which actually featured in the comic.

Like classic platform romps, the key to success in Flimbo is playing the game time and time again to master it - it will appeal to ardent platform fans.



CARTOON CAPERS

System 3, the people responsible for great games like International Karate + and Dominator, are busy working on a cute and cuddly arcade romp called Flimbo's Quest. Flimbo is a heart-broken hero whose girly has been kidnapped by a mad scientist who is holding her at his foreboding castle HQ. The building is surrounded by mutant guards and the evil scientist's plan is to sap her life force in order to retain his youth. Flimbo leaps into action fighting the mutants off in order to get into the castle. Once inside the evil one's lair, Flimbo must defeat all the 'horrible characters in order to reach his sweetheart and snatch her from his grasp. The game promises great platform action in the same vein as Rainbow Islands and Bubble Bobble and the release is predicted to be within the next couple of months - keep your eye open for this one! Like Kylie and Jason, I can see Flimbo being a popular name for babies!

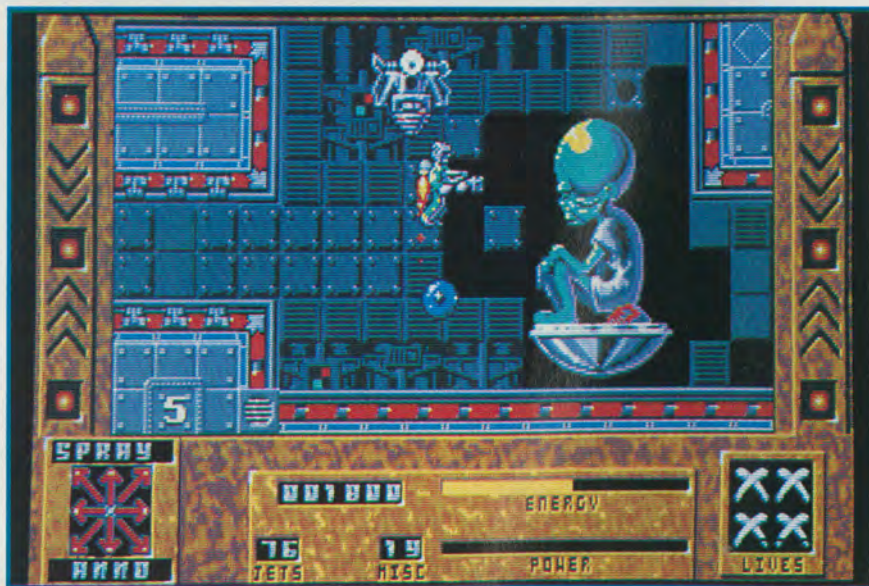


Each stage pits you against a multitude of mutant enemies and the platforms become harder as you progress through the game.



Dan is equipped with his trusty jet-pack and laser as he blast his way through the Mekon ranks - they're a right ugly bunch!

Here Dan faces the crazy Mekon leader in his struggle not to be turned into a Treen.



'HERE WE GO, HERE WE GO!'

All prepared for the greatest sporting event this planet knows? Yes the World Cup is



about to begin and the software industry is busy preparing to exploit it. In addition to national-team-colour joysticks there are quite a number of soccer-related games about to be released - as if there weren't enough already. The race for the money is hotly contested by the youthful but affluent Codemasters and U.S. Gold, not to mention Ocean's neat-footed little number. Not ones

to miss a golden opportunity, Virgin are also releasing a soccer game which intends to cover all aspects of a football tournament, including team selection injury problems and actual play on the pitch. Once you've picked a team, you will be solely responsible for its overall performance in the competition. The game, which is called World Cup 90, is written by Hungarian design

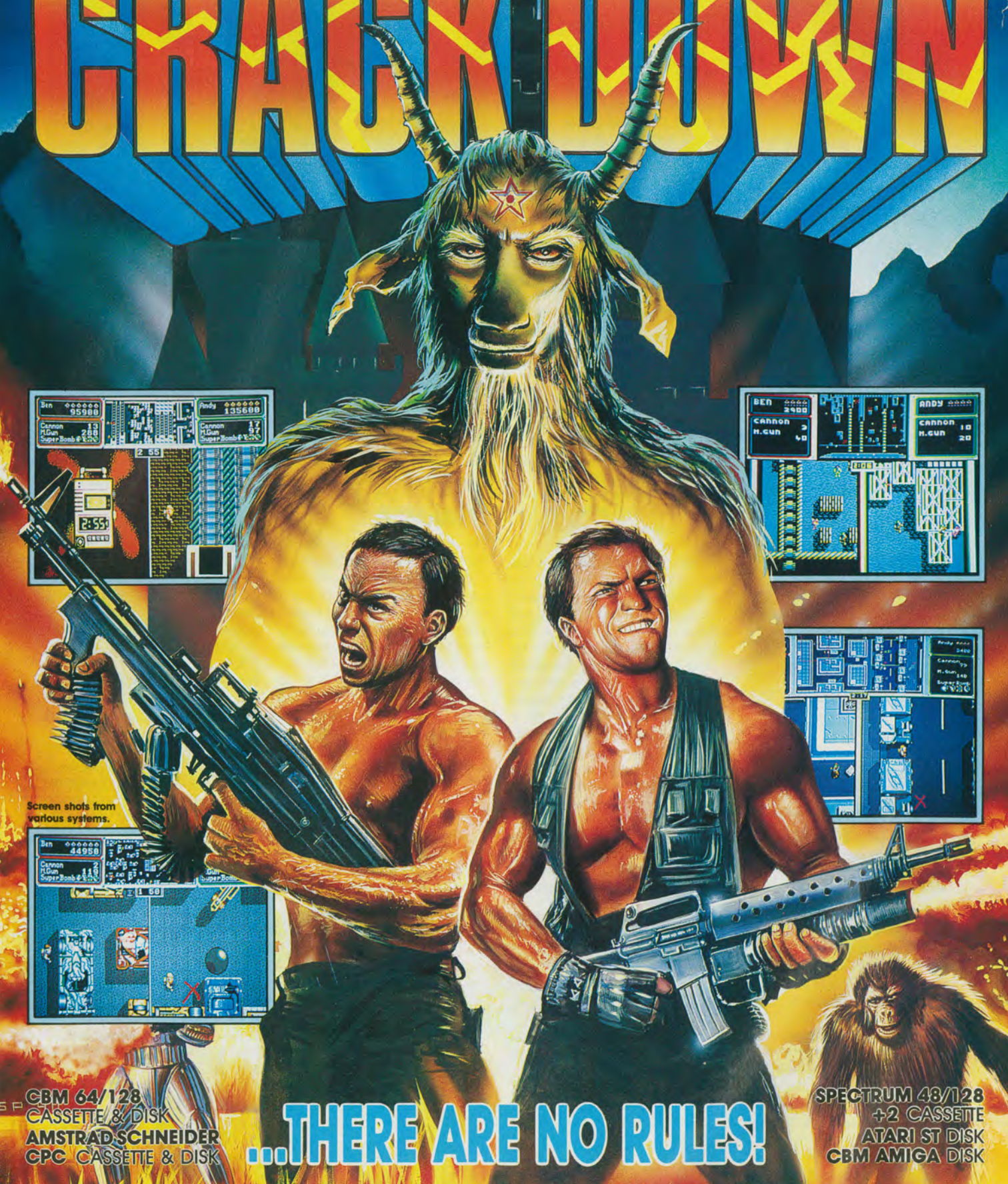
Match gameplay is reputed to be some of the best seen in a computer footy game.



team, Andromeda, and is set to be released well in time for the event.

IN THE FIGHT FOR FREEDOM THERE IS JUST ONE RULE ...

CRACKDOWN™



Screen shots from various systems.

CBM 64/128
CASSETTE & DISK
AMSTRAD SCHNEIDER
CPC CASSETTE & DISK

...THERE ARE NO RULES!

SPECTRUM 48/128
+2 CASSETTE
ATARI ST DISK
CBM AMIGA DISK

SEGA®

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U.S. GOLD®

No wires attached, Spectravideo's Infrared joystick, the IR, dispenses with the problem of wires and awkwardly-located joystick ports.



INFRARED JOYSTICK

If your old joystick is beginning to feel a bit loose and waggly and you're starting to lose those valuable points and lives, then it might be time to invest in a new one. Veteran joystick manufacturers, Spectravideo, reckon they've come up with their greatest invention yet. The new 'IR', as it is called, actually signals the user's movements through the air by infrared rays. The stick is accompanied by a control box which is plugged into the back of the computer which signals between the player and the computer and beamed from the joystick to the control panel. The IR is reputed to work on the same principle as a radio, sending signals over the air. The idea has been attempted before with little or no success, but this one really works. The IR will retail for 39.95 which indicates that air-waves are considerably more expensive than joystick cable and plugs.

COR BLIMEY, IT'S DYNASTY WARS!

The Han Dynasty has been overthrown by rebellious warlords and they're ravaging the country. In this violent time, China is in chaos, but from the ashes of the fallen dynasty comes four great warriors who have united and thrown down the challenge to the rebels. Dynasty Wars throws you straight into the action and each warrior is bestowed with a variety of skills, strengths, attributes and weapons.

There are eight levels in this arcade-style beat'em-up each more difficult than the last and along the way, your warrior will gain skill, strength and experience.

Dynasty Wars is due in the near future.

UBI SOFT - THE PARIS COLLECTION

I recently made my annual visit to Ubi Soft in gay Paris, to check out the games which are currently on the Ubi drawing board. I was surprised to see some games still in progress from my last visit over a year ago. But that is typical of France's premier software company who must be commended for not yielding to commercial pressure. In addition to the massive long-term projects, there were some real surprise games which are highly original and enjoyable to play.

BAT

Phillipe was putting the finishing touches to the English version of BAT which, in the realms of the graphic/text adventure, is a truly exceptional game. On its release in France the game hurtled to the number one spot and dominated the charts for ages. BAT is screen after screen of magnificent graphical artwork which set the scene for a bewildering plot in a futuristic world inspired greatly by Ridley Scott's Blade Runner city. As a BAT agent, you must scour the dark and dangerous Terrapolis city in search of a corrupt gangster and mad scientist. This despicable duo have planted bombs around the city and are now making threats to blow the place up. You have ten days to deactivate the devices and eliminate the evil. There are some 1100 different screens which is colossal by any standards, and depending on the decisions and moves you make, you could end up



Bat is one of the most stunning adventures I've ever seen with screen after screen of incredible artwork, with gameplay to match the presentation.

anywhere with completely different hazards to encounter and puzzles to solve. Throughout the plots, you will have to come to grips with various alien languages and interact with dozens of weird characters and there are numerous sub games, puzzles and simulators throughout.

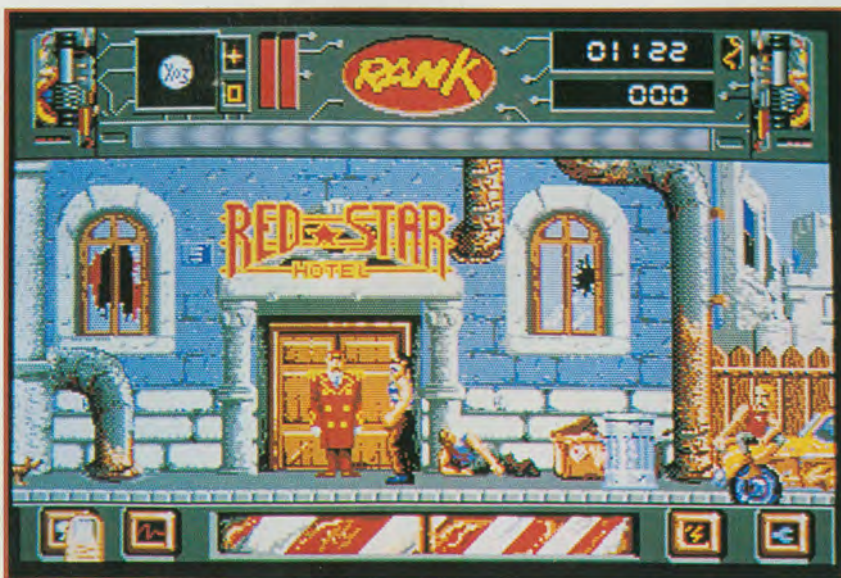
BRAINBLASTER

The real surprise game for me was undoubtedly Brainblaster. This exquisite little game was certainly my favourite as it manages to combine brain-teasing puzzles, humour, excellent graphical presentation and plenty of action. This is a game that will appeal to everyone especially those who pride themselves on their quick wit and good memory. Conceptually, this is a very simple game. But implementation is quite ingenious. A pattern of shapes appears on a board and disappears and you must remember the shape and piece together the puzzle using the shapes which drop from the

sky. The game grows harder as you progress and the puzzles become more confusing with subtler changes of shapes and colour. The game has many more features and subtle detail and some hilarious characterization and the two-player option is great entertainment. A brilliant and highly-original little puzzle game.

RANK

Based on the French cartoon of the same name, Rank is a thoroughly enjoyable, sideways-scrolling beat'em-up. The theme may be nothing new, but the variety of encounters in this is. The characterization of the main spite Rank and his numerous foes are terrific and the many different venues are some of the best I've seen in a beat'em-up. There's also the element of adventure and puzzle-solving which all adds up to great playability and the fighting control over Rank is very responsive. Rank is due to be released in June.



We may not of heard of the cartoon character, Rank, but in France this comical strongman is a national hero. In the realms of adventure beat'em up, Rank is one of the most enjoyable I've played. I look forward to it.

THEME PARK MYSTERY

WELCOME TO THE PLEASURE DOME!

What sinister power has forced the Magic Canyon Theme Park to close down? Why does the mere mention of its name send shudders down your spine? What terrible secret drove its former owner mad?

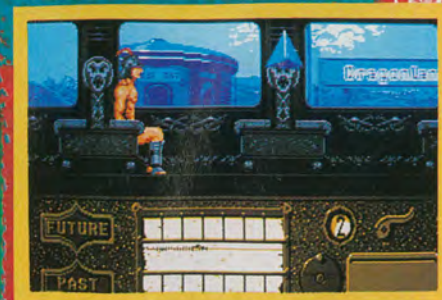
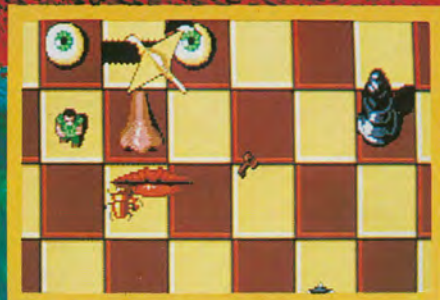
You're the inheritor of this mysterious pleasure dome - only you can find the answer. Step through the creaking turnstile, board the mystery train and experience a fantastic journey through four entirely different zones: Dream Land, Dragon Land, Future Land and Yesterday Land.

With outstanding visual effects, sinister sound and an infernal plot, this is one mystery you'll never forget. Surviving it is an achievement, solving it is the most challenging part of all.

Once you've stepped through the gates, there's no going back.

OUT SOON ON ATARI ST, AMIGA AND PC

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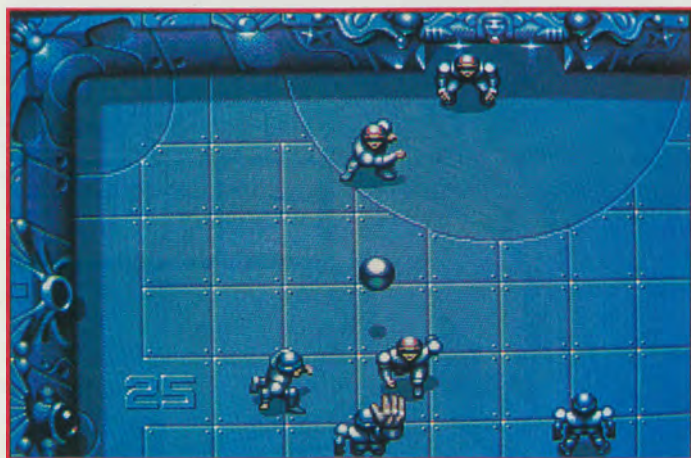


MIRRORSOFT DOING QUITE

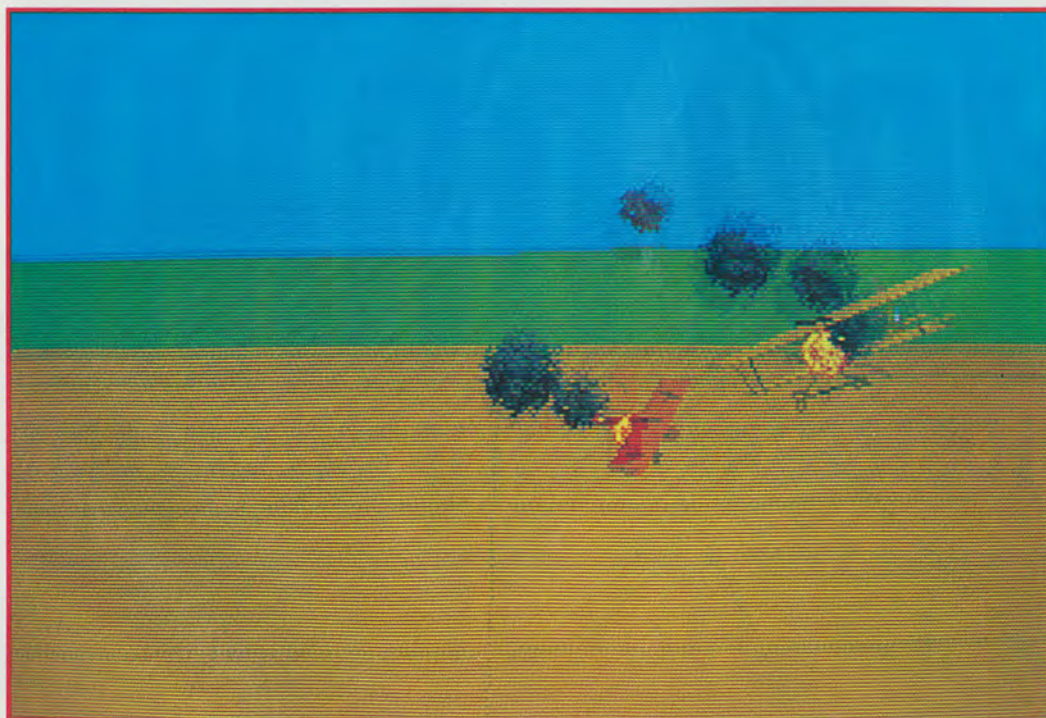
Last year, the world's computer press congregated in Amsterdam, at Mirrorsoft's request, to witness a collection of forthcoming releases. These games went on to become some of the best-selling, highly-acclaimed, technically-innovative and original games of 1989-90. Xenon II, Chaos Strikes Back, Falcon Mission Disks, Interphase, It Came From the Desert and Rocket Ranger are just a few of the successes. This year, Mirrorsoft moved the venue south, to Nice in the South of France and, in eager anticipation, the press followed like gob-smacked teenagers. We were not, as it turned out, to be disappointed!

IMAGEWORKS WORKS

The Imageworks label was



An early shot of Speedball II shows that the Brothers have rally put their thinking caps on there's more elbow room on the pitch, greater player response and loads more features to enhance this future sports game.

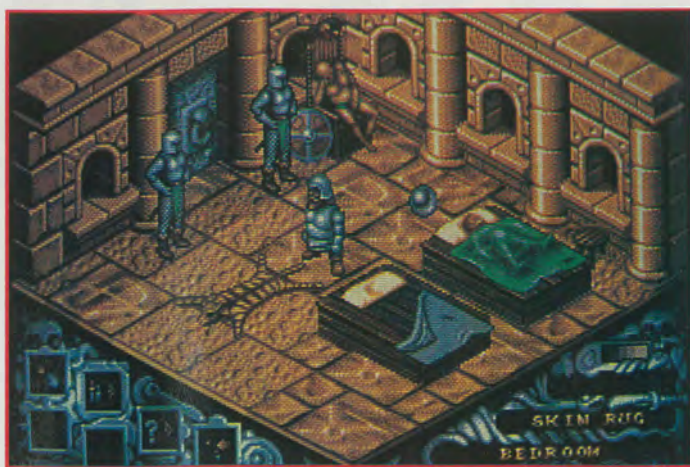


Cinemaware reaches for the skies in Wings, with their inimitable graphical and sonic excellence ruling the skies. Wings combines all-out dogfight action with strategy and adventure.

launched eighteen months ago to promote original game concepts, innovative design, and games which are just that little bit special. It has certainly lived up to this promise, with games ranging from Interphase, to the brilliant award-winning Bitmap Brother's shoot'em-up supreme, Xenon II, proving that original concepts and ideas can compete very well with license and name games.

WINGS

The Cinemaware experience takes to the air in a World War I epic called Wings. The game features the team's inimitable graphical and sonic quality in a movie-game that combines all-action dog-fights with adventure and strategy. You'll bomb enemy installations and aerodromes and



The Bitmap's Cadaver looking to all the world like a chartbusting roleplaying adventure. The isometric graphic design has been used to great effect in this all-encompassing thriller - not to be missed!

even pit your wits against the Red Baron. There are over 300 missions which have been taken from the history books and a choice of aircraft to suit the type of mission you'll be flying whether it be bombing or dogfighting. The usual high standard graphics which enhance the realism, are matched with incredible action. Wings is not expected to be released until the autumn.

BITMAP BROS

The Bitmaps graced Nice with their presence and demonstrated their current project Cadaver. This isometric role-playing adventure was attracting great attention and certainly looked the part. Certainly, Cadaver is a dramatic diversion for the boys,

who are better known for shoot'em-up supremacy, but from the plot to the exquisite graphical detail, Cadaver is every bit a chart buster. You must track down an evil mass murderer who is always a step ahead, mass murdering as he goes. While the Bitmaps put the finishing touches to Cadaver, the rumours of a sequel to Speedball can be confirmed. This bigger and meaner sequel has benefitted greatly from the graphical skills of newly initiated brother, Dan Mallone, and an autumn release looks almost certain - we at STA are counting the days!

ANT HEADS

Just when you thought it was safe to go back into the desert, Cinemaware present Ant Heads, the sequel to It Came From the Desert. The inhabitants of Lizard Breath California have all but forgotten the nightmare of five years ago and are thriving on the big bucks that the government's atomic testing program is pumping into their little but thriving community. Then, somebody says they spotted an ant in the desert and, in true monster movie tradition, the townsfolk pass this off as hysteria. But the horror is about to haunt Lizard Breath once again. Ant Heads is a sequel to It Came from the Desert and requires the original game to operate. Price of Anthheads £14.99.

TV SPORTS

Globally respected for their stunning graphical action-adventures, Cinemaware diversified to present a series of sports simulations called TV Sports. After the highly-acclaimed and popular TV

NICELY IN NICE - ST EXCLUSIVE

Sports Football, the season changes to TV Sports Baseball. Their unique skills with graphics and sound are put to full use as the game is presented like a TV coverage of the game, with different views and commentary and the most realistic action ever seen in a sports-sim, with magnified Batter and Pitcher windows to show the play of the ball in full detail. The excitement and realism of the game is enhanced by the size and realism of the characters.

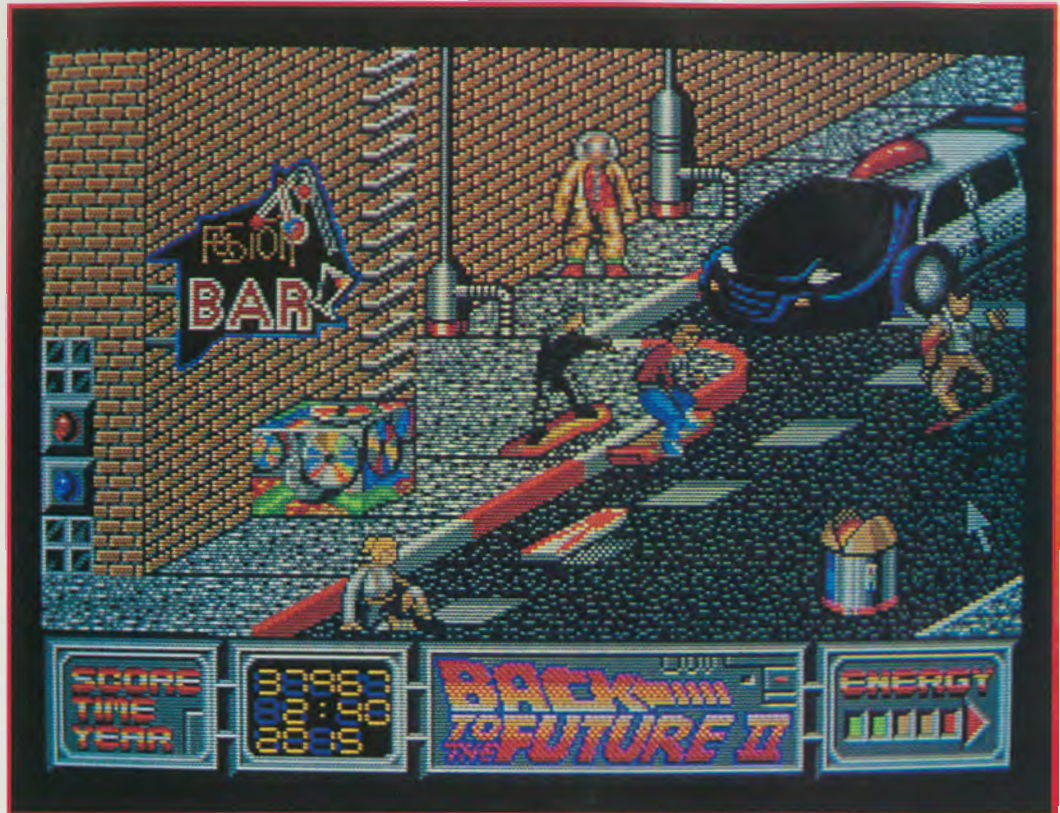
TOLKEIN'S TRILOGY

Mirrorsoft were happy to announce that they hold the official licensing rights to the JRR Tolkein classic which are to be published on the Imageworks label later this year. The first to be released will be Riders of Rohan, a strategy war game is steeped in intrigue and mystery. Throughout the mystery, there are sub games and arcade sections. Designed in Australia by Beam Software it is predicted that the atmosphere and character of the stories will be effectively translated with some quite exceptional graphic design artwork and sound. Release date is predicted toward the end of the year.

BACK TO THE FUTURE

Imageworks has signed its first ever license to a do a game based on a movie. The film is Back to the Future and the game is to be based on the plot in which Marty travels into the future to influence the lives of his children. While he's in the future he finds the records of all the sporting results from the last century and instantly hits on the idea of going back in time and placing bets on sure winners, but this could seriously effect

Marty travels into the future to influence his children and ends up in a heap of trouble. So convinced are Mirrorsoft, that Back to the Future will be a success that they have also secured the license to the number III.



the passage of time. This blockbuster will feature superb graphics and arcade action with a diagonal scrolling play area. What's more, Imageworks have already secured the rights to Back To The Future III which is currently being filmed.

VEKTOR SIGNING

Mirrorsoft have signed up Vektor Graphix of Bomber fame, to produce Killing Cloud, an all-action futuristic adventure which is due out in the summer. Its the turn of the 21st century and San Francisco is under the threat from a toxic cloud which has already killed half the

population. Vektor will be implementing their specialty, vector-graphics, in a game which will combine driving and flying simulation fashioned out of leading-edge vector-graphic design and a horrific adventure storyline which promises to put an edge on the game.

REALTIME

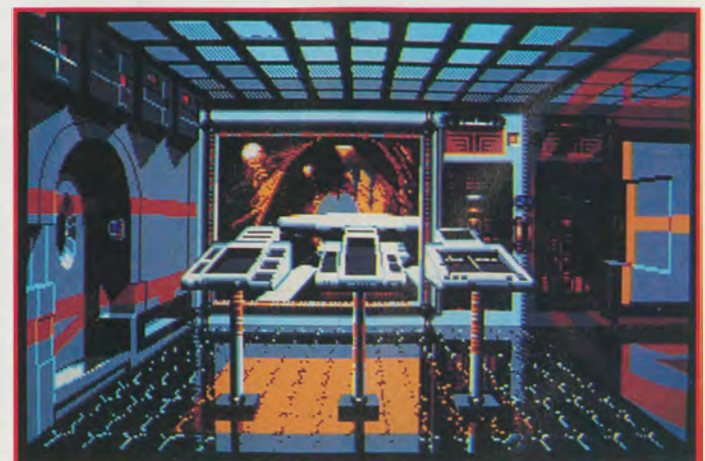
Since Carrier Command, Realtime have been developing a game for the Imagework label called Duster. Set in an agricultural colony world, you must destroy a mutant pest which is destroying the crops. Not only is the idea original the 3D filled graphics are superlative and even in the early stages of

development, Duster looks spectacular with some of the finest graphics seen in any game. Like Carrier Command, Duster is a massive project and Realtime are renowned for their perfectionism, so a release date hasn't been set, but it's predicted at late 1990.

Once again, Mirrorsoft are moving to be a force to reckon with in the games software industry. This year, the forthcoming releases are stronger than ever and we at ST Action look forward with eager anticipation for their publication date.



The killing Cloud awesome graphics describe in painful detail the horrors of nuclear devastation. Leading graphics innovators, Vektor Graphix, are producing this stunning graphical adventure for the Imageworks label.



An original game concept set in Realtime's inimitable graphics

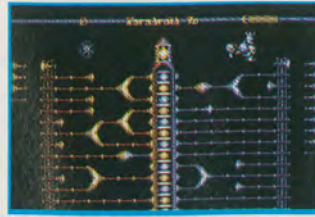
LUCKY SO AND SO'S

Unbelievable as it may seem, we actually had another competition in the March edition of your super soaraway ST Action, this time from generous Hewson. In order to answer all the question you would have had to read the magazine from beginning to end - well I'm sure you do that anyway dear readers. The answers were: 1) Andrew 2) The Premier Collection 3) Fifth Gear 4) Stormlord 5) Onslaught. Then, using the clues, you had to guess what the mystery prize was. It is, of course, a Discman. And the winner of this super prize is Gary Stapleton from Horsham in Sussex. Congratulations Gary! Your Discman will be winging its way to you with a copy of Des O'Connor Grates - yes, he certainly does!

The next ten lucky people to be plucked from obscurity will receive a copy of Hewson's brilliant Fifth Gear. They are: C.C.W King from Ashford in Kent; Shaun Donaghy 'AGAIN' from Rugby - lucky so and so!

Stephen Meath from Maghull in Merseyside; Andrew Ewing in Kenilworth Warwick; Laurence Passmore in Reading; Lewis Rodrick from Edingburgh; Paul Green in Acomb York; James Oram 'AGAIN' from Cardiff; Mr A Marsh in Bury Lancs and Ricard Bell from Winchcombe Cheltenham. The next five out of the bag will be the lucky recipients of the Premier Collection compilation. They are; R. Bird from West Norwood London; Matthew Taylor from Chingford; Chris Kaye in Brombrough Wirral; Philip Hall in Harleston Norfolk and Eddy Plummer from South Glamorgan in Welsh Wales. Five more lucky winners will receive a copy of Onslaught. They are: Andrew Bennion in Overton-on-Dee Clwyd; Neil Evans from Hatherley Cheltenham; Ralph Davenport in Tickhill Doncaster, D. Collings from Harrogate Yorkshire and finally thank goodness, Steve Sharples from Bingley West Yorkshire. Congrats to all of you - PHEW!

Computer aided design helped propel Paradroid to award-winning status. Hewson are well pleased with it.



PARADROID ABOUT WINNING

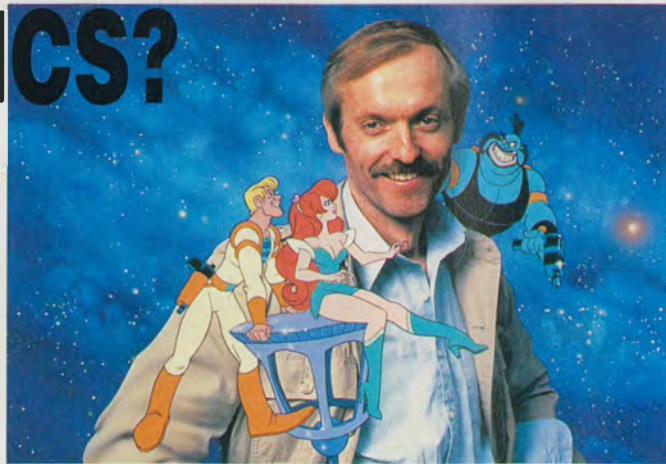
Hewson's award-winning Paradroid is to be released on the ST. Much praised for its stunning graphics, the designers made great use of full 3D CAD. The objective of this space epic is to destroy a ship full of mutinous crew, using a droid 'Influence Device'. There are five different space stations suspended in the galactic starfield and opposition comes in the shape of space pirates who are out to destroy you. Paradroid was designed and programmed by Andrew Braybrook of Graftgold.

FROM THE ARMADA TO THE ARC

The man responsible for the excellent Battlescapes series, Peter Turkan, has signed a new deal with Atari's software label. After a hectic time at PSS developing where he worked on Waterloo and Austerlitz, he is set to continue with the battle simulations for the ARC label. Yak-loving, latterday hippy programmer, Jeff Minter, is also set to come aboard the ARC level with a game called Photon Wars. This veteran game designer of shoot'em-ups is one of the best known and loved characters in the business, with his unique style of game-design, usually starring camels or llamas. But Photon Wars is more like his other big seller, the music interactive light show, Colour Space. Photon Storm is expected in the latter part of the year.

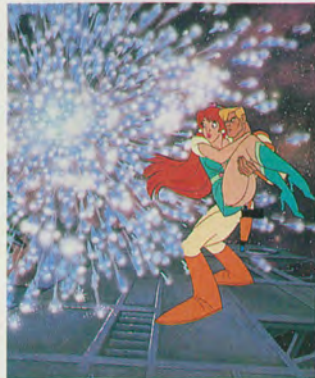
MORE 'BLUTH-TIFUL' GRAPHICS?

In the wake of the Space Ace and Dragon's Lair projects, veteran animator, Don Bluth, and team will be integrating with other game designers to put their inimitable graphics into more games. Little is known about the project they intend to work on or the companies they'll be working for, but this does sound like Bluth's stunning graphics might be integrated with titles that have more playability than Lair and Ace. The two big releases from the Bluth studios have received a mixed reaction from the British press scoring near maximum points for graphic and sonic presentation and



practically minimum points for gameplay. Certainly Bluth is on the threshold of interactive movies but it seems that for the time being, we will have to put up with the most tentative

control over the the games. More news on Bluth and team as we get it.



Having thwarted the evil Borf, the daring Dexter saves Kimberly from impending doom.



WINNERS

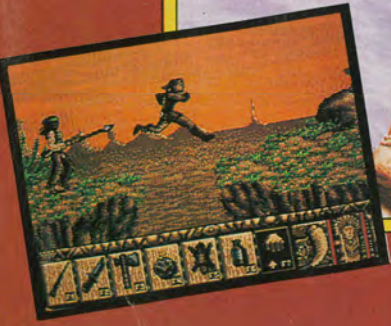
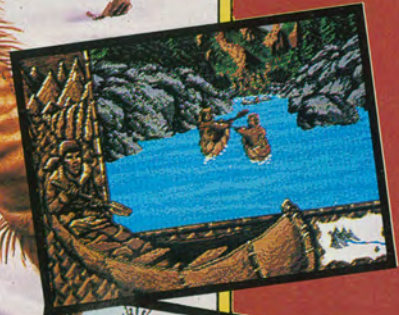
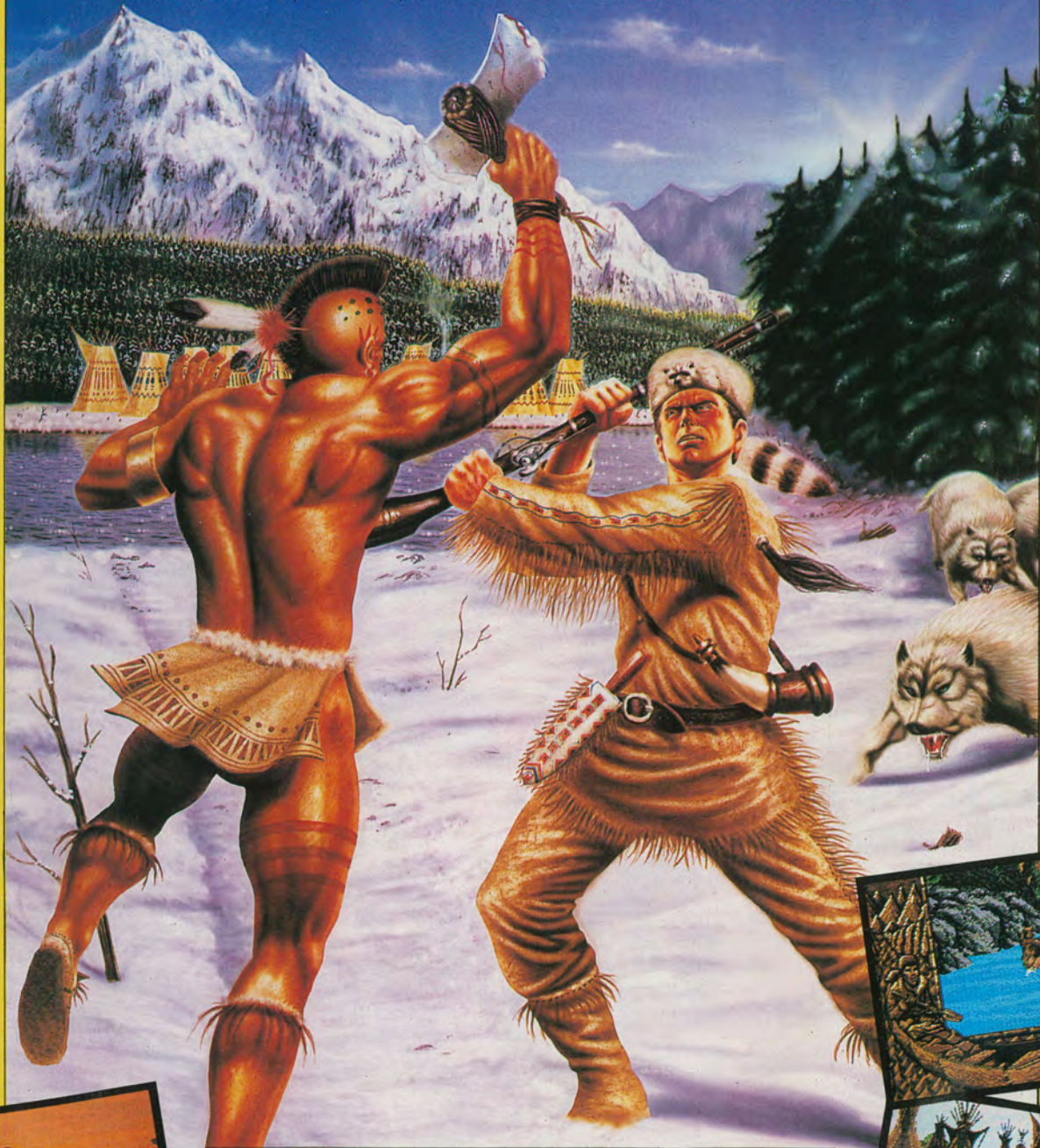
Our Rainbow Arts compo in March posed such tricky questions as: 'Name any tank which features in Conqueror? A special prize is going to Mark Tinsley from Cheam who answered 'Tommy the Tank'. The correct answers were 1) Germany, 2) U.S.A. Germany, Russia and 3) Panzer. The first contestant out of the skip with the correct answers, was Darryl Jones from Gosport Hants. Congratulations Darryl, you are the proud owner of a mountain bike. The ten runners up each receive a copy of Rainbow Arts' latest compilation. They are; Daniel Temple, Badshot Lea in Farnham; Michael Diskett, Cannock; Victoria Hedley, Felton, Northumber-land; James Oram, Peterston-superely near Cardiff; Allan Bean, Wareham; Michael Duncan, Normanton Derby; Darren Garbutt, Leeds; Shaun Donaghy, Rugby; Miss H.L. Crossan, Wythenshawe and David Stanworth from Gwynnedd. Well done!

Don Bluth's incredible skill with the graphics put to good use in more playable games perhaps?



COLORADO

100 SCREENS OF BEAUTIFULLY ILLUSTRATED 3D ARCADE ACTION.
CANOE THE DEADLY WHITE-WATER RAPIDS OF THE COLORADO AND
AXE, KNIFE, SHOOT, AND BOMB YOUR WAY TO A FORTUNE!



Colorado 1880. David O'Brian, a penniless trapper, canoes up the South Platte river in search of adventure and riches.

Deep in the wilderness, he meets a dying Cheyenne Indian. Vowing to bury him in the style of a Warrior, O'Brian is rewarded with an ancient map showing the way to the legendary Lost Gold Mine of Pocahontas.

The route will lead him through Pawnee territory, the most fearsome of Indian tribes, across hostile wolf-infested land... and means he must shoot the terrifying white-water rapids of the Colorado in a flimsy Buffalo-hide canoe. But there is no going back now for O'Brian is haunted by the scent of Gold.



Silmarils

AMIGA · ATARI ST · IBM PC

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PALACE
SOFTWARE

THEME PARK MYSTERY COMPO

How do you fancy owning your own theme park? Well, that's exactly what happens to you at the beginning of Microsoft's latest release, the curiously titled Theme Park Mystery. However, this is no ordinary fun-filled place. Oh no, gone are the crowds and the turnstiles only turn in the eerie wind. So, what's gone wrong? Well that's the mystery, you've got to discover what's happened to the park. Now, just to get you in the mood, we've got a range of prizes up for grabs. The first twenty-five correct entries pulled out of the hat will each receive two tickets to the theme park of your choice (as long as it's in the U.K. of course, we're not flush enough to give away tickets to where that mouse lives!). A further twenty runners up will each get a copy of the game. So what are you waiting for? Find all the words in the puzzle and send your entry to us at:

**Theme Park Compo,
ST Action,
Latham House,
Quarry Lane,
Chichester,
West Sussex, BN18 0EN.**

All entries must arrive by 30th May 1990.
Good Luck!



WORD POOL

- WALTZER
- FUN HOUSE
- BUMPERCARS
- OCTOPUS
- BIGWHEEL
- ARCADES
- CAROUSEL
- GHOSTTRAIN
- BIGDIPPER



The answers to the Theme Park Mystery competition are as above:

Name

Address

.....

.....

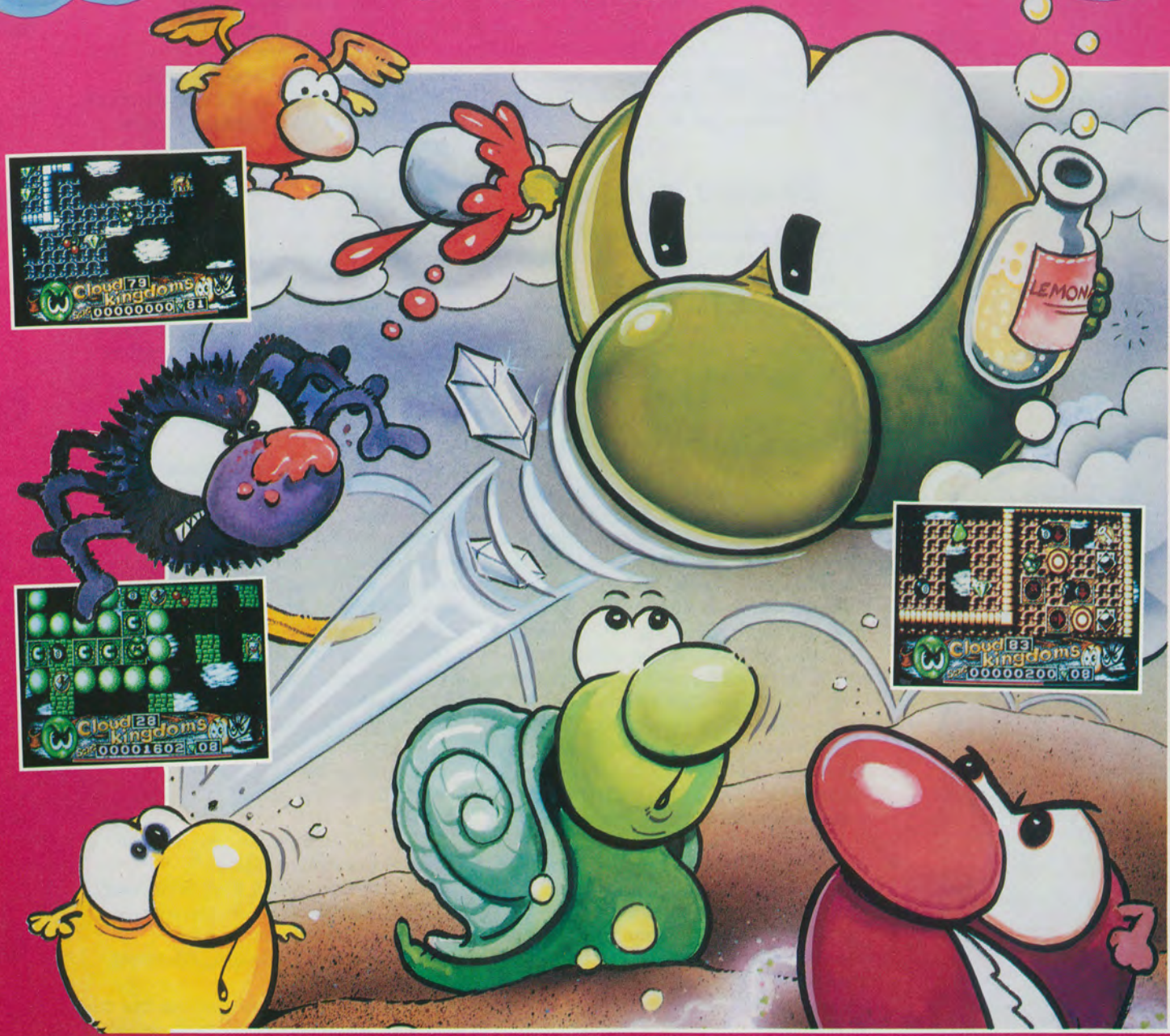
Post code

Daytime telephone number

ST Action Competition Rules

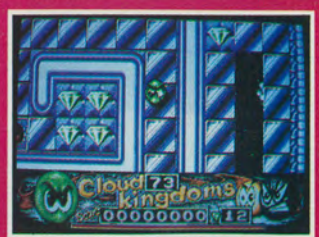
It's hunt-the-rules time once again! Please write and tell us if you find this thrilling distraction a bundle of fun - it'll also prove that someone somewhere is reading this little box. Even so I bet it would take me to promise all those who wrote in a no-strings-attached private donation of £25 before anyone actually did. But don't get your hopes up because there is absolutely no chance of me doing that because my wife won't let me!

CLOUD KINGDOMS



W THE GAME WITH WITH THE FIRST INJECTION-MOULDED, EIGHT-WAY ROLLING, RUBBER-BOTTOMED SOFTWARE HERO!

When Terry's magic crystals are stolen by Baron von Bonsai and taken to the land of Cloud Kingdoms there's only one thing to do! He climbs into his super-giant green skycopter and sets off to rescue them. There Terry searches each kingdom collecting the crystals as he goes - but things aren't that easy.. along the way he encounters the Giant Rolling Eightballs and the Bad Insect Monsters...



Cloud Kingdoms is addictive arcade action all the way! Each of the 32 levels are totally different - explore them all and delight at the stunning graphics, sound effects and compulsive joystick twitching gameplay. This is one game you just won't be able to switch off!!

- ★ WITH PINBALL BUMPERS, ICE, MAGNETS, BLACK HOLES, TRAPDOORS, ACID POOLS, LOCKED DOORS... TOO MANY TO LIST!
- ★ COLLECTABLES ON EACH SCREEN - PICK UP DIAMONDS, FRUIT, FLOWERS, KEYS, TREASURE CHESTS ...
- ★ EXTRA PICK-UPS - WINGS, PAINT POTYS, CLOCKS, BOUNCING SHOES, RUNNING SHOES, FIZZY POP AND POTION.
- ★ ST VERSION FEATURES AMIGA-QUALITY SOUND.
- ★ BY DENE CARTER - THE CREATOR OF HIT TITLES SUCH AS 'DRUID' AND 'ENLIGHTENMENT'.

AVAILABLE END APRIL 90	
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AMIGA	£24.99
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	£14.99
DISK	
IBM PC	£24.99
(CGA/EGA/VGA)	



Light Years Ahead

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.

Bluebird in Trouble

I wonder if you can help me with a problem I have with my Falcon flight simulator. My copy seems to have a lot of bugs present. Sometimes during missions, on arriving at the correct target I find it destroyed and when flying on higher levels, when I fly near a SAM site it never launches an attack against me. Could you tell me whether they are bugs or whether I've caught something more sinister.

Meanwhile, I must congratulate you on the best mag around. I've just read the review of Activision's Fighter Bomber and agree with everything you said about it. I've read reviews about this game in other magazine dating back to November and everyone gave the wrong impression of the game; especially the so-called "magazine of the year". It seems to me that other mags only see prestige in being the first to review a title. Take, for instance, Ocean's F-29 Retaliator. Every magazine seems to have reviewed it months before its release. How can they give a true impression of a game that way? They should hold as much regard for their readers as you do and be responsible for giving an accurate opinion to people before they part with their hard earned cash.

Please help me with my Falcon query as I am contemplating whether or not to purchase the Mission disks vol.1. Keep up the good work.

M. Fellows,
Brierley Hill, West Midlands.

Hello there, Mr. Fellows. I'm sorry to hear about your Falcon problems. We've had a good look at our copy of the game and have found none of the symptoms you describe. My advise is to ask your local computer shop to demonstrate their copy to you. It is unlikely, but you may have faulty copy of the game and, if this is the case, I suggest you contact Mirrorsoft to arrange a replacement. While we're still on the subject of this excellent flight simulator, we've been playing the Falcon Mission disks for some time now and think they're a great addition to the game.

Meanwhile, on the subject of accurate reviews. There does seem to be some kind of prestige in being the first publication to

review a new title. However, we will only review a game after we've played it for over four hours, more if the game's very involved. In the case of Fighter Bomber, we deliberately held the game back while the reviewers played it thoroughly. We feel the result was an accurate and fair review of a piece of software that was hyped as something its not.

Imperium Fun

Well, well, well, do you remember the Imperium Fun competition we ran in our news pages not so long ago? We printed the somewhat ambiguous press shot that Electronic Arts issued when they announced the imminent release of their mammoth space game, Imperium. We asked you to send us appropriate captions for the shot. The winner who we'll announce next month will receive a copy of the game. In the meantime, here are a few suggestions that you've given us.

"When I'm not so excited the hem drops eight inches."

- Andy Singleton, Holmfirth, West Yorkshire.

"The Liar! My designer told me this costume was totally original."

- M.R. Swinson, Hatch End, Middlesex.

"Few! Kids these days - you always have to go over the top."

- Simon Barlow, Clubmore, Liverpool.

Naturally, there were more entries, but due to lack of space and the obscene nature of some of them we're not going to tell you what they are. Still, stay tuned next month's Letters Desk where we'll be announcing the overall winner.

Larry Withdrawal

This letter isn't about coverdisks, packaging or the blitter chip, this is really serious. I am literally at death's door and wonder if you can help me.

My fate may well be sealed unless you can give me some vital information. My condition arises from Leisure Suit Larry withdrawal. Having completed both Larry one and two some time ago, I have been eagerly awaiting the arrival of my hero's latest antics. I read your interview with the extremely talented Al

Lowe in issue thirteen. Wow! I thought. Larry should be here any day now. Since then I have been visiting my local software store regularly only to discover that Larry had not arrived. I later read that in your news pages that the game should be out around Christmas. Now, please forgive me, but I did read a review in a certain other magazine (A*E). That was for the PC version, so please, please, please tell me when I can expect to see the ST Version. While you're about it, tell me when we can see other Sierra games on the ST.

Daniel Thompson,
Ravenshead, Nottingham.

Greetings Daniel, I hope you are bearing up under the strain. Well, I too saw the review in A*E and, as a result, managed to get a copy of the game for my PC. I can, therefore, tell you you're going to love Larry's third adventure. As for the release of the ST version. Well, Norine at Activision tells me that we should see Larry three within two months. In the meantime, The Colonel's Bequest is the next game to appear on the ST and that should be here in about a month's time. The bad news is that because the American market comprises mostly of PC sales, Sierra releases PC versions at least three or four months before the ST versions. So if you really can't wait for the next ST version, buy a PC too.

Pixel Titillation

I know its an immotive subject and you're probably bored with all the letters you receive about it, but I am writing to air my views on the subject of sexism in games. Now I'm a true blooded male like all the rest of us but I fail to see the necessity for the blatant abuse of women in software. I am glad to see that you in no way condone such titles as Strip Poker Pro and Centerfold Squares as I believe such products deserve no publicity and should be banned altogether. I mean, what kind of people get titillation from gawping and digitised pixels?

I also feel that using women as sales devices should be curbed. Boots demanded that both Martech's Vixen and Palace's Barbarian had non-sex orientated covers before they'd stock the games. The latest title to use this style of marketing ploy is Horrorsoft's Elvira, Mistress of the Dark. I've seen a demo of this game and although the graphics, animation and sound are superbly presented, I fail to see why the company had to buy the rights to use this busty lady. After all, she hardly appears in the game.

Finally, just in case you think I'm trying to spoil everybody's fun. I'd like to point out that I see nothing offensive in games such as Sierra's wonderful Leisure Suit Larry games. These games contain comic-book-style characters in completely

outrageous situations, both the game's code and packaging is presented with good taste and style.

I look forward to other reader's comments with great interest.

Paul Cousens,
Cosham, Hants.

Hello Paul, and thanks for you letter. I'm not going to harp on about the pros and cons about the use of women in advertising and product promotion. Instead, I'll leave it up to other readers to voice their opinions. So, if you've got anything to say on this subject write in and let us know.

Chaos is Meant to be Fun

I read with interest the recent comments published in your April issue regarding the playability/longevity of FTL's Chaos Strikes Back. I bought the original Dungeon Master last Christmas and completed it within two days! Looking back, I realize how foolish this was. Not only was it a waste of twenty-five quid and the cause of red fish eyes from lack of sleep for several days afterwards but also, now I've completed it, I'm unlikely to play it ever again. Even the challenge of playing the game with only one or two characters seems pointless as the true addictiveness was not knowing what was around the next corner.

I feel quite sorry for those gamers who see CSB as some sort of race or macho challenge to their intellectual ability. If you wish to test your mental agility then take an intelligence test. If you can gain membership to MENSA then you have a right to go around with your nose in the air. Chaos Strikes Back is a game and was designed to be entertainment, not an entry ticket to the Clive Sinclair think tank. Maybe it is only seen as such by those who believe to have Duracells in the brain department. If this attitude is the trend of the majority of gamers perhaps FTL should consider an option in DM3 whereby you can access the congratulatory message without having to play the game. It would save many psydo-intellectuals a lot of time.

I, myself, have had Chaos since Valentines day (a pressie from my girlfriend - kiss,kiss) and haven't found one piece of the fabled corbum ore yet. However, I have had great fun and will still be enjoying this game in eight month's time.

Steve Blackmore,
Tottenham, London.

Quite so, Steve. I agree with you all the way and I'd like to wish you all the best in Chaos's dungeon - you'll need it! In the meantime, let's hope FTL introduce a few new spells in their next game.



A
B

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PROJECTS

EXPENSES

DATA BANK

IN THE BATTLE OF BRITAIN PILOTS LEARNED TO STARE IN THE FACE OF DEATH IN EVERY WAKING HOUR....

.... HOW LONG CAN YOU SURVIVE?

SUMMER 1940, THE BATTLE OF BRITAIN.

A battle fought not only by scientists, computers or space-age technology but by ordinary men. Men who learned to live with fear and stared in the face of death in every waking hour. Men who relied on each others skill, courage and faith to keep them alive at a time when their physical and mental faculties were stretched to breaking point and beyond.

Now you can relive this gut-wrenching, bloody confrontation in the most graphically stunning, historically accurate and thrillingly realistic war simulation ever available.



"Even in the heat of the moment I will remember my amazement at the shattering effects of my fire. Pieces flew off his fuselage and cockpit covering, a great stream of smoke appeared from the engine and a moment later a great sheet of flame licked out from the engine cowlings and he dived vertically."

RAF Pilot Officer David Crook.



"There were about twelve Me-109s diving at me from the sun and at least half of them must have been firing deflection shots at me. There was a popping noise and my control column became useless. I found myself doing a vertical dive, getting faster and faster. I pulled the hood back. I got my head out of the cockpit, and the slipstream tore the rest of me clean out of the machine."

RAF Pilot Officer Stevenson.

"There isn't much time to muck about in a head on attack. I gave a short burst then slid underneath his big black belly with only feet to spare, and flashed through the rest of the formation. I hadn't meant to cut it so close, and instinctively ducked as I saw wings, engines, cockpits and black crosses go-streaking through my hood. I had reached about 450 mph in my dive, and heaved back on the stick. I blacked out completely as I went up and over in an enormous loop."

RAF Pilot Officer Boggle Bodie



Screen Shots from IBM PC Version.

Available on:
**ATARI ST, IBM PC
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"A Battle of Britain game in which you can alter the outcome of the war. A welcome addition to the world of flight simulations!" **ZERO HERO**



"Superbly packaged and presented combat simulation with immense depth." **C. & V.G.**



DISKMANIA!

ST ACTION GAMES DISK
• SPECIAL
FEATURE

ST Action apologizes for the disk error with Psygnosis's It Can't Be Done, which featured on the April edition of ST Action.

This error occurred during duplication. But fear not, this great little arcade blast'em-up number which is now called, Anarchy, has been included in this month's cram-packed disk.

To all our readers who bought the April edition of ST Action expecting to enjoy one of Psygnosis's little numbers, It Can't Be Done, please accept my deepest apologies for the duplication error on last month's disk. The good news is that I've managed to cram this great shoot'em-up, which is now called Anarchy, somewhere inbetween Millennium's Cloud Kingdoms, Palace's impressive Colorado and UBI Soft's Fred. Also, those who have single-sided drives haven't been left out, because if you've retained last month's disk, you can put on the missing file by reading the instructions on the ANARCHY page, which features in the Diskmania section. I hope this goes some way to make up for the error, along with the promise that I shall do my utmost to ensure that it will never happen again. So, apart from the cock-up last month, I think you'll agree that the STA front-cover disk is really shaping up as THE feature disk.

The demo disk has really broken down the walls which existed between the software designers and you, the people who buy and play the games. The feedback we have received from you has been very encouraging and your comments are being considered very carefully. We think that being able to read about the characters who have designed a game and the methods they used, and then playing a demo of a game, is a very successful formula. Also, I think this open forum enables the game designers themselves to see what games players really want. If we've only achieved that with the front-cover disk, at last we've achieved

something worthwhile.

If this is the first time you've bought ST Action then you've missed some real doozies. But this month should make up for your loss. In addition to Anarchy, there's a medieval arcade adventure from UBI Soft, called Fred, a Red Indian romp by Palace, Colorado, and the brilliant Cloud Kingdoms from Millennium. All of the demos which feature on ST Action this month are fully-playable and designed to convey the sort of action you can expect in the games when they are released. To accompany the disk, this mini-mag contains loading and playing instructions, a description of the final game and a profile of the game designers.

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 that the industry has to offer. We reckon that the opportunity of being able to try out a variety of games each month is a real bonus. Concurrently, for the game-designers, 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. Also, in featuring a playable demo of a forthcoming release, the publishers are really demonstrating their faith in a game, so you can guarantee that the demos will be of a good standard.

In the event of your disk being faulty, please return it to ST Action Faulty Disk Dept, Interactive Publishing Ltd, Europa House, Adlington Park, Adlington, Macclesfield SK10 4NP. Please include a stamped addressed envelope. Subscribers to ST Action can choose whether or not to have a demo disk with their monthly subscription for an extra £1.00 for each month.

COVERDISK SPECIAL: QUICK START

DISK SIDE ONE

•CLOUD KINGDOMS - MILLENIUM

Boot up the disk and double click on the file CK2.PRG. With the joystick in port 1, you must guide Terry Ball around Cloud Kingdom, avoiding all enemy and collecting the various objects which are scattered around.

•COLORADO - PALACE

Boot up and click on the file marked PREVIEW.PRG. With the joystick in port 1 guide the hero through the hazardous canyon river avoiding the rocks and logs and bloodthirsty desperados.

•ANARCHY (IT CAN'T BE DONE) - PSYGNOSIS

To add the missing file from last month's disk, of It Can't Be Done, labelled ICBD 1, turn to the page entitled Anarchy for full instructions.

DISK SIDE TWO

•FRED - UBISOFT

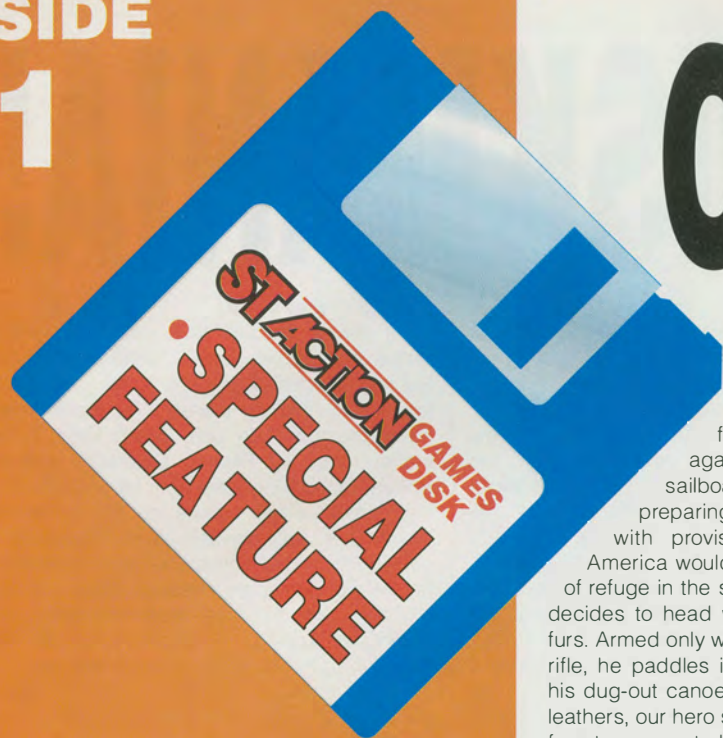
For people with double-sided disk drives only. Boot-up and click on side 2 folder. Open the window out and click on S.PRG. With joystick in port 1 guide Fred through the hazardous forest avoiding numerous foes and collecting weapons, food and potions.

•ANARCHY (IT CAN'T BE DONE) - PSYGNOSIS

Once again we include this great little shoot'em up. Double click on the side 2 folder and open out the window. Then click on the file labelled ICBD.PRG. Now blast everything that moves in order to protect the moonbase personnel.



Our very own Jason Spiller - in tune with the games software industry and all it has to offer.



Movies like How the West Was Won, Jeremiah Johnson and The Outlaw Josie Wales, depicted the pioneers' struggle against the unforgiving elements, barren terrain and barbaric natives, at the dawn of the great nation - brilliant movies! Now, a group of inspired French software designers present the opportunity to experience what life was really like for these brave people. This demo is the canoe section of an epic arcade/adventure which encompasses many aspects of life in the early days of America.



"OK punk! Did fire six shots or only five, through all excitement I clean forgot. Well punk?"

COLORADO

The cruel winter of 1880 had taken its toll on the brave new nation. But with the first signs of spring, circulation returned to the frozen fingers and life began again. In ST Louis, the great sailboats were lined along the jetty, preparing to sail up the Mississippi with provisions and materials which America would be built with. After a winter of refuge in the saloons, our stony-broke hero decides to head west and hunt for pelts and furs. Armed only with a Bowie knife, an axe and rifle, he paddles into a misty April morning in his dug-out canoe. Dressed in Jim Bowie-style leathers, our hero starts his hunt for pelts. In the forest you, control the hunter with the joystick. But this a treacherous land haunted by Mohawks, Cheyenne and Sioux and so you must be vigilant at all times. Beneath the screen is series of icons which relate to the tools and weapons you're carrying. To begin with you have an axe, rifle and a knife and pressing the F keys brings them into action. You must be on the lookout for things to trade and barter at the trading points and stores - this is an important aspect of the adventure as your prosperity and even your life depends on it.

HOW THE WEST WAS WON

The forest is green and peaceful, save for the sound of the wind whispering through the trees. Suddenly, a twig snaps shattering the silence. Could it be a bear? You cock your rifle in anticipation. At once, a screaming warrior jumps out, your gun misfires and you're left defenceless against this axe-wielding barbarian. Quickly, you reach for your knife as the crude, rough blade of the tomahawk sinks into your shoulder. With the joystick, you must avoid this frenzied attack and press the firebutton to stab back. It's a frantic fight to the death but you leave the barbarian dying in a

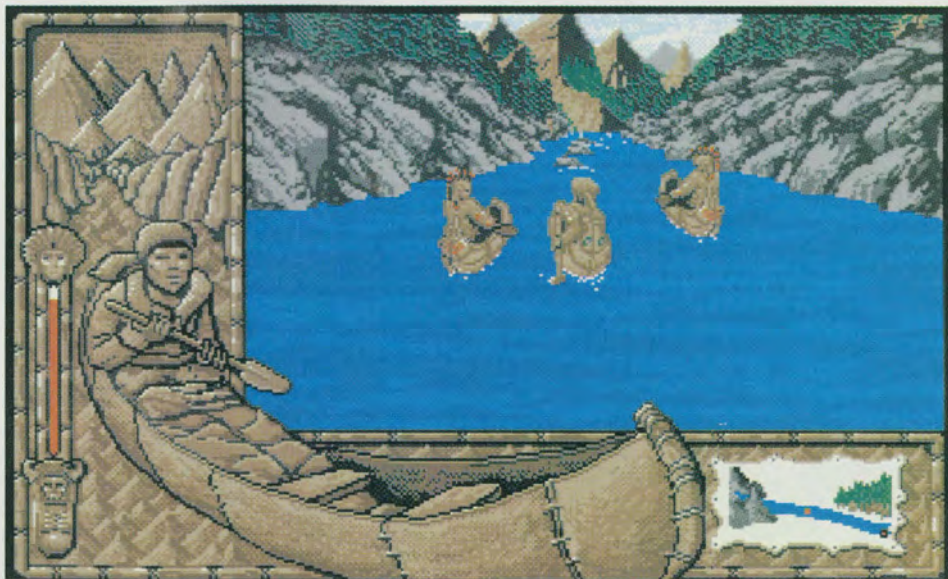
pool of blood.

Days later, at Mac Biggles store, you manage to trade some injun jewelry for a dug-out, and you embark on the next stage of the journey by river. This rapid flowing water is fraught with danger. Fearsome rocks and logs threaten to render the craft useless and as if struggling against the elements wasn't hard enough, Mohawk indians line the bank and throw boulders at the dugout while others take to the water in a bid to separate you from the boat.

Having survived the rapids you continue across a terrain which is as fierce as the barbarians who inhabit it. You could be faced with a treacherous mountain climb. With careful joystick control our hero grasps at crumbling rocks and hangs onto the face of the mountain for dear life. But suddenly, a fearsome scream deafens our hero. This time it's not a barbarian but an angered eagle. You'll have to play the final version of the game to find out what happens next.

YOU TOO CAN CANOE

To load this playable demo, click on the file labelled PREVIEW.PRG and the game will load automatically. The playable demo of Colorado which features on Side 1 of this month's ST Action front-cover disk, is just one section of an arcade-adventure game which encompasses many fascinating and different aspects of gameplay. In the canoe section you are pitted against a rapidly flowing river in a small canoe. But not only are there numerous natural hazards to contend with, a potentially more lethal adversary lurks during every paddle of your journey. Banshees and Mohawks gang up to put an end to your hunting trip and you must avoid their well-aimed rocks and boulders or face the possibility of swimming the rest of the way. Meanwhile, some of the barbarians take to the water in a bid to sink you. With joystick control, you push the canoe from the bank and



Here it is your canoe section. Guide the dug-out through the hazardous rapids. As if the natural hazards aren't bad enough those pesky injuns go out of their way to ruin your day.

start to paddle. Push the joystick forward and he paddles quicker, wrench from side to side and he steers around the jagged rocks and logs. Attacking Indians can be discouraged with a blow from your trusty paddle.

THE COLORADO TEAM

Colorado was devised and designed by the French software design team which consists of authors Andre Rocques and Louis-Marie Rocques, graphic artists Jean-Christophe Charter, Yves Pierog and Coralie Grangeot. The terrific atmospheric music and sounds were created by Olivier Hauteclouque. Some of the best graphically presented games come from France, and Colorado is certainly no exception. At the beginning of the game you have red Indians war-dancing around a floppy disk and every step of the way there is the finest graphical artwork. In particular the eagle attack which occurs when your hero is hanging onto the side of the mountain defies belief. In the main section of the game when your hunter is walking through the forests you can actually move him into the screen to find paths which trail off into the background. Also, the backdrops are superb and really add to the atmosphere of the adventure, and each screen is different from the last.

The graphics play an important part of Colorado, but the sonics and music are equally important. From the haunting tune which sets the scene of the adventure to the subtle sound effects. In the canoe section each stroke of the paddle is accompanied by a swish of water and in the fights with Indian warriors bone-crunching thuds and yelps of pain add to the realism of the spectacle. The combination of fine graphical artwork and sounds implementation is a winning formula.

This game combines strategy, adventure and arcade gameplay. The strategy is just plain survival, as you must hunt for pelts and search for riches in order to trade for more practical things. In the adventure side of the game you are pitted against the environment and make your way through treacherous terrain. But this is as much an arcade action game as an adventure/strategy, and from the canoe to the all-action fights, the animation is quite superb. Colorado is one of the strongest games of its type and well worth checking out. Until then, enjoy this playable demo of the game, and watch those rapids!



Inspired by the great westerns, the Colorado team have created the first serious western game. With its fine graphics and sound, Colorado is a great showcase for this talented French design team.

GO WEST YOUNG MAN, GO WEST!

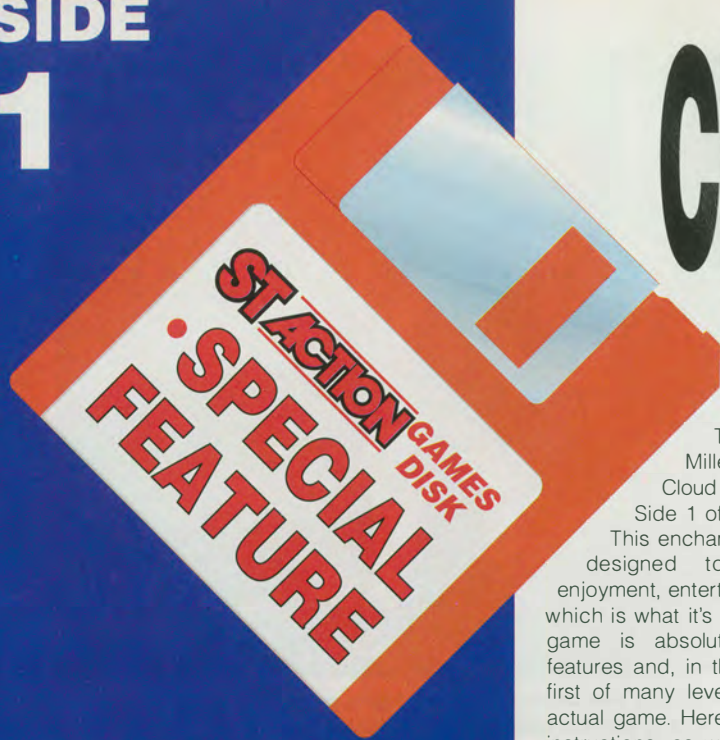
In this epic western, your objective is simply to survive. In Colorado you will be called upon to fight barbarian natives, barter with unscrupulous traders and hunt for pelts.



The natives are not a particularly friendly bunch. But here they are sitting around having a chat and a smoke.



The characterization in Colorado are quite superb and the backdrops and foregrounds are very atmospheric.



There are arcade games that boast loads of features, there are those that claim to have nonstop action, but Cloud Kingdoms doesn't need any of that hype. This is pure arcade fun that is no more and no less than great entertainment. Millennium presents us with a day in the life of Terry Ball in the crazy and outrageous realms of the Cloud Kingdoms. Here are the instructions for the game, a description of the final game and an interview with the game designers.



Speaking of ice, Ice Kingdom is a real slippery customer and in the finished version of the game, you will need all your wits and courage to cope with this icy and cold land.

CLOUD KINGDOMS

By way of compensation for last month's front cover disk error, ST Action presents an even bigger and better feature disk.

This month, we check out Millennium's next big release, Cloud Kingdoms, which features on Side 1 of your ST Action feature disk.

This enchanting and absorbing game is designed to give sixteen-bit users enjoyment, entertainment and a bit of a laugh, which is what it's all about. This highly original game is absolutely busting with fun and features and, in the demo, you can enjoy the first of many levels which will appear in the actual game. Here are the loading and playing instructions, as well as a profile on the game designers.

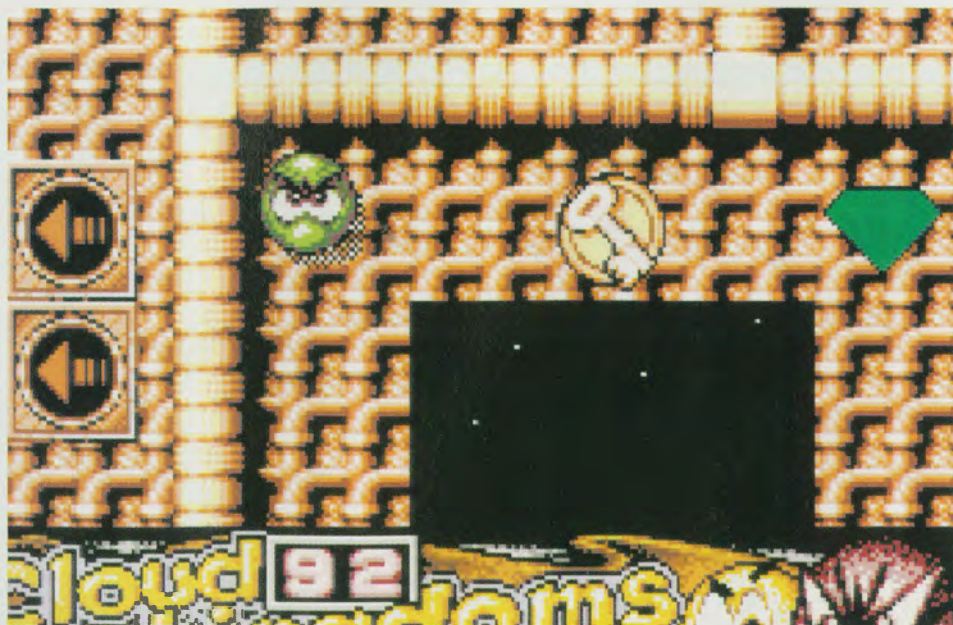
SCENARIO

"Coming soon to your small screens, Cloud Kingdoms, starring the first injection moulded, eight-way rolling, rubber-bottomed software hero!" Yes our cloud-bound hero, called Terry for some reason, is a cute and cuddly rubber ball with a character all of his own. But Cloud Kingdoms is a notoriously dangerous place which is full of pitfalls and perils, and so you must guide and protect the rubberized one from perishing. This game is packed to capacity with features which makes this one of the most surprising and action-packed games of its kind. A press of the firebutton and our hero bounces over his numerous foes and hazards. But one bounce too far and he will fall from this kingdom in the air and drop into endless space. This really is a feature-stuffed game and each level of Cloud Kingdoms presents you with new obstacles and hazards. Suddenly, trapdoors will open underneath our hero. Another time, he could be bouncing

around a corner, hit some ice and slip uncontrollably off the edge. There are invisible floors, mazes and tunnels as well as energy-sapping ground, and all the time you're up against the clock to complete the level and collect all the objects - if the sands of time run out, Terry ball perishes!

Of course, there are features which are designed to help our hero, such as rolling over a wing icon enables you to hop over the wall, while teleporters transport you from one section of a level to another. Running shoes speed up your progress considerably, but the hazards far outweigh the helpers a hundred to one in this game. In the final version of Cloud Kingdoms, the game consists of no less than thirty-two levels, each containing a completely original theme and new features. The Kingdom which features on the demo is the first level called, aptly enough, Cloud Kingdom. This is described as just a basic, learner level to get you used to the game. But in the finished version Ice Kingdom is a slippery land with pinball bumpers which send the ball hurtling in the wrong direction. While in Island Kingdom, in order to progress, the ball must paint trails to join up the islands. Further on, there's Chase Kingdom in which a frantic chase ensues from the beginning to the end. Not to mention Lava, Fire, Acid and Spiky kingdoms which really speak for themselves.

Secret doors play a big part in the game and there are three types of openings. The first will appear after you have collected two apples on any particular level and this will lead to the next Kingdom. The other two doors are accessed by collecting two oranges which take you to John's Kingdom or Wing's Kingdom, two of the programmer's custom-made levels which are full of surprises. But that's in the finished game. Until then, enjoy this action-packed foyer to Kingdom world.



Meet Terry Ball, he certainly is a nicely-rounded character. This is the opening level which features on your STA cover-mounted disk. Watch out for the rolling eight-ball and look out for that ice!

HOW TO PLAY

This appetizing soupçon of Cloud Kingdoms contains the first of 32 levels which will feature in the final game. To load the playable demo of Cloud Kingdoms, insert the demo disk and double-click on the file labelled Cloud.PRG. and the game will load automatically. When the game loads, you will see Terry Ball sitting in the centre of four optional kingdoms. Three of the kingdoms are out of bounds, but the first one can be entered by moving Terry's gaze with the joystick in the direction of the Open Kingdom and press fire. Now you're in the foyer to the massive world of kingdoms. This is Cloud Kingdom and you must guide Terry around the precarious pathways, taking care not to topple off the edge. Suddenly, an eight-ball rolls towards him threatening to flatten poor Terry. But a quick tap of the firebutton and Terry leaps over his adversary in a single bound. Terry's task is one of a collection: picking up fruit, diamonds and keys for example, and every item must be collected in order to complete a level, but many adversities conspire to stop you. Suddenly, Terry hits ice and skids uncontrollably towards the edge and you must try and compensate for the skid and guide him safely around the corner. Then the ground opens beneath him and Terry is left treading air - bye bye Terry Ball!

Remember, this is a race against time! Terry must reach his destination before the time expires and so you must use all the help available. Flying over wing icons turns our Tel into a flying ball able to leap walls, obstacles and adversaries in a single bound. But this bonus is short-lived as Terry plummets back to the floor and resumes his existence as ground-bound ball. There is no basic rule for this game. You will come across a hazard or obstacle every step of the way and you will have to use your wits and skills with the joystick to get Terry ball out of trouble and on the way to Kingdoms new. The best of luck!

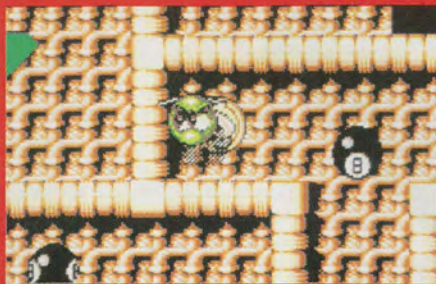
MILLENNIUM

A new decade has dawned and with it a new era in computer entertainment. Logotron Entertainments has decided to shed its old skin to reveal its true identity. This bright and shiny new image is Millennium, a label which stands for pure entertainment. But it doesn't stop there, as this team intends to change the face of computer entertainment in the 1990's. While others are trying to keep up with the fashions, bogging down our screens with vector-graphic showcases and stuffy strategies, Millennium are concentrating on one aspect of computer games, and that's pure entertainment which, of course, is the most important thing. Out of the blue, literally, comes Cloud Kingdoms, a game with a 1990's presentation which still manages to retain the real qualities that make a game great, namely addictive and unadulterated gameplay.

The team behind the ST version of Cloud Kingdoms is John Gibbons and Wing Lai who are based in rain-drenched England, and Dene Carter, who lives on the sunny and oh-so British isle of Gibraltar (some people get all the rough breaks eh!) But I recently visited the slightly less glamorous Millennium HQ which is based in not-so sunny Islington and spoke with John. Why Cloud Kingdoms: "I think most people today are striving to create great graphics and sound in order to keep up with the rest. Advances in effects is fine, but I think all too often, the element of gameplay becomes of secondary importance, which isn't right. I

GO CRAZY, GO WILD IN CLOUD KINGDOMS

(Right) Stone World, as its name suggests, is the cold and hard facts of life. This is a particularly tricky level which'll finish the most skilled kingdom crusader.



(Left) Eight balls everywhere in Unseen Wall Kingdom. They roll hither they roll dither and Tony Ball must hurdle them all.



(Above & left) Meet some of the characters and icons which feature in the game. These sprite-shots give an insight into this ingenious game.

mean, once you've gone 'WOW' at some graphics or sound effect, there really isn't much more to a lot of these games. The basic idea in Cloud Kingdoms is that it is a really enjoyable arcade game which spans some third-odd levels and to pack full of features and surprises in order to keep the player on his toes. If you can maintain people's interest in a game over a long period, then you've done your job. We reckon Cloud Kingdoms does this and more!"

The game is not totally original as it was inspired by some of the old classics, such as Boulderdash. But the implementation and the numerous features is pure innovation:

Millenium's software development chief got stuck into the game and showed me some of the hazards and pitfalls to expect in the final version of the game: "There's just too many obstacles to list in this game because each level has a completely unique set of problems to overcome. Being a ball, Terry is difficult enough to control as it is, but things like narrow paths, ice and trapdoors really puts the pressure on." The final version of Cloud Kingdoms will be available by the time this goes to print. If you think this first level is challenging, you ain't seen nothing yet!



John Gibbons, putting the finishing touches to the ST version of Cloud Kingdoms: he's the one on the right by the way.

**SIDE
2**

**ST ACTION GAMES
DISK
SPECIAL
FEATURE**

This month, we present a playable demo of a forthcoming release from France's premier software house, UBI SOFT. Simply entitled 'Fred', this is an arcade-adventure set in an imaginary medieval world of magic and folklore. Designed by INCAL, Fred epitomizes the high standard of quality and originality we have come to expect from UBI. So before you boot up the game and enter this magical world, check out the playing instructions and description of the game, as well as an interview with the team who designed Fred, INCAL.



Deep in the bowels of the evil-ones castle Fred continues his quest to regain his handsome looks. Meanwhile his girly is in the arms of another.

FRED

You are Fred, a noble knight who has fallen madly in love with a beautiful damsel. Balmy sunny days spent walking through forests, picnics shared on the hills had binded their love, and Fred really was smitten with the girly. But as in all fairytale romances, a jealous evil threatens to end this beautiful relationship and in this particular tale, it's Ultimor - an ugly dwarf who's a right miserable so an so, and boy has he got it in for Fred. You see, Fred was very handsome and a real ladies man, and Ultimor hated him for it and so in a jealous fit he transforms our hero into an ugly weed. Of course, the damsel finds this little maggot a right turn-off and so she leaves him for the arms of another. Poor Fred is heart broken, but he is determined to break Ultimor's spell.

You control Fred's destiny, his every move, decision and action in this strange and dangerous land. To regain his handsome form and win back this impressionable young lady, he must find the evil sorcerer in order to rid himself of the curse. The journey is fraught with danger as you guide Fred to the entrance of the dwarves' graveyard which leads to the grottos, inhabited by the little people. You'll come across sorcerers, both nice and horrible, and in the final version there are no less than 50 different scenes filled with danger, hiding in every nook and cranny. There are more than a hundred characters, some evil, some helpful, but nobody must be trusted. Armed only with the knives and swords you find, you must avoid and defeat a myriad of evil. Devilish sorcerers encircle you, threatening to throw a hex on poor Fred. Meanwhile, spiders and all manner of evil creatures lurk in the crevices of this dark and mysterious land, while others lurch at our not so handsome knight. Monsters are in abundance in this game, some squat on the rocks, others swoop down from the skies.

In the final version of the game, you emerge from the dark and mysterious forest into the dwarves' graveyard full of evil spirits. There is no escape from Fred's quest. He has to regain his looks in order to win back his love. The final conquest is at Ultimor's castle and you must fight through ranks of guards in order to reach the evil sorcerer and regain your looks - beauty has its price!

LOAD AND PLAY FRED

To load Fred, double click on the folder labelled Side 2 and click on the full box in the right-hand corner of the window. Now locate and click on the file marked S.PRG. This mysterious and magical trip in Fred's weird and wonderful land contains the first level which features in the final version of the game. The playable demo of Fred depicts the mysterious forest, although further levels show the dwarves graveyard and mysterious grottos inhabited by the little people. Fred appears in the strange and murky forests and, with the joystick in Port 1, you take control of this 'once knight, now wimp'. Your objective, of course, is to fight your way through the forest which is fraught with death and danger. Every step of the way evil lurks and you must keep Fred from harm by throwing knives and swords at his many and varied enemy. There is constant stream of adversaries to skewer, and so speed on the firebutton is essential.

Remember, Fred is a right weed and so the slightest confrontation with even the smallest enemy could be fatal and so the best policy is to avoid contact with everyone. The road is long and winding, and the route through the forest is certainly not straightforward. There are numerous objects to collect in the forest which are designed to help our pathetic hero, and by pulling back on the joystick Fred crouches down to pick the objects up. Fruit boosts his energy, potions might give him magic powers and, of course, keys open locked doors.



Fred is the latest release from France's premier software company. The game combines arcade action with adventure.

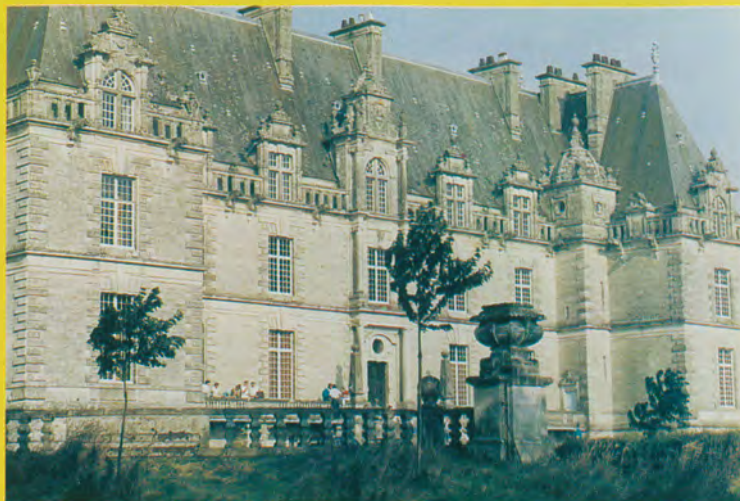
Remember, Fred's love-life is in your hands!

INCAL AT UBI SOFT

Talk about spoil! UBI Soft really do look after their programming staff. Some publishers stuff their programming personnel into the smallest room in the building. But UBI Soft do things with a bit more style, as their game designers are destined to languish in the luxury and splendor of one of Brittany's most spectacular chateaus. There are quite a few independent teams working on various projects at the chateau and the team working on Fred is collectively known as INCAL. I spoke to project leader, Phillippe Villain: *"Most of the team were at school together and we got to know each other through our enjoyment of fantasy role-playing games. It was about the time that Dungeons and Dragons, with the original lead models and maps, was at its height of popularity and we spent most of our time engrossed in some adventure or another. What I found amazing about these RPGs was the intensity of the imagery in these games. If you've got a good imagination there is literally no boundaries in these games - the characters and scenes are so vivid and real."*

The team's enjoyment of RPGs inspired them to start designing games for themselves, including the scenarios, characters and even scenes. Then they combined this with their other interest, computers. Phillippe explained: *"There were already many different types of adventures on the market, but we decided to design and program our own games."* INCAL already have a string of successes to their name in the eight-bit market and Fred is their sixteen-bit debut. Phillippe continues: *"With the extra memory and greater graphics potential, we set about designing a game based on one of our favourite role-playing adventures which we had enjoyed in the past. But there are those in our numbers who are incurable arcade fanatics and so we decided to combine the two in Fred."* The game is packed with potions, keys and spells and the typical folklore characters which have haunted Dungeons and Dragons and the many spin-offs. Phillippe continued: *"We thought that the combination of frantic arcade play and the powerful imagery from role-playing would be a great formula."* See what you think of this, the first level of Fred.

HOW THE OTHER HALF LIVE AND WORK



Splendid surroundings of this magnificent French Chateau has proved to be very inspirational for UBI Soft's programmers and artists.

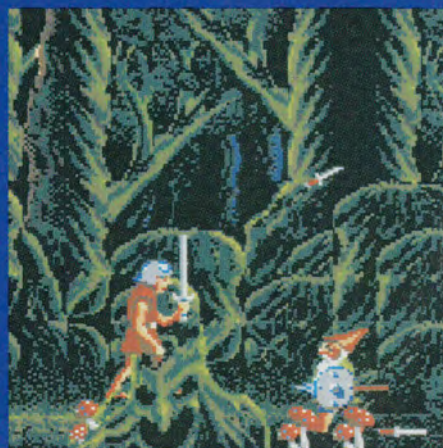
(Right) Equipe Incal , the caption to this shot said. As you can see the makers of some of the most innovative and original software, are rather eccentric . Nevertheless, the games coming out of France are some of the best on the market.



(Left) Graphic artist Phillippe Villain putting the finishing touches to Fred. Phillippe and the other members of the team cut their teeth on role-playing adventures such as and in particular the imagery of Dungeons and Dragons was very inspirational.

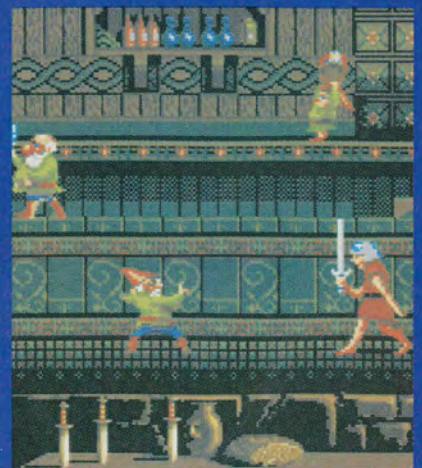
WIMPS RULE OK!

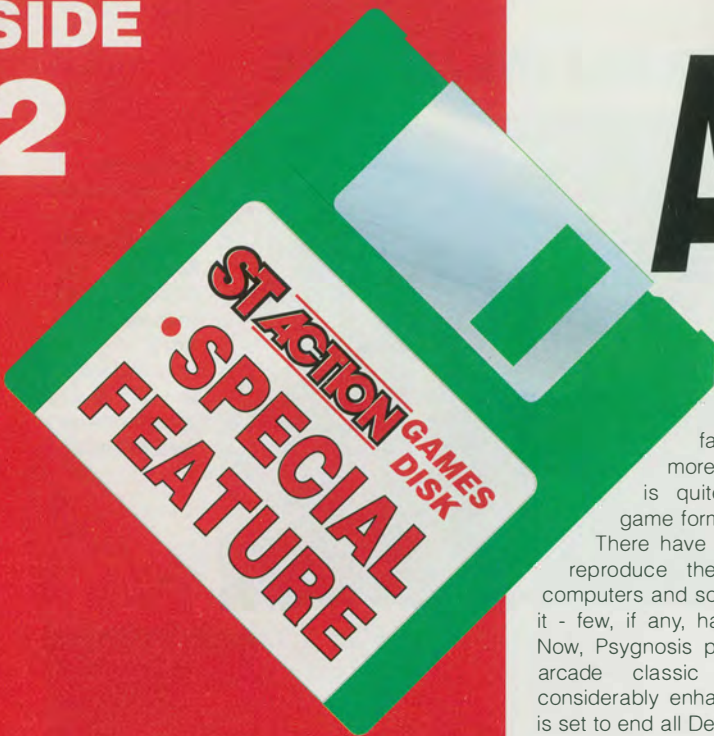
Fred has been transformed from a handsome knight into an ugly wimp. He's lost his girlfriend and now his mind is set on revenge.



Fred's all on his own against a constant flow of adversaries. here a dwarf confront our hero and Fred has no alternative but to retaliate with a volley of throwing knives.

Fred's search for the evil sorcerer takes him to the evil one's lair. Again the place is swarming with elves who are still intent on stopping our Fred.





In response to last months disk error, we have included Psygnosis's It Can't Be Done, now called Anarchy. For those with double-sided drives, the full demo features on Side 2 of your ST Action marked ICBD_DEM.TOS. Meanwhile, for those of you with Single-sided drives who have retained last month's disk, the file which was missing is on Side 1 of the disk, marked ICBD1 and you can stitch it onto the rest of the program by following the instructions on this page.



Those lousy rotten aliens are at it again kidnapping the stricken moonbase staff. The only advice I give is 'TAKE NO PRISONERS!'

ANARCHY

It Can't Be Done, now more appropriately called Anarchy, is nonstop arcade action. There's a game which has remained a firm favourite in the arcades for more than a decade. This game is quite simply a winning video game formula - this game is Defender! There have been numerous attempts to reproduce the arcade game on home computers and some have even tried to better it - few, if any, have come anywhere near it. Now, Psygnosis pay homage to this timeless arcade classic with an updated and considerably enhanced Defender clone which is set to end all Defender cloning. It is called, 'It Can't Be Done' (working title). Until now, you and your joystick may only be used to the leisurely games available on the ST and so you're probably a bit out of condition. So here's a playable demo that'll really test your mettle.

LET'S PLAY ANARCHY

The objective of the game, which has been handed down through time-honoured arcade tradition, is quite straightforward. You must forge a lone battle against a race of usurping aliens who are routing the planet destroying moon bases. The personnel, who look like wheels as they trundle helplessly across the planet, flee from the bases in a blind panic. But there's no hiding place for them - they're literally sitting ducks. Self preservation and the safety of the moon base staff are your priorities - the best of luck!

LOADING INSTRUCTIONS

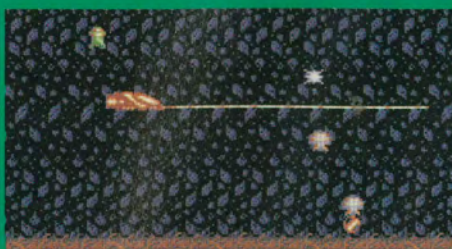
PLEASE FOLLOW THESE GUIDELINES

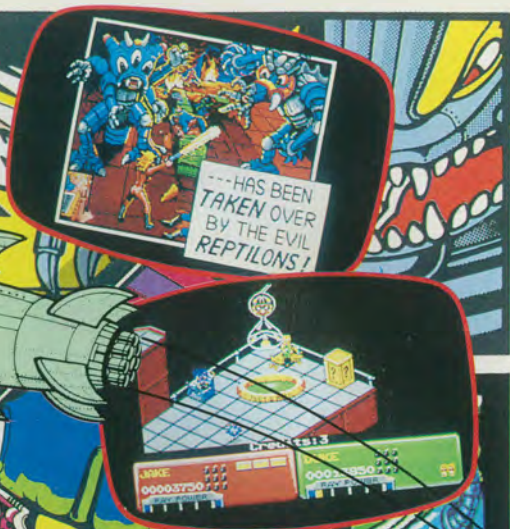
CAREFULLY! If your ST has a double-sided drive, you simply double click on the Side 2 folder and then again on the program file labelled ICBD_DEM.TOS. But if you have a single-sided disk-drive and you have kept last month's front-cover disk, we have included the missing file for It Can't Be Done on Side 1.

- Ensure that both this and last month's cover disks are write protected, ie you can see through the tab on the bottom left hand corner.
- Do not copy the single missing file from this month's disk to last - this will not work.
- Format a disk and keep it to hand for later.
- Insert this month's action cover disk into drive A and locate the file 'ICBD1'. Select this file and drag it to the Floppy Disk B icon. The computer will respond by asking you to insert disk B (the blank formatted disk). Follow the computers instructions until it has completed the copy.
- Now, insert last month's cover disk into your drive, and select all the ICBD files (ICBD2, ICBD3, ICBD4, ICBD5, ICBD6, ICBD7, and ICBDDEM.TOS) dragging them onto the Floppy Disk B icon. Once again, the computer will request you insert disk B (the disk you copied ICBD1 onto) as it copies the files. When the process has finally been completed you should find yourself with a disk containing all of the files needed to to play It Can't Be Done. Reboot your machine with your new disk in the drive. Double-click on the Floppy Disk A icon and find the ICBDDEM.TOS file. Double-click on this file to load the game. Now all you have to do is prepare to die at the hands of some of the meanest alien scum this side of the galaxy.

CAN IT BE DONE?

Many of you thought that this was an April fool gag, but we wouldn't be so cruel. Here is this great little shoot'em-up from Psygnosis now called Anarchy. Yes It Can Be Done, so loosen your joystick wrist, flex your firebutton finger and get ready to blast, zap and obliterate the evil aliens.





...CED TO CREATE MY DESTINED EARTH!

ESCAPE – FROM THE WORLD OF BORING VIDEO GAMES!

Yes! This is the latest, wackiest, most playable shoot-em-up for a very, very long time.

“Lots of beautiful girls have been abducted to Planet X by the evil reptilons. And when I say abducted, I mean.... well, yes – exactly! It’s a disgrace! And those evil reptilons are downright.... evil! And that’s not all – there’s more. Where? Inside of course! Good luck men!”

Bzzz. ‘crackle’. hizz. pop: This is Radio S.M.O.G. bringing you the latest update.

“We join our heroes on the surface of Planet X where a rescue mission is in progress. The REPTILONS have enslaved the humans stationed there. They are being forced to create an evil Robot Army destined to DESTROY THE EARTH! Listen out for our next broadcast”



“DESTROY THE EVIL REPTILONS”



JAKE

“THE FATE OF THE WORLD IS IN YOUR HANDS!”



DUKE

TENGEN
The Name in Coin-Op Conversions

DOMARK

Available on: Atari ST, Amiga, IBM PC 3.5" & 5.25", Commodore 64 (cassette, disk) Amstrad (cassette, disk) Spectrum +3, Spectrum 48/128
 Programmed by: Teque Software developments Ltd. © 1990 TENGEN INC. All Rights Reserved. © Atari Games Corporation
 Published by Domark Ltd, Ferry House, 51-57 Lacy Road, London SW15 1PR Tel: 01-780 2224 Atari ST & Amiga Screenshots

Dungeons & Disk Drives

Sorry about the smell, but we've had a small disaster. We were unsuccessful in obtaining "TROLL'S DO IT UNDER BRIDGES" Tee shirts, we settled for, "TROLL'S DO IT IN THEIR UNDERPANTS" boxer shorts. Unfortunately the foolish Troll misunderstood the message and he's now banished from the Dungeon until he agrees to have a bath. It's no good, I can't stand this smell any longer. As a punishment, we've given ol' Stinky extra homework. So while we run off and sun ourselves we'll leave you in his capable mits. More gossip next month...

TROLL LETTERS

Saving Your Neck In The Bermuda Project

Oh, great, green and gormless one, help me. I am stuck in the Bermuda Project. I have found the glider, raided the jeep, crossed the river and found the plane, but I can't find the pilot. Where is he? Also where is the key to the jeep?

P.S. Do I have to save anybody else? I'm only really interested in saving my own neck!

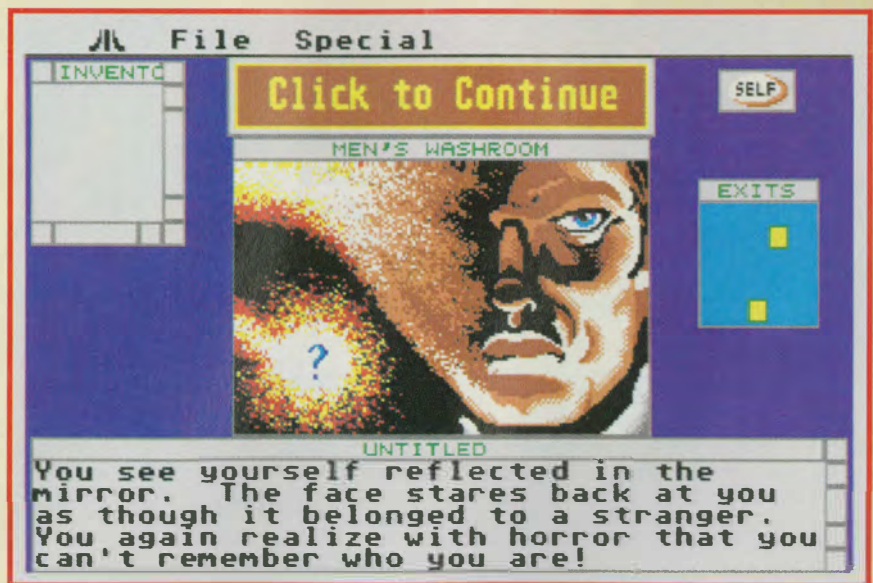
Steve Cuthbert.

Oh yes, the island may be full of cannibals all bent on horribly murdering a whole plane full of passengers, but you are only interested in saving yourself. Hands up who's surprised about this human's attitude. I thought not! Well I wouldn't help them either, but let's face it, if you don't save the pilot who's going to fly you out?

The first thing you must do is get the bucket from the jeep, run to the sea for water then put the fire out on the plane. There is something in the plane you'll need. The key to the jeep is nearby on the ground, but there is a scorpion guarding it. Forget about the pilot for a moment, you've got other worries first.

Release the Ultimate Champion From The Chaos Prison

I was just having a look around the prison in Chaos Strikes Back to see how pathetic they all were. As I was mucking about I cast a fireball at a wall and noth-



Icom Simulations' *Deja Vu* has become quite a classic and still manages to throw up its fair share of problems. Just how do you revive the old lady in the back of the trunk?

ing happened! I ran forward where I cast the spell and found myself in a secret room with a portcullis. Beyond the door were some steps down, wherein were a load of Mummies. I fought the Mummies with my single pathetic fairy who was nearly dead at the end of the battle. I then came upon some steps which led to an opened door beyond which was a mirror. In the mirror was...? Find out for yourself.

You must only have one person at the time or the door will be locked.

**A Nonny Mouse,
Cardiff.**

Well my pathetic friend you have at least got half the story right. From my wanderings in the prison I have discovered two illusion walls leading to

guarded mirrors. The first one is just around the corner from the mirror containing STING. This corridor has steps leading down to a room full of rock monsters, beyond which is another corridor leading to a mirror containing a shadow fighter. You have found the second room which is just around the corner from the mirror containing ITZA The Warlord. You are wrong in thinking that you can only gain entry to the room when you have just one hero. I think you'll find that the door closes after a certain amount of time and it's that which keeps you out. So if you want to find out the identity of this super hero I suggest you get on your speedboots and rush straight there. If anyone wishes to know the identity of this mystery fighter, his name is ...

Not all the problems in the Indy Adventure need to be solved. However, our hero receives extra points for performing superfluous tasks.



Nope, I won't tell either.

Maniac Mansion's Wonderful Plant Fertilizer

In the Lucasfilm adventure I know I need to make the man-eating plant grow to get the combination of the wallsafe in the Lab. The problem is: how do I make it grow?

Another thing, should I give the package to Weird Ed?

**Bernardo Caffé',
Brazil.**

Brazil! That's where the nuts come from isn't it? Well I never expected to get a scroll from this far away. Are there no Amazonian Trolls to help you? I suppose any Troll who tries to live under a Brazilian bridge is liable to get eaten by alligators - and I thought Billy Goats were bad!

You do realise that 'Boy Blunder' our wonderful editor spent hours producing a complete solution to this game in Issue 22. Why didn't you buy it!! The answer is to use a glass jar of swimming-pool water on the plant to make it grow. That sounds easy enough, but filling the jar of water ain't so easy.

As for Weird Ed's package, you must collect it before he does, then wait till he goes back to his room where you can then give it to him and gain his friendship.

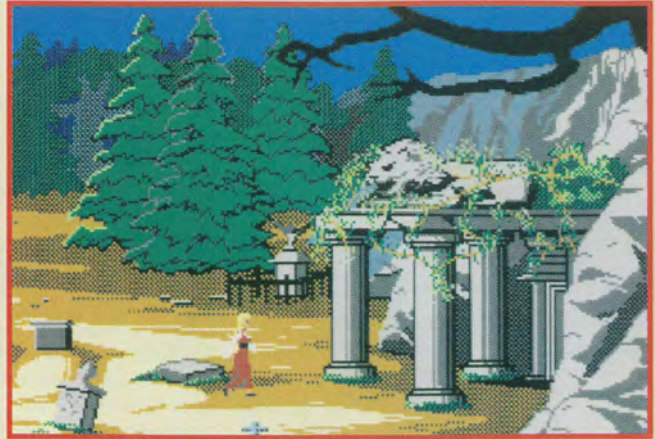
Loosening the Bonds Within Deja Vu

Please lend a claw with Deja Vu. I have opened the safe and with the key, opened the trunk of the car. Inside the trunk is a woman who is tied up and I don't know what to do.

Raistlin.

You have found a tied-up woman and you don't know what to do? Step aside, Wimp, and let a Troll in! Your eagle eyes and razor-sharp brain should have worked out that she is

Has anyone managed to attain a full score in Sierra's King's Quest IV? Don't forget to replace Pandora's box in order to obtain an extra bonus.



gagged and can't tell you anything until you remove it. Use the mouse to drag the gag from her mouth. As she is much too heavy to lift out of the car, you're going to have to interrogate her where she is. Being a close-mouthed dame, you're going to have to get cute to get anything out of her. I find that giving the woman a big kiss followed by a smack in the mouth usually works, but a wimp like you should use sodium pentathol!

Who Knows The Secret of the Chaos Scroll?

I read your Chaos comment 'Race you to the Finish!', well I don't need to because I completed it 3 weeks before. After completion I still have an unsolvable scroll and lots of keys. The scroll reads:-

GRYNZX ERNUM QUEY KZ SKEBON REDNZM LI OS DEY WEFNA ENOCARN AQUANTANA. Do you know what this means? What's the topaz key for? And no, it's not for the Black room as the hint oracle says - the Onyx key opens this.

P.S. Magnar the pet dragon of Chaos is a wimp!

**A. Leitch,
Essex.**

Well I'm really glad you asked that question because it is a dammed good one. All I need now to make my life complete is a good answer. I know I will work it out just as soon as I can spare 5 minutes from answering all these stupid letters, but just in case I ain't got time perhaps some know-all would care to demonstrate how smart he is by letting me know.

The Enigmatic Secret of Mona Lisa's Smile

Oh Emperor of Rancid Custard, at last a mere mortal has finally outdone you. I know how to open the hidden safe behind the paint-by-numbers Mona Lisa

in the Indiana Jones Adventure.

Give the painting of your father's cup to the guard. You will see Col. Vogul writing down the combination of the safe on the back of a passcard and put it in the filing cabinet. If you steal the roast boar from the kitchen and give it to the dog it will not bother you. Get the passcard and go to the room with the paintings. Simply select Open Vault Door and Indy will automatically use the combination. Inside you will find a rather helpful picture of the Grail.

**Jamie Moss,
Essex.**

I knew that! I just wasn't sure if you did. I'm pleased to say you are right. So what do you want - a medal?

Turn Over a New Leaf in Kings Quest IV

I need eight points to score a maximum on King's Quest IV and to do that I need to free the unicorn from Lolotte's stables. I've crawled all around it trying to open the gate, but all I get is the message, 'You're not close enough.'

Please help or I'll throw Rosella off the cliff.

P.S. You are getting too helpful for a Troll. If you don't revert to your former objectionable self I shall instruct Lord Chaos to turn you to stone the next time you enter his Dungeon.

**Dai Mercy,
Horley.**

Okay Dog's Breath, it's no more Mr. Nice Guy! So, having crawled round Lolotte and handed over the Unicorn you now want to be forgiven and be a goody-goody again. Well no deal, slimeball! You got yourself into this dog's heap so get yourself out. Serves you right for not sending a Stamped Addressed Envelope.

How's that - nasty enough? Ah yes, there are moments in a Troll's life when it all seems worth it.

For those others amongst you who have that good sense to keep your mouths zipped, here's a good K.Q. IV

tip. At the end of the game take Panadora's Box back to the tomb and slip it back under the door so no one can ever get it out again. Worth a few points that one.

Bloodwych Tips From the Heart of the Rockies

My brother and I have just finished Bloodwych after 3 weeks. After finishing we found that we had an extra permit. Could you tell us what the permit is for and how the wands are used? In return, here are some tips.

When you get teleported to an area and it prevents you from continuing, have a person wait in the area that you were teleported to. This will counter the teleportation effect.

When you find food, feed the champions without the Vitalize spell first. Mages can sustain themselves with their own spells.

Living in North America makes it hard to get all the great programs that are available for the ST. It is a joy to find a shop with a European import section. We usually receive software 2 to 3 months after their presentation. ST ACTION is an excellent magazine and we particularly enjoy the reviews and Dungeons and Disks drives.

**Stan & Ted Laskewich,
Canada.**

Doesn't it make you spit? I can't solve this damn game and yet two lumberjacks can! No, I don't know what the permit is for. I'm still wandering around completely lost in a maze of pillars and identical bedrooms. Who the devil has got a decent set of maps for this accursed game? Everyone says that you must map it carefully, but not one of you rotten humans has seen fit to give me a copy. I've got a sack at the

back of the bridge marked TOO DIFFICULT and it's full of letters about this game.

Deeper and Deeper into The Indiana Jones Adventure

In room 10 of Castle Brunwald there is a window which can be opened. Before you go out, look for a stone in the wall that can be pushed. Once on the outside ledge you can walk along to the trellis then using your whip you can swing across via the enlarged brick. Once across you can visit Henry or find the room with a red cupboard which has something useful for those who don't like stealing.

Did you pick up the book on Biplanes in the Venice Library? If so, don't bother with the Zeppelin, just steal a biplane - it saves a lot of bother. One thing that has baffled me: is there a book on maps in the Library?

Glad to be of service to the Mighty Troll.

**D. Parker,
Tyne & Wear.**

It looks as if this game has more wrinkles than the Dragon's armpit! Beats me how you humans keep uncovering these things. No, I didn't find a book on maps, but then after years of suffering 'Twisty passages which all look the same', the very mention of maps makes me feel nauseous.

Scroll Through Chaos With A PD Map Utility

Loads of eager beavers have been sending me Chaos maps, which I thank you for, but one special item has turned up from Lez Oxley and his eight-year-old

son. Lez has sent me a Public Domain disk which he obtained from the States which not only includes the maps of all levels drawn with the Degas Elite, but also a fascinating piece of P.D. software called DIB VIEWER which enables the user to scroll around an isometric view of Level 5. The viewer is also able to 'point and click' on certain objects to obtain more information. Unfortunately only Level 5 is included on the disk, but the creator has done a great job.

The Ultimate Dungeon Master Spell?

Although you may think I'm ugly, I do have a heart of gold, and to prove it here is the Ultimate Dungeon Master Cheat Spell.

Running this short BASIC program will activate the alternate, international character set on a Medium resolution screen. This will display a group of the characters which were used by FTL as their spell symbols. Copy down the symbols displayed and then use the spell to lighten your load when you are feeling run down. I just know I shouldn't do this, but I think you humans deserve it.

NOTE: This hint should have been included in the April Edition, but it took all my skills to finally crack the code, so don't complain that I'm a month late. This spell does NOT work in Chaos!

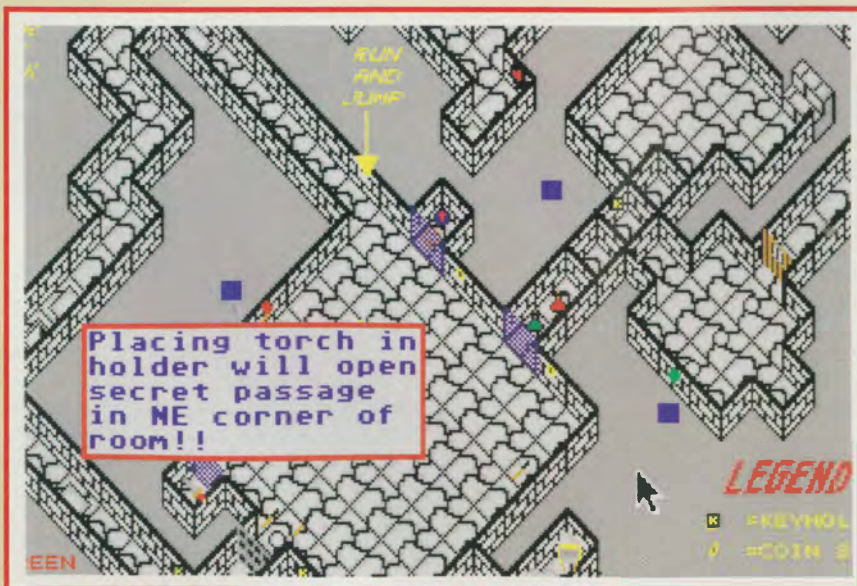
```
REM FTL SPELL CRACKER
DIM SPELL$(10)
RESTORE
FOR A%=1 TO 10
READ B%
SPELL$(11-A%)=CHR$(B%+32)
NEXT A%
FOR A%=1 TO 10
PRINT SPELL$(A%);
NEXT A%
DATA 44,47,47,38,0
DATA 44,41,50,48,33
```

I have also received some great suggestions for new Dungeon Master spells and monsters.

One common suggestion is for a FORCE WALL which would temporarily block a corridor to halt a monster's advance. The stronger the power, the longer the wall lasts. Sounds just like the spell Mitch needed in the Chaos DEAD END corridor. Boy! did he make a hash of that one.

Send your Hints, Queries and Grovelling Messages with a S.A.E. to:

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



This has to be the most detailed Chaos map available. Each problem has been carefully analysed and the solutions are available by clicking the mouse over the offending area.

EVERY CITY HAS A MEAN STREET!

SHADOW Warriors



SHADOW WARRIORS, THE LATEST, GREATEST AND MOST AMBITIOUS MARTIAL ARTS COIN-OP GAME NOW RAGES ONTO YOUR COMPUTER - FEATURING

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THE SECRETS OF THE NINJITSU TECHNIQUES HAVE BEEN HANDED DOWN SINCE THE MEDIEVAL WARS... NOW THEY LIVE ON IN THE JUNGLE OF THE AMERICAN METROPOLIS.

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PHOENIX BACKFLIP, TRIPLE BLOW COMBINATION, FLYING NECK THROW,

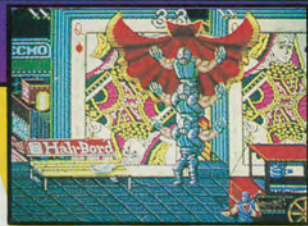
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The map is used to plan your next course of action. With the enemy advancing quickly a quicker mode of transport is needed. The nearest garage can be easily pin-pointed and a route planned.



Billed as "the strategy game of the decade", *Midwinter* has taken Maelstrom games over four man-years to produce. The research done on the game's background is second to none and as storylines go, this one is more than believable. The attention to detail is also excellent; with a playing area of over sixteen-thousand square miles it's incredible to think that the programmers have got the scale correct to the nearest foot. Graphically, the game is wonderful. The solid shading and smooth graphic techniques make for an atmosphere never before felt in a game. The sound, too, has been well thought out. Without doubt, *Midwinter* is one hell of a game. The game's action sequences blend splendidly with the strategy and, at the end of the day, I have to report that this is the game that I will be playing for months to come.

NC

MIDWINTER

"Acclaimed as the 'strategy game of the decade', Rainbird's latest project has taken a colossal four man-years to produce. Just how good is it?"

RAINBIRD (£29.95)

DATELINE: 8/9/2039 - As the Cold War between the East and West continues, eyewitness in Florida have reported seeing a fast-moving white light travelling eastwards. Reports indicate the object isn't of military origin and rumours of an alien life-form are rife.

The mysterious object was tracked east before it finally collided with the earth. The projectile was, in fact, a large meteorite. It landed on the eastern boarder of Bhurma, destroying everything with-

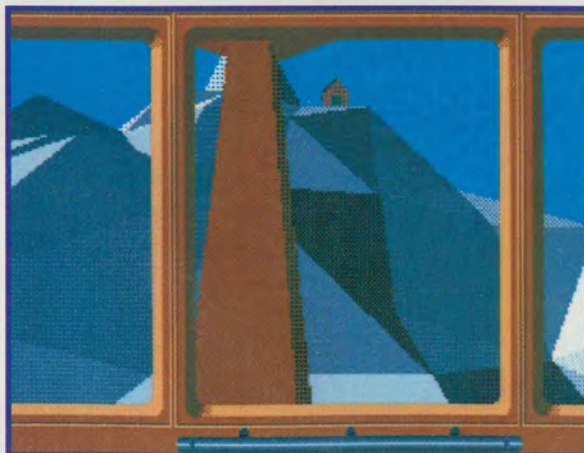
in a three-hundred kilometre range. Shockwaves were felt as far away as London and Sydney, earthquakes occurred in Beijing and Bombay and forty-eight hours after the event, a huge tidal wave hit the west coast of North America. However, these occurrences were minor when compared to the longer lasting effects of the blast. Millions of tons of dust and dirt had been ejected into earth's atmosphere. Over half the globe had been covered by a dark blanket of debris,

known as diamond dust, and it was rapidly engulfing the entire planet. As the months passed, climates dropped

visibly and harvests failed. By 2045 the average temperatures dropped by two degrees. 2056 saw the usually mild English winter witnessed an all-time low of minus twenty-five degrees. The ice-ridden area around the Poles had grown noticeably, over three-hundred million people had died because of the cold, the Earth was re-entering the Ice age and the worse was yet to come.

The game of *Midwinter* sees you assuming the role of Captain John Stark. Together with a number of other Peace Officers, it has fallen to you to police the region once known as the Azores. Like the rest of the globe, the small islands have been entirely covered by the treacherous ice fields. However, with the introduction of Heat Mines, the islands became an oasis within a desolate desert. Life in the new colony seemed tranquil enough until one day a hostile army arrived and made their base in the sleepy village of shining hollow. The rogue band is lead my General Masters, his aim is to take the island over and use your factories and heat mines for his own ends.

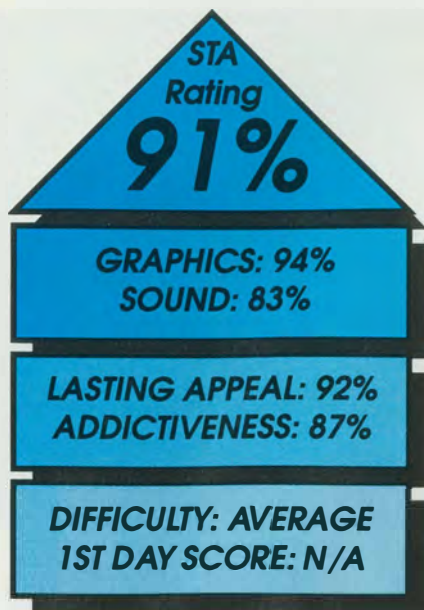
As the game begins the enemy have already conquered three of your bases and are advancing rapidly. You must recruit members of the original settlers and form



Skiing is the most basic form of transportation but in order to get to less accessible areas it may be necessary to climb aboard a cable car.

Having entered a village and hi-jacked a snow buggy, you make good your escape. Watch out though, the enemy are hot on your heels and are giving you a run for your money.





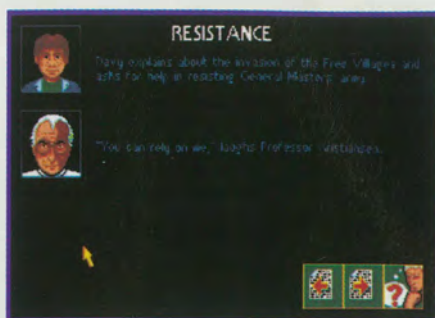
a resistance movement. This in itself is no mean feat as each of the characters has their own personality and traits. As you learn of the impending treat, you must ski to the nearest base an alert one of your colleagues. As you enter settlements, you may be able to utilize the various amenities there. Garages are very useful places as they usually store snow buggies, a faster mode of transport. Obtaining a buggy is vital as it proves a quicker mode of transport and also allows you some protection from the ever vigilante enemy. Naturally, there are other means of getting around: Cable Cars span the more treacherous peaks (the journey allows your character to rest and regain his energy); Hang Gliding is by far the fastest and most dangerous method, and should only be attempted by those characters who know what their doing.

The strategy part of the game is based around the player's interpretation of the main map. From it, you can see at a glance the nearest building or person. The terrain must be studied carefully and routes planned before hand in order to

Many games are billed as 'revolutionary', but *Midwinter* is probably the closest you are going to get to the title. Although the presentation is superb, with *Maelstrom* actually making snowy planes look interesting thanks to some clever use of polygons and shading, it is the superb gameplay that sets it apart from the other 'classics'. Although your task is to destroy the evil General Masters, the gameplay allows you to perform the task in whatever manner you seem appropriate. As you put together a strong team with varying skills that actually have a bearing on the game, any number of methods can be used to kill Masters. Couple this with three modes of transport, numerous missions, and an involving mission, you have a game that really does live up to its classification.

SM

Interaction between characters is all-important. On locating a member of the Peace Corp. you should try and recruit them; after all, you're going to need all the help you can get.



make the most use of your resources. Of course there are a number of different strategies. Guerilla war and sabotage is always a firm favourite, the ability to use explosives can set the enemy back hours. Choosing which people to enlist is also important; for instance, if you recruit the scientist, and take him to a radio station he'll use the equipment to call up even more of your troops.

Midwinter is played using the mouse and a very simple-to-use icon driven system. The save-game facility is easy to access and, because of the game's size, will be used regularly. The game comes accompanied by a two-hundred page manual which has been excellently researched and is great entertainment in itself. Beginners are best advised to try the training mode, while the more advanced players may increase the difficulty by

With the statement "Game of the decade" adorning the cover of *Midwinter*, you may think Rainbird are blowing their own trumpet. However, its only when you've wasted a whole day playing this compelling game that you realise their claim may well be true. *Midwinter* took its developers, Maelstrom, four man-years to complete and such projects often turn out as real turkeys - not so this game. Graphically, the presentation is excellent; with the subtle use of shading and detailed landscape accurate to within one foot, the island of *Midwinter* is bordering on revolutionary. The sound effects, too, have been well implemented. I was impressed at the way in which a skiers' foot-steps became more laboured as he ascended a steep slope. Combined with the easy-to-use icon system and the enthralling gameplay *Midwinter* is a must for all ST owners.

SW

introducing mortar dropping planes and kamikaze drones. Without doubt, the four man-years spent on development has been time well spent. Now all that's need is someone ready to indulge.

STA



Should you find yourself under attack and out in the open, a good line of defence is to sit in a tree and snipe at your attackers.



Hang gliding should not be attempted by weaker characters. However, if you can judge the rise of the thermals you'll be able to witness breath-taking views.

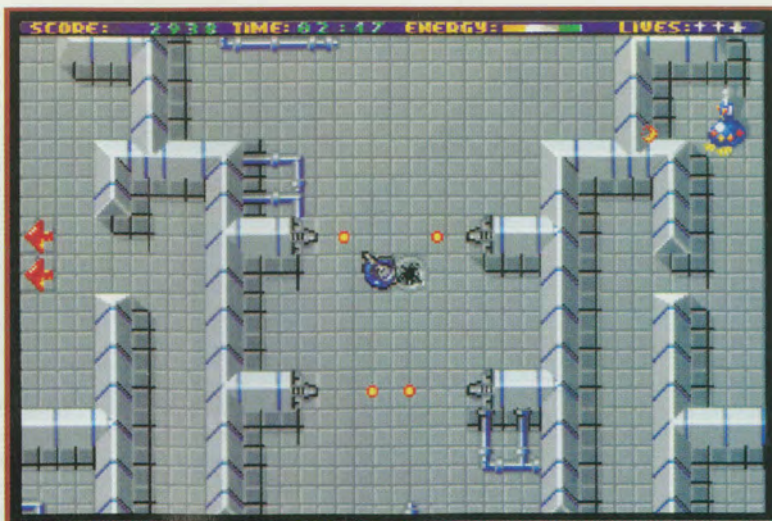
Although very simplistic, I found Teramis fairly addictive, if a little too easy at times. The graphics are small but effective, the levels have been well designed and contain some humorous surprises. I managed to get to the fourth level on my first go and therefore I can't see there being much lasting appeal. It is this lack of a challenge that I would have to mark Teramis down on. There isn't much sound apart from the in-game effects which include the customary firing of guns and explosions. Not a bad game, but my advice would be to try and play the game before you actually decide whether or not to purchase it.

SW

Time is running out. Something went dramatically wrong in the Xenobiological laboratory and the starship Teramis has now been set to auto-destruct. You take the part of Nigel MacGibbons, last survivor and the only hope for mankind. The ship has been overrun by hostile extraterrestrials, which are after your blood. The ship is divided into eight sections. Each section is populated by nasty alien lifeforms and culminates in a, somewhat larger, mutant nastie. Things are made a little more tricky by the fact that the ship is about to self-destruct as soon as the timer reaches zero. All that you can hope for, is that you can make it back to the escape pod in time.

Looks like Nigel MacGibbons is in trouble. You must guide the hero up the vertically scrolling playing field, while spraying the enemy aliens with cannon fire. Each level has its own mix of alien lifeforms and stage layouts that are guaranteed to keep you on your toes. Your life-force is indicated in bar form to the top of the screen. If you are hit or touch an alien your energy will be reduced. Dotted around the play area are small icons that will prove invaluable to MacGibbons. The icons, when collected, will increase your players firepower, energy and give him bonus points. There is also a time limit to each stage so you will have to be quick. Once you finally make it to the end of a

Straight into the thick of it and the alien life-forms waste no time in trying to destroy you. As well as the moving targets there are also ground-based gun pods.



TERAMIS

"A terrible experiment in one of the many laboratories of the spaceship Teramis has gone disastrously wrong, and now the ship has been overrun by alien life forms intent on your demise."

GRANDSLAM (£19.99)

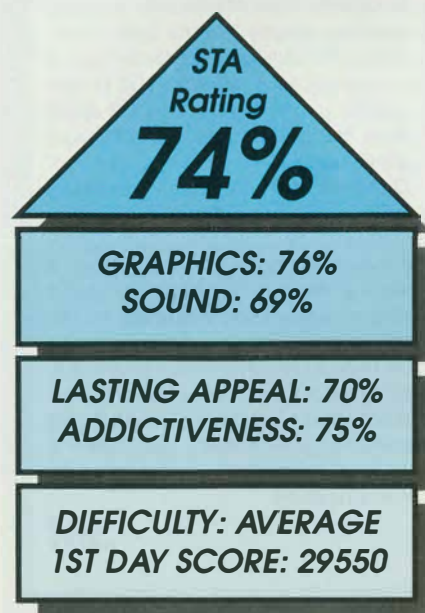
Teramis is a mixture of a number of games; there's a little of Alien Syndrome, Commando and even Gauntlet. However, despite the obvious inspirations, Teramis does manage to have a charm of its own. The graphics are colourful and imaginative while the sound is just as you'd expect - laser blasts. The programmers have obviously thought long and hard about the monsters, too. The end-of-level guardians are zany and original (I wonder whether Jeff Minter will agree?). The gameplay isn't exactly inspiring although I did find it quite compelling and addictive. Basically, Teramis is a polished hybrid that possesses attractive graphics and more importantly, that "just-one-more-go" feel.

NC

stage you will be confronted by the end-of-level monster. Each one has a weak part to its anatomy, and this must be exploited to destroy them. Each level has its own surprises in store, like the Jeff Minter icon and the killer Llamas. Deadly! If your ener-

gy reaches zero then you will fall to the ground in a crackle of sparks and you will lose one of your precious lives. **[STA]**

Recognise this face? Of course you do. It's Jeff Minter. He may be smiling but his purpose is deadly. Watch out for those deadly, flying Llamas. They shoot to kill.



KICK OFF 2



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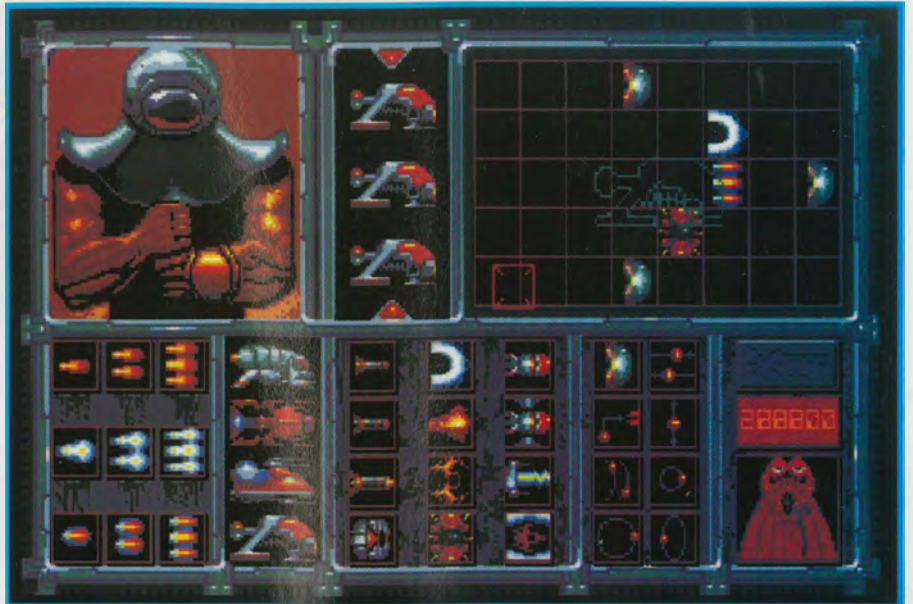
**STA
Rating**
77%

GRAPHICS: 82%
SOUND: 77%

LASTING APPEAL: 76%
ADDICTIVENESS: 75%

DIFFICULTY: AVE/HARD
1ST DAY SCORE: 28500

Kitting your ship correctly is essential. However, with only your limited budget to fund your scheme, it'll be a tough decision.



Well, I think we earthlings have done pretty well for ourselves, don't you? Yep, every month those alien critters attempt to invade our humble planet and every month thousands of laser-hungry gamers see them off. As usual, the slimy space dwellers have decided to begin their monthly excursion to our fragile world. Unusually, they've decided to launch their attack from under the sea. X-Out (pronounced cross-out), is a horizontally scrolling shoot'em-up in the true tradition of the grand-daddy of them all, R-Type. Programmed by the German software team, Rainbow Arts, X-Out puts you up against eight levels of the meanest aquatic slimeballs you're ever likely to encounter.

Set in the year 2019, you must assume the role of a forty-year-old who just reached that magic age and been given the sack. As far as you're concerned, the alien invasion couldn't have come at a better time. After two months of job-hunting and boredom, you were almost ready to call it a day. Then, with the extraterrestrial invasion, the government found themselves in short supply of sub-pilots. Luckily, you noticed a job offer for the position. Within one week you find

X-OUT

"We've fought them in the heavens, we've battled them on the ground. Now, courtesy of Rainbow Arts, prepare to engage them undersea."

— RAINBOW ARTS (£19.95) —

yourself behind the controls of a new advanced undersea weapon. You have become the last hope of a civilization dogged by alien attacks. Grit your teeth and remember your Commander's last words, "take no prisoners, give no quarter, make no compromises!"

Before your mission begins you must first buy and equip your ship. Although government spies have stolen alien blueprints and the defence establishment have

constructed a number of super weapons, you forgot to read the all-important small print when you signed the job application form. Sure, you'll get paid for your work, but, because of the bureaucratic balls-up, you'll also have to buy all your own gear. At the beginning of the game you only have five thousand credits to your name, just enough to get you two poorly kitted ships or one well rigged-out craft.



This aquatic warrior rides menacingly upon the back of his sea-snake. First you have to destroy his mount, then put paid to his warlike ways.

It's not hard to see where the idea behind X-Out came from. Still, at the end of the day it has to be said that I really rather enjoyed X-Out. Blast'em-ups are ten-a-penny nowadays and it's refreshing to find one as playable as X-Out. Graphically, the game is packed to bursting with all manner of slimy aliens. On the negative side, I did think the playing area could have been a little large, although the speed of the horizontal scrolling has not been compromised. The game sonics proved adequate with the obligatory zappy noises making their usual appearance. The main music was enjoyable too. Personally, I found the game a little difficult. Therefore, if you fancy a shoot'em-up that offers a challenge, X-Out is for you.

NC

X-Out is by no means an easy blaster. Level three is peppered with alien life forms all intent on one thing: your swift demise.

The first end-of-level guardian is pretty easy to beat. First blast away at his two tentacles before finishing him off with a volley of shots in the head.



Weapons for your ship range from R-Typesque laser beams to more conventional cannon. All manner of missiles and bombs are also up for grabs but the most useful add-ons must be the drones - pods which mimic your fire pattern. The more elaborate weapons cost more and, should you lose a life, it is well to remember that unless you've got the money, your next ship might not be so well kitted out.

Each of the immensely taxing eight stages is split into two sections. As you pilot your Water-Beetle through the murky depths, you encounter all manner of alien life forms. First, small craft, then laser-spitting cruisers until, finally, you come face to face with the first mid-level guardian: a humanoid shape figure, riding on a fearsome snake-like monster. Using your rather limited firepower, you must first dispose of the alien's mount before finally putting paid to the rider himself. Venturing further into the level, you should come across the huge end-of-level monster, a bi-tentacled skeleton-style

At last, a worthy competitor to Activision's R-Type. X-Out contains all the essential ingredients necessary to make an excellent shoot 'em up. The graphics are colourful, superbly detailed and move gracefully around the play area, which can become quite hectic at times. It is obvious that a lot of care and attention has been put into the game, judging by the visually pleasing graphics and the neat presentation. The sound is average and what you might expect from an ST. Still, this doesn't let the game down in any way. If you fancy a good blast then you would be wise to buy X-Out.

SW

organism. As with all of the aliens, you must find the creature's weak-spots before blasting them away. Eventually, you'll have to blow the nasty's head to bits before completing the level and collecting your handsome bounty.

Further levels see you penetrating



Not all of the end-of-level monsters are of the biological kind. Indeed, this fearsome fellow is 100% pure metal. Incidentally, he reminds me of the garbage chute in R-Type.

As shoot'em-ups go, X-Out is pretty representative of the hundreds of like-minded games which have been released since the year dot. Sure, this style of game is still as popular as ever, but shoot'em-ups released these days really have to be different from their numerous predecessors. To its credit, X-Out has got an excellent weaponry selection screen and the game itself has been thoughtfully constructed to grow more difficult in distinct stages, so that most people can cope with it. However, the game really doesn't deliver anything new or surprising, which is a bit of a shame really. Nevertheless, a solid, no-nonsense blast'em-up which is well worth considering if you haven't already got the likes of R-Type, Xenon II and Blood Money.

JS

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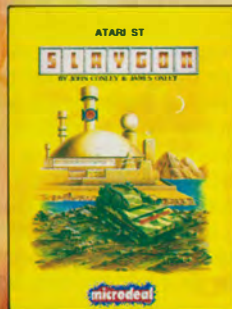
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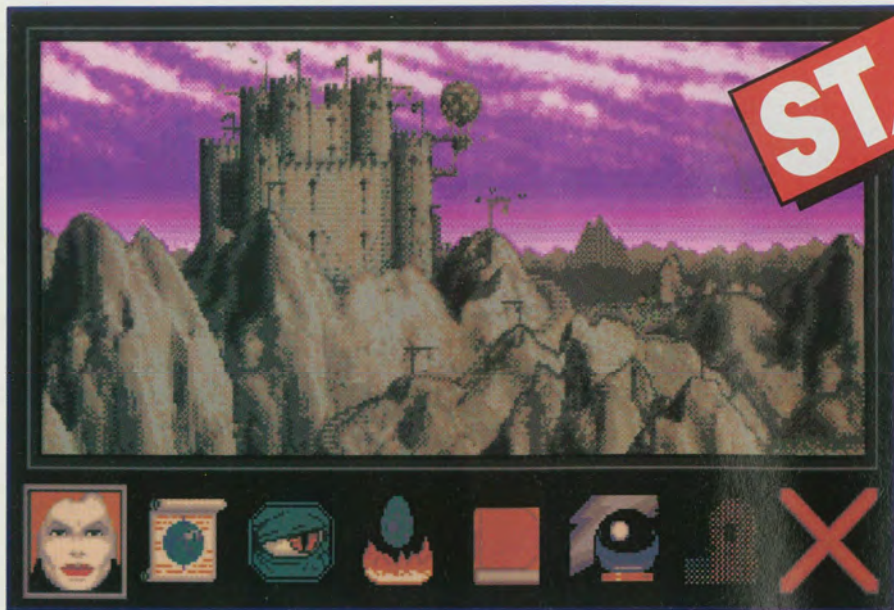
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STAI

STA
Rating
85%

GRAPHICS: 87%
SOUND: 84%

LASTING APPEAL: 88%
ADDICTIVENESS: 83%

DIFFICULTY: AVERAGE
1ST DAY SCORE: N/A

DRAGON'S BREATH

"No, it's not what most people suffer from the morning after the night before. Instead its a scaley beast simulator with lots more added."

— — — — — **PALACE (£19.95)** — — — — —

The large dark shadow glides across the landscape, as if it were in perfect harmony with the skies above. With a swift beating of his powerful, leathery wings, Calgor rises above the mountain tops and swoops down towards the village of Upon. He views, with keen interest, the peasants reaction to his menacing appearance and looming size. They know that dragons exist, but they had never witnessed one at such close quarters. Fearing for their lives, the peasants gather up their defences. Large trebuchets launch boulders that narrowly miss the great torso of the flying beast. Upon nearing the target, Calgor swoops down and inhales a deep breath, and with a great blow from its powerful jaws, a long stream of flesh-disintegrating flame gushes from his mouth, causing nearby huts to explode into a mass of writhing flames. With a swift tug of its reigns, Bachim halts the magnificent beast in mid-flight and commands him to show no mercy

and to destroy the remains of the population, for, as of today, he shall rule the land of Anrea.

Anrea is the setting for this tale of mystical beasts. Dragons do not have a very good reputation in Western folklore,

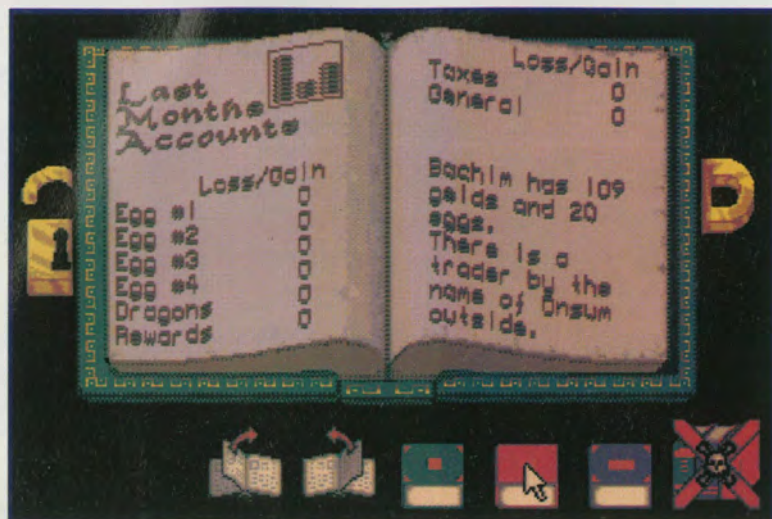
and these evil lizards continue that reputation of evil and destruction. Three Dragonmasters rule the realm, all have one thing in common: to find the three parts of the talisman, which will then enable them to open the gates to the Great Castle, which is said to hold the secret to immortality. Each one is willing to destroy the other character's dragons in the hope that he will become supreme ruler. The parts are scattered throughout the land and can only be uncovered by the keen sense of a dragon. Once each segment has been located, it has to be transported to the gates before immortality can be achieved. A dragon must guard each bit therefore a least three dragons have to be in play before the task can be accomplished.



Run out of goodies? Fear not, every month you may be visited by a handsome salesman.



Dragon eggs are cooked in your castle dungeon. The higher the heat you set the eggs on, the weaker the creature. However, if you need one quick - it's the only way. For best results, set to minimum temperature and leave to boil.

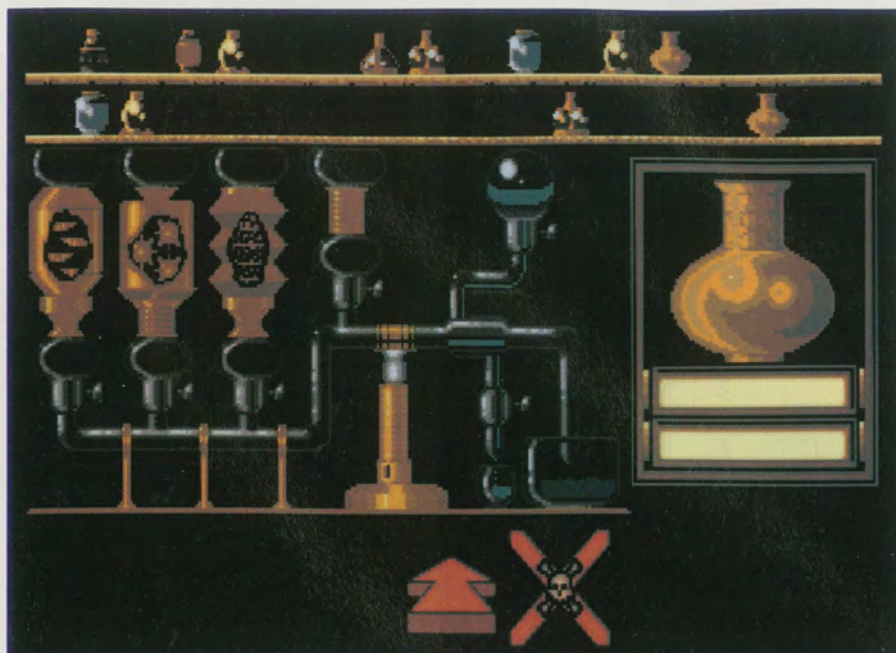


Spells are a very important aspect of the game. However, in order to concoct potions you must have the right ingredients. Flipping through your diary, you'll find all the info you need to know.

Dragons are a troublesome breed, and playing mother to them is no easy thing. In fact, it could kill you. Fortunately, you won't have to breast feed these dragons, as once they are born they are totally loyal and fairly independent. Dragon's Breath is an excellent game that is both highly original and extremely addictive. The visual presentation is superb and the graphics are atmospheric and very clear. There is even the inclusion of a shoot 'em-up sequence for those who love to destroy things. The sound and in-game effects are mediocre but adequate. I'm positive that Dragon's breath will appeal to both strategy gamers and shoot 'em-fans alike and therefore I would highly recommend it as a worthy addition to your software collection.

SW

Remember those school chemistry lessons? Dragon's Breath lets you relive those days with your very own lab. It's here you can practice making the life-giving potions vital to your dragon's health.



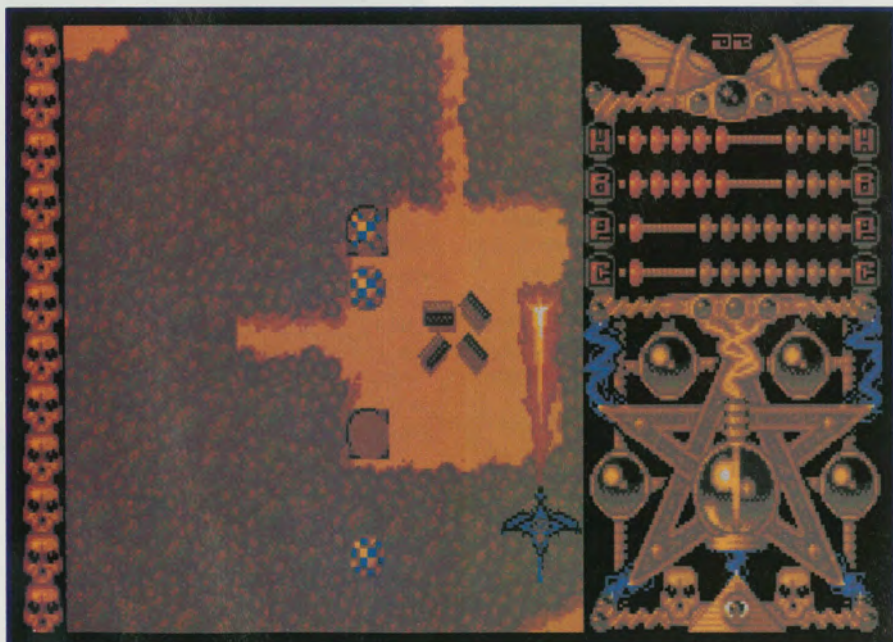
Eggs play an important part in the game, but, being as tall as yourself, they are not much use at supper time, and don't really taste that nice. Instead, they have to be placed over an incubator so that they may hatch, thus providing you with another recruit for your dragon army. Casting a spell is more like a chemistry lesson, because you have to mix and match the substances according to the spell book, and then decide whether or

not to use gadgets, such as a bunsen burner to heat them, or the cutter to slice up the ingredients. To begin with, only a few of the herbs are at hand, but door-to-door salesmen are quick off the mark to sell anything from their, somewhat, limited stock.

The current situation is written down in a book for your viewing. From this book it is possible to tell how healthy you are, who is battling against who, and what

spell ingredients you have at your disposal. To gain money, you have to either raid a village or rescue a hostage. Money is needed to keep the eggs warm, and to keep the spell ingredients topped up. A mini-arcade game has been included to keep the shoot 'em-up freaks in with the action. Finding yourself in a leading position may be comforting, but as the old saying goes, 'Don't count your dragons before they're hatched!'

STA



Burning villages can be done two ways. Either you rely on the computer to torch the houses or, alternatively, you can choose to control your beast yourself in the game's in-built arcade sequence.



Dragons don't live forever. Should you neglect one of your fold, you'll discover just how vulnerable these huge, scaly beasts are. Here we see Calgor has finally passed away leaving you with more than your fair share of problems.

It isn't very often a game comes along and stuns us with its sheer inventiveness, but Dragon's Breath did just that. There is so much to do, what with the raising of eggs, the bartering with salesmen, and battling against your two opponents, that, before, I knew it, I had lost a couple of hours! I normally find that with a game such as this, it would take hours to get into it, but Dragon's Breath's emphasis is on user-friendliness, and it is this that makes the game such a joy to play. The icing on this well-designed cake is the excellent presentation, all of which round off this superb game.

JS

Watching other people play Dragon's Breath makes it look exceptionally boring. It isn't until you get stuck in yourself, though, that you realise there is so much in it. I find it hard to believe that Palace got so much game into the ST, as most RPGs I have seen recently pale into insignificance. It does have its faults, in so much that I felt that the arcade sequences got tedious and repetitive (a few more scenes would have helped), but the novelty of mixing spells - spells that can be made to do almost anything providing you have the correct recipe - more than makes up for this. Not quite a classic, but in my eyes it ranks well above Future Wars, making it the best Palace release yet.

NC

PARIS - DAKAR 90

"The 12th Paris-Dakar rally is about to begin and you have decided to enter your vehicle in this, the most challenging of all car races."

TOMAHAWK (£19.95)

As soon as the hand counts down from three, push forward on the joystick. Keep your eye on your position, on the map, and keep track of where the road goes to. Lose sight of it, and you could get lost.



In spite of the fact that you will be challenging some of the greatest drivers in the world, in one of the greatest races ever, you have decided, along with your co-pilot, to enter into the 12th Paris-Dakar rally. Your car is fully prepared for the kind of battering that only this rally can deliver. The race itself takes place over some of the most inhospitable terrain on the globe - mainly consisting of deserts. There are six stages altogether. You depart from Tripoli in Libya, before arriving in Dakar in Senegal and go through Niger, Chad, Mali and Mauritania. You know that to arrive first at Dakar, you will have to choose the correct team.

Three choices of vehicle are open to

Car racing games seem to be ten-a-penny at the moment and just because a game is based on a famous event doesn't necessarily guarantee it'll be good. Paris-Dakar Rally is one such game. Graphically the game is well presented, although I would have liked to have seen slightly more animation on the driver. The sound was largely made up of the usual engine noises and I remained unimpressed. As for the gameplay, I soon tired of the action. The programmers have tried to add a little spice by removing the track, thus making drivers navigate their own path, but in the main feel is one of overall monotony and boredom.

NC

the player and each one has its own individual statistics. T1 is an all-roads standard car, and although it is relatively slow, it is highly reliable. This type of car is recommended for beginners. T2 is an all-improved road-car. Ideal for this type of race, the T2 cars have been fitted with equipment essential to the Paris-Dakar rally. Although they are a lot faster than the T1 type, their more sophisticated equipment makes them less resistant to damage. Finally, the T3 prototypes. These types of car are very rare but ultra-fast. Unfortunately, they are very delicate and are very prone to damage.

Everything you will need to attempt each stage is included on the dashboard of your car. There is a meter on the dash which indicates how badly damaged your vehicle is. When the meter is full, your car will break down and this will cause you a time penalty which may affect your overall position in the race. There is also a map in the cockpit which displays your position in the race and your present direction. The terrain over which you must travel can



The rally course is littered with all kinds of junk. Tyres, exhausts, skulls, trees and large rocks will all cause damage to your vehicle.

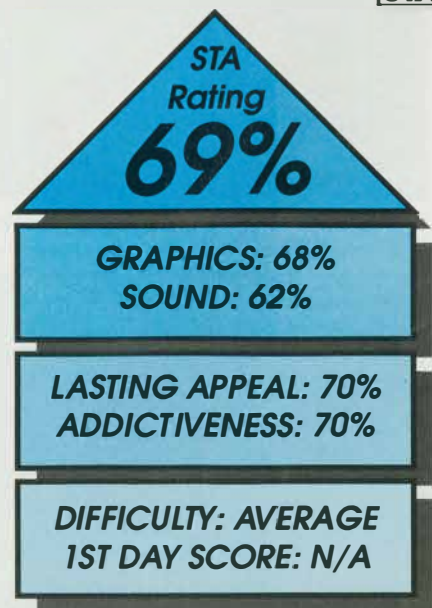
We seem to be seeing a lot of car-racing games at the moment here at ST Action. Unfortunately, I can't say that Paris-Dakar really grabbed me that much. The graphics are adequate and the sounds not bad, but the game became a little confusing at times. Following the road can prove tricky at times and the skid seems to last for ages. This detracted from the overall game and I soon became bored with the whole thing. The in-between scenes have been nicely animated, but I think a little more time should have been spent on the actual game itself. There are a lot better car-racing games around at the moment and it may be wise to give Paris-Dakar a miss.

SW

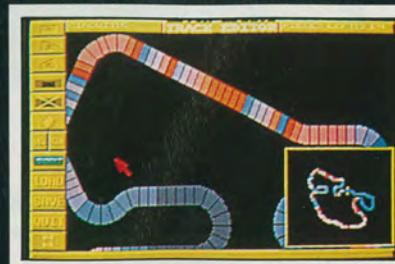
You made it. This is an outside view of the proceedings as the race heats up. Although you can't control your car at this point, it does give you time to catch your breath. Phew!



cause extreme damage to your car. Providing you follow the stone road you should be okay. If you take too tight a corner, your car will skid across the sand. Your destination is indicated by a red line to the top of the position-map. This indicates where your destination will be. **[STA]**



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Screen shots from various versions.

Captain's Log: Stardate 21.201.02 "Munitions are low, as is morale. We have landed at base in order to stock up with provisions. Once stocked, we will be ready to prepare for our next..."

STAR FLIGHT

— ELECTRONIC ARTS (£24.95) —

STA Rating
78%

GRAPHICS: 74%
SOUND: 62%

LASTING APPEAL: 83%
ADDICTIVENESS: 72%

DIFFICULTY: AVERAGE
1ST DAY SCORE: N/A

There are four alien races, including human, and an android. A silhouette of each alien race will be shown, as well as its proficiencies. You then have the option of training each crew member.

PERSONNEL

FILE # 3 NEXT PREVIOUS

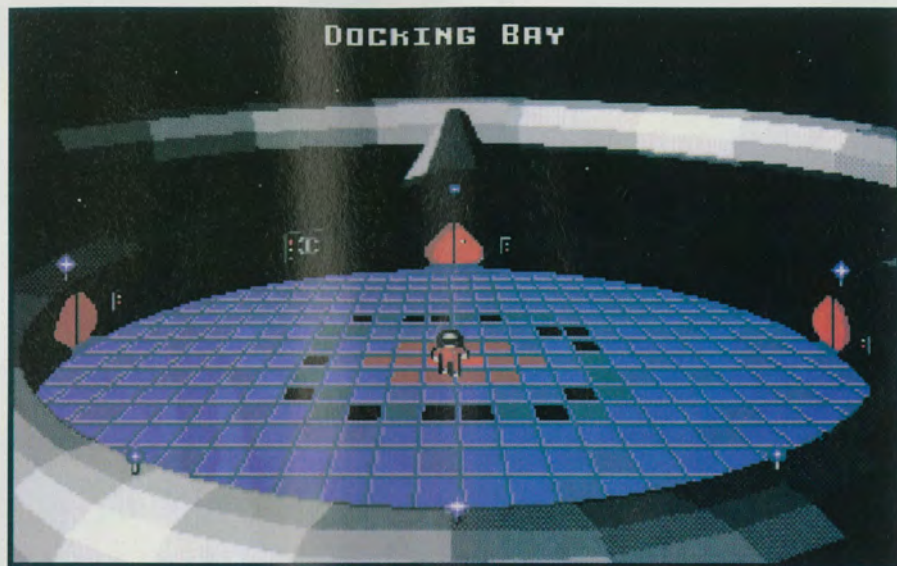
CRISPY	VITALITY: 100%
SKILLS:	RACE: ELDWAN
SCIENCE	DURABILITY: 100
NAVIGATION	LRN. RATE: 100
ENGINEERING	
COMMUNICATIONS	
MEDICINE	

TYPE : PLANT
AVG. HT.: 2.5 M
AVG. WT.: 40 HG

ADD TRAIN DELETE EXIT

Armageddon had finally spread its sinister smile of death over the planet the people once called Earth. Many of the population of Arth believed that the blue and green planet of Earth didn't even exist - that was until research workers discovered a deep shaft within the crust of the planet, 15 years ago. Inside the shaft were found

The starport is where you begin your mission. By guiding the little astronaut around the port and towards the doors, you can select your team and equip your ship.



the remains of a vast underground network, built by the first colonists of Arth - a group called Noah 2, who came from a planet called Earth. Shocked by its own ignorance, the government of Arth instructed its starship commander-trainees, from various types of races, to explore out into the deepest corners of space. It was hoped that with the valuable information that these exploration trips would recover, the planet Arth would be able to advance dramatically in the fields of science and technology. Unfortunately,

the fuel that was required, Emdurium, was in very short supply, therefore many ships did not make the return home.

It has now been discovered that the sun, which Arth orbits, has begun some kind of chemical process which, scientists believe, will result in a supra-nova that will subsequently destroy all surrounding planets - including Arth. It has been estimated that this supra-nova will not occur for

Star Flight, it has to be said, is large. When comparing the screen map to the true map you will get some idea of how big this game truly is. Star Flight comes under the heading of Arcade/RPG games and is very reminiscent of those classic Star Trek-style titles of old.. Although the game is great fun to play, there is also a fair amount of strategy required, but that's not to say that the strategy side is boring. The graphics are small but well detailed and very imaginative. I'm surprised that there is as much sound as there is, as sound effects aren't really required in this game. There is a great deal of long-term enjoyment to be found in Star Flight, with lots of surprises here and there. I can't really see this appealing to shoot'em-up fans, but for the rest of you, Star flight should be a definite buy.

SW

GALACTIC MAP

DESTINATION	START POS	DIST	FUEL
94 X 81	125 X 100	36	17

DONE

This is where you must plot your course. As you move the pointer the map coordinates will be updated. Information, such as distance and fuel consumption, will also be displayed.

The arrows will move your ship in the indicated direction. Travelling long distances through space will require a great deal of fuel, so be careful. You will be informed whenever you enter a new star system.



some time yet, but the process of evacuation must begin now.

This basically summarizes the story behind Star Flight. You play the part of one of the many starship commander-trainees. You have been given 12000 mu's (monetary units) to begin with. This will allow you to buy a crew and train them and also buy equipment for your ship. You begin your mission on the starport. By entering the different rooms, you can select your crew and equip your starship. There are four types of alien races to choose as well as an android. Each of these races has some kind of proficiency in certain skills, whether it be science, navigation, engineering, communication or medicine. It is essential to assign your crew to their best skill-position in order to exploit their proficiency fully. Once your crew has been selected and assigned, you must equip your ship. Certain equipment will not be available to you at first as you will not have enough mu's. As you pur-



The captain must give the order to land. You then have the choice of plotting your landing position on the planet below. The screen will then display the landing sequence.

Space strategy games have been around since the humble ZX81, since then we have played the part of numerous Captain Kirks, Bones McCoy's and engine-room boy Scotties. With the ST's considerable power, this genre opens up countless new boundaries (even more so than space itself). Indeed, with Star Flight a concerted effort has been made to take advantage of the supreme sixteen-bit power. Everything about this game is polished: the graphics are attractive, the sound adequate, and the gameplay intense. Overall, Star Flight is a richly rewarding game that requires your attention NOW!

JS

The graphics used in Electronic Arts' Star Flight are pretty basic. However, that's not to say they're poor. Indeed, the sound effects are somewhat sparse, too. Never the less, Star Flight is an excellent game in the time-honoured Star Trek mould. The playing area is immense and the overall task is almost infinite. The game is simple to use, thanks to the easily understood control system but even so the game may prove too daunting and initially frustrating for the more trigger-happy, gung-ho arcade fans amongst you. With its novel gameplay, Star Flight deserves to do well. Unfortunately, I don't think it will gain the acclaim it so rightfully deserves.

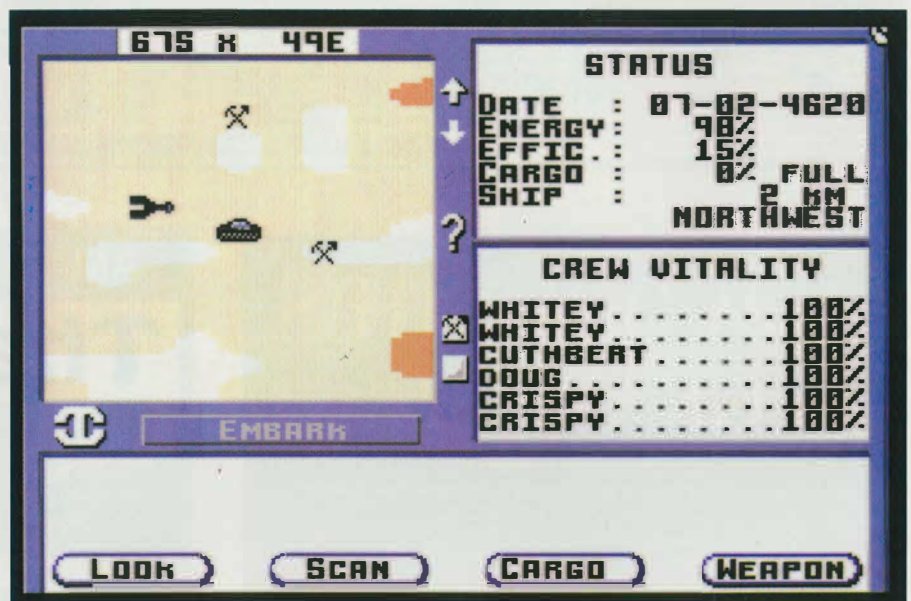
NC

chase an item your balance will be updated accordingly. Finally, you must head towards the docking bay, where you will be allowed to take off.

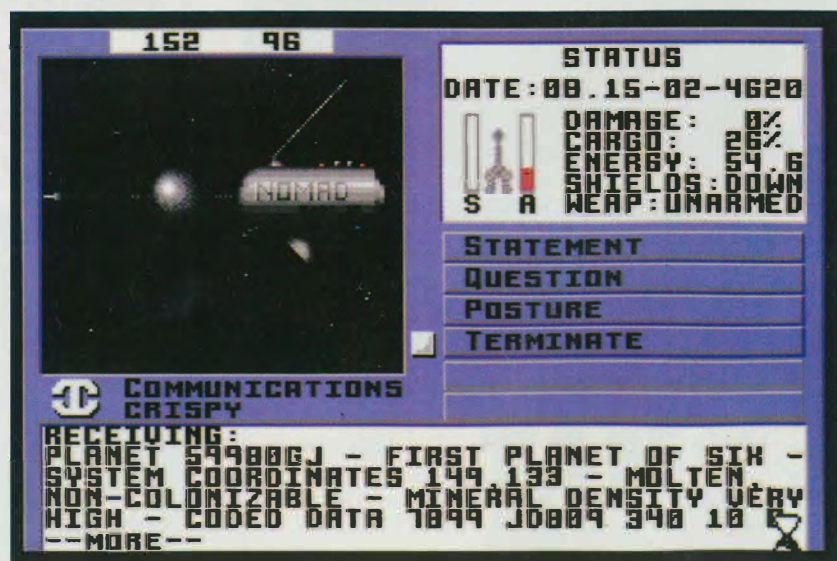
Each character in your crew has his own options when controlling the ship. The navigator, for example, can call up the starmap, orbit a planet and raise and lower the shields. The starmap will display all the planet systems relative to each other. By moving the pointer you can find the coordinates for any of the systems in the map. This will help you to plot your way across space. The basic purpose of your mission is to collect endurium and gather information about alien races and the viability of colonizing planets. Some alien races may be hostile and therefore great care is required when confronting

them. The endurium will be required by your government for the evacuation of the populous when the sun goes supra-nova. You must visit planets and collect certain commodities, and by trading these with other planets you will be able to gather more important materials, including endurium. You must also decide whether it is feasible for certain planets to be colonized. Your recommendations will be taken note of and returned to your government. Make the wrong decision and it will cost you dearly. You will be paid for any materials and information that you bring back from your missions and this will allow you to progress in the game.

STA



If there are any valuable materials on the planet's surface, you can disembark and take control of the terrain-vehicle. This works in exactly the same way as controlling the ship.



Not all systems are friendly, and many may contain hostile aliens. You have three options in a confrontation: pretend to be friendly; run away; or stand and fight. Information on alien races is vital.

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Available on their Rainbird label, Microprose's latest epic is entitled Midwinter. The game is a compelling mix of arcade simulation and intense strategy. Set in the icy wastes of the Azores, Midwinter sees you attempting to thwart the advances of an invading force. During the game you'll be able to travel on snow buggies, in cable cars and even under a hang glider. However, the main mode of transport is on skis, so in collaboration with Microprose we are offering you the chance to learn how to ski. Two winners will each receive six lessons at their nearest dry ski slope. All equipment is supplied and by the time you've finished you'll just have enough time to book your winter hols.

So what do you have to do? Simple, answer the questions correctly and send in the entry form no later than 30th May 1990 to:
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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.

The answers to the Midwinter Competition are:

- M** ? Dust, the name given to the debris floating in earth's atmosphere.
- I** The object that collided with the earth causing the dawn of the Ice Age.
- D** Hang, the most dangerous mode of transport in the game.
- W** Shining, the enemy's base camp.
- I** The name of the installations that make the island inhabitable.
- N** Software label on which Midwinter appears.
- T** General, the invaders' leader.
- E** The name of the software team behind the project.
- R** Name of the islands where the game takes place.

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THE GREAT SOFTWARE GIVEAWAY

Crispy decided to swan off to the rocky island of Malta this month. So I, the inimitable Whitey, was drafted up to bring you this issue's edition of GTGA. Boy, was I swamped by your letters. It seems you all have tips and you all want rewarding for them. Well, don't forget, if we publish your tip we'll send you the game of your choice

GTGA HELPLINE

Are you in need of assistance? Are you still stuck in that annoying game? Well, fear not, help is now on hand. For ages, adventurers have had someone to turn to, now you, too, have the chance to have your questions answered. If your having any trouble then write to Crispy and Whitey at the "GTGA: Helpline" and they'll do their best to sort you out.

GTGA SMALL TIPS

Why don't you send in your cheats, pokes, hints and tips 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. Here at ST Action, we try to bring the the most up-to-date cheats, so make sure we haven't printed it before.

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".



INDEX

HELPLINE

Nebulus - Cybernoid
Empire Strikes Back
Black Tiger - Future Wars,
Rolling Thunder - Goldrunner

SMALL TIPS

Xybots - Supercars
Ghouls'n'Ghosts
Ikari Warriors - Gauntlet II
Verminator - Stargoose
Risk - Stryx
X-Out - Hard Drivin'

PLAYING GUIDES

Space Ace
Ghouls'n'Ghosts



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

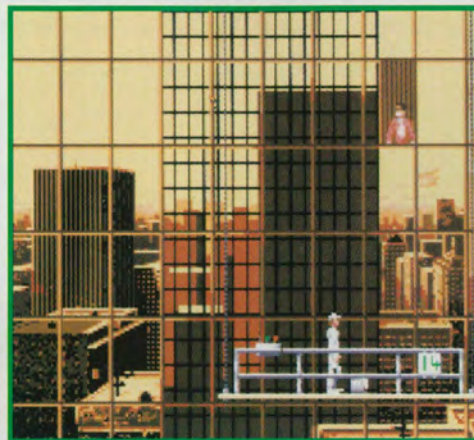
The response to the previous Helplines has been excellent, so keep those hints and tips, old and new, coming in. If we here at ST Action have the tip that you require then we will gladly print it. If we can't find it we will print the game titles at the end of the Helpline in the hope that other readers will know of a tip. If you want a for a solution to any game please send in an SAE and we will send it off to you - provided, that is, we have the solution in the first place. Send all your contributions to: GTGA - Helpline, Latham House, Quarry Lane, Chichester, West Sussex. PO19 2NY.

FUTURE WARS

Just recently, I bought Future Wars and my patience is getting thinner by the day. In your issue 23 there was an article about someone having trouble with the game by being unable to get to the basement after sorting out the boss with a bucket. Well, I can't even sort out the boss. Please, can you tell me how to get past the second screen after climbing through the window from the scaffolding.

M. Keating. Bristol.

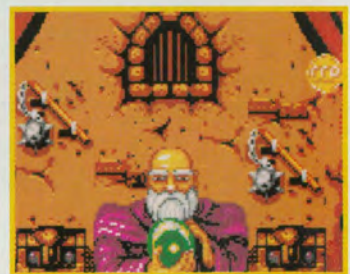
Well, Mr. Keating of Bristol. Screen 2 is the Reception and Washroom. Take plastic bag from waste bin. Examine carpet. Operate carpet. Take key. Operate cupboard. Take insecticide. Operate W.C door. Take small red flag on floor. Fill bucket from sink. Use bucket on door next to chairs. Operate door. Voila!



BLACK TIGER

Having read your review of U.S. Gold's Black Tiger, I rushed out and bought the game. I've now been playing it non-stop for days on end and am still making little or no progress. Please, please, please give me a helping and give me a tip. John Simmonds, Cheltenham.

Hi John, we've got good news for you. When playing the game and it asks you to insert the second disk, instead of putting the proper disk in the drive, insert a blank one. The game will run as normal but without any meanies.

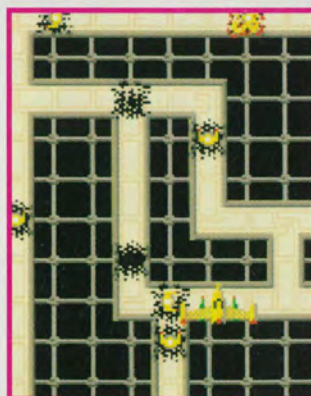
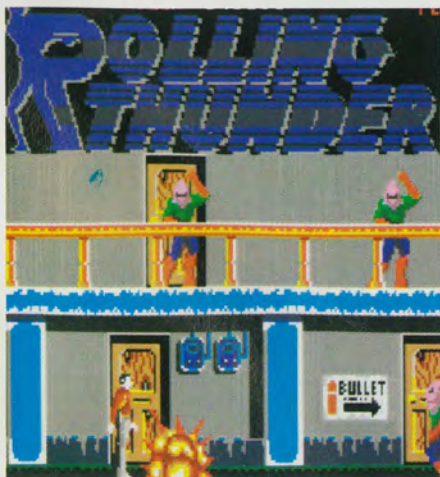


ROLLING THUNDER

I've been stuck on this game for ages (how sweet) and would be very pleased if you could print some kind of cheat.

D. Newham. Portsmouth

When on the title screen, type JIMBBBY (return). Just above the controls on the scrolly message, the words 'Cheat Mode' will appear. Start to play and infinite health and lives will be yours.



GOLDRUNNER

Please. Please help me. You may think I'm really useless, but I'm having terrible trouble with Goldrunner (that's 1, not 2). I would be so grateful if you could give me a cheat, or something, as I'm nearly bald from pulling my hair out.

S. Redman. Cornwall

Your wish is our command. When you start a game, press the I key and you will be transported to the bonus round. If you then press the U key you will be taken to the next level. If you press F4 only three aliens will come on the screen. By the way, pressing F10 will create some strange effects. Okay?



HELPLINE...HELPLINE...HELPLINE...HELPLINE...

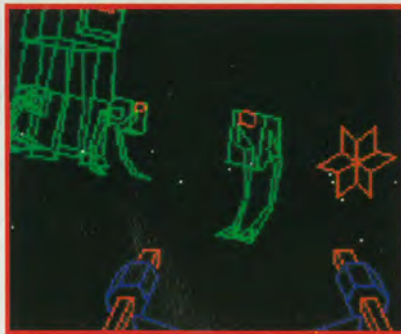
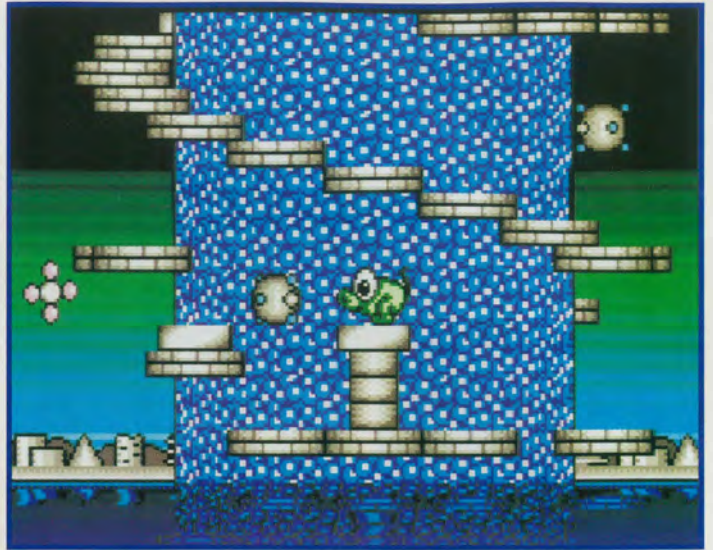


NEBULUS

Do you know if there are any cheats for Nebulus as the game has been driving me mad with frustration. If you can print one, I will be forever in your debt - I think.

H. Jerry. Portland

While on the title page, type: 'HelloworldJMP'. Now enter the game and, if a tower is proving too hard, press one of the F keys to teleport you to the one you want to attempt. Now, what can we ask you to do?

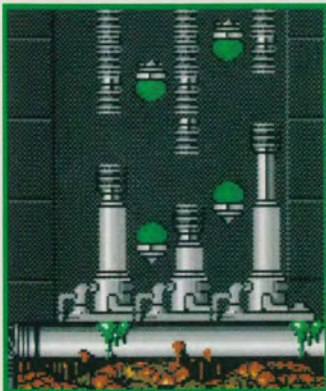


EMPIRE STRIKES BACK

I believe that this has to be the best of the Star Wars games on the ST, but could you help me as I am finding the game very difficult indeed. I was wondering if there is a cheat for ESB and whether you could print it in your Helpline.

D. Carry. Northampton

No problem, David. Here is a little peach that we managed to dig out. On the credits screen, hold down TAB and type in VEKTORGRAFIX. Now, by pressing L, C or D you will get awfully nice pictures of Luke, C3-PO and Darth Vader. Oh, you also get infinite energy.



CYBERNOID

I'm having a little trouble with the first Cybernoid game. Could you, or any of the ST Action readers give me some help with this game? A cheat would be useful.

M. Simmonds. Hastings

If you would like infinite lives, type RAISLIN on the title screen. There you are, Nigel.



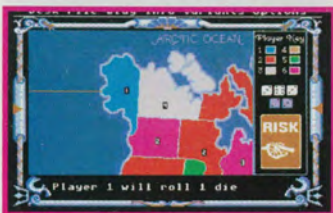
HELP CORNER

For all those poor souls who we couldn't help, we will print your problems in the hope that the readers will know of a helpful hint or cheat. Here goes. Michiel Lips wants to know if any of you out there have the complete solution to Legend of the Sword. If you have, then could you please contact us. Mike and Janet Jones are stuck on the chocolate factory stage of Garfield - A Winter's Tail. They want to know if anyone has any maps or hints. Finally, are there any cheats or hints for Treasure Island Dizzy, asks P. Cotter. He writes that he has collected the magic stone and swapped it for the explosive, but he does not know how to get out again. What is the Bible used for and how do I use the pogo-stick? If you have the answers to any of these problems then please write into the Helpline. See ya.

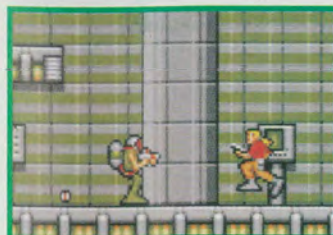
GTGA - SMALL TIPS..SMALL TIPS..

WHITEY WRITES... Yes you are an observant fellow, you've spotted that our resident crisp and coke addict 'Crispy' Clarkson has reluctantly foresaken these elegantly laid out pages in favour Stephen 'The Returning Prodigal' White - that's me by the way. What a month! I've been overwhelmed by the unbelievable volume of tips that you wonderful readers have been so awfully kind to drop on our doorsteps over the last few weeks - you mercenary bunch of prize chasers! Keep them coming cos without all those letters my job would be a lot more difficult - and it proves one thing, someone, somewhere is reading this...

RISK - LEISURE GENIUS



Two tactics that can help you on your way to world domination. Try taking all of North America and keeping it. Alternatively, conquer Australia and march across Asia. Remember, however, never to leave less than three armies on one country.



STRYX - PSYCLAPSE

Quite a few of you will be having a bit of trouble with this game. So, just to help you out we've gotten hold of some nifty cheats. First load the game then as you begin press HELP, M and D simultaneously to replenish your energy. Press HELP and P to obtain the door passes.



GAUNTLET II - US GOLD

Lloyd Burley from Co. Durham sends in this tip for Gauntlet II. Find the two keys then hunt for two locked chests. Press the HELP key at the same time that you open one of the chests. Then do the same again but this time press the INSERT key instead of the HELP key. You will then be granted a great deal of health. Apparently, this works on any level. Keep 'em coming, Lloyd (the cheats, that is)!



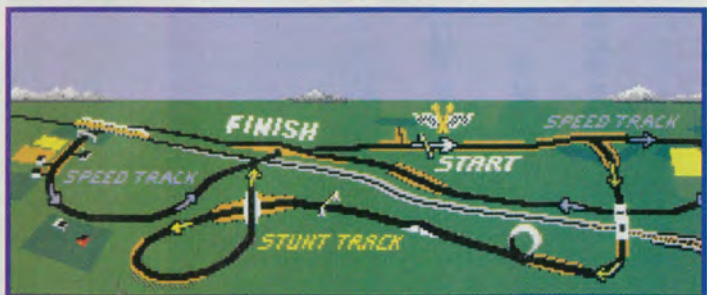
X-OUT - RAINBOW ARTS

Here's a guy who definitely perseveres. Adrian Martin from Birmingham has sent in this useful cheat for the excellent X-Out. All you have to do, writes Adrian, is, when you are in the first shop of the game, buy the largest submarine and then pick up a stationary satellite and click it onto your money total (your score) and then, if you don't want the satellite, give it to Moleb. When you do this, your money total will rise to 500,000. This only works while you are buying your first sub, but if you want to top up your money total, all you have to do is buy a shield, put it on your sub, take it

off and give it to Moleb. When you do this you will gain 500 more to your money total. Cheers, Adrian.



HARD DRIVIN' - US GOLD



At the start, turn all the way around and 'WRONG DIRECTION' appears. Now go in the wrong direction over the finish line and towards one of the two check-points. When one of the check-points is reached,

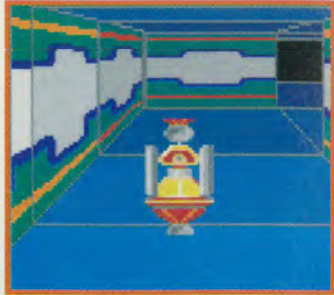
cross it, turn all the way around and cross it again. Now go and cross it again. This helps you pass the loop-the-loop and some other nasty obstacles. Thanks for the advice Alan Shakeshaft from Essex.



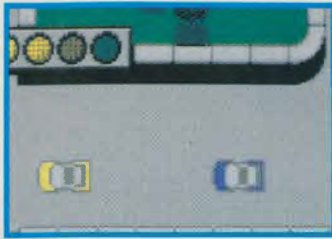
GTGA - SMALL TIPS..SMALL TIPS..

XYBOTS - DOMARKS

Once again, Hans Scheffer from The Netherlands sends in another useful tip. Type in the score table the name 'ALF'. Start the game and you have unlimited energy.



SUPERCARS - GREMLIN



Here's a little tip we discovered. If you're playing the game, instead of entering your own name at the beginning, try these:
 ODIE - Start at level two with better car.
 BIGC - Start at level three with better car and more cash.



GHOULS 'N' GHOSTS - US GOLD



Press fire to begin the game but instead of moving Arthur, quickly type in the name 'STEPHEN BROADHURST'. Should you enter the cheat correctly, the words 'CHEAT MODE ON' should flash on the screen. Arthur should now be invincible, or so writes Lloyd from Co. Durham, again.

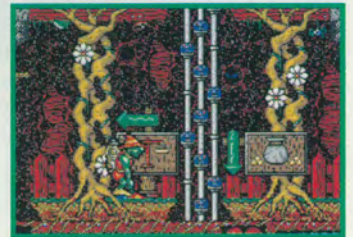


IKARI WARRIORS - ELITE

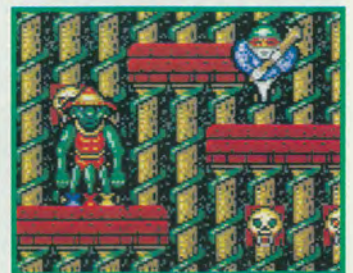
If you're having trouble with this little shoot-'em-up then Neil Dodgson of Sussex may be able to help. Instead of entering your name on the high-score table, type FREERIDE for infinite lives.



VERMINATOR - FIREBIRD



If you want loads of money, then Stuart Almond from Merseyside may be able to help you. Go into the shop and buy a hammer. If you already have one, click on any item (the falcons are the most expensive). Then go to the symbol meaning 'sell item'. You will then get 50 credits for the hammer. If you now go to the till you will have bought the 4000 falcons for 50 credits. Now, if you sell the falcons you will have made a profit of 1900 credits.

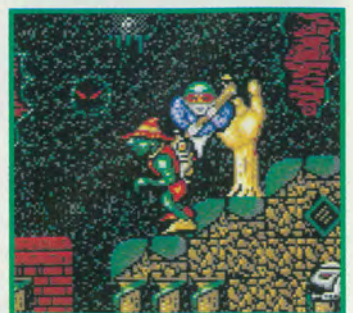


STARGOOSE - LOGOTRON



Many thanks to A. Moir from good-old Sussex. When playing the first level of Logotron's Stargoose, when you press all

the F keys, one by one a few times, you will be awarded with invincibility against alien fire and collision.





GTGA - SPACE ACE

Righty ho, mateys! We've had oodles of people sending in entries claiming to have completed this graphical extravaganza. Unfortunately, they were all wrong. It seems that most people are so desperate to win free software that they've resorted to copying other magazines' guides. Not that we're bothered. So with Steve Merrett's illustrious help, I am now pleased to present the Space Ace playing guide for the ST.

1 - AROUND THE RUGGED ROCKS



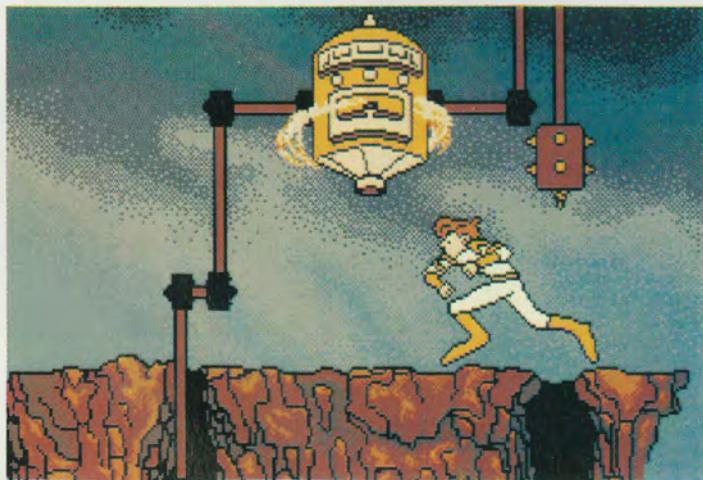
Move RIGHT after the blue menace has fired his third shot then, as he turns and blasts, pull to the LEFT. Finally, as Borf's hovering platform begins to turn, wrench the stick backwards.

2 - ESCAPING THE SECURITY ROBOTS

Easy-peasy. As the three robots reach their highest point and start firing, push UP on the joystick. Ace will run halfway across the screen and as he reaches the large rock, pull DOWN on the stick to escape.

3 - BASHBOT

As Ace stumbles forward, move the joystick RIGHT. Wait until the right-most crusher arm has risen and push LEFT. Next, wait for the left crusher arm to rise and fall once and, as it rises for the second time, move LEFT again. Finally, push LEFT once more as the arm rises to the top again.



4 - EJECT

The screen will change to show Ace's ship blasting off. However, if you leave the controls, the ship will crash thus losing you a valuable life. Instead, wait until the craft has reached the top of its arc and then push UP to allow Ace to jump to safety.



5 - GO FOR YER GUN

Luckily Ace will land on a stable platform. Not so luckily, he'll be confronted by a huge, hungry space snake. Press FIRE as soon as the creature rises and then watch as you blow him into oblivion.

6 - THE PILE DRIVER

As soon as the driver hits the floor, Ace will stumble. Move RIGHT to help him regain his balance and then push UP immediately so our hero lurches across the gap to safety.

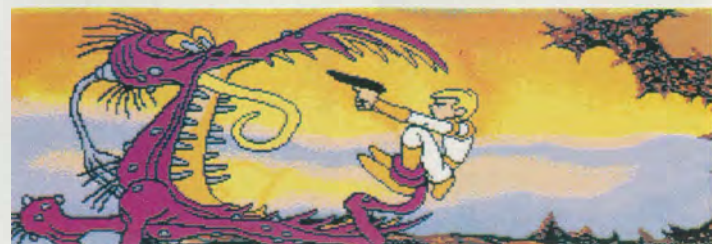
7 - TIME IS OF THE ESSENCE



An undulating platform will appear in front of Ace. Wait until our hero descends to leap and, as soon as he makes his move, pull the joystick RIGHT then RIGHT again.

8 + 9 + 10 - PURPLE MEANIES

As Ace runs to the right a huge purple monster will rise from the side of the screen. Pull DOWN to make Ace skid to a halt and then push RIGHT to avoid the creature's snappy jaws. The next screen is exactly the same, pull DOWN to avoid certain death and LEFT to escape. Unfortunately, the third monster has sussed your little game and as soon as you enter the screen a slimy tentacle wraps itself around your skinny legs. Fear not, for pressing FIRE will cause Ace to once again draw his gun from its holster and let fly with a couple of blasts.



GTGA - SPACE ACE

11 + 12 + 13 + 14 - CATCH ME IF YOU CAN



Now Ace plays a spot of cat and mouse. Ace will drop from the bottom of the screen. As he lands he'll look to the left and right, behind him two blue mice will appear. As soon as you see them push UP. Ace will next find himself at a crossroads. Two dog-like monsters will appear from the sides. As soon as Ace reaches the middle of the screen, push UP to escape the animals' attack. On the next screen move Ace RIGHT and on the last chase screen push UP in order to destroy your pursuers.

15 - HALT, WHO GOES THERE?

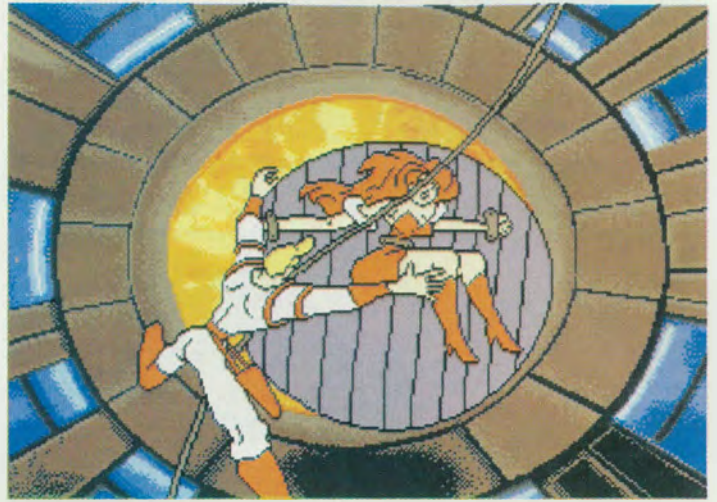
By now you should come face to face with the robot sentries. As soon as the metallic hulks come to life pull RIGHT in order to avoid their laser blasts.

16 + 17 + 18 + 19 - WHERE NOW?

As Ace runs forward, move the joystick LEFT and he should move just in time to avoid a powerful laserblast. Repeat the move on the next screen and pull RIGHT on the third one. Now you should come face to face with a ladder leading upwards. Push UP to clamber into Borf's lair.

20 + 21 + 22 + 23 + 24 + 25 - BEATING BORF

At last, the main man. As Borf sights you he swings his staff, press FIRE to block his blow. The blue giant will swing again and, once again, press FIRE to block. On the next screen, press FIRE and then pull RIGHT to avoid the giant's blows. On the next screen, press FIRE, then, as soon as you hear Kimberly yell, pull DOWN. As you lie on the ground Borf will attack, press FIRE to block his blow. Next, the menace will attempt to finish you off with a melee of swings. Push UP then pull DOWN before pulling RIGHT and escaping.

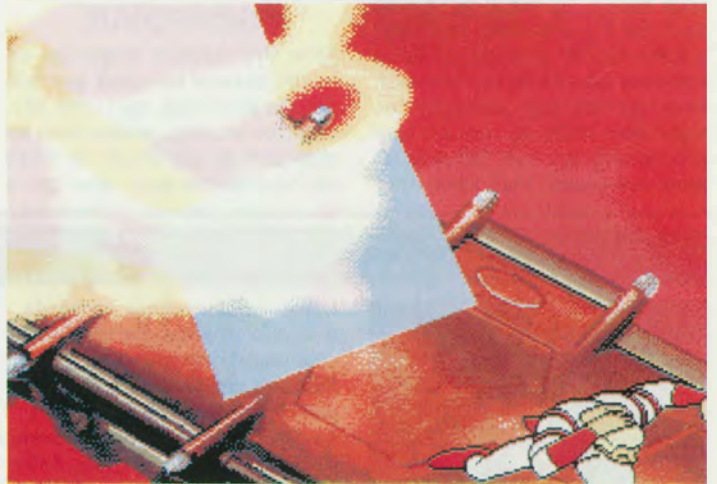


26 + 27 + 28 - GETTING THE GIRL

Push RIGHT as Borf wields his ever-deadly staff then pull DOWN straight away in order to leap onto the thug's back. As Borf turns push UP to jump off then tug LEFT in order to swing to safety. Next, watch as Ace saves the lovely Kimberly.

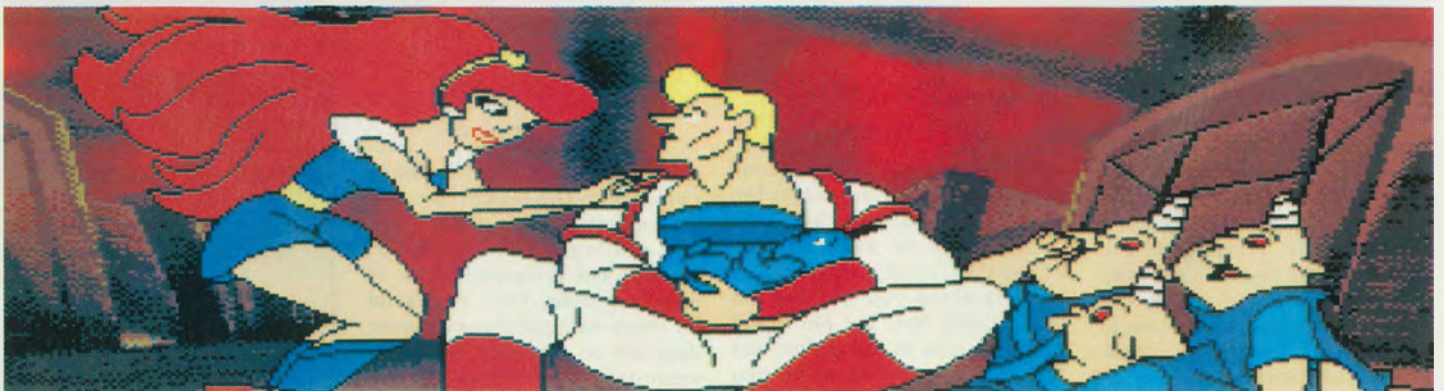
29 + 30 + 31 - SETTING THE TRAP

Prepare to tug RIGHT as soon as the platform dips into the deadly lava. Repeat the move as our hero reaches the centre of the bridge. Borf will then let fly with a beam from the Infanto ray, move the stick RIGHT to dodge out of the way.



32 + 33 - THE END IS NIGH

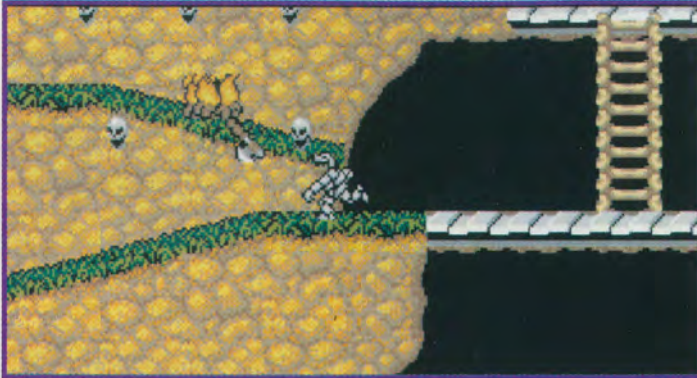
Watch the mirrors on the bridge. As Ace reaches the third one, tug RIGHT. Once again Borf will blast away with the ray gun. Push LEFT to place the mirror in the way of the beam, then pull LEFT to avoid the blast. Next, sit back and wait while the ray bounces back and hits Borf square in the face. Congratulations - you've won the game.



GTGA - GHOULS 'N' GHOSTS

Alex Swann of Hants finally gets on top of that superb conversion - *Ghouls 'N' Ghosts*, and gives us the lowdown on how to get through all the levels safely. Thanks a lot, Alex.

LEVEL ONE



The way to complete the first level is to always keep a look-out for the little 'mole holes' which indicate that a blue skeleton is about to appear. Just keep your eye out for them and you will be okay. The plants that sprout skulls can be a problem as they appear from nowhere, and have three-way firing. The trick here is to pelt it up the hill and don't jump onto the next platform, as a plant usually appears about here. Instead, when at the top, jump to the right and, while in the air, turn around and belt him. Whirlwinds: Just remember that when they

group, don't try and crouch until you're totally sure. The fast-moving pig is the next obstacle after the plants now facing right. Killing this sucker is no sweat! If you keep your distance and the fire button continually pressed, then this pig is soon easy pork!

END-OF-LEVEL GUARDIAN

After the massive drops, go up to the second tree and you will see his head high up in the sky. Carry on moving, slowly, step by step and he will begin to move his head downwards. Give him a



couple of lances and jump straight up, still firing at him. Jump left and then face right (like with the plants). Now, fire rapidly at his head to finish the ugly beast off. He will fall to the ground, releasing the key, giving you access to level two.

LEVEL ONE WEAPONS

As you start off with a plain lance, you will come across an axe by shooting the blue skeleton men. By shooting one

of these you will gain this awkward piece of rubbish. It is only temporary, thank God! On reaching the large tree, where three birds are perched, you will find a chest which gives you a disk-type weapon that skims the surface of the landscape. When holding the disk super weapon - the mirror, you can power up and then release the mirror and then just deck him for all you're worth. There is no chance he could survive the power from the super weapon, as they are awesome in combat.



LEVEL TWO



The tortoise shells are no problem, just keep upwards to see the top of the screen, making them more visible. When falling down the moving slope, immediately - with no hesitation - go down the slope. The woodlouse-type creature will appear but you don't need fast reactions to jump over him. When in the air, hit the fly(s) then just simply leg it up the moving slope, jumping all the time. With the balls of fire, jump top-right and, when in the middle, time yourself to avoid them at the very last second. Flying Red Creature: Simply fire

the normal weapon upwards - disk, axe or knife. Or for a super weapon - mirror or lightning. With the mirror, launch it into the air and keep behind it. He will swoop down to attack you and career into the mirror. After jumping across the shaking ground, the fire slides down and turns into little bats. Keep firing at them and they will be killed in no time at all. You will encounter the eye-spitting snakes, next. The rule to remember is: when you see them, belt them. After the second platform there is a chest which will usually contain a suit of armour or a weapon.

END-OF-LEVEL GUARDIAN

After the long run off the second platform you will approach the Jumping Hound of Fire. This nasty piece of work carries access to level three. When running along you will see his head. Don't fire. Let him jump first then stay in the middle and fire left, right and up to hit him



when he is soaring through the air. Avoid the fire swooping downwards. After a lot of fighting, he will explode. Now, collect the key and a 5000 points bonus.

awesome against end-of-level guardians. If you come across the fire weapon when shooting the chest, don't collect it as this weapon is useless for level three because it is only short range.

LEVEL TWO WEAPONS

As mentioned in level two, when collecting the chest on the 'second platform', and if you are not wearing a suit of armour, you can get a weapon - this is usually a knife. They are useful for levels two and three because they are so fast and the super weapons can prove to be



GTGA - GHOULS 'N' GHOSTS

LEVEL THREE



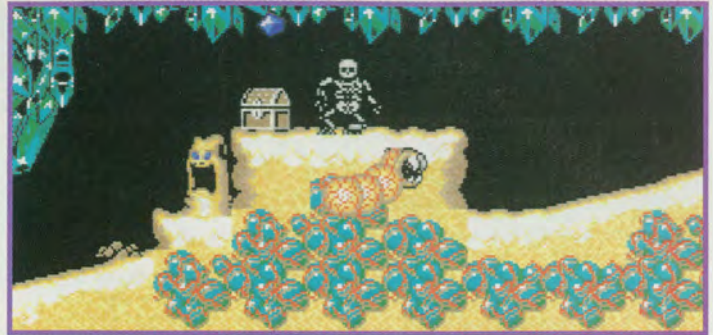
The flying creatures are simple. Just give them three shots and they will die. The advantage of these is that they give you all the time in the world. The robot-type monster takes only four shots upwards to die. As soon as you come to a standstill, sprint right to avoid the spiked ledges, but you can run into the white monsters without them killing you. The tongues are simple too. Just jump when it is safe to do so.

END-OF-LEVEL GUARDIAN

By far the easiest of the lot. Continually shoot at the eye. The knife or disk power-up is definitely not essential, but handy.

LEVEL THREE WEAPONS

Any weapon is good except fire as there is no stable floor to be seen and short range is also a disadvantage. Knife or disk is highly recommended.



LEVEL FOUR

Level four loves to eat up your credits so be careful, because a lot of the first level geysers appear (blue skeletons). There is usually a treasure chest at the top of the white bone-like structure, which contains a suit of armour. If you have a knife you are in for an easy level - well at least for the first half, anyway. Dodge the worms and prepare for the ice. Move right, left, right, jump, jump, left, right then down onto the platforms that move down. Don't be fooled by jumping far left. Just carry on jumping right from platform to

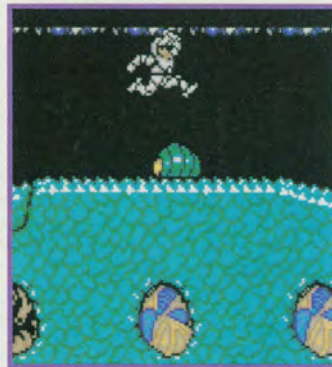
platform. Finally jump onto the end level carcass.

END-OF-LEVEL GUARDIAN

Once you have landed on this massive remainder of blubber you will encounter five holes that have small creatures running from them. Approach the first hole, fire a disk if carrying one as it is usually the weapon for this sort of thing. Jump up and fire downwards to kill these and killing the grubs in the process. Repeat this until all five tunnels have been destroyed. Look out for grubs coming from other tunnels. The last tunnel you shoot will release the key.

LEVEL FOUR WEAPONS

The first half, as mentioned earlier, is best controlled with the aid of the knife. The second half really requires the help of the disk, although it can be handled without it. No super weapon is required through this level.



LEVEL FIVE



Don't collect the first treasure chest. The red, swooping animals are easy meat. Just power up or simply fire upwards at them. Don't go up the ladder. Instead, shoot the pig from below until the coast is clear. Once you have gone up the three levels of girders, shot flies and pigs, you will be faced with a large ladder and a load of 'morning star' weapons which are attached to skulls going

from left to right. Time yourself up and wait for a little while to work out their routine. At the top you will be confronted with a big, cloaked monster. Follow this routine to kill him. Jump. Fire. Duck. Wait. Jump. Fire. Duck. Keep repeating this process until he is dead. After scrambling up the ladder on the right, you will be faced with a couple of ogre-heads - the same as the one on the first level.

Time your run, as they throw fire-balls at you. Once you've destroyed one, you will be able to destroy the second with ease. A gap on the right should open. Attempt the world's biggest long-jump to the other side - forget the ladder. Now go up, across the platforms five times before reaching the top where you will confront the Fly.

END-OF-LEVEL GUARDIAN

The Fly. As it approaches, stay on the ground and hit it where the sun don't shine. As it turns into the swarm of flies, power up your super weapon and let him have it. Repeat this until he is dead. Collect the key and prepare to fulfill the plea from the damsel in distress.



THE LUCIFER

The woman gives you only a thank-you and some rubbish about being her hero. The only thing good about her is that she gives you a new, super-cool fire-ball weapon to defeat this bony wreck - Lucifer. Watch where you tread, because he could tread on you. Position yourself directly beneath him and fire upwards. Hopefully, he should be destroyed. Phew!

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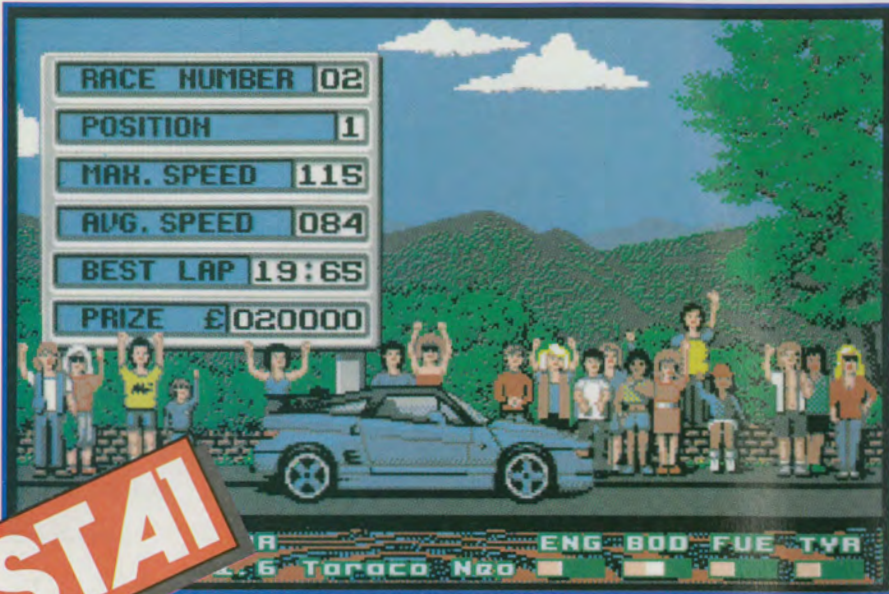
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To qualify for another race, you must be one of the first three drivers to cross the finishing line. If you do so, a score board informing you of your position, best lap-time and prize money will be displayed.



STAI

SUPER CARS

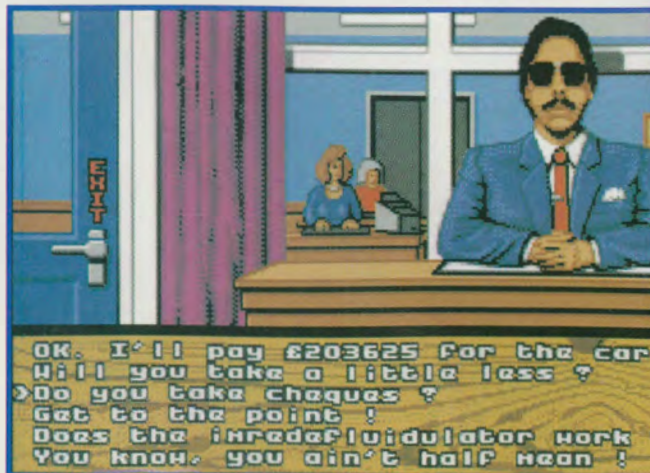
“Do you crave for life in the fast lane? Have you got what it takes to be a top racing driver? Prepare to find out as we test drive Gemlin’s Super Cars.”

GREMLIN (£19.95)

Okay, so car racing games have been all the rage just lately. Here at the ST Action office we’ve seen them all: Power Drift, Hard Drivin’, Chase HQ, Turbo Outrun... the list is endless. So, you just might wonder how Gremlin think they can manoeuvre themselves into pole position with their race game, Super Cars. The answer is simple: with good old-fashioned playability and clean, uncluttered presentation. Together with the Magnetic Fields team, Shaun Southern (the name behind the eight-bit versions of Kikstart and, more recently, Gremlin’s Super Scramble Simulator) has produced Super Cars. We take it for a test drive.

Basically, Super Cars is an extension on the classic Super Sprint theme. The overall aim of the game is to win a series of races. Of course, simply competing for the top slot isn’t enough, so Super Cars takes the next logical step forward and offers prize money for the top-three placed drivers. Winnings may be spent on upgrading and improving your vehicle, thus increasing your chances of winning further races.

After loading the game, players are invited to enter their name. At the outset of the game,



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1. 490cc V16	79995	150	6000	470	12	5.0	12.4	Parsec version 3 is said to be the worlds fastest road car. Two advanced computers come into operation at 100mph to keep the car under control. The maximum speed is unknown.
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Sooner or later, you're bound to need a faster car. The guy in the salesroom doesn't stand for any nonsense, although skilful customers may be able to talk him down. He sells a wide range of motors. Among them, this rather sleek 8 litre Retron Parsec Turbo.

STA Rating
82%

GRAPHICS: 76%
SOUND: 66%

LASTING APPEAL: 78%
ADDICTIVENESS: 86%

DIFFICULTY: AVERAGE
1ST DAY SCORE: N/A

Gremlin's Super Cars is definitely one of my current favourites. The first thing that struck me about the game was its crisp, clean presentation. The game features some nice graphical touches but, having said that, the actual race itself is somewhat sparse. Detail, however, has been spared in the place of excellent playability. Without doubt, Super Cars is the type of game where you have to have "just one more go". The only thing that I wasn't too impressed with was the game's sound. Sure enough, the theme tune wasn't bad but when I decided to toggle to the sound effects I found tinny bleeps instead of screeching tyres. All in all, Super Cars is a tremendous race game that I'll be playing for the next few months.

NC

drivers are supplied with a basic 1.6 litre Tarco Neoroder. In addition, a sum of five thousand pounds is also made available to all drivers. Super Cars consists of three different levels of racing. Each level is broken down into nine tracks which can be



The track is where all the action takes place. Here, we see you tussling with the back markers and skidding through a tactically positioned patch of oil.



raced in any order. First-level tracks are raced over five laps, second-level circuits over seven laps and third series courses over nine gruelling laps. In order to qualify for the next race you must cross the finishing line in any of the top three places; the higher the position, the more the winnings.

Between races players are given the option of either buying a new car or customizing their existing vehicle. Buying a new motor isn't as easy as it sounds. The guy behind the desk in the sales room certainly knows his stuff. Upgrading your car is the key to success but, boy, it's sure going to cost you. Naturally, haggling is often necessary. However, should you overstep the mark, the shade-wearing salesman will soon show you the door.

If you can't afford to buy a new car then maybe you'd like to improve your existing set of wheels. During every race, your car will doubtlessly get bashed about. Situated on the bottom of the screen are four, all-important wear indicators displaying the state of your tyres, engine, body work and fuel. In addition to these essential purchases, a number of optional extras can also be tried out. Power steering helps your car turn tighter circles. A turbo charger improves your cars acceleration rate while a high-speed kit increases your maximum speed. Front and rear missiles are also available; these lethal projectiles can be used to dispose

of unwanted obstructions (that's cars, to you). A less vicious means of beating the competition is by fitting side armour. Ramming vehicles when equipped with armour will send them into an uncontrollable spin. Finally, a spin-assist kit is also available. On many of the tracks, puddles of oil and water send your car into a time-consuming skid. With spin assist fitted, you can glide through these hazards with miraculous ease.

Should you manage to complete a level (nine tracks), you'll be issued with a secret password. Entering the password instead of your name at the start of the game will allow you to begin at the next level with a substantially better car and a larger starting purse.

Don't, however, be lulled into a false sense of security. Just because you've got a more powerful car, it doesn't mean the opposition are going to be any easier to beat. They can upgrade too! Not only that, on the later levels they become more adept and sometimes even downright sneaky.

STA

It has to be said that there have been many different attempts at this type of game, some good, others not so good. Super Cars has to be the best so far. Instead of cramming the entire track onto a single screen, only a portion of it is shown and this scrolls accordingly to the movement of your car. Therefore, the graphics are large and well defined. The track itself scrolls very smoothly indeed and the overall presentation of the game is very high. Controlling your car is extremely easy and the joystick directions have been well thought out. Super Cars is great fun and highly addictive. Don't even think about wasting your money on the other Super Sprint clones. Go out and buy Super Cars, now!

SW

One of my all-time favourite arcade pursuits was Supersprint, and so Supercars was a real pleasure to review. But although Supercars is similar to the aforementioned oldy, Gremlin have enhanced the game considerably. The graphics are superior, you have greater control over the cars and there are numerous tracks to choose from. As a theme of entertainment, overhead-view racing has proved itself to be great entertainment and popular with everybody, and Supercars is no exception. In fact I'd go as far as saying that this is the best one available on the market - great fun!

JS



The garage is the place where you can buy replacement parts for your car. Tyres, fuel, engine and bodywork parts are usually essential purchases. However, you can also invest in a number of other 'extras'.

The Founding Great Elder will describe your mission to you before you are required to step into the Nova-Sim. You will also be told how to use the radar and informed of the pick-up pods.



STAR-BLAZE

"Remember how your forefathers fended off the evil Kragian forces? No? Oh, well. You won't forget after you've flown in the Navo-Sim in an attempt to prove your manhood."

LOGOTRON (£19.95)

You have been called to the Great Hall by the Tribal Elders of the planet Tamsin. It is now your turn to prove your manhood in the test of the Nova-Sim. As you prepared for your turn, the Founding Great Elder made a ghostly appearance on the viewing screen. He explained that years ago your ancestors fought bravely and destroyed the Kragian Empire in one of the most bloody battles ever to rage across the galaxy and now, as a test of your manhood, you must fly in the Nova-Sim and repeat history as you take on the Kragian spaceships.

On stepping into the Nova-Sim you will be confronted with your control panel. To the left of the panel in red, you will be able to see the energy indicator which lies on a tilted disc. As lasers are absorbed by your ships hull the energy disc will deplete. If it disappears altogether, your ship will explode and your test of manhood will have failed. To the right is another disc, exactly identical to the energy indicator but this time green. This is your shield status indicator, its purpose will be explained later. Just inside the disc indicators are the radar displays. The one to the left is the 'scan behind' radar, the other is the 'scan forward'. The Great Elder will explain to you how these radar systems work. Directly in the centre of the control panel is the smart-bomb indicator, pretty self-explanatory, really.

The Nova-Sim suddenly rocks into motion and your ship hologram starts to respond to your joystick movements. Your view screen is suddenly filled with hordes of Kragian craft, all intent on your destruction. Twisting at the control stick, you manage to sight the cross-hairs. With a press of the firebutton, a laser beam shoots out and instantly disintegrates the oncoming ships. As you progress, you'll soon realise that the enemy craft's missiles are in fact heat seeking and, therefore, your reactions will have to be spot on to stop them hitting you. Pick-ups can be collected which will enhance your craft's performance and weapons status. They appear as spinning boxes which float across the screen. You must fly over them

Star-Blaze is a very simplistic game, with boring gameplay and uninspiring graphics. The intro scene with the Great Elder has been well done, but from then on everything seems to go down hill. The control panel is very plain indeed, as are the enemy ships which are basic geometrical shapes. It takes ages to reach the end of level gaurdian and I found myself switching off half way through. The idea of picking up the pods has been well implemented and the basic idea behind the game isn't bad, its just that the game could have been done a lot better, visually. I can't honestly recommend Star-Blaze as one for the collection.

SW

As a rule I look forward to Logotron games with an air of anticipation. However, with Star Blaze, I feel they've come a bit of a cropper. The idea of an out-of-the-cockpit 3D shoot'em-up is a good one. Unfortunately, something, somewhere has gone wrong. The graphics are a little lacklustre; the use of colour used to poor effect, creating a head-spinning image on the screen. The sound, too, failed to impress me. As for the overall gameplay, I found it bare-able for a few plays, but soon became bored with the same tedious action. All in all, Star Blaze is a neat idea that hasn't quite worked.

NC

to collect their enhancements. There are three types of pick-up pods; shield power, extra energy and smart bombs. The shield, when switched on, appears around your ship and protects you from enemy fire, but only for a limited time. It will also deplete your shield power, on the disc, slightly. The smart bombs will clear the screen of all the enemy and their missiles. Eventually, you will be able to take on the end-of-level Kragian ship. **[STA]**



Straight into the thick of it and the Kragian ships are already after your hide. Although this is only a simulator, it is your manhood that is at stake. Target the enemy with the cross-hairs.

STA
Rating
44%

GRAPHICS: 47%
SOUND: 40%

LASTING APPEAL: 33%
ADDICTIVENESS: 42%

DIFFICULTY: AVE/HARD
1ST DAY SCORE: 18000

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I liked Colorado. The graphics are large, well drawn and nicely animated, with some special effects here-and-there - try tripping over something. The basic plot to the game is not very original, reviving memories of Barbarian, but there is plenty to keep you occupied for quite some time. It's nice to see a game that has impressive sound as well as good graphics. Sound has often been neglected by other games. This is not the case with Colorado. My only gripe about the game is the difficulty I encountered when trying to pick things up. While trying to maneuver into the correct position, I often fell off of cliff faces or down river banks. Still, Colorado offers a worthwhile challenge and is very addictive.

SW

Nothing had gone right for me this winter. The strong winds and knee-high snow had destroyed any chance of catching a beaver, let alone skinning one. Before I knew it, I had spent up all the savings I had in the local saloons. What else was I supposed to do. The saloons seemed about the most friendly of all places in this cold and frosty season. My only option lay in the west. Apparently, beaver skinning was big business over there, and that meant big bucks. I knew that my associate, Schwartzbauer the goldsmith, would help me in rustling up some equipment. He'd always been loyal to me in the past. So I gathered my equipment together. I only took what was really necessary on these expeditions - a big knife, a sturdy, two-handed, axe, and Betty, my famous rifle with the maplewood stock. I never left home without her. Schwartzbauer managed to get me a canoe, and on a misty, April morning, I set off for the West, and hopefully some beavers.

Some days later, as I was canoeing up the South Plate River my attention was caught by erratic movements over on the bank. Through the trees I could see a group of Pawnee Indians threatening an

No sooner have you left your canoe, when an Indian warrior attempts to take your life. Load your gun with powder and blast him away. When the enemies die they explode into a ball of flame.



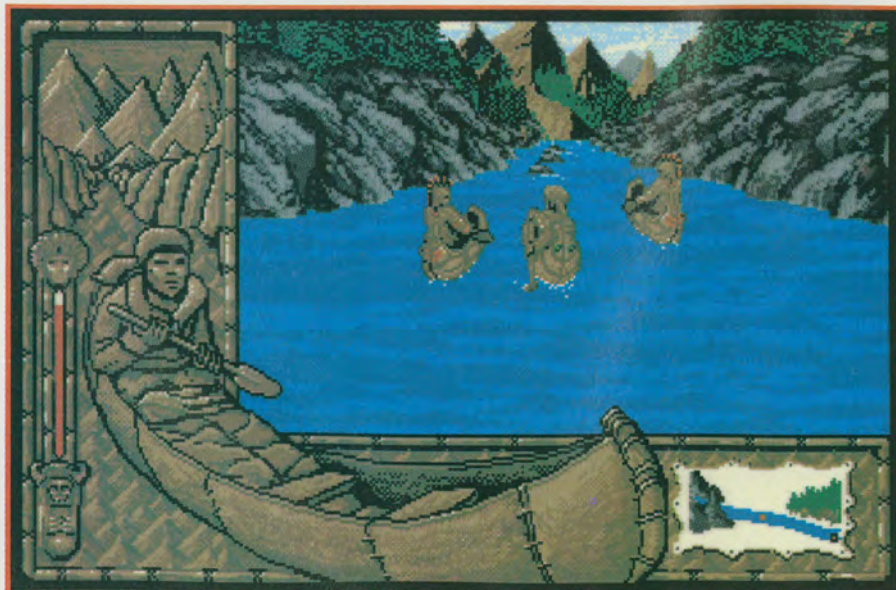
COLORADO

"While journeying West, you discover an old Indian chief. He tells you of a mysterious land where the secret of his tribe rests. Find it, and you will be rich."

— PALACE (£19.99) —

old Indian. I pulled up to the bank, loaded my rifle, and popped off their leader. The other decided, wisely, to run away. I had a little knowledge of different tribes and I instantly recognized the old man as a Cheyenne chief. The chief was tied to the ground by a length of rope and held fast by a peg - a Cheyenne death ritual. I understood that this was the way in which an aged Indian, in enemy territory, would

die the death of an warrior. On close study I realised that he had been wounded a least three times. He drew me closer and handed me a piece of parchment. He explained that, once I'd buried him, The map would take me into a mysterious land where, if I was strong and brave, I would be able to discover the secret of the old man's tribe - Pochontas Gold Mine. Without much ado, I buried the Indian chief, when he had eventually died, of



Great skill is required to guide your way safely down the river. Large rocks and tree branches block your path and Indians hurl boulders at you from the river banks.

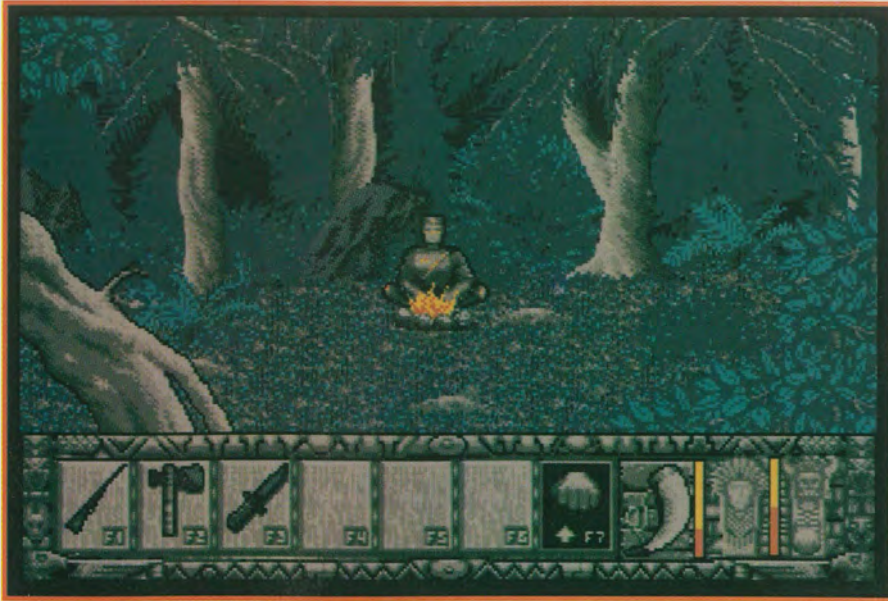
STA
Rating
76%

GRAPHICS: 79%
SOUND: 72%

LASTING APPEAL: 77%
ADDICTIVENESS: 71%

DIFFICULTY: AVERAGE
1ST DAY SCORE: N/A

At the end of each day you will light a fire and settle down for the night. This will allow you the chance of saving the game and planning your strategy for the next day.



Some areas of the mysterious land are inaccessible just by walking. This is where you will need to test your climbing skills. The peg holds will indicate whether you can climb up.

course, and set off in the indicated position. Schwartzbauer would never believe this.

This is where Colorado begins. On reaching the first location you have the choice of climbing into your canoe and facing the dangerous rapids, or journeying into the Winnemucca Forest. Not matter which one you take, you can be sure that there will be plenty of hazards to keep you on your toes. Your character can perform simple moves, as well as other, icon controlled moves. The joystick will command your trapper when travelling through the forest, the icons will allow him to pick up and drop any items he comes across. These are indicated in an inventory at the bottom of the screen. By pressing the F keys the items will be enabled and you will



How! Make your way through the Indian settlement. Make sure you are courteous and you will be allowed through. You will eventually be blocked by a knife-wielding Indian warrior.

then be allowed to use them. On your travels there will be many puzzles that need solving, as well as plenty of Indians that need to be killed. You can shoot the enemy, stab them with your knife or cleave their skulls with the axe. Your health is indicated by an energy bar, as are the enemy Indian's health. If this reaches zero you will die and your quest will have failed.

STA



Aaaagh! Sploosh! You only have one life so be careful when walking around cliff edges and near river banks. Be careful to time your jumps correctly, as well, or you may collide into an object.

Not a lot of people know this, but Colorado was programmed by the French software house, Silmarils. I remember reviewing their anti-drugs beat'em-up, Manhattan Dealers and thinking how much potential they had. Now, straight out of the blue, comes Colorado. The game is basically an action/adventure-style escapade set in the early days of the Wild West. Graphically the game is very well presented; colour has been used well and although some of the animation seems stilted, the sprites are highly detailed. Sonically, the game offers a range of effects all of which are adequate. The gameplay is nicely varied; I particularly enjoyed the wild-water fights. My main criticism would have to be of the near pixel-perfect positioning needed to pick items up (no mean feat when a Indian is try to axe you to death!). Overall, Colorado is a great game that deserves to do well.

NC

Obviously, a great deal of time and patience was spent on Colorado. The presentation is excellent, with big, bold sprites charging around the play area. I especially enjoyed the canoe sequence, in which you have to steer your way around hazards, while clubbing the Indians with the oar. It is little effects like this that make Colorado a highly addictive game. Sound has also been well catered for, a side that is sadly lacking on a lot of games, these days. Once I had mastered the picking up of items, which proved awkward at first, I found that there was plenty to investigate and puzzle over. If you fancy a worthy beat'em-up that requires a little thought, then you would be wise to check out Colorado.

JS

HIGHWAY PATROL II

"This is your first real assignment as a rookie and you're just a little nervous. Take to the roads in your police car and arrest the hoodlums."

— — — — — **MICROIDS (£19.99)** — — — — —

STA
Rating
67%

GRAPHICS: 72%
SOUND: 66%

LASTING APPEAL: 64%
ADDICTIVENESS: 63%

DIFFICULTY: AVERAGE
1ST DAY SCORE: N/A

This is where your first assignment will take place - on the dangerous highways where civilians and criminals drive. Make sure you make the right choice. The enemy vehicle is red.



In the police records room, you consult the different files on all the hoodlums that are causing havoc across the roadways. To select a criminal you must point the cursor over his photo and then press the firebutton.



"This your first time, is it? Whatever you do, don't lose your concentration and avoid the civilian cars - we don't want any complaints of police harassment. Make good use of the map and fire only when you're sure of a good hit. Don't fire at

Highway Patrol 2 could have been an excellent game if only it had contained more of a challenge. Granted, the game is very hard and will keep you thinking, but there is a severe lack of gameplay. All the cars, civilian and criminal, are the same with the only difference being in the colour. The map of the highway is very large indeed but there is only one criminal and this causes the game to become very boring, very quickly. The steering can prove awkward at times as it tends to be over-sensitive. It is sad to see such a good idea go to waste and let's hope that Highway Patrol 3, should there be one, has a little more involvement.

SW

civilians or all our jobs will be on the line. Got it? Good."

This is my first assignment, so I'm bound to make a few mistakes. But what about the sarge and the other guy's jobs. If I screw up now we could all be in trouble. Got to go ahead with it and make sure I do it right first time. Can't afford to make any mistakes. I shift the car into drive and we start to pull away from the police station. Here goes nothing. On consulting the car computer I discover that the criminal's position is at coordinates 30,32 and heading south. Where am I exactly? Oh, here it is, 25,28 and heading east. Excellent. If I keep travelling in this direction, I should be able to cut him off. Damn it! Dumb civilians, getting in way. I'd better turn on the sirens. That's better. He's changing course again. This could be trickier than I thought.

This is basically the story behind Highway Patrol 2. You begin the game consulting the police records. By selecting different files you can see exactly who the criminals are and how much the reward is worth. On selecting your target you will be positioned somewhere on the map and will

be given the map coordinates of the criminal. Both your coordinates will change as your cars change direction. Hazards come in the way of civilian cars and signposts. The odd cactus may also cause problems if you skid off the road. When the criminal has been sighted you should turn on your siren and enable your target sights. As soon as he is within range you can blast him with your pistol. Arrest him and you will be awarded a bonus and allowed to select a new criminal.

STA



As you seek out the criminals, your car will eventually run out of petrol. By pulling into the nearest gas station you will have the options to refill or have the attendant check your tyres.

"What about Highway Patrol 1?", I hear you say. Well that's the French version of the game. Here in old Blighty we're being treated to the souped-up version! Personally, I can't see what all the fuss is about. Highway Patrol 2 is a cops'n'robbers chase-style game. The action reminded me of Electronic Arts' Test Drive but this time with a gun. I soon tired of the gameplay as it comprised for the most part of driving around the desert landscape searching for bandits to take pot shots at. Graphically the game is nicely presented although the lack of variety soon begins to become apparent. The sound is adequate, although I soon turned down the volume when the wailing siren gave me a headache. Overall, Highway Patrol 2 is a game that suffers from a lack of variety.

NC

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Another great war game from Arc. Armada is an excellent simulation of the battle between the English and the Spanish. Once the complicated parser has been mastered, the game unfolds into an excellent representation of the actual events that took place in 1588. The graphics are basic but very effective, the English coast has been represented in superb 3D style giving the game a sense of realism. Saving and loading games does take ages but doesn't detract from an otherwise superb simulation. If you want to rewrite the history of the Spanish Armada then get Armada.

SW

"Can you rewrite the fated history of the Spanish Armada or will the English destroy the invading fleet once again?"

ARMADA

ARC (£19.95)

The English fleet sets sail in the hope that it will be able to intercept the Spanish Armada before they can land a task force. The view is from the Ark - the flagship.

The fate of the doomed Spanish Armada did not really lie in the hands of the English but in the ever-changing weather and tide conditions around the English coast and in the Channel. The Spaniards had not been faring too well against the English in recent times. Sir Francis Drake, known to the Spanish as the Dragon, had been raiding merchant ships that sailed in and around Spain. More than that, Queen Elizabeth, a Protestant, had ordered the execution of Mary Queen of Scots, a devoted Catholic. This had angered King Philip of Spain considerably. His only hope was to invade England and restore Christianity. A plan was devised to send a fleet, loaded with troops, across the channel and into English coastal waters, where the English would, hopefully panic and send out a puny fleet to attempt to defend their country. Unfortunately, the English were far superior in sea warfare and the guns of the English galleons soon inflicted losses on the Spanish. In a desperate attempt to sail what was left of the Armada back to Spain, the entire fleet was blown into the North Sea. Here, the ships were either smashed onto the rocks or disappeared without trace. The Spanish invasion fleet failed dramatically, and with the loss of thousands of men.

You can play the part of either of the two admirals that fought in the battle of the Armada. It was Howard who commanded the English and Medina-Sidonia who commanded the Spanish. Your fleet is split into several squadrons, each commanded by their its captain. Orders are

sent to these captains through a 'type-sentence' environment. Eventually your orders will be received and carried out as best they can. The orders take the basic form of "<to who>," "<when to start>," "<what to do>," "<for how long>". Due to the lack of communication at that time, some of the orders may not always be received in the form that they were sent.

Therefore, it is wise to keep the fleet as close together for as long as possible.

Views of your fleet can be shown from all compass directions and there is also an option that allows you to view from the different towns and cities around the English coast. When the two fleets finally engage each other they will adopt either long range, short range or grappling tactics. You can request a battle report from any of your ships to see how the fleet is



On sighting the Spanish Armada, you issue your orders to your squadrons and proceed to chase the enemy. After taking your turn, the Spanish will then issue their orders.

The fleet anchors just outside Weymouth Bay. The views of the English coast are represented in superb detail. This makes the environment of Armada very realistic.



STA
Rating
75%

GRAPHICS: 57%
SOUND: N/A

LASTING APPEAL: 78%
ADDICTIVENESS: 80%

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

As night falls you may want to order your squadrons to turn on their stern lamps. Try and keep a good fix on the enemy, as when night falls, they may creep away.



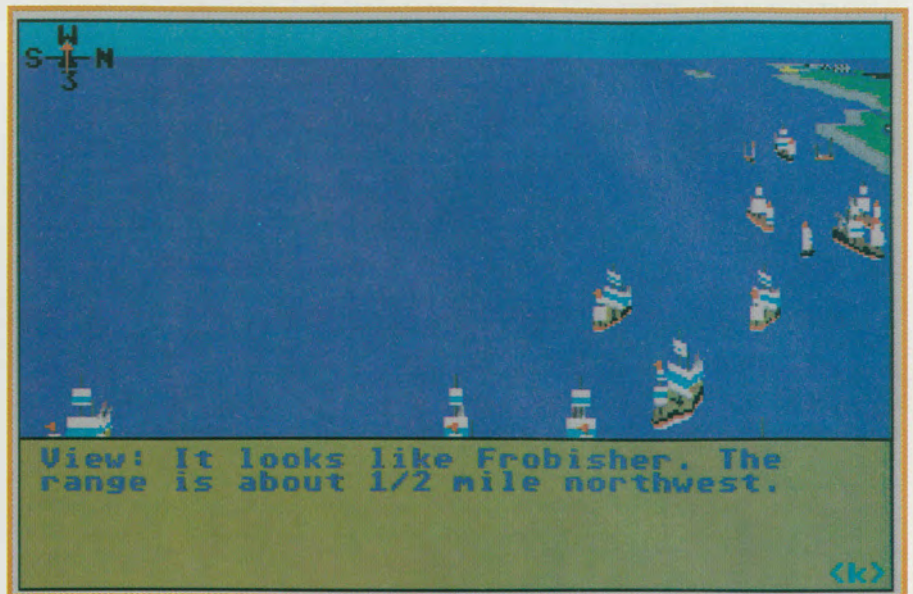
doing. Sometimes it proves difficult to see exactly where and who everyone is, therefore a telescope sight has been included to help you. By pointing the sight at the desired location and pressing the mouse button, information will be given as to what the target is. This proves useful when navigating around the English coast.

A point system is used to keep score of the proceedings. If your fleet is doing decidedly bad in a battle you can disengage any squadrons that are suffering a lot of damage. Alternatively, there is also

Graphically and sonically, Armada is extremely basic, but the game itself is excellent and comes very close to recreating the actual events that led to the destruction of the Spanish Armada. The parser was a little complicated at the beginning but, through experimentation, I soon learnt what commands did what. The screen update is a little slow but this does not really detract from the overall game. I'm glad that the programmers included the option to play both English and Spanish admirals, as this makes the game even more interesting to play. I can only really see this appealing to hardened war gamers, but I would advise those just dipping their toes in computerized wargames to, at least, take a look.

NC

Information can be called up on any of the ships that appear within your view. The telescope sight is used to select the target. The name of the ship and its distance will be displayed.



The enemy has been sighted and the battle is about to commence. Set your tactics and order your fleet to chase the enemy. It is best to adopt some kind of formation - such as the double crescent.

the option to surrender your fleet to the enemy, but this would never have really occurred in history. For the Spanish, victory comes when they have landed a task force and captured a fort or town. For the

English, the Spanish Armada must be disabled and broken up. Should a game happen to be interrupted at any time, there are also options to either load or save the game at its present position. **STA**

Right in the thick of the battle. This is the view from the Revenge of which Drake is the captain. Cannon shots are seen as thick plumes of smoke below from the sides of the ships.



ARC's Battlescape series has really busted down some walls in the realms of battle strategy, and Armada has shaken off that stuffy and elitist image once and for all. The Armada depicts one of the most exciting and action-packed sea battles, and the excellent graphical presentation conveys the action very effectively. Add to this the comprehensive commands and easy-to-use controls and this really is a strategy that everyone can enjoy. I was particularly impressed by the speed of screen-fill when you switch from one view to another and this really helps to maintain the flow of the game. Armada is a skillfully and thoughtfully designed war simulation which really breaks the mould.

JS

"Oh no! The Myrons have tampered with the Earth's defence shield and someone's run off with our latest space-fighter. Things do not look good."

WARP

GRANDSLAM (£19.99)

Whilst attacking the planet's surface, a number of enemy installations and creatures are out to get you. Here a huge worm spits laserbolts at your ship.



The Starfleet fighters had proved themselves in the past. The Myron invasion craft had failed to penetrate Earth's defences. However, with alien technology advancing at such an alarming rate, it was judged as only a matter of time before the human race came under a real threat. In order to keep up with the waring aliens, Starfleet Command commissioned the development of two projects. The first, a revolutionary, high-performance inter-stellar fighter, the Sunburst, whose specifications are second to none. The second, a powerful deflector shield with which all alien attacks would be thwarted.

Kelly was a small-time crook with big ideas. Having made his way past the Starfleet security force, he made straight for the prototype fighter. As he sat in the cockpit he could almost feel the power at his fingertips. Scanning the controls, Kelly ignited the rocket boosters. As the craft hurtled into space, Kelly glanced

behind him. It was then that he noticed that something was wrong with the deflector shield. Somehow the Myrons had managed to turn the defensive force-field into a deathtrap.

Not only had the Myrons tampered with the force-field but they had also somehow managed to create and anti-warp generator. Kelly was Earth's only hope. He'd have to pilot the Sunburst all the way to the Myron base. Of course, the only way of warping between planets would be to destroy the anti-warp generators. Knowing this, Kelly made for his first

I have played many shoot'em-ups in my time, but this is one of the worst. It holds great promise with its initially appealing action, but aliens appear too thick and fast, and the gameplay relies more on luck than skill, making for a very repetitive and irksome game. The graphics and sound are both uninspiring, although the front-end presentation is neat, but, overall, this game is a waste of time.

SW

The objective is to destroy the planet's power sources and therefore render the antiwarp generator useless.



rendezvous - Mars.

Warp is a thinking man's shoot'em-up. The eight-way scrolling game sees you attempting to destroy a number of power generators that give the anti-warp units their power. Flying above each of the planet's surface, you must knock out the numerous defence systems and find your way through the often labyrinth-like mazes until the generators are destroyed. Only then can you progress through a warp tunnel to the next planet.

STA



Having destroyed all the necessary power units, you must warp to the next level.

The thing that really struck me about WARP wasn't so much the game but presentation. Personally, I thought that the game, despite being a little different from the usual shooty-shooty-style game, was rather lacklustre. The overall aim being tiresome and repetitive. Graphically and sonically, the game is a little bland. This surprised me a little, especially seeing how the Thallion team managed to produce stunning full-screen, multi-coloured scrolling and the like. All in all, WARP is an adequate little game, however, having tasted the capabilities of the Thallion team, I'm sure we'll be seeing great things from them in the future.

NC

STA
Rating
54%

GRAPHICS: 53%
SOUND: 50%

LASTING APPEAL: 51%
ADDICTIVENESS: 49%

DIFFICULTY: AVERAGE
1ST DAY SCORE: N/A

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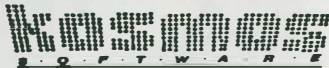
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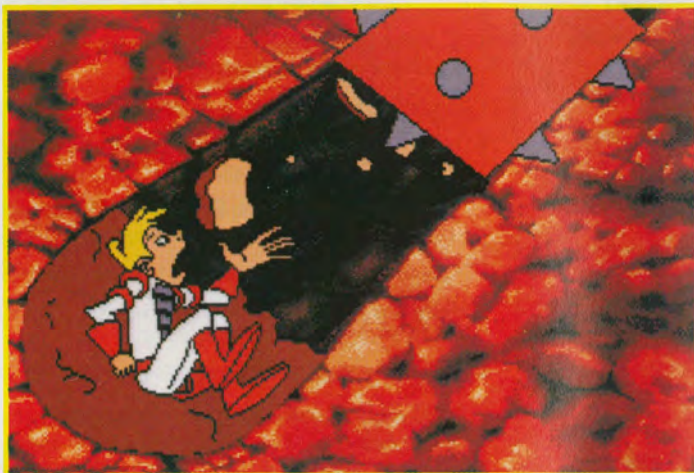
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SPACE ACE

"Hype is a dangerous thing. Nearly every new game is billed as having 'stunning graphics'. Few, however, can claim to possess cartoon-quality animation."

READYSOFT (£44.95)

The story begins with Kimberly falling into Borf's blue clutches, and Ace/Dexter begins his rescue mission on a mining colony on a nearby planet. As he dodges the guard droids and deadly crushing machinery, his ultimate aim is to steal a ship that will take him to Borf's base.



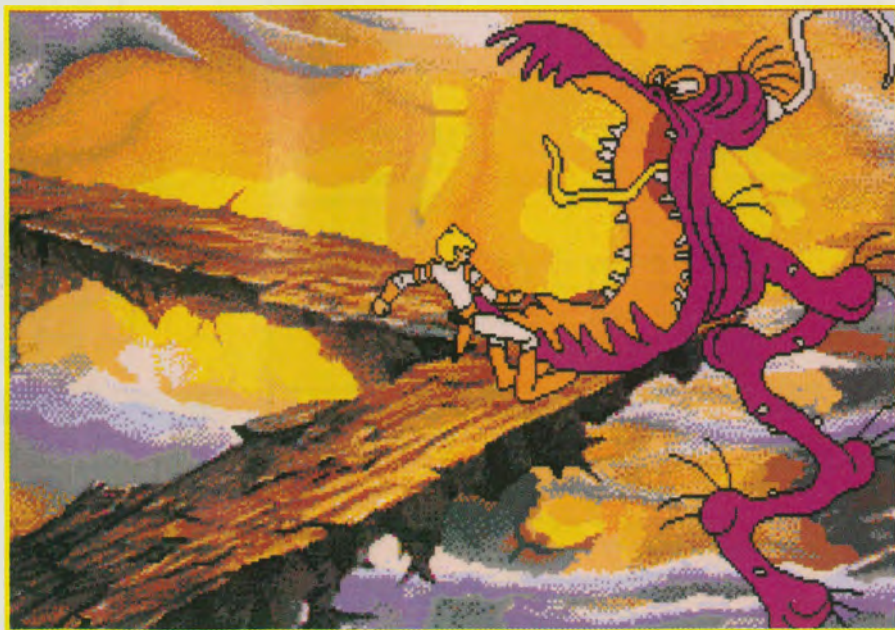
In the beginning Atari presented the world with the first ever video game, Pong. The classics, such as Space Invaders, Asteroids and Pac-man, soon followed. However, it was the appearance of a game called Dragon's Lair, way back in 1983, that stunned the arcade aficionados. So, why did this game wow the crowds? Simply because of its advanced cartoon-quality graphics and stunning animation. The team behind the game was headed by Don Bluth, a former employee of the Walt Disney studios. Bluth had worked on Disney projects, such as Sleeping Beauty, Robin Hood and Pete's Dragon. Indeed, his own films included The Secret of Nimh and the more recent, Oliver and Company.

What the Bluth team have produced here with Space Ace is truly amazing! In terms of graphical quality and sonic effects, they have no equal. The press were ready to criticise the game for its lack of interaction and physical control, but I must say there's certainly more of both of these than I had predicted. Yes, Space Ace is expensive, but it is no less than a stunning advance in visual and sonic presentation. This is a game that you can show to your friends and they'll go 'wow!' It is also a game that you can derive a certain amount of entertainment out of - unfortunately it is also a game that you will find easy to complete. What you've got to consider is, whether it is worth the money?

JS

The secret behind Bluth's games lay in the new technology they used. Unlike the other coin-ops of the time, Dragon's Lair and Space Ace used laser disks to hold the graphic images rather than rely on simple chips. Now, however, with the tremendous advances in computer technology, Bluth has managed to translate his masterpieces onto the home computer. Space Ace is the first.

The story begins with the evil Commander Borf threatening to attack the Earth. The Infanto Ray is the secret behind the dastardly Borf's plan. The ray gun can supposedly take years off a man's



EEK! Having nicked a space ship, Ace is horrified to see his progress momentarily hindered by a hungry-looking plant.

The ST never fails to impress me and, if I had to choose a game to show off its graphic capabilities, it would have to be Space Ace. Back in the early eighties, when the Sinclair Spectrum was the last word in home-computer technology, I'd never have dreamed of having a near-perfect conversion for my machine. Don Bluth and the Readysoft team have indeed worked wonders with the ST. However, great graphics don't necessarily make a great game and, unfortunately, Space Ace is sadly lacking in the gameplay department. To sum up: Space Ace is an excellent show-piece but, when its price, playability and lasting appeal are considered, it's a far less alluring product.

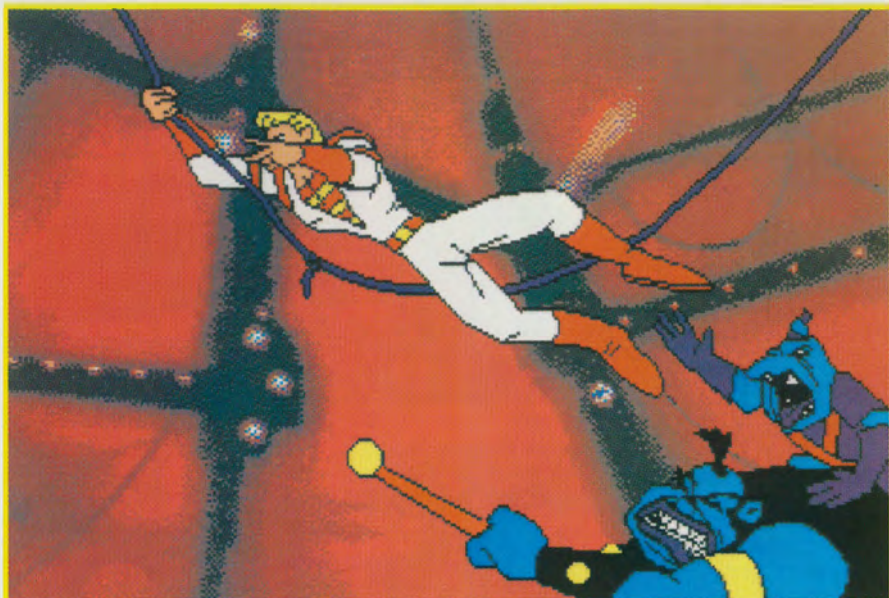
NC

Borf's planet is patrolled by deadly green dogs who chase our weedy hero for several screens. Contact with them results in you ending up as dinner, but if you can elude them, they get electrocuted.



life. With this fearsome weapon, the blue giant's scheme could soon become reality. Reality, that is, if Space Ace and his lovely assistant, Kimberly, can't stop them in time. Our heroes' mission is certainly tough. Unfortunately, it's been made tougher by a couple of minor mishaps. Kimberly has fallen into the hands of Borf and, if that weren't enough, Ace has taken an indirect hit from the Infanto Ray. You

Having battled your way into Borf's cramped lair, you must engage the blue ogre in a pole fight that spans some thirteen screens. As he kicks, swings and punches you, you must give as good as you get until you can get near Kimberly.



pick up the story with the eleven-year-old Ace being hotly pursued by Borf. Using all your cunning, you must defeat the diabolical megalomaniac and rescue your assistant.

Control of the juvenile Ace is via the joystick. As the computer begins a scene, you must either depress the fire button or pull on the joystick in order to control the hero. Not only is the correct combination

of moves essential to complete each scene, but timing is also paramount. The action begins with the intrepid Ace being hotly pursued by the evil Borf. Surviving the blue giant's laser blasts is easy when compared with what's to come. Space Ace has to avoid all manner of contraptions and critters before the final, frantic showdown inside Borf's huge ship.

In all, there are some thirty-three

scenes, each incredibly detailed. Unfortunately, owners of single-sided drives won't be able to see all of the action but, on the plus side, owners of new STEs will find that their machines use the full 4096 colour palette. The game is presented over four disks but swapping has been cut down to a minimum. The game also has a save-game feature that allows you to save your progress. Meanwhile, ST owners with either second drives or hard drives will be able to make good use of their extra peripherals. **STA**



Kimberly is being held on a wooden disk, and, as a last-ditch attempt to thwart your rescue, he cuts the rope holding it up, sending our flaxen-haired heroine to her certain doom - unless Ace can get to her, that is.



◀ In a vain attempt to reduce Ace to a child, Borf heads for his deadly Infanto Ray. With a single press of its death-dealing button, he sends explosive rays at him, which blast chunks of masonry away, effectively blocking any exits. Ace's last hope is in the shape of a shiny mirror - but can he get to it in time? ▶

Okay, so it's got great graphics. But what about gameplay. I know a lot of people may disagree, but, personally, I think these types of game are a waste of time. There is no real player participation and the moves are set in combination. Once the combinations have been learnt, and it doesn't take to long, the game becomes pointless and a waste of money. The graphics are excellent and the sound is awesome, but all this takes up memory, and this is reflected in the actual length of the game. There is no real long-term objective, and for forty-five quid I would prefer a game with a lot more lasting appeal and, at least, a little bit of addictiveness. All I can say is, I wouldn't pay this kind of money for this type of game.

SW



Although past *Psygnosis* games have been of a very high standard, I can't honestly say that this high standard has been incorporated into *Stryx*. The graphics are small and the colouring is gaudy and messy. Animation on the characters isn't too bad but the overall games presentation is dull and lacklustre. I was really impressed with the opening sequence but this where it all ends. I found the action to repetitive and the gameplay a little tedious. The most annoying feature is the throwback that being shot causes. This became very annoying at times as you can be thrown off of levels and into a massive drop, which kills your character. Let's hope that the next *Psygnosis* game is a little better.

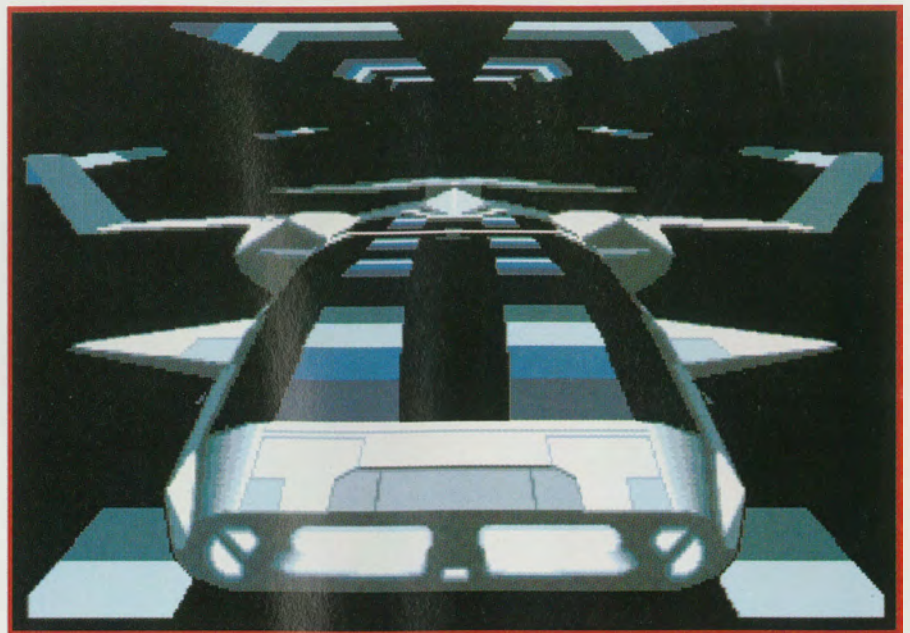
SW

Psygnosis games used to be classified under a 'nice graphics, shame about the game' moniker. However, with titles, such as *Menace*, *Ballistix* and the inspired *Blood Money*, they have managed to shake this tag, and have released a string of playable games. Unfortunately, *Stryx* is a step in the wrong direction, with minimal gameplay, small badly defined graphics and an annoying task, riddled with silly errors. Many a life was lost needlessly and I had a great deal of trouble moving off the first screen! Basically, *Stryx* is an unrewarding game with very little to recommend it.

JS

Stryx is another in a long line of recent titles from *Psygnosis/Psygnosis*, and includes features that resemble their past efforts, like *Obliterator*. The game is based around a half man, half robot killing machine, otherwise known as the almighty *Stryx*. You play the part of *Stryx*, and you are assigned to the toughest job you are ever going to have. The generation of robots have decided to revolt, and

The opening sequence to *Stryx* is very impressive. As the car zooms through the tubeway, the neon lights reflect off of the black windscreen. Very atmospheric, indeed.



STRYX

'Take on the might of the evil robot revolution as you attempt to restore order to the planet and save all of mankind from destruction.'

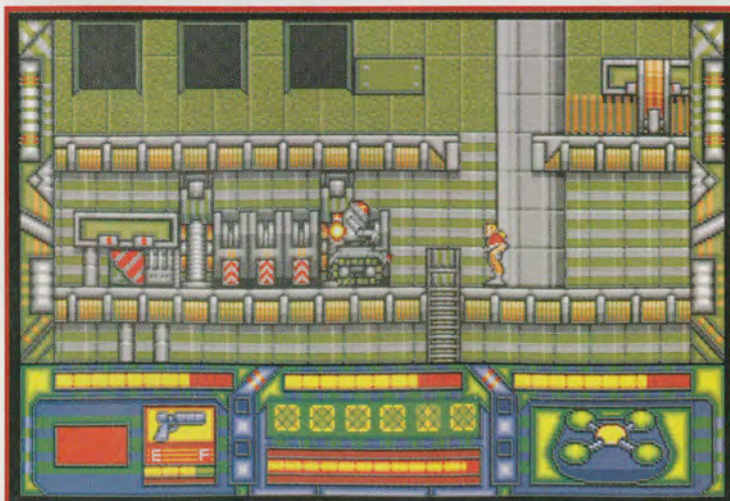
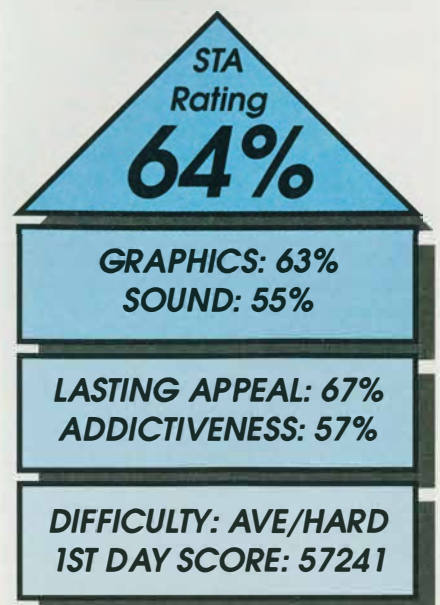
— — — PSYCLAPSE (£19.99) — — —

are, therefore, using the weaponry created for them against the humans. What with revolting robots and metallic mayhem, it's a good job you remembered to pack your best suit of armour.

By using the joystick and keyboard, you guide the hero around the domes (cities) eliminating the enemy when you see them. But, if you are weaponless, you'll just have to get in close and whack them. There are objects to pick up along the way, such as hand grenades, and these can all be used to your advantage. By using access cards you can open doors, one of which enables you to jump into a mining craft. This section is very much like a game called *Thrust*, and requires simple joystick movements to

master. There are objects like the jetbike and the jetpack for you to use. These allow you to fly around the realm. There are four domes in total, all linked to a larger, central one. Each dome is divided into two units: the city on top and the mining hive below. Crystals are found below but you can be sure to be faced with resistance in the form of the Cyborgs. If your energy reaches zero you will explode in a crackle of sparks and disappear, with the result that all of mankind perishes.

[STA]



You are the new form of genetic engineering. With the brains of a man and the technology of a robot, you must collect objects around the platforms and make your way down into the city.

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Jumping Jack Son is a bright, bold and colourful game. The basic idea is to bounce around, turning all the squares the correct colour and then place the record on the corresponding record-player.



“Imagine a world without any rock music. Okay, so the teeny-bop groups would disappear but, then again, so would the all-time greats. Imagine no longer, the unthinkable has happened!”

JUMPING JACK SON

INFOGRAMES (£19.95)

Yep, whoever said, “...let the good time’s roll”, didn’t reckon on the abolition of good old rock’n’roll. For some unknown reason rock’n’roll has died, classical music is the only sound that lives on and, believe you me, the kids aren’t happy. So, who can we turn to in our hour of need? Forget today’s rock heroes, there’s only one man for the job - Jumping Jack Son. It was way back in 1968 when Mick Jagger and Keith Richards created the legendary Jumping Jack Flash. Unfortunately, Flash is getting on a bit now, but his son is just as cool as his old fella and is ready to take up the challenge.

In order to save the world from the likes of Beethoven and Bach, Jumping Jack Son must discover the first ever Elvis Presley record; the one the King recorded for his mother on his eighteenth birthday. The original record was made in a small studio somewhere in downtown Memphis. Unfortunately, Elvis could only afford ten copies of the record and now only one remains. Can you guide Jumping Jack Son around sixteen crazy levels and save mankind? Fail, and the world is doomed; succeed and the sound of rock’n’roll will reverberate around the

globe.

The idea behind the gameplay is pretty simple: as Jumpin Jack Son you must bounce around the screen, collecting records as you go. Placed around the walkways are various coloured record-players. In addition there are also groups of coloured squares dotted about. Using the joystick you must make Jumping Jack Son jump on these squares. As he does so his fluorescent hair will change colour, indicating what colour the squares will turn next time he steps on them. Once you’ve managed to turn all the squares

STA Rating
76%

GRAPHICS: 81%
SOUND: 78%

LASTING APPEAL: 64%
ADDICTIVENESS: 72%

DIFFICULTY: EASY
1ST DAY SCORE: 36000



Every four levels sees Jumping Jack Son accepting a challenge. Can you guide the fat fellow around the screen, treading on every square only once?

At first, *Jumping Jack Son* reminded me of Imageworks' hit, *Bombuzal*. Graphically, the game makes great use of the ST's colour and the sprites are clear and nicely drawn. However, as you might expect, it's the game's sound that's its strongest point. The theme tune that's present throughout the game had me tapping my foot in no time and the sound effects proved to be spot on. As for the gameplay, *Jumping Jack Son* is essentially a very simple game. Some tactics can be used but basically it's pretty basic stuff. Personally, I feel that *Jumping Jack Son* is a game for the younger gamers. The inclusion of a further sixteen, more taxing levels adds to the lasting appeal of the game but hardened arcade fans should find the going pretty easy.

NC

the correct colour, a record will appear. The record should be collected and placed on the corresponding coloured record-player. When all of the records have been collected *Jumping Jack Son* can escape the level by standing on one of the chequered squares.

Naturally, the boring classic fanatics aren't going to let you put a halt to their diabolical scheme. Throughout the levels various cellos, drums, trumpets, cymbals and the like, try to put an end to your mission. To stop them, *Jumping Jack Son* has a number of music cassettes which can be dropped in order to block the enemy's path. In addition our hero can also collect a number of extras. Food and drinks give bonus points, while cool shades offer limited protection as the classics cower in fear. The ever popular leather jacket offers an extra life and further jukeboxes increase the number of records *Jack Son* can carry.

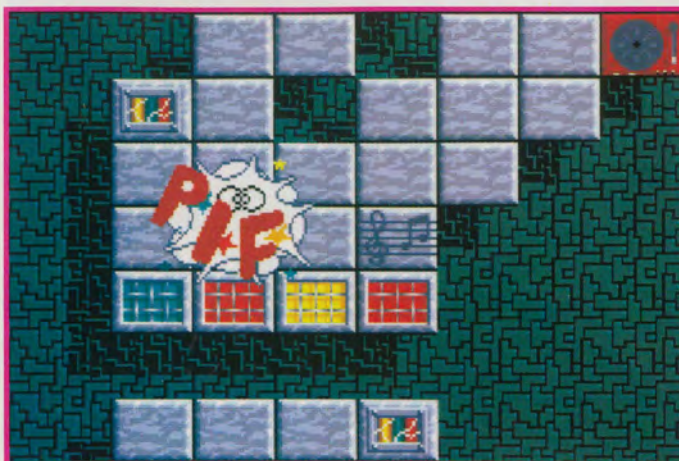
At the end of every fourth level, a bonus level must be attempted. Players must tread on every square only once in order to qualify for a password. Should you manage to attain a secret code, it may be used at the start of the game to get straight to a particular level. Meanwhile, for more hardened rockers, a second, more deadly set of levels has been included.

I'm in two minds over this one. Sure, *Jumping Jack Son* is very pretty and sounds great, but I wonder just how long anyone is going to play it for. Personally, I found the game a little easy and began to tire of it fairly quickly. On the other hand, those of you who don't get on with the new, super-fast, impossible-to-beat-style games should find this is like a breath of fresh air. Still, it's good to see new games that are aimed at the less dexterous amongst us, long may they continue.

SW

Infogrames latest game certainly is a gas, gas, gas. *Jumping Jack Son* combines simple, yet addictive gameplay with great presentation to bring you a refreshing idea. The basic idea is pretty plain and no doubt you've all seen this type of thing before. However, the way in which the game plays keeps it one step in front of the field. The joystick controls are well implemented and easy to use. As a result, *Jumping Jack Son* is a fine game for novice players. Although the programmers have included a second set of trickier walkways, the overall feel is one of ease and simplicity. Great fun!

JS

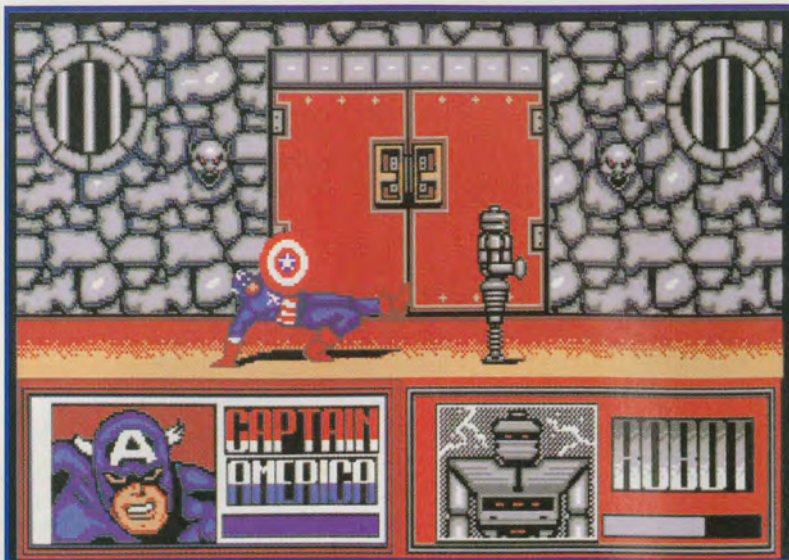


Throughout the game *Jumping Jack Son* will be hotly pursued by a number of different classical instruments. He may drop a cassette to block their path, but if he runs into one, a life is lost.



Jumping Jack Son is quite a character. Should you guide him onto a square he'd rather not stand on, he'll soon let you know.

Capt. America comes face to face with Dr. Doom's robot guard. Using his shield as a frisbee, ol' Cap makes short work of the metallic monster.



As a licence, this game had some great potential. However, Spiderman and Captain America have found themselves in an old eight-bit-style game. The graphics are brightly coloured but somewhat blocky and poorly animated. The game's sound, too, is also poor, the effects lacking style and originality. Sadly, the repetitive and quirksome gameplay fails to help matters and I soon found myself losing all the initial interest I had. The joystick controls proved unresponsive and I eventually had to admit defeat. At the end of it all, I was only too pleased to see Dr. Doom win the day - after all, I could switch off, he couldn't.

NC

"Listen up, true believer. A myriad of Marvel Comic heroes are queuing up to put paid to your do-gooder plans."

DR DOOM'S REVENGE

EMPIRE (£19.95)

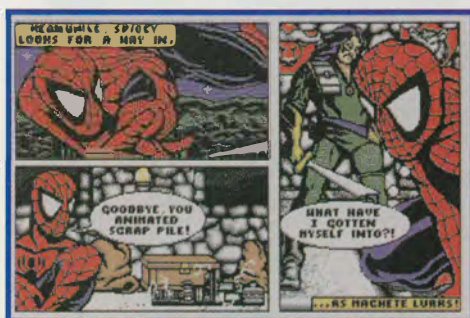
The Eastern European nation of Latveria is ruled by the iron fist of one man, Dr. Victor Von Doom, better known as the dastardly Dr. Doom. Somehow the misguided monarch has managed to get his

hands on an American nuclear missile. The irony is, that the doc now has plans to launch the missile at the United States. Only the President of America can stop the carnage. Dr. Doom has demanded that the all-powerful nation must surrender itself to him and agree to become a Latverian colony.

Realizing the imminent catastrophe, the President has called upon the help of two of the nation's top Super-Heroes, the amazing Spiderman and Captain America. Assuming the role of both the heroes, you must put paid to the Doctor's fiendish plan. Unfortunately, Dr. Doom has foreseen the President's move and has recruited some of the most notorious Super-Villains in order to thwart the rescue attempt.

Upon locating Doom's castle complex, Spidey sets off in an attempt to halt the imminent launch, while Cap proceeds to penetrate the complex and confront the evil doc. Before the game begins, players are asked to indicate their skill. The screen changes to show a comic-strip which has a number of illustrations missing. Guiding Captain America, you must defeat a robot guard in order to progress. As you defeat the numerous enemies, the comic-strips continue, depending on your

Spidey encounters Machette, just one of Dr. Doom's villainous henchmen. Using his webs, our hero does battle with the knife-wielding thug.



A comic strip accompanies the game and changes in response to your progress into Doom's lair.



success. The action switches regularly between the two Super-Heroes. Situated at the bottom of the screen are health indicators which operate in the traditional fashion: as the bar depletes, so does your health.

Dr. Doom's Revenge is basically a beat'em-up-style game with a number of obstacle-style problems which must be overcome. It is important to keep both heroes in tip-top condition as, should one give up the ghost, the game will be over and Dr. Doom's plans put into affect.

STA

STA
Rating
25%

GRAPHICS: 25%
SOUND: 35%

LASTING APPEAL: 17%
ADDICTIVENESS: 28%

DIFFICULTY: AVERAGE
1ST DAY SCORE: N/A

I can't honestly say that I was too impressed with Dr. Doom's Revenge. Although the presentation is visually appealing, the graphics are dull and lack any real detail or animation - the fighting moves of the characters are extremely jerky and unrealistic. This makes the control system both difficult to use and inaccurate. Sound has also been neglected, with mediocre effects that do not really enhance the game at all. The scrolling on the 'leap and duck' stages is appalling and could have been a great deal better with a little more thought. The fireballs stage is particularly bad. Let's leave the superheroes to the comics, please.

SW

Xenomorph reminded me of Dungeon Master and Chaos Strikes Back. Moving around the complex is controlled in basically the same fashion and interaction with any objects is performed in the same way. Still, this is not to say that Xenomorph is a copy or that it is a bad game. In fact, the opposite is more the case. The game is instantly enthralling and becomes addictive immediately. The graphics are repetitious but nicely detailed and hauntingly atmospheric. The sound is basic and could have been slightly better. All said and done, though, Xenomorph is an excellent and enjoyable game that offers plenty of addictive gaming. Highly recommended.

SW

Access throughout the passageways is made by clicking on the door buttons. All interaction with the window screen is made by guiding the hand pointer to the desired location.



It all started when things started to disappear, not something small like a ball-point pen but a multi-million dollar space-craft. Other strange occurrences were happening, but the most horrific incident occurred on a single asteroid called Sirius. The Sirius asteroid was a large mining complex and the inhabitants were becoming suspicious and frightened of these strange happenings. Many of them wanted to flee from the asteroid but were eventually persuaded to stay and

Your characters statistics, health, and appearance can be viewed on the character sheet screen - All information necessary to keep your character happy can be accessed here.



"On reaching the Sirius mining complex, you discover to your horror that the inhabitants have been killed and the place overrun by aliens."

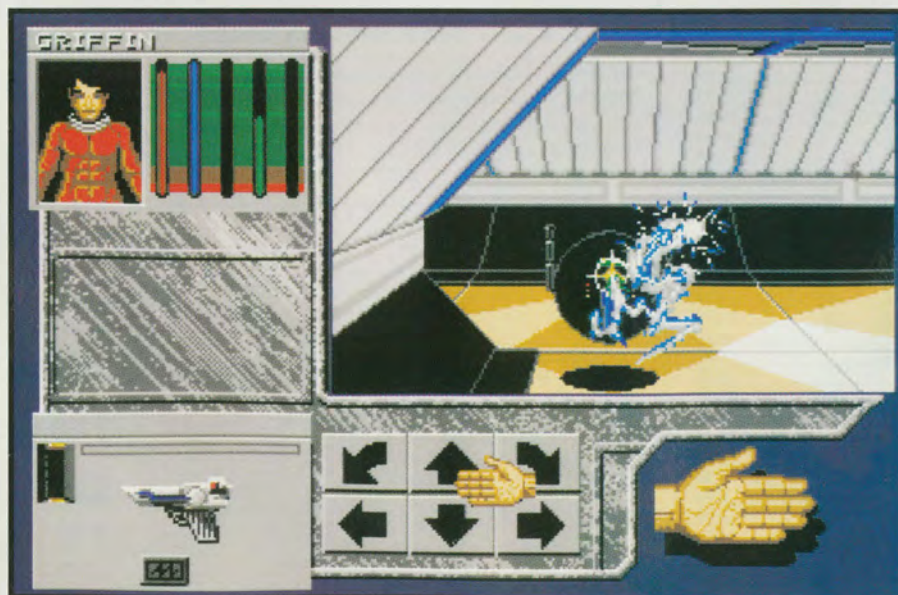
XENOMORPH

■ ■ ■ ■ ■ PANDORA (£19.99) ■ ■ ■ ■ ■

face the problem. To maximize their efforts, the inhabitants were grouped together and then set out to explore each part of the complex in order to eradicate the problem. It eventually became apparent that the complex had been overrun by deadly green blobs, named Xenomorphs. The Xenomorphs ranged in size from just a foot across, to the length of a full corridor. The eradication of the alien life-forms had begun.

The many corridors of the Sirius com-

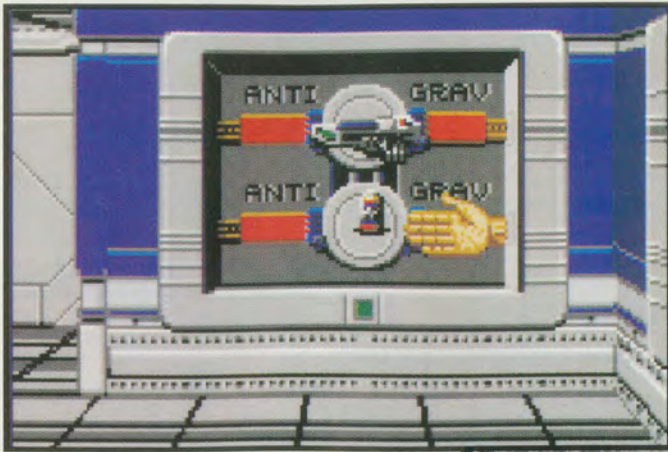
plex were to prove lethal in content. The Xenomorphs had already begun their breeding process and large eggs were soon discovered. These eggs, when approached, would spring open and a large worm-like larvae would spring out and seize its prey. The eggs, over a period of time, developed into larger insect-like creatures that were inhabiting the air-ducts. Due to limitations in combat hardware, the base was soon overrun by the Xenomorphs and the mining colony



Your first encounter will be with the patrol robot who will attempt to electrocute you with his gun. A few well aimed shots should see to his demise.

I have to admit to having a great affection for these types of games. Looking very much like FTL's Chaos Strikes Back and Dungeon Master, Xenomorph has the same excellent presentation and addictive playability, the only difference being in the fact that Xenomorph is set some time in the future. The control icons are easy to use and very self-explanatory. The graphics are also of a very hard standard, although it does take a fair while before you get to see the alien invaders. An excellent game that has been well implemented and offers a long-term challenge that should keep you glued to the screen in frightened anticipation. Excellent and well worth taking a peek at.

NC



destroyed. You were travelling through space on a transport mission to Sirius when contact with the colony was lost. Perplexed by the sudden loss of contact you continued your course and headed for the asteroid.

On landing your space craft on the surface you discovered that the place was deserted and that there was no visible sign of life. Something strange had definitely happened. Your first thoughts were on returning to your ship and reporting your find. Unfortunately, your anti-matter drives were starved of power and therefore a return flight was impossible. There was only one alternative; to venture into the deepest bowels of the complex and find the cause of everyone's disappearance.

You play the part of Griffen. You must journey through the complex and annihilate the evil Xenomorphs before they reduce your life-force. Scattered throughout the many levels are weapons that will help you destroy the aliens more efficiently and avoid any harm coming to yourself. Power-cells must also be collected so that your weapons can be armed. If you travel deeper into the corridors you will be able to pick up a special suit that will protect

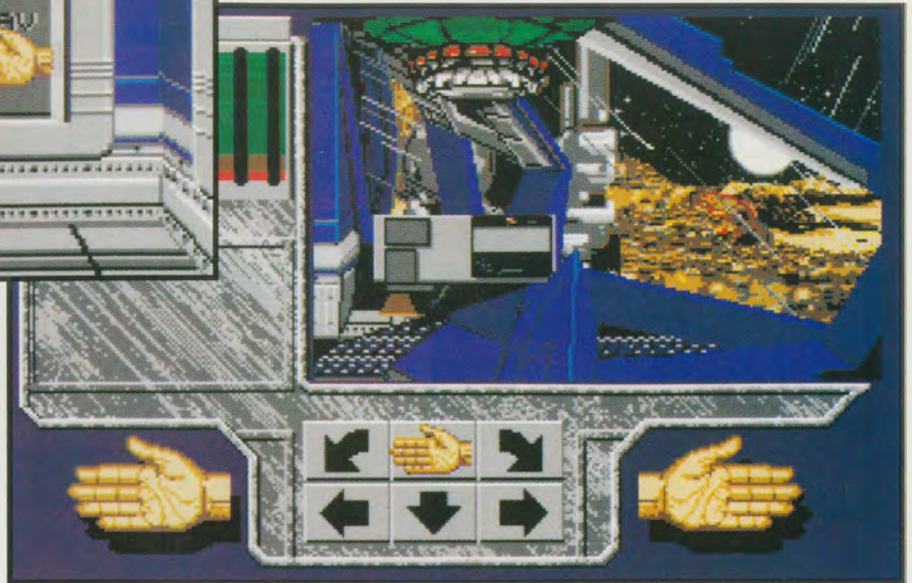


One thing really annoyed me about Pandora's Xenomorph, and that was the juggling of data disks. However, that aside, I am happy to report that Xenomorph is, indeed, a good game. Having played it for sometime now I reckon the designers are avid fans of both FTL's Dungeon Master and Ridley Scott's Aliens. Xenomorph oozes atmosphere right from the start capturing the player within the game. Graphically, the game is very well presented, although they do become slightly repetitive. The sound is rather thin, therefore, letting the game down a little. All in all, Xenomorph is an excellent game that deserves attention.

JS

There are several levels to the complex and each one can be reached by travelling up and down the ladders. There are normally objects vital to your quest behind the doors and on each level.

You begin your mission in the deck of your space craft. On looking around you will notice that there is no sign of life. The Xenomorphs are hidden in the depths of the complex.



you from any extreme weather conditions that you may encounter. There is also a motion-detector which picks up any life-forms before they actually come into view. This will make travelling through the complex a little more comfortable as you will be able to take the Xenomorphs by surprise.

Your character is only a meagre human, so therefore his physical appearance will change throughout the game. You must keep him healthy by feeding him and resting him regularly. Griffen's overall physical health is indicated by five bars. The first is his actual health. If this bar is reduced to zero then he will die and your efforts will have been in vain. This is sapped by contact with the alien life-

forms. Second is the stamina bar. The food and drink bars are next. These indicate when Griffen is hungry or thirsty. The final bar indicates how much radiation has been absorbed due to leaking reactors. If you are to survive then you must proceed through the corridors with great care as the aliens may be lurking around the corners, ready to jump out on you and devour your body.

STA



The game action is divided into several different levels, each one brings forth new surprises and more deadly alien lifeforms. Access to the different levels is made via the step ladders.

As you travel further down into the air-ducts of the complex, the aliens become larger and more aggressive. Shoot them with your laser gun or they will sap your health. Eventually you will reach the cocoons where the eggs are hatched.

STA
Rating
82%

GRAPHICS: 83%
SOUND: 75%

LASTING APPEAL: 80%
ADDICTIVENESS: 82%

DIFFICULTY: HARD
1ST DAY SCORE: N/A

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YAK'S YAK

Greetings Atarians... it's been a decidedly fun month; after completing the conversions of Photon Storm and Gridrunner onto the Amiga, I nipped over to France for a couple of weeks' ski-ing. Devpac Developer has proven to be worth its weight in transputers; after doing the Photon Storm conversion I had a neat set of core modules which allowed me to see a mostly-working version of Gridrunner within half an hour of first porting the sourcecode; the entire conversion including the Amiga-izing (basically rewriting the screen stuff for the Amiga 320x256 rez, tweaking the sonics and converting all the sprites to Amiga blitter format) only took about four days. Which means that I can develop an ST game and have an Amiga equivalent ready a week after the ST version is finished, effectively doubling the potential marketplace for that game. Well worth the £300 that the development system costs, methinks.

Now I'm back again It's time to start on the next game; from what Atari have been saying to me I guess that'll be Defender II. I'll enjoy that, I should be able to improve considerably on Andes Attack, and I've got the go-ahead to extend the Defender gameplay quite a bit too; I've got some interesting ideas up my sleeve there...

I'm also writing a little Mandyzoom demo, based around my mate Hendy the Mad Mathematician's algorithm, which is pretty wickedly fast. I may well stick it into the pause mode on Def II. (Actually it's based on a simplified version of Hendy's code; he's working on a super-duper fractalgen package, doing a load of other stuff as well as Mandies and he wants to sell it, so I'll not use his optimised code; if you want to see *really* fast fractals you'll have to buy his stuff).

Having spent the last two and a half weeks sliding down mountains (and sliding down bars at night) I've been off the regular ST-bashing track recently. However I have not been idle in spreading the Atari gospel; like ant well-equipped traveller of the 90's should, I packed the Atari Lynx in my rucksack and exhibited it on every possible occasion. The result was the same every time: total amazement in everyone

who saw it. Atari should put me on commission: if I'd had a box of Lynxes in my room I could have probably sold them all before I came back. Offer the Lynx to someone for a quick surf or round of Zendocon and they'll always come back with two questions: when can I get one and how much? (in that order!) Play the Lynx on the train and before long someone will notice what you're doing and stop to gawp, eyeballs out on stalks. It works well on non-videogame players (the sort of people who last held a joystick to play Space Invaders on the VCS in 1980). They just can't believe what they're seeing. Great fun, freaking people out that way, and it must bode well for Atari's hopes of selling the device. To try one is to buy one.

A couple of guys at the ski resort, after trying out CalGames, said that they reckoned that someone should do a ski-ing equivalent, with a lot of fancy stuff like freestyle and mogulfields. I've often thought about doing a ski-ing game, but mine wouldn't be too serious, with a lot of weird gameplay. I reckon Epyx would do well to do a ski-ing games collection on a Lynx cartridge, perhaps including some of the newer variations like snowboard and monoski. If Atari were to sell the Lynx plus ski-ing cartridge in ski resorts, I think they'd sell a lot of systems- after all, a lot of the people who pass through a ski resort have high disposable incomes- a big wedge, that is...

Still, no ski-ing game could compete with the buzz of the real thing: hacking it down a piste at mach 8 with the walkman pumping high-intensity electrorock into yer lug'oles, or cruising along a mountain ridge looking down through clouds to the valley below, sun shining, sky a serious blue, and 'Wish You Were Here' just starting to come on... If you've never tried it, go ski-ing sometime and find out just what a blast it is. The whole procedure tends to involve a lot of Drinking in Bars and Having a Good Time in the evenings, too. Which is fun but means that I could really do with another holiday to get over this one. You also get to meet and have a good time with a whole bunch of likeminded idiots who enjoy nothing more than sliding down slopes like grownup kids, and who don't mind parting with considerable dosh to do it. Yeah. Better than videogames, for sure; shame it costs a bit more than 50p a go...



This is going to be a bit brief because (a) I haven't been doing anything at all on the ST for the last few weeks and (b) I'm totally knackered. It's late and the last sleep I had was on the couchette train from Aime to Paris, which wasn't really such high-quality sleep, more a state of semi-consciousness. My fault. I failed to get drunk enough before I laid down to sleep. The secret of good couchette sleep is to drink, almost to the point of unconsciousness, then hit the horizontal mode. If you follow this procedure the transition into sleep is almost instantaneous, unencumbered by the motion, engine noise, discomfort, and occasional elbow in the head from your French neighbour when he gets up to go out in the corridor for a fag, which usually serve to keep you awake. Then there was the hassle coming back - those lovely people at HM Customs assumed, because of the way I look, that I was a criminal, and subjected me to various indignities, which detained my departure from the port just long enough to miss the connecting train and have to truck a mile and a half, uphill, carrying my bags, to the other station where I eventually got a piffing little stop-start local train which took ages to fuss its way to London. (I have travelled quite freely in Europe and South America without any problems, it's only coming back into the UK I have these problems....)

Plus I have to get up early tomorrow to go to an Atari developers' conference, where they'll tell me a lot of stuff, some of it interesting and some of it boring, none of which I'll be able to pass on (non-disclosure agreements signed in virgins' blood when the moon is full, that sort of thing). My cat wants to go to bed and so do I. Thank you and goodnight.



YaK

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