

ISSUE 26 JUNE 1990
DISK AND MAG £2.95

ST ACTION

THE WORLD'S ONLY DEDICATED
ST GAMES MAGAZINE

**THEME PARK
MYSTERY
AIN'T NO
JOY RIDE!**

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

STA COVER DISK 6

THE LATEST GAMES REVIEWED:

**CASTLEMASTER • INFESTATION • CLOUD KINGDOMS
NINJA SPIRIT • TENNIS CUP • GHOSTS & GOBLINS • IVANHOE**



Discover Gold in Y

**SHERMAN™
M4**

ATARI ST, AMIGA, IBM P.C. & Compatibles.



**Knights Of The
CRYSTALLION**

AMIGA ONLY.





On every corner, in every street, a quiet revolution draws the generations of a new age into a spellbinding challenge against that icon of modern living... the computer.

If only the driving forces behind this revolution in entertainment could recognise with the same fervent enthusiasm the needs and desires of their devoted public.

However, amongst those pioneers of computer games software stands one company, alone, a shining colossus in the art of computer entertainment. There is no other company that has displayed such enthusiasm, no other company that can demonstrate an unequalled track record and no other company that has recorded so many milestones in technical innovation, sophistication and breadth of product interest. From arcade action, through graphic adventure to strategic simulation there is only one company that has taken of the best to ensure the user enjoys nothing but the best.

In a world in which so much is disguised behind darkness and mystique, there is one company that has been proud to set the standards by which others must be judged — that standard is gold.... **US Gold** it's what your computer has been waiting to discover.

Your City

E-motion

ATARI ST, AMIGA, IBM P.C. & Compatibles, CBM 64/128 Tape & Disk, AMSTRAD Tape & Disk, SPECTRUM Tape.



THEIR FINEST HOUR

THE BATTLE OF BRITAIN™

ATARI ST, IBM P.C., AMIGA.

INCLUDES
200 PAGE
HISTORICAL BOOKLET.



ARCADIAN PACKED

REVIEWS INDEX

BOXING MANAGER.....	42
CASTLE MASTER.....	44
CLOUD KINGDOMS.....	81
DYTER-07.....	46
FIRE & BRIMSTONE.....	48
GHOSTS & GOBLINS....	60
GRAVITY.....	64
HOT ROD.....	66
INFESTATION.....	68
IVANHOE.....	72
KID GLOVES.....	74
NINJA SPIRIT.....	70
ESCAPE FROM THE PLANET OF THE ROBOT MONSTERS.....	76
TENNIS CUP.....	79
THEME PARK MYSTERY	40

FIRE AND BRIMSTONE PAGE 48

Firebird take you to the land of the Norse gods in this splendid arcade platform romp. Can you survive the creatures of myth and save the day?



ANDY JAROS PAGE 34

We to FTL's artist about the creation of the Chaos monsters.



BOXING MANAGER PAGE 42

Try your hand in the big fight game. Succeed and strike it rich.



NINJA SPIRIT PAGE 70

Activision's latest Sega coin-op licence takes us to the Mystical East. Assuming the role of a deadly Ninja assassin, you must defend yourself against all manner of fearsome foes.



IVANHOE PAGE 72

In days of old, when knights were bold and dragons were a plenty there lived Ivanhoe, a courageous Knight. It so happens that King Richard of England has been kidnapped by the dastardly French. It's up to you to save his skin.

KID GLOVES PAGE 74

Millennium take us back to our roots with this cute platform game. Featuring great gameplay the emphasis definitely on Fun.



ACTION PACKED FEATURES!

ACTION NEWS	4
LETTERS DESK	20
INTERVIEW: ANDY JAROS OF FTL.....	34
DISK SPECIAL: VIRGIN'S DAN DARE III.....	28
DISK SPECIAL: IMAGWORK'S BACK TO THE FUTURE II...24	
DISK SPECIAL: ARC'S PHOTON STORM	30
DISK SPECIAL: UBI SOFT'S BRAIN BLASTERS.....	26
GIVING THE GAME AWAY	50
DUNGEONS AND DISK DRIVES.....	88
YAK'S YAK	96



GHOSTS AND GOBLINS PAGE 60

Relive the antics of the good knight, Sir Arthur. Have you got what it takes to rescue your princess from the hands of the devilish demons?

INFESTATION PAGE 68

Psygnosis present their latest game, an excellent vector graphics-style adventure.



CASTLE MASTER PAGE 44

Set within an ancient spooky castle, Castle Master sees you attempting to save your counterpart from the clutches of an evil spirit named, Magister.



GRAVITY PAGE 64

It's all been upside-down in the Action offices. Someone's turned off the gravity.

ESCAPE FROM THE PLANET OF THE ROBOT MONSTERS PAGE 76

As another of Domark's Tengen games, Robot Monsters had us in stitches. Can you rescue the poor humanoid workers from the clutches of the robots?



ACTION COVER DISK PAGE 38

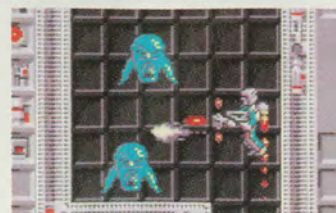
What a disk we've got for you this month.

There are four mega playable demos for you to try your hand at. Side one sees Virgin's Dan Dare III making an appearance, can you guide Dan and defeat the evil Mekon? Meanwhile, Imageworks present their great film tie-in, Back to the Future II. Double-sided drive owners are also treated to a sample of Jeff Minter's latest blaster, Photon Storm, and UBI Soft's cerebral tester, Brain Blasters.



Published by: Interactive Publishing Ltd, Latham House, Quarry Lane, Chichester, West Sussex, PO19 2NY. Tel (0243) 532828.

Fax (0243) 533070. Publisher: Hugh Gollner. Editor: Nick Clarkson. Artwork Production: Chris Stevens. The Team: Steve Kennedy, Andy Mitchell, Alex Simmons, Jason Spiller. Digital repro: Jane Gollner Picking up the pieces: Ian Tindale. Cover Art: Artistix Tel (0705) 252125. Advertising: Jean Gollner Tel: (0243) 671149. Subscriptions: Database Direct Tel (051) 357 1275 Fax: (051) 357 2813. Printed in England. Please Note: No material from this publication may be reproduced in any way without the publishers written consent. Correspondence: all enquiries or requests for information must be made by letter; we are unable to deal with such requests by phone. Legal bit®: Whilst every care is taken, the publishers cannot be held responsible for errors contained within this magazine.



INTO THE

M C M



There's nowhere to hide from... "SLY SPY"
 His calling card is your invitation to dance with danger! Experience the explosive existence of the secret agent in this arcade action thriller that will leave you gasping for breath!



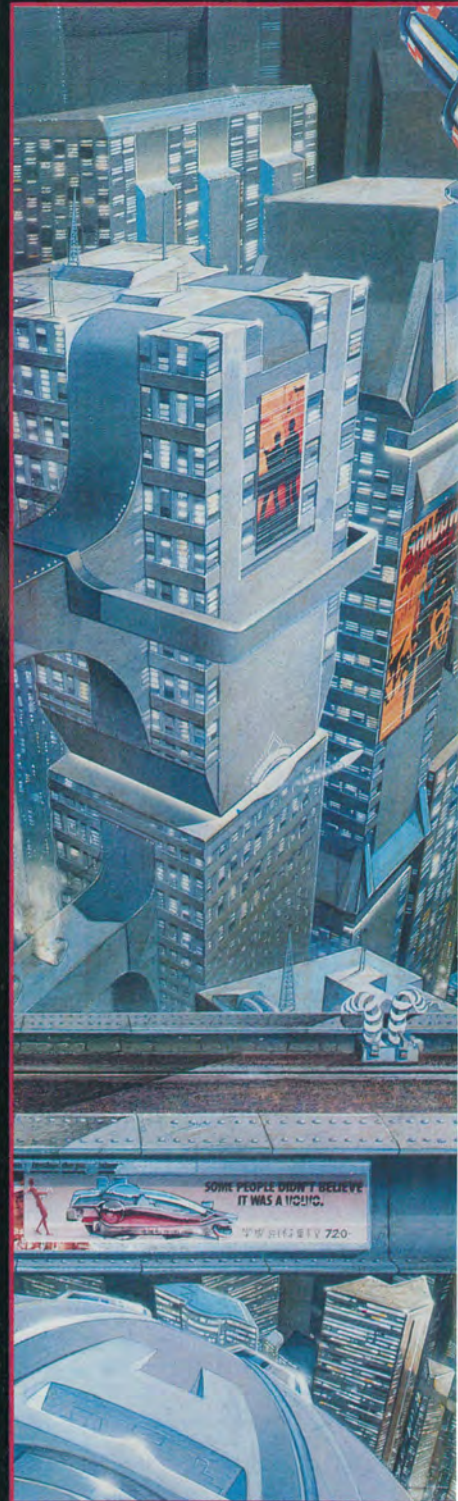
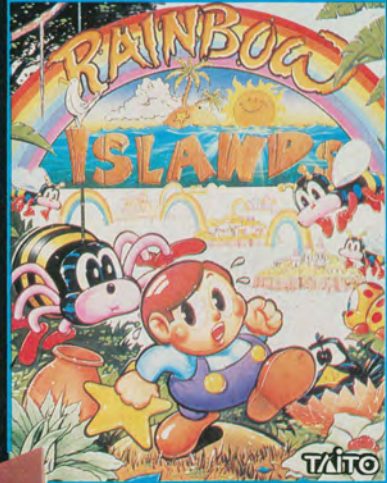
DATA EAST



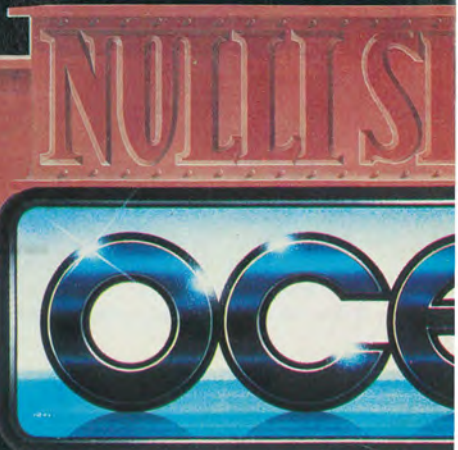
THE FASTEST, MOST THRILLING, 3D DRIVING GAME YET!
 Take the wheel of your turbo-charged Porsche as you and your partner go in pursuit of dangerous criminals all driving an evil array of souped-up roadsters. Need to catch up in a hurry? Well, just one press of your **Turbo Button** will leave your eyes in the back of your head!



From the Island of Doh to Monster Island you will encounter Doh himself, stinging insects, hideous toy creatures, lethal combat machines, mechanical assailants, the formidable beings of legend and folklore and finally you will enter the world of darkness and its inhabitants! Featuring all 7 islands and faithfully reproducing the fun and excitement of this monster arcade hit.



*ALL GAMES AVAILABLE ON SPECTRUM, AMSTRAD, COMMODORE, ATARI ST, CBM AMIGA.
 †\$5.99 RETAILER ONLY AVAILABLE ON ATARI ST & AMIGA



IX C

FUTURE...



"Utterly mouth-watering graphics and an amazing depth of play ... the best flight simulation I have ever seen (and there's nothing on the visible horizon that looks set to come close). It's not a simulation, it's an experience ... Ocean's first flight sim is the best out!" Zzap 97%.



SHADOW Warriors

SHADOW WARRIORS, the latest, greatest and most ambitious martial arts coin-op game now rages onto your computer featuring interactive scenic backdrops! The secrets of the Ninjitsu assassination techniques have been handed down since the Mediaeval wars...now they live on in the jungle of the American metropolis. A thousand years of the Ninjitsu secrets at your fingertips... the Phoenix Backflip, Triple Blow Combination, Flying Neck Throw, Hang Kick and more, give you a formidable amourey of stunning moves. Take your techniques to the streets **SHADOW WARRIOR...** the hero of the nineties.



ACTION NEWS

Brute force isn't the only attribute you'll need to win. Tribal also manages to incorporate a fair amount of sneaky strategy.



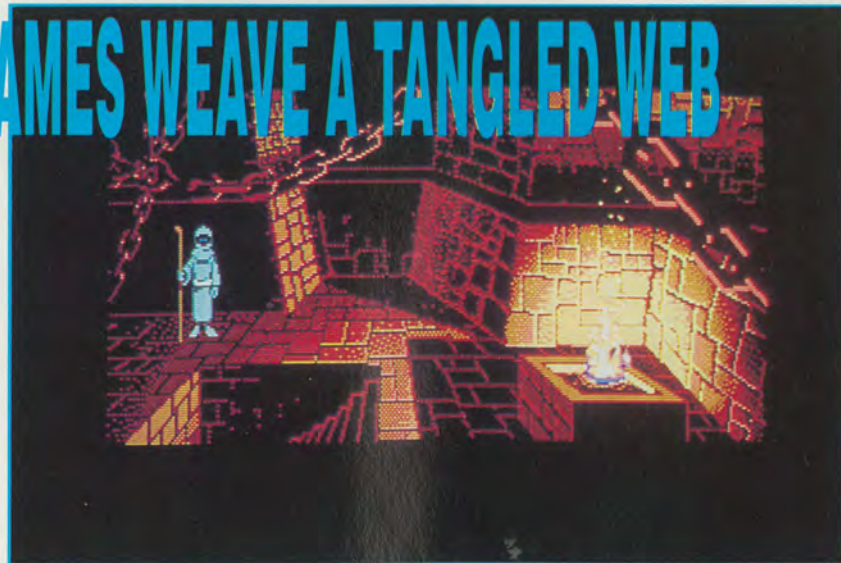
TRIBAL

Electronic Arts are to release a new game known as Tribal. The title takes the form of a futuristic sports game in which the overall objective is to reach the top of the Tribal league. Eight teams will come together to battle over a period of twenty-one weeks. Up to three players can participate at any one time, be they either human or computer-controlled. The game is really a subtle mixture of American football and ice hockey. One thing's for sure, with its eight-way scrolling and strategic game plans, Tribal will be a game that everyone should enjoy. Watch out for Tribal sometime during the beginning of June, price £24.99

Greetings, welcome and hello to the June issue of ST Action. It sure has been a hectic month but I'm sure you'll agree that the standard of software is as high as ever. Normally there tends to be something of a lull during the summer months (what with everybody heading to the seaside with their buckets and spades). However, judging by the news this month there's going to be plenty of top-notch releases to keep us busy. For all of you who've been writing in demanding that the Troll be given extra space, we've heeded your comments. The warty one has been designated an extra page and will be waffling on about the usual old garbage. Now, not a lot of people know this, but we'll be moving pretty soon. We're closing down our sunny southcoast office and trekking up to the more northerly region of Macclesfield. Therefore, any scribbings you may want to send to us must be addressed to ST Action, Europa House, Adlington Park, Adlington, Macclesfield, Cheshire. SK10 4NP.

LUCASFILM GAMES WEAVE A TANGLED WEB

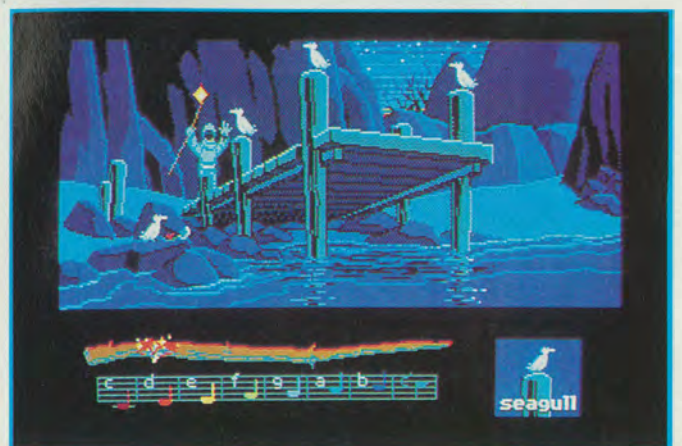
July is the month that many of you have been waiting for. Yes, this glorious summer month will see the release of the Lucasfilm Games', Loom. The game is billed as an innovative fantasy adventure. Programmed by the team who brought you Maniac Mansion, Zak McKracken and the Indy Adventure, Loom is set way back in the mists of time. The time was that of the great guilds: a time when the glassmaker lived in harmony with the shepherds and all was right with the world. Only the weavers found the land unfavourable and so exiled themselves to a secret island known as the Loom. On their island paradise, the weavers became not only craftsmen with fabric, but also with reality. They found themselves being able to control their destiny through their work. Anyhow, during their exile the world became a terrible place. You, a youngster known as Bobbin, must locate the guild of weavers on their isle and inform them of the monstrous acts taking place on the



Loom features stunning graphics and great sound. As the luckless Bobbin can you find the lost isle of Loom and warn the weavers of the earth's impending doom?

mainland. Only in the guise of young Bobbin will you be able to unravel the mysteries of the Loom and save the world. Watch out for the magic of Loom due to be released sometime during July, priced £24.99.

This month we were to witness the arrival of Lucasfilm's long-awaited, Battle of Britain. However, the guys in the States weren't happy with the games overall feel and they've decided to hold back on its release while they tweak the code a little. Expect to see the game in next month's issue!





Music to your ears
Rock'n'Roll
is back
in town!

In a deluge of colour and music, save the Earth from a classical catastrophe. Classical music (yuk!) in its most torturous form has overrun the world. With monsters so hideously hideous, so exaggeratingly evil, so barbarously bad, it's slowly destroying the last traces of the only great music... Rock'n'Roll. JUMPING JACK SON is our only hope.



As quick as a flash, find out the "timeless classic", the "golden oldie", the records which made Rock'n'Roll. And, of course, the first 45 cut by the King himself, Elvis Presley. All these records must be placed where they belong... THE JUKE BOX.

JJS is the fulfilment of technical performances. More than 27 colours on the main game screen (on both Amiga and

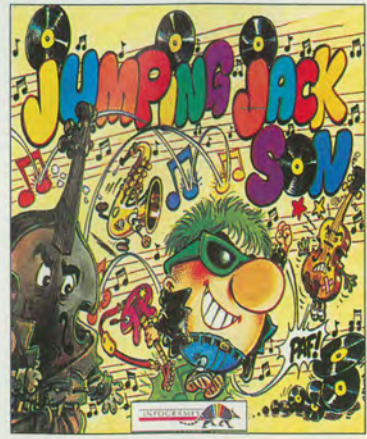


Atari!), and up to 100 colours on the other screens. And don't turn a deaf ear! JJS also has 400 kb of Rock'n'Roll and FX sounds.

JUMPING JACK SON is a Magical, Musical, Visual, Mystery Tour... An ear splitting, eye popping adventure. JUMP at the opportunity and JIVE into the action.



SATISFACTION GUARANTEED!



AVAILABLE ON ATARI ST, STE, AMIGA.

INFOGRAVES



Hi! I'm Henry and I own the Motor Shop. I'm the guy who you'll be buying all the upgrades to you craft from. Good Luck, you'll need it.



EARN YOUR FREEDOM WITH RESOLUTION 101

Meet Henry Status, the governor of Henry's Motor Shop in Sector 7. Every Sector has its fair share of trouble but Sector 7 is one of the worst. Drugs are the real menace; with drugs come violence and crime. In a desperate attempt to defeat the deadly drug barons, Mayor O'Reilly passed Resolution 101. The 101 rule allows convicts the chance to "earn their freedom". The only catch is that the powers that be only let one individual out at a time, therefore you're on your own. As a vehicle dealer I can supply you with a top-notch

ride. Of course, the more barons you can turn in, the more dosh you can earn and the better speeder I can supply. Resolution 101 features a superb combination of both vector and sprite-based graphics. The game is an action-packed bounty hunter-style game in which you must capture the lowest of the low in order to keep your vehicle maintained. Costing £24.99, Resolution 101 is the third title to appear from Millennium and should be available at the end of May.



Resolution 101 allows you to win your freedom by destroying the land's arch criminals.

Still under development, Thunder Strike will be appearing on a screen near you soon - Watch out for it!



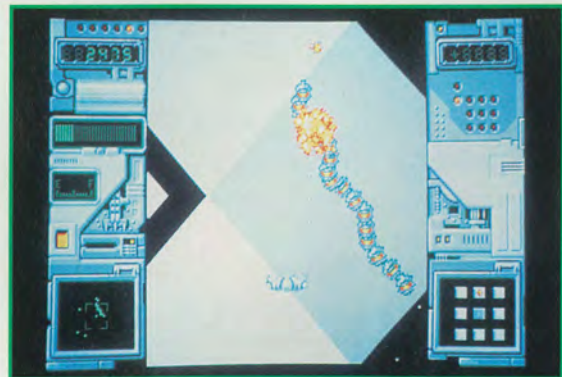
U.S. GOLD JOIN THE DRUG BUSTING BRIDGE

Our chums at U.S. Gold have certainly been busy. Yup, the Golds have been hard at it and are now proud to announce their summer releases. First on the list is a little number known as Rotox. Rotox was a member of the elite marines, a platoon of crack troops. However, during one hazardous mission Rotox was badly wounded. Normally he'd have been pensioned off but this time the ministry had something else in mind. Using the most up-to-date technology available, the 22nd Century scientists rebuilt the warrior, transforming him into a devastating computer-aided killing machine. Having been sent into the furthest reaches of deep space, Rotox must survive ten mutant-filled levels. Armed initially with a mere laser gun, Rotox can find a number of extra weapons including scatter bombs, grenade launchers, heat-seeking missiles and even a jet pack. Rotox uses a graphics system known as Rotorscape and U.S. Gold reckon the game's graphics and sound are stunning. Rotox will be available during June, priced £19.99

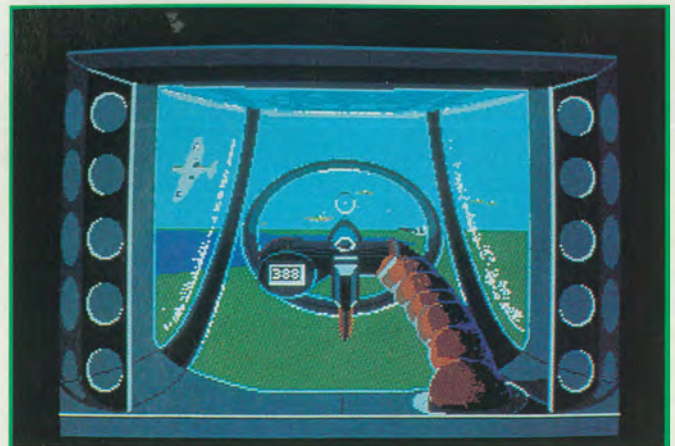
The oldies are the goldies

and the Gold's next release has one of the most cliched storylines going. Apparently, an evil wizard has accidentally placed a terrible spell on a beautiful princess (sounds familiar, eh?). The lovely princess is doomed unless you, Billy Boulder, can relocate the daft old wiz and convince him to lift the spell. Billy Boulder is an original project that's currently being programmed in the States. As of yet there's no definite release date; safe to say it'll be arriving sometime in the summer.

Snow Strike is the next game to come from the Epyx stables. The ST version is currently being worked on by the Code Monkeys and we should see the game sometime in August. Your task is to pilot a new jet fighter deep into the heartlands of South America, locate the evil drug baron's bases and blow 'em to bits. The game features ten different missions, various training missions and pre-flight preparation. It's going to be no easy task, but if you can fly your modified F14 to the limits you should get through. Snow Strike will cost £19.99 and will be unveiled in August.



Rotox uses a graphics system known as Rotorscape and U.S. Gold reckon the game's graphics and sound are stunning.



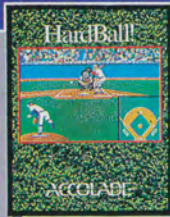
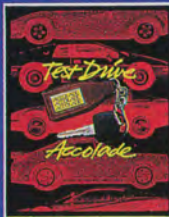
Become one of the few in Lucasfilm's latest epic, Battle of Britain, due for release now.

ACCOLADE™

All time favourites

ACCOLADE™

All time favourites

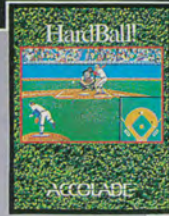
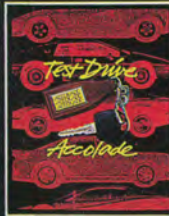


The best in entertainment software.™

A compilation of all time favourites including Test Drive, Hardball, Mini-Putt, Apollo 18. Available on: IBM PC £29.99 CBM 64/128 Disk £19.99

ACCOLADE™

All time favourites



The best in entertainment software.™

The best in entertainment software.™

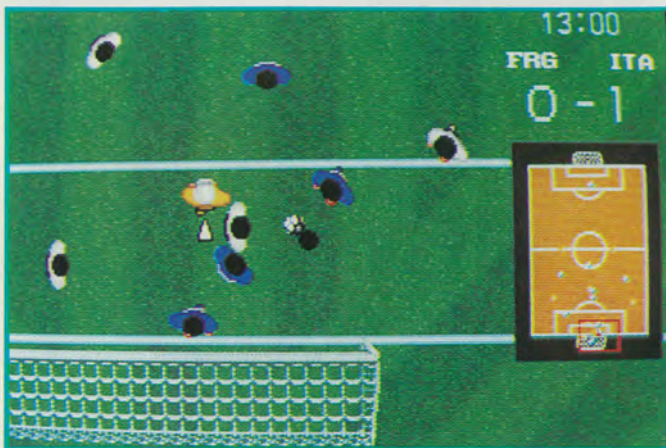
Accolade Europe Ltd., Unit 17, The Lombard Business Centre, 50 Lombard Road, London SW11 3SU. Telephone: 01-738-1391.



ELITE ANNOUNCE THREE NEW SEGA LICENCES

Elite have announced the release of three new projects. All of the new titles are to be Sega coin-op conversions. World Championship Soccer is an eight-way, overhead scrolling footy game. Aimed to be released around the same time as the World Cup Championship, the game will sell for £19.99. The second title is the Last Battle, a meaty beat'em-up in which you must single-handedly take on an entire futuristic army. Naturally, you're a self-defence expert but

it will take more than just quick reactions to get you out of trouble. The Last Battle should appear sometime during November, carrying a price tag of £19.99. The final release will be Tournament Golf, a strange little game in which you have to knock a small white ball over long distances before tapping it into a hole. Featuring a whole range of holes, Tournament Golf will require a green fee of £19.99 and would-be Nick Faldos can expect to tee-off during October.



As World Cup fever sets in it seems everyone wants to play soccer games. Elite's World Cup Championship may be just the one.



Fore! Elite join the ever-growing band of software houses who have developed a golf simulation. However, having played this one down our local, we reckon it's pretty good.



The last battle sees you struggling to reach the enemies base and ride the land of its evil leader. In your way stands a legion of blood-thirsty soldiers.

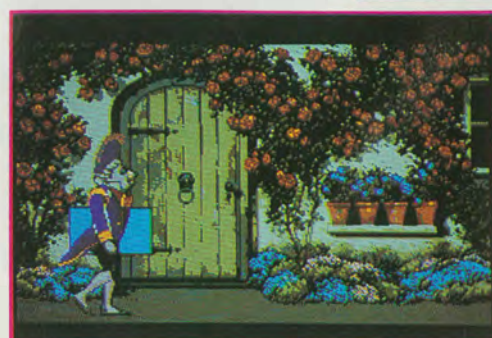
MAGNETIC SCROLLS EMERGE FROM WONDERLAND



Wonderland will see you meeting up with a number of flippin' crazy characters. Will you be able to survive the Mad Hatter's tea party?

"The time has come, the walrus said, to talk of many things..." yep, Lewis Carroll's classic tales of Alice in Wonderland need no introduction. Indeed the Magnetic Scrolls team have been designing an adventure based on the adventures of the intrepid Alice, up to now they've been pretty tight-lipped about the project but as it nears completion all can be revealed. You assume the role of the sickly sweet girl and must dream out your dream in the Wonderland. How do you draw treacle out of the treacle well? Can you help the gardeners paint the roses before the Queen of Hearts appears? Yes,

the world of Wonderland is full to bursting with puzzles and strange creatures. Featuring multiple windows, pop-up menus, auto mapping and on-screen help, Wonderland is slightly different from Magnetic Scrolls past games. I've no price or release date for Wonderland as yet but it should appear really soon.



(Left & above) Set in the zany world of Wonderland, Magnetic Scrolls' latest game has you following in the footsteps of Lewis Carroll's Alice.

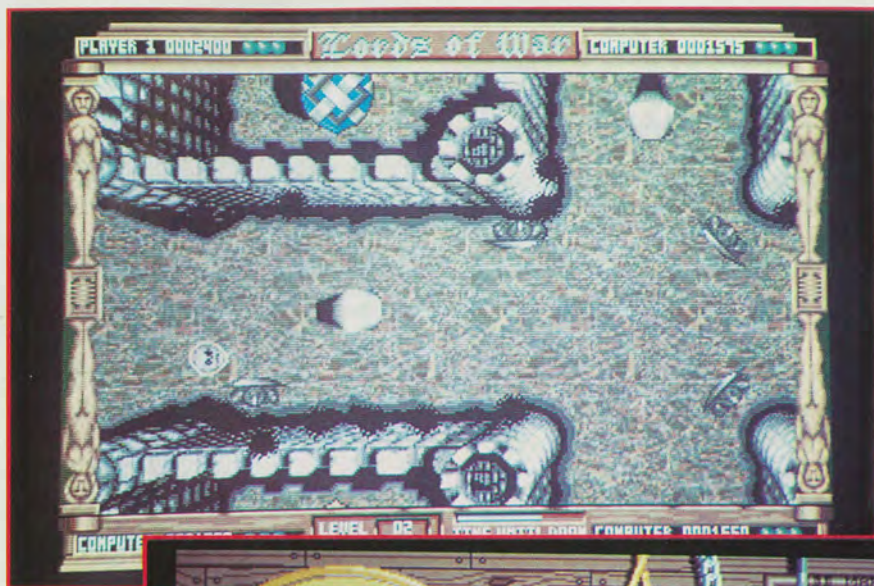
GAINSTAR PREPARE FOR WAR

In days of old when knights were old and dragons were a plenty there lived four scheming warlords. Now, these guys used to go down to their local arcade and battle it out on their favourite coin-op. Now you too have the chance to become a warlord in this new game from Gainstar. Lords of War is a subtle variant on the Breakout theme. Situated in each corner of the screen is a castle. What you have to do is deflect a cannonball onto your opponents castle in order to

destroy their palacial settlement. Despite having an extremely simple style of gameplay Lords of War is a most addictive little game. Watch out for it this summer, priced £19.99

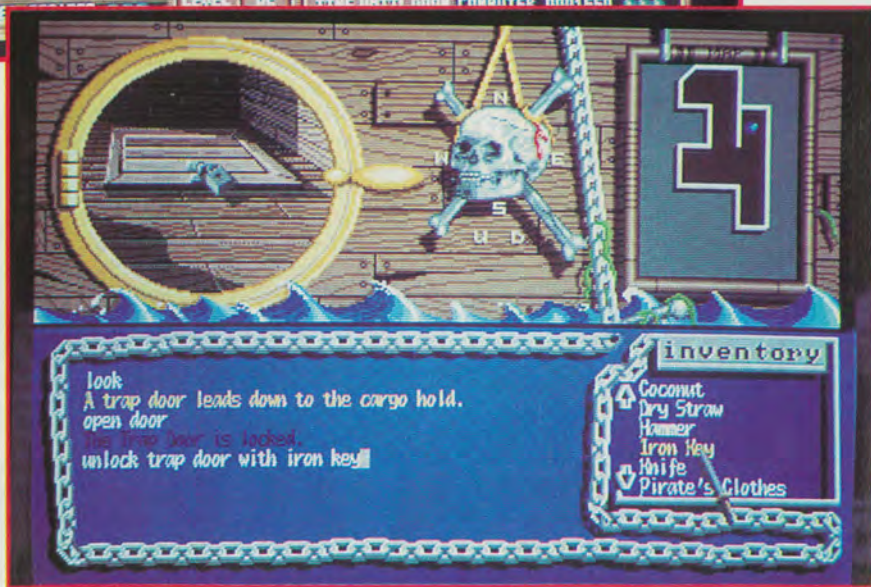
In the meantime, Gainstar are also proud to announce the imminent release of the Island of Lost Hope. This swashbuckling adventure takes place in the somewhere in the Carribean in the hayday of the Pirate era. The game features a self-mapping routine to aid lost

souls and a number of animated sequences. The storyline sees your ship ransacked by cut-throats, you are tossed overboard only to find yourself washed up on a deserted island. However, during your exploration of the isle you discover the pirates' hideout. Dare you risk all and attempt revenge? Find out in the Island of Lost Hope which will be released real soon now and will carry an asking price of £24.95 gold pieces!



Lords of War looks suspiciously like an old Atari game. However, with its addictive and compelling gameplay it looks set to be a winner.

Fifteen men on a dead man's chest... and it looks as if you're about to join them. The Island of Lost Hope is a self-mapping text adventure set in the pirate hayday.



Teque are just putting the finishing touches to Ocean's conversion of the Taito coin-op, Shadow Warrior. Judging by this shot it looks like it's going to be pretty special.



OCEAN'S WARRIORS COME OUT OF THE SHADOWS

Coming soon from Mancunian giants, Ocean, is Teque's conversion of the popular Shadow Warriors coin-op. Featuring six stages of eight-way-scrolling beat'em-up mayhem against a multitude of ferociously armed enemies, you must battle your way through to where your gorgeous girlie is being held captive at the end.

As can be expected, there are many weapons and useful objects to be collected, as well as a number of huge end-of-level guardians to be defeated, and all of these will take a considerable chunk out of your health reserves.

So far, the conversion looks rather close, albeit that the screen has been reduced slightly, and all of the backdrops and sprites have been recreated using OCP's Art Studio.

Priced at £19.95, Shadow Warriors will, hopefully, be reviewed in ST Action next month - fingers crossed.

News on Ocean's Lost Patrol and F29 Retaliator suggest that the games are nearly complete and should appear real soon now.

IT'S E FOR ENGLAND AS VIRGIN RELEASE WORLD CUP GAME

Virgin are the official owners of the Italia '90 licence, accept no imitations. World Cup Italia '90 features a bird's-eye view of the action. The game comes complete with a referee who will award free kicks, penalties, corners, goal-kicks and throw-ins. With his digitised whistle the ref is in control of the game; play fairly and you'll be alright, foul once too often and

you'll be sent off for an early bath. The game will be released in May and will cost £19.99

Meanwhile, following on their success with Risk, Leisure Genius are about to release Cluedo: Master Detective. Based on the classic whodunnit game, Cluedo, the game will have you guessing not only who committed the murder of Mr. Boddy, but where and with

what. This extended version will have ten possible perpetrators, twelve different locations and eight possible murder weapons. Can you follow in the footsteps of such great detectives as Sherlock Holmes and Hercule Poirot? As the master would say, "The game's afoot!". Cluedo Master Detective will cost £19.99 and should appear real soon now.



The midfield battle is really hotting up as England surge forward in an effort to regain the World Cup. Virgin are the holders of the official Italia '90 licence - accept no imitations.

The Prof certainly hid the disks all over the show. Now, where on this planet would you start looking?



PALACE NAME SECOND FRENCH CONNECTION

It was an excited Richard Hennerley who called me up announcing the release of their next Silmarils title. Starblade, get this, is billed as an epic space-opera,

set in the vastness of the Orion Galaxy around the year 3001. As usual we humans have been having a pretty rough time of it and now reside in small hi-tech colonies. Now, it just so happens that the insect-like alien scum have created a hideously warped and mutated queen who, they hope, will reproduce and supply them with a ready-made legion of super warriors.

Now, being a pretty smart guy, Professor Julius Gordon discovered the lair of the mother-to-be and, before he was eliminated by the Alien hordes, he hid the coordinates of her location on a number of disks.

Your mission, therefore, is to board the Starblade and locate the missing disks before you finally eliminate the queen. Naturally there will be a fee of £24.99 to cover the cost of your mission and the Starblade will be ready for take-off during the middle of May. Good luck!

Still with Palace. The London-based company are pleased to announce the imminent release of the follow-up to the highly acclaimed Future Wars. The new game should arrive any day now and is titled, Operation Stealth - watch out for it!



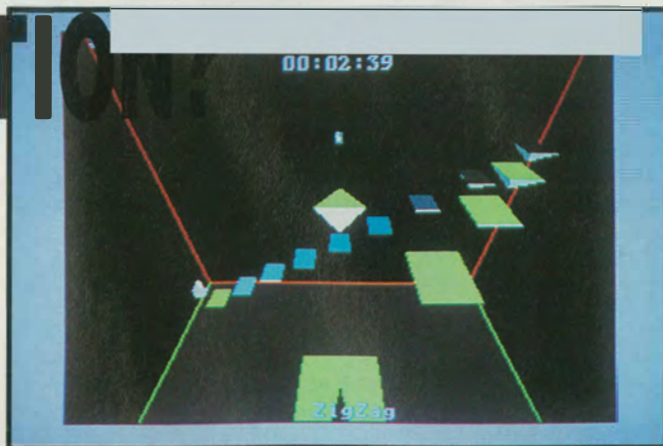
Silmarils latest game, Starblade, features large colourful sprites and superb backdrops.

THE FIRST GAME TO AID RELAXATION

Alpha Waves - The Dream Generator is not only a new game, it's also a new concept! Infogrames believe they've come up with a title that not only stimulates the brain, but, they reckon, it also aids relaxation and promotes a state of dreaming. The idea behind the game is to manoeuvre a shape within a 3D world. Your goal will be to reach a magic door located at the top of the game area. Naturally, there are various obstructions to hinder your progress, thus giving the game an added challenge. The ST version of Alpha Waves should be available sometime in May and will carry a price tag of £24.99.

Meanwhile, somewhere high above the earth everything seems quiet onboard the Pegasus Space Consortium. However, a murder attempt has taken place and it has fallen to you to save the lives of the eight crew members. Murder In Space takes the form of an arcade/adventure-style whodunnit. Once again the game will cost £24.99 and will appear during the month of May.

Okay, hands up who remembers Bubble Ghost? Well, for all of you who were enchanted by this little game's charming appeal I bring good news: Infogrames have announced the imminent release of Bubble Plus. The new version presents players with forty challenging new screens. For those of you who aren't familiar with the antics of the mischievous ghost, the idea is



It's official, Alpha Waves is the first game to actually aid relaxation!

to guide a delicate bubble past numerous obstacles merely by blowing at it. Sounds easy, eh? Wrong! Bubble Plus is an addictive and infuriating game that will keep gamers on the edge of their seats. Expect to see the game during April; the title will sell for the spooky price of £19.99.

Infogrames are also due to release two compilations. The first, called the Cartoon Collection will feature three titles; Tintin on the Moon, The Toyettes and Jumping Jack Son. In addition, Infogrames are to release an adventure collection. At the moment I've no details about the games but I do know that the bundle will include hints on all the games. Watch out for the Infogrames Collections later on in the year.

May will see the release of the ST version of Sim City. I must come clean and admit that I've been sneaking into the Amiga Action offices at the weekend in order to play this game. Basically, you are in charge of an area of land. Your task is to populate it and maintain it as if it were a real

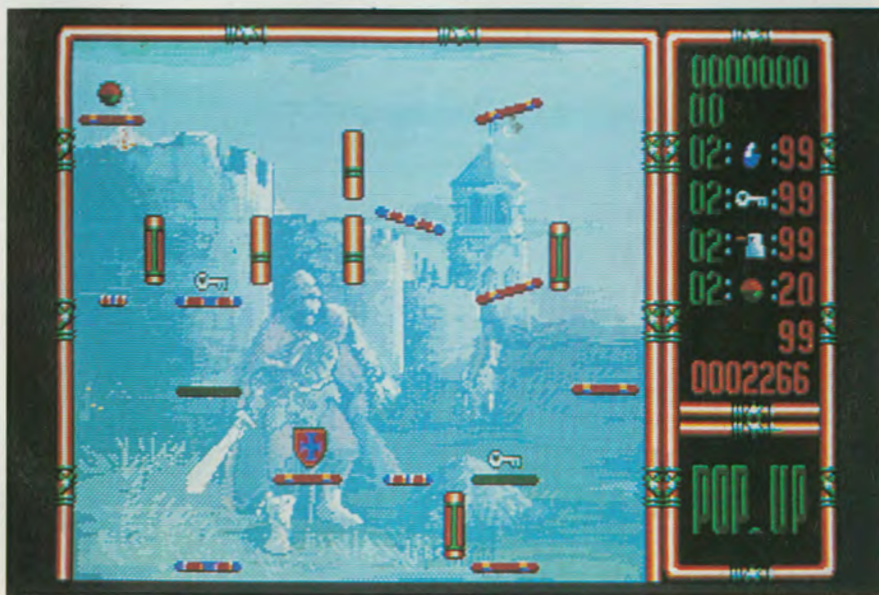


Solving a Murder In Space would be hard enough as it is, but when someone turns off the gravity...

city. Various pitfalls await you, including floods and tornados, not to mention a visit by a huge monster. Sim City will cost £24.99 and I, for one, will be waiting in the queue.



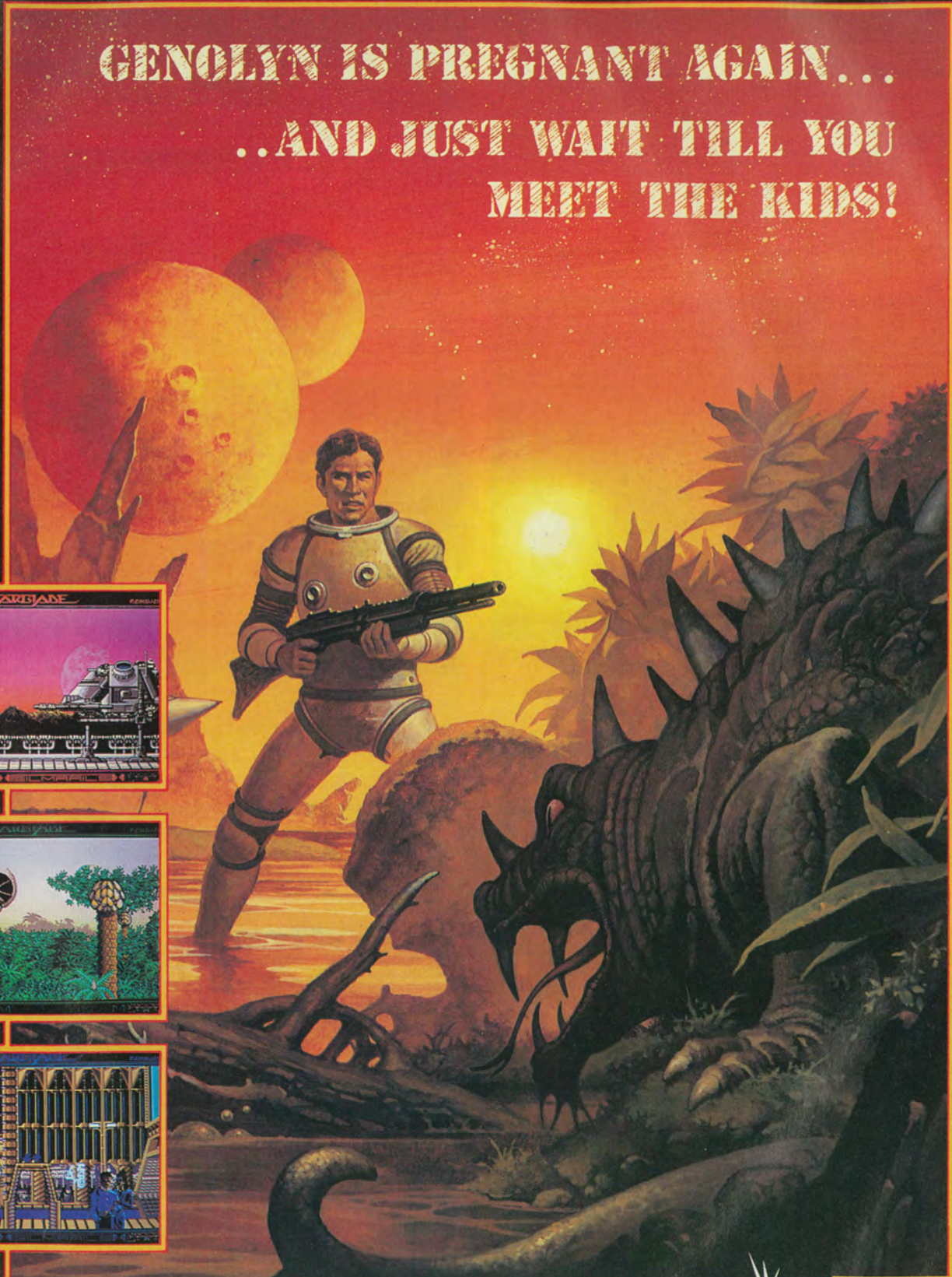
That rascally ghost is back. Yes, spirits are running pretty high with the announcement of Bubble Plus.



Infogrames have created a platform-style game with a difference and Pop-Up should be appearing pretty soon.

STARBLADE

GENOLYN IS PREGNANT AGAIN...
..AND JUST WAIT TILL YOU
MEET THE KIDS!



Silmarils

AMIGA · ATARI ST · PC

MARKETED BY



PALACE
SOFTWARE

POGO BOUNCES BACK IN NEBULUS II

Do you remember the fun-loving antics of the little green fellow in Nebulus? Well Pogo makes his return as he ventures through the land of Nor. Nebulus II features the same revolutionary gameplay as the original game, only this time, instead of hopping into his submarine, Pogo takes to the skies in his helicopter, in order to get to the next tower. The game features sixteen different towers each packed to bursting with slides, ladders, moving platforms, door, ropes and teleports. The game has been programmed by the original author, John Phillips,

and should appear sometime during the summer priced £19.95

Paradroid was an award-winning game on the C64. Its programmer, the talented Andy Braybrook, has taken the game a step further and now presents Paradroid 90. The story sees a spaceship being taken over by a group of mutinous droids. Your task is to eradicate the metallic crew before a time limit runs out. The game will feature five separate ships and, again, will appear during the summer.

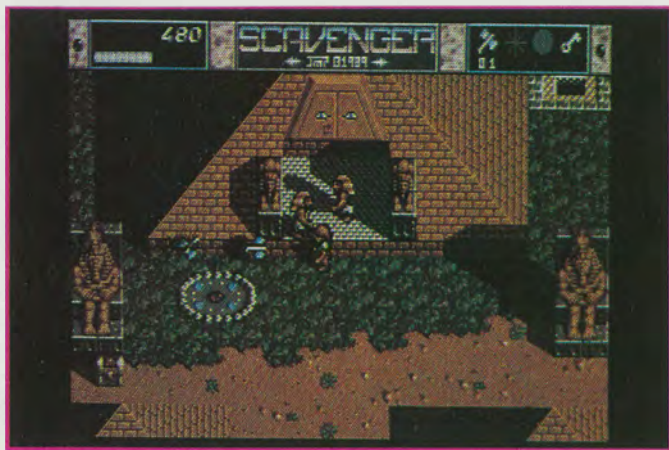
Finally, Scavenger is a mortal being who is wandering



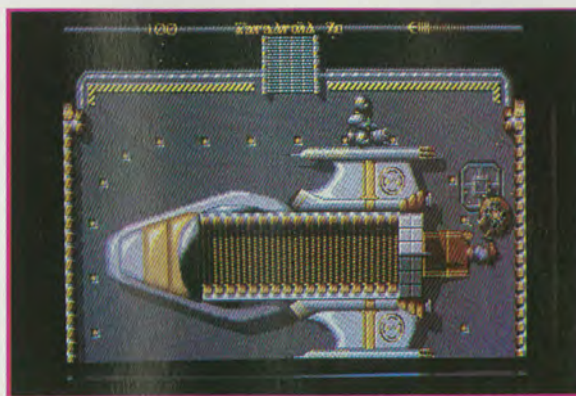
Pogo bounces back into the land of Nor and this time the meanies are even nastier and the puzzles more fiendish.

through the paths of infinity in search of his homeland. Scavenger will enter various different time zones ranging from the far distant past to the future. As he ventures through the lands he must retrieve a number of artefacts that will aid

him in his quest. Programmed by the hugely multi-talented John Phillips, the game features animation that contains twenty-five frames per second, eight channel sound and subtle shadow shaded graphics.



Can you scavenge your way through this game's different time zones? John Phillips' latest looks set to take the world by storm.



Billed as Paradroid 90, Andy Braybrook's award-winning game looks as though it'll do well on the 16-bit machines.

ACCOLADE DUE FOR DELUGE OF GAMES

Hot on the heels of their excellent golf simulator, Accolade have announced their next Jack Nicklaus tie-in - Jack Nicklaus' Unlimited Golf and Course Design. This latest instalment will allow players to actually create their own holes. Indeed, Accolade have actually managed to get the Golden Bear to design a set of holes to test your skill. Accolade have also improved on the first version of the game and the new features include: more trees, buildings, animals and flora; instant replay modes; yard markers; faster update;

variable weather conditions; flying divots and spraying sand; and even tips from the great golfer himself. Finally, Accolade have also decided to offer existing Jack Nicklaus Golf owners the chance to upgrade to this new version at a special price. Work is still continuing on the ST version of the game, but expect to see it sometime around September.

The American software house are also joining in the compilation market. ST owners will be presented with the opportunity to buy four great games in one mega bundle. The new compilation, named Accolade's All Time Favourites, will contain the acclaimed Test Drive; the company's earlier golf game, Mean 18; a selection of data disks for the aforementioned golf simulation; and another sporting game, the seriously brilliant Hardball. Out sometime in May, this bumper bundle will carry a price tag of £29.99 - can't wait!



Fore! Yes it's the Golden Bear's greatest eighteen holes. Here we see him on the eighth at Troon.



Powerboat USA is an offshore superboat racing simulation in which you pilot a 600 HP speedboat capable of speeds exceeding 200 mph!

How do you fancy speeding across the world's oceans with the spray in your hair? Well, thanks to Accolade, you can. Powerboat USA is an offshore superboat racing simulation in which you pilot a 600 HP speedboat capable of speeds exceeding 200 mph! Special overhead, helicopter-mounted cameras give players spectacular views of all the action. If you've got what it takes to rip through crashing waves, avoid deadly obstacles and keep your boat from bursting into a ball of flame,

you may just win the coveted National Title. Powerboat USA should be coming into dock during April and will be asking for £24.99 as mooring fees.

As if Accolade weren't busy enough they're also about to release two other titles this summer. Keep an eye out for Third Courier, a deadly adventure of espionage set in Berlin, and Blue Angels, the flight-acrobatics simulator that'll have you looping the loop. Both titles will cost £24.99 and should appear real soon.

In association with **Shoot!**
Free superb full colour Wallchart follows
all the Fixtures through to the Final



WORLD CUP YEAR 90

INTERNATIONAL SOCCER *Compilation*

Pack includes:
 * 3 Superb Award Winning Games
 * Unique Full Colour Wall Chart
 With the History of the World Cup
 including Amazing Facts & Figures
 * Comprehensive User Guide
 * Strategy, Management and Red Hot
 Action makes this the Ultimate Soccer
 Experience

TILT D'OR AWARDS 1989

TILT D'OR AWARDS 1989



KICK OFF

The award winning, chart topping and international best selling soccer simulation of all time!

- Best Arcade game 16 bit '89
- Europe's best soccer simulation '90
- Elspa game of the year
- 16 bit game of the year!

Empag golden joystick awards
 Featuring:- Pixel Perfect passing
 Blistering Pace
 Superb tactic play

"Has to be the best football simulation yet" ST USER

"Most playable soccer simulation in binary history" C & VG 88%

"Boots the other football simulations over the cross-bar" Zzap 96%

"Simply the best football sim" New Computer Express



INTERNATIONAL SOCCER

- Superb Hi-Res graphics, plus team colours, wind, weather and night play options.

- Highly competitive play
- One or two players
- Up to 4 players can play using a 4 player adaptor

- Animated supporters, electronic scoreboard and on-screen refereeing keep gameplay fast and furious.

Without doubt the best of the soccer action games" Amiga User International 88%

Gary Lineker's Hot Shot replaces International Soccer on Commodore 64, Spectrum and Amstrad



TRACKSUIT MANAGER

A management game the way it should be played. Live the match thrills, as you compete to qualify for the Nations and World Cups.

You decide the play and enjoy the victories and suffer the defeats...

Play defense, attacking or man to man marking
 Offside trap, sweeper system or possession football

- Genuine goal-kicks, corners and throw-ins
- Crunching tackles, fouls, penalties, bookings and sendings off
- 54 computer managed squads from around the world all with individual tactics

"The best ever football managerial game ever, in the history of the World" C & VG 9/10

The ultimate management game" Ace Rated 929

"Easily the best of its type" Zzap 64 89%

"The best ever managerial game" Sinclair User Classic 93%



AVAILABLE FOR
 ATARI ST AMIGA C64 (CASSETTE + DISK)
 AMSTRAD CPC (CASSETTE + DISK)
 SPECTRUM (CASSETTE + DISK)

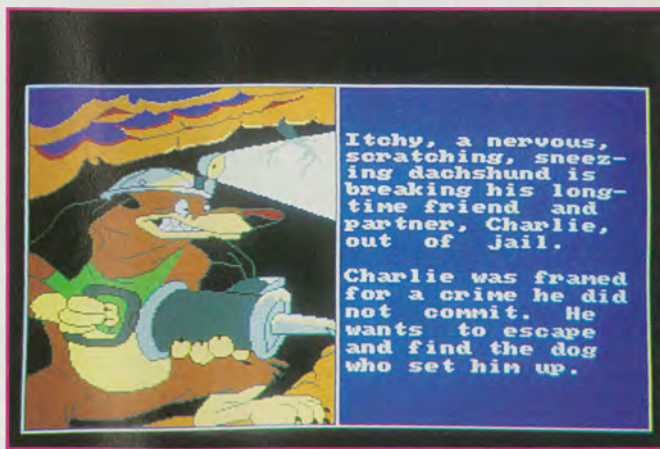


4 The Stannetts, Landon North Trade Centre,
 Basildon, Essex, SS15 6DJ Tel. No. (0268) 541126

ALL DOGS GO TO HEAVEN

So far, the only release from the Bluth studios to reach the ST has been the graphically excellent, Space Ace. Now, however, things are really starting to hot up, with no less than five new cartoon-quality games due from them. The first game off the block is the long-awaited conversion of Dragons Lair, starring the cowardly Dirk Daring. After many months of promises and "reviewed soon", the game is now virtually complete. Set over eleven stages, Dragon's Lair follows Dirk bungling misadventures as he attempts to rescue the beautiful Princess Daphne from the claws of the evil dragon, Singe. As in Space and, indeed, all of the other Bluth laser disk conversions, the player controls Dirk's movements at key parts of each section. Five moves are at your disposal - the four directional controls and fire - and failure to implement the

correct move results in Dirk's death. The game is, to all intents, identical to the Amiga version, albeit on a smaller screen, but you'll be able to find out how it fares next month when we present the definitive review along with a superb competition which features an unrivalled first prize. Continuing with the adventures of Dirk the Daring, Readysoft are about to follow up his adventures with Escape From Singe's Castle and Timewarp. Singe's Castle adds the stages Readysoft couldn't squeeze into the original Dragon's Lair, including Dirk's lengthy battle against Singe's scaly in-law, The Lizard King, and a climactic battle against the miscreant responsible for Dirk's return - the infamous Shapeshifter. Amongst other things, Readysoft have added a new options screen which allows you to choose how many lives



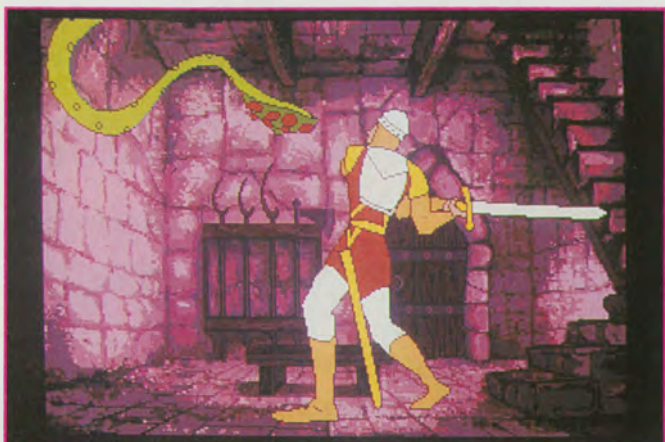
The Bluth boys have aimed their latest game at a younger audience. It's just being completed so expect to see it real soon now.

you begin with, or even add a "helper" option, which indicates which move Dirk should take. Finally, Dirk's battles for Daphne's fair hand come to a supposed climax as he enters the Timewarp to rescue the luckless Princess from the hands of a jealous witch. All three games will be out within the next six months, but check out next month's STA for the first Dragon's Lair review. All three will cost £44.95.

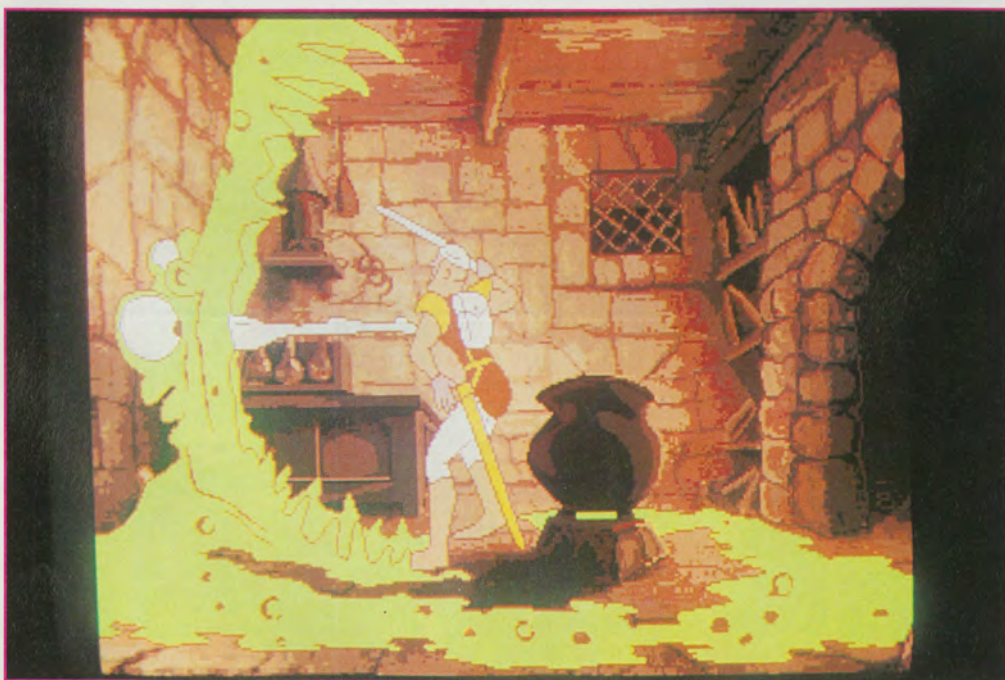
Following hot on the heels of Dirk The Daring comes the bell-bottomed antics of Barnacle Bill as he does battle with the eponymous creature in The Sea Beast And Barnacle Bill - an under water adventure along the lines of Lair, in which Bill must save his true love, a mermaid, from the clutches of the slimy beast. Once again, Bill's adventures require you to move him at the right time, but little else is known of the

project as of yet. Finally, to coincide with the release of Bluth's All Dogs Go To Heaven, the programming team have a game of the same name on the way. Priced at the considerably cheaper price of £24.95 and aimed at the younger games-player, All Dogs is a comic-strip story in which you must guide the film's hero, a dog called Charlie, through a number of canine scrapes. In the film, Charlie escapes from a pound, and goes to see an old mate called Carface who tells him of a little girl who can actually talk to dogs. In an attempt to kidnap her, Charlie is killed by Carface, but is refused entry to heaven unless he performs an act of supreme good - and, predictably enough, this involves rescuing the little girl. There are a number of simplistic arcade scenes, coupled with comic strip interludes, all of which gradually make up the game's scenario. Expect a review within a month or two.

In the meantime, fans will be glad to hear of our mega competition. Next month ST Action will feature a magnificent piece of original Don Bluth artwork and we're offering you the chance to win it!



(Above & below) Daring Dirk is due to make his debut on the ST next month. With animation similar to that of Space Ace the game should be visually stunning.



Cute graphics are the Don Bluth trademark. All Dogs go to Heaven is based on the movie with the same name.



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!"

"THE FATE OF THE WORLD IS IN YOUR HANDS!"

"DESTROY THE EVIL REPTILONS"

JAKE

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

Charge! As a warlike Battlemaster you must defeat all of the four races in order to save the doomed land.



PSS PREPARE FOR BATTLE

Strategy experts, PSS, have announced the imminent release of their latest game, Battlemaster. The company believe that they've managed to mix together arcade-style graphics and strategic gameplay to form the most appealing fantasy role-playing game ever.

Battlemaster is set in a strange and distant land inhabited by four individual races; dwarves, elves, humans and orcs. Each group guards a piece of an all-powerful gem. Your mission is to steal all the gems and form an amulet before the land falls into a severe state of anarchy.

At your command you'll have an army of loyal warriors but the battle will be long and hard as each of the races are reluctant to part with their precious gem. Battlemaster looks set for a summer release and will cost £24.95 and, if it's any consolation, the Troll has seen it and reckons it will be the best thing since tinned woodlice (bleugh!).

ON THE MOVE

Yup, we're off. No more sunny weekends blissfully bathing on the beautiful beach of balmy Bognor Regis, we're all heading to the colder climes of Macclesfield, which for those geographical morons amongst us is very slightly south of Manchester. Still, the new offices are pretty plush and the beer's cheap - possibly because they use more water making it up north. Anyroad (a northern phrase I've picked up already), if you've got any queries, you should send all future correspondence to our wonderful editor, Nick 'Crispy' Clarkson at ST Action, Interactive Publishing Limited, Europa House, Adlington Park, Adlington, Macclesfield, Cheshire. SK10 4NP.

VEE HAVE VAYS OF MAKING YOU TALK

Board games aren't everyone's idea of fun. However, my all-time-favourite game, Colditz, has been converted by Digital Magic Software. The game isn't exactly a direct conversion, more of an arcade-adventure. The aim of the game is to avoid the ever-watching eyes of the German guards and escape the confines of the old castle. Naturally, you'll have a number of options open to you. How's about tying your bed-sheets together and scaling a wall? Maybe you'd even attempt tunnelling your way to freedom. The game features a 3D isometric graphical display and over six hundred different locations. Available sometime in September, Escape from Colditz will cost £19.99.

Digital Magic also have two other projects in the pipeline. The first, entitled Shockwave, is a dedicated blaster comparable to some of the finest arcade coin-ops. As you can see from the screen-shot, the game looks really impressive and sources indicate that the game's going to be really big!

Digital Magic's other title is called, somewhat strangely, Goof and I have no info on it as yet. The Magic team are keeping a tight lid on the project but rumours abound that it is something pretty special. Expect to see all the titles in the autumn. More news as it arrives.



This is no time to get claustrophobia. With that Gerry right behind you maybe you should make good your escape by jumping down that tunnel.

Escape from Colditz is based on my all-time favourite board game and has been officially licensed by Gibson Games.



Looking decidedly pretty, Shockwave won't be available until the autumn. However, if it looks this good now just think what it will be like when it's finished.

THALAMUS GAMES, THEY'RE SO MOIST

Those Grand Prix fans out there might just think that Formula One is the most exciting motor sport going. Well, you'd be wrong. Rally driving's much more exhilarating. Thalamus Software are now proud to announce that they've

managed to get the Q8 Ford Rally team to officially endorse their latest offering. The game features stylized filled-vector graphics which run at around fifty frames per second! Set over three distinctly different stages, the game begins with

you racing down a hazardous tack attempting to avoid the obstacles but beat the clock. Stage two sees you competing against some of the world's top drivers as to challenge for pole position. Finally, the third leg takes place at night - have you got what it takes to hurtle down country lanes in darkness? Added features include an over zealous copper who'll give chase the moment he spots you breaking the speed limit, and the ability to slam into reverse to retrace your steps. Naturally, all manner of weather conditions have been included; ice, snow, driving rain and the like. Due for release late May, Thalamus' Q8 Team Ford Rally Simulator looks like a biggy!

Vroom! Screech! As rally cars go, the Ford Sierra 4x4 RS Cosworth takes some beating, so what better vehicle to base a game around?



WORLD CUP SOCCER



I.B.M. Pc
AMIGA
ATARI ST

AMSTRAD
SPECTRUM
CBM 64

OFFICIAL GAME
ACCEPT NO SUBSTITUTE!



Licensed by OLIVETTI official supplier ITALIA '90'

Available from W.H. Smith, Menzies, Boots, Woolworths and all leading software retailers.

© 1990 VIRGIN MASTERTRONIC, 2-4 Vernon Yard, 119 Portobello Road, London W11 2DX.

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, Europa House, Adlington Park, Adlington, Macclesfield, Cheshire. SK10 4NP.

Has Whitey got Amnesia? Should I Become a Pirate?

In last month's issue of ST Action I was looking at the Giving The Game Away section and on the into page, under the heading of Small Tips, it said: "Here at ST Action we try to bring you the most up-to-date cheats, so make sure we haven't printed them before".

Well, Steve White must have one of the worst memories ever, because three of the tips have already been printed before! One of them, the Ghouls'n'Ghosts tip, was published just three months ago. The other two, Gauntlet II and Ikari Warriors, appeared sometime before. I should know, I've got every single issue of ST Action. Even if Steve can't remember all the tips printed before, all he has to do is just look them up in the back issues of your magazine.

Also, I would like to point out that at the beginning of nearly every Letters Desk you say that the most thought-provoking letter each month will receive a game of his or her choice. Well, out of you're twenty-five issues, only in a few of them do you reward someone with the game of their choice.

**R. Greenhill,
Ilford, Essex.**

Ah, right Mr. Greenhill, well spotted. I, too, noticed that some of the cheats seemed a little dated. Having confronted Master Steven White, and explaining the situation to him, I was told (in no uncertain terms) exactly why the older cheats had appeared.

Apparently there had been a deluge of letters asking for older cheat modes. Seeing how Gauntlet II and Ikari Warriors had been released on budget label these were just two of the tips asked for.

As for you noticing that the Letter of the Month award isn't always presented - well spotted! We've reviewed the situation and agree that there should be star letter every month. However, the subject matter will have to be really something to win its writer a prize. As for this month, well seeing how you've got the nerve to mention the subject we'll send you the game, congratulations!

After owning an ST for only eight months I have already experienced some worries about my micro.

1) Software is way too expensive. I am fifteen years old and get, on average, seventeen pounds a month. I buy your great mag and PD software, so how do companies like Ocean expect me to buy titles like Robocop and Red Heat. I wouldn't mind but a lot of mail order companies rip me off and the shops have so little software on offer. Should I become a pirate?

2) If I have a one megabyte disk drive, does that mean my machine has one megabyte of memory too?

3) I have an LC10 Colour Star printer and Degas Elite. Can I print my colour pictures out and if so, how?

4) I am concerned about the Troll. He does a great job and hardly ever gets thanked. Could you please tell him he's doing a great job.

**Billy Delaney,
Haigh, Nr Wigan.**

Wotcha, Billy. In response to your letter here's what we think:

1) Like you, many teenagers don't have a large income which they can be spent on computer software. PD software is often the only real answer to this problem and, as I'm sure you've found out, there are some really great PD games around (I'm currently trying out SOFTVILLE PD's dungeons and dragons disk - GAM77 and think it's pretty darn good). As to whether you should become a pirate - don't be silly! I agree that the software houses should reduce the price of the games, but blatantly ripping them off isn't going to help.

2) Having a one megabyte disk drive means that you can store about one meg's worth of data on a disk. All of the 520 STs have one meg drives these days, it doesn't mean you've got a megabyte of memory.

3) If I recall correctly, Degas should have a printer driver from which you can select why type of printer you own. I you don't specify which printer you have the program will use standard defaults. If you still can't get it to work call Electronic Arts and ask for their customer service depart-

ment 0753 49442.

4) As for the Troll deserving more space - ha! We've given the warty one an extra page. You'd think he'd be happy now but oh no, not him. He keeps moaning about the extra work and having no time to throw eggs from off of the tops of multi-storey carparks onto unsuspecting passers-by. Some people are never happy.

What Happened to Great Courts?

Just a short note from an Atari 1040 STFM owner who would like to bring up a couple of questions.

1) In issue 18 (October 1989) you reviewed a tennis simulation called GREAT COURTS. You gave the game 73% and everyone commented on how good it was but since then I haven't heard or seen anything of it. Could you please tell me if the game has been released and, if not, when it is going to be.

2) Lastly, but not least, I buy ST Action whenever possible and there are a couple of things I would like to see included. One is a page of listings which has items sent in by readers and features short games and demos etc. Another is a feature where you review compilations (as there are now lots more compilations on the ST) and the latest PD software. I would be very pleased if any of the above are possible.

**James Thornett,
Exeter, Devon.**

Hello, James. Here are the answers to your queries.

1) The tennis game you're after is from our French cousins, UBI Soft. When they originally released the game they were going to call it Great Courts. However, after we had reviewed it they decided that they preferred the sound of Pro Tennis Tour and so changed the name to that.

2) Thanks for your suggestions. Unfortunately, due to the lack of space and the variation in programming languages used, it would not be possible to produce a couple of pages dedicated to reader's listings. As for looking at PD software and compilations, don't fret, we're in the process of looking into such features and you should see something soon.

The Trouble With Disk Copying

I am writing to you in the certain hope that you can help me. My problem is copying disks. I do not have the high tech copiers that many hackers seem to possess. All I do is use the GEM procedure. The problem is sometimes I get a dialog box with the message, "The source disk is not the same type as the destination disk". What does this mean? Is there an

easier way to back-up my disks?

**David Thompson,
Belfast.**

Okey dokey, Dave, here's why you sometimes get the dialog box. It's simply because the disk you are coping onto isn't formatted in the same manner as the one your coping from. In other words one is single-sided, the other double-sided. Ensure both disks are formatted in the same manner. Finally, most games are not meant to be backed-up. You are only allowed to copy those which tell you to do so in the instructions - sorry!

Sierra Bequest

Looking through the Sierra catalogue that accompanied my copy of Leisure Suit Larry, I came across a game titles, The Colonel's Bequest. Intrigued, I looked down the order form and noticed it was available for the Atari on double-sided disks. I hurried down to local store only to be told it wasn't out for the ST. My question is, will I have to change my machine in order to play this game?

**Samuel King,
Chilwell, Nottingham.**

Hi, Sam. The good news is that you won't have to swap your computer. The Colonel's Bequest will be available for your machine. I know the catalogue says it is but companies often announce games before their release. In the meantime rest safe in the knowledge that Larry III will appear next month, closely followed by The Colonel's Bequest and Hero's Quest.

Arcade Addict

I have a couple of questions. I've been waiting for donkey's years and finally decided to ask you.

1) Is the smash-hit game, Hybris, coming out on the ST? Also, are Battle Squadron and Sword of Sodan being released?

2) When are you going to start reviewing games specially produced for the STE, instead of just commenting on them?

3) Finally, when is Shadow Warriors being released by Ocean and is Teenage Mutant Ninja Turtles being converted?

4) Finally (no I mean it this time), when can we expect to see the conversion of the Sega coin-op, Golden Axe?

**Simon Ley,
Northwood, Middlesex.**

Hi, Simon. Here are your answers:

1) None of these games are to be released on the ST.

2) As soon as STE only games appear.

3) Shadow Warriors will appear in June, the TMNT have no plans to make their ST debut.

4) It's finished, just wait for Virgin to release it.

FLY IN THE FACE OF DANGER

VANUS

THE FLYTRAP

Fight or be destroyed as you combat hords of killer insects across 50 levels and 10 different worlds. Survival depends on your ability to master the controls of a superfly and the skill and judgement in using a multi-array of super weapons and bonuses.

AVAILABLE ON
CBM AMIGA & ATARI ST



All mail order enquiries to:
Gremlin Graphics Software Ltd.,
Alpha House, 10 Carver Street,
Sheffield S1 4FS.
Telephone (0742) 753423

SCREEN SHOTS FROM
VANUS FROM
ILLUSTRATION
BY ANDREW JONES
COPYRIGHT SOLARWING LTD

DISKMANIA!



Welcome, once again, to the best front-cover disk feature available on the magazine shelves. For this, the sixth disk, we've exceeded even our own high standards, featuring the very best and most famous games which are due to be released during the long, hot summer months to come. But first, check out the Disk Mania feature section which is designed to accompany the red hot demos.



In the realms of the front cover disk feature, Jason Spiller stands above the opposition. Once again he's compiled a real corker for you lucky STA fans.

There's no doubt that the software-design industry is constantly getting bigger and better, as I discovered whilst compiling the demos for this month's front-cover disk.

The technology and design techniques are updated all the time and the result is finer graphics and better sound. Add to this a new generation of genius programmers and graphic artists and we can expect even more exciting games in the future. Featuring on this month's disk, I've collated a variety of game styles, including the hotly-awaited license game from Imageworks, Back To The Future II, a highly innovative puzzle game from UBI Soft called Brain Blasters, a nostalgic trip into the comic books of yesteryear, with Virgin's Dan Dare and a crazy way out shoot'em-up from the most laid-back game designer in the industry, the ol' Yak himself, Jeff Minter.

This month, I've been racing up and down the country to look at some really exciting projects, and I've even popped over to belle France to visit our French chums, UBI Soft - well any excuse, eh? I discovered that the best commercial game designers today have one thing in common: they have one eye scrutinizing the industry today which ensures that they attain the high standards being set; while the other eye is looking longingly into the not-too-distant future and the incredible

potential of interactive entertainment. So for those of us who prefer entertainment in which we use our brains, wits and speed rather than slipping into a coma whilst watching the likes of To the Manor Born and Joint Account (canned laughter) the future looks bright.

On the whole, computer entertainment means a keyboard and monitor up in Johnny's bedroom where various bang and woosh sounds drift down the stairs and drive the rest of the family up the wall. In the future, the game-designers' aspiration is for computer entertainment to be moved into the living room alongside the video and telly with everybody getting involved. A pipe dream? According to those in the know, this day is not too far off!

Meanwhile, back down to Earth, the Disk Mania feature contains eight pages which refer to the demos featuring on the disk, and you'll be best advised to read them for the instructions and loading details. In addition to the instructions on how to play the games, there's full details on what the full version of the game will contain when it's released and, even better, a profile on the characters who designed the games. So, while we dream of the future, let's take a look at what the best designers and publishers are coming up with in the present - it's just as exciting, honest.

In the event of your ST Action front-cover disk not working, please return it to ST Action, 'Faulty Cover-Disk', Interactive Publishing Ltd, Europa House, Adlington Park, Adlington, Macclesfield, Cheshire, SK10 4NP.

COVERDISK SPECIAL: QUICK START

DISK SIDE ONE

•DAN DARE III - VIRGIN MASTERTRONIC / PROBE

Boot up the ST Action feature disk and look for the file labelled Dan Dare. TOS, which features on Side 1. Now help our large-chinned hero battle against those confounded Mekons. Guide the jet-packed one around the Mekon mothership and search for fuel to propel your escape vehicle back to Earth.

•BACK TO THE FUTURE II - IMAGEWORKS / IMAGES

Boot up the disk and look for the file marked Future II. PRG. Marty's son is in trouble and you must guide his hoverboard through this treacherous town, avoiding the evil Biff and his gang. Look out for the numerous hazards which could separate Marty from his board.

DISK SIDE TWO

•PHOTON STORM - ARC / JEFF MINTER

For users with double-sided drives, Boot up and double click on the folder labelled Side 2. Open out the screen and find the file marked Photon. PRG Now blast the evil alien force that inhabit this stunning arcade game from veteran designer Jeff Minter. With mouse controls, guide your ship through this dangerous part of the galaxy and blast the so and so's into next year.

•BRAIN BLASTERS - UBI SOFT / MICHEL ANCEL

For those of you with double-sided drives, here's an extra treat from Chateau UBI. Click on Side 2 folder, open it out and search for the file marked Teller PRG. Now you can enjoy a most ingenious brain-aching puzzle game from our French friends. The puzzle master will set puzzles and you must remember the design and colours of the puzzle and construct it on the puzzle board.



Just as Marty gets back from one journey in time, they're already filming the next installment in this immensely popular series of blockbuster movies. But as number III is in production, game designers, Images, are channelling their full energy into a game based on the story in number II, for the Imageworks label - and there are plans for III at the end of this year. Time waits for no man - not even Marty, and so here are the playing instructions for the demo of Back To The Future II, the game, as well as an interview with the innovative game-design house Images. IMPORTANT! We would like to stress that this is an early working profile of Back to the Future II, and this first section of the game will change considerably with music and sound effects featuring strongly in the final version of the game.

BACK TO THE FUTURE II

When you boot up the front-cover disk, look at the GEM desktop and, with the mouse, double-click on the file labelled FUTURE. PRG which features on side one of the disk. You are now in Marty's home town and able to play the first of five levels which will feature in the final game. If you've seen the movie, you'll know that the Doc has pleaded with him to travel to the future.

With trepidation, Marty and Jennifer clamber in the De Lorean and head for the future. But as the car tears off down the street, disappears into the distance, turns and rushes back, having reached the magical 88 mph, Marty's arch-enemy, Biff, sees the car disappear into the vortex of time.

GO FOR IT MARTY!

Marty is jettisoned into the future with a mission - to save his family from disaster. Biff's son, Griff, is about to talk Marty's son into robbing the bank and so Marty must change the course of time before it's too late. Marty's taken a hover scooter, ripped of the handlebars and modified this vehicle of the future into a skateboard. As we take up the action, he's out on the streets hotly pursued by Griff and his gang. Using the joystick, you control Marty's speed and direction as he scoots through the streets.

Moving the joystick right and left steers the skateboard and pushing forward on the joystick with a quick tap of the firebutton launches Marty in the most amazing leap. For all his quick-wittedness, speed and acrobatic skills, Marty would be the first to admit that he's no fighter. But in this section of the game, he's got no option but to hit out at Griff's gang. So wrenching the joystick to the sides and simultaneously pressing the firebutton sends out a boney fist into the nearest ribs or face of the pursuing villain.

Not only does the screen move horizontally, you can move Marty into side streets to evade the grasp of these futuristic felons. Marty is a pretty hot skateboarder, but you must use your brain when you're guiding him through the streets - thudding into kerbstones and the numerous obstacles which litter the streets will certainly take its toll on the little guy, so avoid colliding with anything and collect the many bonus objects by skating over them.

IMAGE

Recently, I visited the design team who are producing Back to the Future II and spoke with team leader and managing director, Karl Jeffries, along with Mirrorsoft project manager and coordinator, Stuart Hibbert. Karl formed Image some eighteen months ago after the success of his solo project, R-Type. While Stuart has recently joined Mirrorsoft from Activision.

Stuart described how the 'Future II' project began: "Karl and I were actually instrumental in obtaining the licence to the film and before the film had even been released, we were working with scripts and storyboards. We looked at the movie as a whole and quickly realized that it would be impractical to try and convey the storyline, and so we broke down the movie and studied the various aspects. We looked at the action and identified the best features which could be interpreted in a computer game." Karl continued: "Although the game is based on the film, it doesn't adhere exactly to the storyline - we wanted to produce a game which would stand up on its own rather than relying on the popularity of the licence."

In the movie, the Doc pleads with Marty and Jennifer to travel to the future because Marty's family is in great peril. The De'Lorean takes off, hits the magic 88 mph and disappears. But an ageing Biff, now Marty's father's handyman, sees the spectacle. In the

FORWARD TO THE PAST

Images were adamant that they must produce a game which would stand up on its own without a strong license. Back to the Future II is a five part game which is loosely based on the film.



Graphic artist, Steve Howie, is still to complete the game and the grand finale has yet to be decided.

Karl Jeffrey, (left) boss at Images and Stuart Hibbert from Mirrorsoft collaborated on the Future project.



OH NO! MARTY'S REALLY IN IT THIS TIME - OR IS IT NEXT TIME?

BACK TO THE FUTURE II PART II



(Left) Marty waves goodbye to the Doc as he heads into peril on his recently modified hover-board.

Right in the thick of it, Marty must ride his hover scooter skillfully and avoid careering into any of the opposing thugs.



Griff looms close but Marty retaliates with a bony fist to the villain's ribs - the chase is on!



Into the high street, Marty must avoid the traffic or be flattened - you can try and grab hold of a car to speed up your escape.



Marty leaps over the head of one assailant.

future, the town is barely recognizable and Marty must find his son before Griff, Biff's son, pressures him into collaborating in a bank raid. Marty confronts Griff just at the crucial moment and, at this point, all hell breaks loose and Marty runs from the cafe. He commandeers a hover scooter and converts it into a skateboard. It is here that Image decided to take up the action for the game.

Stuart continues: "A chase ensues with Biff and his gang casing Marty through the town. Image designed a pre-defined route which runs through a horizontal, vertical and diagonal perspective and you control Marty's speed and direction with the Joystick. The race rushes past such sights as the cinema which is showing *Jaws 19* and the Fusion bar. So we've taken the imagery and sights from the film and used them as background detail in the game. The game is about dodging the numerous obstacles which get in the way and evading the grip of the gang, while picking up bonus objects such as Pepsi perfect cans which give Marty extra points, energy and strength - incidentally, this is the most heavily licensed film in history. There's three categories of opposition - intelligent attackers, which are Griff and his immediate gang and an ancient Biff who hobbles in the way and tries to clobber you with his walking stick. Meanwhile, non-intelligent sprites play a major part as general hazards and obstacles such as, radio-controlled cars that Marty can grab hold of, dust carts as well as litter bins and droids."

There's plenty of surprises along the way as Karl describes. "After battling through the streets, Marty turns a corner and the hoverboard lands straight in a lake and you must keep up the speed or sink and get captured by Griff. If you make it across the water, Marty reaches the town hall which marks the end of the first level. After a chase sequence, which is pretty mandatory in a game based on *Back to the Future*, we wanted to use different styles of gameplay to convey the other scenes, and so a lot of time was spent thinking up original gameplay. There are another four sections of the game. In the film, Marty and the Doc leave Jennifer and she gets arrested. The police take her fingerprints and discover that she lives in the neighbourhood and drive her to the house. But if she meets her older self in the future, this could cause global destruction. So, Marty and the Doc have got to find her before the terrible confrontation. This section of the game is set in Jennifer's house with a plan view drawn in isometric. You control Jennifer in a logic puzzle and the objective is to avoid meeting her older self and get her out of the house."

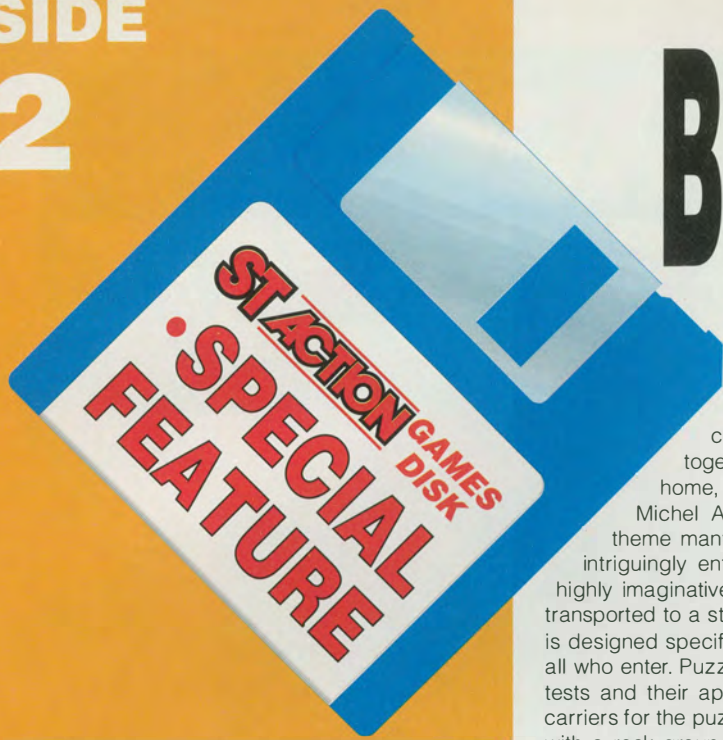
Marty rescues Jennifer, but Griff turns up again. Stuart takes up the story: "Marty finds a sporting almanac which lists all the sporting results in the 20th century. But Griff steals the book and travels back to 1985 with the intention of betting on some of the results. The action then switches to '85 and Marty returns to his home to find bars on the windows and a girl he's never seen before in his bed -

everything has altered and the town has been destroyed by crime. We interpret this section of the game with beat-'em-up style gameplay and Marty must fight his way through the streets." Marty discovers that the almanac has caused all the problem and he visits Biff's plaza.

Karl described how they interpreted the next stage in the story: "Marty has to go back to the 1950's to the exact moment when his father hits Biff and it's here that he takes back the almanac. In this part of the game, we've based the gameplay on those puzzles in which you have to manoeuvre little squares around in a frame to get alphas or numerics in the right sequence. Well, we've changed this to a picture of Marty playing Johnny Be Good at the school hop. Marty and all of the band are playing, but the picture is all mixed up and so the game is to get the picture sorted out within a time limit. This section of the game represents Marty trying to put right the course of time so that absolutely nothing is out of place.

RIPROARING FINALE

But what about the final showdown? Karl explains: "We're still working on the final section of the game, but it looks like its going to be a rear-view race with Biff and the gang chasing Marty in a bid to steal back the almanac." Until then, enjoy this early peep at what's predicted to be one of the hottest titles this year - and hum the BTTF II theme tune, which goes "hmm ta ta ta hmm hmm." Or something like that..



BRAIN BLASTERS

Brain-taxing puzzles have been popular ever since the very early eight-bit days. Take for example the only game to be exported from the Soviet Union, Tetris, which is one of the best sellers of all time. Now, game designer, Michelle Ancel, has taken brain-teasing fun many steps further, in the ingenious puzzle game, The Teller, which is due to be released by UBI Soft.

Tetris was an enticing little puzzle of tesalating shapes and the game achieved no less than the bringing of the East and West computer worlds closer together. Now, a bit closer to home, French game designer, Michel Ancel, has taken the puzzle theme many steps further, with a game intriguingly entitled, Brain Blasters. In this highly imaginative conundrum game, you are transported to a strange enchanted land which is designed specifically to puzzle and bewilder all who enter. Puzzle wizards think up the brain tests and their apprentices act as gofers and carriers for the puzzle making. The game starts with a rock group formed by the chief puzzler and they make a perty good little combo.

BRAINBLASTING

For centuries, the gurus and puzzle councillors have sat around scratching their heads trying to think up the most taxing puzzles known to man. The place of cerebral torture is set on a hillside and the little people have constructed a screen specifically for puzzle design and building. In the final version of the game, there is a one-player option in which you pit your wits against the chief puzzler as well as a two and three-player option which puts you up against fellow mortals. There's a variety of puzzle designs, colours shapes and compositions, and as you progress through the levels - or should I say attempt to progress through the levels - the colours, shapes and shades of the puzzles become more subtle and thus more difficult to decypher. With joystick controls, you manoeuvre a small but enthusiastic dwarf who acts as the builder of the puzzle, while the puzzle chiefs are busily working out the first conundrum for you to tackle: "He looks like a

typically thick human being, so I think we'll start with a rather simplistic design. Fetch me the golden blocks peasant." Invisibly, the design is placed on the board and then you are allowed the briefest glimpse of the design before you begin. Memorizing not only the colours, but the shape of the pattern, you turn to a hive of activity as all the puzzle chiefs and their little helpers start throwing various shapes around.

As a shape drops to the floor, you must quickly decide whether it features in the puzzle set by the chiefs and, if so, manoeuvre your slave to pick up the piece and place it in the exact spot on the puzzle board. If you're right, a display at the top of the screen will confirm that you have positioned one piece correctly.

The first few puzzles are simple shapes comprising single colours with little if any change in shade. But further on in this mind-boggling contest, the patterns grow more elaborate and the shapes more complicated and varied. In addition to the puzzle shapes, there are many different objects which are designed to help and hamper your progress. Parcels done up with ribbon could be anything and so it's advisable to offer it up on the board. There's also a strangely shaped object which gives you a brief glimpse of the puzzle just to refresh your memory.

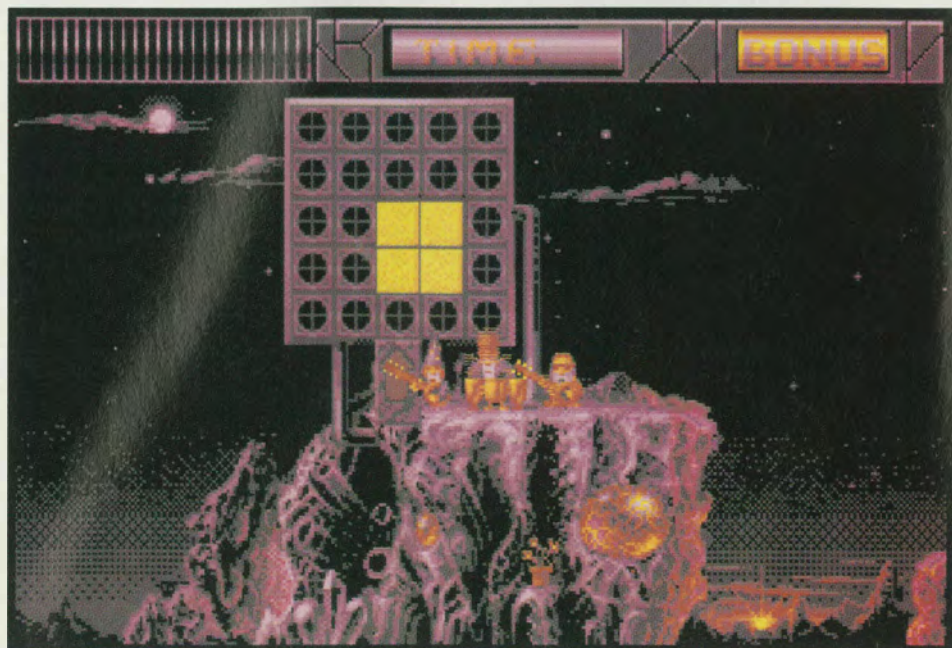
A BRAIN TESTING DEMO

To load up the game, click on the folder labelled Side 2, open out screen, find file called TELLER.PRG and click again.

In this excruciating little teaser of UBI's Brain Blasters, there are four different shapes for you to complete, but unlike the final version of the game, you cannot choose the difficulty level. Incidentally, the game will contain some 350 different shapes and four difficulty levels as well as a puzzle editor so that you can make up your own puzzles. In the demo, however, there's



The title screen offers multiple options some of which don't feature in the demo - you'll just have to buy the finished game to find out!



The puzzle-chief's band warms up with a tuneful little ditty, written by the game's designer, Michel Ancel.

Brain Blaster master, Michel Ancel, devised the game to improve his memory for forthcoming exams. Unfortunately, due to the pressures of commercial game design, Monsieur Ancel never got to take the exams. Qualifications, who needs 'em?



a choice of one or two-player participation in this demo and a limited betting option which stops automatically after three games. With joystick control, you manoeuvre the little dwarf puzzle assembler across the screen and up onto the puzzle board. The puzzle appears momentarily and you must fix the shape, composition and colour in your mind.

Now, as the puzzle chiefs give the order to start, all the little puzzle people charge around the screen dropping different shapes and, if you see one that you recognise, you move your little helper to the shape, pick it up and place it on the puzzle board. If the shape is in the right place, there's a satisfying 'click' noise and a light appears in the display at the top of the screen. Once all of the lights are illuminated on

the display, you have completed the puzzle. The two-player mode really brings the game to life as you have to fight over the shapes like a couple of vultures and, of course, the first to complete the puzzle is the official brainiac supreme and a right clever-Dick to boot. So, you think you're brainy and you reckon you're fast witted?

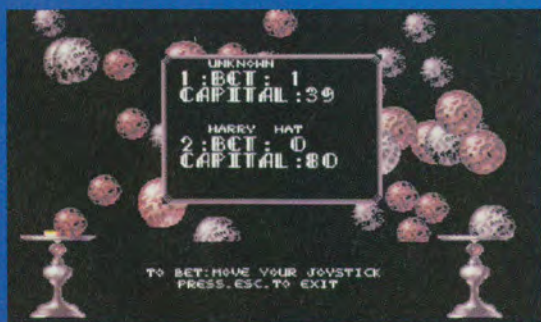
BRAINBLASTER MASTER

Brain Blasters is the brainchild of French game designer, Michel Ancel who, you won't be too surprised to learn, comes from the provinces of belle France. Michel was engrossed in his final exams at higher education when he decided to design different ways of improving his memory

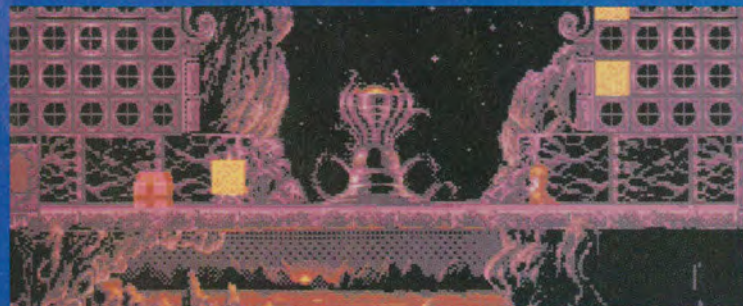
so that he stood a better chance in his exams. We all know the simple parlour game in which a number of objects are placed on a table and concealed by a tablecloth and you have to recall all the objects. Well, Michel used this very basic idea and elaborated on it for Brain Blasters. Michel was studying for his exams, but due to pressure from various game publishers, he's now working full-time on commercial game design. Michel explains: *"I work solo on my games and do all the programming and graphic art as well as the sound effects and music."* Michel is an accomplished musician with the bass, guitar and keyboards and he composes the music for the games. So enjoy a taster of a truly innovative puzzle game.

BLAST YER BRAINS OUT!

Now down to business! There is a betting feature in the demo, but it defaults after three goes - more serious gambling can be enjoyed in the final game.



(Above & below) Mayhem is the best way to describe the two-player battle of wits, as all manner of shapes and objects come up for grabs.

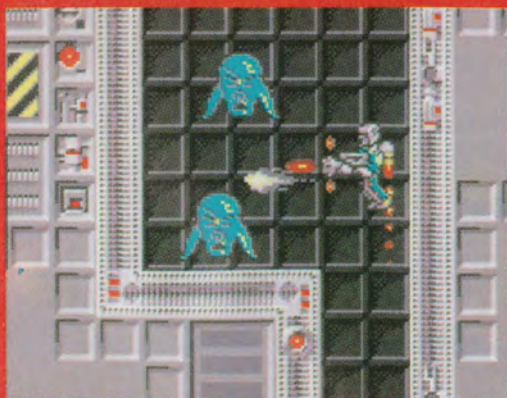


The two player option really brings the game to life as you and a partner rush around trying to collect the bits to the puzzle.





Eagle comic hero, Dan Dare, has remained a cult figure to all closet adventurers for decades. Now, game production machine, Probe Software, have immortalized Dan in pixels. Set to be released on the Virgin Mastertronic, Dan sets out on yet another lone crusade against the evil Mekon. To give you a snippet of this epic adventure, Probe have prepared a one-level demo, exclusively for ST Action. So here's the instructions of the game and a few words from Probe.



Dan takes on the Mekon guards whose great flappy ears enable them to fly with great skill and speed.

DAN DARE III

Dan Dare's non-stop battle against the evil Mekon has kept generation of Eagle comic fans captivated. Now, Dan has become a bit of a cult hero with his own merchandising corporation. But enough of the cut and thrust of commercialism, for as we speak, the Mekon is perpetrating yet another evil crime against humanity. So, set your thudding great heroic chin, grit your teeth and prepare for the fight - or risk being turned into a Treen. To further his evil plans of conquering the Earth, the Mekon had carried out a series of Treenisations experiments. But there was a serious fault in the process which resulted in the experimental subjects being turned into twisted mutations. He needed a human subject and he set his heart on Dan Dare.

An army of Treen Warriors kidnap Dan while he slumbers in his quarters and take him to the Mekon scientific satellite. Strapped to the operating table, Dan did what all the best heroes do in times of mortal peril: think up a plan of escape and wait for the best time to use it. Dan struck as the Mekon scientists had their fat heads turned, and the weedy scholars and doctors were no match for our beefy Doug McClure lookalike. Disposing of the feeble little bodies, Dan runs from the surgery theatre and into the plexus of corridors within the Mekon satellite ship.

Before long, he spies a storeroom where he finds a jet-pack. Strapping the pack on his back, Dan hurtles out of the storeroom like a bat out of hell and, a few minutes later (and several bumps on the head from low door frames and girders) Dan emerges in the massive hangar and spots a vessel which is powerful enough to make the long journey back to Earth. He leaps into the cockpit and turns the ignition only to discover that the damned thing

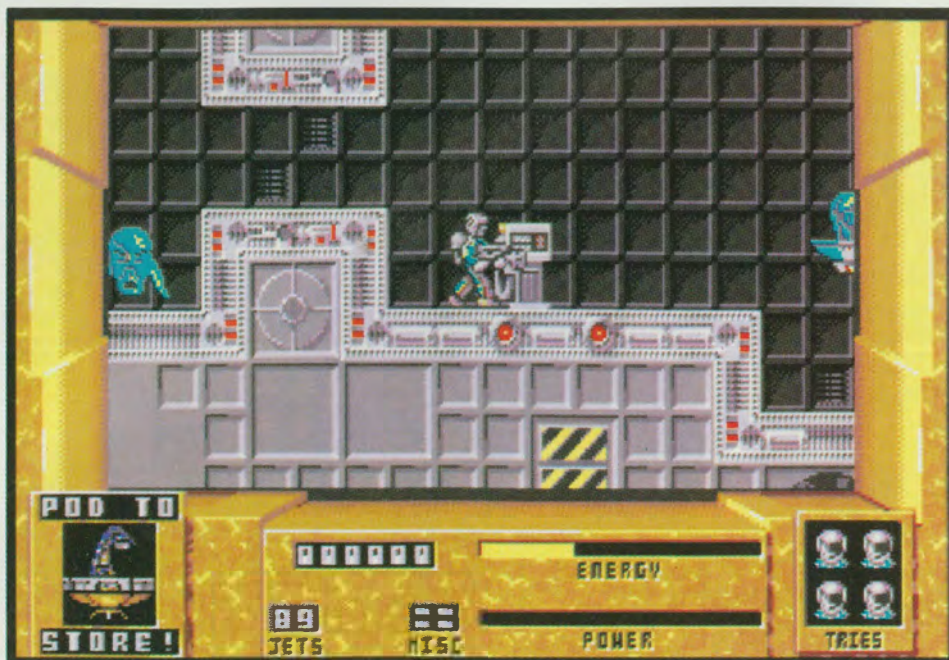
is out of fuel - well it never rains but it pours! He'd found his means of escape and now all he had to do was find sufficient fuel to propel him back home. Dan's destiny is in your hands.

DARING INSTRUCTIONS

This Mekon-riddled demo of Dan Dare, which is just one level taken from the final game, is featured on side one of your rip-roaring ST Action front-cover disk. To load Dan Dare, double click on the folder labelled Side 1, and then locate the file DANDARE.TOS. The demo will load automatically and an option screen appears. After making your selections, Dan appears in the bewildering labyrinth within the Mekon mothership: his next move is up to you. With joystick controls, you control the speed, direction and height of Dan's jet-pack. Wrenching the stick upwards lights the pipe and Dan travels at some speed upwards. Releasing the hold cuts the power and he floats sedately downwards. Of course, moving the joystick left and right steers Dan through the Mekon's labyrinthian space station. Moving through corridors, Dan suddenly spots a computer terminal and, manoeuvring him near the screen, Dan hacks into the system. With this system, you can gain information and extra energy for the jet pack or weaponry.

Speaking of firepower, Dan is equipped with his trusty plasma gun which has three shot strengths which increase depending on how long you press and hold the firebutton at maximum; the gun even has recoil. You can beef up your weaponry and carry several at a time and the one in use is displayed at the top of the screen.

Remember, Dan's objective is to find fuel for the vessel which he must pilot back to Earth. There's ample fuel for the trip to be found around the satellite's five massive chambers - all you've got to do is locate them. These fuel



Dan stops off at a gas pump to collect some fuel for his journey home.

Pods are rather amusingly in the shape of the sort of petrol pumps you'd see at your local Texaco. In the finished version of the game, each of the Mekon station's five chambers are linked by teleport tunnels. The chief Mekon, who appears somewhere in each level, holds the key to the next level and, with continuous fire at his fat head, the Mekon retreats back to regeneration unit to prepare for another battle with Dan later on in the game. The Mekon leaves a pod behind which you can retrieve to use in the getaway vehicle. In this the first level from the final version of the game, use your time seeking and collecting fuel for the escape vessel, eliminate as many Treens and mekons as you can. Make yourself at home, hack into the computer terminal, have fun with the jet-pack and find that fat-headed Mekon and give him a good pasting for me. Remember, don't just be brave... BE DARING!

THE MAKING OF DAN THE MAN

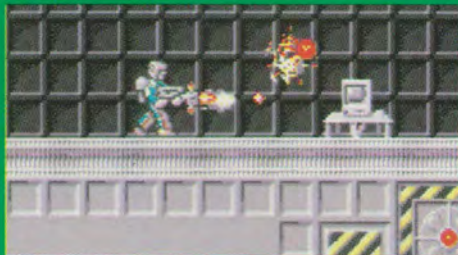
The Probe Software game design machine has turned out some of the best-selling and well-known games ever released. It was over a year since I first interviewed M.D. Fergus McGovern: "There's been a lot of changes this year; we've got more out-of-house programmers and artists than ever working on various projects, and our in-house staff has tripled."

Over the past year, Probe have never been busier, developing games for numerous publishers including U.S. Gold, Ocean and Virgin Mastertronic. McGovern described the Dan Dare project for Virgin Mastertronic: "This isn't the first time Dan's been the subject of a game. Some time ago, there were two Dan Dare games developed on eight-bit, and the popularity of the games and Dan himself provoked Virgin to obtain the licence for this up-dated, sixteen-bit version." The Probe team went to work on designing the storyboard - obviously it would have to be one of Dan's monumental battles against the Mekons. They drew up the specifications and how it would look and play, and entrusted the project to programmer Jim Baguley and graphic artists Steve Bedser and Nick Pratt.

Probe's project manager, Joe Bonar, coordinated the Dare project: "The game was fairly straightforward because it's pure gameplay rather than relying on fancy

TALK OR BLAST?

After decades of fighting and defeating the Mekons, Dan attempts to negotiate with the great fat-headed wonder but to no avail. Sadly he aims his bazooka at the narrow minded one.



Dan blasts his way to a computer terminal, but there's no time to play Space Invaders.



'BLAAM!' Dan's awesome weapon (Fweep) smashes into the Mekon chief. Again and again he keeps up a relentless barrage of fire until the alien admits defeat.



Proving he isn't computer literate, Mr Dare logs onto the system and gains access to the weaponry shop. 'Ooer I see smart bombs have gone up again - of course I blame it all on the Conservatives!'

graphical and sound effects and so for the interpretation of the gameplay, we used our experience with the many arcade-style games we've done. I think jet-pack games are great, take for example Dropzone and Jet Man, and we made the controls the same for example, pushing forward increases altitude etc."

What about the opposition: "Of course, the enemy had to be those tenacious Mekons that Dan has come to blows with on so many occasions. The Treens are the most prolific of the opposition, but as brainwashed victims of Mekon scientific research they are mostly cannon fodder and in each level there's the shoot out with the Mekon leader." What about the plot? "At the beginning of the game we convey the story so far with Eagle comic-style drawings and speech bubbles which set the

scene for the game."

Dan Dare III is pure gameplay rather than a visual stunner, so it was important to produce an omnipresent adversary with tenacity and boundless energy. Programmer, Jim Baguley, continues: "The Treens make up the majority of the enemy force, but they are easily eliminated - they're literally just cannon fodder. The most important thing is to blast the guts out of the big Mekon. As you know, Dan's weaponry has three power ratios and this introduces the problem of conserving power levels, but also ensures that you administer enough damage on an enemy pest to render him harmless. This power reserve problem is also present with the jet-pack." So, Dan is waiting for your guidance in his struggle against the Mekon forces - go on, give the bloke a hand!

THE PROBE TEAM



Pitting Dan against the might of the Mekon empire was down to programmer Jim Baguley who coded the game. Here Jim is swigging a Pepsi out of a Bud can.

Probe boss, Fergus McGovern, reckons the game production machine is busier than ever, working on projects for a variety of top publishers.



Itinerant game producer, Steve Bedser, is working on numerous games at the moment. Dan Dare III is all gameplay and so his experience in arcade-style games was much needed.

SIDE 2



Atari's software label, ARC, is already established as a leading software design machine. But their forthcoming releases are set to dominate the charts in the 1990's. One particularly famous game designer, Jeff Minter, is putting the finishing touches to Photon Storm for the ARC label, and a taster of what can be expected in the final game features on Side 2 of your ST Action disk. Here is a rare interview with Jeff himself, or Yak as he likes to be known, plus those all-important playing instructions and a summary of what to expect in the finished version of the game.



Plunged into the inky blackness of what must be the most violent and dangerous sector of the galaxy, you struggle to come to grips with a whole new way of space travel.

PHOTON STORM

The ARC label pulled off a bit of a coup in acquiring the skills of the cool and laid-back, Jeff Minter. The game is Photon Storm and it's likely to be acclaimed as his best arcade game to date.

Plunged into the limitless realms of space, you share an area of the galaxy where everything is your enemy.

There have been countless confrontations with the odious alien scum, but this 32-level-long battle pits your mere mortal and fallible human speed and strength against the most relentless, merciless, intelligent and downright belligerent breeds of aliens ever to grace a space battle. Mr Minter has made sure that there is no hiding place nor respite from the merciless onslaught that you're subjected to in Photon Storm. You control a small but very powerful, adaptable and manoeuvrable assault vessel, but the craft needs some getting use too, as all control is through the mouse, rather than the somewhat fixed parameters of the good ol' joystick.

Photon Storm takes up the time-honoured challenge of man and machine against the enemy, collectively known as 'those no-good, rotten, slimeball aliens'. You have no friends in this hostile area and the only way out is to dodge, weave and blast.

PLAYING INSTRUCTIONS

This exciting playable demo of Yak's latest space blaster, courtesy of ARC, contains one of thirty-two levels which will feature in the final version of Photon Storm. Only those of you who own double-sided disk drives will be able to load Photon Storm. To load the demo, boot up your ST Action cover disk and, using the mouse, double click on the folder labelled Side 2. Now locate the file marked Photon. PRG. and

double click again, and the game will load.

TO BLAST OR BE BLASTED!

Your vessel is the best in the fleet, with the latest in mouse controls. You'll be used to controlling such vehicles with a joystick and so this could prove difficult at first, but once you've got used to it, you'll enjoy the most adaptable and manoeuvrable control over the craft. Inspired by Atari's early rock-blasting classic, Asteroids, your ship has been fitted with thrust controls which are activated with the mouse buttons.

Moving the mouse controls a direction icon which travels around the vessel, and when you have moved it in the direction you wish the vessel to travel, a tap of the right-hand button lights up the pipes and the ship turns and speeds off. This circling icon also sets the direction of your cannon fire and the left-hand mouse button activates the weaponry. But for extra destructive power, hitting the control key activates a smart-bomb which obliterates everything in view - ideal for getting out of those tight spots. But take care: as you only have a limited supply of smart bombs, and so it's best not to become too reliant on them.

The variform enemy is plentiful and each type of alien has its own idiosyncracies. They're a right bunch of bruisers, including Zappers which enter en mass and fire wildly in four directions at once, and Monolyths that fire continuously with great accuracy. Meanwhile, Horuses are constantly mutating pyramids which unleash torrents of fireballs at you - there's only one way of combatting these swines and that's to eliminate them immediately. Straight out of Asteroids, so-called Rocks home in in a bid to crush the vessel, and all manner of mutated insects, which at first seem insignificant, pack a deadly punch.

But by far the most original alien is the



Veteran game designer, Jeff Minter, pulled out all the stops in Photon Storm - many believe is his best game to date - and not a camel nor a llama in sight.

carrier which can actually carry various aliens in its body. With an explosion it releases a cocktail of enemy nuisances. Also, Mine-layers lay down strings of pulsating space mines while Kamkazes fly erratically towards your vessel. To add insult to injury, Pyroes leap about emitting fire pods which are straight out of Colourspace, made from energy are a constant nightmare - these wispy, light and airy creatures are particularly difficult to destroy.

YAKETY YAK

Jeff Minter is one of the best known characters in the industry. With beard, long hair, a taste for designer sweaters and a generally hippy disposition, he brightens up the dulllest of computer shows. I spoke to Jeff at his Welsh farm and, with sheep bleating in the meadows and llamas baying in the corral, he described how he got into game design: "When I was at design college, I commandeered the lone Commodore Pet machine and set about learning machine code and basic. At first, I just wrote a few simple games for my mates, but it was good grounding for my career."

Jeff left college and went to university, but he soon got kicked out: "As soon as I got out of Uni I bought a ZX80 and killed time by improving my programming abilities. Again, I was writing stuff for friends and it wasn't until I bought myself a Vic 20 that I started to make any money out of it. I remember at one early computer show, this American dude asked me if I would write Defender on rom... hang on the sheep want feeding." Jeff disappears out of the back door, returns and resumes the story. "Yeah, Defender was my first commercial game." the Defender project led to numerous other contacts.

"The games I was churning out on the Vic 20 were pretty straightforward, with the notable exception of Grid Runner, and it wasn't until I bought a Commodore 64 that I started doing the freaky stuff." Jeff incorporated his laid-back, hippy ideals and love for camels, laamas and sheep into the games: "My first C64 game was Attack of the Mutant Camels and then I converted Grid Runner. Then there was Hover Bover which was the first to have in-game tunes, and that was followed by Revenge of the Mutant Camels."

When the ST was launched, Jeff went to the Hannover show with the sole purpose of buying one: "I think the whole set-up cost over a grand. My first ST game was Sheep In Space, but then I moved away from the shoot'em-up scene and worked on Colourspace." Here, Jeff combined his love of music from the likes of the Floyd and with stunning computer-generated visual effects and produced the first music interactive program. The idea was updated in Tripatron, but public demand called on him to produce another shoot'em-up, Andes Attack. Since then, Yak has been working on Photon Storm, which combines the colour and impact of Colourspace with the freedom of mouse control. He described the game: "Shoot'em-ups are good fun, but every other game is an alien blaster and so it's important to introduce a different slant on the theme."

With Photon Storm completed, Jeff is planning Defender II: "I like to base my gameplay on the great Williams arcade games and I'm a real fan of the game designer, Eugene Jarvis, who did the original Defender. So it's gonna be a real thrill to have my name on the same title screen as his." Jeff hopes that you enjoy this exclusive ST Action preview demo of Photon Storm and, remember, those poor little llamas need feeding - so no pirating!

'BLAST OR BE DAMNED!'



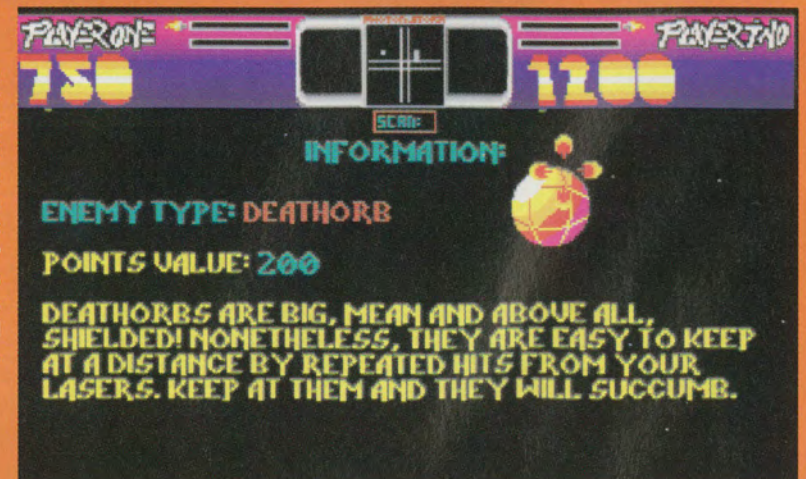
Pessts - yeah that's what they're called and they sure live up to their name by buzzing around and threatening to end your space cadet days.

An all-out attack. This all-too frequent occurrence really gets the blood pumping as various creeds and races of aliens attack your vessel.



What's this? Another alien so and so tries his luck - but now you've got used to those mouse controls, he's no match for man and machine in perfect harmony.

There's a handy alien identification on which lists in great detail their various strengths and frailties.



Special Reserve

Best PRICES, Best GAMES, Best SERVICE

ANNUAL MEMBERSHIP
We only sell to members
£5.00

Now with over 20,000 members. Can you afford not to join?

OR JOIN EUROPE'S BIGGEST ADVENTURE CLUB OFFICIAL SECRETS FOR ADVENTURES AND ROLE PLAYING AND MORE

Including Sim City or Drakkhen
All the benefits of Special Reserve plus:

Confidential. Our 32 page bi-monthly magazine is essential reading for those interested in adventures or role playing games. Written by experts, Confidential has covered everything from How to Host a Murder to Which F16 Flight Simulator? Our agents, led by the Master Spy known as "The Boss Upstairs", seek out the secrets of RPG's, FRP's, MUG's, PBM's, Leisure Suit Larry, The Russians, Elvira..... and more.

Note: You can subscribe to Confidential without joining the clubs for £15.00 (UK). Enter "CONFIDENTIAL SUBSCRIPTION" on the form.

- Bi-monthly *Buyer's Guides*, each with reviews of 40 games and more.
- *Release Schedules*, issued bi-monthly, with advance release information.
- *7-day hotline*, to 8pm weekdays, 10 to 5.30 Saturdays, 11 to 5 Sundays.
- *Fast despatch* of stock items, normally 24 hour. Most lines in stock.
- *Catalogue, Membership Card & Folder* for the Guides.
- Games sent *individually wrapped by first class post*.
- We send *written confirmation of order* (and receipt).
- *Instant refunds* on request, if there is a delay just phone.
- *No commitment, no obligation to buy. (unlike others)*
- *The best games at extraordinary prices. Just look!*

• **Myth.** Written by Magnetic Scrolls, authors of The Pawn, exclusively for members of Official Secrets. Myth is a small adventure set in Ancient Greece. In it you'll meet The Ferryman, cheat Death and face the nine-headed Hydra. Myth includes the famous Magnetic Scrolls parser and graphics and is included in the price of membership. **Crash 91%, CU 90%, Amiga Format 87%, TGM 85%.**

• **Drakkhen or Sim City** (RRP 29.99 each). Of Drakkhen, **Zero said:** "Absolutely brilliant". Of Sim City, **C&VG said:** "Utterly fab"

• **Help-Line.** Manned weekdays until 8pm and Sundays - we can help you solve most adventures and RPG's. We also produce hint books.

Annual Membership includes 6 issues of Confidential, Myth, Drakkhen or Sim City, Help-Line and membership of Special Reserve.



O.S. Annual Membership worth around £70 all for just **£27.99**

Atari ST Software Check out Xenon 2. It's a Megablast at £6.99.

ANARCHY	14.99	FULL METAL PLANETE	15.49	MINI OFFICE PROFESSIONAL	12.99	TIMES OF LORE	14.99
BACKGAMMON PRO	12.99	FUN SCHOOL 2 (2-6)	12.49	PRESENTATION GRAPHICS	17.49	TIMEWORKS DESK TOP	
BALANCE OF POWER 1990	15.49	FUN SCHOOL 2 (8-)	12.49	MINI OFFICE SPREADSHEET	17.49	PUBLISHER	74.99
BARDS TALE 1	7.99	FUN SCHOOL 2 (8-)	12.49	NEW ZEALAND STORY	12.99	TIMON ON THE MOON	12.99
BATMAN THE MOVIE	15.99	FUTURE WARS	16.49	NINJA SPIRIT	15.99	TOWER OF BABEL	16.49
BATTLE OF BRITAIN	19.99	GAUNTLET 2	7.99	NINJA WARRIORS	12.99	TRIAD VOL2	
BATTLECHESS	16.49	GHOULS 'N' GHOSTS	13.49	OPERATION THUNDERBOLT	12.99	(MENACE, BAAL, TETRIS)	14.99
BATTLEHAWKS 1942	16.49	GO PLAYER PROFESSIONAL		PAPERBOY	12.99	TRIAD VOL3	
BATTLETECH (INFOCOM)	16.49	(ORIENTAL CHESS)	18.49	PERSONAL NIGHTMARE	18.99	(SPEEDBALL, BLOOD MONEY, ROCKET RANGER)	19.49
BEACH VOLLEY	12.99	GRAVITY	16.49	PIRMANIA	15.49	ULTIMA 4	15.49
BLADE WARRIOR	15.99	GREG NORMAN'S ULTIMATE GOLF	16.99	PIRATES	15.99	ULTIMA 5	17.99
BLOOD MONEY	14.99	GRIDIRON (U.S FOOTBALL)	15.49	PLAYER MANAGER	12.49	UMS CIVIL WAR DISK	9.49
BLOODWYCH	15.49	GUNSHIP	15.49	POLICE QUEST 1 (SIERRA)	15.99	UMS VIETNAM DISK	9.49
BLOODWYCH DATA DISK	9.99	HAMMERFIST	15.99	POLICE QUEST 2 (SIERRA)	16.49	UNTOUCHABLES	12.99
BOMBER MISSION DISK	18.49	HARD DRIVEN	12.99	POPULOUS	16.49	WAR IN MIDDLE EARTH	15.49
BOMBERS TALES	13.49	HERO'S QUEST	21.99	POPULOUS PROMISED LANDS	7.99	WARHEAD	15.99
BRIDGE PLAYER 2160 GALACTICA	18.49	HEWSON PREMIER VOL1	13.49	POP TENNIS TOUR	16.49	WAYNE GRETZKY HOCKEY	15.99
CABAL	12.99	HITS FKFR (SSI)	17.49	PROTEXT WP	47.99	WILD STREETS	15.99
CARTOON CAPERS	12.49	HILL SHERKERS GUIDE	24.99	RAINBOW ISLAND	15.99	WINDWALKER	17.49
CASTLE MASTER	15.99	HONDA RVF 750	15.49	RAMROD	16.99	(WITNESS (INFOCOM)	12.99
CHAMBERS OF SHAOLIN	12.49	HOUD OF SHADOW	16.99	RED STORM RISING	16.49	WORLD BOXING MANAGER	12.99
CHAOS STRIKES BACK	15.99	HOYLES BOOK OF GAMES	16.49	RISK	12.99	WORLD CUP SOCCER - ITALIA90	12.99
CHASE HQ	12.49	IMPERIUM	16.49	ROBOCOP	12.99	X-OUT	13.49
CHESS CHAMPION 2175	18.49	INDIANA JONES ACTION	13.49	ROBOSHADOW (LEVEL 9)	12.49	XENOMORPH	15.49
CHRONOQUEST 2	17.49	INDIANA JONES ADVENTURE	16.99	SCRAMBLE DE LUXE	12.99	ZOMBIE	12.99
COLLUSUS CHESS X	15.49	INFESTATION	14.99	SHADOW OF THE BEAST	19.99	ZORK TRILOGY (INFOCOM)	29.99
COLORADO	15.99	INFIDEL (INFOCOM)	17.99	SHERMAN M4	13.49		
CONQUEROR	15.99	IRON SPIR	15.99	SHOT 'EM UP CONSTR KIT	18.49		
CONTINENTAL CIRCUS	12.99	IVANHOE	13.49	SIM CITY	16.99		
CRACK DOWN	12.99	JACK NICKLAUS GOLF	16.49	SPACE ACE	27.49		
CYBERBALL	12.99	KICK OFF	12.49	SPACE HARRIER 2	10.99		
DAMOCLUS	15.49	KICK OFF 2	12.49	SPACE QUEST 1 (SIERRA)	16.49		
DEADLINE (INFOCOM)	16.49	KICK OFF EXPANSION DISK	7.49	SPACE QUEST 2 (SIERRA)	16.49		
DEJA VU 2	12.49	KING OF OYSTERS	14.49	SPACE QUEST 3 (SIERRA)	19.49		
DEMONS TOMB	15.99	KINGS QUEST 1, 2 & 3 (SIERRA)	22.49	STARCROSS (INFOCOM)	16.49		
DOUBLE DRAGON 2	13.49	KINGS QUEST 4 (SIERRA)	21.49	STARFLIGHT	16.99		
DRAGON NINJA	12.99	KLAX	12.99	STEVE DAVIS SNOOKER	12.49		
DRAGON'S LAIR	28.49	KNIGHTFORCE	13.99	STOS (GAMES CREATOR)	17.49		
DRAGONS BREATH	18.99	KRISTAL	17.49	STOS COMPILER	12.49		
DUNGEON MASTER	15.49	LASER SOULAD	22.49	STOS GAMES GALORE	12.49		
DUNGEON MASTER EDITOR	7.49	LEADERBOARD BIRDIE	13.49	STOS MAESTRO	14.99		
DYNAMIC DEBUGGER	16.49	LEISURE SUIT LARRY 1 (SIERRA)	18.99	STOS MAESTRO + HARDWARE	47.49		
ELVIRA - MISTRESS OF THE DARK	19.49	LEISURE SUIT LARRY 3 (SIERRA)	24.49	STOS MUSICIAN	12.49		
F16 COMBAT PILOT	15.99	LIGHT FORCE (R-TYPE)		STOS SPRITES 600	9.99		
F16 FALCON	15.49	VOYAGER BIO-CHALLENGE (K+)	15.99	STOS VIDI DIGITISER	51.49		
F29 RETALIATOR	15.99	LIVERPOOL	12.99	STRYX	12.49		
FERRARI FORMULA 1	16.49	MAGNUM 4 (COMPILATION)	18.99	STUNT CAR RACER	15.99		
FINAL BATTLE	15.99	MANCHESTER UNITED	12.99	SUPER CARS	13.49		
FIRST WORD PLUS	58.99	MANIC MANSION	16.99	SUPER WONDERBOY	12.99		
FLAIR PAINT 2	22.49	MAVIS BEACON TEACHES TYPING	17.99	TEAM WANKER	12.99		
FLIGHT SIM 2 WEST EUROPE		MELODY	18.49	THE LOST PATROL	17.99		
SCENERY DISK	13.99	MIND FOREVER VOYAGING	39.99	THEME PARK MYSTERY	15.99		
FLIGHT SIMULATOR 2	25.49	MINI OFFICE PROFESSIONAL		THIRD COURIER	15.99		
FOOTBALL DIRECTOR 2	12.99	COMMUNICATIONS	17.49				

ATARI LYNX



(In stock at time of publication)
Atari Lynx colour handheld games system with mains powerpack and California Games cartridge.
Blue Lightning 21.99 Chips Challenge 21.99
Electro Cop 21.99 Gates of Zendecon 21.99

£154.99

Sony 3.5" ds/dd disk 69p each

SALES LINES 0279 600204. PLEASE NOTE THAT THERE IS A SURCHARGE OF 50P PER GAME FOR ORDERS PLACED BY TELEPHONE.

Name & Address	
Post Code	
Tel.	
Computer	
*5.25"/3.5"	
*3.0"/TAPE	

Special Reserve or Official Secrets P.O. Box 847, Harlow, CM21 9PH

Existing members please enter your Membership No. _____

Special Reserve £5 UK, £6 EEC, £7 World or Official Secrets £27.99 UK, £32 EEC, £36 World

with Drakkhen or with Sim City STACT and Myth and Myth

PLEASE ENTER MEMBERSHIP FEE	£
Item	£
Item	£
Item	£
Software Prices include UK or EEC Postage. World orders please add £1.00 per item. For blank disks add 10% EEC or 25% World. Overseas orders must be paid by credit card.	£
Credit card expiry date	
*CHEQUE/*POSTAL ORDER/*ACCESS/*VISA	

Atari ST Specials

AFTERBURNER	9.49	GUILD OF THIEVES (M/SCROLLS)	9.99	RUNNING MAN	6.49
ARCHIPELAGOS	6.99	HIT DISKS VOLUME 2 (LEATHERNECKS, MAJOR MOTION, TIME BANDIT, TANGLEWOOD)	8.49	SDI (ACTIVISION)	7.99
AUSTERLITZ (BATTLE OF)	11.99	HOLLYWOOD HIJINX (INFOCOM)	9.99	SEATALKER (INFOCOM)	9.99
BAAL	5.99	HOSTAGES	7.49	SHADOWGATE	5.99
BALANCE OF POWER	7.49	INGRID'S BACK (LEVEL 9)	7.99	SILICON DREAMS (LEVEL 9)	5.99
BALLISTIC	6.99	INTERNATIONAL KARATE + JEWELS OF DARKNESS (LEVEL 9)	6.99	SKYCHASE	5.99
BALLHYOO (INFOCOM)	7.99	JINXTER (MISCROLLS)	9.99	SORCERER (INFOCOM)	9.99
BATMAN CAPED CRUSADER	7.99	KNIGHT ORC (LEVEL 9)	7.99	SPEEDBALL	7.49
BEYOND ZORK (INFOCOM)	9.99	KULT	7.99	SPELLBREAKER (INFOCOM)	9.99
BLACK CLADDON	7.99	LANCELOT (LEVEL 9)	9.49	STAR RAY	6.49
BUGGY BOY	8.99	LEATHER GODDESSES	17.99	STARGLIDER	6.99
CARRIER COMMAND	6.99	LEGEND OF THE SWORD	5.99	STATIONFALL (INFOCOM)	9.99
CHAMP (USA) FOOTBALL	4.99	LEISURE SUIT LARRY 2 (SIERRA)	11.99	SUPER HANG ON	8.49
CHRONO QUEST	9.49	LOMBARD RAC RALLY	10.99	TEENAGE QUEEN (STRIP POKER)	8.49
CONFLICT EUROPE	6.49	LURKING HORROR (INFOCOM)	9.99	TETRIS	6.99
CORRUPTION (M/SCROLLS)	9.99	MENACE	6.99	THUNDERBIRDS	5.99
DEFENDER OF THE CROWN	8.49	MICKY MOUSE	5.99	TIME & MAGIK (LEVEL 9)	6.49
DEJA VU	5.99	MILLENIUM 2.2	6.99	TIME BANDIT	5.49
DRAKKHEN	13.99	NIGEL MANSSELL'S GRAND PRIX	5.99	TRACKER	5.49
EDDIE EDWARDS SUPER SKI	4.99	NORTH AND SOUTH	10.49	TRINITY (INFOCOM)	9.99
ELIMINATOR	4.49	OIDS	6.99	TRIVIAL PURSUIT	8.49
ELITE	9.99	P47 THUNDERBOLT	11.49	TURBO CUP (WITH CAR)	6.49
EXOLON	3.99	PACLAND	5.99	TV SPORTS FOOTBALL (U.S.A)	10.99
EYE OF HORUS	6.99	PACMANIA	5.99	UMS - UNIVERSAL MILITARY SIM	7.49
F16 FALCON MISSION DISK	7.99	PAINTWORKS	7.49	UNINVITED	5.99
FISH! (M/SCROLLS)	9.99	PANDORA	3.99	VOYAGER	5.99
FOOTBALL MANAGER 2 + EXPANSION	10.99	PASSING SHOT (TENNIS)	8.99	WATERLOO	10.49
GATO (SUBMARINE SIM)	7.49	PAWN (M/SCROLLS)	9.99	WHIRLIGIG	3.49
GEMINI WING	8.99	PURPLE SATURN DAY	7.49	WICKED	6.99
GNOME RANGER (LEVEL 9)	6.99	R-TYPE	7.49	WISHBRINGER (INFOCOM)	9.99
GOLD RUSH! (SIERRA)	7.99	ROCKET RANGER	5.99	XENON II, MEGABLAST	6.99
				ZORK 1 (INFOCOM)	9.99
				ZORK 2 (INFOCOM)	9.99

CARRIER COMMAND ...6.99 ROCKET RANGER5.99 XENON II6.99

INNEVITABLY, SOME OF THE ABOVE GAMES MAY NOT YET BE RELEASED. ALL GAMES ARE DESPATCHED AS SOON AS POSSIBLE. Special Reserve and Official Secrets are trading names of Inter-Mediate Ltd. Reg. Office 2 South Block, The Maltings, Sawbridgeworth, Herts CM21 9PG. Registered in England Number 2054713. VAT reg. no. 424 8532 51

520ST-FM SUPER PACK



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

£399

INCLUDING VAT

With SM124 mono monitor: £498 INC VAT

With SC1224 colour monitor: £698 INC VAT

1Mb DISK DRIVE £450 OF SOFTWARE

ARCADE GAMES

Arkanoïd II	Imagine	£19.95
Beyond The Ice Palace	Elite	£19.95
Black Lamp	Firebird	£19.95
Buggy Boy	Elite	£19.95
Chopper X	Mastertronic	£9.99
Ikari Warriors	Elite	£14.95
Marble Madness	Electronic Arts	£24.95
Quadralen	Logotron	£19.95
Ranarama	Hewson Consultants	£19.95
Return To Genesis	Firebird	£19.95
Roadwars	Melbourne House	£19.95
Starquake	Mandarin	£19.95
Test Drive	Electronic Arts	£24.95
Thrust	Firebird	£9.95
Thundercats	Elite	£19.95
Wizball	Ocean	£19.95
Xenon	Melbourne House	£19.95
Zynaps	Hewson Consultants	£19.99

SPORTS SIMULATIONS

Eddie Edwards Super Ski	Elite	£19.95
Seconds Out	Tynesoft	£19.95
Summer Olympiad '88	Tynesoft	£19.95

PRODUCTIVITY SOFTWARE

Organiser	Triangle Publishing	£49.95
-----------	---------------------	--------

JOYSTICK

Atari CX40 Joystick	Atari Corp	£4.99
---------------------	------------	-------

FREE ATARI BUNDLE VALUE: £458.97



ST COMPUTERS

The range of Atari ST computers offers something for everyone. From the games enthusiast who wants the challenge of the very best in arcade action, to the businessman who wants to make financial forecasts or faultless presentations. The ST offers high quality graphics, sound and speed for the gamer, whilst providing a fast, user friendly and affordable solution to business. The ST is now firmly established in the home environment and boasts a wealth of users in education, local government, television, and a variety of different businesses. Software for the range stretches to cover applications as diverse as ENTERTAINMENT, ACCOUNTS, ART, COMMUNICATIONS, COMPUTER AIDED DESIGN, DATABASES, DESKTOP PUBLISHING, EDUCATION, MUSIC, PROGRAMMING, SPREADSHEETS, WORD PROCESSING and more. For a full list of the software available, as well as details of the ST range, complete and return the coupon below.

All prices correct at the time of going to press. £4.0E

520ST-FM EXPLORER PACK WITH BUILT-IN 1Mb DISK DRIVE



The value for money offered by the Atari ST range is reflected in the Explorer Pack featuring the 520ST-FM computer with 512K RAM. The 520ST-FM computer now comes with a built-in 1 Mb double sided disk drive as well as a free mouse controller and a built-in TV modulator. The new 520ST-FM Explorer Pack includes the 520ST-FM computer, the arcade game Ranarama, a tutorial program and some useful desktop accessories. In addition, if you buy the Explorer Pack from Silica, we will give you the Silica ST Starter Kit worth over £200, FREE OF CHARGE. Return the coupon for details of our Starter Kit and of the full ST range.

£260

+ VAT = £299

FREE! LITERATURE RETURN COUPON NOW!

+ SM124 mono monitor: £398 INC VAT

+ SC1224 colour monitor: £598 INC VAT

1040ST-FM PROFESSIONAL PACK

NOW WITH TV MODULATOR

For the serious home user and the small business, we are pleased to announce a new package based around the 1040ST-FM. The 1040ST-FM has 1Mbyte RAM and a 1Mbyte built-in disk drive. In addition, the 1040ST-FM now comes with a TV modulator built-in. (The previously available 1040ST-F was designed for use with a monitor only and did not come with a modulator.) This modulator allows the 1040ST-F to be plugged directly into any domestic TV set, and comes complete with a lead to allow you to do so. The new 'Professional Pack' from Silica includes the new 1040ST-FM with modulator plus four high quality software packages including a spreadsheet, database, word processor and programming language. This 'Professional Pack' software will enable you to get straight down to business with your new computer. In addition to this software (worth £384.84), if you buy the Professional Pack from Silica Shop, you will also receive the Silica ST Starter Kit (worth over £200), Free Of Charge. Return the coupon for further information.



£499

INCLUDING VAT

With SM124 mono monitor: £598 INC VAT

With SC1224 colour monitor: £798 INC VAT

ATARI 1040ST-FM	(Computer)	£499.99
VIP PROFESSIONAL	(Spreadsheet)	£149.95
MICROSOFT WRITE	(Word Processor)	£149.95
SUPERBASE PERSONAL	(Database)	£59.95
BASIC DISK & MANUAL	(Language)	£24.98

NORMAL RRP: £884.82

LESS DISCOUNT: -£385.82

PROFESSIONAL PACK PRICE: £499.00

2Mb & 4Mb MEGA ST

The MEGA ST computers are styled as a lightweight keyboard with a separate CPU, connected by a coiled telephone style cable. There are two versions of the MEGA ST, one with 2Mbytes of RAM and the other with 4Mbytes. Each version has a 1Mbyte double sided disk drive built-in to the CPU unit. The MEGA STs do not come with modulator built-in and must therefore be used with a monitor. With every MEGA ST purchased, we will add the 'Professional Pack' software (worth £384.83) detailed above, plus the Silica ST Starter Kit (worth over £200) both Free Of Charge. Return the coupon for further details.



2Mb MEGA ST
£899 INC VAT
+ mono monitor = £998
+ colour monitor = £1198

4Mb MEGA ST
£1199 INC VAT
+ mono monitor = £1298
+ colour monitor = £1498

DTP PageStream £149 +VAT = £171.35

Desktop Publishing (DTP) is one of the fastest growing applications for personal computers. We are pleased to announce a powerful low cost package for the Atari ST called PageStream. PageStream costs only £149 (+VAT=£171.35) and, because it works with an Atari 1040ST and a Seikosha SP-180AI printer, you can be up and running with a complete system for less than £1000. Some of the features of PageStream are listed to the right. If you would like further information on this program, complete and return the coupon below, ticking the 'DTP' box in the corner.

- * TEXT-FLOW AROUND GRAPHICS
- * ROTATION OF TEXT & GRAPHICS
- * SLANT OR TWIST ANY OBJECT
- * POSTSCRIPT COMPATIBLE
- * TAG FUNCTION
- * AUTO/MANUAL KERNING & HYPHENATION
- * GROUPING OF OBJECTS

WHY SILICA SHOP?

Before you decide when to buy your new Atari ST computer, we suggest you consider very carefully WHERE you buy it. There are MANY companies who can offer you a computer, a few peripherals and the top ten selling titles. There are FEWER companies who can offer a wide range of products for your computer and expert advice and help when you need it. There is ONLY ONE company who can provide the largest range of Atari ST related products in the UK, a full time Atari ST specialist technical helpline and in-depth after sales support, including free newsletters and brochures delivered to your door for as long as you require after you purchase your computer. That one company is Silica Shop. We have been established in the home computer field for ten years with an annual turnover in excess of £8 million and can now claim to meet our customers requirements with an accuracy and understanding which is second to none. But don't just take our word for it. Complete and return the coupon below for our latest literature and begin to experience the Silica Shop specialist Atari service.

SILICA STARTER KIT: Worth over £200, FREE with every Atari ST computer bought from Silica.
PROFESSIONAL PACK: Free business software with 1040ST-FM and MEGA ST's bought from Silica.
DEDICATED SERVICING: 7 full-time Atari trained staff with years of experience on Atari servicing.
THE FULL STOCK RANGE: All of your Atari requirements from one place.
AFTER SALES SUPPORT: The staff at Silica are dedicated to help you get the best from your ST.
FREE CATALOGUES: Mailed direct to your home as soon as we print them, featuring offers as well as all of the new releases.
FREE OVERNIGHT DELIVERY: On all hardware orders shipped within the UK mainland.
PRICE MATCH PROMISE: We will match competitors on a 'same product same price' basis.
FREE TECHNICAL HELPLINE: Full time team of Atari technical experts always at your service.

FREE SILICA STARTER KIT WORTH OVER £200

WITH EVERY ST - RETURN COUPON FOR DETAILS
ALL PRICES QUOTED INCLUDE FREE UK DELIVERY

DO YOU OWN AN ATARI ST?

If you already own an Atari ST computer and would like to be registered on our mailing list as an ST user, let us know. We will be pleased to send you copies of our price lists and newsletters FREE OF CHARGE as they become available. Complete the coupon and return it to our Sidcup branch and begin experiencing a specialist ST service that is second to none.

SILICA SHOP:

SIDCUP (& Mail Order) 01-309 1111
1-4 The Mews, Hatherley Road, Sidcup, Kent, DA14 4DX
OPEN: MON-SAT 9am - 5:30pm LATE NIGHT: FRIDAY 9am - 7pm

LONDON 01-580 4000
52 Tottenham Court Road, London, W1P 0BA
OPEN: MON-SAT 9.30am - 6.00pm LATE NIGHT: NONE

LONDON 01-629 1234 ext 3914
Selfridges (1st floor), Oxford Street, London, W1A 1AB
OPEN: MON-SAT 9am - 6.00pm LATE NIGHT: THURSDAY 9am - 8pm

To: Silica Shop Ltd, Dept 23-STACT-0690, 1-4 The Mews, Hatherley Rd, Sidcup, Kent DA14 4DX
PLEASE SEND FREE LITERATURE ON THE ATARI ST

Mr/Mrs/Ms: _____ Initials: _____ Surname: _____

Address: _____

Postcode: _____

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

DTP

Who is this man? Working quietly in Faster Than Light's Californian offices, Andy Jaros, the creator of the Dungeon Master monsters, found some time to talk to Mitch.



BEHIND THE MASK - CHAOS REVEALED

“Okay Dungeoneers, here’s yet another scoop from your favourite ST Mag. From the backroom of the FTL Company, Mitch has managed to find Andy Jaros - The Man Behind The Monsters!”

Andy Jaros is the artist that created the legions of monsters who roam the depths of **Dungeon Master** and **Chaos Strikes Back**. Using the crystal ball in the ST Dungeon, our own resident Dungeon Crew leader called up to chat with Andy Jaros, the hitherto unsung hero of the ‘Faster Than Light Company’ who was responsible for the scary creatures that have been plaguing our dreams for so long.

STA: Greetings from the ST ACTION readers, Andy. I’m sure I speak for all of our readers when I say how much we appreciate the great games and the beautiful artwork



Many monster were formed due peoples fears - spiders were a natural choice.

which you have helped bring to our screens. Firstly, tell us a little about your background, where you trained in art and how you got into computing.

A.J.: “Well Mitch, I’m 31 years old and in 1981 I graduated from the University of California at Irvine with a Bachelor of Science degree in Chemistry. I had been working as a Quality Control Chemist for the 3M Company almost two years at the time. However, the prospect of a lifetime titrating carcinogenic chemicals for a salary that crept upward only once a year was not my idea of a real career.

At that point I had just seen the game *Ultima* for the Apple II. My friend, Doug Bell, and I were intrigued. We were aware that the creators of some of the early Apple games were doing well financially. Doug and I felt that we could improve on the concept so we interested some investors and started a company. I quit my job at 3M and went full time into the project. I learned assembly language and Pascal from scratch to help with the

program. However, Doug was the true talent behind programming, so I became the graphics man for the project. My art, too, was essentially self-taught, though I had been drawing for some time before attempting computer art. I have admired and studied the works of many classic fantasy

artists. My favourites include Escher, Frazetta, Boris, Dean, Mead, Corben, Woodroffe, the Hildebrants, Rowena, Segrelles and Rodney Mathews to name a few.

After four years of trying to keep working on the project, with the money always running out, we sent six letters out to some software companies in the Los Angeles and San Diego areas. One of them got us in touch with Wayne Holder at FTL Games. The rest, as they say, is history.”

STA: There are lots of great art packages available to computer artists, which did you use to create the monsters of the Dungeon?

A.J.: “As you know, the original version of *Dungeon Master* was programmed on the Atari St. There were several paint programs available for it at the time, but I settled on *N-Vision* (later *Paintworks* by Activision) because it had the ability to give screen co-ordinates. It also had a very handy tool that could change one colour to another (or swap them) in a user-defined area. This was useful for finding the most aesthetic colour combinations in the dungeon, menus and inventory screens.”

STA: You must have had great fun designing the monsters, where did you get the inspiration for them?

A.J.: “I believe it is an effective boost to the player’s enjoyment if they can react to a monster correctly as soon as they see it. A recognizable monster gives the player information about its strengths



Andy can’t remember how these tree-like creature came about. He reckons they are designed to ease new players into the game. More experienced dungeoneers just find them annoying.

Dragonflight

The Ultimate Role Playing Game



ATARI ST



ATARI ST



Grandslam and Thalion bring you **DRAGONFLIGHT**, a traditional and absorbing role playing game

You lead a party of four that has to find lost magic and dragons that have fled to a world where only chaos rules

Dragonflight has real game depth, atmospheric sound throughout and stunning graphics. It also includes:

- 10 dungeons with up to 14 levels
- Enormous detailed fantasy world map
- Movie-like animated sequences

Full fantasy fiction novella beautifully illustrated. Plus many more excellent features.

Dragonflight is the result of "10 man years" in technical development with an emphasis on quality.

© 1990 Thalion Software GmbH/Grandslam Entertainments Ltd
56 Leslie Park Road, Croydon, Surrey CR0 6TP

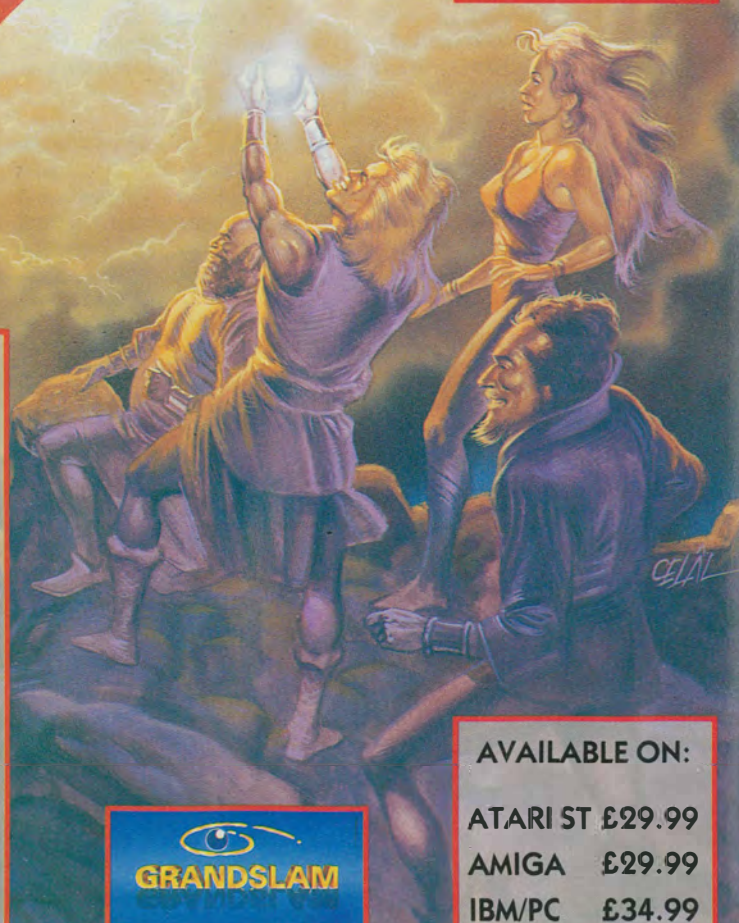


AVAILABLE ON:

ATARI ST £29.99

AMIGA £29.99

IBM/PC £34.99



Once again, mummies are supposed to be easy-meat. However, when faced by an army of them most adventures find the going pretty tough



and weaknesses and may help them develop a strategy to deal with it. About half of the monsters in D.M. are clearly derived. The other half of the creatures are my creation (of course, one must keep those players guessing too). They are concoctions drawn from many, many sources especially real animals. I have a tendency to stick with animal-type monsters since the reality level can be kept very high. As I improve in realistic rendering I will hopefully gain confidence to attempt more esoteric or stylistic approaches."

STA: I loved the little monk. He shocked the hell out of me the first time I met him by suddenly chucking a whopping great fireball which singed every hair on my head. What's your favourite monster and why?

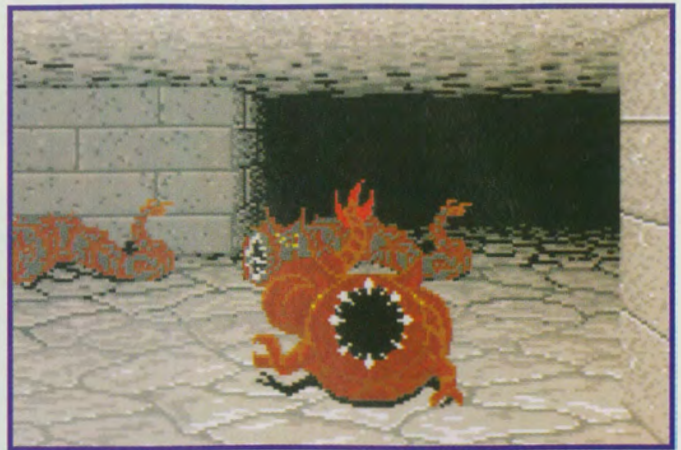
A.J.: "I was planning on liking the dragon the best, but owing to space considerations, I was unable to fully embellish him. I felt he ended up rather plain. My favourite monsters from the animation point of view are probably the animated armours. They flow well during the attack sequences and the attacks are always changing. They also produce a very satisfying pile of junk when finally defeated. I

like the size and detail in the scorpions, the ability and speed of the couatis (flying snakes) and especially the surprise factor of the gigglers.

The only monster that really fades for me is the Ruster and that is simply because we were unable to include code to make it rust weapons and armour like it was supposed to. I can just imagine that initial encounter with a fully coded Ruster. At first the player scoffs as the unimposing creature ambles up. But amusement turns to anger when their best armour appears to be stolen with its attack (Gigglers were all over the level above). Then, when their best weapons evaporate during the counter attack, there is shock and panicked thoughts of how long it has been since they last saved the game. Finally, there are tears when they realise they haven't saved all evening. I believe it is a mark of an exceptional game that it is so easy to forget to save. Now, I'm not an evil guy, and I get no pleasure out of making people cry, but if *Dungeon Master* teaches anything, is the value of frequent saves."

STA: Now I know that some professionals who work with leisure software all day see it as a job rather than a fun thing to do. Do you play computer

The purple worms proved to be one of the more fearsome creatures in the first dungeon. Few changes were needed to bring them to life in Chaos' new domain.



It is The frail Grey Lord for whom you must destroy the evil Lord Chaos. Succeed and you'll meet you're mentor. Fail and the world will be destroyed!

games, and if so what's your favourite?

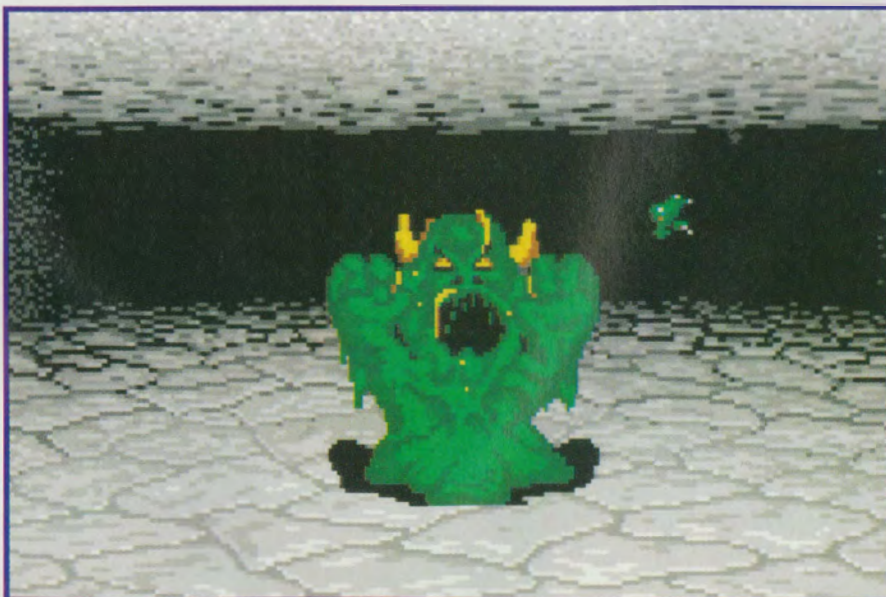
A.J.: "Of course, or I would definitely be in the wrong business. Well I have no particular favourite. I enjoy many types of games and no game has been the best in every category (yet). *Space Wars* sold me on video games. *Space Invaders* sold me on the Apple II. But I was spending all my money on *Galaxians* until *Defender* taught me what really white-knuckle arcade action could be. These days the arcade apex for me is *OIDS*, no plug intended. (*OIDS* is an *FTL* arcade game - ED.)

Simulators are fascinating to me and they are just

starting to become complete enough so that I can really fall into them. I have especially enjoyed *Silent Service*, *Gunship*, *Starglider*, *Falcon*, *Carrier Command* and recently *688 Attack Sub*. I can't wait to get my hands on a good M1 tank simulation.

My original impetus for actually entering the computer fray was completing *Ultima* and wanting more. *Wizardry* was soon to follow, and absorbed many hours that we should have spent working on our first program, *Crystal Dragon*. Since about 1983, though, I have been so busy with *Crystal Dragon*, *Sundog*, *Dungeon Master* and *Chaos Strikes Back* that I have only carved out enough time to complete *Faery Tale Adventure* (plug follows). I will say, however, that even after knowing every detail of *Dungeon Master* and *Chaos Strikes Back*, and playtesting both for months on end, they still manage to remain interesting and challenging, and are definitely among my

Deep within the bowels of Chaos' new labyrinth hide these rather handsome Slime Devils. The idea for them was to create a monster who would throw lumps of toxic waste and make dungeoneers suffer - slowly!



Like the Slime Devils, these handsome fellows give a nasty bite.

favourites.

However my main interest in games is in wargames. I started with Avalon Hill and SPI board games long before I could say 'computer'. I have many games by SSI and SSG. The ones I keep coming back to are: **Germany 1985**, **The Ancient Art of War**, **Breach**, and **Empire**. A few unusual games that have caught my eye are **Populous** and **Sim City**. Though not classic style wargames, they still seem to fit best in this category. I happen to have a unique wargame up my sleeve and I would like very much to see it done as a computer game.

The bottom line is time. There doesn't seem to be enough of it to experience all of the good games that are out. However, you can be sure that I will keep trying."

STA: Okay, we know you are a dab hand at computer art, what other kinds of art media are you interested in?

A.J.: "Most art I do these days, consists of projects I can keep to one or two evenings. Most of the time I use pencil, but coloured pencil and felt-tip pen are an easy way to play with colour. I own an airbrush and have worked with acrylics, but I have been reluctant, or unable, to devote the time required to completing a project that would meet my standards.

I have become handy with a camera and can produce passable pictures most of the time. This coupled with a studio light set to give me the ability to pose and photograph models for those tough lighting situations."

"I am working on two Heavy Metal-style stories that rest at opposite ends of the reality spectrum. These need a

As if defeating Chaos wasn't hard enough, Andy created these demonic bodyguards. These fish-like creatures proved the bane of many player's life and kept the outcome of the game in the balance. Chaos himself, seen in the background here, seems to have a number of similarities to Darth Vader of Star Wars fame - is this purely coincidental?



Everybody's, including Andy's, favourite has to be the huge dragon. Jaros would have liked to have given the beast extra features, such as wings. However, due to memory and palette restrictions the final monster was less ambitious.

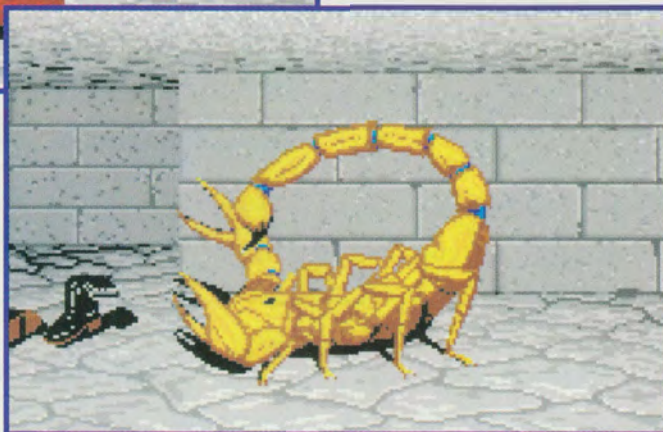
Scorpions prove a fearsome foe. With their armour plating and venomous sting, these creatures take a lot of beating, but the feeling you get when you finally kill one off is just great.

lot more work and are really only in the planning stages. I have made a New Year resolution to at least complete the storyline this year."

"I would love to take Jeff Mintner's TRIP-A-TRON to the limit (another part of my New Year's resolutions)." (Do you hear that YAK? You've got a fan - Mitch)

STA: What is your next project? On what computer will you be doing this work and what software will you use?

A.J.: "I don't know. I know



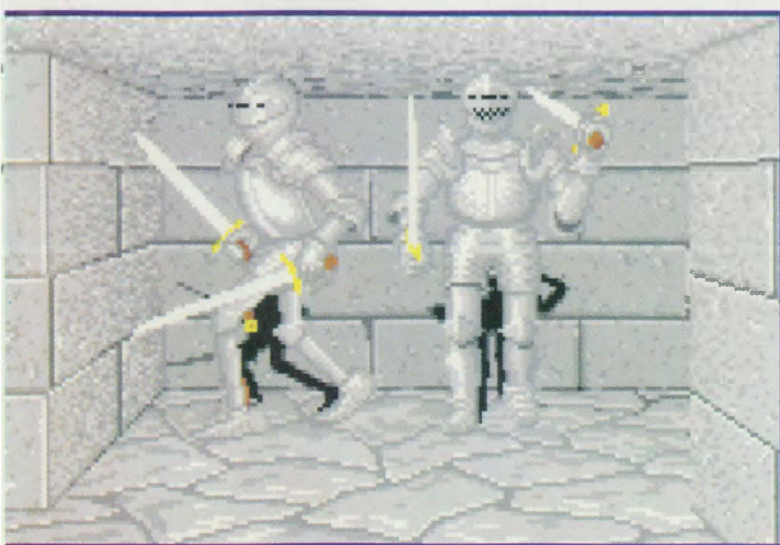
you may think this is a cop-out, but right now (after Chaos) it is the truth. There is some work to do involving conversions and language translations first, but we have plenty of ideas that have been stewing around here and I can assure you that great things lie ahead."

in boxes in the closet, but it will be coming out very soon I think. I have a ton of software for it, but I have been spoiled by the Mac too long to do anything but play games on the Apple II+. I borrow an Atari ST or Mac SE/30 from work all the time. I plan to buy a MAC IIC as soon as I can afford one."

STA: Having spent all day at the office wrestling with computers, do you have a computer at home? What software do you use?

STA: Well, before the crystal ball goes black, thanks for the opportunity to speak with you and, once again, thanks for the monsters.

A.J.: "My trusty Apple II+ is



Chaos Knights are a tough breed. Fireballs are useless, the best form of attack is with brute force and poison clouds.



The Sneak-Thief is a meddlesome chap. Watch your belongings or you might find that some of your more valuable possessions have vanished.

A COMPLETE SERVICE IN COMPUTERS AND SOFTWARE

GAMES

Ultimate Golf	£19.95
Impossible	£16.95
Sherman M4	£16.95
Triad Vol.3	£22.95
Crackdown	£16.95
Super Puffy's Saga	£16.95
Warhead	£19.95
Tower of Babel	£19.95
X-Out	£16.95
Manchester United	£16.95
Full Metal Planete	£19.95
Rotor	£16.95
P47 Thunderbolt	£19.95
Player Manager	£16.95
Space Harrier II	£16.95
Rainbow Islands	£19.95
Operation Thunderbolt	£16.95
Drakkhen	£22.95
Football Manager II Plus Exp. Kit.	£16.95
Spy V Spy Island Caper	£8.95
Boulderdash Con. Kit	£8.95
Fighter Bomber	£22.95
Chaos Strikes Back	£19.95
Twin World	£19.95
Ghouls & Ghosts	£16.95
Turbo Outrun	£16.95
Chase HQ	£16.95
Super Wonderboy	£16.95
Advanced Ski Simulator	£4.99
Advanced Rugby Simulator	£4.99
BMX Simulator	£4.99
Treasure Island Dizzy	£4.99
Interphase	£19.95
North & South	£19.95
Hard Drivin	£16.95
Strider	£16.95
F-16 Combat Pilot	£18.95
Falcon Mission Disc	£14.95
New Zealand Story	£16.95
Postman Pat	£8.95
California Games	£15.95

RVF	£18.95
Kick Off	£14.95
Star Wars Trilogy	£18.95
Stunt Car Racer	£18.95
Robocop	£16.95
TV Sports Football	£19.95
Populous	£19.95
Fun School II	each £16.95
Indiana Jones	£16.95
Falcon	£18.95
Forgotten Worlds	£16.95
Continental Circus	£16.95
Wierd Dreams	£18.95
Beach Volley	£16.95
Populous Data Disk	£8.50
Xenon II	£18.95
Blood Money	£19.95

ADVENTURE / STRATEGY

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

GRAPHIC DESIGN / CAD

Flairpaint	£29.95
------------	--------

Hyperpaint	£19.95
Video Tiling	£22.95
Cyber Sculpt	£39.00
Cyber Texture	£42.95
GFA Draft Plus	£99.95
Degas Elite	£16.95
Cyber Studio	£39.00
Cyber Paint	£55.00
Cyber Controller	£29.00
Spectrum 512	£29.95
Supercharged Easy Draw 2	£62.00
Easy Draw 2	£39.95

UTILITIES / BUSINESS

Base 2	£22.95
Personal Finance Manager	£24.95
ST Replay 4	£64.95
STOS Maestro	£19.95
STOS Maestro +	£62.95
STOS Compiler	£16.95
Mastersound	£34.95
Superbase Personal 2	£79.95
Home Accounts	£21.95
Utilities Plus	£24.95
Word Up	£59.00
GFA BASIC V3	£45.00
Pro Pascal	£89.00
Pro Fortran	£109.00
Superbase Professional	£149.00
Mark Williams C	£109.00
First Word Plus V3	£59.95
Word Perfect V4	£185.00
Signum II	£184.00
Datamanager Professional	£29.00

ACCESSORIES

3m Extension Lead	£4.95
Devpac ST v2	£49.00
STOS	£23.95
Original Mouse Lead	£4.95
ST to Scart	£11.99
Trackball (Alternative Mouse Only)	£27.95

ST Open ended lead	£5.95
Mouse Lead	£2.99
ST to Composite (2 phono)	£6.45
ST to Centronics	£10.99
Mouse Mat (hard)	£5.95
Joystick/Mouse Extensions	£5.95
ST to Midi (2 leads)	£7.95

HARDWARE

Philips CM8833 Monitor	£260.00
Star LC10 col. Printer	£225.00
Philips Pro CM8852	£299.00
Star LC10 printer inc lead	£175.00
Star LC24-10 printer	£260.00
Epson LX800 printer	£190.00



MILES BETTER SOFTWARE

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

OPENING HOURS
MONDAY TO SATURDAY
9.00am - 6.00pm callers welcome.



(0543)
466577/8/9



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

TURBOSOFT

DEPT (ST ACTION)
41 SOUTH STREET
LEIGHTON BUZZARD
BEDS, LU7 8NT
TEL: 0525 377974
FAX: 0525 852278

FORTHCOMING ATTRACTIONS

Addidas Golden Shoe	£13.99
Blade Warrior	£16.99
Blue Angles	£16.99
Cabal	£13.99
Colorado	£16.99
Crackdown	£13.99
Cyberball	£12.99
Damocles	£16.99
Drivin Force	£16.99
E-Motion	£13.99
European Superleague	£13.99
F29 Retalitor	£16.99
Fighting Soccer	£13.99
Fire - Brigade (meg)	£19.99
Ghosts n Goblins	£12.99
Golden Axe	£13.99
Hammerfist	£16.99
Hero's Quest	£24.99
Impossible	£13.99
Imperium	£16.99
Infestation	£16.99
Ivanhoe	£13.99
Jumping Jackson	£13.99
Kick Off 2	£12.99
Kid Gloves	£16.99
Klax	£12.99
Last Ninja 2	£16.99
LeisureSuit Larry III	£26.99
Liverpool The Game	£12.99
Lords of the Rising Sun	£13.99
Lost Patrol	£13.99
Moonwalker	£13.99
Myth	£13.99
Ninja Spirit	£16.99
Omega	£19.99
Oriental Games	£13.99
Pools of Radiance	£16.99
Shadow of the Beast	£22.99
Shadow Warriors	£13.99
Star Trek V	£16.99
Stryx	£13.99
Stormlord	£13.99
Test Drive II	£16.99
The Final Battle	£16.99
The Punisher	£16.99
Their Finest Hour	£16.99
Tower of Babel	£16.99
Tusker	£13.99
Turrican	£12.99
UMS II	£16.99
Verminator	£16.99
Wild Streets	£13.99
Wolfpack	£16.99
Zombi	£16.99

THE CHART-TOP 30 MOVERS

Ultimate Golf	£16.99
Dragon's Breath	£19.99
Dan Dare 3	£13.99
Castle Master	£16.99
The Kristal	£16.99
Warhead	£16.99
Wayne Gretzky's Hockey	£14.99
Paris Drakar Rally	£11.99
Switchblade	£13.99
Super Cars	£13.99
Pipemania	£12.99
Drakkhen	£19.99
Midwinter	£18.99
Operation Thunderbolt	£13.99
Player Manager	£12.99
X - Out	£16.99
Rainbow Islands	£13.99
Conqueror	£16.99
Space Ace	£26.99
Manchester United	£12.99
Chaos Strikes Back	£16.99
Ninja Warriors	£13.99
Batman The Movie	£13.99
Hard Drivin	£12.99
Bomber	£15.99
Chase HQ	£13.99
Double Dragon II	£13.99
Ghouls & Ghosts	£13.99
Ghostbusters II	£16.99
Turbo Outrun	£13.99

TIME & MAGIK (ADV.)
ONLY £8.99
LORDS OF TIME • RED MOON
PRICE OF MAGIK

PREMIER COLLECTION
ONLY £9.99
NEBULUS • EXOLON • NETHERWORLD • ZYNAPS

LIGHT FORCE
ONLY £16.99
IK • BIO CHALLENGE • VOYAGER • R-TYPE

SUPREME CHALLENGE
FLIGHT COMMAND ONLY £19.99
ELIMINATOR • SKYCHASE
STRIKE FORCE • HARRIER • LANCASTER
SKYFOX II

Spy vs Spy III	£4.99
Galdregons Domain	£6.99
Rotor	£9.99
Millenium 2.2	£9.99
Laser Squad	£8.99
Ballistik	£6.99
Goldrush	£6.99
Conflict in Europe	£9.99
F/Ball Man II - Exp Kit	£12.99
Seven Gates of Jambala	£4.99
Asterix	£5.99
Galaxy Force	£4.99
Legend of the Sword	£7.99
Pacland	£7.99
Pacmania	£7.99
Rocket Ranger	£6.99
Skidoo	£4.99
Hunt for Red October	£9.99
Triv. Pursuit New Beg.	£6.99
Speedball	£7.99
Starglider II	£6.99
Powerplay	£6.99
Mickey Mouse	£6.99
Afterburner	£6.99
Eliminator	£4.99
Airball Const. Kit	£3.99
Fish	£6.99
Super Hang-on	£7.99
Dark Castle	£5.99
R-Type	£7.99
World Class Leaderboard	£6.99
Tanglewood	£4.99
Balance of Power	£7.99
De Ja Vu	£6.99
Oids	£6.99
Trivial Pursuits	£7.99
Shuffle Puck Cafe	£7.99
Sundog Frozen Legacy	£4.99
Rings of Ziffin	£9.99
Dragon Spirit	£7.99
Sphinx 40	£4.99
Fernandez Must Die	£3.99

ACTION ST
ONLY £6.99
DEFLEKTOR • NORTH STAR • TRAIL BLAZER • 3D
GALAX • MASTERS OF THE UNIVERSE

COMPUTER HITS II
ONLY £8.99
TETRIS • TRACKER • JOE BLADE • TAU CETI

TRIAD 3
ONLY £19.99
ROCKET RANGER • SPEEDBALL
BLOODMONEY

MAGNUM 4
ONLY 19.99
AFTERBURNER • BATMAN • CAPED
CRUSADER • OPERATION
WOLF • DOUBLE DRAGON

Boulderdash Const Kit	£4.99
Hollywood Poker Pro	£7.99
Manhunter in New York	£9.99
Cybernoid II	£4.99
Netherworld	£4.99
Brian Cloughs Football	£6.99
Baal	£9.99
Menace	£9.99
Ikari Warriors	£5.99
Shadowgate	£7.99
Uninvited	£7.99
Bard's Tale I	£7.50
Passing Shot	£6.99
Treasure Island Dizzy	£4.99
Question of Sport	£4.99
Gauntlet II	£7.99
Spy V Spy	£4.99
Spy V Spy II	£4.99
Srip Poker II +	£6.99
Alternate Reality	£9.99

Please make cheques and postal orders payable to
TURBOSOFT
P+P in UK free, elsewhere please add £2.00 per item.
NB Please state make of computer when ordering.

CLASSIC COLLECTION

Austerlitz	£16.99
Battlechess	£16.99
Battlehawks 1942	£16.99
Black Tiger	£13.99
California Games	£16.99
Colossus Chess X	£15.99
Daily Double Horse Racing	£9.99
Dungeon Master	£16.99
Dungeon Master Editor	£7.99
F-16 Combat Pilot	£16.99
F-16 Falcon	£15.99
Falcon Mission Disc	£13.99
Ferrari Formula 1	£16.99
Flight Simulator 2	£26.99
Future Wars	£16.99
Gazza's Super Soccer	£14.99
Gunship	£15.99
Heroes of the Lance	£16.99
Hillsfar	£16.99
Hound of Shadow	£16.99
Indy Jones & Last Crusade (Adv.)	£16.99
Iron Lord	£16.99
Kick Off	£12.99
Kings Quest IV	£19.99
Kings Quest Triple Pack	£23.99
Lombard Rally	£15.99
Manhunter in San Francisco	£19.99
Maniac Mansions	£16.99
North and South	£16.99
N.Z. Story	£13.99
Pirates	£16.99
Populous	£16.99
Populous Promised Lands	£7.99
Pro Tennis Tour	£16.99
Red Storm Rising	£16.99
Robocop	£13.99
R.V.F Honda	£16.99
Scenery Disc 7/9 or 11	£12.99
Scenery disc Japan or Europe	£13.99
Shinobi	£13.99
Silkworm	£13.99
Space Quest III	£19.99
Steve Davis Snooker	£9.99
S.T.O.S.	£19.99
S.T.O.S. Compiler	£13.99
S.T.O.S. Maestro	£15.99
S.T.O.S. Maestro Plus	£54.99
S.T.O.S. Sprites 600	£16.99
Stunt Car Racer	£15.99
Tank attack	£12.99
T.V. Sports Football	£16.99
Ultima IV or V	£16.99
Untouchables	£13.99
War in Middle Earth	£13.99
Xenon II Megablaster	£12.99
Zak McKracken	£16.99

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

Evesham Micros

RETAIL SHOWROOMS

63 Bridge Street
Evesham
Worcs WR11 4SF
☎ 0386-765180
Open Mon-Sat, 9.00 - 5.30

5 Gilsdon Road
Cambridge CB1 2HA
☎ 0223-323898
Open Mon-Sat, 9.00 - 5.30
Specialist Education Centre

1762 Pershore Road
Cotteridge
Birmingham B30 3BH
☎ 021-458 4564
Open Mon-Sat, 9.00 - 5.30

ALL PRICES INCLUDE VAT AND DELIVERY
Same day despatch whenever possible. Express Courier delivery £5.00 extra.

MAIL ORDER DEPARTMENT

Unit 9 St Richards Rd, Evesham, Worcs WR11 6XJ



Call us now on ☎ 0386-765500

8 lines, Open Mon-Sat, 9.00-5.30. Fax: 0386-765354

Technical support (open Mon-Fri, 9.30-5.30): 0386-40303



Send an Order with Cheque, Postal Order or ACCESS/VISA card details

Government, Education & PLC orders welcome
All products covered by 12 Months Warranty
All goods subject to availability, E. & O.E.

Buy with confidence from one of the longest established companies in their field, with a reputation for good service and prices. We have invested heavily in a computer system to enable our Telesales staff to provide up-to-the-minute stock information, coupled with highly efficient order processing. Our fully equipped Workshop enables us to carry out almost any repair on our premises. We feel sure that you won't be disappointed if you choose Evesham Micros.

NEW! The Lynx Portable Entertainment System

Only
£165.00

Call us now for a list of games available



- Fantastic hand-held 16-bit games machine with built-in full colour LCD display
- Hi-definition screen capable of displaying up to 16 colours out of a possible 4096
- 32-bit audio processor produces superb 4-Channel sound
- Multiplayer competitions possible using cable to connect with other Lynx systems
- Free California Games (multiplayer) games card supplied!
- Runs from either 6x AA batteries (not supplied) or AC adapter (supplied)

ATARI® Hardware Offers

520 STFM DISCOVERY PACK

New! High quality, good value package based around the 520STFM computer including 512K RAM, 1Mb Drive and built-in TV modulator. Also supplied is:

STOS Game Creator Outrun
Carrier Command Bomb Jack
Space Harrier Neochrome
First BASIC Atari ST Tour
plus 'Discovering your Atari ST' Book

£259.00

Including VAT and delivery

ATARI 520 and 1040 STE

STE models feature an extended palette of 4096 colours, PCM stereo sound, two additional analogue device inputs and TOS 1.6.

1040 STE Professional Package

Superb starter package, consisting of a 1040 STE with an excellent selection of starter software, including Kuma Wordprocessor, Database, Spreadsheet and Business Graphics. PLUS 'First BASIC', 'ST Adventure Creator', 'Hyper Paint' (new version) and 'Prince' game all for only **£429.00**

520 STE POWER PACK

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

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

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

STE Memory Upgrades (SIMMS modules)

Simple plug-in modules with fitting instructions. You cannot mix RAM module types eg. (0.5Mb with 1Mb). We will fit them for you free of charge when bought with any STE; simply add the cost of the upgrade shown below to the price of the STE.

0.5Mb (2x 256K modules, upgrades 520 STE to 1Mb) **£59.00**
2Mb (2x 1Mb modules, upgrades 520/1040 STE to 2Mb) **£175.00**
4Mb (4x 1Mb modules, upgrades 520/1040 STE to 4Mb) **£350.00**

520STFM 1Mb internal drive upgrade kit with full instructions **£74.95**
520 STFM 1Mb RAM upgrade kit, requires soldering **£59.00**
520 STFM 1Mb memory upgrade fitted by us **£84.00**
Mega ST1 with mono monitor **£599.00**
Mega ST2 with mono monitor **£849.00**
Mega ST4 with mono monitor **£1099.00**
SM124 high resolution monochrome monitor **£109.00**
SM124 mono monitor as above, bought with an ST **£99.00**
SC1224 colour monitor **£269.00**
Megafile 30Mb hard disk **£439.00**
Megafile 60Mb hard disk **£589.00**
5.25" Drive 40/80 track switchable (360/720K) including PSU **£99.00**
Kempston DAATAscan 105mm / 200dpi handy scanner package **£229.00**
Vidi-ST 16-tone video frame grabber inc. digitising software **£89.00**
Philips CM8833, as above with stereo sound, + a/v inputs **£259.00**
Monitor switch box - for connection of both colour & mono monitors **£17.95**
Contriver hi-res Mouse, good quality, with mouse pocket & mat **£22.95**
STF/STFM Joystick & Mouse accessibility extension adapter **£ 4.95**

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

Full Featured, Top Quality External 2nd Floppy Drive

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

- ST WORLD, September 1989



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

SUPER LOW PRICE!

£69.95

including VAT and delivery - Why pay more?

PRINTERS

All prices include VAT/delivery & cable

LC10



star

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

Hugely successful 9-pin printer, the Star LC10 provides 4 NLQ fonts (96 print combinations) at 36cps and 144cps draft. Includes 4K buffer and IBM/parallel interface, front panel operation, plus paper parking, allowing single sheets to be used without removing tractor paper.

Only **£159.00**
Colour version also available, Only **£209.00**
Prices include 2 extra black ribbons free of charge.

Star LC24-10 multifont 24pin printer, super low price	£239.00
Star LC24-15 wide carriage version of LC24-10, 200/67cps	£409.00
Star LC15 wide carriage version of LC10, 180/45cps	£329.00
Star LC-10 Mk.II faster version of LC10, 180/45cps	£199.00
Olivetti DM100S 9-pin 10" printer 200/30cps inc. 1 year on-site warranty!	£129.95
Panasonic KXP1081 reliable + sturdy 9pin 10" printer 120/24 cps	£159.00
Panasonic KXP1180 super new feature-packed multifont 9pin 11"	£179.00
Panasonic KXP1124 new good specification multifont 24 pin 11"	£259.00
Panasonic KXP1624 wide carriage version of KXP1124	£399.00
Epson LX400 (was LX800) 10" 180/25 cps	£179.00
Epson LQ550 good 24pin 150/50cps	£349.00
Epson LQ400 new 24pin 180/60cps with 8k buffer	£229.00

PYE 15" FST TV/Monitor (MODEL 2325)

With its dedicated monitor input, this model combines the advantages of a high quality medium resolution monitor with the convenience of remote control Teletext TV - at an excellent low price!

£249.00

includes VAT, delivery and computer connection lead



Considering a Monitor?
Consider this!

THEME PARK MYSTERY

"If you've been to a theme park like Alton Towers, you'll know what great fun they are. Imageworks's park, however, is no joy ride."

■ **IMAGEWORKS (£24.99)** ■

There's no doubt about it, Messrs, Irmack and Howarth have produced a highly-polished and very original game in Theme Park Mystery. Encompassing adventure and arcade gameplay, each of the individual worlds are very entertaining to play with some extremely innovative features. I was also impressed by the way the game encompasses the past, present and future and the whole game pivots on the Victorian arcade. But it must be said that at times the game is so off-the-wall that it appears to be disjointed and, like *Weird Dreams*, it runs the serious risk of being misunderstood and passed off as a bit too whacky for its own good, which would be a shame as it deserves a great deal more.

JS

Having been left an old theme park by your ancient uncle you must discover exactly why the public no longer visit it. Perhaps something spooky is going on.



You appear in a Victorian arcade, dressed in the type of clobber a well-to-do gentleman of that period would wear: top hat, long coat and ruffle shirt - a right dandy! Using the joystick you can move this toff through the arcade, past various arcade machines and, as he nears one of the attractions, by pushing forward on the joystick turn him around to address the machine. The screen switches to a close-up of the machine which has a crystal ball in a glass case. Despite your appearance,

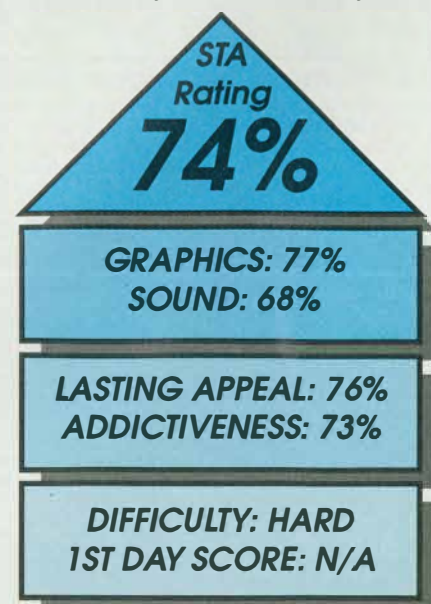
you begin the adventure penniless and so you push the coin reject button hoping for a reassuring jingle of money. Sure enough, a coin drops out and, with mouse control, you can pick it up and put it in a money pouch. You move to another machine which turns out to be a bagatelle and taking the coin from the pouch, you carefully place it into the slot and press the lever. With luck and practice you should be able to gain a high score. You move along to a grabbing machine. But, as you know,

these tantalizing machines take many fruitless attempts before you win.

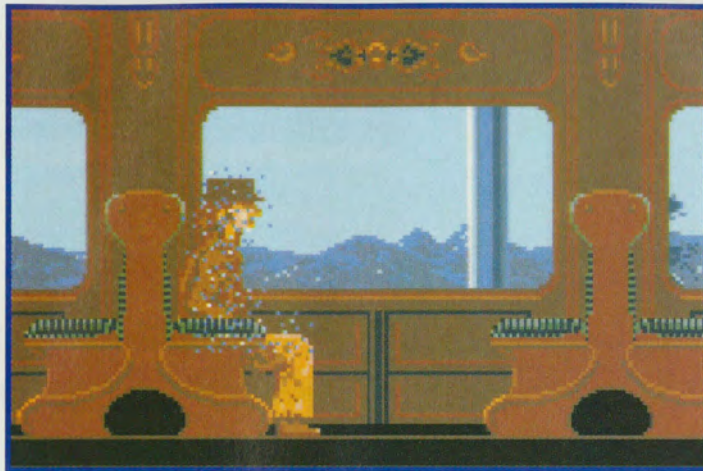
The fortune teller machine is pivotal to the entire adventure as it is an oracle of information which is given in the form of cryptic clues. The fortune teller appears like a specter and deposits a card in the tray. Having gained sufficient tokens and coins it's time to face the demons in this weird and wonderful land. The Victorian gent boards a rather modern-looking shuttle and the screen changes to inside the train. Suddenly, in a flash of wibbly wobbly



The game begins amidst a group of cranky old machines. Having attained a coin you may try your luck on the grabbing machine. Watch out for the demons though!



Hidden within the arcade is an old Zoltan fortune-telling machine. Use it to gain clues and passes to all of the puzzles within the game.



The journey between all of the individual "lands" can be made via the park's connecting railway. As you sit in the carriage you'll change into the persona of the next character.

light, he changes from a gent to a Spartan warrior in preparation for Dragon Land. In this dark and dank dungeon world, you move your character along a jetty and time a leap onto a passing raft. Your progress is hampered by demons hurling boulders at the raft and, using the joystick, you must move to and fro across the vessel in order to avoid a cranium smashing blow. Further on, fire-breathing demons add to the onslaught, forcing your Spartan to dance up and down the raft. Your objective in Dragon Land is to find, collect and deliver a number of cogs which the demons have removed from the theme park and present them to a dragon.

You return to the present and, suddenly, your character falls asleep and drifts into Dreamland. In this Alice in Wonderland world, you set the Dream Land timer card to maximum to give you enough time to complete the puzzle and prepare for a bizarre experience. You're on a giant chessboard, but the strange game you're about to play is a cross between snakes and ladders and chess. Each of the chess pieces turns into strange objects, some helpful others lethal. Your quest is to travel down the board avoiding the hazards, pitfalls and, of course, demons. Suddenly, a square in the board will open up and then another and you're surrounded by potholes. Your only hope is to use what little help is available to you. For example, the chess pieces turn into other objects, such as the black queen which turns into a ladder that you can pick up, carry and use to span the holes in the chessboard. However, black rooks transform into snakes which can send you sliding into trouble and black bishops are a bundle of laughs, as they turn into jack-in-a-boxes. Meanwhile white bishops become

oil cans and pawns become saw blades or putty. This is guaranteed to be the craziest game of chess and snakes and ladders you're ever likely to play.

If the fortune teller issues you with the three wishes card, you could be on your way to Futureland, where two, all-evil demons lurk. This is the most dangerous area in the theme park. In a shoot'em-up environment, your objective is to destroy ships, collect their valuable debris and grab as many tokens as possible. But the demons still rule the theme park. Where once laughter and gaiety reigned there's a deathly silence and the unmistakable stench of evil - the quest awaits you!

STA



Dragonland takes on the appearance of a platform-style game. Assuming the role of a Roman Gladiator-type warrior you must scale the walls in search of the elusive demon.

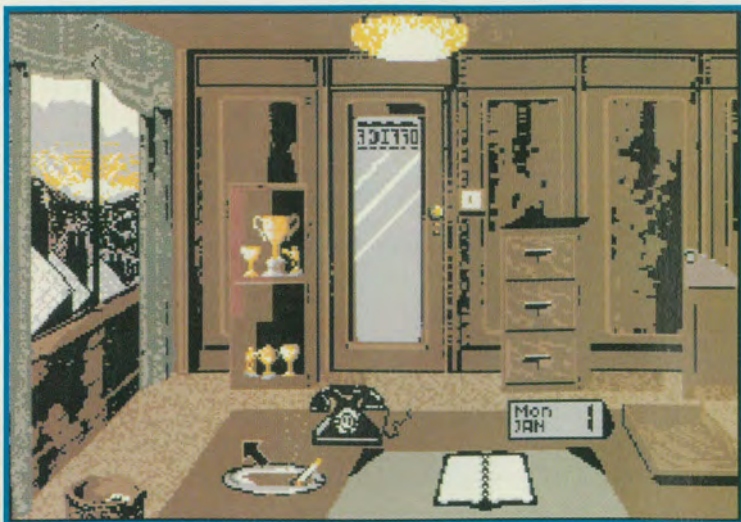
What a strange idea Theme Park revolves around. The game itself has been nicely presented with small but detailed graphics that have been well animated. Some of the special effects here and there are superb and add to the games overall appeal. Once you get into the game though, you'll realise that each sub-game is based on various computer game formats, such as the platform game sequence. Although the opening sequence promised much, these sub-games were mediocre in comparison and rather failed to impress me. This is a nice idea that could have been implemented much better.

SW

Wow, now hold on a moment, this sure is one wacky game. I mean, just who do you know who goes around inheriting old theme parks? Well, that's exactly what you've done, but in order to draw back the crowds you're going to have to solve the parks sinister secret. Graphically the game is excellently presented with great attention to detail. The sound, too, is good and, at times, even atmospheric. However, it is the nature of the gameplay that really catches your attention. Right from the start you're thrown in at the deep end. Just what do you have to do? Well if, like me, you accept the challenge you'll discover the games wealth of sub-games. Who knows, you may even solve the mystery. Either way, Theme Park Mystery is an interesting and worthwhile game, a little off-beat perhaps, but never the less, it is good.

NC

This is where you will run all of your contracts and venues. As the days pass by, mail will arrive on your desk that will inform you of any fight dates and any decisions made by the governing boards.



I have seen a couple of Boxing manager games in the past, but Goliath Games seem to have pulled off probably the best one I have seen to date. Presentation is superb with realistic and colourful setting that represent the seedy world of boxing management perfectly. Obviously, a great deal of forethought has gone into the game and all the different elements of the game work well together. The way the fight is depicted has also been well implemented with just the comments from the commentators revealing your fighter's progress. If you are in to management type games and you are a big fan of boxing then World Championship Boxing manager is the one for you.

SW

"You can almost feel every blow to the face, every punch in the solar plexus. After all, you are the Boxing Manager"

BOXING MANAGER

GOLIATH (£19.99)

Get ready to rumble with Goliath Games' latest offering in which you are given the chance to manage your own boxers and hopefully make the big time. Thankfully, you won't be taking on the Tysons and Leonards straight away, but, manage your fighters well and it could soon be on the

cards. Most of the game takes place in your office where you must attempt to get your fighter bouts so that he can climb the ladder of success. You'll only be allowed to take on the small fry at first as your fighter will be inexperienced.

All contracts and fight arrangements are made in your office. Everything that you will need to set up a fight is on your desk. You can call up the present ranking lists and review your boxers fight record over the last seven bouts. Once you have selected your fighter's opponent you must get in contact with the appropriate camp in order to seal the fight. To do this you will have to offer the fighter's manager a percentage of the purse. If you offer too low then the manager will lose interest and the fight will not go ahead. You will then be required to contact one of the boxing associations to make sure that the fight is legal and that it will be recognised. As long as the bout is allowed to go ahead, you will be given the venue date as well as any other important information.

The next step is to get your fighter in excellent physical shape. Here you will have the option of allocating him certain exercises before the actual fight. By checking your fighters statistics you will be able to decide what type of training will be most beneficial. However, injuries may

Each fighter has his own individual statistics. You can have up to five boxers training at your camp at any one time. You can then name each fighter as you prefer.



occur in sparring for example. Don't try to overdo your fighters workload. Eventually the venue date will arrive and the fight will take place.

When the fight takes place, you will not be able to see your boxer fight but you will gain some impression of how he is performing through the statements called out by the commentators. After each round you will be presented with a picture of your fighters face. By reading the signs you will know whether to apply the sponge, eye press or blood swabs. At the end of the fight the winner will be called. Hopefully, it will be your fighter who's hand will be raised.

[STA]



If your boxer is injured you can take him into physio where the doctor will give you advice on the best treatment necessary to see him fit.

STA
Rating
70%

GRAPHICS: 68%
SOUND: 64%

LASTING APPEAL: 72%
ADDICTIVENESS: 72%

DIFFICULTY: AVERAGE
1ST DAY SCORE: N/A

Well we've had all manner of football management programs so why not a boxing manager game? One problem of games of this ilk often face is the lack of graphics and the poor presentation of data. Boxing Manager manages (sorry!) to survive this common fault and does have it's fair share of animated sequences. The only problem with the presentation was the lack of an actual fight sequence, still you can't have everything. Personally, although I enjoyed promoting the fights, I was a real flop at it. Boxing Manager makes a novel change from the usual style of management games and I think it deserves to do well.

NC

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?

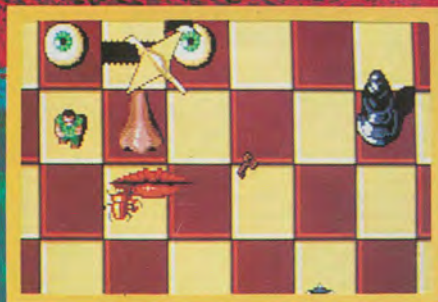
You're the inheritor of this mysterious pleasure dome - only you can find the answer. Step through the creaking turnstile, board the mystery train and experience a fantastic journey through four entirely different zones: Dream Land, Dragon Land, Future Land and Yesterday Land.

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

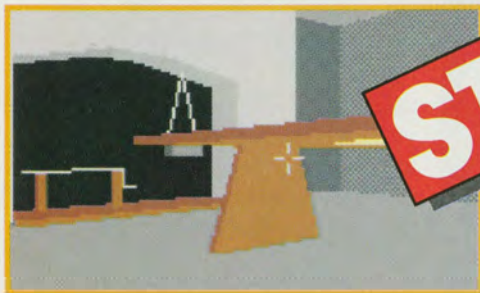
© 1990 MIRROR SOFTWARE LIMITED



Yes, *Castle Master* is one of my favourite games at the moment. The *Freescape* graphics work really well and the castle proves to be a most atmospheric and eerie location. The sound effects, however, fall a little short of the mark and I wasn't particularly impressed by the spot sound effects. The overall gameplay has been well thought out and the controls are both simple to understand and easy to use. The only real doubts concern the longevity of the game. Sure you'll be playing it for some time and even when you've solved it you can try again with the other character, but whether it'll hold your interest after that is doubtful. All in all, *Castle Master* is the finest game of its type and one that will remain so for quite some time.

NC

There are cryptic clues hidden all over the place. What's that pinned to the underside of the kitchen table, for instance?



Incentive are the team responsible for bringing us some of the most intriguing 3D worlds ever to appear on our home micros. Their first two titles, *Driller* and *Darkside*, were both set in the far reaches of deep space. The team's third brought us a little closer to home and dared us to venture deep into an ancient Egyptian Pyramid. Now, with the release of *Castle Master*, we see the guys from Incentive bringing us the most advanced form of *Freescape* yet.

The storyline behind the game goes

Igor lurks menacingly in his room. As soon as you open the door he'll begin attacking you, so make sure you have your rocks ready!



"*Freescape* is the revolutionary 3D graphics system designed by Incentive. *Castle Master* is their first project that has been designed especially for 16-bit machines."

CASTLE MASTER

DOMARK (£19.99)

something like this: Apparently the world has a number of powerful lines running over its surface. Now obviously these lines have to converge somewhere, and at that particular point a rather nasty gent, known as Magister, decided to make his base. As he was an all-powerful being, the great Magister knew that mankind was never going to be a threat to his kingdom so he decided to build a huge castle, called *Castle Eternity*, and then take a nap for a couple of hundred years. Now, of

course, mankind did become pretty smart, and while the powerful Magister snoozed, they turfed him out of his stone palace. Naturally, Magister was extremely cheesed off when he awoke. So, in order to wreak his revenge, he decided to turn all of the local villagers into evil spirits who would roam the confines of the great castle for all time. Ha!

As the game begins, you have to make the decision of whether to play the role of a dashing prince or a beautiful princess. Whichever you decide to become you can bet your bottom dollar that your other half



Many of the rooms contain lurking spirits all intent on your swift demise. Aim your crosshair carefully and pelt the ghosties with rocks to rid the room of them.

Freescape makes perfect use of the 16-bit machine's potential. After a shaky start in *Driller*, the system has become consistently better, until *Castle Master*, which must rate as the ultimate *Freescape* game. The unique 3D environment allows you to do practically anything, making the game totally engrossing. As usual, there is more than a fair share of puzzles within the game, but the game is easy to get into than past games in the series. I cannot conceive how *Freescape* can get any better than this, but I eagerly look forward to Incentive's next attempt.

SW



One of the problems you encounter is figuring out exactly how to get into the schloss. Hanging in the wizard's hut is a sign that offers some help but it's up to you to suss out how to lower that darn drawbridge.



has been kidnapped by a huge roc (that's a nasty bird to those of you who didn't know). The feathered fiend then proceeds to drop your alter ego deep within Magister's schloss. Obviously, your objective is to rescue your incarcerated pal and destroy the evil Magister - easy, or what?

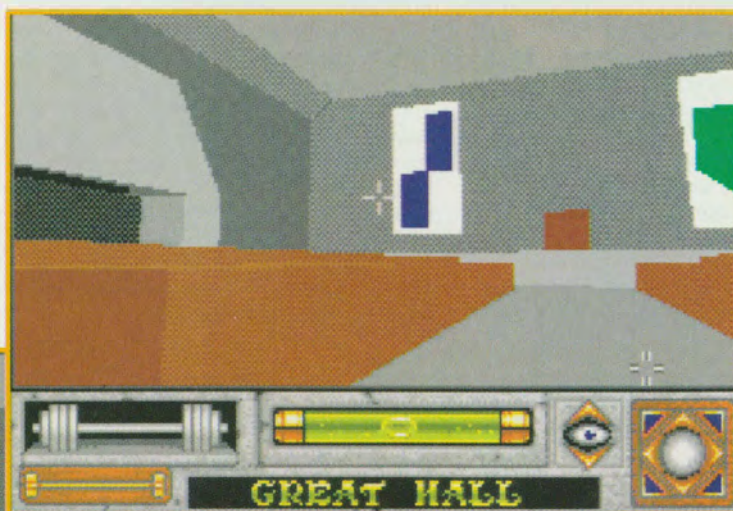
Castle Master is one of those games that requires a fair amount of lateral thinking and puzzle solving. Throughout your exploration of the foreboding Castle Eternity you'll be presented with a number of devious and tricky puzzles, not all of which have immediately obvious solutions. At various points during the game, you will come under attack from the Magister's misguided spirits whom you must exterminate by lobbing rocks at them.

Situated in the centre of your status display is a spirit level (arrgh, it's so corny!). For every spirit you dispose of, the level will move to the left. Leave them alone for too long and it will move to the right and you'll be overpowered, thus losing the game. To win, you'll not only need to destroy all of the spirits but also collect a number of hidden pentagrams in order to save your friend. When collected an

indicator, hidden deep within the castle's bowels will inform you of how many more you need to collect. Only when all the pentagrams have been collected will you save your friend.

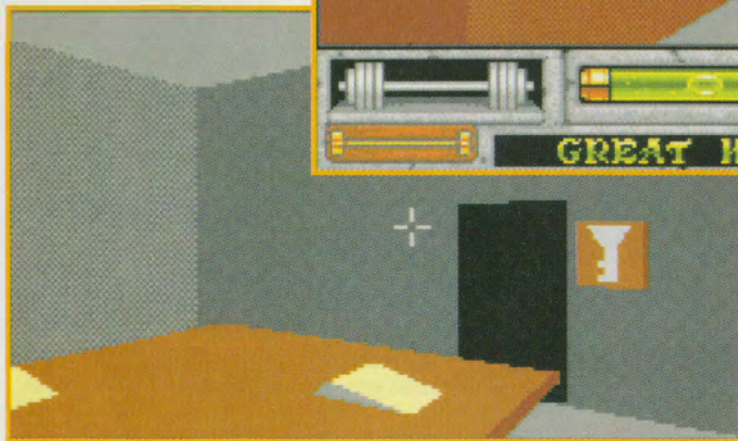
Also situated on your status panel is a weight bar. This indicates your strength and general energy. It can be increased by

eating the various slices of cheese that are left lying around the castle. Should the weights fall below a certain level you won't be able to run; a little more and walking becomes difficult and, should it reach zero, you'll pass out and die. **[STA]**



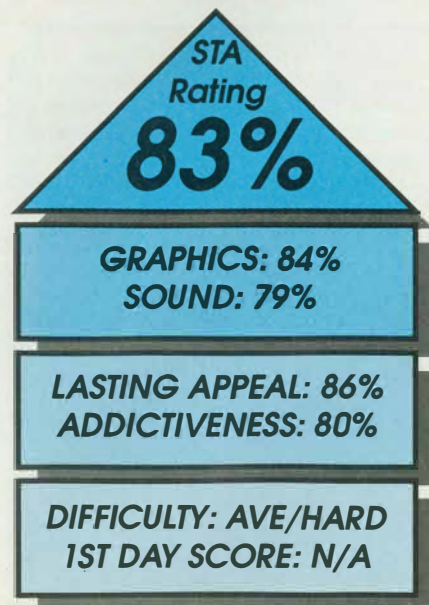
The castle has all the features you'd expect to find. I wonder what's up that chimney? It's certainly not soot, that's for sure! Everything has been represented in perfect 3D-style.

Keys grant you access to many of the castle's more secret rooms. They can be found all over the show. Igor's room key, however, hangs waiting in the kitchen.



I always thought that a dungeony, castle-type game would be an excellent application for Incentive's distinct and highly-original 3D scapes, and Castle Master, I'm happy to report, has proved me correct. In the past, these have been rather obscure productions set in some very inventive surroundings, but Castle Master is by far the best to date. Great use is made of dark and dank atmospheres and the labyrinthian world behind the imposing castle walls is really claustrophobic and bewildering. The comprehensive and easy-to-use controls help to keep the game flowing and there's enough confusion and puzzling to keep the most experienced dungeoneer occupied.

JS



STA
Rating
71%

GRAPHICS: 74%
SOUND: 68%

LASTING APPEAL: 69%
ADDICTIVENESS: 68%

DIFFICULTY: AVE
1ST DAY SCORE: 63000

Although everything appears to be easy at first, as you venture further into the game the enemy become progressively harder and more numerous.



Science has progressed more during the twentieth century than it has during the whole of Man's history. At certain points, it seemed as if our inventions would be our own undoing, and that the very weapons we had designed to protect ourselves, would be the very same ones that would destroy us. But, just when people started to get things right, an alien race that had infiltrated Earth's orbit unnoticed, attacked and almost succeeded in wiping out all of mankind. Only a few of us survived, but amongst that small group of no-hopers there was a shining glimmer of hope - Dyter 07. Dyter 07 was the

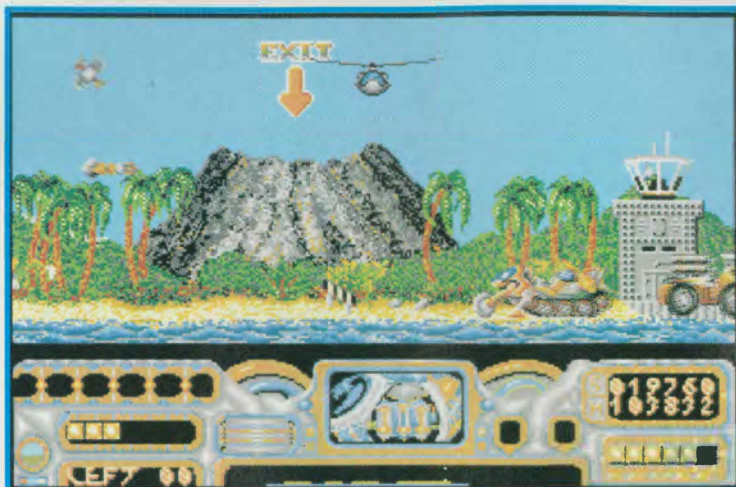
Dyter-07 looks very similar to a previous helicopter shoot'em-up called Silkworm. Still, I did enjoy the game and found that there was plenty of hair-raising action to keep me interested. The graphics are clear and concise and sound has been implemented well. Unfortunately, it can't really be said that Dyter-07 breaks any new ground in the originality stakes and there are plenty of games of this type around at the moment. If you're after a good blast then you could do a lot worse than Dyter-07, but if you already have Silkworm then my advice would be to give it a miss.

SW

DYTER - 07

"Stem the might of the alien invasion and destroy the alien leaders using your trusty, hi-tech attack 'copter - Dyter-07."

RAINBOW ARTS (£19.95)



After smashing your way through the alien hordes, you eventually reach your destination, the Control Centre. You must position Dyter 07 over the volcano and ready yourself for battle.

most powerful and sophisticated helicopter war machine ever built, and in this craft lay the fate of the human race.

Using the helicopter, and a small ground-attack vehicle that is also on board, you must somehow destroy each of the alien leaders who can be located in various Control Centres. The Control Centres will be both well protected and hidden in the surrounding landscape, and you will need to use the Dyter 07's hi-tech tracking system in order to locate their position. Unfortunately, enemy robots have been placed within the immediate area and all of these will need to be deactivated before the Control Centre can be located. Once inside the Control Centre you will be met with a great deal of hostile resistance. Blast your way through the alien hordes so that you may eventually face the alien leader. Each alien leader requires several hits before he eventually dies and you will need to keep your wits about you as the beast will release a flurry of bullets in order to end your existence and make the invasion of Earth complete.

Captured scientists can sometimes be found after you have shot some of the enemy ships, and if one is rescued and taken back to your base, either your helicopter or ground vehicle will be given a

special 'extra' to help you in your struggle. Dyter 07's shields can also be replenished while inside the base, so if you get into any trouble it is always advisable to go back and get repaired. However, POWs can be found now and then, and, when collected, your shields will automatically be repaired. Dyter 07 is Earth's only chance at saving all of mankind and thwarting the alien invasion. So be on your guard and good luck.

STA



After entering the volcano and blowing the alien resistance to kingdom come, you will come face to face with the beast. You'll have to hit him several times before he dies.

With so many shoot'em-ups available, Dyter-07 would have to be something pretty spectacular to rise above the competition. Graphically and sonically the game proves to be more than adequate, with some bright and colourful graphics and great sound effects. Unfortunately, it is the stale and "seen it all before" gameplay that lets the side down. The action is very repetitive and the aliens keep returning no matter how many times you destroy them, making the game needlessly hard. The programmers have obviously tried hard to create something rather special, but due to the tiresome gameplay the action is very repetitive. A great pity, as Dyter-07 had great potential.

NC

"ARE YOU IN COMMAND?"



▶ **ELIMINATOR**

(THE MACHINE THAT KILLS - BUT CANNOT BE KILLED)

▶ **STRIKE FORCE HARRIER**

(A FULL FLIGHT AND COMBAT SIMULATION IN ONE OF BRITAIN'S MOST EXCITING FIGHTER AIRCRAFT)

▶ **SKYCHASE**

(FIND OUT WHAT COULD HAPPEN WHEN THE SPEED OF A MIG 31 FOX HOUND MEETS THE AGILITY OF AN F16 FALCON)

▶ **LANCASTER**

(ALL ACTION SIMULATION OF THE FAMOUS BOMBER AND IT'S MISSIONS DURING WORLS WAR II)

▶ **SKYFOX II**

(BLAST THE FEDERATION ENEMIES OUT OF THE GALAXY - CARRY ON THE SKYFOX LEGEND!)

ATARI ST(STE)
only £29.99

AMIGA
only £29.99



THE NAME BEHIND THE GREAT GAMES



From his sleepy dwelling our hero emerges to take on the might of the Norse gods. Fire and Brimstone is a platform-style arcade romp in which you'll have to solve all manner of tricky puzzles. Below we can see just one test. The sleeping blue giant seems a formidable adversary. However, should you choose not to harm him, he'll not bother you.

"Once more, Thor swings his mighty hammer and the very Earth shakes as oak-cleaving thunderbolts crack the heavens."



FIRE AND BRIMSTONE

--- FIREBIRD (£24.95) ---

The Norse gods fuled the heaven Earth of the North with a rod of iron. But unlike most ancient religions, the people of the lands loved rather than feared these gods, and they were considered more human than spiritual. The best-loved of all the gods was the son of the North, Thor the god of thunder. Fire and Brimstone is a journey through the nine worlds of the Norsemen. In this traditional Norse tale, which is told in the style of arcade and role-playing adventure, you control the mighty Thor as he battles to save the lands from a despicable evil. His quest is to save the kingdom from the threat of the iniquitous Hel goddess of Niflheim, whose evil influence is defiling the Norselands - she will not rest until she

has all the worlds under her despicable control. Thor must reach the source of the evil and extinguish the satanic flames by destroying Hel, but her evil minions conspire to stop the mighty god in his tracks. Thor begins his quest in the once peaceful land of Alfheim, the home of Elves and fertility gods. But the land have been poisoned by Hel's influence and an evil plague of creatures now threaten the good people of Alfheim.

With joystick control, Thor sets off on a mission which pit good and pure at heart against evil and poison. This basic struggle of good overcomes evil uses the traditional platform gameplay style which

combines difficult terrain with a variety of awkward situations to overcome. Almost immediately, Thor is threatened by a giant, clothed in armour and protected by a shield. Even the almighty one has not the strength to defeat the monster and so you must sneak by while he slumbers. Hel's fire is everywhere and Thor must be guided over and around these all-destructive flames. Mind how you go, for the land itself is contaminated by the evil-one and evil roots reach out of the ground to grab Thor and pull this god of freedom into a pit of eternal despair. Banshees from hell and all manner of crazed beasts attack Thor as he struggles to make

STA
Rating
72%

GRAPHICS: 61%
SOUND: 58%

LASTING APPEAL: 69%
ADDICTIVENESS: 74%

DIFFICULTY: AVERAGE
1ST DAY SCORE: N/A



Level two sees the Grim Reaper rise high above the tree tops. This oversized ghoul takes a fair bit of beating and players are advised to run with their lives.

This style of game is so prolific that it ought to have a genre all its own. *Fire and Brimstone* reminded me of UBI Soft's *Sir Fred* (reviewed last issue) but I must say there is certainly more variety in this game. Both the graphical presentation and action is fairly representative of those found in other games of this ilk, and the gameplay is very much trial and error, whereby you fall into traps and have to work out ways of getting around the situation, which usually results in the loss of many lives and your patience. As described, the presentation and gameplay is state-of-the-art stuff, but the reason *Brimstone* is different to the dozens of other titles of this type is that it is so damned difficult. Consequently, advanced players will particularly enjoy a very stiff challenge from Hel and her millions of minions.

JS

progress. But this is a game of discovery as much as battle and you must keep your eyes open for clues and information which will help you to locate Hel - this is no mindless and aimless arcade game. There are many weapons and objects to collect which Thor can use against his numerous foes. A book, one in each Norse world, gives the god of Thunder temporary magic powers and a chalice enhances these powers even further. There are ankhs which give Thor an extra life and a watch gives him temporary invincibility against even his mightiest foes. In addition, picking up orbs, chests, rings, cups and jewelry adds to your score.

As he progresses from one world to another, the evil has spread and is growing stronger by the hour: flying witches bomb you with blood-rocks; spiteful goblins spike the great god with sharp little knives and beheaded skulls hurtle around and try and trounce him. Then the evil Red Knight confronts Thor and attempts to challenge him and you must waggle the

If you like platform-style games, you'll probably enjoy *Firebird's* latest little number, *Fire and Brimstone*. The game is nicely presented and looks really attractive. However, despite the colourful sprites and detailed backdrops, *Fire and Brimstone* seemed to lack a certain amount of playability. What spoilt the game for me was the dodgy detection and the need for pin-point accuracy when making leaps. For those of you who prefer a little more than just bouncing around the screen, *Fire and Brimstone* does offer a certain amount of puzzle solving. At the end of the day *Fire and Brimstone* fail to impress me, ah well.

SW

If platform romps are your thing then *Fire and Brimstone's* the game for you. Based around the antics of a group of Norse gods, the game features some great graphics. The spites are well defined and colour has been used to good effect. The sound, too, matches the quality of the graphics and adds real atmosphere to the action. The gameplay incorporates an element of puzzle solving, so it's not just a case of jumping at the right moment. Having said all this, I was a trifle disappointed with *Fire and Brimstone*. Sure it's a good game but then again so are quite a few others this month. Personally, I found the positioning of my character to be a little too precise, and I guess this spoilt what could have been an excellent game. Instead I can only say it's a good one.

NC



Perched high above the ground, our hero decides which of his two weapons to select. Potions, weapons and keys can be collected throughout the game. As we can see our warrior has recently consumed a potion and increased his life force.

joystick furiously in order to protect Thor. 'Hubble Bubble', a witch, stirs her cauldron and aims magic bolts which can slow Thor down, speed him up and even reverse the joystick directional controls which is most confusing. Even the once innocent plant life has been corrupted and vicious triffids spit poison at our greatly outnumbered hero. There is no respite from Hel's

evil assault. Gravestones come alive and try and crush Thor, while maggots, bats and caterpillars conspire to make the quest difficult - even the minds of babes have been poisoned against Thor. Finally, in the land of Muspell you must cross the snowy wastes to answer Hel's most devilish puzzles and perhaps even face the evil one herself - 'but not in this life, mister!'

Level four sees you venturing deep within the Earth's dark bowels. Vicious creatures of all descriptions attempt to thwart you courageous mission. Traps lie hidden everywhere and special care is needed if you're to reach the final goal.



Correctly timed jumps are the key to success, one false move and certain death awaits. However, climbing high off the ground often saves you from encountering lethal traps and surprises.

GTGA - SMALL TIPS..SMALL TIPS..

Well hello people. Yep, I'm back, Crispy returns! I've had a really great holiday and I'm raring to go. You know, it's great to be back in England, I know we've got our fair share of problems but I reckon it's just about one of the finest countries on this planet. Anyroad, may I say a big 'thank you' to my chum Steve 'Whitey' White for looking after things in my absence. A huge, 'cheers!', to all of you who contributed to this month's little offering, too. Well enough of this old chit-chat, let's get on with those all-important little cheats shall we?

DYNASTY WARS - U.S. GOLD



Now then, how do you fancy seeing all the levels in U.S. Gold's ancient Chinese beat'em-up? You do? Well, load up the game in the normal manner and when the title screen is in view type CHEAT MODE. Now, when playing the game press F2 to skip a level - pretty handy eh? Thanks to someone around here, I can't remember who and I don't care either.



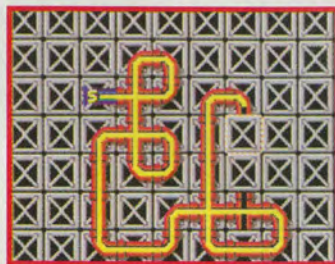
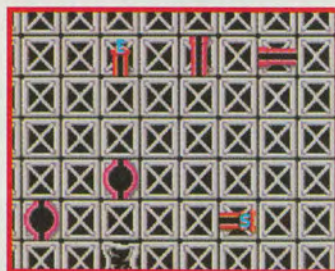
IVANHOE - OCEAN

Should you find yourself plagued by assailants then try pausing the game and entering this little phrase, JC IS THE BEST (return). Okay, now when playing the game press "N" to advance a level; tap "DELETE" to kill all the meanies on the screen; push ";" to give yourself more lives; finally, whilst on the bonus screen, try pressing "CONTROL" to kill the beastie. Not bad, eh? A hearty thank you goes to Gareth Jones of Newport, Wales for that cheat.



PIPEMANIA - EMPIRE

Yep, Pipemania is one of our all-time favourites. With its simplistic but cheeky gameplay Pipemania is one of the most compelling games around. Anyway, it seems as though, like us, you've all been playing it to death. We've had absolutely squillions of people writing in with the secret passwords needed to access the later levels of the game. So, if your finding the going just a little too tough, here are some of the elusive codes: GRIP, WILD, BALL, BLOB, DOCK and OOZE. A big thank you to all of you who sent in those and a special hello to Mr. Douglas Johns of Waterlooville in Hampshire - cheers pal!



GHOSTS'N'GOBLINS - ELITE

Spooky game, or wot? Yes, Elite's conversion of Sir Arthur's first adventure certainly had us covering being the curtains. Well, if you're having nightmares trying to complete this one then we've got a handy little cheat for you. Obviously the programmers of the game are great fans of that classic comedy series, Only Fools and Horses. Having loaded the game, wait until the screen displays the credits (not the high-score table) and type in the name, DELBOY. The screen should display the message CHEAT MODE ACTIVATED and when you play the game Arthur the knight will become invincible. Beware, however, because when you're playing the game you may fall down a

bottomless pit. Naturally, should this happen when you're playing normally the game would simply make you lose a life and restart. However, immortality has its consequences and should this happen with the cheat on you'll have to reload the game - oh well! Anyroad, thanks very much to Lee Wilkinson from Ilfracombe in Devon for that one.



The World Cup Starts HERE!

A COMPREHENSIVE GUIDE AND GAME REPLICATOR OF THE WORLD'S MOST EXCITING SPORTS SPECTACULAR

WIN TICKETS TO THE WORLD CUP



Fly to Italy, stay in Rome for 7 nights and witness the climax of the world's greatest ever sporting event!

See competition card inside game pack for full details and competition rules.

FREE WORLD CUP FILE-OF-FACTS



64 colour pages that tell you everything you need to know about the ...

ITALY 1990 WORLD CUP FINALS!

WORLD CUP TRIVIA QUIZ

A chance to test your knowledge in: **'THE WORLD CUP STARTS HERE!' TRIVIA QUIZ**

Q. WHICH GOALKEEPER LET IN 5 GOALS IN HIS LEAGUE DEBUT AND WENT ON TO CAPTAIN A WORLD CUP WINNING SIDE?

A. ?

AUTHENTIC GAME ACTION

Including: • Variable skill, speed, strength and aggression levels. • Choice of formations. • Full team seeding system. •

TAKE YOUR PLACE IN THE FINALS

Choose your team from a REAL playing squad then battle through authentic league and knock out phases all the way to the final, playing against the opponents you would expect to meet in the real event!



UNIQUE PLAYING FEATURES

- Include: • Player v.s. Player option. • Variable match duration (2 minutes to 45 minutes). • TV style presentation. • Referee with the ability to use the 'red card'! ...

AND MUCH MUCH MORE!!

Available on:
CBM/MIGA · ATARI ST
COLOUR MONITOR
CBM 64/128 &
AMSTRAD
Cassette & Disk
SPECTRUM Cassette.

ITALY 1990

THE WORLD CUP STARTS HERE!



U.S. Gold Ltd, Units 2/3 Holford Way, Holford, Birmingham B6 7AX. Tel: 021 625 3388.

ITALY 1990. 24 teams and their supporters converge on Italy for the greatest sporting event in the world and millions more will witness the spectacle on their television screens.

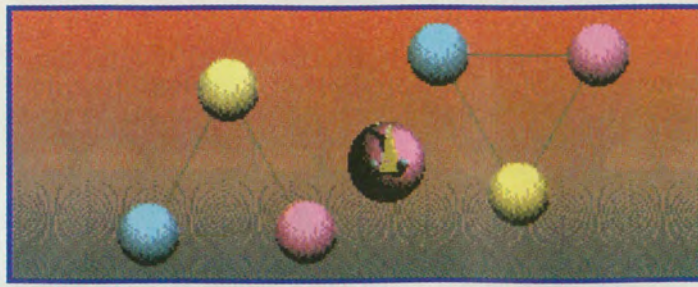
But for you THE WORLD CUP STARTS HERE! Get to know the facts on all the teams, venues and fixtures, select your squad, then GO FOR GOAL - lift the trophy for your country. Then sit back and be the best informed World Cup football fan around!

GTGA - SMALL TIPS..SMALL TIPS..



CRACKDOWN - US GOLD

Now then, now then, here's a little number you should all be aware of. It appears the Kevin Swain of Tyne and Wear is a Kinder egg addict (it's got to stop Kev!). Anyway, he reckons he got through a dozen eggs without finding a single Smurf. As a result, whilst playing Crackdown he decided to type in the word Smurf and to his (and my) surprise he discovered a hidden cheat mode. Apparently, if you load the game, start playing and then pause it you can enter the word 'SMURF'. Kevin then reckons that pressing F1 and F2 will give you or your friend unlimited lives! Sounds good to me. Finally, Thanks Kevin for the plastic doll and the rocket ship, I'm sure they'll come in very handy.



E-MOTION - US GOLD

Righty ho! Here's a red hot cheat for this great little game from the Golds. Yup, whosoever said that E-Motion was a load of old balls needs their head examining. This highly original and amazingly addictive game was produced by the Assembly line, the guys responsible for other mega-hits such as Xenon II and Pipemania. Well, it just so happens that the boys are well into the zany world of aging American rock star, Frank Zappa. Now, for those of you who don't already know, old Frank has got a couple of kids, one of which he has named Moonunit. Having loaded the game try typing in the name on the game's title screen. You should find that whilst playing,

pressing F1 moves you on a level and F2 moves you on ten levels. Similarly, F3 will send you back one and F4 will send you back ten levels. Many, many thanks to Guy Penfold of Chesterfield for that sneaky little cheat.



APRIL FOOL



Ha, ha, ha! Did we get you? Bet we did! I've had countless calls from distraught dungeoners claiming that they couldn't get our Chaos Strikes Back cheat to work. Many of you said that the computer responded "...mutter a meaningless spell" when the spell is cast, naturally this will

happen as the spell is meaningless. I even had one guy phone from the States. He was convinced that he'd gotten the cheat to work once, but not a second time (weird!). Obviously there were some of you who realised the cheat wouldn't work - the real give away was the

name of the guy who sent it in, I mean who'd be called F.IBBER? Anyhow, just in case you were wondering how we managed to get the pictures of the deceased dragon and the Firestaff. We used a copy of Dungeon Master and not Chaos Strikes Back! - Fooled you!



**Atari 520 STFM
Discovery Pack
£269.95**

**MAIL
ORDER**

SOFTSELLERS

**MAIL
ORDER**

**Atari 520 STE
Power Pack
£349.95**

6 BOND STREET, IPSWICH, SUFFOLK IP4 1JE

5A DOG'S HEAD STREET, IPSWICH, SUFFOLK (RETAIL)



36A OSBORNE STREET, COLCHESTER, ESSEX (RETAIL)

MAIL ORDER PURCHASE LINE (0473) 257158/210605 FAX NO. 0473 213457

5th Gear	13.99	Fiendish Freddy	19.99	Pictionary	16.99
Altered Beast	13.99	Gazzers Super Soccer	16.99	Panic Station	13.99
A.P.B.	13.99	Grand National	19.99	Pro Tournament Tennis	16.99
Action Fighter	15.99	Grid Iron	16.99	Quartz	15.99
Ancient Art of War	16.99	Ghostbuster II	13.99	Quarter Back	13.99
Ancient Art of War At Sea	16.99	Gunship	15.99	Quest for Time Bird	19.99
Aquaventura	24.99	Gravity	16.99	Rainbow Islands	13.99
Asterix	16.99	Games Summer Edition	13.99	Renegade	13.99
Axels Majic Hammer	13.99	Gore	16.99	Robocop	13.99
Balance of Power 1990	15.99	Galaxy Force	13.99	Rocket Ranger	16.99
Barbarian II (Palace)	16.99	Ghouls and Ghosts	13.99	R.V.F. Honda	15.99
Barbarian II (Psygnosis)	16.99	Hammer Fist	16.99	Red Storm Rising	15.99
Bankok Knights	13.99	Highway Patrol	15.99	Risk	13.99
Battlechess	16.99	Hillsfar	16.99	Rally Cross	12.99
Batman (The Movie)	13.99	Hard Driving	13.99	Rock and Roll	13.99
Battle of Britain	16.99	H.A.T.E.	13.99	S.E.U.C.K.	19.99
Battle Squadron	15.99	Heavy Metal	13.99	Scramble Spirits	13.99
Betrayal	15.99	Heroes Quest	24.99	Space Harrier (New)	12.99
Beverley Hill Cops	15.99	Hound of Shadow	16.99	Space Harrier II	13.99
Bloodwych	16.99	Hot Shot	13.99	Skate or Die	16.99
Bloodwych Data Disks	12.99	Hot Rod	16.99	Skidz	13.99
Blood Money	16.99	Imperium	16.99	Sonic Boom	16.99
Beach Volley	13.99	Indiana Jones (Lucas Films)	16.99	Space Ace	29.99
Battlevalley	15.99	Indiana Jones (US Gold)	13.99	Space Savage	13.99
Black Tiger	13.99	Invanhoe	13.99	Starflight	16.99
Blade Warrior	15.99	Iron Lord	19.99	Strider	13.99
Blue Angels	16.99	Infestation	16.99	Space Quest III	19.99
Bad Company	15.99	Interphase	15.99	Star Trek 5	24.99
Battle of Austrailtz	15.99	International Athletics	12.99	Steve Davis Snooker	12.99
Bomber	19.99	Jack Boot	16.99	S.T.O.S.	19.99
Chase HQ	13.99	Jack The Ripper	12.99	Story So Far 1 (Compilation)	12.99
Chaos Strikes Back	16.99	Jumping Jackson	12.99	Story So Far 3 (Compilation)	12.99
California Games	13.99	Kenny Daiglish Soccer Match	13.99	Stunt Car	15.99
Cabal	13.99	Kick Off	12.99	Shinobi	13.99
Conflict Europe	16.99	Kick Off Extra Time	9.99	Street Fighting Man	13.99
Conquerer	16.99	Kick Off II	12.99	Scroll	12.99
Continental Circuit	13.99	Krystal	19.99	Switchblade	13.99
Carthage	15.99	Killing Game Show	13.99	Starwars Compilation	16.99
Commandos Compilation	15.99	Krypton X	-	Super Wonderboy	13.99
Cyberball	13.99	Knightforce	15.99	Silpheed	19.99
Chicago 90	12.99	Laser Squad	12.99	Slayer	13.99
Commando	12.99	Learning Terramis	13.99	Stormlord	13.99
Chambers of Shaolin	12.99	Legend of Djel	16.99	Shadow of the Beast	24.99
Damodes	15.99	Leisure Suit Larry II	19.99	Star Blaze	13.99
Day of the Pharaoh	16.99	Leisure Suit Larry III	24.99	Super Quintet	15.99
Defender of the Earth	12.99	Lightforce (Compilation)	16.99	Super Cars	13.99
Dragon Flight	16.99	Lombard R.A.C. Rally	16.99	Sim City	19.99
Dan Dare 3	13.99	Last Ninja II	16.99	Seven Gates of Jambala	12.99
Dragons Breath	19.99	Lost Patrol	13.99	Super League Soccer	16.99
Dragons of Flame	16.99	Liverpool	15.99	Survivor	15.99
Dungeon Master	16.99	Last Stuntman	12.99	Triad II (Compilation)	16.99
Dungeon Master Editor	9.99	Man Utd	13.99	TV Sports Football	16.99
Demons Tomb	13.99	Manic Mansions	16.99	Trivial Pursuit (Family Edition)	16.99
Dragon Spirit	13.99	Microprose Soccer	15.99	Theme Park	16.99
Drakken	19.99	Midwinter	19.99	Turbo Buggies	13.99
Dynamite Dux	13.99	Majic Johnson	12.99	Twilight	16.99
Double Dragon II	13.99	Moonwalker	13.99	TV Sports Basketball	-
Dogs of War	12.99	Matrix Marauders	16.99	The Gales	16.99
Dynamic Debugger	15.99	Magnum 4 Compilation	19.99	Thrill time Platinum (Compilation)	15.99
Elite	15.99	Ninja Spirits	16.99	Tower of Babel	15.99
Epoch	15.99	Ninja Warrior	13.99	Trivia	12.99
Escape from the Planet of Robot Monsters	13.99	New Zealand Story	13.99	Track Attack	13.99
Eye of Hercules	16.99	North and South	15.99	Turbo Outrun	13.99
Eye of Horus	15.99	Nevermind	13.99	Ultimate Golf	16.99
Flash Dragon	13.99	Operation Thunderbot	13.99	Ultimate Darts	13.99
F29 Retaliator	16.99	Oriental	15.99	Universe III	12.99
F19 Stealth Fighter	15.99	Onslaught	13.99	Untouchables	13.99
F16 Combat Pilot	15.99	Paperboy	12.99	UMS II	15.99
Falcon	16.99	Pinball Majic	13.99	Ultima V	19.99
Falcon Mission Disks	13.99	Police Quest II	16.99	Warhead	16.99
Ferrari Formula One	16.99	Pools of Radiance	16.99	Waterloo	15.99
First Contact	15.99	Populous	16.99	Wild Streets	15.99
Final Battle	16.99	Planet Busters	13.99	World Cup Soccer 90	13.99
Full Metal Planet	15.99	Populous Data Disks	9.99	Warp	12.99
Footballer of the Year 2	13.99	Precious Metal (Compilation)	16.99	Wings of Fury	13.99
Forgotten Worlds	13.99	Premier Collection 1, 2 or 3 (Compilation)	19.99	Winners (Compilation)	19.99
Fast Lane	12.99	Predator	13.99	Xenomorph	16.99
Frankenstein	12.99	Player Manager	12.99	Xenon II	16.99
Future Wars	16.99	P47	15.99	X-Out	13.99
Fighting Soccer	13.99	Powerdrift	13.99		

**ATARI 520 STFM
DISCOVERY PACK**
Bombjack, Carrier
Command, Outrun,
Space Harrier, STOS,
Neochrome, First
Basic, ST Tour,
Discover the ST
£269.99

**ATARI 520 STE
POWER PACK**
23 Great
Software Titles
£349.95

**ATARI 1040 STE
Professional Pack**
£449.95

**ATARI LYNX
HAND HELD**
Portable Games
Machine
£179.95

ATARI SM124
Monochrome Monitor
£99.95

**ATARI EXTERNAL
DRIVE**
Power Drive 1 Meg D. S.
£79.95

CHEQUES AND POSTAL ORDERS PAYABLE TO SOFTSELLERS. POST AND PACKING FREE IN UK. OVERSEAS £1.50 per item. Subject to availability and price change without notice. Not all titles released at time of going to press. Shop prices may vary, but personal callers can claim advertised discounts on production of cut-off slip.

TITLE	COMP	COST
Atari Lynx £179.99	TOTAL COST £	

Name

Address

.....

Tel No.

Have you ordered from us before Yes No

STA June

**Atari
1040 STE
£449.95**

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

Righty ho, mateys! It's Helpline time again. Yep, this is the section of the magazine where we try to help you. If you're experiencing trouble with a particular game drop us a line and we'll see if we can sort you out. Of course, you only want help, so we won't be giving away outright cheat modes, just a subtle shove in the right direction. So if you're going frantic and pulling out your hair - don't despair, the Helpline is here! Write to your Uncle Crispy at: ST ACTION, GTGA HELPLINE, EUROPA HOUSE, ADLINGTON PARK, ADLINGTON, MACCLESFIELD, CHESHIRE. SK10 4NP. Remember, however, the Helpline exists purely for arcade-style games, so there's no point asking for help with adventures as Mitch and, more importantly, the Troll get very upset.



OPERATION THUNDERBOLT

I have owned an Atari ST for nearly two years now and am experiencing difficulties with Ocean's Operation Thunderbolt. Would you please do me a great favour and deal out some tips for this game. I've used the cheat mode but really would like to finish it by myself.

K.S. Tsang, Stevenage, Herts.

Now, there are those who'd say that Operation Thunderbolt needs no skill but I know different. Sure, the game requires a fair amount of luck but there are ways in which you can stack the odds in your favour. First off, try and get a laser sight early on, this way you'll be able to pick off your targets without wasting excess ammo. Knowing who to take out first also helps. Concentrate on mortar bombers and troops who lob grenades and knives. Should a tank or helicopter appear use your rockets and, if you are faced by a group of menacing troops, let fly with a shell. Finally, keep an eye out for stray animals in order to obtain extra ammo and the like and, most importantly, don't shoot the hostages. Now go get 'em!



KICK OFF

I'm having real trouble with Anco's great soccer game, Kick Off. When playing the game I usually select the National League speed. However, when I attempt to play the league the game always seems to set itself at the faster International speed. This isn't too bad, but I just can't seem to hold out for more than five minutes against the superior skill of the computer-controlled teams. Do you have any suggestions, or cheats, that will help me win the league?

Malcolm Wilson, Tyne and Wear.

Okay, Malcolm. We do have a sneaky way around your problem. However, I'd recommend you keep practising at the faster International level, then you wouldn't need to cheat in order to win. Still, in the meantime, this might help.

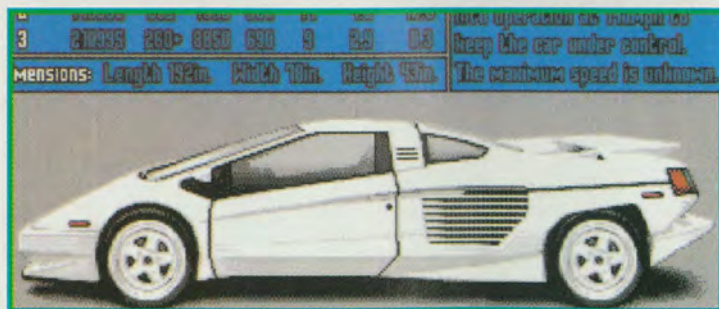
When you are playing the league game option, if you simultaneously press the keys CONTROL and ALTERNATE and hold them down you can then press and release the ESCAPE key and the game will automatically jump to either half-time or full-time depending on whether you are playing the first or second half. Fortunately, the score remains the same. This means that if you are in the lead you can end the game as the winner. Not bad, eh? If you continuously use this method you'll easily win the league, but remember, it's cheating.

BLOOD MONEY

Please, please, please could you get me a cheat for Psynopsis' magnificent shoot'em-up, Blood Money. I have had this game for over six months and it's driving me potty. I've managed to get to the end of level one once and I'm going mad.

Duncan Moir, Rochester, Kent.

Well, Duncan, we can't give you an outright cheat, but here is a handy little hint. Firstly, Blood Money is a game which requires a lot of patience. As you play the game watch where the aliens come from and try to memorize their positions. A really good hint concerns the shops. When you've amassed enough cash and you feel as though you're ready to enter a shop, check your power. If it's near zero, commit suicide first and enter the store with full power. That way you'll be able to get the most for your money and should, theoretically, survive longer. Good luck!



SUPERCARS

Thank you very much for printing the level codes to this excellent race game. My problem, however, lies with the lack of available cash. I know that the Amiga version of the game allows you to enter RICH in order to earn a wad of dosh, how do you do it on the ST?

Tim Delaney, Manchester.

Sorry, Tim. There is no real quick way of attaining cash on the ST version of Super Cars. But, you can help yourself by becoming a wheeler-dealer when it comes to trading-in your old car. The salesman is a pretty funny chap; say the wrong thing and you'll be out on your ear. You've got to know what to say, so should any of these options be available, use them.

What colour socks are you wearing? This parrot is dead! How much? Too much! I could murder a curry. I know your mother. I have a cat called Garfield. That's excessive. Does the infuidulator work? I ought to knock your lights out! Does it come with a guarantee? How's the sub-frame? I'm a lumberjack. Is it fitted with CAT? Are you trying to rip me off?

If the salesman ever mentions anything to do with either Monty Python or Garfield, always respond with the appropriate reply. Should you be successful at haggling you'll discover that you can save a hefty amount of money - good, eh?

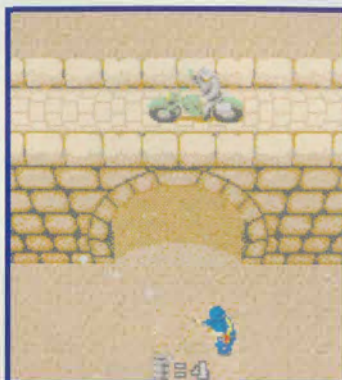
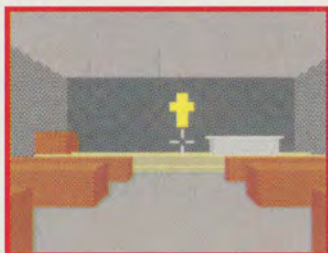


CASTLE MASTER

Now I know this may sound silly but I'm having real trouble with Domark's Castle Master. I have managed to get into the castle via the wizards hut but there's no way I can discover how to lower the drawbridge and enter the building in the conventional manner. Please help me.

Christopher Daniels, Poole, Dorset.

Yep, Chris, you really are a wally. Getting into the castle is really easy. If you read the sign in the wizard's hut you'll get a clue. Simply face the drawbridge and throw a rock into the small hole on the left-hand side of the wall; this will send the bridge crashing down in front of you. From then on you can wander to your heart's content. However, why not try standing on the drawbridge and lobbing another rock into the hole? You never know, you might just get catapulted somewhere useful.



COMMANDO

Could you please tell me if any cheat exists for Elite's Commando, or perhaps you have some tips you could give me. I would be grateful for any help.

R. Wilkinson, Gateshead.

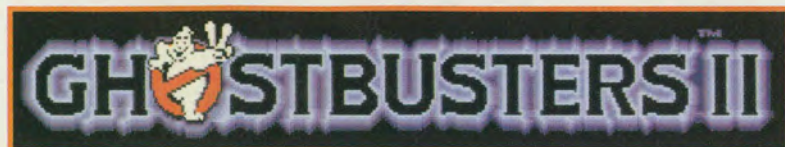
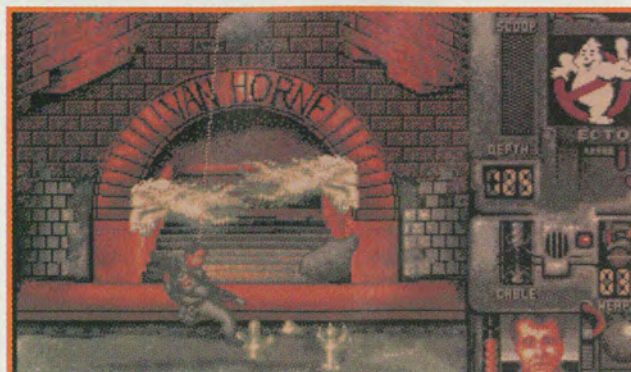
Here are a few handy hints. As a Commando your task is to destroy the enemy. In order to do this, however, you must stay alive long enough. Therefore, making the screen scroll rapidly upwards isn't a good idea as it introduces more enemy soldiers. Don't feel obliged to rescue any hostages either. Take out enemy troops who are out in the open before concentrating on the ones who have shelter. Whenever possible, it is advisable to use grenades on enemy bunkers and the like. Finally, practise makes perfect and it is wise to try and remember the pattern in which the enemy advance.

GHOSTBUSTERS II

My six year-old son has the Ghostbusters II game, but has found it impossible to get past level one. Can someone please let us into the secret of how to complete this level.

Sally Stephenson, Waterlooville, Hants.

No problem, Sally. Although the first level does seem a little daunting, it really isn't too hard. I suspect one of the main problem is that your son is trying to descend the shaft too quickly. Make sure you ease your way down a little at a time. It is also crucial that you collect all of the parts needed to form the slime scoop; obtaining these pieces should be made a priority. The ghosts can be attacked in a number of different manners. The spooky hands that appear from the sides of the shaft are best avoided, although the laser-type gun is useful for when you get entangled. The ghosts which seemingly float around are best destroyed with your lasers. The finger-saws are deadly and should be eliminated quickly. Careful timing is needed when using your anti-matter bombs or, alternatively, aim at the spook with your laser. During your descent keep an eye on your condition and, if you look to be half scared to death, pick up an elixir potion to calm your nerves. By the time you reach the bottom of the shaft you should have all the scoop parts and all that remains to be done is to activate a shield and collect the slime. It sounds easy but a bit of practise helps. Good luck!



BARGAIN SOFTWARE MAIL ORDER GUARANTEED NEXT DAY DELIVERY



RING NOW ON
(081) 566-2325 10am - 8pm Mon - Sat
(081) 995-3652 10am - 10pm 7 Days
(081) 741-1222 10am - 8pm Mon - Sat



CHART TOPPERS & NEW RELEASES

688 Attack Sub: Standards of Realism	16.99
Black Tiger: Face The Dragon of Hell	14.99
Budokan: Train in Four Martial Arts	16.99
Cabal: Load Up and Fire	13.99
Castle Master: Castle of Eternity	14.99
Champions of Kyrnn: Action, Adventure	16.99
Chaos Strikes Back: It's no Picnic!	16.99
Chase HQ: Arcade Game of the Year	13.99
Chronoquest II: Adventure Continues	21.99
Cloud Kingdoms	14.99
Colorado: Axe Your Way to a Fortune	16.99
Combo Racer: Superb Sidecar Racing	14.99
Conqueror: Drive the Devil's Machine	16.99
Crackdown: There are no Rules	14.99
Cyberball: The Bionic Players	14.99
Damocles: This could be MEGA	15.99
Dan Dare III The Escape	14.99
Dark Central: First Using RAY TRACING	16.99
Defenders of the Earth: Flash Gordon	14.99
Double Dragon II: The Revenge	14.99
Dragon Flight: 3 Years in Production	16.99
Dragons Breath: incl FREE Spellbook	21.99
Dungeon Master: All Time Great	16.99
Dynasty Wars: Show no Mercy	14.99
Dyter-07: Your Amiga 87%	14.99
East VS West Berlin 1948:	16.99
Emlyn Hughes Arcade Quiz	14.99
Escape from Planet of Robot Monsters	14.99
Escape from Singe's Castle	N/A
F19 Stealth Fighter: Bad for Radar	21.99
F29 Retaliator: Nothing Comes Close	16.99
Flight of the Intuder	21.99
Ghosts 'n' Goblins: Graph from Coin-Op	14.99
Ghoul's 'n' Ghosts: This'll Scare you	16.99
Grand National: The Betting Game	14.99
Hammerfist: The Revolution Begins	16.99
Hard Drivin': Best Driving Simulator	11.99
Heavy Metal: Battle Till You Bleed	14.99
Ivanhoe: The Mighty Legend	14.99
Jumping Jackson: Music to Your Ears	14.99
Klax: Latest Craze from California	14.99
Lost Patrol: We're Not Back Home	14.99
Manic Miner: Classic 8 Bit	N/A
MidWinter: "Game of the Decade"	22.99
Ninja Warrior: Fight to Survive	16.99
North & South: Worth Every Penny	13.99
Nuclear War: Nuke 'em Till They Glow	16.99
Operation Thunderbolt: Test your Nerve	13.99
Operation Stealth:	16.99
Pipemania: Mind Bendingly Addictive	14.99
Pro Tennis: OK Tennis Ace	16.99
Rainbow Islands: At Last!	15.99
Robocop: Part Man...Part Machine	13.99
Shadow Warrior: The Heros of the '90s	14.99
Sherman M4: Automatic Controlled Tanks	14.99
Sim City Terrain Editor	7.99
Sly Spy: Theres Nothing to Hide	14.99
There Finest Hour: Can You Survive	21.99
Theme Park Mystery: Where Evil Lurks	16.99
Thunder Strike: Called War Channel	16.99
Time Soldier: Defeat the Evil, GYLEND	14.99
T.V Sports Basketball: So Real It Sweats	N/A
Ultima VI: The Limited-Edition	27.99
Ultimate Golf: Is it Here at Last?	16.99
Untouchables: Take on the Mob	13.99
Warhead: Crush Those Roaches	16.99
Wipe-Out: Manic Hoverboard Challenge	14.99
X - Out: Make No Compromises	14.99
Xenomorph: Battle for You Life	16.99

COMPILATIONS

MAGNUM 4

Afterburner
Operation Wolf
Double Dragon
Batman Caped Crusader
ALL FOUR GAMES FOR ONLY £21.99

SUPER QUINTET

Bubble Ghost
Chamonix Challenge
Passengers on the Wind I+II
Warlocks Quest
ALL FIVE GAMES FOR ONLY £5.99

COMPUTER HITS II

Tetris + Tracker
Tau Ceti
Joe Blade
ALL FOUR GAMES FOR ONLY £10.99

PRECIOUS METAL

Captain Blood
Super Hang-On
Arkanoid II + Xenon
ALL FOUR GAMES FOR ONLY £16.99

STAR WARS TRILOGY

Star Wars
Empire Strikes Back
Return of the Jedi
ALL THREE GAMES FOR ONLY £9.99

LIGHT FORCE

Ik+ Voyager
R-Type
Bio Challenge
ALL FOUR GAMES FOR ONLY £16.99

PREMIER COLLECTION

Nebulus+Exolon
Netherworld
Zynaps
ALL FOUR GAMES FOR ONLY £10.99

TRIAD

Starglider + Defender of the Crown + Barbarian (Psygnosis)
ALL THREE GAMES FOR ONLY £7.99

FLIGHT COMMAND

Stricke Force Harrier
Sky Chase + Eliminator
Lancaster + Sky Fox II
ALL FIVE GAMES FOR ONLY £19.99

ACTION

Trailblazer + Deflector
North Star 3D Galaxy
Masters of the Universe
ALL GAMES FOR ONLY £11.99

TRIAD VOL. 3

Speedball + Bloodmoney + Rocket Ranger
ALL THREE GAMES FOR ONLY £21.99

JOYSTICKS

Cheetah 125 +	7.99
Cheetah Star Probe	14.99
Konix Navigator	14.99
Konix Speedking	10.99
PRO 5000 Clear	13.99
PRO 5000 Extra	14.99
PRO 5000 Standard	12.99
Quickjoy Jet Fighter	14.99
Quickjoy Junior	7.99
Quickjoy Stick	7.99

3.5" BLANK DISCS

2 FOR 1 LIFETIME GUARANTEE ALL DISCS ARE DS, DD, AND ARE INDIVIDUALLY SLEEVED AND SUPPLIED WITH LABELS

10 Discs	7.99
20 Discs+Free Storage Box	14.99
30 Discs+Free Storage Box	21.99
50 Discs+Free Storage Box	37.50
100 Discs+2 Free Storage Boxes	69.99
Banks Disc Box (Capacity 80 disks)	12.99

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

PERSONAL CALLERS WELCOME

SPECIAL OFFERS

A.P.B.	6.99
Action Service	2.99
African Raiders	7.99
Afterburner	5.99
Altered Beast	9.99
Amazon Adventure	6.99
Archipelagos	2.99
Artic Fox	4.99
Asterix	7.99
Baal	9.99
Bad Company	7.99
Ballstix	10.99
Barbarian II	10.99
Batman the Caped Crusader	10.99
Bio Challenge	3.99
Bombjack	7.99
Boulderdash Cons. Kit	3.99
Castle Warrior	3.99
Chambers of Shaolin	9.99
Chariots of Wrath	7.99
Chessmaster 200	6.99
Chicago 90's	4.99
Conflict in Europe	10.99
Cosmic Pirates	3.99
Dark Castle	9.99
De Ja Vu	9.99
Deluxe Paint	6.99
Dragon Scape	4.99
Dragon Spirit	9.99
Drakken	14.99
Empire Strikes Back	7.99
Eye of the Horous	4.99
Fernandez Must Die	7.99
Fighting Soccer	9.99
Flying Shark	4.99
Freedom	9.99
Full Metal Planet	14.99
G. Nius	2.99
Galaxy Force	10.99
Get Dexter 2	2.99
Goldrunner II	9.99
High Roller	9.99
Iron Trackers	5.99
Kayden Garth	7.99
Laser Squad	9.99
Licence to Kill	7.99
Mafdet	4.99
Manhunter in New York	11.99
Murder in Venice	7.99
Not a Penny More	4.99
Operation Neptune	4.99
Pacmania	9.99
Paladin	9.99
Passing Shot	5.99
Powerdrift	10.99
Quadraien	3.99
Quest for the Time Bird	7.99
Rally Cross	11.99
Red Heat	11.99
Return of the Jedi	7.99
Road Blasters	9.99
Rocket Ranger	10.99
Roll Out	7.99
Running Man	9.99
S.D.I.	7.99
Safari Guns	3.99
Sargon Chess III	4.99
Seven Gates of Jambala	9.99
Shuffle Puck Cafe	7.99
Skidoo	10.99
Skrull	6.99
Sky Chase	9.99
Soldier 2000	9.99
Spidronic	3.99
Spitting Images	4.99
Spy vs Spy	3.99
Star Blaze	4.99
Star Goose	3.99
Starry	3.99
Stir Crazy. Features Bobo	7.99
T. Pursuit a New Beginning	9.99
Tech	4.99
Teenage Queen	9.99
Thunderwing	7.99
Tin Tin on the Moon	9.99
Toobin'	7.99
Trivial Pursuit	9.99
Vindicators	7.99
Wanted	2.99
Xybots	9.99
Zero Gravity	5.99

Purchase any of the following and if IRELAND win the World Cup we will REFUND your money.

Addias Soccer: A Game To Remember!	14.99
Emlyn Hughes International Soccer	16.99
European Superleague	16.99
F/ball Man. II + FREE expansion Kit	14.99
F/ball Man. World Cup Edition	14.99
Football Manager of the Year II	14.99
Italy 1990: World Cup Starts Here	16.99
Kick Off 2: A Winning Performance!	16.99
Kick Off Extra Time: The Data Disc	5.99
Kick Off: Superb Tactical Play	11.99
Liverpool: You'll Never Walk Alone	16.99
Man. United: 'Ere We Go, Ere We Go	14.99
Microstyle International Soccer	16.99
Player Manager: Relive the Glory Days	14.99
Soccer Manager Plus: Agressive Stuff	14.99

Please keep your receipt

309 Goldhawk Road
London W12
Open
Mon - Sat
10am - 8pm
Sun - 10am - 6pm

405 Chiswick High Road
London W4
Open
Mon - Sun
10am - 10pm

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

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

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

ALL SHOPS ARE INDEPENDENT
BARGAIN SOFTWARE, 405 CHISWICK HIGH ROAD LONDON W4

GTGA - COLORADO

No sooner have we reviewed Colorado when already we have the solution to the game. We've decided to split the guide into two separate portions - the 2nd portion to be found in next month's ST Action. This will avoid spoiling the game's appeal. Make sure to have a save-game disk prepared as the game will need to be saved fairly regularly. Good luck and happy hunting.

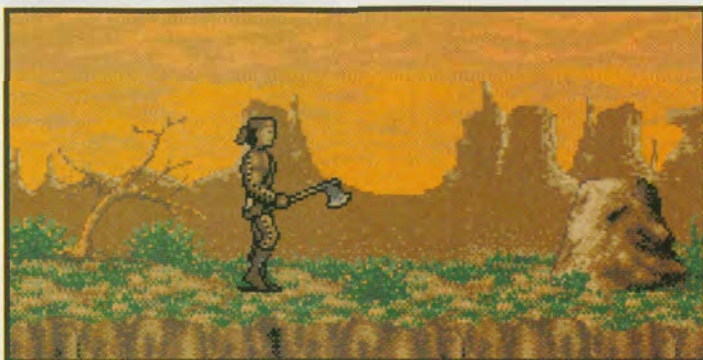
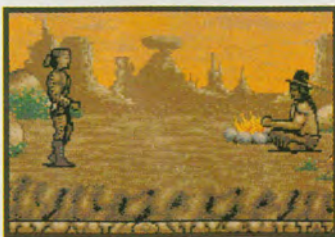
THE WINNEMUCCA FOREST

Reload the gun and shoot the Iroquois - Enter the forest. At the crossroads, take the left and continue left. To kill the archer, find the passage between the trees in the background then use the knife or hatchet to kill him. In the next screen, kill the Iroquois Chief, pick up the necklace and then collect the skin. Return to the crossroads and take the mountain pass

(beware of the sheer drop). At the foot of the peak save your position to disk. Go to the next screen and pick up the nuggets. Travel back down the mountain and return to the first crossroads. Continue to the right until you meet the archer. Hide yourself in the recess, causing the archer to fire an arrow, then place yourself in his line of sight, make a jump and

take cover in the second recess which should cause the archer to fire again. Then, use the knife or hatchet on him. Walk into the next room and jump carefully over the gap. Continue straight on.

MAC BIGGLE: Swap the nugget, skin and necklace. If necessary, drink a potion, move right and climb to the end of the blind alley.



THE CANYON OF DEATH

Climb the canyon and avoid the Apaches. Continue travelling right but be careful when you have to jump the gap. On the other side, reload the gun and shoot the Apaches (two bullets). Continue walking straight along and then make a new game save. Keep on the lower road. When entering the next location, move into the recess immediately. Reload the gun, make the archer shoot his arrow at you and then kill him with your rifle (be careful of falling rocks). Move right and kill the Apache warrior with the axe or knife. Do exactly the same in the next room. Move right again and be careful when making the two jumps. Reload the gun and enter the next location. Fire the gun immediately and then take up



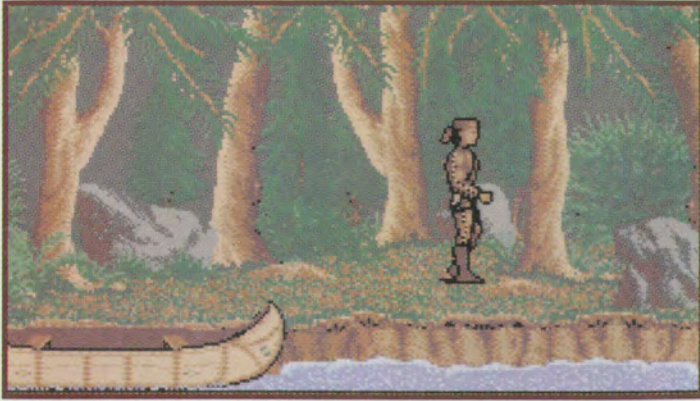
the knife or hatchet to get rid of the Apache Chief. Change the powder horn (freeing one icon) and pick up the necklace and peace-pipe. Return to the fork and take the staircase. Once you have reached the top of the staircase, reload the gun and fire a bullet at the next Apache to finish him off.

down in front of the Hopi Chief and swap it for a silver bullet. Return to the first room in the Canyon and make two left turns. Be careful of the precipice and pick up the nuggets. Return to the forest.

MAC BIGGLE: Swap the nugget and necklaces. Drink a potion if necessary and then return to the canoe.

MUSIC: Put the peace-pipe





BIG BEAR FOREST



Take a right turn twice to fight the bear.

METHOD 1: 1 dynamite + 1 bullet.

METHOD 2: 1 complete powder charge.

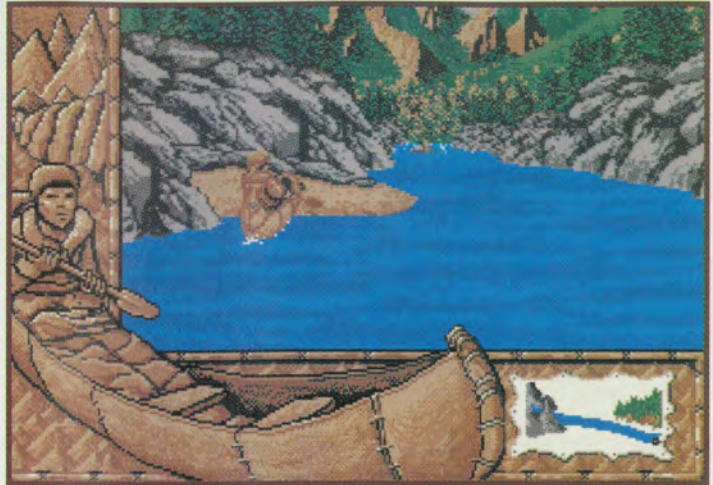
METHOD 3: It is better to fight him using the knife while

advancing and retreating when the bear lifts his paw. You can also try the crouching position.

Move right and take the two passages. Take the passage at the back to save the game position. Come back and take the second passage (in front of the tree on the right). Cross the field of rabbits. To destroy any wolves, the best thing is to touch it immediately with a low-blow, using the axe, otherwise you will have to go back a place in order to let the wolf pass in front of you so that you can strike it with the axe. You can simply avoid it by avoiding moving in a straight line. Continue to the right and pick up the nugget if the icon is free (you can pick up an icon by drinking the potion).



THE GANG DOWN THE MINE



Throw the dynamite into the pile of rocks. Reload the gun then shoot the miner. Select the knife or axe and strike at the miner who will run away. Continue moving to the right and, when you reach the blind alley, kill the miner and Huck will get up. Follow Huck through the mine where a passage will open up. If there is a free icon you can pick up a nugget in the room to the right of the secret passage room. Take the secret passage - 1st fork: take the one at the back and be careful of the jump. 2nd fork: take the door at the bottom and reload the gun. Shoot and kill the miner. 2nd fork: enter the door at the back and reload the gun. On entering the room, take a few steps and shelter in the recess. Make the Old Timer shoot and then use the gun in the low position. Take



and then read the parchment (you can put it down again afterwards). Move right and then throw the dynamite into the pile of rocks. Go to the foot of the peak where you can then make a new game save. Return to the first fork and take the lower door. Kill the miner with the gun, knife or axe. Walk into the next room and advance gradually. When you hear the waggon, take a diagonal step backwards into the recess. Pick up the nugget if the icon is available. Move right and kill the miner. Move right and you will eventually meet the Head of the miners. If you still have some dynamite, use it to kill the miner (releasing one icon), otherwise use the gun, knife or axe. Pick up the large nugget and return to the forest where you should then return to the canoe.

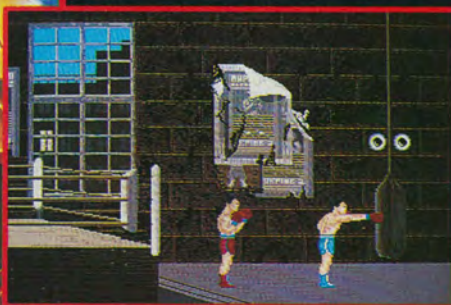


LINEL

LINEL
PRESENTS



A mind-bending strategy game for up to 8 players. Fully animated war-combat sequences and stunning graphics make this the ultimate experience in STRATEGY. For the AMIGA and ATARI ST



Endorsed by the World Boxing Council. The Champ is simply the most realistic boxing simulation. (With the original 'Rocky' theme)

KAISER

THE CHAMP

LINEL
24A WHITE PIT LANE
FLACKWELL HEATH
NR HIGH WYCOMBE
BUCKINGHAMSHIRE HP10 9HR
TEL. 06285 31 244
FAX. 06285 30 875



STA
Rating
69%

GRAPHICS: 50%
SOUND: 57%

LASTING APPEAL: 69%
ADDICTIVENESS: 71%

DIFFICULTY: AVERAGE
1ST DAY SCORE: N/A

GHOSTS 'N' GOBLINS

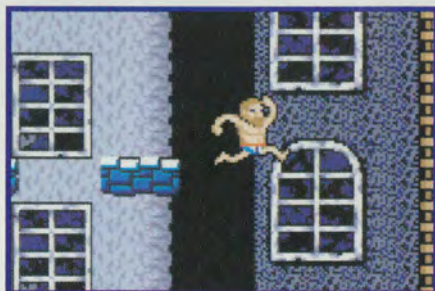
"Don your shining armour and make your way through the evil lands of the demonic Overlord as you attempt to rescue a damsel in distress."

■ ■ ■ ■ ■ **ELITE (£19.99)** ■ ■ ■ ■ ■

Whoever said, gone are the days when fair maidens would be rescued by heroic knights in shining armour. Rubbish. Chivalry still reigns supreme in the latest offering from the team at Elite. Ghost 'n' Goblins drops you into a brand new suit of armour and whisks you away on a fantastic journey to rescue the maiden so fair. Well, that's basically the way it goes, anyway.

The demonic Overlord has stolen the fairest maiden of all the land and whisked her away to his evil domain. He is now holding her captive and is threatening to end her life. What a waste. As a brave and heroic person, you have decided to take up the mighty challenge and attempt to save the damsel in distress. You begin your journey in the graveyard where zombies and wild vultures roam wild. No sooner have you gathered your wits about you when the zombies tear through the smouldering earth and make their way in your

direction. Fortunately, our hero is armed with a magic lance weapon which fires repeatedly when the firebutton is pressed. By leaping over the gravestones and climbing the ladders, the knight must

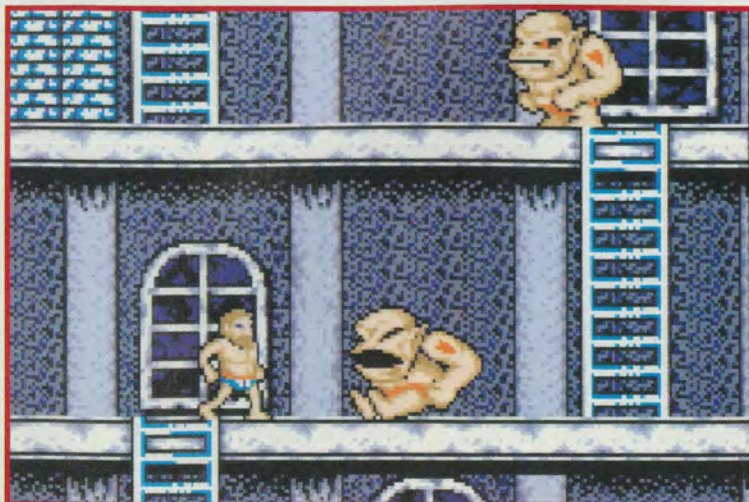


It's a good job that our knight has superb leaping abilities. Some of the platforms move from left to right and must be timed correctly if a jump is to be successful.

make his way through the graveyard and attempt to reach the next level. Large vultures also make an appearance. The giant, carnivorous birds sit on the gravestone tops just waiting to pounce. Things don't really get any better after the graveyard as, after leaping across a gaping chasm, he will reach the fearful haunted wood. The nasties come in many different guises and include ghouls, spectres, demons, dragons and cyclopes as well as other demonic beasts that have been resurrected from the very depths of hell. Luckily, our hero knight can leap in great bounds and duck any creatures that may happen to pass his way. Releasing a volley of axes should cure the problem. Along the way, the knight will be able to collect extra weapons and bonus points. The other weapons include an axe and fireballs. These prove very useful when anni-



As well as the axe, there is also a fireball weapon which can prove very useful at times. Each weapon fires in rapid succession, so killing the nasties on the first level should prove easy.



On later levels the creatures of the Overlord become progressively harder. These Ogres can prove quite hard to kill. Pile them with axes and they will eventually explode.

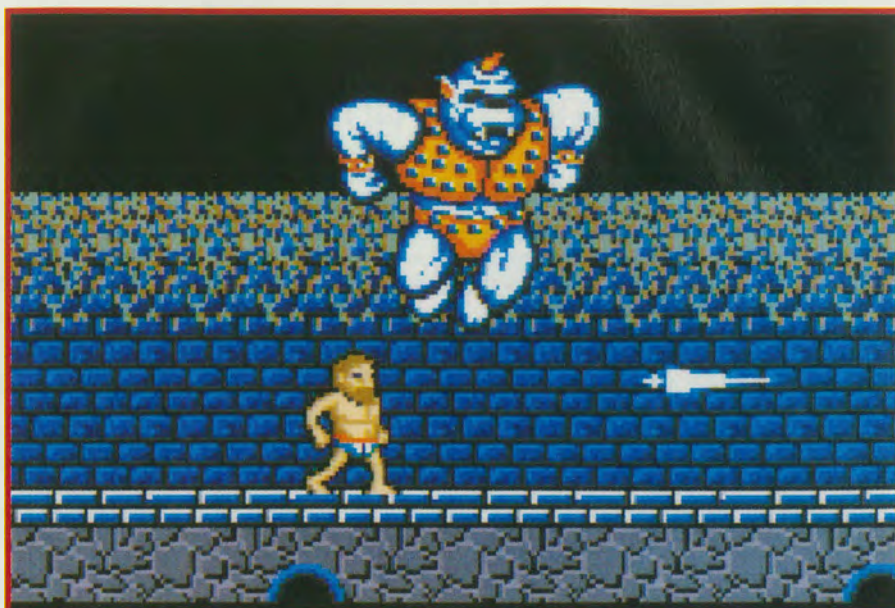
After the highly successful *Ghouls 'n' Ghosts* I couldn't wait to see its successor - *Ghouls 'n' Goblins*. Unfortunately, I can't honestly say that the wait was worthwhile. These two games are bound to be compared against each other and I'm afraid that *Ghouls 'n' Goblins* doesn't quite keep up with the same high standards set by *Ghouls 'n' Ghosts*. The graphics are repetitive and animation on the knight character is horrendous as there are so few frames of animation. The collision detection is also very suspect at times. Sound is average but really doesn't help an otherwise mediocre conversion. My advice would be to avoid *Ghouls 'N' goblins* and spend your money on something a little more worthwhile.

SW

hilitating the end-of-level guardians. There are also extra lives icons that can be collected. These are very rare, though and you'll have to kill to get them. By killing certain meanies a points bonus disc will also be released. Pick this up and your score will be increased accordingly.

Each different level comes complete with its own hazards and pitfalls. Each one must be negotiated with extreme care if it is to be passed successfully. Some have moving islands while others contain undulating platforms. Once the end-of-

The end-of-level guardians leap all around the level. It is best to try and run in the opposite direction to their leap, then turn and release a barrage of axes or fireballs.



level guardian has been hit several times, he will explode into a ball of flame and a key will appear which will allow you access to the next level. If the knight is hit by any of the nasties, he will lose his suit of armour. Any more hits and he will disintegrate into a pile of bones. As you progress further through the game, the levels become progressively harder. The nasties themselves differ in difficulty. Some are easy to hit and take only one shot before they eventually explode; others are more nimble and attack at different angles.

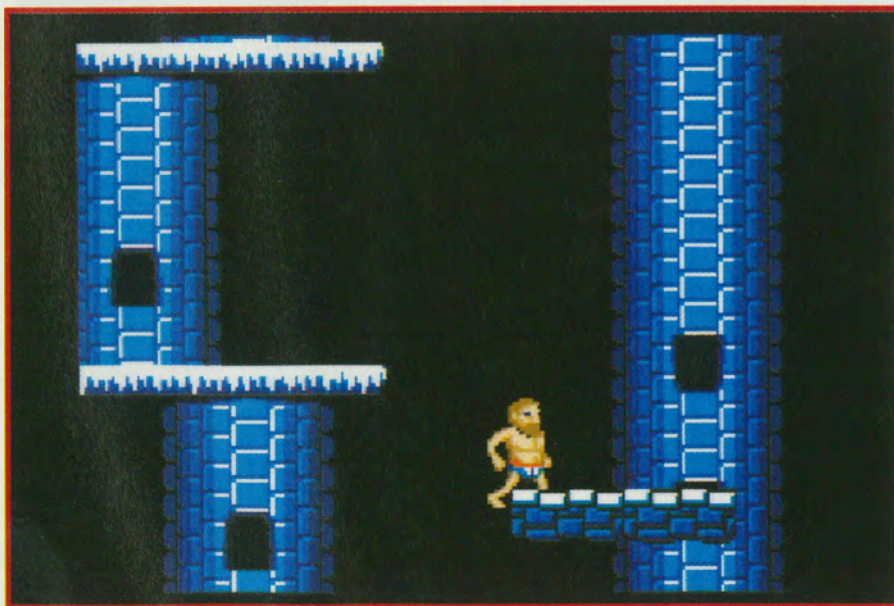
These normally take a great deal more firepower before they finally die away. Eventually you will reach the evil Overlord in a final battle to the death. Defeat him and you will have completed your quest and saved the beautiful maiden from almost certain death. **[STA]**



At first, should you be hit, you will lose your valuable suit of armour. Get hit again and you will lose one of your precious lives. The knight will leap into the air and turn into a pile of old bones.

Ghouls and Goblins is probably the second time most of you gamers will have encountered the fearless knight, the indomitable, Sir Arthur; the first being U.S. Gold's *Ghouls'n'Ghosts*. Don't however, be taken in. This game represents our metal-clad, weapon-throwing hero's earlier antics. As platform games go, this game isn't that bad. However, the graphics break no new barriers and the animation is somewhat stilted. Personally, I found the game a little dated and didn't enjoy it as much as I hoped. Therefore, unless you're prone to sudden outbreaks of intense nostalgia, I would strongly recommend that you look elsewhere when it comes to spend those hard earned pennies.

NC



Some of the platform stages need very accurate judgement. Some of the platforms, when stepped on, begin to sink and crumble away, therefore you will need to time your jump precisely.

After what seems like an eternity, a particular favourite of mine has finally reached our screens. *Elite's Ghosts*, I'm pleased to report, manages to capture the gameplay aspect of this coin-op favourite, if not the speed. For those who are not familiar with the game, but enjoy quick, unforgiving platform action, *Ghouls and Goblins* is one of the best examples of this time-honoured style of play. Without being too picky, the accuracy of the conversion is pretty good and the controls have been faithfully reproduced which all adds up to a damned good production. There's quite a few examples of this style of game floating around at the moment, but I must say I've played his a lot more than the others I've tested.

JS

EVERYTHING FOR YOUR ST & AMIGA UNDER 1 ROOF

MICRODEAL
MICRO MART
MICROTEXT
MIDLAND MICROSOFT
MUTANT SOFTWARE
MODEM MARKETING
NADI SYSTEMS
OASIS
OVERSEAS MEDIA DIST
PANDAAL MARKETING



AVOID THE
QUEUE!
OVER 115
COMPANIES
EXHIBITING.
BOOK YOUR TICKET
IN ADVANCE

SHOW OPEN
10 - 6 EVERYDAY
CLOSES 4PM
SUNDAY JULY 1st

THE ONLY SHOW
IN THE UK
DEDICATED TO THE
SERIOUS AND
ENTERTAINMENT
SIDES OF THE
ST & AMIGA

The 16 Bit Computer Fair

SUMMER EVENT

JUNE 29th/30th & JULY 1st

JUNE 28th TRADE/PRESS BY INVITATION ONLY
ROYAL HORTICULTURAL HALLS
VICTORIA, LONDON
NEAREST TUBE/MAINLINE VICTORIA

SAVE 50%

Save 50% if you pre purchase before 17th June
REGULAR TICKET PRICE £4 PRE PURCHASE FAST LANE TICKET £2
CHILDREN UNDER 10 ADMITTED FREE

Post to: THE 16 BIT COMPUTER FAIR, PO BOX 68, ST. AUSTELL, PL25 4YB
Please send me FAST LANE TICKETS at £2 each

Cheque/PO enclosed for £ NAME:.....

ADDRESS:.....

POSTCODE:.....

or phone 0726 68020 with your credit card number
Please make cheques payable to THE 16 BIT FAIR



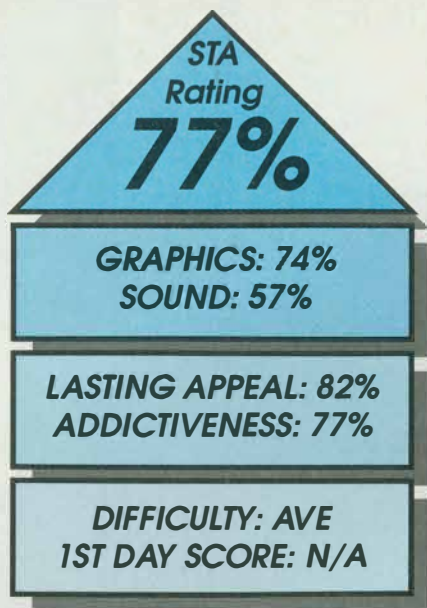
PARADISE COMPUTERS
PROTON SOFTWARE
PSYGNOSIS
RAD TECHNOLOGY
R & AJ PRESTON
R & R DISTRIBUTION
RADIO SERVICES
RIVERDENE PDL
ROMBO
SDC SOFTWARE
S D L
SENLAC SOFTWARE
SIREN SOFTWARE
SOFT STUFF SOFTWARE
SOFTSTORE
SOFTVILLE
SOFTWARE BUSINESS
SOFTWARE EXPRESS
SOFTWARE STORE-LIBRARY
SPACE TECH
ST UK
STAMPEDE
SWIFT
TAKE CONTROL
THE DEEPER DOMAIN
THE ED SOFTWARE CLUB
THE PUBLIC DOMINATOR
THE SW LIBRARY
TOPOLOGIKA
TURBOSOFT
TYNESOFT
UK HOME COMPUTERS
VIDEK
WCA BUSINESS SYSTEMS
WE SERVE
THE £3.99 GAME CO

FOR FURTHER
INFORMATION CONTACT:
WESTMINSTER
EXHIBITION LTD,
SURREY HOUSE,
34 EDEN STREET,
KINGSTON,
SURREY, KT1 1ER
PHONE: 081-549-3444
FAX: 081-547-1311

16/32 PD LIBRARY
2 BIT SYSTEM
A & S DISTRIBUTION
A TO Z COMPUTER -
SERVICES
ABACAS
ACCODATA
ADAMSOFT
ADVENTURERS CLUB
ADVENTURE SOFTWARE
APPLEBY COMPUTER-
SYSTEMS
ARGUS SPECIALIST PUB
ARNOR
AUDIO VISUAL RESEARCH

BARGAIN SOFTWARE
BATH COMPUTER SHACK
BITS & BYTES
BYTES & PIECES (EURO)
CARE ELECTRONICS
CAVENDISH DISTRIBUTION
CASPELL COMPUTERS
CHECKMATE SYSTEMS
CLUB 68000
COMPUTER VISIONS
COMPUTER MANUALS
CONDOR COMPUTERS
DIAMOND COMPUTER-
SYSTEMS
DIGICOM
DIGIPRO
DOWLING COMPUTERS
D STK DESIGNS
ELMTECH RESEARCH
EVESHAM MICROS
EXPOSURE PRODUCTIONS
F M COMPUTER SUPPLIES

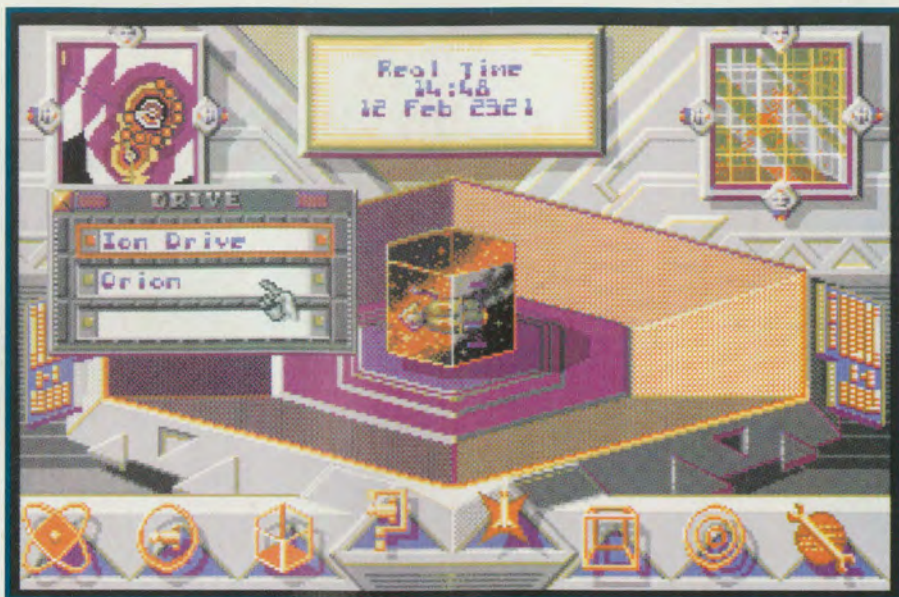
FIRST MICRO
FRONTIER SOFTWARE
FUTURE PUBLISHING
GASTEINER TECHNOLOGIES
GRUNDIG
H B MARKETING
HAMPSHIRE MICRO-
COMPUTERS
HARPERS COMPUTERS
HELIT
HI-SOFT
HI-TECH MODEMS
HSV COMPUTER SERVICES
ICPUG
IMAGE SOFTWARE
JEM COMPUTERS
JENGGROVE
JOHN CRAIG ASSOCIATES
KEMPSTON DATA
L C L EDUCATIONAL-
SOFTWARE
MCD SOFTWARE
MEMORY EXPANSION-
SYSTEMS
MICHTRON
MICROBOTICS



The year is 2320. Science has come a long way in recent years and the idea of Interstellar travel has now become commonplace. The advantages of Interstellar travel are limitless, the most obvious being in the ability for the human race to expand its universal hold and colonize new and previously unexplored planets and galaxies. Unfortunately, this great colonization of space would have to wait. Something terrible was about to happen, a war of epic proportions. The invaders were named Outies and it appeared that their destructive quest was fuelled by the lack of exactly that - fuel, or to be more precise - energy. No one really knew who they were or from where they came. All that was agreed was that they had to be stopped, quickly. The Outies were using charged Black Holes to do their destructive work and recently you discovered that they had just turned your latest colony into one. Notwithstanding, the remaining colonies have coagulated their resources into a single armada force. Now comes the chance to pay back the Outies for their outrageous and hostile actions. Only one race can win, make sure it's yours.

Controlling your ships and your resources is achieved through the main display by clicking on icons. As well as the

As each option is selected via the mouse pointer a menu will appear that contains several options. Most of the menus contain information when creating your ship.



GRAVITY

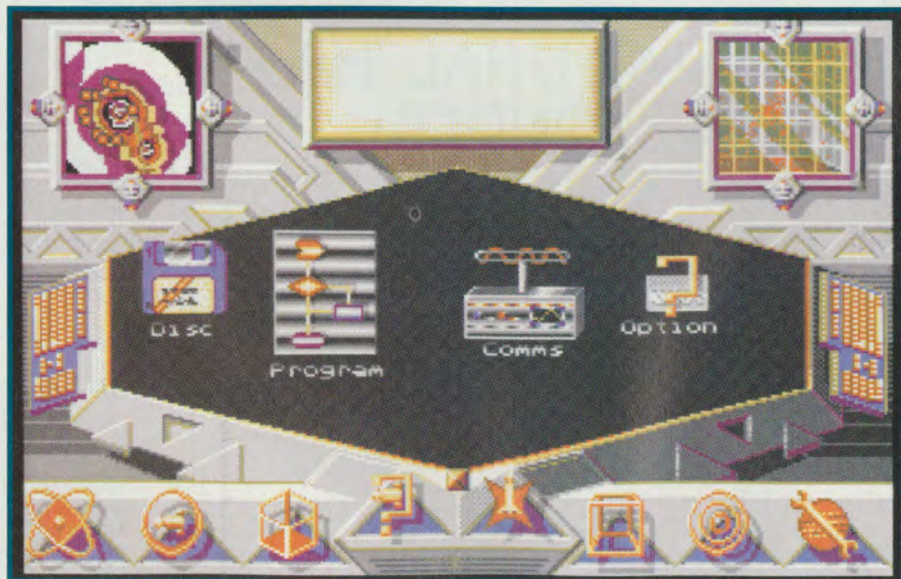
"If you thought that colonizing planets would be easy, then you never bargained on the evil Outies who are out for your destruction."

— — — **IMAGEWORKS (£24.95)** — — —

long-range radar there is also a short range radar. The eight icons are positioned to the bottom of the screen and can be selected by positioning the mouse over them. When selected, a menu will float onto the screen where you will be able to toggle certain effects of your force. The main display shows the actual events that are taking place at present in the battle zone. Weapons and other such equipment has to be bought first, and as you don't start with any cash you will have to find some

way of earning some. Cash is acquired through damage to your ship. Every hit to your ship is worth £1. You'll have to work out the best way of accumulating cash yourself. All extra equipment, such as drives and tools are only available from colonies. This is also required of you - to create colonies in the hope that you will be able to destroy the Outies.

You begin your mission at the STAR COMmand (STARCOM). It is here that you will be briefed on your mission and it basically acts as a computer-aid to your-



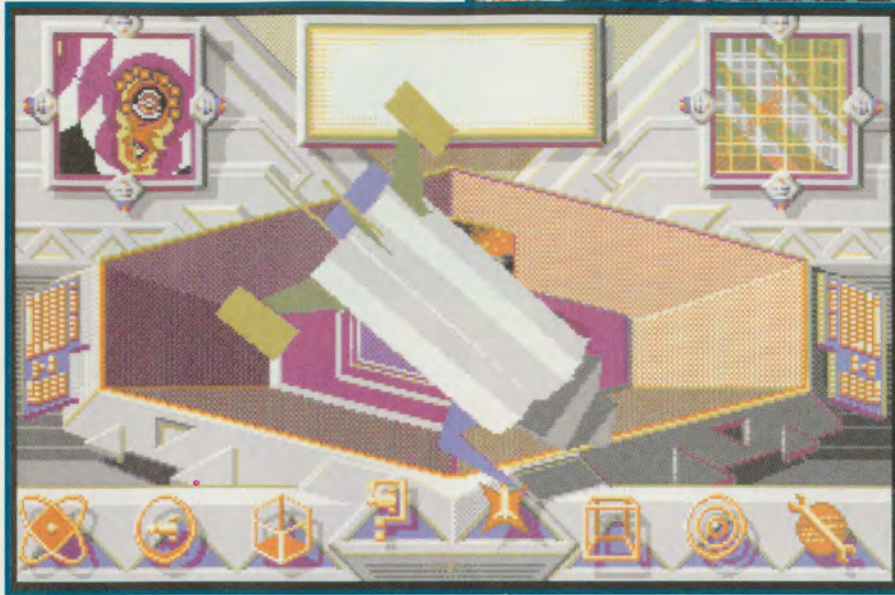
The ship-board computer offers several options for saving and loading any games in progress. There is also an option - Program - which allows you to determine your drone's behaviour.

Phew! This game took a little while to get into, but once I knew exactly what it was I was supposed to be doing I soon found it great fun. The interface is extremely easy to use and makes getting into the game a lot quicker. The graphics are colourful and nicely detailed, although they were a little confusing at first. The sound is a little sparse but is not really important in a game such as this. I would strongly recommend that you try and get a go on Gravity before you actually decide whether or not to buy. That's not to say that it is a bad game, it's just that I don't believe that it will appeal to everyone's taste.

SW

The battle itself takes place over the main display in the centre of the screen. The view is represented in a four-space-style space. Watch out for the Outie spaceships.

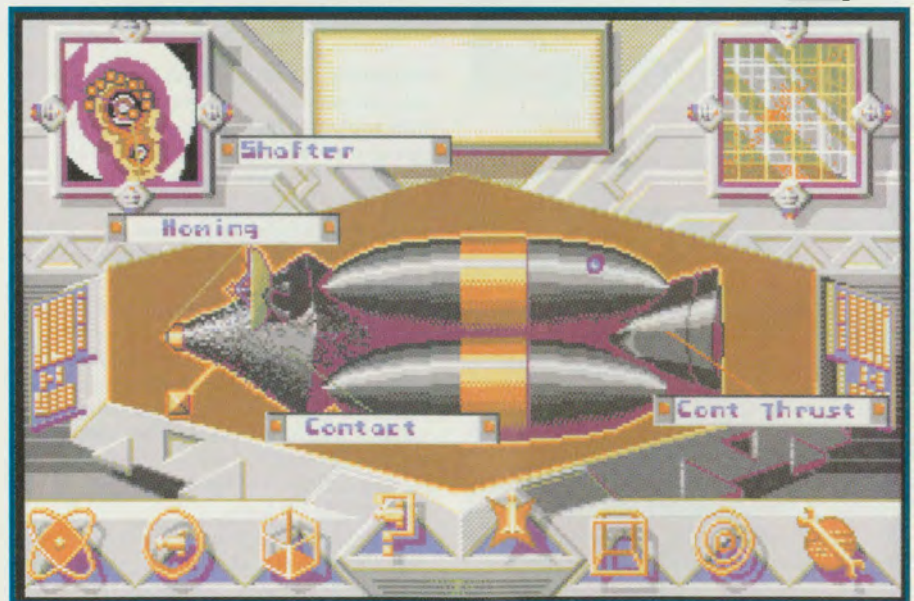
The scout ships can be viewed from any angle by viewing the scout craft display image. Once you are familiar with your craft you can start to improve them wherever you think best.



Outie threat will become less severe. Winning the game and beating the Outies is basically a combination of two elements. The first is to destroy the actual Outie fleet, while the second is to colonise. Combining both of these factors will gain you the advantage. Eventually you will realise what combinations work and how best to kit out your space craft. The actual game is mouse controlled and although a little awkward at first, once you become accustomed to actually controlling your ships only the Universe will be your limitation. Stop the Outie threat and then you will have accomplished your mission, to save the human race. **[STA]**

self and the rest of your squadron which consists of several drones. If you let the Outies reach and destroy your STARCOM base then you will have failed in protecting your colonies. Once you have been briefed on your mission type, you can then set off for your destination. To colonize a system you must first gather information about it and check that there are no Outies nosing around. If there are, then you will have to eradicate them. As well as military manoeuvres, you must also protect your colonies from any possible invasion threat made by the Outies. To do this you will need to convoy the colonists and act as a fighter escort until the colony sets up its defences. You can control escort convoys so that the colonists are not destroyed by the evil Outies before they actually reach their destination. If you look after your colonies they will flourish and the Outies

invasion threat will be eradicated. Lose control and your existence will be in jeopardy. As you colonise more and more planets and the population increases the



The allocation of missiles couldn't be simpler. To pick up a missile it must be guided into one of the empty slots. You can also tweak the missiles by using the missile diagram.

After the initial confusion wore off, Gravity soon revealed itself to be a very competent strategy game. There are elements of shoot-'em ups but both elements have been well mixed to provide a very enjoyable game. I did find it a little hard to get into and would therefore recommend a little perseverance when getting started. Although not state-of-the-art, the graphics have been well presented with especially clear diagrams and bright colours. I think that the actual main-game graphics could have been a little better in definition and originality. Still, gravity is a neat little game that will offer some interesting entertainment.

NC

The problem with trying to break the mould of the usual run-of-the-mill games is that you run the serious risk of being misunderstood. Gravity is obviously the product of a great mind, but I think that the concept and structure of the game is self-indulgent, i.e. obvious to the game designer but obscure to lesser mortals who will eventually play it. Nevertheless, the presentation of Gravity is nothing short of spectacular with an icon and control system which if not initially comprehensive, is very original. For its quality and highly-polished presentation, Gravity deserves the now prestigious Imageworks label, but for me, the game just didn't open up and let me in, if you know what I mean.

JS

Oh gosh! Yet another Super Sprint clone. Still, Hot Rod isn't that bad. The game itself is very playable indeed, although the one-player mode may prove a little easy. If you can get three other mates to come round for a game, then Hot Rod offers a worthy challenge. The graphics are fairly big although a little undetailed and corny. The tracks have been well thought out and are quite long and therefore should offer a worthy challenge to even the most hardened of drivers. My only gripe is the fact that if you lag too far behind, you get yanked back into the main screen. This proved a little annoying at times. Still, Hot Rod can be fun.

SW

Following on from Gremlin's excellent Supercars is certainly a tall order. For my money, Activision's Hot Rod fails to steal pole position. Graphically, despite being rather colourful, the game is a little basic. Instead of using a smooth scrolling routine the action relies in an annoying screen flipping set up. The gameplay is less than inspiring and although up to three players can simultaneously battle it out, the action soon becomes monotonous and tiresome.

NC

Once you have finished a race you will be rewarded with a bonus score. You can then enter the shop where you will be able to buy add-ons, such as more powerful engines.



Hot Rod is a bird's-eye view of a road race in which you and three other competitors speed around the tight lanes in a bid to cross the line first. Instead of having to thunder around a track, there is a start position and an eventual goal. You have to drive the fastest route between the two, taking short-cuts and driving across rough terrain. Obstacles will be littered on the road, making driving at high speeds lethal to all but the best of drivers. The track will change surfaces as you progress. One minute you're driving on smooth tarmac, the next you're stuck in thick snow.

Four players can race against each other at any one time, each of whom has his or her own car to batter around the course. The cars run on gas, and to gain extra gas you must win the races that you

The race is on and the competition is tough. Apart from hitting the edges of the road and the other cars, you'll have to watch your fuel consumption. Pick up the G icons to replenish your fuel level.1



HOTROD

"Race around some of the most devious tracks ever devised as you try desperately to beat the other drivers and become the No.1 Hot Rod driver."

ACTIVISION (£19.99)

compete in. The higher the finishing position, the more gas you are rewarded with. Prize money is also gained from high rankings and at the end of each race this money can be spent on various upgrades for your car.

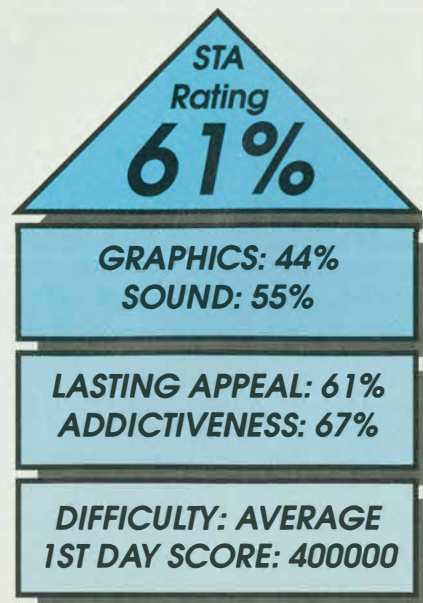
As your score, money and gas rocket when you win a race, the competition also starts to get a little better. As you become more skilled, the computer-controlled cars also progress, making it that little bit harder to take first place in the later races. Obstacles, such as oil drums and large boulders, must also be avoided otherwise your car will go up in flames. Gas can be collected by running over the G icons. Extra points can also be gained by collecting the P icons.

Every mistake that you make will cost you valuable units of fuel, and when your tank reaches empty, your car will cough and splutter before eventually grinding to

a halt. If you're lucky, your car will roll across the line, otherwise the game will be over for you. Instead of the whole track being viewed from the top, it scrolls across the roads before finishing on the goal line, thus making it harder to avoid the oncoming objects. When a race has been finished you can then pop off into the stores. Add-ons are in plentiful supply, as long as you have the buncce to buy them. Larger engines are the most useful, with bumpers, tyres and spoilers coming a close second. **[STA]**



If you should successfully win a race then you will be rewarded with a trophy and a kiss from a beautiful girl. You win some - you lose some.



RESOLUTION 101



ATARI ST SCREEN SHOTS



When they locked you up they threw away the key. Now, with the passing of **Resolution 101** you are offered the chance to regain your freedom. You must become a bounty hunter, earning your liberty by the assassination of the evil criminals who now threaten to overrun the city.

Resolution 101 - a fast-moving futuristic vehicle simulation... a challenge for the true enthusiast. Advanced 3D vectors produce superb graphics of a living, working city. Combined with exceptional 3D sprite artwork and wicked gameplay algorithms - this is the ultimate in track-'em-down playability!

- Vector graphics and 3D sprites combined - for a totally realistic game scenario.
- Responsive, intelligent enemies who'll try to 'outsmart' your every move!
- Garage shops - buy extra fittings and equipment for your vehicle, including faster engines, more powerful weapons, navigation systems, napalm mines, decoy flares and more.
- Video-comms link - actually see your victims sneer and grimace as you close in deadly combat!
- Available from the end of May 1990 for the **Atari ST, Commodore Amiga** (£24.99) and the **IBM PC** (EGA/VGA) (£29.99)

Light years ahead



MILLENNIUM

Millennium, Chancery House
107 St Pauls Road, London N1 2NA

"Take part in a special forces mission and investigate the mysterious disappearance of the inhabitants of the moon colony, Alpha II."

STAI

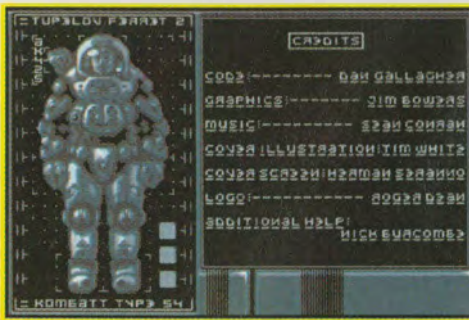
STA
Rating
80%

GRAPHICS: 82%
SOUND: 78%

LASTING APPEAL: 79%
ADDICTIVENESS: 77%

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

As soon as your astronaut has landed, a display will appear with your marine's statistics. Don't get too excited as the screen is only for show and the text is totally unreadable. Not very useful but nicely detailed.

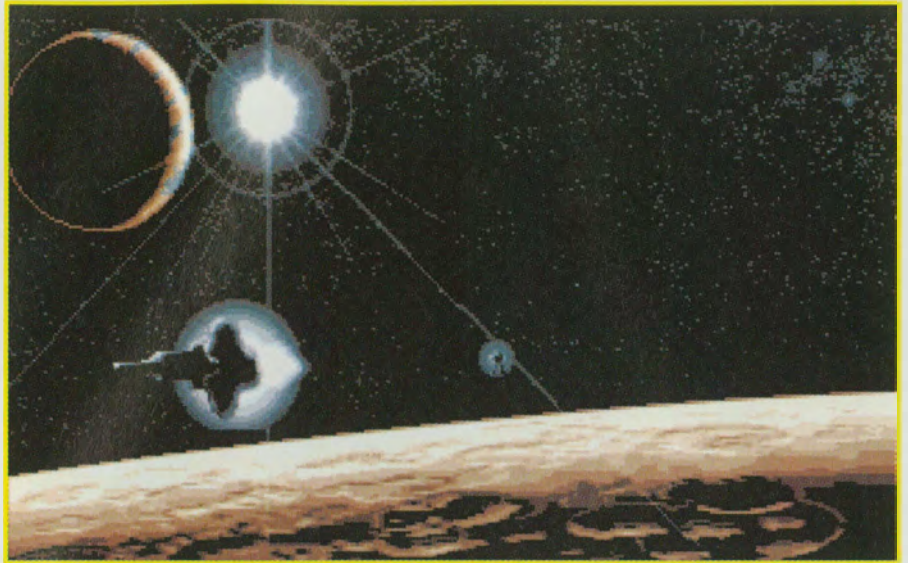


In a galaxy far, far away, a foul deed is brewing. Someone, or something is planning to take over the Universe. It all began when, one day, transmissions from moon colony Alpha II, ceased. The last reports from Alpha II were of a terrible accident that had caused the destruction of the colony. A group of scientists had set out

INFESTATION

PSYGNOSIS (£24.95)

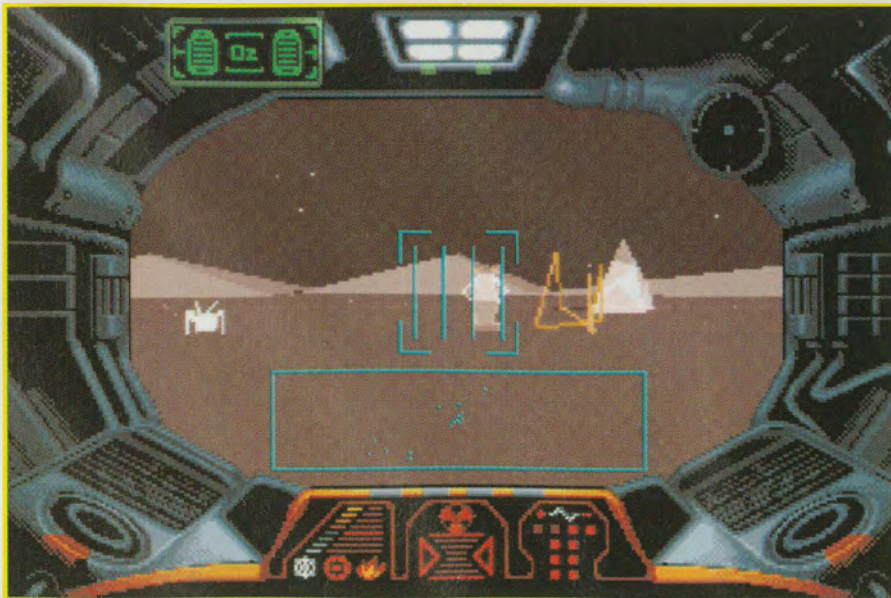
The introduction scene of Infestation is extremely well done and highly atmospheric. As your ship zooms across the surface of the planet, the astronaut marine is dropped away from the mothership and lands with a hefty bump on the ground.



to explore a neighbouring planet for life-forms, and had come back with a number of specimens, most of which were indigenous to the planet. But they had also discovered a nest of eggs, and being inquisitive, they took a few of the eggs back to base to be used as samples. Little did they know that inside these eggs were the embryos of a race that would destroy the planet unless they were destroyed themselves, and quickly. Thinking no more about it, they left them. Eventually the eggs hatched.

This is when all transmissions faded. This is when the colonial marines, and yourself, were informed that your services would be required. You are crowded aboard the interstellar space craft and briefed on your mission while you are travelling toward your destination. Your job is to enter the complex, find the eggs and destroy them and annihilate the alien life forms. You must locate the power source to the complex and blow it up, making sure you are off the planet before it blows.

The game begins with you being dropped off on the planet's vector-graphic surface. Before you are even able to gath-

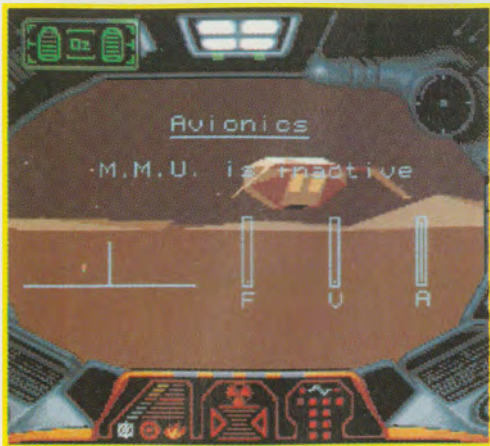


Your mission has only just begun and already you find yourself against seemingly impossible odds. The smaller, spider-like, droids are easy to destroy, but the larger robots require several hits.

It appears that Aliens-type games are stealing a large portion of the games industry recently. Now, Psygnosis have jumped on the bandwagon and it seems that they have managed to produce a very competent Aliens-based game. The opening sequence is excellent, if a little fast, and the graphic presentation is kept at a very high standard throughout the game. Sound is kept to a bare minimum with the odd effect here and there. The 3D landscape moves smoothly and convincingly and manages to stay flicker-free even when there is more than one object present on the screen. Well done, Psygnosis.

SW

Your jetpac is also capable of taking you into the air. This will prove useful for picking out objects at long distances. Here we see your mothership that is awaiting your safe return.



er your senses, you are surrounded by a vast number of droids and poisonous creatures that are crawling ever closer. It doesn't take long before you realise that they want your blood, so you must either fight your way out, or better still, fly away using your Manned Manoeuvring Unit. The droids and other alien life forms will need to be hit several times before they eventually die. It's best to fly into the air. A quick tap of the button and you'll rise up and out of the hostile aliens reach. The landscape moves below you in spectacular 3D style. Your MMU comes complete with a surface radar which proves extremely useful when navigating around the colony.

After a brief look around, you notice a few strange rectangular blocks standing on end. A close inspection reveals that they are computer terminals and request your identification. You enter your name and you are then allowed access to transportation. Who'd have believed that your name, Kal Solar, would have opened up the network. Before you are able to enter the complex, though, you must go into the transporter which is usually situated nearby. If you follow the arrows on the teleporter you'll be inside in no time.

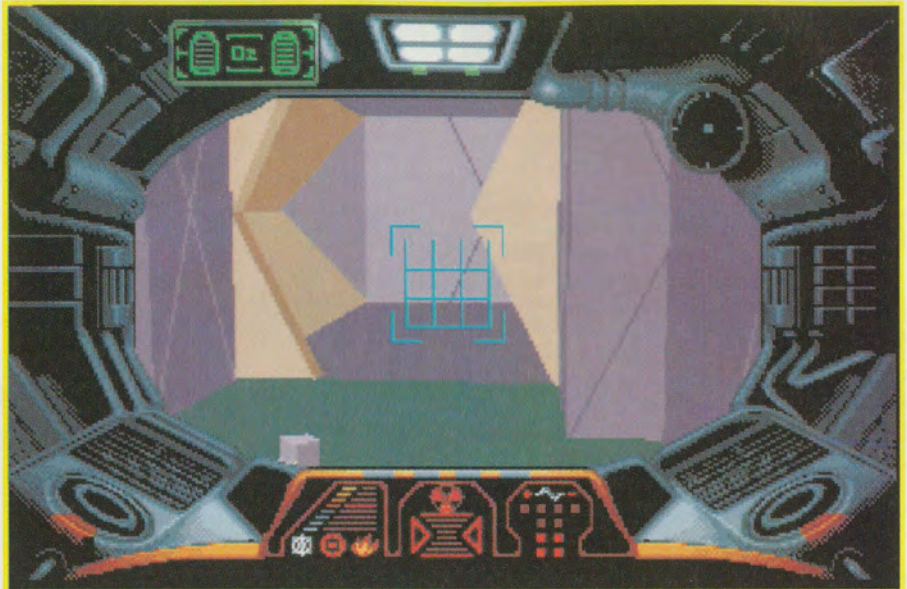
Once inside, you will be greeted with a maze of corridors that is guaranteed to

All too often, 3D vector-graphics have been used for the purpose of rather obscure cerebral games - which is all very well, but there is so much more that can be achieved with these flexible graphics. With this in mind, Psygnosis have simplified matters somewhat, by setting an exciting all-action game in an incredibly intense and atmospheric 3D environment. The graphical presentation is second to none and the gameplay, which is a combination of strategy and arcade, with more emphasis on the latter, makes *Infestation* certainly one of the most enjoyable 3D vector-scape games I have played. The splendid presentation and polished production, makes this one of the tastiest games to be released over the last couple of months.

JS

Psygnosis games are always classic titles and Infestation is no exception. Indeed, the game is massive and the challenge it offers will keep even the most hardened gamers busy for quite sometime. Yep, Infestation has lots to offer. The game's graphics consist of really quick and smooth, filled vectors. The sound, too, is really great and adds nicely to the game's overall feel. The game-play has been well thought out and the game caters for both the more trigger happy player and the investigative explorer. I liked Infestation, the game offers real scope and when combined with its excellent presentation I'm sure you'll agree, Psygnosis have a real winner on their hands.

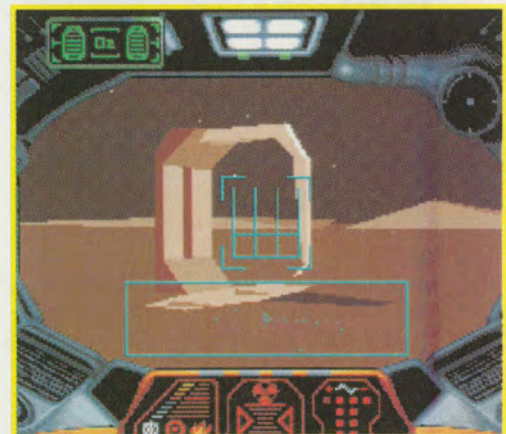
NC



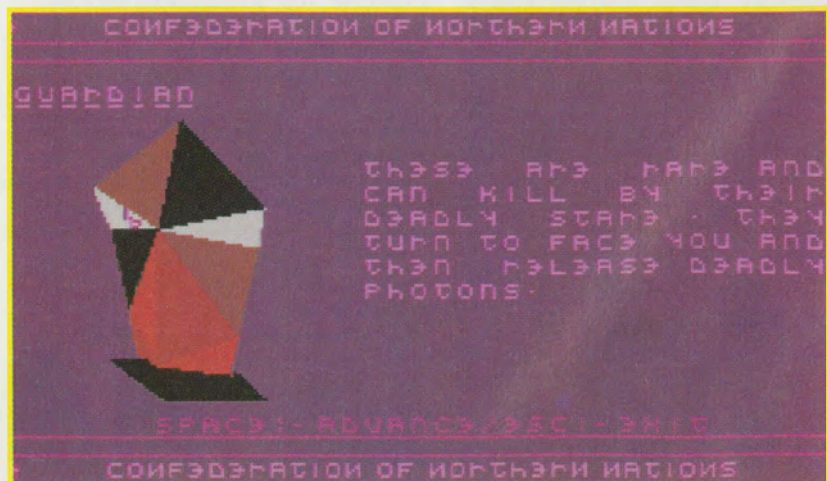
Once you are inside the complex you will find yourself in a maze of corridors and blast-doors. Most of the doors are easily opened by pressing the F1 key. Others will take a little more force and you will have to fire at them to open them.

confuse. Eventually, after a while, you will soon get used to using the corridors and you will be able to venture around with ease. Blast doors block your way and clues and other helpful artefacts can be found strewn across the floor. You must search every nook and cranny to find what you are looking for. Unfortunately, many of the objects are behind locked doors and you will have to open them before you can reach your goal. As soon as you stumble upon an egg you will have to destroy it quickly. With your arsenal comes a number of very useful gas canisters which you may use at any time. Alternatively, you can use cyanide shells that can be found throughout the colony.

STA



Access to the lower areas of the planet are made through gaining control of the lifts and teleporters. First, you'll have to enter the correct codeword.



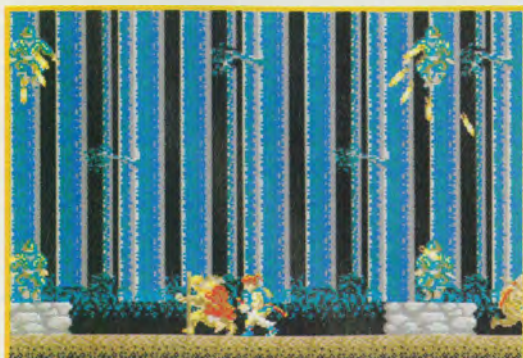
You can call up any information on the different objects and view them in superb 3D-style. This will give you some idea of what it is you will be up against. Each of the different objects and items can be called up with the space key.

Martial arts is a prolific theme indeed, but there's always room on top for a corker like *Ninja Spirits*. The game is tough, and I particularly liked the variety of attack adopted by the many foes. The animation and fighting style of the main character reminded me of *Forgotten Worlds*, but there's been a concerted effort to present something which is a bit different. Star of the game is the variety of weaponry at your disposal which contains some very original ideas. If you're a fan of action-packed combat games and seemingly impossible platform puzzles, then *Ninja Spirit* is for you.

JS

Nunchakkas and Ninja Deathstar have been flying around computer screens for years, and there's been a consistent flow of martial arts-related titles since *Way of the Exploding Fist* burst on the scene. But there's been a brief spell while Ninja polished up his act (in some Shaolin temple, no doubt) and now he's back with a vengeance. The idea with this game was obviously to incorporate different areas of what it would be fair to say is a limited and exploited theme, and place in a platform game environment - a sort of Ninja meets *Forgotten Worlds*. In true platform tradition, 'Spirit' starts off relatively easy and rapidly grows more difficult as you progress. Opposition Ninja and enemy Samurais adopt a variety of attack patterns with one objective in mind - to stop your Ninja dead in his tracks.

With jolly responsive joystick controls, you can run, jump and crouch in a bid to avoid the slings, arrows, nunchakkas and many other projectiles pitched at your warrior. The Ninja lay shrouded in darkness then spring out from behind rocks and trees. Meanwhile, Samurais fly about the screen waving a razor-sharp sword erratically. But your warrior is no nancy as he is skilled in just about every weapon in martial arts, which can be picked up along the way. But first you wave a Samurai sword rather aggressively at your enemy and, with the joystick, you can thrust and cut in just about every conceivable direction. In addition to a change of weaponry, you can also pick up one or even two companions who copy the first warrior's actions and movements. With two or three



Deep within the forests, you are set upon by a band of brigands. Using your Ninja skills you must defend yourself to the last.

Armed to the teeth you must traverse eight Ninja filled levels. Deadly assassins will attempt to stop you in your tracks but being the Ninja Spirit you must prevail.



NINJA SPIRIT

"Not more Ninja nonsense!" I hear you cry. But let's be optimistic, as Activision promise a bit more than the usual martial arts bash in Ninja Spirit."

ACTIVISION (£19.99)

It's with a great hi ya! That we welcome Activision's latest coin-op conversion, Ninja Spirit. Graphically the game is nicely presented, the sprites are well animated and colour has been used to good effect. Personally, I'm not a great fan of the game. I feel I've seen this kind of thing before. Okay so there are some nice touches but nothing inspired me to play for long periods. All in all, Ninja Spirit isn't a bad game, it just a case of - we've seen it all before.

NC

swords swishing around, this increases your chances against the ever-increasing foe.

Further on, crazy wolves fly about the screen, and then you arrive at the inevitable end-of-level confrontation. On this first occasion, a constant supply of ninjas spring out from rocks and proceed to fly around the screen with all the precision of an aeronautical display team. But your two warriors soon put paid to that. That level clear of ninja nuisances and Samurai so and so's, the next level introduces a new protection which soon proves invaluable. Your warrior twins become encircled by fire which destroys all that it touches. Over a bridge the you reach the end-of-level guardian that turns into a fiery bat and hurtles around the screen. The only way to stop this beast is to aim well and throw whatever projectiles are in your possession. Moving ever onwards you confront giant Samurais which require many blows to destroy. Then you enter the temple where you face numerous ninja guards. In this section your ninjas can actually walk on the ceiling in a bid to avoid the sinister weaponry administered to the ninja guards. Further onwards, Ninja stealthily moves into a cavern, but look out for the sliding boulders which attempt to squash him like a fly. You reach a cliff face and the only way forward

is upward. Jumping from branch to precarious ledge, you must guide Ninja up the cliff face, avoiding the boulders dropped by mountaineering ninja warriors. But what's Ninja looking for in this dangerous land? Yes you guessed: trouble and more trouble.

STA

STA
Rating
70%

GRAPHICS: 57%
SOUND: 57%

LASTING APPEAL: 70%
ADDICTIVENESS: 72%

DIFFICULTY: AVERAGE
1ST DAY SCORE: N/A

THE POWER DRIVE



The Power Drive from Power Computing sets new standards in performance and quality for your Commodore Amiga™ or Atari ST™ computer at a price that leaves our competitors behind!

THE FACTS

PC880 Amiga PC720 Atari ST

Super Slim Case	Super Slim Case
880K Formatted	720K Formatted
Thru Port	Built in 240v PSU*
Isolating Switch	On/Off Switch
12 Month Guarantee	12 Month Guarantee

Both Power Drives include cables and instructions
*The 720E takes it's power from the ST Computer



Power Drives are available by mail order direct from Power Computing or at better computer retailers. Look out for the bright red box!



Mail Order Hotline

0800 581742

Free Call!

Power Computing Ltd
44A Stanley St • Bedford • MK41 7RW
0234-273000

Trade distribution  01-300-3399

™ All trademarks are acknowledged

STAR SOFTWARE ★★☆☆

29A Bell Street, Reigate, Surrey RH2 7AD.
Tel: 0737 223869. Fax: 0737 246733

COMPILATION BONANZA!

MAGNUM 4 ONLY £20.99
Batman – Caped Crusader,
Afterburner, Operation Wolf,
Double Dragon

**COMPUTER HITS VOL 2
ONLY £8.99**
Tetris, Tau Ceti, Tracker,
Joe Blade

**PRECIOUS METAL
ONLY £16.99**
Captain Blood, Xenon,
Crazy Cars, Arkanoid II

LIGHT FORCE ONLY £16.99
R-Type, IK+,
Voyager,
Batman The Caped Crusader

TOP 20

	ST		ST
1	F29 Retaliator.....16.99	11	Xenomorph.....16.99
2	Warhead.....16.99	12	Cyberball.....14.99
3	Midwinter.....19.99	13	Hard Driving.....14.99
4	X-Out.....14.99	14	Ghouls & Ghosts.....14.99
5	Manchester United.....14.99	15	Altered Beast.....16.99
6	Flight Command.....19.99	16	Turbo Outrun.....16.99
7	Black Tiger.....14.99	17	The Kristal.....14.99
8	Rainbow Islands.....16.99	18	Kick Off.....13.99
9	Infestation.....16.99	19	Xenon II.....16.99
10	Full Metal Planet.....16.99	20	Dragons Breath.....18.99

FANTASTIC VALUE – FANTASTIC GAMES

NEW RELEASE – FLIGHT COMMAND ONLY £19.99
Eliminator, Strike Force Harrier,
Skyfox II, Lancaster

NEW RELEASES

Pipemania.....14.99	Sherman M4.....14.99
Ultimate Golf.....17.99	Triad 3.....21.99
The Lost Patrol.....14.99	Ninja Spirit.....16.99
Cyberball.....16.99	Third Courier.....16.99
Crossbow.....14.99	Gravity.....16.99
Sim City.....18.99	Conqueror.....16.99
Battle of Britain.....19.99	Dark Century.....16.99
Ivanhoe.....16.99	

Plus Many More

16 BIT FULL PRICE

A.P.B.....14.99	Powerdrift.....16.99
Airbourne Ranger.....16.99	Red Storm Rising.....17.99
Balance of Power 1990.....16.99	Rick Dangerous.....14.99
Barbarian 2 (Psygnosis).....16.99	Robocop.....14.99
Batman the Movie.....14.99	Shadow of the Beast.....-
Beach Volley.....15.99	Shinobi.....14.99
Blood Money.....16.99	Silkworm.....14.99
Bloodwych.....17.99	Strider.....14.99
Bomber.....21.99	Stryx.....14.99
Cabal.....14.99	Test Drive 2-Duel.....19.99
Carrier Command.....16.99	The Untouchables.....14.99
Chase HQ.....14.99	Toobin.....14.99
Deluxe Scrabble.....15.99	Turbo Outrun.....16.99
Double Dragon II.....14.99	T.V. Sports Football.....-
Dungeon Master.....19.99	Warin Middle Earth.....14.99
Emlyn Hughes Soccer.....15.99	
F-16 Combat Pilot.....17.99	
Falcon.....16.99	
Ferrari Formula 1.....19.99	
Flight Simulator 2.....27.99	
F-16 Falcon.....15.99	
Football Director 2.....15.99	
Football Manager 2.....15.99	
Gazza's Super Soccer.....16.99	
Kick Off.....14.99	
Lazer Squad.....14.99	
Lombard RAC Rally.....16.99	
Microprose Soccer.....16.99	
New Zealand Story.....15.99	
Pacmania.....-	
Player Manager.....15.99	
Populous.....19.99	

BLANK DISCS

3.5"DSDD (Fully Guaranteed)
10.....7.99
20.....14.99
50 (+ Disc Storage Box).....37.50
100 (+ Disc Storage Box).....69.99
500 (+ Disc Storage VBox).....304.99

JOYSTICKS

Konix Speed King.....14.95
Competition Pro Extra.....16.99
Quick Shot 2 Turbo.....9.99

LOOK AT THESE SPECIAL OFFERS

Order any of the following 3 and get a free mystery game

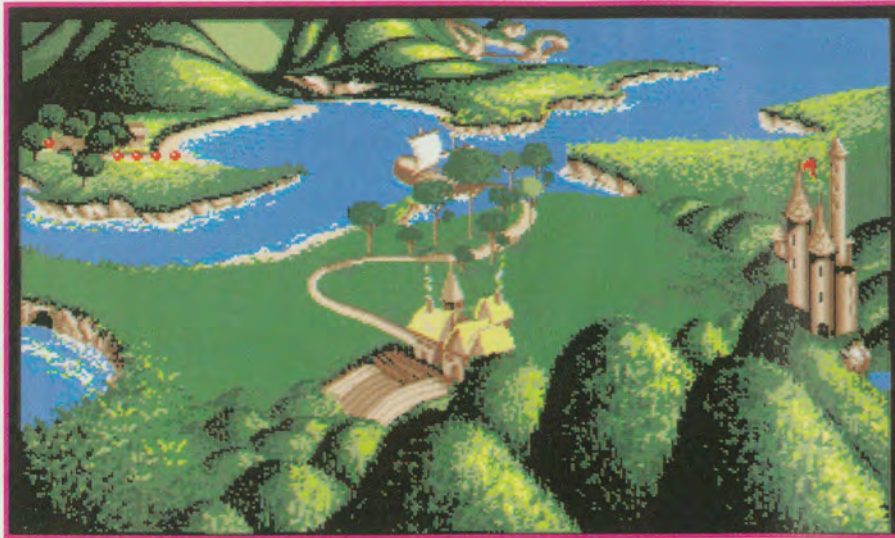
Starblaze.....9.99	Safari Guns.....10.99
Bad Company.....12.99	Bo Bo.....8.99
Amazon Adventure.....8.99	Tin Tin.....10.99
North & South.....10.99	Action Service.....4.99
Murder in Venice.....9.99	Sim City.....14.99
Operation Neptune.....8.99	Question of Sport.....7.99



Please note not all games are released on time and may be unavailable at time of going to press



Your progress throughout the game is chartered on the map screen. The distance you have traveled is indicated by the little red balls. Your destination is the castle near the village.



IVANHOE

“Armed only with your shield and trusty sword, travel to Austria so that you can rescue good King Richard and end the evil rule of his dastardly brother, King John.”

OCEAN (£19.99)

In the merry days of Old-England, around the 12th Century and at the time of the Knights of the Crusades, there shone a bright star of hope and glory amongst all the death and destruction. His name was King Richard, the bravest of all knights. Sadly, his brother, King John, was incredibly jealous of his famous next of kin, and he was willing to resort to any foul deed on the chance that Richard would be banished from the kingdom and that he would eventually reign over all of England. Therefore, John hatched an evil plan to be rid of his brother. Richard was snatched from his castle and imprisoned in a castle

fortress, somewhere in Austria. There was only one knight brave enough to take on the might of all those in collusion with the evil King John. And that knight happened to be you, King Richard's favourite aid and companion - Ivanhoe.

You must travel over five of the most treacherous levels of death and suffering ever devised. You begin your quest in the English Forest. King John's hordes will do anything in their power to stop you from rescuing Richard. Fortunately, you are armed with your shield and trusty sword. By using the shield, you can avoid the arrows and axe-swings that are targeted in your direction. Taking cover behind the shield you hack away at John's minions with your sword. From there it is the boat ride to France. Pirates will try to hack you down as you fight your way across the Channel. In between each level there is a bonus screen where you can gain an extra

Ivanhoe is a very enjoyable arcade romp. The gameplay is a little repetitive but there is still plenty of fun to be had. Each level has been beautifully drawn with detailed backgrounds that simply ooze atmosphere. The sprites are large and move relatively well. Sound has been left to a minimum, but what there is has been nicely implemented. Make sure you use a comfortable joystick for Ivanhoe as my hand was really aching on reaching the third level. This is some indication of the hectic nature of the game. Simple, but great fun to play.

SW

Ocean's Ivanhoe certainly is a bright and colourful game. The sprites are cartoon-style and well animated while the scenery rounds off the overall immaculate presentation. The sound, too, is arcade quality and adds to the overall atmosphere. However, the game falls flat on its face when it comes down to the gameplay. Apart from the horse-riding section, the action is all the same and, as such, mars Ocean's otherwise brilliant track record. Ivanhoe has all the aesthetic qualities of a good game but due to its lack of playability it fails to impress.

NC

life. You must fight to the death by hitting him with your sword so that his energy bar is reduced to zero. From then on you must continue your quest to the castle where King Richard is being held captive.

As progress is made, the enemy become stronger in numbers. You'll be able to collect special weapons and potions to help you in battle. The Shield will give you special protection, the Fire Sword can be used to kill all your assailants at once. The Triple is an extremely useful extra to have. It effectively mirrors all your actions three times around the screen, therefore allowing you to treble your efforts. Last, is the Special Potion which will bless you with the gift of an extra life.

[STA]

The bonus level is an excellent opportunity to gain yourself an extra life. Do battle with the ogre, beat him and you will be blessed with what you are so rightly owed - an extra life.



Some of the enemy are extremely sneaky. Pirates wait in the rigging of their ship and then throw knives down at you. Leap into the air and use your sword to kill them.

STA
Rating
64%

GRAPHICS: 79%
SOUND: 62%

LASTING APPEAL: 63%
ADDICTIVENESS: 68%

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

INTERNATIONAL 3D TENNIS

INTERNATIONAL 3D TENNIS IS A REVOLUTIONARY NEW TENNIS SIMULATION. THE INNOVATIVE USE OF VECTOR GRAPHICS HAS CREATED A GAME WITH UNRIVALLED PLAYABILITY AND AN UNPARALLED NUMBER OF FEATURES.

AUST. OPEN: MELBOURNE
PRIZE MONEY: \$810000
6 ROUNDS
5 SETS ON CEMENT
ENTER TOURNAMENT
MONEY BREAKDOWN
RESELECT TOURNAMENT



Screenshots various systems.



Individual format release dates may vary.

- Remarkable new 3D real time animation system.
- One or two player games.
- Four player ability levels – amateur, semi-pro, pro and Ace.
- View the game from any one of ten "camera" angles – infinite on ST and Amiga.
- Learn to play topspin and backspin balls.
- True control over the direction of your shots.
- T.V. tennis theme tunes.
- Any-time save option.
- 64 different computer opponents, with 16 skill levels.

"This is fab...a breakthrough ...no-one could fail to be impressed."

C&VG 94% C&VG HIT

"It's smashing, ace and beats the competition...immense fun, demanding for novice and expert alike, the best sports game for ages."

ZZAP! 94% ZZAP! SIZZLER



• C64 • C64 DISK • SPECTRUM • AMSTRAD • AMSTRAD DISK • ST • AMIGA •

PALACE



Kid Gloves is the perfect answer to that popular 16-bit owner's whinge "games aren't as playable as they used to be." From the word go, the emphasis is on the gameplay, and this is no bad thing as Kid Gloves rates up there alongside Rick Dangerous and Switchblade. Very little thought is needed to enjoy it, but a great deal of skill is needed, making for one of the most enjoyable games I have played for a long, long while. Pricewise, I feel it is a little overpriced, but, all the same, it offers a great deal of playability.

NC

Certain areas of the screen are inaccessible at first. Some of the blocks will need to be dropped before any progress can be made in each level.

KID GLOVES

"Armed only with your catapult and trusty boxing gloves, journey through several wild and different time zones as you attempt to return to your own time."

— ■ ■ ■ MILLENIUM (£19.99) ■ ■ ■ —

Kid had just about had enough of his Great Uncle Indiana Stallone. It wasn't that he hated his uncle, it was just that he'd heard far too many of his stories of adventure and time travel. No-one really believed him, not even his wife. He once told of a time when he had travelled to the Stone Age and fought against wild cave-men. He even told his wife that he had been to California. This would have seemed believable, but he was living in Willesden and the furthest he had trav-

elled was Blackpool. As Kid's uncle settled himself in his big, comfy armchair, ready to spin another yarn, Kid slowly sneaked away. He decided to make his way up to his uncle's old study. On entering the room he was amazed at the untidiness that met his eyes. Old boxes and torn books lay littered all over the place. The corners of the room were hardly visible for all the junk that was around. As Kid ventured farther on into the room, he noticed his uncle's old gym bag under a pile of stained and torn overalls. He

remembered that his uncle had once been a keen amateur boxer. This he knew for sure as it was his aunt that had told him. Eager to reveal its contents, Kid unzipped the bag and delved in. Inside were a pair of old shorts and his uncle's red, cracked boxing gloves. Kid put them on and stared at his menacing reflection in the mirror. The gloves were a little on the big side but, with the ties done up, they were sure to stay on Kid's hands. He felt brave and strong. He pulled a few ugly faces in the mirror, desperate to make himself look like a professional boxer. Tired of his own vanity, Kid relaxed and studied the gloves closely. Suddenly, to his amazement, the gloves began to glow. He tried to pull them off but the glow was getting brighter. He was about to yell out when a sudden flash of white light knocked him to the ground.

Kid awoke to find himself in a strange



Along the way our hero can collect large sums of money which he can use to purchase goods from the shops, such as magic and weapons.

One of the items that you can purchase from the shops is the laser gun. This proves very useful when killing the larger nasties, such as the snake.



STA
Rating
73%

GRAPHICS: 61%
SOUND: 67%

LASTING APPEAL: 74%
ADDICTIVENESS: 77%

DIFFICULTY: AVERAGE
1ST DAY SCORE: N/A

land. It seemed that he was in some kind of prehistoric forest. He'd seen something similar in one of his dinosaur books back home. His attention was suddenly drawn by a distant yelling. Turning round, Kid spotted a caveman that was heading in his direction. As he came nearer, he noticed that the caveman was snarling and waving a wooden club. Kid fumbled in his pockets and managed to recover his catapult. He also found two coins.

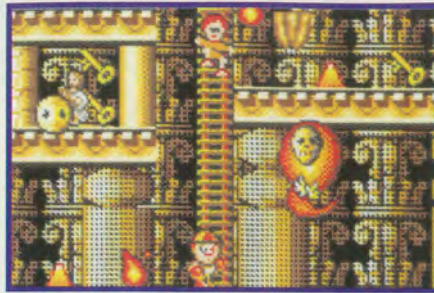


By jumping around the platforms, Kid can collect the dollar signs that will allow him to enter the shops and purchase different weapons and potions. The keys will let him through doors.

The best way to describe the new Millennium label's debut release, is a refreshing gasp of fresh air. This simple yet thoroughly innovative little game quite unashamedly puts the fun back into computer entertainment. Okay, so the theme of cute and cartoony platform gameplay is not the most original idea on which to base a game, but is that a crime? Great use of the scrolling backdrop and nice control over the main character makes it instantly playable and attractive to look at and, every step of the way there's a foxing puzzle or predicament to get out of. Nice use of themes with each level travelling through certain eras, such as the industrial revolution and 60's psychedelia. The game literally exudes fun and enjoyment - this is what we want!

JS

Some of the screens can become quite hectic at times and a great deal of time and patience is required to survive. Each level is based in a different period of time in man's history.



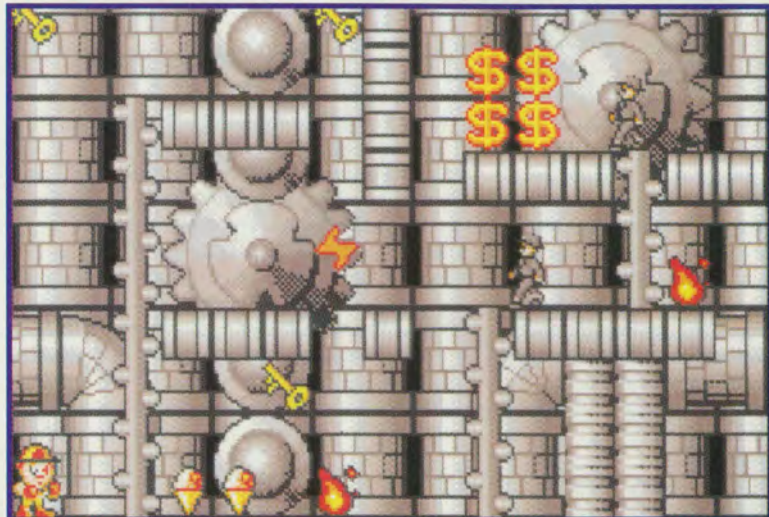
Loading up, he fired at the charging caveman. Bang! The coin struck him directly on the head. The caveman let out a howl and dropped to the floor. Kid recovered the coins and put the gloves back onto his hands. The gloves were still glowing but not as strongly as before. He knew that he would have to wait before he could use their magic again. Besides, he had a more immediate problem - how would he get back home?

You must control Kid Gloves as he journeys through the different eras in an attempt to reach his home. He must travel left to right across the many different hazards that lay in his way. Each era is packed full of various creatures that will require varying amounts of direct hits to

Kid Gloves brings back fond memories of the early 8-bit games - full of originality and fun to play. The 16-bit games market seemed to be getting a little stale recently and, therefore, it is a refreshing change to play a game that is packed with addictiveness. The graphics are in a cartoon style and have been very nicely designed, as have the different time zones that have been well thought out with just the right amount of difficulty to keep you coming back. Sonically, Kid Gloves isn't too bad and adds to the game's overall appeal. Get Kid Gloves. You won't regret it.

SW

be destroyed. The different screens are basically platform based, but each one contains its own traps and puzzles. Along the way, Kid will be able to collect ice cream and fruit as well as cash bonuses. If he manages to find a shop he can then purchase spells, keys, extra lives, smart bombs and other weapons. **STA**



Kid Gloves is nearing his home but he will have to fight his way through the City of London at the time of the Industrial Revolution. Watch out for the burning fires. Touch these and you'll lose one of your precious lives.



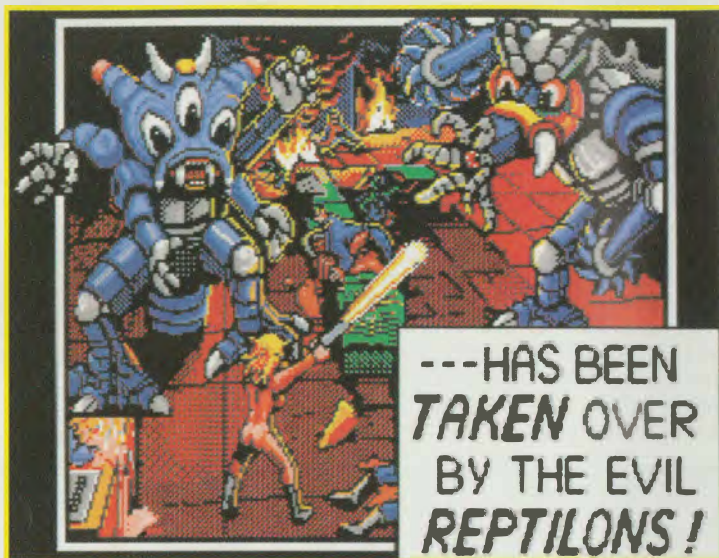
Almost there but Kid must fight his way through Psychodelia. The levels are made all the more harder by the psychedelic backgrounds that flash all different colours and, generally, blow your mind.

ESCAPE FROM THE PLANET OF THE ROBOT MONSTERS

"The evil robot Reptilons have taken over the Planet X and are turning all the humans into Robo-Zombies. Can you stop them in time?"

DOMARK (£19.99)

The intro sequence will explain the robot revolution to you in glorious cartoon-style graphics. It tells of the enslaved humans having to build a robot army that will be used to destroy other planets.



They had always said that some day it would happen. The robots had now become stronger and more intelligent than their developers. Now no one could control them and the robots seemed to gaining more and more control over the planet. As they became more dominant, the humans were imprisoned and used as slaves to the newly named Reptilons. There was only one chance. Someone had to release the hostages and the renowned Professor Sarah Bellum before they were turned into Robo-Zombies - a fate worse than death.

You are the only chance that the hostages have of being rescued. Playing the part as either Jake or Duke, you must charge around the factories of Planet X while rescuing the imprisoned humans and destroying the robot guards that are

guarding them. Some of the captives are held in glass cases. These can be unlocked by destroying the computer consoles nearby. The robots come in many shapes and sizes, some are easy to destroy while others take several hits before they eventually explode. Each level of the factory is accessed via the escalators. To activate them, our heroes must locate the power switches and turn them on. By working their way up through the factories, Jake and Duke will be able to reach the Port-O-Matic where they will be whisked to the next level. You are armed with a powerful ray gun which can be topped up by destroying robots and picking up the green crystals that they leave behind. Also dotted around the levels are lockers that contain food, energy, bombs and sometimes an extra weapon.

At the end of every third level you will encounter the evil Reptilon. You must shoot and bomb him continuously in order to destroy him. Keep away from them though, as they have their own style of defence and some may attempt to crush you underfoot. On every fourth level Jake



After you have rescued all the hostages you must make for the Port-O-Matic. Once you have arrived you will be sucked up the spiral test tube and delivered to the next level.

Robot Monsters reminds me of that very old Flash Gordon series starring Buster Crabb. The atmosphere to the game is very much the same what with you charging around the levels and shooting robots with your trusty ray gun. Although the gameplay is just a tad repetitious, there is still plenty of enjoyment to be gleaned. The graphics are in a cartoon-style and include some very humorous scenes here and there (try falling off the edge of a factory platform). An excellent up-beat tune plays throughout the game and, overall, sound has been extremely well catered for. Give this game a go, you won't be disappointed.

SW

Rescuing hostages couldn't be simpler. Just blow away all the robot guards and touch the enslaved human. He or she will then be beamed to the safety of your ship.



and Duke will have to navigate their way safely through the Canal Zone. Hopping into their Cyber Sleds, they have thirty seconds to find their way through the maze and into the next factory. If you make it in time you will gain an extra life and will be allowed to choose your next level. Fail, and the computer will select the level for you.

STA

I'm really in two minds over Robot Monsters. On one hand it's monotonous and a little tiresome, but on the other it's harmless fun. Graphically the game is nicely presented and the spite animation is hilarious. I particularly enjoyed seeing the hero tumble off the side of a building only to scramble back up. The sound is adequate, the spot effects being good but nothing out of the ordinary. At the end of the day I'm still undecided about this game - sure it's fun, but the gameplay is a little too shallow to keep me interested for any length of time.

NC

STA
Rating
77%

GRAPHICS: 82%
SOUND: 74%

LASTING APPEAL: 69%
ADDICTIVENESS: 79%

DIFFICULTY: AVE
1ST DAY SCORE: 29550

*Stand fast
Hold your ground
Mark your man*



RORKE'S DRIFT



PLATO: AN
EXCITING RANGE
OF STRATEGY
GAMES FROM:



IMPRESSIONS
RIVERBANK HOUSE
PUTNEY BRIDGE APPROACH
LONDON SW6 3JD

TENNIS CUP

"The covers have yet to be pulled from the courts at Wimbledon; the strawberries aren't even ripe, and yet the first of the many expected Tennis simulations is about to be released."

US GOLD (£19.99)

STAI

Time to get some practice in before the tournament. The service machine spits over a variety of shots of varying power which sends you rushing all over the court.



Over the next few months you'll notice tennis games becoming almost as popular as soccer simulations. Loriciel's Tennis Cup is an excellent game. I was impressed by the way you could increase your player's skills and develop them. Graphically the game is just tennis; two players, a ball and a net. The on-screen representation is good and the range of available strokes is terrific. The game really comes into its own when players clash in a head to head battle - reminiscences of Connors versus McEnroe. All in all, Tennis Cup is a brilliant little game that I really enjoyed.

NC

A two-player match on hardcourt, where the pacy action is guaranteed to give you hand-cramp.



French publishers, Loriciel, are the first at the net this season with a tennis simulation called simply Tennis Cup. Fellow Frenchmen, UBI Soft, brought out the excellent Pro Tennis Tour last year, and one wonders whether the theme could possibly be improved on. Nevertheless, the specifications of Tennis Cup are quite impressive. First, you have a series of decisions to make. For example, two players can fight it out on the court, or you can play solo against the computer. By changing percentage ratings, you can set

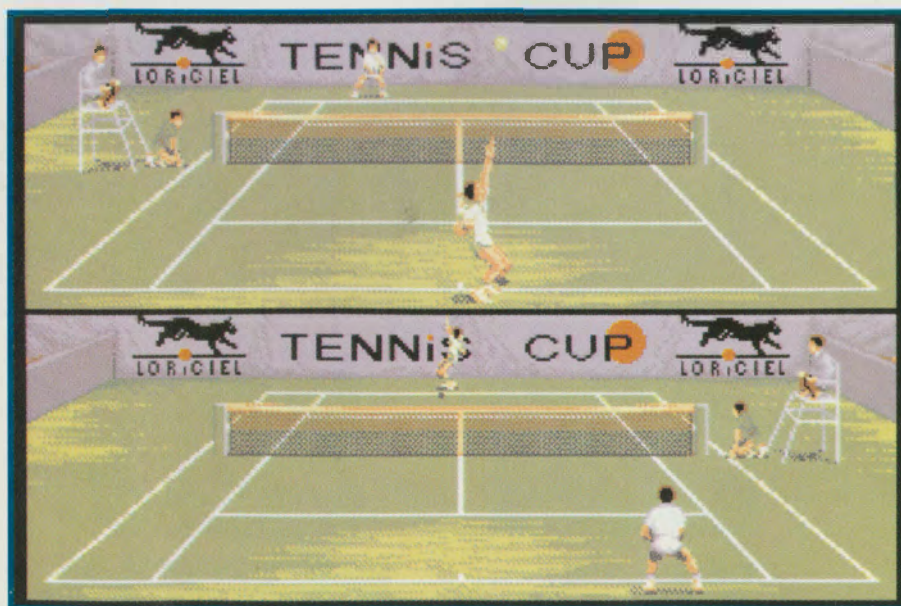
the computer-controlled opponent's playing abilities, such as his fitness, reflexes, effectiveness at the net and baseline, as well as various shots, such as, serve, backhand, forehand and volley. Also, in a championship situation, you can check out your opponent's statistics and work out where his strengths and weaknesses lie. Additionally, you can choose to play a singles or doubles match.

You can play a single exhibition match or fight it out in a full-blown tournament such as the Davis Cup or World Championship. There's also a choice of

one, three or a gruelling five set match option. In addition, there's a choice of courts to play on, including grass, indoors, clay and hard courts. Finally, before you're up against the best players that the world can throw at you, it's advisable to get some practice in against the automatic service machine which sends a volley of shots over to various parts of the court where you must anticipate the shot, move your player in position, press the firebutton to backswing and release to intercept the ball - timing is of the essence! Now to the tournament.

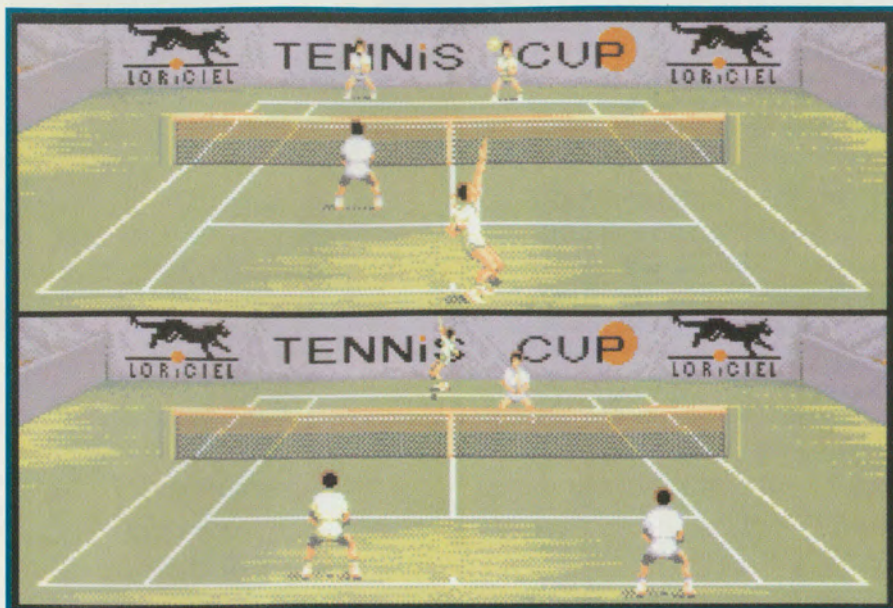
Thanks to the excellent split-screen presentation, Loriciel's Tennis Cup just manages to gain a higher seeding than UBI Soft's Tennis Pro, although I much prefer the more precise serve direction facility in UBI's game. The graphics and animation are quite superb and very realistic and you can move the player anywhere on the court with great ease and accuracy. Also, the firebutton shot controls enhance your game considerably. The two-player option really brings the game to life. Put simply, this is damned good simulation of the sport incorporating just about every feature and option conceivable. A fine game which is as enjoyable to play as it is realistic - I pity anybody trying to come up with a better title this season.

JS



In true Wimbledon fashion, two champions battle it out on grass. Here, your player is serving. Pressing the firebutton, he launches the ball and you must wrench the joystick in the direction you want it to travel whilst simultaneously releasing the button at the best possible moment.

The Davis Cup played on clay courts. Your player rushes to the net to action a forehand smash.



After you've selected single or doubles match, number of sets and which court surface you want to play on, it's time to check on your opponent's play statistics. Hmm, so he's good up at the net but lousy on the baseline, so plenty of long lobs. His forehand smash is a corker but his backhand leaves a lot to be desired, so plenty of shots angled across his body. The screen shows the two players walking towards each other and shaking hands before the battle, the crowd cheering. The scene changes and you're presented with a horizontally split screen showing the view from both ends of the court - best check which player you have control of before play begins. It's your serve and the

player bounces the ball waiting for your guidance - the crowd hushes in excited anticipation. A tap of the firebutton and he launches the ball into the air. Now wrenching the joystick to the left, right, up or down, you can direct the ball into his side of the court - a stinging spinner bends away from your opponent - 15-love. There's some really clear speech synthesis from the ref and line judges. Next shot you play short but, as the statistics pre-

dicted, he races to the net and returns a thundering forehand - 0-15-all. This time you send it long, right to the serve line - he hesitates and hits the ball into the net - 30-15. You try the same tactics but this time down the centre line forcing him to return with a backhand. He manages a weak and wobbly return and you initiate a long lob - 40-15. Finally, to really win the first psychological battle, you win the last point with a blinding ace. **STA**

STA
Rating
80%

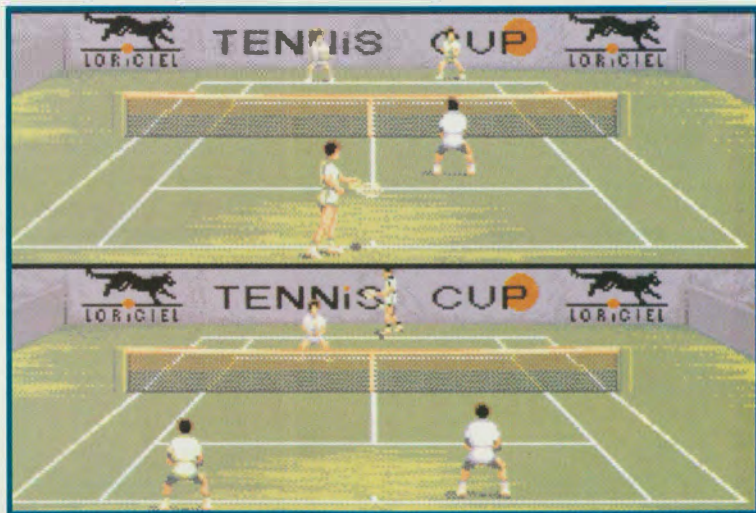
GRAPHICS: 71%
SOUND: 60%

LASTING APPEAL: 80%
ADDICTIVENESS: 80%

DIFFICULTY: AVERAGE
1ST DAY SCORE: N/A

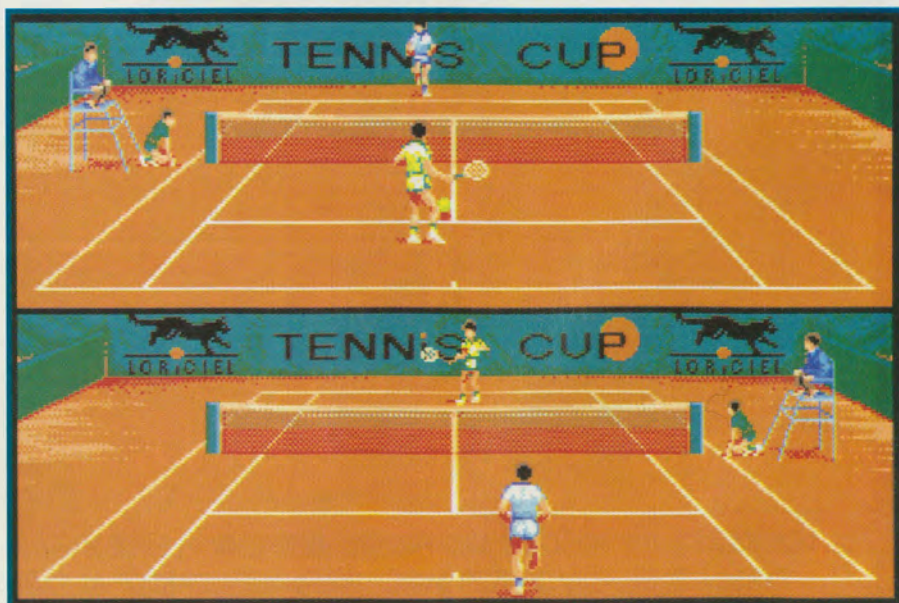


The two warlords of the court shake hands to show there's no hard feelings.



At last, a decent tennis simulation for the ST owner. Tennis Cup includes every option that you would ever need to bring the popular outdoor sport inside and on to our humble ST's. The graphics are large, colourful and extremely well animated. Sound has also been well catered for with digitized in-game effects as well as a digitized score-call. I'm pleased that they have included a practise section where you can return balls of a ball machine and practise the various elements of your game, such as the smash and volley. Loriciel are producing better games each time and Tennis Cup definitely rates among their best. Excellent stuff.

SW



WORLDWIDE SOFTWARE
106A CHILWELL ROAD
BEESTON NOTTINGHAM NG9 1ES



WORLDWIDE SOFTWARE



WORLDWIDE SOFTWARE
106A CHILWELL ROAD
BEESTON NOTTINGHAM NG9 1ES

CREDIT CARD ORDER
 TELEPHONE LINE
0602 225368
 ALL ORDERS ARE
 COMPUTER CONTROLLED TO ENSURE
 FAST DESPATCH ON
 ALL STOCK ITEMS
 FAX NO. 0602 430477

OVERSEAS EXPRESS SERVICE NOW AVAILABLE OVERSEAS EXPRESS SERVICE NOW AVAILABLE
 OVERSEAS CUSTOMERS CAN NOW CONTACT OUR EXPORT DEPARTMENT AT

WORLDWIDE SOFTWARE
106A CHILWELL ROAD
BEESTON NOTTINGHAM NG9 1ES ENGLAND
OVERSEAS TELEPHONE ONLY NOTTINGHAM 225368
 EUROPE: SHIPPING COSTS ARE : £1.50 PER CASS/DISK FOR NORMAL,
 AIRMAIL, £2.50 PER CASS/DISK FOR EXPRESS AIRMAIL.
 OUTSIDE EUROPE: SHIPPING COSTS ARE: £2.00 PER CASS/DISK FOR NORMAL
 AIRMAIL, £3.00 PER CASS/DISK FOR EXPRESS AIRMAIL.

CREDIT CARD ORDER
 TELEPHONE LINE
0602 252113
 ALL ORDERS ARE
 COMPUTER CONTROLLED TO ENSURE
 FAST DESPATCH ON
 ALL STOCK ITEMS.
 FAX NO. 0602 430477

ATARI ST SOFTWARE

Advanced Rugby Simulator	4.99
Advanced Ski Simulator	4.99
After the War	14.95
Atari ST Keyboard Cover	6.99
Austerlitz	17.95
Balance of power 1990 (1Meg)	17.95
Barbarian	9.99
Batman the Movie	14.95
Battlehawks 1942	17.95
Betrayal	17.95
Black Tiger	14.95
Blade Warrior	17.95
Bloodwych Data Disk	11.99
Bloodwych	17.95
Bomber	22.95
Bobble Plus	14.95
Cabal	14.95
Captain Blood	4.99
Canvas	11.99
Castle Master	17.95
Centrefold Squares	14.95
Chaos Strikes Back	17.95
Chase HQ	14.95
Chess Champion 2175	22.95
Chess Player 2150	16.95
Chronoquest 2	22.95
Colorado	17.95
Combo Racer	17.95
Colossus Chess X	16.95
Commando (Infogrames)	17.95
Conflict in Europe	17.95
Conquerer	17.95
Crackdown	14.95
Cyberball	14.95
Damocles	16.95
Dan Dare 3	14.95
Darius Plus	14.95
Dark Century	16.95
De Luxe Scrabble	14.95
De Luxe Strip Poker	14.95
Debut	16.95
Defenders of the Earth	17.95
Dominion	17.95
Double Dragon 2	14.95
Dragon Flight	22.95
Dragons Breath	22.95
Dragons of Flame	17.95
Drakhen	21.95
Drivin Force	16.95
Dungeon Master Editor	9.99
Dungeon Master	16.95
Dungeons, Amethysts, Alchemists 'n' Everything	4.99
Dynamic Debugger	17.95
Dynasty Wars	22.95
Dyter 7	14.95
E-Motion	17.95
Escape from the Planet of the Robot Monsters	14.95
European Space Shuttle	26.95
F16 Combat Pilot	16.95
F16 Falcon Mission Disk	14.95
F16 Falcon	16.95
F29 Retaliator	17.95
Ferrari Formula 1	17.95
Final Battle	17.95
Finest Hour Battle of Britain	19.95
Fire and Brimstone	17.95
Fire Brigade	22.95
First Contact	16.95
Flight Path 737	4.99
Flight Sim 2 Hawaii Scenery	11.99
Flight Sim 2 Scenery Disk 9	14.95
Flight Simulator 2	28.95
Football Director 2	14.95
Footballer of the Year 2	14.95
Football Manager	4.99
Football Manager World Cup	14.95
Full Metal Planet	17.95
Fun School 2 (6-8 yrs)	14.95
Fun School 2 (over 8 yrs)	14.95

ATARI ST SOFTWARE

Fun School 2 (under 6 yrs)	14.95
Future Dreams	17.95
Future Wars	17.95
Ghouls n Ghosts	14.95
Ghosts n Goblins	14.95
Grand National	14.95
Gravity	17.95
Greg Normans Ultimate Golf	17.95
Gridiron	17.95
Gunship	16.95
Hammerfist	17.95
Hard Drivin	14.95
Heavy Metal	17.95
Highway Patrol 2	17.95
Hollywood Poker Pro	9.99
Hound of Shadow	17.95
Hot Rod	17.95
Hunt for Red October	12.99
Hyperaction	17.95
Impossible	14.95
Indy Last Crusade Adventure	17.95
Infestation	16.95
Interphase	17.95
Int. Soccer Challenge	17.95
Iron Lord	22.95
Italy 1990	17.95
Ivanhoe	14.95
Jumping Jackson	14.95
Jump Jet	4.99
Kaiser	22.95
Kelly X	4.99
Kick Off Extra Time	7.99
Kick Off	14.95
Kick Off 2	14.95

SUMMERTIME SPECIAL OFFER
£1.00 OFF ALL ST SOFTWARE PRICES

JUST TELL US WHICH MAGAZINE YOU SAW OUR ADVERT IN, THEN DEDUCT £1.00 FROM EACH TITLE THAT YOU ORDER.

Kid Gloves	17.95
Kings Quest 4	26.95
Kings Quest Triple Pack	26.95
Klax	14.95
Leaderboard Collection	14.95
Leisuresuit Larry	17.95
Leisuresuit Larry 2	22.95
Leisure Suit Larry 3	29.95
League Challenge	4.99
Little Computer People	4.99
Liverpool	14.95
Lombard RAC Rally	16.95
Lost Patrol	14.95
Magnum 4	22.95
Magic Maths	17.95
Maniac Mansion	17.95
Manchester United	14.95
MasterSound	36.95
Maths Mania	17.95
Matrix Marauders	14.95
Microprose Soccer	16.95
Midwinter	22.95
Mindbender	14.95
Moonwalker	17.95
Mouse Trap	4.99
Motorbike Madness	4.99
New Zealand Story	14.95
Ninja Warriors	14.95
Ninja Spirit	17.95
Nitro Boost	4.99
North and South	16.95
Omega	21.95
Onslaught	17.95
Operation Thunderbolt	14.95
Overlander	14.95
P47 Thunderbolt	16.95
Pacmania	9.99
Paperboy	14.95
Pinball Magic	14.95
Pipermania	17.95
Pirates	16.95
Player Manager	14.95
Police Quest 2	17.95
Police Quest	17.95
Populous	18.75
Populous Promised Lands	7.99

ATARI ST SOFTWARE

Powerdrome	17.95
Pro Tennis Tour	17.95
Puffy's Saga	14.95
Quest for Time Bird	22.95
Red Lightning	22.95
Red Storm Rising	16.95
Renaissance	14.95
Rick Dangerous	16.95
Risk	14.95
Robocop	14.95
Rock Star	4.99
Rotor	14.95
RVF Honda	16.95
Scapeghost	14.95
Scrabble Deluxe	14.95
Shadow Warrior	14.95
Sherman M4	17.95
Shinobi	14.95
Shoot em up Construction Kit	22.95
Sidewinder 2	4.99
Sly Spy Secret Agent	14.95
Sonic Boom	17.95
Space Ace	32.95
Space Harrier 2	14.95
Space Quest 2	17.95
Space Quest 3	22.95
Space Rogue	21.95
Star Command	22.95
Star Flight	17.95
Starglider 2	16.95
Steve Davis Snooker	14.95
Strider	14.95
Stunt Car	16.95
Super League Soccer	16.95
Supreme Flight Command	22.95
Switchblade	14.95
Three Bears	17.95
Theme Park	17.95
Toobin	14.95
Tower of Babel	16.95
Tracksuit Manager	14.95
Treasure Island Dizzy	4.99
Triad Vol 3	22.95
Turbo Outrun	14.95
TV Sports Football	17.95
Twin World	17.95
Ultima V	22.95
Ultimate Darts	14.95
UMS 2	17.95
Untouchables	14.95
Vulcan	14.95
Warhead	17.95
Waterloo	17.95
Wayne Gretzky Hockey	16.95
Western Europe Scenery	14.95
Wipe Out	17.95
World Class Leaderboard	7.99
World Champ. Boxing Manager	14.95
World Cup Soccer 90	17.95
X-Out	14.95
Xenomorph	16.95
Xenon 2 Megablast	17.95

10 X 3.5" DS/DD HI QUAL DISK

JOYSTICKS

Cheetah 125 plus	6.95
Quickshot Digital	6.99
Quickshot 2 Turbo	8.99
Quickshot Wizzmaster	9.99
Quickshot 3 Turbo	9.99
Speedking Autofire	10.99
Competition Pro	12.95
Competition Pro Extra	14.95
Zip Stick Super Pro	14.95
Zip Stick Super Pro Autofire	15.95

REPLACEMENT ATARI ST MOUSE
CONTRIVER MOUSE,
COMPLETE WITH MAT
AND MOUSE HOLDER
ONLY £24.95

AMIGA A500 COMPUTER
COMPLETE WITH MOUSE,
MODULATOR DE LUXE PAINT 2,
INTERCEPTOR, NEW ZEALAND STORY,
BATMAN THE MOVIE
ONLY £369.99

ALL PRICES INCLUDE POSTAGE AND PACKING IN THE UK PLEASE MAKE ALL CHEQUES AND POSTAL ORDERS PAYABLE TO WORLWIDE SOFTWARE PRICES ARE CORRECT AT TIME OF GOING TO PRESS E & O.E.

I can't honestly say that I was too impressed with Cloud Kingdoms. The graphics are cute and move very nicely around the play area, but the gameplay was far too simplistic. Each level includes new puzzles and different objects to collect but that's about where it ends. The actual game itself is repetitive and doesn't really include any long-term objective. The sound effects are average and don't really add to an otherwise dull game. If bouncing around levels while collecting diamonds and other such items is your cup of tea then check Cloud Kingdoms out. Personally, I found it far too boring.

SW

In this era of stunning 3D design graphics and highbrow strategy, don't you just yearn for a bit of unadulterated, arcade fun? That's what Cloud Kingdoms stands for and more. Because not only is Cloud Kingdoms a real laugh, it's jam-packed with some highly-original features. The game is the brainstorm of Gibraltar-based programmer, Dene Carter. But much of the ST development has been handled at Millennium HQ in London. Terry Ball is a small, green, eight-way-rolling, rubber-bottomed ball who resides in a strange and cloudy place known as Cloud Kingdoms. Terry's dilemma is that 'the really very nasty Baron Von Bonsai' has used Terry's magic crystals to turn the happy-go-lucky cloud fairies into right evil little baskets. These one-time fairies are now bad insect monsters and giant black rolling eight-balls - this baron guy's got a warped sense of humour, or what? Terry must get those crystals back, but the evil Baron Von Thingummy has laid so many traps that the once-desirable Cloud Kingdoms is now a veritable minefield.

There are thirty-two different levels to Kingdom world, each containing different obstacles and hazards for Terry to overcome. In level one, ingeniously entitled Cloud Kingdoms, the baron gives you a relatively easy example of what to expect in the future. With joystick control, you can move Terry across the hazardous terrain which can change from labyrinth to a thin and winding mountain path which requires a steady hand and an iron resolve

"Been feeling a bit deflated recently, want to put the bounce back into your life? Well, this 100 percent rubberoid product is guaranteed to put the 'F' back into the word fun!"

CLOUD KINGDOMS

MILLENNIUM (£19.99)

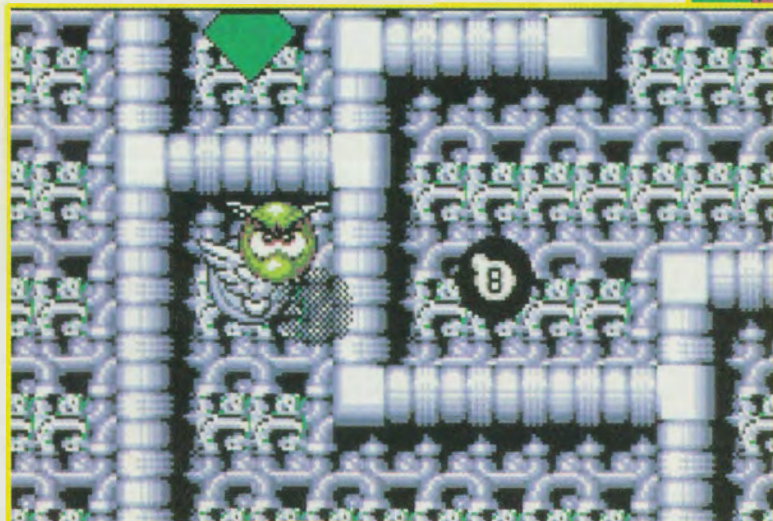
Terry's mind is made up! He must give his little rubberized life to returning Kingdom land to the good little fairies - watch out for those eightballs Terry!



- if Terry slips from the kingdom world, he begins an eternal fall. You must collect keys to open locked rooms, but watch out as you face your first adversary, rolling eight-balls which threaten to flatten our rubberized hero. However, pressing the firebutton sends Terry bouncing safely over his foe, although this reduces your control over him.

Suddenly, Terry hits some ice and slides precariously near the edge and so great control is needed to get him back on the straight and narrow. There's actually a

kingdom full of ice and pinball buffers which is a bundle of laughs. You spy a paintpot - what's it for? Terry rolls over the pot and a little tune begins to play. While the music continues, a press of the firebutton makes Terry paint bridges between islands of land which speeds up your progress. Terry can also collect fruit and other food for extra energy, running shoes for more speed and, when he rolls over wing icons, he actually sprouts angel-



▲ In Ice Kingdom, Terry is slowed down by a combination of ice terrain and bouncy pinball buffers - good job he's well upholstered!

▲ In Wing Kingdom, Terry seizes the chance to rest his weary hide as he takes to the air, floating high over his foe.

STA
Rating
79%

GRAPHICS: 74 %
SOUND: 68%

LASTING APPEAL: 78 %
ADDICTIVENESS: 79 %

DIFFICULTY: AVERAGE
1ST DAY SCORE: 14000

Terry spies some tasty Fruit, but he must stop thinking about his great fat stomach and get on with the task in hand.

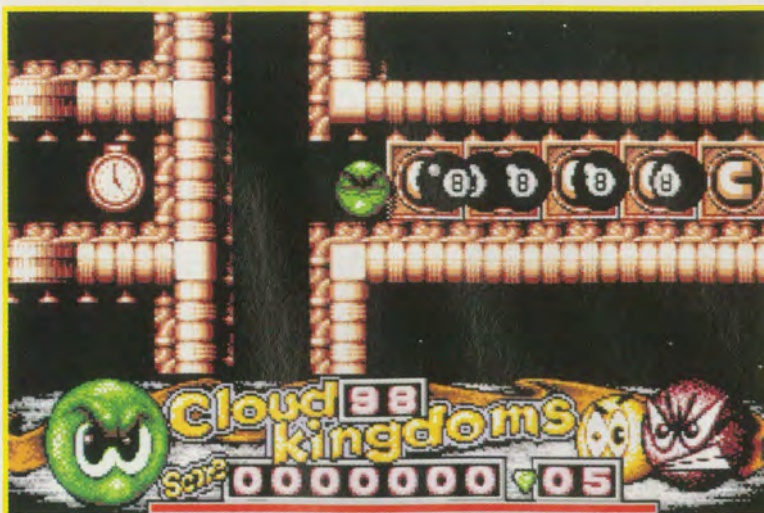


like, diaphanous feathers and glides effortlessly over walls. But there are many objects which are best left alone such as the Beer Bottles which, when collected, turn Terry from the paragon of sobriety into a drunken wreck which you are unable to control. Each level is timed and so when the sands of time run out you've not only let yourself down but also Terry and all those poor little fairy cakes.

As you progress from one kingdom world to another, the Baron's diseased brain has cooked up some weird traps, as described, Ice Kingdom will send Terry bouncing and sliding uncontrollably, while Flying Kingdom turns the rubber-one into an airborne ball - but watch out for rooms without wing icons which are designed to

Well, well, well, what have we here? Cloud Kingdoms is a deceptively addictive little game. Guiding a green bouncy ball across tiled passages may not seem exactly exciting, but when you attempt it, it's really great fun. Cloud Kingdoms did remind me of a couple of old 8-bit games, namely Quedex and Bouncer. Graphically, the game features large, colourful and cute sprites. Beware, however, despite its friendly appearance, Cloud Kingdoms is a menacingly challenging game. To use an old cliché - I liked it!

NC



He might look like he's in a bit of pain but in fact, Terry is enjoying momentary invulnerability. With eyes tightly shut our rotund pal sneaks past the enemy.

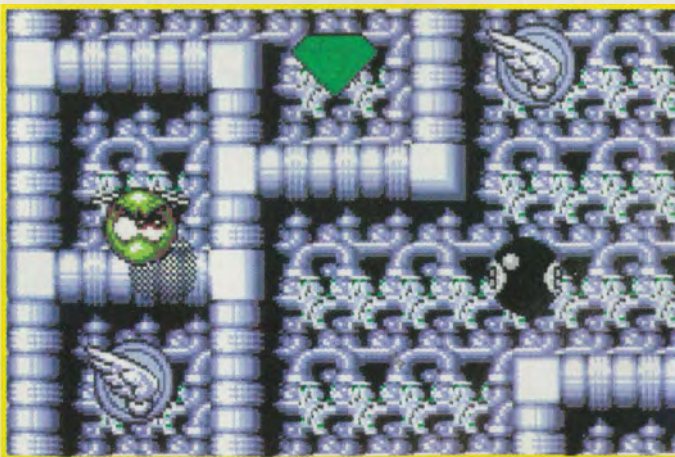
Diamonds are forever and Terry must gobble up all of the gems in order to return kingdom land to its rightful owners.



trap you. Barrier Kingdom, as its name suggests, is designed to stop Terry from going anywhere. In previous kingdoms, you would have enjoyed some freedom of movement, but here, you'll be tearing your hair out in frustration. Each kingdom holds new hazards to overcome and you'll

have to adopt many different strategies in order to complete your quest and all the while you get the feeling that that evil Baron von What-his-name is watching and laughing his head off.

STA



Meanwhile, back in Wing Land, Terry spies a gem in an adjacent cell. Without fear for his own personal safety he dons diaphanous feathers and launches himself into the air. But don't get caught in a room that doesn't contain these life-saving wings or you'll be stuck forever.

Cloud Kingdoms is one of those all-too-rare games that everyone will enjoy. There's no preparation required, you just get into kingdom world and enjoy a simple but action-packed game which is full of highly original features. The graphics are deceptively simple as they appear to be just cute and cuddly, and yet they're ingeniously well-drawn and implemented. The action is non-stop and there's enough variety to maintain your interest for ages. Features, such as painting bridges between islands of lands show a level of originality that has not been seen in the game scene for quite some time. Cloud Kingdoms, quite simply, is a thoroughly enjoyable game that you'd be daft to miss.

JS

THE 1990 ATARI ST PRODUCT GUIDE

PERIPHERALS & ACCESSORIES



FLOPPY DISK DRIVES



MONITORS



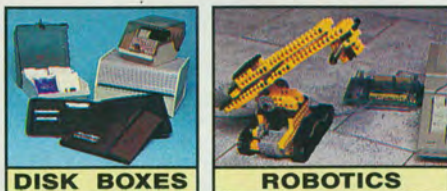
JOYSTICKS



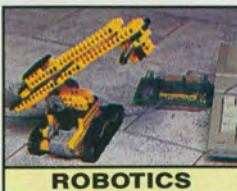
SCANNERS



PRINTERS



DISK BOXES



ROBOTICS

PLUS MUCH MORE!
SEND FOR YOUR FREE PRODUCT GUIDE!

A MUST FOR ALL ATARI ST OWNERS!

AND ITS FREE!

If you own an Atari ST, then you will not want to miss the FREE Atari ST Product Guide from Silica Shop. This 48 page, full colour guide is packed with details of peripherals, accessories, books and software for the Atari ST range of computers. In fact, the 1990 Atari ST Product Guide is the most comprehensive product handbook available for Atari ST owners. Not only does the Product Guide provide an invaluable source of information to Atari ST computer users, it is available absolutely FREE OF CHARGE! Just complete and return the coupon below for your FREE COPY! In addition to ALL Atari hardware, the range of products featured in the catalogue includes:

PERIPHERALS:

Robotics	Clocks	Floppy Disk Drives
Hard Disk Drives	Emulators	Graphic Tablets
MIDI/Music	Modems	Modulators
Monitors	Mouse controllers	Plotters
Printers	Scanners	Scientific Equip
Sound Digitisers	Sound Samplers	Video Enhancers

ACCESSORIES:

Cables	Cleaning Kits	Disks
Disk Boxes	Dust Covers	Joysticks
Monitor Access	Mouse Access	Power Supplies
Printer Labels	Printer Paper	Printer Ribbons
Stands	Upgrades	

BOOKS:

ST Dedicated 68000 Processor General Computing

SOFTWARE - ENTERTAINMENT:

Arcade Games	Compilations	Advanced Sims
Sport Sims	Adventures	Board & Strategy

SOFTWARE - PRODUCTIVITY:

Art & Graphics	Accounts	CAD
Communications	Databases	Desktop Publishing
Education/Childs	Music	Programming
Spreadsheets	Utilities	Word Processors

SOFTWARE & BOOKS



ARCADE GAMES



ART & GRAPHICS



EDUCATIONAL



MUSIC



BOOKS

& STILL MORE!
RETURN THE COUPON NOW!

COMPLETE & RETURN THE COUPON FOR YOUR

FREE COPY

OF THE 1990 ATARI ST 48 PAGE PRODUCT GUIDE FROM SILICA SHOP - THE ATARI SPECIALISTS

Silica are the UK's No 1 Atari Specialists. We have been established for over 12 years, and have an annual turnover of £10 million. With our experience and expertise, we can claim to meet our customers requirements with an understanding which is second to none. But don't just take our word for it. Complete and return the coupon for our latest free literature and begin to experience the "Silica Service".



MAIL ORDER: 1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX Tel: 081-309 1111
Order Lines Open: Mon-Sat 9.00am-8.00pm No Late Night Opening Fax No: 081-308 0608

LONDON SHOP: 52 Tottenham Court Road, London, W1P 0BA Tel: 071-580 4000
Opening Hours: Mon-Sat 9.30am-8.00pm Late Night: Thursday until 8pm Fax No: 071-323 4737

SIDCUP SHOP: 1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX Tel: 081-302 8811
Opening Hours: Mon-Sat 9.00am-5.30pm Late Night: Friday until 7pm Fax No: 081-309 0017

BUSINESS/EDUCATION: 1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX Tel: 081-308 0888
Order Lines Open: Mon-Fri 9.00am-6.00pm Closed on Saturdays Fax No: 081 308 0608

To: Silica Shop, Dept STACT-0690-31, 1-4 The Mews, Hatherley Rd, Sidcup, Kent DA14 4DX

PLEASE SEND ME A FREE ST PRODUCT GUIDE

Mr/Mrs/Ms: Initials: Surname:

Address:

Postcode: Tel:

Which computer(s) do you own?

PREMIER MAIL ORDER

*Titles marked * are not yet available and will be sent on day of release.*

Please send cheque/PO/Access/Visa No. and expiry date to:

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

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

Tel Orders: 0268 - 590766

NAME	PRICE ST	NAME	PRICE ST	NAME	PRICE ST	NAME	PRICE ST
3D Pool	11.99	Full Metal Planete	16.99	Police Quest 1 or 2	16.99	SPECIAL OFFERS	
*Accolade Favourites	19.99	Fun School 2 (6 to 8)	11.99	Police Quest 1 or 2 Hint Books	6.99		
Airborne Ranger	14.99	Fun School 2 (over 8)	11.99	Populous	16.99	Alien Syndrome	7.99
Altered Beast	13.99	Fun School 2 (under 6)	11.99	Powerdrome	16.99	Archipelagos	9.99
*Anarchy	16.99	Future Wars	16.99	Precious Metal	15.99	Art of Chess	7.99
A.P.B.	12.99	Gazza's Soccer	13.99	Pro Tennis Tour	16.99	Artic Fox	7.99
Austerlitz	16.99	Ghosts n Goblins	13.99	Rainbow Island	13.99	Atax	3.99
Axel's Magic Hammer	13.99	Ghouls and Ghosts	13.99	Red Heat	15.99	Ballyhoo	7.99
*B.A.T.	16.99	Gold of the Realm	16.99	*Resolution 101	16.99	Barbarian (PAL)	16.99
*Back to the Future 2	16.99	*Golden Shoe	13.99	Rick Dangerous	15.99	Bards Tale	7.99
Bad Company	16.99	Gravity	16.99	Robocop	15.99	Bermuda Project	9.99
Balance of Power 1990	16.99	Greg Norman's Ultimate Golf	16.99	Rocket Ranger	16.99	Bionic Commando	7.99
Barbarian 2 Pal	16.99	Gunship	14.99	*Rorkes Drift	16.99	Bulderdash Con Kit	9.99
Bards Tale Hint book	5.99	Hard Drivin	13.99	Run the Gauntlet	12.99	Brian Clough	7.99
Batman the Movie	13.99	*Heavy Metal	13.99	RVF Honda	14.99	Catch 23	3.99
Battle Hawks 1942	16.99	Highway Patrol 2	16.99	*Shadow Warrior	13.99	Championship Wrestling	3.99
*Battle of Britain	16.99	Hillsfar	16.99	Sherman M4	16.99	Cybernoid 2	9.99
Battlechess	16.99	Hot Rod	13.99	Shinobi	12.99	Daley Thompson	9.99
*Battlemaster	16.99	Hounds of Shadow	16.99	Shoot em up Con Kit	19.99	Empire Strikes Back	7.99
Beach Volley	13.99	*Imperium	16.99	Shufflepuck Cafe	13.99	Fire Zone	9.99
Black Tiger	13.99	Impossamole	13.99	Silent Service	14.99	Flying Shark	9.99
*Blade Warrior	16.99	Indy Jones/Action	13.99	Silksworm	13.99	Fusion	9.99
Bloodwych	13.99	Indy Jones/Adventure	16.99	*Silkworm IV	13.99	Gambler	3.99
Bloodwych Data Disk	9.99	Indy Jones Hint Book	5.99	*Sim City	19.99	Garfield	9.99
Bomber	21.99	*Intruder	13.99	*Skate or Die	16.99	Gauntlet 2	7.99
Boxer Manager	13.99	*Int. Soccer Challenge	16.99	Sleeping Gods Lie	14.99	Goldrunner	7.99
*BSS Jane Seymour	16.99	Iron Lord	16.99	*Sly Spy	13.99	Growth	3.99
*Cabal	13.99	*Italy 1990	16.99	Space Ace	26.99	Harrier Combat Sim	9.99
Carrier Command	14.99	*Ivanhoe	13.99	*Space Harrier (20 Levels)	13.99	High Roller	9.99
Castle Master	16.99	J Nicklaus's Golf	16.99	Space Harrier 2	13.99	Hollywood Hijinx	7.99
*Cavadar	16.99	Jumping Jackson	16.99	Space Quest 1 or 2	16.99	Interphase	11.99
Chase HQ	13.99	Kick Off	11.99	Space Quest 3	21.99	Lords of Conquest	9.99
Chronoquest	13.99	*Kick Off 2	12.99	Space Quest 1, 2 or 3 Hint Books	6.99	Luxor	7.99
*Colorado	16.99	Kick Off X-tra Time	7.99	*Spy Who Loved Me	13.99	Mafdet	7.99
*Combo Racer	13.99	*Kid Gloves	16.99	*Star Trek V	16.99	Marble Madness	7.99
Commando	13.99	Kings Quest Triple	26.99	Star Wars Trilogy	16.99	Moonmist	7.99
Conflict Europe	16.99	Kings Quest 4	21.99	Starglider 2	14.99	Music Con Kit	7.99
Conqueror	16.99	Kings Quest 1,2,3, or 4 Hint Books	6.99	Steve Davis World Snooker	12.99	Nebulus	7.99
Continental Circus	13.99	*Klaxx	13.99	Stos	19.99	Outlands	9.99
Crackdown	13.99	Knightforce	14.99	Stos Compiler	13.99	Outlaw	4.99
Crazy Cars 2	14.99	Kult	14.99	*Stos Games Galore	16.99	Outrun	7.99
Crossbow	13.99	Laser Squad	12.99	Stos Maestro	16.99	Pandora	9.99
Cyberball	13.99	L'Board Birdie	13.99	Stos Sprites 600	11.99	Pandora	9.99
Daily Double Horse Racing	12.99	Leisure Suit Larry	16.99	Strider	13.99	Passing Shot	9.99
Daley Thompson	11.99	Leisure Suit Larry 2	16.99	Stuntcar Racer	15.99	Phobia	7.99
*Damocles	16.99	*Leisure Suit Larry 3	29.99	Super Cars	13.99	Prison	7.99
*Dan Dare 3	13.99	Leisure Suit Larry 1 or 2 Hint Book	6.99	Super Puffy's Saga	16.99	Raffles	7.99
Dark Century	16.99	Licence to Kill	12.99	Switchblade	13.99	Return of the Jedi	7.99
Day of the Viper	16.99	Lightforce	16.99	Swords of Twilight	16.99	Rings of Zilfin	9.99
Dragon's Breath	21.99	*Liverpool	13.99	Swords of Twilight Hint Book	5.99	Road Raider	9.99
Dragon Spirit	12.99	Lombard RAC Rally	14.99	*Theme Park Mystery	16.99	Shadowgate	9.99
Dragons of Flame	16.99	*Loom	16.99	The Kristal	19.99	Sky Fighter	3.99
Drakken	21.99	Lost Duchman's Mine	16.99	Time	19.99	Skyfox 2	7.99
Dungeon Master	15.99	Lost Patrol	13.99	Toobin	13.99	Slap Fight	9.99
Dungeon Master Editor	7.99	*M1 Tank Platoon	21.99	Tower of Babel	16.99	Slagon	7.99
Dungeon Master Hint Book	9.99	Magnum 4	16.99	Tracksuit Manager	11.99	Soldier of Light	7.99
*Dynasty Wars	13.99	Manchester United	13.99	Triad Vol 3	19.99	Spellbreaker	7.99
*Edition One	16.99	Maniac Mansion	16.99	Turbo Outrun	13.99	Spy V Spy 1, 2, or 3	7.99
Elite	14.99	Manhunter New York	16.99	TV Sports Football	16.99	ST Protector	7.99
*Emlyn Hughes	13.99	Manhunter New York Hint Book	6.99	Twin World	16.99	Starry	7.99
*Emlyn Hughes Quiz	13.99	Manhunter San Francisco	21.99	UMS Scenario 1	8.99	Tanglewood	9.99
*E-Motion	13.99	Maniac Mansion	16.99	UMS Scenario 2	8.99	Tank Attack	9.99
Empire Strikes Back	11.99	Microprose Soccer	14.99	UMS	14.99	Targhan	7.99
*Escape from Robot Monsters	13.99	Mid Winter	19.99	*UMS 2	15.99	Tetra Quest	14.99
F16 Combat Pilot	16.99	Mini Office Comms	16.99	*Unreal	16.99	Time Bandit	7.99
F29 Retaliator	16.99	Mini Office Spread	16.99	Untouchables	13.99	Top Gun	9.99
Falcon	16.99	Mini Office Graphics	16.99	Victory Road	12.99	*Wings of Fury	13.99
Falcon Mission Disc 1	13.99	Mr Heli	16.99	Virus Killer	7.99	*World Cup Soccer 90	16.99
Ferrari Formula 1	16.99	New Zealand Story	13.99	Vulcan	13.99	X-Out	13.99
Fiendish Freddy	19.99	*Nightbreed	13.99	Waterloo	16.99	Xenon 2 Megablaster	15.99
Fighting Soccer	13.99	Ninja Spirit	13.99	Wayne Gretzky Hockey	14.99	Xenomorph	16.99
Fire Brigade	21.99	Ninja Warriors	13.99	Weird Dreams	14.99	Xybots	12.99
*Fire and Brimstone	16.99	North and South	16.99	Wild Streets	16.99	Zak McKracken	16.99
First Contact	16.99	Omega	21.99	*Wings of Fury	13.99	*Zombi	16.99
FLT Disc 7 or 11	13.99	*Operation Stealth	16.99	Xenon 2	13.99		
FLT Disc European	13.99	Operation Thunderbolt	16.99				
FLT Disc Japan	13.99	Operation Wolf	14.99				
*Flight of the Intruder	16.99	*Oriental Games	16.99				
Flight Sim 2	26.99	P47	15.99				
Football Director 2	12.99	Paperboy	12.99				
Football Manager Gift Pack	11.99	Pipmania	13.99				
Footballer of the Year 2	13.99	Player Manager	12.99				
SALE - ALL £4.99		SALE - ALL £4.99		SALE - ALL £4.99			
Adv. Rugby Sim	4.99	Joe Blade 1 or 2	4.99	Sidewinder 1 or 2	4.99		
Adv. Ski Sim	4.99	Little Computer People	4.99	TNT	4.99		
BMX Sim	4.99	Macadam Bumper	4.99	Trivia Trove	4.99		
Conflict	4.99	Motorbike Madness	4.99	Treasure Island Dizzy	4.99		
Eagles Nest	4.99	Nitro Boost	4.99	Maniax	4.99		
Face Off	4.99	Outlaw	4.99	Mission Genocide	4.99		
Gladiators	4.99	Pool	4.99	Space Port	4.99		
Hollywood Poker	4.99	Prohibition	4.99	Captain Blood	4.99		
Hunter Killer	4.99	Rock Star Ate My Hamster	4.99	Skuldiggery	4.99		
Italia 90	4.99	SAS Combat	4.99	Warlocks Quest	4.99		

MAIL
ORDER

SOFTSELLERS

6 BOND STREET, IPSWICH, SUFFOLK IP4 1JE

MAIL
ORDER

5A DOG'S HEAD STREET, IPSWICH, SUFFOLK (RETAIL)



36A OSBORNE STREET, COLCHESTER, ESSEX (RETAIL)

MAIL ORDER PURCHASE LINE (0473) 257158/210605 FAX NO. 0473 213457

JOYSTICKS

Cheetah 125	£7.99
Cheetah Starprobe	£11.99
Pro 5000 Extra Glo Green	£13.99
Pro 5000 Extra Glo Red	£13.99
Pro 5000 Black	£11.99
QS Turbo III	£9.99
Euromax Racemaker	£24.99
Konlx Navigator	£11.99

DISC BOXES WITH DISCS

3.5" 40 Holder Lockable with 10 3.5" dsdd discs	£12.99
.5" 40 Holder Lockable with 20 3.5" dsdd discs	£19.99
3.5" 40 Holder Lockable with 40 3.5" dsdd discs	£33.99
3.5" 80 Holder Lockable with 10 3.5" dsdd discs	£15.99
.5" 80 Holder Lockable with 40 3.5" dsdd discs	£35.99
.5" 80 Holder Lockable with 80 3.5" dsdd discs	£55.99

DISC BOXES

3.5" 40 Holder Lockable	£5.99
3.5" 80 Holder Lockable	£7.99
5.25" 50 Holder Lockable	£4.99
5.25" 120 Holder Lockable	£6.99

PERIPHERALS

Replacement mouse + mouse holder + mouse mat	£29.95
Four Player Adaptor	£5.95
Mouse Mat	£4.95
Joystick Extender	£5.95
Dust Cover	£4.95

DISCS

	Qty 10	Qty 20	Qty 50	Qty 100
3.5" dsdd Unbranded	£7.99	£14.99	£34.99	£59.99
3.5" dsdd Sony Branded	£11.99	£22.99	£54.99	£99.99

CHEQUES AND POSTAL ORDERS PAYABLE TO SOFTSELLERS. POST AND PACKING FREE IN UK. OVERSEAS £1.50 per item. Subject to availability and price change without notice. Not all titles released at time of going to press. Shop prices may vary, but personal callers can claim advertised discounts on production of cut-off slip.

ocean®

AN INVITATION TO JOIN THE WINNING TEAM

Ocean ... Europe's leading software publisher is expanding its development facility once again.

We are seeking experienced programmers and graphic artists to join the in-house team working on the most exciting projects.

Don't delay - if you're practiced in Z80, 6502, 8086 or 68000 assembly language or have the creative ability to interpret visual images into computer graphics this could be the career opportunity of a lifetime.

Successful applicants can be assured of an excellent salary and generous productivity bonus.

Please contact Gary Bracey on 061-832 6633 or Fax 061-834 0650.

**Find out its limits.
Look in the mirror.**



Introducing the powerful new Atari 1040 STE. With such an awesome machine, we're convinced the only limits you'll come across are your own.

Based on the incredibly successful 1040 STFM, the 1040 STE itself goes beyond the limits of its predecessor.

The 'E', by the way, stands for 'Enhanced'. But once you've discovered its amazing array of features, you may consider 'Enhanced' to be the understatement of the decade.

Perhaps the most outstanding feature of the 1040 STE is its graphics. Its palette contains over 4000 colours (all right, 4096 to be exact).

To ensure precise and realistic images, the STE features 'hardware scrolling', enabling smooth scrolling in any direction and split-screen effects. And, with the SM124 monitor, you'll get razor sharp black-out-of-white text that's as clear as the type on this page.

To complete the picture, it is able to 'phase-lock' its video output to an external video source, permitting direct linking to a Genlocking device.

The 1040 won't just have your eyes swivelling in their sockets. Your eardrums will also take a pounding from the 8-bit PCM stereo sound.

The new PCM (Pulse Coded Modulation) sound system's two chips allow the 1040 STE to replay high-quality sampled sounds, in stereo, without burdening the CPU. Or, for even more of an earblasting, just add a couple of RCA output jacks and power the sounds through your own stereo.

Of course we mustn't forget memory. One megabyte of RAM comes as standard. If that's not enough, the 1040 STE provides four SIMM sockets. Simply plug in some SIMM (Single In-line Memory Module) boards and boost the RAM up to four megabytes.

To help you handle all this technology, we've added even more: a Blitter chip, capable of shifting data at high speeds independent of the CPU, and a new version of TOS.

The TOS 1.6 (operating system) has an enhanced file selector with drive-change buttons, improved desktop with file move, MS-DOS compatible disk formatting, and better application installation and auto-booting facilities.

As you'd expect, there's a huge range of peripherals including hard disks, floppy disks, laser printers, colour monitors and even Megafile 44, Atari's unique 44-megabyte removable hard disk.

As well as all this hardware, there are hundreds of software programmes for the 1040 STE - we're even throwing in the ST-Series Productivity and Leisure bundles free.

The Productivity bundle features a database, spreadsheet, word processor and business graphics package, and there's S.T.A.C., FirST BASIC, Hyperpaint and Prince in the Leisure bundle.

If you're itching to get your hands on the controls, there are two 15-pin analogue controller ports (which accept paddles, light-guns and light-pens) and a 9 pin mouse port and joystick port.

With adaptors, up to six people can use the 1040 at one time. Just in case it's too much for one person to handle.

At £499.99 it certainly won't be too much for one person to afford.

The ideal computer at the ideal price, you may think. We think so, too. But there remains only one potential problem: not whether you'll make impossible demands of the 1040, but whether the 1040 will make impossible demands of you.



Please send me further details of the 1040 STE and other Atari products.

NAME

ADDRESS:

..... POSTCODE

Please send to Atari Corp (UK) Ltd, Atari House,
Railway Terrace, Slough, Berkshire. SL2 5BZ.

ATARI 1040STE

WITHOUT IT YOU'RE JUST PLAYING GAMES

Dungeons & Disk Drives

Draw near foolish one and gaze deeply into the crystal ball. Look through the glass darkly and see the magical number '4' shining in its depths. The Dragon and I have been watching this number slowly materialize in the crystal over the last few weeks and we were mystified as to its meaning. We knew it meant something important was about to happen, but we didn't know what. Last night a rattling in the brass tube which connects us to the front office produced a scroll which revealed all. It appears that your letters asking for more of the Dungeon Crew's ramblings have melted the stony heart of 'Boy Blunder' (our dearly beloved Editor) and he has agreed that henceforth the Dungeon and Disk Drive scrolls will be increased to 4 full pages. Hooray!!

It is a time for great rejoicing in the Dungeon, for although it means more work for all us here, the amount of exciting adventure and fantasy-game software grows daily and we are going to need all the space we can get. To celebrate the great news I decided to take the Dungeon Crew on a special trip to London and visit the European Computer Trade Show to seek out the games which are going to be the big hits in the near future.

As the show was not open to the general public, I decided that the Troll could join us for a change as it would only be journalists he could upset. Our first stop was at the Mirrorsoft stand where we found a game which I guarantee is going to knock the socks off the opposition. BATTLEMASTER is the name of the game and it looks brilliant. It is a fantasy role-playing game which combines strategy, war gaming, puzzles and arcade action in a way you have never seen before. The game is still in development with a launch date set for the early summer but already it promises to do for War Games what Dungeon Master did for RPG. You will be controlling an army of warriors chosen from a mixture of the four races of Dwarves, Elves, Humans and Orcs.

The game could be said to resemble the ULTIMA games, except that it is fully animated and doesn't have those nasty 8-bit graphics. You will be fascinated as you watch your individual soldiers running to assemble into the many battle formations that are available. Groups of warriors can rush towards the enemy, swinging clubs and hurling weapons just



Lord Librasulus is a character many dungeoneers never see. However, should you escape the confines of the dungeon with the Firestaff you come face to face with him!

like a real attack. To put a cherry on the top of this package, I have been told that a particularly nasty Troll with a bridge has been included in the game as part of the opposition. I just hope the game makes it to our screens soon, as I can't wait to march an army of Dwarves up the hill to beat up that character!

The Mirrorsoft representative was also eager to hear what our readers had been saying about CHAOS STRIKES BACK. As you will have seen from a few of the letters that the Troll has received, some players said that they thought the game was a little disappointing because it was easier than they had been led to expect. I repeated my view that every Dungeon Master fan would, and should, buy the game. Yes, it is shorter and easier than the original, but it is still brilliant

and is an essential buy for Dungeoneers. At this point everyone got a little cross with the Troll for causing the trouble in the first place and it was decided that his ration of cheese and onion crisps would be shared amongst the rest of us.

On the upper floors, Lucasfilms were to be found running a demo of their latest animated adventure LOOM. The game is only available on the IBM PC at present, but it, too, looks pretty special. A young boy wrapped in the robes of a monk is shown wandering the woods and meadows using the power of his magic staff to fight dragons and other evil creatures. The scenario also includes the beautiful Emerald City complete with mystical transporters and weird guards which you can explore.

The opening animation sequences are very Disney-like and the magical effects are quite exciting. After the success of Zak McKracken and Indiana Jones this game will prove that Lucasfilms' adventures are a force to be reckoned with.

By the time we arrived at the Activision stand I was becoming quite relaxed and wasn't keeping as close a watch on the Troll as I should have done. I spotted him homeing in on the lady who manages the Sierra-on-Line adventures and moved over quickly to block him. Too late! By the time I pushed between them he had already spoken and the eyes of the lady in question were already flashing. Telling a lady that she looks like Meryl Streep might seem a good idea to a Troll, but wiser heads know that women think differently - especially when they are at least 10 years younger! As I tried explain that he was only trying to be friendly, I could see her mentally crossing ST ACTION off the circulation list for review software. Oh well, it could have been worse, he might have told her that she looked like Edna the Witch.

Stumbling upstairs to the Domark stand we found Ian Andrew of Incentive Software showing a demo of the new Freescape adventure called CASTLE MASTER. I must confess that the previous Freescape games, such as DRILLER, proved too confusing for the team as we always got lost in all of the many rooms as they looked so similar. Happily, CASTLE MASTER has been designed exclusively for 16-bit machines, and it shows. The graphics are much better and the game looks as if it has lots more to offer to the ST Atari user than the previous 8-bit conversions. Although I marvelled at the clever things the previous Freescape games contained, they did not really grab my interest for long. CASTLE MASTER is certainly something different and I'm sure it will be a game you'll be happy to play with for a long time to come.

We spotted Anita Sinclair of Magnetic Scrolls at the bar, but as she was deep in conversation with someone else we were unable to talk with her. Fortunately we did manage to 'borrow'

a screen-shot of the new Scrolls game from the Virgin stand. The game revolves around the Alice in Wonderland story and contains animated graphics and multiple windows. We know that this game has been under wraps for quite some time now and everyone has great hopes for it. The launch of the Atari version is set for June and we will do our best to get all the info we can on it as soon as possible.

Isn't it strange that the really great games always seem to be the ones which are coming next month, whereas the ones available now are never as good as you thought they would be? Still, that's what keeps us going I suppose. Screen shots and demos are always promising us that the ultimate game is just around the corner, but the road just keeps going straight on. I suppose it will all be the same in 10 years time, when you'll still find the Dungeon Crew peering over the heads of the crowd clustered around the show stands and gasping at the great game which is due to be released next month. We're just big kids at heart I suppose - but then aren't we all?

TROLL LETTERS DEATH TO THE CHAOS KNIGHTS

Hello there. I need help with Chaos Strikes back. I've got to the part where the knives come out of the wall. I killed the rock monsters and then got killed by the knights with the two swords. How do you kill them? I know you did a lot of work on C.S.B. in the March issue and it did help me a lot, but I'm stuck.

**J. Smith,
Bromley, Kent.**

You pulled the lever that opened the door and let them out, didn't you - you plonker! That was your big mistake. Ignore that lever because the knights and the rock monsters are held in a corridor which has a door at both ends. It is the door at the other end which you should open first. This can be reached

by turning away from the first door and crossing the area of pits to the right. By opening this second door the knights will follow you down the next corridor which leads to the top of a flight of stairs. Next to these stairs is a lever which opens a pit halfway along the corridor. On the next level down is another pit which can also be opened and this is immediately below the pit above. The trick is to ensure the bottom pit is open, then drop the knights through the pit above. The fall through the two levels will kill them. I should also mention that the landing below is also the place where Mitch saw the Mummy Duck!. If you don't believe him, try throwing fireballs from different places on this landing and be prepared for a hot blast.

BLOODWYCH INFO FROM BOTH PLAYER AND MASTER

Just thought I'd write to tell you that my friend and I have completed Bloodwych and the Bloodwych Data Disk. Good eh? I've also included a few tips.

1. You can talk through walls and doors. This is useful if you are not sure whether there is a creature behind a door.
2. Warriors best use axes, adventurers best use swords. Wizards use staves and Cutpurses use daggers and stealth blades.
3. If you are cornered by creatures, threatening them sometimes gets you out. Alternatively use a Phase spell to teleport behind them.

**D. Radford & R. Wheeler,
Portsmouth, Hants.**

Hah! I know you are only writing about this game to upset me. Can I help it if I keep going round in circles? Okay, I never finished Bloodwych, but I do know some things about the game that you don't because I know the human who wrote it - so there! He is called TAG and he tells me that he thinks he was too damned clever when he created the Cutpurses because he made them a bit too nifty on their feet. If you



Ah, yes! What a pretty sight. Yep, it's me, the Troll. Thanks to Alex Simmons I've been bought to life. Let's see some of your efforts.



The Chaos Knights are a deadly adversary. Don't bother with fireballs, use brute force and poison clouds to dispose of them.

ATARI

90's Show

NOVOTEL HAMMERSMITH

FRIDAY JUNE 1st-SUNDAY JUNE 3rd

FEATURING

FIRST FLOOR

THE ATARI SHOWCASE AND OVER 30 EXHIBITORS

- ★ APPLICATIONS FROM MIDI TO DTP
- ★ NEW PRODUCT DEMONSTRATIONS
- ★ INFORMATION AND EXPERT ADVICE

GROUND FLOOR

- ★ THE ATARI GRAND PRIX COMPETITION
- ★ THE ATARI ARCADE
- ★ OVER 40 EXHIBITORS INCLUDING LARGE SALES AREA

STOP PRESS STOP PRESS STOP PRESS STOP PRESS STOP PRESS STOP PRESS

Space has been booked in the Mezzanine Level for a series of Forums and Workshops

Event

STOS Demo by Mandarin Software
How to get the Most From the Atari Portfolio
ST Programming Forum – HiSoft Ltd.
Atari Lynx – The New Age
User Groups and Bulletin Boards
Atari New Product Update
MIDI Workshop

Timing

Saturday 10.30,
Saturday 11.30, Sunday 15.30
Saturday 12.30, Sunday 11.30
Saturday 13.30, Sunday 14.30
Saturday 14.30, Sunday 12.30
Saturday 15.30, Sunday 13.30
Saturday 16.30, Sunday 10.30

STOP PRESS STOP PRESS STOP PRESS STOP PRESS STOP PRESS STOP PRESS

Atari anticipate that this exciting forum for the exchange of information and ideas will generate a vast amount of interest from our end users. Free tickets will be available at the Show if you wish to reserve a seat.

Opening times: Friday-Saturday 10am-6pm Sunday 10am-4pm

TICKETS £2.00 FAMILY TICKET £4.00
(Two adults, two children, £1.00 for additional children)

All times quoted are subject to alteration without notice

form a party of one Mage and 3 Cutpurses he reckons you will be invincible in a fight with almost any creature. What a pity he didn't tell me that 4 months ago.

To prevent another hundred letters about this game I will let you into another handy hint concerning the two-player option and the Serpent Tower. If upon arriving at the tower you find the green pads outside won't open the door it's because both parties must be present to get in. If you have been playing the two-player option and you let one party die, then the game ends here. Cheats never prosper!

GETTING THE HABIT OF FUTURE WARS?

Help me please, as I am well and truly stuck. As I sit here in my deluxe, river-view, five-bedroomed, fully-furnished £500-per-week luxury apartment, I have a FUTURE WARS question for you.

How do I get the monk's habit from the tree in the forest clearing?

Please help me quickly as I am running out of port and cheese.

Sir James Stanton.

P.S. Have you any shares in British Steel? I suggest you buy some, old boy, as you might need some extra support for your bridge one day.

P.P.S. Please execute that Topazian Necromancer as he is starting to bore me - the stupid fellow.

Are you stuck - or stuck-up? What a pity that you have spent all your money on your flash apartment. You should have saved some of your cash then you wouldn't have needed to write to me on loo paper with an old leaky biro. Well, Your Highness I suggest you put your elegant arms around this huge oak tree and OPERATE it. This will shake a gold coin out of the habit and allow you to spend some

Shadowgate is just one of the ICOM adventure games. The game has already captured the hearts of many dungeoners. Most, however, only get to see the grim reaper's face.



time in the local inn. By the time you return to the castle, the Lord will have returned and you'll be shown into his presence. I've no doubt you'll have lots to talk about, (you being a blue-blooded nobleman yourself!). On leaving the castle you'll find the guard has fallen asleep letting you pick up his long lance. Need I say more?

CARRYING OUT AN OPERATION IN SHADOWGATE

I am having trouble with Shadowgate. I have found the door behind the mirror, but I am forced back because of the flames. I believe you answered the question in an earlier issue and I have tried to use the Orb but I don't know what to do with it.

P.S. Why are the screenshots in ST ACTION so blocky?

Martin Newing, Sussex.

As you so rightly said, I've already answered this spiffing question. However, as there is just the tiniest possibility that I might have misled you by saying that you OPERATE the orb on the flames when I obviously meant to say DROP the orb on the flames, I'll give that advice for free. Just don't dare snigger, that's all!

As for blocky graphics! How would you like your block knocked off? Look, you snotty human, are you accusing the ST Action's Art Department of being less than wonderful? The question you should be asking is not whether anyone else's pictures are less blocky than ours, but whether our pictures are closer to the original than theirs. The computer may fool your piggy human eyes, but it can't fool our Brownie camera.

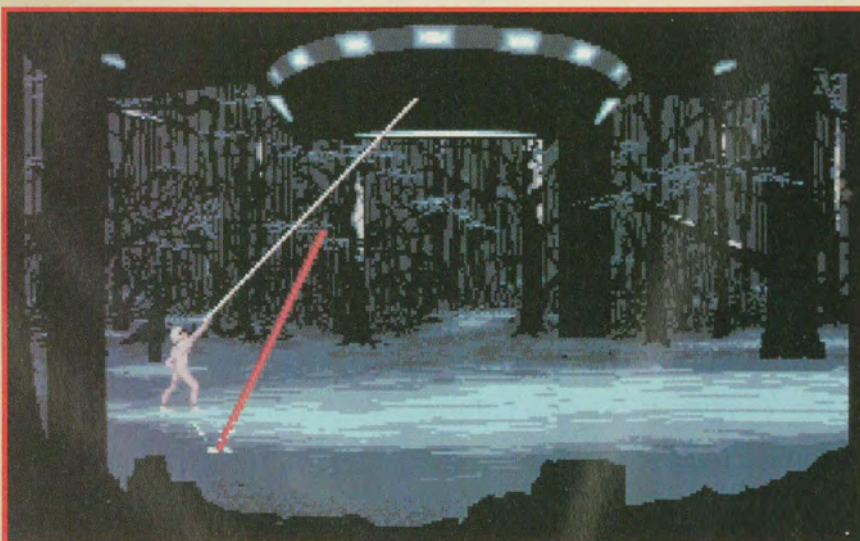
WAVING MAGIC WITH THE BLOODWYCH WANDS

I have decided to put pen to paper (or in this case, fingers to keyboard) and thank you for helping all of us poor unintelligent, weak adventurers who dare to delve in the deepest, darkest dungeons without the faintest idea what's in store for us.

I myself am no novice to dungeon exploring and monster bashing (Bard's Tale 1 and 2, Wizardry 1,2,3,4 & 5 (on the IBM), Ultima 1,3 & 4, Phantasia 1,2 & 3.)

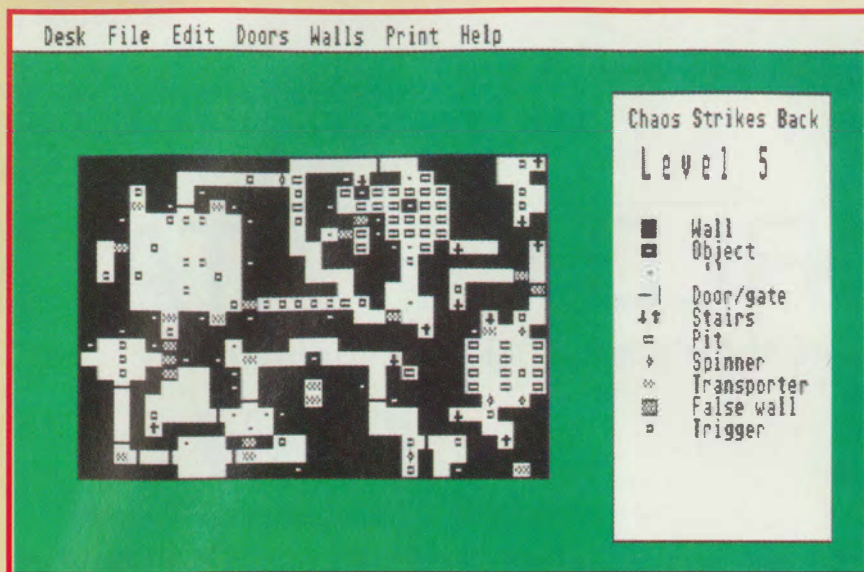
At the moment I am trying to get my valiant group of adventurers through the towers of Bloodwych. However, I am having a problem which is driving me mad. I have got to the point where I no longer have the patience to talk or barter with the monsters I meet. I just throw off a round of Fireballs, Arc Bolts and Disrupts without even pausing to say hello.

My problem is that I have found a



Delphine's Future Wars was to be followed up by Operation Stealth. However, due to a difference of opinion between the programmers and Palace, the game looks as if it'll be delayed.

Ed Penman's Chaos and Dungeon Master map editors have received a mixed reception. As long as you only use them when absolutely necessary I can't see the harm.



Dragon Wand, a Moon Wand, a Serpent Wand and a Chaos Wand, but for the life of me I cannot find out what to do with them. (Yes I know - apart from THAT!) May the spirit of the Bloodwych be with you.

**Andrew Holland,
Geneva, Switzerland.**

Well, my little cuckoo-dwelling human, I have spoken with no less a person than TAG (the game writer) and he tells me thus:-

The wands are coloured Red - Dragon, Blue - Moon, Green - Serpent, Yellow - Chaos.

If the colour of the magic user holding the wand is the same colour as the wand, then the power required to cast the spell is halved. If the wand is used by a magic user of a different colour, the power of the spell is higher than that which he could normally cast. In this way a Blue magic user can cast red spells just as powerfully as a Red magic user.

IS THE CHAOS EDITOR A BOON OR AN ANATHEMA?

I know many people have now finished CHAOS, but I have not yet heard of anyone finishing it with a single character. A few days ago my son completed the task while keeping to the following rules. No cheating of any kind is countenanced. If the character died then the .DAT and .BAK files were trashed and the game restarted from the beginning. We were both dismayed to find not only a demo of the Chaos Editor on the ST ACTION disk, but also its use being encouraged within the pages of the mag. To have this editor described as the ultimate accessory indicates a total misapprehension as to the point of Dungeon Master and its sequel. Any person using the editor, or any other

cheat, should not have bought the games if all the pleasure of discovery and puzzle solving is removed, leaving nothing but survival as the objective.

The accessories required by a real adventurer are very basic a sharp pencil, an eraser, a pad of graph paper and the imagination to "be" the character(s) in the Dungeon, approaching each challenge as if physically there. Whilst you may not agree with us, my son and I both felt very strongly that all cheats should be discouraged and, although we both enjoy the magazine immensely, we are very unhappy with the 'Giving The Game Away' feature. This promotes the idea that cheating is perfectly alright when of course, it isn't!

**T O'Toole,
Waley.**

Why do I get the feeling that I've just been told off? I never did nuffink! No human put their fat, pink face under my bridge and asked for my opinion.

I just get shouted at. Well it ain't fair. I can understand people asking for a clue or a hint when they are stuck, but I think the D.M. Editor is a pretty stupid thing to buy. It's only reasonable use is to produce maps after you have finished the game, just to check you haven't missed anything. I also hate Cheat modes which give infinite lives in arcade games as they kill the game stone dead. On the other hand, if someone had given me a cheat code for Pacman many years ago I wouldn't have the bad eyes and wrinkled brow that I've got now. And while we are on the subject of both FTL and arcade games, I would like to mention that Mitch recently bought the FTL game called OIDS, because in all of his interviews with the team they kept saying how they play it constantly.

Because of this we have all had to suffer foul language every evening because he can't play it very well. Thanks a lot, Mirrorsoft!

ESCAPE FROM THE FUTURE WARS DUNGEON

I have played Delphine's Future Wars quite well, but now I am stuck in the Chrugon's prison with the following objects: lamp, key, lance and documents.

I was captured while reaching Paris by shuttle and now I don't know how to escape.

I am an Italian ST Action subscriber and I don't know how to do an S.A.E.

Giancarlo Brioschi, Milan.

Lucky for you I like Italy, otherwise it would be into the moat for you. Your letter reminded me that we hadn't had spaghetti for a long time so I made a large pot for the Crew last week. They threw it in the rubbish bin! Still, I don't care, I ate it anyway. I think it tasted better from the bin because it had lots of other interesting flavours and bits in it.

To escape from the prison you must open the grille on the wall using the key and then put the gas canister inside. You now have two problems. The first is you don't have the gas canister. To find this you must return to the glass case in the monastery because it is next to it. The second problem is that the gas will come back into your cell unless you cover the grille. To do this you need a newspaper. Return to the railway platform and solve the problem of the vending machine. In this case try things more than once.

Mitch did plead on my behalf for someone to send us some decent Chaos Champion Portraits because he can't draw for toffee. Some readers did send in a few, but none of them really captured my quintessential loveliness. Instead, our own ST Action team drew up a set which we intend using on our next quest and we have included them here for your delight.

Perhaps you are all wonderful artists, but you ain't too hot with the limited Dungeon Editor. If that is the case I would still like to see your artwork whether its using a computer drawing package like Neochrome or simply using paint and paper. In either case, if you fancy doing a portrait of any member of the Dungeon Crew then send them to me. Any wonderful example will be published and we'll send you a suitable prize.

Send all your mail with a S.A.E to:-

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



CMV

CMV COMPUTERS LTD

1st floor, 117 Regent Street

London W1R 7HA

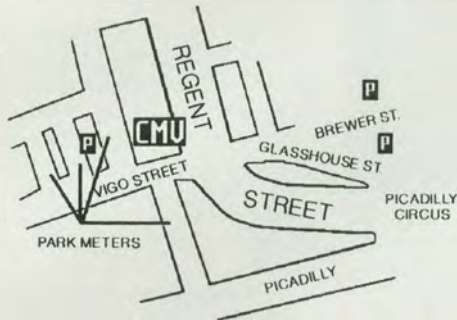
Telephone 071 734 17 19

Fax 071 734 17 40

**The Central London
ATARI Centre
for Business and Leisure**

THE WORLD OF ATARI

everything you need for your ATARI ST computer



CMV

the power of service



Ask for our
FREE CATALOGUE CMV-ATARI
with more than 2.000 products

HOW DOES THIS GRAB YOU

3.5" DISKS, BOXED

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

10 x 3.5" DSDD	£6.95
50 x 3.5" DSDD	£33.55
100 x 3.5" DSDD	£63.95
10 x 3.5" DSHD	£15.80
50 x 3.5" DSHD	£71.59
100 x 3.5" DSHD	£136.36

3.5" DISKS, BULK

100 x 3.5" DSDD	£49.00
500 x 3.5" DSDD	£230.00
1000 x 3.5"	£440.00

3.5" LOCKABLE STORAGE BOXES

50 CAP	£6.95
100 CAP	£7.95

Ring Jim Reddin on
0243 788478

FORMAT MEDIA

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



ONLY POOLS AND HORSES

The Tipster

This HORSE RACING software was used to select the 100/1 NORTONS COIN outsider in this years GOLD CUP. Phone for details.



£29.95

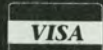


The Punter

Let your computer WIN THE POOLS for you with our latest software. We have used the same sums that the TIPSTER proves can beat the odds to give you a better chance with ANY POOLS COMPANY.



£29.95



TAM Marketing (S/West)
7 GD UNITS
Marsh Barton Trading Estate
Exeter
DEVON

Telephone: (0392) 215485

MAIL ORDER! ACTION MAIL ORDER! ACTION MAIL ORDER! ACTION MAIL ORDER! ACTION MAIL ORDER! ACTION MAIL ORDER!
 MAIL ORDER! ACTION MAIL ORDER! ACTION MAIL ORDER! ACTION MAIL ORDER! ACTION MAIL ORDER! ACTION MAIL ORDER!
 ACTION MAIL ORDER! ACTION MAIL ORDER! ACTION MAIL ORDER! ACTION MAIL ORDER! ACTION MAIL ORDER! ACTION MAIL
 MAIL ORDER! ACTION MAIL ORDER! ACTION MAIL ORDER! ACTION MAIL ORDER! ACTION MAIL ORDER! ACTION MAIL ORDER!
 MAIL ORDER! ACTION MAIL ORDER! ACTION MAIL ORDER! ACTION MAIL ORDER! ACTION MAIL ORDER! ACTION MAIL ORDER!
 MAIL ORDER! ACTION MAIL ORDER! ACTION MAIL ORDER! ACTION MAIL ORDER! ACTION MAIL ORDER! ACTION MAIL ORDER!

IMPORTANT NEWS



By popular demand, we are pleased to announce that ST Action will feature a cover disk every month. Each disk will contain fully playable demos of the latest game releases offering hours of entertainment as well as a valuable insight into the coming months top products. Games featured on the disk will be accompanied by an article explaining how they were created complete with interviews with their programmers.

Just to be democratic we are giving subscribers the choice of whether they wish to spend the extra £12 per year in order to receive the cover disk every issue, just tick the relevant box on the form below and add £12 to your total payment.

PLUS FREE GAMES!!!

As an extra special bonus this month, when you subscribe to ST Action you will receive either one of these two stunning packages from Palace. Again - it's your choice:

DRAGON'S BREATH
 or **SHOOT'EM-UP CONSTRUCTION KIT**

MAIL ORDER

The form below can be used to order a subscription, Just fill in your name, address and post code, and send a cheque or postal order made payable to Interactive Publishing Ltd.



I would like to order (tick appropriate box)

- | | New | Renewal |
|--|--------------------------|---------------------------------|
| • 12 issue UK subscription (£24) PLUS FREE GAME! (7501) | <input type="checkbox"/> | <input type="checkbox"/> (7502) |
| • 12 Issue European subscription (£34) PLUS FREE GAME! (7503)..... | <input type="checkbox"/> | <input type="checkbox"/> (7504) |
| • 12 Issue overseas subscription (£40) PLUS FREE GAME! (7505) | <input type="checkbox"/> | <input type="checkbox"/> (7506) |
| • I would like to receive the cover disk every month (£12 inc VAT) (7510) .. | <input type="checkbox"/> | |



Send to: Database Direct,
 FREEPOST, Ellesmere Port,
 South Wirral, L65 3EB.
(No stamp needed if posted in UK)

Please tick which free game you would like with your subscription:

- FREE! DRAGON'S BREATH** (7704) **FREE! SHOOT'EM-UP CONSTRUCTION KIT** (7705)

Name.....

Address.....

.....Post code.....

I wish to pay by: Visa / Access / Postal order / Cheque

Access/Visa Card NoExpiry date

Order at any time of the day or night

Orders by phone: 051-357 1275

Orders by fax: 051-357 2813

Orders MicroLink: MAG001

Don't forget to give your name,
 address and credit card number

General Enquiries:
 051-357 2961

YAK'S YAK

Greetings Earth creatures; it's a beautiful, sunny day here, I should be outside getting some rays, but they want this text like NOW, so I'm sitting indoors at the keyboard with a particularly ecstatic Siamese cat on my knee (I have just been away for a few days and he always goes crazy when I come back)...

I've been getting into Defender II, coding up some really quick single-bitplane pixel and sprite stuff so I can plot all the zarjaz particle-effect stuff ultrafast when the time comes, and developing the flight controls and weapon systems. I'm particularly pleased with the toothpaste lasers! At the moment it still runs at 50Hz even with all weapons firing, but it'll probably drop to 25 when the gameplay logic goes in. Ah well...

I went to Atari devcon mentioned last issue, and it was very interesting (except perhaps for the guy who spent two hours explaining all the boring BIOS calls on the portfolio), especially the bit about the Lynx! We got a couple of previews of some Lynx titles (very nice indeed!) and a look at the development environment and found out how everything works in a Lynx. Atari would be most displeased if I told you any of the groovy stuff I now know; suffice to say that the Lynx's custom chips are AWE-SOME...

I also got Chips Challenge, a neat puzzle game on the Lynx. The game is excellent, you'd be well into it if you like stuff like Bomboozal and Boulderdash. What I really like about the game is the fact that if you enter MAND as your level code start at the start, it puts you into a zarjaz Mandy generator with palette rotation, Julia set generation, and a neat Zoom box which shows off the hardware scaling very nicely indeed, thank you. Excellent stuff. I think I've spent more time playing with Mandy than I have playing the actual game!

To sidetrack slightly, you may have noticed that there's been quite a lot of talk in the papers, on TV, down the pub, amongst groups of hip Atarians,

and at particularly good parties, about something called Virtual Reality. VR is an absolutely great idea; It's about generating computer worlds which you can experience and interact with directly, using headsets which shut out the real world entirely, feeding images directly into each eyeball with a pair of tiny colour displays. You interact with your chosen reality by using a data-suit, an expensive rig which detects the motions of your limbs, hands and head. Thus equipped, you can turn your head and view changes accordingly, even look down and see your computer-generated 'body'; you can reach out and pick up virtual objects, manipulate them and do all sorts of stuff just by performing your natural body motions. All this stuff is pretty new and experimental at the moment, but its potential is so great that a lot of brains-the-size-of-planets are being directed towards its development.

Of course, it's expensive at the moment: the main company developing VR at the moment use hyper-expensive awesome beastie Silicon Graphics Powr Iris graphics workstation per eyeball, and the Data Suits don't come cheap, either. But work is being done to get the cost of Data Suits and eyepiece hardware down, and computers have a habit of becoming simultaneously more powerful and cheaper at a reassuring rate, so personal VR will probably be real within the decade (if you can say that a virtual reality is real). When that happens, videogames will have to be invented all over again. Instead of getting your mates over to your place for an afternoon of joystick-bashing in front of the monitor, you'll be able to don your retinal projectors and datasuit, call him up over the Datanet and have him rezz into your personally created and tastefully decorated individual reality (perhaps a couple of suns in the sky to make for interesting sunset and rainbow effects, plenty of fractal scenery everywhere, and why be boring and represent yourself as a humanoid? I think I'll be a virtual Llama today). Of course, since it's your own world, you'll be able to alter the neutral laws of the world if you want anti-gravity and teleportation, you've got it. You could invent a few aliens, cut them loose in the Chaos hills,



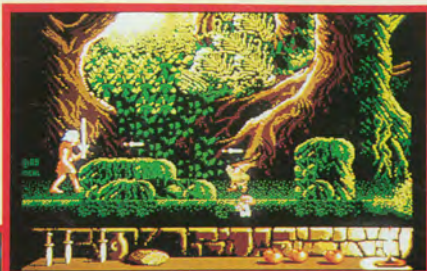
transforms your virtual bodies into horribly-beweaponed spaceships and go hunting the suckers down (you wouldn't just be in the spaceship, you'd BE the spaceship)... Or maybe you might prefer to jack some Floyd through the audio and go skiing on the Mandelbrot Mountains (an interesting property of skiing on the mandelbrot mountains is that you never reach the bottom, you can go down forever. And the scenery is amazing)...

This may sound a bit too far out, but it's not really: all you need to do any of that stuff is sufficient MIPS, and like I said, hardware is kicking more ass with each passing year. Given the already-existent VR interface and display equipment and the undivided attention of a Cray you could probably do it today. If you extend the idea into the realms of Sci-Fi you come up with what William Gibson describes as Cyberspace: a shared virtual reality available to anyone with a 'cyberspace' deck, an as-yet hypothetical device which replaces clumsy physical imaging systems with a direct neural input (feeding sensory signals directly into the brain). Now that really IS far out and is unlikely to happen next week, but it certainly will happen. People are already looking at feeding image data directly into the optic nerve as a means of restoring sight to people who have lost eyeballs but still have functioning nerves; and some kind of primitive machine/ nervous system interfacing has already been achieved in the cochlear implant, a little bit of hardware that encodes sound and feeds it electrically directly into the cochlea, enabling people with damaged ear-hardware to listen to Pink Floyd again.



YaK

Sir FRED



FRED : Superb graphics, animations like cartoons !



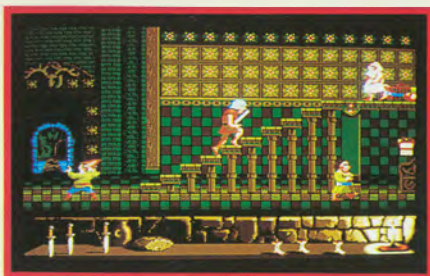
Great tumblings in fantasy surroundings with super original sound effects for a great arcade/adventure game !



More than 50 screens, a hundred characters and monsters, fantastic graphics, and 3D representation-all combined for your entertainment and enjoyment !!!

FRED : originality to perfection !

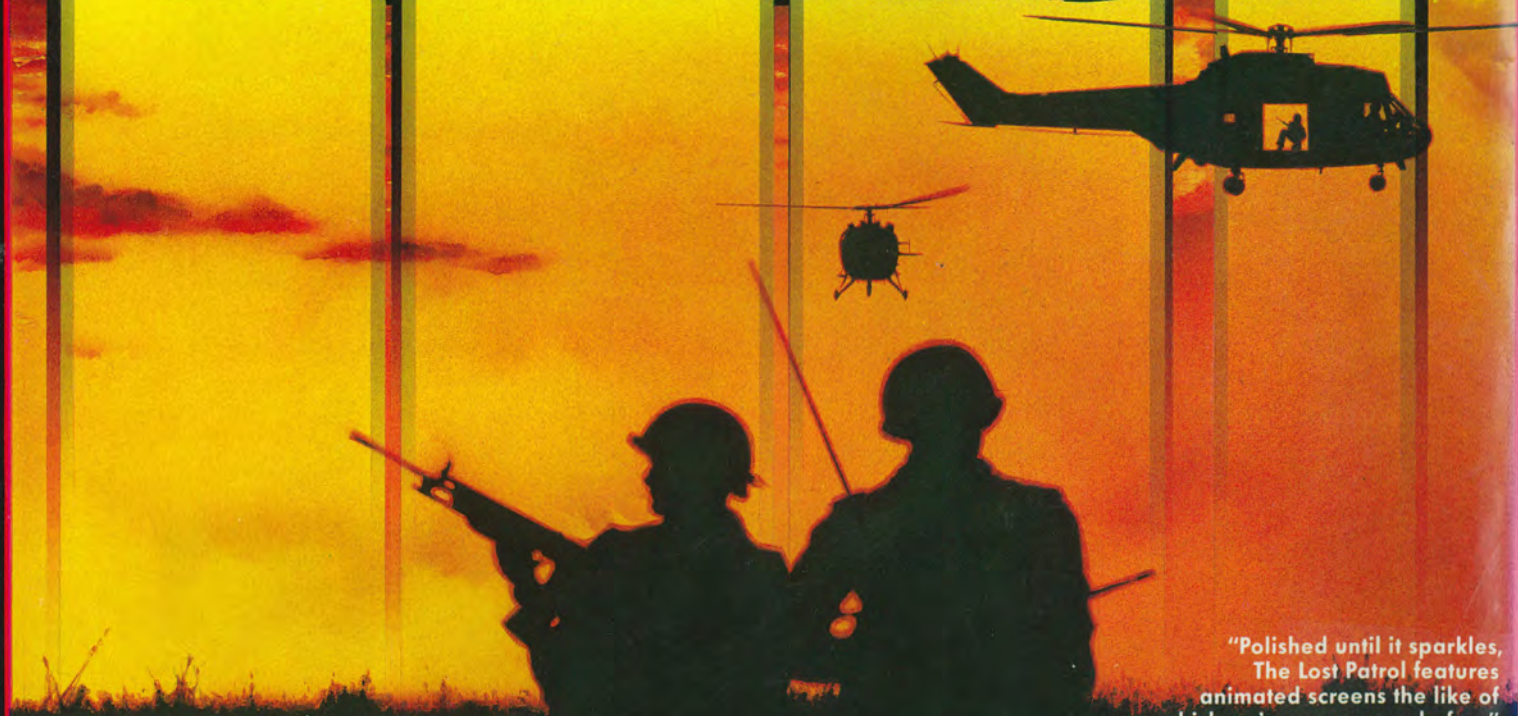
UBI SOFT
1, voie Félix Eboué
94021 CRÉTEIL CEDEX
FRANCE



The Legend

WE'RE FIT, WE'RE ALIVE, BUT WE'RE NOT BACK HOME

LOST PATROL



"Polished until it sparkles,
The Lost Patrol features
animated screens the like of
which we've never seen before"
The Games Machine

1965 JUNE

Monday We were glad to be going home -
a real cup of coffee, a press of mom's
chopper took a hit, our pilot managed a
crash landing - but he won't be
Tuesday "I Love Lucy" again
Wednesday We've been slow - stopping a wide flat trail
but it's slow, dangerous curves are flanked
Thursday knows we're here - maybe we can surprise
Friday that helps our morale that and the
Saturday it's before the morale factor
becomes our worst enemy



ocean



AMIGA
ATARI ST