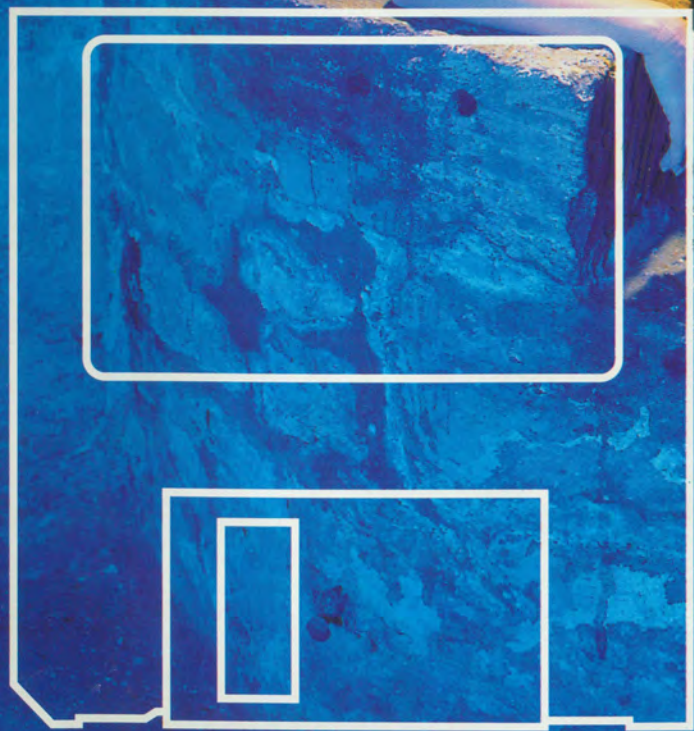


# ST ACTION

THE WORLD'S ONLY DEDICATED  
ST GAMES MAGAZINE



**Murderous  
new look  
issue!**



**REVIEWED INSIDE: RICK DANGEROUS II • TUSKER  
CADAVER • SHADOW WARRIORS • BATTLEMASTER**

# BOXING CLE

**LUCAS  
GAMES**

**U.S.G.**



LUCASFILM™ PRESENTS  
**THEIR  
FINEST  
HOUR**  
THE BATTLE OF BRITAIN.™  
BY LAWRENCE HOLLAND  
An historically accurate, action-packed air combat simulation.

**LUCASFILM  
GAMES**

**ATARI ST**

**AMIGA**

**PC &  
COMPATIBLES**

LUCASFILM™ PRESENTS  
**THEIR FINEST HOUR**  
THE BATTLE OF BRITAIN.™

**SUMMER, 1940.**  
The German war machine has humbled all of Europe – except Great Britain. Now, the mighty Luftwaffe plans to soften up Southern England for an invasion called Operation Sea Lion. And the RAF must wage a desperate defensive battle against a numerically superior foe. Graphically stunning, historically accurate, and thrillingly realistic, *Their Finest Hour: The Battle of Britain* resets the stage for the air confrontation of the century.

**TWO BRITISH FIGHTERS**

- Supermarine Spitfire.
- Hawker Hurricane.

**TWO GERMAN FIGHTERS**

- Messerschmitt 109.
- Messerschmitt 110.

**FOUR GERMAN BOMBERS**

- Junkers 87 Stuka.
- Junkers 88.
- Dornier 17 Flying Pencil.
- Heinkel 111 Spade.

**AUTHENTIC COMBAT ACTION**

- Each plane technically accurate.
- Fly pilot, bombardier, or gunner positions.
- Detailed land and sea targets.
- Dozens of historical missions.

**UNIQUE REPLAY CAMERA**

- Watch "instant replays" of your hottest action.
- Features include stop motion and fast forward.
- View from any camera angle.
- Save your finest moments on disk.

**LOTS OF SPECIAL FEATURES**

- Easy-to-learn training missions.
- Huge photo-packed manual.
- Your pilots earn medals and promotions.
- Create your own missions.

GUNNER IN AN HE-111.

HURRICANE FORCE.

INSTANT REPLAY SCREEN.

ERASE ONE PENCIL.

AN INVITING STRAFING TARGET.

IBM screens shown; other screens may vary. 357601

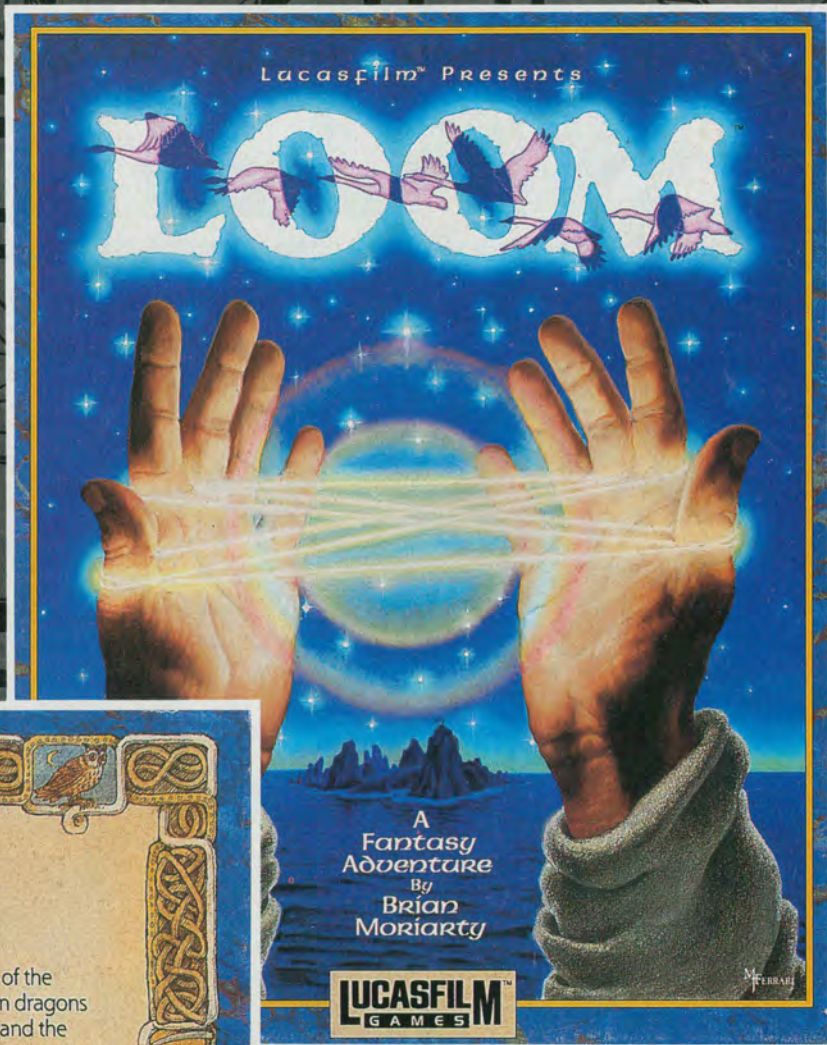
**LUCASFILM  
GAMES**

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Screen shots are only intended to be illustrative of the game play and not the screen graphics which vary considerably between different formats in quality and appearance and are subject to the computer's specifications.

# EVER WITH...

## LUCASFILM™ ESIM

## U.S. GOLD®



Long after the passing of the Second Shadow, when dragons ruled the twilight sky and the stars were bright and numerous, came the Age of the Great Guilds. ♦ Blacksmiths. Shepherds. Clerics. Each dedicated to the absolute control of secret knowledge. ♦ Another such Guild was the Weavers. Over the centuries, their craft transcended the limits of physical cloth, until they wove the very fabric of reality itself. ♦ Now, a strange power has swept the Weavers into oblivion, leaving behind one Weaver boy to unravel the mystery. Help young Bobbin rescue his Guild... and you just might save the universe from an unspeakable catastrophe.

**A**n extraordinary adventure with an interface of magic...

- ♦ Stunning, high-resolution, 3D landscapes.
- ♦ Sophisticated score and musical effects.

- ♦ Detailed animation and special effects.
- ♦ Elegant point-'n'-click control of characters, objects, and magic spells.
- ♦ No burdensome typing, mapping, or inventory management.

- ♦ Easy to enjoy for beginners, yet challenging enough for veteran adventure gamers.

"Enchanting... complex... captivating"—*Game Players' Guide*

**I**ncluded inside... Loom: The Audio Drama—A 30-minute Dolby® Stereo cassette, produced at Lucasfilm's Academy Award-winning Sprocket Systems. Brings the characters and setting of the game vividly to life. ♦ The Book of Patterns—An illustrated textbook of spellweaving. Use it to identify, record, and cast magic spells.

Not all of the Guilds welcome strangers.

A spellweaver's power is not for the sheepish.

Use your magic skill to influence the gullible.

3575

ATARI ST

AMIGA

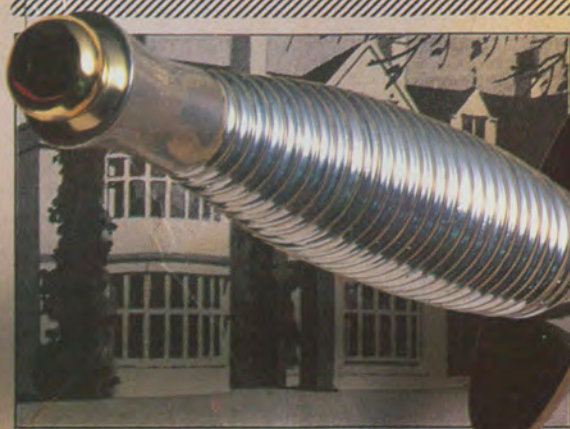
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U.S. Gold Ltd., Units 2/3 Holford Way,  
Holford, Birmingham B6 7AX.  
Tel: 021 625 3366.

# WE SET THE SCENE ... NOW YOU SOLVE THE ...

# MURDER!

19TH JUNE 1941



**'GHASTLEY MANOR'  
THE LOCATION OF  
HORRIFYING HOMICIDE**

Police have today been informed of the murder of Mr Charles Innes, aged 46, an attorney from Bar-

rington, W. Sussex. It is believed Mr Innes was stabbed to death at the home of Mrs Audrey

Broom-Hall, actress & widow of the famous film actor Sebastian Broom-Hall; who was holding a cocktail party for the rich & famous. As one of the guests Lord Alfred Andrews has taken it upon himself to keep order at Ghastley Manor, he is questioning Mr Larry Glover, the prominent political figure & Dr Victor Jones: No Scotland Yard have yet reached the scene of the crime, but they are estimated to arrive at approx. 10:30 - 2 hours after the crime was discovered.



**DISTINGUISHED  
PEER HAS 2  
HOURS TO FIND  
THE KILLER...!**

Lord Alfred Andrews has only 2 hours to try and solve the murder of Mr Charles Innes who was attending a cocktail party at 'Ghastley Manor'. He reports, "Things are not quite as I initially thought. The guests are entwined with love affairs, disputes over inheritance & outbursts of jealous rage."

*Investigations continue.*



**THE SCENE OF THE HORRENDOUS CRIME!**

**U.S. GOLD**  
Purveyors of  
Fine Quality &  
Original Software

- Nearly 3 million unique murders provide ultimate re-playability
- Red herrings at every turn to throw you off the scent
- Point 'n' click control throughout
- 4 difficulty levels, from novice to super sleuth
- Over 20 potential murder weapons
- Facility to take & match finger prints
- The sleuth's notebook automatically cross-references to help you make your final decision.



U.S. Gold Ltd, Units 2/3 Holford Way, Holford, Birmingham B67AX. Tel: 021 625 3366.

CBM 64/128 Disk ● Atari ST  
Amiga ● PC & Compatibles  
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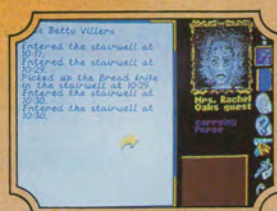
Screen shots are only intended to be illustrative of the game play and not the screen graphics which vary considerably between different formats in quality and appearance and are subject to the computer's specifications.



CBM 64/128



Atari ST



IBM PC EGA



Amiga

# ST ACTION

THE WORLD'S ONLY DEDICATED ST GAMES MAGAZINE

After nearly three years of covering all that's good and bad in the ST games world, ST Action undergoes a major revamp this month. As well as an all new scoring system, the mag also has brand new page layouts, tonnes more screenshots and lots more...

## REVIEWS

3D TENNIS .....	62
ANCIENT BATTLES .....	36
BATTLEMASTER .....	96
CADAVER .....	80
FIREBALL .....	66
FUTURE BASKETBALL .....	38
GOLD OF THE AZTECS .....	42
HEREWITH THE CLUES .....	34
MONTY PYTHON .....	64
MR DO RUN RUN .....	72
MURDER .....	30
MICROPROSE SOCCER II .....	46
NIGHTBREED .....	60
OPERATION STEALTH .....	92
PLOTTING .....	44
RICK DANGEROUS II .....	76
SATAN .....	74
SHADOW WARRIORS .....	40
SIMULCRA .....	68
SKATE WARS .....	78
STARBLADE .....	86
TUSKER .....	70

# Contents

OCTOBER 1990

## SPECIALS

### PUNTER POWER... 16

ST Action is proud to announce its revolutionary new scoring system. At the cost of considerable time and money we have developed a method by which the scores are made by the people for the people.

### MURDER MOST FOUL... 29

Murder is everywhere (even on our front cover). Since the dawn of time this most foul deed has intrigued millions. Our special feature takes a look at the subject, giving a detailed insight into murder both in fact and fiction.

### WHO DUNNIT? 56

Someone has murdered Interactive's Accountant, Martin Baskerville. The suspects have been assembled and it's now up to you to work out the identity of the killer. The successful detective will win the prize of a lifetime at U.S. Gold's H.Q. in Birmingham.

### THE ACTION MEN 83

With their eagle eyes and gripping hands our team have worked wonders and this page is dedicated to their heroic efforts.

### DESIGN A MONSTER COMPETITION 98

Design a monster to appear in a forthcoming Psygnosis game and you could win every game Psygnosis have ever produced.

## REGULARS

### ACTION NEWS 06

We've five pages of up to the minute news in store this month. Previews include: Team Suzuki, shots of Secret Weapons of the Luftwaffe and info on Night Shift. We also bring you Team Talk with the latest gossip on what the development teams are up to.

### DISK SPECIAL 19

This month our coverdisk is packed full to bursting. Domark's The Spy Who Loved Me, Virgin's Off Road Racer, UBI Soft's Ran Xerox and our news of cheats all feature on your Action Cover Disk. Boot it up now!

### GIVING THE GAME AWAY 48

We've cheats galore this month, not to mention the amazing pokes which feature on this month's cover disk.

### DUNGEONS AND DISK DRIVES 101

The Troll can't decide on what wallpaper to have so the redecorating has had to be postponed in the Dungeon. Never mind, Mitch and the team answer your letters in their own inimitable style.

### LETTERS DESK 110

"Cor, petrol's pricey these days!" Write into us and tell us just what's bothering you.

### BACK PASSAGE 112

Despite a rather dubious title, our final feature is a veritable pot pourri of competitions, forthcoming attractions and absolutely useless information.

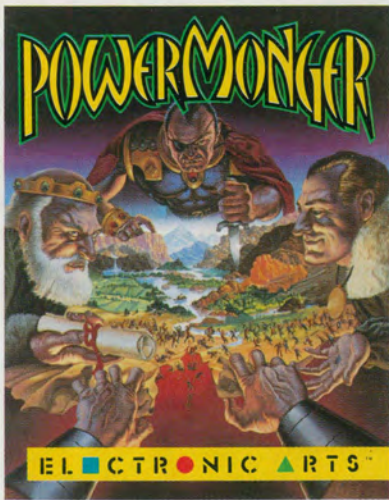
# YOU OVERCAME THE GODS?

# THESE HANDSOME

# SPECIMENS WILL BRING

# YOU DOWN TO EARTH!

In Populous, you challenged the gods. Now man is your adversary in the form of three unscrupulous and violent tribal leaders.



BULLFROG  
FROG

ELECTRONIC ARTS

Amiga and Atari ST  
available Oct. '90.  
IBM/PC from 1991

£29.99

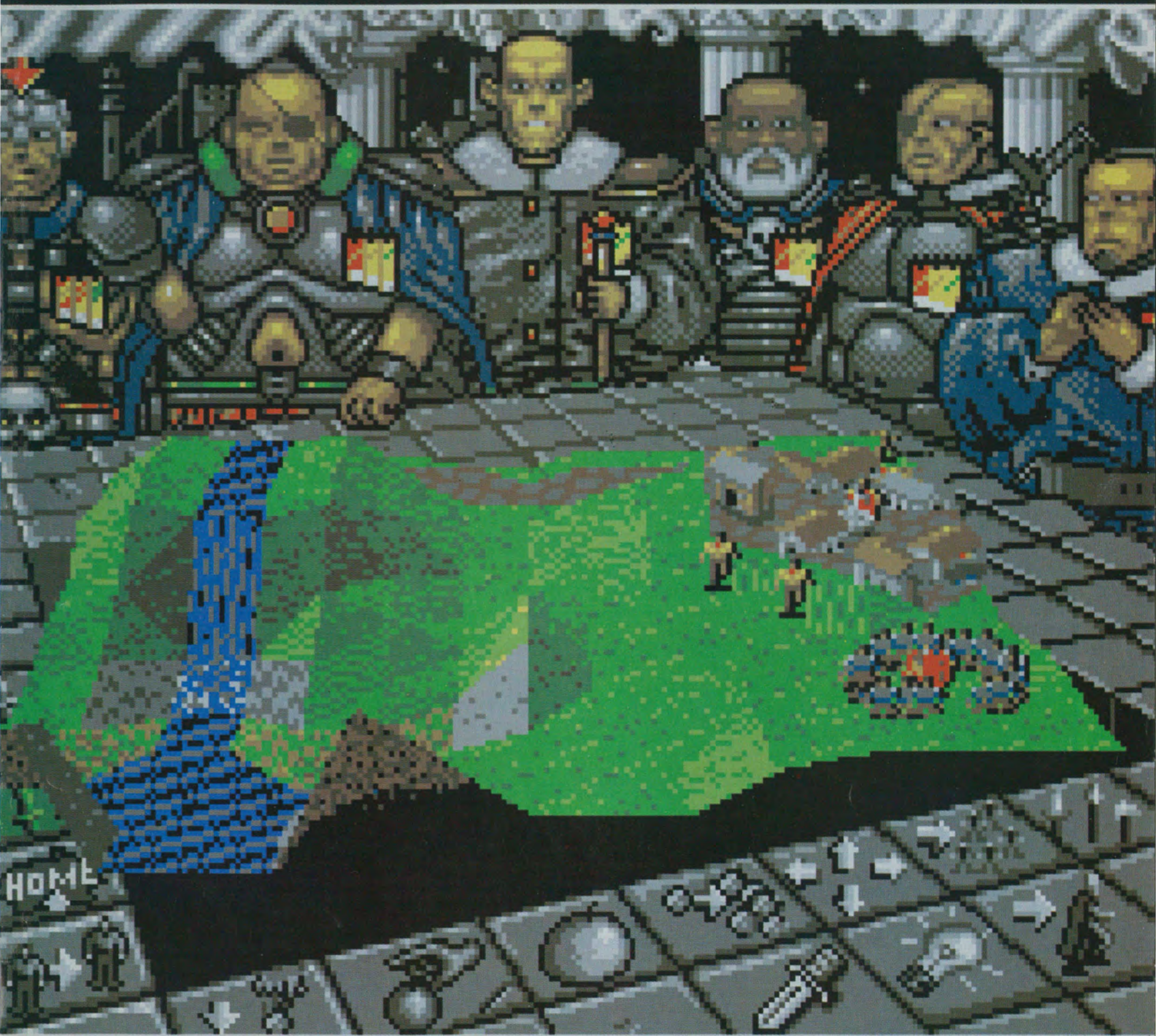
Be as mean as them and match force with force, or be more cunning, play Mr Nice Guy and win over the local villagers.

By doing so you not only swell your numbers, but also keep your larders stocked, which is essential in ensuring the loyalty of your army.

With the stunning graphics you've come to expect from Bullfrog, Powermonger is a living world of mountains, forests and rivers, sun, snows and rain, where inventiveness and strategic skill can triumph over mere brute force.

Powermonger will test you to the limit, but if you still have any energy for adventure left, these other great Bullfrog titles still lie in wait.





"Better than Populous", Peter Molyneux of Bullfrog, Creators of Populous.

**ELECTRONIC ARTS** <sup>TM</sup>

Electronic Arts, 11-49 Station Road, Langley, Berks SL3 8YN. Tel: (0753) 49442. Fax: (0753) 46672

# NEW-LOOK ST ACTION SETS GAMES WORLD ON FIRE!!!

ST Action was the first magazine to take ST gaming seriously and during the last two and a half years we have given the most in-depth coverage of the subject anywhere in the world.

However, resting on past laurels is not to be recommended (besides they're a bit prickly!). So the STA team have been thinking long and hard about ensuring the magazine's place at the top of the publishing pile.

This issue sees first light on those ideas - we know you'll be impressed! Most important of the changes is the introduction of a brand new reviewing system - new not only to ST Action but also another world first! For the first time in any computer games magazine we're letting you, the readers, decide what's a good game and what isn't. "Punter-Power" is the name given to our system which provides not one, not two, not three, but over twenty people's opinion of each new release!

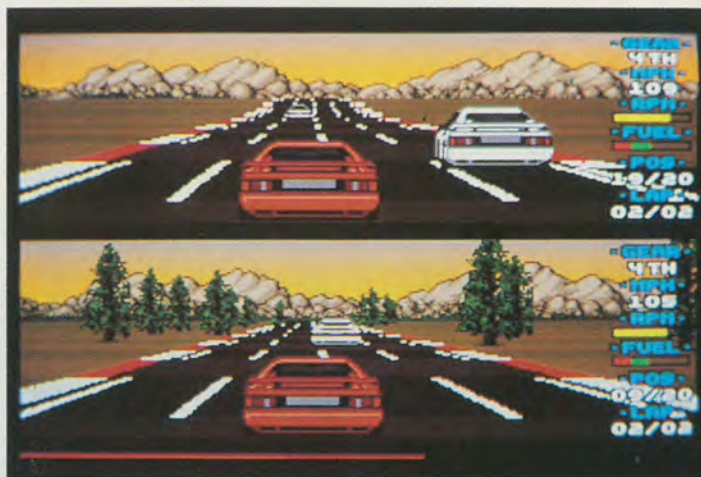
As well as the innovative "Punter-Power" system the magazine's graphics have been completely redesigned to be more compact, stylish and easy to read. A technical breakthrough has enabled us to provide higher quality screenshots and, most importantly, more of them!

Even the news has had 'the treatment' with more news on more new releases than ever before!

Welcome to this the first 'new-look' ST Action.



The STA Team



## LOTUS ESPRIT CHALLENGE - GREMLIN

April 1990 saw Gremlin Graphics Limited and Group Lotus PLC reach an agreement giving Gremlin world exclusive rights to use both the Lotus cars and the Lotus insignia in connection with home computer software.

Lotus Esprit Turbo Challenge takes place over thirty-two winding and dipping tracks. The basic idea of the game is to win the overall challenge by accumulating points for winning races. Featuring extremely fast and smooth 3D graphics, Gremlin's Lotus Esprit Turbo Challenge has been likened to the Epyx classic, Pitstop II. With breathtaking race action and crucial pitstop timing, the new Lotus game will keep even the most gifted of drivers busy. Lotus Esprit Turbo Challenge will be available towards the end of September and will cost less than a tankful of petrol (£24.99), don't miss it!



## JAMES POND - MILLENNIUM

The name's Pond... James Pond, special underwater agent. It seems there's hidden dangers in the icy depths. Only one fish can save the day and that's you! Become the darling James Pond as you attempt to complete twelve difficult missions.

The game also features countless bonus chambers in which you can upgrade your weapons. James Pond, special underwater agent, will be available from the end of October. Released by Millennium, the game will cost £24.99.



## U.N. SQUADRON - U.S. GOLD

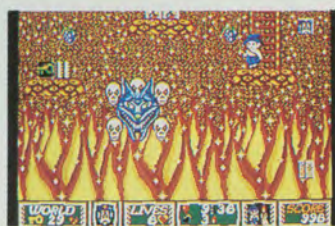
For many years the countries of the Middle East have been torn apart by a violent and bloody civil war. However, there is a group of corrupt and powerful men who only want to exploit the situation for their own gain. These ruthless arms dealers have joined forces to develop revolutionary new weapons, spreading terror across the entire globe and shattering all hopes of world peace and security.

The only obstacle in their path is the U.N. Squadron. It Features simultaneous two-player action and players can choose from three top-ace pilots. Naturally, the U.N. Squadron has the world's most deadly technology on their side. Top intelligence reports, "...Flying this mission is like shaking hands with the devil!". Can you calm the trouble in the Gulf? Take to the Skies with U.S. Gold's U.N. Squadron and find out.

## APPRENTICE - RAINBOW ARTS

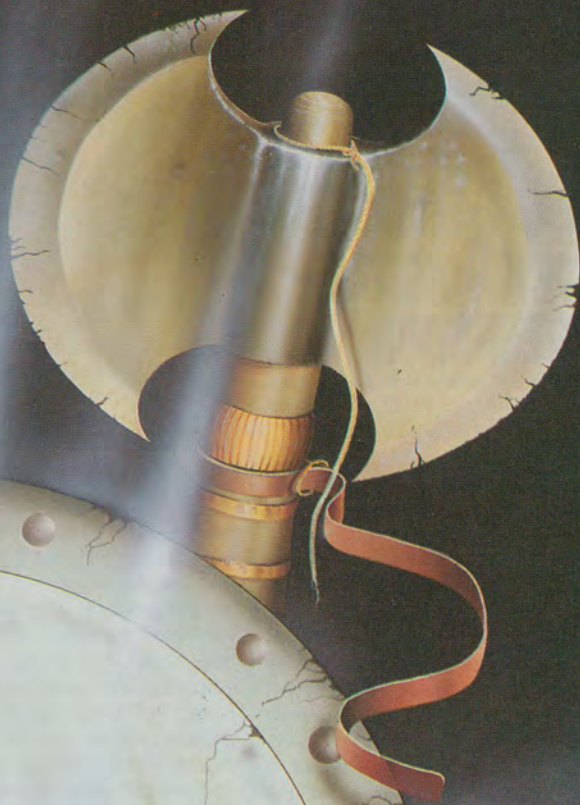
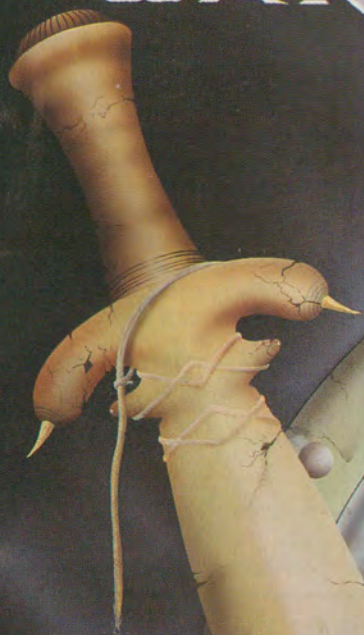
Although you're the apprentice of a powerful magician, you're still not experienced enough to be allowed to enter the Guild of Magicians. Despite your 400 years of experience you have to venture into the world to gain even more knowledge. The world you find is full of boxes which can be pushed, pulled, thrown, stacked, etc. Using boxes you'll have to deal with a wide range of problems.

Apprentice is a platform game from Rainbow Arts which includes some logical, strategic thinking. Billed as a game for all ages, it will cost £19.99 and should be available around the end of October.





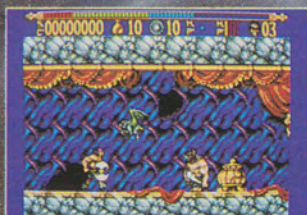
# TORNJAK THE WARRIOR



## EVIL LINGERS ALL AROUND...

*For five years the Necromancer has reigned terror over the land. Defy his hoards of evil minions to avenge the massacre of your people.*

AVAILABLE ON  
ATARI ST AND COMMODORE AMIGA AT £24.99  
SCREEN SHOTS TAKEN FROM ATARI ST VERSION



**CORE**  
DESIGN LIMITED





## ATF II - DIGITAL INTEGRATION

Quality not quantity is what it's all about. At least, that's Digital Integration's policy. The Surrey-based company are just putting the finishing touches to their latest game. As usual it features an aircraft, but this time the emphasis seems to be more on arcade fun than the intensity of a complex simulation.

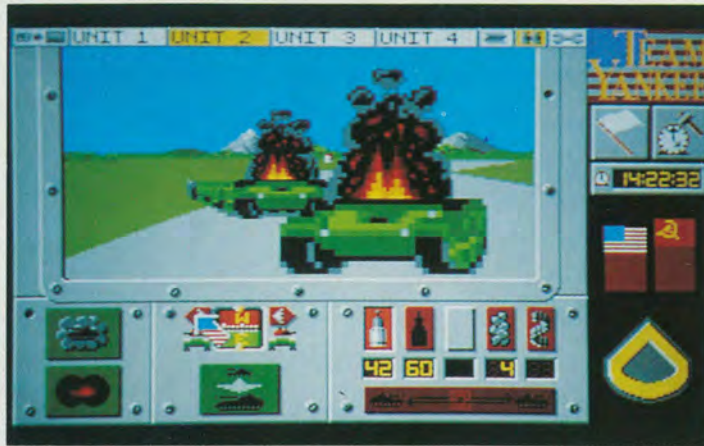
ATF II (that's Advanced Tactical Fighter) features a subtle blend of arcade shoot'em-up and battlezone strategy. The game will be available for Christmas, although no definite price has been set yet. Rod Swift, co-author of ATF II and Director at Digital Integration commented, "I like shoot'em-ups, but I also like games with that little bit of extra depth to them, in fact games that combine both, which is why we designed ATF II.". D.I.'s Advanced Tactical Fighter II is nearing completion and should be available in time for the Christmas.

## CAPTIVE - MINDSCAPE

You are Trill and you've been imprisoned for two-hundred and fifty years for a crime you didn't commit. Held captive in suspended animation by hi-tech guards, you are suddenly brought back to life - back to reality in a future world by a freak computer failure. With your mind still fuzzy from hundreds of years of unconsciousness, you strive to remember things from your past life. What's your name? What are you doing here? What year is it?

Regaining your faculties, you begin to think about one thing and one thing only: escape! Armed solely with a lap-top computer found in the corner of your cell, you slowly make contact with four droids sympathetic to your cause. So begins the escape.

Available in November, Captive will be released by Mindscape and will cost £24.99. The game is programmed by the highly talented programmer, Tony Crowther.



## TEAM YANKEE - EMPIRE

Team Yankee combines the action and strategy of five major tank battles. Players have full control over four separate tank units, each unit comprising four vehicles. Players will be able to control four tanks at once and the strategic positioning of units on the battlefield could mean the difference between winning or losing the battle. Combining both sprite and vector graphics, the action can be viewed from four quadrants. The game has many ingenious features: smoke curtains, thermal imaging, laser range finders, precise vehicle and weapon views to name but a few. Team Yankee will be available during September from Empire.



## NIGHT SHIFT - U.S. GOLD

Do you fancy earning a little extra cash on the side? Well join the Night Shift and you could end up running your own company. U.S. Gold and Lucasfilm Games have joined forces to create Night Shift, the game for workaholics. You've managed to get permission to use a local factory. Clocking in at 6.00pm, you must work the graveyard shift producing novelties, all of which have a strong Lucasfilm connection. If your Indy dolls sell out you can progress onto more lucrative markets such as Manic Mansion Meteors. The idea of the game is to amass as much money as possible. Night Shift is still in its early stages. Keep a close eye out for it - it's going to be big!



## CRIME WAVE - U.S. GOLD

An all-powerful crime syndicate has taken over large areas of some of the world's largest cities, turning them into vast criminal wastelands, unfit for habitation. Arson, extortion and drug addiction have all reached epidemic proportions. However, this time the evil thugs have gone one step too

far. Having ruthlessly kidnapped the President's only daughter, the vicious crime kings are holding both her and the country to ransom. Watching the T.V. reports, you decide to take the law into your own hands and declare war on the merciless thugs. Even with the world's most sophisticated

firearms at your disposal, your goal won't be an easy one to achieve. Crime Wave features "motion graphics", "real-sound" effects, 3D scrolling playfields and intense arcade action. Available soon from U.S. Gold, Crime Wave looks too good to miss.



# JAMES BOND 007™

# THE SPY WHO LOVED ME

**He's Bond · He's Back · He's 007**

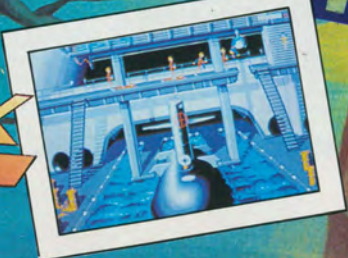
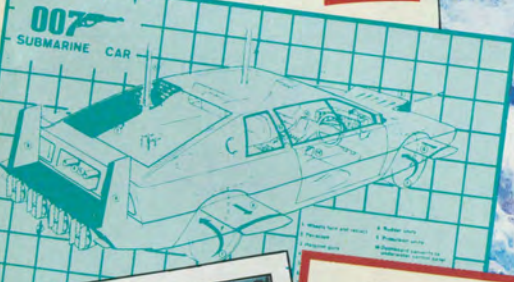
James Bond returns in a classic action-packed race against time to save the world from the crazed and power-mad Karl Stromberg.

Use your skills to end the threat of global domination as you seek to outwit Stromberg's mercenaries and prevent a nuclear war between East and West.

Exhilarating chase sequences on land and under the sea involve Q's specially modified Lotus – souped up and armed to the teeth.

With one-on-one arcade style shoot-outs, multilevel action and top secret codes to crack, this is the fastest paced and most exciting Bond thriller to date.

Don't miss out on The Spy Who Loved Me – a programming tour de force!



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: The Kremlin  
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 Gun Logo Symbol © Danjaq S.A. and United Artists Company. All rights reserved.  
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 Amiga & Atari ST Screenshots  
 Tel: +44(0)81-780 2224

# DOMARK



## VOODOO NIGHTMARE – PALACE

Boots Barker is stranded in the heartlands of the Congo, he is surrounded on all sides. With wild animals, mad natives, all-powerful jungle gods and the malevolent Witch Doctor all after him, it seems old Boots is in a whole heap of trouble.

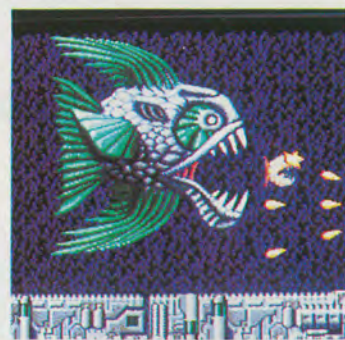
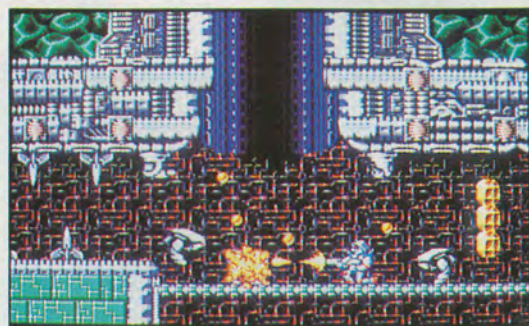
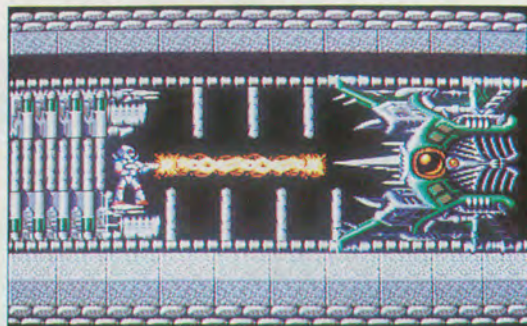
Voodoo Nightmare is a vast 3D isometric arcade adventure featuring what Palace Software bill as "some of the cutest and most colourful graphics you'll ever see". As Boots Barker, you'll explore five underground temples, battle through a vast expanse of inhospitable jungle, buy strange exotic items at the native curio shops, gamble inside mud-hut casinos and, if you're lucky, defeat the evil Witch Doctor. Designed by Zippo Games, the force behind the excellent Cosmic Pirate, Voodoo Nightmare is described as "dead big and well wiggly!". Watch out for its release towards the end of October, priced £24.99.



## TURRICAN – RAINBOW ARTS

The ST version of Turrigan is, at long last, nearing completion. The three-headed Morgul has returned to dominate the fears and nightmares of all mankind. As the world trembles in a sleepless terror, a single warrior emerges. Armed with nine basic weapons, Turrigan must dash through five alien infested worlds. Using every means available to him the fearless warrior must negotiate seemingly impossible mazes and face formidable end-of-level guardians before taking on the might of the all-powerful Morgul.

Turrigan features some 1300 screens and 25 different musical scores. No definite dates have been set for the release of the ST version but you can rest assured that it'll be before the year's out. Available from Rainbow Arts, Turrigan will cost £19.99.



## POWERMONGER – ELECTRONIC ARTS

PowerMonger takes place in a living world in which every individual has a home, an occupation and a level of intelligence. The land is vividly rendered through the use of intricate 3D vector graphics. The detail is incredible; fishermen go about their duties, ranchers round up sheep and cattle and you can even watch messages being delivered by pigeon post.

As the leader of a tribe, you must unite the land under one common bond. To achieve your goal you may use force, negotiation skills or even bribery. As the game progresses so do the management skills required to keep the land's inhabitants on your side. PowerMonger will be available from E.A. in October and will cost £24.99.



## ODDS & ENDS...

Domark have announced an explosive new compilation for the ST. TNT features *Hard Drivin'*, *Toobin, APB*, *Dragon Spirit* and *Xybots*. This exceptional package will cost £29.99 and will be available in September.



Contrack have developed a new mouse/trackball for the ST. The Contrack Ball costs £34.99 and is guaranteed for either 10 million clicks or 1,000 miles of use! The question is, how will they know?



Digital Integration have joined the 16-bit budget market. The first three releases to appear on the Action Sixteen label will be *Targhan*, *On Safari* and *Fast Lane*. All the games will cost £4.99.



## LEGEND OF FAERGHAIL – RAINBOW ARTS



The elves, a once helpful and caring race, have sold their souls to evil and rave through Faerghail plundering and slaughtering. As the court magician of Sherllyn, you must take up the challenge and stop the force that drives the elves to commit the horrific acts of barbarianism. The Legend of Faerghail is a fantasy role-playing adventure featuring dungeons, intelligent opponents and excellent graphics and sound effects. Rainbow Arts believe that The Legend of Faerghail will probably be the most complex role-playing adventure available for the ST. Costing £24.99, the game will be available towards the end of the year, just in time for Christmas.

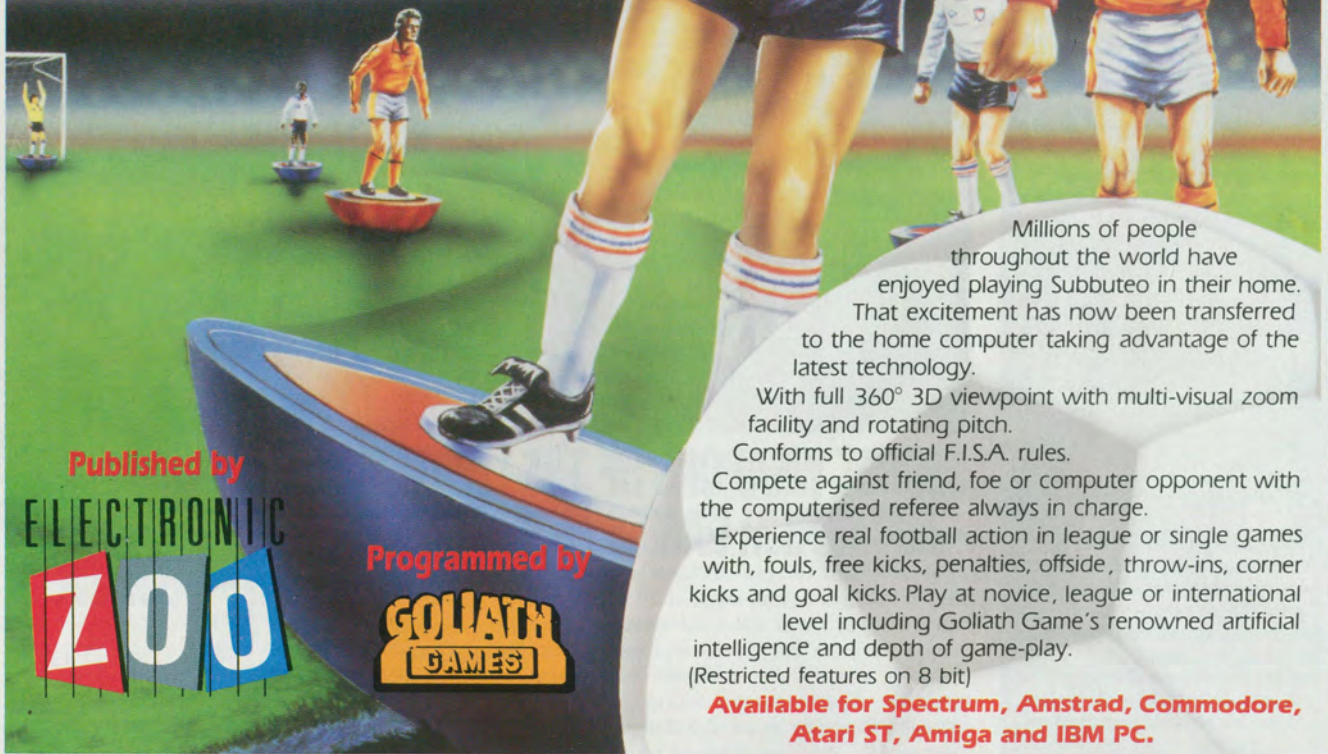
# Subbuteo®

The Computer Game

The classic table top football game – now on YOUR computer.



SCREEN SHOTS FROM AMIGA



Millions of people throughout the world have enjoyed playing Subbuteo in their home. That excitement has now been transferred to the home computer taking advantage of the latest technology.

With full 360° 3D viewpoint with multi-visual zoom facility and rotating pitch.

Conforms to official F.I.S.A. rules.

Compete against friend, foe or computer opponent with the computerised referee always in charge.

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(Restricted features on 8 bit)

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## TEAM TALK

In Team Talk we'll be checking up on what those unsung heroes of the software biz are up to. News on what projects, what development teams are doing for which software houses:



**КРЕМЛИН  
THE KREMLIN**

The Kremlin boys are currently working on two major projects. MiG-29 Fulcrum should be still in its early stages, although the team have got one test mission up and running. Stun Runner is has reached midpoint in programming. Kremlin boss, John Kavanagh, is very pleased with its progress. Meanwhile, the team are planning a 1990's version of Split Personality and designing a top secret competition game.



**THE ASSEMBLY LINE**

The Assembly Line have recently finished Vaxine for U.S. Gold. The team are now working on 3D routines to be used in an Audiogenic game. However, their main project is once again with U.S. Gold. They are trying their hand at their first coin-op conversion, Exterminator. So far they've managed to pull all of the original graphics out of the arcade game; with 32000 colours, it wasn't easy.



The BITMAP BROTHERS

The Bitmap Brothers have at last completed Cadaver. Now they are turning their attention to their next big release, Speedball 2. Deciding to improve upon the original they have included a playing area twice the size of the original as well as improved off-ball controls. Rumour has it the boys are also working on an Advanced Gardening Simulator!



## THE IMMORTAL - ELECTRONIC ARTS

Will Harvey is the name behind two previous Electronic Arts releases, Zany Golf and Marble Madness. Now, the Langley-based software company are proud to announce his third project for them. The Immortal is billed as, "one of the most realistic fantasy adventures ever seen on a 16-bit machine". The game features unique three-quarter perspective, hyper-detailed graphics, joystick driven combat, fast action, intricate puzzles and complex spell casting. All of these add a touch of realism and drama to the epic plot of sorcery and betrayal.

Dungeon exploring players will assume the role of an

old wizard searching for his long-lost tutor, Mordamir. The game features an impressive array of strange and deadly monsters and ingenious puzzles all of which must be successfully dealt with if you are ever to reach the bottom of the dungeon and rescue your unfortunate teacher from the dangers and perils of the lurking horrors that seek to devour him.

Available towards the end of September, The Immortal will cost £24.99 and is to be released by Electronic Arts. The game should appeal to role-playing fans everywhere. Watch out for next month's comprehensive review!



## SECRET WEAPONS OF THE LUFTWAFFE - LUCASFILM GAMES / U.S. GOLD

What with the ST versions of Battlehawks:1942 and Their Finest Hour: The Battle of Britain just behind them, you'd think Lucasfilm Games Ltd. would have had enough of World War II aeroplanes. Not so! Now the American software company are working on a new project entitled: Secret Weapons of the Luftwaffe. You see, while the Hun were flying around in their ME109s and the like, their brain department were dreaming up the most sophisticated planes ever. Naturally, their new jet-propelled fighters and bombers needed testing and that's exactly where you come in. Secret Weapons of the Luftwaffe puts you in the test pilot's seat. The game is still in development but expect to see it appearing sometime in the new year.

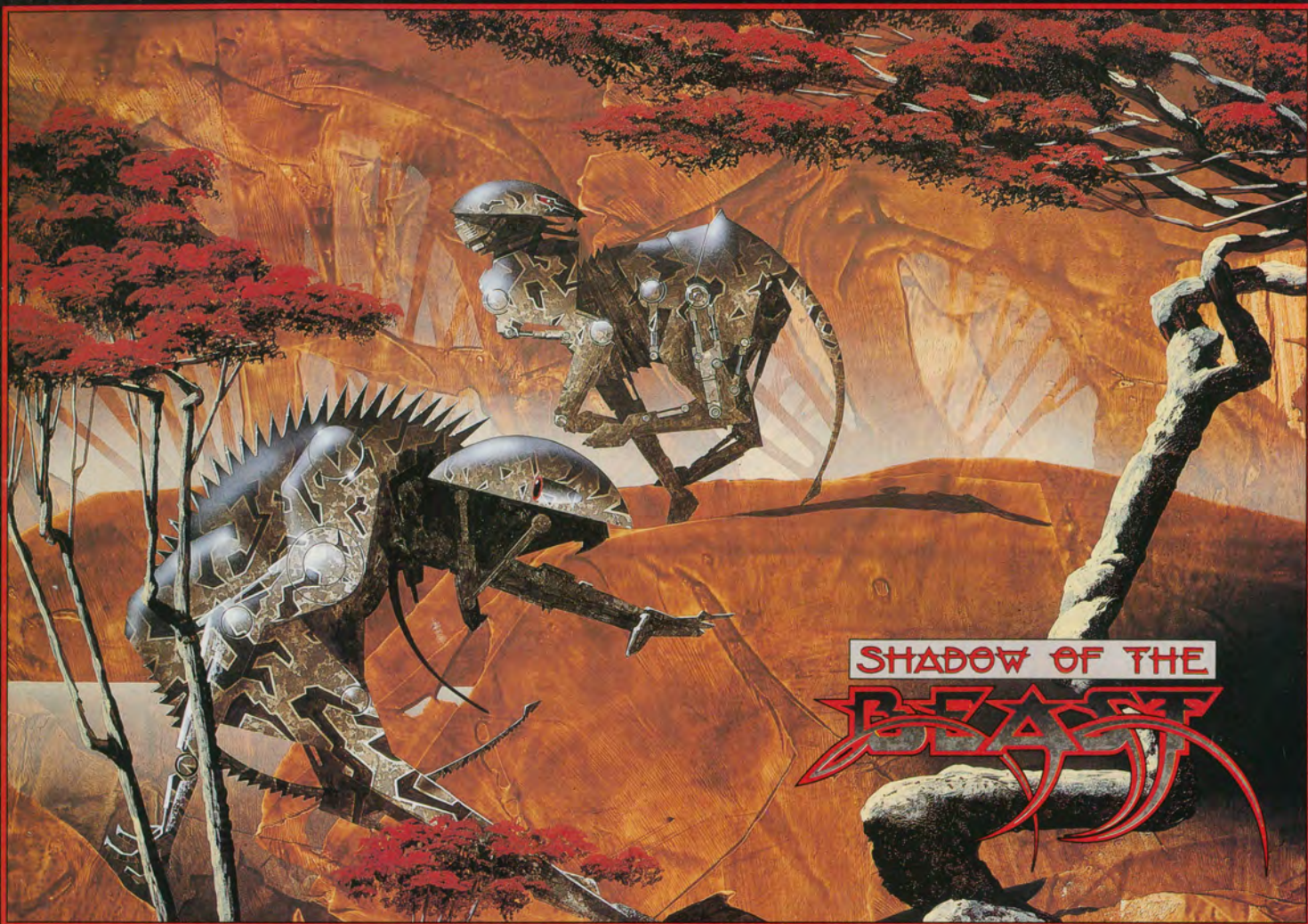
## DAYS OF THUNDER - MINDSCAPE

What's on at the cinema? Gremlins 2, Die Hard 2, Total Recall? Our local picture house seems to show nothing but Mr. Tom Cruise's latest blockbuster, Days of Thunder. Mindscape International are delighted to announce the imminent release of the game of the film. Featuring breathtaking vector graphics, the game will enable you to make your mark on the NASCAR circuit. Will you be able to win the season and the ultimate race at Daytona? As Tom himself would say, "Build me a car and I'll win Daytona!". Exact dates and prices yet.



## MiG-29 FULCRUM - DOMARK

Domark's MiG-29 Fulcrum looks to be the closest thing to flying the actual plane. Matthew Tims, Domark's Publisher, commented, "This is the only chance that anyone in the West will ever get to fly this amazing fighter". Progress is good and MiG-29 Fulcrum is due this Christmas.



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## BADLANDS – TENGEN / DOMARK

From the creators of Super Sprint comes Badlands, the latest coin-op conversion to be undertaken by Domark on their Tengen label. The aim of the game is simple - win the race and come first. The rules are even simpler - there are none. It's up to you to use every dirty trick you can think of in order to gain pole position and win.

With eight different courses to choose from you'll need all the driving skills you can muster. Not only will you need to negotiate tight corners, you'll also have to avoid incoming enemy missiles. Survive long enough and you'll be able to spend your hard-earned cash on added extras such as shields or more missiles. Available in November, Badlands will feature multi-player action. Billed as the greatest Tengen game ever and will cost £19.99.



## EAGLE'S RIDER – INFOGRAMES

It's 7014 and although it's 263 years since the Humano-Cyborg war, only a cluster of small stars and planets remain under human control. The Cyborg Empire are now finalising their plans to invade Earth itself.

As Steve Jordan of the 57th Chase-interceptors you were taken prisoner by the Cyborg forces. However, you managed to escape to the ghetto planet, Proxima IX. In your possession you have a new enemy Interceptor, the deadly Eagle; a spacecraft far superior to any machine known to mankind. Using this piece of alien hardware you must locate and destroy the Cyborg mother-planet. Combining shoot'em-up action and space exploration strategy, you must pilot the Eagle in a race against time. Eagle's Rider should appear from Infogrames soon and will cost £24.99.



## TEAM SUZUKI – GREMLIN GRAPHICS

Gremlin have wasted no time in announcing their next licencing tie-in. This time the Sheffield-based software house have attained the right to produce a game based around the success of the Suzuki 500cc Grand Prix racing team. Described by Gremlin as being "the business", this latest racing game has even had Garry Taylor, boss of the powerful Team Suzuki, sitting on the edge of his chair.

The game is a vector-graphic simulation that spans a complete Grand Prix season. All of the tracks feature accurate hills, tunnels, grandstands and chicanes and riders will be able to view their bike not only from behind the handle-bars but also from any vantage point. There's an amazing action replay mode with which riders will be able to study their riding capabilities.

To ensure accuracy, the Team Suzuki riders filmed videos from cameras mounted on the front of the bikes. Gremlin believe they have successfully recreated the breathtaking experience for gamers everywhere. There is no definite news as to when the game will be released, we'll keep you posted.

## DELUXE PAINT – ELECTRONIC ARTS

Electronic Arts have at last produced Deluxe Paint ST. The wealth of features include 9 drawing modes, real-time magnification, specialised stenciling and extended STE palette. Available from September, Deluxe Paint will cost £59.99. However, if you buy your copy before December 1st you can cash in on Electronic Arts' introductory price of £49.99. Don't hang around!



## ROGUE TROOPER – KRISALIS

Rogue Trooper is the fighter of the future - a genetically engineered killing machine. In response to the use of diabolical chemical weapons by the Norts, the Southers created Troopers in a deadly scheme to destroy the Norts. However, due to inside treachery, all but one of the Troopers were destroyed. You are the last remaining killing machine, the Rogue Trooper. Revenge is soon to be yours, you can almost taste satisfaction.

Krisalis boss, Tony Kavanagh, commented, "Rogue Trooper provides marvelous material for a computer game. In the comic there is an element which lends itself to a beat'em-up type game; there's a shoot'em-up element and Rogue Trooper often visits and explores a new region. We will be capturing all these aspects in the game". Expect to see the Rogue Trooper venturing out of the Krisalis offices before Christmas.





# LEGEND OF THE LOST



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S O F T W A R E W I T H S T Y L E

# POWER TO THE PUNTERS!

Since gaming time began the world knew only one way to test games. Using highly tuned skills, specialist equipment (often a blindfold and dart board), huge egos and a smattering of bias, the high priests of gaming magazines (known as reviewers) would disappear into small rooms to test the latest releases, only coming out to pronounce their verdict after they had satisfied themselves that they and only they knew how good each new game was. But now like a knight in shining armour, comes a new era in game scoring – Punter-Power™ the reviewing system that puts the control back into the hands of those who matter – the games buying public!

The thing to bear in mind with magazine review scoring is that it's your money at stake. Reviewers are a very fortunate bunch indeed. They don't have to wait for the arrival of releases at the local computer shop to play the latest games and, more importantly, they don't have to pay for the privilege. So for many years consumers have had to rely on the opinions of a privileged few reviewers who have placed themselves above all others.

Systems have been devised to make this pro-

cess less prone to error, bias or downright abuse. Indeed ST Action itself has always relied on a system whereby two or three reviewers play and score each game to offer a more balanced view. However, it is all too clear where the weaknesses in existing reviewing systems lie; only very few individuals are involved in the reviewing process, and most importantly these individuals are not in tune with the people whose money is at stake.

Now, however, ST Action brings you the ultimate rating system, a system like no other before! No longer do you have to place your trust into the hands of a reviewer. We've acknowledged the fact that you, the consumer (known in the trade as punters), are the most important judges of whether software is good, bad or downright dreadful. All ST Action's scores are now decided by the people for the people (with a little help from our team).

## Punter-panelist open evenings

STA holds regular open evenings, during which ST owners are invited to play the very latest games for their machine. Each evening, five games are on display and punters (gamesplayers) are invited to test their skills against them. Naturally, with so many state-of-the-art games being tested, it is often difficult to convince gamers to stop playing and try their hand at something else - this sometimes sees sessions lasting into the small hours.

Of course, some games are more involved than others and separate nights are organised for adventures and complex strategy games. During the gamesplaying sessions, ST Action reviewers are on hand to offer help and advice to anyone experiencing difficulties with a game; thus making sure everyone saw every possible aspect of the games under scrutiny.

Having played a game and seen all it has to offer, all panelists are asked to fill in a detailed questionnaire detailing their thoughts about the game. When writing up reviews our team use the information contained in these questionnaires as their primary source of information. So into each review goes countless hours of playtesting from not only our team but also a veritable army of punter panelists. The best of both worlds – a team of talented and experienced reviewers and an army of enthusiastic consumers who know what its like to spend £20+ on a piece of computer entertainment software.

## The Punter-Power™ Pie Chart

The problem of how to best display the findings wasn't an easy one to overcome. However, after much deliberation the ST Action Punter-Power™ score panel was finally created. By simply taking a quick glance at the panel, you'll be able to deter-



mine just how good a game is. Of course there's an overall rating, but we've also managed to include a summarising comment; gameplay, sound and graphics indicators; and details of the game's official title and price. Finally, you'll also notice the Punter-Power™ Pie Chart. By studying the pie-chart, you'll be able to determine just how well a game was received by our panel of punters. If the majority of people thought the game was 'Great' or 'Good', then you can rest assured that the game in question is definitely worth a look. However if the 'Poor' and 'Dire' sections make up the mainstay of the chart then you're advised to steer well clear.



## And a pretty new face as well...

In addition to our revolutionary new scoring system we've also improved the presentation of the reviews. Using the most up-to-date technology, we can now offer you even more in the way of state-of-the-art layouts. We've invested huge amounts of time and money to bring you the best quality screenshots you're ever likely to see. Using this new technology you can now see even more aspects of the games in the form of both perfectly joined "digital landscapes" and superb action sequences showing how the detailed mechanics of games work. Labelled shots are also used to point

out important sprites, icons or other graphic details. Combine these with the informative captions and body text and you've got the best guide to buying entertainment software possible.

## Calling all potential panelists

If you live in the Manchester area and would like to be a Punter-Panelist for an evening then why not drop us a line. We're currently creating a database of willing volunteers who would like to take part in our Punter-Power™ evenings and everyone is welcome. So, if you'd like further details write to:

**Nick Clarkson, STA Punter-Power™, Europa House, Adlington Park, Macclesfield, Cheshire. SK10 4NP.**

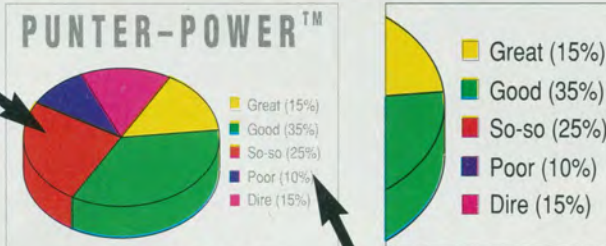


Images from one of this month's Punter-Panel evenings. All the panelists found the evenings highly enjoyable and particularly liked seeing the latest games in action.



# THE SCORE PANEL EXPLAINED

The Punter-Power™ Pie Chart itself. The pie is divided into five colour coded sections. By looking at how large each pie section is you can tell what proportion of our panelists had what opinion of the game.



Not much explanation needed here. Name of the game under scrutiny and the all important price tag in pounds and pence including VAT.

**GAME: SAMPLE GAME**  
**PRICE: £19.99**

Throughout our testing, the thing that became obvious about Sample Game is that it has real depth of gameplay. No sooner have you completed one brain teaser than the next is upon you. Some of the problems you may find are just a little bit irrational but for the most part they are gripping and challenging. The gameplay is enhanced by some excellent 3D graphics with stunning backdrops to add a touch of realism. The game is only marred by a lack of solid sound effects. Overall a very interesting game.

The key on the left of the pie chart details what level of appeal each sector colour represents. These appeal levels correspond to what each Punter-Panelist thought of the game in question from 'Great' right down to 'Dire'. The key also gives the exact percentage of panelists voting for each level of appeal. In this example, 15% of panelists thought the game was 'Great', 35% thought it was 'Good' and so on.

Gameplay is above sound and graphics for a reason - we know it's more important! Gameplay is the factor behind whether your £20+ investment will stand the test of time. Ratings from 1 (Noughts's and Crosses ZX81 style) to 10 (More fun than a night with Kim Bassinger!). The example here shows a score of 7 which is good.

**GAMEPLAY:** [Progress bar with 7 segments filled]  
**SOUND:** [Progress bar with 3 segments filled]  
**GRAPHICS:** [Progress bar with 8 segments filled]

The comment text summarises in plain English what the reviewers and panelists thought of the game. This text has been designed to highlight the reasons why games were marked up or down.

**RATING=75%**

Pretty simple really - it's the good old bar chart. How good are the sound and graphics from 0 (none at all) to 1 (appalling) up to 10 (state-of-the-art). The example shows 3 for sound and 8 for graphics.

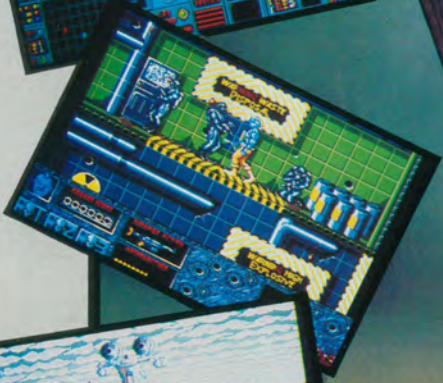
If you're after a snappy answer to 'is this game worth buying?', then check out the overall rating. Pie chart data is only one of the factors used in the overall rating. Scores of 75%+ are excellent games that will not disappoint. From 50-75% are games that are good solid products but maybe lack that state-of-the-art graphic sparkle or 'just-one-more-go' gameplay. Below 50% it's all downhill and we really would advise you to try before you buy. Remember the overall score is only one indicator - read the review as a whole to get the complete picture.

# ROGUE TROOPER



**24.99**  
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Atari ST

Rogue Trooper comes complete with a fifty six page collectors pictorial novel featuring the first two Rogue Trooper stories.



Screen shots from the Amiga



FLEETWAY PUBLICATIONS 1990

The war on Nu-Earth continues, The Southerns have created a genetically engineered fighting force, The Genetic Infantry. On their first mission, all but one of the G.I.'s are wiped out. The location of the drop zone was given to the Norts, they were betrayed by one of their

own Souther Generals. The surviving G.I. rescues three of his buddies bio chips which are attached to and become part of his weaponry. Our G.I. turns ROGUE and has to fight both Southerns and Norts in his quest to find and kill the traitor general.



### SPY WHO LOVED ME – DOMARK/KREMLIN

Insert your backed-up ST Action cover disk and switch on the power. The desktop will appear with three windows already open. Locate the program icon labelled SPY.PRG and double click to load the demo.



### SUPER OFF-ROAD RACER – VIRGIN / GRAFTGOLD

Boot up your machine afresh and locate the file marked IRONDemo.PRG. Double click and wait for it to load. Now follow the opening screens through to the race.



### RAN XEROX – UBI SOFT / IN-HOUSE

Booting up your computer once again, double-sided disk users will be able to access side two of this month's cover disk. Double click on the folder labelled SIDE 2. Locate the file marked RANX.PRG and double click. The demo takes a long time to load and if a Retry/Cancel default message appears on your screen, remove your STA disk, close the write protection tab, reinsert and double click on 'Retry'.

# The world's most playable coverdisk...

When giving software houses specifications for the demos that appear on the ST Action coverdisk we make one golden rule - all demos have to be playable. So many other magazines offer you self-running demos or slide-shows. Only ST Action gives you at least three, fully-playable demos.

We believe that the best way to evaluate a game is to gain hands-on experience. This month you can have a taster of three forthcoming releases. Side one of the disk features an amazing demo of Domark's Bond licence, *The Spy Who Loved Me*. Featuring an incredible two levels, the game sees you as secret agent 007.

Also appearing on side one is a one level demo of Virgin's *'Ironman' Off Road Racer* game - a 1990s version of the classic arcade game, *Super Sprint*. Due to the limitations of their machines, single-sided disk drive owners will only be able to access these two demos.

Most STs now have double-sided drives and the majority of you will be able to access side 2 of the disk. Try playing UBI Soft's *Ran Xerox*. Based around a cult French comic book character, you play the part of Ran and must search for a hidden vaccine.

### CHEATERS START HERE...

Also featured on side two of the disk is a file called CHEATS.PRG. Way back in the early days ST Action used to publish pokes for various games. Unfortunately, these proved too difficult for many gamers to use. Now, with the dawning of the coverdisk, we can offer you fantastic cheats for your machine. Imagine game pokes without the hassle of all that typing - not to mention the time wasted finding all the typos and printing errors!

This month we've a handy cheat routines for Microprose's *F19* (infinite weapons, allowing you to unleash even more laser guided death into Iraq backyard), *Wired's Viking Child* (how's about infinite money so you can buy just about anything you want), *Domark's Klax* (infinite credits so you don't have to keep pumping ten pence pieces into your ST - er, actually you don't have to put 10p's into your ST .ED) and *Ocean's Rainbow Islands* (infinite lives, cos it's really annoying to get to level five only to find you can't use your extra credits).

### BACK UP YOUR COVERDISK...

Firstly, unless told otherwise, make sure the disk's write-protect tab is in the open position (You should be able to hold up the disk and see through the hole) - this will stop you from accidentally damaging the disk. It really does make sense to back-up your disk before using it.

### SINGLE-SIDED BACK OWNERS...

Format a blank disk and label it. Insert the original coverdisk into the drive and select all the icons except the folder labelled SIDE2. Drag the icons onto the DISK B icon and follow the on-screen prompts, inserting your newly formatted disk when the computer asks for disk B. When the copy process has finished you will have backed up side one of the coverdisk.

### FOR DOUBLE SIDED OWNERS...

Double-sided disk drive owners will be able to open up the SIDE2 folder and copy these files onto their back-up disk. Unfortunately, single-sided owners will not be able to access side 2. Keep your original coverdisk in a safe place and use your backup at all times.

Side 2 of this month's coverdisk features UBI Soft's *Ran Xerox*. In order to play it, copy all the files contained in the SIDE2 folder onto a blank disk and keep the write-protect tab closed. Double click on the file RANXDEMO.PRG in order to load and run the program.

### COVERDISK FAULTY?

We can't guarantee that all of our coverdisks are 100% fault free. However, the odds of you actually having a faulty disk are pretty slim. If you think your disk has genuine problem then please return it to:

**Stanley Precision Data Systems,  
Unit F Cavendish Courtyard, Sallow Road,  
Welden North Industrial Estate, Corby,  
Northants. NN17 1JX.**



**Bond is Back!**, in his most exciting and action-packed adventure on the little screen! Domark have made 007 their own, and on this occasion, *The Spy Who Loved Me* gets the treatment, starring that old smoothy Roger Moore. Designed by The Kremlin, this is the best Bond game ever, and here's a chance to read the story behind the scenes and the instructions for the demo.



## HOW TO PLAY THE DEMO...

To play this demo of *The Spy Who Loved Me*, boot up your ST Action demo disk and double click on the file marked SPY.PRG.

The game will then load and run automatically. Pressing the fire button will begin the mission and a further press of the button will skip the mission briefing. Control is via the joystick; steering is performed by left and right movements while speed is maintained by pushing forwards and back; the fire button activates your machine guns. During stage two, you may collect weaponry bonuses. Be careful not to destroy them as you'll need all the extra help you can get your hands on.

# The Spy Who

DOMARK



Arguably the best Bond film starring ol' Roger Moore, *The Spy Who Loved Me*, makes a belated but very welcome debut on our small screens, courtesy of Domark. Bond veterans, The Kremlin, had one objective with this project, and that was to make it the best and most action-packed 007 game ever. *The Spy Who Loved Me* features an incredible variety of gameplay which actually adheres to the storyline and, of course, there's plenty of opportunities to use Q's marvellous gadgets: "Just don't break them 007!"

In this gripping adventure, you're pitted against that treacherous villain, Stromberg. The action begins with a high-speed car chase with you in control of that fabulous Lotus Esprit Turbo. From an overhead perspective, you must steer through some treacherous roads, avoiding attack from the air and the ground. If you've seen the movie, you'll remember the Lotus changing into a submarine, and so The Kremlin designed their Lotus with this incredible feature. The Lotus dives off the jetty, the wheels disappear into the wheel arches and propellers cut in to propel this marvellous vehicle through the dangerous waters near Stromberg's subterranean base, Atlantis. Divers and all manner of submersibles are set against 007, and dodging explosive harpoons and bombs you must locate Stromberg's base and concentrate all firepower on the base. In the movie, Bond commands a U.S. nuclear submarine towards the location of Stromberg's base. But the sub is swallowed up by Stromberg's enormous tanker. Bond must disengage two nuclear missiles which are aimed at New York and Moscow. The action turns to tension in the game as you attempt to crack the code - beads of sweat on the heroic brow are guaranteed!

Now Bond must rescue the hostages in a frenetic shoot out within the subterranean base, using marksman skills, speed, reflexes and nerve. But that fearsome adversary Jaws has kidnapped the Bond girl and as he moves across the screen with those horrendous teeth just inches away from her neck, you must blast the beast to free the girl.

## The Kremlin

The Kremlin personnel have produced all of the Bond games for Domark, the last being that infuri-

atingly challenging game, *License to Kill*. Recently, I spoke to Kremlin's chief, John Kavanagh and asked him why they had chosen an older Bond on this occasion? "If you look at the Bond games, there's a pattern whereby the latest license is followed up by a game based around one of the older films. So we're just continuing that trend with *The Spy Who Loved Me* after *The Living Daylights*". I asked John if tackling a movie-based project was different to working on original concepts. "There are limitations, in the fact that you've got to keep the game in character with the movie. But there are also many advantages, especially with nonstop action movies like Bond. When we're doing a game based on the latest Bond film, we're given the script before the film has been released, and sometimes when it's still actually been made. The



# Who Loved Me

ARK / THE KREMLIN



(Far left) As you wind your way along the Sardinian coastline, you suddenly come under attack from one of Stromberg's deadly helicopters. Using your advanced driving skills, you must try to avoid incoming missiles. Unfortunately, you don't know the roads too well and as you turn the next corner you discover that the road ends rather abruptly. Gripping the wheel of your Lotus, you put your foot down and drive straight for the ocean.

(Left) Unbeknown to the evil Stromberg, your Lotus has been highly modified. Q has performed miracles and your car transforms itself into a two-man submarine. Piloting your craft, you decide to try and locate Stromberg's underwater fortress. However, it seems as though the enemy have discovered your presence and you soon find yourself up against some particularly nasty sub-aqua adversaries.

scripts not only include the storyline, but also detailed drawings and descriptions of stunts and spectacular effects which are really useful. It's interesting getting an insight into how a major action film is put together. If we're doing an back catalogue Bond movie like 'Spy', it's even better because we've actually got the film to work with".

## Track record

Spy's game designer, Paul Margrave has produced such successes as Combat Pilot, ATF, License To Kill and Cyberball. Bond films are action every step of the way and so I asked Paul how they chose aspects of the movie for the game "We have regular meetings to watch a video of the film or read scripts if it's a current Bond movie. We look at the action and work out whether something

could be interpreted into gameplay. We also consider whether the action is particularly important in the overall story. In the past, we've just had one or two types of gameplay, but with Spy, we wanted to incorporate a variety of game styles from car racing and shoot'em-up, to strategy and puzzles".

Another reason for choosing The Spy Who Loved Me, was that graphic artist Tony West is the proud owner of a Lotus Turbo. Another one of Tony's prize possessions is a jetski which also features in the game. Is this a trip into this affluent graphic artist's personal possessions? Tony takes up the story: "Because it's not a current movie, it can't rely on the strength of the license and so the game has got to be good. With a new Bond movie, you're really rushed from the beginning of the project to the end. From an initial look at a script to the finished version of the game takes about six months. But with an older Bond film, of course, it's not such a rush to get the game out in time for the movie release".

Jaws makes an appearance for the first time in a Bond film. John explains: "Because we had more time to devote to the project we could pay attention to detail, like characterisation and special features. I think character is very important in a movie game. A good example of this is Ocean's Robocop - the graphic artist really captured the walk and the way he fired his weapon".

The intro of Spy shows the traditional Bond gunsight opening. But Kremlin are planning a surprise for the finished version. John explains: "We're planning an acid mix of the theme."

**The Kremlin are the development team behind The Spy Who Loved Me. From left to right: Paul Margrave (Amiga and ST programming), John Kavanagh (Head of The Kremlin), Lloyd Baker (8-bit graphics), Tony West (16-bit graphics), Neil Harding (Commodore version)**





In the States, Ironman Ivan is to off-road racing what Paul Gascoigne is to soccer over here. This hero's crazy antics behind the wheel were turned into an exciting race arcade game, and now Virgin Mastertronic have converted it onto the home scene. This hand-blistering race has been produced by game designers Graftgold. So before you enter the world of Ironman Ivan, check out the story behind the games development.



## HOW TO PLAY THE DEMO...

To get a taste of Ironman Ivan's world of off-road racing, boot up your ST Action front-cover disk, and double click on the icon marked IRON.PRG. The program will load automatically, pausing briefly to decompress the code. Control is via the joystick: player one should use port 0 and player 2, port 1. Pushing forward makes your truck accelerate and slowing down is performed by tugging backwards. Steering is performed by pulling left and right on the joystick. Your truck is equipped with nitro boosters - fire activates them. You only have a limited supply so use them sparingly!

# Ivan Ironman Super Off-Road

V I R G I N /

Ironman Ivan Super Off-Road Racer, is the latest and greatest addition to the car racing games originally inspired by Super Sprint. But these are no ordinary racing tracks and certainly no ordinary race vehicles. In Formula One racing, the vehicles have similarly aspirated engines and car designs. It is the skill of the drivers and pit crews that matter. But in Ironman Ivan's world there are no such limitations and the vehicles are kitted out with awesome engines and massive big-foot tyres.

The tracks vary from race to race, but usually the circuit consists of hazards such as pits of mud and water, hills and ramps and the skill is to read the track and make best use of the features. Use the hills to springboard in front of your competitors, avoid objects which will obviously slow you down and nudge your competitors into time wasting hazards - there's no protocol in off-road racing, it's simply a case of every man for himself.

## Eat Dirt Sucker!

If you are playing solo you will control one car and the rest of the field will be governed by the race-intelligent computer. The odd-ball collection of cars take position for the start of the race and as the pack launch themselves into the race you must assume control of your car and get to the front of the pack by pressing forward on the joystick. At first you will experience some difficulty in steering

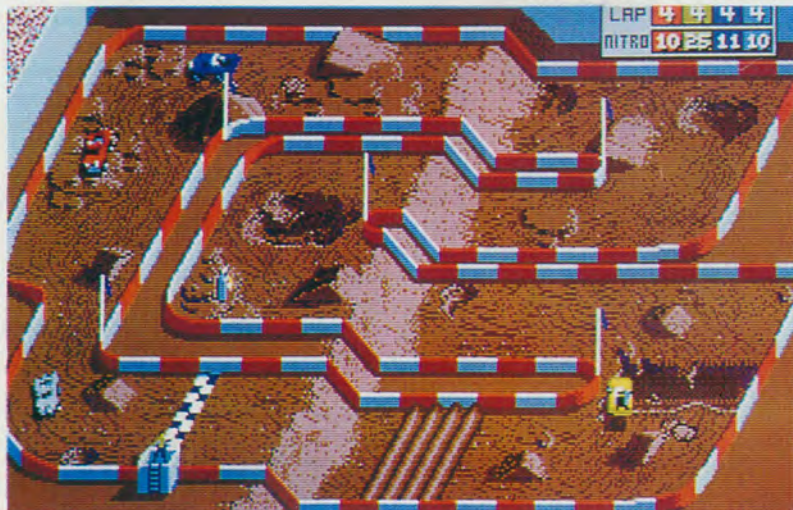
because of the race-view perspective but you'll soon get the hang of it. Weaving through the corners, try to straighten the car immediately you come out of a corner and anticipate situations and hazards. But just when the rest of the field seem to be leaving you behind, pressing the firebutton ignites the nitro and with a white flame spitting from the exhaust, you leave the other drivers spitting out your grit and mud. The most difficult aspect is the next stage of the race because you must race in completely opposite direction. But whichever direction you're going, there's one main objective and that's to pick up bags of money as you race around. With these dollars, you can customise your vehicle in track-side garages.

## Graftgold's Golden Boys

If the quality of Ironman Ivan's Super Off Road Racer is anything to go by, Graftgold looks set to win some of the juiciest game design contracts in the future. The team is a work-hardened bunch of pros who have learned the art of game production in the cut and thrust commercial software world.

Team founder, Steve Turner, has been in game design for six years, responsible for a fistful of successes. Now as MD of Graftgold he is still in the thick of the action. He described this deceptively complex project, Ironman Ivan: "The original version of 'Ironman' was written in Z80, but we couldn't use any of this because the routines had to be written in a minimum space. The truck routines, for example, use a 32K divide table and so we analysed the original code of the trucks and discovered that each wheel was processed separately in 3D and then their positions were combined into a truck shape".

(Below) The cover disk demo features one track. Titled Sidewinder, the course features all manner of bumps and jumps. As you race your truck around the track you must compete against the other drivers in a gruelling battle.





# In Stewart's oad Racer

G R A F T G O L D



(Above) The Graftgold team behind Ivan Stewart's Super Off-Road Racer. From left to right: David O'Connor (PC Programming), Steve Turner (Team Leader and Z80 versions), Gary Foreman (ST and Amiga Graphics), John Lilley (Additional Graphics).

This complex routine was the key to the realism of the trucks, but this was impossible to copy for the conversion, in terms of size, and so Graftgold would have to redesign this routine without losing speed and feel of the original. Steve continues: "The original version was produced on the PC and we had to use the most efficient packing routines to cram the whole thing into these far smaller

machines. At any one time there are well over a hundred frames of animation running but because of the speed of the game, pre-rotated graphics couldn't be used and so we had to find a much faster rotate routine. The trick is to prune out the least used frames to keep it lean, and yet maintain the speed and smoothness. The chosen frames are then transformed to the correct colour and rotated each plot cycle".

Off-road Racer's graphics man, ex-Hewson John Cummings, left midway through the project leaving the task to his understudy John Lilley. John described the production process of this his first project: "The contour data had to be completely



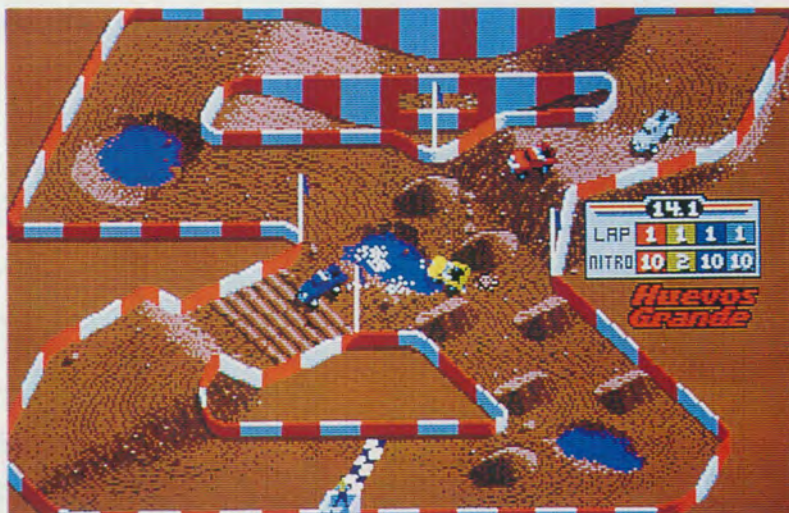
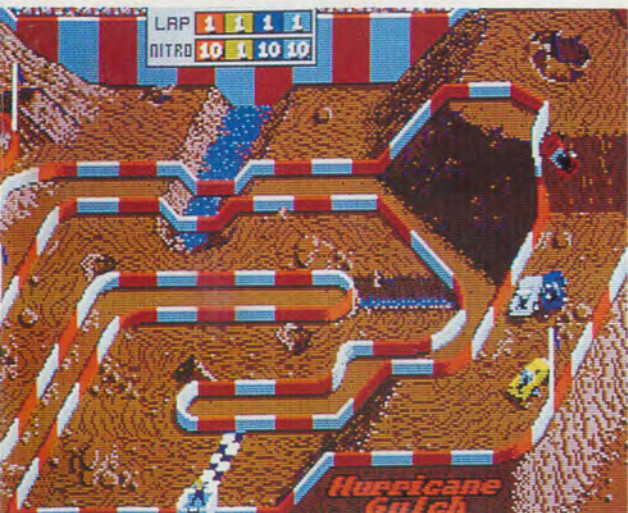
Before racing you must enter your initials and details of your birthday. Up to three human contestants can compete against one another.

rebuilt. We were going to design a 3D editor but we decided that this was going to take too long to develop. So we wrote contour modeling routines to show the track shape as a 3D wire frame model showing all the contours then we could test the data and compare it with the ground graphics". The graphics were designed using Cyber Paint and much of the game was taken directly from the arcade version.

After such successes as Rainbow Islands and Ranarama, Graftgold's Gary Foreman was well qualified to cope with the 68000 versions. Much of his work was analysing the playability of the arcade game and making detailed notes. Meanwhile, colleague David O'Connor worked on Graftgold's custom 68000 kernel operating system. He has kept the cycle rate of Ironman up, by programming some 336 different custom sprite plotters to handle the various movements and rotation of the sprites. David converted the actual contour maps used in the arcade machine into tables of polygons and gradients which saved 60 percent. The contour maps could then be re-built, although the whole process relied on David's 3D vector geometry skills.

The rest of the Graftgold team includes programmer/music man Jason Page who implemented the music in Ironman. Meanwhile Andrew Braybrook effected the AMP or alien manoeuvre system which in the case of Ironman was all the computer-controlled vehicles. Finally, Dominic Robinson developed the operating system which enabled such an accurate interpretation of the arcade game. Together, Graftgold have produced a thoroughly enjoyable, multi-player racing game which puts fun and excitement above all else. We hope you enjoy this small taste of Ironman Ivan's world.

(Below and Below Left) Ironman Ivan's Super Off-Road Racer features a whole host of testing tracks. With potholes everywhere, the jumps certainly come in handy. Some courses even feature a crossroads on which collisions are commonplace.



SIDE  
2



From the beautiful Brittany countryside where it is produced, to the chic Paris address where it is exported UBI, Soft give us a regular taste of games with an irresistible French accent. On this occasion, UBI have taken a cult cartoon character called Ran Xerox and placed him in a beat'em-up, and ST Action readers can enjoy a full, one level demo of the game.

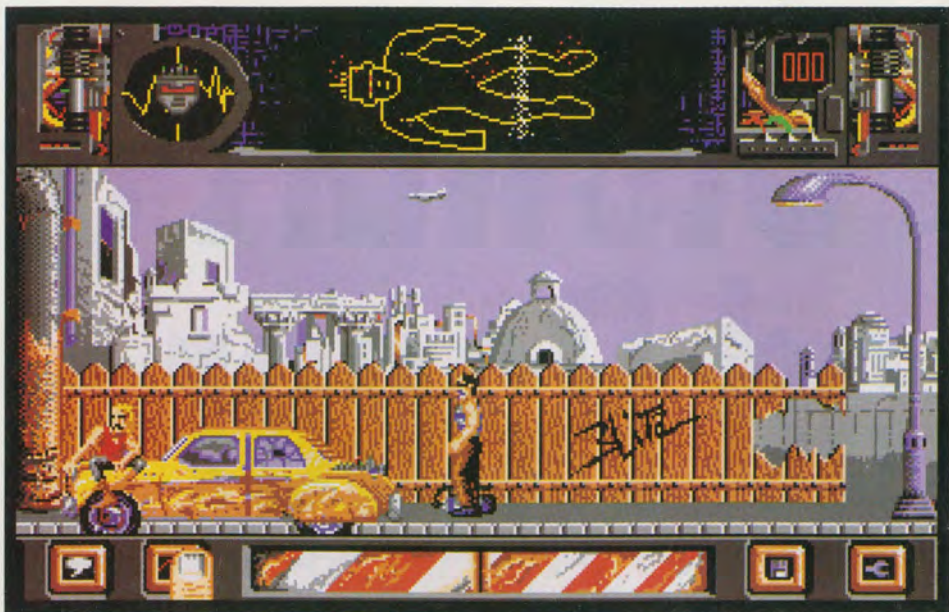


## HOW TO PLAY THE DEMO...

Before you can play this one level demo, you will have to format a blank disk. Open up the SIDE2 folder on the coverdisk and select all the icons. Drag them onto the FLOPPY DISK 2 icon and follow the on-screen, disk-swap prompts. This process will copy all the necessary icons onto your blank disk. Place your new disk into the drive and find the FILE called RANXDEMO.PRG. Double-click on this file and the game will load.

The joystick controls all the action with the space bar toggling the status bar.

NOTE: The write-protect tab must remain closed at all times.



# Ran Xerox

UBI SOFT / IN-HOUSE

Sorry to be the bearer of bad news folks, but I'm afraid there's been a bit of trouble in Ran's world. First, there's this nasty bug going about called Psycopeste, a sickness from another planet which is decimating the population. Then there's the Ran Pope, who was caught with his cassock up when he got wasted by a kamikaze prostitute - what a way to go! But there's an even more foul disease called Fuschia - so-called because of the purple dots which cover the stricken victim. There is a scientist, however, who has a vaccine for the illness and Ran is determined to use it to help the poor souls. We meet up with Ran just after he has gained possession of this serum and with your help, he must return to the States with the vaccine, known to all as X03. But an evil gang called the Yakusa are bent on stealing the vaccine and holding society to ransom - ooh, the rotters!

## I RAN XEROX

Ran is a mean fighting machine. But he'll have to be tough to get through this battle. The joystick controls this tough customer as Ran emerges from the underground. You become his guide and he

your protege. Nudging the joystick either way sends our hero walking at a determined pace. Now, in a game which features fighting every step of the way, the joystick is kitted out for combat and, as Ran is confronted by his foe, I think now is as good a time as any to try it out.

Without pressing the firebutton, left and right movements move Ran in a horizontal direction and, naturally, nudging the joystick upwards launches him into a jump. But with the firebutton pressed, you can administer a number of different blows to an adversary. For example, nudging the joystick diagonally whilst simultaneously pressing the firebutton achieves high and low kicks and wrenching the stick to left or right sends out a meaty fist into the chops of anyone who has the misfortune to be in the way.

There are a number of objects and money to collect, both of which will be used throughout the adventure to aid our hero's fight against massive odds. Believe it or not, the joystick comes into play once again to collect the objects and money. Make the selection by pushing upwards with the firebutton pressed. Pressing the firebutton without touch-



ing the joystick accesses a command table which appears at the base of the gameplay area. Then, a finger-shaped cursor appears and moving the joystick to the left and right keeps it in that mode, whilst nudging downwards returns you to the action.

In addition to dishing out grievous bodily harm to your enemy, Ran must sometimes interact with other characters within the game. He may have to talk to someone to gain information or give them money or a specific object. For this purpose, selecting a hand cursor button reveals five options which are self explanatory. Also there are arrow signs which can toggle through the collected objects for selection. Other buttons include a lightning icon which, when selected, chooses a suitable insult to hurl at an enemy. Another is a so-called 'Snort' button which induces Ran to give out a war cry. Also, there's a speech bubble icon which only appears when a character wants to engage in conversation with you. Finally, there's a laughter icon which is very useful as a diplomatic weapon to cool down a potentially dangerous situation.

Health meters play an important role in this game with a hi-tech health screen which keeps an eye on robot Ran's health. Incidentally, an electrical recharge icon, identifiable by a lightening strike, is designed to recharge Ran's batteries. You can put life back into the ailing droid by linking up with electrical outlets which are scattered throughout the game.

## RAN ORGANISATION

Who is Ran Xerox? was my first question to the project leader Daniel Auchard: "Ran was a character inspired by J.J. Ballard. He's a cult hero over in France - a bit like Tin Tin. But although there were a few issues of the comic released in the U.K. he never became popular there". Why a game based around a comic cult hero? Fellow team mate, Thierry Platon explains: "The idea came from reading the last, unfinished comic ever produced by Ran's creator, Liberatore. We set out to invent an ending to the story and myself, Liberatore and Daniel met up and started work on the script. Over the months that followed, the team worked on characterisation and the game started to evolve into a beat'em-up interlaced with strategy and puzzles".

The team come from different backgrounds. Daniel has been in game design for ten years but Thierry Platon was a journalist. Daniel continues, "We argued all the time, I guess because we are so incompatible. But despite the arguments, we're thrilled with the results". Thierry concluded: "It was an ambitious game which took a long time to put together and I guess a lot of the disagreements were due to me - I found it difficult to express my ideas, which was really frustrating. I hope ST action readers enjoy the demo - au revoir!"

# WHAT'S WHAT IN RAN XEROX...



Ran's circuits soon get mangled as he gets involved in street fights.

Ran is a fighting robot. You'll need to keep a close eye on his power level.

Ran can be hurt. This body-scan shot areas of his body that need treatment - the head, foot and private parts all need attention quickly.

As your power wanes, so does your hitting ability. You'll need to recharge soon.

Should these circuits fail, so will you.



Interact with characters by using this speech bubble icon.

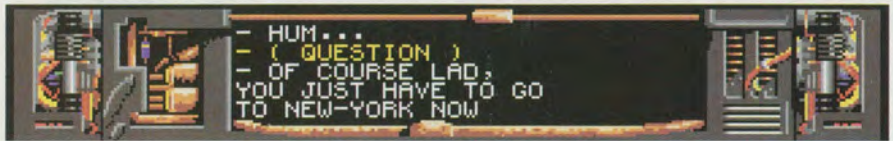
Check your character's health by selecting this icon.

When you've finished chatting, click here.

When talking to people you can adopt different manners. Polite, cheerful, aggressive - it's up to you to choose which.

Ran Xerox is a very large game. You'll undoubtedly want to save your game.

During your travels you may want to use specific items.



As you chat to the various inhabitants of the city you'll be able to glean useful information.



Thierry Platon became so involved in the Ran Xerox project that he even started dressing like his hero.



Daniel Auchard doesn't look too happy. The clash of personalities certainly looks to have taken its toll.



**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.<sup>99</sup> 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.

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Railway Terrace, Slough, Berkshire. SL2 5BZ.

**ATARI 1040STE**

**WITHOUT IT YOU'RE JUST PLAYING GAMES**

# MONTY PYTHON'S FLYING CIRCUS

IT'S A  
GOOD GAME

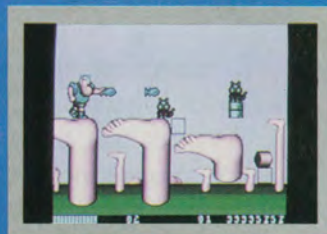
THE  
COMPUTER  
GAME

NO IT'S  
NOT

YES  
IT IS!

"What we have here is a BRILLIANTLY ORIGINAL and witty interpretation of the Python Theme". *Zero 89%*

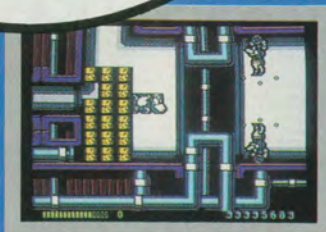
"One of the tastiest slices of alternative arcade action since Venezuelan Beaver Cheese". *The One 85%*



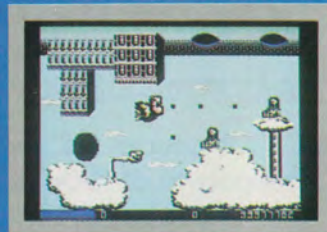
ATARI ST



AMIGA



SPECTRUM



COMMODORE 64



IBM PC



AMSTRAD



© Python Productions 1990

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The complete Action guide to...

# Murder!

## **MURDER...**

Over the next five pages, Alan Bunker guides you through an eery, sinister, underworld with his 'everything you ever wanted to know but were afraid to ask' guide to murder most foul!

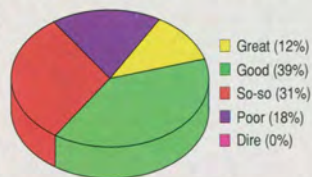
## **MYSTERY...**

Turn to page 56 and attempt to solve a mysterious murder at U.S. Gold. The prize is an 'almost worth murdering for' shopping spree in U.S. Gold's software warehouse!

## **SUSPENSE...**

Just how good is U.S. Gold's "Murder" detective game, and does Actual Screenshot's "Herewith the Clues" slaughter it? The STA team and our Punter Panelists do the detective work.

## PUNTER-POWER™



**GAME: MURDER**  
**PRICE: £19.95**

With its period graphics, the presentation in *Murder* is second to none. The 1920s atmosphere has been successfully recreated and there are plenty of characters and clues to investigate. The gameplay is via an icon driven system and is very easy to understand. Although an acquired taste, *Murder* is definitely worth buying and your money will be well spent.

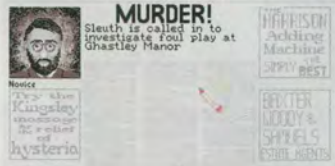
**GAMEPLAY:** [Progress bar]

**SOUND:** [Progress bar]

**GRAPHICS:** [Progress bar]

**RATING=80%**

The Daily Chronicle  
19 May 1927



On loading up the game you will be presented with the options screen that is represented in newspaper-style. Move the pencil pointer to the option you wish to toggle.

# Murder

U . S . G O L D

**1**  
**ST**  
**ACTION**  
**A1 RATED**

A deed most foul has taken place at Ghastly Manor. A human life has been taken and the killer is still stalking around the house. Who could it be? There are just a few too many clues for any accusations to be made at this moment in time. Some-

one, however, will have to hunt down the evil killer and arrest him or her before anyone else is attacked. But with so many guests, detailed notes and fingerprints will need to be taken. Fancy a game of murder? Then step this way.

Does the word 'Murder' send a chill down your spine? Do you go weak at the knees when shown a blood stained meat-knife? If so, *Murder* is not the game for you as there is blood aplenty and many murders that need investigating. In a typical Cluedo-type game, you play the role of an amateur sleuth who must use all of his skills to break the case in the allotted time.

The scene is set - a large mansion on a stormy night. The house is filled with guests when a murder was reported. You have taken it upon yourself as a would-be Columbo to jot down notes, ask questions and take fingerprints in order to solve the murder and catch the killer. You now take over with your pen and paper and must solve the case before Scotland Yard arrives - that gives you roughly two hours. To begin with, you can redefine almost anything, giving you around three million murders to solve! Your appearance can be changed, as well as the setting and various other features.

SUSPECTS



**Lord Alfred Andrews** - Super sleuth.



**Amanda Lawson** - Visitor to Ghastly Manor.



**Lady Penelope** - Owner of Ghastly Manor.



**Lord Wiseman** - Guest and part-time plumber.



**William Kingley** - Long-term guest.



**Mrs. Oakley** - Twin sister to you know who.

# THE MURDER FILE

It seems you can't escape from murder. Switch on the T.V. and hear about the tragic murders that are happening in our own world of decadence. Barricade yourself in your bedroom, and you'll hear the blood-curdling screams from U.S. Gold's latest release 'Murder' as you explore a mansion and examine objects to solve...yes, surprisingly enough...a murder, right there in your very own room.

Most software on the market seems to be

aimed at killing. Throw the computer out of the window and read a book instead. Why not try a nice Agatha Christie novel such as 'Murder On The Orient Express' or 'Death On The Nile'? Maybe you should stick to the traditional board game. Apparently, Waddington's have a very good game out: Cluedo involves a number of characters in a large house and they're trying to clear their name and solve a...murder! Aaagh! What's the world coming to? We're murder mad!

The first really spine-chilling fictitious murder arrived in 1967 with Alfred Hitchcock's blockbuster 'Psycho'. This, of course, had the advantage of visual effects and a deafening, screeching chorus of violins whenever the knife-gripping hand launched into attack. The success of the film was evident when cinemas erupted into screams and the later production of two sequels, neither as effective as the first, though. Now murder was a household subject, and this spawned a series of



Courtesy of The Kobal Collection.



Courtesy of The Kobal Collection.



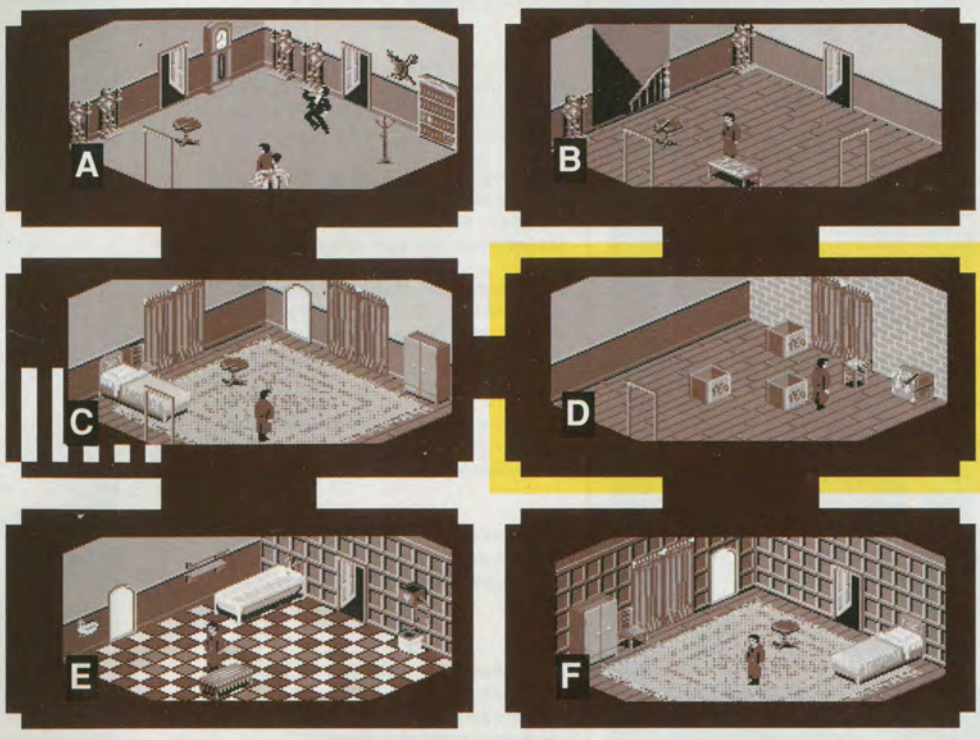
Courtesy of The Kobal Collection.



Courtesy of The Kobal Collection.



# GHASTLY MANOR -THE TOP FLOOR



- A. TOP FLOOR CORRIDOR
- B. TOP FLOOR LANDING
- C. THE COOK'S BEDROOM
- D. THE BOX ROOM
- E. THE SERVANT'S BEDROOM
- F. THE BUTLER'S BEDROOM

The entire game is played by using the mouse and a series of icons in the traditional point and click way. Clicking the right button alternates between using the magnifying glass and then the movement cursor. Simply place the Magnifier over the area you wish to examine closely and press the button. If anything of interest is there, a picture and brief description will be given. The game area is set out in a 3D isometric way, leaving four ways of

entry/exit for every screen that has a door in certain walls.

If you happen to stumble across an object that is marked in some way, such as it carries finger-prints, it is possible to take note of the print and compare it to any others you may have collected earlier on in the game. Another important source of clues is of course the other people present at the house. You are able to query each and every person you come across with a number of preset

questions. It is possible to inquire about any one person, object or room, or any combination of the three.

You can also map the areas you have already explored, thus letting you keep track of clues you may have jotted down in your note book. The icon that you may select is the option to pick up an exhibit. The next icon allows you to pick up an item which you think is the murder weapon, and in time, use the object

as evidence against the guilty partner. When you feel confident that you have found the killer, it's up to you to prosecute him or her. Press the icon and then reveal who you think committed the crime. As long as you have the murder weapon and your selection is correct, the paper will tell of your heroic deeds. Make the wrong arrest and you will be thrown onto the trash heap, where all the other failed Columbos are. Embarrassing.

violent films, which are still being made today. Murders meant the macho man's arrival in the detective guise. Basil Rathbone was suddenly overrun with a new, tougher breed of officer: the 70's saw Dirty Harry who preferred to kill a perpetrator and investigate later, Starsky and Hutch who became famous for the car they drove rather than their investigative skills; the 80's witnessed the flashy, sophisticated style detective in the form of Crockett and Tubbs.

Luckily, there seems to be an infinite supply of murderers who we can watch our favourite crime-busters deal with in the most expensive way possi-

ble for the taxpayers.

Unfortunately, there isn't always a police officer around when you want one to save you from such horrors, but instead a group of adventurous teenagers will stumble upon a head-hunting, axe-wielding madman who is intent on chopping up the odd character or two. This accesses another aspect of murder - the outright gory side. Sam Raimi probably made the first greatest impact on the visually repulsive murders with his very low budget film of 1982, 'Evil Dead'. Classic horror murders followed with Halloween, Friday the Thirteenth, American Werewolf In London, and the

ever popular Elm Street films. Murder had now reached new heights and the bloodthirsty public craved for more bone-cracking, skull-splitting, joint-snapping atrocities to help satisfy their lust. Is it the murder-seeking public we should blame for the mysterious deaths of film crew during and after the making of 1974's 'The Exorcist' among others? It was they who wanted the film, so was it they who indirectly caused the deaths.

Maybe we should start to consider the implications of what is becoming a popular part of our lives.



Courtesy of The Kobal Collection.

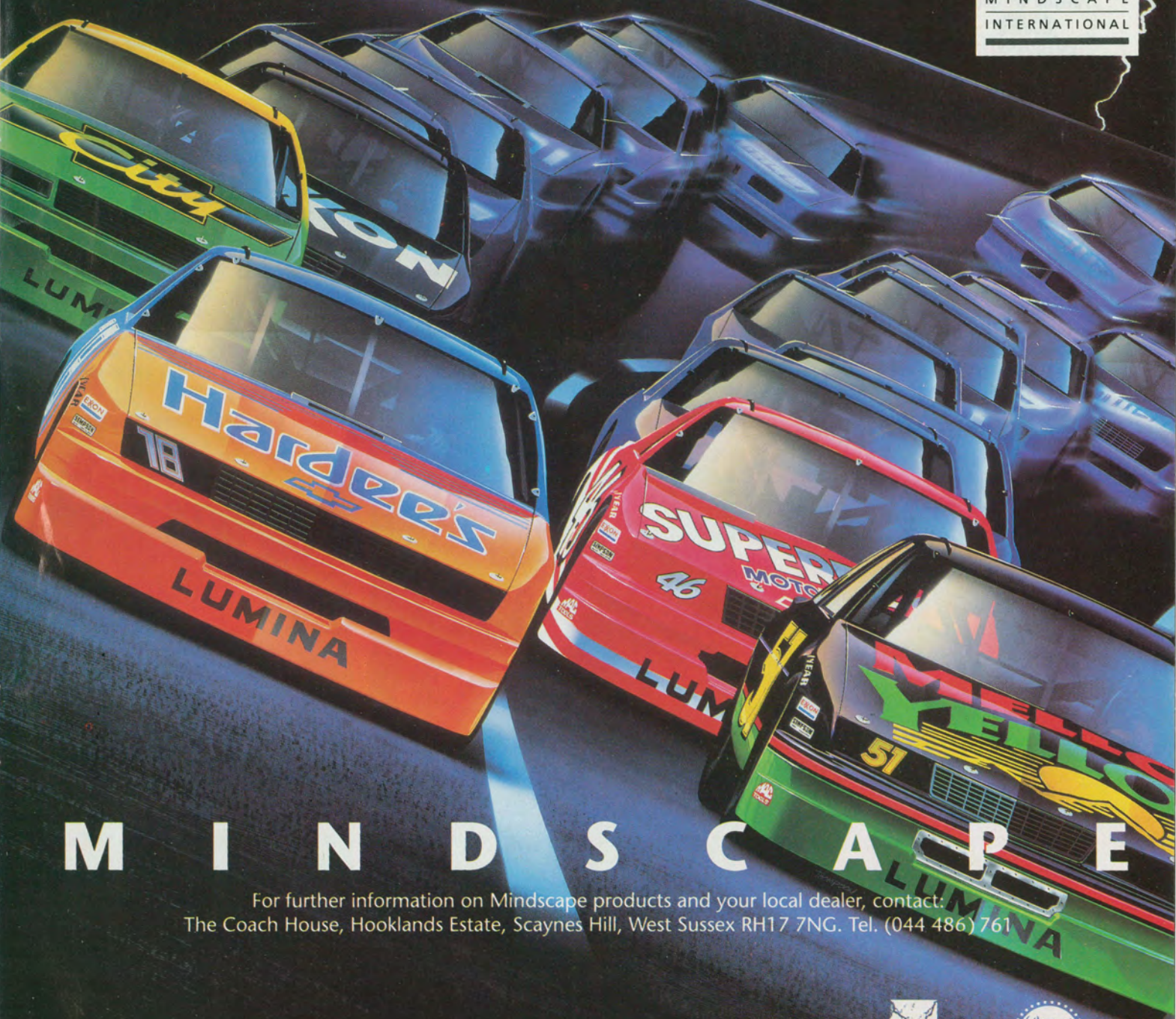


Courtesy of The Kobal Collection.



# DAYS OF *Thunder*™

The game of the film!



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DUNSMUIR-JERRY BRUCKHEIMER



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# CIRCUMSTANTIAL EVIDENCE



Playing detective can prove extremely frustrating at times. Luckily enough, you came prepared. Pour yourself a cuppa and relax.



On selecting this part of the options screen you will be able to view all the suspects. Each picture is digitised to add to the realism.

New Scotland Yard,  
Room 208b.  
13.5.39.

To The Assistant Commissioner,  
i/c Anti-Terrorist Operations.  
Sir,

Further to my report of the 10th inst., I have now ascertained that the ex-terrorist Sean Connolly is living in furnished apartments kept by a Mr. and Mrs. Patrick Murphy at 86, Hertford Street, Park Lane, W.1.

The Murphys are Irish born, but of British nationality, and have been resident in London since 1932. Mrs. (Kathleen) Murphy runs the house, which has a good connection of monied patrons, who stay there when visiting London, while her husband is a director of, and agent for, a firm of book-match importers. His territory is the Irish Free State, so he makes frequent journeys to and from the I.F.S. on business.

Connolly paid a further visit to the Milky Way on Thursday night, and was accompanied by the Murphys.

There are plenty of exhibits to keep you puzzling for days. Some are useful, others not. You'll need to decide which.

Photograph No. 3. HEINRICH HAUSER (right)

Age: 50  
Height: 5'10"  
Build: Wiry  
Eyes: Very clear bright blue  
Hair: Dark brown, straight

Hauser is a native of the Rhineland, born near Coblenz. He was gazetted to the 16th Ulhaus in 1909 and served with his regiment up to the latter stages of the War. He was mentioned twice in despatches, received the Iron Cross 2nd Class and, in 1916, promoted to the rank of Captain. Most of his war service was on the Russian front and the Division to which he was attached was among those immobilised in the Ukraine on the outbreak of the Revolution. These troops were so corrupted by Bolshevik propaganda that they could not be withdrawn for service on other fronts for fear that they would contaminate loyal Divisions. When food

Along with all of the character photos, there are also character reference sheets that contain invaluable information.

## MURDER THREE

**VICTIM:** Eleven murders. Last victim - Mary Sullivan.  
**BORN:** 1945.  
**MURDERED:** 4 January, 1964.  
**PLACE:** Boston, USA.  
**MURDERER:** Albert DeSalvo.  
**WEAPON:** Strangulation by stocking and scarves.  
**MOTIVE:** Mental illness.  
**SENTENCE:** Life imprisonment.

The police were baffled with the identity of the murderer until they enlisted the help of a psychic who described him. This gave the police a suspect who they later successfully convicted.

Initially, DeSalvo was committed to Bridgewater Hospital for psychiatric evaluation. However, he later escaped only to give himself up after thirty-eight hours. He claimed his escape was to capture the attention of the public to make them aware that he had a mental illness and wasn't receiving the appropriate attention. He was then admitted to Walpole maximum-security prison.

Six years later, in November, 1973, DeSalvo was found stabbed to death in his cell by an unknown assassin. Inmates at the prison refused to reveal the identity of the killer. His wife had started a new life in Germany. DeSalvo's murder was hardly questioned - he was not to be missed.



### WHO KILLED THE BOSTON STRANGLER?

**BOSTON STRANGLER**  
Albert De Salvo was found knifed through the heart in a prison hospital yesterday.

Police believe he was the victim of a vicious gangster's revenge - a 'murder' for a 'murder'.

De Salvo, who had been in prison for 10 years, was found in his cell at the Boston State Prison yesterday.

The killing has also left a shocked and shocked reaction in the Boston area.

**Featured**

The killing has also left a shocked and shocked reaction in the Boston area.

The above shows Mary Sullivan, the final victim of one of the most famous and brutal murderers ever, Albert DeSalvo (shown left).

# Encyclopedia Of War Ancient Battles

C C SIMULATIONS



As soon as you have deployed your troops you will then be able to charge into battle. Units must be alongside each other to actually attack and the stronger they are, the more casualties they will be able to inflict.

Many armies, if not all, are based around the Roman ideas of regimentation and for many centuries after their disappearance, their strategies and theories were still being used, and to great effect. Ancient Battles allows you to recreate some of these famous battles among the great powers of Rome, Greece and Turkey and actually play the great commanders who lead thousands of men into battle.

There are 24 different nations to

choose from and each one will need an ally. Once you have chosen your army, you will then be required to adjust each unit's statistics points. You only have a limited amount of points so be careful how you allocate them.

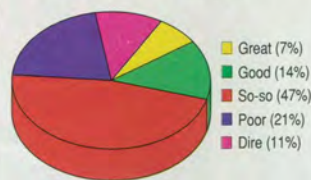
Commanders can be selected from the list displayed or you can choose to create your own. Once you have selected the armies for both players you can then proceed into battle. The first stage is the

deployment stage. Here you will have to deploy your force into the required formation. This is the formation in which they will enter the battle and may even decide their fate. Each unit can be selected by positioning the cursor over them and pressing the mouse button. A unit card will then be displayed with all the information you will need to command that particular group of men.

Depending on certain conditions, commands will also be displayed and these can be selected and the unit should then carry them out. Each movement phase is controlled through command points. These points will dictate how many orders you can give and which particular ones will apply.

As the battle rages, casualties will be inflicted and, if too many casualties are suffered then the unit will turn and retreat. Each unit's statistics can be called up by selecting them and this will inform you as to how well your soldiers are performing. After each phase you can view a briefing which will show the present state of the battle. Once you think that the enemy is beaten, you can choose to end the battle and continue with the next scenario. There's also a map editor with which you may design your own battle.

## PUNTER-POWER™



GAME: ANCIENT BATTLES  
PRICE: £19.95

Wargames are usually regarded as being rather too intense for the majority of arcade freaks. However, with its easy gameplay Ancient Battles proved quite stimulating. The game appealed to seasoned campaigners and novices alike. Due to presentation, the game seemed to hold its interest with everyone and, as such, proved an ideal entry point for anyone wishing to indulge in wargames.

GAMEPLAY:

SOUND:

GRAPHICS:

**RATING=66%**

DEBRIEFING			
	STARTED	LEFT	KILLED
<b>Imperial Rome</b>			
Cavalry	820	74	72
Foot	5600	4614	217
Total Points	6420	5088	289
	433		48
<b>Sassanid Persia</b>			
Cavalry	4020	3825	195
Total Points	4020	3825	195
	460	460	0

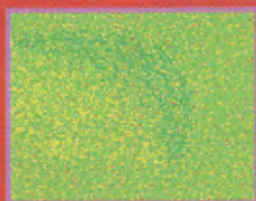
In between each battle phase you will be able to view the debriefing sheet. This will indicate your progress so far throughout the battle and how many men have been killed on both sides.

## EDITING YOUR BATTLEFIELDS



### WOODS

These will restrict the weapon's effectiveness when you are fighting.



### HILLS

Each unit has a movement rate and this will be affected by the hills.



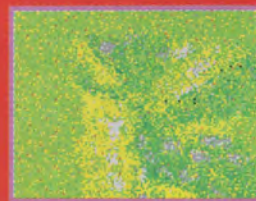
### RIVERS

Rivers will provide a good barrier when lining up your soldiers.



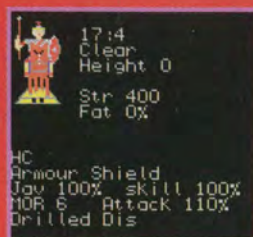
### ROUGH

Try and avoid the rough as it will hinder your troops when advancing into the enemy.



### STEEP HILLS

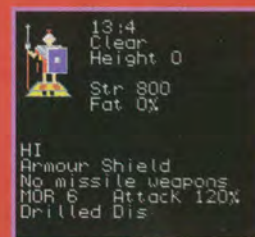
It is wise to avoid these altogether, although they do make for a good defense.



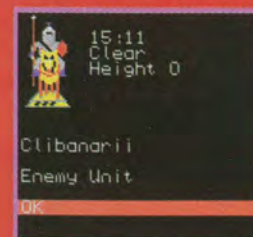
AUXILIA 2



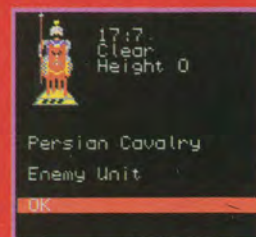
COHORT 3



EQUITES ALARES 2



PERSIAN CAVALRY



LANCIARII 2

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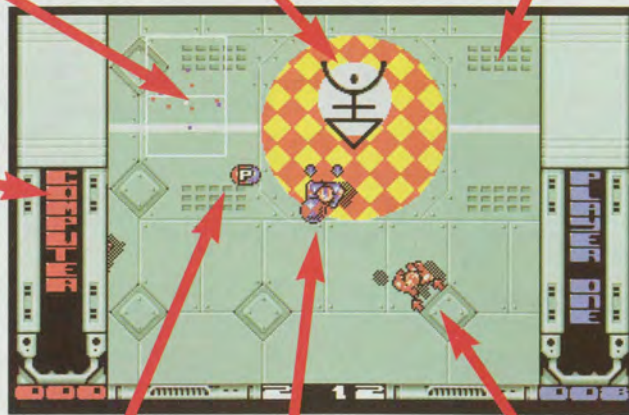


As in Kick Off, Future Basketball makes effective use of a radar-style scanner to keep you posted on who's where.

The centre circle is where the ball is dropped into play. In addition, once the ball is in your opponent's half, it cannot be thrown back past this line.

In all, there are four pitch surfaces, ranging from ordinary metallic to a slippery icy court. Each affects the ball's bounce differently.

Your score and status is displayed here, with you opponent's stats on the opposite side.



Every now and then, useful icons appear that, amongst other things, allow you to stun players or gain extra cash.

Each player has his own individual skills, and a better team can be created through clever buying and selling.

You control the player nearest the ball, and this is indicated by two conspicuous arrows which change when the ball is passed.



Whenever the ball goes out of play, a throw-in is called to the other side. Using the joystick, you must determine the direction of the throw and its strength with the firebutton.



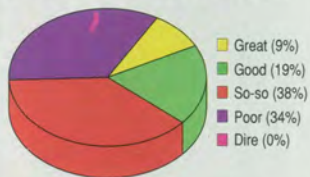
Blocking your opponent's shots is an essential tactic and can save you conceding unnecessary baskets. Jumping in front of them whilst pressing fire is the best tactic.



# Future Basketball

H E W S O N

## PUNTER-POWER™



GAME: FUTURE BASKETBALL  
PRICE: £19.95

In terms of graphics and sound Future Basketball is rather plain and uninspiring. Playing solo proved challenging for a short while, but as players become more adept at the game the computer controlled teams seemed less worthy opponents. The game proved to be more fun with the two-player head-to-head option selected.

The bonus icon system has been used many times before and although it adds a nice extra touch, the action is ultimately too repetitive to hold any long term interest.

GAMEPLAY:   
SOUND:   
GRAPHICS:

RATING=67%

When sport simulators are released you can bet your bottom dollar that a future equivalent will follow and now basketball has fallen under the spell. Future Basketball is the latest offering to come from Hewson and features a 1 or 2 player basketball simulator set sometime in the future. The rules are basically the same as the game today but instead of jerseys and shorts, these guys are heavily kitted out in armour and spiked gloves - Rollerball style.

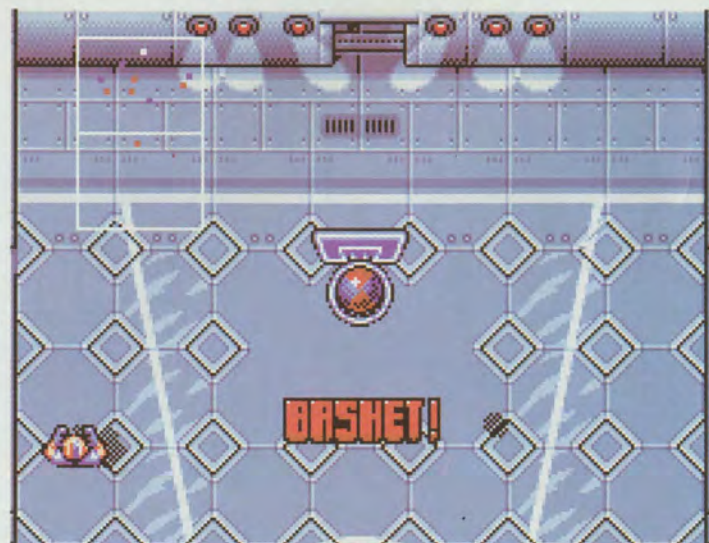
On loading up the game you will be presented with the main options menu. From here you will be able to select from several different options that will allow you to play a single game, enter the league, continue a league and set the game's duration. On selecting to play, you will be required to enter whether you wish to participate in a one or two-player game. On one-player games, the computer controls the opposing team players.

Play begins in the centre of the pitch at the tip off. As soon as the ball hits the ground you must charge your players forward and intercept. Fouls are allowed in the future and basketball has become one of the most violent games around. If the opposing team have control of the ball, you can slide in with your feet and knock them back, thus freeing

the ball for a pick up. The pitch scrolls around the players, the one under your control is highlighted by directional arrows that also indicate in which direction the player is travelling. A basket is scored by racing towards the zone, releasing the control stick and pressing the firebutton. If the shot is true then the ball will land in the basket scoring you valuable points, otherwise it will bounce

of the metal rim and back into play.

When you enter a league you will be able to change various statistics of your game. The Edit-League option allows to choose which team you wish to play for and which teams the computer will be controlling. It is also possible to cycle through several different team colours in order to decide upon the colour scheme that best suits you.



Baskets are the aim of the game, and there are two styles of shot which you can perform. For every basket sunk you will receive three points, but for the more daring of you, three points can be gained by shooting from way out of the goal area.



# KICK OFF 2



## Blistering Pace - Pixel Perfect Passing - Superb Tactical Game Play

- ★ 1 to 4 players option (Amiga & ST)
- ★ Kit Design (Amiga, Atari ST & IBM)
- ★ Facility to load Player Manager teams and designed tactics.
- ★ Instinctive joystick controls to pass, dribble, shoot, head or chip a ball and do sliding tackles.
- ★ Two players teams mode against the computer.
- ★ After touch controls to bend or dip the ball.
- ★ Set piece Free Kicks, Corner Kicks, Throw Ins, Injury Time, Action Replay, red & yellow cards indeed host of features to create the atmosphere of a soccer game which is real fun to play.
- ★ League and Cup Competition with sudden deaths penalty shoot out.

**THE ONE** - *Ultimate soccer simulation.* 96%.

**THE ACE** - *Brilliant. Buy, Boy, Buy.* 93%.

**AMIGA FORMAT** - *Best footy game to have appeared on any machine.* 94%.

**ST FORMAT** - *What a game! Gem to play. Magic.* 90%.

**C & VG** - *Championship winning material.* 95%.

**GAMES MACHINE** - *Probably the best sports game ever.* 92%.

**COMMODORE USER** - *No other footie game can touch it.* 90%.

**AMIGA ACTION** - *Surpasses all other football games.* 93%.

**POPULAR COMPUTING WEEKLY** - *Nothing short of brilliant.*

**NEW COMPUTER EXPRESS** - *Computer football event of the year.*

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KICK OFF 2 & WORLD CUP (AMIGA & ATARI ST) ..	£24.99
KICK OFF 2 (Expanded Amiga) .....	£24.99

# ANCO





# Shadow Warriors

O C E A N S O F T W A R E

Ever since their creation, the Ninja have kept their art of defence secret and many mysterious stories revolve around the hidden techniques that make up the art of Ninjitsu. Five of these techniques have remained secret for many years but now their secrecy is under threat by an evil Oriental demon that has possessed the strength of the greatest warrior. This demon has summoned all of the evil in the world and has taken it upon himself to take over the concrete jungle of an American metropo-

lis. These five techniques are secret to the Ninja clan and therefore the demon must be stopped at all costs. As the last in a line of legendary combatants and the only saviour to an otherwise doomed city, you have taken it upon yourself to defeat the evil demon. You are the Shadow Warrior, the hero of the 90s.

You begin your mission in the sprawling metropolis of New York. No sooner have you arrived and stepped out of your boat than you are confronted by several of the evil

demon's henchmen. Reflecting on your many years of training, you leap into the air, twist your hips and smash your foot into the neck of one of the enemy. He clasps his neck and chokes. With another spinning kick he falls to the ground and dissolves away. No sooner have you dispersed with one when another takes his place. The enemy are not totally helpless, though, and they have all been trained in the art of self defence, and they are not afraid to use their skills. Objects appear

throughout the game and when picked up will enhance your warrior in several different ways. As you fight your way deeper into the city, the enemy become progressively harder and you will need to use your Ninja skills with great accuracy. Some of the enemy are armed with large rocks and they will not hesitate at smashing you around the head with them. Your energy is indicated to the left of the main display and depletes every time you are hit. When this runs out you lose a life.

## THE CHARACTERS



*Left. The Shadow Warrior - a brave and noble fighter trained in the art of assassination and Ninjitsu.*



*Right. Watch out for these guys 'cause they're mean and they're deadly. Avoid those tree trunks!*



*Not only do you have to contend with log-swinging nutters, baseball bat-wielding maniacs will also try to knock you senseless.*

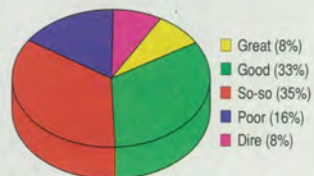


*Jason's back, and this time he's meaner than ever.*



*These boys are highly trained assassins and they are experts in Ninjitsu and other martial arts skills.*

## PUNTER-POWER™



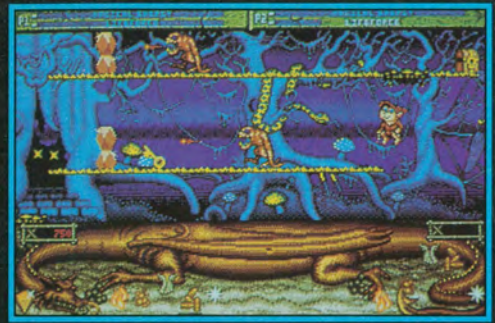
**GAME: SHADOW WARRIORS**  
**PRICE: £19.95**

*It is a shame to see an otherwise superb game let down by dire scrolling and a control system that proves extremely awkward to use. The graphical representation is excellent and it is instantly obvious that a great deal of time and effort was spent on the overall look of the game. Shadow Warriors had instant appeal but, just as progress was being made this interest soon waned.*

**GAMEPLAY:**   
**SOUND:**   
**GRAPHICS:**

**RATING=73%**

# Spellbound



## *Spellbound* Don't get caught by the Warlocks!

Just as you were about to advance a grade in the school of magic your tutor goes and gets himself kidnapped. You have to rescue him or you'll never graduate.

Battling through eight diverse and dangerous lands, collecting spells and objects along the way, you use your limited magic powers to fight off deadly adversaries in a fraught-filled fight to free your tutor.

But it's going to be a tough task on your own: take a friend along to increase your chances and double the fun!

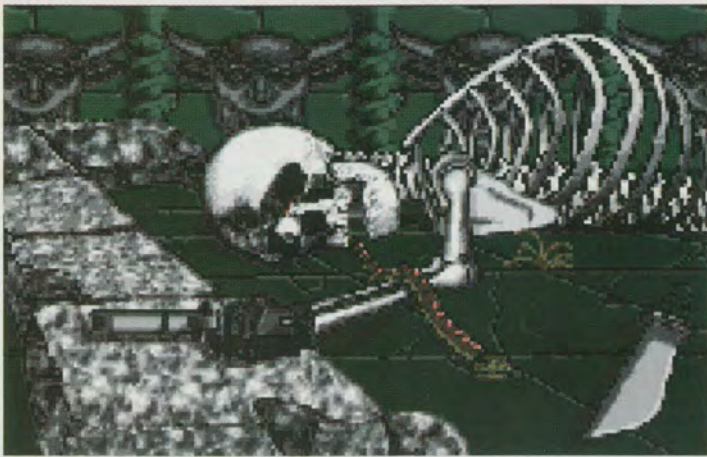
*Screen Shots from the Atari ST*

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**PSYGNOSIS**



*Above. Well that's an unpleasant sort of ending. After all that arduous and exhausting work, all that remains is a pile of bones on a cold, stone floor, and a smug looking snake that's just dined out.*

*Above Right. As you casually walk towards the lever, you don't think it will have a guardian - it's the meanest, toughest, roughest looking cat you ever did see! Lucky it's chained up!*

# The Gold Of The Aztecs

U . S . G O L D

Sweat pours from your forehead as you trek through the dense jungle in the searing heat. The cries of wild, unknown animals echo through the air (well not exactly, it's more like 600K of computer music and sound effects), while the creatures of the jungle peer curiously at you through the undergrowth. You can almost feel the heat radiating towards you as you dry your soaking hands on your best denims, and get the hairdryer out on your joystick.

Suddenly, an innocent looking native appears whom you scrutinise cautiously. Your caution was rewarding - vital in fact. For from his cloth-

ing, the native draws a blowpipe but you are more than ready for him. A quick press of the fire button and you pull out your pistol. Pressing fire again releases a volley of lethal bullets into the body of your potential assassin. There will be many more adversaries to contend with on your long journey to find treasures beyond imagination. The map you have

shows a challenging and dangerous task ahead, which has claimed human lives in the past. Undeterred, you push on searching for the elusive gold.

Low on bullets, you access the 'reload' icon, and you quickly reload in preparation for the next attack. However, it seems the law of the jungle is not only 'Don't talk to

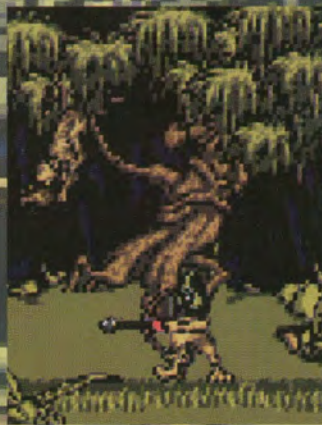
strangers' but also, 'Don't walk about with a weapon drawn.' Shooting it out when you're rooted to the spot is difficult, and having to replace your weapon when you want to move is awkward, but once you become used to the procedure, it becomes easier.

Progressing to your right using the flip screen method, many more

## YOUR COMMON ADVERSARIES



*Watch out for Blowpipe Billy with his big six-shooter.*



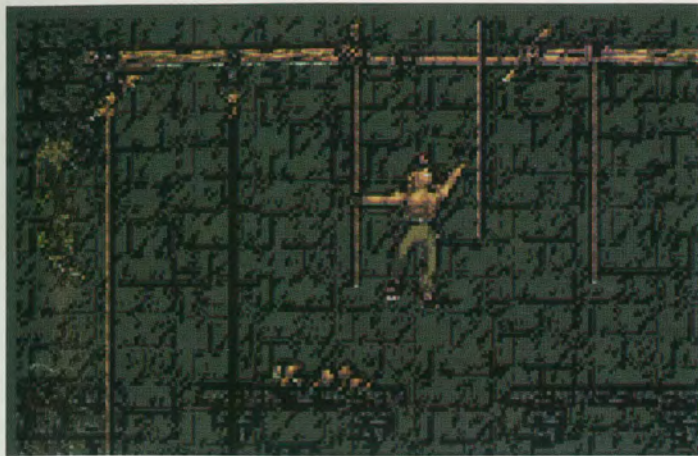
*Bowman Bert with his truly terrifying twang.*



*Spearman Sid with an important point to make.*



*Cannibalistic plants that like a nice chew on your fingers.*



## SHOW OFF STATISTICS

**27,000 man hours of development!**

**7,000 frames of animation!**

**4 Megabytes of finished game!**

**600K of music and sound effects!**

**8 Megabytes of source code and data!**

**18 Megabytes of graphics compressed into 3 Megabytes!**

**140 different hero actions!**

**1500 frames of hero animation!**

**18,000 individual pieces of graphics!**

hostile natives confront you, intent on preventing you from exploring the depths of the jungle any further. As well as combatting the little Pablos, Mother Nature is having a bash at you by supplying life stifling snakes, mischievous monkeys, and ferocious black panthers among others, all of whom have a personality problem!

A 'pull lever' icon should spark a thought off in your minds - perhaps something like, 'I think I may have to pull a lever at some time.' In the style of traditional computer games, levers open doors somewhere. This is

where walking back the way you came proves useful, and the first door revealed (on the first level) leads to the second level.

Later levels are underground, where you decide on a different tactic. Placing your gun in its holster, you take out your machete by selecting the icon. As the giant bats attack, you thrash your machete wildly in front of you, hoping to open a fatal gash in their bodies. You think about using your gun, but you do not trust your shooting will be accurate enough to kill dodging and weaving bats. They tumble to the ground under your skilful

*Above Left. In a style Tarzan would be proud of, you swing through the air on the ropes kindly provided. But where's Jane? Who cares? Where's the gold? That's more like it!*

*Above. You flail about in the water but to no avail. It's an unfitting end for an explorer as heroic as yourself, but not even you can breathe underwater. I'm afraid your adventure has to end here, leaving the treasure for somebody else to discover.*

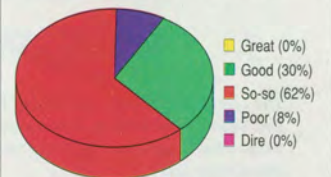
machetemanagement, and you breathe a sigh of relief, glad to have a few seconds rest.

Pondering about what monstrosities the deeper caverns may be home to, you press on. Using the ropes to swing over collapsed areas of rocky ground and to lower yourself onto precarious platforms, you eventually make it to a chamber.

You cautiously walk further in when, suddenly, a solid wall of rock comes crashing down to the ground, trapping you in what is to become your burial chamber. As the water fills the room, you think about the riches that are hidden in the mountain and that you will now never find.



## PUNTER-POWER™



**GAME: GOLD OF THE AZTECS**  
**PRICE: £19.95**

*Gold Of The Aztecs features some superbly detailed graphics and appealing sound effects. An extensive area for exploration should keep those with the stamina to overcome the many problems and puzzles engrossed for a long time. The game is rather difficult but players should find they progress a little further each time they play.*

**GAMEPLAY:** [Progress bar]

**SOUND:** [Progress bar]

**GRAPHICS:** [Progress bar]

**RATING=86%**



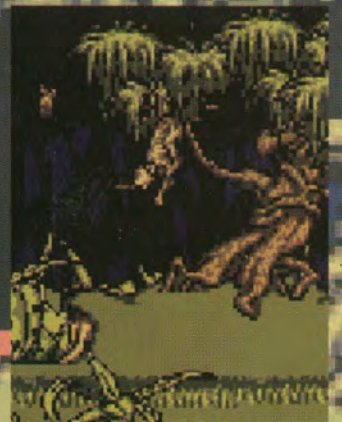
*Suffering snakes - it's a draught excluded.*



*Big bird says today's letter was 'A' and the number was '6'.*



*You cannot harm me, my wings are like a shield of steel! Ouch!*

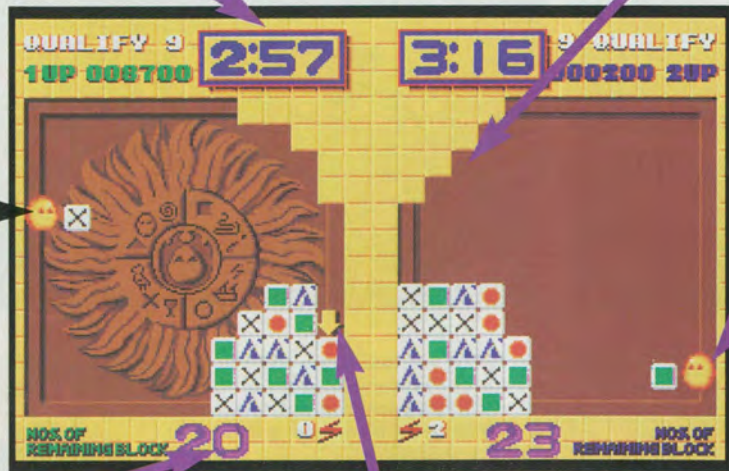


*A monkey nutter who'll hurl hurtful objects at your head.*

Of course, all the action is set against the clock. Fail to reach the preset limit of blocks before the timer reaches zero and you'll lose an valuable life.

Using the top corner, you may direct your shots at the vertical columns, thus letting you get seemingly inaccessible blocks.

Your character looks decidedly like a jack-of-potato. However, he's an industrious sort that goes by the name of Willie.



The two-player mode provides frantic action. If you decide to try your hand at the Challenge Mode, every extra block you knock out will appear on your opponent's stack.

The number of blocks remaining is shown at the base of the screen. When you reach the preset limit, you may progress to the next infuriating level.

Should you decide to knock blocks out from the top of the pile you may bounce your project off the top corner. The arrow helps by showing where where your block will land.

# Plotting

O C E A N

Once a coin-op and now a computer game, Plotting has arrived. With Plotting, Ocean have decided to rest their graphic supremos, relying on simplicity to create what they are hoping will be a fun game.

The concept is extremely simple, involving knocking away blocks that some poor soul has probably spent hours building up. The blocks (sorry I can't find a more interesting word to describe them but they are just...blocks!), have symbols on them and you dismiss them by throwing a block with a matching symbol on it. The type of block you throw is determined by the computer. If you cannot strike the required block because it is surrounded by inappropriate blocks, then you lose one of your precious lives. A life is also lost if you run out of time. In total, there are four different types of symbolised blocks: red circles, green squares, black cross-

## PUNTER-POWER™



GAME: PLOTTING  
PRICE: £19.99

RATING = 77%

Ocean's determination to get back to the basics seems to have paid off. The first thing you notice about the graphics are their distinct simplicity. Even the most deprived computer gamer, though, should know that it's the gameplay that matters and not necessarily the accompanying frills. Plotting contains this all-important ingredient, with the result being a very likeable game. Only the game's lasting appeal remains questionable.

GAMEPLAY:

SOUND:

GRAPHICS:

es, and blue triangles. You could be lucky enough to find yourself with a Special block which can eliminate a series of blocks in one throw. When you have reduced the pile of blocks to the necessary amount, you can proceed onto the next level.

Controls are simple. Move your character down to take a shot at the side of the heap of blocks, and move up to shoot down onto the blocks. This is performed by means of an arrow which will appear when your character is at a certain height. The higher you go will cause the arrow to move along the top of the blocks until you decide to press fire.

Other features of the game include a two player split screen option, and a Plotter construction kit. With the kit, you can play with your blocks, rearranging them in various pretty patterns and shapes until your little heart is content. That should while away those dark, wintry nights. Imagine...

...it's cold, and the rain is beating down against your window. You're sitting in front of a warm, glowing fire sipping Fanta and stuffing yourself with the most delectable crisps in the world. The final luxury is your faithful Atari and, of course, Plotting. Where would you be without it? Bliss.

## PLOTTING IN ACTION



With twenty-two blocks to knock out, you decide to bounce the square off of the top corner in order to clear the pieces marked by the arrow.



With only one matching square available you throw your block across the screen. Had the red dot square been inaccessible you'd have lost a life.



Knocking out the cross squares, you receive a points bonus. The block in the middle of the screen will be the next one you throw. Try for the doubles every time.



With your total down to seventeen you've nearly reached your goal. Carefully lining up, you release your block - that's two less pieces to worry about.



# STREET HOCKEY

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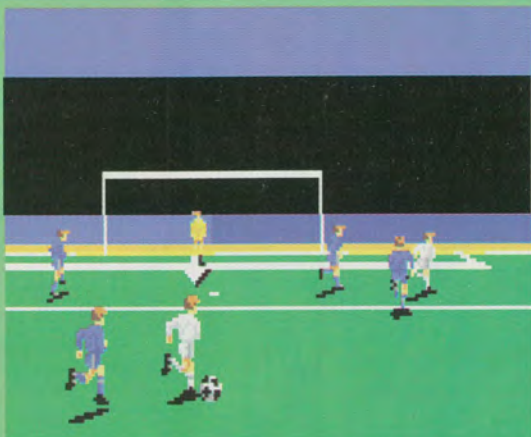


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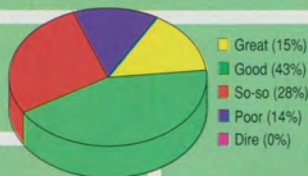
The match is under way and, as England, the fate of the country's footballing reputation rests in your hands. Initiate the moves, shoot conclusively - give the people back home something to be proud of.



# Intern Soccer Chal

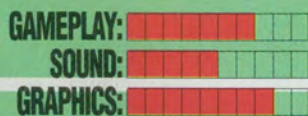
M I C R O P R

## PUNTER-POWER™



GAME: INT. SOCCER  
PRICE: £24.95

If you've read the review, scrutinised the interview, and scanned the screenshots, you'll realise that the graphics for International Soccer Challenge are excellent and beyond comparison with any other football game. However, there appears to be a lack of playability in terms of the playing area being slightly too small, and also a lot of practice is needed if you want to fully master the gameplay. Even though the sound effects aren't particularly exploited, they are satisfactory. Not as good as Kick Off 2 but definitely worth a look.



**RATING=84%**

I'm determined that I won't say, "Not another football game," or "The home computer market doesn't want another football game." Why? For a start, such utterances are becoming something of a cliché, and secondly I should be taking an objective viewpoint, so I'm going to say, "Oh, great! A football game, how nice!" The next exciting fact to find out is if it is a strategy/simulation or arcade game. The answer is the latter. With the recent release of Kick Off 2, I.S.C. would need to be something special so what does it have to offer?

It should be apparent from the screen shots that the graphics are very different from most football games, and along with frequent sound effects, ISC is certainly revolutionary. In I.S.C., you have the choice of competing against all the teams on the globe in the World Cup, or alternatively a Super League of all the best teams in Europe.

To help you overcome such mighty opponents, there is a practice option allowing you to become involved in passing moves, penalty kicks, goal keeping, corners from the left, and corners from the right. You can choose to play any team you want to, and can even add your own team if it isn't already available. The matches are played at a fast pace,

meaning the goalie is computer controlled so you can concentrate on the outfield play as either the nearest man to the ball or a striker only.

There are a number of possible kicking options. The length of time you keep the fire button pressed will affect the power of your kick. The ball will travel in the direction that you were facing when releasing the fire button. A pull back on the joystick just before release will loft the ball into the air, and a push forward will send it skimming along the ground. A left move will cause the ball to swerve in that direction, and similarly for a right movement. Again, the length of time the joystick is held in these positions will determine the degree of the type of kick you tried. A pitch layout at the side of the screen indicates where the players are, and should help you aim your passes accurately, and also help you to avoid the opposition.

With so many football games around, Alan Bunker decided to interview Red Rat (the programmers behind ISC) to try and find out why they programmed a football game, and any other intimate details. So I ventured forth into a dark, secret hideout somewhere in Manchester and asked the most searching questions that any interviewer has ever asked...

**Q:** "Tell me about Red Rat".

(You'll never realise the thought that went into that question.)

**A:** "Red Rat were founded in 1985, writing and publishing games exclusively for the 8-bit machines, producing over thirty titles in total. In 1988, with the emergence of the 16-bit machines, we had to abandon the 8-bit because of the change in the market. The 16-bit was now the only format that we could earn a living from, as the profits from the 8-bit began to decline. Our first 16-bit release was Screaming Wings, but it was Lombard RAC Rally, released in November 1988, that made our first significant impact on the market".

**Q:** "What made you program I.S.C. when there are so many good football games on the ST already? I'm referring in particular to Kick Off 2 as your main challenger".

**A:** "I.S.C. was being devised long before the Kick Off sequel. Our main objective was to provide a more realistic look to football games and we felt this would be best achieved by using a head height perspective. This would show the dimensions of a football pitch better, and therefore create the realistic look we were searching for. I.S.C. would hopefully be a game with a successful difference".

**Q:** "You've included loads of special features such as swerve kicks, lobs, and so on. Is there any feature that you wanted to incorporate but didn't due to a particular reason?"

**A:** "We would perhaps have



It's a tremendous save from the opposing goalie! With form like that, you're strikers are going to have to be at their best.



You lunge for the ball at your opponent's feet, taking it from him skilfully but dangerously, for if you're not careful you may concede a free kick.



# ational enge OSE



Above. The ball has been kicked out of play and the throw-in is down to you. Use the display on the right of the screen to direct your throw to one of your own players.

Right. What can I say? I'm just so...y'know...good. Nobody is a match for my footballing skills. I'm going to be the next Lineker, without a doubt.

liked to have had a larger playing area but this would have restricted the speed of the game and sprite animation would also have suffered".

**Q:** "Do you feel that you've over-complicated a graphically excellent game by having so many kicking options and other features?"

**A:** "No, not really. And with more time and money, we would have eventually got the game exactly how we wanted it, but we have to meet deadlines and work to the funds available".

**Q:** "Why did you choose not to let the player have any control over the goalie? It can be frustrating when you can't make him dive, direct his kick, or grab hold of the ball."

**A:** "We didn't discount player control of the goalie from the beginning. What happened was, there was a general opinion at Microprose (who we closely liaised with throughout programming) that the goalie should be computer controlled, therefore allowing the player to concentrate on the outfield play.

Referring to outfield play, we were originally programming I.S.C. where the player controlled the movement of only the striker which we thought would mean the player would have to play a more strategic game and work as a team more. But

Microprose insisted that there should be a 'nearest player to the ball' option. In the end, both playing options are available, and both seem to work successfully".

**Q:** "Does the difficulty level of the teams relate to the difficulty of beating them in real life?"

**A:** "There is an element of realism in that aspect of the game. You should find that teams like West Germany and Argentina are more difficult to beat than the others."

**Q:** "How long did it take you to program I.S.C.?"

**A:** "We spent a period of six months developing the concept, and around twelve months programming".

**Q:** "And who came up with the idea?"

**A:** "Charles Partington, a director of the company."

**Q:** "Can you give us a few technical specifications about I.S.C.?"

**A:** "The animation routines use nearly two thousand sprite images, equal to over 160K of sprite data. The pitch consists of forty-eight 3-D surfaces. Sampled sound is used for the title music, the crowds, the referee's whistle, and the sound of the players kicking the ball. The screen refresh rate is up to ten frames per second".

**Q:** "Do you believe you've set a

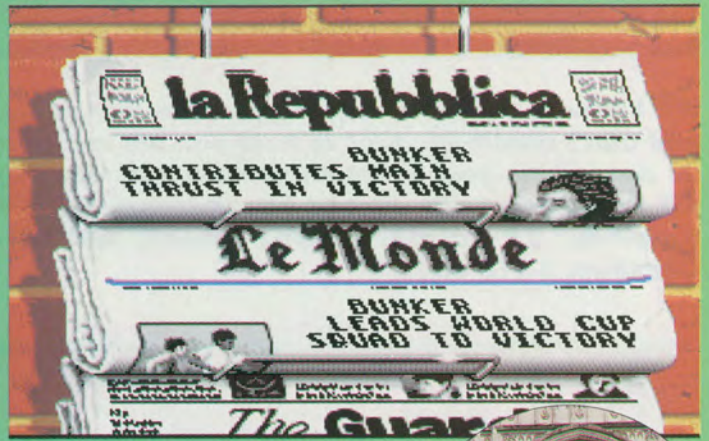
new standard in football games?"

**A:** "Yes, we do. But ultimately, it's up to the game-playing public to decide".

**Q:** "Finally, what future projects have you got in the pipeline that we should look out for?"

**A:** "We've just signed a deal with Ocean..." (They suddenly go all cagey on me) "...which will be a 3-D car game in the Action Fighter vein."

Could I get any more out of them about this secret game? Nope! They wouldn't even give me the title. They've surrounded themselves in a cloak of mystery, but we'll keep you in touch should we hear anything else. If I.S.C. is an example of their 3-D graphics, then we can't wait to see their next mysterious production.



Above. I was greeted by the team who were awaiting my arrival at the entrance to their offices.



Right. Inside, Red Rat didn't want their work to be distracted by elaborate surroundings.



Back left to back right:- Bryan King - Graphic Artist, Don Rigby - Director, Charles Partington - Director, Mike Butterworth - Graphic Artist. Front left to front right:- programmers Simon Elwood and Keith Watterson.



Past one! Past two! You're clear for a shot! Giving it a big boot, you only hope that you can drill the ball past the goalie. With his present form, it'll prove difficult.



Goal! The crowd are ecstatic, the players are wild! The scoreboard at the end of the stadium joins in your celebrations. Enjoy it while you can, for your opponents will fight back, valiantly.

**We know there are many of you who buy games, get to a certain point and can't continue. Just to help you we've created the helpline. Write to us describing your problem and we'll do our best to find a way to help. All pleas for help should be addressed to: Giving The Game Away Helpline, ST Action, Europa House, Adlington Park, Macclesfield, Cheshire. SK10 4NP.**



## THUNDERSTRIKE

I'm in a desperate situation that I hope you can help me out of! My strike craft in Thunderstrike is forever being downgraded and I can't for the life of me work out why. I nearly always achieve upgrading but this is useless if I can't stop downgrading. Please help!

**Dean Taylor, Carlisle, Cumbria.**

*You certainly do need some help if all your shooting prowess is going to waste because your efforts are being cancelled out by downgrading. The solution is in your defence rating. This is measured by the number of friendly installations remaining at the end of a level. Lose just one installation and your defence rating decreases. If this happens, your craft is penalised for it. So remember, not only must you destroy the enemy installations but you must also protect your own.*



## COMBO RACER

I was playing Combo Racer with my mate in two player mode. The problem is we find it difficult to race as fast as the others so we rarely win a race. Also, we keep flying off the track on sharp corners. What are we doing wrong?

**Steve Porter and Marv Logan, Swansea.**

*It seems that you need a little more practice concerning using the sidcar rider to his most effectiveness. You must learn the correct time to lean over, and perhaps you should ease off the throttle. No matter how much you lean and how well you judge the timing of your lean, you cannot always travel full speed. It's not that difficult to master - it's just a case of practice makes perfect. You should get the hang of it sooner or later.*



## TIE BREAK

I'm relatively new to all this computer gaming lark and I know this may sound rather silly, but I have yet to win a single game in Ocean's Tie Break. Every time I return a serve, I hit the ball into the net. How do I return serve so that the ball goes into the opponent's court for a change?

**Stuart Mills, Retford, Notts.**

*Couldn't return a serve! We are in a mess, aren't we? The solution is pretty simple (he says, even though he had the same problem for a while - quite a while, actually). You must keep the fire button pressed down for a few seconds when returning a deep serve. This gives you extra power in your swing and should easily carry the ball over the net. The fire button has the same effect whenever you strike the ball. I hope that helps. If however, it doesn't, try sticking to football. It's less complex.*



## THE VIKING CHILD

First of all, I would like to say just how brilliant this game is. It's by far the best game on the ST (I wouldn't go that far - Ed). However, I am finding Loki's apprentices a bit of a handful. They seem to take absolutely ages to die and I was wondering if there was an easier way to kill them. If so, please share your great knowledge with us inferior gamesplayers!

**Harvey Stringer, Birkenhead.**

*You don't say what method of attack you use, Harvey. If you are using your humble sword, then yes, it will take a heck of a time to kill an apprentice. A much quicker method is by using bombs. Bombs will make life a lot easier for you and you should find they are extremely effective in vanquishing your foes. If you are already using bombs, then I'm sorry but I don't know any easier way. I hope I was of some help, at least.*



# ENTER FIRST INTO BATTLE... LAST TO LEAVE



# BATTLE

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Set in the near future, as an alternative reality, BATTLE COMMAND is an arcade/strategy game in which the player controls a single "MAULER" Assault Tank in one of 16 scenarios (missions) in the ultra war fought between two dominant races in the NEW WORLD. The latest phase of the North/South war has been going on for over 10 years, with a stalemate eventually developing - a standoff between armies massed over a long dug-in battlefront. Such are the defensive capabilities of each side, full scale attacks are suicidal, so any offensive moves are, by necessity, small "behind the lines" actions performed by elite troops in specially designed vehicles. The Mauler is the latest such machine - capable of being lifted in and out of hostile territory by fast stealth choppers and armed with the most advanced weaponry the Northern scientists can devise.



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# GTGA - SMALL TIPS - SMALL TIPS - SMALL TIPS - SMALL TIPS -

When programming games, development teams usually incorporate one or two hidden cheats. Sometimes these "backdoor" routines are taken out, but more often than not they're left in ready for some bright spark to find. If you've discovered a cheat then we want to know about it. Even if you can't find a cheat, you might have a fool-proof technique you'd like to share with us.

If you've any handy hints or tips then send them in. If your cheat is original we'll send you the game of your choice. All tips should be sent to: Giving The Game Away Small Tips, ST Action, Europa House, Adlington Park, Macclesfield, Cheshire. SK10 4NP.

## NIGHTBREED

Ocean's latest game to appear on the market has a simple cheat that will give your character infinite lives. All you have to do to gain your immortality is to look at the screenshot that we have printed, and reconfigure the shapes at the beginning of the game so that they match up with our configuration. Start the game and you'll be celebrating the end of your problems!



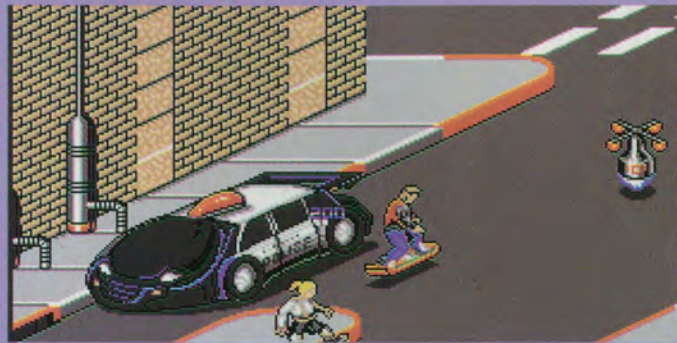
## KLAX

One well wicked cheat that came into the office from a Glaswegian named Carl Pritchard was this one for the rated Klax. By pressing down the space bar and keying '4' at the same time (this has to be done while you're playing), you will no longer have to complete all the levels. Instead, you should find yourself on the final level where you will be able to complete the game once and for all.



## BACK TO THE FUTURE II

If you're having problems playing BTFF II, (you're main problem will probably be staying awake long enough to finish it), then you can always type in this cheat while the game is in pause mode:- THE ONLY NEAT THING TO DO. The game will now reset but you'll be gifted with infinite lives



## KICK OFF 2

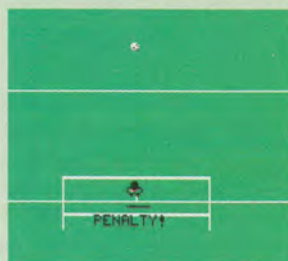
It didn't take long for Lee Thompson from Manchester to send in this advice about the stunning Kick Off 2. He has provided tips for shooting, and just as importantly, saving penalties.

He suggests that there are three methods of shooting that will prove the most fruitful. The best way is to run directly at the goal, slightly to the side of being in the centre, and curl a shot. If you manage to keep the ball low, you should find it driving into the back of the net.

Alternatively, you could try running at the goalkeeper diagonally, and blast a shot using a little aftertouch. If you don't score from this, you should at least get a rebound which you might be able to take advantage of, and therefore still having the opportunity to score.

A final method that he suggested, was to curl a lob from just inside your opponent's half, and if your player runs on, you should be able to pick the ball back up and slot it into the back of the net.

As for saving penalties, as soon as the ball is kicked, you should access the replay mode. This will have enabled you to see which direction the ball was going in. By then putting the game in slow motion, you will be able to dive the necessary way due to your prior knowledge, and consequently, you will achieve a magnificent save. We didn't know our readers were such a bunch of devious, cheating ratbags!



## E-MOTION

Last month, we published some playing tips for E-Motion. This month we shall go one better. "Is that possible?" you say. It certainly is, particularly due to this cheat from Stephen Ledger in Sheffield. According to him, all you have to do is wait for the title screen to appear. Type in the name of Frank Zappa's son and then by pressing F1, you will be able to advance a level, or by pressing F2, you will be able to advance an enormous ten levels!

With this cheat, and last month's playing guide, E-Motion should prove no problem at all to those of you who have been struggling. Finally, in case you didn't know, Mr. Zappa's son is known as Moonunit!!

## VENUS

As well as providing you with the map to last month's Venus demo, along with the codes to the levels, we have also got some useful cheats for you.

When you should type in the level codes you may find the following alternatives very rewarding in helping you to complete the fifty challenging levels:-

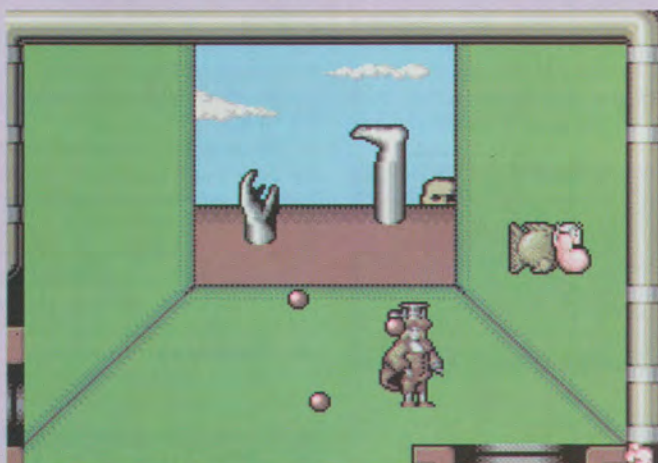
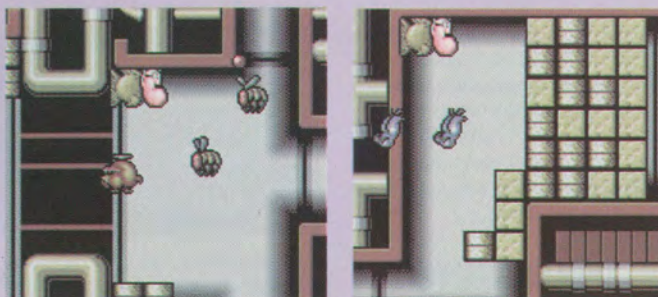
"JUPITER" - will give your fly an infinite amount of time to complete its task.

"PLUTO" - will give your fly an infinite supply of ammunition for the more powerful weapons that you can pick up along the way.



## MONTY PYTHON

Steve Wooley from Cheam has been busy on the totally weird Monty Python. In particular, he has been experimenting with the high score table, and discovered an extremely useful way to begin the game from the position you previously died in. All you have to do is type in 'SEMPRINI' on the score table - what could be simpler?



## COVERDISK POKES

Due to popular demand we have decided to bring you handy pokes for those games that are driving you wild. We are proud to present the first coverdisk cheats. Gone are the days when you have to type in long bug-ridden listings which simply don't work, load in our disk and away you go.

Sadly, only double-sided disk drive owners will be able to use our handy cheat routines. Locate the file marked CHEATS.PRG in the SIDE 2 folder on the coverdisk. Double click on the icon and the program will run automatically.

Choose which game you would like to use a cheat on and first ensure that the write protect tab is open. Insert your game disk and press the number corresponding to the cheat you want (alternatively, you can use the mouse to point at the cheat that you require).

This month's amazing cheats are:

- Infinite weapons for Microprose's excellent F19 Stealth Fighter.

- Infinite money for Wired's Viking Child.

- Infinite credits for Domark's puzzler, Klax.

- Infinite lives for Ocean's Rainbow Islands!

## DAMOCLES

We've already given you a whole lot of tips for this excellent production, and this month we're going to tell you how to complete the game by a different method than previously published. Mike Houghton from London kindly gave us the following information.

Destroy the comet by using the Novabomb. Firstly, you have to track down the detonators which can be found at Chaldea Metropolis, NIC Metis (walk

into the wall by the table and a secret door will open), Snow Island Post Office at 07,01 and finally Ur City at 05,06. As for the Novabomb itself, you should find it at Ur City 09,02.

For those of you who would like to know the whereabouts of certain objects, then scan your eyes over this list:-

### KEYS

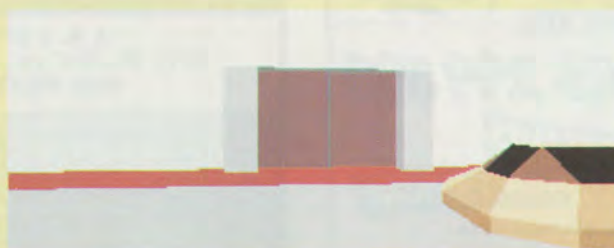
- B - 06,05 Bear Island.
- C - 01,03 Lawson Bank, Metis.
- D - Annies Bar, Dion East, Dion.
- E - 03,14 Birmingham Island, Dion.
- F - 15,12 Capital City.

### EXPLOSIVES

- 06,05 Bare Island.
- 05,02 Ur City.
- 01,02 Ur City.
- 00,05 Dion North, Dion.
- 08,08 Vulcan Island.
- 02,03 Theon.
- Hathaways Bar, Snow Island.

### MISCELLANEOUS

- 09,14 Birmingham Island - Universal Suit.
- 04,04 Politburo City, Vesta - Red Beacon.
- 02,01 Mentor - Blue Beacon.
- 12,14 Capital City - A to Z Computer.



# GIVING THE GAME AWAY PLAYERS GUIDE – BATTLE OF BRITAIN



**Lucasfilm games' *Their Finest Hour: Battle of Britain* is one of the best games we've played for some time. Although the basic principals of aerial combat are pretty simple, Wing-Commander White and his crew have compiled some basic but useful tips.**



a tab on your rear view mirror as Messerschmitts just love to tag behind and blow away your tail fin - resulting in your untimely demise. Try and fly slightly higher than the enemy so that you don't stall when shooting them (Messerschmitts have a higher rate of climb).



## BOMBERS

Piloting a bomber plane is probably the hardest of all the tasks. Your main saviour is the attack direction indicator. From this, you will be able to determine exactly where the enemy planes are coming from and switch to the appropriate gun position in order to meet their attack. If a plane does get on your tail, fire a defense burst and he should turn away. When it comes to bombing your target make sure that you are correctly lined up. When you are correctly positioned, drop your load and it's goodbye Jerry!



## THE ROYAL AIR FORCE

Hurricanes are the most vulnerable of the RAF fighters and although it is far more durable than the Spitfire it is lacking in speed. Hurricanes are mainly required to attack bomber squadrons, therefore, attacks come from both the bombers and enemy fighter escort so you will need to keep twisting and turning your plane, don't fly straight for longer than 30 seconds and keep your eye on your air frame damage indicator. Spitfires missions mainly require you to attack fighter escorts so you will be in the thick of the battles most times. Keep

## THE LUFTWAFFE

The major fighter of the Luftwaffe is the Messerschmitt. Take advantage of your climb rate as this will help you to escape chasing Spitfires. Once you have escaped, turn onto your targets tail and blow him away.



If necessary, use your 20mm cannon, but use it sparingly. A useful tip is if you find that you have run out of ammo but still have enemy fighters on your tail, fly as close to the sea as you can and the other planes should eventually crash into the water.

When you are providing bomber support, keep your eyes peeled. Take regular looks over both wings and use the 'look around' option. Once you have spotted the enemy, fly towards them as fast as you can, making sure that you keep yourself between the enemy planes and your precious squadron of bombers.

## REPAIRS

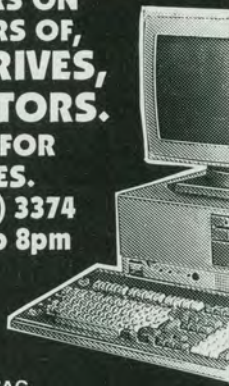
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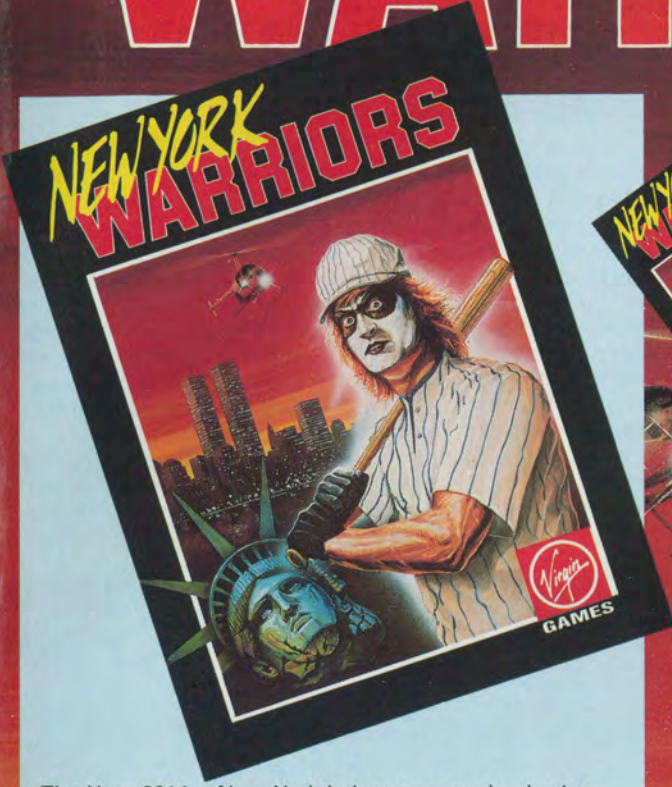
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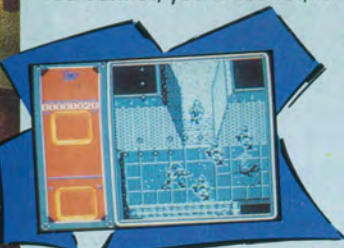
# NEW YORK WARRIORS



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You, as 'THE WARRIOR' have to fight your way through the streets to save New York using an awesome array of devastating weapons. If you fail, New York will be destroyed by a nuclear device planted in the World Trade Centre.

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AMIGA



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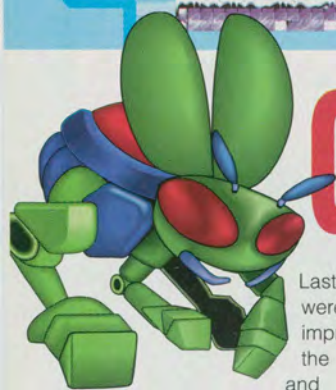
DEUTSCH

ITALIANO



**GAMES**

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# Giving The Game Away

Last month, we were well impressed with the detailed and colourful graphics, effective sound, and addictive gameplay of Gremlin's Venus.

This month, we have decided to give you a little help so you can accomplish your task of cleaning up the world.

On the cover disk of the last issue, we included two stages of Venus in the Ice Wastes. We set our

Venus expert the task of mapping those levels, exclusive to ST Action! Not only did he map the game, but he's also kindly included some playing tips and the codes to the levels.

In Venus, the four-way laser is not necessarily the best weapon to have. The problem is that it uses up your bullets too quickly. The three-way or mortar are the best, even though their range is limited, and with the mortar, targets on the other side of ridges can be destroyed as the bombs loop over any obstructions. If

you ever find a shield (and there is one in last month's demo), save your ammunition by wading through the enemy. You won't lose your energy and it's very effective!

If ever you are forced to use a reverse gravity pad, you may find it useful to jump up before you actually stand on it. This will give you a view of what is on the ceiling, giving you the opportunity to take any necessary precautions before reaching dizzy heights. When presented with a small platform that you have to jump on,

and it is occupied with a gun (this is a frequent occurrence). The best way to dispose of it is to time a vertical leap between the gunshots, fire a couple of rounds into the gun, and repeat the process until the gun explodes. Although time consuming, you will save energy especially if you used to adopt the 'leap into the gun and lose a little energy' tactics, like I used to do.

Guns that appear out of the ground, fire a shot, and then submerge themselves back in the soil,



Ocean's Shadow Warriors is yet another martial arts beat'em-up. However, the appeal of assuming the guise an ancient ninja warrior seems to be one that most gamer's seem to relish. In order to satisfy even the most ardent beat'em-up fan's hunger, we've produced this amazing Giving The Game Away player's guide. A huge thank you must go to Mr. Doug Johns for his invaluable help.

As you make your way through the game you will notice that there are only four different kinds of opponents. Each of them are quite easy to overcome, but when there's more

than one of them at a time things can start to get a little tough.

The first dudes that you'll have the misfortune of coming across will be the hockey-masked thugs. Their main form of attack is their martial arts skill, but they are not too quick and you can easily beat them up. But as with all of the enemies, you will meet make sure that they don't get around behind you or things could go a little wrong.

The evil ninjas are the next foe, but they are very similar to the thugs, and can be dealt with quite easily. As you get a little further you will



encounter some men armed with two rather nasty baseball bats. Again, these men can be kept out of reach with your powerful kicks, but don't make any mistakes.

A load of mad motor-cyclists make a short appearance, but they don't cause much problem and the best tactic is to simply somersault over the top of them and out of any real danger.

Lastly are the huge log swinging giants. Disposing of these fellows is pretty hard as their logs give them the advantage of a long reach, and you will have to get in close to kill

# GTGA

them. Although all of these enemies can be taken out with normal kicks the best tactic is to use the throw. grab hold of your enemy and throw him across the screen. Then immediately somersault in his direction and when you land on top of him, throw him again to finish him off. No probs.

## KEEPING THE ENEMY AWAY

The main problem that you'll have while fighting off the hordes of thugs and ninjas is when you are attacked from behind. If you're quick enough you can just about hold off the attempts to hurt you by kicking in front and behind you extremely fast, thus stopping any sneaky attacks from the rear. However, most of the time you will end up with your face in the dirt.

So to stop these troublesome chaps from beating you from the rear, simply stand in front of one of the many objects that can be found adorning the city streets that you are walking through. This way the bad-



# Venus

only to reappear to repeat the process in quick succession, are very difficult to dispose of by means of a frontal attack, although it is possible. However, the best method is to work your way near the gun (jumping over the rockets as you go along) and then make a long leap over the top of the gun. This will enable you to attack the gun from the rear where you won't be getting shot at. You'll often find that these type of guns hold the best reward when destroyed.

## THE LEVEL CODES

Use these all-important codes to access the later levels.

- "MANTIDS" - Frozen Wastes.
- "CICADAS" - The Dead City
- "PSYLLIDS" - Wood World.
- "PIERIDS" - The Kaverns.
- "SATYRID" - Death Valley.
- "LYCAENID" - Creeping Swamp.



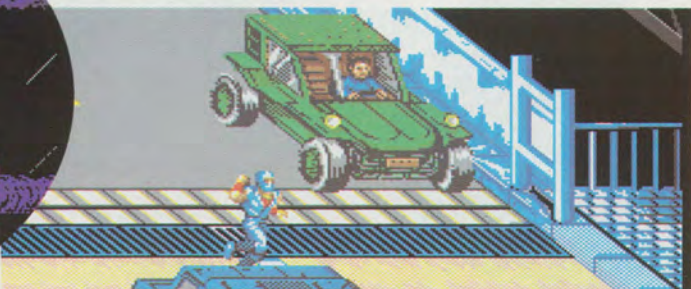
# Shadow Warriors

dies will only be able to attack you from the front, and you'll be able to get rid of them without any problems.

## END-OF-LEVEL-GUARDIANS

The end-of-level guardians come in various shapes and sizes, each having his own special attack. Unfortunately, all of them have a longer reach than you, so some good ducking and diving will be needed.

The best tactic, and one that will work on all of the guardians, is to simply walk diagonally past them until you are vertically in line with them. Then walk down the screen towards them. As soon as you are on top of them, press the fire button and throw them over your shoulder and across the screen. Keep your distance while they are flashing and then repeat the above procedure until you defeat them. When fighting more than one guardian you'll have to do quite a bit of moving and jumping around, but the above tactic still works very well - remember to keep your back to a wall.



# Who Dunnit?

A murder most foul has taken place at U.S. Gold's H.Q. in Birmingham. Someone has decided to knock-off Martin Baskerville, the Chief Accountant at Interactive Publishing. The police have managed to narrow the suspects down to four unscrupulous characters and all you have to do is identify the guilty party. Just who would want Mr. Baskerville dead? Nick was definitely upset by the spending restrictions set by the deceased. Stephen White was expecting to create the cover artwork and get an extra cheque in the process. Jon Ross was always having his requests for new, expensive equipment denied. Alan Bunker wasn't too happy about having to catch the bus in everyday, especially as the deceased had quashed his requests for travel expenses. Forget Jason Spiller, the cover disk Editor couldn't have done it - he lives over two-hundred miles away and couldn't possibly have made the journey in such a short time.



Nick Clarkson



Jonathan Ross



**Alan Bunker**



**Stephen White**

# The Reward

Search the magazine for clues and tell us who the killer is and what's his motive. We'll arrange for the winner to visit the scene of the crime. There, you'll be able to retrace the killer's escape route through U.S. Gold's warehouse. Of course, security at U.S. Gold's H.Q. is pretty tight, but we've managed to throw the guard a few quid and he's agreed to count to sixty while you attempt to grab a copy of every single ST game U.S. Gold have ever published. Having piled your trolley full of software we'll then take you out for a good-old nosh-up before sending you back home.

All entries much reach us by 30th October 1990. Send your deductions to Whodunnit?, ST Action, Interactive Publishing, Europa House, Adlington Park, Macclesfield, Cheshire. SK10 4NP.



U.S. Gold's boss, Geoff Brown, and PR Executive, Danielle Woodyatt hide a deadly secret behind their smiles.



The blood-stained corpse was dragged through the very warehouse in which the winner will make their one minute software-dash.

**I think the murderer is (tick just one!):**

- Nick Clarkson
- Stephen White
- Alan Bunker
- Jonathan Ross

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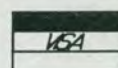
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O C E A N

Clive Barker is back, and with a vengeance. Nightbreed takes you through the dark and sinister plain of Midian which is full of evil beings. Boone has been bitten by Peloquin but has so far avoided Decker and his newly-recruited party of fascist policemen. He has finally made his way into Midian, closely followed by Lori, but his carelessness has alerted the enemy to the whereabouts of the fabled city of the Breed.

The game begins in the Necropolis - the graveyard/city situated above Midian, and Boone must enter into the Necropolis and try and make his way down into the entrance to the catacombed city itself. Unfortunately, his way is hampered by the police who are armed to the teeth with laser-guided machine guns, flamethrowers and even Bazookers. Boone must avoid these at all costs as they will deplete his energy bar.

## PUNTER-POWER™



GAME: NIGHTBREED  
PRICE: £19.95

**RATING=76%**

The game apparently follows the film fairly closely with Boone travelling deep down into Midian. Graphically, it was very atmospheric indeed, and there was some very neat animation touches here and there. The sound appears to be digitised with howls, church bells and claps of thunder echoing across the night sky. Unfortunately, we found just a little too much repetition, and although the game was fairly addictive at first, the novelty soon wore off.

GAMEPLAY:

SOUND:

GRAPHICS:

As well as policemen, foul demons also stalk the many levels of Midian and are all intent on taking their fair quoter of flesh.

These police are intent on destroying the Breed, and you, as Cabal - your Nightbreed persona,

must stop the merciless killing and enable the Breed members to escape to a new home. Boone is not totally helpless in his quest, though, and he can pick up pistols from destroyed policemen. To fire the gun, he will first have to collect the rounds

of ammunition and these are not unlimited.

The police have set explosives all over the city and are also lobbing grenades. Boone can diffuse these bombs but the grenades should be avoided at all costs as they will destroy our hero on contact. Lost energy can be replenished through standing on the rejuvenation pools which have been dotted throughout the area.

The aim of the game is to collect the three pass keys which will allow you access to Baphomet's chamber where you can then warn him of Decker's intentions. But it doesn't end here. Decker, now clad as his alter-ego - the deadly mask - has cornered Lori and has plans to destroy her. Once the security of the Breed has been ensured, you must descend again into the catacombs for a final meeting with Decker.



Above. While in the graveyard, Boone must try and find the entrance to the catacombed city. His way is blocked by gun-toting policemen and fellow Nightbreeders.

Left The city catacombs are littered with evil creatures and it seems that the policemen have discovered the entrance to Midian. Fortunately, you can kick and punch the enemy.



# MANKY



Atari screen shots

## It's a world gone mad!

Bombs drop from the sky, playing havoc with the natural order of fat Filbert's verdant land. Filbert's got to see to it that every square foot is set back to normal - that's a lot of work for our rotund hero. The trouble is, the bombs keep on coming, spikes, acid and ninja balls keep interfering and there's not much time left to get the job done.

Fear not Filbert! Throw the tin cans, pick up the potions, drink the tea and you may just manage to clear up the situation. And don't forget, if the going gets too tough you can enlist the help of a friend and work as a team - just try not to get in each other's way!

- 128 isometric 3D screens of manic action
- avoid the bullying red vikings, trees, robots and nasty ninjas
- simultaneous two player option
- customise your own games
- 3 game modes - competition, puzzle & the real thing
- 10 different musical soundtracks

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

Atari ST & STE £24.99, Amiga £24.99



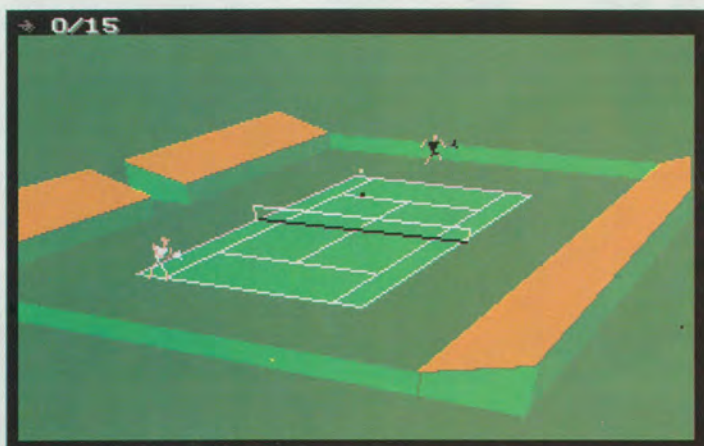
MILLENNIUM

# 3D Tennis

P A L A C E

Yeah, man! Palace's latest release is really surreal. What's surreal about tennis? Well it's no ordinary tennis game. It's triangular. Triangular tennis - sounds sorta cool. There's triangles everywhere. Your body is a triangle, your head is a triangle, the whole feel is triangulish! But underneath it is still a tennis game.

Released at a time when it will be in competition with Ocean's Tje Break, International 3-D Tennis could prove a large success considering our disappointment with Ocean's efforts. To begin with, you are presented with the option of playing either a single tournament or a whole season of tournaments, on your own or with a friend. To keep even the Becker's of you happy, there are four skill levels: amateur, semi-professional, professional, and the very difficult ace. A map will show you where the location of the tournament that you have chosen to play in is, and a list of the available prize money can also be accessed. The money grabbers among you will greedily enter the richest tournaments. For those of you unsure about the silly scoring system that tennis has, the rules are explained in the manual and should clear up any problems of this nature.

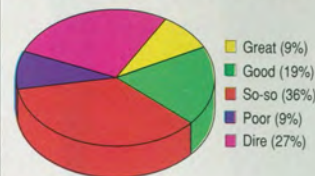


As you might expect, Palace's 3D Tennis can be viewed from almost any angle you want. Whether it's from the base-line or high up in the grandstand, you can decide where you want to watch the game from.

The match itself can be viewed from a number of different and interesting angles by pressing the keys on the numeric pad. However, the novelty of changing the angles soon wears off, and you'll probably find yourself settling for one or two of them, as the other angles prove fairly useless. Various playing surfaces are available, including grass, clay, cement, and carpet but this makes

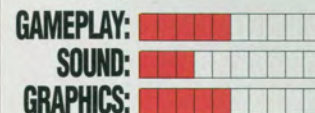
little significance to your game. OK, what about play? Well, to serve you press fire. The longer you hold down the fire button, the greater the power in your shot, and you move the joystick in a direction to aim your shot. When returning a shot, your player will automatically move to the correct place on the court and will flash furiously (even though he isn't wearing an overcoat) when he wants you to

## PUNTER-POWER™

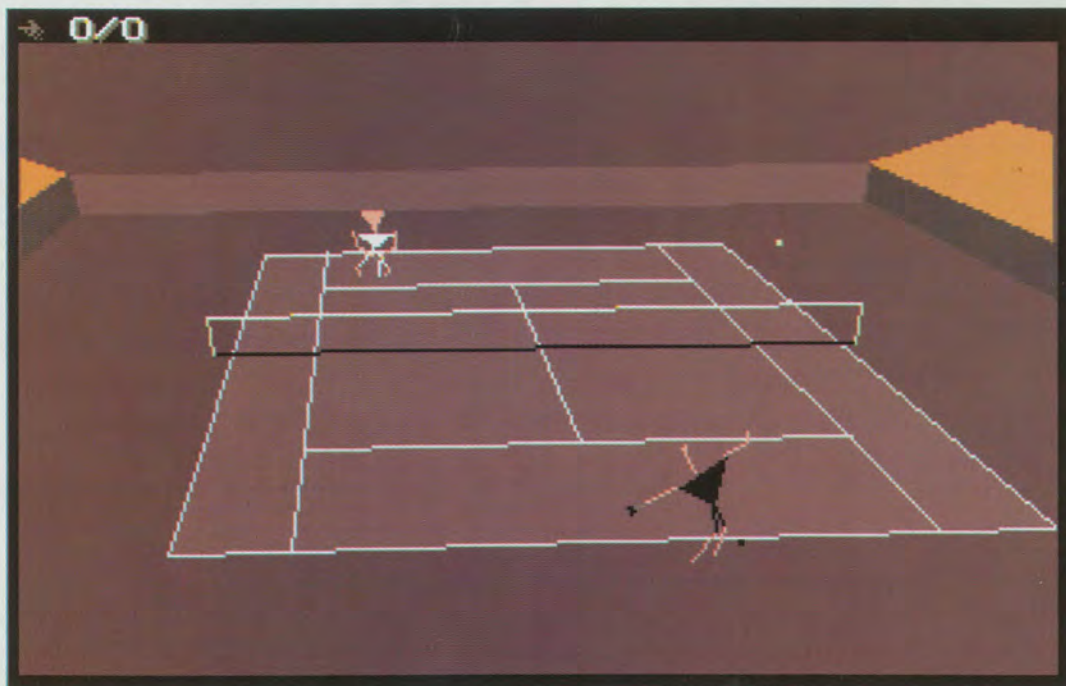


GAME: 3D TENNIS  
PRICE: £19.99

Tennis is one of those games you'll either like or absolutely loathe. The gamble of using uniquely styled graphics can either be interpreted as excellent or abysmal, while the animation leaves a similar dilemma. If you want to get the most out of the game, the rather awkward control system will need to be mastered - and this will not be easy! Like most Tennis games sound effects are very sparse indeed. Palace have taken quite a risk using 3D graphics with mixed results. Worth a look.



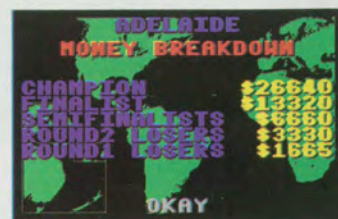
**RATING=53%**



Serving to your wiggling opponent, you consider where to place your ball. There are nine options in total, possible by all the joystick directions including a centralised position. However, the ball bounces differently on the harder surfaces. Playing on a clay court causes the ball to travel at much greater speeds than on grass.



The map indicates the whereabouts of the tournament that you are considering entering. With Grand Slam Matches all over the world, you'll have to be world-class to win. In the meantime, make sure you take a packed lunch with you, it's a long way to Adelaide.



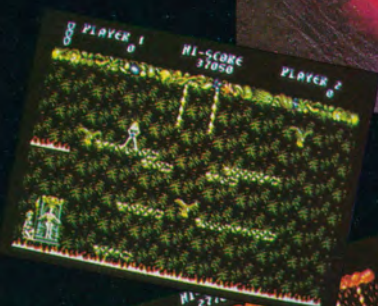
That's a hefty prize for first place! A runner-up position will do fine for me - that's more than I earn all year! I'll gladly play a little tennis for that much money. Cash or cheque, I don't mind!



# YOLANDA

by Steve Bak

THE ULTIMATE CHALLENGE



ATARI ST SCREEN SHOTS

Attention game freaks! So you think you rate as a good games player? Well think again! You're nowhere until you try *Yolanda*. The fastest and most difficult platform game ever.

You take the part of *Yolanda*, offspring of the mighty *Hercules* himself, cursed by the death goddess *Hera* to be shunned by all mankind. Your only hope of lifting the curse is to re-enact the *twelve tasks of Hercules* - and that's going to take all the speed, strength and reflexes it's possible for a mortal to summon.

You'll get the chance to get up to speed in the specially designed *trainer level*, then it's straight down to some of the fastest platform action you are ever likely to experience.

- Over fifty levels of unrelenting *fast action*.
- Unique trainer level for beginners.
- Random level selection - you'll have to stay on your toes.
- *Joy-stick twitching* gameplay that'll keep you coming back for more.
- Game design by the legendary **Steve Bak**.
- Available from the end of July 1990 for the Atari ST and the Commodore Amiga. Price £19.99

*Light years ahead*

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



MILLENNIUM

**AND NOW .....!**



*Feet with helicopter blades - nuff said.*



*Killer hamsters also make an appearance and will hinder your progress.*



*Killer wasps will attempt to thwart your mission and send you back to the hospital.*



*Dead parrots may seem harmless but like pickles; they bite back.*



*Every now and then, poor Mr. Gumby will be taken away and transformed into a fish.*



*Our hero, Mr. Gumby, ready to do battle with those who would dare to steal his brain.*



*Gumby just loves tins of Spam, and believe me, there's plenty to collect.*



*No sooner has Gumby rid of his fishy disguise than he is turned into a springy-thingy.*



*There are plenty of enemy to keep you firing. But be warned - they fire back.*



*Eventually you will reach the end-of-level nasty who will need to be hit several times before he dies.*

# Monty Python's Flying Circus

V I R G I N

Mr. D.P. Gumby, a mild and well-mannered gent, seems to have lost his mind. That's not to say that he has become mentally insane, far from it. No, the truth is that Mr.

Gumby has literally lost his brain. Poor Mr. Gumby had a medical complaint, concerning his brain, that was stopping him from making a career out of his most favourite pastime -

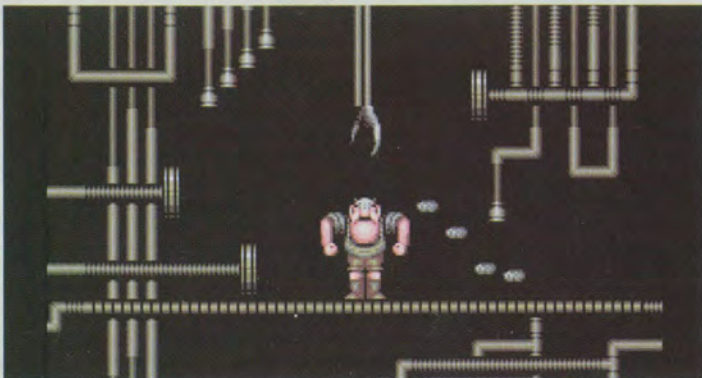
chartered accountancy. But while he was being operated on at Dr. Enid Gumby's Harley Street practice, the luckless Mr. Gumby's brain burst out of his head and split into four individual pieces. Each piece complained of being far too cramped and that the conditions inside Mr. Gumby's skull were far too overcrowded - a definite brain complaint.

Poor Mr. Gumby now seems to have lost any realistic chance of realising his dream and his hopes of ever entering the field of chartered accountancy look dashed forever. You have been hired by the Harley Street practice to try and rescue all the pieces of Mr. Gumby's brain aided only by a diminutive knowledge of cheeses and a prize mounted fish - an obvious talent when looking for bits of brain. The pieces of brain themselves are doing very

nicely for themselves, thank you very much. Three are members of the world-famous Buzz Aldrin Formation Dance Troupe and the fourth is a film by Ken Russell!

You must take control of the brain-dead Mr. Gumby and guide him through four levels of pure insanity and utter mayhem. Only by guiding him safely through the game will he be able to collect the necessary pieces of his brain and hopefully make a successful career in chartered accountancy.

To reach a piece of brain, Mr. Gumby must reach and pass the end of level as well as collect sixteen tins of spam that have been secretly hidden behind large cheeses. Each level can only be completed by satisfying the aforementioned rules. In addition to tins of spam, there are also sausages and eggs that can be



*Oh dear! Poor Mr. Gumby has lost his brain and it looks as if his aspirations of being a chartered accountant will be dashed. Never fear, for help is at hand.*

# PUNTER-POWER™



**GAME: MONTY PYTHON**  
**PRICE: £19.95**

What a strange subject to base a game on, but it was only a matter of time before it would be released. Surprisingly, the game is fairly reasonable, although once all the pretty bits have been taken out it is a fairly mediocre shoot 'em-up. The graphics have been kept close to the T.V. series and there are some very humorous scenes now and again. The sound effects are also fairly good and there are some neat fart and burpy sounds included. Fairly good fun at first, but our interest soon waned.

**GAMEPLAY:**   
**SOUND:**   
**GRAPHICS:**

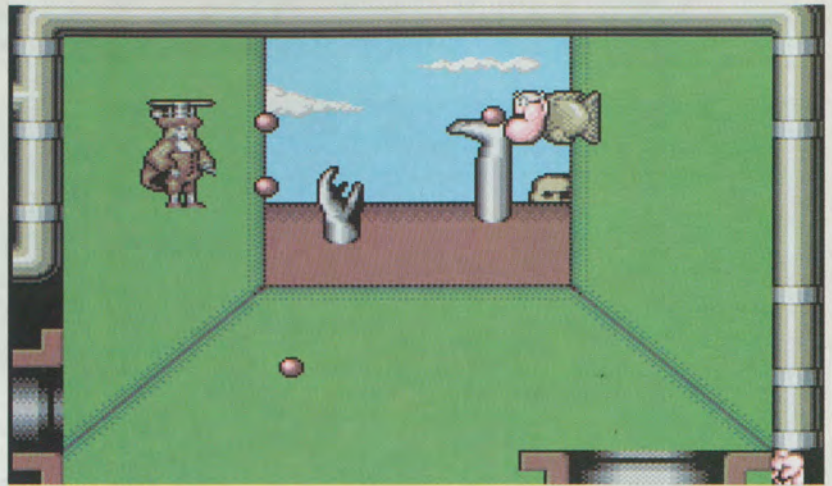
**RATING=73%**

gobbled up by Gumby. Every now and then, he will be taken to a special room, his head removed and his body replaced with another creature, the first being a fish! Talking of fish, Gumby can kill any nasties, such as smelly feet, wasps and meat grinders by zapping them with kippers - an obvious and natural choice, really.

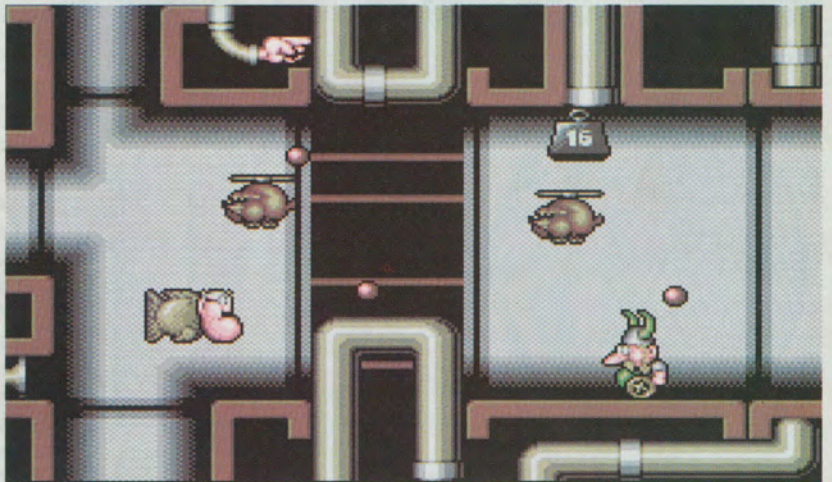
At the end of each level Mr. Gumby is given the chance to boost his score by entering the bonus level stage. Not like any bonus level seen before, Mr. Gumby must argue pointlessly with a government minister. To argue, he must contradict everything the minister says. The longer you argue the faster the minister will speak and the quicker you will be required to argue with him. The bonus level ends when you either agree with what he says or you hesitate for too long.

The score is shown on the right side of the score panel and starts at 99,999,999. The object here is to deplete your score and not increase it. Gormless Mr. Gumby begins the game with three lives, each one is indicated by a vitality bar that depletes every time he is hit by a nasty. Extra lives are awarded for every 10,000,000 points lost. The all-important spam indicator is displayed as a two digit number in the centre of the score panel. As more cans are collected, so the number indicated on the panel will increase accordingly.

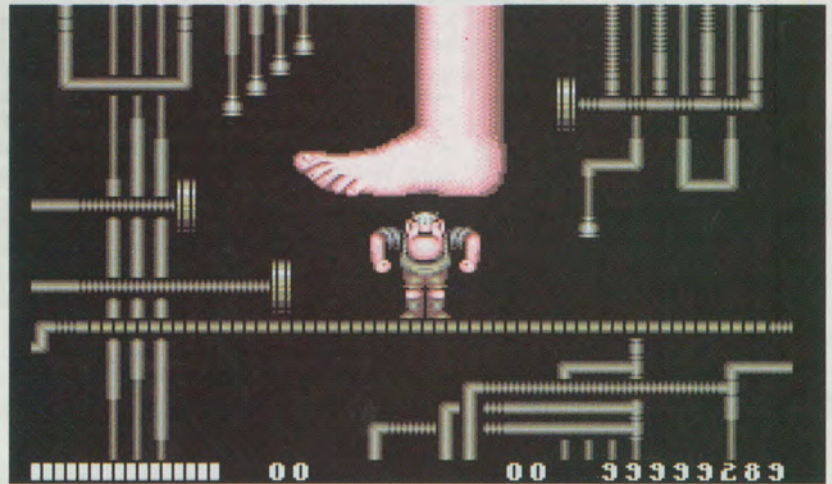
Most of the exits on the different screens are indicated by a hand, but other secret exits may be hidden by cheeses. Most of the time you will be pushed back into your original location.



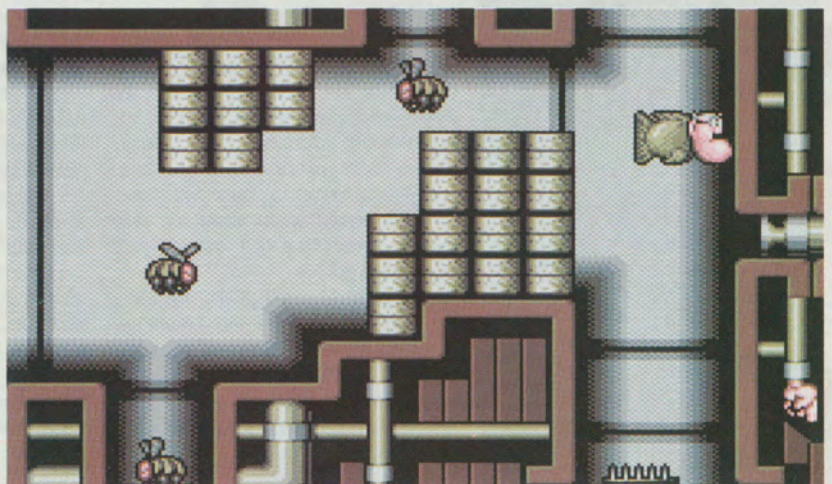
No sooner has Mr. Gumby begun his quest for the four pieces of his missing brain when his head is pulled off and his body exchanged for that of a kipper. How degrading.



Your energy bar is indicated to the bottom left of the screen and depletes everytime that you are hit. If it reaches zero you will be squashed by a horrendous, skinny foot.



You won't be seeing an alien mothership and Krogian star fighter in this Flying Circus. No, something much more deadly than that. Yes, you guessed it - Viking toys and seals with helicopter blades.



You race around the arena, with your opponents in hot pursuit! You must reach your goal area before the fireball is taken from you, otherwise you'll be subjected to a storming counter-attack.



The monster in your goal breathes fireballs into the arena, attempting to kill you before you kill it. As well as dodging the fireballs, you've also got to avoid your opponents, making sure they don't steal the fireball in your possession.



# Fireball

F I R E B I R D



In what is becoming a habit among software publishers, Fireball is a sport of the future where violence is a prominent feature. Apparently, we're all going to turn into barbaric murderers, after a diminished civilised world, leaving us to enjoy sports of the most dangerous and fatal nature. Fortunately, Fireball isn't set in a seemingly imminent era of darkness, but somewhere between now and then.

The object of Fireball is to launch a ball into each of the four goals designated to you around a small arena, before your opponent beats you to it. At the beginning of the game, you can select your opponent from eight different skill levels ranging from the very easy Punny, to the very difficult Killer. Alternatively, two human players can compete against each other.

After your two armour clad sportsmen are fired into the arena, the action begins to hot up. Pick up the fireball, and make your way quickly to a goal. If one of your two opponents makes contact with you, he could steal the ball away and you may find yourself a goal down if you don't react quickly.

As well as running with the ball, you can pass it to your team mate by pressing fire. Not only does this prevent you from being 'tackled', but this also allows you to cool down. Cool down? Well you can't expect to handle a fireball and not get a tad warm! A meter at the bottom of the screen

displays your man's temperature and you'll have to dispose of the ball if you don't want to melt.

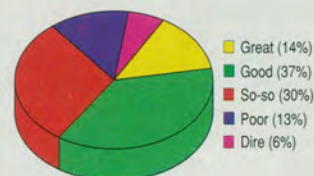
'Where's the violence?' I hear you cry. There is none - it just provided a dramatic opening to the review. Well, alright, there is some. Scattered around the arena are various columns that can be picked up. They are coloured differently, with certain colours representing certain consequences. After practice, you'll learn which columns give good results and which are bad, as the results are varied. You may find yourself dying at the hands of a Death Ball, or even find yourself capable of zapping your opponents as your armour becomes highly electrified, causing them to die a sizzling death.

I also managed to conceal a special feature that I have to tell you about, because if I don't, the Editor threatened to stuff me in the filing cabinet and throw away the key. When shooting, the object is not to get the ball in the back of the net, as the saying goes. Instead, you have to shoot at the serpent-like monster that appears in the goal mouth.

The monster won't stand still and let you shoot at it, though. It weaves about the goal, blasting out its own fireballs in your general direction. Succeed and you're treated to a bonus shoot'em-up screen. If its fireballs strike you, then your player is sadly sent to the undertakers. You have a total of eight players (six

spare, in effect) with which to win the game. Score all four goals, and you can progress onto the next level against even tougher opponents.

## PUNTER-POWER™



GAME: FIREBALL  
PRICE: £24.95

*Fireball is one of those games that is fun to play against the computer for a while, but soon becomes repetitive. Playing against a friend is much more enjoyable and will keep your interest for a far longer period of time. While the graphics are clear, detailed, and smooth, they do lack variety. Sound is good and adds to the feel of the game. Fireball is a challenge that will fit neatly into your collection.*

GAMEPLAY: ██████████  
SOUND: ██████████  
GRAPHICS: ██████████

**RATING=74%**

# "TAKES YOUR BREATH AWAY"

## OPERATION HARRIER

**INTELLIGENCE INDICATES –  
MEMBERS OF ENEMY  
HI-COMMAND ON CRUISER  
NEAR NORTH ISLAND,  
MIDDLE EAST.**

**YOUR MISSION... SINK THE  
ENEMY CRUISER.**

**YOU WANT A REVOLUTION?...  
...YOU'VE GOT IT..!**

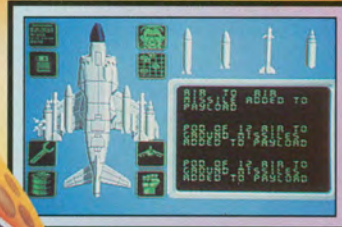
ROTSCAPE combines the colourful detail of large sprites with the complete freedom to move around a background of polygon constructed landscapes. Watch in amazement as this detailed background zooms, scrolls and rotates through 360° around you, giving an incredibly lifelike feel to the game.



Screen shots from Atari ST version



Screen shots from Amiga version



ATARI ST,  
CBM AMIGA, PC  
& COMPATIBLES  
(EGA/CGA/VGA/  
TANDY/ROLAND/  
AD-LIB)

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

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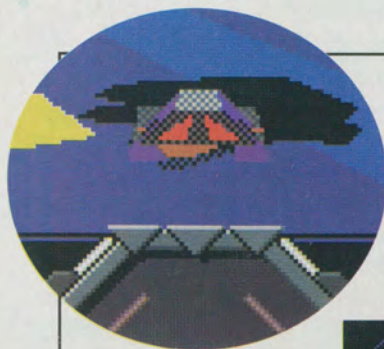
### ROTSCAPE

IT'S A  
REVOLUTION

Screen shots are only intended to be illustrative of the game play and not the screen graphics which vary considerably between different formats in quality and appearance and are subject to the computers specifications.

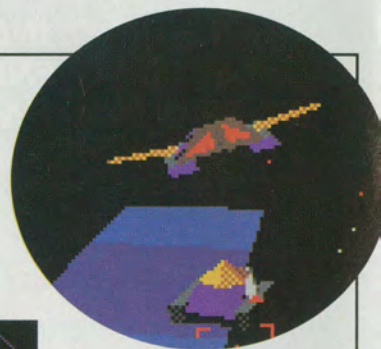
# Simulera

M I C R O S T Y L E



## CONTROLLING YOUR CRAFT

*Flight warning. When in red and the alarm is sounding, you are under attack from the air. This warning gives you valuable time in which to counter-attack or take evasive action.*



*When this is lit up, you are armed with deadly Fire and Forget missiles.*

*Indicator showing how many missiles are remaining for you to fire.*

*When red, it indicates your Target and Display system is installed.*

*Electronic Counter Measure indicator which will prevent missiles homing in on your craft.*

*Indicates the number of lives you have remaining.*

*Radar or local map lights up when installed.*

*Shows number of intact shields in green.*

*When you have acquired solid booster fuel, it is indicated by the initials SFB lighting up in red.*

*This shows the amount of solid booster fuel remaining in your fuel tanks.*

*When red, this indicates that your wings are installed.*

*Indicates whether or not you have a radar installed.*



*Intent on ruining your afternoon is a hostile aircraft above, and a tank lurking in the background waiting for its moment. Both are deadly, and should be blown up without hesitation.*



*The aircraft has flown away in preparation for another strafing run, but the tank has now entered the battle and may well stay on your tail until destroyed.*



**Confronted with an energy projector, you must now blast it with lasers or missiles to destroy it. Once this is done, the energy barrier will no longer exist.**



**Opting for the Fire and Forget Missile, you unleash one, knowing that one hit will blast it out of existence. It's another one for you to chalk up!**

As technology improves, society devises a new, less fatal way of sorting out people's problems. No longer does a nation have to go to extensive warfare to solve a crisis, but now it is all done by a sophisticated simulator. When people enter into a dispute, a few select pilots fight it out over a computer generated battlescape. Whoever survives is the winner.

However, computers are prone to viruses which corrupt the workings of the machines. It is no different in the future. For when a virus struck the Simulcra battlescape generator, disaster occurred. The virus is now using the massive energy contained in the system to project Simulcra into a defenceless world...but not as defenceless as we first thought. You are a force that the virus had forgotten to take into account. You are a force that the virus will have to contend with. It is you that must penetrate all the battle matrices and destroy the energy projectors that supply the vital energy to the matrix.

You are equipped with a Surface Reconnaissance Vehicle (SRV) which can convert into a swing-wing fighter craft. In all, there are three methods of movement: land travel, gliding (achieved by extending your wings and not using your engines to take off), and flying (extending your wings and using your engine boosters). Solid Fuel Boosters (SFB) can be picked up when destroying various enemy forms.

You are up against numerous types of tanks which vary in firepower from simple single gun turrets, to exploding shells where the shrapnel can cause severe damage, to lethal homing missiles.

As well as accurate shooting guard towers and missile launchers, there are laser shooting Patrollers and Chasers, Eliminators who fire homing frisby mines, and droids that fire zapper balls. In the air, you'll have to contend with laser equipped jets, helicopters with homing missiles, and there are jet bombers that drop bouncing bombs on your bonce.

Whatever you do, it's important that you keep moving because the

enemy is very intelligent and will home in on your position quickly. To help you, there are many other add-ons that you can pick up from the remains of the enemy, including Speed Ups (SU) which will improve your speed and turn rate, Radars (RAD) which can be toggled to display a local map or enemy movements, Fire and Forget missiles (FFG) which can be fired by holding down the fire button and in conjunction with the Target and Display System (TAD), you will be able to lock onto enemy targets watching them suffer under your sights, only to blast them out of their misery.

There are also Battery packs (BAT) which top up your heavily attacked shields, Electronic Counter Measure packs (ECM) which, when activated, confuses enemy homing missiles, and finally Variable Geometry Wings (VGW) which will reinstall your precious wings if they've been shot apart.

**Oh, oh! Wrong turn! You've gone and got yourself into trouble with a couple of missile launchers, both looking dangerous on your flanks.**



**Deciding on a different tactic, you take to the air. Travel is quicker but you have to be careful not to run into shield-depleting energy barriers.**



As you can probably gather, there are a lot of abbreviations to learn, but learning them becomes easy once you are in the thick of combat. All the above are highlighted on the console of your craft if you have managed to acquire them. You wouldn't be condemned and hanged by your ankles from the top of Europa House if you thought the console display might appear a little cluttered, but I can assure you, it is all organised in a clear, well presented way.

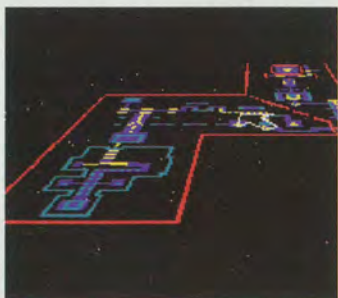
Going back to the aim of the game (you remember, destroying the energy projectors), they are scattered about the matrix along the energy barriers. A map is always available to you so you can plan your route of attack.

It may be that you have to destroy one projector (by multiple laser hits or one direct missile hit) to be able to reach another projector, because there is no way you can cross an energy barrier, and once a projector has been destroyed, part of the barrier

**A turn of your vehicle and a touch of the accelerator places you in line for a direct shot at a missile launcher. A well aimed shot reduces it to stardust.**



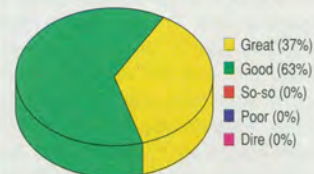
**The map of the area that is available to you should help you avoid the barriers, and help you seek out the projectors. The white arrow shows your position.**



er will disintegrate giving you access to other areas. If you can follow the energy barriers, this will help considerably as the projectors are always on the barrier, somewhere. If you succeed in destroying all the energy projectors in a matrix, it will explode dramatically, allowing you to proceed to the next, more complex level.

There are thirty matrices in total, and they're set over various scenarios which include spaceports, star carriers, cities, computer circuit boards, star fortresses, and mazes. Each matrix offers a different challenge and should keep you entertained in fast and furious combat for many hours.

## PUNTER-POWER™

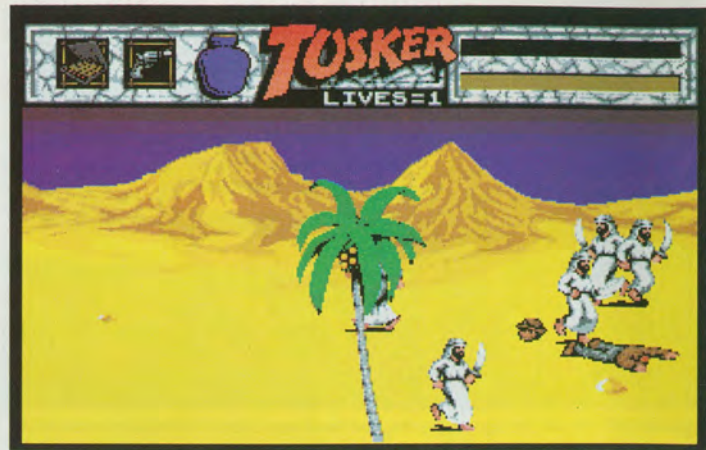
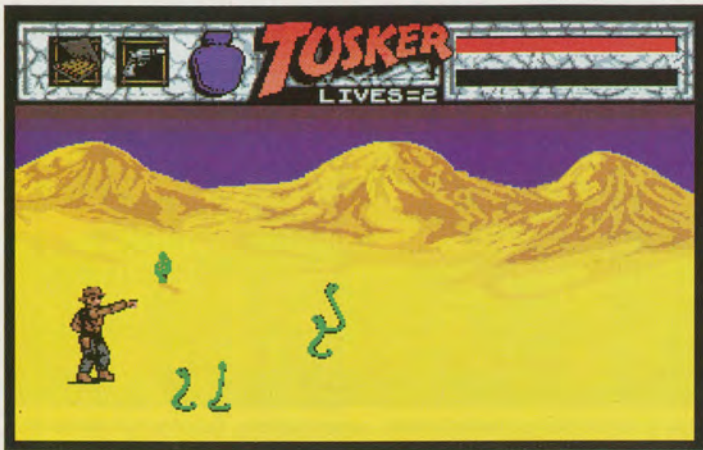


**GAME: SIMULCRA  
PRICE: £24.95**

*This proved to be a really fun game that had almost everyone hooked. Initially, the graphics had a sparse feel to them but as you progress and get more involved in playing, you begin to realise their sophistication and impressiveness. The option of either ground travel or flight increases the enjoyment, and the speed and smoothness of the scrolling makes a great game greater! The level of difficulty is challenging, the controls are very responsive, and the addictiveness will break your joystick-gripping fingers. Enhancing the excitement of the game are the lively and explosive sound effects that are frequently executed. Simulcra is easy to get into, easy to play, and easy to get hours of fun out of!*

**GAMEPLAY:**            
**SOUND:**            
**GRAPHICS:**

**RATING=91%**



No sooner have you started off on your quest when you are met by extremely inhospitable snakes that are out to bite you, and believe me their bite can be fatal.

The Arabs take shape from a pile of bones as you enter each new location. They can be destroyed with the gun but don't let them get near you with their knives - and don't lose your head.

Your father had been found somewhere in Africa, impaled to a stake and then tied to a raft before being sent down river. It was obvious to you that he knew too much and payed dearly for his wisdom. He was an adventurer in the keenest sense of the word. Fascinated by strange artifacts, he would travel around the world and into the darkest lands to claim his finds. But one such expedition, the search for the Elephant's Graveyard, took him deep into Africa and it was here that he was murdered. Although you had never really been interested in adventuring and archaeology, on reading your father's personal diary, an act that would have never been allowed had your father still been alive, you read that he was very close to the discovery of the graveyard. Unfortunately, and rather curiously, the last two pages of his book had been torn out. Did they hold the truth to the Elephant's Graveyard and, possibly, did they

name your father's murderers? Without further ado, you decide to pack your equipment and continue the expedition that your father failed to complete.

Looking suspiciously like Indiana Jones, our hero begins his quest deep in the desert armed only with his fists and a kick even Bruce Lee would have been proud of. He must make his way through the desert while negotiating the many obstacles that block his path. These include sword-wielding Arabs, killer snakes, tumble weeds and Tornadoses.

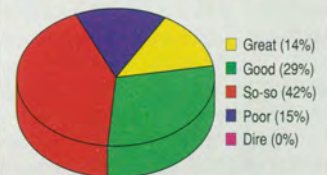
Objects can be picked up along

the way and each one will have some specific use within the game. The most obvious items include the pistol, bullets and water casket. These items appear in the inventory at the top of the screen. Along with the inventory bar is the Tusker's health indicator and his ammo bar. If the health bar reaches zero then the Tusker will fall to the ground and lose one of his lives. The action also takes place within caves that have been dug far below the ground. But beware, these caves are also home to killer bats and man-eating crocodiles.

# Tusker

S Y S T E M 3

## PUNTER-POWER™

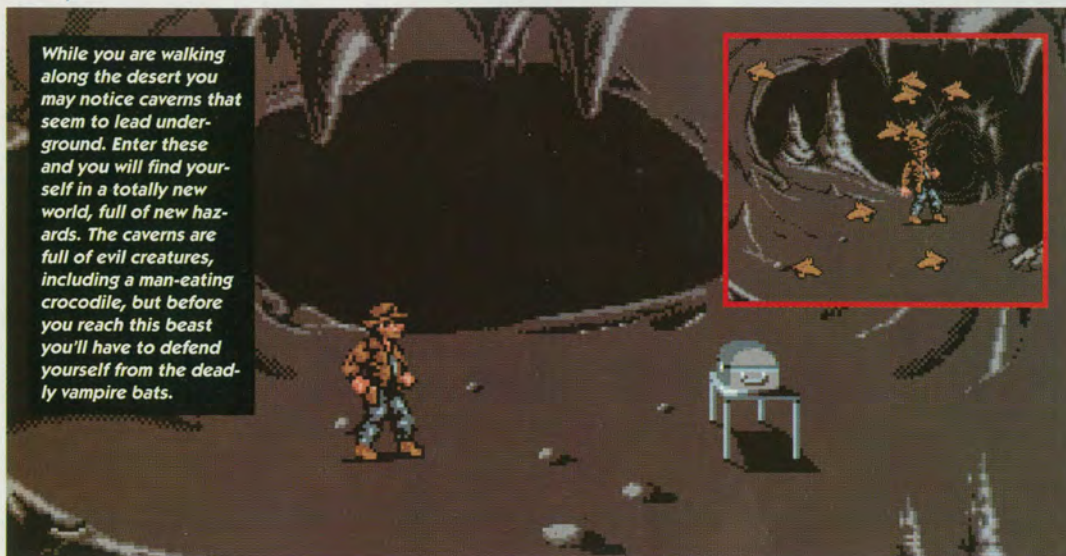


GAME: TUSKER  
PRICE: £24.99

The game's main character looks extremely similar to Indiana Jones from the felt fedora all the way down to his leather boots and you immediately realise that this is going to be just another rip-off. Animation is fairly effective on the characters and the head-chopped-off sequence has been very well recreated. But this is where it ends. The game is extremely boring and there is not enough varied activity to keep the gamesplayer interested for very long, therefore the game becomes boring very quickly. The panel did find the controls somewhat hard to come to terms with, often losing much needed energy unnecessarily.

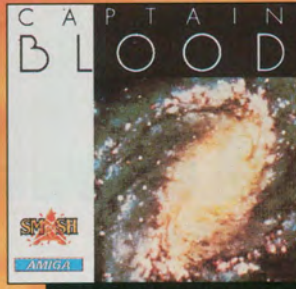
GAMEPLAY:   
SOUND:   
GRAPHICS:

**RATING=68%**



While you are walking along the desert you may notice caverns that seem to lead underground. Enter these and you will find yourself in a totally new world, full of new hazards. The caverns are full of evil creatures, including a man-eating crocodile, but before you reach this beast you'll have to defend yourself from the deadly vampire bats.





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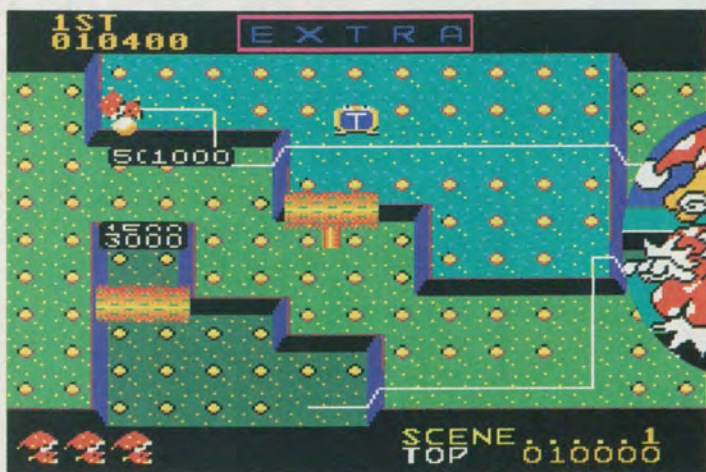
EARLS COURT  
LONDON



13TH - 16TH  
SEPTEMBER

# Mr Do Run Run

E L E C T R O C O I N



Looking down upon the nasties, you watch the log that you cleverly pushed down the hill and is now squashing them into hundreds of points. There's nothing like violence to make life fun!



Stuffing your fat face full of seeds and at the same time encircling a group of them, you'll find a fruitful reward in the form of cherries. Not only tasting better, they'll give you extra points as well.

After changing his diet, the friendly yellow blob we used to call Pacman underwent an amazing transformation. No, he didn't grow horns to help bump off the ghosts and neither did he buy a bazooka, but instead the blob of the early eighties had grown into a fully fledged clown of the nineties. It's debatable whether it

was a change for the better but nevertheless the change had occurred.

Mr Do Run Run (as he is now known) continues to pick up the seeds in the well tried formula. Even though he is lacking in modern weaponry, he has acquired a better knowledge of attack over the years. A good old bouncy ball is today's

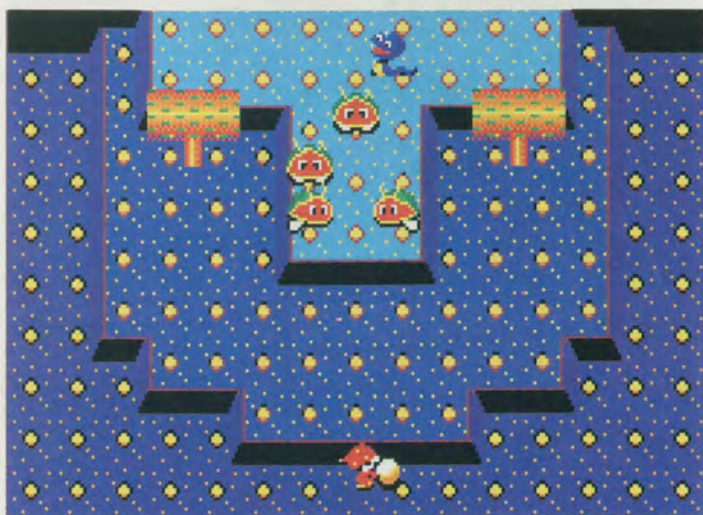
sophisticated form of attack, smashing the nasties to pieces upon impact. A hint of cunningness has also entered into the game with the ability to push large logs down the screen and squashing your enemies in a very sadistic manner.

To progress through the many levels, you have to either kill all the nasties or clear the screen seeds. When a ball strikes something, you have to wait a while for it to form again in your hands. You can imagine the panic when you're surrounded and have no firepower! For those who are more interested in boosting their score, you can gain extra points by running around a group of seeds. They will then change into cherries which earn more points. If you keep circling around, this will lead to apples, lemons, and finally pineapples which will increase your score considerably.

Extra lives can also be achieved by picking up letters that appear from time to time. They will eventually spell out 'EXTRA' and a life will be granted. Rhombus shaped pods rarely appear but when they do, and when they are picked up, they will transport you to the next level.

Just to prove that programming techniques have improved and to show that we have advanced from the simple Pacman scenario, the landscape you merrily prance about on has DEPTH! Yes, you have the chance to run up hills and...run down them again in a semi-3D bird's eye view environment! Racy tunes encourage your character along,

and help you persevere when the going gets tough. As usual for this type of game, there seems to be an infinite number of screens to clear which should keep the addicted players joystick-yanking until the dancing bears come home.

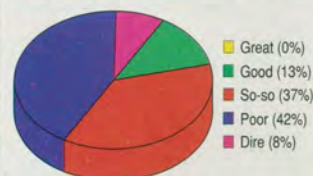


Above. It looks like you're going to be in for a hard time! At the beginning of a level, the nasties certainly believe in coming out in force!



Right. The depleted number of nasties allows you to Run Run around the seeds until they change into juicy pineapples, giving you loads of extra points!

## PUNTER-POWER™



GAME: MR DO RUN RUN  
PRICE: £19.95

Mr. Do Run Run harkens back to what's considered to be the dawn of time. The cute, clown character was one of the first to prove that there was more to maze games than Pacman. Visually and sonically the game appears to be a direct coin-op clone. The gameplay is simple but addictive. However, due to the repetitive nature of the game players soon become tired of the action.

GAMEPLAY:

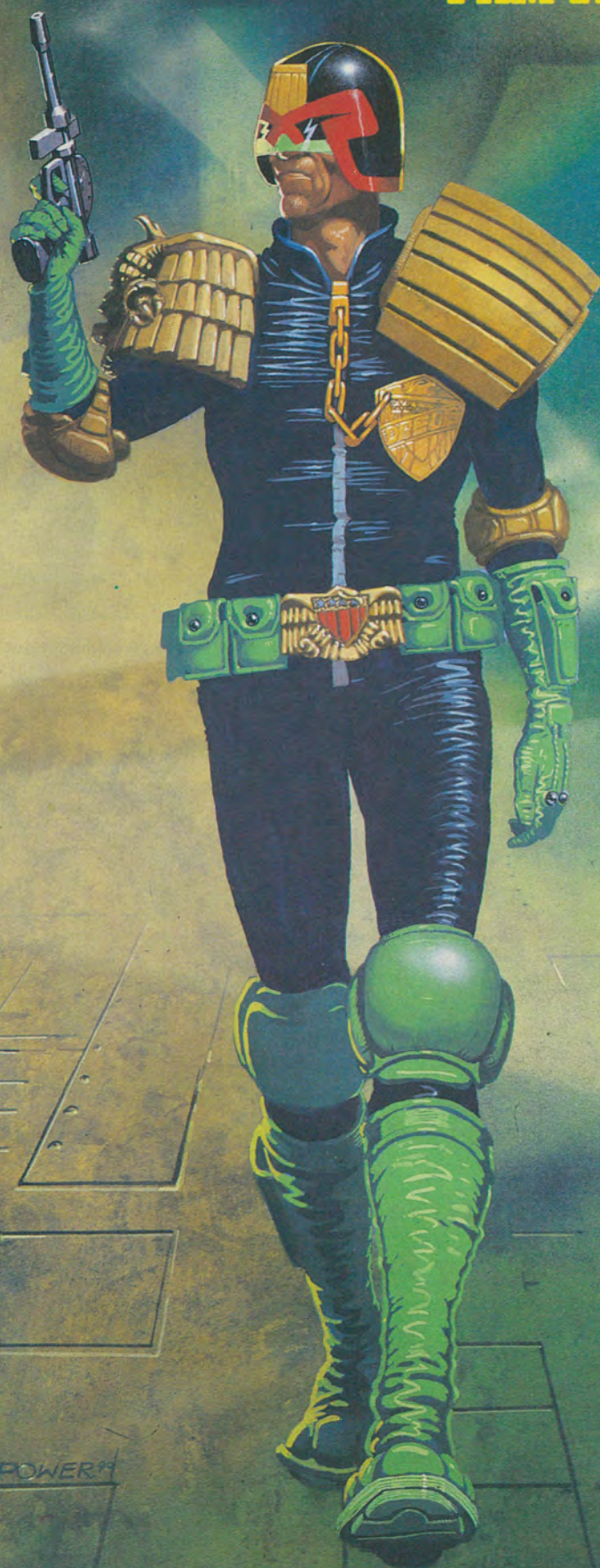
SOUND:

GRAPHICS:

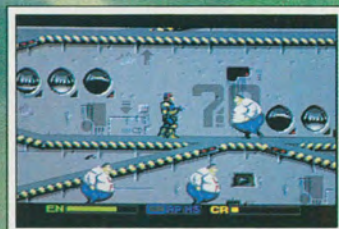
RATING=61%

# JUDGE DREDD

I AM THE LAW



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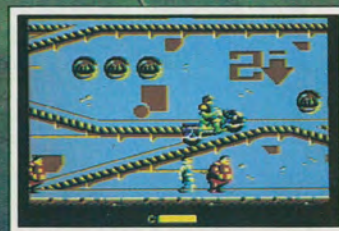
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There is another world where Evil reigns and Good is making its last stand against the demise of the civilised world. As a servant to all that represents Good, it is in your hands to save the world from its imminent death. As a determined warrior, you venture forth in your almost impossible mission to send Satan back to hell.

To begin with, you must seek out three magical scrolls which will give you the necessary magical powers to thwart Satan's plans. In a platform shoot'em-up style game, you become locked into combat with the deadly minions of the Devil himself. Each minion has its own method of attack, which you must adapt to if you want to survive. To help you with

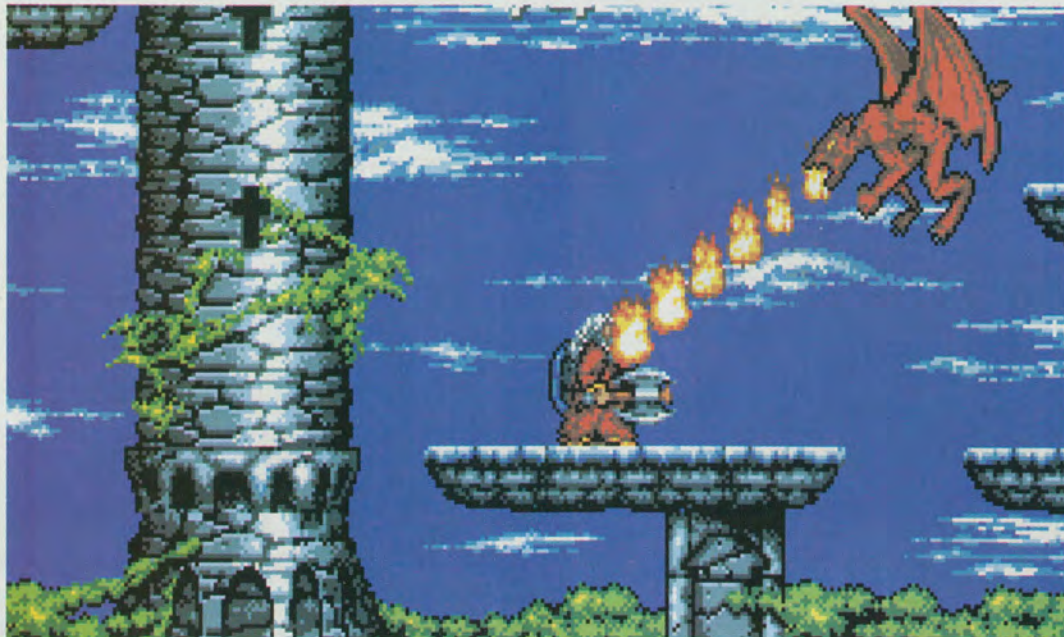
your task, various objects can be picked up: clocks from the god Chronos which give you more time to complete your mission, spells which increase the power of your shooting, extra lives, and lightning spells which destroy everything in the vicinity. Bounding from ledges, dodging rockfalls, avoiding falling into the bottomless pit, along with a

fair amount of hassle from hordes of nasties is all energy sapping stuff. Lose all your energy and you lose the game.

Upon completion of the first stages, you become gifted with the power of magic and the real battle begins! With a budget of 1500 gold coins, you arm yourself at a spells shop, and set out to tackle Satan in his three possible forms. Leaping about the levels, you have very little time to destroy each form and they won't die without giving you a hard-fought battle.

Again, certain aids are available: transporters, scanners (act as radars), energy rechargers, magic axes, and magic shields which prove extremely useful when protecting yourself from the evil onslaught. Pulling down on the joystick leads to your character crouching and your shield absorbing any impact from enemy firepower. Rolling the joystick to the left or right when crouching puts your character in a defensive position on his back, with his shield on top of him, protecting him from aerial attack.

One problem in your quest to vanquish the evil forces is that you don't have very much cash. It's the poll tax, you see, and then there's income tax, use of magical spells tax, paying for the Satan hunting licence, and so on - at the end of the day, you're left with very little. Therefore you must destroy the kind of monsters which, in turn, will leave behind a valuable pile of gold, consequently giving you the chance to improve your armoury in preparation for the later, much tougher Satanic forms.

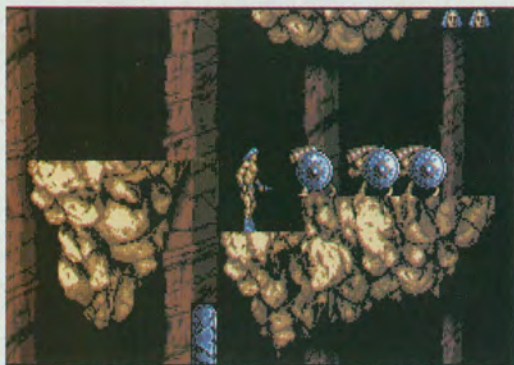


Cyphers are deadly and evasive flying monsters derived from the body of the ultimate evil being - Satan. Breathing fire and flapping their wings furiously, they're possibly the hardest opponents you'll meet.

# Satan

D I N A M I C

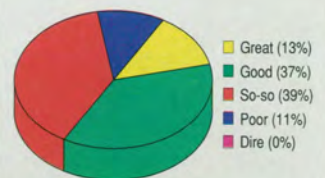
Your life is under threat from a nasty looking bunch of Kelpies, but with the power of Good behind you, your confidence is high and you tackle them like a true warrior - from a distance and with a gun!



The shop is brimming over with extras that will help you defeat Satan in his vilest of forms. It's a difficult decision what to buy when you're strapped for cash, so you must choose wisely.



## PUNTER-POWER™



GAME: SATAN  
PRICE: £19.95

The first game has some good sound effects, and is played over a large labyrinth. Your firepower is very slow in movement, but the chance of obtaining extra weapons detracts your attention from this 'problem'. On the other hand, the second game is very colourful and action-packed! The graphics are well detailed, and the sound is very effective. Neither game is spectacular, but neither is poor.

GAMEPLAY:   
SOUND:   
GRAPHICS:

**RATING=72%**

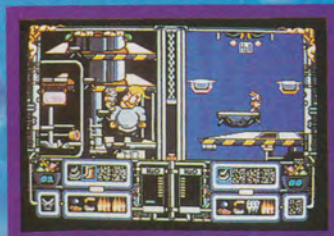
# Flip-it & Magnose

EXCITEMENT ON TAP!



In **FLIP-IT & MAGNOSE**, two players can compete head-to-head on their mission across six action packed levels thanks to an innovative split-screen display. The question is - **WHO WILL RETURN AS CHAMPION OF MARS?**

**T**WO CAN PLAY AT THIS GAME! THE PLANET MARS IS RUNNING OUT OF WATER - AND ONLY YOU CAN SAVE IT ... In a last ditch attempt to save the drought-stricken Red Planet, its two top agents, **FLIP-IT & MAGNOSE**, have been sent to Earth to collect enough water to save their planet. Sounds simple? Don't you believe it!



Screen shots - ATARI ST version



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# Rick Dangerous II

F I R E B I R D

After defeating the Fatman in his earlier adventure, our smallest hero is looking forward to a long, needed vacation. RDII is about that vacation. You must control Rick about a holiday camp, killing annoying kiddies shouting, "Can I have some ice cream?" and bashing grannies and granddads who insist on wearing handkerchieves on their heads...

...well, OK it's not like that at all (RDIII may well be!). Instead, the Fatman has decided to strike back. Showing his contempt towards civilisation, he has decided to invade Earth. You, as the mighty Rick Dangerous, must embark upon a mission to save our planet, and to then sort

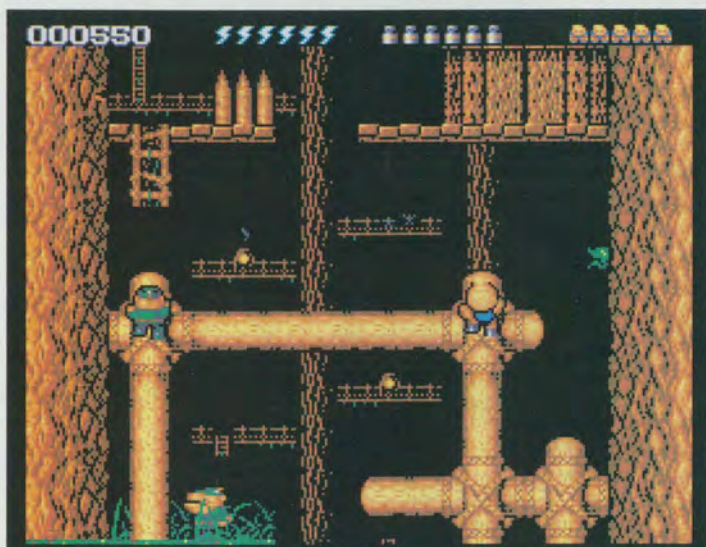
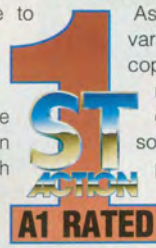
out the Fatman once and for all. This will take you through an amazing five different scenarios which include hordes of various opponents.

The action begins in London's very own Hyde Park, and then progresses on to the Ice Caverns of Freezia, the Forests of Vegetabilia, the Atomic Mud Mines, and finally the perilous venture into the Fatman's Headquarters. Between the levels is a graphical and textual story explaining Rick's achievements and the reasoning behind Rick's adventures on the forthcoming level. All levels are in the same vein: platform shoot'em-up, as expected after the popular and reputable original Rick Dangerous.

Not too keen on hand-to-hand combat, Rick prefers to use a powerful laser gun along with a number of different types of bombs. Both types of weapon are limited, therefore you'll have to search around for extra ammunition. This can be found in cylinders scattered about the playing area with the relevant symbols drawn upon them to help you distinguish between bullets and bombs. The gun is fired by pressing up, while the bombs are dropped by pulling down on the joystick and pressing fire. You can also send the bombs spinning along the ground

and over the edges of platforms which proves extremely useful for eliminating those opponents waiting for you at the bottom of a long drop.

As well as having to deal with various life forms, you'll have to cope with wall-mounted lasers, rolling boulders, and many other killer objects. Lasers can sometimes be turned off by pressing switches that are dotted about the walls, and to add that element of cunningness, you can switch them on at a later date to prevent anything from following you. It certainly is satisfying when setting somebody up to be frazzled by a



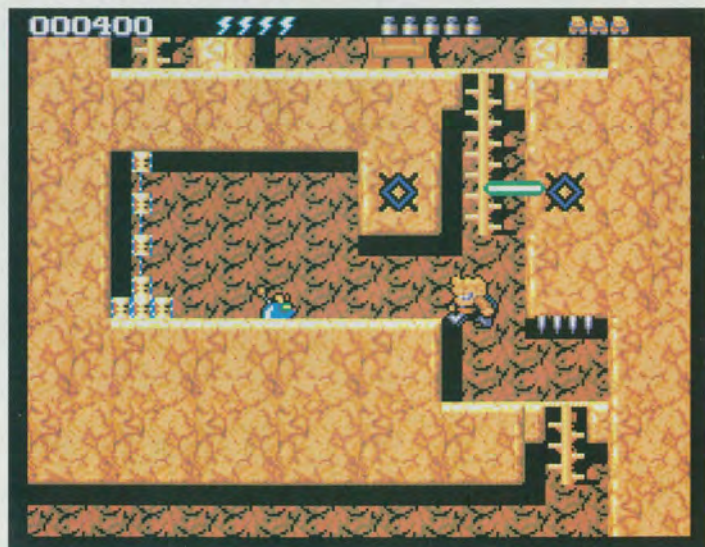
Rick finds himself in the Forest of Vegetabilia. While clambering about the wooden constructions he must avoid all manner of traps and nasties.



Due to the Fatman's forgetfulness, the craft Rick hijacks runs out of gas and crash lands on the planet of Freezia.



The mud mines pose yet more problems for our intrepid hero. Still, armed with his zappy ray gun and bombs, he shouldn't have too much trouble surviving.

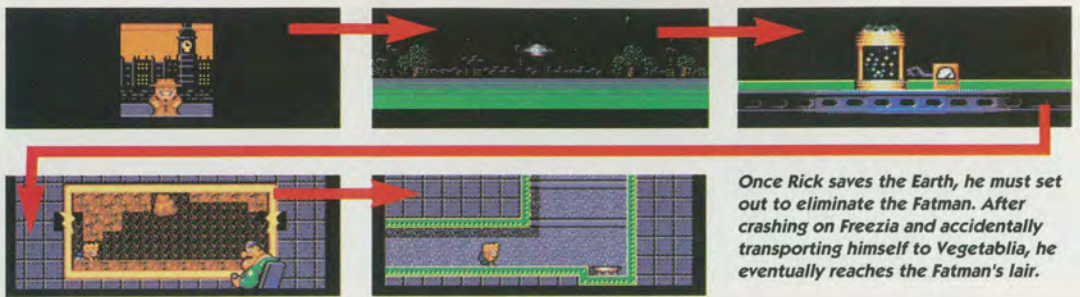


The Fatman's lair is the last labyrinth Rick must negotiate. Should he reach the end of the maze he'll be able to face the diabolical fellow and put paid to his schemes.

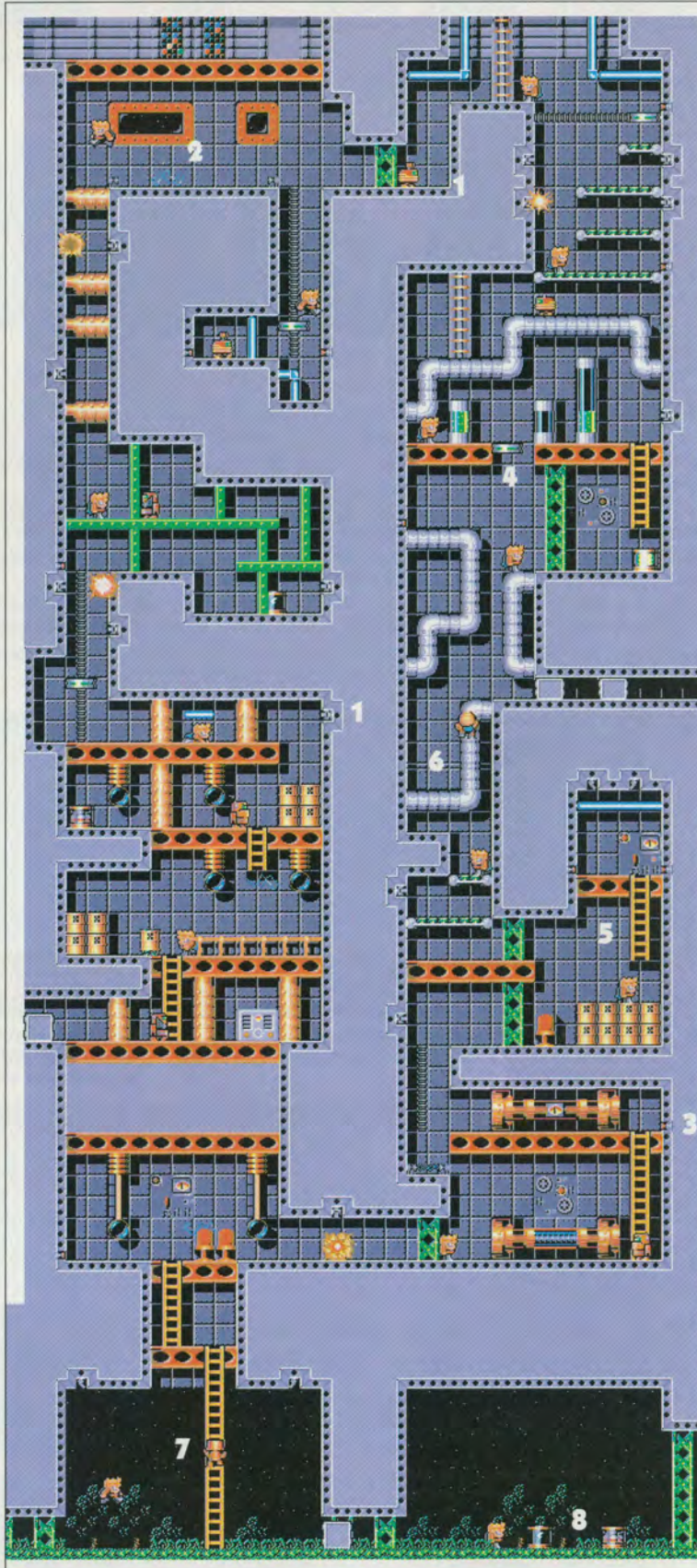
laser! Those lasers that can't be switched off have to be avoided by either ducking under them, jumping over them, or simply choosing another route if there is one available. Similar evasive action is needed against the electrical charges that shoot across the screen in certain areas of the game.

Sharp and deadly spikes try to jab you painfully in particular sections of the game, by suddenly emerging from rooves and floors. Such pesky points require a good deal of ducking and diving to dodge, but they'll always tend to get you at first as there is no indication as to where and when they'll appear. In time, however, you'll begin to learn their positions. Springy platforms can also be activated by wall switches. These will quickly transport you up and down to different levels, and then reset to their previous position. These have to be used if you want to progress farther into the levels. RDII has a smattering of scrolling screens and flip-screens throughout the levels. This may sound like a pain of a system, but it works perfectly and poses no problem to the gameplay.

What with all the hassle that he receives, you'd think Rick Dangerous would retire gracefully, but he just seems to love his job so much. It's lucky for the rest of the world that he's alive and kicking, otherwise we would all suffer the wrath of the Fatman and you wouldn't want that, would you?



Once Rick saves the Earth, he must set out to eliminate the Fatman. After crashing on Freezia and accidentally transporting himself to Vegetabilia, he eventually reaches the Fatman's lair.



## Wow it's an STA 'Digital Landscape'

**1. Laser guns:** Lasers are very common, continually firing powerful bolts that will kill Rick immediately upon impact.

**2. Electricity:** And we're not talking static electricity from your woolly cape! High voltage electricity flows between source points. If you make contact, you'll smoke and smoulder to your death!

**3. Switches:** These need to be pressed and prodded to activate springy platforms and to de-activate lasers.

**4. Lift platforms:** Special platforms that tear up and down between the various levels, allowing you to travel to places that you would never have reached otherwise.

**5. Ladders:** Where would a platform game be without ladders? Of course, Rick Dangerous II has plenty for you to climb up and down on.

**6. Pipes:** When there's a lack of ladders, you can hitch along the pipes that you find running through the playing area.

**7. Nasty:** A typical nasty that is usually made to suffer at the blast of a laser or the detonation of a bomb. Make sure you get him first, otherwise it's curtains for Rick.

**8. Ammo:** A cylinder that will either replenish your supply of laser bolts to the maximum of six or one that'll top up your complete supply of bombs.

## PUNTER-POWER™



**GAME: RICK DANGEROUS II**  
**PRICE: £24.95**

Following firmly on the heels of RICK D comes the sequel, with even more puzzles to solve and even more enemy to zap. The graphics are of the high standard set by the original and are extremely colourful while the sound has also been well catered for. Each location is very taxing and can prove a little too difficult at times. Still, this enhances the games lasting appeal. Firebird have done an excellent job on Rick D II and you'll be guaranteed hours of playable entertainment.

**GAMEPLAY:**   
**SOUND:**   
**GRAPHICS:**

**RATING=82%**



What a nasty, low-down bunch we are! Not content with family sporting events, we've stooped to the level of outright violence for our sporting entertainment. Skate Wars is a futuristic kick the hell out of 'em football come Rollerball game that will have anybody with a mean streak in them rolling about laughing, while the squirmish will be left squealing under the bed.

There are two teams consisting of two players (goalie and attacker) and a reserve on each side. Before a match, you have the option of either controlling the goalie and leaving the attacking player's control in the capable hands of the computer, or vice versa. Players have their own strengths and weaknesses in terms of agility and physical strength. This has a marked effect on the match, therefore when choosing a squad, players should be chosen carefully so as to optimise your chances of winning. You can also either compete

# Skatewars

U B I S O F T

against the computer or a friend. As usual, playing against a friend is more challenging and enjoyable.

DAVID: "And let me stop you there! The players are now on the pitch and this is quite remarkable! The red team has just floored an opponent in the most forceful manner, taken the ball, and scored! Quite remarkable!"

FRANK: "Yeah! Floored 'im 'arry! That's good, yeah. That's good! Keep

up the good work, red team!"

DAVID: "The blues are striking back. They're weaving. They're dodging. They're going to score!"

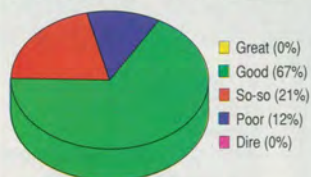
FRANK: "Yeah. Weavin' and dodgin', duckin' and divin'. That's good, 'arry! That's good! Keep up the good work, blue team!"

DAVID: "Oh no! The blue player has fallen into an acid drum and, amazingly, dissolved! We won't see him again! Quite remarkable!"

Some time later (when the red team scored the target of four goals), and the blue team were patching up their wounds and gathering their mates gunk from the bottom of the acid drum, the reds were preparing for the next round, hoping to progress through to the final sixth round.

"Be cool, men!" said the Coach, "It's all done in the name of Entertainment!"

## PUNTER-POWER™



GAME: SKATEWARS  
PRICE: £19.95

Skatewars isn't a particularly graphically stunning game, and the sound effects could be vastly improved, but somehow it is strangely compelling. As with most games, the two player mode is the most enjoyable although the one player mode is still playable. The animation of the characters is nicely detailed, and the scrolling is reasonably good. The game is lacking on long-term appeal as it can get repetitive kicking the same ball into the same goal to the same background.

GAMEPLAY:   
SOUND:   
GRAPHICS:

**RATING=71%**



Watch out for the acid drums, otherwise you'll be killed instantly, never to skate again, and never to get your sticker in a Pannini book.



Twist and turn your way to the goal area, then press fire to rocket a ball into the back of the net. You see, skill is also necessary and not always brute force!



There's a big scuffle in the goal mouth and players are falling about all over the floor! Kick your opponent while he's down and skate off with the ball - that sounds a good tactic!





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The 8-bit soccer game of the 80's becomes the 16-bit sensation of the 90's with the release of the long-awaited Atari ST and Amiga versions.

When EMLYN HUGHES INTERNATIONAL SOCCER was released for C64, Spectrum and Amstrad, reviewers were amazed. It rated 90% in ZZAP, 91% in Sinclair User, 88% in Games Machine, 91% in Amstrad Computer User, 94% in Computer & Video Games, 887 in ACE, Game of the Year in CCI - we could go on for ever!

Now, with the release of the Atari and Amiga versions reviewers are reaching for their dictionaries to find new superlatives. ZERO described the game as 'totally excellent', the sound as 'absolutely brilliant' 89%; Your Amiga rated it 'the best soccer simulation to date - 95%'; YC World Cup Winner 97%.

Forget the rest - there's only one EMLYN HUGHES INTERNATIONAL SOCCER!

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# Cadaver

M I R R O R S O F T

You're a hero - and heroes get bored. Filthy rich and weary, you decide to leave the world to their own devices and take a deserved vacation. Not so keen on Honolulu or Barbados, you decide to opt for the more quieter place of 'a land with no name' purely because nobody else found the area the slightest bit interesting. "It'll be relaxing," was your main argument. "It'll be boring," was

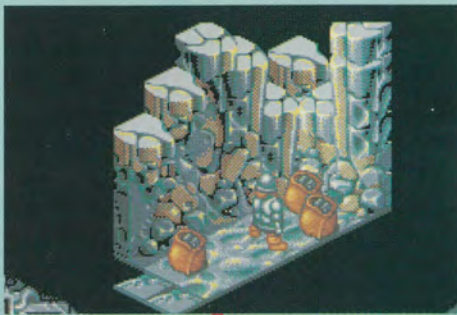
the reply. Nevertheless, you held your head up as high as a dwarf's head will go and holidayed. Surprisingly, you managed to find an inn and always being one for a large ale or two, you entered. The outcome, which I can shorten from a novel of a manuel to a paragraph, was some very interesting information from a fellow drinker.

Apparently, somewhere on the

other side of a dark, murky swamp is a horde of treasure just waiting for some filthy rich, rested hero to take. You can only do your duty, and obligingly agree to do what you must. However, one piece of information that was slipped into the conversation that you didn't really make sense of until you sobered up, was that guarding the treasure are numerous evil, slimy monsters that want a

piece of the action - well, a piece of your flesh! There is also a rumour that there is one hell of a bad guy hiding in the castle across the swamp, and as well as wanting to protect his treasure, he has a liking to villagers, abducting them in the middle of the night. As you are a hero, you feel that you should kill him, providing an invaluable service to the public. As you approach the castle in

*Right. Not everything is obviously apparent. A quick look behind those sacks may reveal something very interesting and valuable - something like a gem, perhaps.*

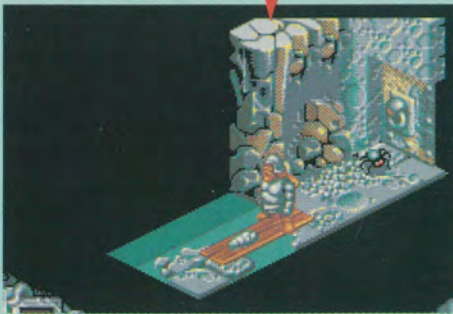
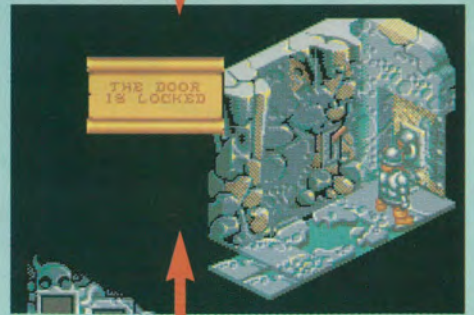


*Right. This is something of a predicament! Three doorways and only one pair of legs! Wherever you decide to go, caution is a must.*



*Above. After frantically trying to avoid the spiked monster, you decide that the safest place is on a very high ledge!*

*Right You approach the door only to find that it is locked. Your hopes of opening the door are none as you have no key or spell - unless that lever does something...is it worth taking the chance?*



*Left. As you are about to take the runestone, a poisonous spider leaps from a crack in the room's ceiling. Your path back is cut off unless you can kill it before it kills you.*

*Right. No, you can't turn around and head back home! It's not because I'm an Iraqi dictator, it's just that your boat is damaged beyond repair. You may as well continue your quest.*



your rowing boat, you feel that perhaps you should write a postcard home before you actually enter as it doesn't look like the most welcoming place you've seen...

A book had been given to you before you began your travels about the swamp which, when read (from the manual), will hopefully give you a little help should you come across any problems. Yes, 'The Journal Of Anselm' will tell you about parchments, locked doors, and the evil beings that exist within the castle. A quick read may prove rewarding and extremely interesting.

The castle contains many rooms, with most containing many objects - some useful, some useless. There are a number of options available to you that allow a good degree of interaction with objects. As usual, there are the 'take', 'drop', and 'give' options, plus 'examine object' which will cause a short textual display to appear on the screen, with the information that you have discovered, 'cast spell', 'drink' and 'eat', 'insert'

which enables you to insert items into other items such as a key into a door, 'pull' which allows you to drag an item along, and many other options. These can be called up by the press of a key, and the actions can then be executed. To help you carry such a vast amount of objects, you remembered to bring along a rucksack which can hold up to over thirty items. The contents of your rucksack can be viewed, again by the press of a key, and similarly for a map of the locations that you have ventured into. Fortunately for you, as you forgot to pack your sword and shield, weapons can be picked up along your travels around the castle. They could be anything from stones to magic scrolls. These are limited, and when you examine the weapons, you should be able to find out how many times you can use any particular one. Sound effects are included, giving you the pleasure of hearing yourself 'glug' down liquid refreshments, opening doors, and more.



Above. As you progress through the game, you'll have to explore all manner of different locations. Here, your knight can be seen searching one of the castles bedrooms for useful objects. Chests often contain valuable keys that allow entry to previously impossible to access areas.

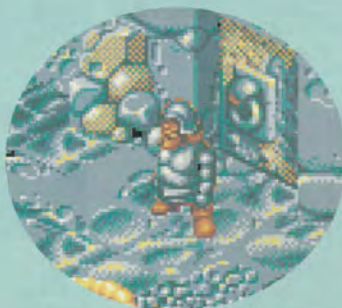


Upon entering this eery room our intrepid explorer discovers the grizzly remains of an unfortunate beast. Examining his macabre find our knight manages to discover another all-important key amongst the debris.

# OF THE ADVENTURE



Left. There seems to be a fungi problem in the castle. This is just one of the room's where it grows at an alarming rate. What does it mean?



Below. Two large boulders make your passage through the room awkward. However, those with a keen eyesight will notice the helm that has been dropped. It may come in useful later.



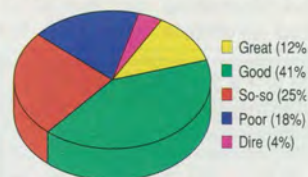
Above. There seems to be a rope on top of the barrel in the corner. That giant worm doesn't look as though he wants to give it you, though. Either kill it or put your legs into gear and dodge round.



Right. An adventurer's heaven! There are sacks to search, loaves to eat, and keys to take and try in various locks. Examine the contents of the room afterwards to ensure you haven't left anything behind.



## PUNTER-POWER™



GAME: CADAVER  
PRICE: £24.95

As usual, the Bitmap Brothers have produced a highly respectable game. The colourful and detailed graphics help to cover the fact that the sound effects are slightly disappointing and the control system taking a short time to master. The progression rate through the castle is enough to keep you going back for more, especially as you can discover new spells and potions the further you venture. There are many 3-D games of a similar vein available on the market and have been for a long time, therefore it is by no means original. As a whole, however, Cadaver has that polished and quality feel to it, and should prove enjoyable to play. Most importantly, it is certainly value for money if this is your type of game.

GAMEPLAY:

SOUND:

GRAPHICS:

**RATING=85%**

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- ST WORLD, September 1989



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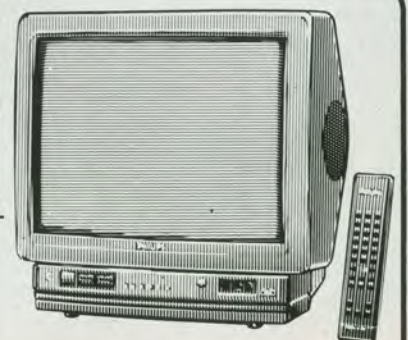
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# The Action Men...

When you say you review video games for a living people automatically assume you're onto a cushy number. This preconception couldn't be further from the truth. Although it seems like a lot of fun, writing for ST Action is really hard work.

## Nick Clarkson - Editor

It's quite surprising that Nick's got a shock of curly hair. Usually he can be found running around the office in a state of sheer panic pulling it out. Nick's been at ST Action since the year dot and has seen more games than he cares to remember. As his job title suggests, Nick is the person who is ultimately

responsible for ST Action. It has been suggested that Nick is ever so slightly mad and if you're ever in the office around deadline day, you'll see why. Nick reckons that he doesn't get much time to play games nowadays but his favourite games include Dungeon Master, Chaos, F-19 Stealth and the King's Quest series.

## Jonathan Ross - Art Editor

Jon's job title doesn't really do him justice. He's the person who actually sets everything down on the page and makes it look the business. When that's done, Jon has to produce the film from which the

magazine is printed, a task that often sees him staying at work until the small hours.

Although he works some two hundred and fifty miles from home, Jon travels back to Pompey every weekend! As he's got so much work on his hands Jon rarely plays games. However, he does enjoy playing any soccer game he can get his hands on.

## Alan Bunker - Reviewer

Alan's a local lad who recently joined the ST Action team. Poor Alan has to be out of the house at seven o'clock every morning in order to get to work for twenty past nine! He's since decided that sitting on a motorbike in the pouring rain is more fun than taking the bus everywhere and is awaiting delivery of his dream machine.

While not at work he enjoys a variety of pastimes. Drinking, playing snooker and listening to Status Quo. He still insists they know more than three chords.

## Stephen White - Reviewer

Stephen is commonly known as Whitey, a title he's trying to disassociate himself with. He started his reviewing while working for Amiga Action. However, now he works for a real games magazine. Stephen often works late into the evening and, although he claims to be very busy, he can usually be found playing his all-time favourite game, *Their Finest Hour*. Unfortunately, he seems to have lost his copy and is now concentrating on U.S. Gold's *Murder*.

When not working, Stephen likes relaxing. Whether he's having a smoke and a drink at his local or raving it up at a nightclub, Stephen is always good for a laugh.

## Jason Spiller - Cover Disk Editor

Apart from Nick, Jason is the only surviving member of the original ST Action line-up. Jason's job involves chasing demos to appear on the coverdisk. He often has to juggle several projects but always manages to deliver the goods. He enjoys interacting with software houses and can relate stories that would make your hair stand on end.

## Hugh Gollner - Publisher

Although he's the all-powerful publisher, Hugh is one of the youngest members of the team.

Hugh acts as an overseer, helping wherever he can. Although Jon Ross is the Art Editor, Hugh was involved very closely with the magazine's new-look. Despite being the big chief, Hugh likes to get involved at grass roots level - he often spends his weekends at work!

As far as a video games go, Hugh is a keen supporter of the, "If it moves - blast it!" philosophy.

## And there are more...

Numerous other individuals are involved in the production of ST Action including: Jane Conway who sells the advertising which helps pay the wages, Carolyn Wood who makes sure that the magazine is available at newsagents, Ian Tindale who keeps the electronics behind the magazine working, and Angela Neal who helped out by organising this month's front cover.



Disk editor Jason Spiller (front left), reviewer Stephen White (front right), reviewer Alan Bunker (back left), Editor Nick Clarkson (back centre), Art Editor Jonathan Ross (back right)



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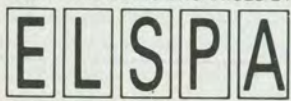


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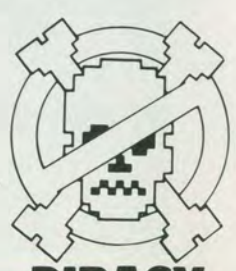
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# Starblade

S I L M A R I L S

The end of life as we know it is imminent. As we humble mortals brood over our doomed future, there is one man who can save us, one man who we must have faith in to save us from disaster. That one man is Storm Walker.

As you can probably gather, Starblade doesn't have what you'd exactly call an original plot. But remember, some of the greatest games have suffered worse under the pen of the concept writers and still come out tops. Starblade is basically a walkabout game with an element of shoot'em-up. To become the next film star, comic strip hero, TV personality, and all round good guy, you must find a series of diskettes

scattered about the galaxy on various planets. These will hold the coordinates of the creature to yell 'boo!' at - Genolyn, priestess of chaos.

Your Vega-Stirus GTi Turbo Convertible spacecraft can travel between planets by conventional methods or hyperspace (conventional travel is slow but fuel efficient whereas hyperspace is much quicker but consequently consumes much more fuel), and to be able to actually set foot on the ground, you must land in the Altta Super Estelle.

Some of the planets are very inhospitable towards you. Not believing in just sticking a parking ticket on your Altta, they prefer to employ some tough guys to take a few pot

shots at you. In true hero fashion, you're not going to take this sitting down (I'm not?). Out comes your trusty laser sword and a pocketful of grenades, and you get on with vanquishing your foes like a warrior with a wasp stinging on his wobbly (and that's quite aggressively).

You have three striking options: the bash on the head, the slash on the body, or the crack on the kneecaps. Some opponents are more vulnerable to certain strikes than others, and it's up to you to find out what they are. A mark will appear on your opponent when a successful strike is recorded, and this should give you an idea of where to aim for.

Like true spoilsports, they can activate a shield around their bodies which you cannot penetrate no matter how hard you try, but instead you have to wait patiently and painfully (it's not very pleasant when you're being shot at and can't hit back) for them to de-activate their shields. Alternatively, you could leggit! Get hit too many times, and your power, which is shown by a bar at the bottom left of the screen, depletes until you keel over and die, ending your mission.

On planets, you can trade your cargo for components needed for repairs, weapons, fuel, and so on. If you survive long enough to get back to your spacecraft, it's the long trek

**Weaponry, engines, and circuitry status reports are given. These will determine the necessary repairs.**



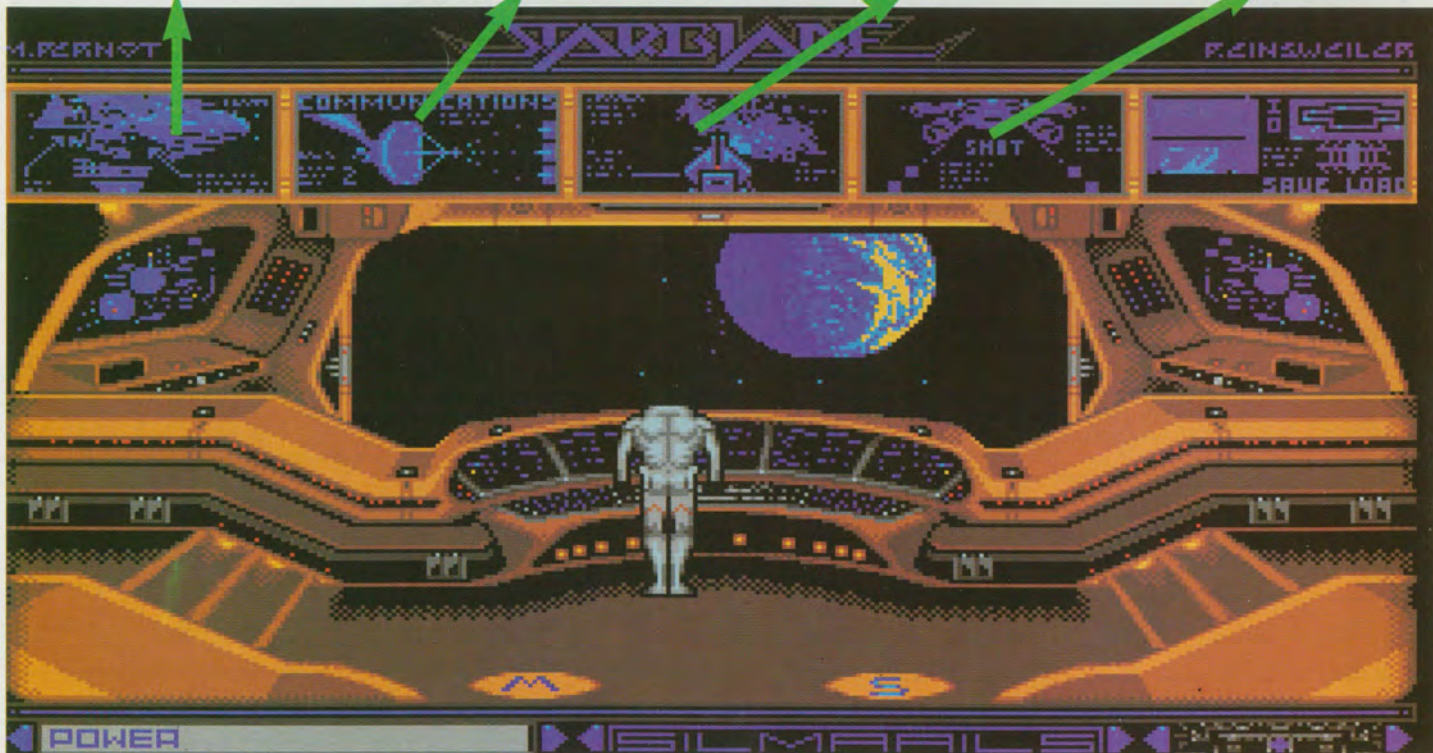
**As well as being able to decode disk information, you can send distress signals and receive messages.**



**Details of specific solar systems and their planets can be had, along with confirming journey bookings.**



**You have to be quick to go to battle stations when under threat from hostile alien forces.**



The operations room is the heart of your spacecraft where you can access your status report, decoder for the diskettes and transmissions, planet information, battle stations, and the save game facility.



to the next planet you want to visit, provided you've got the fuel. A bit of action may come your way when hostile craft come screaming towards you from the deepest depths of space. This part is similar to Star Wars, and a long, hard fought battle may progress if your shooting is not too accurate.

The entrepreneurs among you may be able to fend off the enemy more successfully if you've managed to acquire auto-guided torpedoes from the local trading post, like you do. If your shields become severely depleted, then your mission may soon come to an end with one more direct hit, and the people will have to look for another hero to idolise.

You are also able to walk about your large spacecraft. Journeys to the storeroom will educate you as to what resources you have available, and help you to decide what to sell upon arrival at the next planet. The engine room shows the damages that your spacecraft has sustained and will warn you of the vital repairs that need to be carried out, and the components required.

Engine components can be purchased from trading posts on the various planets, so remember to put some money in your piggy bank to help you to save for such emergency repairs, because without working engines, you're stranded forever unless you're a member of the universal branch of the AA.

The game is set over a large galaxy, with plenty of planets to visit, and plenty of aliens to blast. There is a useful save option available which will have to be utilised if you have the determination to complete the game.

## PUNTER-POWER™

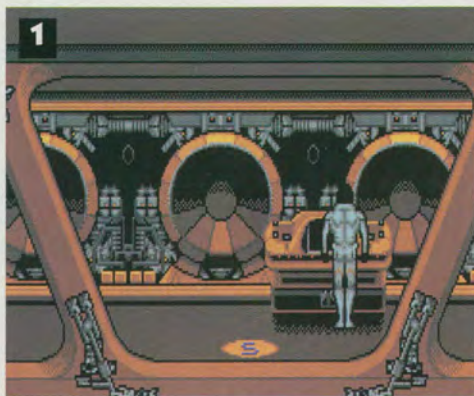


**GAME: STARBLADE**  
**PRICE: £24.99**

*The graphics for Starblade are fantastic! They are detailed and have enough variety to maintain interest. Lurking underneath the attractive pictures, however, is a slow and tedious game that will have you placing matchsticks between your eyelids to stay awake. To make matters worse, the loading time is far too long. Starblade is potentially a great game that sadly died due to poor gameplay.*

**GAMEPLAY:**   
**SOUND:**   
**GRAPHICS:**

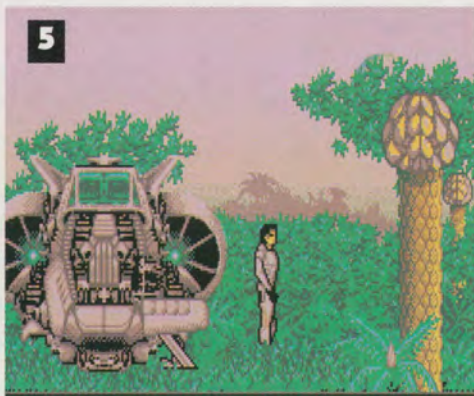
**RATING=58%**



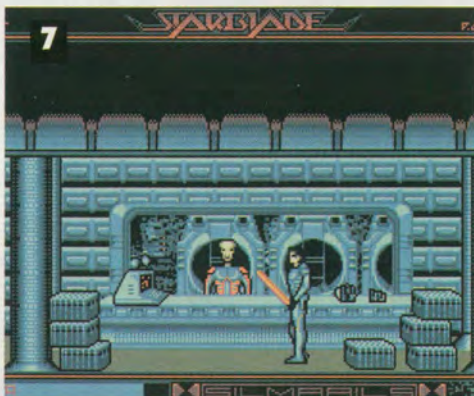
**1** Before you set off on your journey, you'd better check the storeroom contents to see if you'll have anything to trade.



**3** That was a bit of a rough ride! An engine check is needed to see if any vital repairs are necessary. You don't want to break down in the middle of nowhere!



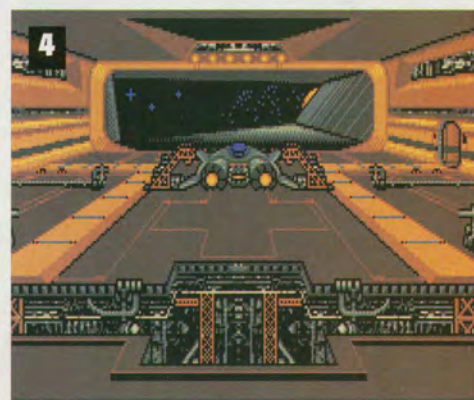
**5** After a perfect landing, it's off to do a bit of sightseeing. The city would be a good place to start. I hope the weather stays fine...



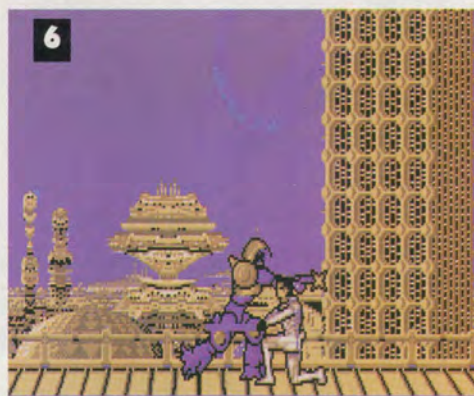
**7** Buy! Buy! No, wait! Annual report shows profits are down! Sell! Sell! The bottom's falling out of the torpedo market! Sell, I said! Sell!



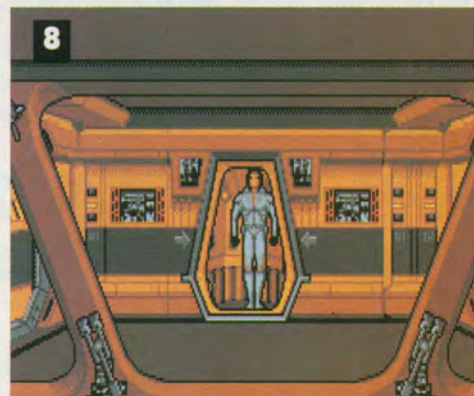
**2** A good ol' shoot'em-up to blow away the cobwebs during a long and tiring journey. So wreak havoc and have fun!



**4** Arrived at last! After quickly sprucing yourself up for the locals, you run to the Altta, start the engines, and prepare to land on the planet.

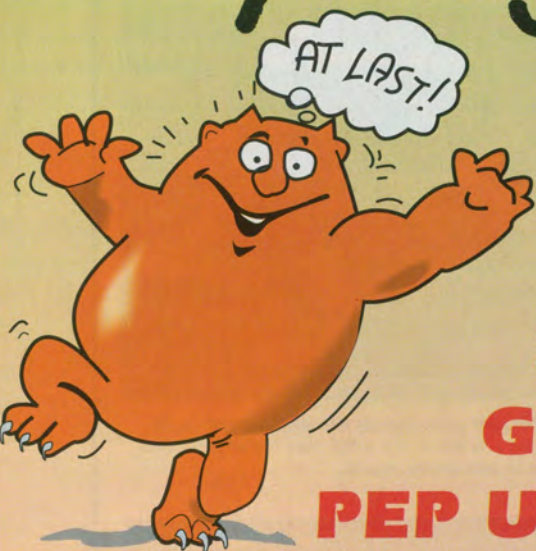


**6** Oh! Oh! This guy means business. It's out with the laser sword and into battle. Have these people never heard of 'We come in peace.'?



**8** After a hard day's work, you return to your craft looking forward to a good night's sleep. It's all go in this line of business!

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THIS TIME THEY'RE OUT TO GET HIM!

# Operation Stealth



D E L P H I N E

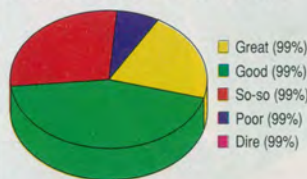
On arriving at the headquarters, John makes his way to the office building where he is greeted by his old boss. The whole episode is briefly explained to John. He is told that the Soviets are not suspected of the kidnapping and it is some other force. Intelligence reports indicate that a small, jumped-up banana republic, called Santa Paragua, are the most likely candidates for stealing the F-117A. John is wished good luck and a safe journey, handed his briefcase, and sent on his way.

John's plane lands safely at Santa Paragua airport where he is greeted by a not-so-hospitable airport guard. Hmmm! How will John get through the barriers? His American passport would give him away and he would be arrested. John purchases a newspaper and checks the headlines: "Santa Paragua makes pact with France". Maybe a French passport would get John through.

John strides into the toilets and hides himself in one of the cubicles. On pressing a secret button, his briefcase flips open. He plays with the calculator, and with another click, a secret compartment opens revealing a blank passport and a passport-making machine. John selects the country that he wants to hail from, inserts the blank passport, presses the enter button and presto - a french passport. On passing through the barriers, John collects his baggage and makes for a taxi.

He learns that he must be wear-

## PUNTER-POWER™



GAME: OPERATION STEALTH  
PRICE: £29.95

The game system used in Operation Stealth is an upgraded version of Cinematique, Delphine's point-and-click system used in Future Wars. The enhancements have been well appreciated, and make for easy gameplay. The graphics are superb with highly detailed locations and sprites that have been marvellously recreated in glorious colour. Everything works well and all the puzzles and clues come together to make one hell of a game. Sound could have been a little better but this is no real problem. An excellent product from Delphine/U.S. Gold and one that you would be a fool to miss.

GAMEPLAY:   
SOUND:   
GRAPHICS:

RATING=87%

The first Delphine game to feature the revolutionary Cinematique gameplay was Future Wars. The team have improved upon the original gameplay and come up with Operation Stealth.

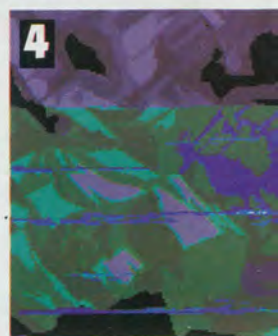
John Glames, super-spy, has been called out of retirement. His case - to recover the missing F-117A Stealth Fighter, which has been stolen by an unknown enemy. It was thought, originally, that the Soviets

were involved but this seems most unlikely now as CIA reports have indicated no suspicious activity from Moscow. John speeds his way to the airport where a jet plane is waiting for him. Stepping out of his car and straight into the plane, John pulls back delicately on the control stick and the plane pulls off from the runway, its destination - CIA Headquarters.



## OP-STEALTH IN ACTION

Arriving in Santa Paragua, you buy a red carnation and set off to meet your local contact. Unfortunately, the KGB watch the switch and corner you in the bank's vaults. Transporting you to their secret hideout, the Soviets try to sweat information out of you. However, while their backs are turned, you manage to break free. Unfortunately, the only exit is via an underground river complex. Still, your country needs you so holding your nose you take the plunge into the dark depths and to freedom.





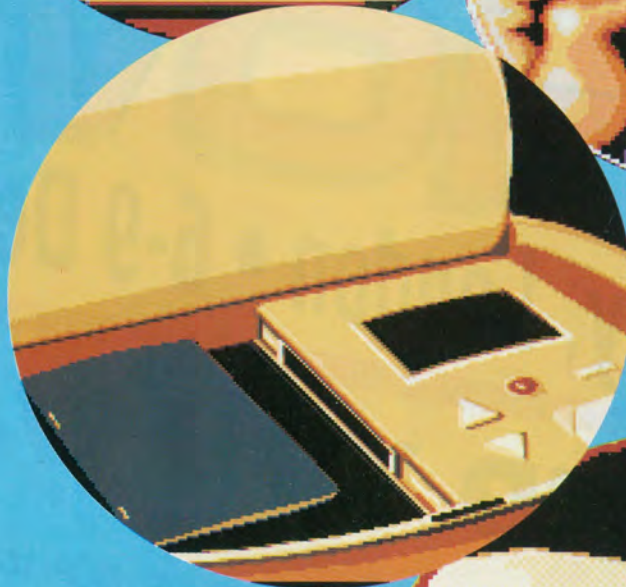
ing a red carnation for his secret contact to recognise him, but while talking to him, the contact is shot and killed, but not before handing John a special key to a safe deposit box. Our hero quickly runs from the scene of the crime before the police arrive and then enters the bank. He is given access to a safe deposit box but he is unfortunately kidnapped and tied in a cave by Russian agents. How on earth will John escape this predicament?

This is the format that Operation Stealth takes. You control John Glames, super-spy, and must take him through several different scenarios, picking up clues along the way, in order for him to recover the F-117A. Actions are performed through a menu which contains several commands for examining, operating, taking and using. These are the most widely used although there are others.

You can choose to perform actions on certain parts of your present location or you can actually effect the objects that you are carrying in certain ways. Movement of the character is performed through the mouse, as is the menu. As you progress through the game, the story unfolds and clues are everywhere. There is also a save-game option that allows you several saves. It is wise to save your position as often as you can, otherwise you will need to spend long periods of time replaying the game from the beginning.

## A DAY IN THE LIFE OF JOHN GLAMES

*You arrive at Santa Paragua airport with nothing more than your briefcase. Because of the diplomatic restrictions made by the South American government the guard has orders to let only specific foreign nationals past. Americans are strictly off the list. Therefore, you'll have to find an alternative way past. Searching a nearby newspaper machine you find a coin!*



*Naturally, you decide to buy a newspaper to read up on all the latest events. What's this? France has resumed diplomatic relationships! Finding a private area you open the secret compartment in your case and forge yourself a Passport. Getting past the guard now proves no problem. All that's left to do is meet your secret contact.*



*You catch up with your man in Paragua and collect a key off him before Soviet spies arrive. What can 2475 refer to and how on earth are you going to find out?*



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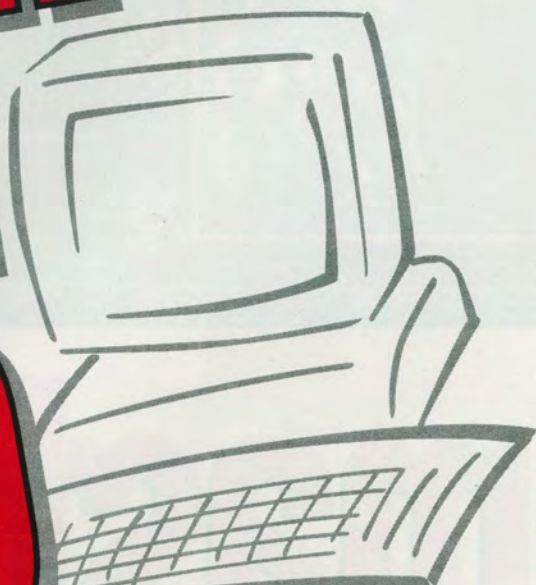
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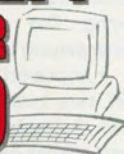
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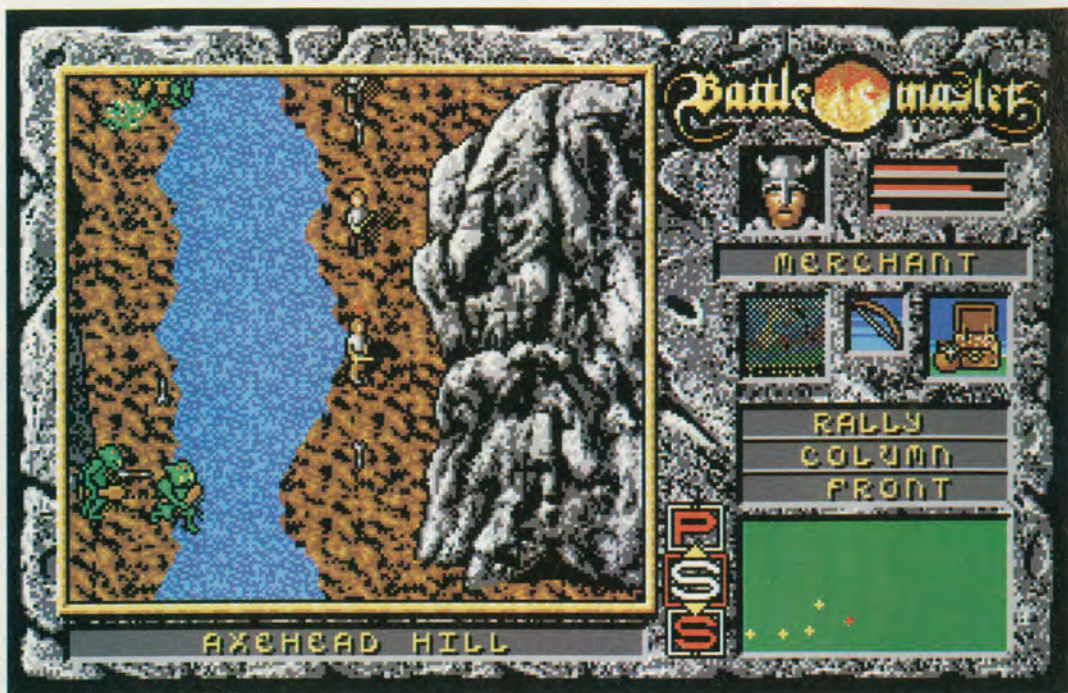
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No sooner have you begun your quest when you are suddenly attacked by Orcs across the River Dulling. Taking your crossbow from its holster, you release a few bolts into the rampaging mob.

PSS have long created wargames of the highest standard. However, with games such as Dungeon Master and Bloodwych, computer gamers seem to have leant more towards fantasy role-playing than East/West conflicts. Battlemaster is a combination of two styles, classic wargaming and role-playing. The question is, will the gamesplaying public enjoy the mix?

It appeared that, one day, some men were cutting trees from a small wood to make way for farmland, when a small Elven princess spotted them. Dismayed by the slaughter, she begged the men to cease their cutting. Unfortunately, the men could not understand the foreign tongue and so they continued angrily on with



# Battlemaster

M I R R O R S O F T / P S S

their work. On realising this, the Elven princess cast a spell of beauty at which the men were instantaneously enraptured by the new beauty. Unfortunately, one of the woodcutter's wives noticed the fellow's enchantment, and so wrought with jealousy, she picked up her husband's bow and shot the poor princess through the neck. She died instantly.

The Elves were so enraged by this atrocity that they declared war on the humans. The men hastily made a bargain with the Orcs who agreed to help. Both armies charged into battle. The Orcs had made many allies with the dark creatures and a large dragon swooped down and burnt the wood in which the armies were fighting to a cinder. Winds drew the fires in towards both armies and all were lost.

A few Elves, who managed to survive the flames, fled to the Dwarves for shelter. The Dwarves, afraid of the Orcs, refused the Elves entry into their city and these survivors were eventually burnt at the Gates of Gwailon. A series of other incidents created a civil war between the different races. Now a hero is required to settle the indifference and restore peace to the world once again.

The character races available in Battle Master are the humans, Orcs,

*You must decide which leader you wish to be - Orc or human, thief or wizard - the choice is yours.*

*While selecting your character this icon will display which weapons he has.*

*Clicking on this icon allows you to flick through the selection of characters available.*

*If you don't feel comfortable with the keyboard controls, you may change them.*

*Your quest will be a long one. With this option you'll be able to load a saved game.*

*Missile weapons in the character's possession are displayed here.*

*All the keys you'll need to use are highlighted in red.*

*When you've selected everything, click here in order to start the game.*

Dwarves and Elves. Each one can be a fighter, thief, magic user or merchant. You must explore the land while defeating the enemy and collecting treasures, food, weapons and

other precious artifacts. You can call up your character sheet at any time so that you can monitor your character's health and present situation. Once you are happy that you have

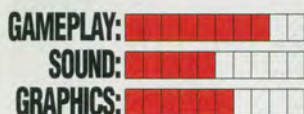
collected enough treasure, you can travel to a new location within the world. Along the way you will be attacked by the enemy and you will have to use your weapons with great

## PUNTER-POWER™



### GAME: BATTLEMASTER PRICE: £24.95

Combining a wargame theme with a fantasy role-playing scenario proved very popular with our panel. Charging around the fantasy world beating-up Orcs and elves appealed to seasoned adventurers and arcade fans alike. The graphics to Battlemaster were extremely colourful if a little too repetitive. Presentation is of a very high standard with beautifully designed maps and character sheets and although there was not much animation on the characters the game's overall look was very pleasing. There is hardly any sound to Battlemaster, but this doesn't really detract as sound effects aren't really required. If you are a fan of RPG games then you would be very wise to buy Battlemaster. Well done, PSS.



## RATING=84%

skill in order to kill them.

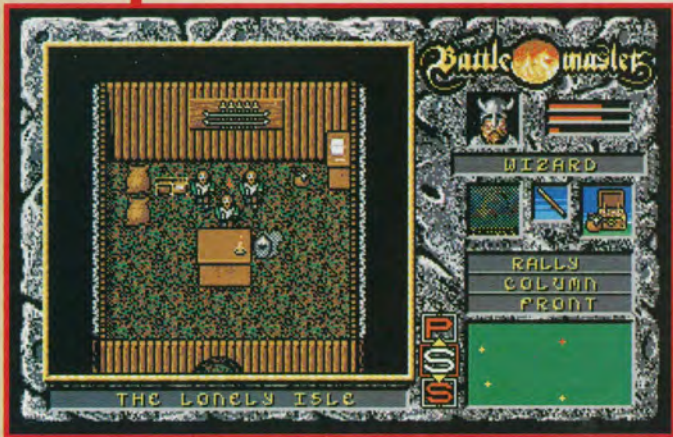
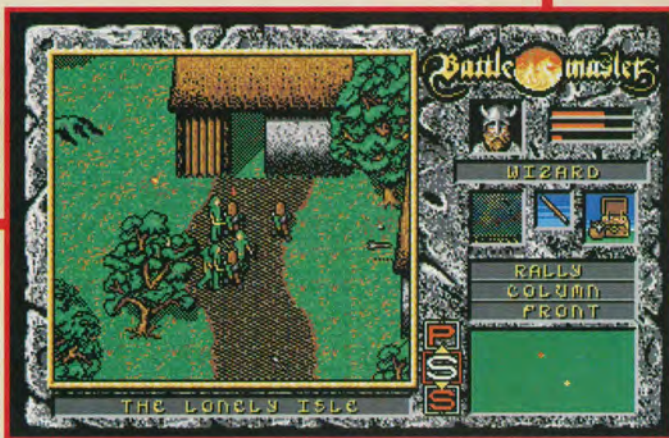
As well as encountering enemy forces along the way, you will also be able to visit villages where you can enter the houses and steal the contents. Some of the houses may be fairly big and you may need to travel for a fair while before the whole building has been investigated. Not all of the houses will have objects in them but those that do will contain items such as chain mail, weapons, keys and food. The keys will allow you access to areas that are locked. As well as items, you may also encounter enemy troops that lie in wait for you. You'll have to fight it out with these so that you can collect all of the items. You can then feed your character, dress him and arm him through the character sheet display.

Buildings aren't the only areas that you can explore and you may come across caves that have been dug deep into the walls of rock faces. These also contain objects, but beware - the ground that you walk on is extremely fragile and may crumble away at any time, sending your band to their doom. Not all of the characters that you meet on your way will be out for your blood and you may be allowed to parlez with them. In this instance you can try and buy their specialised services or even purchase essential items.



You and your companion cautiously make your way up a narrow winding pathway. Due to the wooded copses these parts are renowned for brigands and thieves who would cut your throat as soon as look at you. Fortunately, as a wizard, you carry a wand which is extremely powerful and allows you to reduce even the most deadly opponents into smoldering piles of ash.

During your tiresome journey you stumble across a small village. The smell of home-cooking draws you into the centre of the village. No sooner do you get there, than you are attacked by vicious Elven warriors. As you skirmish with the creatures your companion is injured by a savage blow to his side. Raising your wand you prepare to dispense with the warlike Elves.



After a heated and particularly bloody battle, you manage to kill off all the vicious Elves and enter one of their humble cottages. Inside, hidden in a dark, dusty corner, you are lucky enough to discover some life-saving armour. Searching the settlement further, you collect all the provisions you can find before setting off on the next part of your heroic quest.

Not all of the buildings in the game will be easy to enter. As you progress on your travels you come across a heavily guarded fortress. The solid wooden doors are locked tight and loyal soldiers take turn guarding the walls for unwelcome intruders. Why not try and talk your way in? If that fails, there might be a hidden entrance that will allow you to get in.



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Psygnosis are working on a secret project and they're looking for the most fearsome enemy beast ever to grace a game. They are looking for talented, non-professional artists to design a monster. So if you have the guts to draw the beast from your worst nightmare, send it to us. The top beasts will be displayed in ST Action and, after much scrutiny, Psygnosis will select the winning beast. The successful designer will be invited to Psygnosis' docklands HQ in Liverpool, to direct the drawing, animation and implementation of their creature in the game.

In addition to this all-expenses paid V.I.P. visit, the winner will receive a copy of every single game released on both the Psygnosis and Psyclipse label, a designer mug and T-shirt. The next ten beastly designs which catch the judge's eye will win their creators the Psygnosis or Psyclipse game of their choice and a designer mug and T-shirt.

All designs must be original ideas - remember Psygnosis are monster experts so they'll spot any Alien or Night Breed rip-offs!

Entries should be addressed to: Beast Competition, ST Action, Europa House, Adlington Park, Macclesfield, Cheshire. SK10 4NP. All entries must reach us by 30th October 1990.

# Apprentice



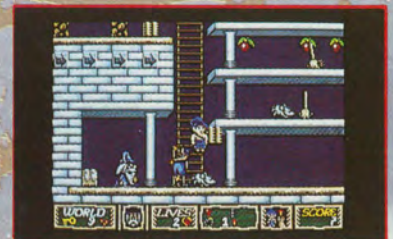
Zolo, an apprentice to the Master of the Guild of Magicians, is young, talented and wise beyond his years. Though he has another 400 years of apprenticeship to serve, Zolo has given glimpses of brilliance. His reward is a chance to enter the Guild provided he can cross the bewitched and dangerous world of Fumo, the dragon. The world of Fumo is colourful and full of cute but intelligent inhabitants. There are many hidden levels and rooms which can only be entered after solving different puzzles.

Zolo will need all his guile, wit and mastery of his craft to solve the complex puzzles. His youth and agility will be an asset as he journeys through the bewitching colourful land of Fumo. An arcade adventure full of colour, superb graphics and intrigue, to grip your attention from start to finish.

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# Dungeons & Disk Drives

**Well, so much for foreign holidays.. Luckily we don't want to go back to Spain anyway, so I don't suppose it matters that we can't. We offered to pay for any damage, but that didn't seem to be enough. After all nobody got hurt and the crowd seemed to enjoy the excitement. If those matadors can't take one little Troll joke then it's a pretty poor show. No-one seemed to care that the Troll would probably be sick from eating the trousers! Anyway, its about time they had some real opposition instead of just a little bull. As for the Castanet Rattling Competition, the Dragon had it won until they demanded that he take his hands out of his pockets and show what he was rattling!**

It's great to be home, even if we did come back to such a mountain of mail that we had trouble getting the Dungeon door open. When we see such mail we never know whether to be grateful that you trouble to write to us or to cry at the thought of all the work. The Troll even has a special place that he keeps his letters - it's on a hook on the back of the toilet door!

U.S. wrote to announce the imminent release of a new Advanced Dungeons & Dragons roleplaying adventure called Shadow Sorcerer. This will be aimed at the mature player who likes more conundrums than carnage - and therefore resembles the original tabletop board games. It will have 3D isometric views for indoor encounters and hexagonal grid maps for outdoors. Your task will be to shepherd frightened refugees who are fleeing from Draconian armies. You will need to feed them, explore the surrounding terrain for hazards and use your diplomatic skills to keep their morale up. Expected Mid-October.

Sierra Adventures are about to destroy your gold reserves by setting yet another host of graphic adventures before your greedy eyes. Kings Quest V, Space Quest IV, Hero's Quest II and Keeping Up With The Jones's



**Always remember to adjust your sights. Otherwise you'll fall foul of the Death Angel!**



**Lucasfilm Game's Zak McKracken has had many of you foxed. Still, never fear the Green and Warty one is here - and he knows all the answers.**

are four new games which are set to knock your socks off with 256 colour graphics. These games are also being produced in CD ROM versions which will contain acres of digitized sound effects, speech and music. When you realise that one CD disk can hold 1800 times the amount of data as a five and a quarter inch floppy, you'll see that they have lots of space to spread their magic. The Mixed-up Mother Goose adventure has already been redesigned for CD and is currently available in America for IBM PC's.

Space Quest IV - The Time Rippers. This involves our hero seeking the help of the Latex Babes of Estros to defeat the Sequel Police who are out to kill Roger Wilco and stop any more sequels being created for this crazy space adventure.

Hero's Quest II - Trial By Fire is set in the uncharted deserts of Arabia which no doubt will give you the opportunity to step back into the world of Arabian Nights.

## Troll Letters

### Complaints Department

To whom it may concern regarding the huge cock-up in August ST Action.

I am deeply disappointed, and need at the very least, an apology to make me feel better.

Is Mitch's head gonna roll, or was it you, my very own warty hero, that was responsible for putting the Dungeon out of order?

During the Californian Gold Rush there was no room for Bandits. Should you lose your copy protection the same fate will befall you, too.



This spooky old house certainly is scary! Maybe you should look out for the old "key under the rug" trick.



The July issue of Dungeons and Disk Drives was really interesting, but did you have to print it again? Every month I always turn to D&DD first, so what happened?

If you grovel and kiss my feet I may forgive you.

P.S. As a special treat, I was going to send you my son's entry for the "Largest Single Bogie In One Pick" competition:- but he ate it!

**Trollette (Valerie Smith),  
West Midlands**

*I knew I would be blamed. We go away for a holiday - and the sky falls in. As soon as we heard the news I proposed that we form a Hanging Jury, go North to Macclesfield to seek out the plonker, give him a fair trial, and then take him out and hang him. Despite our wrath, all of the snivelling swine in the front office swore they weren't responsible - some of them tried to suggest that it might even have been your fault.*

*Needless to say, we here in the Dungeon were mortified over the whole thing and I have been 'volunteered' to apologise for the fiasco to all snotty humans. Yes, it's really great to be back.*

## Practice Makes Perfect In Police Quest II

I'm in the airplane with the hijackers and every time I try to shoot the hijacker I hit the stewardess. If I try to shoot him when the stewardess is on the floor I miss and get shot. I've tried everything I can think of, so could you please tell me how to shoot this hijacker?

P.S. Why are Sierra Hint Books so expensive?

**S. Kelly, Reading**

*If you keep missing what you are aiming at, then common sense should tell you that it's because you are a lousy shot. To get better at anything you must practise. Why do you think I can eat six tins of beans and then knockout any human within 5 metres by simply lifting the flap in the rear of my boxer shorts - Practise! Visit the Firing Range and reset your sights before taking the flight to Steelton.*

*Who cares how expensive the hint books are? It only costs a Stamped Addressed Envelope to the Dungeon to get the answer*

*to any Sierra puzzle. That's as long as you can stand my replies, ha!*

## The Secret of The Pyramid In The Bermuda Project

Dear 'Mister T', I got Bermuda Project 'bundled' with my Atari ST and I completed 28% of it before getting stuck. I have always managed to get hints/solutions from mags or specialist organizations (I'm a member of Official Secrets), but no-one appears to be able to help with this game - not even the Production Company!

I have discovered a circle of white stones and some pyramids inside a ring of statues. I've also found a ravine bridge guarded by a bloke who won't let me cross.

P.S. I'm not a "Trollist", but I had to knock one of your relatives off the bridge in Shadowgate - I gave him money and he still wouldn't let me pass. I don't think I killed him though.

P.P.S. Please ignore the brown stains on this letter, they were insects before I smeared them!

**Malcom Furneaux**

*Well don't worry about the stains, it gave me something to suck while we were all watching the TV last night.*

*If you were to look under one of the white stones, the one which represents the eye of the serpent, you'll find the key to a pyramid. Inside the pyramid is some treasure which you can use to bribe the heavy dude guarding the bridge. Speaking of which, you'll regret knocking that Troll off the bridge because you're going to have to pass his way again, and the next time he'll be ready for you.*

## Zak McCracken-Vandalism While You Wait

In Issue 25 you mentioned that you would liked to be portrayed by your readers well here's the result. It must be you because it is the most disgusting creature I could draw.

As you say you know something about adventures, answer this. In Zak McCracken, I can't get the lighter in the plane. I know it's under the front seat. but I can't get it because the stewardess tells me to go back to my seat.

**Machiel Bakx, Holland**

The trouble with that stewardess is that she hasn't got enough work to keep her busy. Perhaps you could vomit over some other passenger, that would keep her occupied. Failing that, you could indulge in some wanton vandalism and flood the toilet. To do this you can simply put toilet paper in the wash basin and then turn the taps on. Pressing the Call button would then make her visit the toilet and discover the mess.

I'll also warn you that you'll need to cause more trouble to occupy her later on, so read page 2 of the newspaper which comes with the game to get another good idea for trouble-making.

As you did such a good job of the drawing I've decided that you should receive this month's prize from my Lucky-Dip Software Bag. I should also mention that Evil Edna and the Dragon is getting a bit 'miffed' that no-one is taking the trouble to draw them. Any offers?

## Larry II - Bursting Out All Over

I have completed the Space Quest series and now I'm busy with Leisure Suit Larry II. Can you tell me where I can get something to put in the bikini top, so I can get past the KGB guards?

Is there a Space Quest IV coming out?

**Rogier Burlage, Holland**

*Well the thing I always try to get into a bikini top is my hands, but you can use the following logic:-*

*IF BIKINI-TOP = EVIL-EDNA THEN GOTO FORGET-IT.*

*GET SOAP OR GET MONEY*

*INPUT BIKINI-TOP*

*PRINT "HELLO GORGEOUS!"*

*ENDPROC*

*FORGET-IT.*



**These small tree-creatures are easy meat. They also provide an invaluable food source.**



PRINT "YUCK!"  
ENDPROC

I have seen some screenshots which are supposed to be from Space Quest IV and Kings Quest V - both potential CD ROM games. What I saw looked like classy high-definition graphics so I'm not sure what is going on. No doubt when the Crew visits Activision at the September Computer Show we will find out all about the future Sierra games and report back.

## Strike Gold in Sierra's Gold Rush

I cleverly followed my brother's mule to his house. I got the ladder and matches, found the secret entrance under the toilet and went down his gold mine. I have found the pick and mined for gold, but what do I do now?

P.S. If you print this, don't chop it up like you did.....

**David Matiert**

*Oops! I seem to have missed a bit. I also seem to have misspelled your name - but I'm sure you don't mind. The answer to your problem is towards the top of a big ladder. On the left hand side of a particular ladder there is a piece of rock jutting out. At this point you can get off the ladder and scuttle left into a new corridor. Down the far end you'll find a new cavern which holds the final secret.*

## More 'How To Do It' Books In Indy's Adventure

Here are some useful tips for the Indiana Jones Adventure. Whilst in the library in Venice I have found a book of maps, with the maps of the catacombs in it. I also found a book which tells you how to fly a bi-plane in the 'How To Do It' section.

At the end of the adventure when Schnieder rolls down the crack in the floor you can walk up to the crack and:- Look Crack. This will then show Indy looking down the crack at the Holy Grail which is on a ledge. Now all you have to do is whip the Grail and



*Shadowgate's hall of mirrors can prove quite tricky. Use the hammer to smash the glass.*

catch it. Then decide what to do with it!

P.S. Don't spell my name wrong.

**Steve Flynn, Cheshire**

*What is this - an Adventure Column or a Spelling Test? I'll have you know that 6 months ago I couldn't even spell adventure columnist - and now I am one.*

## The Secret Of CHAOS's Garbled Scroll Revealed

In Issue 25 you received a letter asking if you knew the meaning of the Chaos Strikes Back scroll which reads:- GRYNZX ERNUM QUEY KZ SKEBON REDNZM LI OS DEY WEFNA ENDCARN AQUANTANA.

Well? What does it mean? If you don't know, get in touch with FTL - NOW!

If the answer is not printed in the next ST Action I will come and fart under your bridge.

**C. Wood, Rochdale**

*Gosh, aren't you masterful. I'll ignore your insolence as you are obviously suffering from stress. I could make no sense of the CHAOS scroll either but I was convinced that it did have some meaning so I contacted FTL and got the definitive answer. It is Meaningless - a total red herring. The miserable swine!*

## Gain the Mantra of Honour For ULTIMA V

I am stuck in Ultima V. I have all the Mantras, except Honour. What are the Words Of Power?

I have only one which is Fallax to open the Dungeon Deceit and I think that there are more.

I have a tip for other Ultima V players. If you want to get free food go to Britannia and pick the farmer's crops. Leave and then return and you'll find the crops have returned. Good Eh?

**Carl Cullen, Manchester**

*There are 8 Words Of Power. I won't tell you them all, but they include Avdus and INOPIA which are for the Dungeons Covetous and Destard at locations BL JM and KI EI.*

*There are also 8 mantras and the one for Honour is SUMM - (location MP FB).*

*As for your tip, you may be right, but I thought a noble knight wasn't supposed to go around nicking things from the humble peasantry?*

## Maniac Mansion - Late Developments

In the February edition of GTGA in ST ACTION you said that the camera film is in front of the house in the left bush, but I can't find it. I've used the 'What Is' command but it just finds the bushes. I can't pick that up so please tell me how to do it.

**Carl Vincent, Chesham**

*Here we go again, I'm getting blamed for everything. I never said anything in GTGA, I have nothing to do with GTGA - so there! Anyway it's you who can't read. According to my copy of Boy Blunder's solution it says, "On each sides of the steps leading up to the building is a bush. Examine the right-hand bush and retrieve the film". You've also got to realise that the film isn't there at the early part of the game it only turns up after you've been told by Weird Ed to find his plans. Another thing to realise is that this game plays differently depending on which kids you choose at the beginning. If you don't choose Mike the photographer then there is no need for a film and I suspect that it doesn't turn up in that case.*

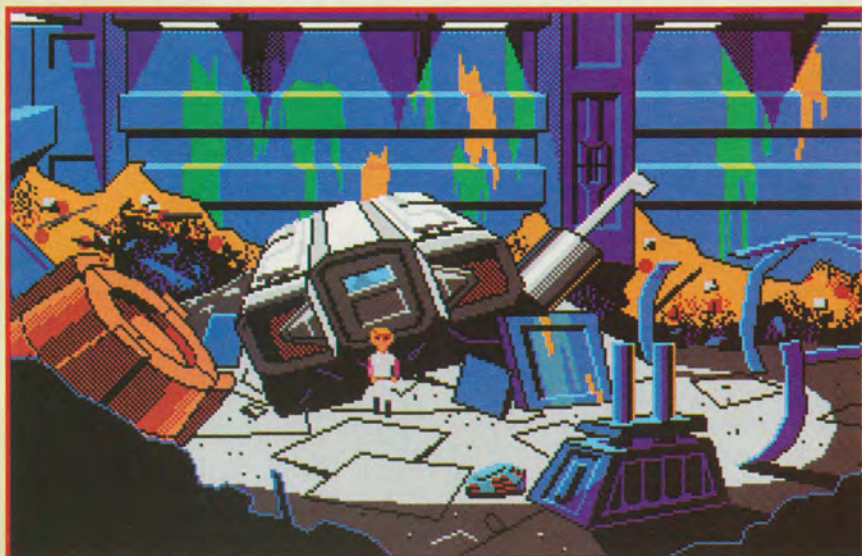
## Manhunter New York - Bombed Out

I've tracked a suspect to the Coney Island Fair, but when I use my personal computer (M.A.D), bombs appear on my screen and the game stops. This is my second copy of the game. Is it the game, my computer or me? Could you please give me some names (e.g. Phil Cook) or something so I can still play the game. But if I need to use my MAD here then I'm stuck for good. Should I buy another computer?

**N. Barraclough, Cheshire**

*Well you could buy another computer. How do you fancy having to pay lot's more for the same software - which is released six months after the Atari ST version? If like the sound of that, then you are just the candidate for an Amiga.*

*When you solve the Coney Island puzzle (i.e. knocking down the correct dolls and showing the medallion), your MAD will automatically be used to decode a message*



*The world's favourite space rogue, Roger Wilco, seems to have gotten himself into all kinds of bother. How will he get out of this mess?*

The Black Cauldron is one of Sierra's earliest adventures and although it is designed for children it still provides more than it's fair share of problems.



which the stall keeper gives you. If this makes your game bomb-out, then I don't see the point of giving you more clues for later, as later is never going to come for you.

## A Super Cheat For Drakkhen Dragon Slayers

I just thought I'd send you a cheat for Infogrammes DRAKKHEN game.

When you are creating a character at the beginning of the game, give the name as 31415927 <Return>. Then type SUPERVISOR <Return>. This will enable you to create characters with powerful statistics (up to 23).

During the game you can now press function key F10 and it will replenish your Magic and Hit points to full. If you hold down F9 and right-click at the bottom of the dialogue window, this will summon the Supervisor window from which you can summon various monsters. Not a good idea!

If you Press and hold F8 and right-click again, your characters will be given billions of experience points and catapult them to Level 14. This improves their fighting ability and spells availability.

**Marcus East, Edmonton**

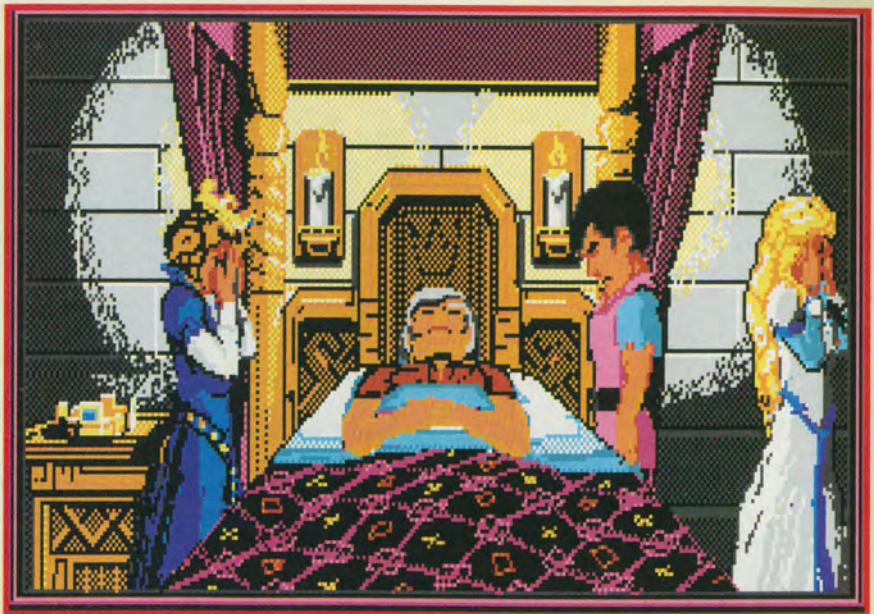
*I'm not sure that I wanted to know that. I'm always torn about letting you humans know about cheat modes because I know that you are all weak-willed flabby slobs who will pick the easy way out if you are given half a chance. How will you ever hope to become powerful, wise and good looking-like me if you don't persevere?*

## Whose Been On The Castle Master's Chair?

I've been addicted to Castle Master for weeks now and while I've found all 10 pentacles and 9 keys, I can't find the key to King's Solar. Could you please enlighten me?

**Mike Flack, Thatcham**

*From the tons of mail that's being stuffed under the bridge, there appears to be quite*



Rosella is poor King Graham's only hope. Can you retrieve the rare plant that'll save him?

a few humans stumbling around in this castle. I'm surprised you don't all fall in the moat and get eaten by the shark. That would be really dreadful! I've asked Mitch if we can have one for our moat, but all he says is, "Wait for Christmas". Promises, promises.

The key you seek is in plain view in the Wizard's Hut. The reason you can't see it is because you are obviously a drag-bum - i.e. your bottom is too near the ground because your legs are so short. If you were taller you would see the key lying on top of the chair. You can either spend a few days hanging from your kitchen door with weights tied to your ankles to stretch your puny legs or you could just climb up on the table and reach the key from there. You can thank Harry Maton of Croydon for that information.

## Cheat a Rod Hog and Gain a Key

I need help with Personal Nightmare, the best adventure I've ever played (and I've got them all). I've had it for a long time and gotten very far into it but now I'm stuck like a Troll in a Moat.

I've tried looking for a hint book here in the U.S. but none to be found. I've even tried writing to Horrorsoft, but no response. Please, your wartfulness, you're my last hope! Just answer my questions and I'll clean up your Dungeon spotless.

How do you get money to develop the film, How do you free the girl in Alice's attic and how do you get into Peter Mason's House.

Your slave from the colonies.

**Jon Carrier, Newington U.S.A.**

*Who says I want the Dungeon cleaned? I know for a fact that rubbing bean-sauce into the carpet makes it fluffier.*

*1. You send the film away using the free voucher found inside a photo mag in the dark room.*

*2. You kill the witch by throwing a jug of water over her - just like the Wizard of Oz.*

*3. You must be outside the main door of the*

Pub at or after Midnight on the second night after your arrival. A car will appear, which will start to come at you and try and knock you down. Go EAST then NORTH and the car will just miss you. WAIT until the car comes at you again, then repeat EAST and NORTH. This is done FIVE TIMES in all causing the car to crash into a tree. Enter the car, look in the glove box and get the keys to the Garage and Rose Cottage.

Send your Hints, Artwork and Queries with a S.A.E to:-

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

**Before you all write in with your cries of, "No fair!" may we take this opportunity to tell you of the awful state that the dungeon was left in. The Troll has been told that he can only have the dungeon spruced-up if he tidies out his corner.**

**Obviously, with so much junk lying around, the decorating has taken more time than we had anticipated. Watch out for next month's column when the once drab walls will be newly papered with glorious maps.**

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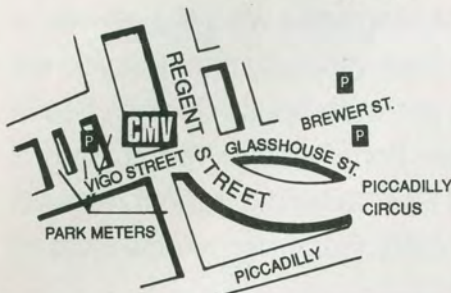
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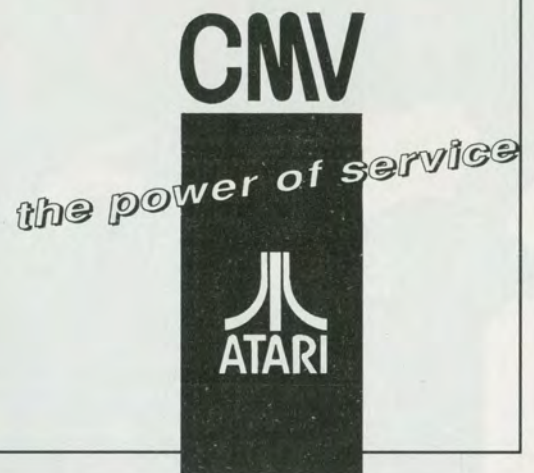
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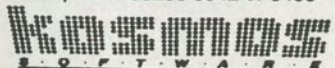
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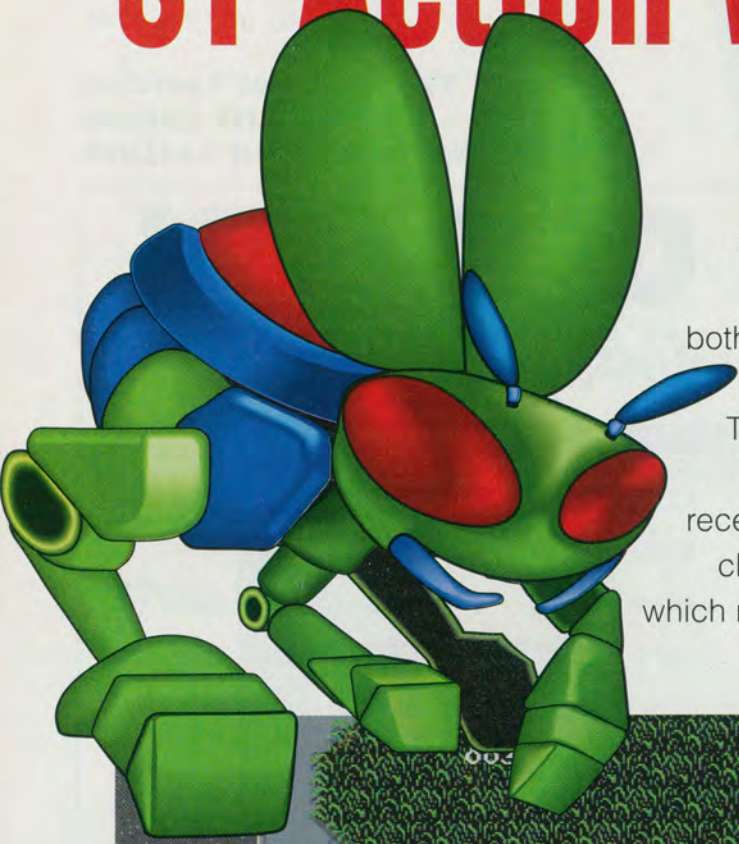
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## GAMES FOR HIRE

There has long been a debate on piracy. Magazines have condemned it and pirates have tried to justify themselves. The ball has flown back and forth but no-one has offered a solution acceptable to both parties. I agree that software prices are too high, but piracy is not the answer. The solution, I believe, is hiring.

I think that very few games can hold constant attention for more than ten days. Only rare games such as Chaos Strikes Back and Midwinter present a greater challenge and therefore warrant longer playing time. A great example for hiring is Don Bluth's Space Ace. This game can be completed in two or three hours and costs an incredible forty-five pounds to buy. However, renting it for a mere three pounds sounds a much better idea.

I hope this idea catches on as it allows many people to experience games at a low cost and may even convert the pirates.

**Mark Worth, Bexley, Kent.**

*Although hiring software seems a good idea, it is really just another way in which people can get hold of software in order to copy it. Just because it's possible to hire a game for three pounds, it doesn't necessarily mean that pirates will stop their copying. In any case, the hiring of software is illegal. Take a look at the instruction leaflet inside the next game you get, I bet it mentions that the hiring of it is prohibited.*

## BURNED-OUT DRAGON

I have bought Double Dragon II four times and each time I have had to return it to the shop because there is absolutely no sound and I cannot load the third and fourth levels. Could you please help me with my problem as it seems as if I'm just banging my head against a brick wall?

**Kevin Garrow, Dunfermline, Fife.**

## IN SEARCH OF THE ULTIMATE RACE GAME

About ten months ago I bought Electronic Arts' Ferrari Formula One, expecting to play a high-quality, technically accurate, racing game. Now, ten months on, I have come to the conclusion the FF1 is awful.

The pre-race presentation is fine and I was glad to see a full sixteen week racing season. However, the actual races are pretty close to atrocious.

Both the game and the stop-watch run at half speed, meaning that a full Grand Prix lasts not the usual two hours, but a staggering four hours! Although the tracks are accurate as far as the the

curves and straights are concerned, why is there no contouring? Why doesn't the famous Loews Hairpin at Monaco slope towards the harbour? An on-screen map of the circuit showing the position of the first three cars would have been nice, as would knowing which driver is in front of me and which are behind.

Speaking of drivers, why are there only eight, when in a real Grand Prix there are twenty-six? All of the drivers race so similarly to each other that they usually finish the race within a few seconds of each other - are there no such things as back-markers in this game?

Once you've mastered the awkward mouse controls the game becomes very easy to win. I finished a ten lap race fifty seconds ahead of the second-placed man!

You may think that I am being over critical. However, when you consider that Acornsoft programmed the superior formula three race game, Revs, on the BBC micro, you begin to see why FF1 is so awful.

The ultimate race game would be one that combined the pre-race accuracy of FF1 and the driving contained within Revs - I hope such a game will be released soon.

On the subject of sports simulations. Having watched Wimbledon for two weeks I've decided to buy a tennis game. You seem to think that Tennis Cup is the best game available. Now you've had more time to experience it, do you still feel it is the best sim on the market?

**Mike Matthews, Horfield, Bristol.**

*Thanks for your letter, Mike. As far as Tennis games go, we still believe Tennis Cup is the best game around.*

## TROLL'S REST HOME URGENTLY REQUIRED

Is the Troll going mad, or does he just like to repeat himself? I reckon the Troll is a well-mean dude, but I'm having my doubts now. Is he going senile?

**Ian Coates, Diss, Norfolk.**

*Boy, have we had some stick for our little feux-par. The Troll has asked me (actually, he threatened me with a wax crayon) to apologise for the mistake. Only after several large drinks and countless sweets did the little fellow see the funny side. Never the less, his wartyiness has told me to inform you that if it ever happens again I'll be talking in a much higher pitched voice.*

## HARD DECISIONS

I would like your advice on hard disks as I am planning on purchasing one very soon. Firstly, how

large a memory capacity do I need to store about twenty adventure games? I am looking to spend about four or five hundred pounds so could you tell me of a good quality drive for around that price?

Secondly, a week ago I ordered a copy of Leisure Suit Larry III. As soon as it arrived I tore open the box and booted it up. As usual, the graphics and humour were up to the high standards Sierra set themselves. I even liked the idea of having to use the booklet in order to solve some of the problems. However, I found the game far too easy and managed to complete it, with full points, in just over two hours!

As LSL3 was so easy it spoilt my enjoyment of the game even though it was hilariously funny. I just hope when all the other Sierra games come out they will not be as easy, as I rate the Larry games, the King's Quest series, the Space Quest titles and the Police Quest games to be amongst the best in the world. What do you think of the difficulty levels set by Sierra?

**Andrew Brindle, Sevenoaks, Kent.**

*Going up in the world are we? Well, first off, I'm going to assume you want to run your Sierra games from off of your hard drive. If this is the case, you're not going to be able to afford a hard disk with enough space to store twenty games. However, these baronial devices are just the ticket when it comes to playing Sierra quests. Personally, I would recommend you take a look at a Supra drive. I have used the twenty meg version and found it completely hassle-free.*

*As for the difficulty of Sierra games, I would say that they are basically very similar in the difficulty departments. There are of course exceptions - King's Quest III is particularly hard. If you manage to complete one in double-quick time it merely suggests you are in tune with the writer's line of thought.*

## ULTIMA SHUNNED

Why has Ultima V not been reviewed by ST Action? Like it or loathe it, it's a classic game that shouldn't be ignored. I simply can't believe that none of your reviewers can get to grips with it!

Finally, keep up the good work. The mere fact that it is published by someone other than EMAP deserves whole-hearted support (always assuming that Interactive Publishing is not part of the dreaded East-Midlands).

**David Downs, Ipswich, Suffolk.**

*A real bone of contention, this one. We were sent a copy of Ultima V. However, the game failed to load on our machines. After several calls to Mindscape we were told the game was not available.*

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**Editor:** Nick Clarkson  
**Art Editor:** Jonathan Ross  
**Contributors:** Steve White, Alan Bunker,  
Jason Spiller, Andy Mitchell.

**Electronic Art consultant:** Ian Tindale  
**Cover photography:** Roger Marshal  
**Photography:** Ian Fox

**Advertising manager:**  
Jane Conway Tel (0625) 859555  
Fax (0625) 879967

**Circulation executive:** Carolyn Wood

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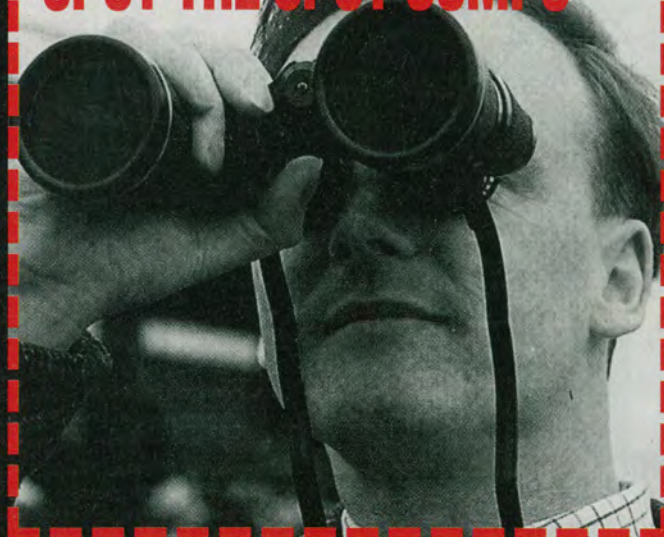
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**Correspondence:** All enquiries and requests for information must be made by letter. We are a little to busy to deal with such enquiries by phone.

**Legal bit:** Whilst every care is taken, the publishers cannot be held responsible for errors contained in this magazine.

**Wise thought for the month:**  
Don't put silly bits in your credits column because you might offend people who don't have a sense of humor.

## SPOT THE SPOT COMPO



Yes, you've seen spot the difference, you've played spot the ball - now try your hand at "Spot the Spot". In this photo, zit spotter, Jerry Glenwright, is looking in completely the wrong direction - can you help by placing the X where you think the pimple might be. Send your entries to: Pamela Norman, Production Editor, Atari ST User, Europa House, Adlington Park, Macclesfield, Cheshire, SK10 4NP. The winner will receive one of Jerry's old school jumpers or the game of their choice.

## PLAYMATE OF THE MONTH



October's playmate is Stephanie. Her vital statistics are 520K, QWERTY, External disk drive. Her hobbies include Sailing and horse riding. Amongst her interests she includes running Flight Sim II and sophisticated DTP programs such as Calamus and Timeworks. She believes her sexy plug-in cartridge is her greatest asset and longs to upgrade soon. Here we see her reclining on a rather fetching sheepskin rug.

Why not send in a picture of your favourite STunner in compromising poses. Don't forget to include all her intimate details and measurements!

## NEXT MONTH...

Action-packed as ever, next month's issue features a myriad of Christmas releases. As yuletide fever grips computer owners everywhere, the legions of software houses open the flood gates in order to quench their insatiable thirst for games. As the leading authority on ST games we'll be here to bring you the most comprehensive reviews going. Next issue will see our panel of punters scrutinising a whole host of games, including:



### Vaxine - U.S. Gold.

Way-out wackyness from the Assembly Line. These boys are hot stuff and have already produced a number of top-selling titles such as; E-motion, Pipemania, Xenon II and Helter Skelter. Just what will our panel make of this off-beat game?



### Turrigan - Rainbow Arts.

First there was X-Out, now comes Turrigan. How will the punters react to this manic shoot'em-up from Rainbow Arts?

### Operation Harrier - U.S. Gold.

Using their unique Rotoscope graphic system, which was first featured in Rotox. U.S. Gold present this intense air combat shoot'em-up. Blowing things out of the sky usually appeals to gamers, but will Operation Harrier win the punters over?

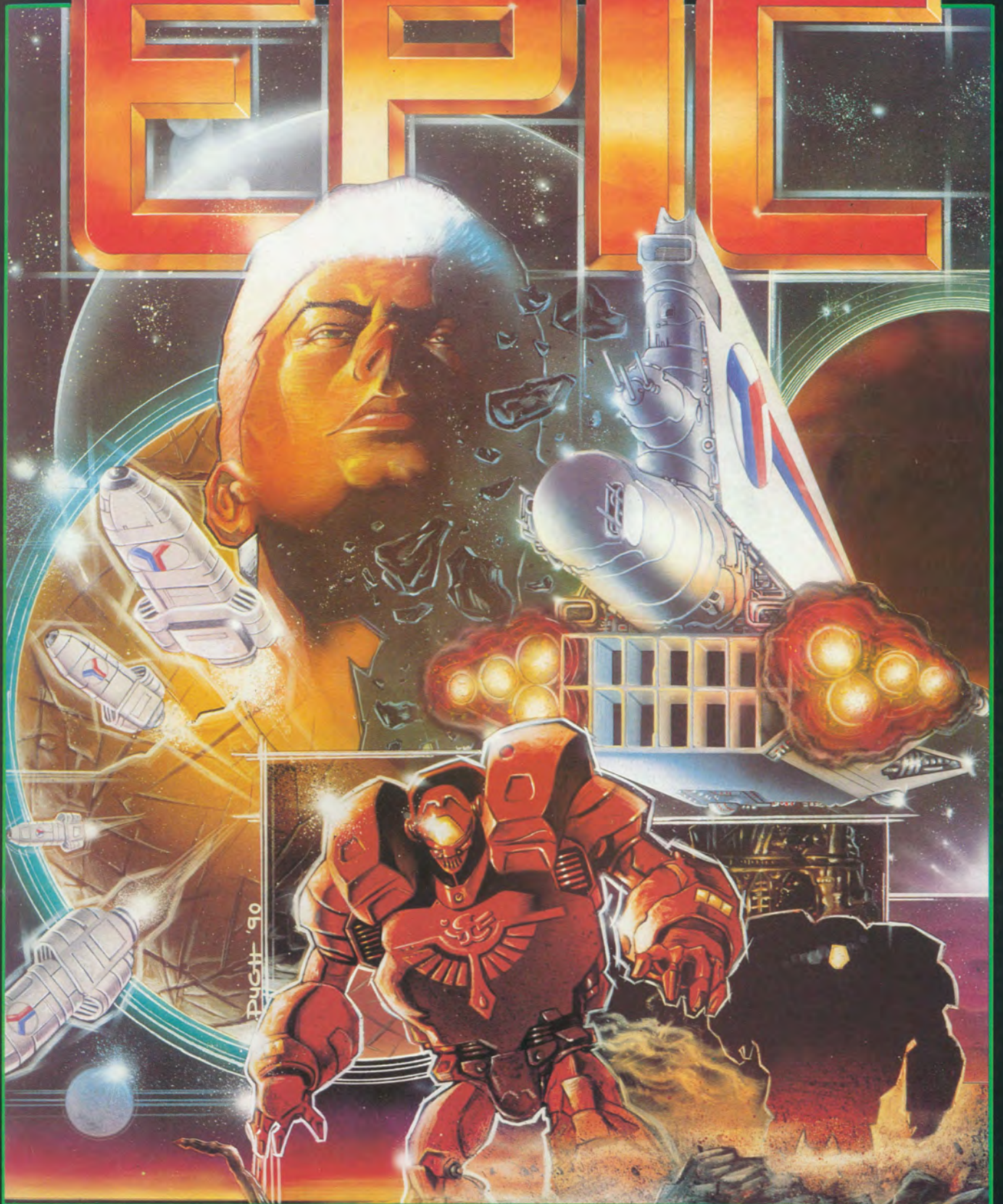


### Saint Dragon - Sales Curve

We take a look at the Sales Curve's first solo project, Saint Dragon. A conversion of Jaleco's classic coin-op, will Saint Dragon's shoot'em-up action keep our punters happy?

**NEXT ISSUE OUT SOMETIME  
IN OCTOBER (we hope!)**

# EPIC



## EPIC - A LEGEND BEYOND TIME

From the development team which brought you F29 Retaliator now emerges **EPIC** - a sci-fi extravaganza featuring spectacular graphics and stunning game-play.



ATARI ST · CBM AMIGA

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