

ST ACTION

THE WORLD'S ONLY DEDICATED
ST GAMES MAGAZINE

Driven to Distraction...

...Definitive reviews of:
Lotus Esprit Turbo Challenge,
Days of Thunder and Toyota Rally

BEHIND THE WHEEL: THE SHADOW OF THE BEAST • SPEEDBALL 2
VOODOO NIGHTMARE • MI TANK PLATOON • ATMOIC ROBOKID • 9 LIVES



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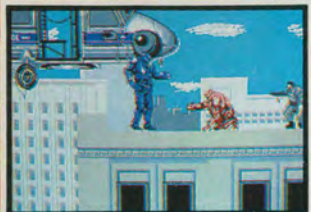
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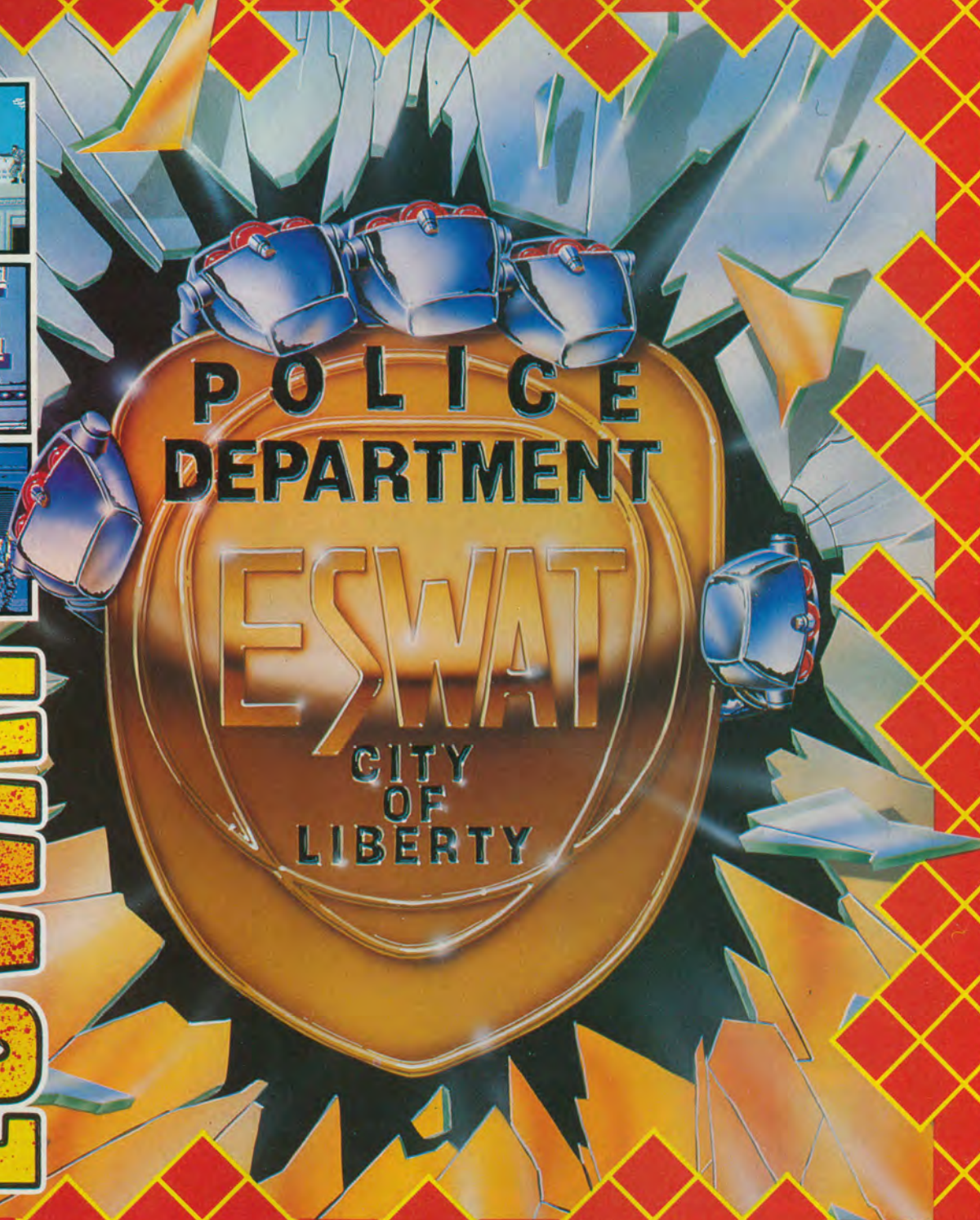
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ST ACTION

THE WORLD'S ONLY DEDICATED ST GAMES MAGAZINE

ST Action is the single biggest source of high-quality news, reviews, interviews and playing tips for Atari ST games players. Not only is STA's coverage the most complete, it is also the most sophisticated featuring as it does, the unique Punter-Power™ reviewing system.

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Man has always craved for the thrill of speed. Using the very latest technology, racing drivers live life on the edge as they strive to push themselves and their machines to the limit. Take a lift with Alan Bunker as he test drives the very latest racing games.



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Your imitation Ray-Ban's getting a little worn? Now's your chance to win an exclusive pair of Lotus sunglasses, a Lotus T-shirt and a Lotus keyring - a neat little bundle adding up to more thank a tankful's worth.

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So, you've played the demo and you love the game. All you've got to do now is buy the full version. Here's your chance to get some of the very latest games at the right price. Send your orders in now, Santa can't wait too long.

PUNTER-POWER™ 130

Here at ST Action we're proud to boast the only scoring system that can really be trusted. All the ST Action scores are made by the people for the people. Just in case you missed it last month, we give you the low-down on how it all works.



REGULARS

ACTION NEWS 04

All the latest gossip and chit-chat on what's new for your ST. We've news from the likes of Ocean, U.S. Gold, Imageworks, Krisalis, System 3 and many, many more! We even give you the low-down on what MPS labs, Magnetic Fields and Bullfrog are up to.



DISK SPECIAL 15

We've got another four incredible demos for you to test your skills with. Gremlin's Toyota Rally, Arc's Defender 2, System 3's Flimbo's Quest and Z-Out from Rainbow Arts.

GIVING THE GAME AWAY 60

This month we've seven pages stuffed full with the latest hints and tips. We give you the full solution to Nightbreed - the Interactive Movie, Time Machine and Mean Streets.

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Mitch, the Dragon, Evil Edna and the Warty One have been busy answering your questions. Mitch has even managed to save some priceless scrolls for you perusal.

WRITE ON! 74

Piracy's killing software... this game's sexist... twenty quid for this old rubbish... Yep, we get all sorts of letters from all kinds of people. What have you got to say?

BACK PASSAGE 136

Even more old tat to make you titter. Plus a brief insight into next month's offerings. Oh and if you are at all interested, it's where you find the credits column!

MEET THE ACTION MEN



Nick Clarkson's the Editor of the outfit. Although he's a happy chap, we do wish he'd get his hair cut.



Jonathan Ross, the Art Editor, is so dedicated he stays working until the early hours - what a nutter!



Hello, my name's Alan Bunker. I'm a journalist and I've got a brand-new Yamaha motorbike waiting outside.



Poor Jason Dutton's having a rough time of it at the moment. When he's not brushing up on his Lotus Esprit Challenge skills he's out writing-off company cars - oh well!

We'd like to take this opportunity to bid Steve White a fond farewell as he trots off to take up the role of Editor at Amiga Action. Paul McNally steps in to take over. Watch out for next month's issue in which we'll show you just what this shaggy beast looks like.



CRUISE FOR A CORPSE - U.S. GOLD

Following in the footsteps of the highly acclaimed Future Wars and Operation Stealth comes the new game from French software house, Delphine. Released again on the U.S. Gold label, Cruise for a Corpse sees you taking on the role of Inspector Raoul Dussentier, who, while enjoying a pleasant holiday aboard a luxurious yacht at the invitation of Niklos Karaboudjan, a Greek shipping magnate, finds his host murdered. You must question the others just like Agatha Christie, in a bid to unmask the killer. Naturally, the psychopath could strike again at any moment so it's up to you to put him (or her) behind bars quickly. Make the correct deductions and you'll save the day, fail and who knows, you may be the next victim!

Along with a whole host of new and improved features, we are also promised characters that have been doubled in size from the other games in the series, so this should be one to watch out for.

Available early next year, expect the price to be around £24.95.



SWIV - STORM

January will see the next release on the Storm software label. Programmed by Random Access (the team behind Silkworm and Ninja Warriors), SWIV (Silkworm IV?) is a fast moving shoot'em-up of truly mega proportions. Incorporating all the usual features we've come to expect in a shoot'em-up, SWIV has one brilliant difference - there are no end of level guardians. This is because there are no levels. As you play the game, the computer loads in the next stage making for a continuous play area.

Two-players may takepart, one in the form of a jeep, the other a helicopter. Together, they'll have to take on some formidable opponents which will take some beating. SWIV looks as if it will challenge even the mightiest gamers around.

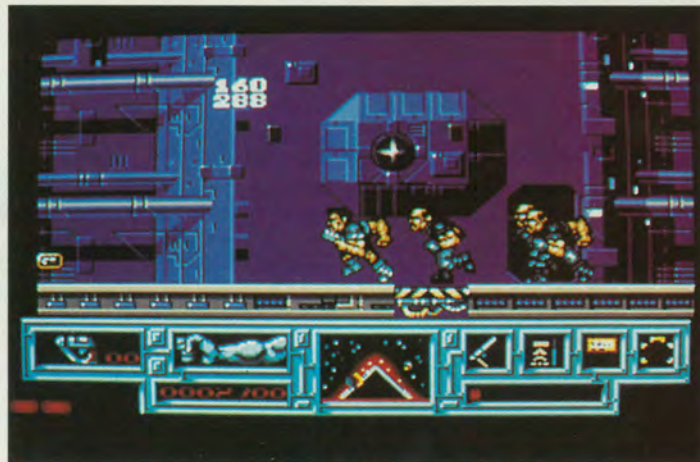
Due for release early in the New Year, SWIV will be available on the Storm label, priced £24.99.



KILLING CLOUDS - IMAGEWORKS

Set against a backdrop of lawlessness and organised crime, Killing Clouds is due to arrive on the ST. You are a member of the San Francisco police department which has to deal with the very real threat of a toxic cloud that has killed half of the population of your city. It is your job to find out how the Killing Cloud got there and who sent it. Only when you have gathered the relevant information will you be able to intervene and do something about the ever-present menace.

Programmed by the Vektor Grafix team, the game combines the latest technology and superlative graphics. Priced at £24.99, it should be in the shops in time for Christmas.



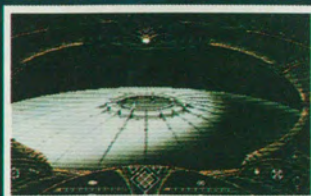
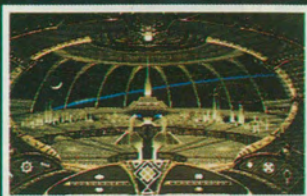
TOTAL RECALL - OCEAN

He's big. He's bad. He's called Arnold(?). Schwarzenegger is back on the ST in Total Recall, the game of this years blockbuster movie, described by some as the best science-fiction film for years. As Quaid, you find out that you're not the man you thought you were, and that your brain has been tampered with by the authorities. You must travel to the planet Mars to try to unravel the mystery that now surrounds your identity.

There's plenty to do throughout the game, including collecting icons that provide Quaid (or Arnie to his mates) with various devices or objects such as a briefcase or passport. Icons can also be collected to enhance firepower. The game will feature five levels with over 200 screens in total. Sound is also looked after with samples from the movie hopefully being included. Total recall is due out any time now and will cost £24.99.



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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



Shaun Southern and the team are currently working on two projects. The first, *Super Cars II*, will feature a vertically split screen allowing two players to compete simultaneously. The game will include a wide range of customising options, allowing drivers to soup-up their vehicles. The team are also working on an adventurous martial arts game. Information is top secret but keep an eye out for it.



Microprose's development team are currently working on three projects. *Knights of the Skies* is billed as an accurate WW1 fighter simulator that will wipe the floor with the likes of Cinemaware's *Wings*. Apparently the project has been worked on in the States for nearly two years now and the U.K. team are working on the ST version. *F15-II* is nearing completion, apparently the game includes the same amount of detail as *F19 Stealth* but involves much more action in the shape of deadly dogfights. Finally, the team are working on *Railroad Tycoon*. A game in which, from humble beginnings, you must make it big via the selling of stocks, shares and the like.



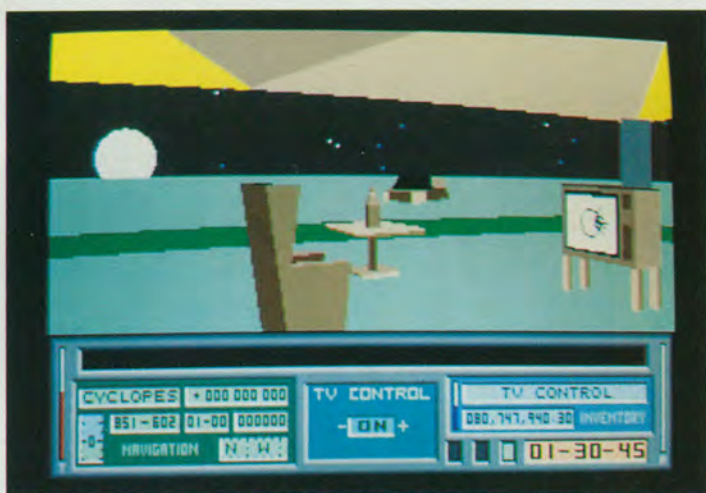
Just putting the finishing touches to the highly acclaimed *Powermonger*, Bullfrog are currently working on two rather secret new titles. The first game is described as having a subtle mix of arcade action, role playing, strategy and shoot'em-up elements! Their second project is known as *Evolution*, I guess you might have a good idea as to what it's all about. No publishers have been decided upon as of yet. Apparently, the team are still looking for the best deal available.

SPECIAL CRIMINAL INVESTIGATIONS - OCEAN

Remember this time last year? Ocean launched their conversion of Taito's smash hit, *Chase H.Q.* onto our screens. This year the Manchester-based company are set to wow us again with the follow-up, *Special Criminal Investigations*. Sitting in your flash motor, you suddenly get a message from Nancy at the H.Q. "Apprehend villains...", putting your pedal to the metal your car roars into action. The game has all the usual features plus a whole host of

new enhancements such as weather changes, grenade-lobbing bikers, machine-gun firing helicopters and loads of different scenarios. Join the S.C.I. as you race through the city of Paris, through the European countryside, until you reach the game's climax in the desert wastes of the Sahara.

Due for release at the end of November, *Special Criminal Investigations* will cost you £19.99.

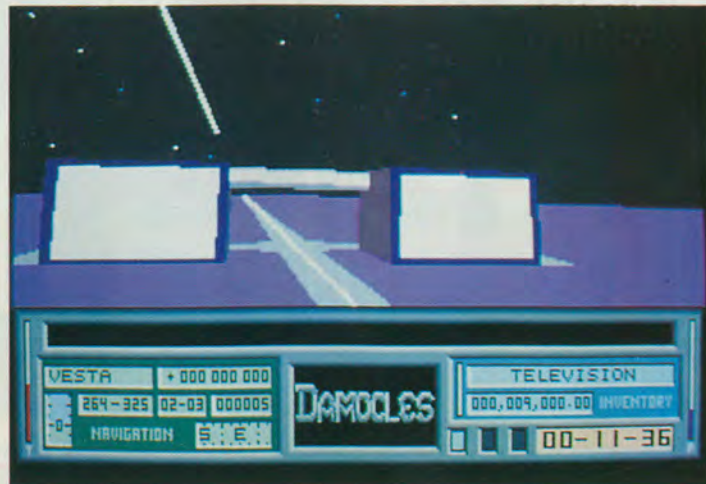


DAMOCLES MISSION DISKS - NOVAGEN

Two extra goodies on the way for fans of the cracking *Damocles*, as Novagen announce the imminent release of their two mission disks. The first disk in the series allows you to play five new missions which are set in the same original game environment as the game itself.

Damocles author, Paul Woakes has concealed many features beyond the basic gameplay and the Mission Disk One is designed to take you through some of these, much of which still remain undiscovered. Mission Disk Two will attempt to do more of the same.

Details are still sketchy at the moment as to what the missions are but as usual we'll let you know any further information that we receive. Now for the damage report, each of the two disks will set you back a penny under a tenner and the first one will be available very soon.



ROBOCOP II - OCEAN

Do you remember the best selling game of all time? The game that stayed at number one in the charts for 32 weeks? Of course you do. Ocean Software, the company responsible for the first *Robocop*, are now soon to release the sequel aptly named *Robocop II*. The city is now imminently due to be sold, to the still corrupt OCP. Whilst a fearsome new drug lord, Cain, is overrunning the community, crime has risen to an all time high. OCP have designed a newer, deadlier version of law enforcement - *Robocop II*. You must take the roll of the original *Robocop* (Murphy) as he attempts to make it all better and clean up old Detroit. After disposing of Cain's minions at the River Rouge Factory, Murphy comes face-to-face with the evil Cain. Unfortunately, *Robocop's* defences falter and he ends up being dismantled, rebuilt and re-programmed. The ultimate conclusion of the game is OCP's presentation of the new, improved, Murphy Mk II and *Robocop's* potential destruction of it. The game is due to be released in November, costing £24.95.



 **TOYOTA**

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Screen shots from Amiga version

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* Only available on Amiga and Atari ST versions.

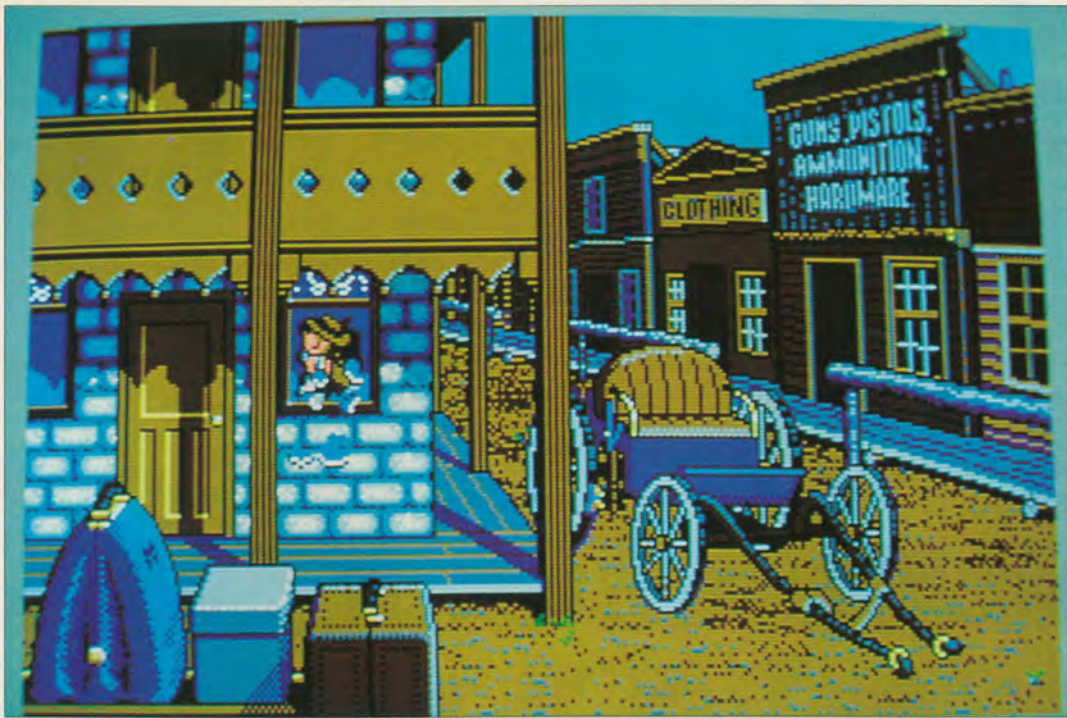


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BILLY THE KID - OCEAN

Ocean have announced their first non-licence for quite a while, putting you in the role of the legendary William H Bonny, scourge of New Mexico. Having arrived in Lincoln, Billy realises it needs a dose of his kind of law and order, which includes avenging the death of his friend, John Tunstall, and running the murderous cattle rustlers out of town. Always staying one step ahead of the law, Billy must acquire information, avoid being ambushed, and be victorious in the action areas of bank robbing, cattle

rustling and shoot-outs.

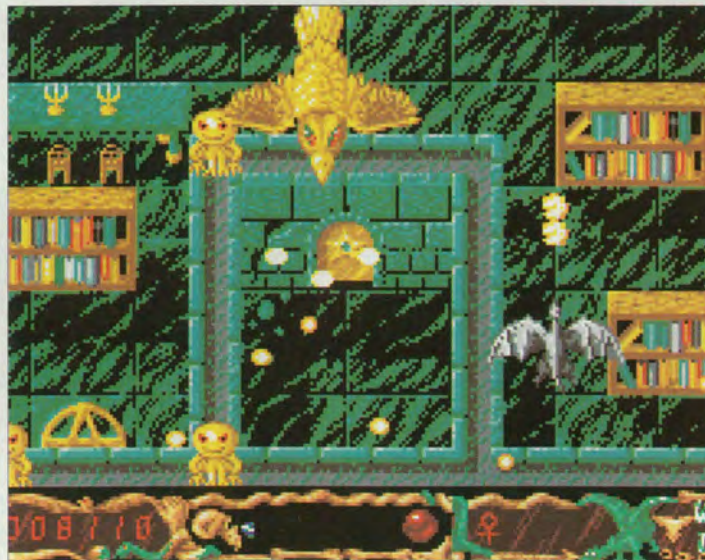
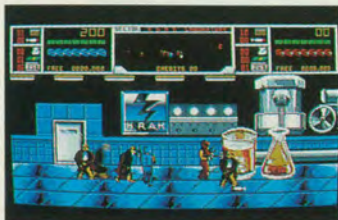
Alternatively, the option exists to play Sheriff Pat Garrett, Billy's ex-best friend. As the sharp shootin', law abiding, pillar of the community, Garrett's allocated a budget to spend on "deputies", and the objective is to capture the kid before he does too much damage.

Only one of them can walk away from the nail-biting showdown. Due to be released before Christmas, price has not confirmed yet.

NARC - OCEAN

Ocean are certainly launching a big attack on the market at the moment and with Narc they have yet another coin-op conversion. Billed as "an arcade action game with a conscience", the game is set in the dark, seedy world of hard drugs. Your job is to "take out" the baddies as quickly as possible. As one of two officers your aim is to kill off Mr Big's henchmen, get rid of his drugs and bankrupt Mr. Big himself.

The game features 11 side-ways scrolling levels of arcade action and a one or two player option with the ability to play simultaneously. Price will be £24.99 and release is set for the end of November.



WINGS OF DEATH - THALION

Set in a mystical and magical world of sorcerers, dragon and wicked witches, you, as a once powerful sorcerer, must locate a spell that will transform you back into human form. Having been caught off guard by The Wicked Witch of the West (where have I heard the one before?), you have been mutated into a scrawny bat. Not satisfied with this, the old hag has taken over what was once your castle and turned it into a home for her pets. Around this scenario, Thalion have based their new shoot 'em up. Seven levels of frantic zapping with the various weapons you pick up along the way.

The game features synthesised speech and a clever system where the game makes optimal use of the machine's capabilities, for example, graphics and sound will be better on the STE.

Wings of Death is programmed by the German-team, Thalion and should be flying into your local computer shop any time now. Price £24.99. Watch out for a full review next month.

STRIDER II - CAPCOM

Based on the classic Capcom coin-op, Strider II is about to be released by U.S. Gold. The warrior has returned with a vengeance in his second fight for freedom! Strider's back in action and taking no prisoners. This time our futuristic freedom fighter is packing a well 'ard high velocity laser gun. Our hero must rescue the leader of the world (which just happens to be a woman!) from the clutches of the evil magenterians. Set in the future, Strider must negotiate five hectic levels ranging from the Forest to the Alien Spacecraft itself. Strider now has the ability to transform into a robot, who will help him overcome each of the end of level guardians. Strider II should be available in time for Christmas. Watch out for next month's extensive review!



ROGUE TROOPER - KRISALIS

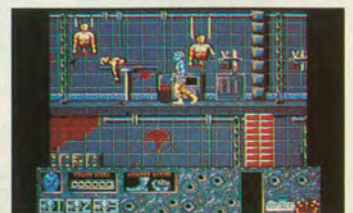
The Rogue Trooper is a character out of the 2000 AD comic and the game is based around the hero in the various situations he gets himself into. At the start, Rogue Trooper must rely on his own individual skills in order to survive until he can locate a weapon of some description.

Certain levels of the game are shoot 'em up style and are simply pure blasting. These levels feature dramatic 3-D tunnel scrolling style graphics.

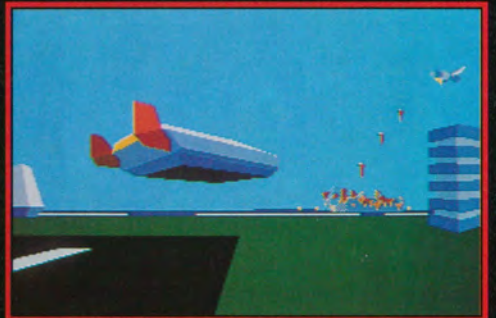
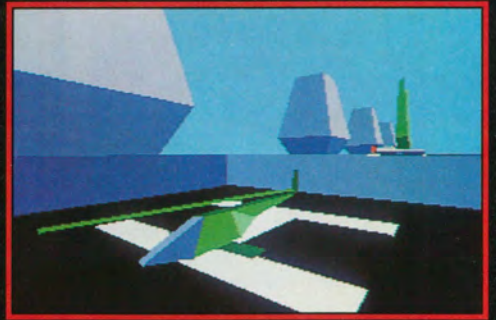
The actual game takes place on the Nu-Earth where the Norts and Southers have been at war for many years. The weapons they have been using however have polluted the atmosphere so that no ordinary human can survive. Therefore the Nort scientists built The Rogue Trooper. It is now his mission to find a traitor in the Nort ranks and bring him to justice.

As you can see from these screenshots the game looks quite promising and is well worth checking out.

Available sometime before Christmas, Rogue Trooper will be released by Krisalis and will set you back £24.99



ARMOUR-GEDDON



ARMOUR-GEDDON

Post-Holocaust: A power crazed entity desires control of earth. They develop an energy beam and intend to bounce it off a custom-built satellite back to earth. All unprotected life will be wiped out.

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Screen Shots from the Amiga version.

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Dear Santa, Mummy says I've been really good and I would like...a nicely-priced Citizen 24-pin printer, costing £279 (ex VAT). Call them on 0895-72621 for more details.

Spectravideo, meanwhile, have produced the Mega Board. The company claim it's the stick to beat all sticks and, judging by its myriad of features, they could well be right. Costing £24.95, the Mega Board will be available soon.

The Wheels of Fire is a racing compilation from Domark. Costing £29.99, it features Hard Drivin', Turbo Outrun, Powerdrift and Chase H.Q.



NINJA REMIX - SYSTEM 3

Heading for release in early December, just in time for Santa to pick up a few copies for his elves and pixies, is a nice little beat 'em up to cheer the kids up on Christmas day. You must travel alone to the island of Lin Fen to avenge the killing of your brother. Somewhere deep inland stands the Palace of Lin Fen. It was this palace that became the home for The White Ninja.

You must battle your way through the Shogun Kunitoki's forces as you try to locate the mystical palace. To do this you must get through the game's six regions and then, and only then, can you find the secret passage to the palace.

System 3 are still making the final adjustments as we speak. Therefore there are no details of any price just yet, but watch out for the game sometime in the New Year.

THE GODFATHER - U.S. GOLD

Have you ever seen those Godfather films? You know, the ones about the Sicilian Mafia and all their gory antics.

As far as game licences goes, The Godfather has to be one of the biggest of all time. The licence includes the rights to the forthcoming Godfather III film, which continues the saga of the Corleone family, and their struggle for power.

U.S. Gold plan to release more than one game to exploit the licence to the full. These will take the same format as the Indiana Jones games; namely, an interactive adventure and an action game.

Information on who will actually be programming the games is top secret but U.S. Gold assure us that the Godfather will be the best thing since sliced bread.

Launch dates are set to coincide with the film's release in March 1991. No price as yet, but as soon as we know, you'll know. In the meantime, beware of horse's heads!



PANZA KICK BOXING - U.S. GOLD

Over two years of hard work have gone into this title which has been endorsed by Andre Panza, the World Kick Boxing Champion (hence the name I suppose!). The movements of the two boxers have been digitised using studio film of Mr. Panza himself. There are more than 600 frames of animation used in an attempt to bring realism to the game.

There are options to either train with your coach in

the daytime training arena or fight in front of a capacity crowd under the floodlights in the ring.

You can choose to battle it out with one of eight computer opponents or even against a friend. If you beat a computer opponent your strength level will increase and you can move on to the more difficult foes.

Price and availability are as yet unknown but look out for a full review in next month's issue.

FEEL THE POWER...

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Exhilarating... Challenging. The S.T.U.N. Tunnel Network leaves you gasping. Like a bobsled race you can increase your speed by riding the outer walls of the tunnel. Blast armoured drones and Mag Cycles out of your way and hit the boost pads for massive injections of speed. These catapult you to warp-speeds – so fast that you appear transparent and can even pass through enemy vehicles unharmed.

Complete the various challenge screens and race through the S.T.U.N. Network towards the 'Ultimate Challenge'.

FEEL THE POWER!



Available on: IBM PC 3.5" & 5.25", Atari ST, Amiga, Commodore 64 (cassette, disk) Amstrad (cassette, disk) Spectrum +3, Spectrum 48/128

Programmed by: The Kremlin
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Screenshots

TENGEN
The Name in Coin-Op Conversions

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The Computer Shopper Show

ST games players can look forward to a bumper Christmas if they visit The Computer Shopper Show. New releases, compilations and old favourites will be available by the hundred and special show prices will mean lots of bargains. A pre-show survey has revealed that special offers and discounts on hardware, software, add-ons and peripherals could top the £2 million mark this year.

The 26,658 visitors to last year's inaugural show at Alexandra Palace saved around £1 million on special offers. An exit poll of attendees showed that more than 95 per cent considered purchases there had resulted in "substantial savings" with reported figures ranging from

£50 to £1,000.

This year, the larger venue of Wembley Conference Centre will accommodate many more stands and with an extra day added, Shopper '90 is tipped to double that record.

Atari's software publishing arm Arc will be on hand at Shopper to show their latest offerings. Making a first appearance will be their December release *Cyber Assault* billed as "the first accurate simulation of a

humanoid figure travelling in an unrestricted 3D world". Other games will include *Defender II*, *Nine Lives*, *Gettysburg*, *Battlescapes Twinpack*, *Chronicles of Omega* and *Badlands Pete*.

Impressions will be out in force with their latest games offerings. Making their exhibition debut will be *Win a Billion*, a computer version of the TV game show and *Striker*, "a completely different kind of soccer simulation". Impressions will also feature power politics and global warfare simulation *The Final Conflict*; space shoot-em-up *The Last Starship*; strategic simulation *Blitzkrieg May 1940* and arcade epic *Legend of the Lost* - all the latest Autumn titles.

Also on show will be Easel, Impressions' new art package for Atari ST and STE.

European Superleague, *Tank Attack* and *Colossus Bridge* will be the new offerings from CDS while a range of ST games will be available from Software Squad and Software Selection.

STOS, the games creation package from Database Software, already has a huge following and its fans will have their first chance to see the next in the series *STOS 3D* on demonstration at Shopper. In a big screen presentation, traditional to Database Software's exhibition appearances, *STOS 3D* will be put through its paces along with *Fun*

School 3, the latest in this best-selling educational series.

ST owners who fancy themselves as a budding Gazza or Gary can pit their skills against the nation's best with a chance to compete in The European Cup of the computer world at December's Computer Shopper Show.

The Computer Football Association are holding the quarter finals, semi finals and finals of their 1990 CFA Challenge Cup at Shopper using Anco's *Kick Off* and *Kick Off 2* soccer simulations. The winner will receive the challenge cup and a £1,000 prize. The runner up will also receive a trophy and £500 while the last 16 will scoop medals and £100 each.

More than 5,000 players have signed up for the preliminary rounds to be held at a number of venues around the country with the final rounds at Shopper on Sunday, December 9.

The Computer Shopper Show 1990 will be used as a vehicle to raise money for The Starlight Foundation, a charity set up by Dynasty actress Emma Samms to grant the wishes of seriously ill children.

Starlight has been operating in America since 1982 and now has thriving offshoots in Britain, Canada and Australia. Through its work, wishes as diverse as flying in a jet fighter,

meeting Santa Claus in Lapland, owning a puppy and marching with the Scots Guards have been arranged for critically ill and handicapped youngsters.

ST Action readers wanting to get their share of this Christmas bonanza will welcome the convenience of the Wembley venue. It is easily reached by public transport and car. Buses serving Wembley Arena are numbers 83, 92 and 182 while the number 18 stops at The Triangle, a five minute walk away. The number 297 stops at Wembley Park Station and the 245 at Bridge Road.

By underground, the Jubilee or Metropolitan (Stanmore) lines take you to Wembley Park and at peak times, Bakerloo can be taken to Wembley Central.

Regular trains run to Wembley Central from Euston or Broad Street and to Wembley Stadium from Marylebone. By car, Wembley is easily reached from the M25, M40, M4 or M1.

Shopper runs from Thursday December 6 to Sunday December 9 at Wembley Conference Centre and will be open from 10am to 6pm on the Thursday and Friday; 9am to 6pm on Saturday and 10am to 5pm on Sunday.

Admission is £5 for adults, £3.50 for children under 16 with £1 off for tickets booked in advance. Also available is a pre-paid family ticket covering two adults and two children for £12. There is still time to beat the queues and book in advance using the 24 hour credit card hotline. Ring 051-357 1736.




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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 computers specifications.

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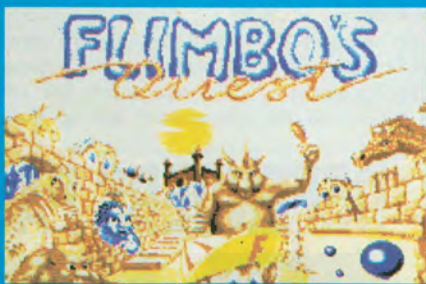
Probably the world's most playable coverdisk



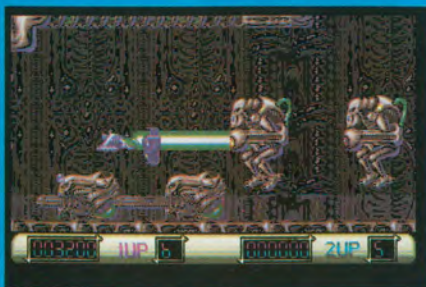
TOYOTA RALLY - GREMLIN



DEFENDER II - ARC



FLIMBO'S QUEST - SYSTEM 3



Z-OUT - RAINBOW ARTS

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, (usually four!) 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 four forthcoming releases; Z-Out from Rainbow Arts, Toyota Rally from Gremlin Graphics, Defender 2 from Arc and Flimbo's Quest from System 3. Due to the limitations of their machines, single-sided disk drive owners will only be able to access the first two demos.

Most STs now have double-sided drives and the majority of you will be able to access side 2 of the disk.

ON THE CONVEYOR BELT THIS MONTH....

No matter what technological advances and new innovations are made in Art, architecture, music and now computer games, we always harken back to the 'classic' designs and ideals. To fortify this claim. You need look no further than the ST Action demo disk which often features up-dated versions of classic arcade games. This month's STA disk is no exception as we sample veteran game designer Jeff Minter's latest production Defender II. In this timeless alien confrontation, Jeff pays homage to the great Williams' arcade game, Defender, interlaced with some of his own missions. But just what ingredients makes this decade old game so popular. In an interview with Yak himself, you can find out how Jeff researched the game and studied everything from the controls to the alien intelligence and attack patterns.

In contrast, we enter the stange and exciting world of Flimbo as he struggles to rescue his ill-fated girlfriend from certain death. In a game that epitomises the word "cute" you'll be able to spend hours of fun bouncing around in this classic platform romp. The software house behind the game, System 3, have allowed us to present you with this fully-playable one level demo that'll have you sitting on the edge of your seat.

Gremlin Graphics are a powerful force within the industry, releasing hit after hit. Now, after lording it up in the Conolly hide cockpits of the latest Lotus, the Grems get down to the nitty-grittys in rally car racing. The simulation is called Toyota Rally, after this year's over all rally champions. Designed by the illustrious Fungus the Bogeyman, this is an incredible driving simulation featuring realistic controls and digitised speech from your co-driver. So if you fancy rattling down some wet and icy track at stupid speeds, but don't want to

risk a broken collar bone or dislocated limbs, then sample it from the safety of your armchair.

First there was the magnificent X-Out. Now, some 18 months later, comes a shoot'em-up to blast the guts out of all shoot'em-ups comes a game which Rainbow Arts have cunningly called Z-Out. In this awesome sequel you, and a friend, get to simultaneously kick plenty of alien ass. But now there is more strategy involved as you must now learn when and where to use weaponry in order to overcome an obstacle or eliminate a tricky adversary. Catch the interview with the German Z-Out team and then experience a section from this powerful shoot'em-up.

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 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.

COVERDISK FAULTY?

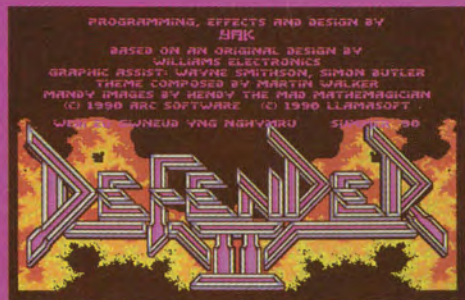
We can't guarantee that all of our coverdisks are 100% fault free. However, the odds of you actually having a faulty disk are pretty slim. If you think your disk has genuine problem then please return it to:

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SIDE
1



Latterday hippy? Crazy on camels and llamas? Mad on Pink Floyd? It's got to be game design supremo, Jeff Minter! Jeff has just finished his arcade masterpiece, Defender II which is due to be released on Atari's exciting ARC label. We tracked Jeff down to his secluded Welsh farm, where we secured an exclusive taster of the brilliant Def II. But before you blast those aliens into oblivion, check out this interview with Yak.



HOW TO PLAY THE DEMO...

Before you begin play, lower the lights and pump-up the Floyd. Insert the disk into the drive and locate the program file named "DEFDEMO.PRG". Double click on the icon and wait for the game to play. Control is via the mouse. The mouse buttons control thrust and reverse while SHIFT operates the laser. CONTROL detonates the smartbomb and, if you're playing Defender 2, ALTERNATE operates your lightning laser. The demo will play a single level and then send you back to the options screen. If you've got the time take a brief peek at the history of Defender - what a pedigree! Using the options menu you may choose to use the joystick, but be warned - it's not easy!

Defender

A R C S O F T

If ever one game was chosen as the epitome of arcade coin-ops, it would have to be Williams' Defender. Although Space Invaders and Asteroids will always be remembered as the grand-daddies of video games. Few of the new pretenders can ever hope to match the speed and sheer magic of Defender. ST Action is proud to present you with a real arcade banquet. One level of the next ARC smash Defender II. Designed by game veteran Jeff Minter, this is your opportunity to discover the true meaning arcade fun and addictiveness. In order to experience this all-too short example from Defender II, boot up your ST Action demo disk and look for the file marked DEFII.PRG and double click. Before you take on the droves of deadly aliens, check out the control options and work out which is the best one for you.

Jeff's tip is for mouse/keyboard control with the left button controlling thrust and the right altering direction. Then there's the keyboard controls with the left-hand Shift for rapid gunfire and the Control for smart bomb. Then a tap of the Alternate button, launches the Smart laser. Also on occasions you are shadowed by an external bun which has its own intelligence and this is like having another pair of hands. The Spacebar toggles through the weaponry. There's a power gauge which monitors your vessel's fuel and it's worth pointing out that the vessel is slower and less economical when fully laden with armoury. But stripped down she really does shift.

In April 1990, Jeff started working on the spec for his arcade masterpiece, and with a pocketful of pence coins, research began in the arcades. He played the old Williams arcade machines, re-kindling his admiration for Williams' classic alien confrontations. He was determined to discover the secret of their addictiveness and the longevity of their appeal. As Jeff explains he soon found the reason: "I've always loved the Williams' machines,



Affectionately known as Yak, Jeff Minter has included graphics of his favourite beast playing his favourite arcade game.

especially Defender, and suddenly I realised why they were so good. In Defender and other Williams games, the alien attacks are different every time you play. So the game remains unpredictable no matter how much you play - you can never get bored with it". With this revelation, Jeff set out to bring this unpredictable quality to starved, 16-bit game freaks.

I asked Jeff what he thought of the arcade scene at the moment. "Of course, I've played games like Xenon II, Blood Money and X-Out. Sure, the graphics are great. But are big, monstrous sprites the most important thing in an arcade game? What all these games have in common is their predictability".

So, courtesy of Minter, 10,000 aliens have been brought kicking and screaming into a game which puts gameplay as its main priority. But Jeff was determined that this wouldn't end up as a

DEFENDERS PAST



Humanoids: Defenceless people who wander aimlessly about the planet's surface.



Lander: Mainstay of the alien army. These slimy toads are after one thing, Humanoids.



Mutants: Mutants are basically Landers who have collected and devoured humans.



Baiters: Should you take too long, the aliens will send in deadly the baiters.

er II

WARE

straight Defender clone... that would be too easy! He continues. "This was going to be all-action Defender style. But then I thought of balancing out the alien blasting action with a variety of missions". What started out as a trip back into arcade archives suddenly became a very legitimate project.

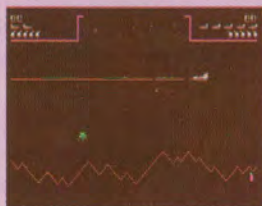
Jeff channelled all his skill and experience into Defender II, mixing old arcade ideals with new ideas and concepts. He explains: "Defender II is really a compilation which comprises the classic Defender alien battle, Stargate and new missions." Game buffs will know that Defender was about protecting and rescuing stricken humans as they scurried across the planet surface from marauding aliens. So I asked Jeff what we could expect in his missions.

Throughout the game, there'll be a series of alien assaults a la Defender or Stargate and then a mission. For example, in one you've got to rescue farm animals from the planet surface by aiming a tractor beam at the animals and drawing them back to the vessel. However, when you've got the tractor beam on, you lose all weaponry protection and so you've got to skillfully dodge the alien attack.

"In another mission you've got to collect and transport fuel pods which are floating around space. You've got to connect these pods with the tractor beam, not too far away or you'll snap the beam and not too close or you'll be blown to kingdom come. Then there's one where you're up against a massive mothership with frenzied aliens defending it. But that just a few of dozens of different mission objectives".

Working full time around the clock on the project, Jeff's ideal Defender game was really starting to take shape: "Defender's such a heavy game, and I was adamant that it wasn't going to be accompanied by pathetic chip sound effects. So I experimented with some sampled sounds, explosions and weaponry".

THREE INTO ONE WILL GO!



Defender: Williams' original coin-op. The arcade machine with eleven buttons and a joystick. You either loved it or you hated it. Fortunately, millions were wowed by its brilliant playability.



Defender II: Nearly a decade after its parent first arrived, Williams announced the follow up. Featuring even more alien cannon-fodder, Defender II takes the ultimate arcade game into the next millenium.



Stargate: A hybrid of the original Defender, Stargate added a new dimension. Many thought of Stargate as Defender II; with its myriad of fiendish aliens and incredible playability.

In Jeff's words, the effects match the game - they're heavy! Minter is well known for his great game controls and in Defender II, he used a combination of key controls and joystick or mouse. He continues: "With the keyboard, I copied the shape of the control buttons on the Williams machine - I wanted to make it as much like playing the arcade as possible".

So Defender II is a combination of classic Defender scenario, Stargate and some of Jeff's own original ideas. But as Minter explains, it's a game ace's dream - an orgy of nonstop action and oblit-

eration: "Def II is as close to the arcade game as possible and I was determined that it was not only to look and sound as good, but also to play as well. So in order to give a true interpretation of Williams-style gameplay, I had to look at each alien as an individual. Each has built-in intelligence and reacts to your actions and movements and, in accordance, each attack wave is different and totally unpredictable. So even if you master the game, it'll never be a walk over".

Boot-up this month's coverdisk demo and you'll see exactly what he means.

AND PRESENT



Bombers: Lifeless Bombers glide around space dropping deadly mines in their wake.



Pod: Pods are deadly. Shoot them and they unleash a squadron of Swarms.



Your Ship: Armed with a simple laser gun and a few smart bombs, you're in for trouble



Curious monsters appear throughout. Shoot first, ask questions later!



Game Designer Jeff Minter, has combined all his ideals of computer entertainment into Defender II, for a veritable orgy of classic arcade entertainment.

SIDE
1



Toyota is a powerful force in world class Rally, leaving the European contingent spitting out dirt in its wake. Recently, Gremlin paid homage to the prestigious Lotus emblem. But now, you can forget about cabriolets, Connolly hide seats and electric windows. It's down to business in the tough and spartan world of rally.



HOW TO PLAY THE DEMO...

Insert your ST Action coverdisk and locate the program file named, "RALLYDEM.PRG". Double-click in the icon and wait for the game to load. The game is controlled via the joystick in port two. As you begin the game you'll find that pulling the stick left and right makes the car steer in the appropriate direction. Pulling back will cause you to brake and pushing forward will make you accelerate. The demo features a single course somewhere in the English countryside. Unfortunately, your road crew have only put enough fuel in your tank to last a minute. Although the course is rather tough, Gremlin assure us that you can complete it within the allotted time limit.

Toyota R

G R E M

Exclusive to ST Action, you now have the chance to get behind the wheel of a four-wheel-drive Toyota Celica for a brief but exciting grapple with the wheel, rattling down a track at break-neck speed. So here are the instructions for Toyota Rally and an interview with the game's designer - Fungus the Bogeyman.

This year's winning rally team was Toyota, and here is your chance to steer an identical Celica GT 4 to victory, emulating their incredible success. To play this exclusive demo of Gremlin's Toyota Rally, boot up your ST Action demo disk and double click on the file labelled TOYOTA.PRG, and the game will load automatically. In this brief encounter with the world of competitive rally, we join the tournament in the winding roads of Britain; on the Welsh leg to be precise. Gremlin have specially designed a section of the race in Wales, enabling you to get a taste of this sport at its most competitive.

There's a choice of joystick or mouse controls and both offer very different types of control. With the joystick, left and right steers the car, with back and forth controlling deceleration and acceleration respectively. For both forms of control, there's an automatic and manual transmission, and if you've chosen manual, with joystick control, pressing the firebutton activates the clutch. Then, shifting the joystick back and forth simultaneously takes you up and down the gearbox. With mouse control, tapping the Control key goes up through the gears and the Shift key changes down.

Gremlin's objective was to achieve a much bigger visual display and through the windshield of the Toyota is some three quarters of the entire screen area. The other aim was to make Toyota the best rally game ever, with fast and erratic action, more variety, greater realism - generally, a more



The four-wheel Toyota Celica is driven by British Champion, David Llewelyn. Now's your chance to slip into the driver's seat and head for the open road.

dynamic feel.

Recently, I spoke to Toyota's designer, who's known by the rather common and unambiguous name of Fungus the Bogeyman. Fungus gives a game designer's view of rallying - is it all mud, blood and sweat?

"We played Lombard Rally to death, and then we decided to look at ways of improving on rally simulation. We designed an engine which could scroll a road fast and smooth, using at least three quarters of the screen. Then we worked out a way of getting the whole effect to undulate, shake and shift from side to side".

Before long, the whole rally driving effect was beginning to take shape. So now it was time to design an authentic car cockpit. What was it to be, Audi or Peugeot? No! Steaming past the usual rally heroes, the Toyota team literally dominated the tournaments last year, and so Gremlin had found the title for their game. Fungus continued:

"We put all the maps to memory and started to draw in some detail. Then we started drawing

RALLY CAR DRIVING CAN E



As you set off, the weather takes a turn for the worst. If you don't do something fast you won't be able to see where you're going. Try hitting the "W" key for size.



With the windscreen wiper's providing some light relief you broadside the car around a couple of tight right-hand bends. Revving the engine, you begin to gain in confidence.

Rally

L I N

buildings, trees and general road-side objects". Great attention to detail has been paid to road and weather conditions. Fungus explains: "When it rains or snows in this game, it makes a real difference to driving conditions and the way the car handles - even the windscreen wipers work and actually sweep the rain off the windshield."

Whether you're competing in a league or exhibition race you'll be racing against the top 30 drivers in the world, whose predicted abilities have been simulated in the game. But what really makes Toyota so special is undoubtedly the co-driver feature. Fungus explains:

"At the beginning of a race, you study the route and make pace notes, stating where there's a long, right-hand bend or a short, tight corner. Then, when you're racing, the co-driver calls out directions and warns of forthcoming hazards, with clear, digitised speech synthesis."

What kind of environments can we expect to race in? "There are three different countries encompassing ten stages. In England, you're faced with rain and wet muddy tracks. While in stark contrast, you have to cope with sand storms in the hot desert sands of Mexico. Then there's Norway which is fraught with snow and ice which calls for a completely different style of driving."

With the aid of rally videos and extensive research, Gremlin have produced a thoroughly realistic rally simulation. One ST Action reviewer recently braved David Llewelyn's driving during his test sessions in the Welsh hills. We can report that Gremlin's Toyota Rally is the closest you're likely to come to the real thing.

So don't just sit there, the world of rally is waiting for you! Prepare to start this amazing game that's so real, you'll be reaching for the ignition key.



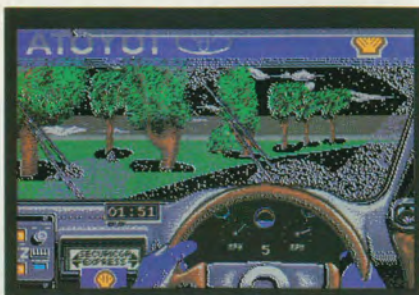
Fungus the Bogeyman - once met never forgotten. Fungus did extensive research for this rally simulation. But you'd be surprised to learn that he's never driven a rally car.

ALL OVER THE WORLD

In the snowy wastes of Norway, the wipers struggle to keep the windshield clear of ice. With no traction on the track, the car sways and slides uncontrollably and you've got to grapple with the controls to keep in the game. Meanwhile, a completely different hazard awaits you in the Mexican desert, Sand storms sweep across the plain blinding both driver and co-driver.



BE EXTREMELY HAZARDOUS TO YOUR HEALTH



Losing concentration for a brief moment, you realise you're veering off the road and straight towards a rather ominous looking tree. Hang on and hope you don't hit anything!



As you make contact with the obstruction your windscreen shatters into a thousand tiny pieces. This rather off putting experience costs you twenty valuable seconds and all your confidence.

Positions after 1 stage	
1. Kenneth Eriksson	00:01:43
2. Fungus The Bogeyman	00:01:44
3. Jimmy McRoe	00:01:46
4. Rustle Brookes	00:01:50
5. Stig Bloonkwist	00:01:53
6. Grindaf Evans	00:01:56
7. Alessandro Fiorini	00:02:01
8. Carlos Sainz	00:02:03
9. Colin McRoe	00:02:03
10. Mark Lovely	00:02:03
30. Nick	00:03:30

The lost time puts you at the bottom of the drivers' table. It looks like you're going to have to practise a little more if you're going to have any chances of winning the championship.

SIDE
2



System 3 live on the leading edge of software design, with a long list of successes to their credit. Their recipe for success is simple: Put in all the finest ingredients and accept only perfection. This is certainly the case with their next release Flimbo's Quest. Now ST Action presents you with an exclusive taster of this brilliant platform game from System 3.



HOW TO PLAY THE DEMO...

Double-sided disk owners will be able to savor the delicious delights of System 3's cutesy platform romp, Flimbo's Quest. Simply insert your action coverdisk into the drive and double click on the folder "SIDE2". You'll then be presented with the a directory in which you should find the file, "FLIMBO.TOS" - double-click on the icon and the game will load.

Control is via the joystick with the firebutton activating Flimbo's magic wand. The wizard's shop is entered by pressing fire and pushing upwards. To gain extra weapons simple select which item you wish to purchase and press fire. You'll then, depending on your financial state, be rewarded with a more powerful rod.

Flimbo's Quest

S Y S T E M 3



Eldrich the Cat were the programming team behind the game. We haven't got a picture of them, so here's a lovely photograph of Barney, Alex Simmons' cat.

Flimbo is absolutely frantic with worry! The ubiquitous evil professor has kidnapped his girly, called Pearly, and is, as we speak, planning to carry out hideous experiments on her. You see, the potty prof's objective is to discover the secret of eternal youth, and he needs the juices of a nubile young female as the main ingredient - ooo! There's no alternative but to help young Flimbo in his quest as his dame faces a most unpleasant death. Pearly is already linked up to this despicable machine, which is ready to start squeezing the life out of the poor girl at 12.00pm. You're up against time and there's just 35 minutes to go before its bye bye Pearly.

Flimbo's is a stunning platform-style game featuring incredible cartoon-quality graphics and some of the best and most effective parallax scrolling ever. The quest takes you through different worlds or environments, made up of various puzzles that require both arcade reflex skills and cere-

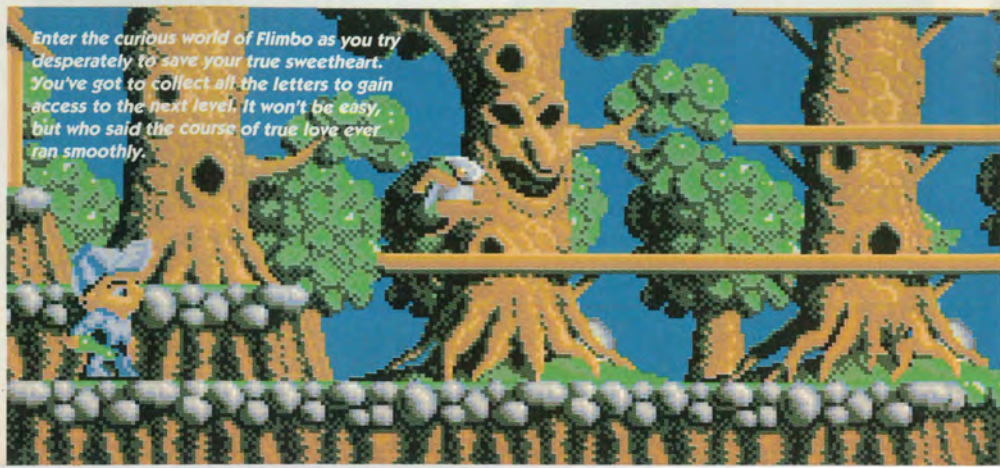
bral agility. Within each level are a number of rooms to enter which hold untold booty, essential for your quest. Additionally, there are numerous weapons which can be picked up and used, as well as a variety of objects which will be required for the mission.

Your only friend in this land is a wizard, who'll supply you with hints and tips, providing you pay him. This money which is crucial to a successful conclusion, is in the shape of coins which can be collected as you move through the game. Watch how the coins show a head and tail as they spin - there's some great detail in this game. The wizard's shop also stocks a variety of weaponry and various attributes such as immunity or extra time which is really handy, especially if you've nearly completed a level and need those few crucial seconds to succeed.

In each level there is an enemy carrying letters to a password, which is required to gain access to the next section of the game and a picture of this adversary appears on the status display. In addition to all the other puzzles and hazards, you must identify the enemy, destroy it, collect the letter and take it the wizard. Meanwhile, if you've accrued some capital, you can actually buy the individual letters and even the whole password.

Speaking of the old spondulics, there are secret rooms which when entered hold bootiful bounty and a tip is to watch out for the money bag with the flashing dollar sign. But all the time, there are these grizzly characters whose sole task is to keep you on the edge of your seat and stop Flimbo in his tracks. Each enemy has an individual task and adopts a totally unique attack or defence pattern. Some of these enemies actually contain a letter or an attribute which drops once you send it up to that great arcade in the sky.

But time is running out and Pearly's 'pressing' engagement is drawing near. So come on Flimbo, get a move on!



Enter the curious world of Flimbo as you try desperately to save your true sweetheart. You've got to collect all the letters to gain access to the next level. It won't be easy, but who said the course of true love ever ran smoothly.

IT'S WACKY
IT'S CATCHY.....

.....IT'S MORE THAN
UP TO SCRATCHY.

9 LIVES

Bob Cat has a girl in every town, but there is one who is special to his heart; Claudette Cat. Claudette has the biggest eyes you've ever seen and Bob aims to make her his Queen. Off Bob goes to sing his night song, but arrives just in time to see his beloved being whisked away in a net by two of the Mad Scientist's men. What horrendous experiments will the scientists carry out on old cutie paws? Can Bob save her in time?



Discover new wonders of animation around every corner and new levels of endurance in your joystick hand.



Screen shots from Atari ST format.

The platform game is back and how! 9 Lives contains some of the greatest animation ever seen in any computer game, its playability is amazing the desire to rescue the curvaceous Claudette Cat will keep you mapping for hours on end.



- Four massive levels each featuring over a hundred rooms.
- Stunning animation.



- The ultimate in platform playability.
- Original game soundtrack.
- Includes FREE colour poster.



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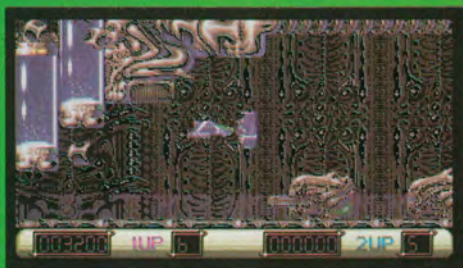
Screen shots are only intended to be illustrative of the game play and not the screen graphics which vary considerably between different formats in quality and appearance and are subject to the computers specifications.

SIDE
2



First came X-Out – graphically spectacular, no-holds barred shoot'em up with graphics so big you could watch the alien slimeballs squirm as your lasers cut into their flesh.

Now Rainbow Arts, in association with IDG, present a sequel to end all sequels. Cunningly entitled Z-Out, Germany's premier game design house presents a truly awesome shoot'em up. So read about the production of Z-Out, and then you have our blessings to go and give those slimeballs hell!



HOW TO PLAY THE DEMO...

Boot up your ST Action coverdisk and locate the folder marked, "SIDE2". Double-click on the icon and open the window until you can see the icon called, "ZOUTDEM.PRG". Double click on the icon and the game should load automatically. Simply press "1" to play the one-player game and "2" if both you and a friend want to simultaneously bast the alien scum.

The joystick controls the direction in which you move while the firebutton will activate your cannon. As you progress, kill the appropriate monsters in order to collect various power-ups you may need. The space-bar activates your orb, use it wisely. Finally, there is no collision detection on this demo.

Z-Out

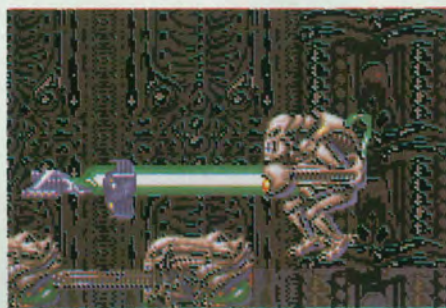
RAINBOW ARTS

We venture once again into war torn space, this time to participate in an alien beating to end all. Z-Out has been some 18 months in the making, designed by one young German who's set for a long and illustrious career in game design. ST Action fans have the exclusive opportunity of trying out a demo of this awesome game, courtesy of Rainbow Arts and their British publisher IDG. In order to play this sample of Z-Out, boot up your ST Action demo disk and locate the file marked Z-OUT.PRG. Double click on the file and the game should load automatically.

Your sample battle from Z-Out is staged deep within a subterranean world in the bowels of a massive planet many galaxies from here. The furious battle begins in earnest and will end as abruptly at the slimy hands of some particularly ruthless aliens if you don't get your act together.

With joystick control, you take command of your fighting craft, and the battle begins immediately. With what available memory they had to deal with, Rainbow Arts has laid on the majority of features and weaponry. Hurtle through this subterranean world, avoid contact with all obstacles and adversaries. The demo is actually taken from the fifth level, where half the battle will be fought under water. Almost all the weaponry has been included and you're going to need them. Read on for a fuller description.

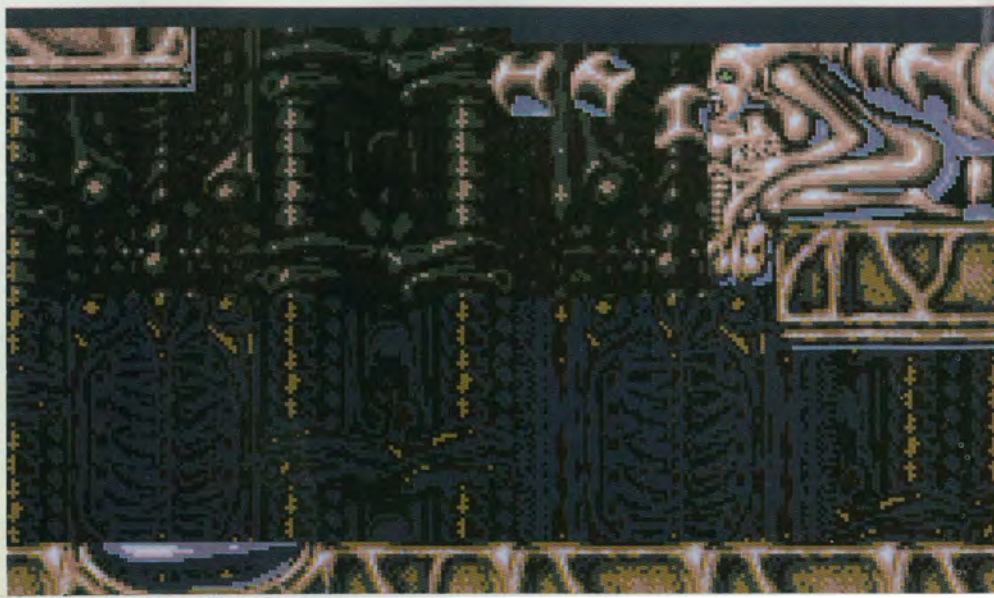
At certain stages throughout this massive game, there are objectives which must be fulfilled and there are only certain ways that these small missions can be achieved. Therefore you have to work out a way to overcome an obstacle or defeat an adversary, and that's where the strategy comes in. An example of this is the satellites which when taken on board can be used to detract your adversaries. In certain areas of the game if you fail to take this satellite protection on you will perish. Meanwhile, you can equip yourself with little drones which move the on the top and bottom of the vessel.



Protected by your orb-like shield, you take a near lethal hit from a huge alien. Returning fire, you realize you're going to need something more substantial with which to kill it.

Like X-Out, Z-Out features some incredible weaponry although the list of weapons is far shorter in this game, thank goodness. An example of the weaponry is a thumping great laser beam which can crush anything in its path. There's Multiple-shot covers a greater area but is much weaker and a Durable slower shot, which can be directed by moving your ship up and down like a hose pipe. But by far the most impressive weapon is the Circle of balls which revolve around the ship at incredible speed and bludgeons anything that gets in the way. In addition, there are Flame throwers which jet out of the sides of the ship and and reflect off the surroundings.

There are six massive levels in this game, each staged in a different environment. From underground levels you venture into deep dark caves. Next is the technical level which features all manner of alien-made droids and advanced weaponry. Finally, there's the organic level which boasts some of the biggest and ugliest aliens inspired by The Alien characterisation. So whether you're battling against walkers that clatter across the terrain or frenzied jumpers who throw rockets in great abandon or even blasting the guts out of some end of



level monster, Z-Out is set to be a real trend setter in the shoot'em-up arena.

Eighteen months ago, young game designer and student, Tobias Binasack, started work on his idea of the ultimate shoot'em-up. Tobias takes up the story: "All of the team were sill in education and so the production was really fitted between study and that's why it has taken so long to complete". Although designed and produced by students this game is highly professional and polished game using the latest state-of-the-art techniques. "Because we weren't being pressured and didn't have any strict deadlines, we could afford to indulge ourselves and get effects just right."

For the first year Tobias was working on the project on his own: "Although I'm an experienced programmer, I'm terrible at graphic art and so at first the various graphics were just blobs and blocks and I just used them to get the game moving". It was only when Thomas Klinger was brought in that the game started to look the part. Klinger has attained an astonishing level of graphical quality that artists both in Britain and on the continent will hold in great respect. Tobias continues: "The game is graphically strong but it doesn't rely just on cosmetics - the gameplay aspect is equally strong."

Surprisingly, for everyone involved in the project, Z-Out is their first game. Tobias explains: "We're all arcade game freaks and so we really know what a shoot'em-up should be like. My aim was to make it the ultimate shoot'em-up by improving on all aspects such as the look, sound and feel as well as introducing strategy into the game."

Has strategy got a place in a shoot'em-up? Tobias answered: "Of course. For example, although weaponry played an important part in X-Out it was quite crude as you could blast at anything with any weapon. But in Z-Out there is far more strategy in learning which weaponry is best for overcoming a specific obstacle or defeating a specific enemy."

The ST version of Z-Out sets new standards of what can actually be achieved on the machine. Tobias: "The scrolling is ultra smooth and really fast and neither are affected when massive sprites enter the stage. Also we've managed to use 48 colours in the game and there's some really big sections of parallax scrolling. I don't think it's necessary to use parallax where it's not needed. It just slows down the game unnecessarily."

The game didn't start out as a sequel to X-Out but when it was released and became a great success it seemed the logical thing to do. But with its specialised weaponry and incredible speed expect a game which is a real treat to play - check out Z-Out.

Unfortunately, although this demo does let you have an exclusive sneak preview of Rainbow Arts' Z-Out, it doesn't have any sprite collision detection. Therefore, you won't die.

IN SPACE NO-ONE CAN HEAR YOU SCREAM...



Almost octopus-like in appearance, these bug-eyed enemies take great delight in dropping deadly bombs on your ship.



Although not a deadly alien, shooting this monstrous-looking creature will yield you with untold riches - not to mention weapons!



The end-of-level beast whirls his head spitting venomous lumps of plasma in your direction - avoid them at all costs.



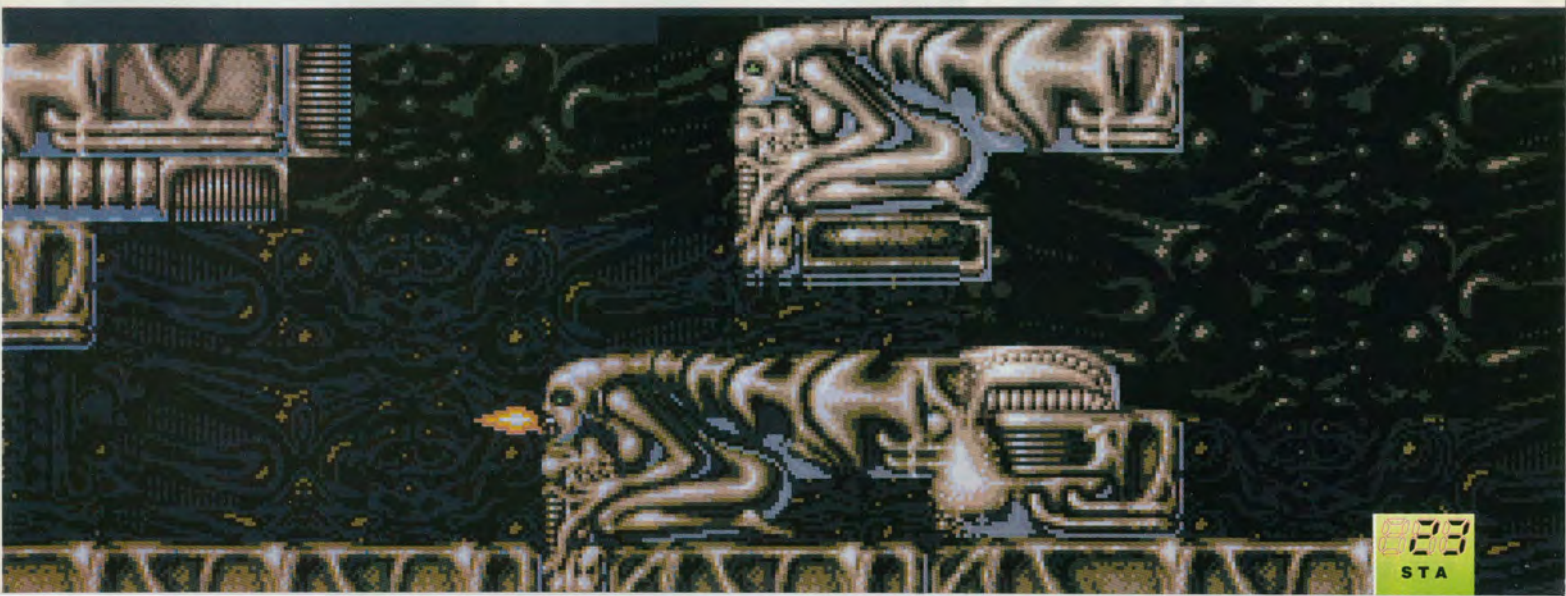
Armed with a huge laser-cannon these awesome devils take some beating - be sure to steer well clear of their fire.



These squid-like creatures are easy-meat. Blast them before simple weight of numbers becomes too much to handle.



With their extendible jaws, these creatures look very similar to the monsters from the film Aliens - watch out for those nashers!





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TOYOTA RALLY

Push your self to the limits with Gremlin's Toyota Rally...

Featuring graphics modelled around actual live footage, Gremlin's Toyota Rally puts you in the driving seat. Have you got what it takes to be a world champion? Take up the challenge and find out! Toyota Rally will provide you with hours of challenging fun.

"Toyota Rally should appeal to all racing fans of all ages" – ST Action December 1990.

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Z-OUT

Take on the might of an entire alien nation as you attempt to put a stop to their war-like intentions.

Having scored a universally acclaimed hit with X-Out, Rainbow Arts have spent 18 months creating the next challenge – Z-Out. Featuring simultaneous two-player action, Z-Out will test both your arcade skills and your strategic planning as you assess the best way in which to dispatch your alien foes to their deaths.

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Join the most unlikely of Heroes as he attempts to save his beloved girlfriend from the clutches of an evil sorcerer.

Featuring some of the cutest arcade graphics around, Flimbo's Quest takes you on a journey of adventure and danger. Can you guide our broken-hearted hero in a search for his long-lost love? The route is full of diabolical dangers that only the best will overcome. Take up the challenge and help Flimbo in his magnificent quest.

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DEFENDER II

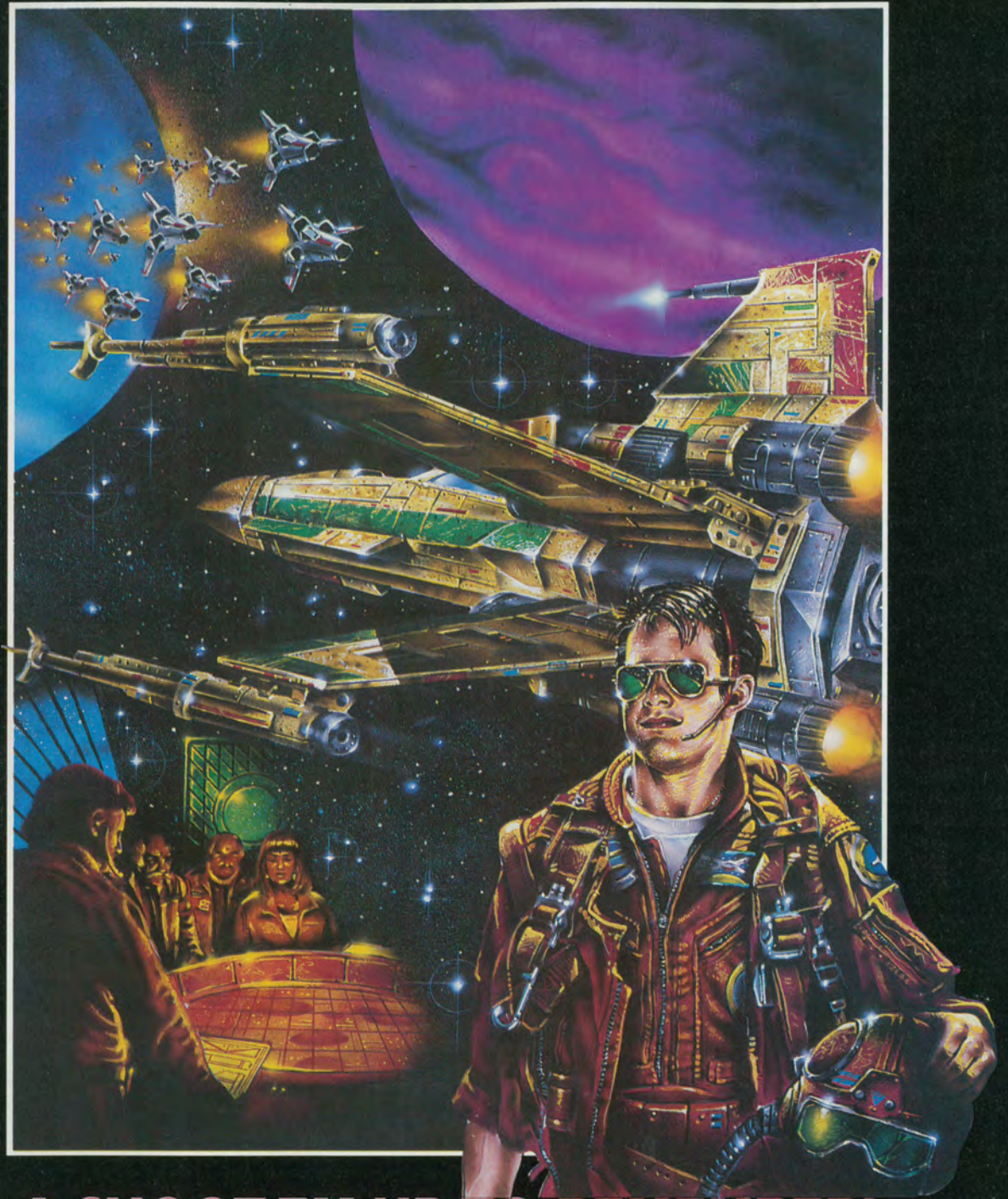
The original Williams coin-op became a legend in the field of arcade entertainment. Now, thanks to Arc, you have the chance to relive those glorious days.

Calling upon the talents of Jeff Minter, Arc present you with three games in one. Now you can choose between the original Defender, Defender 2 and Stargate. Learn to live on the edge as you take on the alien hordes. Buy Def 2 and experience the shoot'em-up to end all others.

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I feel the need, the need for speed...

THE LONG AND WINDING ROAD

The wheel. It has served Man for years. We have developed it from mere stone to amazing rubber. Today, they appear mainly in families of four underneath stylish, sleek metal bodies. As we marvel at its genius, we should not forget its accompaniments. These create what is known as the car.

The car. Sensuous and desirable. On the computer screen, we drool and dream about being

behind the wheel of a real sporty car, but not many of us get the chance. In the following pages, we aim to intensify those dreams and make your body tingle with more high performance, sporty cars than you can imagine!

By combining the talents of ace reviewer Alan Bunker and the remarkable Jon Ross, ST Action present to you, our valued readers, three unbelievably incredible

reviews featuring Gremlin's Lotus Esprit Turbo Challenge and Toyota Rally, and Mindscape's official licence of the box-office hit Days of Thunder.

In addition, you will be given a guide through the years about the most influential and talked about racing games ever to appear on the ST. With other articles to blow your mind, ST Action proves it's Number One once again!

LARGEST, LONGEST, FASTEST...

The fastest rate of acceleration achieved by a road car is 0-60 m.p.h. in 3.68 seconds by a Ferrari F40.

- The most economical car is the Citroen AX 14DTR which journeyed 112.01 miles using just one gallon of diesel fuel.

- The \$8.1 million paid for a 1931 Berline de Voyage Royale gave it the record of being the most expensive used car.

- The longest ever rally was won by a Mercedes 280E. It covered 19,329 miles from London to Sydney, Australia.

- The Ferrari team have won more Grand Prix championships than any other manufacturer with a total of eight.

- The most expensive registration plate is the number eight which was bought for five million Hong Kong Dollars in 1988.

- The longest car is a 71ft 11in 1982 Cadillac Eldorado which was built by Walt Kurozynski and has eighteen wheels and contains a swimming pool!

- The Mercedes 180D holds the record for the most durable car, with an incredible mileage of 1,184,880 miles to its credit.

- The most expensive car to manufacture was a U.S. Presidential car built in 1969. It cost a huge \$500,000 to research and construct the monster.

- The fastest round-the-world journey by car took 74 days, 1 hour, and 11 minutes.

True Kings of

ON THE STAGE



LAMBORGHINI COUNTACH

Engine type : dohc 4-valve V-12 0-60 mph : 5.2 secs
 Displacement: 5167cc 0-100 mph : 12 secs
 Transmission: 5 speed manual Top speed : 173 mph



PORSCHE 911 TURBO

Engine type : turbo sohc flat-6
 Displacement: 3299cc
 Transmission: 4 speed manual.



FERRARI TESTAROSSA

Eng. type : dohc 4-valve flat-12 0-60 mph : 5.3 secs
 Displacement: 4942cc 0-100 mph : 10.9 secs
 Transmission: 5 speed manual Top speed : 185 mph

REVIVING THE VINTAGE CARS OF YESTERYEAR.... S

TEST DRIVE

Racing fans were denied the privilege of a really decent racing game until *Accolade* got their heads together and produced *Test Drive*. It featured relatively smooth 3-D graphics with a fair smattering of speed. With a choice of driving any one of five high performance sports cars (including a Porsche 911, Lamborghini Countach, Corvette, Lotus Esprit, and Ferrari Testarossa), it meant those of us itching to get in the driving seat of some well wicked wheels now had the opportunity at their fingertips. Among today's more sophisticated racing games, the original *Test Drive* fails to satisfy most gamers, but the sequels are more of a match, although we're still waiting for them to be converted from the Amiga.



OUT RUN

When U.S. Gold got the rights to convert *Out Run* to the home computer, they knew they had a hard task ahead. The coin-op had a massive following of fans who absorbed the speed and thrills that came with driving a flash Ferrari. They wouldn't have appreciated or accepted anything less from the ST. When the final version eventually arrived in the shops, it hit the number one spot immediately and refused to budge for months: the speed had been maintained and the excitement was just as intense. This was only the beginning. Two sequels followed and the other software houses followed suit by programming their own racing games. A new era had begun.

LOMBARD RAC RALLY

The Manchester based programming team, Red Rat, launched themselves into the 16-bit market with *Lombard RAC* and what an impact they made! As the official game of the famous rally, it featured an incredible fifteen qualifying tracks before you could progress onto the actual rally itself. The power of a Sierra Cosworth had to be handled with driving prowess, which few people had. Roaring along in fog and darkness were just two of the many problems that drivers were faced with. Fortunately, the ability to buy lights was available and the chance to increase your engine size made a fast game faster. The first problem was to earn money, and to do that, you had to be a winner.



of the Road

BRITAIN'S FASTEST MAN ON FOUR WHEELS

The most well known and well loved racing driver of present day has got to be Nigel Mansell. With a determination matched by few, he has gained many fans but sadly no championships.

Mansell began Formula One racing at Lotus, gaining his first points in 1981 on the Austrian circuit. His first Grand Prix win came with the Williams team at the British circuit Brands Hatch in 1985 - it had taken him 31 years of his life to achieve his first victory!

Mansell's career seemed to peak in 1987, with six Grand Prix first places. These included San Marino, France, Britain (where he averaged a staggering 146 m.p.h.), Austria, Spain, and Mexico. Overall, he finished an excellent second in the world championship, only to be beaten by the Brazilian Nelson Piquet who scored only twelve more points than Mansell.

The 1990 championship has already been won by the other talented Brazilian, Ayrton Senna. Mansell's complaints about his seemingly sub-standard Ferrari (although there are some who believe it is not a problem with the car but with the driver, as he tends to push the car too hard rather than tackling a race more tactically) have for the 1991 season caused him to return to the team who served him so well in the past. Being behind the wheel of a William's again will hopefully bring even greater success to Britain's greatest driver.

STARTING GRID...



0-60 mph : 5.0 secs
0-100 mph : 12.8 secs
Top speed : 153 mph



CHEVY CORVETTE
Engine type : ohv V-8
Displacement: 5733 cc
Transmission: 4 spd man. + OD

0-60 mph : 5.8 secs
0-100 mph : 16.2 secs
Top speed : 154 mph



LOTUS TURBO ESPRIT
Eng. : dohc 4-valve inln-4 turbo
Displacement: 2174 cc
Transmission: 5 speed manual

0-60 mph : 5.6 secs
0-100 mph : 14.6 secs
Top speed : 152 mph

SIX OF THE BEST WITH THEIR ENGINES THROBBING



HARD DRIVIN'

The Hard Drivin' coin-op, in its complete form, came with a cabinet with in-built clutch, accelerator, and brake pedals. The solid 3-D graphics and sound effects added even more realism. ST owners had to be happy with using the mouse and keyboard! Highly acclaimed by everyone, it was frightening to see how addicted people could become to the game. With the option of screaming around the traditional racing circuit or a stunt track, we saw many tired eyes in the mornings. Schoolteachers could never figure out the strange phenomenon of pupils suddenly disappearing from lessons, while others were found sleeping under bushes in the school grounds.



CHASE H.Q.

There came a time when something different was required from a racing game. Changes had occurred, with U.S. Gold's Roadblasters and Elite's Overlander being the most significant examples. They introduced the shoot'em-up element to operate in conjunction with a set of fiery fast four wheels. However, it was Chase H.Q. that satisfied the public. Tearing along the roads in a Porsche, hunting down the bad guys and then ramming them off the road unmercifully, proved more fun than the usual racing game. Unfortunately, the ST version suffered in terms of gameplay, and for once, the 8-bit versions had the upper hand over the mighty 16-bits.

POWERDRIFT

Perhaps the biggest racing disappointment to appear on the ST was Activision's Powerdrift. The coin-op was excellent but the conversion lacked the playability that we had seen in the arcades. Featuring just two gears and speech, Powerdrift was applauded by some but condemned by most. The computer game managed to capture the tremendous speed but that was its main downfall. There were sections where the player couldn't see what was going on exactly as the screen suddenly became a mish-mash of track. Steering was also difficult on the many tight corners and it was only the hardened coin-op fans that could bear with the ST version.

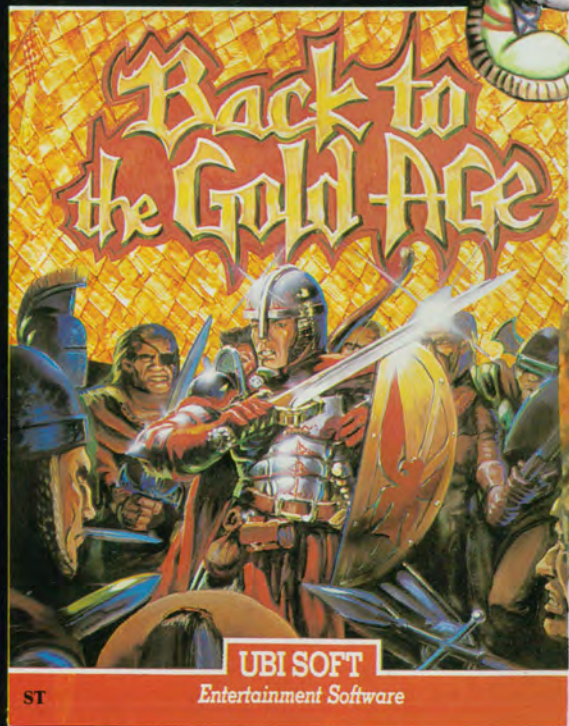
BETTER THAN

WILD

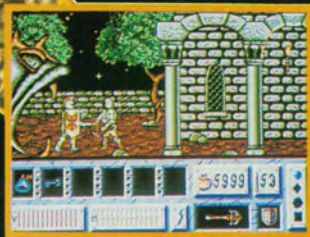
DREAM



Haunted Castle, Scotland: Help little Tommy rescue his mother in this thrilling, chilling arcade/adventure game! Only if you dare...



You are Zad. Plan your strategy, combat evil, and become the supreme ruler of Euroland!



HAN YOUR

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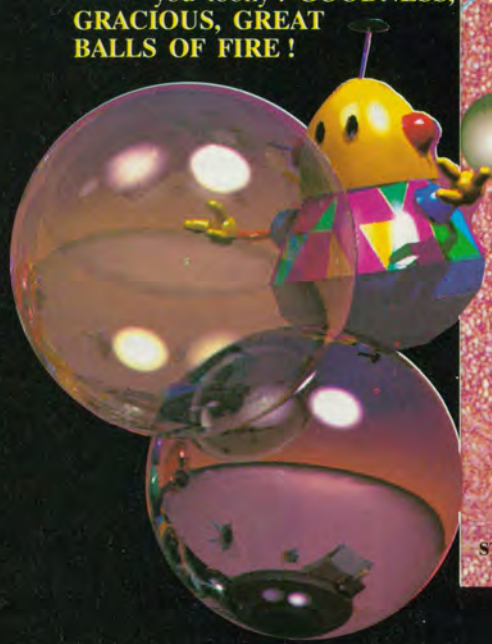
MS



SOFT
nt Software



The crazy reflex game that will drive you loony! **GOODNESS, GRACIOUS, GREAT BALLS OF FIRE!**



PICK'N'PILE

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ST-AG-PC

Face the **ultimate challenge** of the universe that pushes you to the very frontiers of space itself. A new kind of adventure...



Leave the world of mortals far behind and enter a world where **logic**, a **good memory**, and **white and black magic** are your tools to attain the coveted position of **BRAIN BLASTER**.



brainblasters

UBI SOFT
Entertainment Software

ST-AG-PC

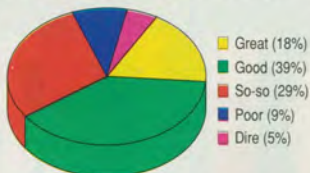
Gremlin seem to be throwing everything they've got into racing games lately. In this very same issue, you can take a look at their superb Lotus game. Our interests at the moment, however, are on Toyota Rally. It's not got the same aura, has it? I mean, Lotus and then Toyota! You don't tend to see Toyota in the same class. Nevertheless, it's here and should be looked into.

If you've ever seen or played Tengen's tremendous Hard Drivin', then you can associate Toyota in a similar sort of vein. The graphics are of the solid 3-D vector filled type, with the view being from behind the wheel. From here, you can see the usual array of panel instruments that add that genuine feel to the game, and you can watch your hands struggling desperately with the steering wheel as you try to keep your car under control.

The gameplay is very similar to Hard Drivin' with the slightest movement of your joystick or mouse causing a dramatic movement on the screen. This is where you will need to be extremely precise and accurate, especially when screeching around a corner at a very dangerous speed! Thankfully, you can alter the sensitivity of your controls by means of a menu that appears at the beginning of the game.

The game itself consists of achieving a winning time after racing a number of rallies. England, Mexico, and Norway are your rallying destinations, where each country offers

PUNTER-POWER™



GAME: TOYOTA RALLY
PRICE: £24.95

RATING=86%

Toyota Rally is an excellent game that is very playable. The graphics are well designed and fast although there is a little jerkiness. Sound includes the revving of your engine and the usual crunch when you hit something that you shouldn't! The option of competing against up to four human drivers as well as the computer ones is a bonus, so you should get more than your money's worth. Toyota Rally should appeal to all racing fans of all ages.



different scenery and weather conditions. The skies above could pound you with rain, or smother you in snow. Not only does this affect your traction but also your visibility. The sometimes extremely severe conditions can be combatted to a certain extent by turning on your windscreen wipers. This is a very pleasing touch from Gremlin.

Before a race actually begins, you can view the track that you will have to follow. This is so you can program the voice of your co-driver. At various positions along the map, you can instruct what information you want your co-driver to call out. For instance, if you are approaching a sharp left turning, you program your co-driver to shout, "Hard left." When you are actually racing, this will prove useful as you will be able to hear the relevant warning in advance.

The timing of these warnings are vital, as one late call or even incorrect call could send you careering off the road into trees, barns, houses, and other objects that line the sides of the road. The problem here is not your damaged ego or dented car, but the time penalty that will be imposed upon you. A time penalty is also incurred if you put your foot down on the accelerator a little too early when on the starting line.



Acceleration is achieved simply by pushing up on the joystick, and braking by pulling down. To execute a gear change, you have to press fire and push up or down depending which gear you wish to shift into. In other words, the controls are the same as the majority of racing games.

Just like driving a real car, you

can stall your engine by letting your revs drop too low. This will cost you valuable time that you can't afford to waste if you want to achieve first position. By beating your opponents, this will give you a 'cushion' of seconds or even minutes that may prove vital in the later, much tougher stages.

Your stage times are accumulated together. By the end of all the stages, your time must be faster than all of your opponents if you want to progress onto the later races where the competition is even harder to overcome.

Thankfully, there will be a save game option available on the final product which will have to be used unless you intend to spend several hours of uninterrupted fun on your computer!

Gremlin are now beginning to attain a magnificent reputation in the racing games field. I think it is safe to say that they have put the excitement and thrills back into an aspect of the games market that had seen it all before with perhaps Chase H.Q. being the only real exception. This is not because Gremlin are producing completely innovative racing ideas but because of the sheer quality of their products.

Hopefully, such quality will be consistently maintained and the racing fans among us will never run short of fantastic games to play. In particular, look out for Team Suzuki which plays even faster. Don't let us down, Gremlin!

Toyota Rally

G R E M L I N



The Mexican countryside whips up some nasty storms. The wipers have no effect so you'll have to be extremely careful.



Norway is a different situation altogether. Here, the hazards include icy roads and thick snow that blurs your vision.

THE RIGOURS OF RALLYING!



As you reach the half way mark, you suddenly lose traction and go crashing into a house, shattering your windscreen.



Fighting to keep your Celica on the road, you realise you'll have to depress the accelerator if you want to keep control.



Normally, a straight wouldn't pose any problem but the rain affects your visibility and will cause your car to slide dangerously.



Struggling to regain control on the tight corner, it looks as though you're paying a house visit.



You enter another gradual right turning, but be careful of the sharp left turn ahead which will require you to brake.



The first corner is very gradual, but don't expect the remainder of the race to be quite as easy.



You forgot to brake! The corner was too sharp for you to enter it at the speed you did, causing you to swerve off the road.

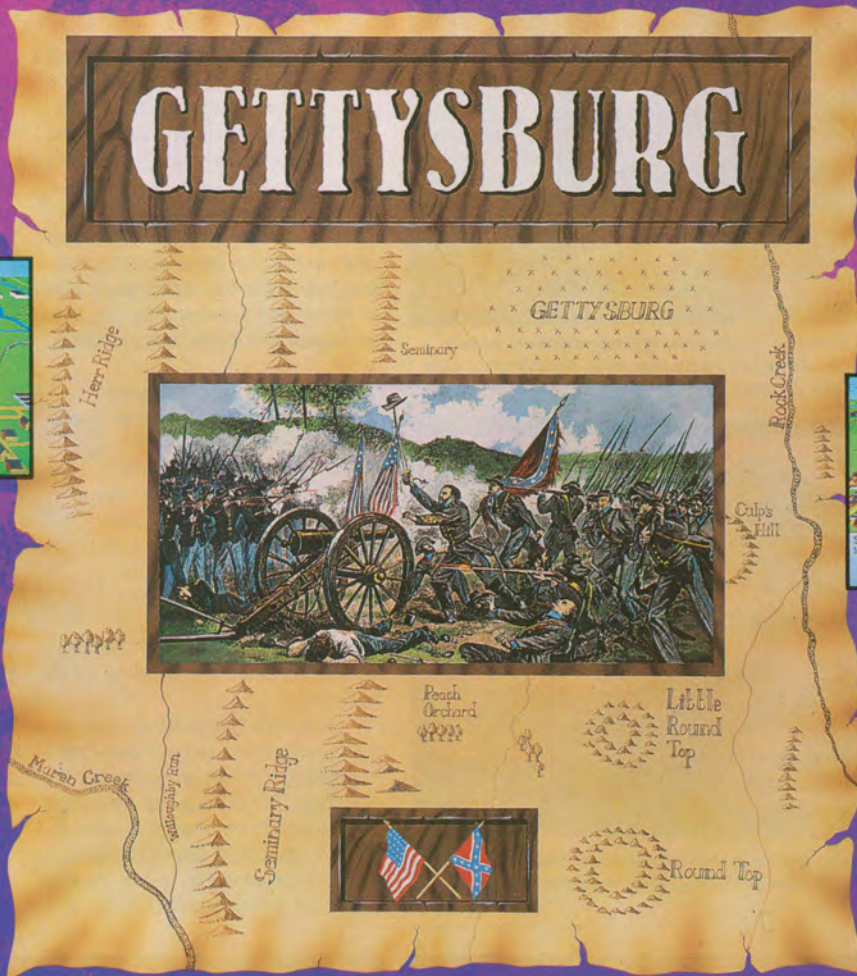
THE POWER TO CHANGE AMERICAN HISTORY

CAN YOU LEAD THE OUT-NUMBERED REBELS TO VICTORY AND WIN THE GREATEST BATTLE IN THE AMERICAN CIVIL WAR?

GETTYSBURG



The third title in ARC's acclaimed BattleScapes series, *Gettysburg* is a war game simulation from the American Civil War. The battle featured was a massive confrontation between 70,000 troops under the charismatic General Lee and 90,000 Union soldiers under the dry and calculating General Meade. It was the pivotal battle of the American Civil War.



Screen shots from Atari ST format.



History tells us that Lee lost the battle, but with *Gettysburg* you can re-write history. Can you guide the rebels to victory and change the course of American history? Would you be able to defeat Lee and ensure a Union victory? The choice and the challenge are yours.

Features:

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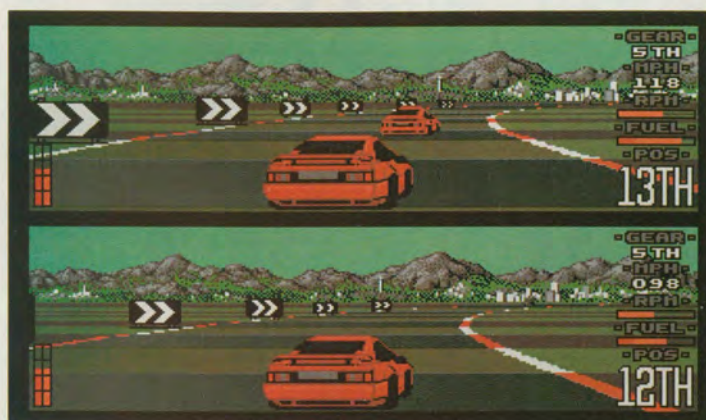
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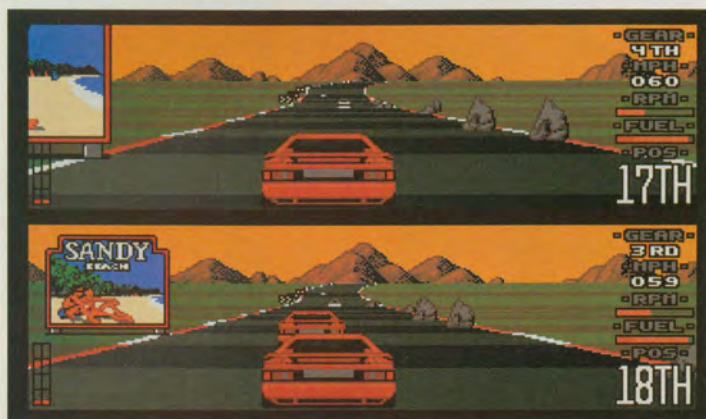
Screen shots are only intended to be illustrative of the game play and not the screen graphics which vary considerably between different formats in quality and appearance and are subject to the computers specifications.



Your Lotus is leading but you are running short of fuel. As you pull into the pits, you begin to lose positions and your human rival roars past. But be reassured that you should regain some of your positions as your rivals have yet to refuel.



You are trailing your human rival, but he is still within sighting distance. As you close in and begin to overtake, be careful that your opponent doesn't try to stop you by unsportingly weaving across the track.



Thankfully, you were warned about the rocks that are scattered along the track at the beginning of the race. However, you don't know their exact locations so you must drive that little more carefully.



The Lotus Turbo Esprit in full view and just ready for you to jump in the driving seat and take the wheel in Gremlin's Challenge game.

Lotus Esprit Turbo Challenge

G R E M

Probably one of the most enjoyable type of game to be played by the vast numbers of the gaming public, is a fast and exciting racing game (and I don't mean horses!). We have all had the opportunity of sitting on a powerful motorbike or being in control of a speeding car. Gremlin have been working on some racing games that they hope will stand apart from all others due to better graphics, better sound, and much better playability.

Recently, they released the motorbike and sidecar game **Combo Racer** which got a good reception from the computer media. In the meantime, Gremlin were busy signing a deal with Lotus to have the rights to produce software on the very sporty British car. The first release with this tie-in is **Turbo Challenge** which has been approved by Lotus themselves.

Most racing games involve you trying to scream around a track within a given time limit or to simply beat the opposition. The game designers that worked on **Turbo Challenge** haven't attempted anything different which may produce a few moans and groans from some of you. You

shouldn't be too hasty in criticising, though, as there are some important differences that need to be commented upon.

The first noticeable feature is that there is a two player option incorporated into the game by means of splitting the screen. In one player mode, the playing area is the same size as it would be in two player mode, but this doesn't really pose a problem.

The car you control will have either manual or automatic gears (of which there are five in all).

Using automatic gears means your Lotus is easier to control but may not be the most speed or fuel efficient method depending on how good you are at manual control. When using automatic, fire is for accelerate and braking is achieved by pulling back on the joystick. In manual control, pushing up gives you your speed and by adding fire, you will change up a gear. The reverse of these joystick manoeuvres will reverse the effect, ie; braking and changing down a gear.

At the beginning of a race, you can choose whether to tear around an easy circuit or take up the challenge of a more gruelling race on a



2

LOTUS ESPRIT TURBO SE

SPECIFICATION.

ENGINE: LONGITUDINAL, MID REAR-WHEEL DRIVE, CAPACITY 2174CC, 4 VALVES PER CYLINDER
BORER/STROKE: 95.3MM/76.2MM, COMPRESSION RATIO: 8.0 TO 1
VALVE GEAR: DOHC, 4V/79L
FUEL AND IGNITION: MULTIPoint FUEL INJECTION GARRETT 1603 TURBOCHARGED WITH INTER-COOLER LINKED TO MAPPED ELECTRONIC IGNITION
TRANSMISSION: 5-SPEED MANUAL
GEAR RATIOS/MPH/1000RPM: 3.80/2.6 (51)
 2.45/2.4 (5)
 1.88/2.1 (3)
 1.03/2.1 (1.4)
 0.82/2.1 (23.1)
POWER: 264HP/3900RPM

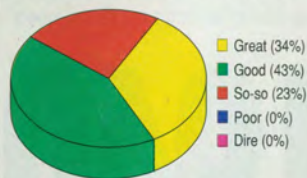
TORQUE: 260LB FT/3900RPM
SUSPENSION: FRONT AND REAR: INDEPENDENT COIL SPRINGS, TELESCOPIC DAMPERS, SHOCK-BARS, FRONT: DOUBLE WISHBONES, REAR: TWIN-RADIUS ARMS AND TRANSVERSE LINKS
STEERING: RACK AND PINION, 3.0 TURNS LOCK TO LOCK
BRAKES: FRONT: 10.2INS VENTILATED DISKS, REAR: 10.2INS DISKS
WHEELS/TYRES: CAST ALLOY FRONT: 215/50R15, REAR: 215/50R15
WEIGHT: 2929LB

You only have to look at the detailed data above to realise you are in charge of one of the best performance sports cars in the world.

Esprit Challenge



PUNTER-POWER™



GAME: LOTUS ESPRIT
PRICE: £24.99

RATING=90%

Turbo Challenge has got to be the fastest racing game of its kind. It contains no jerks or sprite detection problems whatsoever. The racy tunes and sound effects help to keep the adrenalin pumping and add that extra touch of atmosphere that draws you further into the game. One-player mode is great but the two-player mode has to be the ultimate experience. Gremlin have produced a high quality game that will be well received by everyone.

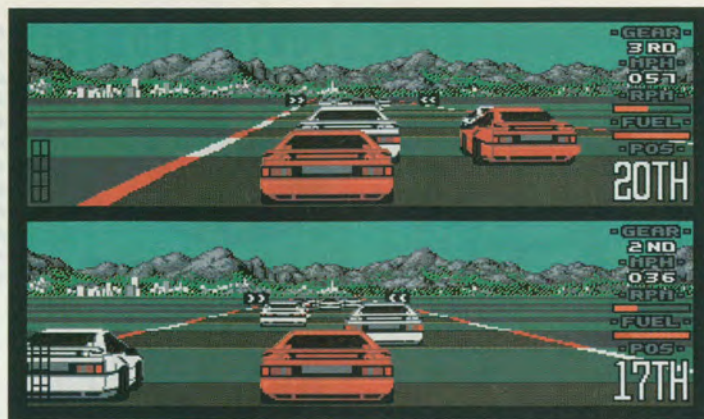


number of tricky tracks. Fortunately, you are given a brief description of the condition and state of the road ahead such as gentle curves, roadworks, rocks, and the many other problems you will have to contend with.

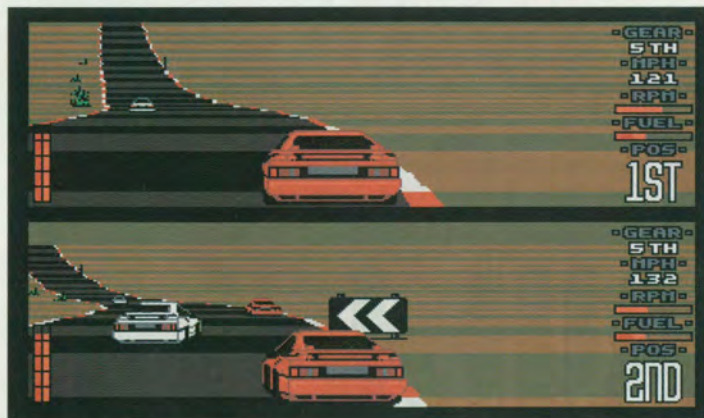
The surrounding screen area contains information about the lap you are on and where your two player opposition is in relation to your position, your overall race position, rev counter, fuel gauge, and speed. If your fuel becomes severely depleted, a warning tone will ring out, but you always have the option to pull into the pits that can be found at the

side of the track. As you stop, your mechanics will immediately start refuelling your car and you can leave when you feel you have enough fuel to be able to complete the remaining laps. The timing of your pitstop can have a significant effect on the outcome of the race so you must perfect your tactics to optimise your chances of winning.

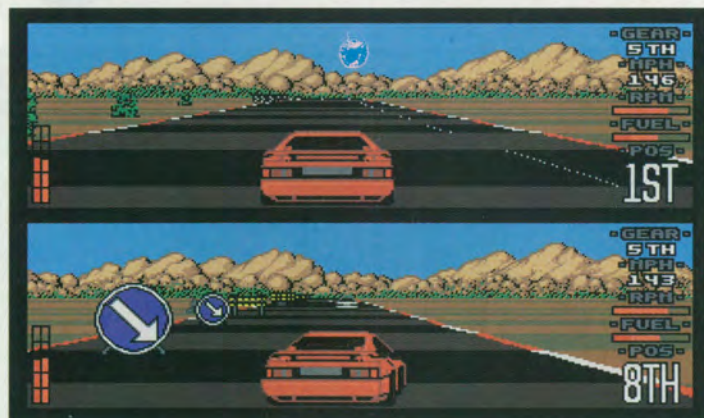
There is one other aspect that needs to be mentioned, and it is perhaps the most important. What I am referring to is the speed of the game. Turbo Challenge is perhaps the fastest game of its kind and speed is certainly the name of the game.



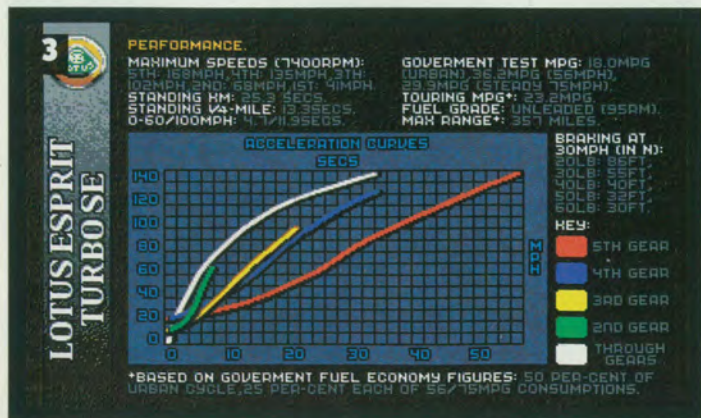
The starting grid sees twenty noisy cars, all eager to begin the race, and all striving for first position. The competition is fierce but if you can handle the power of your Lotus competently, you should be the first to cross the winning line.



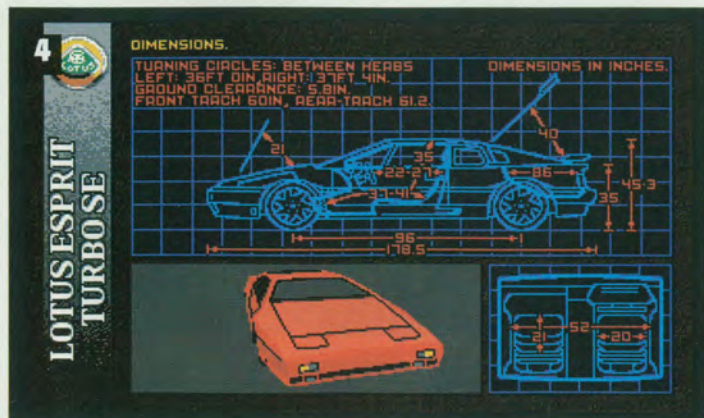
As the cars begin to spread themselves around the track, you manage to pull away from your human opponent, allowing yourself to relax for a while. Be careful not to become too complacent or he'll come screaming past you.



The local council workmen have no respect for boy racers and have set up a number of roadworks to hinder your progress around the track. Be sure to avoid them if you want to win.



Gremlin and Lotus have teamed together to bring you an interesting and informative analysis of a Lotus Turbo Esprit.



Shown above is the streamlined profile and even more amazing detail concerning the champion of all cars the Lotus.

Wargames are no strangers to the ST and tend to pop up fairly regularly. This latest offering from Impressions veers away from the RPG style of game that their last release, Breach 2, successfully implemented.

The scenario is the German "Blitzkrieg" (or lightning war) attacks in May 1940 and the devastating success they achieved throughout Europe.

Two discs are supplied. If you choose the disc marked Blitzkrieg, you will find yourself in control of the mighty German Stormtroopers and Panzer divisions and your task is to once again kick the allied forces out of Europe and claim the territories of Poland, Belgium and finally France. If however, you choose the May 1940 disc, you are in control of the allied forces as they try to stop Hitler's massive offensive sweeping across the continent.

Either campaign is controlled in an identical manner, using two maps, these being the Strategic and the Tactical maps, selected by a press of the S or T keys. Basically

PUNTER-POWER™



Great (0%)
Good (17%)
So-so (36%)
Poor (31%)
Dire (16%)

GAME: BLITZKRIEG
PRICE: £19.95

RATING=61%

Blitzkrieg is one of those games which doesn't particularly look good, but has amazing depth and scope. The presentation is adequate, the various pieces being instantly recognizable. There is no doubt that Blitzkrieg will appeal to strategists and people who like mull over the battle before them. However, due to the genre's intensity, many gamers will be put off. This is unfortunate as Blitzkrieg is a good stepping stone into the world of war games

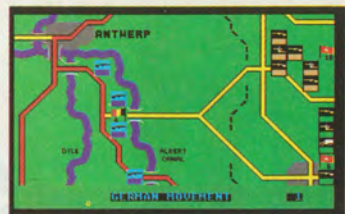
GAMEPLAY: ██████████
SOUND: ██████████
GRAPHICS: ██████████

the tactical map is a magnified version of the Strategic, and this is the map where you place and reorganise your units to try and achieve your individual objective.

To do this you must first move the individual units, be it armour (tanks), infantry and artillery, from their place in the Strategic Reserve to the Strategic Movement section where they can then be placed on the map. Then they can move to link

up with an already existing army to reinforce it. The time it takes the reinforcements to reach their destination is measured in game turns, but the maximum delay is six of these.

There is also an option to issue directives to the various army commanders, which can influence their decisions, but be warned, the commanders do not always obey. They will usually act in the best interests of their men. For example, they will not



The German forces mass on the border ready to attack.

launch an all out offensive, if there is a danger of the army being wiped out, they may adopt a defensive strategy.

There is an intricate system of roads and railways in the game which allow the vital supplies to get through to the various armies in the game. The higher the supply rate of an army the more effective it will be when forced into combat.

Control is by either mouse or keyboard with the cursor keys being used to scroll the map around on the latter. All commands only require a single keypress to activate them, and these are shown at the base of the screen when they can be used.

Blitzkrieg May 1940

IMPRESSIONS

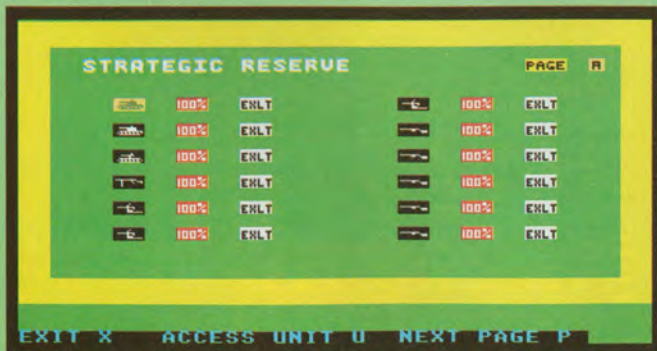
WHERE YOU'LL FIGHT YOUR WAR



No fancy graphics here, but what there are, serve the purpose. Here we have the advancing German army moving towards their goal.



The Tactical map shows everything in much more detail. It is here where you can choose to place your units.



All the units shown here can be moved into the strategic movement section and prepared for battle.



The Strategic map is the other main playing area. Wherever you place your cursor can be magnified by pressing "T"

Experience the thrills and spills of high speed racing from the four greatest driving games ever!

WHEELS OF FIRE

THE ULTIMATE DRIVING COMPILATION



Your Ferrari F40's hot and raring to go. Battle bumper to bumper in a thrilling 16 stage race across the States with each new terrain a different challenge.
"An outstanding conversion which shouldn't be missed"
C&VG

Slip behind the wheel of your turbo charged Porsche in hot pursuit of dangerous criminals. Drive by the seat of your pants to avoid the hosts of hazards on the busy streets and tracks.
"Absolutely Incredible. The best driving game ever. Superb"
Sinclair User

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C&VG

It's fast and furious and you're in pole position. Power your way round 27 stomach churning circuits. Step on the gas and let your opponents eat dust!
"Hours of racing thrills in what is surely the best Power Drift conversion the Amiga is capable of."
C&VG



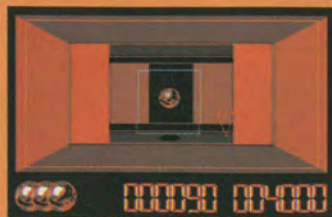
Available on: Atari ST, Amiga, Commodore 64 (cassette, disk)
Amstrad (cassette, disk) Spectrum +3, Spectrum 48/128

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SW15 1PR Tel: +44(0)81-780 2224 Amiga & Atari ST Screenshots

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THE LIGHT FANTASTIC



Everything seems fairly quiet at first and no hazards are immediately visible. As you advance slowly after the ball, you discover it has hit a barrier and is on its way back fast!



There are plenty of 3D shapes for you to collect and each one has a different effect. If you hit the ball against them it will rebound back, so try and avoid them.



As you progress you will find that the barriers become more numerous and harder to negotiate. Some will follow the direction in which your paddle travels therefore blocking your path.



At last, you made it. The end of the level is in sight and the code for the next one is within your grasp. Don't be too complacent as the ball is still moving through the corridors.

The Light Corridor

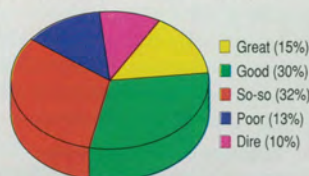
INFOGRAAMES

The Light Corridor is a maze of tunnels, each of which holds many traps and puzzles. You are the ball bouncer, and your only weapon is a spherical steel ball which you control through a paddle. The tunnels are your only way out of the misery and sheer hell that has become your home. Your only chance lies in the Light at the end of the tunnels. Pass through here and freedom will be yours.

Things are never as easy as they seem at first and you will have to guide the ball around hazards that come in many forms. Undulating barriers and strange shapes block your way and must be negotiated. There is a time limit to your task and you begin the game with three balls!

The ball is released from the paddle by pressing the left or right

PUNTER-POWER™

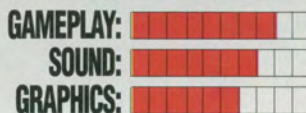


GAME: THE LIGHT CORRIDOR
PRICE: £24.99

RATING=77%

Despite looking fairly basic, the Light Corridor is, in fact, a neat little game that adds a little twist to the breakout theme. The action is fast, furious and guaranteed to keep you coming back time and time again.

As with other titles in the Crystal Collection, The Light Corridor is billed as one of the new wave of computer games. Whether this is true or not is hard to say. But the Light Corridor is an experience not to be missed



mouse buttons. Once it has started travelling down the tunnel, you must then charge after it by pressing the left button for normal speed, or the right mouse button for fast speed. If the ball hits an obstacle it will be

rebounded. You must then use lightning-fast reactions to intercept the ball and send it back on its way.

There are several types of 3D shapes and they come in varying colours which indicate a different

effect. By running over the shapes you can double your paddle, shrink it, make the ball stick to it or just earn yourself a score bonus. The effect only lasts for a short while so make the most of it while you have the time.

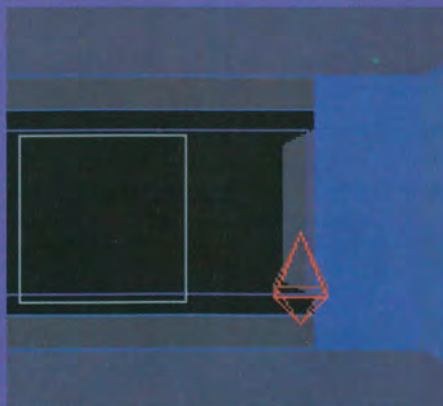
At the end of each level you will come across a major puzzle. You may, for example, be required to rebound the ball off of a moving face so many times before a doorway opens which will allow you to progress onto the next level. These traps become harder the further into the game you progress.

When you complete a level you automatically go on to the next one, but not before being given the code for the next level. These codes are useful as you can start exactly where you left off without having to go back to the start.

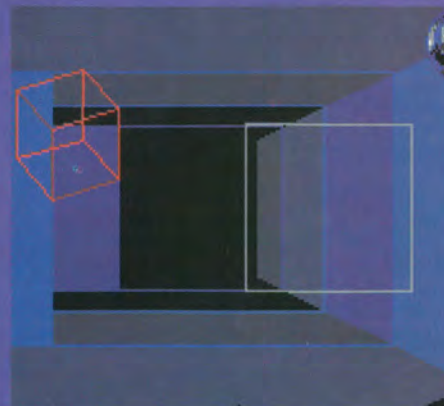
OOH! WHAT LUVLY SHAPES



GREEN DIAMONDS - These are extremely valuable as they award you with another steel ball if you pass through them.



RED DIAMONDS - The red diamonds give you the catch option. The paddle turns red and causes the ball to stick to it.



RED SQUARES - Avoid these at all costs as they will shrink your paddle to half its original size. It will shrink again if you run into another one.

IVAN 'IRONMAN' STEWART'S

SUPER OFF ROAD

GRAB
THE WHEEL,
AND HIT
THE NITROS!



AMIGA



ATARI ST



IBM PC



C64



AMSTRAD



SPECTRUM



"Highly recommended" - The One
"Simply the best - and will be for a long while yet."
94% overall - C&VG
"Best overhead racing game on the market and a must for all racing fans."
92% overall - Sinclair User Classic
"A great game full of road wrecking fun."
90% overall - A Crash Smash



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THE ARCADE
SMASH!

CONVERTED BY





Speedball 2

I M A G E W O R K S

At last, it's here! The sequel to the game that earned itself an STA1 rating in the latter months of 1988. Speedball II has been improved drastically over its predecessor with superior graphics, sound and gameplay. The main theme has been kept ie. beat the hell out of your opponents and score a few goals in the process, but with some nice touches and various extra options thrown in for good measure.

As the game starts, you see the team captain standing at the gates of the arena, contemplating the deadly confrontations still to come.

The two teams, The Body Busters and The Psycho-Androids, prepare to take the field for another blood-thirsty battle of speed, power and downright dirty tactics. The managers have chosen the best squad available to do the job and are hoping that not too many of the star players get brutally slaughtered and have to be stretchered off. It's a dirty job but somebody's got to do it!

On the management screen you can do almost anything, from transferring your team members, to allocating various attributes to each indi-

PUNTER-POWER™



GAME: SPEEDBALL 2
PRICE: £24.95

RATING=92%

I couldn't believe my eyes when I saw what Image Works had managed to do. The graphics are clear and well defined and the sprites animate very well. The sound has been well used and is atmospheric, the whistling and cheering of the crowd is a nice touch. A lot of attention has been paid to detail with the injured players being stretchered off by robotic nurses, and a diamond vision TV screen shows the injury in more graphic detail. A cracking game.

GAMEPLAY:

SOUND:

GRAPHICS:

vidual player. The attributes all have different effects on the speed, intelligence, power and overall physique of your player. You can decide whether to make any one player exceptional or turn one into a right no-hoper, or you can just improve the team as a whole. After making the best team, you can then choose which event to participate in.

Out of the five options available, the league is by far the most compet-

itive. Sixteen teams play against each other for the most coveted title available to androids, the Speedball Trophy. The other four options consist of a Cup, Exhibition, Practice and a new challenge, called Instant. With Instant you just keep playing all the teams until you get beaten, in a kind of knockout tournament. The Cup speaks for itself and the Exhibition is a single game where you choose your opposition from the

sixteen league teams available.

The playing area has now been tripled in size. Instead of the 160ft length and the 90ft width of the first Speedball, the pitch is now 480ft long and 270ft wide! Quite an improvement, don't you agree? The walls of the arena have been redesigned, incorporating ornate patterns and hiding some of the new elements of gameplay. The scoring system has also been changed, with points being awarded for goals and for any minor flashes of brilliance.

Bonus points can be yours if you manage to send the ball through the 'Plasma Tube' or disable the row of diamonds on the wall. The best inclusion of them all is the 'Electroball', a dome on the side of the wall which, when hit, turns the ball into a bowling ball knocking down all the players that get in the way.

During the game, various icons appear on the pitch. Collect them and your team will be granted with extra armour, speed or another vital statistic. Money will also be available and can be used later in the gym to buy extra power or increase your overall playing ability.



METALLIC MAYHEM

Ball: This is what all the fuss is about. Score a goal if you can keep hold of the ball for long enough.

Money: Collecting the coins will allow you to buy extra armour and increase your statistics in the Gym.

Helmet: During play, various pieces of armour will appear. Collect these to increase your team's strength.



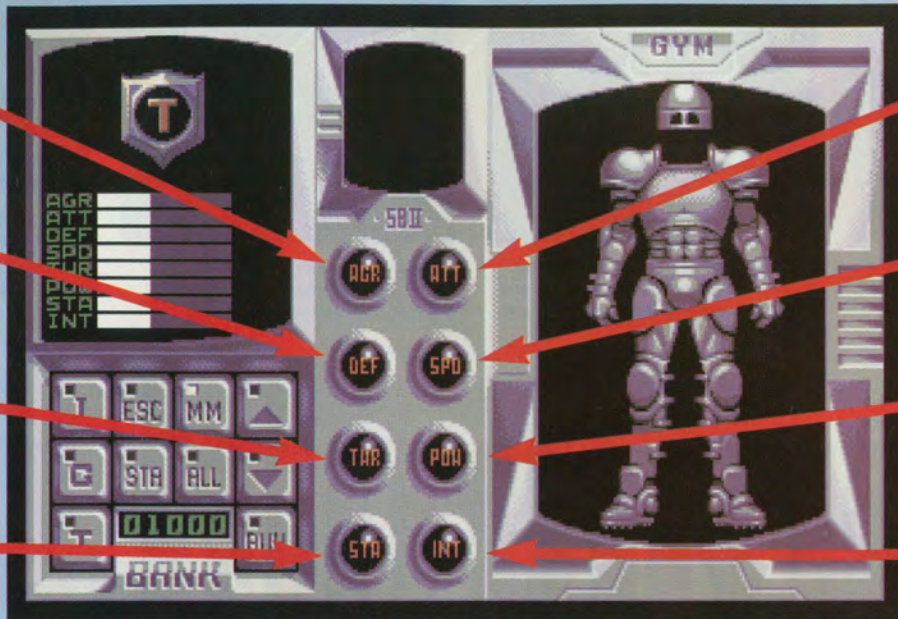
PAY FOR THE RIGHT TO FIGHT

AGRESSION – Buying this will make you tougher than Rambo and 'arder than Arnie.

DEFENCE – After you buy this, your defence and midfield will both have extra capabilities.

THROW – Purchasing this will increase your throwing accuracy and also your distance.

STAMINA – This attribute will help you to survive the traumas you are about to face.



ATTACK – If you spend some of your dosh on this, all your forwards' statistics will be improved.

SPEED – This increases your overall speed. Helpful for running and throwing the ball.

POWER – This will determine how well you come out of skirmishes with your opponents - bruised or unconscious.

INTELLIGENCE – The intelligence of your team-mates determines how well they can intercept your passes.



THE ROAD TO VICTORY



1. The two teams unload off the shuttle and stare in awe at the magnificence of the stadium, in which they are about to do battle.



2. In the dressing room, you can transfer some of your recently injured players or buy extra power for the match ahead.



3. The match begins. Not the best of starts here, straightaway you concede a goal and one of your players goes down with concussion.



4. Your team decides on an all out attack policy and it pays off with a stunning individual goal to tie the score at 10-10.



5. Now that your team is all fired-up, they try to win the game with a tricky manoeuvre involving the 'Plasma Tube'!

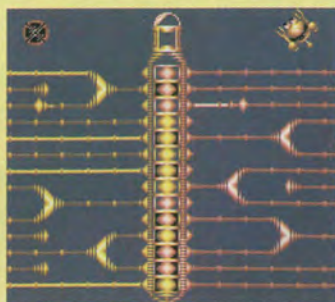


6. The move pays off and the Psycho-Androids win the game by 20-10 and return to the dressing room for a celebratory drink of Castrol GTX.

HOW TO POW-UP YOUR PARADROID



To begin with, you are a rather feeble droid, but by integrating with another you can increase your powers.

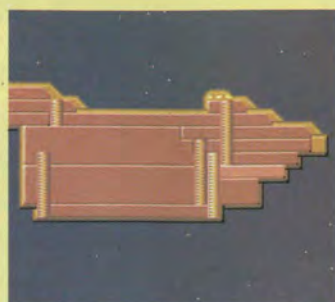


You're locked in a battle of circuitry. Shoot your arrows down the wires and finish with more of your colour to win.



Type: battle.
Class: droid.
Sensors: visual.
Brain: neutronic.
Armament: triple lasers.
Drive: bipedal.

Once you've taken over a droid, you can access the ship's computers to learn about your new character.



The ship's computers can inform you as to which levels you have cleared and which are still droid infested.

Paradroid 90

A C T I V I S I O N

Set in a hi-tech world where metal, uncharacteristic constructions provide the scenery, Paradroid 90 sees you as a small droid intent on having a piece of the action and clearing a spaceship from all hostile droids.

You have to travel around a large spaceship of many levels, clearing the rooms of all the inhabitants. This elimination process can be done in two very different ways. The more explosive and action-packed way is to use the laser you are equipped with. An enemy may be powerful enough to absorb a few blows, but will eventually succumb to your firepower. However, this is a rather noisy ending and you may opt for the quieter and more useful way of engaging in a combat of circuitry.

This second form of attack produces a circuit board where the

wires from your droid and the enemy droid integrate. You are allocated a specific colour as is the opposing droid. To begin with, you have an equal number of colours at the joining points. The object is to gain more of your own colour than the opposition.

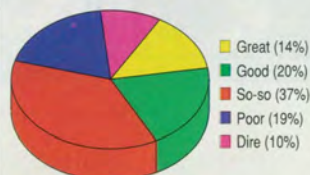
By using a limited number of electrical charges, you can zap the coloured points into your own colour but the opposition can reverse the effect by doing the same. Depending on the design of the circuits, one zap may travel and change two or more points to the relevant colour. If you're confused (which I certainly am), then either look at the screenshots, or cast your mind back to Hewson's Quazatron because it's very similar.

The advantage of defeating a

droid by integration is that you can then take over the particular droid you engaged with. Consequently, the design and specifications of your own droid will improve in terms of armour, firepower, mobility, and so on. As the droids on the later levels become much more fearsome, integration becomes vital for survival. Again, a little too similar to Quazatron except Paradroid is 2-D whereas Quazatron was in glorious 3-D.

Scattered about the ship are various pads that have a number of different effects. Some act as transporters to move you about the ship, while others increase or decrease your energy, and there are even computer terminals that can be accessed. The computers offer specifications concerning your droid and the ship.

PUNTER-POWER™

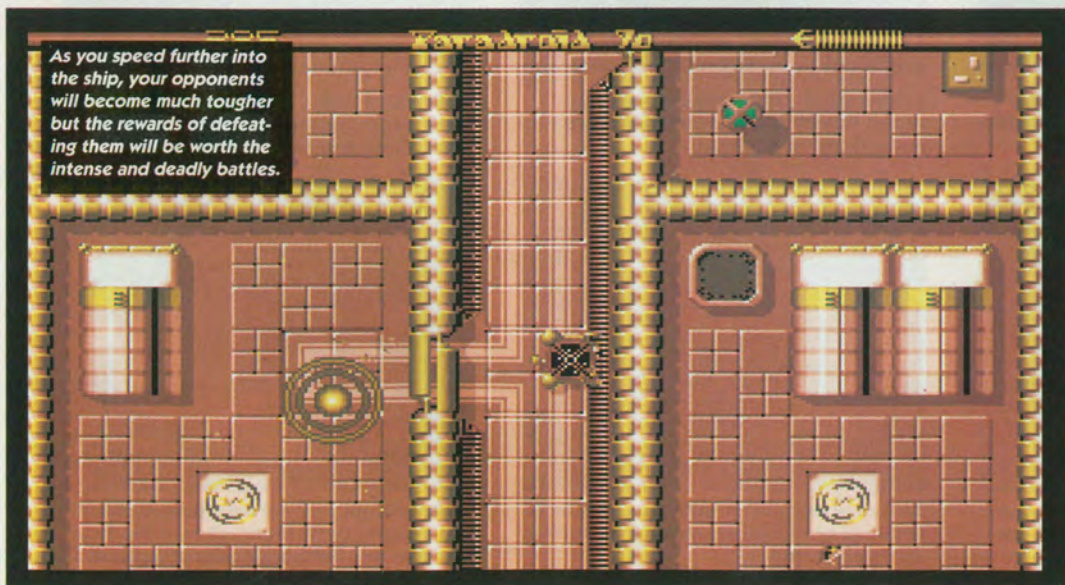


GAME: PARADROID 90
PRICE: £24.95

The graphics for Paradroid are well defined with extremely fast and smooth scrolling. The use of colour is a little unadventurous but that is only a small criticism. The sound includes some good effects that complement the game to a reasonable degree. The controls are pleasingly responsive and easy to use. However, Paradroid offers nothing new and falls into the category of 'seen it before' especially due to its remarkable similarities in gameplay to Quazatron. Paradroid is certainly value for money but don't expect anything exceptional because you won't find it here. If you're in your local computer shop and don't see anything else worth buying, then splash out on this and you won't be disappointed. Activision's Paradroid will be a respectable addition to your games collection.

GAMEPLAY:
SOUND:
GRAPHICS:

RATING=71%



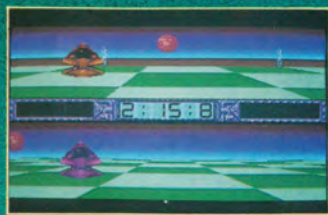
As you speed further into the ship, your opponents will become much tougher but the rewards of defeating them will be worth the intense and deadly battles.

MASTERBLAZER Takes 3D sports action to a new height of realism.

MASTERBLAZER™

A sequel to the illustrious Ballblazer by Lucasfilm games, Masterblazer utilises the advanced capabilities of 16 bit machines to create another classic.

A high speed space age soccer game is played using ultra-fast, responsive hovercrafts in the splendour of futuristic scenarios or you can hurtle round a race track full of obstacles.



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Ballblazer (c) 1985 Lucasfilm Games.



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* 1 or 2 player mode.

* 8 players Tournament mode.

* Each format individually programmed to achieve the best results.

* Amazing graphics and a spectacular introductory sequence.

* Surperb computer generated sound effects.

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£24.99

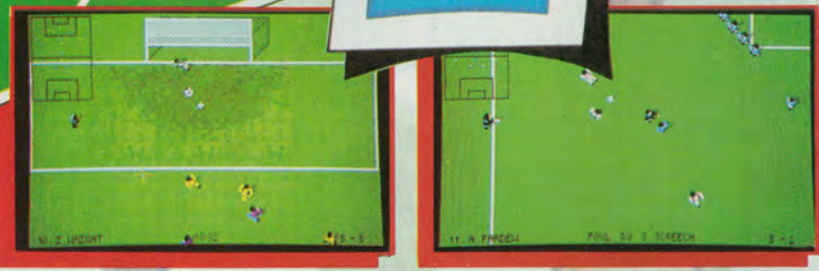
MASTERBLAZER

KICK OFF 2



A NEW DIMENSION IN SOCCER SIMULATION

Amiga Screen Shots



- BLISTERING PACE
- PIXEL PERFECT PASSING
- SUPERB TACTICAL GAMEPLAY

KICK OFF 2 greatly enhances the gameplay of KICK OFF, winner of the THE GAME OF THE YEAR in the U.K., and similar awards right across Europe. A host of new features have been added to the ones that enthralled players the world over.

- * Full size multi-directional scrolling pitch with the players, markings etc. in correct proportion.
- * 1 to 4 players option. (Amiga and ST only)
- * 2 players TEAM option against the computer or 2 other players. Hundreds of players each with a unique combination of attributes (stamina, pace, etc.) and skills (passing, shooting, tackling, etc.)
- * Instinctive Kick Off joystick controls to dribble, pass, shoot, head or chip the ball and do sliding tackles.
- * Set piece. FREE KICKS including dummies and the ability to dip the ball or bend the ball round a defensive wall.
- * 9 types of corner kicks with full control of shot power. Long and short throw ins.
- * Team selection from a squad of 16 with substitution and a choice of tactics.
- * League and cup competitions with Extra Time, Injury Time and sudden death penalty shoot outs.
- * Facility to view, edit and save the Action Replays and create a Golden Shots disc. (Excl. IBM & CBM 64)
- * Facility to load Player Manager teams and tactics for a single or league game.
- * Red and yellow cards, 16 different referees, injury time and a host of features to create an atmosphere for a game which is real fun to play.

- ST ACTION - The best game ever to grace the ST. Highest accolade I can give.
- AMIGA USER INT - The best computer game ever 97%
- THE ONE - Ultimate soccer simulation. 96%
- THE ACE - Brilliant. Buy, Buy, Buy. 930.
- 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.

AMIGA & ST £19.99 EXP. AMIGA £24.99
IBM (AT & XT Turbo, EGA & VGA) £24.99
CBM 64 - SPECTRUM - AMSTRAD £9.99, £14.99

An International class player takes charge of a third division club as Player Manager. His brief is simple - **Bring Back The Glory Days.**

His success depends on his playing skills on the pitch and managerial skills in devising winning tactics, acquiring the right players from the transfer market and building a team worthy of the highest honours.

- * Unique facility to design and implement your own tactics.
- * Over 1000 individual players, each with a unique combination of attributes and skills.
- * A lively transfer market. Haggle for the best deal.
- * 4 division league and a cup tournament with sudden death penalty shoot out.

The Player Manager brings the every day realities of a manager's life, his talents as a manager and a player, his triumphs and his failures into a sharp FOCUS.

- ST. ACTION - A stroke of pure genius.
- THE ONE - An exceptional football management simulation, Astounding depth. Most involved, rewarding and playable.
- THE ACE - Successfully blends challenging soccer management with frantic end to end arcade action. 920
- NEW COMPUTER EXPRESS - The sheer depth is incredible. A definitive management game.
- COMMODORE USER - At last a management game that requires true management skills - a winner. 94%
- ST FORMAT - Brilliant. 93%
- AMIGA FORMAT - Enthralling and addictive. 93%
- ZZAP - Best football management game ever written. 92%

AMIGA - ST £19.99



EXTENSION IN SIMULATIONS

THE FINAL WHISTLE Amiga - ST £12.99 (Rel. Nov.)

Raises the skills required and gameplay of KICK OFF 2 to new heights.

Two extra kits.

Look at any player stats. (attributes and skill) before selecting squad.

Totally new corner kicks with full control of the power, height and trajectory of the ball.

Enhanced throw ins and penalty shots.

Provision to flick the ball in the air and do a blinding header or a spectacular overhead kick.

New two players team mode. Player 1 in position or nearest to the ball and player 2 in position or keeper.

Linesmen and referee on the pitch.

A new player attribute FLAIR. A player with a high level of flair will try a solo attempt at the goal.

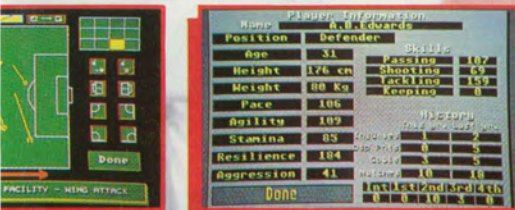
4 new pitches - Wembley - Icy - Muddy - Non-League

And Lot's More

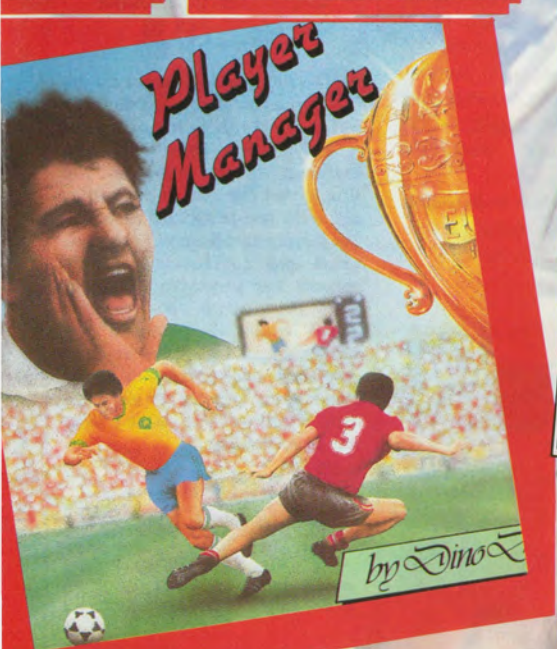
WINNING TACTICS (£6.99 - Rel. Nov.) - A collection of tactics for use in Player Manager or KO2 with full explanations.

RETURN TO EUROPE (£9.99 - Rel. Dec.) - Three European cup competitions. UEFA cup - European Cup - Cup Winners Cup.

GIANTS OF EUROPE (Rel. 1991) Best teams of Europe on one disc.



Player Information		Skills	
Position	Defender	Passing	107
Age	31	Shooting	85
Height	176 cm	Tackling	159
Weight	80 kg	Keeping	0
Pace	106		
Agility	109		
Stamina	89		
Resilience	104		
Aggression	41		



Draft specifications. Subject to changes without notice

ANCO SOFTWARE, UNIT 10, BURNHAM TRADING ESTATE, LAWSON ROAD, DARTFORD, KENT.
TELEPHONE No: 0322 92513/18 FAX No: 0322 93422



The U.N. Squadron sets forth to save the world on a



Before you take to the skies, your Commanding Officer gives you your mission briefing. This will include the ultimate target of your hazardous flight into enemy territory.



Various weapons can be bought from the stores, but they cost a considerable amount of money which is gained by showing good combat skills, ie; the more you shoot, the more you earn!

U.N. Squadron

U . S . G O L D

Blasting its way onto the ST comes the very explosive U.N. Squadron, the latest shoot'em-up offering from the big lads down at U.S. Gold. As one of the good guys, it is your task to prevent the bad guys from invading anywhere they like. The plot isn't really important as when you play it, you realise it's another case of shoot anything that moves, therefore suiting anybody that is a little trigger-happy or wants to relieve any frustration!

As a fighter pilot, you must battle forth over a horizontally scrolling landscape that is littered with missile launchers, tanks, and other types of resistance. Not only will you have to contend with attack from the ground, but you'll find yourself tearing through skies thick with enemy aircraft ranging from fighters to large bombers. The attack on you is relentless and you may find yourself in a

chaotic scramble as you try to avoid enemy fire and shoot your aggressors down at the same time.

At the start of the game, you are given the choice of piloting one of three available aircraft that have differing capabilities and can be equipped with sometimes different weapons than the other aircraft.

Thankfully, we live in a free market economy so if you have the money, you can buy extra weapons at the beginning of each level. Initially, you have a total of three thousand dollars to spend with extra cash being earned depending on how successful each mission was and the number of enemy hardware you managed to destroy. The bonus firepower is limited, and therefore you might find the best tactic is to save your bonus weapons until you reach the final target for the particular mission you are on. This will allow you to

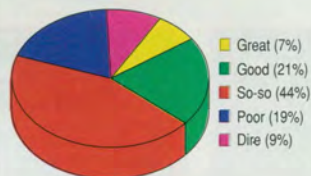
destroy the large end-of-level target without having to take too much bother from it.

If your aircraft becomes equipped with a bonus weapon of some kind, it can be utilised by a quick press of the fire button. Continual pressing will release the firepower until it is exhausted. After that, you'll have to finish the level if you want to replenish your depleted supply - and that will cost you more money!

The final target for each mission varies considerably. It could be a huge missile launcher, a fortress, an aircraft carrier, a stealth bomber invulnerable to homing missiles, and many more different targets, each large, detailed, and colourfully drawn.

A two player option is available which increases the overall enjoyment to be gained from U.N. Squadron.

PUNTER-POWER™

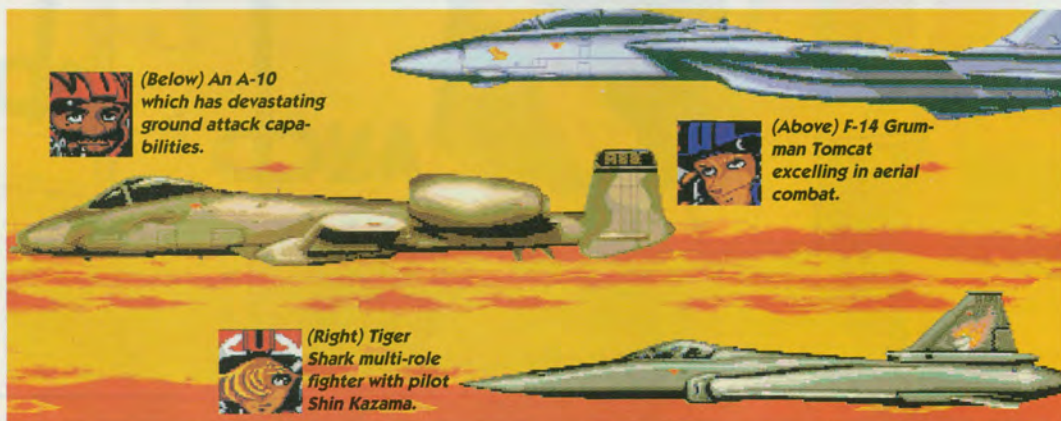


GAME: U.N. SQUADRON
PRICE: £19.99

As a full-blooded shoot'em-up, U.N. Squadron does not fail. That's not to say the game is a particularly outstanding! There are some extremely severe problems. The first is that the size of the sprites are much too small, and secondly, the playing area becomes very cluttered and consequently greatly reduces the playability. The fact that the colour co-ordination makes visible definition of the sprites almost impossible at times only adds insult to injury. If all the above wasn't enough, the game is a little repetitive and doesn't offer too great a challenge.

GAMEPLAY:
SOUND:
GRAPHICS:

RATING=67%



(Below) An A-10 which has devastating ground attack capabilities.



(Above) F-14 Grumman Tomcat excelling in aerial combat.



(Right) Tiger Shark multi-role fighter with pilot Shin Kazama.

mission only the elite can succeed in accomplishing!



Combat is fast and frenzied, with opponents attacking you from all angles from both the ground and the air. You'll need to keep an observant eye if you want to stay alive.



The object of Level One is a massive missile launcher. With both ordinary missiles and homing missiles, evasive action is a must along with accurate and devastating shooting.

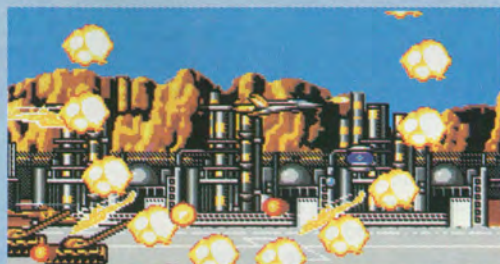
A WEALTH OF WEAPONS FOR YOU TO BUY AND TRY



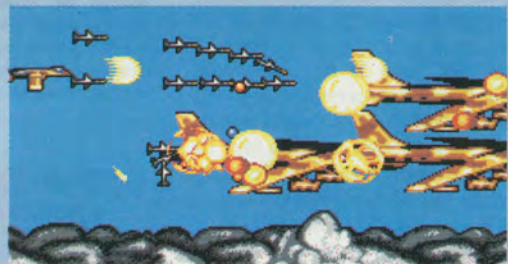
The Bulpup II 40 heat missile.



One hundred rounds of sixteen-way shots.



Falcon and Phoenix homing missiles.



A highly explosive Bomb MkII.



Ground attack continual fire Gun Pod.



Supershell II armour piercing missile.



Wide range round laser discharger.



Ground skimming Napalm II bomb.



Flimbo's Quest

S Y S T E M 3

IT AS-DA BE A BARGAIN!

An extra weapon will give you extra firing power and range.

To exit the shop, you must click on this icon.

This will give you invulnerability for a limited time.

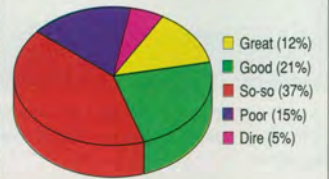


The scroll will give you a letter of the mystery code.

The hourglass will extend your stringent time restriction.

The full code can be bought for a very pricey £2500.

PUNTER-POWER™



GAME: FLIMBO'S QUEST
PRICE: £24.95

Flimbo's Quest is a very colourful affair and, surprisingly, this is where the playability suffers. There tends to be two or three main colours, and the various characters are often of a similar colour tone. Due to this, you can find yourself running into something without realising it. The reasonably fast scrolling only increases the problem. As for sound, there is a merry tune that canters along, but it is by no means stimulating stuff! The amount of money required to progress to the next level is far too much and because the speed of shooting isn't particularly fast, killing the relevant creatures to gain a scroll can be annoying as while you're busy defeating the creature, you may often find yourself attacked by somebody else!

GAMEPLAY:
SOUND:
GRAPHICS:

RATING=69%

Attempting to create a cute looking character is an almost vital ingredient for a platform game these days. System 3 have tried to do this with Flimbo's Quest and have partially succeeded. Looking like the offspring of a Smurf, there are bound to be some of you who will fall in love with Flimbo.

The game itself is a two-way horizontal scroller, with absolutely hundreds of platforms to leap to and from. The object of the game is for Flimbo to save his beloved girlfriend from the clutches of many meanies. His heroic nature made him dive straight into action and attempt to rescue the lady he loves. Not knowing what dastardly deeds the enemy might inflict upon his girlfriend, he must rush to reach her and hence a time limit is imposed upon him.

However, not everyone in Flimbo's Quest has an evil streak. He may find a shop where he can purchase various goods from a friendly shopkeeper. Firstly, though, he'll have to obtain some money which can be gained by killing the creatures that wander about the gaming area. When they are reduced to dust, they leave behind five pounds as their epitaph. A fiver, though, is a very insignificant figure in the capitalist society that Flimbo lives in and therefore he will have to find other ways of making money. Not having the capital to build a superstore, Flimbo has to resort to raiding the bonus rooms that can sometimes be found.

Bonus rooms contain plenty of bags filled with money. Each bag

holds five pounds, but if he picks them up in the correct order (which is indicated by a pound sign appearing on a certain bag), his reward will be five times as much.

Shops are stocked with useful items, of which some are necessary to progress onto the later levels. To gain access to the later levels, a code will have to be discovered. Codes are slowly compiled by giving the shopkeeper the scrolls he wants. These scrolls can be collected by killing certain creatures. To help identify the relevant creatures, they will have an arrow prodding them in the head. The alternative to collecting scrolls is to accumulate enough money to buy the full code which is very costly. Be daring, be brave, and be Flimbo in his quest to save his bosomed beauty!



The bonus room is full to almost bursting point with money which is just waiting to be taken by a penniless wanderer like yourself. By taking them in the correct order, your rewards will be much greater.



You spot a creature that holds a scroll. He is surrounded by much smaller monsters that will have to be dealt with first.



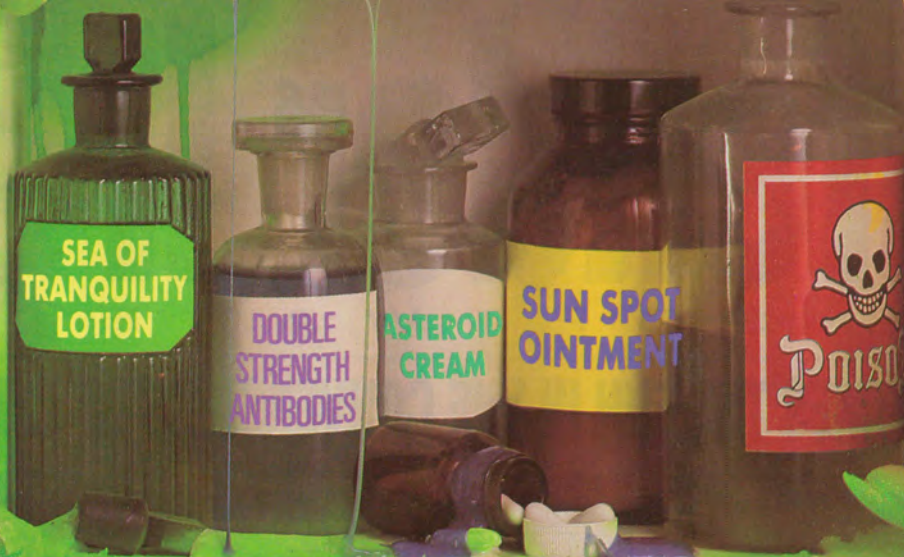
A scroll is on a platform below you which is very tempting to go for. You must be careful of the nearby nasties.

DARE YOU TAKE YOURS?

**VIRUS ... ATTACK ... HUMAN ... ALIEN ... INVASION ... POISON ... MUTANT ...
CLONE ... REPRODUCE ... SURVIVAL? ... ANTIBODIES ... DEFENCE ...
ELIMINATE ... REPEL ... CURE ... YOU NEED...**



WARNING!
£500 WORTH*
OF SOFTWARE
TO BE WON!
* AT RETAIL VALUE



- 100% ray-traced graphics
- Ad lib and Roland sonic support (PC)
- 256 colours (PC VGA version) ● Specially enhanced Atari STE mode
- Limited edition special canister packaging
- Random copies feature extra prize winning opportunity!



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Don't be misled by the title of the package, as Defender II is actually a trio of fast shoot'em-up games. The compilation includes the original Defender game that has earned many loyal fans over the years, the sequel Stargate, and the very latest updated version called Defender II.

From the menu screen, you can access any of the games and also a section that informs you all about the history of the Defender games. There is also a training mode and an options screen that allows you to alter the parameters of the games, which will affect the level of difficulty when playing.

Defender is a classic blast that has been the perfect remedy for frustration and anger for many arcade and computer freaks throughout the world! The satisfaction gained from screaming through the air and disintegrating hordes of mutant aliens with a lethal laser is immense.

There is another aspect to the gameplay, though, and that involves preventing a bunch of humans that roam the land's surface from being abducted and guzzled by the greedy green men from somewhere in outer space.

Should an alien snatch a human, the alien must be zapped and the human caught before he falls to the ground and is squashed to death. To help combat the aliens, your craft is equipped with a limited number of Smart bombs. These will dispose of everything hostile on the screen when detonated. Fortunately,

humans aren't affected and will survive the explosion.

Stargate and Defender II aren't particularly different from the original version. They offer a few extra weapons which include an invisibility and invincibility mode, a Smart laser, and a laser-firing drone that will stay close to your craft and aid you in your awesome task.

Stargate gives you the option of moving about the game area by using transporters. This has the advantage of being able to avoid aliens and advance a number of levels if you enter a Stargate with a collection of four or more humans.

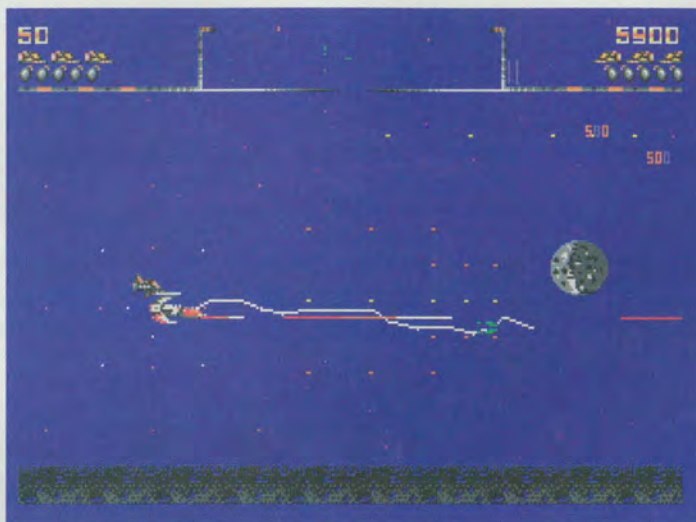
The reputation that has been attached to the coin-op Defender games relates to speed: they are lightning!

It was the speed of the games that set them apart from other shoot'em-ups, and thankfully, the vital ingredient of speed has been maintained on the ST. However, as often happens with extremely fast games, it means the graphics are not very exciting therefore first impressions may not be of the positive kind.

Control of your craft is by use of the mouse and keyboard. The keys

activate the special weapons while the mouse moves your craft about the playing area with the left button increasing your thrust and the right button turning your craft around to face in the opposite direction.

With the Defender II package, you can save the world three times over, leaving the public crying out for your autograph and a piece of your underwear. How can you ignore such fame and fortune? Get out there and make a name for yourself!

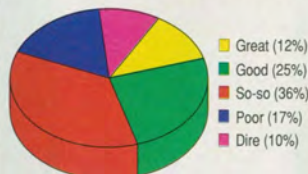


All your firepower can be used simultaneously. While providing a pleasing sight to the eye, the explosive results are perhaps a little over the top! Don't be sparing with your weapons, but don't waste them either.

Defender II

A R C S O F T W A R E

PUNTER-POWER™



GAME: DEFENDER II
PRICE: £19.95

The animation of the sprites hasn't changed over the years so the graphics are very basic. It's not the detail of the graphics that are meant to be important, though, but the speed. All the Defender games are extremely fast providing a frantic blast. The in-game sound effects and music are raw and raunchy, adding real zest to the games. However, after all their plus points, the games are looking and playing a little dated among today's more sophisticated shoot'em-ups. Also, the three Defender games are too similar but at least the asking price is relatively low. For those who are already fans of the arcade versions, Arc are offering a good package, but others may find greater satisfaction with a more modern product.

GAMEPLAY:
SOUND:
GRAPHICS:

RATING=72%

THREE TIMES THE FUN IN THE CONVERSIONS OF THE CLASSICS



DEFENDER: The original Defender has you blasting away to save the human that was captured by the aliens. You must then catch him on the underside of your craft and place him on the ground where he can wander aimlessly again.



DEFENDER II: Your most accurate weapon is the lightning bolt that shoots out from your craft. The power of this weapon is limited, so you should use it where it is most effective and that is on the more resistant aliens.



STARGATE: The Stargate in the centre of the screen will quickly transport you about the area. However, you'll have to reach it first, and that may require a Smart bomb and some accurate blasting to clear the way.

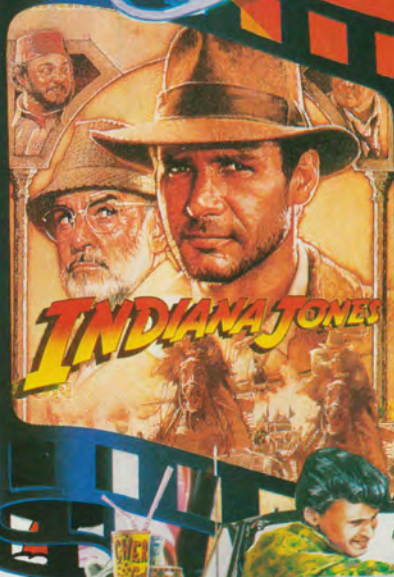
THE COMPILATION PACK OF MEGA STARS

HOLLYWOOD

Collection



GH**OST**BUSTERS II



INDIANA JONES



ROBOCOP



TM

BATMAN

TM



ROBOCOP

GHOSTBUSTERS II

INDIANA JONES

BATMAN



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AMIGA ATARI ST

ocean

AMSTRAD SPECTRUM COMMODORE

OCEAN SOFTWARE LIMITED · 6 CENTRAL STREET · MANCHESTER · M2 5NS · TEL: 061 832 6633 · FAX: 061 834 0650

The arrows indicate that the well can be entered. This is accomplished by pushing up on the joystick but be careful, for you never know what you'll find deep underground.

Confronted with a flying creature that is beyond description, our hero lunges at it with a flying kick. It takes only one fatal blow to turn it into a corpse.



Shadow of the Beast

P S Y G N O S I S



Years ago, before the skies were blackened with the evil that hung in the air, an innocent child was taken from its loving parents and put into a place where the forces of darkness reigned and light was banished. The child was the only glimmer of Good, but the powers around him were too overwhelming for the helpless soul, and he could not prevent the minions of evil from harming him. Eventually, the child was transformed into a servant for those who had tortured him for many years. His mind was no longer his own, and past memories soon faded into the blackened void that had been created inside his head. The only thing he knew was that he should serve faithfully as the messenger of the Beast.

But one day, the now matured child looked into the Globe of Seeing



Deep in the caves lives a giant bee who could kill you with just one sting. Our hero can stop it in its path with a powerful punch to its body.

and saw the fateful events of a day from a long time ago. Humans, sacrifice, and blood...plenty of blood, suddenly became vivid recollections. For it was now that he remembered the

slaughter of his parents and the abduction of himself. It was now that the grim truth behind his childhood had appeared. It was now that he had decided to hit back.

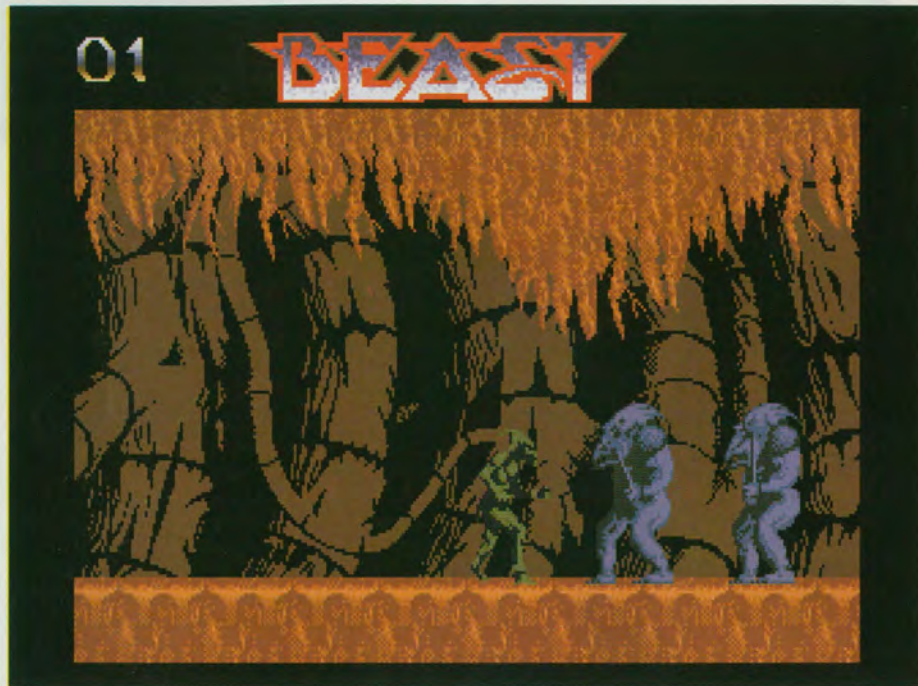
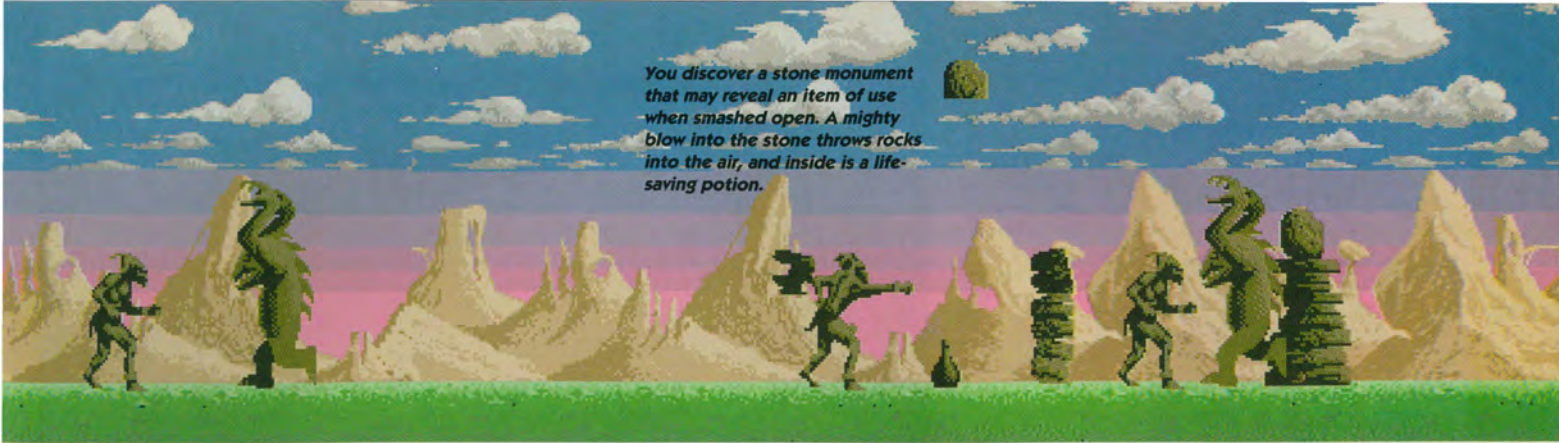
Upon realising your true identity as that innocent child, and understanding how much you have been terribly corrupted over the years, you decide to embark upon a mission of revenge against those who have betrayed you. You will not rest until those who have ruined your whole life have been dealt with in a fitting way - and that fitting way is death.

In a parallax scrolling environment, you must battle your way through forests, castles, caves, and many other extensive scenarios. You cannot escape the malicious, vile creatures that are assigned to stop you at all costs, therefore, you must fight against those that you were once a part of. You know they are strong and will not be easy to defeat but you must try if you are to succeed in avenging the deaths of your

Caught unawares, you found yourself trapped by a never-ending supply of boulders looping around your character. By using force, you managed to escape.



You discover a stone monument that may reveal an item of use when smashed open. A mighty blow into the stone throws rocks into the air, and inside is a life-saving potion.



BOASTS ABOUT THE BEAST

- 350 completely playable screens!
- 3.5 megabytes of memory used!
- 2.2 megabytes of graphic data!
- 850 kilobytes of music and sound!
- 50 times per second screen update!
- 132 different monster characters!
- 9 full months of programming!

parents and the death of your true self.

There are two basic methods of attack which are kicking and punching. Up and fire will see your charac-

ter launching himself into the air and executing a deadly kick, while fire used individually will throw a fatal punch. Although you are powerful, you are not invincible. Your strength is shown at the top of the screen by a number which will decrease each time you are wounded. The number is supposed to represent your heart rate but to me it looked just like an ordinary number!

Handily available are potions which can be found inside stone monuments. A blow to the monuments will reduce them to rubble allowing you access to the flasks that the potions are contained within. When a potion is taken, it will increase your strength slightly, allowing you to fight on for just a little longer.

Various objects may be stumbled

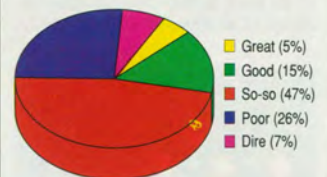
upon as you travel across the land. These include weapons and keys among others. Weapons can be used simply by pressing fire. Certain weapons are vital for progress, as some creatures are only vulnerable to specific weapons. What weapons will prove the most effective against what creatures will have to be found out by experimenting.

With hundreds of screens to explore, Shadow Of The Beast should have many hours of gameplay contained within it if you find you have a liking for it. It should appeal to a broad range of gamers as it is a combination of beat'em-up and adventure.

Beware though, for the forces of evil are unlike anything else you will have contended with before in your lifetime!

As you wander through the complex labyrinth of caves, various creatures will try to stop your progress. Here, they are armed with deadly tridents, and later you will be confronted with even deadlier rivals who will prove much tougher to dispose of requiring all the strength you can muster.

PUNTER-POWER™



GAME: SHADOW OF THE BEAST
PRICE: £24.99

The animation contained within Beast is quite well drawn and the backdrops are very colourful, too. The parallax scrolling is effective in creating a more interesting look to the game. The in-game music and sound effects do a satisfactory job but are by no means stunning!

As a whole, the game does become a little tedious and the restriction of only two fighting moves can become boring as you'll find the combat sequences becoming annoyingly repetitive. Killing certain opponents can be too difficult and you sometimes find yourself dying and not being able to do anything about it which is the thing most gamers hate. Not only that, but the loading time is frustrating as you have to reload the game every time you bite the dust. Beast promised to be a good game but the accumulation of the small problems and flaws reduces it to just an average product.



RATING=69%

You've been spotted not by one pair of eyes but two! And these eyes haven't got a head to go with them!

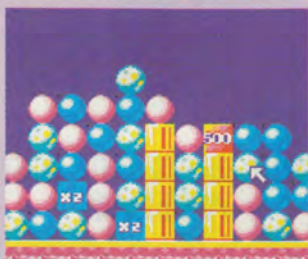
Combatting the hordes of evil creatures on the ground is only half the problem. Dragons insist on hindering you further by bombarding you from the air.



BALL CRUSHING! ACTION



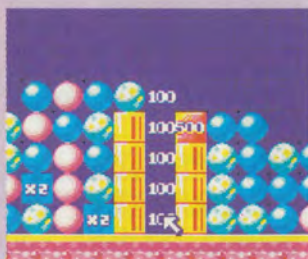
You realise your task is not going to be easy as the screen begins to fill up at an alarming rate.



By using the special blocks to build a column, you will be able to trap the balls much more easily.



You strategically place a blue ball at the bottom to until you fill the space above with purple balls.



Replacing the blue now with a purple will cause the purples that you collected to disappear all at once.



When you succeed in completing the level, you should find the next level even more challenging.

The flames and rainbow type blocks act as column supports for you to construct and use effectively. If a flame is above a column, it will not squash and will therefore have to be smothered by another ball.



Pick 'n' Pile

U B I S O F T

We recently saw Plotting from Ocean where the object of the game was to destroy blocks by striking them with other blocks. Well this month, we have an even better concept destroying balls by squashing them with other balls! As you can probably gather, Ubisoft have spared no thought whatsoever when devising Pick 'n' Pile!

Thankfully, they haven't tried to write a plot around the game. All you have to do is to dismiss all the balls on the screen within the given time limit. Before attempting to do this you have the choice of either one or two player and selecting joystick or mouse control.

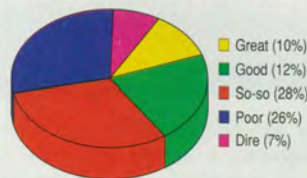
To begin with, the playing area is subjected to falling balls of different colours. By piling identically coloured balls on top of each other, they will become squashed into hundreds of points. This process will have to be repeated until the screen is cleared.

If you are left with an odd ball, another one will be sent down to you with the press of a key. However, the new ball may not be the correct colour and you may find yourself with a large supply of balls before you receive a matching one.

This feature can also be used if you find yourself with plenty of time and want to gain more points as there is an unlimited supply of reserve balls.

As usual, there are a couple of tricky aspects included in the game. These include small fires which have to be smothered with balls if they are

PUNTER-POWER™



GAME: PICK 'N' PILE
PRICE: £19.95

RATING=68%

The idea behind this game could not have been simpler. Stacking coloured balls may not seem the most challenging thing in the world, but for a while, it does maintain your interest. Eventually though, your enthusiasm will begin to wane and this will be before you've got your value for money. Pick 'n' Pile is by no means a dire game, even though everything in the game is rather basic. Unfortunately, it is overshadowed by the likes of Ocean's Plotting.

GAMEPLAY:

SOUND:

GRAPHICS:

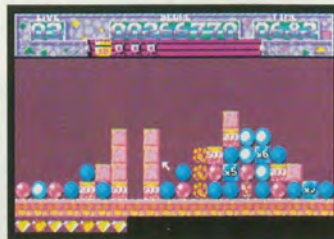
to be prevented from disrupting play, as a column of balls with a flame on top will not disintegrate. They do help to a certain extent, as they act as column supports which can prove very useful during play.

Regarding columns, these will have to be created for a successful squash! Otherwise, the balls will roll down the pile until they reach the floor. This can ruin any planning you had made. Columns can be made by using either the special indestructible blocks, the small fires, or by accumulating different coloured balls in tall stacks.

Various bonus icons are sometimes available which have certain positive effects such as dramatically increasing your score and giving you valuable extra time in which to complete your task. Bombs can also be detonated which will quickly obliterate the nearby surrounding balls.

Once a level has been cleared,

you can progress onto the next one where the time limit is stricter and the number of objects hindering your progress is greater. You may also meet up with the devils who conceal themselves within certain balls. They will drastically shorten your time limit if you let them touch the floor of the gaming area. So you see, squashing balls is not an easy task!



This may look like any other screen, but those of you with a keen eye will already have noticed the little devilish character hiding beneath the blocks on the floor of the playing area.

DEFENDER II

Fly to Live – Live to Fly

They're back and mean as hell! Five years after you last rescued the Earth, the battle begins again. The aliens are back to grab more humanoids and suck their brains dry. This time they have improved technique, experience and above all better craft, fortunately so do you. Hit your fractal Smartlasers, drop your Smart Bombs....



Screen shots from Atari ST format.



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Contains 3 Games in One:

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- **STARGATE** – The original cult coin-op.

Features:

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- Learning Mode, graduate from L-Plates on your craft
- Devastating playability



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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 computers specifications.

**Find out its limits.
Look in the mirror.**



Introducing the powerful new Atari 1040 STE. With such an awesome machine, we're convinced the only limits you'll come across are your own.

Based on the incredibly successful 1040 STFM, the 1040 STE itself goes beyond the limits of its predecessor.

The 'E', by the way, stands for 'Enhanced'. But once you've discovered its amazing array of features, you may consider 'Enhanced' to be the understatement of the decade.

Perhaps the most outstanding feature of the 1040 STE is its graphics. Its palette contains over 4000 colours (all right, 4096 to be exact).

To ensure precise and realistic images, the STE features 'hardware scrolling', enabling smooth scrolling in any direction and split-screen effects. And, with the SM124 monitor, you'll get razor sharp black-out-of-white text that's as clear as the type on this page.

To complete the picture, it is able to 'phase-lock' its video output to an external video source, permitting direct linking to a Genlocking device.

The 1040 won't just have your eyes swivelling in their sockets. Your eardrums will also take a pounding from the 8-bit PCM stereo sound.

The new PCM (Pulse Coded Modulation) sound system's two chips allow the 1040 STE to replay high-quality sampled sounds, in stereo, without burdening the CPU. Or, for even more of an earblasting, just add a couple of RCA output jacks and power the sounds through your own stereo.

Of course we mustn't forget memory. One megabyte of RAM comes as standard. If that's not enough, the 1040 STE provides four SIMM sockets. Simply plug in some SIMM (Single In-line Memory Module) boards and boost the RAM up to four megabytes.

To help you handle all this technology, we've added even more: a Blitter chip, capable of shifting data at high speeds independent of the CPU, and a new version of TOS.

The TOS 1.6 (operating system) has an enhanced file selector with drive-change buttons, improved desktop with file move, MS-DOS compatible disk formatting, and better application installation and auto-booting facilities.

As you'd expect, there's a huge range of peripherals including hard disks, floppy disks, laser printers, colour monitors and even Megafile 44, Atari's unique 44-megabyte removable hard disk.

As well as all this hardware, there are hundreds of software programmes for the 1040 STE - we're even throwing in the ST-Series Productivity and Leisure bundles free.

The Productivity bundle features a database, spreadsheet, word processor and business graphics package, and there's S.T.A.C., FirST BASIC, Hyperpaint and Prince in the Leisure bundle.

If you're itching to get your hands on the controls, there are two 15-pin analogue controller ports (which accept paddles, light-guns and light-pens) and a 9 pin mouse port and joystick port.

With adaptors, up to six people can use the 1040 at one time. Just in case it's too much for one person to handle.

At £499.99 it certainly won't be too much for one person to afford.

The ideal computer at the ideal price, you may think. We think so, too. But there remains only one potential problem: not whether you'll make impossible demands of the 1040, but whether the 1040 will make impossible demands of you.



Please send me further details of the 1040 STE and other Atari products.

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ADDRESS: _____

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ATARI 1040STE

WITHOUT IT YOU'RE JUST PLAYING GAMES

GIVING THE GAME AWAY (THAT'S GTGA DON'T YOU KNOW!)

During the last two months I have noticed a worrying shortage of tips. To give you guys out there something to fight for I have decided to give out three prizes for the best three tips sent in each month. So don't forget to include which game you would like to receive if your tip is one of the winners. Remember to send all your tips and cheats to: Dotty's Small Tips, ST Action, Europa House, Adlington Park, Macclesfield, Cheshire, SK10 4NP.

FLIP IT AND MAGNOSE

James Tutty of Chingford, London has sent in a handy cheat for this watery escapade. Pressing F1 or F2, depending on whether you are Flip-It or Magnose, will give you infinite water.



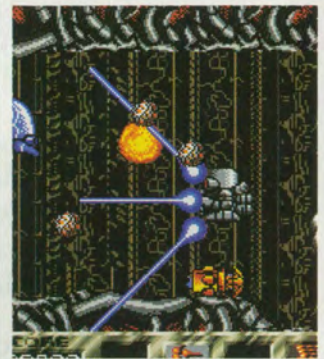
SHADOW OF THE BEAST

Do you need some help to defeat the mighty Zelek? Is Maletoth becoming a bit of a handful? Well look no further than your ever helpful Smalltips section, always willing to lend a hand. In this case the 'helping hand' comes from a Mr. Sean Merron of Cheadle, Stockport. At any time during the game press the ENTER key on the keypad about five times, now press F5 a couple of times and your health should rocket up from twelve to thirty. This cheat can be used as many times in one game as you need, so you wont find the going as tough.



ATOMIC ROBOKID

This cracking shoot em' up can be quite difficult on the later stages, so this cheat from Richard Heddley of Oldham, Lancs. On the title screen type in Tuesday 14th (don't forget the space in between) and when you press fire you will be presented with a menu screen. You can now choose infinite weapons, lives or even invulnerability. So, no more excuses!



THE SPY WHO LOVED ME

Here at STA we quite enjoyed the latest James Bond tie-in but found it a bit difficult to get the hang of. Once you have begun the game type in MISS MONEYPENNY with spaces for infinite lives and infinite Q credits in the enhancer truck. All thanks go to Mr. K McHugh of Glasgow, Scotland for that one.

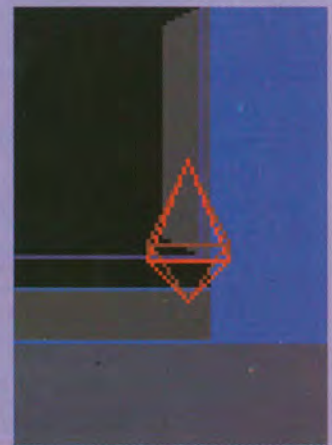
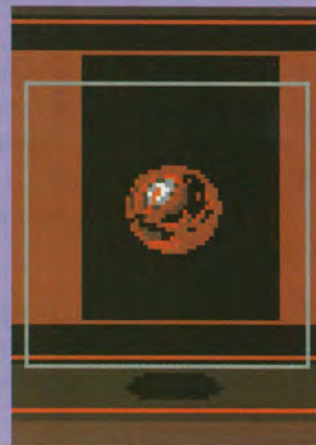


THE LIGHT CORRIDOR

Our very own 'Whitey' played this game for hours before finally producing the codes for the first twenty levels, all of which are listed below.

Level 1: 0000 Level 2: 5400 Level 3: 0101 Level 4: 3901 Level 5: 2602
Level 6: 9902 Level 7: 4303 Level 8: 9003 Level 9: 6904 Level 10: 3305
Level 11: 9305 Level 12: 3406 Level 13: 0407 Level 14: 6407 Level 15:
2008 Level 16: 7408 Level 17: 4709 Level 18: 3810 Level 19: 0511 Level
20: 6811

If any of you lot out there have any advancements on twenty, drop me a line at the usual address.



"TAKES YOUR BREATH AWAY"

OPERATION HARRIER

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

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

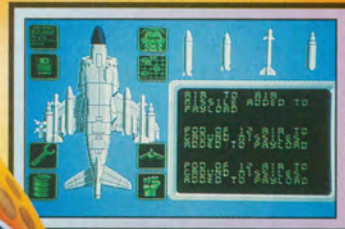
ROSCAPE combines the colourful detail of large sprites with the complete freedom to move around a background of polygon constructed landscapes. Watch in amazement as this detailed background zooms, scrolls and rotates through 360° around you, giving an incredibly lifelike feel to the game.



Screen shots from Atari ST version



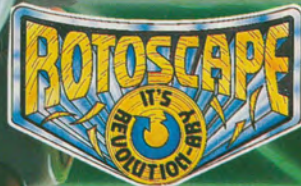
Screen shots from Amiga version



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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 computers specifications.



GIVING THE GAME AWAY PLAYERS' GUIDE – OPERATION STEALTH



Following on from last month, we are proud to present you with the final instalment in this excellent adventure from Delphine. Remember to save your game regularly as some of the arcade sequences are tricky.

Continued from last month...

PALACE – LABYRINTH

Search the maze until you come to the key. Collect the key and go to the exit, using the rotating doors to avoid the guards. When you have completed the mazes you will come to a large door. Go through the door to reveal an office. Go in and operate the statue's arm and a safe will appear. Use the little box on the safe, and operate the on/off button on the box to switch it on. Operate the up and down arrows until the first light on the box lights up.

Operate the validation button on the safe again (repeat this process for the third and fourth numbers). Operate the on/off button on the little box to switch it off, and take it. Operate the validation button on the safe once more and the safe will open. Inside is an envelope – take it.

UNDERWATER SCENE

Go towards the screen where the seaweed is and examine it until you are told there is something odd by that particular bit of seaweed. Examine the piece again and you will find an elastic band. Go toward the last screen on the right. Examine the palm tree, and then operate the



palm tree. Operate the button, go towards the way in and operate the hatch. In the secret base use the pen on the lock, and use the watch on the right wall and then on the left wall. Go towards the grill and wait underneath it. Operate the grill and enter another labyrinth scene.

THROUGH THE CORRIDORS

Operate the soldier. Examine the shoes and take the laces. Take the towel and use it on the soldier – use the laces on him as well. Now take the shoes, clothes and glass, and leave the room. In the corridor, go towards the exit at the bottom on the left. In the next corridor, go towards the opposite door and go in.

Examine the drawer (third drawer up on the left), operate the drawer, examine the drawer, take the laces, and use the laces on John. Examine

the drawer (bottom drawer on right). Operate drawer, examine drawer, take the stamp, and leave the room. Go towards the exit on the right, and in the next corridor go in the door opposite.

Examine the clothes and take the orders (a sheet of paper with your orders on it). Use the glass on the water fountain, operate the untidy desk, take the life boat, and leave the room. Go towards the exit at the top on the right, and in this corridor a guard will ask you to get him a glass of water. Go towards the exit at the top on the right, then exit at the top left, and go through the door on the right. Use the glass of water on the officer and as soon as he turns around take the stamp. Leave the room.

Go to the exit on the right, then the exit at the bottom on the right,

and go through the door. Take the ink pad (between the chair and the untidy mess on the desk), use the stamp on the ink pad, and then use the inked pad on the orders sheet. Operate the cigarette case and examine the cigarette (blue). Operate the cigarette, and use the cigarette on the glass; a fingerprint appears.

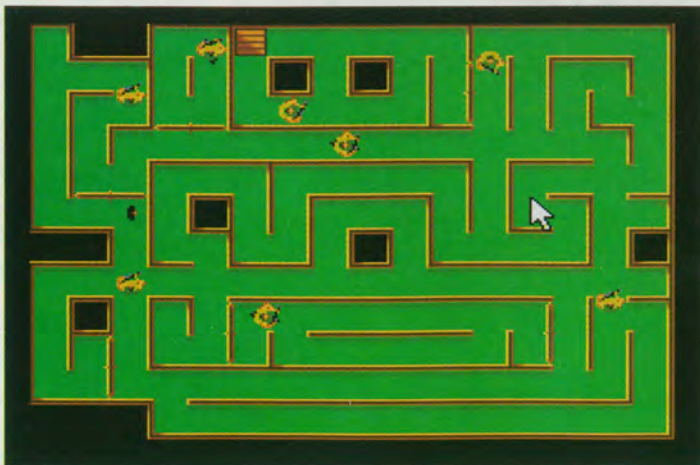
Leave the room. Go to the exit at the top on the right. Use the fingerprint on the keypad. Go through the armoured door. Go in the other exit, on the right.

THE LASER AND CONTROL ROOM

Use the stamped orders sheet on the letter box, and go towards the laser doors. Use the electric cable on the electric razor (it switches on). Use razor onwaste-paper basket and go to the exit on the right. Wait for a message from the razor "Explode, one, two...". As soon as the message appears, use the cigarette (red) on the computer. As soon as the computer has exploded, operate Otto. After John has fought with Otto, use the compact disc on the laser-reader. Go to the door at the top on the left.

HELICOPTER SCENE

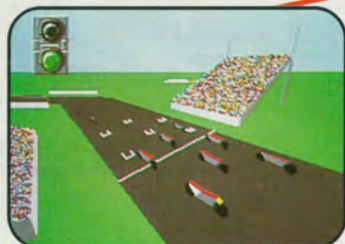
Use the elastic band on the bomb, and let yourself fall to the ground. When the second screen appears, operate the lifeboat.



TEAM SUZUKI



Screen shots from Atari ST version.



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- Incredibly realistic bike control.
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ONLY GREMLIN CAN DO THIS



GTGA PLAYERS' GUIDE – NIGHTBREED THE INTERACTIVE MOVIE

You may have read the book, you might have seen the film, but can you complete the game? Our man in the know, Jason Dutton, reveals all as he takes us on a comprehensive tour around the wondrous city of Midian - home of the Nightbreed.



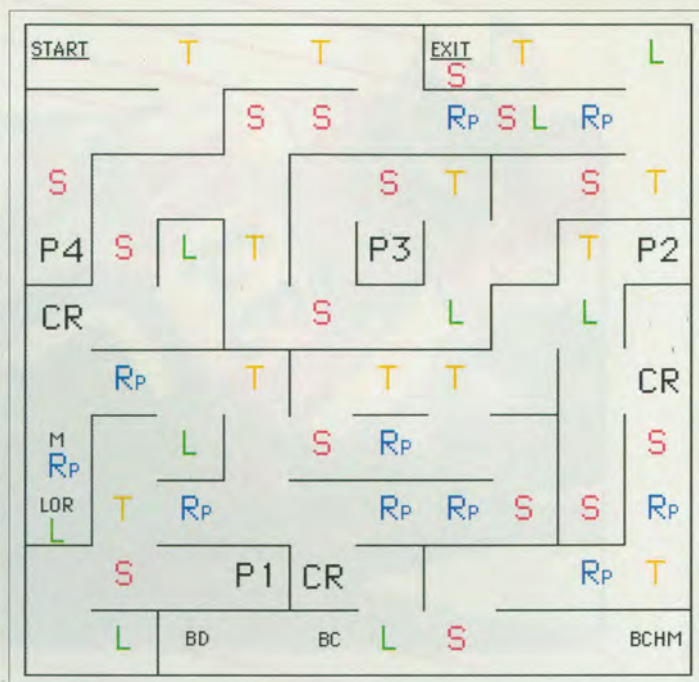
I had to play this game for hours before I finally completed it. So in my infinite wisdom, I have decided to share the fruits of my knowledge with the ever demanding public, well the one reader in Eastbourne anyway.

The game starts you off in the office of your psycho-analyst, Doctor Decker. Just keep pressing the left mouse-button to bypass Decker's allegations and you should find yourself outside on the road. Your first journey is to the asylum (bottom right-hand corner of the map). Instead of going to the asylum, head for the police station (top left corner) and you will effectively give yourself up. Voila! You are now in the asylum. In the asylum you will meet Narcisse who tells you of Midian. Listen to the story and then go to Midian. At Midian, choose "Enter the Graveyard" and you will meet Peloquin and Kinski. Using the left mouse-button, try to keep a steady rhythm and run in time with your arm movements when they are at their highest point. After running away, you will come face-to-face with Decker and the police.

Let them shoot you and you should end up in the morgue. When you have escaped you will appear outside the police station. Now go back to the asylum. You can still use the police station to get captured, so just go out to the first junction and then go back in to be re-captured.

Now you have to head back to Midian. When you get there select "Look Around" and you will be confronted by Mask. Mask throws an array of knives at you, all of which are easy to dodge if you follow the set pattern described. Position yourself in the top left corner and go down, across (right), up and then reverse it so you go down, across (left), up. Try to keep moving at the same speed as Mask, you'll find it easier to dodge the knives.

After rescuing Lori, you see Decker informing the police and you re-appear outside the gates of Midian. Choose "Enter Midian" and you



KEY

- Rp:** Rope Bridge
- BC:** Berserkers Corridor
- BD:** Berserkers Door
- BCHM:** Baphomet's Chamber
- CV:** Crevasse Up/Down
- S:** SOTF (son of the free)
- T:** Flying Teeth

L: Laser Dot

- * M: Mask
- * LOR: Lori (your girlfriend)
- * P1-4: Protectors (number 1 to 4)

All letters with an asterisk (*) before them are triggered after you have been baptised.

will meet Lylesburg, the leader of the Breed, who tells you the history of Midian.

The underground level of Midian has been depicted as a maze. Follow the map and you should find it that little bit easier.

The first place you must go to is Baphomet's chamber, so you can be baptised.

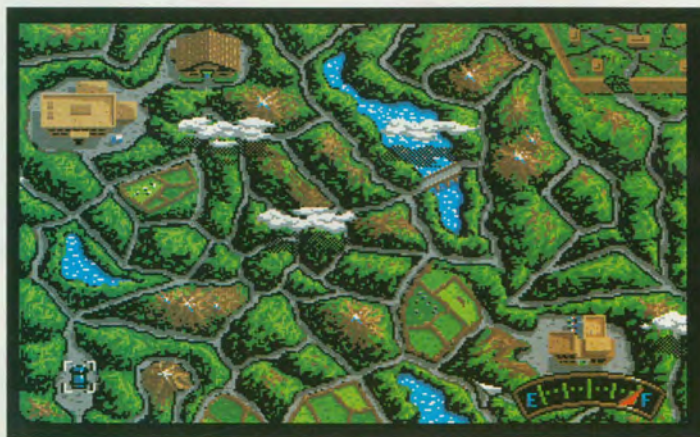
On the crevasse sections, you must get from top to bottom any way you can. There's not much help I can give you on this part, except watch out for rocks!

After you have been baptised you must find the four protectors and lead them back out to safety. The

crevasses will now be reversed, so you must go up them instead of down them. When you have finally released the protectors, one of the Breed tells you that Mask has kidnapped your girlfriend Lori. You must now go back down into the maze, rescue her, and find your way back out of Midian to complete the game.

Well, there you have it. A complete and concise guide into the world of Midian and the Nightbreed.

Don't forget, if you've managed to complete a game you could share the fruits of your labour and win a prize as well. Send all your offerings to Jason Dutton at the usual address.



THE ULTIMATE

Ride

Open up the throttle for 'The Ultimate Ride'

Tame your dream machine in the Ultimate bike racing challenge-The Ultimate Ride brings two wheeled action hurtling into your living room at its raw, nerve tingling best.

Take six of the best superbikes and race them on a world tour of the famous grand prix circuits. If the open road is more to your liking the you can take it "country style" on six fiendishly designed road courses set in different locations.

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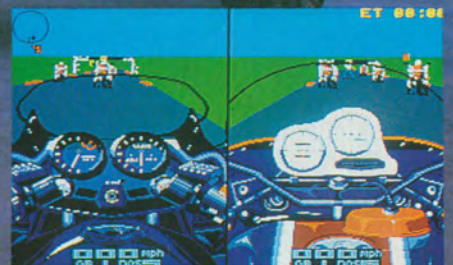
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MINDSCAPE



Actual screen shots



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GIVING THE GAME AWAY PLAYERS' GUIDE – TIME MACHINE



THE PREHISTORIC ERA



THE ICE AGE



It's pretty nippy on this level and, although you're immune to the cold, the evolving cavemen aren't. Therefore, you must first create a fire to keep the freezing cavemen warm. Place a pod by the cave

in 2.5, and then walk to 2.2 and find the wood. Wait until it is in the top-left window and beam over to 2.5 again. The wood will now be there, so go back to 2.1 and stand on a solid piece of land before



THE STONE AGE



To influence man's technology, he must see the round wheel in action. If you have planted seeds in 2.4, there will be trees in 3.4. You must break off the branches and make a bridge across the water -

this bridge is also needed in later zones. Use the Pterodactyl in the first era to cross the water, and change time zone when you think you are in line with the trees - this will cause you to drop from the



THE MIDDLE AGES



Your aim here is to destroy the giant, Goliath, so get the powder barrel from 4.5, and avoid the cannon ball by standing in the middle of the screen in the third zone and warping into the fourth. Take the bar-

rel to 4.4 and drop it just on the right-hand side of the bridge - the closer the better. Place a pod near the barrel and wait for Goliath to get near the right-hand side of the bridge. Quickly warp back to 1.1



REPAIRING THE TIME MACHINE



The key to repairing your beloved machine is retrieving the crystal that powers it. You may have noticed a crystal which could be seen in 1.1. To get it, kill a few terrorists in 5.5 and wait for a bomb.

Transport this bomb to 1.1 and it will explode, freeing the crystal. Unfortunately, it falls into the deep swamp, but can be found in 1.2 if you search. Head back to the time machine and place a pod in it, and

Lost in a bygone era? No Tardis in sight? Venture back into the mists of time with our very own Time Lord, Jason Dutton, as he guides Professor Potts through the trials and tribulations that make up the madcap world of the Time Machine.



Starting in screen 1.3 (the geyser screen). Transport the mammals from screen 1.2 to 1.5 by placing a pod at 1.2, and then shooting the eggs so that the Pterodactyl takes you to the cave

screen. Drop another pod here and warp back to 1.2. Stun an animal with your beamer, and when it appears in the top-left window, take it to the other teleporter pod. Repeat this several times

(you can take up to sixteen animals) and then head back for screen 1.3 and block the geysers with the rocks. Zone two will now be accessible.



transporting yourself back to the prehistoric zone. Using the same technique as the apes, transport the fire to screen 2.5 and this will ignite the wood - if it goes out, just repeat the proce-

cedure. All that remains now is to trake the boulders of the geysers to warm the planet. To allow primitiveman to live, he must be able to eat - so teach him how to grow crops. Plant a pod by the

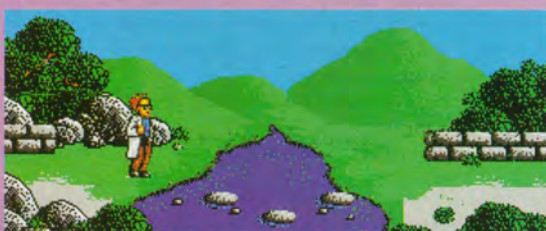
river, next to the existing plants, and transport apples from 1.2 and repeat for both river banks. Now warp to level three.



sky onto the branches, snapping them off in the process. Repeat this process for the other side, and trundle the wheel across the bridge. There is also another method, in which you carry the

wheel from 3.4 to 3.3 and enter the hut there. You will then reappear in the hut in screen 3.5, so walk up to the square wheel and drop the round one next to it. This will give the caveman a

push in the right direction and the fourth zone will now be active.



(where the flame is) and transport the flame so that it ignites the barrel, killing Goliath as it explodes. After that, take another barrel from 4.5 and drop it in 4.1 next to the moving rock. Hid-

den beneath the rock is an oil source, so place a pod next to the barrel and, following the same method as before, ignite it. This dislodges the rock, revealing the oil beneath. The fifth and final

zone is now open to you. Prepare to enter your own time zone and put paid to the meddlesome terrorists who caused you all the trouble in the first place.



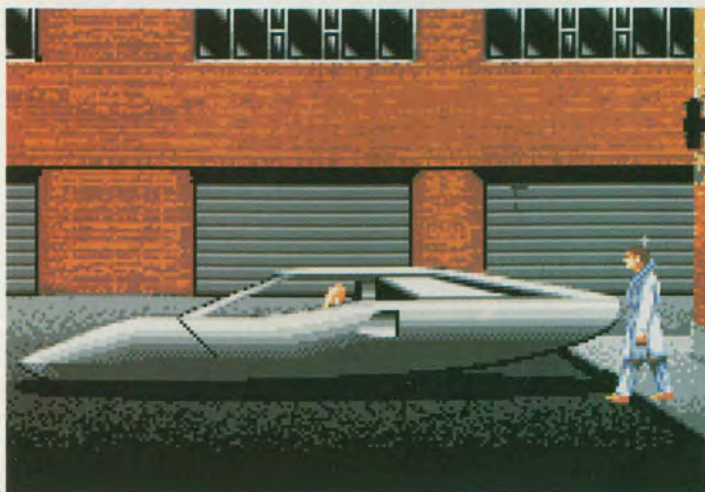
then return to the crystal and warp it back to the awaiting machine. To activate the machine, you must head for the switch above the VID OIL sign in 5.1. Head back to the first era and use the

Pterodactyl to land on the building (ie, changing zones). Use your weapon to switch the power on and off. Head back and place the crystal in the machine - ensuring it is OFF - and with the crys-

tal in place, return to power up the device with the switch. All that remains now is to get into the time machine and do a pick up.

GIVING THE GAME AWAY PLAYERS GUIDE – MEAN STREETS

Last month we reviewed U.S. Gold's excellent, Mean Street. This month we send super-sleuth, Alan Bunker for a walk on the wild side. Follow him as he attempts to uncover just who is behind the brutal murder of your friend, Carl Linsky.



Hi there, it's Chunky Bunky here. Since you last heard from me, I've dug up a whole lot of new dirt. I've uncovered a whole lot of new facts and information.

I've been working on the case solidly - it's not that Sylvia's pushy or anything but I know something big is going on that I must solve or I may soon cease to exist. After being shot at, thrown out of buildings, and put in a police cell for the night, I feel I'm getting close but I now think it's time to share what I know. The case is too much to handle on my own, but what I am about to tell you must be kept confidential because we can trust no-one.

Carl Linsky lives at NAV Code 4660, and taught at San Francisco University (NC 4663). I visited Carl's home and discovered a palm tree which may relate to fellow scientist David Pope's (NC 6211) line of work for the Zeno Morph Corporation. There was a note at Carl's home from another P.I. by the name of Sonny Fletcher. This Fletcher feller works at the other side of town to me

at NC 5170. I've never actually met the man but I believe he's quite good at his job. In the letter, he wrote down the Nexus passwords which I've decoded to mean the following:-

BISHOP, QUEEN, STONEWALL, DRAGON, PONG, KING, ROOK, PAWN, CHECKMATE, GAMBIT, STALEMATE, CASTLE, KNIGHT, BLACK, WHITE.

The blue passcard requires the password BISHOP and is for use in a warehouse that I'll inform you about later.

There is a safe behind the paintings on the far wall which contained some valuable belongings. I sold them to help fund any bribes I had to offer. Lee Chin costs money also, but I find it better to pick Vanessa's brains as she is a lot cheaper than Lee.

Carl's fiancée, Delores Lightbody, can be found at NC 4920. Give her a going over (I mean in the verbal sense), and in particular, ask her about scientist John Klaus who believes his life is in danger from the

MTC Corporation, a subsidiary of the Gideon Enterprise (NC 4650) who I found have links with the fascist group Law and Order - they're the fanatics who want to control the Government whose leader is Robert Knott of an unknown location. Members of the group include Basil Mallory (NC 2713), Melba Wiedbush (NC 4122), and Stanford Demille (NC 3199). Klaus gave me a green passcard with the password PAWN to be used in conjunction with the card.

J. Saint Gideon (NC 3891) is the ex-president of Gideon Enterprises and Frank Schimming (NC 4650) is now the main man behind the business. I don't trust him, he's really shady. Both people should be interrogated concerning 'Overlord', the operation dealing with microchip technology being implanted in human brains. Hell, this is kind of getting to me! It's something you see in films and not what you expect to happen in reality.

Also see vice-President of MTC Tom Griffith at NC 4590 (who has information concerning the grey

passcard and its password KING), and company accountant Arnold Dweeb at NC 4610.

My investigations led me to a warehouse that Carl had leased for the past ten months at NC 4675. Here, I began to understand properly what this whole scam was about - I had to stop operation Overlord and destroy the Nexus computer before Law and Order destroy humanity. If you decide to pay the warehouse a visit, explore every corner in case I missed something. I left the ladders in the corner where the entrance is after I used them to search the crates at the top of the pile. Have a look at the computer - you'll need to use the green passcard.

Just a point - don't forget to question people about themselves. They tend to be co-operative and you may find out some very useful and interesting information.

There's a man by the name of Davis - Cal Davis. He was a buddy of Carl's and was also a scientist. Davis was found unexpectedly dead at his home (NC 3720) by Aaron Stern-

TAKE A LOOK AT THESE MUGSHOTS I BORROWED FROM S.F.P.D.



Basil Mallory is Security Chief for Gideon. He's so hard, he refused to remove his cigarette when convicted of robbery some time ago.



Lela Lovatoy has been run in a few times for soliciting. I hope I find her before Big Jim Slade does otherwise my lead will be useless.

REPORTER WANDA PECK



Wanda is from the local Chronicle. She can be trusted completely. Use her knowledge to the full.

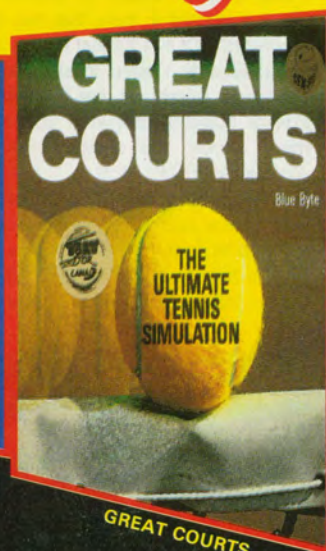
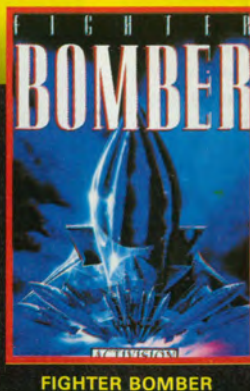
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NOTE 1! KICK OFF is not available in the PC version.

NOTE 2! In the SPECTRUM version STUNT CAR RACER and SUPERSKI are replaced by CARRIER COMMAND, P 47 and RICK DANGEROUS.

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GIVING THE GAME AWAY PLAYERS GUIDE – MEAN STREETS



Gideon's "home" is a 30 room mansion in Beverly Hills. The place is lavishly furnished with a living room big enough for a swimming pool. I'm

wood. Sternwood can be found at NC 0439. If you need more information about it all, contact Detective Smiley Monroe at the precinct at NC 3614. I'm still investigating the whole affair - I suggest you do the same. Be warned though, that once you enter the home of Cal Davis, his alarm system is activated and you cannot leave his house until it is switched off as the alarm automatically locks his steel reinforced front door.

My investigations turned up a bad character that I'd rather forget. His name's Big Jim Slade (NC 5612). He's a hitman hired for Law and Order. His new assignment is to assassinate Lola Lovetoy (NC 4603). I'll let you go and rescue her while I chase up another lead. I found a key at her place for a bus locker at NC 5194. I have reason to believe a black passcard is there that has the password ROOK - it's just one of the six passcards I need to shut down the Nexus computer that is used to control humans. Between you and me, I reckon the computer is on Alcatraz so try NC 4550.

The people that may be involved with Nexus and operation Overlord are Ron Morgan (NC 1998) - pay his beach house a visit at NC 6470, Jorge Valdez (NC 4931), Brenda

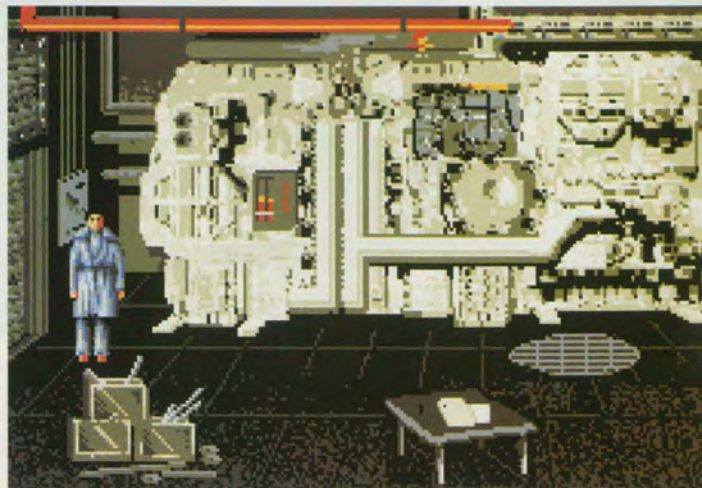
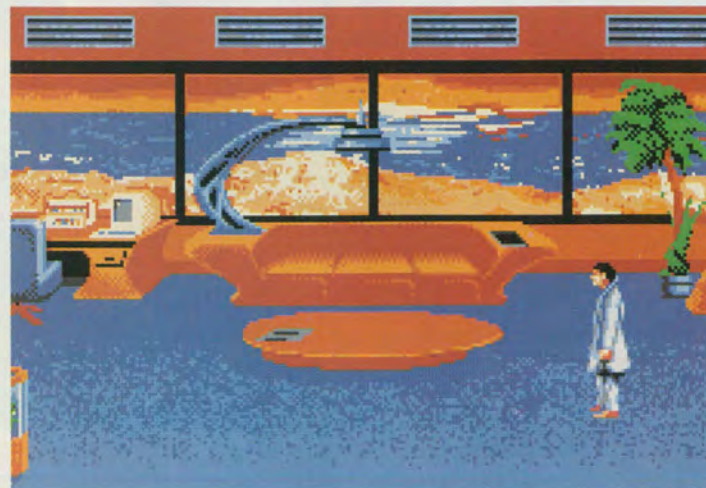
Perry (NC 4577), Greg Call (NC 4753), Tom Griffith (NC 4590), Bosworth Clark (NC 9932), Della Lang (NC 2111), and Sam Jones who has a yellow passcard with the password QUEEN (NC 0021).

One of the few allies we have is Wanda Peck of the Chronicle (NC 4621). Ask her about Larry Hammond and Ron Meat - they may be able to help with some valuable information about Nexus, Overlord, and MTC.

By the way, I managed to find the location of Law and Order's offices. They're a pretty rough bunch so watch your back. They can be found at NC 5037...

...somebody's at the door to my office. It can't be Vanessa as she went home over an hour ago. For the first time in my life, I'm scared. I know someone's been following me but I'm damned if I know who. This case is out of my league but I can't turn a blind eye to it for I know too much for my own safety. I'll have to see it through to the end - it's the only thing I can do. There's another knock. I'm going to answer the door. If I fail to return, wrap this case up for me will you?

But whatever you do - be careful. We don't want you ending up in the morgue too!



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Audiogenic



LIFE IN THE FAST

So what's your idea of a dream car? Would it be something sleek and sporty, possibly a Lotus Esprit Turbo SE? Well, we haven't exactly got one of those to give away, they cost around £50,000! Instead the five lucky winners of our competition will win themselves an exclusive Lotus T-shirt, a Lotus keyring and a pair of Lotus designer sunglasses! That's certainly not a prize to be sniffed at, especially when you consider that each pair of sunglasses would cost you over eighty pounds! Meanwhile, those awfully nice people at Gremlin have decided that a few runners-up prizes are also called for. That's why as soon as we've pulled the five main winners' names out of the hat, we'll also be drawing a further twenty runners-up, all of whom will receive a copy of Gremlin's highly acclaimed Super Cars.

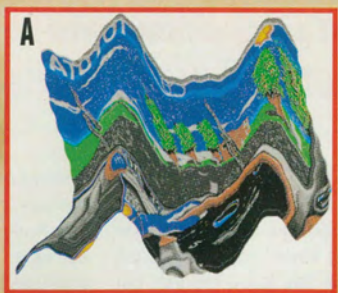


SPEED DEMONS APPLY HERE

Imagine yourself racing down a long straight road. The engine roars as you bear down on the accelerator. Far in the distance, shimmering in the haze you spot a billboard advertising some of Gremlin Graphics' latest games. Unfortunately, because you're travelling at such speed, you fail to see the names of the games. In order to win a prize, all you have to do is study these three screenshots and tell us which games they are from. If your name is drawn from the hat you'll be the lucky winner of some really special Lotus gear.

All entries must reach us by 1 January 1991. Send your answers to: Lotus Shades Competition, ST Action, Interactive Publishing, Europa House, Adlington Park, Macclesfield, Cheshire. SK10 4NP

LANE



THE ANSWERS TO THE GREMLIN COMPO ARE:

Picture A is:

Picture B is:

Picture C is:

Name

Address

.....

Postcode

T Shirt Size

My Disk Drive is Single/Double sided (delete as applicable)

As the old saying goes, "a problem shared is a problem halved". If you've got any old moans, parcel them up and send them in to: Write On!,

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

PIRATE PACKERS?

I have bought your excellent magazine from issue one, and have always agreed entirely with the views put forward by members of ST Action on the subject of piracy.

In some issues there have been letters trying to justify piracy, others condemning it (I do agree that piracy is bad and does the software houses great harm). Having read your views on the subject I was appalled to find that one of the games on issue 30's cover disk was packed using the Automation V2.3r packer. Automation being the name of a group who hack games and distribute them world wide.

Can you explain this? Perhaps you have become part of this pirate group or the software house that gave you this demo are in league with Automation. I think this is highly hypocritical of you to firstly condemn pirate groups and then display their packer on one of your cover disks.

Before you ask the question: How do you know they are a pirate group? I will answer; I also read New Computer Express and have come across this name several times. Through reading N.C.E. I have learned that this is the name of a well renowned pirate group.

I hope you can explain the use of their packer on one of your cover disk games and I look forward to both your reply and justification.

Alasdair Macmillan, Edinburgh, Scotland.

Firstly, we have to say that ST Action does not condone software piracy of any sort. The packer used on the game in question was supplied to us in good faith, and we had no idea that it may have been designed by a pirating organisation. To be fair though the packer was used by us to help spread more legal software to the people, and was not used in any way to break any laws.

WHEN IS A COPY NOT A COPY?

Firstly, I'd like to say how good the new look magazine is, although I must admit the scoring system will take a bit of getting used to, but there was nothing wrong with the original format – so why change it?

Anyway, with that over, perhaps you can help me. I have a Football Manager II disk that wants to be a pirate! Every time I load it, AND IT IS AN ORIGINAL, the game crashes with the message, "This disk is a copy." It happened once before and I sent it back to Prism Leisure who were good enough to change it, but can you tell me why it happens?

Secondly, and not that I'm complaining, why do most games come out first on the Atari and then

the Amiga, when the Amiga is a far superior computer?

Finally, on my recent holidays I found a game in the arcades called WWR Wrestling, can you tell me if there are any plans for this to be brought out on the ST.

Well keep up the good work and give Troll more space.

Ian Parsons, Great Wyrley, Staffs.

To start off with, thanks for your compliments. We believe the new scoring system to be much fairer than it used to be, as the scores are created by the punters, for the punters. Now on to your problems. There are only two reasons why your disk is behaving in this mysterious way, 1) The disk is a copy(which doesn't seem to be the case) or 2) The disk has somehow been corrupted and this is causing problems on loading. Our advice is to get in touch with Prism and explain your problem to them and hopefully they'll be able to sort you out with a good copy.

Ermm, I'm a little unsure about your next question. It isn't exactly true to say that everything is released on the ST before the Amiga. Some things are, some things aren't. Here at ST Action we don't believe that the Amiga is far superior(if we did we'd all be working for Amiga Action wouldn't we?). Obviously both machines have their merits, but that is another argument...

As for WWR Wrestling, if a conversion is being worked on, we don't know about. If anybody knows any different, we'd be glad to hear from you.

DOUBLE-SIDED DESPAIR

I have had my 520STFM with a single-sided disk drive for just over a year. After suffering problems of being unable to load a lot of games, I decided on a drive upgrade. I had seen an external double-sided drive for sale in my local paper, so I decided to buy it because I had heard that you do not need to perform any disk-swapping with both an internal and external drive.

I set up my disk-drive and loaded one of my ST Action disks. I selected side two and the demo worked perfectly. I then tried to load North And South, which I had borrowed from a friend because I knew it was double-sided. I found when I selected the side B icon that I had some files but when I selected any of these, nothing happened. I then tried a utility called Alter Boot drive. This started to boot the external, but then stopped and started accessing the internal drive. How can I get drive B to load a game instead of Drive A. Would an A/B boot switch turn off drive A and load from drive B and if so, where would I get one from?

Richard Bell, Cheltenham, Glos.

Booting from Drive B successfully is a very difficult process and is not easily done. It seems that you may have made a mistake when trying to upgrade, as what you really wanted was an internal upgrade. These are easy to fit(I even managed it!) as it is just a case of unplugging the existing internal and replacing it with your shiny new D/S drive. The external drive is not a total waste of cash though as second drives often come in useful for file transfer etc.

QUESTIONS AND ANSWERS

Firstly, I would like to congratulate you on your 'new look' issue of ST Action - it's the best ST mag around! Secondly, I have a number of questions to ask you.

1: I have been the proud owner of a 520STFM for just over a year now. My only quibble is the naff sound chip. Is there any way that I can get myself a stereo sound chip fitted? Or do I have to betray my humble ST and switch to an Amiga?

2: When is Jeff Minter going to get his hair chopped off?

3: Give the Troll less space.

4: The Topazian Necromancer needs to see a psychiatrist as soon as possible.

5: Is Metal Hawk going to be converted onto the ST?

6: Please say 'yo' to Alan Bunker and tell him that he is an ace reviewer.

Wes White, Fareham, Hants.

First off, thanks for the compliment and here are the the answers to your questions.

1: There are two ways to answer this problem. Firstly, if you can afford it, buy an Atari STE which comes with a built in stereo sound chip. Secondly, there is a 'Tweety' sound board available which incorporates all three sound chips.

2: Your guess is as good as mine, but the sooner the better.

3: Having eaten your letter, the troll burped loudly and muttered something about broken bones and torn ligaments – yours, not his.

4: We've booked two rooms – one for him and one for you.

5: After asking round the office, phoning up all the software houses around the world and speaking to the Prime Minister on our hotline, we came to the conclusion that the game just doesn't exist!

6: After passing on this part of the letter, Chunkey Bunkey began to prance around the STA offices, sing joylessly to all and sundry and kiss all the female members of staff. He says, tell all your mates about him and the magnificent magazine that he has taken from being good to plain outstanding!!! (We will never hear the last of this.)

Write On!

Death Trap



CBUKTON



A trap so deadly that it has remained inviolate for five centuries, so ingenious that it gently lures an intruder to a certain death, a trap worthy of Shankriya, the magician king, a tyrant and absolute ruler of vast lands.

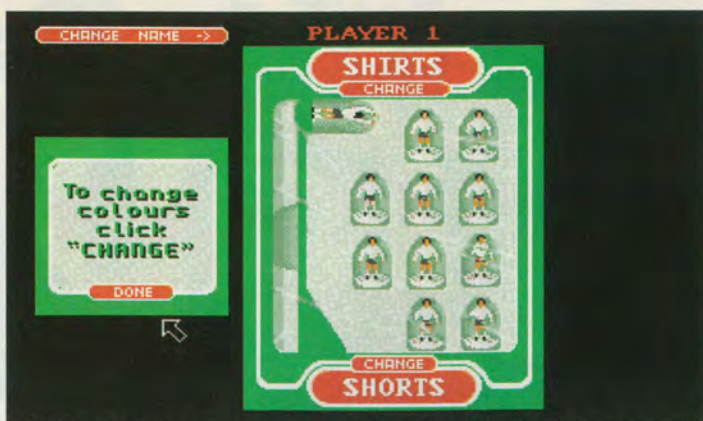
The trap is set in a multi level labyrinth deep in the bowles of the earth and populated by creatures vile, vicious and venomous. Within it lay hidden the magic scrolls, source of Shankriya's power.

Only a very brave man, dexterous, with exquisite sense of timing, versed in martial arts and a flair for mixing potent magic potions, can ever hope to survive the infamous DEATH TRAP.

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ANCO



Realism is the name of the game, right down to the teams in their own boxes, just as you'd buy them in the shops.



The angle at which the pitch can be viewed can be altered to suit your every need. Just use the icons at the bottom of the screen to do this.

Subbuteo

ELECTRONIC ZOO

It's been over forty years since the first Subbuteo sets were unwrapped by gleeful kids desperate to emulate their real-life heroes with small plastic figures and a large green playing cloth.

Now today's generation can enjoy the game without crowding around the table and frequently smoothing out the wrinkles on the pitch. The game comes on one disc and upon loading you are presented with the option of either a single game which can be used to enhance your playing prowess or a full blown league campaign. Also included is the option to play against the computer or a friend. With these formalities completed you then have to select the kit colours for both sides and then play is ready to begin.

The toss of a coin decides which end you will play towards and you can then choose the formation

the team will play in. For example, you could choose a more defensive set-up if you don't fancy your chances of a decent result or if you're going for the massacre, perhaps an extra forward player could come in useful.

With the options completed, the match can begin and this is where the game differs from the regular footy sims. By use of the icon system at the bottom of the screen, the angle at which the pitch is viewed can be changed and also, more importantly, the direction which the chosen player will be flicked across the screen.

This is done by controlling, yes you've guessed it, a finger as it moves slowly across the base of the player. By positioning the finger to the left or right of the base, spin can be applied and the player can be propelled into the desired space on the pitch. In a similar manner to the

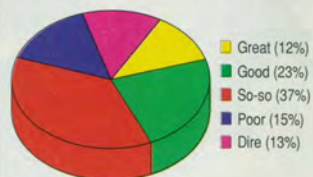
spin the strength of the flick is determined. Care must be taken here or the footballer flies off the field of play into the dead area around the field. The game proceeds like this until the ball goes for a goal-kick or throw-in and then you have the option to reposition your players.

The manual contains a guide to the rules of Subbuteo which is essential reading if you are not familiar with the table-top version, otherwise you'll quickly find yourself becoming frustrated with the amount of free-kicks given against you.

Although the control system is easy to get to grips with and is entirely mouse-driven it may take some time before you learn how to control the player accurately.

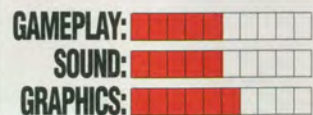
The game is nice to look at and the tiny figures are well reproduced, this all helps to add extra realism to the game, which helps the player to enjoy themselves more.

PUNTER-POWER™



GAME: SUBBUTEO
PRICE: £19.99

Subbuteo certainly won't provide you with joystick-wrenching action and it may quickly lose its appeal to all but the most dedicated of table top addicts. However, the game is well presented, with the option to change the viewing angle particularly well implemented. The icon system is easy to use but pinpoint control is difficult to achieve without practice and this can lead to frustration. On the whole though, the game hasn't translated that well to computer format and after a while you may find yourself digging out the old green cloth and tiny figures to remind you what it used to be like, before you got your ST.



RATING=59%

FLICKING, KICKING AND GOING FOR GOAL



Tension mounts for the big kick-off. Both teams are ready for the off.



They're on the attack straightaway. This could be a difficult game.



The first dangerous moments as the cross comes in.



WRATH OF THE DEMON™

You are on a quest to rid the kingdom of an evil Demon and his minions, rescue the princess and restore honour to your king. Your quest will lead you through caves, swamps, temples and castles before reaching your ultimate challenge ... the Demon himself.

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Superb gameplay and control of characters makes this a stunning graphic adventure in every sense.

Available for Amiga, Atari ST, IBM PC and C64.



SCREENSHOTS SHOWN ARE FROM AMIGA VERSION

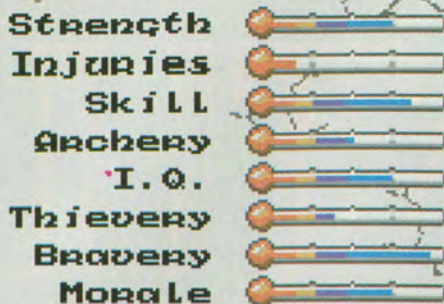


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SEBERN

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Our hero looks in good shape for the quest ahead of him. Once the humanoids get after him, it may be a different story.



There's prison cells to the North and a stairway to the East. The drawer is open. Inside is a rusty key. You're a charming and intelligent young officer.

GATHERING YOUR PARTY



The guard's desk might be a good place to look for the key to Jerub's chains.



Jerub the cleric stands chained to the wall. Release him and his magic will be yours for the quest.



You stumble across Cysella and Pagan, the only remaining survivors from your last adventure.



Once together you must move into the land, searching every nook and cranny for vital objects.

It is some time now since PSS released Legend Of The Sword, but now the sequel, The Last Battle, has finally arrived and continues where its predecessor left off.

At the end of the first game, the evil Suzar was caught and imprisoned in a tiny teardrop. Now he has managed to escape from his prison (they don't make those teardrops like they used to!) and has taken with him the land's legendary Sword and Shield. Our hero from LOTS has been captured and imprisoned underground, along with Cysella and Pagan, the only other two survivors from the original party.

Your quest is quite simple: as the hero, you must escape from the confines of your cell, free your companions and (the dead important bit...) get back the Sword and Shield, so once again the land can sleep safely.

Help is available in the form of your cellmate, an old, haggard cleric called Jerub. To receive his aid, you must first free him from his shackles. On doing this, he will dutifully follow you around. At any time you can obtain statistics on the character's health, intelligence and so on. To do this requires a click of the right mouse button when the pointer is over the character's face, which is located in the top left hand corner. Clicking the left button brings up the character's inventory.

The centre of the screen contains a 3-D isometric view of the room our hero is currently in. However, you cannot actually see your figure in the room, and have to move the cursor around, clicking on the various objects to find out what they are. To pick up items, they have to be collected by holding down the mouse button and carrying them into the inventory at the bottom of the screen.

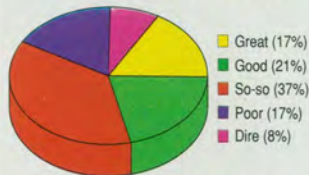
The various characters have to be used to solve the game's different problems. For example, Jerub is unable to break down doors

The Final Battle



IMAGEWORKS

PUNTER-POWER™



GAME: THE FINAL BATTLE
PRICE: £24.99

RATING=71%

The Final Battle is the follow-up to the hugely successful, Legend of the Sword. The graphical presentation has changed to an intricate 3D isometric view, changing the game into an arcade-style adventure. The icon system is well implemented and quite simple to use. The gameplay is challenging and entertaining, none of the puzzles being too difficult. Overall, the game will appeal to advanced adventurers and novices alike.

GAMEPLAY: ██████████

SOUND: ██████████

GRAPHICS: ██████████

because of his limited strength, whereas you cannot cast spells as you do not have the capability.

There are however restrictions on this, ie. Jerub can only cast a few spells a day before becoming too tired. It is important to keep him healthy by resting and feeding him often.

Throughout the game you will be attacked by humanoids, who, if allowed will quickly make short work of the character currently under your control. Losing a character is a major problem as they all have a vital part

to play in the completion of the game. A save game option is provided so you don't have to restart every time one of your party dies.

There are plenty of objects spread throughout the game; some are vital to finish the quest but a lot are red herrings. It is you who has to decide which is which. You can only carry a limited number of items so you must make sure you have the correct object for the right part of the game, otherwise you may find yourself going back a long way to collect the necessary piece of equipment.

VOODOO

NIGHTMARE



Boots Barker has had a bad day. Stranded in the heart of darkest Congo, he is hounded on all sides by wild animals, natives, jungle gods and the malevolent Witch Doctor. Perhaps things will improve when night falls?

This huge isometric 3D arcade adventure contains some of the most cute and colourful graphics you will ever see. Instantly Playable with simple controls, the game will take you months to complete.

Explore the five underground temples, battle through a vast expanse of jungle, buy exotic items at the native shops, gamble your prizes away at the casino, embark on secret missions and that's not even mentioning the legendary Part II...

Voodoo Nightmare: It's a jungle out there!

"Voodoo Nightmare is huge, it will keep you occupied for ages. Well worth the money." "Superb... check it out!"

Amiga Action. AA awarded

"Its enormous." "Really addictive... you'll find yourself playing it weekend after weekend until you've finished."

C & VG. C & VG Hit

"Exquisite graphics... a plethora of thoughtful touches." "Voodoo Nightmare is a cracker!" The One "Spellbinding graphics will entrance all gamers for ages."

CU Amiga. Screenstar

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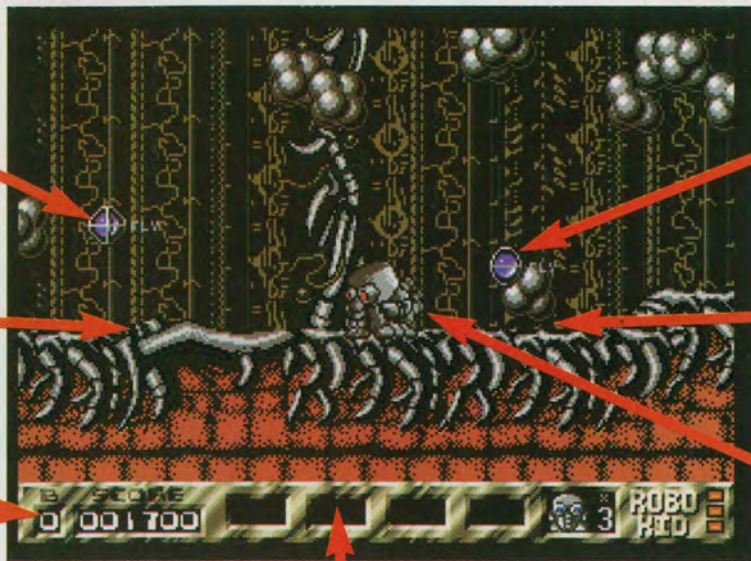
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STARTING OFF IN ATOMIC ROBOKID



Picking up this gem at the start of the game will allow Robokid to fly.

Atomic Robokid can choose to walk or fly through his mission. Walking is slower but can have its advantages.

Your game score and number of lives remaining are shown during the game, in the status bar at the bottom of the screen.

Picking up other gems allows you to increase your firepower.

The aliens in the game come in many different shapes and sizes. These simply slow you down.

The Atomic Robokid begins his mission into the unknown.

The weapons you collect along the way will be highlighted in these windows. A maximum of four weapons can be carried by Robokid.

The Atomic Robokid has just graduated from the Universal University of Space Combat, and his first mission is to penetrate enemy lines and destroy all that gets in his way, with whatever weaponry he can lay his metallic hands on.

Starting on the first of over twenty levels, as Atomic Robokid you must make your way through the alien swarms that move relentlessly towards you, blasting everything that moves and a lot of things that don't. To do this you are armed with a standard laser blaster but throughout the mission you can obtain more deadly weapons. This is achieved by shooting the metal birds that appear on-screen from time to time. Once shot, these birds will leave behind a small gem. If you pick this up your firepower will be increased. There are several different coloured gems that can be

picked up, each providing an alternative item, ranging from lasers that fire three ways, mega blasters that wipe out anything in their path, rockets that can be fired in various directions and even shields that make you invincible for about thirty seconds.

Various aliens have to be overcome as you make your way to the end of the level. Some of the nasties are there just to slow you down and cannot harm you in any way. Others are capable of firing laser bolts, and should you find yourself in the path of one these then you will lose one of your lives.

Positioned along the route are the areas where the aliens appear from. These can be shot and destroyed, which will slow down the flow of aliens but before long they will reappear with a vengeance, determined once again to

Atomic

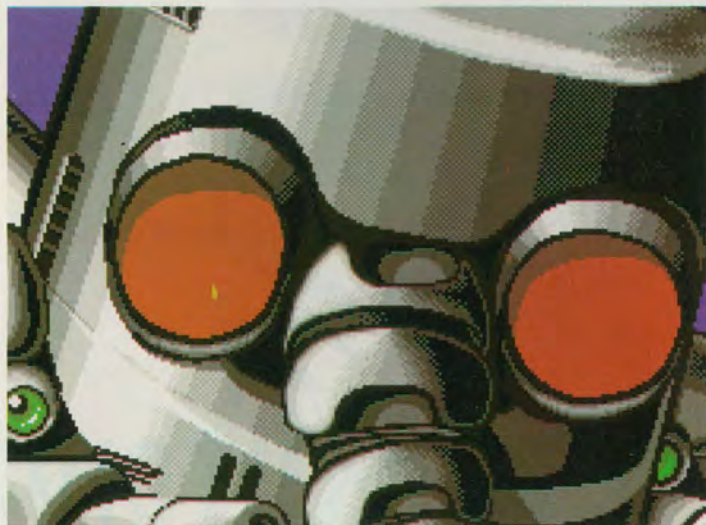
A C T I V

wipe you out. These will require a few shots to destroy, depending on what weapon you are using at the time.

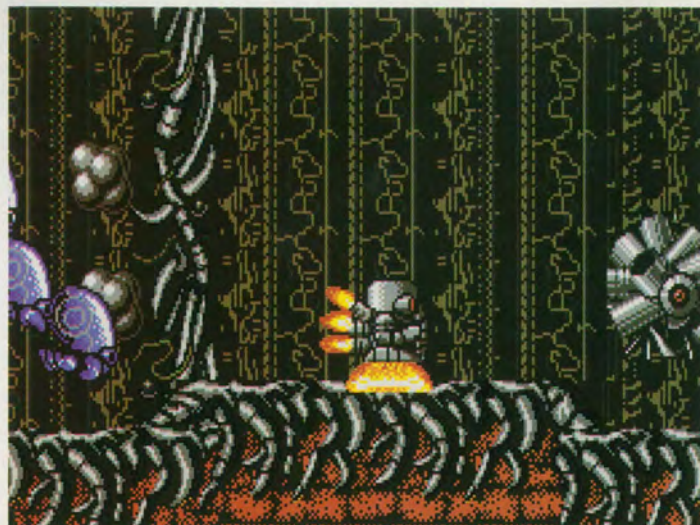
The weapons that you have in your possession are shown at the bottom of the screen, and you can switch between them by either pressing the space-bar or by holding down the joystick button for more than half a second. This allows you freedom to choose the best weapon, if it's available, for the best situation,

for example, if you are being fired on from above, then a quick blast with the missile bomb could come in handy as it is the only weapon that destroys the enemy bullets as well.

Upon losing a life, you will also lose one of your collected weapons making life a little more difficult for your next Robokid. The problems start after losing a couple of lives and then having to restart in a difficult position with aliens surrounding



The Atomic Robokid prepares to go into battle with the alien hordes. Having graduated with honours from the university, he must now prove his worth outside.



The large alien generators pump out endless streams of nasties. Atomic Robokid has to fight through to the end of each level.

ATOMIC ROBO-POWER



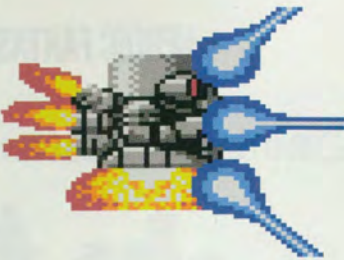
This is your standard, run of the mill laser blaster.



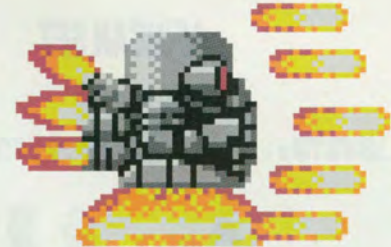
Engage your missile bombs and nothing can stand in your way.



When this icon is present, a stream of three-way fire is yours.



Find the correct gem and you will obtain five-way fire.



Robokid

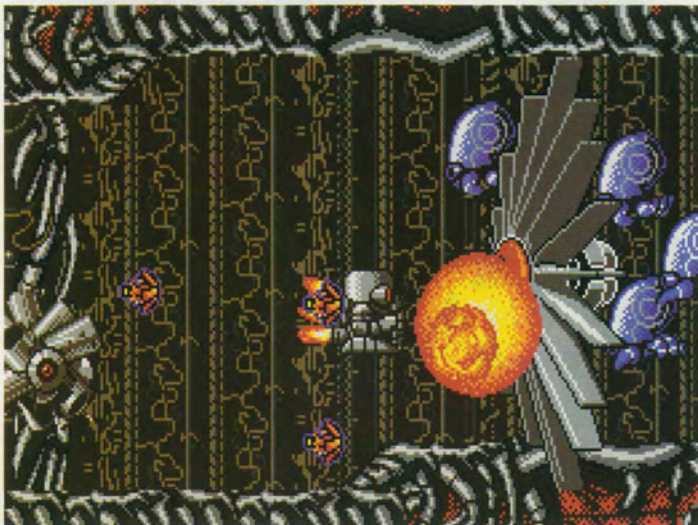
I S I O N

you. The only way out in such a situation is to be in possession of a quick trigger-finger.

After losing all of your lives there is an option to continue where you left off, if you press the firebutton within five seconds. This option allows you to see more of the game, but does of course reset your score.

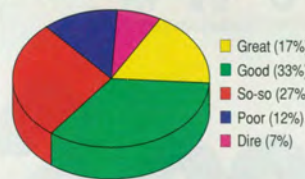
Every so often you will encounter a giant alien form that moves slowly towards you. This takes repeated

fire-button bashing to remove it from your path and unless you are careful you'll find yourself backing into the other aliens creeping up behind you. Proceeding on to the end of the level, you press the button and a few moments later you're straight back into the thick of things with alien fire raining down upon you. A quick flick of the joystick and you're off once again. Complete all of the levels and you will graduate with full honours.



Along the way, Robokid must battle his way through a variety of aliens, large and small. One hit and that's another precious life gone.

PUNTER-POWER™



GAME: ATOMIC ROBOKID

PRICE: £24.99

RATING = 84%

The game is very easy to get into and the joystick control is good and responsive. Atomic Robokid also has that ability to keep bringing you back for one more go because of its addictive qualities and as shoot 'em ups go, this is one of the best for a while, although it isn't really anything new. Smooth scrolling, neat graphics and a passable tune make this a pleasant game to play if you aren't looking for something to wear your brain out.

GAMEPLAY:

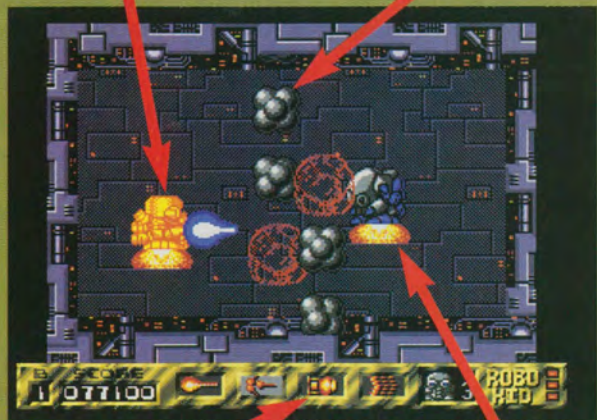
SOUND:

GRAPHICS:

COMBAT SCREEN

Atomic Robokid is in trouble as he takes a hit from his renegade counterpart.

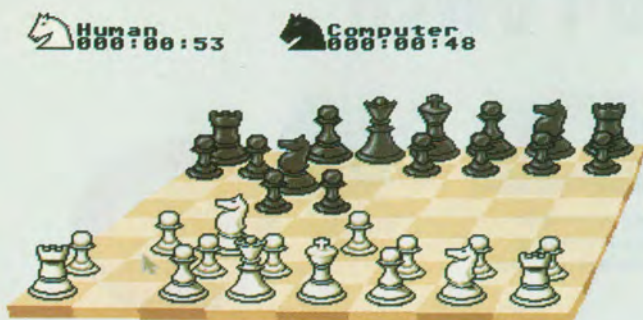
The battle is fought out with a moving alien wall between the two combatants.



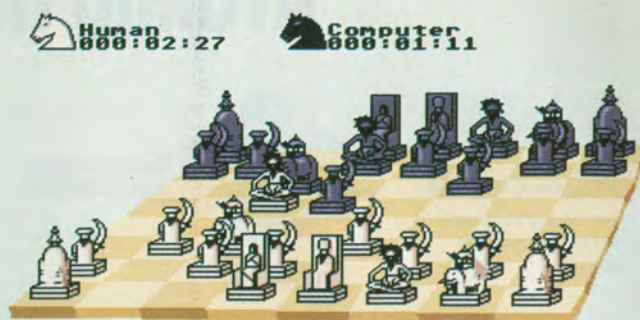
With a full set of weapons, Robokid should have no problems disposing of his new foe.

A psychotic Robokid battles it out with our hero in a duel.

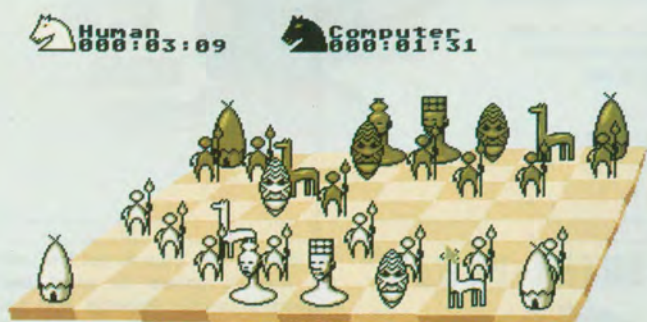
CLASSICAL SET



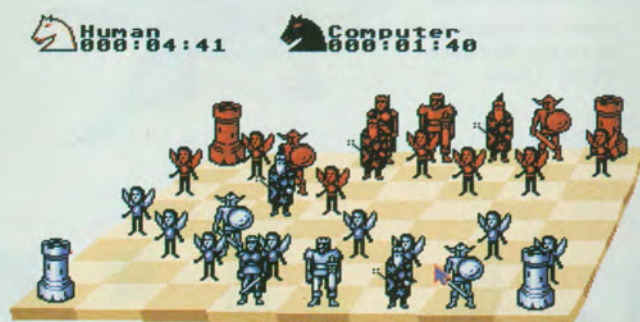
INDIAN SET



AFRICAN SET



HEROIC FANTASY SET



Chess Simulator

I N F O G R A M M E S

Over the years, Chess has made many appearances on the home computer market from various software houses. They haven't all been in the same format, however. Recently, we saw Battle Chess with its animated combat sequences which added that little extra spice to what had become a tedious market. If chess is to maintain the buyers' interest, such steps as animated sequences will have to be used, along with other similar changes. With this being the case, what is it that Infogrames offer with Chess Simulator?

To be blunt not much! The programmers have opted for a traditional type game which I suppose was necessary otherwise the title 'simulator' would have been incorrect!

The game can be played either against another human player or a computer opponent of varying difficulty levels. During play, you can choose which perspective you want to view the game, either in boring 2-D or slightly more interesting 3-D. The design of the pieces you control can be altered. They include Indian style pieces, Fantasy, and even the

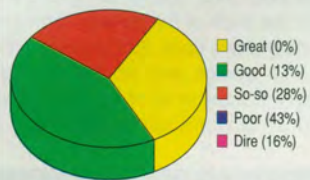
totally weird Nuts and Bolts.

There are a number of gaming options that can be accessed by means of pull-down menus at the top of the screen. From the menus, you can rearrange the playing pieces to give you an advantage or to place yourself in a puzzling position. Clocks can also be used to restrict your playing time. The time allocated can be determined by yourself. If any illegal moves are attempted, the computer will prevent you from carrying them out thanks to a 'supervisor' option which has been incorporated into the program. This proves useful if you want to nip out for a drink while leaving your opponent to play - with a supervisor, you know he or she can't cheat!

An interesting feature contained within Chess is the grading system. This assesses your performance and gives you a grade as recognised on the internationally used ELO scale. This will help you to realise how well your game is improving, or on the negative side, how badly!

If you find yourself locked in a seemingly unending battle, you may find the save game option useful.

PUNTER-POWER™



GAME: CHESS SIMULATOR
PRICE: £24.95

RATING=59%

This Chess game doesn't offer anything that we haven't seen before and even the special features aren't especially different in comparison with others. Changing the set style doesn't add anything to the game but instead reduces the playability as you can't tell what some of the pieces are sometimes. Never the less, the game does accomplish what it sets out to do - play Chess. Unfortunately, its presentation is overshadowed by the likes of Battle Chess.

GAMEPLAY:

SOUND:

GRAPHICS:

Computer
000:06:16

Human
000:03:46



It may prove easier to play if the game is viewed in a 2-D perspective as the 3-D view can sometimes be a little confusing. However, it doesn't look as interesting, but winning the game is more important!



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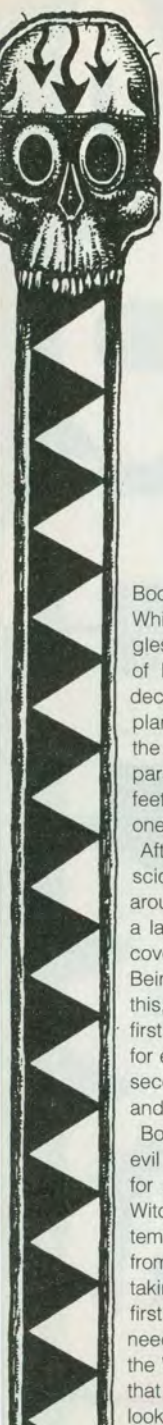
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Voodoo Nightmare

P A L A C E



Boots Barker has had a bad day. While being flown across the jungles of Dronombongo Land, one of his ever loving relatives had decided to chuck him out of the plane. Luckily enough, Boots had the good sense to wear a parachute and falling from 30,000 feet in the air he'd definitely need one.

After a few hours of unconsciousness, Boots finally comes around to find himself encased in a large Voodoo mask that almost covers him from head to toe. Being somewhat peeved about this, Boots decides that he must first find the person responsible for encasing him in the mask, and secondly, return back to the city and deal with his nasty relative.

Boots eventually finds out that an evil Witch Doctor is responsible for putting the mask on him. The Witch Doctor is hiding out in his temple which is magically hidden from you. To get to his temple, taking the roll of Boots, you must first find the eight pins which are needed to stick in a Voodoo doll of the Witch Doctor. The pins are not that easy to find and you'll be looking for quite a while before

PUNTER-POWER™

Great (27%)
Good (33%)
So-so (35%)
Poor (5%)
Dire (0%)

GAME: VOODOO NIGHTMARE
PRICE: £24.99

RATING=85%

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

The first thing that you will notice about Voodoo Nightmare are the graphics. They are so cute. The main character, Boots, reminds you of a multi-coloured Weetabix and the jungle insects are brightly drawn and nicely animated. There isn't much sound to speak of but what little there is works well and is very clear. The jungles and temples are very large and well detailed, with lots of thought provoking puzzles to test your grey matter.

you manage to get them all.

In the various jungles there are five temples: Spider, Snake, Ape, Eagle and Lion, each one devoted to a different god. The inside of each temple is filled with lots of puzzles and various nasties all depending on which temple you are in.

To complete one of the temples you must first collect all of the diamonds that are scattered aimlessly around it, and then find your way to the god of the temple. The temple god will then give

you one of the treasured pins and also a useful item that will most certainly help you later on in the game. As well as the five temples, you will also have to carry out three designated missions that, upon completion, will grant you with the other three pins and some useful information.

In the jungle, you have to tend with hordes of snakes and spiders, all of which will sap your energy on contact. These insects can all be killed with a variety of weapons, the most notable being a pair of pretty damn serious

thirty-two hole Doc Martins. Fortunately, all the creepy-crawlies go to sleep at night, so you can wander around the jungle without fear of being bitten to death.

In the jungle, you will come across a shop from which you can buy various pieces of equipment, most of which will be needed later on in the game. The currency in Dronombongo land is jewels and bananas, which can be traded with the shop-keepers for the items required. If you don't have enough money you can always pay a visit to the local casino and try your luck at 'jungle poker'.

After completing the five temples you finally make it to the Witch Doctor's lair. Upon entry you are attacked by the Witch Doctor's guards, in the form of four Zombies. You must then find their graves and lead them there before setting their souls to rest (one of the three missions). After fighting your way through an army of skeletons, you'll see the end of the maze and must psyche up for the final confrontation with the malevolent Witch Doctor.

Will you be successful? or will the Witch Doctor triumph once and for all?



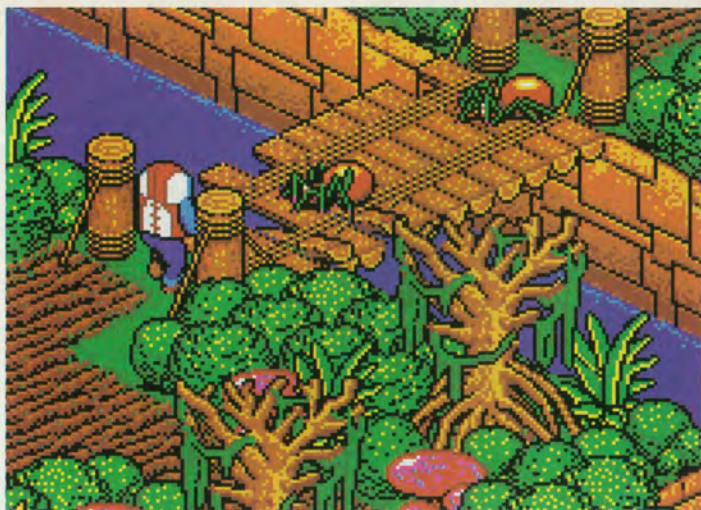
THESE BOOTS WERE MADE FOR WALKING



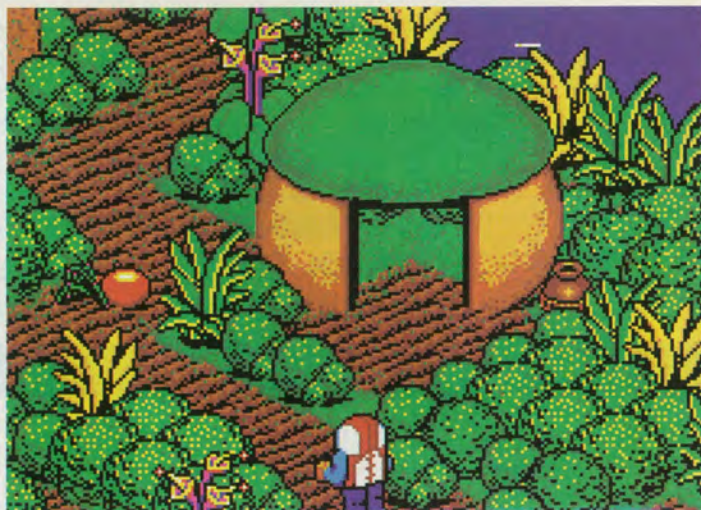
Here we see Boots starting his journey in the depths of the jungle. Everything seems surprisingly peaceful, a little too peaceful...



The jungle contains nasty insects that try to hinder our hero's progress. Luckily, he can squash them with his Doc Martins and they turn into health increasing food.



Across this bridge is the banana grove where you can collect loads of dosh, and cure a monkey of its illness!



In the jungle, you will come across shops that will sell you various items of interest, most of them will be needed to complete the later levels.

Do-it-yourself damage! Buying this pair of pretty damn serious 32 holed Doc Martins will increase your squashing power.

The machete will allow you to chop your way through various patches of otherwise unpenetrable undergrowth.

One of the three extra missions involves nursing some sick natives, perhaps this medicine might help.



Inside the shop, you will meet Romero – the shopkeeper, who can be bartered with for some of the items he has for sale.

WHILE STOCKS LAST!..

Not all of the items are available from one shop, so you might have to travel around to find the rest.



Purchasing this will award you with a well needed extra life.



The egg-timer will freeze the meanies in the jungle.



Dynamite will help you do some rock removing.



Sticking all your pins into this voodoo doll will weaken the Witch Doctor.



This poem contains a few clues for our luckless adventurer.

AND THAT'S JUST WHAT THEY'LL DO!

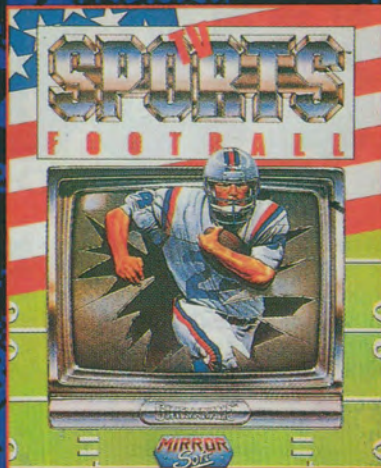
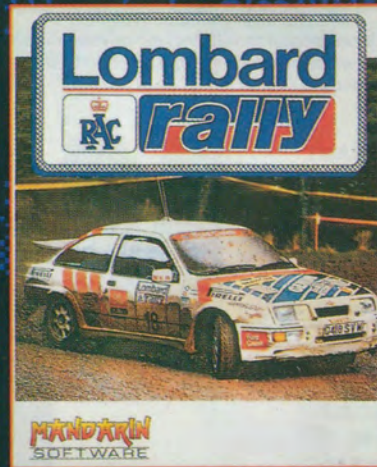


Here we find Boots outside the Temple of the Spider. Dare he venture into the unknown? Or should he just pack his bags and leave?



The temples are cram-packed with traps and creatures, all of them trying to deter you from your objective.

THE POWER PACK

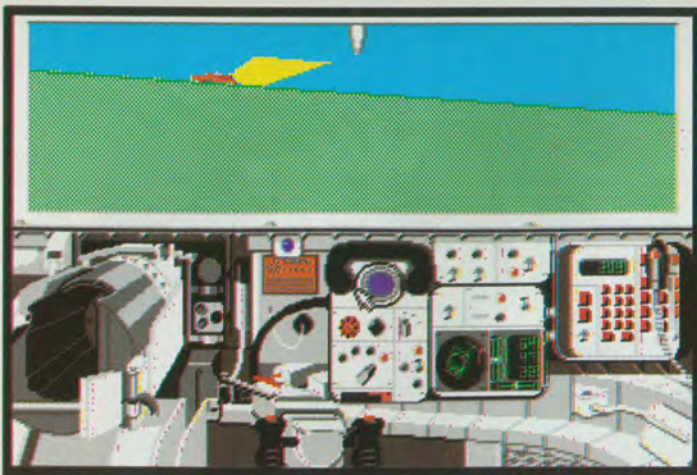


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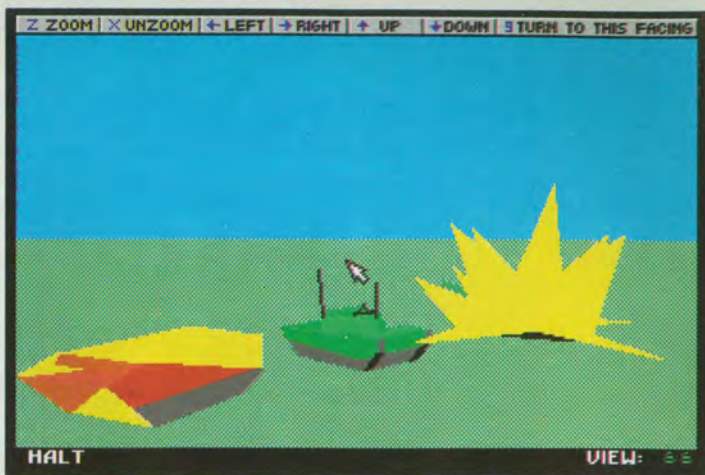


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While the tank on the hilltop is pre-occupied with the rest of your platoon, you have managed to work your way within close range for a direct shot that will disable the enemy tank within seconds.



As you destroy the tank you had been closing in on, you attract the attention of another nearby armoured vehicle. By quickly firing your Sabot missiles, the new enemy target explodes spectacularly into flames.

DIARY OF 2ND LIEUTENANT BUNKER

"My platoon is exhausted. We've been slogging it out with the enemy for three full days now, grabbing an occasional ten or twenty minutes rest where possible. Yesterday, we had our first casualty. One of our M1 tanks was crippled by enemy rocket fire, only to explode into pieces seconds later, killing all its occupants: commander, gunner, driver, and loader. At the moment, the rest of the platoon are sheltering on a hillside facing away from the main enemy posts. Moments ago, we were on the receiving end of heavy shelling but we seem to be safe for the time being. No doubt the enemy is moving armour and artillery around the hillside to tackle us from a more vulnerable position but we'll have moved out before then. If we can dig ourselves in somewhere and wait for air and infantry support, then maybe we stand a chance, otherwise we will all die. Our ammunition is low, my men are weary and wounded, and we are outnumbered. I hope I live to be able to make another entry into this diary."

As we have come to expect from Microprose's simulations, they have great depth and are to be played over a long period of time and not the sort of game that you finish with

after a few hours. M1 Tank Platoon is no exception to this. With what must have been months of painstaking and diligent programming and research, Microprose have produced a very technical and strategical game.

The object of the game can be chosen by yourself from a menu screen. You can decide to assign your platoon in a small skirmish to all-out conventional warfare! Next, the computer generates the characters in your platoon. They will have differing

abilities such as being poor at their job to very good. For those who like to have the advantage, you can fix the platoon's abilities so that every member is extremely capable at what they do, and even set the enemy's level of difficulty.

M1 tanks are equipped with some very devastating firepower. The weaponry at your disposal includes Sabot armour-piercing missiles, heat-seekers, a 120mm main gun, and a machine-gun. Finding the correct

range for your weapons can be done manually but a computer system is available to do all that for you. If you wish, you can leave the gunning responsibility to one of your men, allowing you to concentrate on planning and strategy. Alternatively, you could even drive the tank. It is more fun, though, if you take up each of the various positions for certain periods as this provides much more challenge and enjoyment.

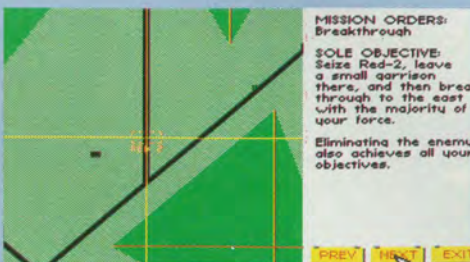
There are other facilities your

M1 Tank Platoon

MICROPROSE



Your mission into enemy territory will be extremely treacherous



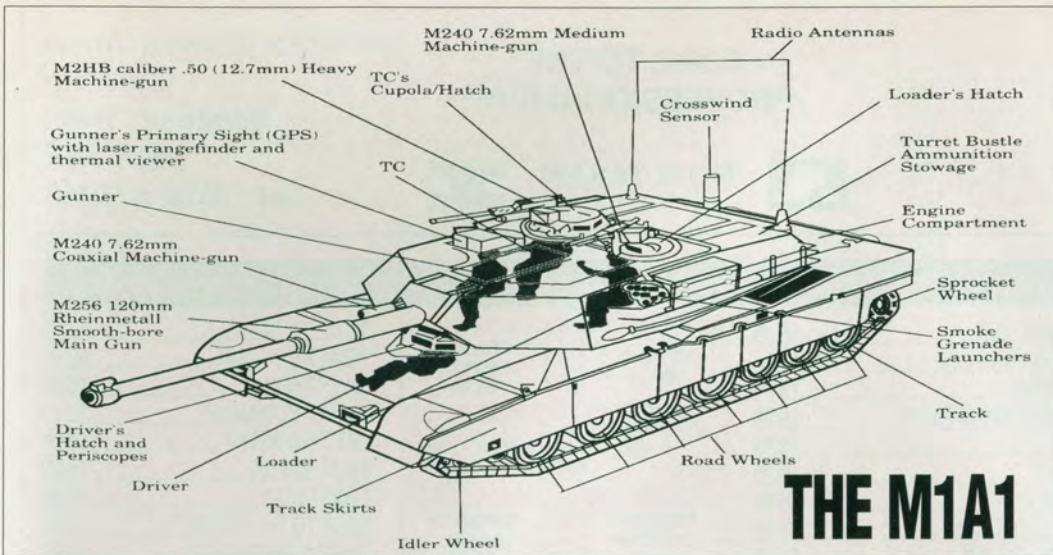
Before you enter into intense combat, you are given a mission briefing from your superior officers. Your platoon is then ready to go into battle! Read the manual for tactics in war.



By accessing the map, you can view the battlefield and call upon details of each of your own tanks and also enemy positions. Here, you are advancing to the crest of a hill.

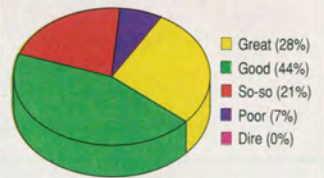


You sight the enemy target. While one of your platoon speeds ahead to deal with it, you refrain in launching straight into the attack - it's the Commander's prerogative!



THE M1A1

PUNTER-POWER™



GAME: M1 TANK PLATOON
PRICE: £29.99

A simulation from Microprose almost always guarantees great value for money and their *Stealth* game topping the charts only helps prove that theory. *M1 Tank* maintains that reputation as it contains a breathtaking amount of depth with great, although not exceptional, gameplay. As usual, the controls are a little complicated at first, requiring the supplied keyboard overlay to be studied, with a certain usage of mouse control. The tank's interior graphics are clear and detailed while the landscape graphics are a little sparse but this is excusable considering the amount of refinement and playability that *M1* projects. Definitely one for strategists but not really for shoot'em-up fans as the action probably isn't fast enough to keep you happy. Nevertheless, an *A1 M* simulation!

GAMEPLAY:
SOUND:
GRAPHICS:

RATING=85%

TANK FORMATIONS

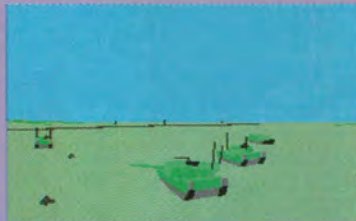
WEDGE

Two forward tanks covering anything ahead, with tanks trailing on the flanks, covering a side each.



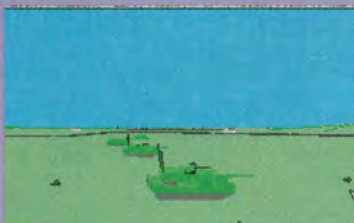
VEE

A forward tank with support from the trailing platoon who cover the flanks but not the rear.



IN LINE

A row containing all the tanks in the platoon with all guns pointing forward for a frontal confrontation.



COLUMN

The tanks form a line behind each other, covering all compass directions for optimum safety.



tank has , that you may have to utilise at times. These include smoke screens either by firing your limited number of smoke shells, or by pumping it out through your exhaust but this does waste your fuel supply much more quickly than usual. To help you in night combat, your tank is equipped with an image intensifier which will provide a clear view at night. Fortunately, your tank also has a series of warning lights indicating incoming missiles, fire in the engine

compartment, being low on oil, and more.

You can switch between the tanks in your platoon, and can control any tank from either an inside or outside viewpoint.

Supporting hardware and opposing hardware comes in the form of missile carriers, various tanks and other armoured vehicles, jeeps, lorries, artillery, infantry, attack jets, and attack helicopters. Each has their own strengths and weaknesses

which are explained in detail in the comprehensive manual. To optimise your attack results, you will have to utilise your forms of support to their most effective and understand the enemy's abilities. The map will come in very useful in this respect as enemy positions can be analysed, giving specific details of the armour you have pinpointed.

Your task as a Commander will have you thinking, fighting, losing, and winning. It is your job to ensure

you inflict more damage than you receive - and to win more than you lose.

DIARY OF 2ND LIEUTENANT BUNKER - FINAL ENTRY

"We have been ambushed by a platoon of Russian T-80s. From above, Su-25 Attack Jets are tearing us apart with air-surface missiles. The support I called for is going to be too late. I intend to fight to the bitter end."

us. Master leadership and tank control to survive the battle.



Opting for heat-seeking missiles, you instruct your loader to prepare a missile. Once loaded, the computer finds the range to be 2665 metres - the missile is launched!



The explosion is deafening and the result is spectacular! But before you have time to pat yourself on the back, you are attacked with laser fire from an unknown source.



As you head for the programmed position, you still have to be alert. The following tank has spotted something to the East, and is turning its gun barrel in that direction to cover you.



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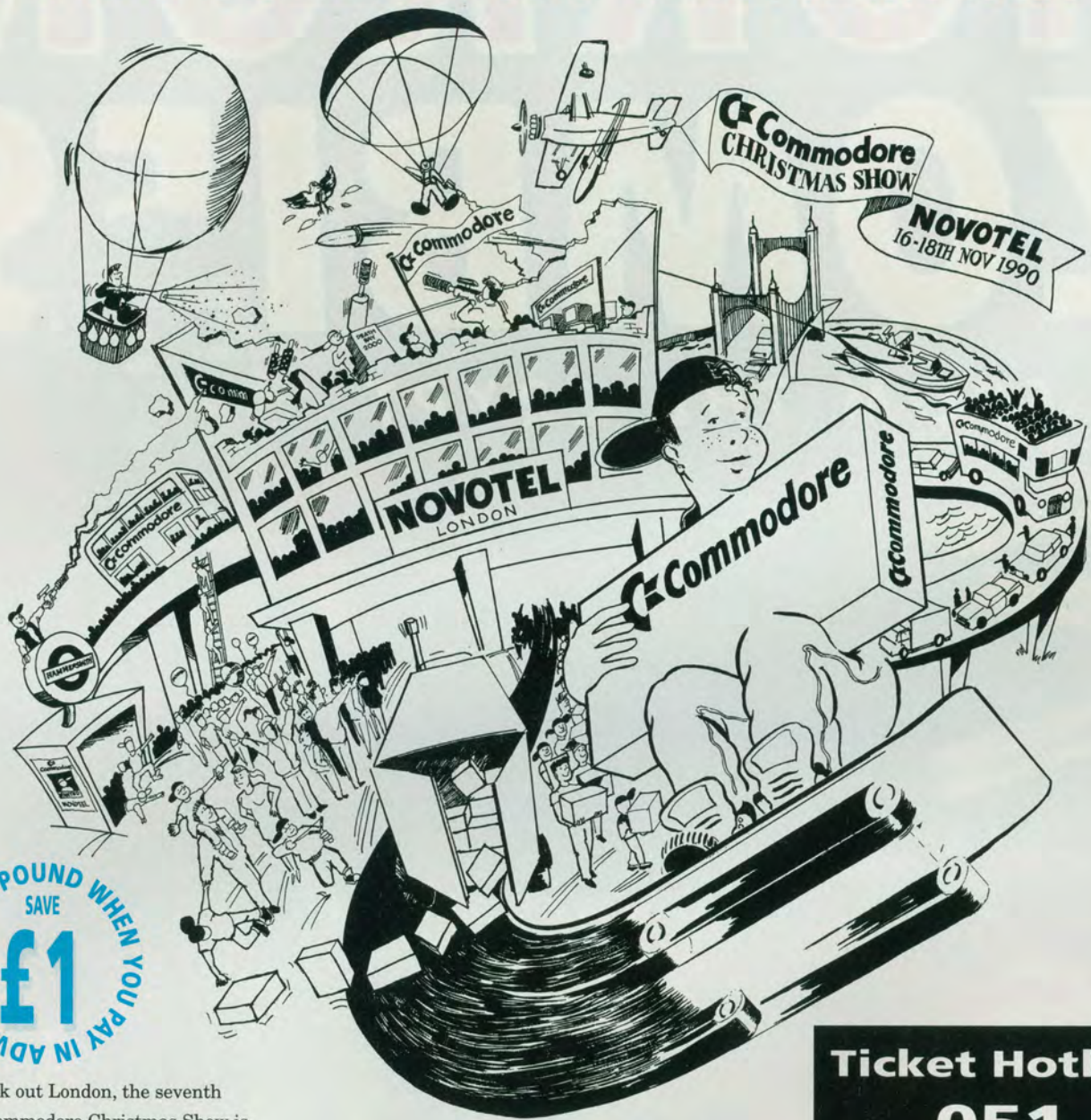
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Heart-throb Bob, the neighborhood cat with a heart too big to be true, has had his fur ruffled by the Mad Scientist and his men. Cutey Claudette, his feline girlfriend, has been kidnapped and whisked off somewhere to be subjected to some terrible and tortuous experiments. As Bob, you must journey through four large levels to save the love of your life. The task ahead isn't easy but hero Bob is not perturbed. Along the way, Bob will discover some of his buddies behind bars who he must also rescue.

Taking control of a cat is not as simple as it may seem. The first problem to overcome is learning how to jump accurately. By pulling down on the joystick, Bob will crouch and his tail will begin to rise at the right-hand side of the screen. The taller his tail reaches, the farther Bob will leap upon releasing the joystick. Judging tail heights to land on small platforms can prove a little frustrating at times as it requires a good degree of accuracy but with practice, your experience will show through as you judge them to perfection much more frequently.

Alternatively, you could make Bob take to the air by flying. By twirling his tail, Bob can elevate him-

self and slowly travel around the playing area, avoiding the pits and spikes that are scattered about the land. However, this amazing feat is only possible if Bob collects the necessary object from the floor, and the time he is allowed in the air is limited, with the time remaining being shown by the length of Bob's tail at the side of the screen.

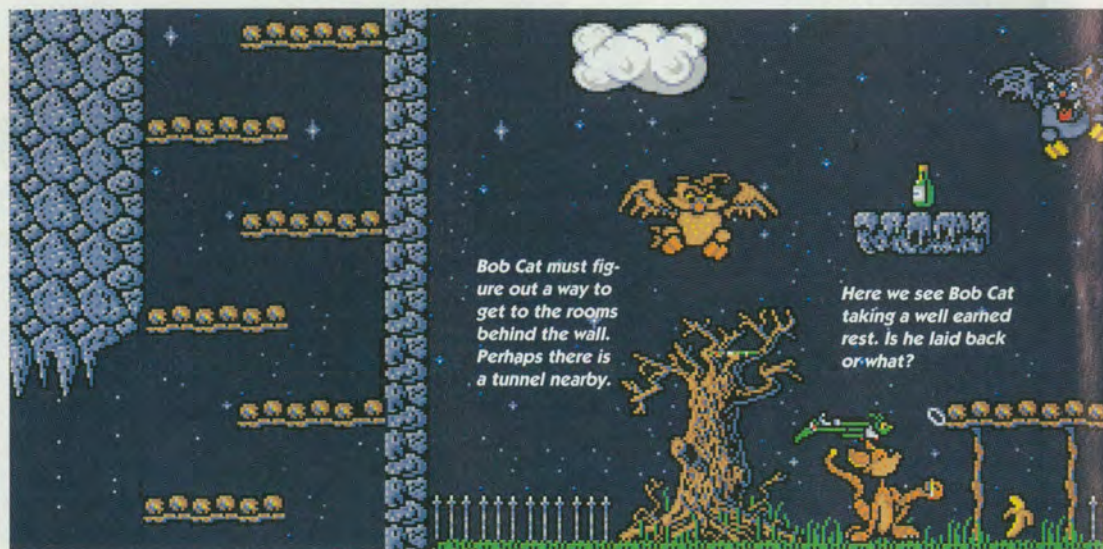
The remarkable Bob is also capable of donning diving helmet and going for an underwater swim. One thing that Bob can't do is breathe for an unlimited time so he must re-surface before he suffocates. Again, the length of oxygen supply is represented by his tail at the side of the screen. If Bob ventures deep into

the murky depths, he must be careful that he has enough air to be able to survive otherwise poor Claudette will have to wait another millenium before somebody so heroic appears to save her, for Bob is certainly a rare breed of cat.

Bob can collect a variety of items that will reward him in a number of ways. The most important of these is food such as bananas, roast chickens, and so on, to ensure that his energy (marked by the tail on the left-hand side of the screen) doesn't deplete to his death. Potions have a similar effect although some have been deviously dropped by Claudette's captors, and these potions will poison Bob, causing his energy to decrease.

Nine Li

A R C S O F T





ves WARE

Other objects include cigarettes which cause Bob to relax a while as he slowly puffs on them. His regret at



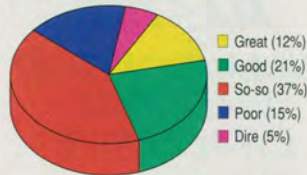
Finding a quiet place to rest, you are wary of the burly bulldog on the level above. To open the manhole cover, you must have collected a key from earlier on in the game.

having such a habit is shown by his face turning green (an attack on social issues by Arc, it seems). There are many animation sequences for Bob that call for cries of 'Awww!' from the player and any spectators to the game, such as seeing Bob scrambling frantically on the edge of a ledge as he struggles to climb onto a platform after a mis-judged jump.

Shaking himself dry after a swim, and turning momentarily into a chicken are just a few others. Perhaps the most pleasing one is the scene which brings to mind the Roadrunner cartoons. Here, we see Bob falling off a high platform, stretching his neck, and holding up a sign with 'Bye' written on it.

To help combat the various foes that wander around the playing areas, Bob can collect helpful items to keep them at bay. These include sunglasses which make Bob invisible to his enemies, and shields which will protect his sexy body for a short time. Of course, Bob isn't making his rescue attempt without taking any form of defence with him. From his immaculate fur, he can pull out a ball of wool with which to temporarily flatten his opponents. Beware though, for they will recover quickly and not in the best of moods.

PUNTER-POWER™



GAME: NINE LIVES
PRICE: £24.99

9 Lives introduces a much needed new look to platform games. There is originality, inventiveness, and great playability all in one game. The graphics are very colourful, well designed, and evoke great interest due to the large variety of sprites and Bob Cat animation sequences, and a lively tune plays throughout the game. With a very respectably sized playing area, 9 Lives will keep you happy for eons!

GAMEPLAY:
SOUND:
GRAPHICS:

RATING=88%



The present will award Bob with points but he'll have to get past the fearsome owls first!



Your adventure takes you into the sewers. Here, you are confronted with a club-wielding rat whom you can defeat with your ball of deadly wool! Watch out for the owl below, as he appears to be in a bad mood, also.

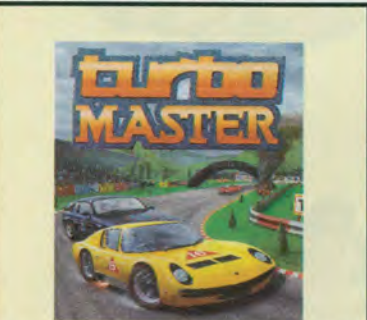


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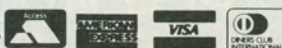
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AJ37 VIGGEN



MIG-27 FLOGGER

Bomber: Advanced Mission

A C T I V I

Approximately ten months ago members of the press were invited to the Royal Air Force club in London where they were treated to a sneak glimpse of Activision's then latest release. The Reading-based company took the great leap into flight simulator development. Their first and only simulator on the ST, entitled Fighter Bomber, received fairly good reviews and although complex in design, it was extremely easy to get into. Now they have released the Advanced Mission Disk which fea-

tures enhancements and a new set of even harder missions.

The map for the mission disk has remained the same as has the course designer, but the actual default missions feature new tasks that require only the greatest of skill. The first mission, Dumbell, drops you straight in the deep end with a mission that takes you through about eight different targets, including tanks, radar towers, convoys and a massive submarine that is lying secretly in one of the lakes.

You can choose from six different planes that include the Tornado, F-111F and the F-4 Phantom. Once you have selected the plane you wish to fly you must then select an enemy plane. There are seven enemy planes to choose from and these include MIG-29 Fulcrum, F-16 Falcon and F-14 Tomcat.

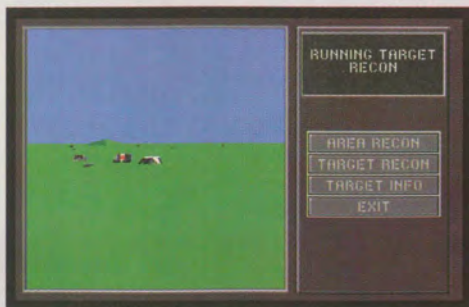
You must take off from your runway, select your waypoint and head off to your first target. The waypoint indicator displays the heading of the target and the approximate range to



FLYING AROUND THE BOMBER



COMMAND TENT - Many secret meetings happen here. These make for extremely easy targets and what could be more enjoyable than sending a Maverick missile through a bunch of enemy commanders?



CONVOY - These are the main supply to the enemy headquarters. they will carry ammunition and general supplies to the enemy formations. There are three trucks to a convoy.

The main map contains several different landmarks. Hills, mountain ranges, lakes, roads and valleys all make an appearance in the world that is the home of the Fighter Bomber. Dotted around the map are several runways which you can select between. These are the start points for your missions.



Advanced Mission Disk

S I O N

contact. Eventually, it will appear, visually, in the HUD (Heads Up Display). Once you are close enough you can then 'pickle' the target which will cause an effective lock on. From here your selected weapon is ready for firing. On pressing the firebutton, the missile will be launched and will head towards the designated target. The missile view can be switched in by pressing F3.

If the strike is effective then the message indicator on the cockpit will indicate that the target has been

destroyed at which point you can then select the next waypoint and continue on with your mission.

As well as the cockpit view, you can also toggle between left, right and rear views. Other views include the outside display which includes an option to zoom in and out. If you complete your mission successfully then you will become eligible for the next. . The other missions include The Big Splash, HillBilly and Kite, which involve further tasks that you must complete. There are several options

before selecting a mission and these are free flight (which is extremely useful for beginners who have no experience of Bomber) strike, interdiction, battlefield and rapid response.

The Advanced Mission disks enhance Activision's Fighter Bomber, making it a far more enjoyable game. All of the new scenarios add an extra sense of urgency to the would-be pilot's attitude. Only those with the "Right-Stuff" will succeed, and then only by the seat of their pants.



On starting your mission, you set your waypoint and head off for your first strike. On nearing the waypoint range, the target becomes visible through the HUD. On pressing Backspace, the target is 'pickled'.



You centre the target, a convoy, and flick the 'launch missile' switch. With a burst of flame, the missile is launched and heads at great speed towards the enemy.

BOMBER WORLD

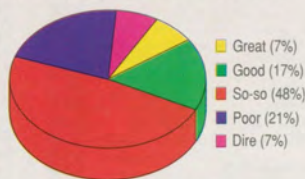


FARM - These may look pretty harmless but they do make extremely good hideouts for enemy agents and ammunition. Some missions will require you to take out these farms.



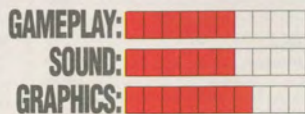
REFUEL - In some missions, the refuelling tanker will be the key to completion. If you run out of fuel before reaching the tanker then you will crash. Joining the tanker through the fuel pipe isn't exactly easy.

PUNTER-POWER™



GAME: BOMBER 2
PRICE: £19.95

Activision claimed Fighter Bomber was the combat simulator to beat all others. However, the game proved to be far from their predictions; one of the main problems being its difficulty level. The advanced missions sees a whole new range of encounters for pilots to test their skills with. Apart from the difficulty level being far harder, nothing else seems to have changed much. All the aircraft have the same ceiling heights, the only real difference between them being the weapon configurations. The advanced missions do go a small step in the direction of improving the game, but not much!



RATING=69%



F-14 TOMCAT



F-16 FALCON



F-5E TIGER II



MIG-29 FULCRUM



MIRAGE 2000



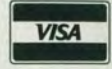
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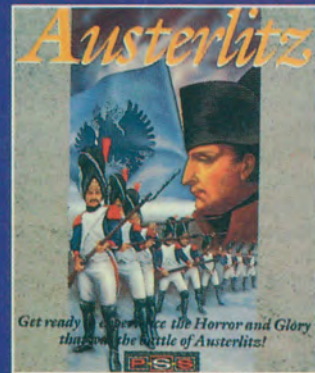
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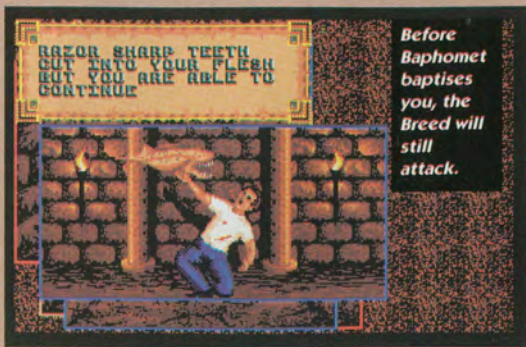


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DEEP WITHIN THE MYSTER



Nightbreed

The Interactive Movie

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

Clive Barker is a master of horror and suspense. He has written several books, such as: *The Books of Blood*, *Weaveworld* and *Cabal*. He's directed *Hellraiser*, a film based around one of his short stories, and he's recently finished *Nightbreed*. Ocean, have been quick to seize on the Liverpoolian's works and are proud to present the second *Nightbreed* game the interactive movie.

Aaron Boone has attempted suicide, he could not face the atrocities that he had been falsely accused of. Eleven people had been brutally butchered, their facial features hardly

recognisable, and, worst of all, Boone couldn't remember doing it. Faced with these terrible atrocities, Boone could take no more and had decided to end it all by killing himself, but his attempt only got him as far as the padded cells of the local hospital.

It was in the hospital that Boone first heard of Midian. It came from Narcisse, a man whose fingers bore an uncanny resemblance to Freddy Krueger's as they too were covered with long steel blades and could do some pretty hefty damage. Narcisse told Boone of the fabled city of Midian, a wonderful place where all the

monsters could go and all their sins and trespasses could be forgiven.

In *Nightbreed The Interactive Movie*, you play the part of Aaron Boone, accused of murdering eleven people and unable to produce an alibi sufficient enough to proclaim your innocence. You must leave everything behind you including your girlfriend Lori and head for the place of your dreams, Midian.

The game begins with you in Dr. Decker's surgery being told of the hideous crimes you have 'supposedly' committed. After hearing of these abominations, you decide to end it

all. Unfortunately your attempt leaves you battered and bruised, and an overnight stay at the local hospital ensues. Fortunately, you are still alive, and the next morning you plan an escape. Once you reach Midian you are accosted by two members of the breed, Peloquin and Kinski, who tell you that you are not breed you are meat! After being bitten by Peloquin you run for your life and come face to face with Decker.

Decker begins to tell you that he and his alter-ego, Mask, were responsible for the murders, but before you can say 'look out he's got

ENTER THE WORLD OF THE NIGHTBREED



Confronted by your psychiatrist, Decker, you are told of the terrible atrocities you are alleged to have committed.

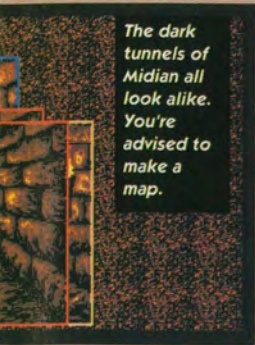


Having attempted suicide, you wake to find Narcisse who tells you about the city of Midian and its monstrous inhabitants.

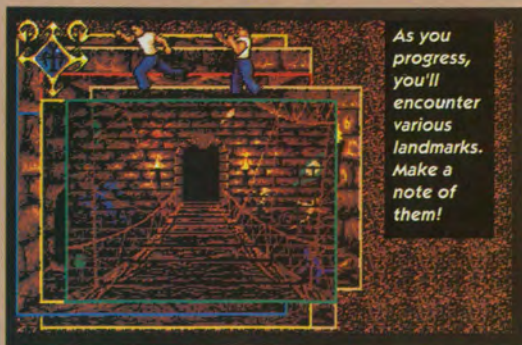


Escaping from the hospital you decide to head for the fabled city, breaking several police roadblocks in the process.

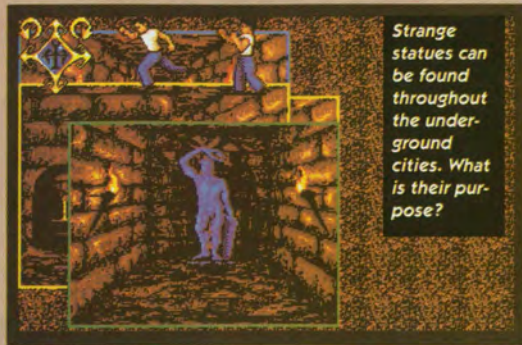
VARIOUS BOWELS OF MIDIAN



The dark tunnels of Midian all look alike. You're advised to make a map.



As you progress, you'll encounter various landmarks. Make a note of them!

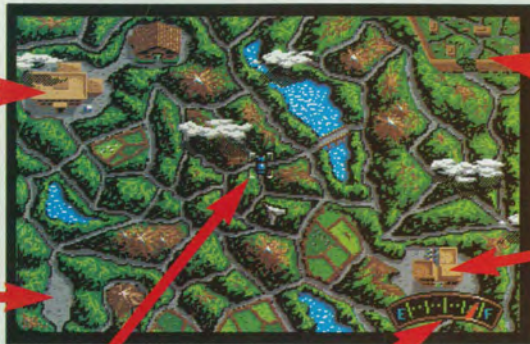


Strange statues can be found throughout the underground cities. What is their purpose?

THIS IS THE ROAD TO HELL

The police station is best avoided, unless you want to be banged away for a while.

Your quest starts here. Be sure to choose your route carefully or you may either run out of petrol or into a road-block



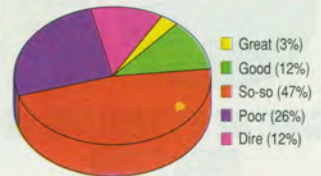
Your car can be slowed down by being shot at. Watch out for the roadblocks.

Keep an eye on your petrol gauge. If you're lucky, you may find a gas station and be able to refuel

The town cemetery is a decrepit old place. However, deep beneath it you'll locate Midian and its inhabitants, the fearsome Nightbreed

The local asylum or hospital, call it what you will, is where the police will take you should they catch you. It's also where you'll meet Narcisse and learn of the fabled city of Midian.

PUNTER-POWER™



GAME: NIGHTBREED
PRICE: £24.95

Nightbreed is not a bad game. However, I think it's lacking a little something in the playability department. Most of the sub-games can be completed on a trial or error basis, which made it far too easy to progress into the game. Graphically the game is quite good, the characters are easily identifiable from the film and a lot of attention has been paid to detail. What little sound there is does the job and is quite atmospheric. Overall, I leave Nightbreed feeling quite disappointed, knowing that it should have been better.



RATING=68%

a gun', Decker spins round to the armed policemen and screams 'look out he's got a gun' and you feel your flesh rip as bullets hit you from all directions. Your body is taken to the morgue and laid to rest on a slab, but little do they know, you have Midian blood in your veins. Ha! Ha! Ha! Ha! (blood curdling laughter).

After you come back from the dead, you must try to find your way to Midian. Before you get there, you are confronted by Deckers alter-ego, Mask. As you can gather, Decker isn't all that happy about you being still alive and tries to put an end to

you once and for all. At this point the game changes into a sub-game, which involves Mask throwing an array of knives at you which must be avoided at all costs. After seeing off the advances of Mask, you must find your way into Midian and confront Lylesburg, the leader of the breed, who then tells you the history of the Nightbreed.

Once you have entered the underground complex of the breed, you have to find your way down into the lower levels of Midian, and be baptised by the protector of the Breed, Baphomet. After you have

been baptised your identity changes, you are no longer Boone, you are Cabal! Now you have been given power of control over the breed, you must help to free them from the clutches of the police and the evil Dr. Decker.

After a long and hard struggle you manage to free the breed, only to discover that Mask has kidnapped your girlfriend Lori, and has taken her down into the depths of Midian. Does this love have any bounds? Of course not, so off you trot back down into Midian to deal with Mask and rescue your sweetheart, Lori.

D: THE NIGHTMARE IS ABOUT TO BEGIN



Your search takes you to a desolate cemetery. Should you head straight for Midian, or will you look around first?



Once bitten, twice shy! Peloquin has infected you with the Breed and now fancies another nibble. Now's the time to run for your life.

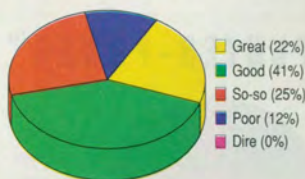


As you escape from the cemetery, you are caught and shot by the police. Your body is laid to rest at the city morgue. Something within stirs...

The Spy Who

D O

PUNTER-POWER™



GAME: THE SPY WHO LOVED ME
PRICE: £ 24.95

Domark have back-tracked with the *The Spy Who Loved Me*. The game features arcade action with varied gameplay throughout. Certain levels do get slightly too difficult, and upon losing a life you are sent back to the start of the level, which rapidly gets annoying if you are close to completing it. There is a nice rendition of the old Bond theme completed with drums etc. (Warehouse Party version???) that plays throughout the loading sequence. In-game sound is adequate and the controls are very responsive making the game easy to play straightaway. Overall, this is a nice little piece of software that you will find yourself coming back to time and time again.

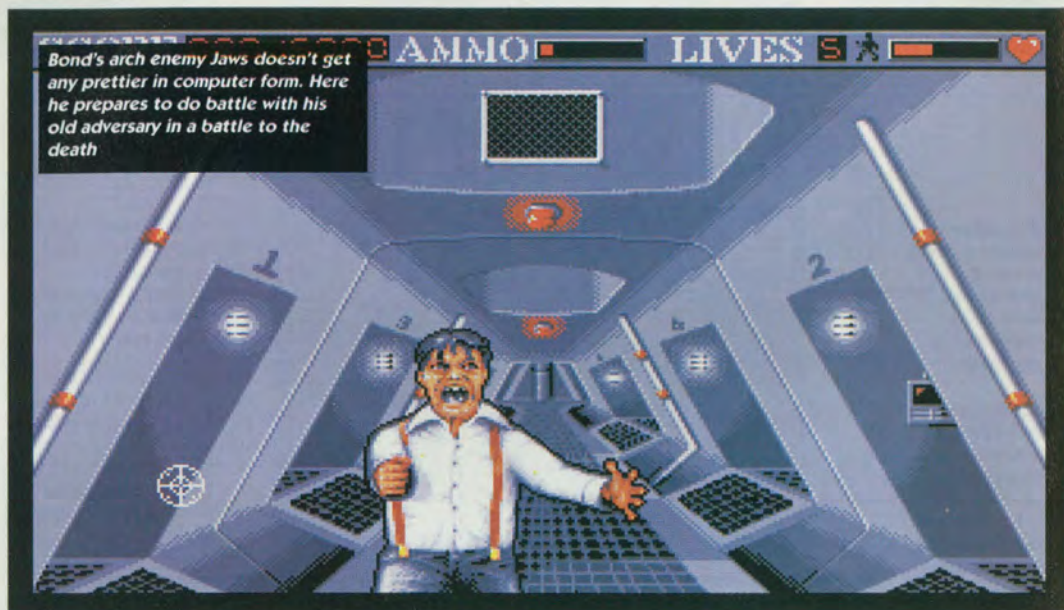
As my all-time hero, Bruce, would say. "Good game, Good game!"

GAMEPLAY:

SOUND:

GRAPHICS:

RATING=84%



Once again, the name's Bond. James Bond. Yep, old smoothie's back on your computer, in a game this time based around the film of the same name from back in 1977. It's all there, flash car, flash speedboats, flash women and lots and lots of baddies all determined to make this 007's last mission.

The game is divided into six scenes, each a separate sub-game in itself that has to be completed before moving on to the next one.

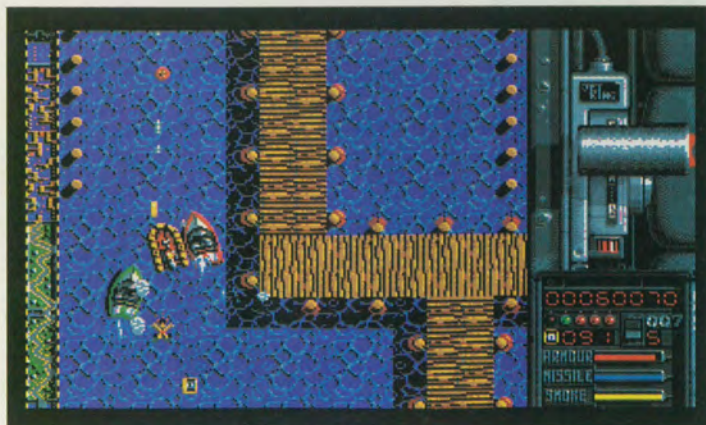
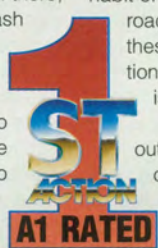
The first of these is really a simple taster to get you used to driving the car and speedboat. First of all you have to steer your gorgeous set of wheels around the winding,

twisting roads as you make for the harbour where your speedboat awaits. Careful driving is called for as the local pedestrians have a bad habit of leaping into the middle of the road in front of you. Mowing these down is bad for the reputation, not to mention the wax polish on your car.

All the time you must look out for small Q-Tokens (so called because they are tokens with Q written on them!). These must be picked up and can then be used to buy more equipment when you join up with the Q-Truck later on in the game. On driving down to the dock you leap straight into the old

rust-bucket and off you go for more of the same, this time of course on the water. Now extra hazards such as piers and innocent swimmers are there to hamper your progress, but fortunately the controls on your boat handle as well as those on the car you've left behind.

As in the film, Bond's arch enemy is the power-mad Karl Stromberg and it is to his underwater fortress, Atlantis, that you have to make your way to. Upon parking the boat outside here you move to scene two. This takes place after Bond's meeting with Stromberg and as he and Soviet agent Anya Amasova make their way back to the hotel, they are attacked by Stromberg's



As Bond hurtles across the water in his speedboat, the evil Stromberg's agents move in for the kill.



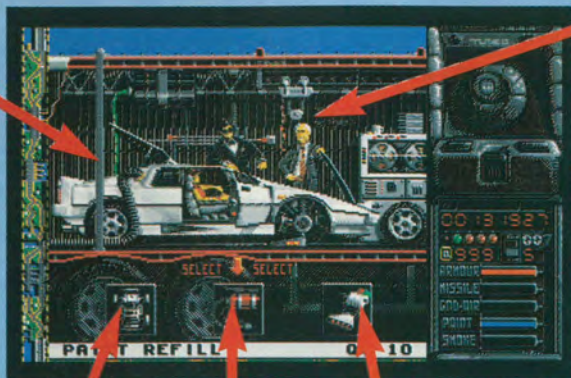
Danger for 007 as he takes careful aim, before releasing a volley of shots in the enemy's direction.

Loved Me

M A R K

Your Lotus awaits repair inside Q's mobile headquarters.

Inside the Q-Truck. You now have to re-arm your Lotus for the next section of your mission. Plenty is available, including the capability to turn your car into a submarine, should that ever come in handy.



Q watches on anxiously as 007 chooses the equipment he wishes to buy with his Q-Tokens.

INSIDE THE Q TRUCK

Using these icons, additional items can be purchased to increase your chances of success in the mission.

secret agents.

You must drive along the road picking up the Q-tokens and avoiding hazards such as oil spills and the enemy, as you try to find the Q-Truck where you can get your car repaired and revamped with new weapons. This requires a little skill and manual dexterity as you try to line up the truck's ramp with your wheels so that you can shoot up into the back of the mobile headquarters. This is easier said than done, but with a little care, can be done (almost) every time.

While this is happening you are still being attacked by the nasties and with each hit you take, your armour is decreased slightly until you die when it finally runs out. When this

happens you are informed via a screen message that this was definitely a "Bad Show James!"

Once inside you can then spend the Q-tokens you have collected along the way on more powerful weapons and reinforcing the armour so that you can take more hits. Then it's out of the Truck and off again.

And so the game goes on, in the four other scenes you have to perform various heroic deeds such as releasing the crews from Stromberg's captured American, British and Russian submarines only to find that the evil maniac has escaped, having reprogrammed the nuclear missiles on the subs and targeted them on New York and Moscow. No prizes for

guessing who's got to sort this little mess out.

Having saved the world, you must then rescue Anya from Atlantis before the US Navy destroy it. You only have one hour in which to force your way past the defences and rescue your glamorous counterpart.

When he finally gets there he then has to contend with the mighty Jaws (you know, the big one with the shiny teeth) until Stromberg panics and runs away. Mr. Jaws, on the other hand, doesn't run anywhere and stays to try to settle his old scores with you. Only when you've managed to stop the meglomaniac's accomplice, can you escape and stop for a well earned rest.

Ian Fleming's James Bond prepares for another exciting mission. Who can he have his sights set on this time?



The road opens up before Bond's Lotus as he battles to get away from Karl Stromberg's army of sadistic killers.

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SPEEDBALL

2

BRUTAL
DELUXE



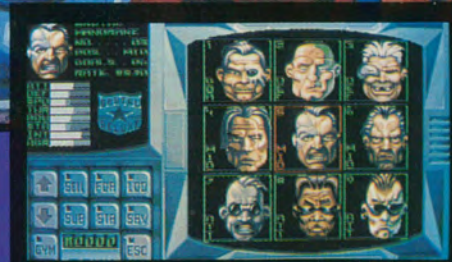
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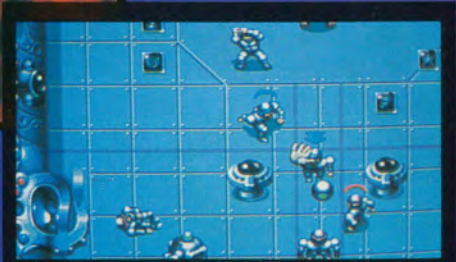
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Dungeons & Disk Drives

Do yourself a favour - talk very quietly. Don't slam the Dungeon door and for goodness sake tiptoe over the Troll Bridge on the way out. The 'Green One' has been put on a diet!

Evil Edna has refused to cook 'Toad in the Hole' ever again because he complained that his toad didn't croak when he prodded it, so it's dry bread and water for him and misery for us. I only hope that there are no complaints in this month's mailbag or he'll demolish the whole Dungeon.

Why is it that the game demos which fill magazine cover disks seem so dull? When I first played the demo of CADAVER from Mirrorsoft it didn't strike me as anything out of the ordinary, yet once we got our hands (and claws) on the real thing we found it was terrific. The Bitmap Brothers have created a graphic adventure which is fun to play and beautiful to look at. While we are careful about how much arcade action we'll permit in our Dungeon Stew, in this case it seems about right. With the Christmas shopping spree just around the corner there would appear to be lots of software worth spending your gold coins on, but closer examination shows them to be a lot of fuss about nothing. Happily CADAVER is an exception to this, it does have tons of things going for it and I guarantee you'll find it well worth buying. It was only because Evil Edna was banging on the wall and threatening to turn us all into frogs if we didn't keep the noise down, that we switched it off and headed for bed last night.

Dungeoneers will be interested to know that the DUNGEON MASTER music which was especially created for the Japanese FM Towns computer is now being bundled with the AMIGA version of CHAOS STRIKES BACK on a CD disk. The disk is called DUNGEON MASTER - THE ALBUM. I am not aware if the disk will also be sold separately, but it probably will. If you are desperate to get your hands on a copy you'd best write to FTL in California and see what they say. Interesting to note that in the AMIGA version of CHAOS STRIKES BACK they have widened the view of the Dungeon to show more of what's around the corner. Seems that our AMIGA cousins need a bit more advance warning of what's coming. Perhaps FTL should have gone all the way and changed the Red Dragons into Pink Fluffy Bunnies for them. WIMPS!

FTL are also now selling a complete Dungeon Master Adventurer's Handbook which gives a complete solution with maps. There is also a definitive list of the monsters and their official names, some of which are news to me. (e.g. the fire-balling monks are called VEXIRKS). Here are some others which you may need to think about before you recognise them:-

ANIMATED ARMOUR, WIZARD'S EYES, SWAMP SLIMES, TROLLINS, MATERIALIZERS, OITUS, BLACK FLAMES, COUATLS.

TROLL LETTERS

Feeling the Pits With Bloodwych? Dismiss your Troubles and Rise Above Them.

I enclose some screen shots of my CHAOS characters which I hope you'll like the look of, and here are a couple of tips for BLOODWYCH players.

In the last tower you will come across a hall which has four pillars down the middle. On either sides of the pillars are 4 doors requiring red keys. There are also pits on either side of the pillars and a door at one end. In order to get into this door with only two keys, follow these instructions. Open the 2 correct doors, that when their buttons are pressed the 2 front pillars disappear. Go to the door at the far end nearest the door which has been cleared and back into it facing outwards. Get one of your green characters to cast a Levitate spell on itself and dismiss him. Follow him until he hovers over the pit. then talk to him. At this point when you recruit him, you will find that your whole team can levitate, where normally this area would be a spell-free zone. You can now simply walk to the door and open it.

Jeb Laught, London

I reckon if I were to compile a book on all of the strange tips which I receive for this game, it would keep the Crew in toilet paper for a year.

Battletech Technique Problem Codes

In BATTLETECH from INFOCOM, I have found and entered the Star League Cache and opened all the doors using the colour coded (red, yellow, blue) keys. The idea now is to turn on the Hyperpulse generator and contact the fleet, but to do this you need a 'white' code. The only place to get the code is in the Map Room, but in here you need a code-word. Whatever this code word is I'm stuck. I have been at this for three months and I'm desperate.

Patrick Moriarty, Dublin

When you have located and opened the door to the Map Room, you enter it and must then activate a combination of planets to get the password (PESHT, BENJAMIN, SKYE, SUMMET, RYERSON, KATHIN, ACHERNAR). Activate the planets by touching them all, then walk over to the control panel on the West wall for your password.

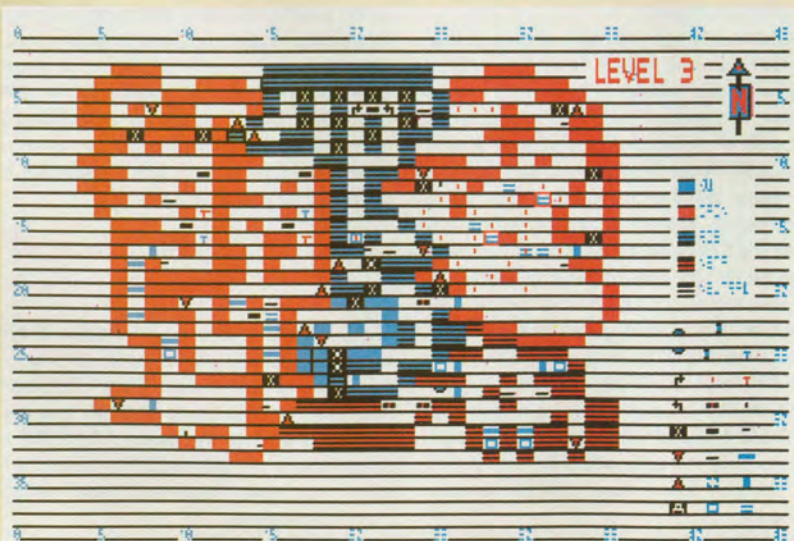
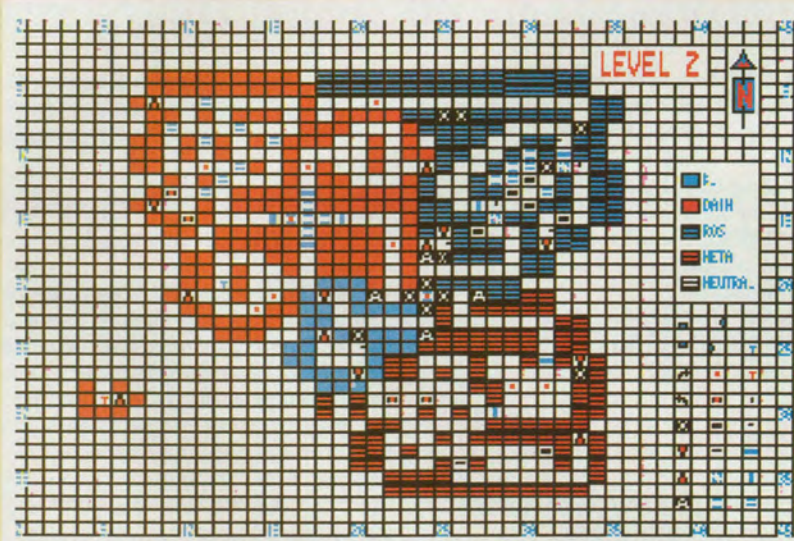
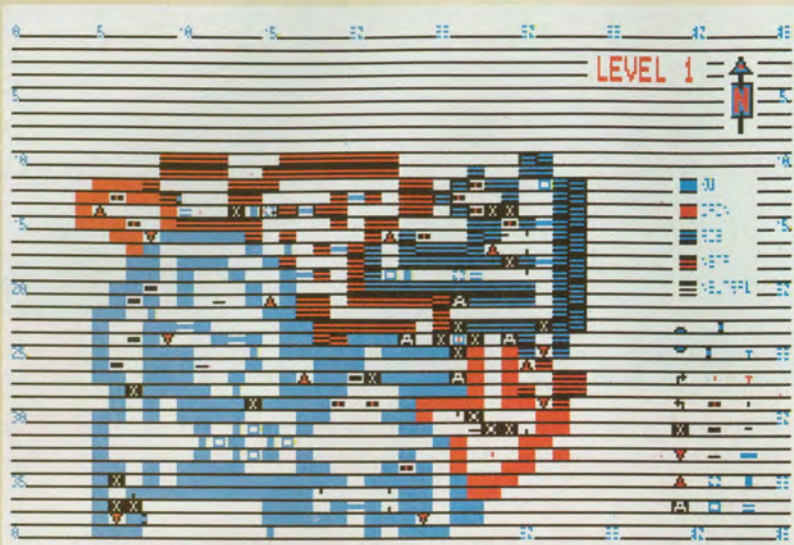
The Shadow Hound's Secret

Many nights I have spent awake playing HOUND OF SHADOW, but now I am stuck.

I have used the magic Gate in Talbot's flat and have met the priest who has told me to find out how to kill the hound. I think this has something to do with the Library, but I cannot work it out. Please help me and your warts will grow forever more.

Nick Marsh

Mitch managed to fish these priceless scrolls out of the Troll's drawers.



If you go back to Marcus's shop and ask to read the Gascoigne Journal. In that you'll find a reference to 'The Plateau Of Leng'. Ask Marcus about LENG and he'll say that it is spoken of in Bridewell's 'Nameless Cults'. Go the Reading Room, and after finding an empty desk - REQUEST BRIDEWELL and READ NAMELESS CULTS. By reading all these old documents you'll find out all you ever wanted to know about big, nasty dogs and how to knock the stuffing out of them.

Slimy Tentacles of Space Quest I

Grovel, grovel. Oh wonderful Pointy Ears, please help with Space Quest. I have escaped from the space ship, landed on the planet and found my way into the underground cavern where I have got the rock. But what do I do now?

Hilary Goodfellow (a dedicated Trollette)

Do you want me to tell you where stick the rock? However before we decide that, you still have to overcome the problem of the slimy green thing. No I don't mean me, I mean the thing in the pit which tries to pull you through the grating in the floor. You can get round this by simply moving to the rear of the pit and sidling along the narrow path between the pit and the wall. After that you'll find a little geezer smoking in the corner. Smack him around the ear and tell him to stop the filthy habit or he'll never grow up big and strong like the Troll. Now look a little closer and you'll see that's it's a 'geyser' and not a geezer and you can stop it smoking by putting the rock in it. This clever trick will open the locked door behind you.

Codename Iceman's Naval Slang Book

I don't understand the Captains' commands in Sierra's CODENAME ICEMAN. 'Hold her Steady', 'Full Right Rudder', 'Set Course 180 degrees', 'All Ahead Slow'. It's all Greek to me. Also, in Police Quest II where's the gas mask? Wherever I go there's Methane Gas. Time to call in the reinforcements. Troll! Yoo hoo, Troll. Help!

Kevin Neville, Canada

Oh, you've come to the right place for nautical terms, me ole shipmate. Many is the night I've spent dozing in me hammock, sipping at a jug of stale rum and nibbling at the weavils that drop from the old ship's biscuits, while a tropical moon dips beneath the yardarm and sinks slowly into a painted sea. Did I ever tell you about my tattoo which I have hidden under my boxer shorts? 'Hold her Steady' means stop the boat drifting off the course you are now heading. 'Full Right Rudder' means turn the wheel hard right to turn clockwise as quickly as possible. 'Set Course 180 Degrees' means turn the wheel until the heading indicator shows 180 - then keep the indicator showing that, by moving the wheel to correct the course if the ship tries to turn some more.

'All Ahead Slow' means move the speed lever forward until the first of the four speed

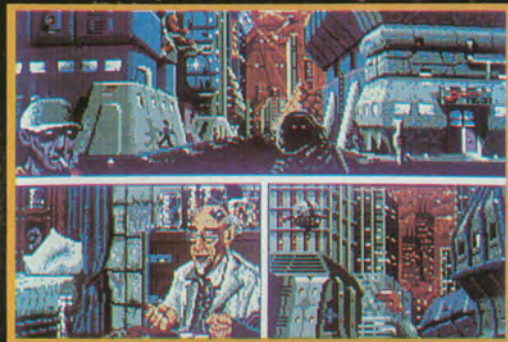
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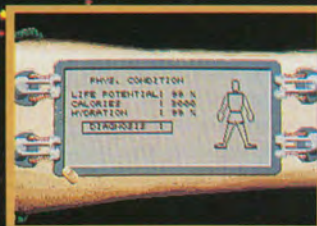


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indicator lights illuminate.

In *Police Quest II*, the gas mask is in a locker. Wherever you go in the sewer you will meet at least one patch of gas, but you'll survive that if you keep moving quickly through it. Climb down ladder - (save your game) - South - cross bridge - North - East - East - South - cross bridge - North - East - East - South - South - West.

Safe Combination Cracked

This is agent X0003 of S.T.A (Superior Technology Agency) reporting. I would have used S.A.E. (Secret Air Pigeon) as requested but unfortunately it has defected to the enemy A.M.I.G.A. (All-Most-Intelligent-Gamer-Association). I think it wanted to be near humans with the same intelligence as itself - i.e. pecker brains!

Here is the solution to the safe-cracking problem in OPERATION STEALTH. Use the box on the safe door, and switch it on.

Whilst looking at the L.E.D. display on the code-breaker, increase the far left number of the combination display by pressing the up-arrow. Whenever any of the first four LED lamps on the code-cracker box, (counting from the left) lights up, this indicates that the number showing in the combination display is the code number to be set in the corresponding number window. For example, if while changing the number in the safe code display, lamp 2 illuminates when the number shows 4, then this means that 4 is the code number to be set in the second combination display.

Click through all 10 numbers and note which numbers caused the LEDs to illuminate. Set the number displays to the numbers found, remove the box and click the round button to open the safe.

Now I've helped you, please tell me where in Leisure Suit Larry should I tell the Ajax Wine Co. to deliver the wine to?

C. Wood Rochdale

It's simple when you think about it. Which makes me wonder why I couldn't do it. Your help was useful but unfortunately I still got stuck two seconds later trying to control that rotten water-bike in the high speed arcade section. It's bad enough reloading a saved game every two seconds when you have an external drive, God knows what it is like disk-swapping. While we are talking about this game I note that the French plonkers who wrote it still put interminable opening sequences which can't be skipped. Is it only me who bounces off the walls when I'm forced to sit through a 5 minute introduction every time?

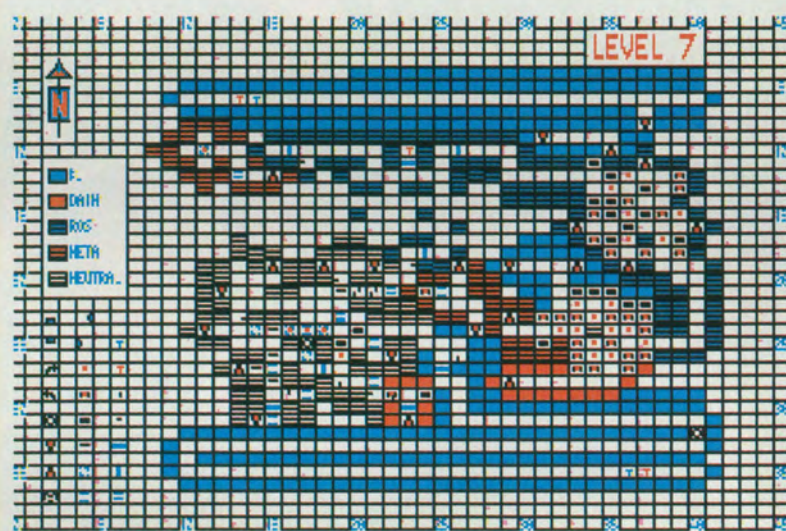
As for the Larry question, simply say HONEYMOON SUITE.

Shooting a Line with Larry III

In my quest to become the Ultimate Adventurer, I need your help to cross the ravine in LEISURE SUIT LARRY III. I have tried to push the tree over the gap, but it just says you can't. I smoke the leaves and I get killed.

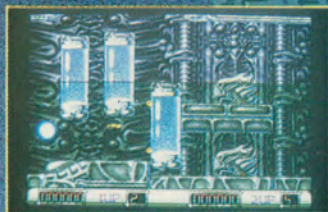
Passionate Patti, Essex

We're sorry we can't present you with all the maps, but the Troll wiped his nose on them!



Z-OUT

Victory celebrations for the success of the mission X-OUT which annihilated the satellite of the planet Alpha Centauri ended abruptly as the long-range scanners showed intense activity on the planet itself - an **ATTACK** from the planet is **IMMINENT**.



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Z-OUT - the mission to destroy the planet Alpha Centauri, the H.Q. of the federation now seeks a brave man to pilot the space craft. What lies ahead is unknown except that the defences of the H.Q. are strong and multi-level.

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MEGA BLASTER OF THE YEAR

Do you normally push trees over and smoke leaves? Who do you think you are - Smokey the Bear? Looks like you sent for me just in time, in another five minutes you would have been shredding the leaves and sticking them up your nose. If you were to calm down and examine the leaves you would see that they are marijuana - which is also known as GRASS.

Try reading your game magazine and you'll see that there is a section on weaving grass into ropes. First I suggest that you climb the palm tree and pick the coconuts, then climb down again. Stand close to the edge and THROW the rope at the rock on the opposite side. Finally tie the rope to the tree. Before you can safely cross the Ravine you'll have to make a safety harness. To do this you have to TEAR DRESS.

Vampire problems in Personal Nightmare

Help me before PERSONAL NIGHTMARE becomes a pile of broken disks because of sheer frustration.

I know that the loose stake in the fence at the Manor House is to kill the Vampire in the crypt, but how do I get it? Also, I have the keys to the Registrars Office, but how do I open the safe?

Richard Gaylord, London

Oh, so you know the stake kills the Vampire do you? Well if you're so smart, how come you keep getting killed, smarty pants? When the gardener leaves, you must use the stake to kill the big dog which comes leaping down the drive.

To dispose of the mobile Blood Unit in the crypt you need the small mirror from the Pub Landlord's bedroom. Approach the vampire's coffin and when he appears walk backwards towards the entrance door - don't trip up or you'll be turned into a strawberry milkshake.

When you reach the doorway the fanged fiend will lurk in the shadows. Now is your chance to use the mirror to reflect the sun into the gloom and give him a case of sunburn he'll never forget.

As for the combination safe in the Registrar's Office I suggest you get a bit of culture into your life and examine the painting on the wall. Being a simple human, the regis-

trar has chosen a combination which is written there.

Gold Rush

Yeeha! Weeell, lookee here Troll, I figure I'm stuck with a brill game from Sierra called GOLD RUSH and I'd like to ask ya a few questions about it. I'm at Sutter's Fort, but I can't seem to get a mule anywhere; how do you find one? What is the small, but valuable object you need California? How can you get to California without losing all your valuable objects e.g. pick, shovel, lantern? Well, thanks fur anserin me questions, but it's time fer me ta git back to adventurin. See ya later!

Gordon Crichton, N. Ireland

I think you should see a doctor - a horse doctor probably. Only a mule-headed human would go rushing off on a wild goose chase and miss a piece of real gold lying between the floorboards of the park bandstand. Now, while you might get points for buying provisions before setting out, there is no way you are going to get them safely to Sutter's Fort so don't go worrying your head about that problem. Of course you should now arrive with at least one gold piece and this will be enough to buy yourself some gold mining tools. That way you should have no trouble mining some more gold. With your pockets filled with gold you can now return to the Fort and buy yourself a mule.

A word of warning; don't stand around the mule pen for too long, you sound like the kind of human who might get mistaken for one!

Shadowgate

I know you have already given help for this part of Shadowgate, but I could make neither Orc's Head or Dragon's Tail of your comments. How do you use the blue orb to get past the Fire Room behind the room with the mirrors in it? Is it something to do with the hole in the ground? What is the hole with the broken ladder for? Is it possible to move the landslide that blocks the stairs by the waterfall?

May your face grow worse than your mothers.

W. Petty, Surrey

Arrrrgh! For the final time... I'm going to write

this very slowly, as it's obvious that you lot of morons can't read fast!

Get the Sphere from the Pedestal Room. Go to Hall 2. Open the loose stone on the bottom left of wall and enter the secret passage. Take the arrow and operate the left torch. Go west then north over the left bridge. Light the magic torch and operate it on the wraith. Operate the cloak on yourself. Go to the lake and operate the sphere on the lake. Get the skeleton key then operate a torch on the lake to regain the sphere. Go to the mirror room, operate the hammer on the middle mirror and unlock the door with the skeleton key. Go north to the bridge and drop the sphere onto the fire.

You cannot move the landslide and you can also forget about climbing down holes with broken ladders!

Bridge The Gap In Chaos Strikes Back

I've nearly wet myself in the Chaos Cistern. Laugh, I nearly bought a Worm round. Confronted by a water elemental, I backed away to prepare a spell or two and of course my trusty Vorpal blades, when I felt a sharp pain in my chin as it hit the floor with the velocity of a Death Knight falling down a pit. The big drip had trickled down a grate in the floor. I had never heard of that use for these seemingly useless grates.

Now for the difficult bit. I am stuck at the Bridge - just after you have to prove you are a wizard. My Utilities Disk has been damaged so I cannot use it. Please help, as my champions have been wandering the corridors since January. Live long and boogie, O Warty One. P.S. If you don't answer I'll come down and play my harmonica under your bridge until you beg for mercy.

D. Redhead, Lancs

I hope what I am about to say is correct as it's been a long time since I was there myself. No doubt some kindly human will correct me if I'm wrong, (just try it!). There should be a wall switch at the far side of the bridge which, when pressed, opens a wall to your right. Ignore that, it's there to distract you. Instead run backwards as quickly as possible and you will bump into a transporter beam which only appears for a few seconds. This will whisk you to where you need to go.

To SPIDERMAN in Toronto, my advice is that you search the rubble above ground for a blowtorch.

Send your Queries, or words of wisdom with a S.A.E to:-

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CALLING ALL MAP MAKERS!

You are probably wondering where all the lovely screenshots have gone to. Well, Mitch, his Wartyness and the gang have decided that it's all very well having pretty pictures on your wall, but apart from looking twee they aren't really any use. What's called for are maps, and lots of them, too.

Yep, the Troll and his buddies invite all you would-be cartographers to send in your finest scribblings. He'll then eat any he doesn't like and wallpaper the rest to the sides of the dungeon. Naturally, any we deem worthy, will win their owners a prize.

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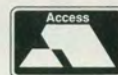
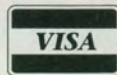
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THE 1990 ATARI ST PRODUCT GUIDE

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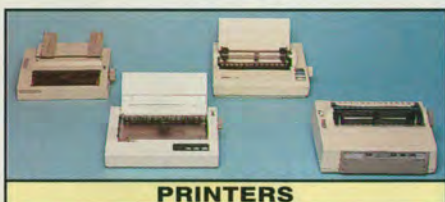
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POWER TO THE PUNTERS!

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 to 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 gaming 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.



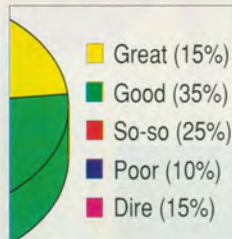
Images from one of this month's Punter-Panel evenings. All the panelists found the evenings highly enjoyable and particularly liked seeing the latest games in action.



THE SCORE PANEL EXPLAINED

The Punter-Power™ Pie Chart itself. The pie is divided in to 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.

PUNTER-POWER™



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.



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 10 (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.

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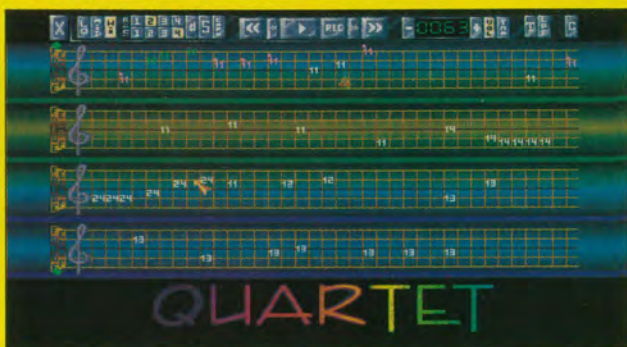


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"Is it real or is it Master Sound?"

– Amiga Computing, May 1990

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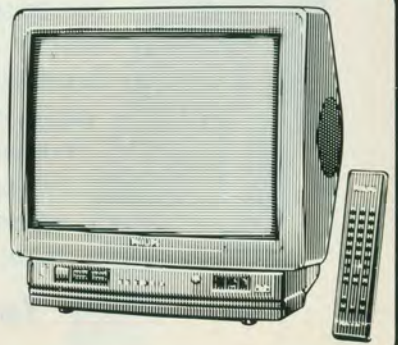
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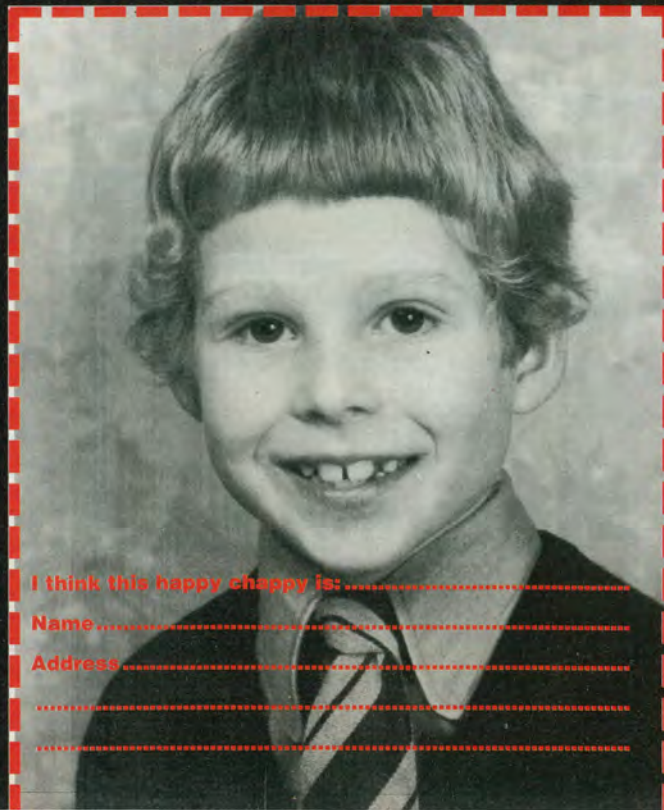
Magazine mogul, Hugh Gollner, has been experiencing some difficulties with his new contact lenses. Mr. Gollner admits that he's not entirely happy with his soft set. "Every now and then I accidentally let one drop," commented the curly-haired publisher. A search of the office floor is well underway. Naturally, Mr. Gollner is leading the field.



News has just arrived from Japan concerning an incredible new form of disk drive. Apparently, the Multidrive is a fully expandable floppy system that can accept up to twenty 3.5" floppies - simultaneously. What's more the designers, Whizbang Electronics, claim that the unit can double up as a thick'n'thin toaster!

YOU MUST HAVE BEEN A BEAUTIFUL BABY...

Contrary to popular belief, we at ST Action don't mind sending ourselves up. So just to prove it we're offering you the chance to win a copy of this little person's favourite game of the moment. Yep, if you can name this rather handsome young chap you're in with a chance of winning a copy of Mindscape's latest classic, Captive. To aid you in your decision we'll tell you that Captive is a Dungeon Master-style game and that this fellow spends long hours playing it. Send your entries to: Backpassage Baby, ST Action, Europa House, Adlington Park, Macclesfield, Cheshire, SK10 4NP



I think this happy chappy is:

Name

Address

.....

.....

NEXT MONTH...

Needless to say, next month's ST Action will be packed full to overflowing with even more first-rate reviews. We've got a bumper Christmas bundle lined up for with even more goodies just oozing from within the covers.

Gremlins 2 - Elite

You were told the rules - Don't expose them to bright lights, don't get them wet and, on no account, don't feed them after midnight! Become the fearless Billy as you attempt to destroy a tower-block packed full with deadly Gremlins.



James Pond, Underwater Agent - Millennium

When danger threatens the icy deep, when hope seems lost and the end looks nigh, there's only one fish with the guts to save the day. It's time to call James Pond, underwater agent. He's fearless, he's clever, he's ozone-friendly!



Captive - Mindscape

Sentenced for a crime you didn't commit, you are due to spend the next 200 years in cryogenic suspension. Sitting in the corner of your cell is a mini computer with which you may be able to gain your freedom. Captive is a space age Dungeon Master-style game that will have you on the edge of your seat.



Team Yankee - Empire

So real, you can smell the smoke. Become a crack tank commander as you lead your four platoons into a detailed and strategic battle. Only skilled commanders will be able to win the battle.

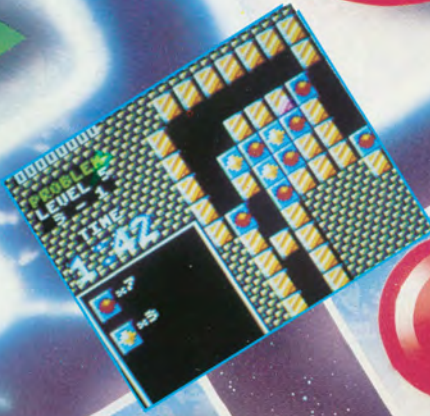
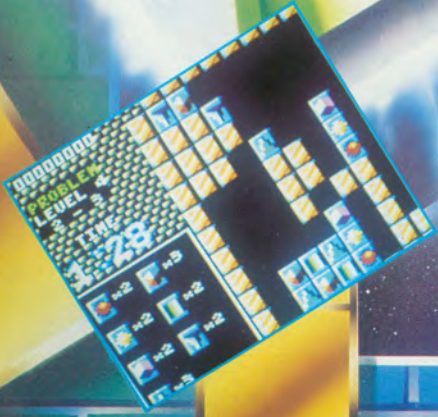
**SPECIAL FESTIVE ISSUE OUT
SOMETIME AROUND CHRISTMAS!**

PUZZNIC

The latest and greatest puzzle game to hit the Western World has now come to your computer! The best-selling coin-op game by Taito employs 144 levels of fiendish perplexity as you position the

blocks and make them disappear.
Sounds easy?

The gameplay is staggeringly simple - the ingenuity lies in the formation of the screens! Get puzzled by PUZZNIC and be prepared for many long nights of frustration and excitement!



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MR BIG

NO-ONE HAD THE GUTS UNTIL NOW

NARC The arcade action thriller with the **BIG** finish.

Infiltrate the criminal underworld - your mission is to seek out and destroy the king pin of the MR BIG CORPORATION -

IF YOU GET THAT FAR.

You'll have to outwit his enormous army of body guards... gangs of charisma-bypass patients in trench coats, the bullet brain with the build of a rhinoceros and the breath of a dung beetle, packs of vicious canine yuppies, the psychotic clown with an evil sense of humour -

YOU'LL DIE, BUT NOT LAUGHING!

Then there's the gas guzzling cadillac jock - a cool specimen, elbow hanging on the door rail, a serious looking piece in his hand and ready to blow you away as he rolls down main street leaving you coughing lead.

It's not all bad!... You've got a chopper to back you up, a mean, shiny street machine, some heavy metal hardware and some pretty neat moves. And what about the king pin...

did I say he was Mr. Big?...

No, he's
MR. BIG!

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