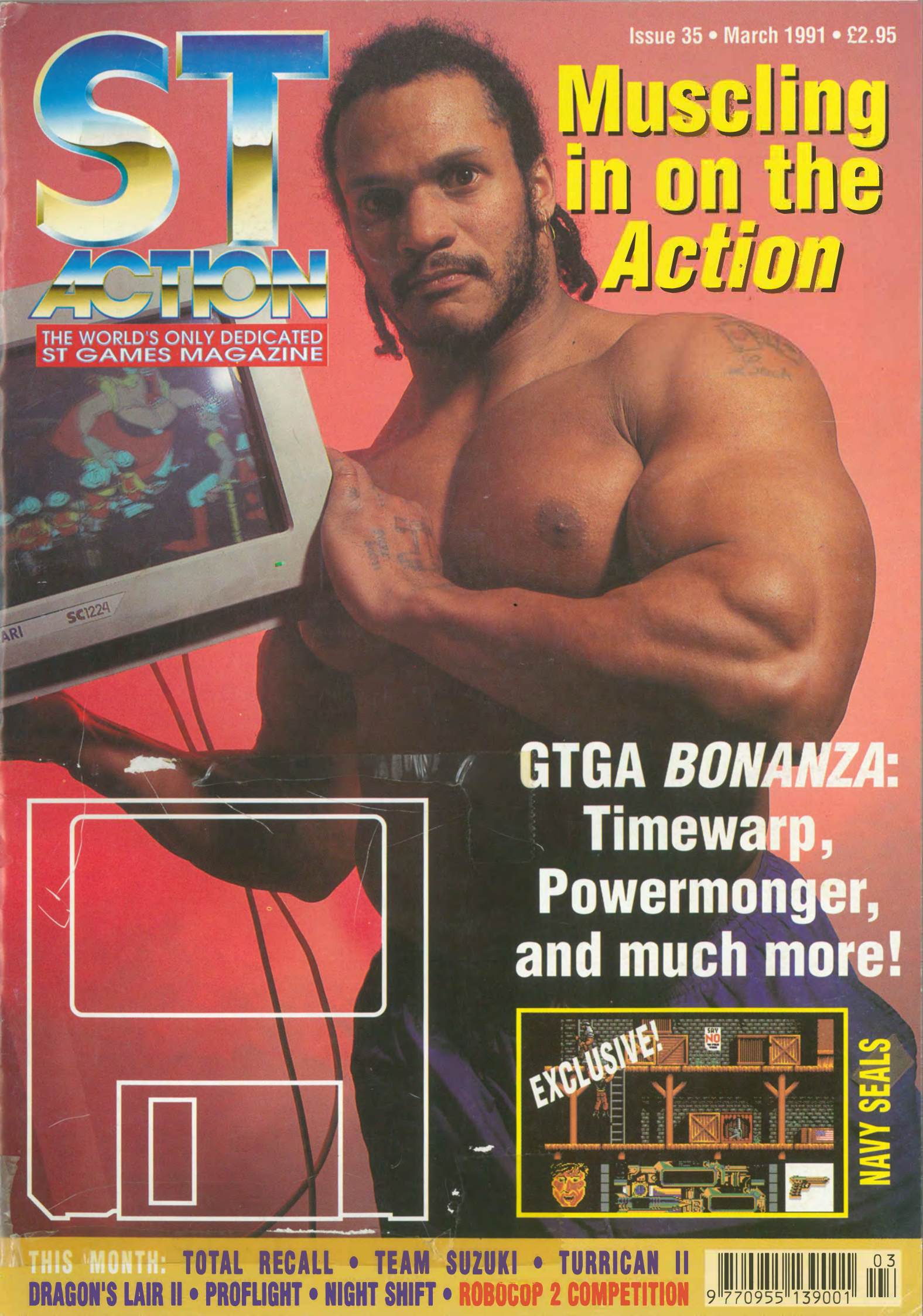


# ST ACTION

THE WORLD'S ONLY DEDICATED  
ST GAMES MAGAZINE

## Muscling in on the *Action*



**GTGA BONANZA:**  
Timewarp,  
Powermonger,  
and much more!



**NAVY SEALS**

**THIS MONTH: TOTAL RECALL • TEAM SUZUKI • TURRICAN II  
DRAGON'S LAIR II • PROFLIGHT • NIGHT SHIFT • ROBOCOP 2 COMPETITION**



# SPARKS O

WARC



Your mission is to seek out and destroy the king pin of the MR BIG CORPORATION. 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!



ROBOCOP 2

Seven levels of muscle-straining, reflex-testing, sideways scrolling fury! Destroy the lethal drug Nuke, face a stream of deadly Nuke gangs, and then - if you survive - face the terror that is Robocop 2!

MORE THAN A GAME ROBOCOP 2 IS THE PRIME DIRECTIVE.

ROBOCOP TM & © 1990 ORION PICTURES CORP. ALL RIGHTS RESERVED

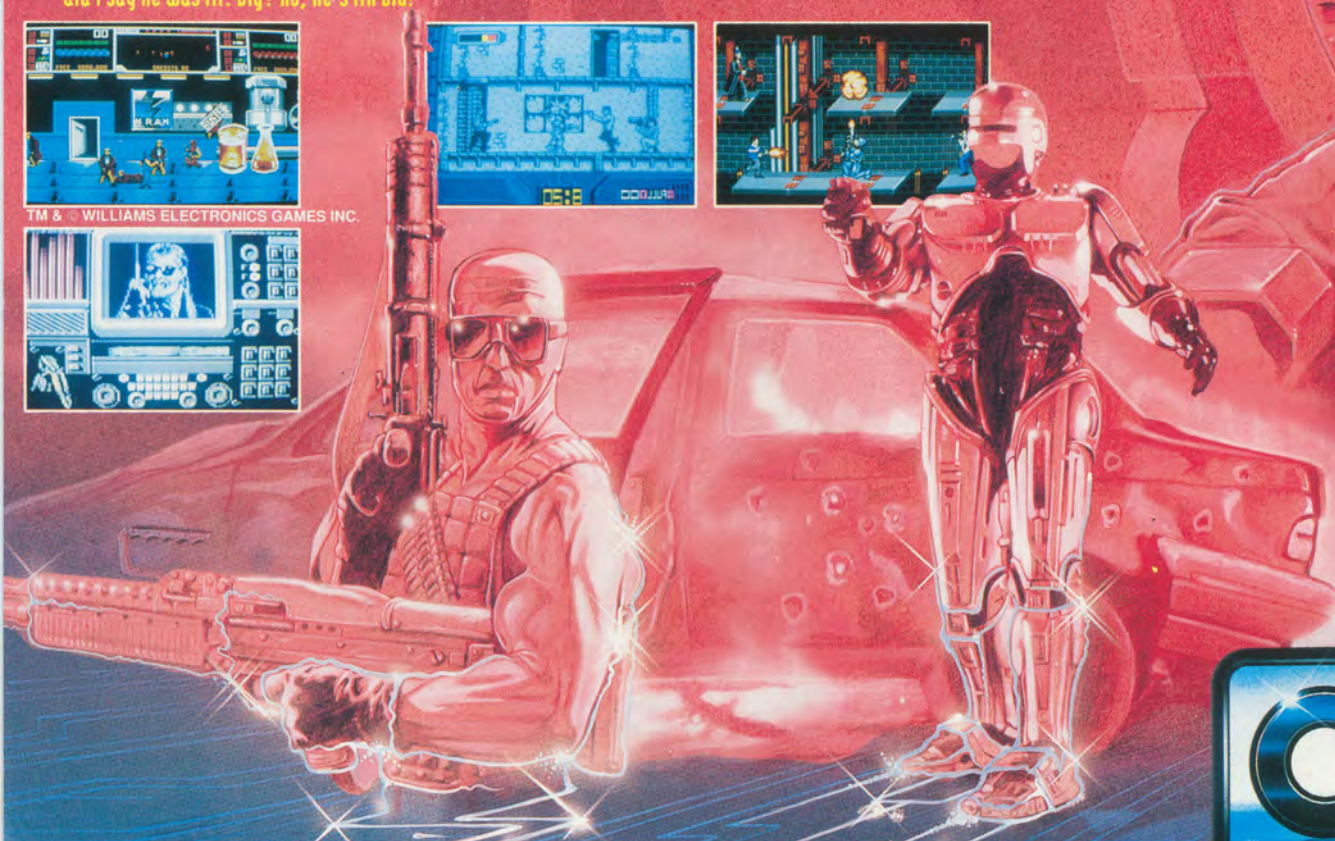
TOTAL



© 1990 CAROLCO PICTURES INC.



TM & © WILLIAMS ELECTRONICS GAMES INC.



# OF GENIUS

## RECALL

As Doug Quaid you Travel to Mars to discover your true identity - your mission is now a journey of non-stop action, strange mutants, futuristic vehicles and a startling array of weaponry all captured in superbly executed graphics and a game play that compliments the success of the year's top movie. **TOTAL RECALL**... a nightmare journey into the 21st Century.

**CHASE HQ II**



**CHASE HQ II** - Special Criminal Investigation - continuing where **CHASE HQ** left off. Your mission is to track down, chase and apprehend dangerous criminals. It's **FASTER** - explosive power sends you bulleting through various terrains - hold the line or plough the fields! It's **TOUGHER** - the criminals wield some heavy hardware - but so do you! You can shoot but you must dodge their flak... heavy gunfire, trucks unloading their cargo onto your bonnet... it's the meanest pursuit game to hit the micro screen. The extra features will leave you gasping for extended play- weather changes, bodyguard squads, grenade lobbing bikers, gun-choppers... just play it!... we dare



© 1989 TAITO CORP.



© MITCHELL CORP.



No time for ballooin' around!... no time to shoot the breeze!... in fact you've hardly set your feet down in the mighty U.S.S.A. and it's all action. You sight up your latest and most formidable balloon poppin' piece... but now that bounce bomb has just multiplied!!! Tour the world in the most addictive arcade game of the year from Mitchell Corp. A quick eye and super fast reflexes will give you just a half-chance of a win... the other half will come if the bounce goes your way!



**OCEAN SOFTWARE LIMITED**  
 Ocean House, 6 Central Street, Manchester M2 5NS  
 Telephone: 061-832 6633 (10 LINES) Fax: 061-834 0650

COMING SOON...

# BACK TO THE FUTURE III PART III



© 1991 Mirrorsoft Ltd © 1990 UCS & Amblin.

IMAGE WORKS, Irwin House, 118 Southwark Street, London SE1 0SW Tel: 071-928 1454 Fax: 071-583 3494

# 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.

## FEATURES

|                         |    |
|-------------------------|----|
| Budget Basement .....   | 28 |
| Joystick Update .....   | 88 |
| Sexism In Software..... | 29 |

## REVIEWS

|                             |    |
|-----------------------------|----|
| ADS .....                   | 44 |
| Colonel's Bequest.....      | 82 |
| Crime Wave .....            | 72 |
| Gazza 2.....                | 38 |
| Jupiter's Masterdrive ..... | 70 |
| Metal Masters.....          | 48 |
| Navy Seals.....             | 74 |
| Night Shift.....            | 36 |
| Omicron Conspiracy.....     | 66 |
| Prince Of Persia .....      | 40 |
| Proflight .....             | 42 |
| Puzznic.....                | 34 |
| STUN Runner .....           | 76 |
| Team Suzuki.....            | 32 |
| Timewarp .....              | 68 |
| Total Recall .....          | 46 |
| Turrican II.....            | 86 |

## JUSTIN

|   |    |
|---|----|
| Mighty Bombjack, NARCO Police, Deathtrap..... | 92 |
|---|----|

# Contents

MARCH 1991

## SPECIALS

### THE GTGA THAT BEATS ALL OTHERS 52

ST Action has always prided itself on exclusive hints and tips that have helped thousands of you throughout the years. This month, we have decided to dedicate more pages than ever before to our Giving The Game Away section. No longer will you be unable to continue further with your latest games, for ST Action's team of experts, along with the help of our readers, have compiled the greatest GTGA ever!

### HAVING A BEAST OF A TIME 50

Absolutely hundreds of you entered the Beast competition that we ran in conjunction with Psygnosis. Unfortunately, we haven't got the space to show you them all but we have printed a random selection of the entries. We're sure you'll marvel at the fantastic illustrations that you sent us.



### SPECIAL COVERDISK OFFERS 24

When you have played this month's coverdisk demos, we are sure you'll want copies of the full games as soon as they are released. ST Action has fought to present you with the opportunity of purchasing the games at bargain price.

### SAUCY SOFTWARE – IS IT NECESSARY? 29

Sexism is a highly controversial issue where software advertising is concerned. Take a trip with Alan Bunker who looks at sexism throughout the years and asks the question: "Are we at crisis point?"

## REGULARS

### ACTION NEWS 06

We are here with even more news to keep you updated on what's what in the world of the Atari. We give you all the information you could possibly want to know on software that companies are developing and are soon to release.



### DISK SPECIAL 15

Three awesome demos for you to sit back and enjoy. This month, we have Turrican II from Rainbow Arts, Warlock – The Avenger from Millennium, and last but by no means least, Dominion from Pandora.

### DUNGEONS AND DISK DRIVES 77

ST Action provide for everybody and that includes you hardened adventure fans.

### JUSTIN CHECKEDOUT 92

Ol' Justin has been a little quiet this month. However, he does take a look at a small number of games. We always find something to keep him quiet!

### BACK PASSAGE 96

Always ones for a bit of a larf and a dig in the ribs, ST Action's staff maintain their reputation and take their lives into their own hands.



# YOUR TYRES YEA

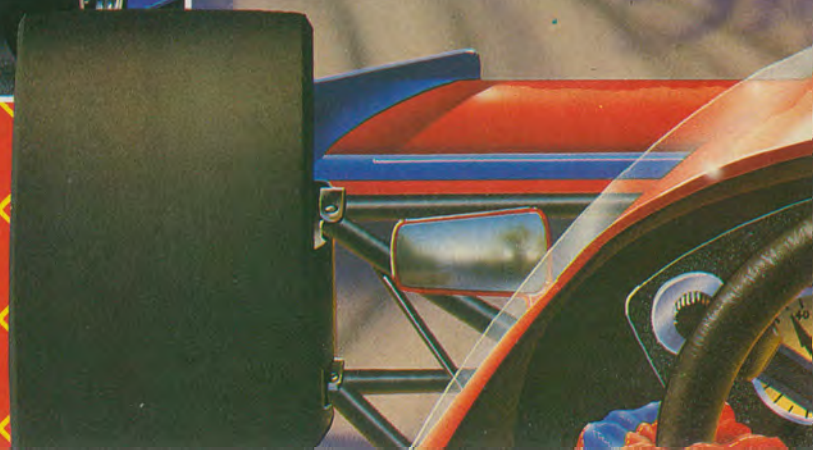
THE WORLD'S MOST  
CAN YOU  
... TO BE



<sup>TM</sup>  
R  
S  
C  
O  
M  
A  
G  
E  
S  
S  
U  
P  
E  
R  
M  
O  
T  
O  
R  
S  
P  
O  
R  
T  
S



U.S. GOLD LTD., UNITS 2/3 HOLFORD WAY, HOLFORD,  
BIRMINGHAM, B6 7AX. TEL: 021 625 3366



# RN FOR TURBO BURN!

*EXCITING GRAND PRIX! ...  
BEAT THE REST ...  
THE BEST ?*



Available On:  
CBM 64/128 and  
Amstrad cassette and disk.  
Spectrum cassette,  
Amiga and Atari ST.

© 1990,1991  
SEGA®. All rights  
reserved. Sega® is  
a trademark of  
Sega Enterprises Ltd.

# SEGA®

## MEET THE ACTION MEN



As well as being an avid Portsmouth F.C. fan our Art Editor, Jon Ross, likes nothing more than to get drunk on cans of double strength Diet Pepsi!



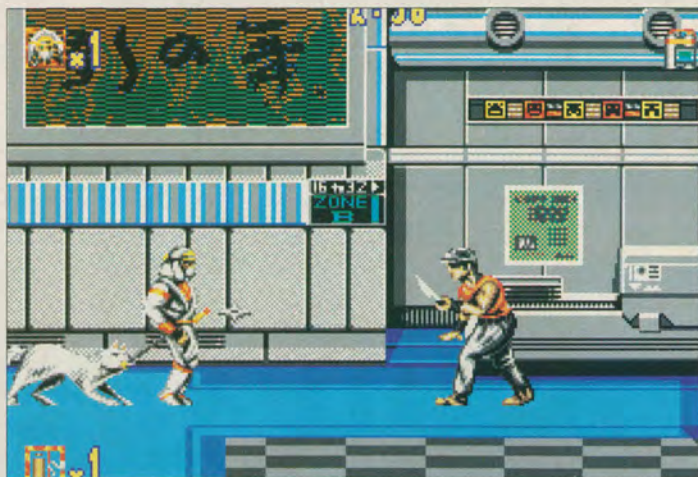
Now that his picture has been in the magazine for months, Alan, our Cover Disk Editor has been inundated with offers and proposals...for plastic surgery.



Jason Dutton is into heavy metal. His favourite band of the moment are 'Walpurgis' but don't let that change your opinion of him, otherwise he might tell his BIG brother.



Paul McNally is the hip and freaky one of the gang. As well as being a funky groover, he likes nothing more than to go to his favourite haunt...The Discoteque Royale in the ravers capital of Manchester.



## SHADOW DANCER - US GOLD

US Gold have recently announced the release of the ST version of the popular Sega coin-op Shadow Dancer. Taking on the role of a young Ninja along with his faithful pet dog, you must battle your way through a violent city where a group of terrorists is committing every possible atrocity known to man.

You must go around collecting all the explosives that you can find in order to annihilate the syndicate that manipulates them. This popular arcade game with the novel feature of the Ninja dog battling alongside his master apparently combines many scenes which depict the fighting art of the Ninja.

Shadow Dancer features four rounds, totalling 15 stages and contains many unique features that have, say US Gold, caught the eye of the game-playing public.

Programmed by Images, who recently completed the excellent Chip's Challenge. It's due for an April release but we've got no details on the price at the moment. We'll let you know more when we can.

## PUNTER-POWER™ HEADS SOUTH

Punter-Power™ sessions held at the Adlington offices have proved so popular that, at the request of Atari UK, we've decided to hold a one-off evening for you folks living south of Watford. Atari have put their Slough headquarters at our disposal for the event, which will take place on an evening during the week commencing March 11. The editorial team will be in attendance and the lads are looking forward to a lively and entertaining evening.

For further details write to Alan McLachlan, c/o ST Action, including your address and, if possible, a daytime or evening telephone number where you can be contacted.

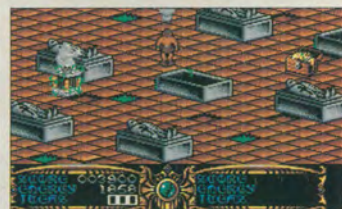


## GAUNTLET 3 - US GOLD

The island of Capra has always been a peaceful place, completely cut off from the rest of the world by the surrounding seas and ruled by the old wizard from his domain in the magical kingdom.

Peace has been maintained for centuries by a law passed a time long ago which says that should war exist between any two kingdoms, the ruler of the island would be forced to unlock the gates of hell allowing the devil to take all of Capra for his own.

After centuries, peace has been shattered by a race of evil creatures from the underworld Vellons, thus enforcing the ancient law. The kingdom has been forced into a demonic state and in desperation the old Wiz is searching Capra for heroes who are brave enough to drive back the evil. Look out for it in March.



## FISTS OF FURY - VIRGIN

Most compilations were released for the Christmas rush but Virgin have just announced their Fists of Fury collection. Featuring four (not too surprisingly) fighting games, none of which is totally ancient, this could be one to look out for if you've just got an ST over the recent festive season.

The games included are Double Dragon II (not much different to Double Dragon I), Shinobi (that's the screenshot), Ninja Warriors and Dynamite Dux (the cutie little feathery fighting game).

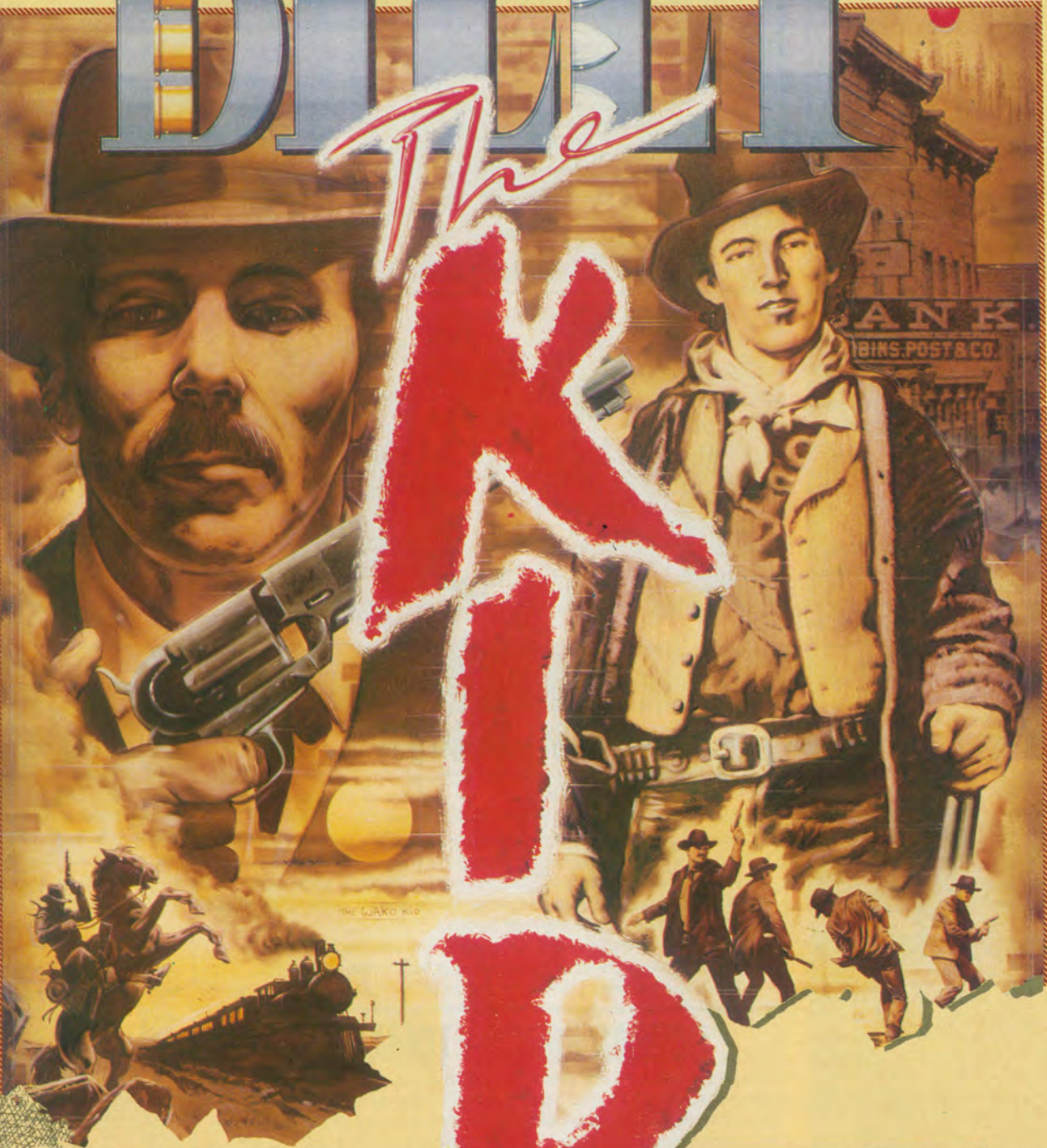
Available either now or very shortly, you'll probably find it at about £30.





# BILLY

# The KID



"BILLY THE KID" IS A 1 OR 2 PLAYER ACTION/STRATEGY GAME SET IN THE WILD WEST WHICH ALLOWS THE PLAYER TO ASSUME THE IDENTITY OF EITHER A GUN TOTTING DESPERADO WITH A HEART OF GOLD, BILLY HIMSELF OR HIS EX-BEST FRIEND, SHARP SHOOTING, LAW ABIDING PILLAR OF THE COMMUNITY, SHERIFF PAT GARRETT.

THEY ARE IN LOVE WITH THE SAME WOMAN AND ULTIMATELY, IN A NAIL BITING CLIMATIC FINALE, ARE GOING TO END UP POINTING GUNS AT EACH OTHER. ONLY ONE CHARACTER CAN WALK AWAY FROM THIS SHOWDOWN - **BUT THAT'S JUST THE WAY OF THE WEST.**



ATARI ST  
CBM AMIGA

## 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



It's not the first time we've taken a look at Special FX but as they've just told us that they're working on a game of the next Bruce Willis film — Hudson Hawke we thought we'd let you know what was happening. Having just completed Robocop 2 the boys have set to work on the game which features a jewel thief.

It will be an arcade, cutey sort of thing and will be distributed by Ocean. It's being programmed by Jonathon Smith with the graphics by Karen Davies and Colin Rushby of Midnight Resistance fame.

## IMAGES

Having all enjoyed Chip's Challenge so much here at the office, we decided to find out what the lads down at Images were working on at the moment. It turns out that they're doing the version of Final Fight, the popular beat 'em up arcade game for US Gold. They're hoping to have it ready for a summertime release and hope to capture the feel of the game's arcade parent. The arcade featured the standard pattern of going around beating people up, so let's hope the ST version will be as good.

## GRAFTGOLD

Now for some latest news on the eagerly awaited Realms. It was originally going to be marketed by Activision, but Virgin Mastertronic have now taken over and were expecting a release around June (or so we were told). The programming is well under way now for what promises to be a roleplaying masterpiece but the game is unlikely to see the light of day before September.

Graftgold are currently working on the algorithms for the game and as reported last month, the graphics have been completely changed from what was planned originally and this game, if all goes well, could be the one that's going to be massive come next Christmas.

## SUPER MONACO GP - US GOLD

US Gold have just announced their conversion of the popular Sega arcade hit, Super Monaco Grand Prix, featuring realistic graphics that show authentic, realistic Formula One race action. You'll find yourself competing on both the preliminary and actual courses around the world, including of course Monaco!

Drivers experience true-to-life car controls incorporating precise steering, amazing cornering capabilities and

realistic representation of speed. Through the world championship circuit you can choose the rival that you wish to compete against in your own personal battle as you bid to improve your time. Just like the real thing you'll get to race at all the tracks, in the right order, finishing in Monaco.

It should be out around March and will probably cost £24.95. Watch out for our review.



## NAM - DOMARK

Battle through the years of struggle and come up with the political manoeuvres needed to keep the war machine rolling. Fight off the desperation and futility of a costly war in Domark's new strategic masterpiece — Nam.

There are two aspects to the game, both of which have to be finely tuned if a victory is to be secured: the political and military aspects of war.

As the President of the USA, you oppose the challenge to the South Vietnamese government and through military power and economic support you can control the level of commitment to Saigon.

As Commander-in-Chief with full control over the marines, airforce and navy, you must prevent South Vietnam falling to the Communist powers.

Nam will be available anytime now but as yet we have no details of price.

## COUGAR FORCE - TOMAHAWK

You take the role of a super agent, member of an organisation fighting against international gangs. An archipelago, rich in mining resources, is ruled by a group of criminals who keep their ascendancy thanks to their high technology. Their soldiers are known to be particularly efficient but the major problem are the remote controlled are managed by the central computer.

You are sent on a mission to destroy the masterminds of the gang, but are caught and trapped on arrival. Having overpowered the guards you must now escape. This is where your adventure begins.



You can choose to either fight bare-handed or with weapons. Also there are several driving simulations within the game (motorbikes, hovercrafts and boats). Cougar Force is going to cost £19.99 and is being distributed in the UK by Active Sales.

## FEUDAL LORDS - IMPRESSIONS

Having recently announced that they are to solely concentrate on strategy games, Impressions have just announced the imminent launch of Feudal Lords, a new historical simulation of war, greed and treachery! Developed by Polish games designer Jacek Bochenski, it is a unique blend of trading and strategic wargaming that has taken three years to produce. The majority of this time has been spent on the gameplay.

Feudal Lords contains very challenging computer opponents and a sophisticated economy. You play the part of one of four lords in a mythical land and must plan a strategy to dominate the land. You must set your taxes and assets in order to provide funds for your army and so on. Large battles are fought using a unique new interactive method which, we are told, will appeal to strategists everywhere.

No price or release details as yet but it shouldn't be too far away but don't hold your breath.



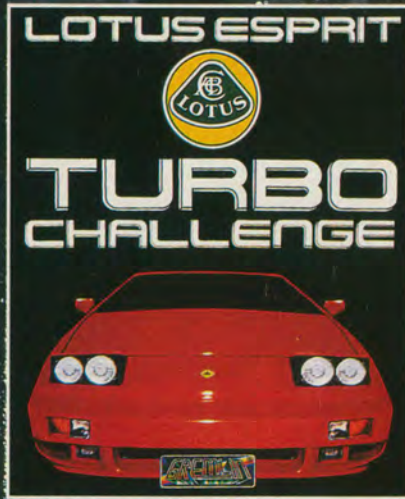
# ONLY GREMLIN CAN DO THIS

LOTUS 94% C & VG, 94% Raze Rave, 90% ST Action Award, 90% Zero Hero, 88% Amiga Action Award.  
 TOYOTA C & VG Hit, Amiga Action Award, ST Action Award, More To Follow.  
 TEAM SUZUKI .... Prepare To Be Amazed ....

APPROVED AND LICENCED PRODUCT OF GROUP LOTUS PLC.



"LOTUS ESPRIT TURBO CHALLENGE demands immediate purchase" C & VG 94%.



ENDORSED BY TOYOTA (GB) LTD.



"TOYOTA really is an excellent game... very playable" ST ACTION.



"3 D speed truly impressive ... superb fast polygon graphics ... Realistic Races" ACE Jim Douglas.



ENDORSED BY SUZUKI GRAND PRIX TEAM.





## LYNX WINNER

If you went down to the Computer Shopper show you may have noticed the Interactive stand there. If you also took out a subscription on the day you'll know that your name went into a draw for an Atari Lynx. ST Action are now pleased to announce the lucky winner was Daniel Kefalas from Grove Park, London. So our congratulations go to him.

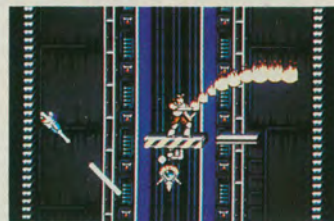
## THE STING-RAY – LOGIC 3

New boys (and girls) in the joystick world, Logic 3 (Spectravideo's new British joystick company), are set to launch their first product any time now. Called the Sting-Ray it is being hailed by Spectravideo as the ultimate in hand-held joysticks.

As you can see from the picture, it looks like some sort of space gun but we are informed that sleek looks are not all that the Sting-Ray has going for it. Specially ergonomically designed so that it fits comfortably in either right or left hand, it contains durable microswitches making the unit very responsive.

As with all of Logic 3's future products, the Sting-Ray is made totally in the UK and the company are aiming to incorporate the highest possible quality into their products, as well as innovative design. Spectravideo boss, Ashvin Patel said: "We see Logic 3 as the BMW of the joystick world and the Sting-Ray as the ultimate zapping machine."

The Sting-Ray standard will retail at £14.95 while the autofire version costs £15.95.

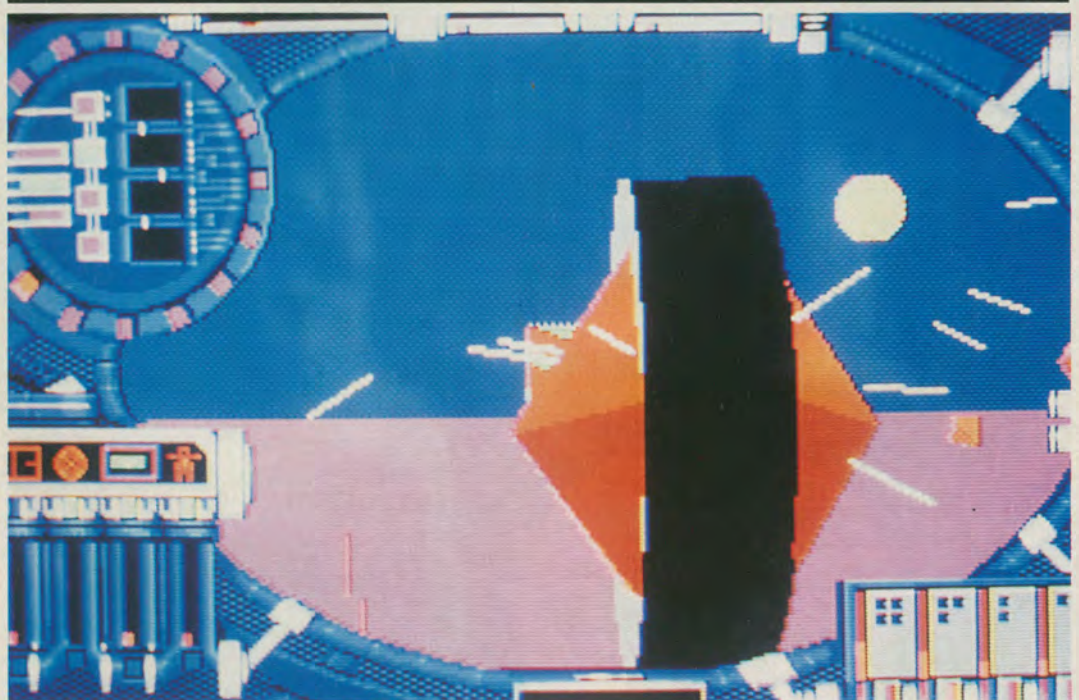


## SWITCHBLADE 2 – GREMLIN

Over two centuries ago, Hiro, the last remaining Blade Knight, defeated Havoc in his quest to save his land and his people from the evil tyrant. Unfortunately, Mr. Havoc has now risen again and the only person who can now stand between him and victory is the single, far-distant relation of Hiro.

As the sequel to the impressive Switchblade (but then you'd probably worked that out by now anyway), the new game has been programmed by George Allen of Venus: The Fly Trap fame, with graphics from Paul Gregory who also worked on Venus and Team Suzuki. We went to Gremlin to see how it was going and are happy to say that it looks a bit good.

Available in early April it's going to set you back £24.99.



## CYBERCON III – US GOLD

The Cybercon III was designed as a peace-keeping ultra computer with complete control over the Earth's lethal armoury of weapons. Stored inside a protective cocoon in a top-secret defence complex, Cybercon III's cybernetic brain mutated into madness and it was transformed from Great Defender to Great Destroyer as it unleashed upon mankind the awesome destructive power it had available to it.

Years later, survivors from that horrific period eked out a harsh existence far out of the reach of Cybercon III

and its sensors and cybertanks. During all that time they had grown bitter and planned to destroy their aggressor. Their only hope lies with the discovery of the computer's defence system deep inside a mountain. Sending in a volunteer equipped with a suit of power-armour is man's only hope of destroying Cybercon III

Well that's the basic plot behind US Gold's new game. Cybercon III has been designed by Ricardo Pinto, who was one of the original designers of Carrier Command. No further details are available just yet.

## COHORT – IMPRESSIONS

Impressions had a bit of a hit with Rorke's Drift, in fact it is their most successful product to date. Apparently they've received lots of ideas from the public on how to improve it and have just announced its successor. In Cohort – Fighting For Rome, there will be a much enhanced version of the popular table-top style war-game.

Cohort will recreate a series of mythical battles from the later days of the Roman Empire, when the rival generals were battling it out with each other in a bold bid to become Emperor. It features four different scenarios, within which the player can fight using an army of his own composition, including various types of cavalry and infantry, plus others such as archers.

Available in March at a price of £24.99 it will probably be awaited eagerly by wargamers.

# IT'S HARD TO BE A HERO WHEN YOU'RE ONLY 4'6"

Among other things, you'll need to:

- Sedate some piranha poodles.
- Burglarize the governor's mansion.
- Figure out whether the fat voodoo priestess will possess your rubber chicken, smelly fish, or your pack of breath mints!!

## THE SECRET OF MONKEY ISLAND™

Lucasfilm™ Games' swashbuckling new graphic adventure lets you trade insults with some of the saltiest seamen to ever sail the seven seas.

You've just arrived on Melee Island, seeking fame and fortune. Explaining to everyone who'll listen that you want to be a pirate. Your new pals invite you into their club. Just as soon as you've completed three tiny trials.

If the brigands don't grab you, the graphics will!!

- Point 'n' click interface.
- Sound effects, backed by a captivating calypso and reggae music track.
- 256 colour graphics (VGA).

**LUCASFILM™**  
**GAMES**

A DIVISION OF LUCAS ARTS ENTERTAINMENT COMPANY

**U.S. GOLD®**

Available on: Atari ST, Amiga and IBM (EGA, CGA, VGA MCGA), Ad Lib, Roland, MT.

The Secret of Monkey Island™. © 1990 Lucas Arts Entertainment Company. All rights reserved. U.S. Gold Ltd, Units 2/3 Holford Way, Holford, Birmingham B6 7AX. Tel: 021 625 3366.

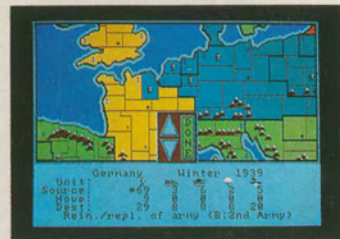
## TALESPIN - DELTRONICS

Following on from the success of the Talespin Adventure Creation system, comes the Fantasy Graphics package from Deltronics.

It's packed with four megabytes of full colour individual drawings on one single-sided disk, so your own adventures needn't be ruined by poor piccies anymore.

Each graphic has been lovingly created by a chap called T.C. Bassett, a former underground comic artist. The pictures include such delights as goblins, gargoyles, the Grim Reaper and medieval wenchies to run-of-the-mill objects such as potion bottles and large, gothic-style houses.

If you haven't got the original Talespin, this can now be purchased for only £7.50. Costing £9.99 normally the graphics disk can be bought for £6.99 direct from Deltronics, until March.



## STORM ACROSS EUROPE - U.S. GOLD

Strategy simulations are always popular among gamers. This is particularly true on the ST as the machine's potential can be greatly exploited to allow accurate and in-depth productions unlike anything else seen on the less powerful home computers.

SSI's conversion of Storm Across Europe to the ST allows you to embark upon a number of treacherous World War II missions. An interesting feature that is to be incorporated is the ability to change game parameters, which means no battle scenario will ever be the same, thus giving the extra playability that all games need these days if they are to be successful.

The final version should be available at any time now, and is published by those magnificent people at U.S. Gold for around £29.99.



## ATARI LYNX SET FOR SUCCESS

The new Atari Lynx seems to be a hit for the prestigious company. According to market reports, the Lynx advertising campaign has been just as successful as the Royal Mail Stamps push, among other popular commodities. This was calculated from the response of over 1,000 adults.

Atari's UK Marketing Manager, Peter Staddon, expressed his joy at the pleasing news: "We're delighted the ads are working so well. We believe they have helped

to create an army of aspirant Lynx buyers.."

Of course, the real test is the Christmas sales. Once these figures are released, only then will we be able to fully understand and appreciate the popularity of the Lynx and whether its future is safe and secure.

It is apparent from the increased volume of games available for the Lynx, that it is finally beginning to take off with the British public, who after all have never really took games consoles to their hearts.

## HEROQUEST - GREMLIN

If you didn't already know, HeroQuest is a highly successful board game. Some of you may even have received one for Christmas. Now, Gremlin are giving you the opportunity to play it on your ST.

HeroQuest is a fantasy adventure, involving a vast and exciting cast of characters, including elves, wizards, barbarians, dwarves and many others for you to marvel at.

To put the popularity of the board game into perspective, MB sold 120,000 copies of the game in the first year of release, with an incredible £500,000 television advertising campaign. If you want a great product that is sure to have a massive computer following, then don't miss out on HeroQuest. The release date is some time around Easter but no specific details have been given yet. We went over to Gremlin for a sneak preview and it looks good.



## ALL FAIR FOR ALL FORMATS

It is the time of year again, when the world fills with excitement, with the knowledge that the All Formats Computer Fair is upon us. No longer will you have to wander around the shops through the pouring rain looking for that particular piece of hardware. All you have to do is visit the Computer Fair where everything you could want for your ST is under one roof.

Whether you're searching for new or second-hand computers, monitors, disk drives, printers, modems, or the latest software, it can all be found at the Computer Fair. Chances are you'll find that bargain you've been hunting for at a price you can afford. With lots of major distributors displaying their wares, try not to miss it.

The next Fair for you to be able to visit is on the 23rd March, at the New Horticultural Hall, London. Admission is £3.00 and the show opens at 10 a.m. to close at 5 p.m. If you need further information concerning the event, contact John Riding on 0225 868100.

# THE KILLING CLOUD™



JOIN THE SAN FRANCISCO POLICE DEPARTMENT AND UNCOVER THE SINISTER MYSTERY OF THE **KILLING CLOUD**

Screen Shots - Atari ST version

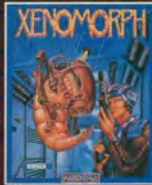


© 1990 Mirrorsoft Ltd © 1990 Vektor Grafix Ltd Image Works, Irwin House, 118 Southwark St, London SE1 0SW Tel: 071-928 1454 Fax: 071-583 3494



**BIGGEST CLUBS  
GREATEST DEALS**

# SHOCKING PRICES



**10.99 7.99 5.99 8.49 9.99 8.49**

## ATARI ST Software

Prices include UK and EEC Postage and Packing.

|   |   |  |  |
|---|---|--|--|
| 3D POOL.....8.49                                | ESWAT.....16.49   | LEISURE SUIT LARRY 1.....22.49         | SHADOWGATE.....3.99  |
| ADVANCED TACTICAL FIGHTER 2.....17.49           | EUROPEAN SUPER LEAGUE.....15.99                         | LEISURE SUIT LARRY 2.....24.49         | SHOOT 'EM-UP CONSTR KIT.....8.49   |
| AMERICAN ICE HOCKEY.....7.49                    | EYE OF HORUS.....5.49                                   | LEISURE SUIT LARRY 3.....24.99         | SILENT SERVICE (SUB SIM).....8.99  |
| ARCHIPELAGOS.....16.49                          | F16 FALCON.....10.99                                    | LEMMINGS.....10.99                     | SIM CITY.....11.99   |
| ARMOUR GEDDON.....16.49                         | F16 FALCON MISSION DISK 1.....12.99                     | LIFE AND DEATH.....15.99               | SIMULORA.....16.49   |
| AWESOME.....21.99                               | F16 FALCON MISSION DISK 2.....13.49                     | LINE OF FIRE.....16.49                 | SKYCHASE.....5.99  |
| B.A.T. (UBI SOFT).....22.49                     | F18 STEALTH FIGHTER.....19.49                           | LOOM.....19.49                         | SORCERER (INFOCOM).....9.99  |
| B.S.S.JANE SEYMOUR.....16.99                    | F29 RETALIATOR.....16.49                                | LORDS OF CHAOS.....13.49               | SPACE ACE.....27.99  |
| BAAL.....16.49                                  | FERRARI FORMULA 1.....8.99                              | LOTUS ESPRIT TURBO.....15.99           | SPACE QUEST 1 (SIERRA).....22.49   |
| BACKGAMMON ROYALE.....16.49                     | FINAL BATTLE (PSS).....16.49                            | CHALLENGE.....15.99                    | SPACE QUEST 2 (SIERRA).....22.49   |
| BAD LANDS.....16.49                             | FISH (M/SCROLLS).....6.99                               | MEMACE.....5.99                        | SPACE QUEST 3 (SIERRA).....19.99   |
| BALANCE OF POWER.....6.99                       | FLAMES OF FREEDOM.....16.49                             | M.U.D.S.....19.49                      | SPEEDBALL.....8.99   |
| BALLISTIX.....6.49                              | FLIGHT SIMULATOR.....19.49                              | (MEAN UGLY DIRTY SPORT).....15.49      | SPEEDBALL 2.....15.99  |
| BALLYHOO (INFOCOM).....5.99                     | FLIGHT OF THE INTRUDER.....16.99                        | M1 TANK PLATOON.....19.49              | SPELLBREAKER (INFOCOM).....5.99  |
| BATTLE COMMAND.....16.49                        | FLOOD.....16.49   | MEAN STREETS.....16.49                 | SPIN DIZZY 2.....16.99   |
| BATTLE OF BRITAIN (DIS DRIVE).....19.49         | FOOTBALL MANAGER 2 + EXPANSION.....8.49                 | MIDNIGHT RESISTANCE.....16.49          | SPY WHO LOVED ME.....16.49   |
| BATTLE SQUADRON.....15.99                       | FUN SCHOOL 2 (2-6).....12.99                            | MIDWINTER.....19.99                    | ST ADVENTURE CREATOR.....13.99   |
| BATTLEMASTER.....15.99                          | FUN SCHOOL 2 (6-8).....12.99                            | MIG 29 FULCRUM.....21.99               | STARLIGHT.....16.99  |
| BATTLESCAPES (BORODINO & ARMADA).....19.99      | FUN SCHOOL 2 (8+).....12.99                             | MONTY PYTHON'S FLYING CIRCUS.....13.99 | STARBUDDER 2.....5.99  |
| BATTLESTORM.....16.49                           | FUN SCHOOL 3 (2-5 YRS).....15.99                        | MURDER.....13.99                       | STATIONFALL (INFOCOM).....5.99   |
| BETRAYAL.....19.49                              | FUN SCHOOL 3 (5-7 YRS).....15.99                        | MYSTICAL.....10.49                     | STORM ACROSS EUROPE.....19.49  |
| BEYOND DARK (INFOCOM).....7.49                  | GAUNTLET 2.....7.99                                     | N.A.R.C.....16.49                      | STOS (GAMES CREATOR).....19.99   |
| BILLY THE KID.....16.99                         | GETTYSBURG (ARC).....19.49                              | NAVY SEA L.S.....16.49                 | STOS COMPILER.....13.99  |
| BLACK CAULDRON.....6.99                         | GFA BASIC V3.0 COMPILER.....22.49                       | NEBUJUS 2.....16.49                    | SUPER GRIDRUNNER.....6.99  |
| CADAVER.....15.49                               | INTERPRETER.....36.99                                   | NEVER MIND.....6.49                    | SUPERBASE PERSONAL 2 (DATABASE).....69.99                                  |
| CAPTIVE.....15.49                               | INTERPRETER.....36.99                                   | NIGHTS.....16.99                       | SUPREMACY.....19.49  |
| CARRIER COMMAND.....18.49                       | GO PLAYER PROFESSIONAL.....19.49                        | NIGHTSHIFT.....16.99                   | SWIV.....16.49   |
| CARTHAGE.....16.49                              | GOLD OF THE AZTECS.....13.99                            | (INTERACTIVE MOVIE).....16.99          | SPLAT! APB. HARD DRIVING.....16.49   |
| CHAMPION OF THE RAJ.....15.49                   | GOLDEN AGE.....16.49                                    | NIGHTSHIFT.....16.99                   | TOOBIN DRAGON SPIRIT (XBOTS).....19.49                                     |
| CHAMPIONS OF KRYNN.....19.99                    | GRAVITY.....9.49  | NORTH AND SOUTH.....10.99              | TEAM SUZUKI.....16.99  |
| CHAOS STRIKES BACK.....10.99                    | GO NORMAN'S GOLF.....16.99                              | OBITUARY.....21.99                     | TEAM YANKEE.....19.49  |
| CHAOS STRIKES BACK EDITOR.....10.99             | GUILD OF THIEVES.....6.99                               | OPERATION STEALTH.....15.99            | TEENAGE MUTANT HERO TURTLES.....15.99                                      |
| CHASE HQ 2 (SCI).....16.49                      | HARD DRIVIN 2.....15.99                                 | OPERATION THUNDERBOLT.....13.49        | TEENAGE QUEEN.....8.99   |
| CHIPS CHALLENGE.....8.49                        | HILL STREET BLUES.....16.49                             | OPACMANIA.....2.99                     | THE KEEP.....16.99   |
| CHRONOQUEST 2.....8.49                          | HITTAHIKERS GUIDE.....16.49                             | PAINTWORKS (ART PACKAGE).....5.99      | THEME PARK MYSTERY.....5.49  |
| CLOUD KINGDOMS.....6.99                         | HOLLYWOOD HUNK.....7.49                                 | PANZA KICK BOXING.....16.49            | THUNDER STRIKE.....11.49   |
| CODENAME ICEMAN (1 MEG).....24.99               | HOLLYWOOD COLLECTION (ROBOCOP GHOSTBUSTERS 2).....16.49 | PARA DROID 90.....16.49                | TOKI.....16.49   |
| COLONEL S BEQUEST (1 MEG).....24.99             | INDIANA JONES. BATMAN (THE MOVIE).....18.99             | PAWN (M/SCROLLS).....6.99              | TORWAK THE WARRIOR.....16.49   |
| COLORADO.....16.49                              | CONQUESTS OF CAMELOT (1 MEG) (SIERRA).....24.99         | PHANTASIE 2 (SSI).....7.99             | TOTAL RECALL.....15.99   |
| COLOSSUS X CHESS.....12.99                      | CORPORATION.....14.99                                   | PIRATES.....16.99                      | TOURNAMENT GOLF.....12.99  |
| CONFLICT EUROPE.....6.49                        | CORPORATION MISSION DISK.....10.49                      | PLANETFALL (BUDGET).....8.99           | TOWNS OF BABEL.....11.49   |
| CONQUESTS OF CAMELOT (1 MEG) (SIERRA).....24.99 | CORRUPTION (M/SCROLLS).....6.99                         | PLAYER MANAGER.....12.99               | TOYOTA CELICA ST RALLY.....16.49   |
| CORPORATION.....14.99                           | CRACK DOWN.....7.49                                     | POLICE QUEST 1 (SIERRA).....22.49      | TRACKER.....5.49   |
| CORPORATION MISSION DISK.....10.49              | CRIME DOESN'T PAY.....16.49                             | POLICE QUEST 2 (SIERRA).....24.99      | TRINITY (INFOCOM).....9.99   |
| CORRUPTION (M/SCROLLS).....6.99                 | CRIMEWAVE.....16.49                                     | POOF OF RADIANCE (1 MEG).....19.49     | TRIVIAL PURSUIT.....13.99  |
| CRACK DOWN.....7.49                             | CRUISE FOR A CORPSE.....19.49                           | POPULOUS.....8.49                      | TURBO CUP (WITH CAR).....5.49  |
| CRIME DOESN'T PAY.....16.49                     | CURSE OF THE AZURE BOND (1 MEG) (SSI).....13.99         | POPULOUS PROMISED LANDS.....8.99       | TURRICAN.....16.49   |
| CRIMEWAVE.....16.49                             | CUTTHROATS (INFOCOM).....17.49                          | POWERDRIFT.....5.99                    | TV SPORTS (U.S.) FOOTBALL.....9.99   |
| CRUISE FOR A CORPSE.....19.49                   | DAMOCCLES.....8.49                                      | POWERDRIVE.....8.99                    | ULTIMA 5.....18.49   |
| CURSE OF THE AZURE BOND (1 MEG) (SSI).....13.99 | DAMOCCLES MISSION DISK 1.....8.49                       | POWERMONGER.....16.99                  | ULTIMATE RIDE.....15.99  |
| CURSE OF THE AZURE BOND (1 MEG) (SSI).....13.99 | DAMOCCLES MISSION DISK 2.....8.49                       | POWERMONGER DATA DISK.....10.99        | UMS 2 - UNIVERSAL MILITARY SIMULATOR 2.....19.99                           |
| CUTTHROATS (INFOCOM).....17.49                  | DEJA VU.....7.99  | PRESIDENT ELECT (SSI).....6.49         | UMS CIVIL WAR DISK.....6.99  |
| DAMOCCLES.....8.49                              | DELUXE PAINT.....34.99                                  | PRINCE OF PERSIA.....16.99             | UMS VIETNAM DISK.....6.99  |
| DAMOCCLES MISSION DISK 1.....8.49               | DELUXE PAINT.....34.99                                  | PROPHECY - WIKING CHILD.....14.49      | UMS SQUADRON.....16.49   |
| DAMOCCLES MISSION DISK 2.....8.49               | DELUXE PAINT.....34.99                                  | PROTECTOR W/PROFESSOR.....4.799        | UNINVITED.....13.49  |
| DEJA VU.....7.99                                | DELUXE PAINT.....34.99                                  | PUZZNIC.....13.99                      | UNTOUCHABLES.....13.49   |
| DEJA VU 2.....7.99                              | DELUXE PAINT.....34.99                                  | QUEST FOR GLORY.....24.99              | VAXINE.....16.49   |
| DELUXE PAINT.....34.99                          | DELUXE PAINT.....34.99                                  | (HERO'S QUEST) (1 MEG).....24.99       | VOODOO NIGHTMARE.....16.49   |
| DELUXE PAINT.....34.99                          | DELUXE PAINT.....34.99                                  | QUEST FOR GLOOM.....16.49              | VOYAGER.....5.49   |
| DELUXE PAINT.....34.99                          | DELUXE PAINT.....34.99                                  | QUEST FOR GLOOM 2 (1 MEG).....24.99    | WELL OF DOOM.....15.99   |
| DELUXE PAINT.....34.99                          | DELUXE PAINT.....34.99                                  | QUESTSTRON 2.....7.99                  | WHEELS OF FIRE (HARD DRIVIN, POWERDRIFT, CHASE HQ, TURBO OUTRUN).....19.99 |
| DELUXE PAINT.....34.99                          | DELUXE PAINT.....34.99                                  | R-TYPE.....16.49                       | WIPE OUT.....5.99  |
| DELUXE PAINT.....34.99                          | DELUXE PAINT.....34.99                                  | RAINBOW ISLAND.....13.49               | WITNES (INFOCOM).....9.99  |
| DELUXE PAINT.....34.99                          | DELUXE PAINT.....34.99                                  | REACH FOR THE SKIES.....19.49          | WOLFPACK.....19.49   |
| DELUXE PAINT.....34.99                          | DELUXE PAINT.....34.99                                  | RED STORM RISING.....16.99             | WONDERLAND (1 MEG).....19.99   |
| DELUXE PAINT.....34.99                          | DELUXE PAINT.....34.99                                  | RICK DANGEROUS 2.....16.49             | WORLD CHAMP SOCCER.....12.99   |
| DELUXE PAINT.....34.99                          | DELUXE PAINT.....34.99                                  | RIDERS OF ROHAN.....16.49              | WRATH OF THE DEMON.....18.99   |
| DELUXE PAINT.....34.99                          | DELUXE PAINT.....34.99                                  | RINGS OF ZILFIN (SSI).....9.49         | XENOMORPH.....8.49   |
| DELUXE PAINT.....34.99                          | DELUXE PAINT.....34.99                                  | ROADWAR EUROPA (SSI).....7.49          | XENOPHOBIA.....7.99  |
| DELUXE PAINT.....34.99                          | DELUXE PAINT.....34.99                                  | ROBOCOP 2.....15.99                    | XIPHOS.....15.99   |
| DELUXE PAINT.....34.99                          | DELUXE PAINT.....34.99                                  | ROCKET RANGER.....5.99                 | Z-OUT.....12.99  |
| DELUXE PAINT.....34.99                          | DELUXE PAINT.....34.99                                  | ROGUE TROOPER.....16.99                | ZORK 1 (INFOCOM).....9.99  |
| DELUXE PAINT.....34.99                          | DELUXE PAINT.....34.99                                  | S.T.U.N RUNNER.....16.49               | ZORK 2 (INFOCOM).....5.99  |
| DELUXE PAINT.....34.99                          | DELUXE PAINT.....34.99                                  | SEASTALKER (INFOCOM).....5.99          |  |
| DELUXE PAINT.....34.99                          | DELUXE PAINT.....34.99                                  | SECRET OF MONKEY ISLAND.....16.99      |  |
| DELUXE PAINT.....34.99                          | DELUXE PAINT.....34.99                                  | SHADOW OF THE BEAST.....9.99           |  |
| DELUXE PAINT.....34.99                          | DELUXE PAINT.....34.99                                  | SHADOW WARRIORS.....13.49              |  |

INEVITABLY, SOME GAMES SHOWN MAY NOT YET BE RELEASED. VAT reg. no. 424 8532 51 Inter-Mediates Ltd. Reg. Office: 2 South Block, The Maltings, Sawbridgeworth, Herts CM21 9PG. Phone 0279 600204 and ask for our full catalogue wherever absolutely free.

### Joysticks, Mice etc.

Quickjoy Superboard .....16.95  
 Quickjoy Jet Fighter .....12.95  
 Quickjoy Supercharger .....9.95  
 Competition Pro Extra autofire .....12.49  
 Naksha Mouse & Mat For Amiga or ST .....32.99  
 Mouse Mat (Quality soft mat) .....4.99

### Disks 'n bits

**59p EACH**  
**50 SONY 3.5" DS/DD DISK + LABEL £19.99**

PLASTIC STORAGE BOX, HOLDS TEN 3.5" DISKS .....1.30  
 3.5" DISK HEAD CLEANER .....2.99  
 DISK BOX 3.5" (100 CAP) DIVIDERS, LOCKABLE .....10.99  
 DISK BOX 3.5" (80 CAP) DIVIDERS, LOCKABLE .....8.49  
 DISK BOX 3.5" (40 CAP) DIVIDERS, LOCKABLE .....7.49  
 CUMANA ATARI ST 3.5" 720K EXTERNAL DISK DRIVE .....86.99  
 DUST COVER FOR ATARI 520ST (CLEAR PVC) .....5.49

### Atari Lynx

Official UK Version. Free Special Reserve membership.

**Lynx colour handheld system + mains powerpack & California Games + FREE Special Reserve membership**

**£119.99**

Lynx Software

|                             |                                |
|-----------------------------|--------------------------------|
| 3D BARRAGE.....27.49        | PINBALL SHUFFLE.....27.49      |
| 720 DEGREES.....27.49       | RAMPAGE.....27.49              |
| APB.....27.49               | ROAD BLASTERS.....27.49        |
| BASKETBRAWL.....27.49       | ROBO SQUASH.....27.49          |
| BLOCK OUT.....27.49         | RYGAR.....27.49                |
| BLUE LIGHTNING.....21.99    | S.T.U.N RUNNER.....27.49       |
| CHOUQUERED FLAG.....27.49   | SCRAPYARD DOG.....27.49        |
| CHIPS CHALLENGE.....21.99   | SHANGHAI.....27.49             |
| ELECTRO COP.....21.99       | SLIMEWORLD.....28.49           |
| GATES OF ZENDECON.....21.99 | TOURNAMENT CYBERBALL.....27.49 |
| GAUNTLET 3.....27.49        | TURBO SUB.....27.49            |
| GRIND RUNNER.....27.49      | VINDICTORS.....27.49           |
| KLAX.....27.49              | WARBIRDS.....27.49             |
| LYNX CASINO.....27.49       | WORLD CUP SOCCER.....27.49     |
| MS PACMAN.....27.49         | XENOPHOBIA.....27.49           |
| NFL SUPER-BOWL.....27.49    | XYBOTS.....27.49               |
| PAOLAND.....27.49           | ZALOR MERCENARY.....27.49      |
| PAPERBOY.....27.49          |                                |



**SPECIAL RESERVE CLUB BENEFITS INCLUDE:**

- **NRG** (Energy magazine) News, Reviews and Graphics. Screen shots, pack shots, charts, latest Giga-Savers. Game reviews in every issue. Night City Cybertoon and the kill-or-die adventures of the Cyberpunk **NRG** street gang - It's Cyber-fantastic! **NRG** - bi-monthly to all Special Reserve members.
- **Release Schedules**, sent bi-monthly
- **Sales hotline**, open 7 days, to 8pm weekdays.
- **Fast despatch** by first class post.
- **Confirmations** sent when we receive each order.
- **Catalogue, Membership Card & Folder** for **NRG**.
- **Refunds** or change of order on request if delayed.
- **No Obligation** to buy.

**ANNUAL UK MEMBERSHIP £6.00**  
 UK £6.00 EEC £8.00 WORLD £10.00

## OR JOIN EUROPE'S BIGGEST ADVENTURE CLUB OFFICIAL SECRETS

FOR ADVENTURES, ROLE PLAYING AND MORE

All the benefits of Special Reserve plus:

- **Confidential.**

Our 32 page bi-monthly magazine is essential reading for those interested in adventures or role-playing games.

- **Myth - exclusive to members.**

Written by Magnetic Scrolls, authors of Wonderland.

CU Amiga 90%, Amiga Format 87%

- **Help-Line.**

Manned weekdays until 8pm and on Sundays

- **Slm City or Corporation.**



Choose one free for Atari ST, Amiga or IBM. Please phone if you have a different machine.

**Annual UK Membership 29.99**  
 With 6 issues of Confidential, Myth, Corporation or Slm City, Help-Line + Special Reserve membership.  
 UK £29.99. EEC £34.99. WORLD £39.99.

## SALES LINES 0279 600204

WE ONLY SUPPLY MEMBERS BUT YOU CAN ORDER AS YOU JOIN THERE IS A SURCHARGE OF 50P PER GAME FOR TELEPHONED ORDERS (PLEASE PRINT IN BLOCK CAPITALS)

Name & Address \_\_\_\_\_

Post Code \_\_\_\_\_ Tel. \_\_\_\_\_

Computer \_\_\_\_\_ Payable to: \_\_\_\_\_

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

Existing members please enter your Membership No. \_\_\_\_\_

**Special Reserve £6 UK, £8 EEC, £10 World or Official Secrets £29.99 UK, £34.99 EEC, £39.99 World**

Corporation  or with Myth  STACT9 and Myth  with Sim City

PLEASE ENTER MEMBERSHIP FEE £ \_\_\_\_\_

Item £ \_\_\_\_\_

Item £ \_\_\_\_\_

Item £ \_\_\_\_\_

Item £ \_\_\_\_\_

Software Prices include UK or EEC Postage. World software orders please add £1.00 per item. For non-software items such as joysticks or blank disks please add 10% EEC or 25% World for carriage. Overseas orders must be paid by credit card.

\_\_\_\_\_

Credit card issue/expiry date \_\_\_\_\_

\*CHEQUE/POSTAL ORDER/ACCESS/VISA

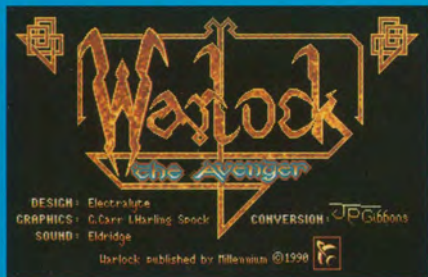




# Probably the world's most playable coverdisk



TURRICAN II - RAINBOW ARTS



WARLOCK THE AVENGER - MILLENNIUM



DOMINION - INTERCEPTOR/PANDORA



TENTACLE PROGRESS REPORT

Another month has whizzed by and yet again I have managed to compile what is probably the best coverdisk on the newsagent's shelves. There are excellent demos of two potentially major releases (Turrigan II and Warlock The Avenger) and for those of you with double-sided disk drives, a demo called Dominion - Dawn Of New Eden from those lovely people at Pandora and Interceptor.

## SHOOT, BLAST, DESTROY!

Yep, that's basically it! Thanks to Rainbow Arts, you can play what is going to be one of the best shoot'em-ups ever. Turrigan II is non-stop action and I advise you keep a supply of joysticks nearby when you decide to play the game. I can see this being a real joystick buster!

## FIVE YEARS LATER...

No, this isn't a demo that's been in progress for five years but instead is a demo of a recently converted 8-bit game that was available on the inferior machines around...well, I won't insult your intelligence by stating the year! Warlock The Avenger must be seen by every one of you, otherwise you'll regret never having seen this wonderful demo that is exclusive to ST Action.

As a representative of the Gauntlet era, Warlock and its in-game theme and gameplay will still prove popular even today. Millennium have done a great job in arranging such an enjoyable demo.

## BATTLE FOR SURVIVAL

Interceptor and Pandora have worked hard to produce this demo of what promises to be a fantastic game. What you will play is an early version of just one aspect of the gameplay but they hope it will give you a taster, leaving you craving for more. Dominion - Dawn Of New Eden will have you thoroughly enthralled.

The relevant disk pages following will give you an idea on how to play the demo, but I believe a lot of fun can be had by trial and error so I've refrained from telling you too much.

Finally we must offer an apology to Jerr O'Carroll who appeared in the Team Suzuki interview on the disk pages of our January issue. It concerns a light-hearted dig made at the Irish, and although most of us feel his reactions were a little over the top, we apologise.

That's it for this month but if you have any comments and suggestions to make concerning the ST Action coverdisk, please don't hesitate to write to me, Alan Bunker, at Europa House, Adlington Park, Adlington, Macclesfield, SK10 4NP.



## 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:

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

SIDE  
2



ST Action's terrific demo of Dominion - Dawn Of New Eden is a fabulous shoot'em-up courtesy of Pandora and Interceptor. Explore the monster-infested rooms, collect objects to assist you, and attempt to defeat the evil Mentor. We can't guarantee you'll be successful, but we can guarantee you'll be impressed!

# DOMINION DAWN OF NEW EDEN

DEMO PRODUCED EXCLUSIVELY FOR ST-ACTION

WRITTEN BY ANDY SEVERN  
GRAPHICS BY JABBA AND PETER AUSTIN  
COPYRIGHT 1991, PANDORA

HIT MOUSE BUTTON TO START.

## HOW TO PLAY THE DEMO...

Insert this month's ST Action coverdisk. A window will appear with a number of files displayed.

Double click on the DOMINION.PRG file and the demo should automatically boot. Please note that Dominion - Dawn Of New Eden can only be played by those ST owners with a double-sided disk drive.

The game is mouse controlled with the right mouse button allowing you to gather objects and the left mouse button acting as the fire button. You will optimise your enjoyment by experimenting on various icons and objects with different mouse buttons. Use the test and try formula.

# Dominio

PANDORA/INTERCEPT

Survival or extinction? The choice is easy, but when you have to prove your worth to another race, the matter becomes much more complicated.

Mentor travels the galaxies, destroying dominant species who threaten others but rewarding those that prove their worth with survival. How do you keep the life within you? Pass the test. Show intelligence and the ability to survive in the most formidable of circumstances. Succeed and the Human Race will be permitted to advance, but fail and the fate is death - the death of the most dominant race ever to evolve on Earth.

Although Dominion has been in progress for a year now, there is still quite a lot of time and effort yet to be put into the game for it to be finally ready for release.

Programming began on the Spectrum in September of 1989, with the development team progressing onto the ST two weeks later. The original name for the game was going to be simply 'Dominion' but just before the project was officially announced to the UK press, another game of an identical name appeared. Andy Severn, project leader, explained: "Since the title and the game concept are mutually dependent, it was decided to add a subtitle to the name, and hence 'Dominion - Dawn Of New Eden'."

Andy is also responsible for the programming, while brother Martin takes the role of game designer and graphic artist with the assistance of Peter Austin.

"The game music has been produced in our own professional sound studio by Martin and Peter under the name of 'Tau Zero' using state-of-the-art synthesisers and samplers."

In the past, they have produced music for Outlands, Debut, Twin Turbos and are currently work-

ing on an album. An audio cassette will accompany Dominion with the tremendous music that has been composed especially for it. The title and credits sequence of the game will contain four channel sound.

Interceptor requested me to stress that although the coverdisk demo is representative of what will be the final product, there will be a number of extra features incorporated into the released version. These include a larger array of enemy sprites, an enhanced title sequence and other extras that will tie together to create an even more playable and enjoyable game.

Buyers of Dominion can also look forward to an illustrated book contained on disk that will inform players of the full storyline behind the game, and should make a refreshing change to a stodgy textbook.

## DOMINION - THE DEMO

Interceptor explains: "The playing screen is split into two main parts. The top part is a graphic view of the current location. If the cursor is moved around this area using the mouse, you will find that the pointer has a 'weighted' feel to it. This is intended to simulate the weight of the current weapon and player encumbrance.

When the cursor is placed over a door, lock, object, etc, it will change its appearance and begin to animate. Use the right mouse button in these circumstances to activate the particular object under scrutiny.

The three boxes at the base of the screen represent device windows. Clicking on the small square in the bottom right of a box will bring forth the selector.

To turn on a device, simply click on an item in



## HAVING THE RESPONSIBILITY OF PRO



From the crest of a hill, you can view the tranquil looking city, but soon Mentor will break the serenity with a bolt of highly charged energy.



A short insectoid launches into an attack. You'll have to possess quick reactions to destroy it before the loathsome creature destroys you.

# n OR



the list and it will be allocated to the current destination window."

The device list includes:

**Backpack:** This will display your inventory, and allows the manipulation and examination of specific objects in your possession.

**Weaponry:** This allows the manipulation of weapons you hold. Accessing weapon and ammunition status is also possible.

**Motion Tracker:** This will indicate the presence of any moving objects within range. However, this device requires a battery to be inserted before it will become operational.

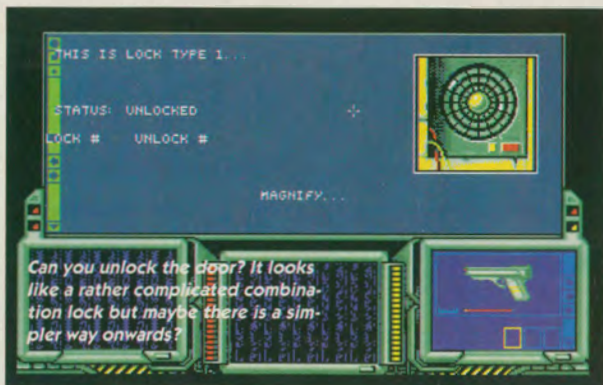
**Medical:** Unfortunately, this aspect of the game wasn't ready for the demo. The final version, however, will be "an extensive bio-simulation system that will allow the player to be affected by temperature, exertion, food, drugs, radiation and so forth.

**Map:** The mapping system also requires a battery and when working, will compile a map of the sections explored.

**Translate:** This feature is also unfinished, but should allow players to translate codes.

The above, believe it or not, has been edited from a very comprehensive instruction sheet kindly provided by Interceptor. Not everything has been fully explained but I'm sure by experimenting, you will learn a lot more than by reading vast paragraphs of print! Be inquisitive and learn, explore and investigate! You're free to roam wherever you dare!

Thanks to Interceptor for their immense and much appreciated help, and also for their thoroughness and professionalism in helping to create the demo and its accompanying material. I'm sorry I couldn't include everything but there just isn't enough room! Dominion is scheduled to be released around Easter for under twenty-five pounds. We at ST Action are eagerly awaiting a review copy!



**SKORAG:** A short, nervous insectoid creature that will attack if provoked. It has a sting in its tail and is easily agitated by infra-red.

## HELP!

**Interceptor are asking you, the readers, to make suggestions, comments and criticisms regarding Dominion on the basis of what you've seen so far from the coverdisk demo. Please write to me, Alan Bunker, at: ST Action, Europa House, Adlington Park, Adlington, Macclesfield, SK10 4NP with your views and I will be sure to pass them on.**



**GAS PLANT:** This purple gasbag sits in one place, emitting poisonous gas at intervals. It can also extend tendrils to immobilise its prey.

## WATCH OUT, SKORAGS ABOUT!

*There appears to be a window across the room, but to see what awaits on the other side, you'll have to battle your way forward.*



*You manage to reach the window, only then to realise that if you should escape from the building, more aliens have gathered outside.*



# TECTING THE HUMAN RACE IS FOR NO ORDINARY MORTAL



*There are a number of sliding doors that you can open and travel through. They will lead you to even more monster infested areas.*



*You failed to satisfy Mentor's demands. Earth has now become desolate of human life and no longer will people walk the planet's soils again.*



*An energy field from Mentor drains all power from the planet, rendering all of Man's weapons and tools useless.*

SIDE  
1



The land of the Warlock is magical and mystical, where gruesome creatures of awesome power and strength walk the pathways. They have only one objective: to stop you from wreaking havoc against the evil that has imposed itself upon your territory. Can you survive the perils of one full level? Load the demo and find out!



## HOW TO PLAY THE DEMO...

Insert the coverdisk and double click on the file called WARLOCK.PRG. Once the title screen appears, you are ready to begin your adventure. Press fire and you should materialise in a grassy area. Fight your way about the maze.

Use the F6 key to cycle through the three main spells. When you wish to activate your invisibility spell, key F2. If you acquire a Chaos spell, it can be cast by pressing F4 with Golem spells executable through the F3 key.

Once you have exhausted yourself with the day in the life of a Warlock, you should be ready to take on the full challenge when the final product is released, and that should be any time now.



# Warlock The Avenger

MILLENNIUM

Have you ever heard of a game called Druid? No? Maybe some more details will refresh your memory. How about a 1986 release on the Firebird label? Still confused? Well, that's understandable. Druid was a very successful blend of shoot'em-up and maze scenarios that appeared only on the 8-bit machines all those years ago.

Druid was in competition with the flood of Gauntlet clone games around at that time, including Gauntlet itself. I must profess to being a Druid addict with the game being my all-time favourite on the surely soon to be obsolete Spectrum. I admit preferring it to every Gauntlet-esque game available, including Gauntlet I and II, Dandy, Into The Eagles Nest, and all the others.

You will probably now be wondering why I am even bothering to mention Druid. There are two reasons: firstly, I just love it, and secondly, Warlock The Avenger is Druid but under a different name now it's been converted to the 16-bit machines.

Warlock will be published through Cambridge based Millennium. It contains all the original features, including keys to open doors, a terrifying array of deadly spells such as Water, Fireball, Lightning Bolt, Chaos (a Smart bomb in effect), and Invisibility. Standing on pentagrams will replenish your energy, and by collecting a Golem spell,

you can create a new character who will aid you by following your keyboard commands, or alternatively, can be guided by a second human player.

The ST conversion is the responsibility of John Gibbons who works from Gibraltar. Unfortunately, we didn't have the time to talk to him because of delays in

getting the demo to our offices, but we would like to thank him and Millennium for their marvellous contribution to this month's coverdisk.

The final version of Warlock The Avenger is near completion. A review will, of course, appear in ST Action as soon as we can get our hands on a finished copy.



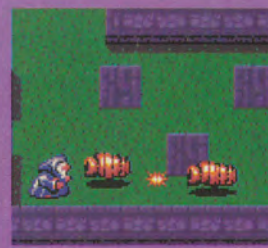
## THE MAGICAL WORLD OF WARLOCK



*The Water spell is most useful against the Zombie characters who slumber after you around the first level maze.*

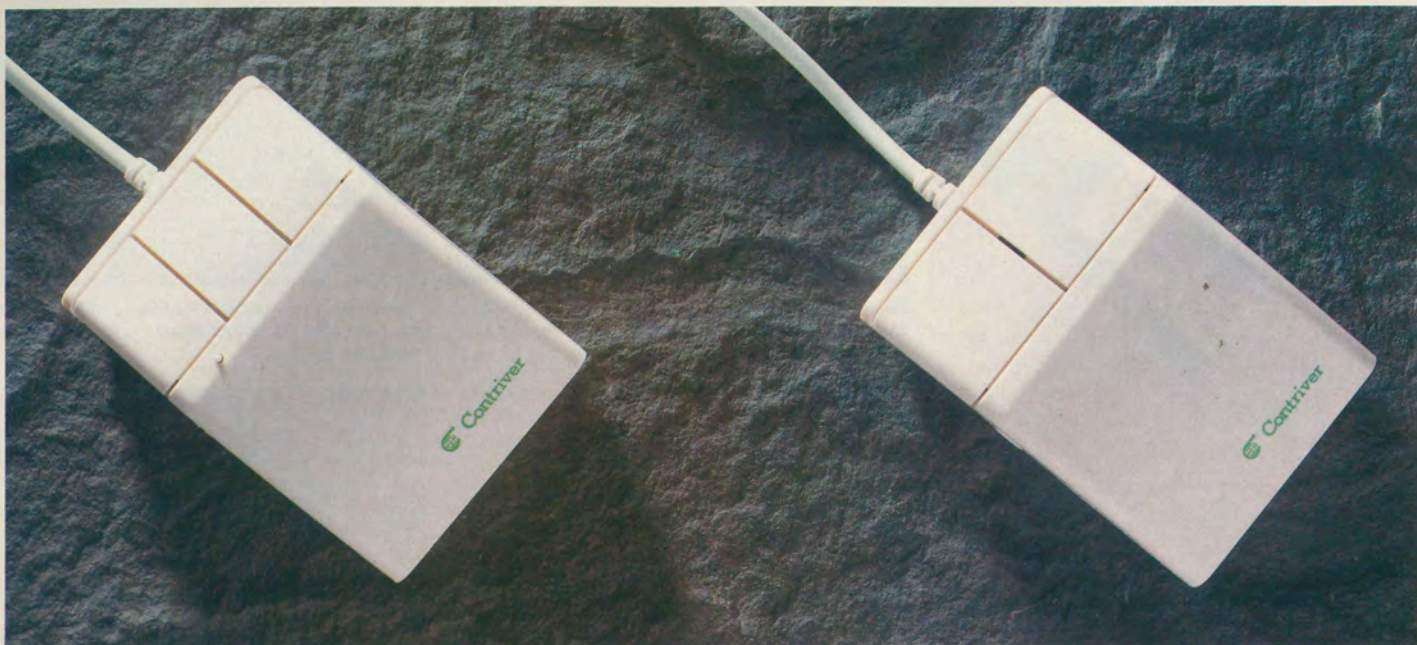


*Fireballs are best cast at the beetles that are more commonly found in the later sections of the gaming area.*



*Lightning bolts are a quick, powerful weapon against most meanies, but be careful to keep a good supply.*

# HANDS ON EXPERIENCE



## MULTI DPI MOUSE

- 9-25 Pin Adaptor
- 3 1/2" - 5 1/4" Disks
- Mouse Pocket
- Mouse Pad
- Variable Dpi from 100-800 Dpi
- Hardware switchable between PC mode & Microsoft mode
- Micro switch buttons
- Compatible with IBM·PC·XT·AT and Compatibles
- 1 Year Guarantee

## CHALLENGER JOYSTICK

- Ergonomically designed handgrip
- Auto-fire with adjustable shooting speed
- Micro switches for durability
- Suitable for left or right hand players



- 6ft Operating distance (Infra red models)
- 45 Degree reception (Infra red models)
- Available in Grey or Clear
- Cable joystick model for Amiga · Atari
- Infra red model for Amiga · Atari C64/128 · MSX · NEC · Sharp X1 · Fujitsu
- The only infra red joystick for Sega Mega Drive

Infra red joystick requires one 9v PP3 battery

## FIVE IN ONE MOUSE

- Compatible with Amiga · Atari ST
- Commodore PC-III Series
- Amstrad PC
- Schnieder Euro PC + AT286 Machines
- 220 Dpi resolution
- Tracking speed 350mm/Sec.
- Microswitch buttons
- Mouse Pocket
- Mouse Pad
- 1 Year Guarantee



Contriver products are available from main dealers  
**Telephone 0280 822803/4 • Fax 0280 822805**

# SIDE 1



The two-legged action man they call Turrican returns to the ST in this daring sequel. With the ability to become a walking armoury, the task ahead is a little less formidable as it first seems!

ST Action, in conjunction with Rainbow Arts, give you the chance to take control of Turrican and to guide him through a full level of non-stop destruction!



## HOW TO PLAY THE DEMO...

Insert this month's coverdisk into your disk drive and double-click on the file entitled TURRI\_PD.PRG.

When the game loads, you will be presented with a credit listing. Press the spacebar twice to skip the credits and to begin your role as Turrican.

There are a number of special features incorporated into the game which include: press the spacebar to execute a wall of fire, pull down and press the spacebar to transform into a spiky, spinning wheel, and when in this form, pull down to release your unlimited number of bombs.



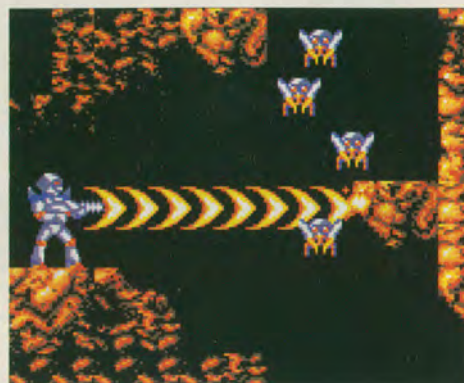
Bound from pillar to pillar, collecting the diamonds that can be found on top of them all. There is one more jewel remaining for you to pick up.



Powerful gusts of wind prevent you from proceeding to the right. As the leaves rush by, you have no alternative but to re-trace your steps.



Transforming yourself into a spinning spike will prove the most effective way of bypassing this deadly fire-breathing dragon.



Your standard gun can be turned into a deadly flame thrower by simply keeping the fire button depressed. You can direct it in a full circle.

# Turrican II

## RAINBOW ARTS

The original Turrican wasn't released that long ago. In fact, it was reviewed in the November 1990 issue of ST Action and rated, amassing a highly respectable 83%.

The success of Turrican came about due to its extremely fast and smooth scrolling, in conjunction with an agile character who had a frightening array of weapons at his disposal. It was a combination of all these elements that produced what is undoubtedly going to be one of the classic shoot'em-ups of the Nineties computer gaming era.

Turrican II looks set to complement its predecessor more than enough. Featuring a variety of gaming aspects including the traditional platform shoot'em-up, plus a maze section, and even a level where you are presented with the chance to pilot a high-speed aircraft through long, narrow tunnels at incredible speeds.

So as you can probably gather, there is a lot of scope contained within Turrican II which should provide you with more frantic fun than the first Turrican ever did.

Turrican fans will not be disappointed with



the sequel, and for those of you who didn't get the opportunity to play or take a glance at the original, ST Action and Rainbow Arts have got their heads together to produce the demo on this month's coverdisk.

Now you cannot be denied the privilege of playing this marvellous piece of programming, and as a consequence, we're positive a large number of you will be tempted to take a trip down to your local computer store to buy the full game that will hopefully be available very soon. See the review in this issue for more details of the game.

We tried to reach the German programming team behind Turrican II to give you an insight into the development of the game. Unfortunately, we couldn't get through, but instead had a woman warbling German down the line. The German language isn't our strong point, so we eventually submitted to being ignorant in terms of understanding foreign languages, but hopefully, the demo will speak for itself.

THE  
MARCH  
COMPETITION



THE  
SEGA GAME GEAR

OR

SEGA MEGADRIVE

( PLUS The Game Of YOUR Choice )

OR

ATARI LYNX

OR

NINTENDO GAME BOY

In The FANTASTIC DIAL-A-QUIZ MONTHLY Computer Competition.

ANSWER 4 SIMPLE COMPUTER RELATED QUESTIONS CORRECTLY AND BY THIS TIME NEXT MONTH YOU COULD BE THE LUCKY WINNER OF ONE OF THE ABOVE SUPERB FIRST PRIZES IN THIS MONTHS DIAL-A-QUIZ COMPUTER COMPETITION.

THE CHOICE IS YOURS

eg. QUESTION: What is a Hard Drive ?

ANSWER: 1. A Driving Simulator

2. A device for storing large amounts of data

3. A concrete path leading up to a house

It's THAT simple!

And REMEMBER, you can enter ALL competitions as many times as you like.

GAME GEAR HOTLINE . . . 0839-121-165

MEGADRIVE HOTLINE . . . 0839-121-162

LYNX HOTLINE . . . . . 0839-121-163

GAME BOY HOTLINE . . . 0839-121-164

One first prize in each competition. Winners are chosen at random from all correct entries received. Closing date for entries is 20th March 1991. All calls last approximately 4 minutes and if you are under 18 we ask you to please obtain your parents consent before dialling. Calls are charged at 33p per minute cheap rate. 44p per minute at all other times.

DECEMBER RESULTS:

MAX HAWKINS From SOUTHAMPTON . . . AMIGA

MARTIN READ From SURREY . . . MEGADRIVE

KEVIN LEWIS From PRESTON . . . NINTENDO

STUART SMITH From LEICESTER . . . SOFTWARE

P.GROVE. DIAL-A-QUIZ. P.O.BOX 11, SKEGNESS, LINCS. PE25 3NL

# Eldritch are Go!

**The Cat is back! The city of Liverpool is home to the awesome Eldritch The Cat, a development team slicker than the oil in the Mersey.**

With a library of software that has clawed them near to the top of Britain's long list of programming houses, Eldritch The Cat are almost ready to show their prowess again with the soon to be released Tentacle.

Programmer Derek DeLa Funete, 18, began writing his ideas for Tentacle some time ago. Experts predict it to be a hit. As a result of this, the very same pen he began writing ideas with sold for a cool £10,000 at Sotheby's.

Well actually, according to unconfirmed reports, the pen was sold to Tony Beckwith at Millennium for an astonishing two figure sum (in pence).

Derek gave me some details about Tentacle: "The game is going to have eight huge levels of multi-directional mayhem. Certain procedures will have to be executed to allow you access along the correct route.

As you go through the levels, the graphics will get even better and more sprites will appear on the screen (up to 40 in some cases).

What I regard as a nice touch is that after you have collected all the add-ons, you can still keep picking them up and they will be added to the next craft after you lose a life. A great deal of effort and thought is going into making this the definitive shoot'em-up!"

He continued: "Because this is a fictitious planet, we can explore a number of avenues in the search for adversaries and be far more inventive than the usual enemy.

After the dinosaur/monster level, we move onto a race of giant, muscular neanderthals who are the dominant race, with other creatures who are armed with massive catapults."

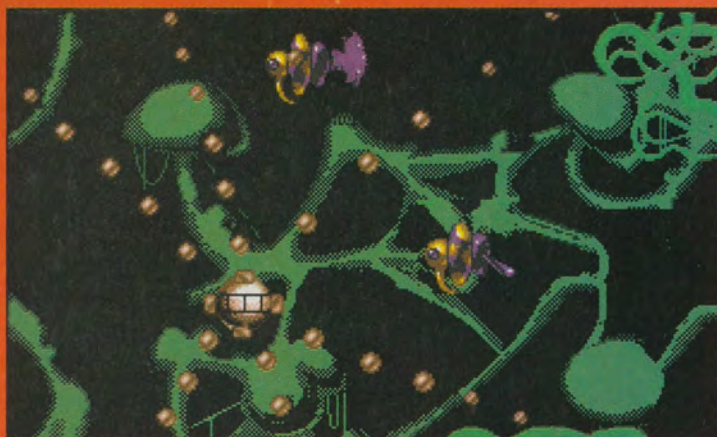
The game will be finished around March by the Liverpool based Scottish team. Level One has recently been completed.

Derek discussed Tentacle's progress: "Normally, it takes about three months to get something like a level running. For Tentacle, I wrote a language called OCCAI (they use a compiler called The Noo, not forgetting the Command Unit (CU) - are you having us on or what?) which runs heroes and bad guys for the game who can be as intelligent as you like. Eldritch are also using OCCAI for Last Ninja 3 and Myth.

After writing the parallax routines in Shadow of the Beast and Flimbo's Quest, the first thing to go into the ST version of Tentacle was the parallax scroll.

Then came the sprite routines which are almost exactly the same as the Beast routines. Next, I had to battle with the graphic artists to get some excellent sprites and backgrounds to put in and make it a game. The rest is designing more puzzles to incorporate."

Hopefully, we will be able to obtain a fully playable demo to include on next month's coverdisk and provide you with a lot more information concerning Eldritch and the people involved. So keep your eyes peeled for The Cat appearing again in these pages very soon!







LucasArts on the art and science of entertainment

# WORKING IN THIS TOY FACTORY HAS ITS UPS AND DOWNS.

Tired of the same old 9 to 5? Then it's time to punch in for the *Night Shift*™ at Industrial Might and Logic. And take control of the wackiest, wildest, toy-making machine you've ever imagined.

Here's your chance to punch out Darth Vader.™

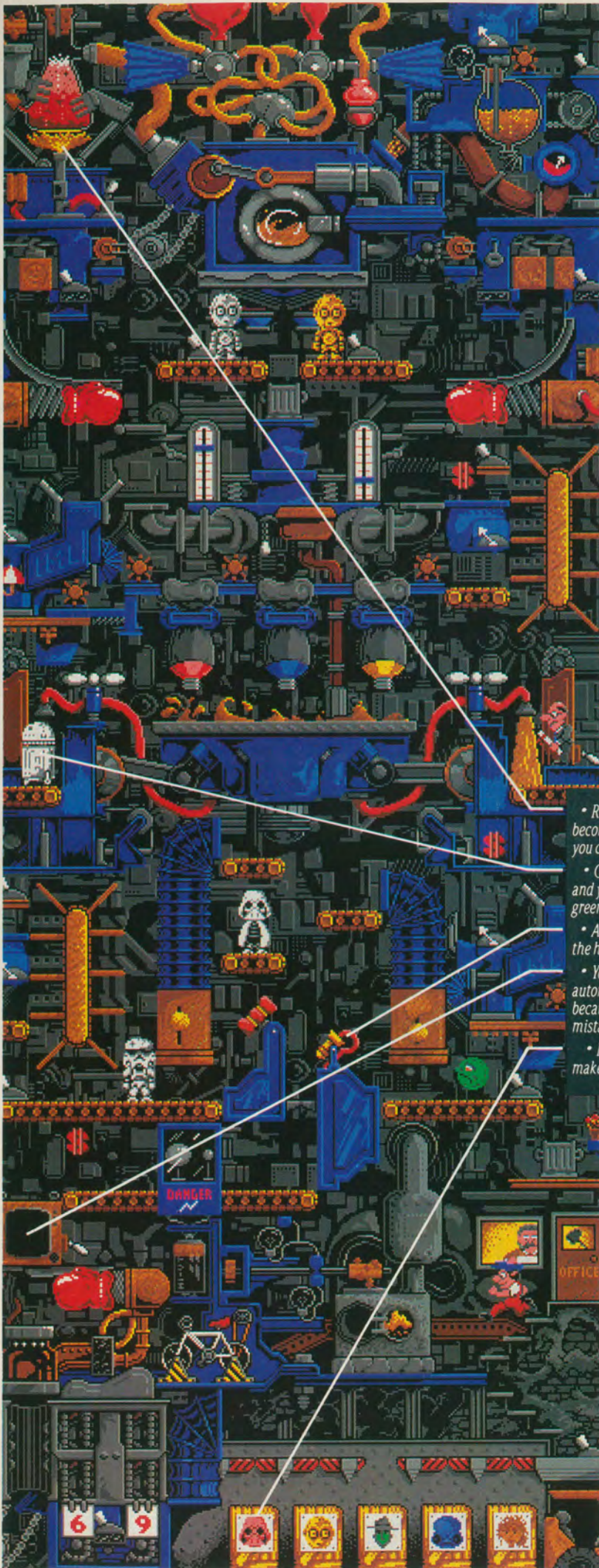
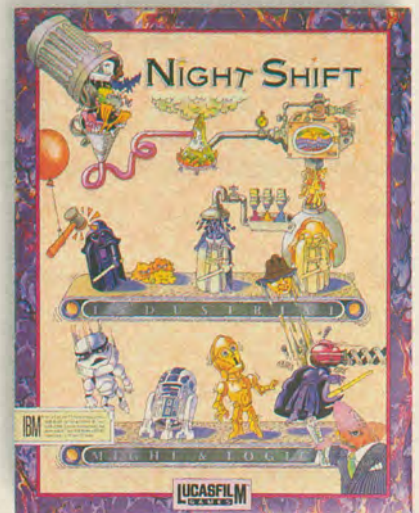
Or Luke Skywalker,™ Indiana Jones,™ even Zak McKracken:™ miniature dolls of your favorite Lucasfilm characters. But make sure you get their heads screwed on right. Or this might be your last day on the job.

Each eight hour shift takes just a few minutes to complete. But the better you get, the tougher your job gets. Bigger Quotas. Pesky lawyers.

Furry pests. And of course the machine *hardly ever* breaks down.



AVAILABLE ON:  
CBM64/128,  
Amstrad,  
Cassette & Disk,  
Spectrum Cassette.  
Atari ST, Amiga &  
PC & Compatibles



• Recycled industrial waste becomes fantastic plastic - if you can keep your cool.

• One wrong squeeze of paint and you'll turn Artoo Deetoo green with envy.

• A squirt of glue, a whack in the head, and a toy is born.

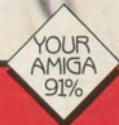
• You probably won't need the automatic quality controller, because you'll never make mistakes.

• Pack 'em up, ship 'em out, make a bundle, and go home.



# WORLD CHAMPIONSHIP BOXING MANAGER

CBM 64, Spectrum, Amstrad CPC  
£9.99 cassette, £14.99 disc  
Amiga, Atari ST £19.99  
IBM PC £24.99



World Championship Boxing Manager puts you in control of up to 5 boxers. You must use your skills as Manager/Promoter against the computers artificial intelligence, which controls 17 managers who together have 100 boxers under contract.

A warning, the expectations of your boxers are high, you will need to utilize all your negotiation skills in this award winning simulation to secure bouts against rated boxers, which will increase the world ranking of your fighters on the road to becoming champions of the world.

Dangerously addictive, refreshingly different and nicely presented. Send a copy to Tyson. He might learn a thing or two. *Your Commodore. Rated 90%*

There is a lot more I could go into. I could explain all the subtleties of the game. Discovering all the little complexities is just part of the fun, and trying to master the fame is the rest. But don't worry, you never will. An incredible product. *Commodore User Amiga. Rated 90%*

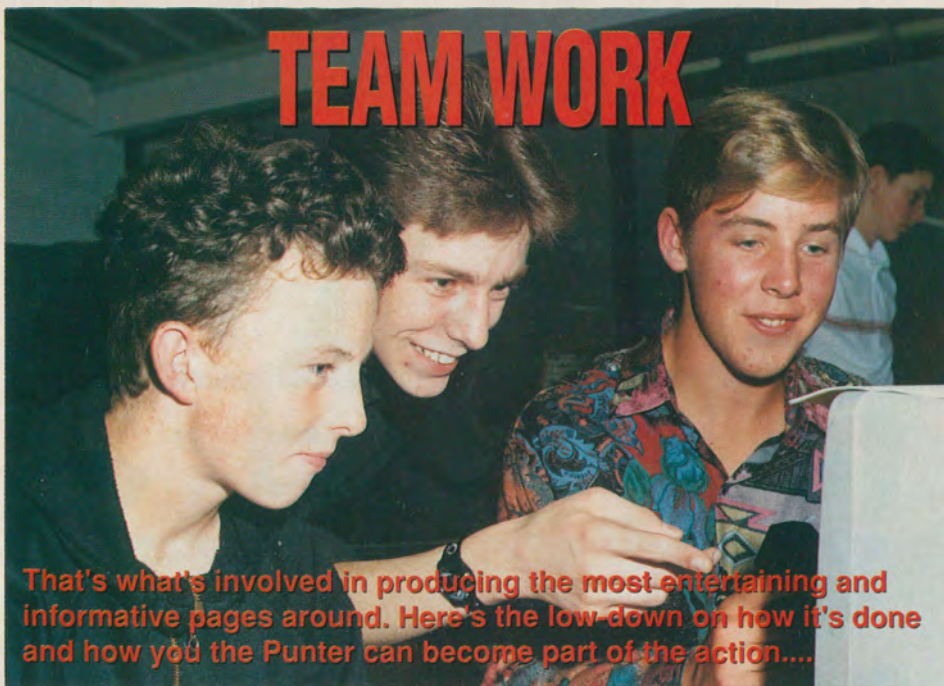
There's not a lot more to say other than it has to be one of the most in depth and entertaining strategy games yet. If you think that sporting management games are not for you, then think again. *Ace. Rated 95%*

There are no unrealistic moves. There are no stupid responses or impossible attacks. Everything is worked out to the nth degree, and it shows. *Your Sinclair. Rated 91%*

WBCM, takes you through the ups and downs, the ins and outs, the brain damage and the black eyes. If you like management then you'll love this. *Your Amiga. Rated 91%*



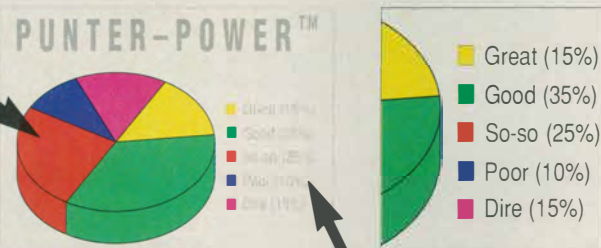
# TEAM WORK



That's what's involved in producing the most entertaining and informative pages around. Here's the low-down on how it's done and how you the Punter can become part of the 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.



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

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

**RATING=75%**

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.

ST Action is keen to acknowledge the fact that you, the consumers, are the most important judges of whether software is good, bad, indifferent or downright dreadful.

We have therefore developed the ultimate in games rating systems, a system like no other before! No longer do you have to place your trust into the hands of a reviewer. All ST Action's scores are now decided by the people for the people (with a little help from our team).

### Punter-panelist open sessions

STA holds regular open sessions, during which ST owners are invited to play the very latest games for their machine. During the gamesplaying sessions, ST Action reviewers are on hand to offer help and advice to anyone experiencing difficulties with a game, thus making sure everyone sees every possible aspect of the games under scrutiny.

Having played a game and seen all it has to offer, panelists are asked to fill in a detailed questionnaire detailing their thoughts about the game. When writing up reviews our team uses these questionnaires as a 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 it's like to spend £20 or more on a piece of computer entertainment software.

### The Punter-Power™ score panel

The ST Action Punter-Power™ score panel was created to best display the findings of the punters. By simply taking a quick glance at the panel, you'll be able to determine 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.

### And there's more...

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. With this new technology you can now see even more aspects of the games in the form of our perfectly joined Digi-Scape™ sequences showing how the detailed mechanics of games work.

There's also the feature we've christened Roll Call™ – enlarged, colourful pictures of the major characters in the game, taken straight from the screen. A lot of time and effort goes into producing these to add to your enjoyment of the review.

Labelled screen pictures are also used to point out important sprites, icons and other graphic detail. 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 why not drop us a line. We're currently creating a database of willing volunteers who would like to take part and everyone is welcome.

So, if you'd like further details write (including your phone number if you have one) to:

Alan McLachlan, STA Punter-Power™, Europa House, Adlington Park, Macclesfield, Cheshire. SK10 4NP.

**NO-ONE HAD THE GUTS UNTIL NOW!**

# MAIARC

TM & © WILLIAMS ELECTRONICS GAMES INC.



**WINNERS DONT USE DRUGS**  
**MAIARC**



## ocean®

THE ONE 90% "...YOU LUCKY PEOPLE! ... You can kill to the tune of a 'hard' soundtrack, or delight to the sound of a splendid array of effects."  
C+VG 91% "...Its sheer addictive nature simply grabs you by the throat and refuses to let go. ... Everything you'd expect from the coin-op is there, ...The whole thing flows along so easily that you'll be addicted."

**SPECTRUM • AMSTRAD • COMMODORE  
CBM AMIGA • ATARI ST**

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

Arcade action and a **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!**

# Greater London Computers

## Atari Discovery Pack

Bombjack, Carrier Command,  
Outrun, Space Harrier, STOS,  
Neochrome, First Basic, ST Tour,  
Discover the ST.

**£289.95**

## Atari Turbo Pack

STOS, Basic, Music Maker II,  
Hyperpaint II, Indiana Jones,  
Impossible Mission II, Human  
Killing Machine, Supercycle,  
Outrun, Dragons Breath, Anarchy,  
Bloodmoney.

**£379.95**

## Atari 1040 STE Extra Pack

Prince, Hyperpaint, STAC, ST  
World, ST Base, ST Calc, ST Graph.

**£449.95**

## Atari Lynx Hand Held Console

**£119.95**

All current software available,  
please call for details

## Other bits:

### DISC DRIVES

Cumana disc drive .....£74.95  
Golden Image disc drive .....£69.95  
Golden Image drive + counter...£79.95  
Golden Image Optical mouse.....£49.95  
Golden Image Mechanical mouse £29.95  
Golden Image Hand Scanner ...£229.95  
Protar Hard disc.....CALL

### SOFTWARE

Superbase  
Professional .....£99.95  
Superbase Personal ....£39.95  
Superbase Personal 2 .£59.95  
Logistix .....£99.95  
1st Word Plus .....£79.95



## COSMO'S MESSAGE FOR THE MONTH

"Yo dudes, Cosmo ere. Well dudes, another month, another issue and just look wot Mr Mike has sorted out for yous this month Action dudes and dudettes."

"Firstly, he's got loads of new discy drives by those dudes at Cumana and Golden Image. Plus he's got in some optical macey things, they aint got a ball on the bottom though, so how does they work dudes? Plus he's got loads of info on new hardy discy and tapey streamy things and some other stuff new in from Germany. You's'll have to give him a bell about those though dudes cos its too late to get details in the ad."

"Well dudes, that's about it like, 'cept to say stay lucky dudes and I'll sees you all next month."

"Ta Ta For Now Dudes,"

Cosmo



Delivery is free on all items sent to UK addresses. All Ataris are sent by DataPost for next day delivery. We regret DataPost is not available to BFPO addresses

**Greater London Computers,**

**481 Hale End Road, Highams Park, Chingford, London. E4 9PT**

**TEL 081-527-0405 FAX 081-503-2341**

# SEXISM RULES OK?

## Sexism – is it soft porn or just 'fun'?

There has been an increasing amount of criticism targetted at the software industry regarding the use of sexism to promote a product.

Such strategies have been employed by software marketing personnel over a number of years, yet after all the complaints they receive, they still insist on using this extremely controversial method.

Due to the serious nature of

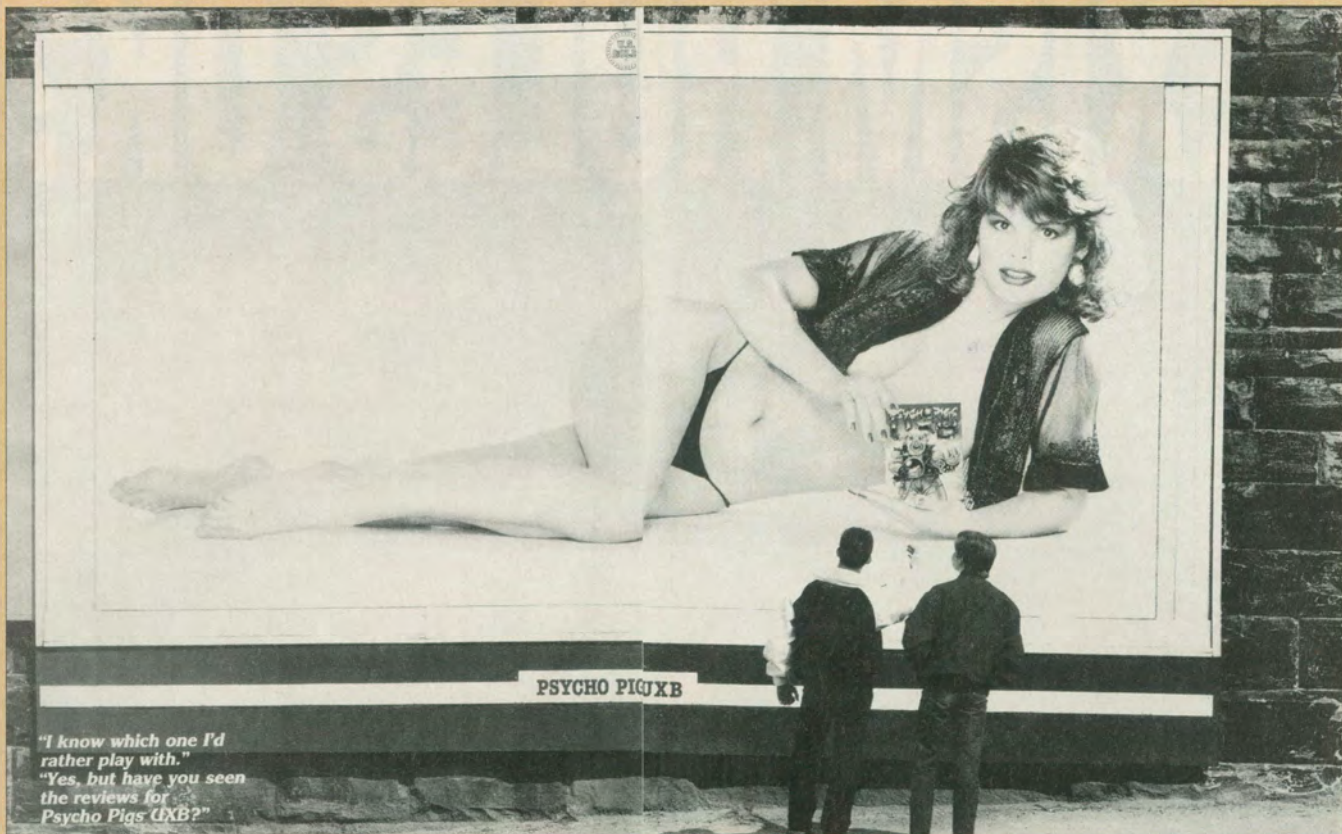
this type of advertising, ST Action's Alan Bunker has investigated the affair from past years to present.

He has delved into the depths of the Advertising Standards Authority's files, spoken to a number of key figures in the computer industry, and asks that you, the readers, have the final say on the matter, for it is you the advertisements in question are aimed at.

Your responses to the article

and any potentially feasible ways of combatting the problem will be printed in next month's issue. We hope to provoke a lot of interest and more comments from the industry would be considered.

Please note that the illustrations in the following pages are only meant to portray the problem and we apologise if any of our readers take offence but please understand they are absolutely vital to the article.



**PSYCHO PIGS UXB - U.S. GOLD**  
 Eight members of the public complained about this advertisement, declaring it was offensive and exploitative. The result of the A.S.A. investigation into the matter was: "U.S. Gold informed the advertisement was intended to be 'fun and eye-catching' and was aimed at a predominantly

young male market. They had not intended to cause offense or be exploitative...the Authority considered the illustration and innuendo to be ill-advised and asked that the sensitivities of those who find such a portrayal of women offensive to be taken into consideration in the future."

The marketing people for Psycho

Pigs knew exactly what they were doing. They were being sexist in order to promote and sell a product. The advertisement cannot be excused. They're intelligent enough to realise the implications of such a blatantly sexist advertisement and the publicity that it would provoke. Shrewd...and base.

How can sexism be justified in any form of media? Why is sexism present in computer software advertising? Is it necessary to show blatant sexism in software itself? A lot of young, psychologically vulnerable children are involved in computers. Is it right for them to be subjected to this old-fashioned and dangerous attitude?

**3.1** No advertisement should contain any matter that is likely to cause grave or widespread offence. Whether offence is likely to be caused and, if so, of what gravity will be assessed in each case.

This statement is taken from the British Code of Advertising Practice - the law book of the Advertising Standards Authority. Also stated is that advertisements must meet the standard of decency that is "generally accepted at present in the United Kingdom."

Just how is that standard of decency measured? Have you ever been questioned by the A.S.A. or anybody else on what you regard as an acceptable 'standard of decency'? I certainly haven't and neither has anybody else that I know. Per-

haps it is time that the A.S.A. conducted a poll on the public who are now reaching the point of distrusting the A.S.A.'s principles and policies, along with their actions that are forever too late. Better late than never? Not really, for the damage will have already been done.

**3.3** The fact that a product may be found offensive by some people is not, in itself, a sufficient basis under the Code for objecting to an advertisement for it. Advertisers are urged, however, to avoid unnecessary offence when they advertise any product which may reasonably be expected to be found objectionable by a significant number of

those who are likely to see their advertisement."

A certain amount of blame can be directed at the A.S.A. for failing to devise and enforce stricter guidelines. However, they are only there as a preventative organisation against sexism. It is the software publishers who should take the brunt of all complaints for they are the source of it all. Of course, it is unfair

to say that all publishers are to blame but those that are guilty should show more sense of responsibility.

To break free of this attitude that the female is the 'inferior' sex surely isn't being helped by sexism in computer game adverts. The home computer market is male orientated with one in four households possessing a computer. This must surely have an affect upon the male population in future generations when those at a young age have been subjected to this type of stereotypical sexism.

Attitudes picked up at a vulnerable teenage age will quite likely remain with that person into late adult stages. Computer game advertising isn't being socially positive but is instead preserving old fashioned idealisms. This can't be

regarded as good.

## THE VOICE OF THE INDUSTRY

**Ian Richardson, Public Relations, Gremlin:** "We'd never go for anything like that (sexism). However, I can understand why they do it - they're appealing to the male

dominated market. I dread to think that we'd ever do that. I do know of other software publishers who have had games banned from computer shops because of their explicit packaging."

I can only say that the industry needs more of this positive attitude, especially from publishers themselves.



**Nikki Hemmings, Public Relations, Rainbow Arts:** "We are totally neutral...but you have to understand that we're not going to ignore the fact that it's a male domi-



**RAN XEROX - UBI SOFT**

**Duncan Lowthian, Public Relations, Ubi Soft UK:** "The Ran Xerox advertisement will have been seen by 300,000 people worldwide. Out of that, only one person complained to the Advertising Standards Authority, so how can it be seen as offensive? Not only that, but it is part of the Ran Xerox comic book licence and appears on the front cover."

The A.S.A. could not give us the result of the investigation into this particular advertisement, as it is presently being investigated and they are not allowed to give details until they have reached a conclusion.

nated market and women sell the product. Our Populous advertisement features a woman but she is fully clothed and we don't see anything wrong with that..." and continued, "...the most successful PR people are women."

**Jane Conway, Advertising Manager, Interactive Publishing:** "There has been no noticeable change in the use of sexism over the three years that I have been in the software advertising industry, but if it's going to stop, it has to stop across the board - television, newspapers, and so on, otherwise it's futile."

Approximately 90-95% of marketing is aimed at 16-19 year old males who can make up their own mind as to whether or not they want to buy that particular piece of software just because of some naked flesh promoting the product. As a woman, I don't see the harm in it so long as it isn't over the top."

**Sandra Vogel, Editor, OASIS (Organisation Against Sexism In Software):** "There are a surprising number of females out there who are interested in computers (Sandra, aged 26, has had a home computer for a number of years). They aren't

given the opportunity or confidence to air their views because of this 'sexist victimisation'."

Sandra strongly agreed with the comment from Interactive's Jane Conway, in that sexism has to be stopped in all forms of media if it is to be completely successful.

She also suggested that the major, if not all, computer magazine publishers should create a code of ethics that thereby stop any magazine from printing sexist advertisements. As a result, it is hoped that the software publishers would cease such offensive promotions.

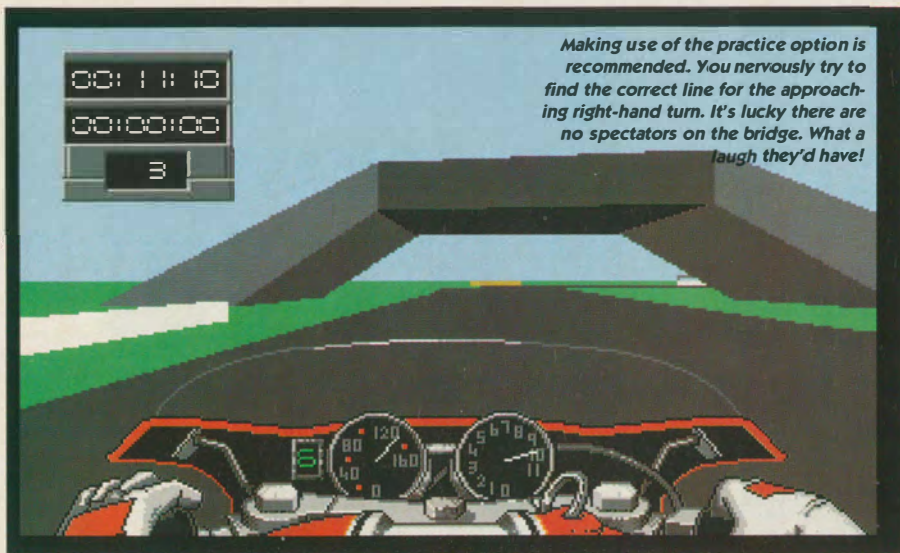
OASIS have tried such preventative measures before, but received little response and enthusiasm from the computer press. Maybe it is time to try again? To be effective, though, the scheme would need the full support of all the computer media. As Sandra commented about the whole industry: "Everybody has to take at least some of the responsibility."

*If any of you have views on the subject of sexism in software or wish to contact/join the commendable OASIS, please write to me, Alan Bunker, at the usual ST Action address. The most interesting letters will be printed in next month's issue, along with an fascinating survey recently conducted by the A.S.A.*



**GAME OVER - IMAGINE** The A.S.A. couldn't find any record of complaints against the initial advertisement. Whether that is because no complaint was lodged or because records become deleted after a particular period of time has elapsed, we do not know. Game Over was advertised in the latter half of 1987,

and the fact that the illustration was altered to make it more 'acceptable' shows how they knew the implications of such explicitness yet they still used it in the first place, meaning the effects of it all had already taken place. Again, women are demeaned by the unnecessary and irrelevant illustration of their bodies.



At the moment, Gremlin are setting the standard for other software houses to follow in their production of exciting and realistic racing games. Their last two releases, Lotus Esprit Turbo Challenge and Toyota Rally, were probably the two finest examples of racing games to date. Playability and realism are the two main contributing factors to this, with some extremely good graphics and sound thrown in for good measure.

The aim of Team Suzuki is to become the fastest driver in the world and finish in first position over a season of 16 races. The tracks have been chosen from some of the hardest and challenging circuits in the world, so it's not going to be easy!

Team Suzuki is more of a simulation than an arcade game. The controls and menu system have been designed to make playing the game as easy as possible



# Team Suzuki

G R E M L I N

and most of the information you will need is constantly displayed on screen.

Once you have loaded the game you will be presented with a screen offering you the choice of motorbike by engine capacity, and the options of a practice, a single race, or participating in a full season. The smallest bike available is the 125cc - with automatic gears this is by far the easiest of the three to control. The other two larger bikes are faster and have manual gears, so winning on these will be a lot more difficult.

The practice option will allow you to start on an empty grid with no other bikes present. Practicing with the con-

trols is the order of the day and you will need a good few laps before you can take on the professionals, with even a small chance of winning.

Your bike can be controlled in any of three different ways, Normal, Alternative and Joystick. Most people will opt for the normal controls with Right mouse button for accelerate, Left mouse button for brake, Control for changing up a gear and Shift for changing down, the easiest and most user friendly of the three options available.

In any mode there is an option to look over your shoulder and check out the look of consternation on your opponents as you pass them or find out who's fast approaching. This is done by pressing the spacebar at any time during a race, while releasing it will return you to the normal viewpoint.

Choosing the single race option takes you straight to another screen where the following

options are available: Extra Tracks, Qualify, Laps per Race and Track. The Extra Track option is included to allow other tracks to be added to the 16 already available. Gremlin will be releasing these at a later date. Qualifying takes place before any race.

No matter what time you achieve, you will always qualify but your starting position is decided by the fastest of your lap times, so speed is of the essence.

Sooner or later the inevitable is going to happen. Should you collide with another rider, move too far off the road or even fall off your bike, you will sustain a certain amount of damage. When this happens a message will flash up onto the screen indicating the nature of the damage and should this happen too often during one race, your bike will become irreparable and you will have to retire and the race will be over.

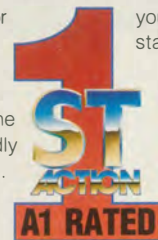
As a default option, the other bikes in every race are left riderless



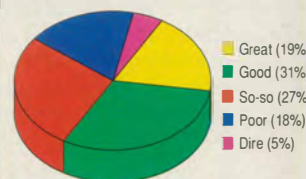
Typical boy-racer. While trying to impress the lusty blonde in the grandstand, you don't notice the grass and you judge the bend hopefully. Back to the practice tracks for you, my boy.



One of the handy add-ons in Suzuki is the 'look over the shoulder' view. After taking the bend at high speed, another rider is approaching fast and looks just about to overtake.



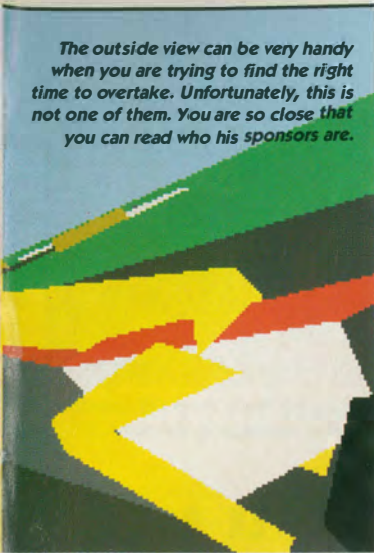
## PUNTER-POWER™



GAME: TEAM SUZUKI  
PRICE: £24.99

**RATING=86%**

The outside view can be very handy when you are trying to find the right time to overtake. Unfortunately, this is not one of them. You are so close that you can read who his sponsors are.



(try saying that after 10 cans of Special Brew) in order to keep the game running smoothly. However, riders are available and these can be toggled on or off using the M key. Another thing that can increase the overall speed of the game is the removal of the dashboard sprite. Once again this can be toggled on or off using the C key.

As well as the standard first person perspective point of view, the bike can also be viewed from several different angles: Front view from the bike, back view from the bike, fixed position camera view, camera view angles relative to the bike and camera view angles relative to the North. These views can be altered using various keys on the keyboard.

If you manage to win, or come close to winning, a race, it would be nice to see that moment of glory again. An action replay option has been included so that the last 15 to 30 seconds can be viewed again by simply pressing the R key after a race.

A full season option has also been included. This allows you to set the usual number of laps and to qualify. A save game option is also available and can be used after each completed race. Obviously, you can load up any game from where you last left off. This option proves invaluable when you are in the middle of a full season and your mum tells you it's time for tea in the middle of race eight.

**Jason**

Once again, with Team Suzuki, Gremlin have put together a game of high quality and value for money. The polygon graphics are probably the best and fastest examples ever seen, moving fast and smoothly and adding great depth and feel to the game. The sound of the engine roaring as you take a corner too fast and then ceasing to roar as you collide with a barrier has been nicely thought out and adds to the realism. Need I say it? Another cracking product from Gremlin.

**GAMEPLAY:**

**SOUND:**

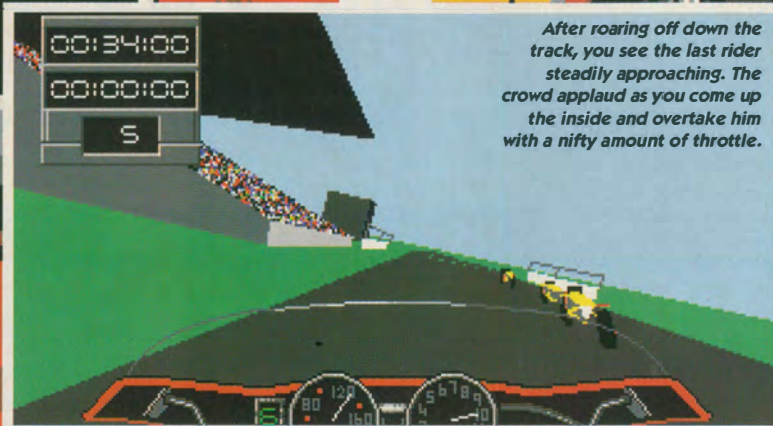
**GRAPHICS:**

# FROM START TO FINISH

Here we see the nine competing riders on the start-up line in their relevant positions. As the crowd looks on, the flag is raised and they're off.



After roaring off down the track, you see the last rider steadily approaching. The crowd applaud as you come up the inside and overtake him with a nifty amount of throttle.

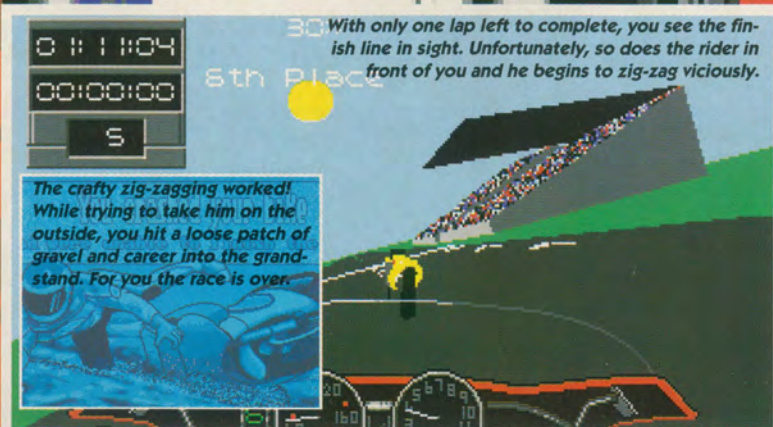


You approach a sharp right-hand bend with caution. The rider on your right looks unsure about his line and starts to sway outwards.

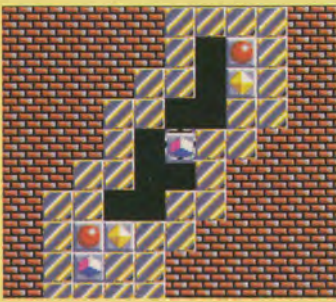


With only one lap left to complete, you see the finish line in sight. Unfortunately, so does the rider in front of you and he begins to zig-zag viciously.

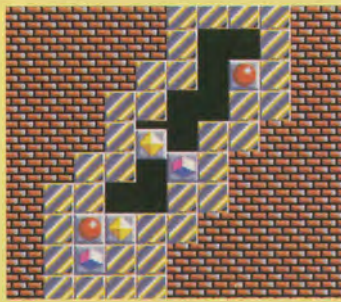
The crafty zig-zagging worked! While trying to take him on the outside, you hit a loose patch of gravel and career into the grandstand. For you the race is over.



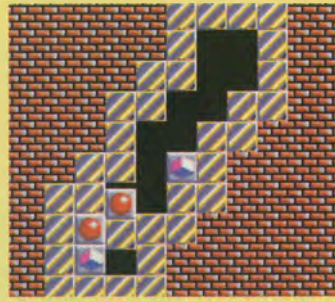
# PERPLEXING PUZZNIC PUZZLES PLAYED POSITIVELY. PUZZLING ISN'T IT?



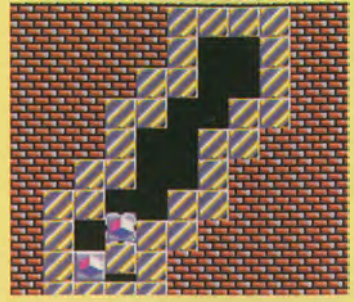
Start this level by moving the Purple block off the ledge and to the left.



Drag the Yellow block over the Purple one and join it up with its partner.



The Red blocks can now be joined up as soon as the moving block stops.



Join up the Purple blocks to complete the level and jump to the next.

Over the past year or so there have been quite a substantial number of brain-aching puzzle games released: E-Motion, Pipe Mania, Plotting and Chip's Challenge, to name but a few. Games of this genre rely on frustrating gameplay rather than graphical excellence to keep your eyes glued to the screen.

Puzznic is a one player game, controllable by joystick only. The object is to eliminate all the blocks from the screen within a preset time limit. To move a block, position the flashing cursor over it and then press and hold the fire button. You can now move the block left or right using the joystick. However, blocks cannot be moved up or down.

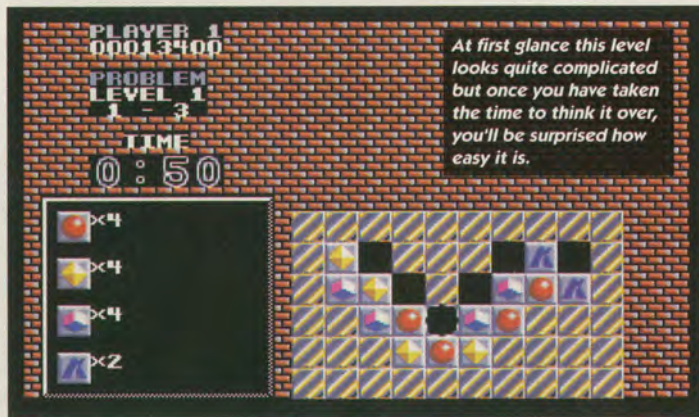
A block is eliminated when it is adjacent either horizontally or vertically to one of the same type. A falling block will not eliminate any similar block that it passes. Blocks will only be terminated when all those on the screen have stopped falling.

Points are awarded for eliminating blocks. If you can eliminate more than two at once you will receive extra points and if you can set off several eliminations without using the joystick, your score will be considerably increased.

The game has eight levels, each divided up into four sub-levels. After completing level one, things start to get a little more difficult with the introduction of moving blocks. These can't be eliminated but can be used to your advantage if you time the drop of each block to perfection.

# Puzznic

O C E A N



At first glance this level looks quite complicated but once you have taken the time to think it over, you'll be surprised how easy it is.

After completing any level, you are awarded a bonus on your time remaining. This bonus reflects what level you are on (x1000) and how much time you had left at the end (x100).

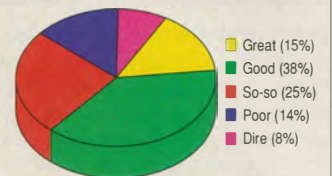
As you progress through the game, more blocks must be eliminated to complete each level. Connotations of three and four blocks must be assembled before you can finally reach the last stage and with a possible 144 stages. That's

gonna' take some beating!

With the game difficulty increasing the further you progress, you are bound to make a mistake. Fortunately, included in the game is a retry option. This option allows you to restart from the beginning of any stage that you were on and continue where you left off, just in case you made a mistake. Unfortunately, the retry option can only be utilised three times after which you'll have to start all over again.

Jason

## PUNTER-POWER™



GAME: PUZZNIC  
PRICE: £24.99

I usually find puzzle games quite enticing. There's nothing like the sound of your grey cells grinding together on a cold winter's morning, trying to work out the latest level of deviousness. *Puzznic* is one of the games that keeps you coming back for the proverbial 'one last go'. Graphically, it is nothing special, and sound, well the only noise you hear is an irritating click when the blocks move. Although your allocated time limit is nothing excessive, the faster you complete the level the more points you will get. With over 100 stages, *Puzznic* is going to be responsible for keeping you up on some very late nights. My only arguable point is the price. £24.99 for a graphically poor puzzle game is, in my mind, overly excessive.

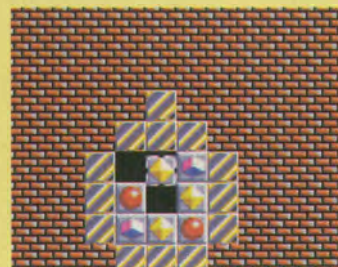


**RATING=77%**

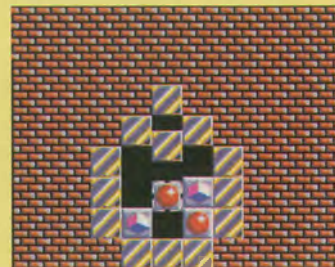
## A STEP-BY-STEP GUIDE TO PERFECTING YOUR PERFORMANCE PLAYING PUZZNIC



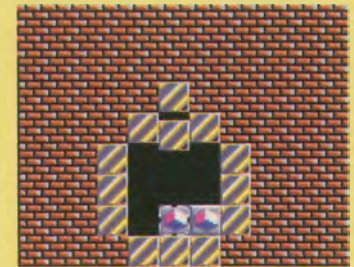
When the block goes up, move the Yellow block on the left downwards.



Once the Yellows have disappeared, wait until the block travels back up.



Once the block has moved up, shift the last Red over and join them up.



An easy end to the problem. Match the last blocks up for a big bonus.

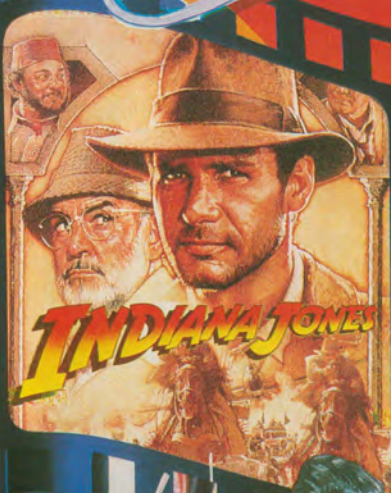
# THE COMPILATION PACK OF MEGA STARS

# HOLLYWOOD

## Collection



GHOSTBUSTERS II



BATMAN



ROBOCOP

GHOSTBUSTERS II

INDIANA JONES

BATMAN



ROBOCOP™ & © ORION PICTURES CORP. ALL RIGHTS RESERVED.



© 1989 Columbia Pictures Industries Inc. All Rights Reserved.



TM & COPYRIGHT © 1989 by Lucasfilm Ltd. [LFL] All rights Reserved.



TM & © 1964 DC Comics Inc.

## AMIGA ATARI ST



## AMSTRAD SPECTRUM COMMODORE

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

# Nigh

This is the awesome BEAST machine where you make all the dolls. On the later levels more of the machine is available for you to use. For example, here you'll find most of the various componets in working order. That means there's a lot more work for you to do.

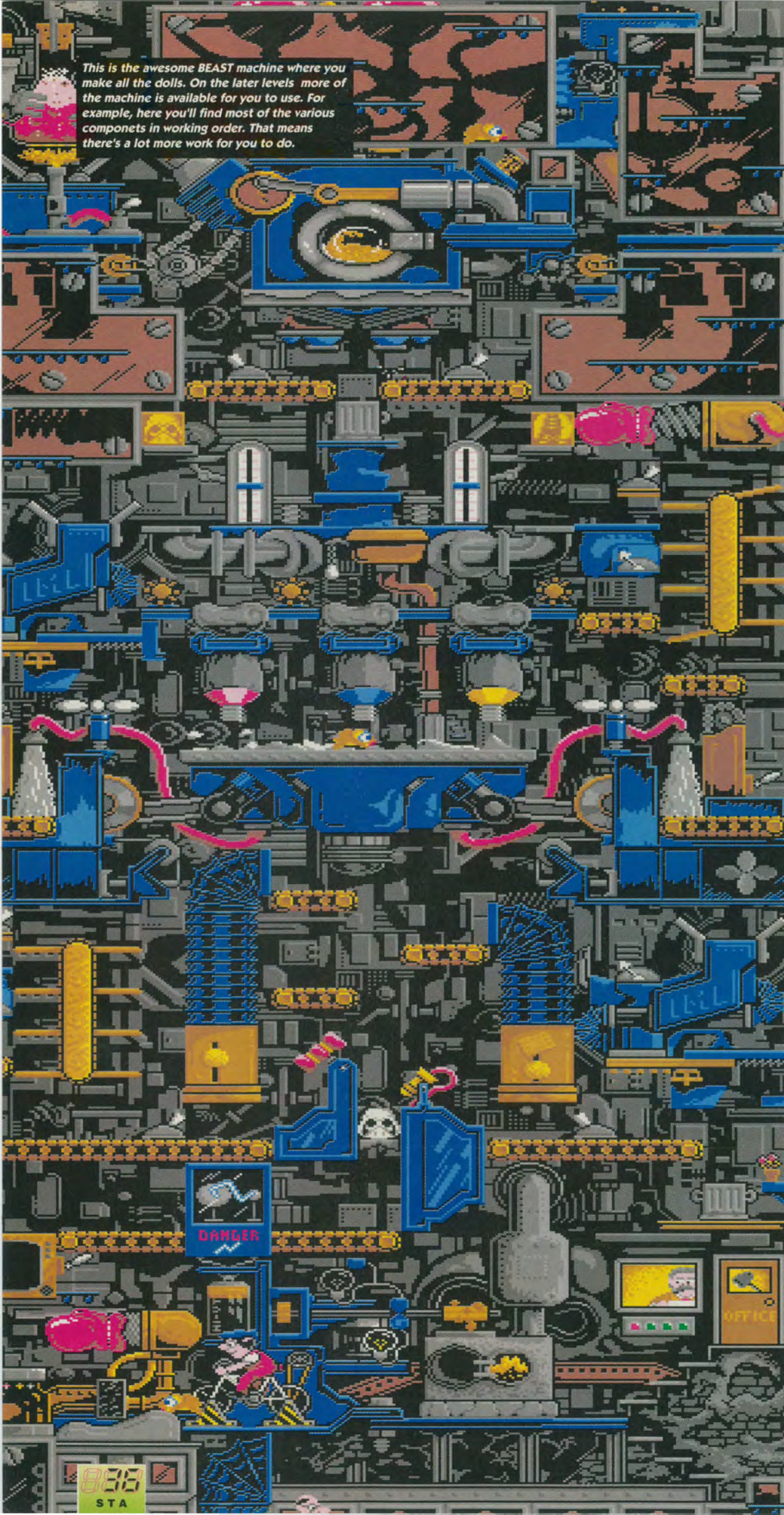
When life's getting you down and you've got no money there's only one thing you can do and that's get a job of course. Leafing excitedly through the local paper, a particular position catches your eye. *Quick Worker Needed for Night Shift* says the advert. That sounds like your kind of job. And they don't even want any references (probably a good thing because you haven't got any in the first place!)

Having performed miracles at the interview you get the job (which incidentally is making toy dolls) and are due to start your first shift at 9.00pm. As you don't want to be late you dash out and get there early. Now it's time to see the boss, Mr. Bingham and get your production quota for the night. Good. It's

only five Little Luke Skywalkers and five Mini Indianas. The company has really taken off since they started producing junior versions of famous film characters, and now it's your job to make 'em!

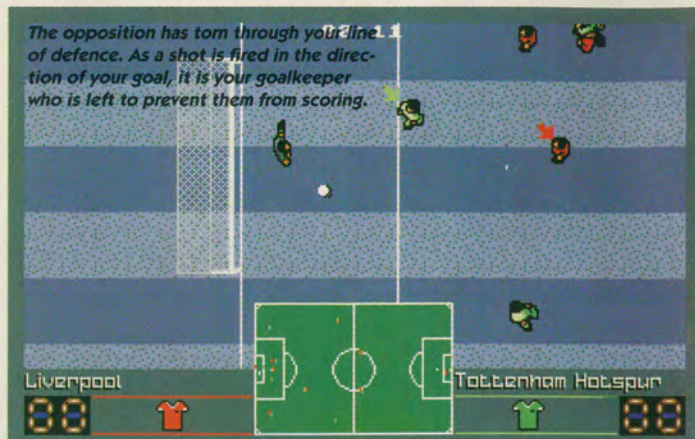
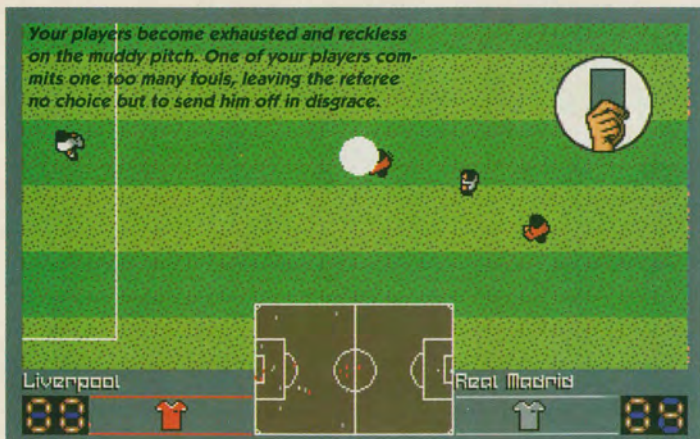
When you enter the factory your first task will be to charge up the generator. To do this you have to jump aboard the bicycle and peddle like crazy - two light bulbs will flash

After you've had a really hard night's work on the BEAST, you're glad to return home to rest your weary feet in front of the fire.



8:33  
STA





Soccer stars have had their names associated with many computer games. We've seen the likes of Gary Lineker, Peter Beardsley, and Maradona trying to invade our homes through the ST. Unfortunately, none of the above mentioned were very good, so will Paul Gascoigne, as one of England's most prominent football players, have a similar downfall as his other sporting colleagues?

Gazza II is a multi-role, multi-player game where each person participates in coaching your team, scouting for new players, and finally competing in the game itself in horizontal Kick Off style.

Before a match, you can spend quite a considerable time organising your squad. Arranging bank loans, transfers, and training sessions is only part of your job. Deciding tactics for the match to follow is obviously important - your strategy could determine whether you win or lose a hard fought battle.

The tactical side of things can become relatively complex, as you are allowed to position players at specific places on the pitch during certain times. For example, men can be instructed to take up special positions for corners, free kicks, and throw-ins.

# Gazza II

## EMPIRE

Once all the preliminary preparation has been done, you can play the match you will have worked so hard for. Pitches vary in condition from being icy to the usual dry. The referee blows his whistle, the players burst into action, and the game is on!



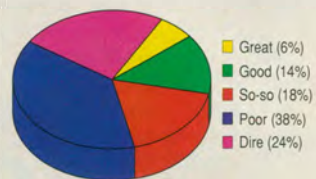
The strength of your kicking is determined by how long you hold the fire button down. It is displayed by a bar that increases in height at the base of the screen.

Pulling back lofts the ball into the air, whereas lunging forward drives the ball low and straight. By directing the joystick diagonally, the ball will swerve.

After a match, you can revise your tactics to suit your next opponents. The league can also be viewed, and a chart illustrating your performance can be accessed. Obviously, your aim is to win the league but the task will demand from you all your skill and stamina, as the league consists of top class competition from countries all over Europe.

Gazza's presence is felt throughout the game with digitised pictures of him cropping up regularly in various places. He is even interviewed at half-times by a gentleman looking remarkably like Jimmy Hill but is inventively named Bob. Fortunately, Gazza maintains his real name! **Alan**

### PUNTER-POWER™



GAME: GAZZA II  
PRICE: £24.99

*There is quite a lot of depth and realism in match preparation. Players are detailed in many aspects which provides great help when choosing a squad. Fitness training could reward you significantly, and tactical decisions will affect results. Unfortunately, the actual match-play is extremely poor. It works on the 'nearest man to the ball' system, but the playing area is far too small, and the goalkeepers are almost useless. Not only that, but height perspective isn't realistic. All the players run at equal speeds which prevents you from gaining on people with the ball.*

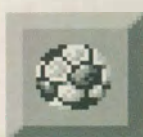


**RATING=52%**

## JUST SOME OF GAZZA'S MANY GADGETS



Allows you to experiment with a range of new tactics.



Play the next match that is scheduled for your team.



This provides an assessment of your managerial abilities.



All the options that a regular football scout has available.



Opt to carry on with your many managerial duties.



Begin the coaching of your football squad.



Search for invaluable stars, and sell your slackers!



Arrange or pay off loans from the bank. Interest is charged!



Provides you with information on each individual.



View all the divisions and details of who is beating who.



Change the type of pitch, alter playing time, and more.



Check your mail for what could be vital footballing news.



Bring youths through the ranks to your first squad.



Learn who in your squad is injured or even fully fit.



FREE  
POSTAGE



# STATE OF THE ART Software

TEENAGE MUTANT HERO TURTLES £17.90

FREE  
DELIVERY



**Claim FREE game  
when you buy an  
ATARI PACK**

## ATARI STFM DISCOVERY PACK

520 STFM Built in Power Supply, 1 Meg Drive, Mouse, First Basic, STOS, Bomb Jack, Outrun, Carrier Command and Space Harrier  
**£265 inc.**

## ATARI STE TURBO PACK

STOS, Impossible Mission II, Human Killing Machine, Dragons Breath, Anarchy, Blood Money, Supercycle and Mole  
**£359 inc**

## ATARI 1040STE EXTRA PACK

ST Word, ST Base, ST Graph, ST Calc, First Basic, S.T.A.C., Hyper Paint and Prince  
**£429 inc**

## Cumana CAX354 2nd Drives

Enable/Disable Switch  
Includes PSU  
**£79 inc**

## Zydec 2nd Drives

Enable/Disable Switch  
Through port, Includes PSU  
**£69 inc**

## Philips CM 8833 Mk 2

Colour Monitor, Stereo Sound, 2 Inputs and FREE one year On Site Maintenance  
**£249 inc**

## PC Speed Emulator Now only £239 inc

## FREE GAME OR MOUSE MAT

With every software order over £40

| GAMES  |        | GAMES                                |        | GAMES                       |        |
|--|--------|--------------------------------------|--------|-----------------------------|--------|
| 4D Sports Boxing                             | £18.90 | Immortal                             | £18.90 | Stun Runner                 | £18.90 |
| 4D Sports Driving                            | £21.90 | Imperium                             | £18.90 | Stunt Car Racer             | £14.90 |
| 688 Attack Sub                               | £18.90 | Indianapolis 500                     | £18.90 | Subbuteo                    | £17.90 |
| Addidas Tie Break                            | £18.90 | Indy Jones Action                    | £11.90 | Super Cars                  | £15.90 |
| Advanced Tactical Fighter                    | £18.90 | Infestation                          | £18.90 | Super Off-Road Racer        | £18.90 |
| Apprentice                                   | £16.90 | International Soccer Challenge       | £18.90 | Supremacy                   | £19.90 |
| Armalyte                                     | £16.99 | Iron Lord                            | £18.90 | SWIV                        | £18.90 |
| Armour Geddon                                | £18.90 | It Came From The Desert              | £21.90 | Team Suzuki                 | £18.90 |
| B.A.T.                                       | £21.90 | Italy 1990 Winners Edition           | £16.99 | Teenage Mutant Hero Turtles | £17.90 |
| Back to the Future II                        | £18.90 | Ivanhoe                              | £17.90 | The Colonels Bequest        | £28.90 |
| Badlands                                     | £18.90 | Jack Nicklaus                        | £17.90 | The Cycles                  | £13.90 |
| Barbarian 2 (Psygnosis)                      | £18.90 | Jack Nicklaus Courses                | £11.90 | The Killing Cloud           | £21.90 |
| Battle Command                               | £18.90 | James Pond                           | £18.90 | The Light Corridor          | £16.90 |
| Battle Master                                | £21.90 | Judge Dredd                          | £16.90 | The Platinum Collection     | £21.90 |
| Billy the Kid                                | £18.90 | Jumping Jackson                      | £16.99 | The Power Pack              | £21.90 |
| Black Tiger                                  | £18.90 | Khalaan                              | £18.90 | The Ultimate Ride           | £18.90 |
| Blade Warrior                                | £18.90 | Kick Off 2                           | £14.90 | Theme Park Mystery          | £13.90 |
| Blastroids                                   | £7.99  | Kick Off 2 Final Whistle Data Disc   | £10.90 | Thunderstrike               | £15.90 |
| Blood Money                                  | £11.99 | Kick Off 2 Winning Tactics Data Disc | £10.90 | Time Machine                | £17.90 |
| Bloodwych                                    | £11.99 | Kid Gloves                           | £11.99 | Total Recall                | £18.90 |
| Bloodwych Data Disk                          | £9.99  | Killing Game Show                    | £18.90 | Tower of Babel              | £12.90 |
| Blue Angels                                  | £17.90 | Kings Quest IV                       | £24.99 | Toyota Celica Rally         | £18.90 |
| Blue Max                                     | £21.90 | Last Ninja 2                         | £7.99  | Toyota Celica GT Rally      | £18.90 |
| Bomber                                       | £21.90 | Legend of Faerghail                  | £18.90 | Triad Vol 2                 | £17.90 |
| Bomber (Data Disk)                           | £13.99 | Leisure Suit Larry 2                 | £24.90 | Triad Vol 3                 | £17.90 |
| Breach 2                                     | £18.90 | Leisure Suit Larry 3                 | £28.90 | Turbo Outrun                | £16.90 |
| BSS Jane Seymour                             | £18.90 | Lemmings                             | £18.90 | Turrican                    | £17.90 |
| Buck Rogers                                  | £21.90 | Life and Death                       | £21.90 | Tusker                      | £15.90 |
| Cadaver                                      | £18.90 | Light Force                          | £17.90 | TV Sports Basketball        | £21.90 |
| Captive                                      | £18.90 | Line of Fire                         | £18.90 | TV Sports Football          | £19.90 |
| Castlemaster                                 | £18.90 | Lost Patrol                          | £17.90 | Ultima V                    | £21.90 |
| Challengers                                  | £21.90 | Lotus Turbo Esprit Challenge         | £18.90 | UMS II                      | £19.90 |
| Champions of Krynn                           | £21.90 | M1 Tank Platoon                      | £21.90 | Vaxine                      | £16.90 |
| Chaos Strikes Back                           | £18.90 | Magic Fly                            | £18.90 | Venus Fly Trap              | £16.90 |
| Chase HQ                                     | £16.99 | Magnum 4                             | £18.90 | Voodoo Nightmare            | £18.90 |
| Chase HQ 2                                   | £18.90 | Manchester United                    | £17.90 | Walker                      | £18.90 |
| Chess Simulator                              | £17.90 | Manhunter New York                   | £19.90 | War Jeep                    | £18.90 |
| Chuck Yeagers Flight Simulator               | £18.90 | Manhunter San Francisco              | £22.99 | Warhead                     | £17.90 |
| Cloud Kingdoms                               | £16.99 | Matrix Marauders                     | £18.90 | Wheels of Fire              | £21.90 |
| Combo Racer                                  | £17.90 | Mega 10 Mania                        | £21.90 | Wings of Fury               | £18.90 |
| Corporation                                  | £18.90 | Midnight Resistance                  | £17.90 | Wonderland                  | £21.90 |
| Crack Down                                   | £17.90 | Midwinter                            | £17.90 | World Cup Soccer Italia 90  | £16.90 |
| Curse of Ra                                  | £18.90 | Midwinter 2                          | £21.90 | Wrath of the Demon          | £21.90 |
| Cyberball                                    | £15.99 | Mig 29                               | £19.90 | X-Out                       | £17.90 |
| Damocles                                     | £18.90 | Monty Pythons Flying Circus          | £18.90 | Xenon 2                     | £13.99 |
| Dan Dare 3                                   | £16.90 | Mr Do Run Run                        | £17.90 | Z-Out                       | £17.90 |
| Days of Thunder                              | £21.90 | Murder                               | £17.90 |                             |        |
| Death Trap                                   | £18.90 | Narc                                 | £18.90 |                             |        |
| Dick Tracy                                   | £18.90 | Narco Police                         | £18.90 |                             |        |
| Dragon Breed                                 | £18.90 | Night Shift                          | £19.90 |                             |        |
| Dragons Breath                               | £21.90 | Nightbreed (Action)                  | £16.90 |                             |        |
| Dragons Lair                                 | £28.99 | Nightbreed (Interactive)             | £16.90 |                             |        |
| Dragons Lair 2 Time Warp                     | £22.90 | Nine Lives                           | £17.90 |                             |        |
| Duck Tales                                   | £18.90 | Nitro                                | £18.90 |                             |        |
| Dungeon Master                               | £16.99 | North and South                      | £17.90 |                             |        |
| Dynasty Wars                                 | £17.90 | Obitus                               | £18.90 |                             |        |
| E.S.W.A.T.                                   | £18.90 | Operation Stealth                    | £18.90 |                             |        |
| Elvira                                       | £21.90 | Operation Thunderbolt                | £16.90 |                             |        |
| E-Motion                                     | £17.90 | Overrun (1MB)                        | £19.90 |                             |        |
| Epic   | £19.90 | Pang                                 | £18.90 |                             |        |
| Escape from the Planet of the Robot Monsters | £14.99 | Paradroid 90                         | £17.90 |                             |        |
| F15-Strike Eagle 2                           | £21.90 | Pipemania                            | £17.90 |                             |        |
| F16-Combat Pilot                             | £21.90 | Police Quest 2                       | £20.99 |                             |        |
| F19-Stealth Fighter                          | £21.90 | Powermonger                          | £21.90 |                             |        |
| F29-Retaliator                               | £18.90 | Prince of Persia                     | £18.90 |                             |        |
| Falcon                                       | £19.90 | Projectyle                           | £17.90 |                             |        |
| Falcon Mission Disk                          | £15.90 | Puzznic                              | £18.90 |                             |        |
| Falcon Mission Disk 2                        | £16.90 | Rainbow Islands                      | £16.90 |                             |        |
| Falcon Plus Mission Disk                     | £29.99 | Resolution 101                       | £17.90 |                             |        |
| Farrari Formula One                          | £16.90 | Rick Dangerous 2                     | £18.90 |                             |        |
| Final Battle                                 | £18.90 | Robocop                              | £15.90 |                             |        |
| Fire and Brimstone                           | £18.90 | Robocop 2                            | £18.90 |                             |        |
| Flight of the Intruder                       | £21.90 | Rogue Trooper                        | £13.90 |                             |        |
| Flimbo's Quest                               | £18.90 | Rorkes Drift                         | £14.90 |                             |        |
| Flood  | £18.90 | Rotox                                | £16.90 |                             |        |
| Fun School 2 Under 6's                       | £16.90 | RVF Honda                            | £15.99 |                             |        |
| Fun School 2 6-8's                           | £16.90 | Satan                                | £18.90 |                             |        |
| Fun School 2 Over 8's                        | £16.90 | Shadow of the Beast                  | £16.90 |                             |        |
| Fun School 3 Under 5's                       | £17.90 | Shadow Warriors                      | £16.90 |                             |        |
| Fun School 3 5-7's                           | £17.90 | Shoot 'em up Construction            | £13.90 |                             |        |
| Fun School 3 Over 7's                        | £17.90 | Sim City                             | £19.99 |                             |        |
| Gazza II                                     | £18.90 | Sim City Editor                      | £11.90 |                             |        |
| Golden Axe                                   | £18.90 | Skidz                                | £16.90 |                             |        |
| Gold of the Aztecs                           | £21.90 | Sly Spy                              | £17.90 |                             |        |
| Gravity                                      | £13.99 | Snow Strike                          | £15.90 |                             |        |
| Gremlins 2 The New Batch                     | £18.90 | Space Ace                            | £28.99 |                             |        |
| Gunship                                      | £15.99 | Space Quest 3                        | £24.99 |                             |        |
| Hammerfist                                   | £17.90 | Speedball                            | £14.90 |                             |        |
| Hard Drivin' 2                               | £18.90 | Speedball 2                          | £17.90 |                             |        |
| Harley Davidson                              | £21.90 | Speedball 2                          | £17.90 |                             |        |
| Harpoon                                      | £19.90 | Sporting Gold                        | £21.90 |                             |        |
| Heavy Metal                                  | £13.90 | Star Trek 5                          | £19.90 |                             |        |
| Heroes                                       | £20.90 | Star Trek V                          | £20.90 |                             |        |
| Hot Rod                                      | £16.90 | ST Dragon                            | £18.90 |                             |        |
|  |        | Strider 2                            | £18.90 |                             |        |

### JOYSTICKS & OTHER BITS

|                                     |         |
|-------------------------------------|---------|
| 10 3.5" Unbranded Koa Disks         | £5.20   |
| 100 3.5" Unbranded Koa Disks        | £40.00  |
| Mouse Mats (Blue/Red/Grey)          | £4.50   |
| Dust Cover (Amiga or ST)            | £4.50   |
| Dust Cover (Philips CM8833)         | £6.99   |
| Disk Box 40 Cap. Lockable           | £5.99   |
| Disk Box 80 Cap. Lockable           | £7.99   |
| Cruiser Black                       | £9.99   |
| Multi Coloured Cruiser              | £10.99  |
| Quickshot II Turbo                  | £7.99   |
| Quickshot III Turbo-New! (Python 1) | £9.50   |
| Quickjoy III Supercharger           | £11.99  |
| Quickjoy Jetfighter                 | £13.95  |
| Quickjoy Superboard                 | £15.99  |
| Quickjoy Megaboard                  | £21.90  |
| Quickjoy Topstar                    | £19.90  |
| Competition Pro Extra-Clear         | £13.95  |
| Competition Pro 5000                | £12.95  |
| Competition Pro Star                | £15.95  |
| Philips TV Tuner for CM8833         | £59.00  |
| Printer Cable                       | £6.99   |
| Citizen 120D+ Printer               | £128.00 |
| Star LC10 Printer                   | £159.99 |
| Star LC200 Colour Printer           | £225.00 |

Please note: Prices may change subject to availability

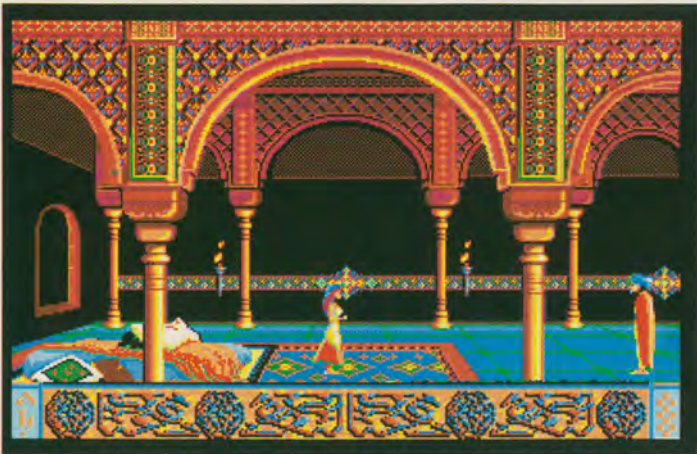
State of the Art has  
someone to answer your  
call from 9am to 10pm, ring  
now for the best service  
around

Unreleased titles will be  
sent within 24 hours of  
release date

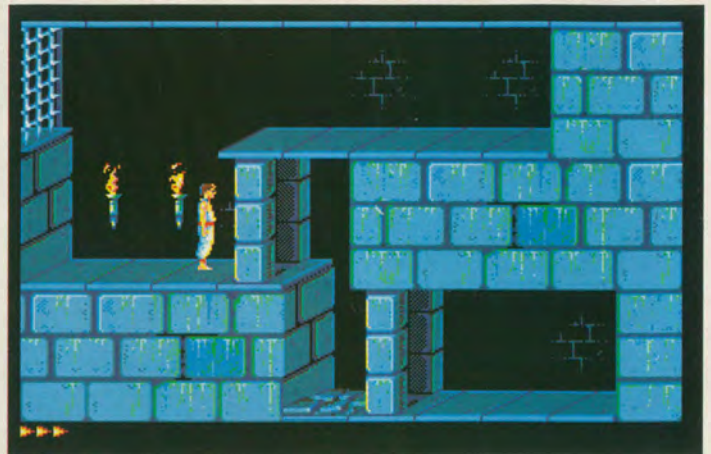
To order send Postal Order or  
Cheque to:

**STATE OF THE ART**  
39 Hereford St  
Off The Moor  
Sheffield  
S1 4PP

**Ring Now! Save Now!!!**  
**(0742) 758100 or 700310**  
After 6pm Phone the Hot Line on (0742) 424230



This is the tower where the beautiful Princess is being held captive. The sexually deviant Grand Vizier stands in front of our damsel in distress and taunts her with the prospect of a marriage against her will. Can you save her?



Here we see our adventurer at the beginning of his journey. After the dungeon door slammed shut the horrible truth of his situation was driven home with a vengeance. Ah well, it looks like the only way is down.

# Prince of Persia

D O M A R K

In a time of darkness and deceit, the Sultan of Persia is off fighting a great foreign war. Meanwhile, his second in command the Grand Vizier, Jaffar, has seized the slack reins of power. Jaffar is an evil, ruthless, man and throughout the land, people bend under the ever tightening grip of tyranny.

You play an adventurer from far off foreign lands. Innocent of palace intrigues, you have won the heart of the Sultan's lovely daughter. In doing so, you have unwittingly made a powerful and deadly enemy because you are now the only obstacle between Jaffar and the throne.

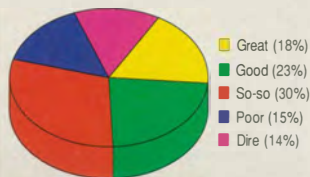
As soon as Jaffar has knowledge of this, he has you arrested, stripped of your sword and possessions, and thrown into the dank, dark dungeons of the Sultan's palace. As for the Princess, Jaffar gives her an ultimatum, and an hour to decide: marry him – or die.

Having been locked in her room high in the palace tower, the Princess' hopes all rest on you. When the last grains of sand drain from the hourglass, her choice must be made. Unfortunately, the choice can only bring the throne for the Grand Vizier, a new reign of terror for the people and a horrible death for the brave, young youth who could have been....The Prince of Persia.

You control the young lover with an assortment of joystick movements. You have the usual left, right, up, down and also a variety of combat moves to utilise. Another move available to you is the jump. On the later levels some of the ledges seem inaccessible, so you must learn to jump and hang from the ledges and then lift yourself up.

When you come face to face

## PUNTER-POWER™



GAME: PRINCE OF PERSIA  
PRICE: £24.99

**RATING=80%**

Occasionally an original game arrives like a breath of fresh air and Prince of Persia is one of them. The graphics have been nicely drawn with superb animation but perhaps the colours are a little too plain for some people's liking. Sound is restricted to the grunts of your enemies and the sound of your feet running on cold floors. As for gameplay: lots of jumping around and finding new routes to take, adds to the feel and lastability of this product.

GAMEPLAY:

SOUND:

GRAPHICS:

with an armed opponent, press the joystick button and you will automatically draw your sword – if you have one – and go en garde. You then have a choice of either a strike (activated by pressing the fire button), advancing or retreating (moving to or away from your opponent) or

finally a block (push the joystick up just as your enemy is striking).

The playing area is divided up into a maze of chasms and platforms. Some of the platforms have hidden, disappearing ledges that, when trodden on, will crumble and cave in. Most of the



This is how our hero has ended up after mistiming a crucial jump. Be careful, the dungeon is ridden with traps!

chasms have been filled by the warped Jaffar with deadly, poisonous spikes. The slightest touch will see you crawling with agony and only seconds away from death.

Your current strength is indicated in the bottom left hand corner of the screen. Every time you get hit, you will lose one unit of health. When your last unit of strength has been taken from you, you will die. Some things will cost you more strength points than others. For example: a blow from a guard's sword will only cost you one point but a fall from a high ledge can cost you two points or even kill you.

As in any palace of royalty, there are guards positioned all over the place. Your inevitable conflict with the guards will more than likely cause you substantial energy loss and possibly even death. Fortunately, potions have been distributed around the various levels of the dungeon that will heal a portion of your wounds or even increase your maximum strength points by one. So on the later levels you will have a better chance of victory in the battles with the palace guards.

Jason



# Castle Software



NOW TAKEN

**2 William Clowes Street  
Burslem  
Stoke-on-Trent  
ST6 3AP**

**Tel: 0782 575043 (10 lines)**

All orders under £7 require 75p towards P&P. Over £7 P&P is free.  
Any game not released will be sent on day of release

| ST SPECIALS  | ST SPECIALS  | ST COMPILATIONS  | ST SPECIALS   | ST SPECIALS  | ST SPECIALS                     |  |
|--|--|--|---|--|---------------------------------|--|
| <b>FANTASY ISLAND DIZZY</b><br>£6.99                   | Operation Harrier.....£21.99<br>Operation Stealth.....£17.99<br>Team Yankee.....£21.99<br>Tournament Golf.....£17.99<br>ATF II.....£17.99<br>Klax.....£7.99<br>Ancient Battles.....£17.99<br>Flimbos Quest.....£17.99<br>3D Pool.....£9.99<br>Speedball 2.....£17.99<br>Postman Pat.....£7.99<br>WC Leaderboard.....£7.99<br>Ninja Remix.....£7.99<br>Thunderbirds.....£7.99<br>Theme Park Mystery.....£7.99<br>Dynasty Wars.....£7.99<br>Joan of Arc.....£7.99<br>Hollywood Poker Pro.....£7.99<br>Trivial Pursuit.....£9.99<br>Cybernoïd 2.....£4.99<br>TNT Combat.....£4.99<br>Talespin.....£9.99 | <b>QUATTRO SPORTS</b><br>BMX Simulator, Italia 1990, Advanced Ski Simulators, Pro Tennis<br><b>SPECIAL PRICE £9.99</b> | <b>QUATTRO ARCADE</b><br>Pro Powerboat Simulator, SAS Combat, Nitro Boost Challenge, Pub Trivia<br><b>SPECIAL PRICE £9.99</b> | Ninja Turtles.....£17.99<br>Chase HQ2.....£17.99<br>Torvak the Warrior.....£17.99<br>M1 Tank Platoon.....£21.99<br>Simulcra.....£17.99<br>Golden Axe.....£17.99<br>Lotus Esprit.....£17.99<br>Toyota Celica.....£17.99<br>Gunship.....£17.99<br>Gremlins 2.....£17.99<br>Nightbreed.....£17.99<br>Plotting.....£17.99<br>Narc.....£17.99<br>Battle Command.....£17.99<br>Cadaver.....£17.99<br>Captive.....£17.99<br>Corporation.....£17.99<br>Prince of Persia.....£17.99<br>Strider 2.....£17.99<br>ESWAT.....£17.99<br>Line of Fire.....£17.99<br>Power Monger.....£21.99<br>Midwinter.....£21.99<br>Monty Python.....£14.99<br>Wizzball.....£7.99<br>Conqueror.....£9.99 | <b>JET (SUBLOGIC)</b><br>£14.99 | Robocop 2.....£17.99<br>Sly Spy.....£17.99<br>Rick Dangerous 2.....£17.99<br>Lost Patrol.....£17.99<br>Fun School 3 U5.....£17.99<br>Fun School 3 5-7.....£17.99<br>Fun School 3 7-11.....£17.99<br>Battle of Britain.....£21.99<br>Spy Who Loved Me.....£14.99<br>Shadow Warriors.....£14.99<br>F19 Stealth.....£21.99<br>Dick Tracy.....£17.99<br>Total Recall.....£17.99<br>B.A.T.....£27.99<br>Flight of Intruder.....P.O.A.<br>Treasure Island Dizzy.....£6.99<br>Shadow of the Beast.....£17.99<br>Mean Streets.....£17.99<br>Voodoo Nightmare.....£17.99<br>Harley Davidson.....£21.99<br>UN Squadron.....£17.99<br>Microprose Soccer 2.....£17.99<br>Off Road Racer.....£17.99<br>Wonderland.....£21.99<br>WolfPack.....£21.99 |
| <b>HARD DRIVIN'</b><br>£7.99                           |  | <b>ST SPECIALS</b>   |   | <b>CLOUD KINGDOMS</b><br>£7.99   |                                 |  |
| <b>LAST NINJA II</b><br>£6.99                          |  | <b>ROADBLASTERS</b><br>£7.99   |   | <b>DRAKKHEN</b><br>£9.99   |                                 |  |
| <b>DRAGONS BREATH R.R.P. £29.99</b><br>New only £12.99 |  | <b>ARKANOID 2</b><br>£7.99   |   | <b>TREASURE TRAP</b><br>£9.99  |                                 |  |
|  |  |  |   | <b>WATERLOO</b><br>£11.99  |                                 |  |
|  |  |  |   | <b>PLAYER MANAGER</b><br>£11.99  |                                 |  |
|  |  |  |   | <b>KICK OFF 2</b><br>£12.99  |                                 |  |

| ST SPECIALS                     | ST CLEARANCE  | ST SPECIALS                       |                                |
|---------------------------------|---|-----------------------------------|--------------------------------|
| <b>DYNAMITE DUX</b><br>£7.99    | Grand Monster Slam.....£7.99<br>Verminator.....£7.99<br>Crystal Castles.....£7.99<br>Ferrari Formula 1.....£7.99<br>FM2 World Cup.....£7.99<br>Kick Off.....£8.99<br>Afterburner.....£6.99<br>First Contact.....£7.99<br>Last Duel.....£4.99<br>Flintstones.....£6.99<br>Fighting Soccer.....£6.99<br>Paintworks.....£7.99<br>Fallen Angel.....£7.99<br>Starglider.....£7.99<br>7 Gates of Jambala.....£7.99<br>Lords of Conquest.....£6.99<br>Moon Patrol.....£6.99<br>Lancaster.....£9.99<br>Music Con Kit.....£6.99<br>Menace.....£4.99<br>Mr Heli.....£9.99<br>Seconds Out.....£4.99<br>Strike Force Harrier.....£6.99<br>Rocket Ranger.....£7.99<br>Blue Angel.....£7.99 | <b>X OUT</b><br>£8.99             | <b>RICK DANGEROUS</b><br>£9.99 |
| <b>DOUBLE DRAGON</b><br>£7.99   |   | <b>COLORADO</b><br>£7.99          |                                |
| <b>STUNT CAR RACER</b><br>£9.99 |   | <b>RALLY CROSS CHAL.</b><br>£7.99 |                                |
| <b>VIGILANTE</b><br>£7.99       |   | <b>ZANY GOLF</b><br>£7.99         |                                |
| <b>BOMB JACK</b><br>£7.99       |   | <b>NINJA SPIRIT</b><br>£7.99      |                                |
| <b>HONDA RVF</b><br>£9.99       |   | <b>HAMMERFIST</b><br>£8.99        |                                |
| <b>OUTRUN</b><br>£7.99          |   |                                   |                                |

Please send me the following titles:

| Title | ST | Amount |
|-------|----|--------|
|       |    |        |
|       |    |        |
|       |    |        |
|       |    |        |
|       |    |        |
|       |    |        |

P&P (if applicable)

Total amount

Name.....

Address.....

Postcode..... Tel No.....

STA MARCH

# LOCKED ON TARGET



More buildings just below you just waiting to get a missile where it hurts.



Your plane handles magnificently under all kinds of turbulence and weather conditions.



More and more targets appear regularly in front of you as your mission progresses.



The Panavia Tornado is the fastest aircraft in the world at ground level being capable of an incredible Mach 1.2 at under 2,000 feet. Chances are, you'll never get to fly one of them for real, so Hisoft are offering you the closest thing with their ProFlight Tornado simulator.

Coming in a huge box and costing nearly £40, this one isn't likely to be missed on the shop shelves but it's not until you get it home that you realise what you've let yourself in for. One look at the size of the manual may well be enough to put a lot of people off.

Coming in ring-binder form, it is divided up into useful little sections that allow you to skip easily through the bits you don't wish to read. There's also a quick guide that will allow you to get started quickly (and probably crash and die just as quickly).

Should you decide you want to read everything first, be prepared for a couple of hours studying but you may find yourself less apprehensive about playing if you actually go through with it. Once you're happy with the background and sort of familiar with the controls you can load up the game.

Once it has booted up you have the choice of letting it run through the demonstration flight, where you'll be shown all the game's features or you can over-ride this and go for a quick spin yourself.

Once out on the runway you get the chance to select your mission. This can range from a run-of-the-mill reconnaissance mission to a full-blooded combat sortie with the dreaded enemy, whoever they may

## TORNADO TECH

In 1960 a Memorandum of Understanding was signed by several countries including the UK in order to provide funds to a research project aimed at finding a design for a new kind of Multi Role Combat Aircraft (MRCA). From this the Tornado gradually came about.

Some of the features that the plane can boast are:

- Optimisation for low-level performance which allows the pilot to withstand the powerful stresses of turbulent air close to

the ground for almost three hours.

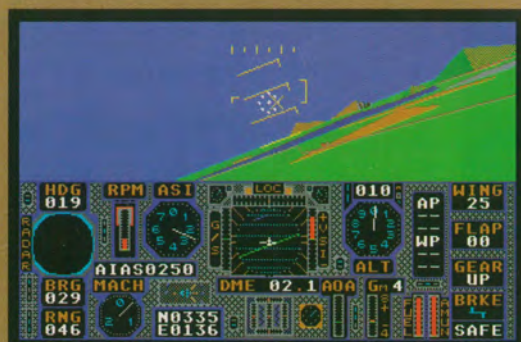
- Advanced engine and wing technology allow the Tornado to operate off damaged roads and airstrips.
- A wide variety of weapons that can be loaded, in particular bomb hardware.
- The onboard Foxhunter radar can track up to 20 objects simultaneously while being highly resistant to jamming
- With a top speed of Mach 2.2, the Panavia Tornado is one of the fastest aircraft in the world.



## TAKE A FLIGHT INTO FANTASY WITH ON



As several million pounds worth of aircraft moves down the runway and you wonder if you'll make it back.



Your waypoints are set in and you're well on your way to your destination target.



Now you've got your fancy flying straight under the bridge.

# Proflight

ISOFT

## PUNTER-POWER™



GAME: PROFLIGHT  
PRICE: £39.95

**RATING=84%**

Recently flight simulators have become more accessible to the public by making them prettier and more user-friendly. Now we've got a really technical one and it's brilliant. Once you're used to it it's pretty easy to control. The sheer range of things to do makes this a winner and with future expansions planned this one could become as popular as the now classic Flight Simulator II. Definitely flying for the serious sims addict and not the blast fan.



be, wherever they are. Once this is all done you must set your waypoints (that's certain points that you must fly over en-route to your destination) into your flight computer and then you're ready for the off.

Gently applying some pressure to the throttle and releasing the brakes will result in millions of pounds worth of plane rolling ominously towards the end of the runway. If ever there was a time to pull back on the stick it's probably now.

Actually the game is mouse controlled (although there is a joystick option but it's recommended that a rodent is used) and moving the mouse up or down will cause the aircraft to gain or lose height. Once you get used to thinking of your mouse as a joystick the control of the Tornado should come naturally.

The lower half of the screen is taken up by the flight deck instrument panel which at first looks quite

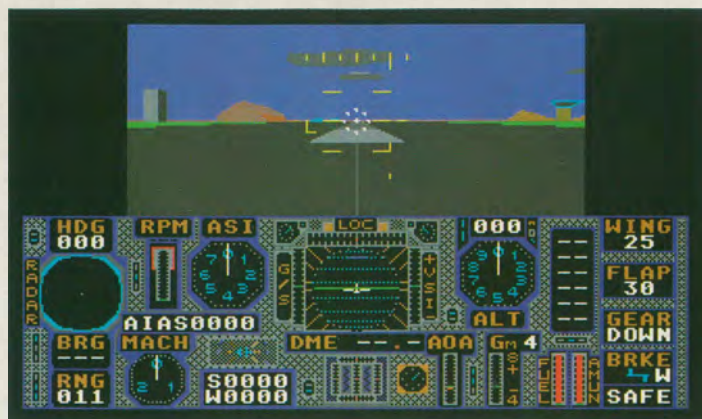
technical and very difficult to understand. Having read the instructions you should have some idea of what's where so you can keep an eye on the important details.

The upper screen is your display from here you can see all the roads, buildings and prospective targets. This display can be changed to show various views from outside the plane and so on.

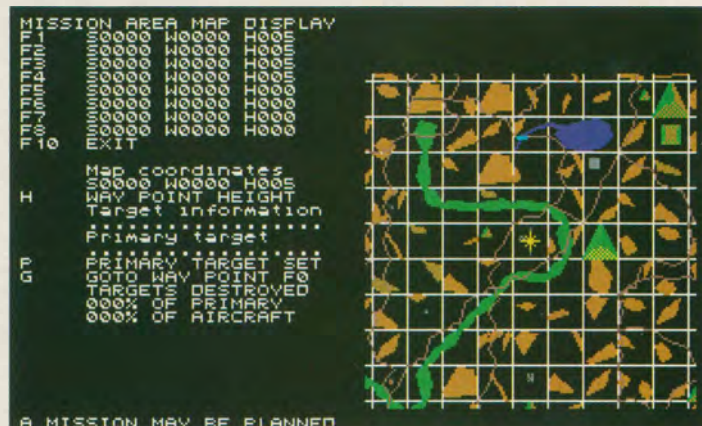
A great deal of thought has gone into the way the plane handles and the controls are very responsive. This responsiveness can be altered to suit your own personal tastes so you can decide to either move the mouse yards to turn a couple of degrees or just think about moving it and go shooting across the sky.

This review and the screenshots use the new version 1.2 of the game which has just been released with many additional features including better colour.

Paul



Your Panavia Tornado is wheeled through the doors of its hangar, ready to go into combat at any time.



Being an experienced pilot you can help select the mission that you will fly. A map of enemy territory will be shown to you.



As you have enough fuel you decide to perform a fly past of the nearby city.

## OF THE WORLD'S TOP FIGHTER PLANES



As you can try to wreck it by



Approaching your target, you make sure all your weapons are primed and ready for the attack.



You let loose your torrent of destruction on these enemy-occupied houses. Now you can head back to base.

**SUBMARINES:** Use your sonar to track enemy submarines. When they surface is the only time you can attack them but take extreme caution, for they are armed with four torpedo tubes, and enemy destroyers never seem to be far behind.

**CRUISERS:** Very fast and agile. With eight 200mm cannons and a strengthened deck and hull, cruisers will take considerable pounding before severe damage can be inflicted. You're not fast enough to out-run them so fight bravely.

**STUKA DIVE BOMBERS:** Unless dealt with quickly and conclusively, Stukas can cause serious damage to your ship. They will swoop in and then attack and flee. They will continue their bombardment until you destroy them with your cannons.

**DESTROYERS:** The german destroyers are equal in speed to your own ship. Fortunately, they aren't equipped with torpedoes but, instead, rely on six 150mm cannons to sink you to the bottom of the waters you patrol.

**FREIGHTERS:** Freighters and tankers are easy prey as they are slow and unarmed. However, there is usually some sort of protection for them nearby, in the form of destroyers, cruisers or submarines, so take precautions.

With Advanced Destroyer Simulator, you can take command of a fully operational destroyer during a number of World War II missions. As usual with this type of game, you have to familiarise yourself with a variety of tasks.

Firstly, your navigational skills have to be good. By the press of a key, you can access a map of the area you are presently cruising around, which includes land masses and locations of objects, be they identified or unidentified. It is your next job, as Captain, to establish visual contact which will allow you to determine what type of sea vessel it is, and whether it's friend or foe.

If you sight an enemy ship (usually done by using a combination of the map, local radar, and then your binoculars when you are approaching at a close range), you have two options on how to attack and destroy the opposition.

Opting for a cannon attack will have you judging range by simply manoeuvring your twin barrels of any three of your cannons up and down. Moving your guns left and right is made possible by utilising

# A. D. S.

U.S. GOLD

## PUNTER-POWER™



GAME: A. D. S.  
PRICE: £24.95

**RATING=71%**

ADS isn't a detailed simulator. It is more of an arcade game. The vector-filled graphics move fast and smoothly, although detail and atmosphere is lacking. As for sound, it is simply the noise of the ship's engines that you can hear, with explosions during battle. On the more positive side, there are quite a lot of missions, offering various tasks to maintain interest. ADS shouldn't be bought as a simulation, and the action is too slow for shoot'em-up fans. It won't hold your interest for very long.

GAMEPLAY:

SOUND:

GRAPHICS:

the keyboard. The problem with cannons is that the enemy can sustain a number of hits before being sunk.

Submarines are best disposed of with cannon rounds when they emerge from the water for oxygen

supplies. They can be tracked by using the sonar with which destroyer is equipped with. Aircraft have to be brought down with cannon rounds, too.

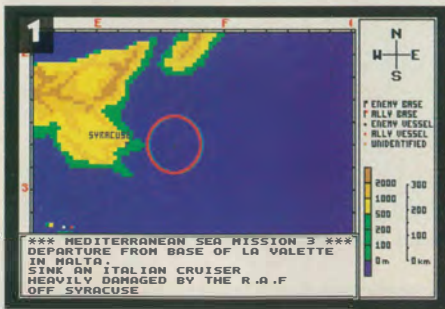
With torpedoes, you can attack ships more effectively but directing

them is more restricted than the big guns, as they can only be aimed along a certain range of degrees along your port and starboard sides. You will also have to judge the speed of your own ship in relation to the enemy ship you are about to fire at. If you judge incorrectly, your torpedoes will miss and by the time your crew have reloaded, your destroyer may have been damaged.

When your own ship is damaged, you can access an information screen that informs you of your status concerning specific aspects of your vessel. A red light indicates out of order whereas a green light signals everything regarding that particular aspect of the ship is working.

There are 18 missions for you to try in all. Some are specific tasks such as protecting an allied convoy of freighters from one place to another. On the other hand, you could be asked to do surveillance in certain areas, and if you discover any enemy forces, to destroy them.

A.D.S. may have naval fanatics cruising the high seas for hours provided you don't finish in Davy Jones' Locker. **Alan**



Once you've chosen your mission, a briefing will follow, with key locations indicated on a map. Remember where to go when you begin the real thing!



You've managed to track down the enemy using your radar. Now you're within sighting distance and must choose a tactic with which to tackle them.



You align yourself alongside the large, enemy vessel, therefore allowing yourself a good chance of hitting it with torpedoes from four starboard tubes.



A few successful torpedo hits have reduced the speed and manoeuvrability of the enemy. A burst of cannon rounds should sink it into the sea's depths.

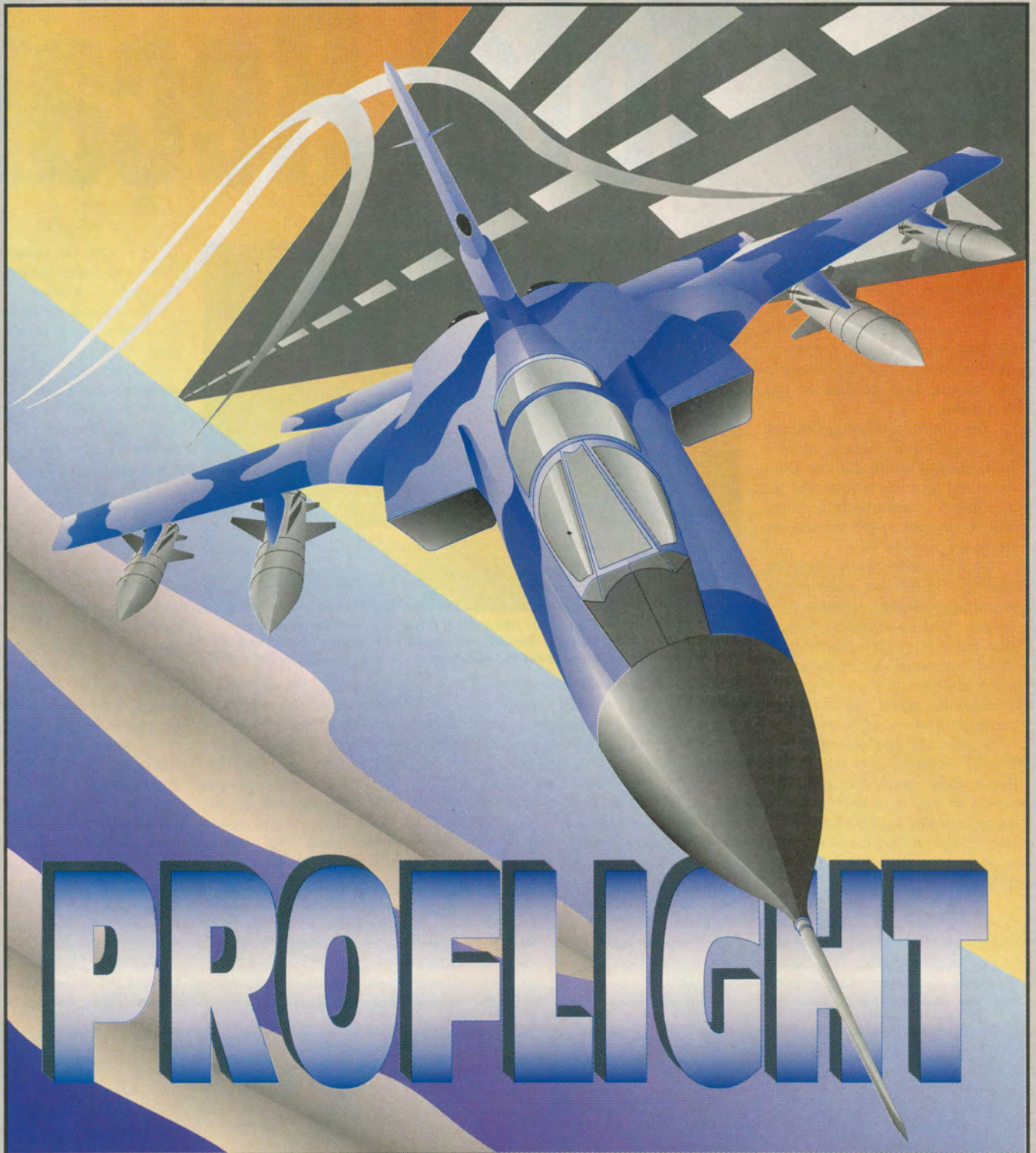


You now have time to check your damage status. After some deliberation, you feel it would be better to return to an allied port for repairs.



It was a long journey back to port, but now you can ease yourself into safety. Repairs will be done immediately, allowing you to continue very soon.

# *The Tornado Flight Simulator for your Atari ST*



HiSoft is delighted to announce, at last!, the immediate availability of ProFlight.

ProFlight; a supremely accurate simulation of the Panavia Tornado military aircraft, a plane that is the fastest aircraft in the world at ground level (Mach 1.2) and one of the fastest at any level (Mach 2.2) with advanced swing-wing technology that gives it a truly multi-role capability. ProFlight uses complex and exact flight equations that allow you to fly this powerful fighter just like its pilots.

Everything is there ... you can fly peaceful reconnaissance missions or roar into full attack with cannons, bombs, heat-seeking Sidewinder and radar-guided Sky Flash missiles.

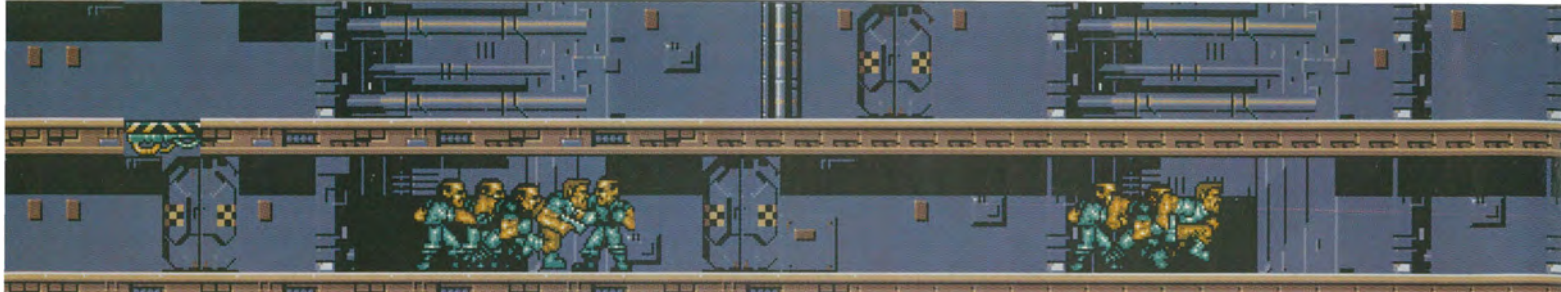
ProFlight comes complete with a professional 170-page, ring-bound flight manual which details every aspect of flying this exciting aircraft together with a pull-out specification sheet of the Tornado.

ProFlight is available from all good computer stores and costs only £39.95 inclusive (UK only); if you have difficulty locating your copy, please call HiSoft on 0525 718181 and ask to speak to Julie.

**HiSoft**  
High Quality Software

The Old School, Greenfield  
Bedford MK45 5DE UK

Tel: +44 525 718181  
Fax: +44 525 713716



# Total Recall

O C E A N

Doug Quaid is a peaceful construction worker on the planet Earth. After a refusal from his wife to take a visit to Mars, he decides to take solace at the local bar. It is at the bar that he hears about *Recall*, a memory implantation service of the holiday of his dreams, and decides to pay them a visit.

Quaid, after a terrifying visit and an unsuccessful memory implant discovers that his life is a total fabrication. His past life is false and his true identity is surrounded by confusion. A confusion whose solution lies on the red planet of Mars.

At night, when all is silent, he dreams of a different world – of a sensuously beautiful woman – he dreams of his own untimely demise. After being branded a hunted man, Quaid must search for the clues that will enable him to reach Mars and untangle the web of lies and deceit that is all he has left of his past.

A normally peaceful man in a time of madness and depression, Quaid must resort to unsociable means to stay alive and recapture his life, his past, his future and most importantly, his very soul. In doing so he can free the world from tyranny and dictatorship.

On level one you must get Quaid from his hotel to a telephone box on the other side of town where he will be given further instructions. On the way you must locate and collect five vital objects to help him



**After acquiring yourself a 'Johnny Cab' you set off to find the underground entrance to the rebel hideout. The little red triangle next to you, if collected, will give you temporary invulnerability but watch out for Richter's deadly armed police.**

complete his objective: a briefcase, passport, ticket to Mars, disguise and a surgical instrument for the removal of the implanted homing device located inside Quaid's head.

Richter, the Chief of police, and his officers are waiting to stop him. Quaid must find a pistol and some ammo to fight his way through or use his martial combat skills to eliminate Richter's cronies. The henchmen will attack Quaid using high powered guns, rocket launchers and their highly developed muscular arms.

On level two, having received

his instructions from the phonebox, Quaid commandeers a *Johnny Cab* and in it you must take him on the ride of a lifetime to the derelict warehouse where he can utilise the briefcase-video and discover more information about his torrid past. Unfortunately, Richter and his mobile police are in deadly pursuit and closing fast.

Level three sees Quaid startled at the things that were revealed from the video-briefcase. It appears that all the answers to Quaid's questions are only accessible via Mars. You must help him to

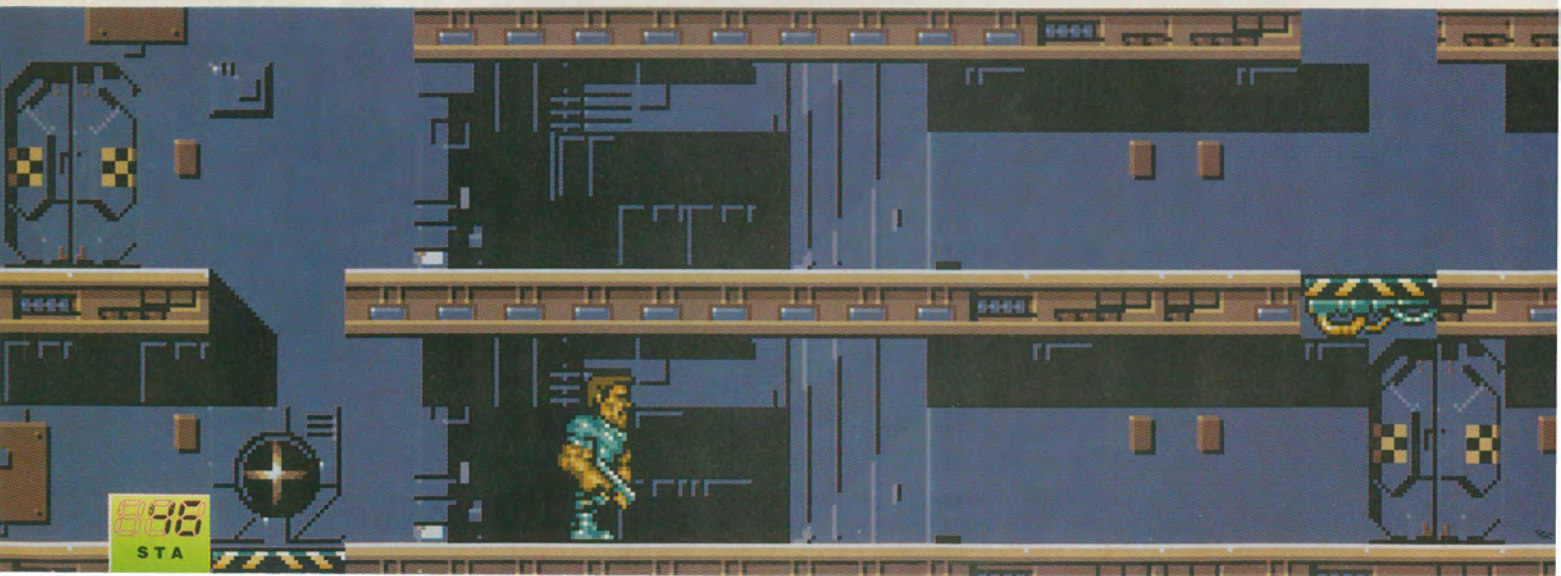
escape from the warehouse complex to the Space Station, so that he can begin his journey.

Level four is set on the red planet of Mars. Upon arrival, Quaid is once again beset by Richter. He must now battle his way through Venusville and locate the mysterious bar that his only knowledge of is a naked dancer on a crumpled poster. Maybe here he will meet Melina – the sensuous girl of his dreams.

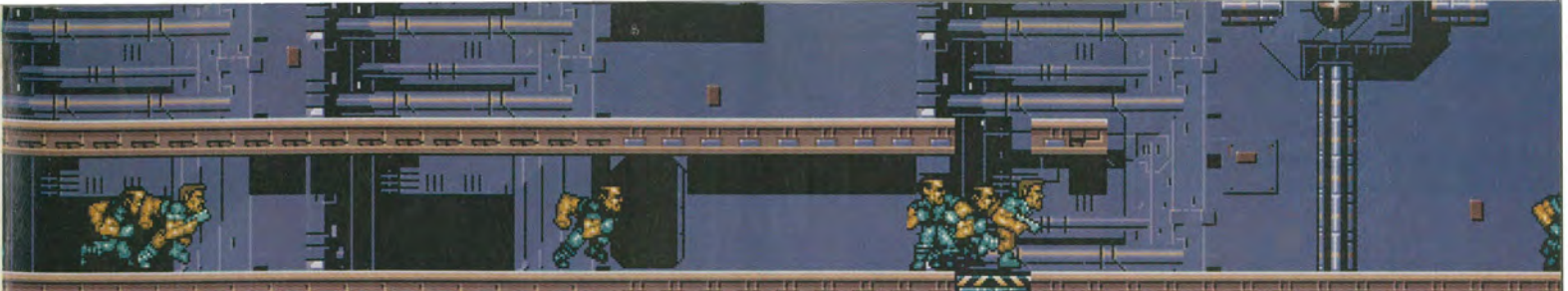
After an unforeseen raid by Richter, level five introduces Benny, a taxi driver who helps them to escape the pursuing forces. Now Quaid and Melina must negotiate the treacherous underground caverns of Mars until they uncover the hidden hideout of the steadily increasing rebel troops.

Level six is almost the end of Quaid's mission. With the taxi abandoned, they must make their way through the underground tunnels to meet Kuato, the rebel's leader. Along the way Quaid will come across many switches and lifts that must be activated in a certain way to gain entry to the heart of Quaid's dilemma.

After he has fought his way through, he must battle Richter himself on the lift that leads up to the core room and his memories. If he emerges victorious, he will find the mastermind behind his pain, Coahaaggen. At last! Quaid can take the law into his own hands. **Jason**

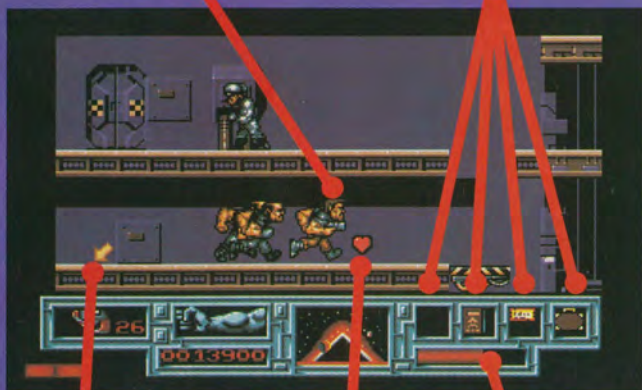






This hunched up little dwarf is in fact our hero, Doug Quaid. Whilst being pursued by two policemen, he luckily locates an energy restoring heart.

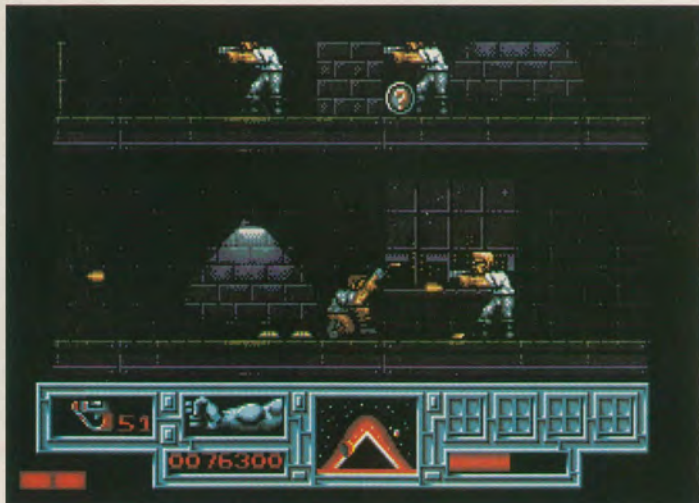
These four little boxes show you which of the items you have left to collect.



After you found the watch scanner, a little arrow will appear giving you the directions of the nearest item out of the five that you still have left to collect.

Collecting this will restore half of your vital energy and judging by the looks of things, you're gonna need it!

This bar shows you how much energy you have left. Once this is fully depleted you are dead.



Once Quaid has examined the contents of the briefcase, he now has to escape from the warehouse and reach the Spaceport. However, Richter's forces think otherwise and pursue him through the warehouse and finally trap him in the basement. Can he escape? Only you can save him.

## ARNIE FILM FACTS

Massive Arnold Schwarzenegger has starred in three film tie-ins that have been converted to the home computer: **Red Heat** by Ocean, **The Running Man** by Grand-slam and finally **Predator** by Activision. The fourth tie-in is **Total Recall**, an amazing journey through the mind of a peaceful construction worker and his fight for the right to be in control of his own mind.

## TOTAL RECOLLECTION

This weird collection of items have been placed randomly in the playing area. All of them are essential to the completion of level one. Probably the most useful of the items is the gun. Its obvious use will be well appreciated on the later levels.



## PUNTER-POWER™

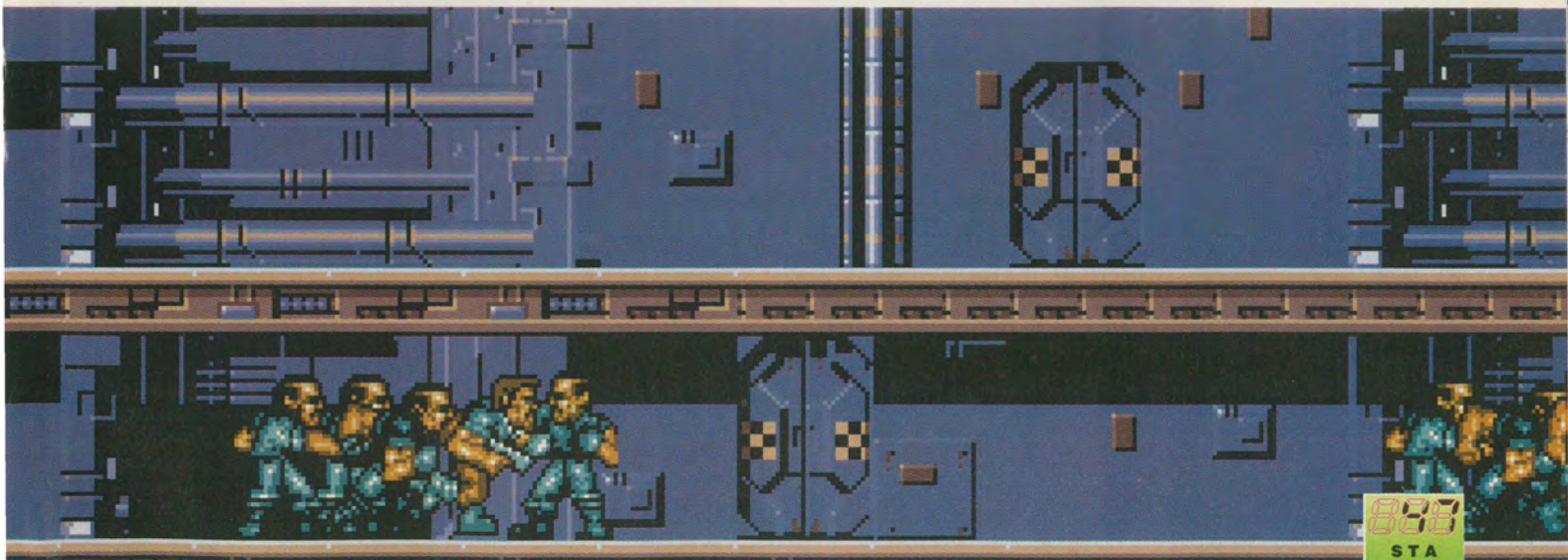


GAME: TOTAL RECALL  
PRICE: £24.95

Total Recall is what you would call an excellent scenario for an film licence conversion. A lot of different aspects of the film are set in the future and could make quite enjoyable levels. Ocean's conversion has done this to a certain extent. The first level is quite difficult but once you get into it and start to remember the locations of the objects that you require, it gets that little bit easier. The second level, Johnny Cab, is very reminiscent of the Batmobile section out of Batman the Movie: dodge and shoot the enemy cars whilst collecting various bonus icons that have been randomly placed. Graphically, the game emits a futuristic setting and this definitely adds to its overall feel. The main sprite looks nothing at all like old 'Arnie'. Whether this had anything to do with a severe road accident or licencing problems I don't know. Sound is relatively nice with a metallic title tune getting things started and in game sound effects are loud and crisp. My main cause for complaint would have to be the difficulty level. The first level will probably take you a good week to complete but don't let this stop you from buying it. Overall, I think this is quite an enjoyable game that could possibly have been better.

GAMEPLAY:   
SOUND:   
GRAPHICS: 

**RATING=75%**



In a world where traces of a long-gone civilisation still lie, the masters of disaster – the Metal Giants roam freely, fighting with no respite until one or both drop, completely destroyed. These fights take place in huge arenas and if they're not decided within a set period of time a points decision will be made, depending on how many hits each robot has connected with.

You must design a huge, skyscraper sized Metal Master and take it into combat with you. Be warned though, however big, however strong your meanie is, there will always be one that's bigger and stronger ready to beat you up bad.

The game works on a credit system which basically means the more credits you have the better the equipment you can buy. To start with you can only really afford basic bits for your chap so your opponent's will not be that strong either. If you manage to defeat one of the other contenders you will receive a cash bonus which increases as you progress.

On selecting the name of your robot, you will be taken to the screen where you can choose to purchase or sell any of your current equipment. This includes various types of legs, bodies and heads, plus a selection of weaponry including lasers and so on. Selling items that you already have raises much needed revenue for upgrading your robot, as without this you can't hope to compete against the better opponents.

Once you're happy with your choice of equipment you can then click on the OK icon and move onto the building screen. Here you can choose which of your parts you are going to use for the forthcoming battle. For example, do you really need that laser on your left arm or would extra punching power come in useful?

Now that all the formalities are completed, both of the competitors

# Metal Masters

IN F O G R A M M E S

You crouch down, hoping to avoid the incoming laser blast.

Either side of the clock you'll find the points for each individual robot.

The huge Big Nasty is beginning to give you a bit of a beating. You should have bought more equipment.



This clock shows you how long the fight has to run. Beat your opponent before the time limit is up and it won't go to a points decision.

The damage indicator will show you instantly how much life-force you've got left in you.

Here in this huge arena is where you'll fight out your battle to the death.

are raised on platforms into the packed arena and must battle it out to the death. With a clanking noise accompanying every movement, you manoeuvre into a position where you can launch your attack and then must beat the other robot to a pile of pulverised pieces in order to win.

When the battle finally finishes and the victor is announced, the loser will be dragged from the screen by a mechanical clamp, while the winner will be left to take the applause of the watching masses before retiring back underground on his platform.

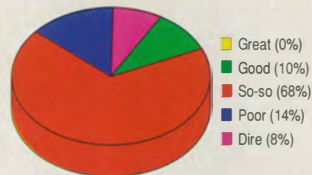
Sound throughout the game consists of mechanical, industrial noises with the standard sounds of

At first, when your robot isn't too hot, you'll fight in Brooklyn's small stadium.



a laser blaster. Upon loading you'll get a house style tune with a robotic voice butting in every now and then while the game runs through its introductory sequence. This can of course be skipped through with a simple press of the Return key when the title screen comes up. **Paul**

## PUNTER-POWER™



GAME: METAL MASTERS  
PRICE: £24.99

At first sight Metal Masters is quite impressive both graphically and sonically. The music and loading sequence depicting a little welder repairing one of the huge robots is certainly a nice touch. Once into the game you'll find that you're enjoying yourself, at least for a while, and that's where the problems lie. As the game is exactly the same right the way through you may find it boring after a short period of time. Whether this will have long-term appeal is doubtful but as an occasional beat 'em up it's not that bad.

GAMEPLAY:   
SOUND:   
GRAPHICS:

**RATING=70%**



The little human welder is busy trying to repair the gigantic Metal Master.



The shop is where all the new bits you need can be located.

# THE 1990 ATARI ST PRODUCT GUIDE

## PERIPHERALS & ACCESSORIES



FLOPPY DISK DRIVES



MONITORS



JOYSTICKS



SCANNERS



PRINTERS



DISK BOXES



ROBOTICS

**PLUS MUCH MORE!**  
SEND FOR YOUR FREE PRODUCT GUIDE!

## THE UK's No 1 GUIDE TO THE ATARI ST

**AND ITS FREE!**

If you are interested in buying an Atari ST (or if you already own one), then you will not want to miss the FREE Atari ST Product Guide from Silica Shop. This 48 page, full colour guide is packed with details of peripherals, accessories, books and software for the Atari ST range of computers. In fact, the 1990 Atari ST Product Guide is the most comprehensive product handbook available for the Atari ST. Not only does the Product Guide provide an invaluable source of information on the UK's largest range of ST products, it is available absolutely FREE OF CHARGE! Just complete and return the coupon below for your FREE COPY! In addition to ALL Atari hardware, the range of products featured in the catalogue includes:

### PERIPHERALS:

|                  |                   |                    |
|------------------|-------------------|--------------------|
| Robotics         | Clocks            | Floppy Disk Drives |
| Hard Disk Drives | Emulators         | Graphic Tablets    |
| MIDI/Music       | Modems            | Modulators         |
| Monitors         | Mouse controllers | Plotters           |
| Printers         | Scanners          | Scientific Equip   |
| Sound Digitisers | Sound Samplers    | Video Enhancers    |

### ACCESSORIES:

|                |               |                 |
|----------------|---------------|-----------------|
| Cables         | Cleaning Kits | Disks           |
| Disk Boxes     | Dust Covers   | Joysticks       |
| Monitor Access | Mouse Access  | Power Supplies  |
| Printer Labels | Printer Paper | Printer Ribbons |
| Stands         | Upgrades      |                 |

### BOOKS:

ST Dedicated 68000 Processor General Computing

### SOFTWARE - ENTERTAINMENT:

|              |              |                  |
|--------------|--------------|------------------|
| Arcade Games | Compilations | Advanced Sims    |
| Sport Sims   | Adventures   | Board & Strategy |

### SOFTWARE - PRODUCTIVITY:

|                  |           |                    |
|------------------|-----------|--------------------|
| Art & Graphics   | Accounts  | CAD                |
| Communications   | Databases | Desktop Publishing |
| Education/Childs | Music     | Programming        |
| Spreadsheets     | Utilities | Word Processors    |

## SOFTWARE & BOOKS



ARCADE GAMES



ART & GRAPHICS



EDUCATIONAL



MUSIC



BOOKS

**& STILL MORE!**  
RETURN THE COUPON NOW!

**COMPLETE & RETURN THE COUPON FOR YOUR**

**FREE COPY**

**OF THE 1990 ATARI ST 48 PAGE PRODUCT GUIDE FROM SILICA SHOP - THE ATARI SPECIALISTS**

Silica are the UK's No 1 Atari Specialists. We have been established for over 12 years, and have an annual turnover of £10 million. With our experience and expertise, we can claim to meet our customers requirements with an understanding which is second to none. But don't just take our word for it. Complete and return the coupon for our latest free literature and begin to experience the "Silica Service".

**SILICA SHOP**

**MAIL ORDER:** 1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX Tel: 081-309 1111  
Order Lines Open: Mon-Sat 9.00am-6.00pm No Late Night Opening Fax No: 081-309 0608

**LONDON SHOP:** 52 Tottenham Court Road, London, W1P 0BA Tel: 071-580 4000  
Opening Hours: Mon-Sat 9.30am-6.00pm Late Night: Thursday until 8pm Fax No: 071-323 4737

**LONDON SHOP:** Selfridges (1st Floor), Oxford Street, London, W1A 1AB Tel: 071-629 1234 x3914  
Opening Hours: Mon-Sat 9.30am-6.00pm Late Night: Thursday until 8pm Fax No: 071-495 8321

**SIDCUP SHOP:** 1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX Tel: 081-302 8811  
Opening Hours: Mon-Sat 9.00am-5.30pm Late Night: Friday until 7pm Fax No: 081-309 0017

To: Silica Shop, Dept STACT-3-31, 1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX

**PLEASE SEND ME A FREE ST PRODUCT GUIDE**

Mr/Mrs/Ms: ..... Initials: ..... Surname: .....

Address: .....

Postcode: ..... Tel: .....

Which computer(s), do you own? .....

# A Monster of a Competition

*Response to the Psygnosis Design a Monster compo was superb both in quantity and quality. While Psygnosis now have the unenviable task of selecting a winner, here is a small selection picked at random from our bulging mailbag. What a talented and imaginative bunch you lot really turned out to be!*



James Gallagher, Cookham, Berks.



Wayne Sheargold, Telford.



John Garner, Wembley Park.



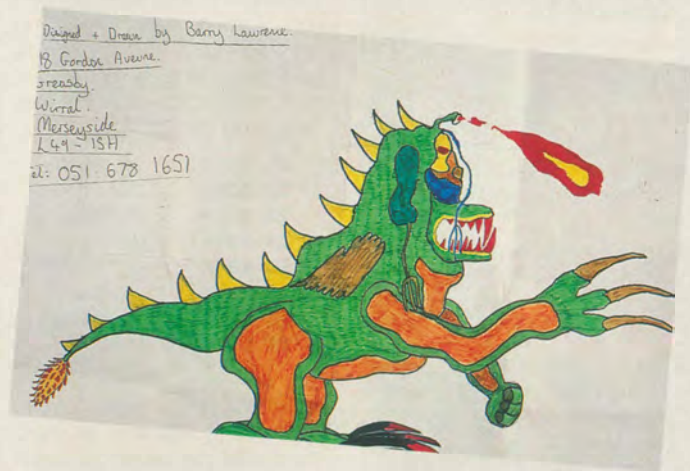
Mark McGilton, Bangor, N.I.



Neill Cameron, Oxford.



Mark Robson, Sunderland.



Barry Lawrence, Wirral, Merseyside.



Mark West, Leighton Buzzard.



Martin Wild, Sheffield.



Steven Estella, Combemartin.



Sean May, Sheppey.

# GIVING THE GAME AWAY – SMALL TIPS

**Hello again, It's me. Have we got a treat for you this month? For all you people having difficulty with Wings of Death, there's an infinite lives cheat. For anyone experiencing trouble with James Pond, there's stacks of help from a young lady reader. Don't forget to keep sending in your cheats and I'll keep sending out the prizes. Oh, by the way, this months winner is Krystia Krason from London for her ace fishy cheats. Get in touch and I'll send you your game. See ya, Dotty. Send your contributions to: Giving The Game Away Small Tips, ST Action, Europa House, Adlington Park, Macclesfield, Cheshire, SK10 4NP.**

## TOYOTA RALLY

When you enter the rally and you have had enough, but you want to go onto the next stage, simply press C. The car should now come to a halt and the computer will load up the scoreboard.

At whatever time you pressed C your name will appear next to it, eg. press C at 02:14 and your name will appear next to that time. To guarantee first position just press C when the *Press Fire to Begin* prompt appears. The time will obviously be 00:00 and you will have beaten every other driver. Pretty good eh? My thanks go to Neil Rudolfo of Milton Keynes, Bucks for that one.

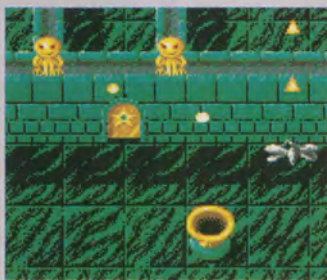


## WINGS OF DEATH

Having problems with the evil Xandriila, the wicked witch of the west? (Follow the yellow brick road. Follow the yellow...Sorry, wrong beat.) Well anyway, for those of you out there that can't manage to complete this easy game (*I'm only saying this 'cos I did, Dotty.*) Mr J Wilms of Holland says that when you get onto the menu screen, type in:

**ST FOREVER**

(not forgetting the space) and you should see some red flickering. Now use F1 to F10 to select various levels and weapons.

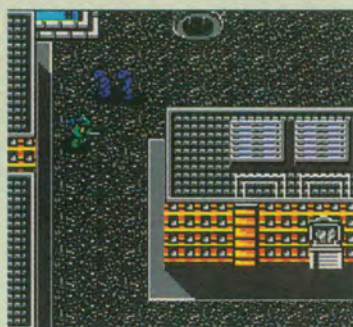


## THE LIGHT CORRIDOR

Two months ago I printed the codes for the first 20 levels of Info-games' The Light Corridor. After sifting through my mailbag I uncovered a dusty piece of paper and hesitantly looked inside. To my delight I discovered the remaining 30 codes sent in by a Mr F Moles of Camberley, Surrey. They are as follows:

|                |                |
|----------------|----------------|
| <b>21 3212</b> | <b>29 7017</b> |
| <b>22 0213</b> | <b>30 5518</b> |
| <b>23 8213</b> | <b>31 2819</b> |
| <b>24 5014</b> | <b>32 9919</b> |
| <b>25 1015</b> | <b>33 7320</b> |
| <b>26 8215</b> | <b>34 2521</b> |
| <b>27 5116</b> | <b>35 0622</b> |
| <b>28 0117</b> |                |

This completes the listing but I would still like to point out that some of the puzzles at every fourth level can be difficult, especially the arrow-head. So, good luck!



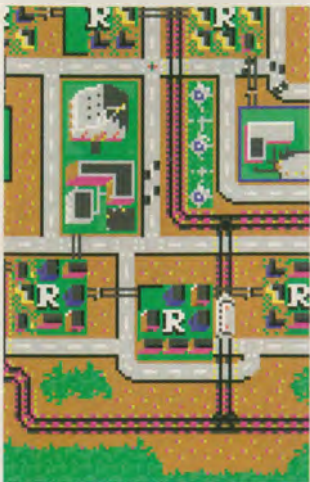
## TEENAGE MUTANT HERO TURTLES

Having problems with the evil Shredder? Are his ninja henchmen becoming a pain in the shell? Well, not any more they won't. When you first load up the game you are asked for a four figured number from the manual's protection system. At this point, type in **8859** then **1506**, and then input the correct figure to bypass the protection.

You should now find that when you are in the game, a quick press of the HELP key will provide you with infinite energy. So no more excuses! Thanks to Tim "Purple Haze" Langley of Salford, Manchester for that turtlesy terrific tips.

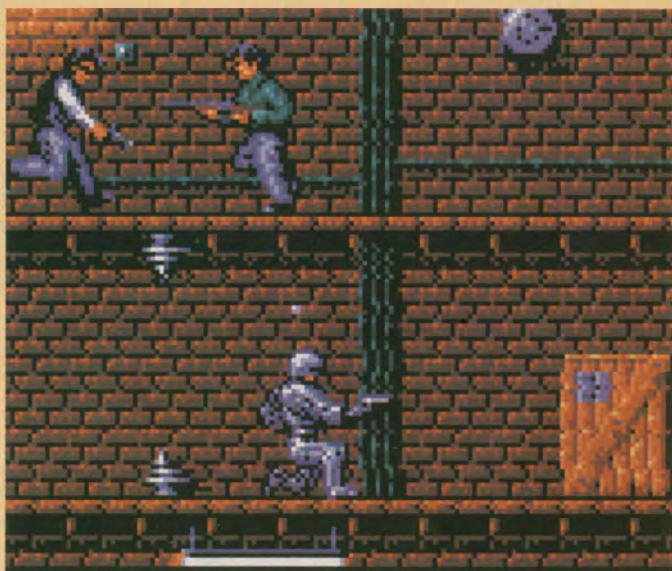
# SIM CITY

Having problems building your own city? Earthquakes and other natural disasters becoming a pain? Well try holding down CAPS LOCK and CASH at the same time and your money should increase by 10,000 dollars. The only thing is, doing it five times causes an earthquake, so be careful!



# ROBOCOP II

Having problems with the evil Cain? Are the criminals of Detroit City giving you a beating? Well have no fear, Dotty's here. When the game has loaded and the title picture comes up, type in 'BAMBOOZALEM' and you should now have infinite energy. A word of warning - the saw blades and anything else that kills you instantly can still kill you. So be careful out there!



# JAMES POND

Since last month I have been inundated with little pieces of extra information regarding Millennium's watery escapade, James Pond. The most concise of these lists comes from a young lady by the name of Krysia Krason who hails from London, our great capital city. Type in **MR2** and you get yourself a helmet. Now type in any of the following letters to put you on the equivalent level:

|   |   |             |    |
|---|---|-------------|----|
| X | 2 | M           | 7  |
| C | 3 | ,(comma)    | 8  |
| V | 4 | ,(fullstop) | 9  |
| B | 5 | /           | 10 |
| N | 6 | Z           | 11 |

Some other handy keys are: D will move you onto the next level or kill some of your enemies on the screen, depending on when you use it. P will make you dance. S will make you shake.

The following keys will give you the items indicated:

|           |              |
|-----------|--------------|
| 1         | Top Hat      |
| 2         | Helmet       |
| 3         | Eyepatch     |
| 4         | Dark Glasses |
| 5         | Dynamite     |
| 6         | Key          |
| 7         | Comb         |
| 8         | Gun          |
| 9         | Ammunition   |
| 0         | Sponge       |
| -         | Orchid       |
| =         | Gold Bar     |
| Backspace | Urn(??)      |



NAME: ADAM  
SPECIES: UNKNOWN  
GALACTIC DOMAIN: 32 PLANET  
NEURAL CAPACITY: 99%  
PHYSICAL CAPACITY: 99%

YOU HAVE MY SYMPATHY.

FEATURES: UNKNOWN.

VIEW OPPONENT

CHALLENGE

# SUPREMACY

Kristian Nilssen of Stonehaven, Kincardineshire has sent in this tip for 30,000 units of fuel in this planet battling epic. First, get rid of what little fuel you have by buying a couple of cargo cruisers, filling them up and putting them into orbit. The next stage is to buy a Solar Satellite, put it into orbit and then take it out again! Sounds strange but read on. Now go to the cargo control screen and press the scrap icon to decommission the satellite. You should now find that your fuel level has risen to the top of the screen and what's more, this can be done on every planet against every opponent. Cheers Kristian.



# ATARI PACKS FROM £359 (INCL.)

|                                  |                                   |                                   |                                   |
|----------------------------------|-----------------------------------|-----------------------------------|-----------------------------------|
| Alcatraz.....£14.99              | Corporation.....£14.99            | Final Battle.....£14.99           | Murder.....£14.99                 |
| Awesome.....£21.99               | Crime Wave.....£14.99             | Flirt.....£14.99                  | Midnight Resistance.....£14.99    |
| Back to the Future II.....£14.99 | Damocles.....£14.99               | Flood.....£14.99                  | Midwinter.....£17.99              |
| Bad Blood.....£17.99             | Days of Thunder.....£14.99        | Football Sim.....£11.99           | Narc.....£14.99                   |
| Barbarian II (Psyg).....£14.99   | Defenders of the Earth.....£11.99 | Frankenstein.....£11.99           | Nitro.....£14.99                  |
| Battle of Britain.....£17.99     | Dragons Breath.....£17.99         | Gold of the Aztecs.....£14.99     | Power Monger.....£17.99           |
| Battle Command.....£14.99        | Dragons War.....£14.99            | Golden Axe.....£17.99             | Rotox.....£14.99                  |
| Battle Master.....£17.99         | Dragon Strike.....£17.99          | Heroes (Comp).....£17.99          | Rick Dangerous 2.....£14.99       |
| Betrayal.....£14.99              | Dragons Flight.....£17.99         | Immortal.....£14.99               | Robo Cop II.....£14.99            |
| Billy the Kid.....£14.99         | Dungeon Master Ed.....£5.99       | Indy 500.....£14.99               | Simulcra.....£14.99               |
| BSS J. Seymour.....£14.99        | Dungeon Master.....£14.99         | Interceptor.....£17.99            | Sly Spy.....£14.99                |
| Blood Money.....£8.99            | Double Dragon II.....£11.99       | Ivanhoe.....£14.99                | Supremacy.....£17.99              |
| Buck Rogers.....£14.99           | Drakhen.....£17.99                | Iron Man.....£17.99               | Shadow Warriors.....£14.99        |
| Budakhan.....£14.99              | Dragons Lair.....£26.99           | Judge Dread.....£17.99            | Shadow Beast.....£14.99           |
| Cabal.....£14.99                 | Dynasty Wars.....£14.99           | Kick Off II.....£14.99            | Snow Strike.....£14.99            |
| Cadaver.....£14.99               | Eagle Rider.....£14.99            | Killing Game Show.....£14.99      | Teenage Mutant Turtles.....£14.99 |
| Captive.....£14.99               | Ecstasy.....£11.99                | Knights of Kristillion.....£17.99 | Time Machine.....£14.99           |
| Champions of Raj.....£17.99      | Emlyn Hughes Int.....£14.99       | Larry II or III.....£24.99        | Total Recall.....£14.99           |
| Chase HQ.....£14.99              | EFTPOTRM.....£11.99               | Lotus Turbo.....£14.99            | Turrican.....£11.99               |
| Chaos Strikes Back.....£14.99    | Flash Dragon.....£11.99           | Lost Patrol.....£14.99            | Voodoo Nightmare.....£14.99       |
| Chess Simulator.....£11.99       | F29 Retaliator.....£14.99         | Magic Fly.....£14.99              | Warmonger.....£14.99              |
| Combo Racer.....£14.99           | F19 Stealth Fighter.....£17.99    | Maniac Mansion.....£14.99         |                                   |
| Conqueror.....£14.99             | F16 Combat Pilot.....£14.99       | M1 Tank Platoon.....£17.99        |                                   |
| Corvette.....£14.99              | Falcon.....£17.99                 | Monty Python.....£14.99           |                                   |

**ATARI  
POWER PACK  
£359**

**ATARI  
TURBO PACK  
£359**

**ATARI Med. Res. Colour  
MONITOR  
£269**

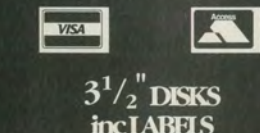
**CUMANA  
SINGLE DISK  
DRIVE  
£79**

HUNDREDS MORE  
SOFTWARE TITLES  
AVAILABLE



Some titles may not be released at time of going to press. New store open at below address. Personal callers welcome. Shop prices may vary. Please make cheques/POs payable to Andrews & Cowan. Postage & packing £1 on software. Free on hardware. All prices include VAT.

**Andrews & Cowan, South Market Road,  
Great Yarmouth NR30 2BQ  
Tel: 0493 331377/331388**



These disks are 100% error free and fully guaranteed with a 2 for 1 replacement. Send SAE and we will send you a free disk to try. Limited quantity only. We're sure you will order from us in the future.

# KYC DISKS

# 36p inc VAT

All prices inc VAT  
send Cheques or  
Postal Orders to:  
Open 6 days a week  
10am-6pm

**KYC DISKS**  
51 Barmouth Road, Wandsworth  
London SW18 2DT  
Phone: 081 870 0469 or 0860 763576

# DIAL - A - TIP CHEATLINE

FOR ALL THE LATEST:  
POKES, CHEATS, TIPS, ETC.

FOR COMPUTERS  
AND CONSOLES

RING NOW ON:

**0898 101234**

UPDATED WEEKLY

**0898 338933**

LIVE ADVENTURE HELPLINE

PRIZES EACH MONTH FOR THE BEST CHEATS,  
HINTS, TIPS & SOLUTIONS

PLEASE GET PERMISSION TO RING. CALLS CHARGED AT 33p  
PER MINUTE CHEAP RATE AND 44p PER MINUTE AT ALL  
OTHER TIMES.

**PROPRIETOR: J. C. WRIGHT  
PO BOX 54, S.W. MANCHESTER,  
M15 4LS**





# Evesham Micros

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

MAIL ORDER DEPARTMENT

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



Call us now on 0386-765500

Lines open Mon-Sat., 9.00 - 5.30. Fax: 0386-765354  
Technical support (open Mon-Fri, 9.30 - 5.30): 0386-40303

VISA



Send an Order with Cheque, Postal Order or ACCESS/VISA card details. Please allow 5 working days for Personal Cheque clearance.

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

## RETAIL SHOWROOMS

Unit 9 St. Richards Road  
Evesham  
Worcs WR11 6XJ  
0386 - 765180  
fax : 0386 - 765354  
Open Mon - Sat, 9.00 - 5.30

5 Gilsdon Road  
Cambridge CB1 2HA  
0223 - 323898  
fax : 0223 - 322883  
Open Mon - Sat, 9.00 - 5.30  
IBM Dealer & Corporate Specialist

1762 Pershore Road  
Cottbridge  
Birmingham B30 3BH  
021 - 458 4564  
fax : 021-433 3825  
Open Mon - Sat, 9.00 - 5.30

# ATARI



**'KICK OFF'  
WITH THIS  
DEAL FROM  
Evesham  
Micros!**

### FREE WITH EVERY STE/STFM PACKAGE :

'Kick Off 2' (RRP: £19.99)  
'Tracksuit Manager' (RRP: £19.99)  
'Subbuteo' (RRP: £24.99)  
Quickshot 3 Turbo Joystick (RRP: £9.99)  
TOTAL RRP OF EXTRAS: OVER £74.00 !

ALL OUR ST prices include mouse, user guide, etc PLUS 5  
Double Sided disks full of specially selected Public Domain  
software including: paint program, two wordprocessors, games  
graphics & sound demos, desk accessories and utilities

### EVESHAM MICROS PRICE PROMISE - WE WILL BEAT ANY GENUINE ATARI ST PACKAGE OFFER ON A LIKE-FOR-LIKE BASIS

#### 520 STE 'TURBO PACK'

Includes an Atari 520 STE with 1Mb  
Drive, joystick, plus a high quality  
selection of software including :

- 'Indiana Jones & Last Crusade'
- 'Blood Money'
- 'Impossible Mission 2'
- 'Super Cycle'
- 'Human Killing machine'
- 'Out Run'
- 'Dragons Breath'
- 'Anarchy'
- 'Hyper Paint 2' (STE version)
- 'FIRST BASIC'
- 'Music Maker 2' (STE version)
- 'STOS' Game Creator

**£359.99** inc.VAT & delivery

£389.99 WITH 1MB RAM FITTED  
£439.99 WITH 2MB RAM FITTED  
£519.99 WITH 4MB RAM FITTED

#### 520 STFM 'DISCOVERY PACK'

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

- 'STOS' Games Creator ● 'Outrun' ●
- 'Carrier Command' ● 'Bomb Jack' ●
- 'Space Harrier' ● 'Neochrome' ●
- 'FIRST BASIC' ● 'Atari ST Tour'

Plus 'Discovering your Atari ST' Book

**£269.99** inc.VAT & delivery

£299.99 WITH 1MB RAM FITTED

#### 1040 STE 'EXTRAS PACK'

Superb starter package, consisting  
of a 1040 STE with an excellent  
selection of serious/leisure software.

The package includes :

- Kuma Wordprocessor ● Kuma  
Spreadsheet ● Kuma Database
- Kuma Business Graphics ●
- 'FIRST BASIC' ● 'Hyper Paint' ●
- 'Prince' ● 'STAC' Adventure Creator

**£449.99** inc.VAT & delivery

£529.99 WITH 2MB RAM FITTED  
£609.99 WITH 4MB RAM FITTED

Mega ST1 with SM124 mono monitor ..... £ 599.00  
Mega ST1 as above, upgraded to 2Mb RAM ..... £ 789.00  
Mega ST1 as above, upgraded to 4Mb RAM ..... £ 879.00

Mega ST2 with SM124 monitor (2Mb RAM) ..... £ 849.00  
Mega ST4 with SM124 monitor (4Mb RAM) ..... £ 1099.00  
SM124 monochrome hi-res monitor ..... £ 99.00

### RAM & DRIVE ACCESSORIES

520 STE 1Mb RAM upgrade (2x256K SIMMS) ..... £40.00  
520/1040 STE 2Mb RAM upgrade (2x1Mb SIMMS) ..... £119.00  
520/1040 STE 4Mb RAM upgrade (4x1Mb SIMMS) ..... £235.00  
520STFM 1Mb RAM Upgrade kit, requires soldering ..... £59.00  
520STFM 1Mb RAM Upgrade, fitted by ourselves ..... £89.00  
Mega ST2 4Mb RAM Upgrade, fitted by ourselves ..... £149.00  
520 STFM 1Mb Internal Drive Upgrade kit, with full  
instructions. Requires very slight case modification ..... £54.95  
Reference-40 SCSI 40Mb Hard Disk inc. PSU ..... £399.00  
Reference-100 SCSI 100Mb Hard Disk inc. PSU ..... £599.00  
Atari Megafile 30Mb Hard Disk ..... £439.00  
Atari Megafile 60Mb Hard Disk ..... £589.00

### PLUG-IN. SOLDERLESS RAM UPGRADE FOR ANY ATARI 520 ST

Now there is a simpler, faster and more  
effective method of upgrading your humble 520  
ST to 1Mb RAM! Our new plug-in 512K memory  
upgrade unit offers excellent value for money,  
requiring no soldering or special technical  
know-how. (Not suitable for STE machines.)

**ONLY £69.95** including VAT  
and delivery

## 3 1/2" EXTERNAL FLOPPY DRIVES

"... a very smart looking drive indeed ... a slim and  
quiet device ... it is very keenly priced too."  
- ST WORLD, September 1989



- Very quiet
- Slimline design
- Cooling Vents
- Sleek, high quality metal casing
- Suits any Atari ST
- Quality Citizen Drive Mechanism
- On / Off switch on rear of drive
- Full 720K Formatted Capacity
- Long reach connection cable

**INCLUDES ITS OWN  
EXTERNAL PLUG-IN PSU**

Beware of other makes of drive that  
take their power from the joystick port!

**SUPER LOW  
PRICE !**

**£59.95**

including VAT  
and delivery -  
Why pay more?

## ACCESSORIES

### VIDI-ST

#### VIDI-ST

Remarkable quality digitiser for any  
Atari ST model. Widely regarded as the  
best in its category, VIDI-ST enables you to -

- Have perfect freeze frame from any  
video, in up to 18 shades
- Grab real time 3-D images
- Capture & restore action sequences
- Realise Desktop Video
- and much, much more

VIDI-ST is compatible with all video  
standards, eg.colour, B/W, VHS, Beta,  
PAL, NTSC etc.

#### VIDI-CHROME ST

Colour frame grabbing upgrade for VIDI.  
Enables production of Red, Green and  
Blue elements when using a black/white  
camera, by use of filters. (Colour  
camera/video recorder users - see  
below).

#### VIDI-RGB

Automatically separates Red, Green  
and Blue colour signal components from  
video recorder or camera source,  
enabling the user to easily produce  
colour pictures when used with VIDI.

Vidi ST .... £ 89.00

Vidi Chrome ..... £ 16.95  
Vidi RGB ..... £ 59.00

## PHILIPS 15" TV/MONITOR



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

**£269.00** including VAT,  
delivery & ST cable

MONITORS

Monitor Switch Box - switch between colour / mono  
monitors without unplugging. Low Price ! ..... £ 13.95

Phillips CM8833 Mk.II (stereo sound) - latest model  
including ST connection cable ..... £ 249.00

Atari SM124 Monochrome Hi-Res. Monitor .... £ 99.00

Atari SC1224 Colour Medium Res. Monitor .. £ 269.00

## TRUEMOUSE



WE GUARANTEE that this is the  
smoothest, most responsive and  
accurate replacement mouse you  
can buy for the Atari ST. Excellent  
performance, amazing low price !

**£17.95** SATISFACTION  
GUARANTEED

GOLDEN IMAGE OPTICAL MOUSE excellent travel & accuracy ... £ 37.95

ESSENTIAL! Joystick/Mouse Ports Accessibility  
Adapter - for STF/STFM/STE machines. ONLY £ 4.95  
DUST COVERS for any ST or Mega - ONLY £ 4.95

## LYNX Portable Games Console



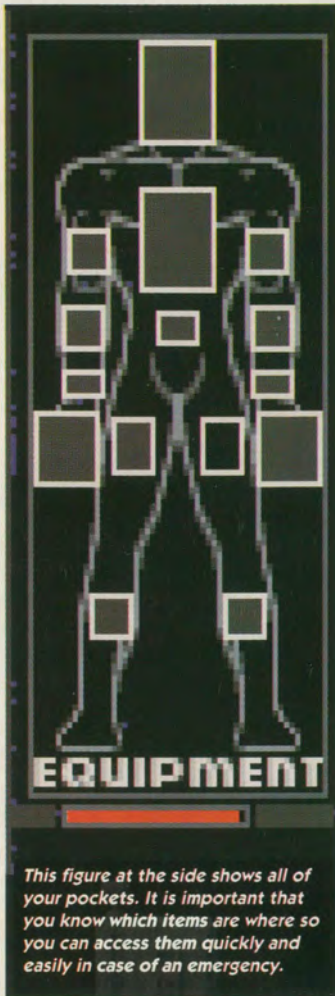
**Now Only £119.00** including VAT  
and delivery

LYNX  
GAMECARDS

Electro Cop ..... £19.95  
Slime World ..... £19.95  
Klaxx ..... £19.95  
Roadbusters ..... £19.95  
Paperboy ..... £19.95  
Rygar Warrior ..... £19.95  
Zorlor Mercenary ..... £19.95  
Ms Pacman ..... £19.95  
Xenophobe ..... £19.95  
Blue Lightning ..... £19.95  
Gates of Zandocan ..... £19.95  
Chips Challenge ..... £19.95  
Shanghai ..... £19.95  
Rampage ..... £22.95  
Gauntlet 3 ..... £22.95

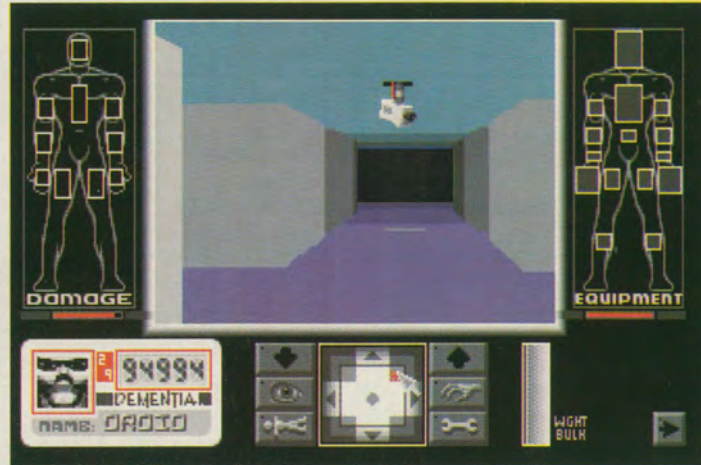
# GIVING THE GAME AWAY PLAYERS' GUIDE – CORPORATION

**Just for those of you who are having problems getting started in Core's excellent game, we sent Paul McNally into the factory and told him to avoid all the nasties while compiling a nifty little playing guide.**



*This figure at the side shows all of your pockets. It is important that you know which items are where so you can access them quickly and easily in case of an emergency.*

Tough one to get into this if you're not careful, as the control method does leave a little to be desired. Once you're roving freely about the place you can start to get into the game a bit. It is important to learn how to master this fairly soon or



**Watch out for the security cameras at all times. Shoot them before they see you or you'll have the whole of the Corporation out after you.**

**Once you're under attack you must hastily shoot your foe or sustain massive damage. If your gun is out of charge then you'll have to punch your way to victory.**



you're going to be dying rather quickly. Careful reading of the instructions should sort this out.

## GETTING STARTED

Before you actually try and go anywhere you may find it useful if you

rearrange the equipment that you are carrying into positions on your character where you can reach them quickly in an emergency. The first thing to do is drop whatever you're carrying on your head (like you do!) and replace it with the visor

(androids automatically have these but humans are going to have to get the cash out) from your chest pocket.

Now pick up the item that you dropped and put it in one of your pockets. It is possible to have more than one item in a pocket providing of course the pocket is big enough.

Your starting location is the elevator in the North West corner of the fifth floor and upon the game commencing you should activate your back-pack computer (also comes complete with android!) and compass. Walk forward (that's East) out of the lift. Once this tricky operation has been completed, turn right.

You should find that you're now facing South. Quickly shoot the security camera before it sees you. If you manage to miss it or it spots you before you get the chance, don't worry just yet (because you're probably going to end up dead before long anyway!). Walk to the crossroads under the camera and turn right.

If you've not gone off in completely the wrong direction then you should see that there is a gap in one of the walls. Examining this closely will reveal a chrome dome. Walk up to it and click on the eye icon. You'll now see a drinks dispenser at the bottom right of the display. If it's not there then move a little closer.

You need this item, so make sure that you pick it up. Your right hand will probably be empty so you should be alright. Turn to face East (use the compass). Walk forward. You should see a large crab-like creature. Ignore it (I know that's easy for me to say!). Go through the first door on the left before you reach the monster.

# STRANGE ISN'T IT? THE LAST TIME I ESCAPE



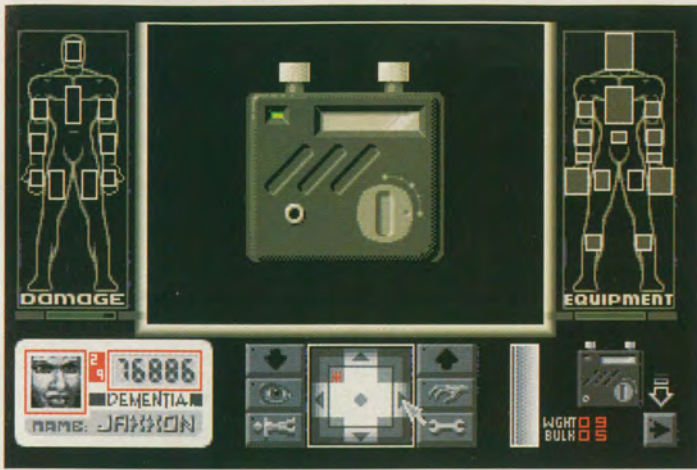
**Having got yourself into a position where you're about to spend some time in jail, it'd be useful to know how to get out wouldn't it?**



**So this is what cell-life is like then? Now you're doing porridge when you could be doing something better, like finding the sample that you're after.**



**The chair sits invitingly in the corner of the room, it may even be electric! Make your way to the South West corner using your trusty wrist compass.**



One of the most important aspects of the game is to learn what piece of equipment does what and where to use it. Each piece can be seen in more detail if you wish to see it more closely.

Once inside the room turn to face West. You should see another dome. Here you'll find a refill for your pretty new drinks dispenser. Leave the room and turn left (East). The crab will be pretty close by now. Stop moving towards the crab.

Move to the far right of the corridor and turn slowly left. You'll see an alcove next to the crab containing a strange, mysterious metal object with three lenses on the front. That's right, it's a projector and the crab was a harmless illusion. Fell for that one didn't you?

That's basically enough to get you into the game but it probably won't be long before you find yourself in a cell. If you want to avoid becoming Freddie's room-mate this next bit may be quite useful:

### PRISON

You'd better hope you bought a bomb at the start or you may find yourself with a slight problem. If you're in possession of one of these slinky little numbers then walk to the South-West corner of the room and manipulate the bomb. Type in 30 seconds on the timer. Click on your watch and wait till 30 seconds pass.

Click the arm button and run like

hell to the far side of the room. Your watch will let you know how long you've got before you're dead. Once at the far side turn round and watch your handywork. Go through the hole in the wall and use the back-pack to find an elevator. Once inside you can go to any level that you've already seen.

### GENERAL BITS AND BOBS

Be careful when choosing your equipment at the start as you could be wasting your cash on something you don't need. Generally make sure you follow these 10 trendy tips:

- 1) Buy a bomb.
- 2) Buy a back-pack computer if you're mapping levels.
- 3) Don't buy a lock-pick or drinks dispenser.
- 4) Buy a cheaper gun if your weapon skill is good.
- 5) Look carefully for damage on an item before using it. Using a damaged item can wound you.
- 6) Don't try to carry too much or it will slow you down and make you use more energy.
- 7) Explore each one of the levels thoroughly, as you never know what you can find if you look around.



Perhaps your most important item is your back pack computer. This is vital to your success but remember it constantly drains your energy. Use it to keep track of where you are in the building.



The control bar at the base of the screen determines where abouts in the game you're going to go. The icons surrounding the direction finder allow you to manipulate and to examine objects more closely. Repairs can also be carried out here.

- 8) Don't skimp on armour, even for Core Droids.
- 9) Don't stand next to a bomb when it detonates.
- 10) Don't forget to keep a blank formatted disk handy for savegames.

That's about the size of it and you should now be able to at least get into the game now. It has such a

large playing area it would be impossible to fit a total solution in just one issue, but it is a possibility for the future.

In the meantime if you find that you can't wait, send a SAE to the usual address explaining your problem and I'll try to help you out as much as possible. Be sure to explain where it is you're stuck.

# FROM ALCATRAZ IT WASN'T THIS DIFFICULT



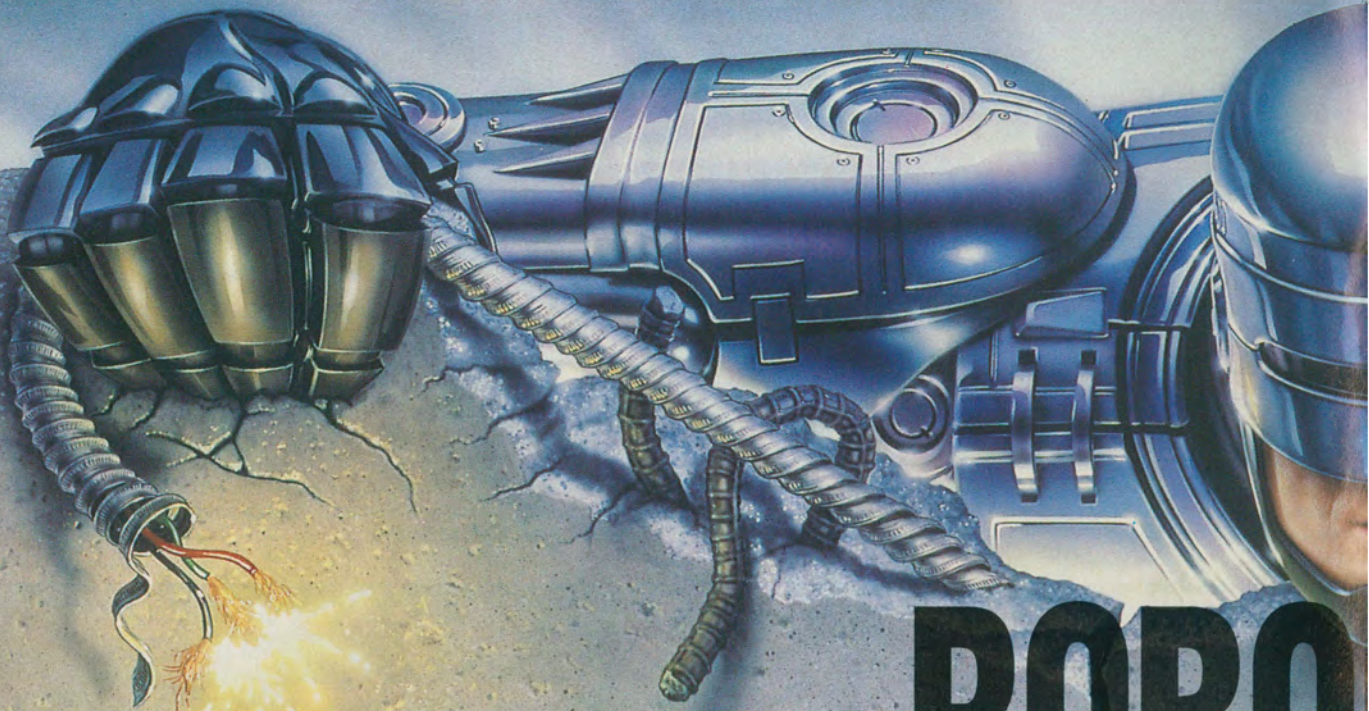
Tap in the time on the detonator and prepare to run as quickly as possible to the other side of the room, or the wall won't be the only thing going up in smoke.



As you back off at pace, you can see the device that you've just left behind, ready to cause mass destruction. Aren't you glad you bought one now?

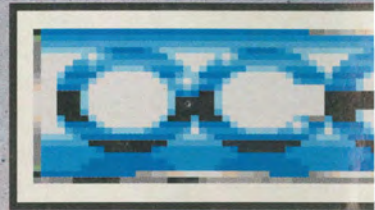


After the explosion you'll destroy a few mutants on the other side too. Unfortunately for you this time one got away and doesn't look too happy about life.



# ROBO

To win one of the fantastic prizes on offer, all you have to do is study and answer the five questions below. All the answers to the questions can be found in either of the two Robocop films. Once you have completed the coupon, send it in to reach us no later than the 5th April 1991 to: Robocomp, ST Action, Interactive Publishing, Europa House, Adlington Park, Macclesfield SK10 4NP.



## THE QUESTIONS

**1: Name the officer who, after almost being killed by a ruthless gang of criminals, was brought back to life as the future in law enforcement - Robocop?**

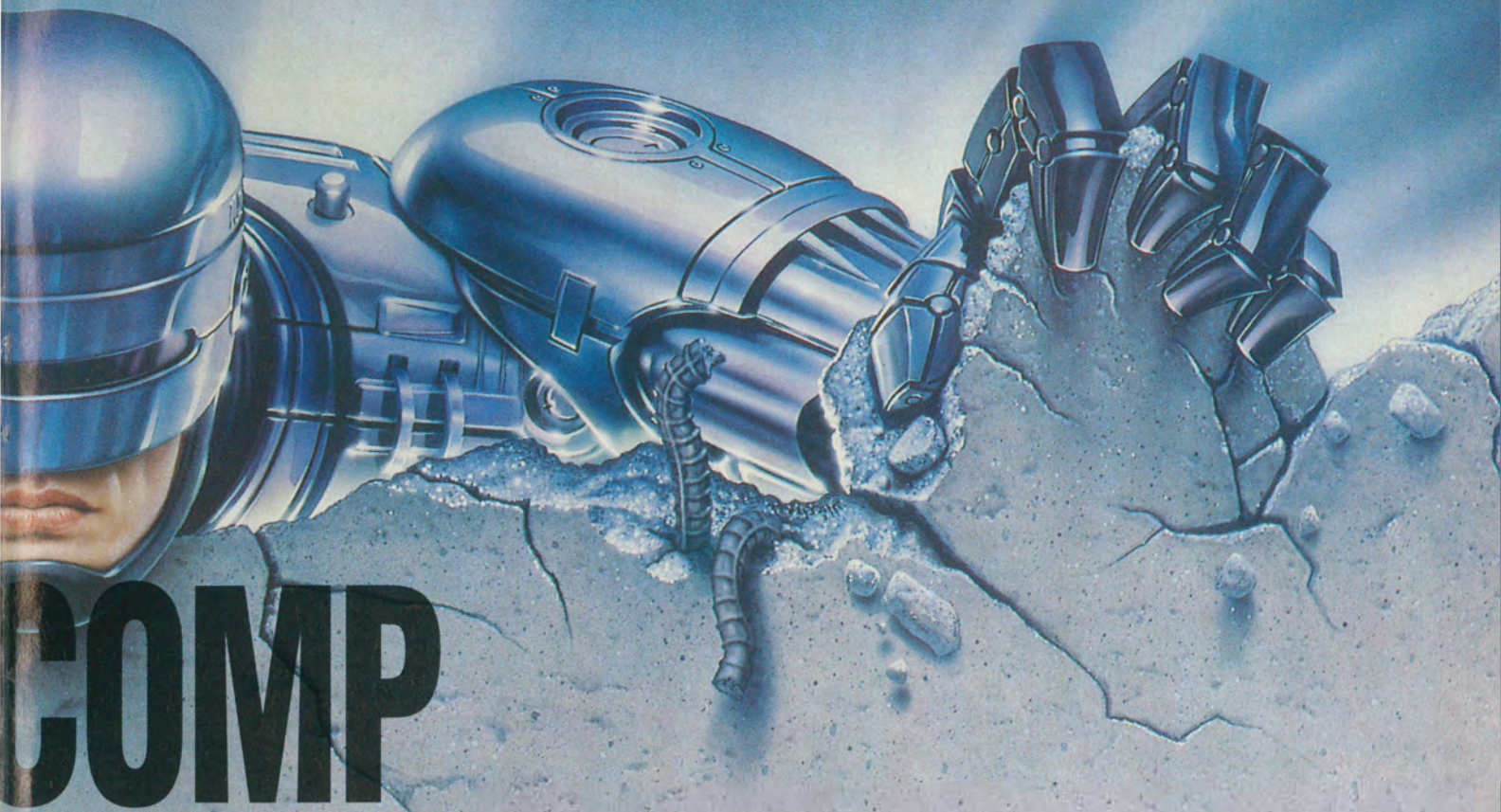
**2: In Robocop II, the police are searching for a drug that is becoming available in vast quantities on the streets. What is it called?**

**3: An evil drug baron, transformed into a in-human killing machine, becomes Robocop's main enemy in Robocop II. Can you name him?**

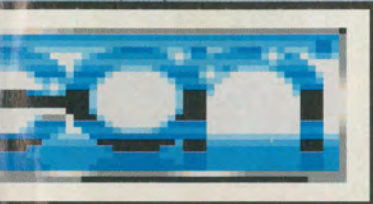
**4: Name the futuristic city that both of the Robocop films take place in?**

**5: Complete the catchphrase heard throughout the first film: "I'd buy that for a ....."**





# COMP



## THE PRIZES

Wouldn't you just love to go home after a hard day and relax in your bedroom with a hot cup of coffee and a good video? Well that's what's on offer in this month's amazing St Action competition courtesy of Ocean Software - a video recorder, that is, not a cup of coffee. You could be the proud owner of your own well-smart, high-tec, up-to-the-minute model.

There are also 20 copies of the Robocop II game and five copies of the original Robocop I video on offer for the lucky runners-up. So, put your pens to the paper and get those entry forms sent in as soon as you can. And remember, you only have 20 seconds to comply!



### THE ANSWERS TO THE OCEAN COMPO ARE:

Answer 1 is: .....

Answer 2 is: .....

Answer 3 is: .....

Answer 4 is: .....

Answer 5 is: .....

Name .....

Address .....

.....

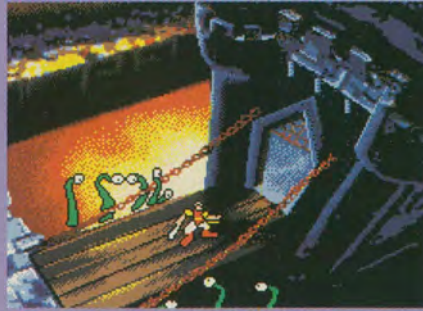
..... Postcode .....

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

# GIVING THE GAME AWAY PLAYER'S GUIDE – TIMEWARP



**Scene 1:** An easy one to start with. When Daphne's mother finishes abusing you and raises her hand, push **LEFT** to duck the rolling pin.



**Scene 2:** This one has to be done quickly. Pull **DOWN** and then **RIGHT** as soon as you see Dirk on the drawbridge.



**Scene 3:** When the snake's head appears from behind the rock, press **FIRE** to fend him off and then push **RIGHT** to go towards the steps.



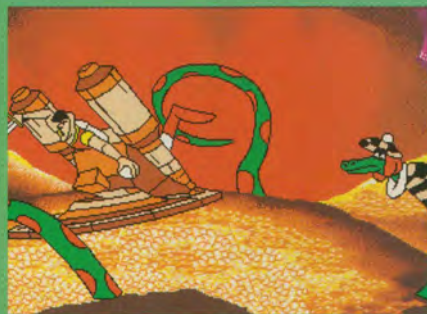
**Scene 7:** Pull **DOWN** when Dirk appears on the pillar and **DOWN** again just before he falls off.



**Scene 8:** When the screen becomes visible, press **FIRE** to fend off the serpent and then push **UP**.



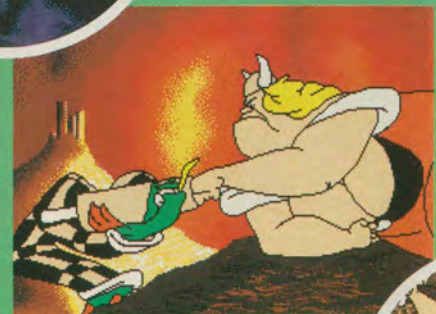
**Scene 9:** Just before it attacks you, press **FIRE** again to swing at the serpent.



**Scene 13:** When you see the snake, press **FIRE**, then pull **LEFT** and **LEFT** again, followed by **FIRE**. You should now have escaped it.



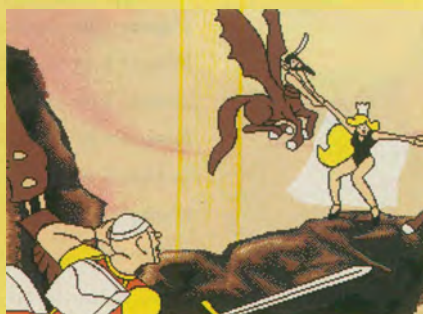
**Scene 14:** Press **FIRE** to stab the serpent and then push **RIGHT** to insert the sword into the Time Machine. Now press **FIRE** to activate it.



**Scene 15:** When the dinosaur appears, push **UP**, press **FIRE** to stab at it, then press **FIRE** again.



**Scene 19:** Pull **DOWN** and press **FIRE** to chop the Pterodactyl. Pull **DOWN**, press **FIRE**, push **LEFT** to grab the wings, push **RIGHT** and then **UP** to fly off.



**Scene 20:** Compared to the last one this is quite simple. Pull **DOWN** as soon as Daphne appears. See, I told you so.



**Scene 21:** Pull **DOWN** and then **RIGHT** to grab the sword. Now push **UP** to get back onto the Time Machine.

**Mordroc, has kidnapped the beautiful princess Daphne and transported her to another dimension to force her into marriage. Sound familiar? For all of you finding it difficult to handle, here's help for Scenes 1-24, courtesy of a Mr. Lee Byram of Failsworth, Manchester. Cheers Lee. We'll publish the rest next month.**



**Scene 4:** When Dirk appears on the step pull DOWN and then to the LEFT to dodge the snake's mouth.



**Scene 5:** When Daphne's mother appears to give Dirk grief with the rolling pin, push LEFT and then UP to avoid it.



**Scene 6:** Again this one has to be executed quickly. Push UP as soon as Dirk appears on the rock.



**Scene 10:** After the serpent has backed off, push UP and then RIGHT to jump from the machine to safety.



**Scene 11:** Quite a tricky one this. Push LEFT to dodge the serpent and then press FIRE to stab at him. Now push LEFT to avoid the skulls.



**Scene 12:** Pull DOWN while on the top of the hill and then press FIRE to stab at the serpent.



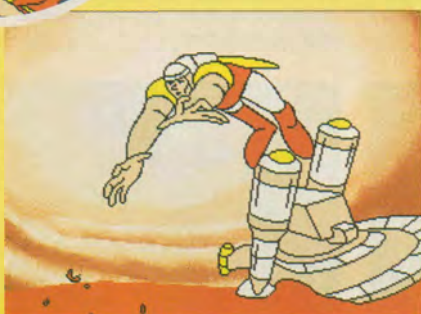
**Scene 16:** Wait until you appear on the rock and when Mordroc raises his staff, push UP.



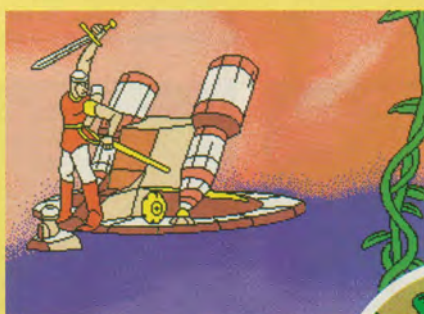
**Scene 17:** This one isn't very difficult at all. When you appear, all you have to do is press FIRE and then push UP to escape.



**Scene 18:** When the dinosaur appears and pulls you off the rock, push LEFT to free yourself from the Pterodactyl.



**Scene 22:** Another easy one this. When Dirk appears and the screen starts to shake, pull DOWN to get off the Time Machine.



**Scene 23:** Dirk will climb a vine when the Blue Fairy appears. Pull DOWN and then UP to avoid his wand.



**Scene 24:** After the blue angel has finished abusing you, pull DOWN then LEFT to avoid the babies.

# GTGA PLAYERS' GUIDE – GOLD OF THE AZTECS

Explore the land of the Aztecs and learn to overcome the many fiendish traps and foes thanks to our very own intrepid adventurer, Alan Bunker.



1. Caught up in the tree by your parachute, simply press fire to cut yourself free. Once on the ground, immediately walk right and exit the area. You don't have to kill anybody.



2. Take a couple of steps into the screen and then somersault over the bowman and his arrow. Alternatively, you could shoot him but this takes more time. Leave to the right.



3. Stop as soon as you enter the screen. Wait until the bird has swooped, then jump your way to the other side of the screen. This way, the deadly plants won't harm you.



4. Take one stride into the screen. Shoot the snake that emerges from the tree then point your gun at the floor. Shoot the three snakes that sneak through the fauna.



5. Shoot the armoured guardian of the bridge twice in the head. When his sword falls to the ground, walk along the bridge. You must somersault off the end of the screen.



6. Stand completely still. A large bird will swoop close by, but it won't actually harm you if you remain motionless. Once it has passed, walk to the end of the screen.



7. Here, you have the option of either shooting the unfriendly natives or somersaulting over them. Both are equally effective and allow you to progress onwards.



8. Draw your gun immediately and shoot the monkey directly ahead. Next, concentrate on disposing of the natives. Once this is done, press on into the next screen.



9. Shoot the tribesmen who insist on giving you a hard time. Fire a volley of bullets and walk onto the next screen using them as a shield to protect you against further attacks.



10. When the panther bounds towards you, kneel and shoot it quickly. Once it's defeated, pull the mounted lever, collect the gold, and return to the doorway that is three screens back.



11. Reach the ground and face to the left. As soon as the hot cinder disintegrates, jump across the large gap and climb down the ladder onto the next playing area.



12. Leap quickly off the platform to the right. Turn left and then jump. Turn and face right, then very quickly jump up onto the rope. Climb down to reach new locations.



13. Swing across the ropes to the one on the far right. Don't worry about the bat as it will not become aggressive unless you approach it. Climb down to the next screen.



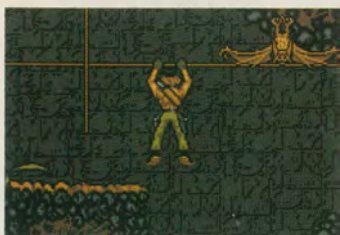
14. Travel left, walking off the ledge that you landed on when you fell from the rope. The bat will not move. You will now land on another ledge on the playing area below.



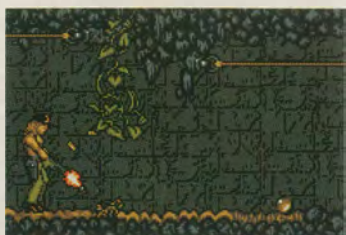
15. Tread on the bridge then retreat. The bridge will fall into place on the screen below. Climb down the ladder, jump across, knock the key and collect it. Continue down the ladder.



16. The bats on the left will fly away. Leap across the flames and grab hold of the rope. When the remaining bat moves, climb down, grab the other rope, and descend.



17. Get onto the ledge, turn right, draw your gun, and keep shooting. The nearest bat will fly into your line of fire. Jump onto the horizontal rope and move across.



18. Fall off the end of the rope. Stand still and shoot the scorpions that wander back and forth. Then collect the jewel, jump onto the rope, and shift along to the right.



19. Walk to the edge of the platform and jump onto the first rope. If you climb down quickly enough, you won't be attacked by snakes that twist around the ropes.



20. Clamber across to the farthest of all the ropes without pausing for absolutely any reason. Now leave the rope climbing for a while and walk onto the next screen.





21. Climb onto the nearest rope. Swing across to the right-hand side and then head for the ladder, being careful to avoid the falling cinders. Simply climb up the ladder.



22. Reach the top of the ladder. This is a quiet position where you can safely take time to reload your gun. Once this is done, you can leave the screen to the right.



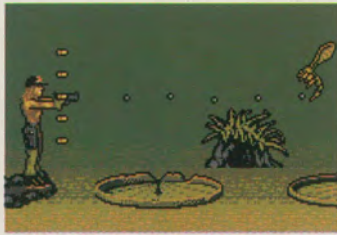
23. Watch out for the falling slab of rock. Another will crash down when you approach the green plant, so beware! Use the key to shift the wall and then move on.



24. Take one stride into the cavern. Shoot the snakes that appear from behind the pile of rocks. Once all of the three snakes are dead, you can proceed without caution.



25. Take another single stride. Shoot all the loose rocks that hang from the ceiling, then jump across the small gap to the rope on the other side and climb down.



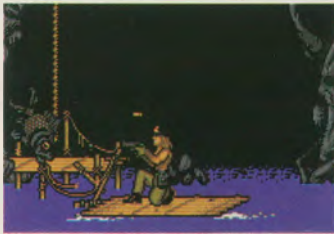
26. Shoot the flying insect, then move to the very edge of the ledge. Jump onto the lily pad, and keep the momentum going to bound across all the other soft, soggy pads.



27. Keep jumping right until you reach the last lily pad. Here, you must change to jumping upwards until you grab the rope. Haul yourself up, and exit to the right.



28. Don't stop! Walk all the way to the rope, and climb down to the floor below. Move left, collect the ring along the way, and travel onto the following playing area.



29. Stand on the pier and jump onto the rather rickety raft. Turn immediately, crouch, and shoot the killer fish that breaks through the surface of the water. Reload your gun.



30. Shoot the four rocks in the water, otherwise they will tragically sink your raft. Again, you must reload in preparation of what awaits you on the following screen.



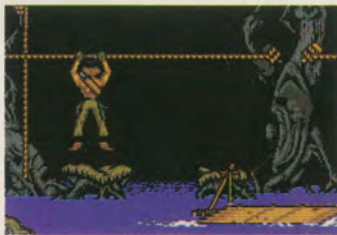
31. Unleash all your bullets in the direction of the giant squid. When you hit its eye, the blood will pour, and it will cease to live. You are now safe to continue onwards.



32. Shuffle to the back of the raft. Jump up when the crocodile attacks. After that, shoot all the stalagmites above, otherwise they knock you into the water where you will drown.



33. Duck down. Once the grinning monster lurking in the background has tried to grab you, get back to your feet and prepare to disembark on the following screen.



34. Jump onto the rope and slide across to the first rock. Land on it, shuffle back twice, and jump across the rocks. Climb onto the horizontal rope and slide along.



35. Cross waterfall and onto next screen. Return back to here, drop on platform, down the rope, collect the treasure, go back up the rope, and right once again.



36. Move over to the place just above the ledge on the right-hand side of the screen. You must then drop onto the ledge below, clutch the rope, and pull yourself up.



37. Go right and collect the treasure. Return to this screen and walk left. When the rats attack, kneel and shoot them all. Then climb down the ladder of skulls.



38. Turn to the right at the bottom of the ladder. You must then leap across the molten lava and land on the rocks, making sure you avoid the lava when it spurts upwards.



39. Keep leaping from rock to rock until you reach the other side. Once you have finally succeeded in crossing, climb down the ladder to the next playing area below.

Next month, we will have the solution of the final part to the adventure. For now, you'll have to try your utmost to survive the vast number of puzzles and pit-falls shown here!

# GIVING THE GAME AWAY PLAYERS' GUIDE – POWERMONGER

**Cries for help in Powermonger have been flooding into the office. Tons of letters have pleaded for aid, a cheat of some sort, but here at ST Action, we've gone one better. Thanks to Stuart Neil Hardy from Sheffield, we can provide you with a comprehensive playing guide to Electronic Arts' superb game, showing little hints and tips that will make your up-hill struggle easier**



To begin with, the landscapes featured in Powermonger are simple, and only include a couple of opponents and fellow Powermongers to battle against. However, later levels include masses of highly-trained soldiers that are armed to the teeth and ready to do battle.

## POWERMONGERING MAYHEM!

After each victory, remember to search the village or town you have just taken, as more often than not, supplies are bountiful. Sheep can be found wandering the hillside and, once caught, can be used to feed your hungry troops.

Apart from that, the only other way to collect provisions is to farm the land. First off, equip your men with the likes of ploughs and boats.

Once this is done, some will grow crops while the others will take to the water and fish.

Remember to keep stocks high during the winter or after long for-marches.

### ATTACKING VILLAGES

One obvious strategy to adopt is to have more men in your army than your opponent! This means that

massed crowds could make easy meat of unskilled warriors and the village would soon be won. However, what do you do if the enemy's numbers are greater or more skilled than yours?

A good option is to first form an alliance with the town you are about to attack. This then allows you to walk freely about the town without arousing suspicion. Assemble your

men in the square before attacking. This will catch your opponent off guard and, if all goes well, he won't be able to react with his guards quick enough.

Attack too soon, and his troops will have time to rally and meet your offensive.

Both cannons and catapults are useful engines of war, as they enable your forces to attack from a

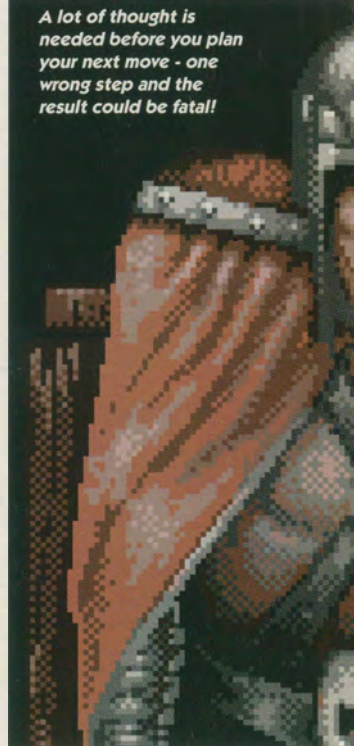
**PARCANSH:** Based at Licbroy, where he lives in a tower with fellow soldier, Scritte. He is slow as a leader, and carries nothing. At the age of 40, he obeys Modeus' every command.

**WHLYN:** Whlyn of the capital of Timlem is 26, fit and lives in a garrison with Coen. Hardly working as a leader, he uses a catapult. His commander is Modeus.

**JOSLLA:** Lives in a tower at Mydgen, with Finforth. Like Parcansh, he is working slowly as a leader, but is currently holding nothing. At the young age of 14, he is under Modeus' control.

**LORD MODEUS:** Commander of the mighty forces that rule this hostile land. At the moment, he is a fit, aggressive Powermonger and is carrying a bow and a sword.

**ROPCANES:** Also lives in a tower at Tonnage, sharing with Pralae. He is a wimp, and above all a poor leader. However, he uses a cannon and serves under Modeus at the fragile age of 47.





greater distance. However, they are bulky and will therefore reduce your marching speed.

## BUILDING EQUIPMENT

It is all very well inventing new weapons or equipment, but the process is slow and sometimes the results are poor.

Some objects require metal to be mined, so a mine must be constructed first of all. Once again, this can prove to be quite a lengthy ordeal before the effects become beneficial.

It is a good idea to attack a village that already has a mine, and then use the forging facilities for your own use, to manufacture swords and the like.

## ALLIANCES

In early stages of the game, the enemy leaders will consist of Harold II, Jos XVIII and Jayne III.

These Powermongers are very warlike, and will often attack each other, leaving their force weak and open to attack. However, it is also highly possible that they will choose to form an alliance against your army.

Providing you choose the correct moment, an enemy will be pleased to form an alliance with you, allowing you to share his supplies. He'll take goods from your stocks in return, and the alliance will remain until

either side takes on a hostile act.

## SPYING MISSIONS

Only leaders can participate in these missions, and it's very dangerous trying to infiltrate an opponent you are already at war with.

It is better to use a second, expendable leader to do the mission. Once accepted he will relay information on the enemy.

## RECRUITING TROOPS

If you wish to employ more men in your army, try to locate a band of discontented people searching for military service.

Before an attack, switch to passive. During the attack, your men will wander around aimlessly, slaying people. After a few seconds of skirmishing, change to aggressive. Your troops will try to kill the survivors quickly.

Now highlight the Get Men icon. Your troops should now search the surrounding areas for hidden villagers.

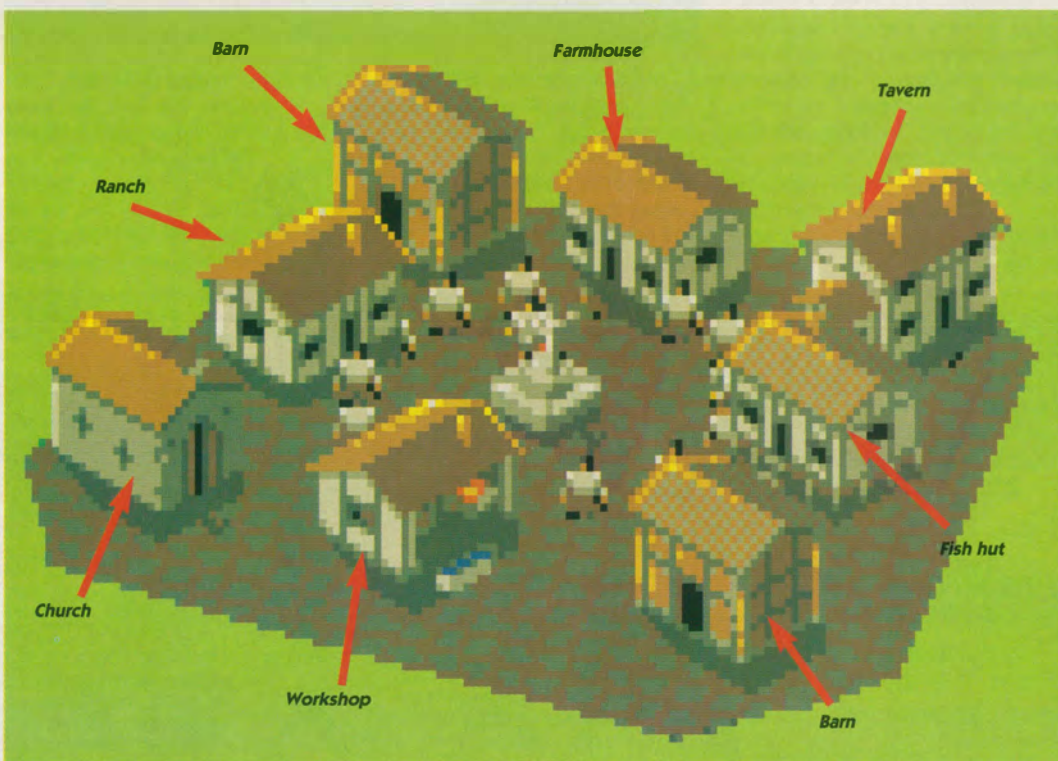
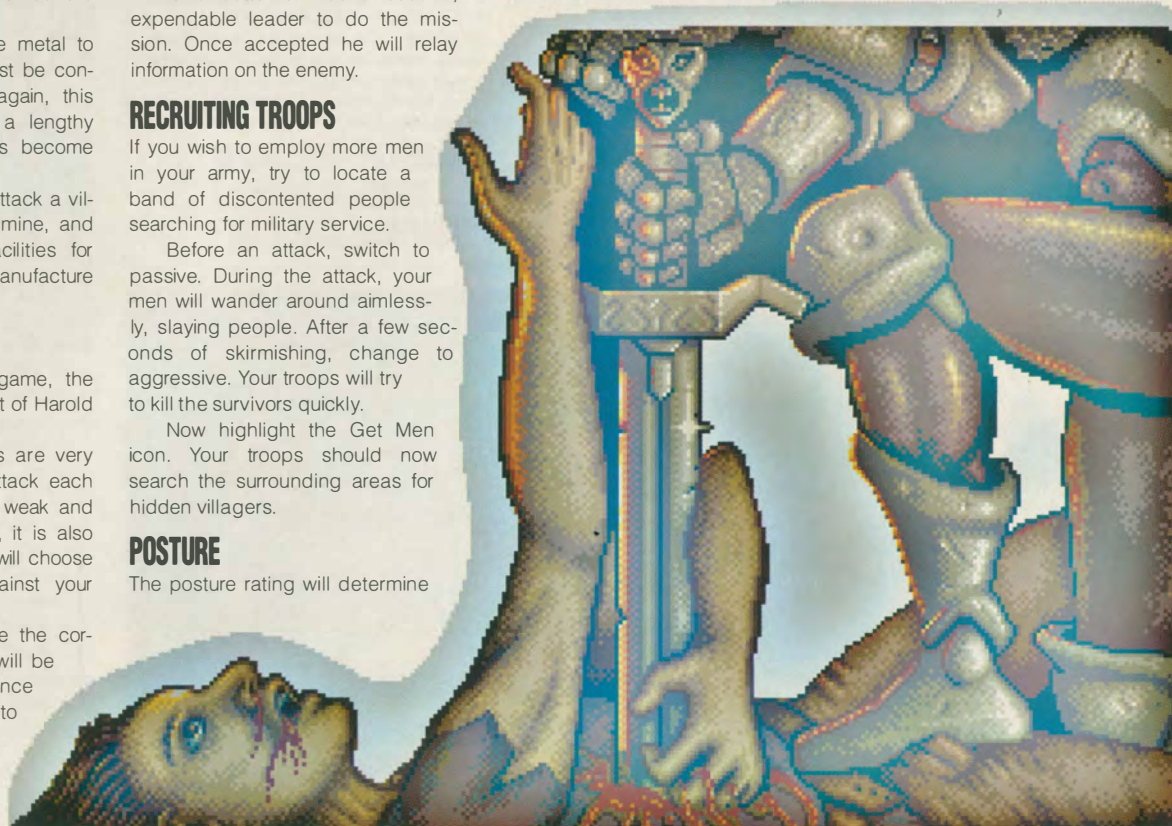
## POSTURE

The posture rating will determine

how your troops react to given situations. In combat, a passive posture will have your men attempt to capture the enemies rather than slay them. Using an aggressive posture will probably kill every opponent outright. A neutral posture will fall some-

where between the two.

A passive posture will allow your troops to invent items such as pots and boats, while if aggressive, they'll create useful weapons of war: bows, pikes and cannons being the most common.



# Omnicon Conspiracy

I M A G E W O R K S

## MISSION BRIEFING...

Blackstar is a small interplanetary freighter; among other things it serves the science complex on the moon Delphi. Yesterday a planetary patrol found the Blackstar floating aimlessly – apparently lifeless. The patrol reported that the ship showed signs of attack, and that the crew did not respond to any requests to board.

You must find out what has happened. Question everyone and search everything. It's your task to get the culprits and, if needs be, finish the drug investigation yourself. Good Luck...

Life's a bummer. Just when I thought I'd got it easy, the federation's top brass voted me the main man – Mr.

Bust-An-Intergalactic-Drug-Ring.

Yeah, sure. Did they ask me? Did they hell! That's the trouble with this place, everyone assumes too much. Even the Police

Chief; he's a great guy and everything, but he's very quick to give me all the files on this conspiracy hoo-ha the minute he hears that I'm on the case.

Before I can get a word in, I'm on the street – a head full of co-ordinates, something about a drug conspiracy in Omnicon, and this space cruiser Blackstar – ya know, I wouldn't be surprised if this whole town had it in for me. Everyone I talk to seems to know something or somebody that's involved – and you wouldn't believe the things I've found in the most implausible places.



## PUNTER-POWER™



GAME: OMNICON  
PRICE: £24.95

RATING=64%

I'm quite a fan of the walk-around and discover games. Graphically, this is nothing special but what there is does the job. The scrolling is flip-screen and my main cause for complaint. Every different screen has to be loaded separately and this causes a lack of continuity. The sound has been restricted to the usual laser fire and opening of doors, which tends to get a touch annoying after a while! Overall, not an exceptional game but one that will definitely appeal to the long-term fan of this genre.

GAMEPLAY:

SOUND:

GRAPHICS:

Whilst you are out patrolling the streets, you are accosted by a drug dealing alien. Should you take him in? Or should you just look the other way?



This is the rest bar. If you do anything too strenuous it will deplete. As always, sleep will revive you. Whenever you make contact with anything, a discription will be displayed on this bar. These are some of the useful items that you can collect. The middle one is your Police badge.



You'll find these objects are more of a necessity, especially the gun. This bar is similar to the contact bar, except this one displays the locations you visit. The most important of the displays is the life bar. Contact with anything hostile will deplete it until you die.

Anyway, who are you? All this chat. I don't know, you're keeping me from my job. The job. Give me the easy time; I can cope with driving away the drunks, busting the book bandits and generally keeping the peace from here to the Vaga System



– but this! Ya gotta be kiddin'!

I took this job for a few lousy credits, the chance to cruise the galaxy, and to get high in the Mentant Temple. That reminds me: there's definitely something weird going on at that joint – I should real-

ly check it out. Nah, but seriously, I get to see Betty the Body at the Mind-Zi tavern pretty regular. The beer and the women at that bar are outta this world. Maybe I'll take ya there once I've cleared this lot up.

Talking of clearing, I've had to sell my place. The Feds said it would be for the best...could get rather sticky they said. Attempts on my life – that sort of thing. At the moment I'm living on a space cruiser, has a good supply of burgers, and the droids that come as standard are terrific: hard working, reliable, informative. Nothing like the robots manufactured in a certain factory I could mention. Yeah that's right, Gorm, Ungar and Neet Unlimited. Anyway, if you're after a place, drop by the estate agents in Klein Street.

Hey, see that guy there, he's mad bud Bellows. Me and him, we go back a long way. Haven't seen him for ages. Ah well, I've gotta go. I'll catch you later – I got some serious drinking to do. Tell ya what, why don't you drop in and have a couple with us, if you're in the area that is. By the way, the name is Powers, Ace Powers...



Jason

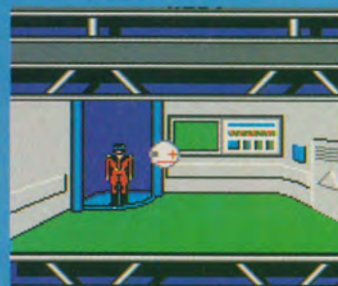
## ANOTHER AVERAGE DAY IN THE LIFE OF A SPACE 'TEC'



After waking from your peaceful slumber in space, you climb wearily out of your bed and begin to think about the mission in hand.



Here we see our hero in the space control room. The shiny metallic ball is, in fact, your personal assistant and will obey your every command.



After taking a wrong turn and ending up in outer space, your medical droid comes to the rescue and transports you to the infirmary for treatment.



Once you have docked at the spaceport, you are followed and given a secret message to report to the chief at once for a mission debriefing.

WORLDWIDE  
SOFTWARE

106A Chilwell Road, Beeston,  
Nottingham, NG9 1ES



WORLDWIDE  
SOFTWARE



WORLDWIDE  
SOFTWARE

106A Chilwell Road, Beeston,  
Nottingham, NG9 1ES

- FREE Catalogue Disk (Plus latest demos when available) with every order over £10.00
- All orders despatched by 1st class post
- 7 day 24 hour ordering
- Quality products at keenest prices
- Credit card accounts debited only on despatch of goods
- Complete customer satisfaction is our aim

Order by Telephone: Credit card order lines  
0602 252113 0602 225368

by Fax: Fax your order with credit card details  
0602 430477

by Mail: Send payment with order

Please give your name, address, telephone no., software title, price advertised and computer type.

### Worldwide Pack 1

ST Second Drive

+ Any three software titles with our  
advertised price of £17.95 or less

ONLY £114.99

### Worldwide Pack 2

ST Second Drive

+ Any two software titles with our  
advertised price of £17.95 or less

ONLY £104.99

### Worldwide Pack 3

ST Second Drive + 30 Blank Disks

+ ST Protective Dust Cover  
+ 100 Disk Storage Box

ONLY £99.99

| ST SOFTWARE                      |       | ST SOFTWARE                         |       | ST SOFTWARE                         |       | ST SOFTWARE                               |       | BUDGET SOFTWARE                   |      |
|----------------------------------|-------|-------------------------------------|-------|-------------------------------------|-------|---|-------|-----------------------------------|------|
| 4 Player Adaptor.....            | 5.95  | F29 Retaliator.....                 | 17.95 | Matrix Marauders.....               | 14.95 | Space Ace.....                            | 34.95 | Colorado.....                     | 7.99 |
| 4D Sport Boxing.....             | 17.95 | Ferrari Formula 1.....              | 7.99  | Mean Streets.....                   | 17.95 | Space Rogue.....                          | 22.95 | Double Dragon.....                | 7.99 |
| 9 Lives.....                     | 17.95 | Final Battle.....                   | 17.95 | Mickeys Crossword Maker.....        | 17.95 | Space Shuttle Simulator.....              | 32.95 | Drum Studio.....                  | 4.99 |
| Action Stations.....             | 22.95 | Final Command.....                  | 17.95 | Mickeys Runaway Zoo.....            | 17.95 | Speedball 2.....                          | 17.95 | Euro Soccer Challenge.....        | 4.99 |
| Advanced Tactical Fighter 2..... | 17.95 | Final Conflict.....                 | 17.95 | Midnight Resistance.....            | 17.95 | Spell Book (4-9 years).....               | 14.95 | F C Manager.....                  | 4.99 |
| Alpha Waves.....                 | 17.95 | Finest Hour Battle of Britain.....  | 17.95 | Midwinter.....                      | 22.95 | Spinzzy Worlds.....                       | 17.95 | Fallen Angel.....                 | 7.99 |
| Amazing Spiderman.....           | 14.95 | Fire Brigade.....                   | 22.95 | Might 29 Fulcrum.....               | 28.95 | Sporting Gold.....                        | 22.95 | Fantasy World Dizzy.....          | 6.99 |
| Armistice Battles.....           | 17.95 | Flight of the Intruder.....         | 22.95 | Monty Bombjack.....                 | 17.95 | Spy Who Loved Me.....                     | 17.95 | Fast Food Dizzy.....              | 6.99 |
| Armour Geddon.....               | 17.95 | Flight Sim 2 Hawaii Scenery.....    | 11.99 | Mindgames Strategy Compilation..... | 17.95 | Star Dragon.....                          | 17.95 | Fast Lane.....                    | 4.99 |
| Atomic Robokid.....              | 17.95 | Flight Sim 2.....                   | 28.95 | Monty Python Flying Circus.....     | 17.95 | Star Command.....                         | 22.95 | Formula One Grand Prix.....       | 4.99 |
| Back to the Future 3.....        | 17.95 | Flippit and Magnose.....            | 17.95 | Mortville Manor.....                | 14.95 | Starblade.....                            | 17.95 | Gauntlet 2.....                   | 7.99 |
| Badlands Pete.....               | 14.95 | Flood.....                          | 17.95 | Murders in Space.....               | 17.95 | Starflight.....                           | 17.95 | GFL Baseball.....                 | 6.99 |
| Badlands.....                    | 17.95 | Fools Errand.....                   | 17.95 | Murder.....                         | 14.95 | Storm Across Europe.....                  | 22.95 | Ghost Chaser.....                 | 6.99 |
| Batman the Movie.....            | 14.95 | Football Simulation.....            | 17.95 | Mystical.....                       | 17.95 | Stormovik.....                            | 22.95 | Gridrunner.....                   | 7.99 |
| Battle Command.....              | 17.95 | Frontline.....                      | 17.95 | M.U.D.S.....                        | 17.95 | Street Hockey.....                        | 17.95 | Hitchhikers Guide.....            | 9.99 |
| Battlemaster.....                | 17.95 | Full Blast Compilation.....         | 22.95 | Narc Police.....                    | 17.95 | Strider 2.....                            | 17.95 | Hostages.....                     | 7.99 |
| Battlescape Twin Pack.....       | 22.95 | Fun School 2 (Under 6 years).....   | 14.95 | NARC.....                           | 17.95 | Subuteo.....                              | 17.95 | Italia 1990.....                  | 4.99 |
| Battlestorm.....                 | 17.95 | Fun School 2 (6-8 years).....       | 14.95 | Navy Seals.....                     | 17.95 | Supremacy.....                            | 22.95 | Karate Kid 2.....                 | 3.99 |
| BAT.....                         | 26.95 | Fun School 2 (Over 8 years).....    | 14.95 | Night Breed.....                    | 17.95 | SWIV.....                                 | 17.95 | Last Ninja 2.....                 | 7.99 |
| Betrayal.....                    | 22.95 | Fun School 3 (5-7 years).....       | 17.95 | Nightshift.....                     | 17.95 | S.T.U.N. Runner.....                      | 17.95 | Leather Goddesses.....            | 9.99 |
| Billy the Kid.....               | 17.95 | Fun School 3 (Over 7 years).....    | 17.95 | Ninja Remix.....                    | 17.95 | Team Suzuki.....                          | 17.95 | Mag 29.....                       | 6.99 |
| Blade Warrior.....               | 17.95 | Fun School 3 (under 5 years).....   | 17.95 | Nitro.....                          | 17.95 | Team Yankee.....                          | 22.95 | Moonwalker.....                   | 7.99 |
| Blitzkrieg May 1940.....         | 17.95 | Future Basketball.....              | 17.95 | No Exit.....                        | 14.95 | Teenage Mutant Hero Turtles.....          | 19.95 | Nitro Boost Challenge.....        | 4.99 |
| Blue Max.....                    | 26.95 | Gazzas Soccer 2.....                | 17.95 | Obituz.....                         | 26.95 | Test Drive 2.....                         | 17.95 | Outrun.....                       | 7.99 |
| Botics.....                      | 14.95 | Gettysburgh.....                    | 22.95 | Off Road Racer.....                 | 17.95 | The Final Conflict.....                   | 17.95 | Pinball Factory.....              | 3.99 |
| Cadaver.....                     | 17.95 | Gold of the Aztecs.....             | 17.95 | Omicron Conspiracy.....             | 17.95 | The Immortal (1 Meg).....                 | 17.95 | Planetfall.....                   | 9.99 |
| Canvas.....                      | 11.20 | Golden Axe.....                     | 17.95 | Operation Stealth.....              | 17.95 | The Keep.....                             | 17.95 | Postman Pat.....                  | 7.99 |
| Captive.....                     | 17.95 | Goofys Railway Express.....         | 17.95 | Operation Thunderbolt.....          | 14.95 | The Last Starship.....                    | 17.95 | Pre School Kids.....              | 3.99 |
| Carthage.....                    | 17.95 | Greg Normans Ultimate Golf.....     | 17.95 | Oriental Games.....                 | 17.95 | The Light Corridor.....                   | 17.95 | Road Blasters.....                | 7.99 |
| Car-Vup.....                     | 17.95 | Grenlins 2.....                     | 14.95 | Pang.....                           | 17.95 | The Ultimate Ride.....                    | 17.95 | Rotor.....                        | 7.99 |
| Challengers Compilation.....     | 22.95 | Gunship.....                        | 17.95 | Panza Kick Boxing.....              | 17.95 | Their Finest Hour Battle Britain.....     | 22.95 | Silkworm.....                     | 7.99 |
| Champion of the Raj.....         | 17.95 | Hard Drivin' 2.....                 | 17.95 | Paradroid 90.....                   | 17.95 | Things to do with Words (5-12 years)..... | 14.95 | Star Ray.....                     | 4.99 |
| Championship Run.....            | 17.95 | Helter Skelter.....                 | 17.95 | Personal Finance Plus.....          | 32.95 | Three Bears (5-10 years).....             | 17.95 | Super Hang On.....                | 7.99 |
| Chaos Strikes Back Editor.....   | 11.99 | Heroes Compilation.....             | 22.95 | Pirates.....                        | 17.95 | Tie Break.....                            | 17.95 | Super Ski Challenge.....          | 4.99 |
| Chaos Strikes Back.....          | 17.95 | Hit Machine Compilation.....        | 22.95 | Platinum Compilation.....           | 22.95 | Time Machine.....                         | 17.95 | S.D.J.....                        | 7.99 |
| Chase HQ 2.....                  | 17.95 | Hollywood Collection.....           | 22.95 | Player Manager.....                 | 14.95 | TNT Compilation.....                      | 22.95 | Techni Chess.....                 | 3.99 |
| Chess Simulator.....             | 17.95 | Horror Zombies.....                 | 17.95 | Plotting.....                       | 17.95 | Toki.....                                 | 17.95 | The Grail.....                    | 3.99 |
| Chips Challenge.....             | 17.95 | Hunt for Red October.....           | 17.95 | Pool of Radiance (1meg).....        | 22.95 | Torvak the Warrior.....                   | 17.95 | Thunderblade.....                 | 7.99 |
| Chronicles of Omega.....         | 14.95 | Hunter.....                         | 17.95 | Populous New Worlds.....            | 7.99  | Total Recall.....                         | 17.95 | Tracksuit Manager.....            | 7.99 |
| Chuck Yeager Flight Trainer..... | 19.95 | Imperium.....                       | 17.95 | Populous.....                       | 17.95 | Tournament Golf.....                      | 14.95 | Treasure Island Dizzy.....        | 4.99 |
| Corporation.....                 | 17.95 | Indy Jones & Zak McKracken.....     | 22.95 | PowerPack Compilation.....          | 17.95 | Toyota Celica GT Rally.....               | 17.95 | Trivia Challenge.....             | 7.99 |
| Crime Doesn't Pay.....           | 17.95 | Insects in Space.....               | 17.95 | Powerdome.....                      | 7.99  | Trivial Pursuit.....                      | 14.95 | Vigilante.....                    | 3.99 |
| Crime Wave.....                  | 17.95 | International Soccer Challenge..... | 17.95 | Powermonger.....                    | 22.95 | Turrican 2.....                           | 17.95 | Wishbringer.....                  | 9.99 |
| Curse of Ra.....                 | 17.95 | It Came From the Desert.....        | 17.95 | Prince of Persia.....               | 17.95 | Ultima 5.....                             | 22.95 | World Class Leaderboard Golf..... | 7.99 |
| Curse of the Azure Bonds.....    | 22.95 | Jack Nicklaus Golf.....             | 17.95 | Proflight.....                      | 29.99 | UN Squadron.....                          | 17.95 | Xenon.....                        | 7.99 |
| De Luxe Scrabble.....            | 14.95 | James Pond Underwater Agent.....    | 17.95 | Projectyle.....                     | 17.95 | U.M.S. 2.....                             | 22.95 | Yogis Great Escape.....           | 6.99 |
| Death Trap.....                  | 17.95 | Joystick Extender.....              | 5.95  | Puzznic.....                        | 17.95 | Vixine.....                               | 17.95 | Zork.....                         | 9.99 |
| Defender 2.....                  | 14.95 | Joystick Lightning Compilation..... | 17.95 | Rainbow Islands.....                | 14.95 | Voodoo Nightmare.....                     | 17.95 |                                   |      |
| DeLuxe Paint.....                | 39.99 | Judge Dredd.....                    | 14.95 | Ranxerox.....                       | 17.95 | Welltris.....                             | 17.95 |                                   |      |
| Deuterons.....                   | 17.95 | Kick Off 2 Final Whistle.....       | 9.99  | Red Storm Rising.....               | 17.95 | Wheels of Fire Compilation.....           | 22.95 |                                   |      |
| Dick Tracy.....                  | 17.95 | Kick Off 2.....                     | 14.95 | Return to Europe.....               | 9.99  | Wings of Death.....                       | 17.95 |                                   |      |
| Donalds Alphabet Chase.....      | 17.95 | Killing Cloud.....                  | 17.95 | Rick Dangerous 2.....               | 17.95 | Wings of Fury.....                        | 14.95 |                                   |      |
| Dragon Breed.....                | 17.95 | Killing Game Show.....              | 17.95 | Riders of Rohan.....                | 17.95 | Winning Tactics.....                      | 6.99  |                                   |      |
| Dragon Flight.....               | 22.95 | Knights of Legend.....              | 22.95 | Rings of Medusa.....                | 22.95 | Wipe Out.....                             | 14.95 |                                   |      |
| Dragons Breath.....              | 22.95 | Legend of Billy Boulder.....        | 17.95 | Robocop 2.....                      | 17.95 | Wonderland.....                           | 22.95 |                                   |      |
| Dragons Lair 2.....              | 34.95 | Legend of Faerghall.....            | 22.95 | Rody and Mastico.....               | 14.95 | World Championship Soccer.....            | 14.95 |                                   |      |
| Dragons of Flame.....            | 17.95 | Leisuresuit Larry 1.....            | 28.95 | Rogue Trooper.....                  | 17.95 | Wrath of the Demon.....                   | 22.95 |                                   |      |
| Duck Tales.....                  | 17.95 | Leisuresuit Larry 2.....            | 34.95 | Rotox.....                          | 14.95 | Xenoph.....                               | 17.95 |                                   |      |
| Dungeon Master Editor.....       | 7.99  | Leisuresuit Larry 3.....            | 29.99 | Satan.....                          | 14.95 | Xiphos.....                               | 17.95 |                                   |      |
| Dungeon Master.....              | 17.95 | Lemmings.....                       | 17.95 | Secret of Monkey Island.....        | 17.95 | Z-Out.....                                | 14.95 |                                   |      |
| Dungles Riders.....              | 17.95 | Line of Fire.....                   | 17.95 | Sega Master Mix.....                | 17.95 |   |       |                                   |      |
| ECO Phantoms.....                | 17.95 | Loom.....                           | 22.95 | Shadow of the Beast.....            | 17.95 |   |       |                                   |      |
| Ed the Duck.....                 | 17.95 | Loopz.....                          | 14.95 | Shadow Warriors.....                | 14.95 |   |       |                                   |      |
| Elite.....                       | 17.95 | Lost Patrol.....                    | 17.95 | Silent Service.....                 | 17.95 |   |       |                                   |      |
| Elvira Mistress of the Dark..... | 22.95 | Lotus Spirit Turbo Challenge.....   | 17.95 | Silky City.....                     | 22.95 |   |       |                                   |      |
| Emlyn Hughes Soccer.....         | 17.95 | M1 Tank Platoon.....                | 22.95 | Simulcra.....                       | 17.95 |   |       |                                   |      |
| Epic.....                        | 17.95 | Magic Fly.....                      | 17.95 | Skate Wars.....                     | 14.95 |   |       |                                   |      |
| ESWAT.....                       | 17.95 | Manchester United.....              | 17.95 | Sly Spy Secret Agent.....           | 17.95 |   |       |                                   |      |
| F16 Combat Pilot.....            | 17.95 | Manix.....                          | 17.95 | SnowStrike.....                     | 14.95 |   |       |                                   |      |
| F16 Falcon Mission Disk 2.....   | 14.95 | Master Blaster.....                 | 17.95 | Soccer Mania Compilation.....       | 17.95 |   |       |                                   |      |
| F19 Stealth Fighter.....         | 22.95 | Master Sound 2.....                 | 32.95 |                                     |       |   |       |                                   |      |

Europe (other than UK)  
Shipping costs are  
£1.50 per disc for normal airmail  
£2.50 per disc for express airmail

Please make cheques or postal orders payable to WORLDWIDE SOFTWARE  
All prices include postage and packing in the UK  
Not all titles released at time of going to press. Titles and prices subject to change

Outside Europe shipping costs are  
£2.00 per disc for normal airmail  
£3.00 per disc for express airmail



The start of our hero's adventure. While relaxing over a hot bowl of porridge, Daphne's mother hears of her daughter's enslavement and decides to make a meal out of you with her rolling pin.



Our hero, Dirk the Daring. After a visit to the armoury, a thought crosses his mind that a weapon would come in handy, so after a brief search of the castle he uncovers an old sword that was used in his last adventure.

Years ago, a young Princess was kidnapped from her castle and taken to the lair of an evil wizard who possessed immeasurable power. After a breathtaking feat of bravery, a young knight by the name of Dirk the Daring managed to rescue the Princess and live with her happily ever after. Or so they thought!

In Time Warp: Dragon's Lair II, Princess Daphne has been kidnapped again by the evil wizard Mordroc and whisked away to a loophole in time. Mordroc will force the Princess into an unwanted marriage unless Dirk can rescue her.



# Time Warp Dragon's Lair II

## PUNTER-POWER™



Great (14%)  
Good (23%)  
So-so (39%)  
Poor (20%)  
Dire (4%)

GAME: TIME WARP  
PRICE: £44.95

**RATING=63%**

The original Dragon's Lair was quite amazing in the graphics department but extremely boring and lacking in playability. In Time Warp, once again the graphics are nothing short of brilliant. The animation is some of the best to date and the colours have been well chosen and obviously thought out before application. Unfortunately, yet again the playability leaves a lot to be desired. I think that Time Warp will only appeal to those people who went out and bought the first version.



You, as Dirk the Daring, must travel through the very molecules of time with the help of an old, decrepit time machine. During your quest you must face and conquer the multiple dangers of several dimensions in time.

Follow the evil Wizard to the

fearful dimension where you must confront and defeat him before he puts the ring of death on Princess Daphne's finger and she's lost forever in the Time Warp.

After the game has loaded, a demo of the first few screens will automatically begin. There are two

## DIRK'S DIARY: A DAY IN THE ARDUOUS



After escaping from his in-law's, Dirk decides to head for the time machine. His journey leads him to a tunnel where all looks calm and peaceful. As obvious, this is not the case as Dirk soon finds out in the shape of a large and hungry snake.



After the initial escape from the snake, Dirk sets off in pursuit of the time machine. However, hot on his heels is the same starving old snake and by the looks of him he is desperate for a meal.

# Warp: s Lair II

P I R E

ways of controlling Dirk, either by using a joystick or using the numeric keypad on your computer. To start playing the game simply press the fire button or the zero key. You will know that the game has begun when the player score screen is displayed. This screen shows your score and the number of lives you have remaining.

In the Time Warp you do not directly control all of Dirk's actions, rather you control his reactions to the situations that confront him. As you watch the screen, you have to decide in which direction Dirk should move and when he should do it.

To finish a screen successfully you must move the joystick or press the fire button when Dirk is in danger. Timing is very critical and you will find yourself making the correct move but at the wrong time. Some screens also require a combination

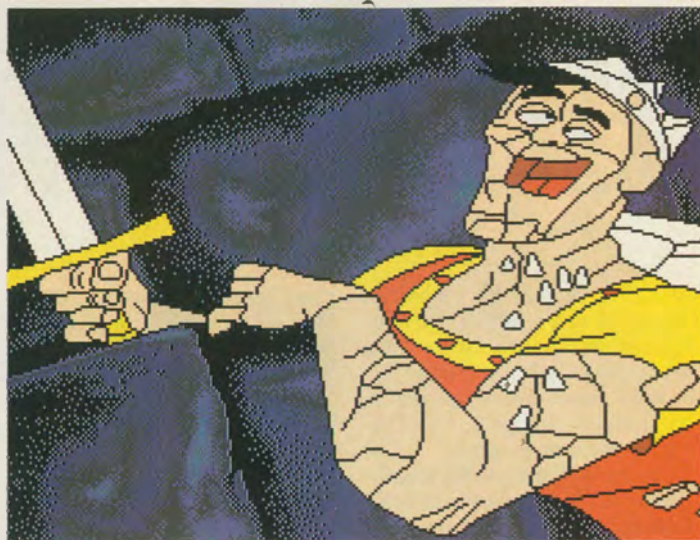
of moves to complete instead of just one.

If you are sure that you have made the correct move and you still keep getting killed, try varying the time that you make the move, a little sooner or a little later. Don't be surprised if Dirk doesn't move straight-away. You must wait until the present animation has finished and only then, if you have made the correct move, will you continue on your mission.

To start with, you have three lives and the game is over when you lose all three or if you manage to complete all the game.

Fortunately, a save game option has been included. To save your position, all you have to do is press the S key during a screen. Loading a saved game is also very easy to do. Pressing the L key on any screen will load the game from where you last left off.

**Jason**



*After unfortunately mis-timing his leap, our hero Dirk receives a nasty bump on the head from his mother-in-law's rolling pin. Being of a rather timid nature, Dirk can't control his feelings and proceeds to fall to pieces.*



*Here we see our man Dirk on the edge of some stairs. Out of the dark appears an extremely hungry snake looking for some refreshment. Dodge it if you can!*

## S LIFE OF AN ANIMATED ADVENTURER



*With a well timed skip and a jump, Dirk lands on top of the time machine and can feel the warm hands of safety not that far away from him. The snake however, is still keeping watch and just patiently waiting for the right moment to attack.*



*The moment has arrived. With a lightning strike the snake lunges at Dirk and captures him in his jaws. Even with his sword drawn, Dirk is no match for the crushing power of the snake and gives up after a lengthy fight. Maybe you can do better!*

# Jupiter's Masterdrive

U B I S O F T



A journey around the moons of Jupiter is made possible in Ubi Soft's latest release. However, you are not travelling in a spacecraft but in more down-to-earth modes of transport that includes Formula One cars to miniature hovercraft.

In an attempt to win the Masterdrive championship, you must compete against up to two more challengers, consisting of either a human opponent or computer controlled racers.

The setting is obviously a futuristic one. Each of the nine moons has upon its surface two types of racetrack for you to surge along. The first is a circuit where you must complete a number of laps, whilst the second is less restricting in terms of your direction of movement.

In the second type of race, you are placed in an arena where obstacles are aplenty. The object here is to collect 10 bonuses that are shown on your radar. This must be done before your opponent collects 10, and before the given time limit ends.

Your vehicles are equipped with cannons that can be used to send your opponents hurtling uncontrollably into barriers, walls, and other objects that inflict damage. A car with excessive damage will explode into flames, and it will cost you an expensive 5,000 credits to replace it.

Credits are very important. They are awarded for winning, and can also be gathered while racing. Between races, you can purchase



When in two player mode, the screen is split into two, therefore allowing fast and thrilling simultaneous play.



from attack for a short duration.

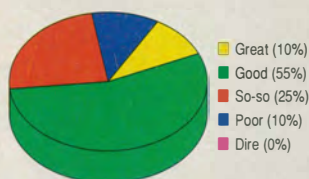
The idea is to survive the ordeals of a being a space racer and claim the Masterdrive title by accumulating enough points to beat your opponents. This is only possible if you leave Jupiter's last moon intact and lead the other Jupiter's Masterdrive challengers in the points league. Five points are given for winning a race, followed by three for second, and one for coming in last position.

A two player game can become quite a battle, with players fighting fiercely for valuable points that could be vital in the race for the championship. Scrapping to collect the bonus money on the various circuits is also a toughened task that will have you yelling in complaint to each other. Many a friendship could be lost!

With 18 tracks to show your skills on, you are never too far in front to regard yourself as safe, and you are never too far behind to disregard yourself as competition. Jupiter's Masterdrive is fast, vast, rough and tough. Look out Saturn - you could be next!

Alan

## PUNTER-POWER™



GAME: MASTERDRIVE  
PRICE: £24.99

**RATING=81%**

Masterdrive is exceptionally fast. It is this speed that is the source of all the excitement. With the two player option also available, Masterdrive is a product that Ubi Soft should be proud of. The rather simple graphics aren't really deterring to the player, and the lack of sound isn't that noticeable. However, Masterdrive is flawed where lastability is concerned. Unfortunately, the game does become slightly repetitive in one player mode. A fast and fun game!

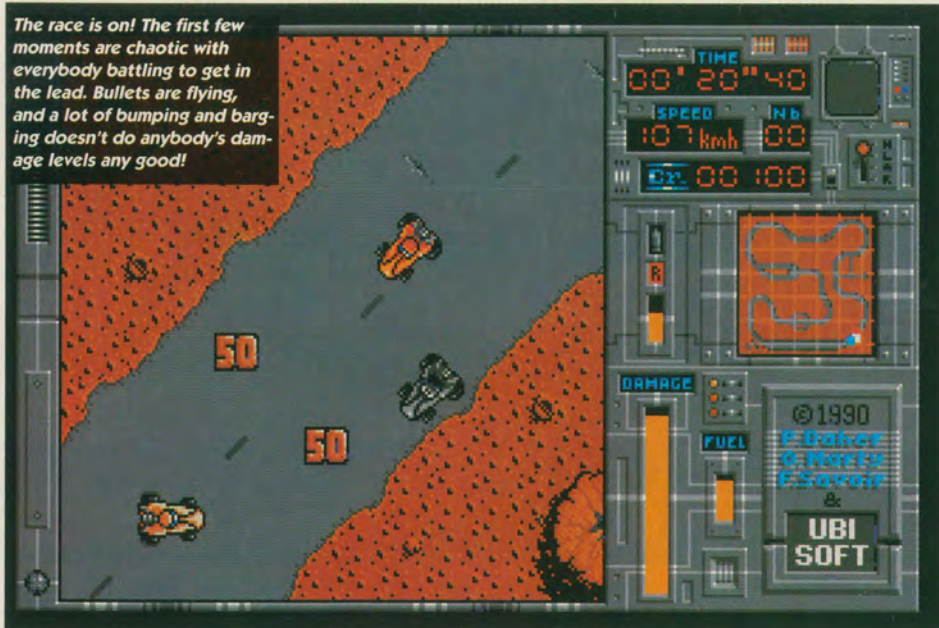


vehicle enhancements that will greatly improve your chances of winning the much harder, later levels.

Other useful items and icons are available to you during the race, Driving over certain symbols equips

you with a turbo for a few moments, while others give you much needed fuel, repair damage, replenish ammunition levels, increase the time limit you are under, and even give you the pleasure of being invincible

The race is on! The first few moments are chaotic with everybody battling to get in the lead. Bullets are flying, and a lot of bumping and barging doesn't do anybody's damage levels any good!



Once the field becomes a little less hectic, you can concentrate on collecting bonus items such as money and Joker tokens. Jokers allow you to gamble on a simple fruit machine in the shop.







Ganymede has a very icy surface that is dangerous to race upon. Caution is better than speed.



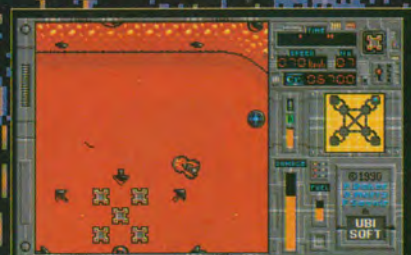
The aliens have landed! On this moon, somebody's built factories and houses!



A Formula One race is always popular. Masterdrive doesn't deprive you of this pleasure!



Europa is named after a Phoenician princess abducted by Greek god, Zeus.



As you approach a bonus that you need to collect, the surrounding arrows push you away.



The moon called Io is the second nearest to the planet and is named after a Greek maiden.



On the sandy tracks of a particular moon, a collision occurs! Manoeuvre quickly into the lead.



The first planet eases you into the feel of the game. Use it as practice for later moons.



The final moon and the final race! It all hinges on this as to who wins Jupiter's Masterdrive.



You came out of the race alive! Now you're in the shop, and can choose between high speed, acceleration, better fuel economy, protective shields, improved brakes, and a more powerful cannon.





Limbs fill the air as you launch a rocket at a group of King Pin's henchmen. Eliminate those appearing at the windows to optimise your chance of surviving.



These days, the bad guys drive XJSs! It seems a shame to scratch the magnificent paintwork but do what you must to save Brittany from her kidnappers.

## THE GOOD ....



## THE BAD ....



FILE: 105568  
 SUBJECT: EDDIE MOSCONE  
 AGE: APPROX. 34  
 HGT: 5'11"  
 HT: 130  
 EYES: BRN  
 HAIR: BRN  
 CP: 7 OUTSTANDING WARRANTS  
 3 TIME LOSER



FILE: 130577  
 SUBJECT: KING PIN  
 DESC: UNKNOWN  
 CP: HEAD OF M.O.B., A POWERFUL CRIME ORGANIZATION. SUSPECTED OF COUNTERFEITING DRUG TRAFFICKING WEAPONS MANUFACTURE ARSON, MURDER

## ..... AND THE DARNED GOOD LOOKING!



# Crime Wave

U . S . G O L D

He sat down on the soft, leather chair. Grabbing the remote control, he keyed the pad and the television flickered into life...

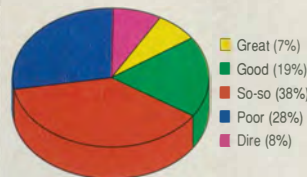
"...Crime figures for 1994 show significant increases in arson, extortion, drug trafficking, and a startling rise in the number of murders. With the police force under-manned and under-funded, it looks as though the situation can only get worse. The Government doesn't seem to be planning anything to combat the deterioration of society..."

Lucas McCabe stood and went to the refrigerator. Opening the door, he took a lager, snapped it open, and relaxed against the wall, staring at the TV and its incessant noise. It was a few moments later before he realised that the commotion on the screen should be properly listened to...

"...President Cole has released an official request, asking for the captors to free his daughter, Brittany."

McCabe listened with earnest. He knew something had to be done with the filth that thought they could

### PUNTER-POWER™



GAME: CRIME WAVE  
 PRICE: £24.99

**RATING=73%**

The scrolling is very slow as is the animation of the characters. Visually, *Crime Wave* is rather dull, although the explosions are displayed quite effectively. The sound that accompanies the explosions and shootings is also loud and realistic. The overall presentation of the game is not bad, with graphical stories between levels that update you on the present gaming situation. However, in terms of gameplay, *Crime Wave* is repetitive and disappointing.



run the country. He knew that he was the one that had to do it. Crime-fighter McCabe was about to be unleashed. It was time he took this battle to the streets...

Armed with a gun and a rocket launcher, McCabe was well prepared to begin his cleansing process of the city. He knew it was no good shooting any perp that just happened to attack him. He needed to get the leader - he needed to get King Pin.

The President's daughter was already in King Pin's hands. If a blow was to be dealt to evil, it was

King Pin and his right-hand man, Eddie Moscone, that had to be defeated.

As McCabe, you have to brave the city streets and penetrate the M.O.B.'s high-security mansion. There is no red tape to cut through, and nobody is going to question you. Hit them and run. Run fast.

You'll be attacked from windows and behind walls. There are even those who have the impertinence to walk directly in front of you, only then to reveal their true intentions by drawing a gun from their attire. Take care, take caution. **Alan**



You can crouch and duck away from bullets, consequently saving your energy (shown by a bar on the left). If you can get inside the warehouse, you should find fresh ammunition.



Eventually, you find an entrance to King Pin's warehouse. Here, you will find extra ammunition to replenish your supply (shown on the right-hand side), and more powerful weapons.



# Navy Seals

O C E A N

## COMMENT

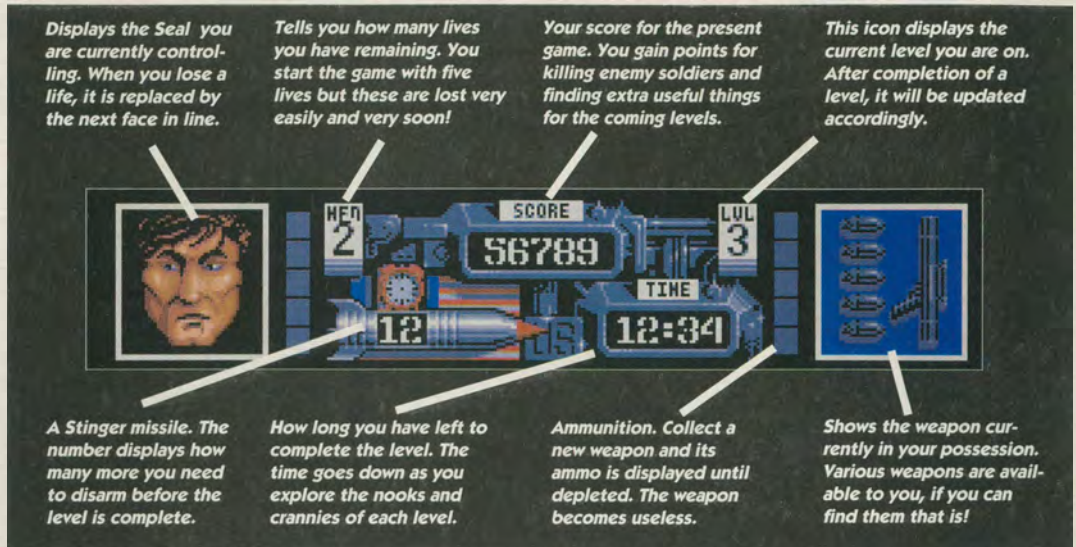
*This is an exclusive – we viewed the game at Ocean's premises. It could not be presented to the Punter Panelists.*

**GAME: NAVY SEALS**  
**PRICE: £24.95**

*I must admit to being quite fond of the walk around, pick up weapons and blast terrorists to pieces type of game and Navy Seals is just that type of game. The playing area is nice and big with a very detailed panel to tell you all the things you're going to need to know. The graphics are big, colourful and well detailed and have obviously had a lot of time and effort spent on them. A really nice touch is the in-between level bit-maps that add to the presentation and make it nice to look at. Sound has been limited to a title tune but this is rather dramatic and reminds you of the all time favourite film, Bridge over the River Kwai.*

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

**RATING=86%**



*Displays the Seal you are currently controlling. When you lose a life, it is replaced by the next face in line.*

*Tells you how many lives you have remaining. You start the game with five lives but these are lost very easily and very soon!*

*Your score for the present game. You gain points for killing enemy soldiers and finding extra useful things for the coming levels.*

*This icon displays the current level you are on. After completion of a level, it will be updated accordingly.*

*A Stinger missile. The number displays how many more you need to disarm before the level is complete.*

*How long you have left to complete the level. The time goes down as you explore the nooks and crannies of each level.*

*Ammunition. Collect a new weapon and its ammo is displayed until depleted. The weapon becomes useless.*

*Shows the weapon currently in your possession. Various weapons are available to you, if you can find them that is!*

Manchester-based software house, Ocean, have been working on their latest licence acquisition, Navy Seals. It's a licence based on a film set in the Gulf of Oman about a group of crack military troops. Seals (SEa Air and Land Squad) was programmed by James Higgins, responsible for many good 8-bit games but relatively new to 16-bit.

If you were there, all you would hear is the slow, whisper-like sound of the helicopter's blades as it lands, and the near silent sounds of the troops' feet as they descend from the belly of their captor. The Navy Seals arrive at a secret destination in the Gulf of Oman under cover of darkness. They have been sent on a

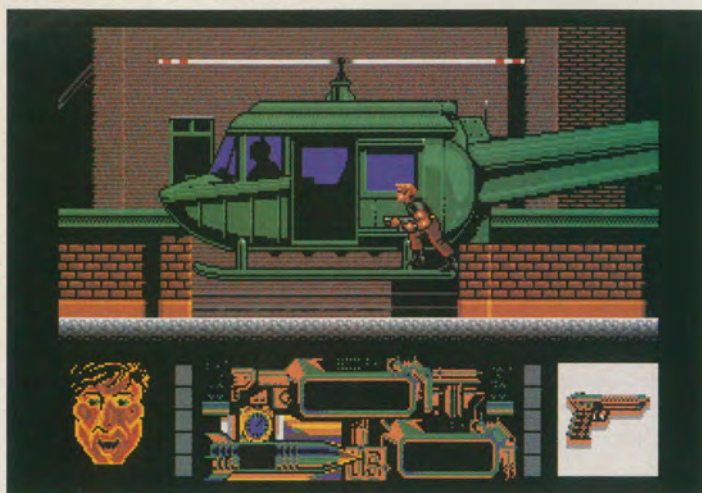
secret mission to rescue the crew of a US helicopter recently shot down on a standard reconnaissance mission over the Gulf.

After coming ashore at the harbour they discover a large obscure stack of crates which, after closer inspection, turns out to be a collection of Stinger Missiles. Realising that these highly developed attack missiles could be used in a number of different situations by terrorists to shoot down passenger planes and to plea bargain with the state for the release of their comrades, the Seals decide that they must be destroyed.

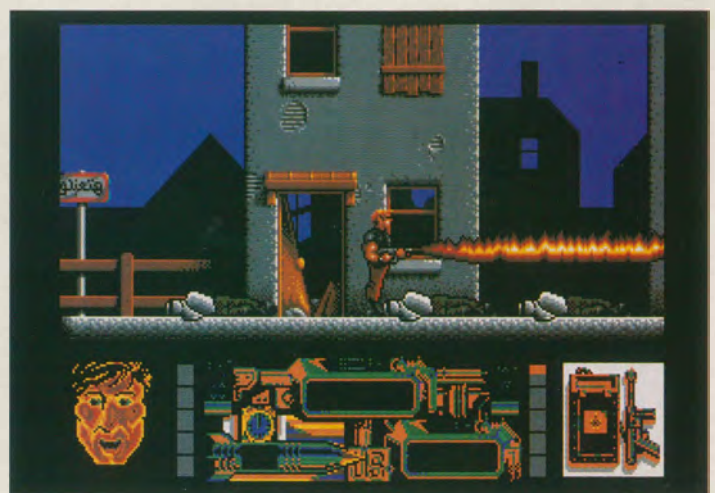
In the little time that they have, the Seals hatch a quick plan to plant detonators next to the stash of mis-

siles and then watch as they are destroyed before they can cause harm. Unfortunately, not all missiles were destroyed and the Seals must make a hasty retreat with the rescued crew members before there is time for the terrorist reinforcements to arrive and assess the situation.

The return journey goes without a problem. Once back at base, the Seals report their findings to their senior officer who, after discussion with the top brass, decides on another mission – a raid into the heart of the terrorists' encampment where the Stingers are being kept. A mission so dangerous that only you and the Seals can hope to accomplish and come out of it alive.



*At the end of mission one, you have to take out the remaining enemy soldiers before you are picked up by the rescue helicopter. Retaining a manly pose, you stand on the edge of the rails and fly off into the sunset.*



*Once again the flame-thrower comes in handy. This time the soldiers on the streets of Beirut are its victims. Be careful though, that abandoned house looks just too quiet for your liking.*

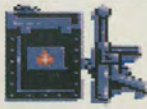


Pistol



Rocket Launcher

# CHOOSE YOUR WEAPON



Flame-thrower



M-16 Machine-gun

You play the part of the five crack commandos in their search for the Stinger missiles. Besides the normal left, right, up and down, you have a variety of moves at your disposal, all of them easily accessible via the joystick. When you are crouching, moving the joystick left or right will make you crawl. When you are jumping, moving the joystick up will make you grab onto anything in the vicinity. When you have grabbed something, pressing up will make you swing up and onto a ledge.

You must guide the commandos across the first five levels of multi-directional scrolling and locate all the remaining Stinger missiles. Once found, you must rescue the pilot and flee the terrorist base to complete part two.

On level one, you scramble ashore at the terrorist base and must plant the charges on each missile, avoiding the guards or eliminating them. The communications tower must be secured to cut off the base and prevent the terrorists from contacting any outside help. You must then head underground and escape to the barracks to complete level two.

Level three is set inside the barracks of the enemy soldiers. You must search the base for evidence and then secure it before the soldiers can put up any form of resistance. Before you can make good your escape, you must place the remaining detonators on the Stingers

and then make your way to the prison where the pilot of the wrecked helicopter is being held captive.

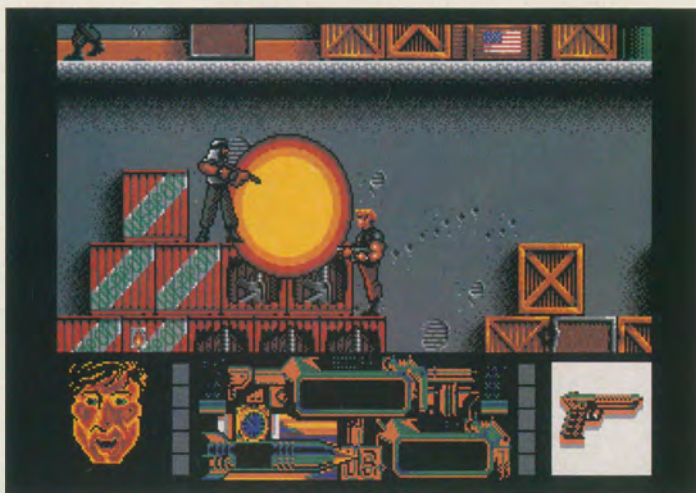
On level five time is of the essence. You must escape the terrorist base and make your way to the rendezvous point before your allocated time is up and they leave you for dead. If you are on time you will have to see off any attempt to recapture the pilot and then be picked up by the waiting US helicopter.

Your second mission is more deadly than the first. You must make your way into the streets of Beirut, locate the cache of Stinger missiles and destroy them. Your superiors have given you a time limit but perhaps you could get some help from the more friendly agents with a detailed knowledge of the area.

You start off your mission armed with an M-16 assault rifle and a couple of rounds of ammunition. Fortunately, some of the abandoned crates in the various levels contain more advanced weaponry that can be acquired and utilised. The rapid-fire machine gun can be useful for taking out enemy soldiers in groups, whereas the rocket launcher is useful for obliterating pretty much anything that gets in your way.

Another handy weapon is the flame-thrower. This is the only weapon capable of carving its way through the number of boxes that have been spread around the surrounding area.

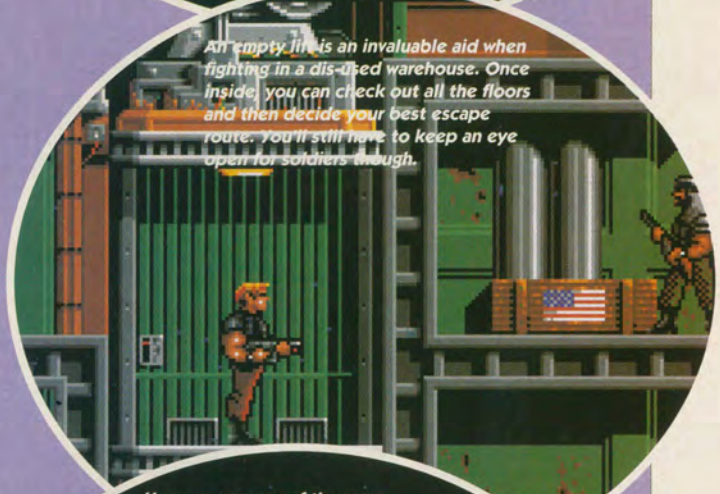
**Jason**



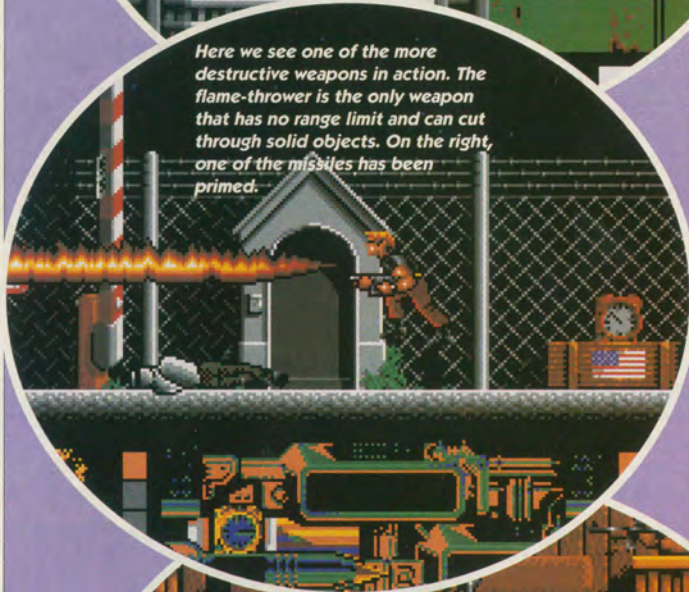
Here we see one of the other weapons in action. The rocket launcher is capable of inflicting multiple hits and can take out a whole section of the warehouse. The enemy soldier takes his last breath before the implosion occurs.



After spotting a terrorist guard, our hero decides to hang from the rafters and surprise him. Just as he is about to climb up, he spots an opened crate containing a rapid-fire machine gun and begins his descent.



An empty life is an invaluable aid when fighting in a dis-used warehouse. Once inside, you can check out all the floors and then decide your best escape route. You'll still have to keep an eye open for soldiers though.



Here we see one of the more destructive weapons in action. The flame-thrower is the only weapon that has no range limit and can cut through solid objects. On the right, one of the missiles has been primed.



Armed with only a small pistol, you have to take out the guard in front of you and then work out how to disable the sniper above. The two visible missiles have been guarded well but that will not cause you a problem.



Having got off to a good start you approach the first corner with a little trepidation. Trying not to lose control and therefore lose valuable time you decide to leave the red bonus star.



Shooting into the tunnel you see a line of red stars up the walls. This time you decide you can get them without putting yourself at any great risk of crashing in a helpless heap.



Sliding up the tunnel wall in order to gain maximum speed around the bend, you attempt to time your passage down to the track again at just the right time picking up stars en route.



Into the next tunnel you go. This time the psychedelic red walls scroll past you at near light speed. You begin to realise that your time is quickly running out. And watch out for that train.

# Stun Runner

D O M A R K



Far, far into the future, racing has taken on a new form. Travel deep into the 21st Century and prepare yourself for the ultimate high-speed challenge. You will become a STUN Runner. You'll soon find yourself hurtling around the twists and turns in the Spread Tunnel Underground Network (STUN) in your STUN Ship.

Upon loading the game you are presented with an option to start in one of the three zones which are effectively different skill levels. Beginners would be advised to select Cake Walk which is a nice gentle introduction to the world of STUN Running while the more daring will probably enter The Labyrinth.

If you've ever seen the bobsleigh in the olympics you'll soon recognise the technique required to get around the course. When approaching one of the corners you must steer your craft up the rounded wall of the tunnel in order to gain maximum speed around the bend. This is essential if you are to com-

**PUNTER-POWER™**

Great (0%)  
Good (0%)  
So-so (18%)  
Poor (61%)  
Dire (21%)

**GAME: STUN RUNNER**  
**PRICE: £24.99**

**RATING=59%**

*The coin-op parent of STUN Runner was successful because of the excitement it generated due to the game's speed. Unfortunately this vital aspect of the conversion is missing as gameplay is far too slow. Sound is distinctly average with absolutely nothing of note happening to the ears throughout. For a while the game can be quite fun to play but I'm a little unsure about its lastability because it's identical right the way through.*

**GAMEPLAY:**

**SOUND:**

**GRAPHICS:**

plete the course within the specified time limit.

Along the way you will encounter various other types of craft making their merry way along the course. These include trains that travel along the bottom of the tunnels getting in your way, and Mag Cycles which zoom along at breakneck

speeds and then brake suddenly, causing you problems as you try to avoid them. If you get bored with constantly avoiding the obstructions, a quick blast on your front-mounted laser cannon will usually do the trick for you and allow you to whizz by unharmed.

Not all of your races will be con-

ducted in the tight confines of the STUN tunnel. Occasionally, your craft will emerge from the gloom out onto open track. Don't be fooled into thinking that this is easy though because touching the sides will slow you down and some of the corners in the later levels are extremely tight.

As well as your standard laser blaster you can also fire a Shockwave down in front of you if things get a little hectic. These are collected by driving over enough green stars that can be found on the track. The Shockwave will immediately clear anything out of your way by annihilating them into cosmic dust.

Turbo Boost pads are located at various intervals on the track and will provide you with a velocity boost that will take you up to near light speeds. These can be easily recognized as red rectangles on the track. Your ship will become transparent and pass through all other vehicles without coming to any harm.

So get ready to race in the 21st Century.

**Paul**



Another of the tunnels is coloured blue, but all must be taken in exactly the same way with you climbing the walls in order to gain speed.



Still in the tunnel you now have to climb the huge hill in front of you. The problem is that you don't know what's on the other side!

# Dungeons & Disk Drives

**We give in! Trying to control four overweight droids, who are frantically running around a pillar pursued by a maniac on a jet-scooter, is more than we can cope with. Those of you who are still driving yourselves crazy with Captive can read on and learn from our experience, but the Dungeon Crew are definitely going to bed! It's been a hard day.**



To help out all the Captive fans who are still blasting their way around the galaxy, here is a list of hints which the Dungeon Crew have painfully uncovered.

#### **Can't even get into the first base?**

Once inside the first combination door you will be greeted by a solid wall mounted on ball-bearings. Move the wall by clicking on the forward movement arrow with the right mouse button.

#### **Can't find a use for the Powerzapper?**

There isn't one – except to drive you mad!

#### **Can't see in the dark?**

The Visor device will light your way with infra-red, but flooding areas with water puts the lights back on. Of course it also damages your toes, but what the hell!

#### **Can't find your way back?**

The Route-Finder Optic points you towards the outside door. This is useful when searching for the way in – essential once you have detonated the generators. The Mapper is also essential once you reach base 5 as it indicates holes in the roof which can be invisible to you. Use the Anti-Grav to get up there.

#### **Still lost?**

The Magna Scan is really a compass. The Vision Corrector reveals secret passages.

#### **Can't get past a mine?**

Throw an object at it, (be careful when using a

super-ball). Fire a stream of electrical power from a socket over it. Use the Anti-grav to walk over it.

#### **No power?**

Batteries can be partially recharged with fire.

#### **Repairs too expensive?**

If you need to repair a limb, look for a shop which also sells the same kind – they offer a much cheaper service.

#### **Using dodgy guns?**

Zlot guns explode in your hand when they jam. Now you know what that bang was!

#### **Guns firing too low?**

If you can't hit flying aliens, use your Anti-grav to stand on the ceiling and then you'll find things are looking up.

#### **Keep getting zapped by the guy with the Laser Cannon?**

Where there is a convenient corridor nearby, make the cannon operator face the wrong way by moving back along the corridor to stand alongside him, then nip back and get a free shot.

#### **Too quick at flipping switches?**

Don't be in too much of a hurry to move wall switches. There are times when a wall of fire keeps the enemy at bay while you can pot them with distance weapons.

#### **Can't get the remote camera to move?**

Switch on the camera, then click the cursor inside the camera view screen. Now you can guide the camera alongside a monster before pressing the detonate button. Expensive – but fun! Note: The leader must have a dexterity of over 15 to detonate cameras.

#### **All boxed in?**

Walking over floor gratings sometimes seals you into an area. Opening up the wall again



involves finding the right wall-cupboard and pressing the secret switch inside. Remember that once the generators start to blow, all power is cut off from sockets and doors.

#### **Short of cash?**

Remember to sell all maps and clipboards to the shop before leaving the planet – they will disappear from your pocket once you leave the base. You don't have to have the clipboard when you use the password.

#### **Can't get the mines to work?**

To activate the mines (and the camera) place them slightly below the centre of the screen. If you place them too low, they will just lie there on the floor looking stupid!

Here are the names of the monsters from the official list. Can you identify them all?

Alien, Battle-Bug, Brains, Cager, Crab, Crit-fur, Death, Doormen, Dragons, ED-R19K, Fed-Guard, Fed-Android, Fire-Snakes, Fire-spirit, Floatball, Goblin, Gowl, Go-Rot-Worker, Guard-dogs, Gunner, Hover-troop, Minos, Plant, Popper, R2-Shell, Spinner, Tank, Trackball, Troops, TV-Guns, U-Tank, Waterpod, Workers.

The heavy Dinosaurs which guard the planet's surface consist of: Diplodocus, Tryrana, Terrydact, Triceptor, Lizard.

Finally, here are the armour types to be found in the various shops on the planet: Human, Tindron, Coppator, Bronzite, Ironide, Chromize, Silvosh, Rosteed, Stenforcer and Titanux.

## TROLL LETTERS

### WHICH WAY TO TURN IN THE IMMORTAL?

It's the Colonies writing again. Being very clever and smart, the boys and I bought *The Immortal*, only to find that we are not so smart. We are on the second level and although we have been given the answer by the Goblin King: *Right, Left and Centre*, we still can't work out the answer to the final puzzle. We have got the gems.

For the sake of your English/Australian relations, please help us.

**Janet Reid, Western Australia**

*As far as I know I ain't got any Australian relations – unless you are trying to make some rude comparison between me and Skippy the kangaroo?*

*To solve the second level you need three gems. The first is lying around, the second you get by chucking dust over a little man, (I expect most brave humans did that with no difficulty!) and the third is by getting the slime monsters to run over the rock, which is also to be found lying around.*

*Once you have all three gems you can make your way to the last room where the floor has a pattern on it. Using the wise words from the King you can now drop each of the three gems in the correct place. Starting on the left, put the gems to the right of the triangle, the next on the left and finally one in the middle.*

*Of course being Australian you would have trouble knowing your left from your right. I have been told that when you get to the other side of the world everything is the wrong way round. I believe the bath water goes down the plug-hole the opposite way, not that I have any idea which way it goes in this country either. And I don't intend trying to find out!*

### LEGEND OF FAERGHAIL

Hi guys! I'm an American with a French last name working in France. Have pity on me!

I enclose a quick map I've made for *The Legend of Faerghail Dwarf Mine* lower level. Now I know that the game provides you with an auto mapper, but this level is tough because you cannot save your position here and if you take one wrong step, you're dead. So I hope this will save potential dungeoneers some valuable time and frustration.

I have a few problems myself. First is that when I finally found the ring of strength in the dwarf mine and tried to use it, my game bombed. Has anyone else had that problem? Also, I was unable to get the crystal ball that lets you map the dungeons. Can anyone specifically tell me what to do to get this? I believe you have to tell a dwarf something and he gives you access to some treasure chests that contain it.

On the top level of the elves' pyramid, how do I get the black flame to turn off?

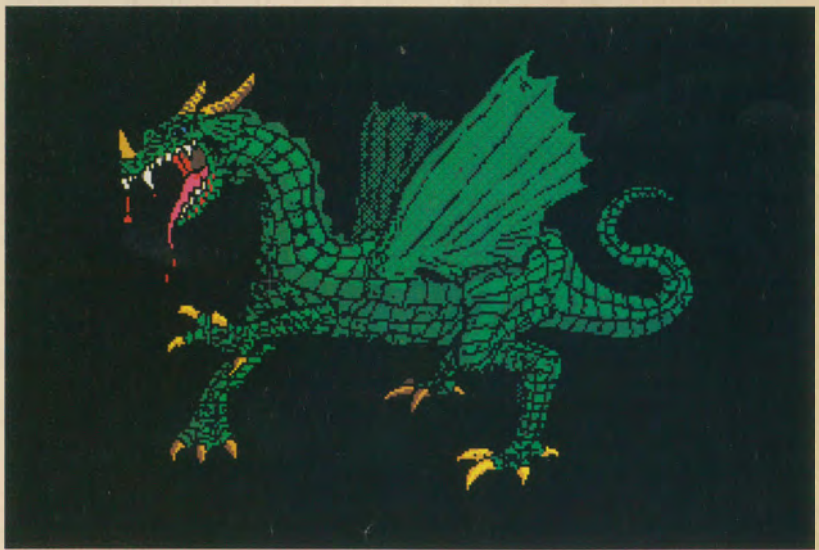
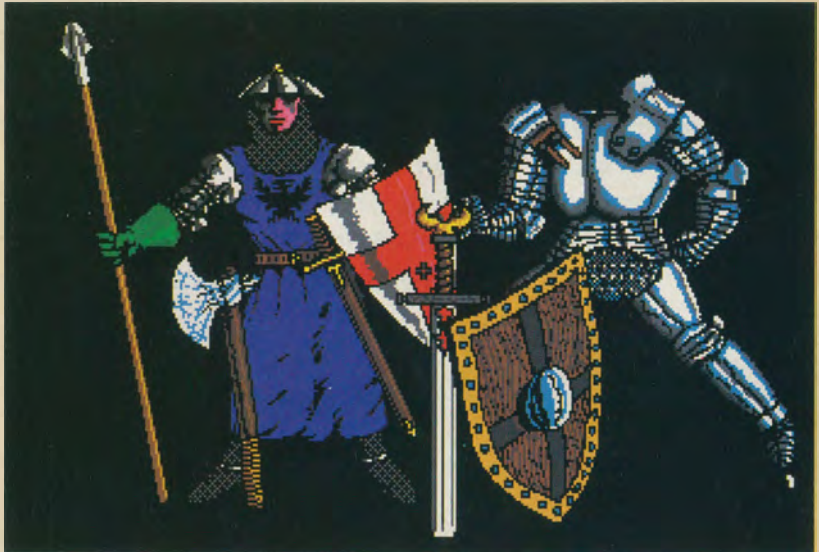
## ANYONE FOR AN ARTY OFFER?

How would you like four Mbytes of fantasy artwork? No, we are not giving it away, but a company called Deltronics is selling a disk packed with pretty pictures for use with the Talespin adventure creator. Talespin is used to create your own graphic adventures and when it was released a few years ago it proved very popular with the adventure community.

The software was easy to use, but it did require you to draw your own pictures. Deltronics has attempted to solve this prob-

lem by getting a comic artist to create a Talespin data file and fill it with loads of monsters, fighters, castles and dungeon backgrounds. Now you can pull out the individual graphics, edit them, squash and rotate them to make your own screens.

If you are interested send £7.99 to PO Box 175, Carshalton, Surrey SM5 2WA. I also note that the Talespin program itself is now available at a bargain price, so if you fancy your arm at creating your own adventures ask for details.



Can anyone tell me what the keys of water, air, fire, light, and the glassy key is for?

I like this game but I find it very similar to the Bard's tale series. I think you made a mistake when you reviewed this game by not giving this fact a little more attention as in my mind it is almost too similar.

Is there a clue book available for this game yet and if so, where can I send off for it? In France, no one can hear you scream!

P.S. Do I win a prize? Huh? Please, Oh Huh? My wife who diligently puts up with what she calls *My stupid games* (a pox

upon her!) wants a trip for two to England. But for me, another role playing game would suffice.

**Ted Lamoureux, Thorigny, France**

*I have read that when a good American dies, he goes to live in France. 'Je ne Regrette Rien'?*

*I'll thank you not to blame me for any omissions in the game reviews, that is nothing to do with us. We're treated like mushrooms down here – 'Kept in the dark about everything and fed on bull-sh\*%!'* (Get on with it! ....Ed.)





If you were to examine it, you'll see that it has a green button on it. Pick up the device, push the green button and you will be in...the dark. Get used to that, you'll be spending a lot of time there before this adventure is over. Notice that, at first, you can't do much. All your five senses seem to be out of order. However, if you wait, and read the descriptions very carefully, you will see that eventually it mentions only four of your senses. The one that's missing is the one you can use.

### CAPTIVE'S ELUSIVE CLIPBOARD

My friends and I have been playing Captive independently for some time now, but we are finally stuck. There are a number of secret doors which we cannot open on Level 1, Mission 2. We are pretty sure that what we need is the clipboard No. 15099. We have searched everywhere, even restarting the base a number of times in case we are doing something wrong. Can you help? I enclose a save game file for you to try.

**Carsten Theise, Sweden**

When we loaded your save game and saw all of the wonderful weapons, we decided to try them out. We loaded the cannons and let blast. Four steel balls shot off into the darkness – hit the far wall – and bounced back at us. We then reloaded the game!

Just to prove that we do know everything, (especially Tony Crowther's telephone number), we have set the wall panel to the pattern you need (see picture below).

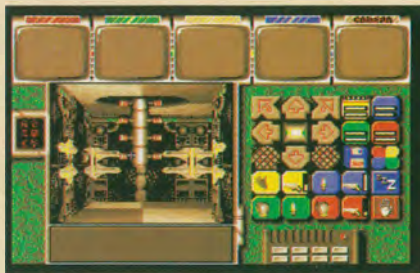
### DRAGON PROBLEMS IN CADAVER

I've just purchased Cadaver and so far it has been an excellent game, but now I'm stuck and need your help. I can't seem to get past the Dragon on Level one. I've got the fire protection potion, but the effect wears off after a while.

**Dave Allen, Norwich**

I can do something which wears off after a while, but it's still pretty deadly for hours!

Cadaver is a great game which does seem to go on and on – you certainly get your money's worth out of it. The Fire Protection Potion is very useful, but what you need is the Massacre Spell. If you drop the



Urn of Lord Carolus onto his altar in the chapel you will be given a spell which is Unknown. This is the Massacre Spell, but to use it you must first be able to read it. For this you need the Read Magic which is obtained by dropping the flask of blood on the high altar. Drop the Unknown spell and cast the Read Magic to gain its power.

### SET A THIEF TO CATCH A THIEF IN KING'S QUEST III

Many moons have passed since I purchased the King's Quest Triple Pack and having spent many nights with my eyes glued to my monitor, matchsticks holding my eyes open, I must concede I am stuck. Then in a dream the answer came to me: Write to his Wartyness!

In KQ I where is the sling to be found? I have searched everywhere.

In KQ III, where do you get money from?

**Nick Marsh, Manchester**

Very interesting! If it wasn't that I know all humans are too stupid to be clever, I would suspect that this was a trick question as the answer is the same for both.

In KQ you will need to have climbed the beanstalk to get to the forest where the sling is hidden in a hole in a tree trunk.

The only people who have any money in KQ III are those thieving bandits, so you will have to steal from them. Look for a large tree beside the edge of the desert that has a hole at the bottom of its trunk. Make sure you pick a black trunk, because if it's grey it might be an elephant's. Put your hand inside and see what you find.

### STICKING IT INTO MORTVILLE MANOR

Hi! I am 13 years old and I live in Australia. I cannot find a way into the secret passage in the cellar of Mortville Manor. I have tried

putting the dagger into the diamond shaped opening, but it does not seem to make any difference to anything and I have not been able to work out the clues written on the manuscript.

**Jamie Mudge**

I dug deep into my library for the answers to this one and the worrying thing is that it says you must stick the dagger into the opening! However my book of wisdom also says that to enter the passage you must first have uncovered many of the manor's mysteries and I suspect that is what you haven't done.

Don't ask me how you find out the following facts, but what you must know is this: Julia has died from natural causes.

Leo is a kind of historical researcher.

The signs are to be found in the dining-room.

The main sign is a scroll.

There are three scrolls.

Ten characters are implied in this case.

The first name of the unknown is Murielle.

Murielle was Guy's mistress.

Murielle was sharing an occupation with Leo.

### CATCH AS CATCH CAN WITH THE UNINVITED

After many sleepless nights playing Mindscape's Uninvited, I have given up and I have a couple of questions for your brain cell to work on.

How do I get into the Magisterium and why do I always lose my sense of direction in the maze?

**Paul Curran, Midlothian**

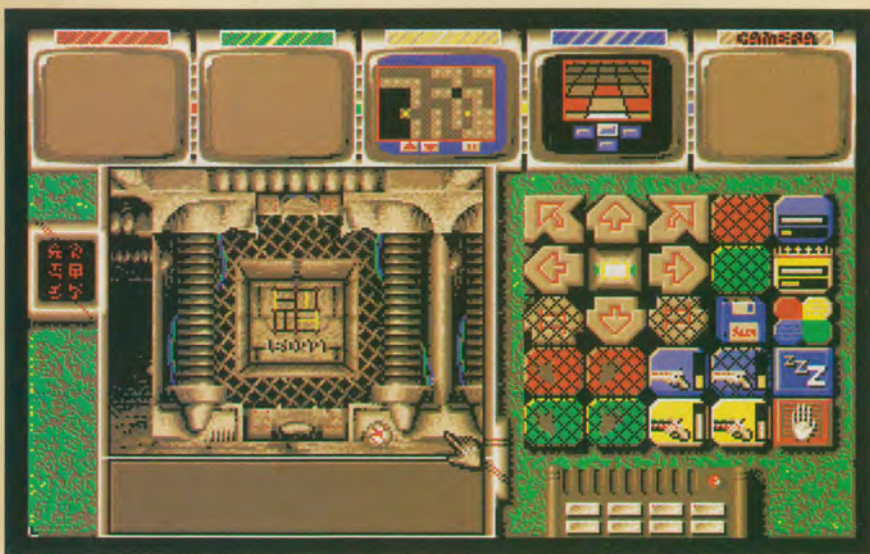
Midlothian! I have a sneaking suspicion that you are a haggis-basher trying to creep past undetected. Where the devil is Midlothian? I have looked through all the maps which I have received, but none of them mention Midlothian, so I'm not sure.

There is a creature in the maze who has a gem which opens the Magisterium. You can get this gem if you give him an animal which you must have previously caught using the cage. I won't tell you which it is, but it's one of three shown in a picture.

I don't know why you lose your sense of direction in the maze, maybe it's for the same reason that I lose mine when Mitch sends me to the bathroom. On the other hand it may be because each time you enter a room in the maze you are automatically turned to face north.

Send your adventure and RPG queries and letters with a Stamped Addressed Envelope to:

**HIS WARTYNESS THE TROLL  
C/O THE DUNGEON  
29, BLACKTHORN DRIVE  
LARKFIELD  
KENT ME20 6NR**



**AMIGA 512K (0.5 meg.)  
RAM EXPANSION**  
only **£35.00**  
(including battery backed  
clock & disable switch)

**KICKSTART CARD.....£19.95**  
**VIRUS PROTECTOR...£19.95**  
**BOOT SELECTOR.....£14.95**

**DATL ACTION REPLAY**  
(The ultimate cartridge)  
only **£57.95**

**DISK STORAGE BOXES**  
**3.5" 100 CAPACITY.....£5.50**  
**3.5" 50 CAPACITY.....£5.50**  
**5.25" 100 CAPACITY.....£5.50**  
All the above have lock & dividers  
**3.5" 10 CAPACITY.....£0.95**  
or 10 for.....**£7.50**

**SWITCHES AND CABLES**  
**2 WAY DATA SWITCHES:-**  
**SERIAL.....£12.95**  
**PARALLEL.....£12.95**  
**PAR. PRN CABLES...£7.95**

**3.5" HIGH DENSITY DISKS**  
All disks 100% cert. & error free  
**10.....£9.95**  
**25.....£24.45**  
**50.....£47.50**  
**75.....£69.75**  
**100.....£89.95**  
inc. Labels

**QUALITY  
GUARANTEE**  
All our products carry our full  
replacement no quibble  
guarantee  
**REMEMBER !!!**  
We only supply Quality  
Beware of cheap imitations

**STACKABLE STORAGE  
BOXES**  
**BANK BOX**  
holds 90 3.5" disks  
can be stacked horizontally  
and vertically  
1 off.....£9.00 each  
3+.....£8.50 each  
5+.....£8.00 each

**THE AMAZING POSSO BOX**  
holds 150 3.5" disks & can be  
stacked horizontally or  
vertically  
only **£15.95**

**SONY BULK  
3.5"DSDD**  
**25.....£13.25**  
**50.....£24.45**  
**75.....£36.95**  
**100.....£46.95**  
**200.....£89.95**  
**500.....£199.95**  
**1000.....£369.95**

**MEDIA DIRECT** **TELESALES HOTLINES  
0782 208228**

Cheques and PO's to:  
Media Direct Dept AMA  
Unit 3, The Railway Enterprise Centre,  
Shelton New Road, Stoke-on-Trent  
ST4 7SH. Fax: 0782 281506

All Prices inc VAT  
Please add **£2.95 P&P per Order**  
Next Day delivery **£10.00**  
U.K. ORDERS ONLY



**AMAZING OFFERS ON  
3.5" DSDD DISKS**  
**25 DSDD 135 tpi.....£10.95**  
**50 DSDD 135 tpi.....£20.95**  
**75 DSDD 135 tpi.....£30.95**  
**100 DSDD 135 tpi.....£39.95**

**SPECIAL OFFER**  
**200 DSDD DISKS &  
2 x 100 CAP. BOXES £81.95**

**RAINBOW PACK DISKS**  
(Red, Green, Blue, Yellow,  
Orange & White)  
**3.5" DSDD (100% error free)**  
**25 DSDD 135tpi.....£15.45**  
**50 DSDD 135tpi.....£29.45**  
**75 DSDD 135 tpi.....£42.95**  
**100 DSDD 135 tpi.....£55.95**

**5.25 DSDD (100% error free)**  
**25 DSDD.....£10.45**  
**50 DSDD.....£18.95**  
**75 DSDD.....£27.95**  
**100 DSDD.....£34.95**

**COLOURS AND QUANTITIES  
OF YOUR CHOICE**

**FOR BULK BUYERS  
3.5" DSDD 135tpi DISKS**  
**500.....£187.50**  
**750.....£269.95**  
**1000.....£330.00**

**DISK DRIVES**  
**AMIGA 3.5" EXTERNAL DRIVE**  
Slimline and very quiet  
only **£59.95**

**ATARI 3.5" EXTERNAL DRIVE**  
Slimline and very quiet  
(Requires no external power supply)  
only **£59.95**

**JOYSTICKS**  
**PRO 5000.....£12.95**  
**NAVIGATOR.....£12.95**  
**KONIX SPEEDSTICK.....£9.95**

**GENERAL ACCESSORIES**  
**QUALITY MOUSE MATS.....£2.50**  
**MOUSE POCKETS.....£1.50**  
**3.5" CLEANING KIT.....£1.80**  
**5.25" CLEANING KIT.....£1.80**  
**AMIGA DUST COVER.....£3.95**  
**ATARI DUST COVER.....£3.95**  
**2 PIECE PRINTER STAND.....£6.95**  
**LABELS per 1000.....£9.95**  
**TILT AND TURN MONITOR STAND  
£12.95**

**AMIGA PUBLIC DOMAIN**  
**UTILITIES, GRAPHICS & MUSIC  
GRAPHIC & MUSIC DEMOS**

100's of disks from **£1.20** per disk  
10 Public Domain disks in storage  
box **£9.95**

**SEND FOR FREE CATALOGUE**  
P.D. disks are inclusive of p&p

**£1:00 off**  
**\*\*\* Standard 50 or 100 capacity boxes when \*\*\*  
purchased with disks**

**RIBBONS**  
**STAR LC10 MONO.....£3.50**  
**STAR LC10 COLOUR.....£6.95**


**... and now for the ATARI ST computer:**

**PD NBS presents "THE RUMBLE RETURNS!"**

# EARTHQUAKE

**IMPORTANT NOTICE**  
**99p!!!! Can this be true? Surely there's a catch! And the price  
includes the top quality unbranded disk! How can we do this?**

NBS has been successfully supplying Amiga Owners for the last year with Public Domain Software. We have built up a good reputation and a superb record of speed, reliability, and value for money! It is now time for Atari owners to experience the rumble of the NBS PD Earthquake. Why is the price of our PD a third of some other companies? We don't know! If we supply Amiga PD at 99p, there is no reason why we shouldn't supply Atari PD at the same price! (It makes no difference to our duplicating machines!) So come on... join our happy family of satisfied customers.



**ST DEMOS** (All disks are SINGLE SIDED & 1/2 MEG unless otherwise stated)  
SD 002 LIFES A BITCH - Another great demo by the lost boys  
SD 503 PREDATOR - Brilliant animation taken from the film (D/S)  
SD 504 SO WATT - A collection of quality demos from the Carebears (D/S)  
SD 505 WHATTAHECK - Another good set of demos from the Carebears (D/S)  
SD 508 CUDDLY DEMO - Brilliant demo with many parts (D/S, NOT STE)  
SD 521 STAR WARS DEMO - Good digitized sound and animation sequences (D/S)  
SD 523 SALON DE LA MICRO - Good music demo (NOT STE, Better with MEG, D/S)  
SD 524 BATMAN MOVIE (3 DISK SET) - Anim's & sound from film (This demo  
requires disks SD 525 and SD 526 to work properly) (D/S)  
SD 015 ROBODOP 2 DEMO - Collection of pix & samples from the film. (D/S)  
SM 006 TCB TRACKER DEMO 1 - 4 Channel sampled music! Who needs Amiga??  
SM 007 TCB TRACKER DEMO 2 - Another musical feast. Extra quality on STE  
SM 018 TUFTY HUMANOID MIX - Dancing stormtrooper to digi-tune!  
SM 501 BATDANCE - Brilliant! Complete Prince song on 1 disk! (D/S)  
SM 506 TEENAGE MUTANT TURTLES - Turtles make it to the ST (D/S, 1 MEG)  
SM 515 RUDE DEMO (3 DISK SET) - Amusing Pub D.J. Rap, rather rude! (This demo  
requires disks SM 516 and SM 517 to work properly) (D/S, 1 MEG)  
SM 531 LOVESPY DEMO - Quality music demo, pity about the GFX! (D/S, 1 MEG)  
SM 527 ROBOMIX - Digitized grafix & SFX from the film. Well put together (D/S)  
SM 500 WALKER DEMO II - The Walker takes Chicago (D/S, 1 MEG)  
SM 503 SNOWMAN DEMO - Good animation & music from the film (D/S, 1 MEG)  
SM 504 'THE RUN' - Great animation of a police chase (D/S, 1 MEG)  
SM 507 CALIFORNIA RAISINS - Dancing raisins! (D/S, 1 MEG)  
SM 511 SCANNERS - Very effective animation of exploding head!! (D/S, 1 MEG)  
SM 510 DPAINT ANIMS NO.1 - Taken from Tobias (Amiga fame) animations (D/S)  
SR 002 VIZ SLIDESHOW - Full of hand-drawn artwork from the comic

ED 005 JUNGLE DEMO - Great graphics and Stereo sound effects!  
ED 006 PSYCADELIC HOUSE - No, not a spelling error, it's ACID!  
ED 008 STE SAMPLES - Various good effects with mixing desk controls (1 MEG)

**ST GAMES** (All supplied on SINGLE SIDED disks unless otherwise stated)  
SG 005 DIE ALIEN BLOB - A good scrolling shoot-em-up  
SG 007 NAVAL BATTLE - A good version of the classic battleships game  
SG 008 VIRUS - Save your computer from the lurking virus! (NOT STE)  
SG 010 HALUNTED HOUSE - A fairly standard (But playable) platform game  
SG 012 JOUST - Brilliant game. Try and dismount your opponent!  
SG 014 ENGLAND TEAM MANAGER - Think you could do better??  
SG 015 A DUDLEY DILEMA - A great adventure game  
SG 016 BERMUDA RACE - A good sailing game. Get the seaisk pills ready!  
SE 000 SHIPWRECK - An excellent educational maths game with graphics

**UTILITIES**  
SU 000 STE BOOTUP - Allows you to boot up into medium resolution  
SU 000 HOME ACCOUNTS - Great little accounting program. (NOT STE)  
SU 002 VIRUS KILLER - A virus killer with sampled sounds!  
SU 029 DATABASE MASTER - A powerful and easy to use database  
SU 500 FONTKIT - Create your own custom desktop fonts (D/S)  
SR 000 ANI ST - Full working version of the excellent animation package

**COMMERCIAL DEMOS**  
SU 004 AUTOROUTE DEMO - Usable demo of this computerised map  
SC 003 DELUXE PAINT ST - Usable demo of this excellent art package  
SC 017 Z80 CROSS ASSEMBLER - Usable demo of commercial package (No save!)

**ALSO AVAILABLE** - SOME disks are available in doubled up format. This means that  
2 single sided disks are put onto 1 double sided disk. These are priced at £1.49 due to  
the extra work involved in compiling these disks. But that is still cheaper than some P.D.  
companies charge for normal disks!

**ORDERING DETAILS**

Please make cheques/PO payable to NBS and send to:  
**NBS, ATARI PD, 132 Gunville Road,  
Newport, Isle of Wight, PO30 5LH**  
Telephone (0983) 821983 Fax: (0983) 821599

Or if you have a Credit card phone or FAX your order to us.  
Please remember to include 60p towards postage and packing to total order.  
All orders (up to 2kg) despatched by first class post,  
please add 30p for recorded delivery.  
All used postage stamps donated to 'Guide Dogs for the Blind'

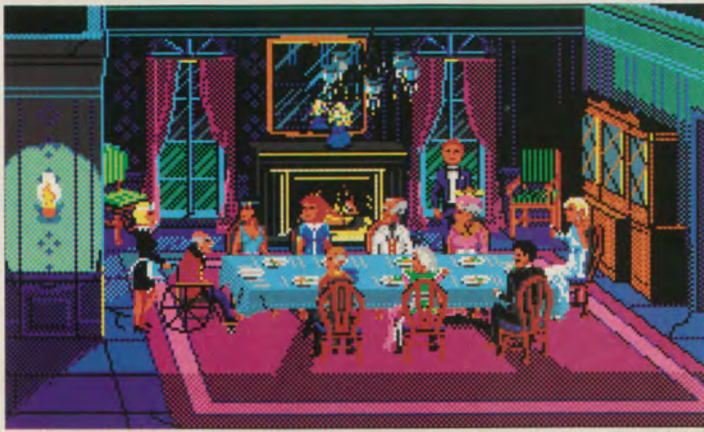
**WE LOVE INTERNATIONAL ORDERS**  
We already have many satisfied customers from all over Europe and the world.  
All orders sent by air mail.  
For European orders please add 30p per disk. World Orders add 50p per disk.  
International payments by Credit Card, British Postal Orders, Eurocheque, or  
any cheque with a UK cashing address.

**NEED MORE DETAILS**  
THE FIRST NBS ATARI PD UPDATE IS NOW AVAILABLE! To obtain your FREE  
copy, please send a stamped self addressed envelope (min. size 9" x 6") to  
NBS (Atari Catalogue), 132 Gunville Road, Newport, Isle of Wight, PO30 5LH.

**WE ALSO SUPPLY THE FOLLOWING**

Star LC10 Printer Ribbons...Black **£3.30**  
Colour **£5.75**  
LC 24/10 printer ribbons (Black) **£4.95**  
CITIZEN SWIFT 24/100 printer ribbons (Black) **£4.95**  
Disk Labels (wrap round)...30 for **£1.00**  
200 for **£5.00**  
1000 for **£15.00**

100 Cap Lockable Storage Boxes...**£7.95**  
Exclusive Night-Cat Picture Labels...  
15 for **£1.00**  
15 for **£1.00**  
100 for **£5.00**  
Unbranded Disks (DS/DD Guaranteed)...  
50p each  
100 for **£40.00**



*I think I'll have the marinated pork with a small portion of chips and mushy peas.*



*Three coins in a fountain? Nope - one dead body, and the problem is all yours!*



*There may be a temptation to relax on the swing, but there's work to be done.*

# Colonel's

S I E R

Sierra have had a quiet couple of months recently but have just started releasing some more games. The major problem is that Colonel's Bequest only runs on 1 meg machines with double sided drives. That unfortunately will rule this game off a lot of people's shopping lists.

The scenario is the mid 1920s and you take the role of Laura Bow, a college graduate who is currently right in the middle of taking exams. Mysteriously, you have been called to the Misty Acres mansion where one of your older relatives, Colonel Henri Dijon, has called all his relatives together so that he can bequeath his wealth (said to be in the millions) to them all.

Being a super sleuth, you can't help but notice the look of greed in one or two of the guests' eyes. Little do you know that soon a horrendous murder will be committed and you will have the job of uncovering the identity of the killer.

As with all the other Sierra adventure games, you control a little pixelised character and must guide it around the various locations picking up objects that will help you complete the game.

This is usually done with either the mouse or cursor keys, with the keyboard being used to enter commands or dialogue.

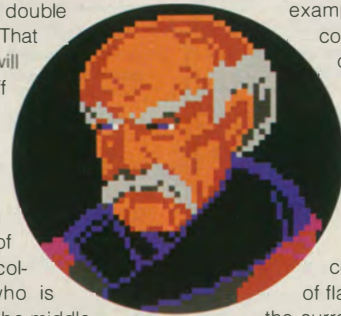
Regular Sierra gamers at one time or another will probably have experienced the problem of getting the game to understand what they actually want it to understand (for example trying to find the correct name for an object). This has now been taken care of as every object now has a detailed explanation of what it is.

The mansion and all its grounds cover a vast expanse of flat land, but access to the surrounding area is virtually impossible due to a murky swamp that encircles the plantation.

The house itself contains loads of rooms that will all need to be thoroughly searched for vital clues if the murderer is to be unmasked and brought to justice. You must take care though during your hunt, as you don't want to make the killer suspicious and force him into hiding.

Hunting around the mansion may well unveil a few surprises such as a network of secret tunnels that interconnect the various rooms.

Small peep-holes can sometimes be found which allow you to view people's actions without them knowing it and therefore more information can be gained to help you in your task.



Colonel Henri Dijon



Rudolph Dijon



Gertrude Dijon



Gloria Swansong



Celie



Fife

# THE S



*No one is above the law and even you are suspect . . .*

# Bequest

You must keep careful track of all the little bits of information that you get hold of as you never know what might be useful later on in the quest. As the game goes on, more and more of the relatives get bumped off and by searching the bodies of the deceased, you can shed more light on the identity of the killer.

The game features 12 main characters (and there are a couple of animals as well) who all go about their business being killed off quietly. Not a single character in the game is above suspicion – not even you.

A Sierra game is now instantly recognisable because of its graphics and sound. Little change has been made to these from the last set of Sierra releases and the sound can still be output through a variety of MIDI keyboards thus enhancing it no end.

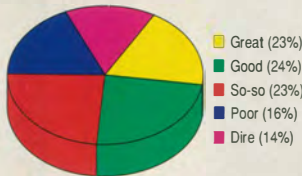
Programmed by Roberta Williams, who coded all the four games in the Kings Quest series,

Colonel's Bequest is a step away from the mystical kingdom of Daventry into the devious whodunnit world of super-sleuths and criminals.

The entertaining puzzles are still there though to tease the fans of her first four games and they will require an awful lot of brain testing before you can finally say that you've unearthed the killer.

**Paul**

## PUNTER-POWER™

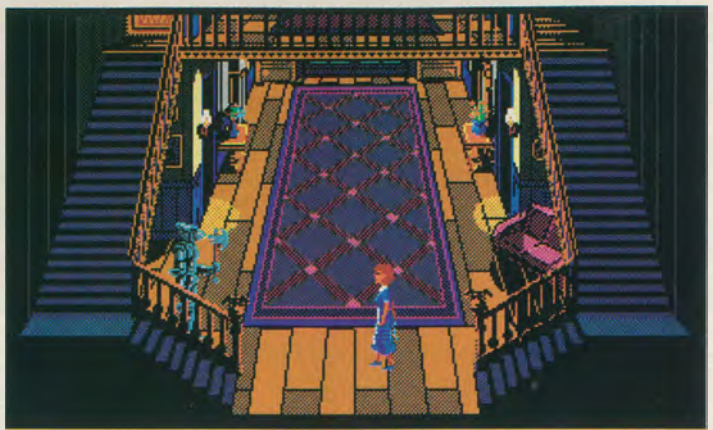


**GAME: COLONEL'S BEQUEST**  
**PRICE: £34.95**

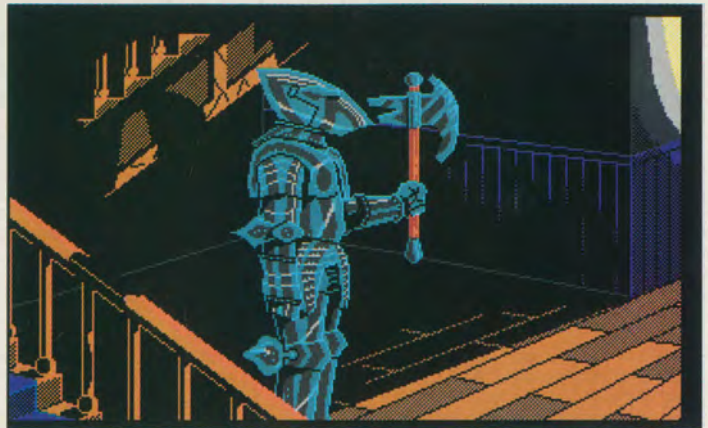
*The Colonel's Bequest features the newer SCI high-resolution graphics as seen in the likes of King's Quest IV and Leisure Suit Larry III. The animation is really excellent and the overall general appearance of the game is very good. Sierra have always offered good entertaining soundtracks, but if you have access to the likes of a Roland Sound Module you're in for a real treat. The idea behind the game is excellent but unlike some of the other Sierra Quests, this game doesn't follow a set path of events. No doubt many gamers will relish the chance of solving the mystery that has been posed, but the stilted way in which the story tends to slow seems to mar the player's interest rather than enhance it, which is a pity.*



**RATING=82%**



Hang on a minute – maybe the suit of armour might hold a valuable clue.

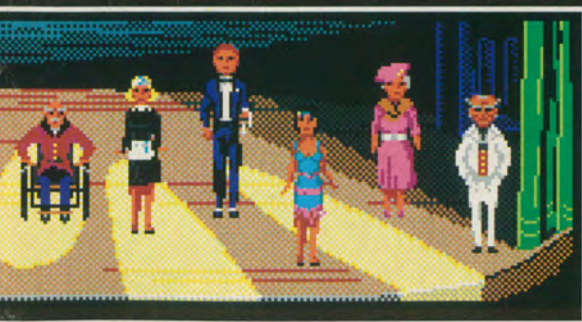


A closer inspection suggests that this guy might be handy with a chopper!



A chat to Lillian Prune in the shade of the old oak tree might prove productive.

# SUSPECTS



... You must work out who the felon is from this devious bunch.



Jeeves



Lillian Prune



Ethel Prune



Clarence Sparrow



Dr. Wilbur C. Feels



## JAMES POND

**James Pond, licensed to Gill! There's never been a game quite like this before!**

Assuming the role of James Pond (presumably played by Prawn Connery!) you must take on the evil Doctor Maybe and stop his wicked plans to pollute the world. With 12 missions to complete this is a game which will keep even the best gameplayers occupied for weeks.

*"A completely original idea and these days that makes a refreshing change".*

RRP £24.99  
**£19.99**

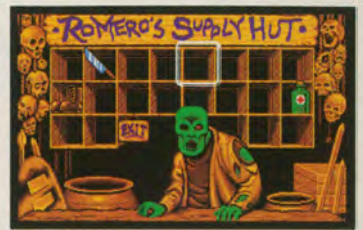


## CHIPS CHALLENGE

**Frustrating, infuriating, or just plain addictive? Chips Challenge is real time puzzle action taken to its limits.**

One way passages, sliding floors, exploding bombs and mutant meenies are just some of the hazards you'll encounter on your way through 144 levels of complex mazes. If you've played the demo you'll already be hooked so why not treat yourself to Chips Challenge – you may not complete it but you have a great time trying!

RRP £24.99  
**£19.99**



## VOODOO NIGHTMARE

**The brilliant new release from Palace Software, Voodoo Nightmare.**

Wild animals, natives, gods and the Witch Doctor – brilliant graphics and great effects. What more could you want? A superb game with loads of lasting appeal – check it out! – *Amiga Action.*

RRP £24.99  
**£19.99**

# SOUNDBLASTER

**Boost your computer's sound with an ST SOUNDBLASTER**



RRP £59.95  
**ONLY £44.99**

Make the most of your ST's superb sound capabilities by connecting Soundblaster's high quality stereo amplifier and speakers.

Using the latest microchip technology, the specially designed amplifier can deliver an ear-shattering five watts of music power, with twin controls providing complete control over volume and balance.

The fifty watt speakers consist of a woofer, a mid-range and a tweeter for the highest possible sound quality. Thumping bass, crisp trebles: You'll hear them all with incredible clarity.

ST Soundblaster comes complete with mains adaptor and full instructions. No alterations to your computer are required – just plug in and switch on to re-discover sound on your ST.

# Master Sound 2

**Capture any sound you hear and replay it in seconds**

It's so easy to use: Simply connect the sampler to your ST or STE, load the software and immediately you have the ability to capture sounds with amazing accuracy.

Connect your compact disc player or personal stereo and digitise sounds to incorporate into your own games and tunes.

The supplied software provides complete control over the sampled sounds: Cut and paste them, flip and fade them and you're still only using a tiny fraction of the sound processing tools available.

Best of all, the comprehensive instructions will soon have you creating your own public domain demo disks complete with IFF picture files. The perfect sound sampling package for beginners and experts alike.

Master Sound 2 is a complete hardware and software sampling system for only **£34.95** (RRP £39.95).



**"Is it real or is it Master Sound?"**

– Amiga Computing, May 1990

# OFFERS



## BACK ISSUES

**December issue**  
Christmas software bonanza: Over 100 games reviewed and previewed including budget titles and compilations. Win a Lynx and lots of other goodies. Cover disk: Chips Challenge, James Pond, Team Suzuki and Striker.



**January issue**  
Joy riding with your ST: Satisfy that craving for speed with the latest in racing games. Reviews of Lotus Esprit Challenge and Toyota Rally. Lotus competition. Cover disk: Defender II, Toyota Rally, Flimbo's Quest and Z-Out



Buy all 3 for £7.50  
**SAVE £1.50**

**February issue**  
Joystick mega test: What makes a stick tick? Special Teenage Mutant Hero Turtles feature. Win a motor cycle racing day out at Donnington Park with all the trimmings. Cover disk: Bug Bash, Jupiter's Masterdrive and Nitro.



All including cover discs

ONLY £3 each

## BINDERS

Using a system of strengthened steel rods these handsome binders will hold 12 issues of your favourite magazine securely in place. Why rummage through cupboards and book cases for dog-eared back issues when you can keep them safely together in one place?

ONLY £5.00

## STOS GAME MAKER MANUAL

The essential companion to maximising the power of your creative talents. Written by the author of the original STOS manual.

ONLY £11.95

## MOUSE MAT

The perfect desktop environment for your mouse with its specially-designed, perfect-grip surface. It ensures much smoother movement, gives super-positive control and protects your table top from scratches.

ONLY £5.00

## ORDER FORM

### BACK ISSUES

|                         |       |      |                          |
|-------------------------|-------|------|--------------------------|
| December .....          | £3.00 | 7962 | <input type="checkbox"/> |
| January .....           | £3.00 | 7963 | <input type="checkbox"/> |
| February .....          | £3.00 | 7964 | <input type="checkbox"/> |
| December-February ..... | £7.50 | 7825 | <input type="checkbox"/> |

### GAMES

|                        |        |      |                          |
|------------------------|--------|------|--------------------------|
| Chip's Challenge ..... | £19.99 | 7827 | <input type="checkbox"/> |
| James Pond .....       | £19.99 | 7828 | <input type="checkbox"/> |
| Voodoo Nightmare ..... | £19.99 | 7829 | <input type="checkbox"/> |

### MOUSE MAT

|       |       |      |                          |
|-------|-------|------|--------------------------|
| ..... | £5.00 | 7826 | <input type="checkbox"/> |
|-------|-------|------|--------------------------|

### MASTER SOUND 2

|       |        |      |                          |
|-------|--------|------|--------------------------|
| ..... | £34.95 | 7808 | <input type="checkbox"/> |
|-------|--------|------|--------------------------|

### BINDERS

|       |       |      |                          |
|-------|-------|------|--------------------------|
| ..... | £5.00 | 7701 | <input type="checkbox"/> |
|-------|-------|------|--------------------------|

### STOS GAME MAKER MANUAL

|       |        |      |                          |
|-------|--------|------|--------------------------|
| ..... | £11.95 | 7819 | <input type="checkbox"/> |
|-------|--------|------|--------------------------|

### SOUNDBLASTER

|       |        |      |                          |
|-------|--------|------|--------------------------|
| ..... | £44.99 | 7807 | <input type="checkbox"/> |
|-------|--------|------|--------------------------|

All prices include postage, packing and VAT for UK orders. Europe and Overseas orders incur additional postage charges as shown. Please allow up to 28 days for delivery.

For Europe and Eire add £3 and for Overseas add £5 towards postage (unless otherwise specified)

Payment: Please indicate method (  )

- Cheque/Eurocheque made payable to Database Direct  
 Access/Mastercard/Eurocard/Barclaycard/Visa/Connect

No. \_\_\_\_\_

Expiry \_\_\_\_\_ / \_\_\_\_\_ Signed \_\_\_\_\_

Date \_\_\_\_\_

Name \_\_\_\_\_

Address \_\_\_\_\_

Post code \_\_\_\_\_

Daytime telephone number \_\_\_\_\_

**Send to: Database Direct, FREEPOST, Ellesmere Port, South Wirral L65 3EB**  
(No stamp needed if posted in UK)

Products are normally despatched within 48 hours of receipt but delivery of certain items could take up to 28 days

### ORDERS AT ANY TIME OF THE DAY OR NIGHT

By phone: 051-357 1275 By Fax: 051-357 2813  
 By MicroLink: MAG001 General Enquiries: 051-3572961  
 Don't forget to give your name, address and credit card number



In the first Turrican you had to kill the evil three-headed incarnation, Morgul. Having destroyed it, you, Turrican, cannot rest because you now have another mission to accomplish, probably the most dangerous and demanding mission yet.

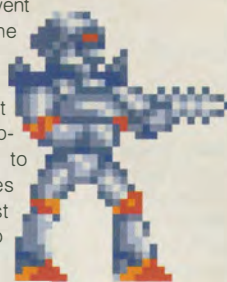
A long time ago, in a galaxy far, far away, a group of brave, courageous rebel fighters destroyed the menacing hordes of the Machine and its tyranny-spreading satellite, which orbited a planet of peace, the planet of Landorin.

Once the evil moon had gone, the people of Landorin thought they'd be free, but that wasn't the case. The merciless machines still ruled the surface of the planet and the people of Landorin, who were situated in the core of the planet, had only a short rest.

The mutated machines went on the rampage through the deserted ruins of a long gone paradise, always in search of the entrance to the secret caves. Then, one day, it happened! The Landorins had to evacuate their newly built homes and flee into the inner most regions of the planet to await their destiny - death.

Before they left, they managed to send out a distress signal in the hope that someone would hear them and possibly be able to help them. After floating endlessly through the solar system the signal was heard by a lone crusader:

A man with the strength and courage to find and free the last survivors of the Landorin race and, if possible, survive his most danger-



# Turrican

## RAINBOW



ous mission ever...Turrican.

In Turrican, you play a warrior of peace and justice in his quest to liberate the planet of Landorin. Over five worlds and 12 levels of frantic blasting action, you must conquer the end of level guardians and finally confront the mechanical monstrosity at the end of level 12.

Fortunately, you are not alone. On your acceptance of the mission,

you were given the full backing of the interplanetary council and full use of their advanced weaponry storeroom. Not wanting to seem unsociable, you decide to stock up on some of the more destructive weapons and take solace in the fact that if you go, you're gonna take some of them with you.

The first thing you take is the battlestar backpack, capable of fir-



On the first level, our hero must battle his way through a variety of obstacles. After climbing up onto the pillars, he is hit by a terribly strong gust of wind. If he doesn't act soon he will go the same way as the leaves - backwards.

## PANEL BEATING IN TURRICAN II

The number beside this little blue man depicts your current number of lives remaining.

These little diamonds are collected on every level. You can gain a continue if you collect enough.

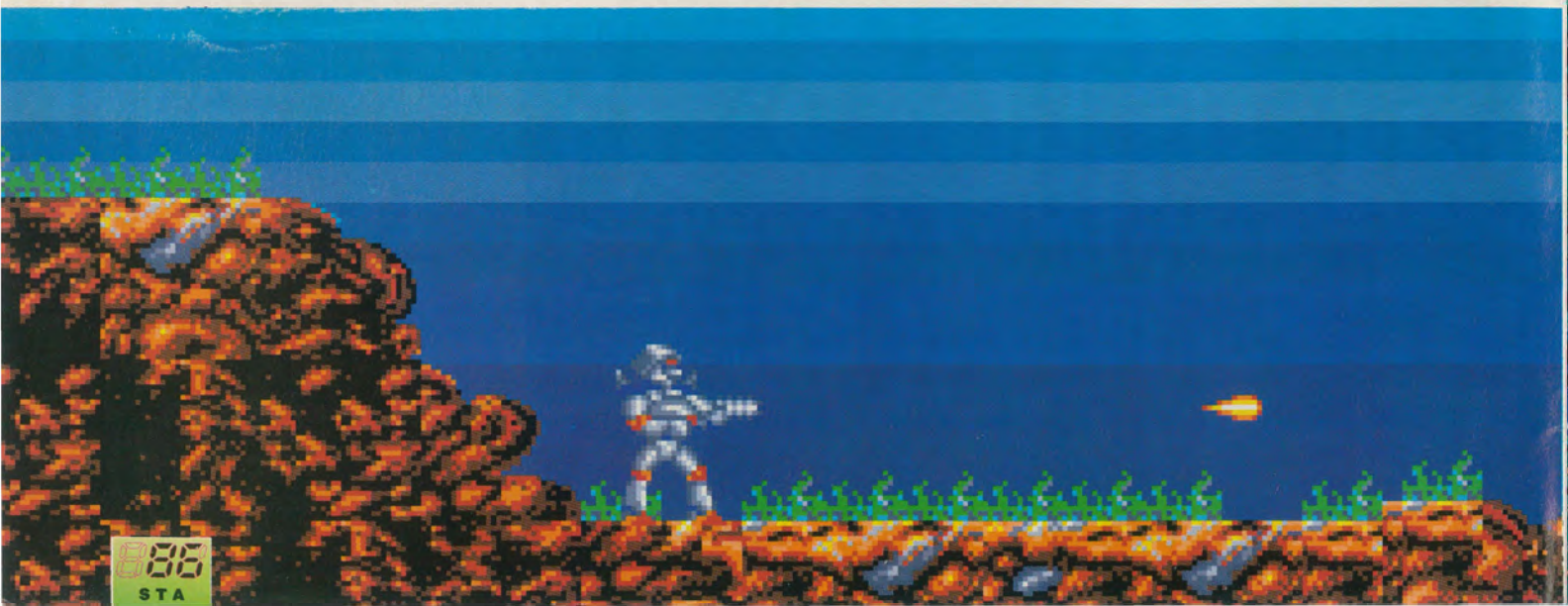
This green bar shows how much energy you have left. Once depleted, it's game over.



This number tells you how much time you have left to complete the level.

This tells you how many energy beams you have left. You can collect more on later levels.

Depending on what you score, you might make it into the high-score table. Fame at last!!

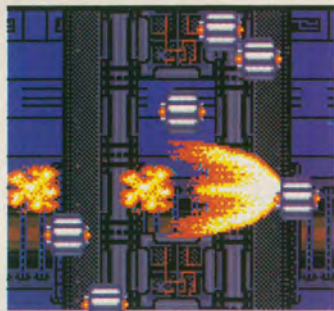






# an III

## ARTS



On this level you take the controls of a small but incredibly fast stealth fighter. After dodging a wave of alien fighters, you decide to fire your weapon and make your target the rocket at the bottom of the screen. After firing your laser cannon, you sit back and view the mass destruction from afar. Coward!!

ing either a three or five-way battle cannon, a laser rifle of four power settings and the infamous power balls, little reflecting balls of heat that on the highest level of power are unstoppable.

Another weapon that caught your eye is the energy barrier. When used it causes two high-intensity beams of energy to be catapulted across the screen, destroying any-

thing in their path. On the later levels this weapon can be extremely handy but unfortunately, you only start off with three charges.

Your last choice of weapon is the surround beam. When stationary, you can hold down the fire button and an electrical beam will become visible and be positioned over your head. It can be rotated by moving the joystick to the left or right, and

the beam is invaluable when you are caught in a tight space or cornered by quick and evasive aliens.

As a double-jointed kind of hero, you have the power to curl yourself up into a little spiky saw blade and proceed to roll around the screen causing mass destruction. When in saw form, you can also drop little mines that will explode blowing anything within the vicinity to pieces.

A nice addition is the scrolling shoot'em-up sections. On level three you are seen boarding a spaceship and all your combat is conducted at high speed.

**Jason**

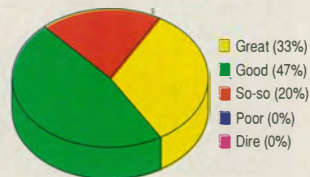


After making your way through the enemy spaceport in your ship, you dock the craft and prepare for action. Out of the corner of your eye you spot an enemy runner. If you get close enough you can jump on him and squash him into submission.



Making the most of an uninterrupted moment of safety, you use your surround laser and uncover a hidden supply pod. Shooting this will reveal plenty of supplies, including extra energy, weapons and shields.

## PUNTER-POWER™



GAME: TURRICAN II  
PRICE: £24.99

I must admit to being quite a fan of the original Turrican and when Rainbow Arts announced their intentions to produce the sequel, I almost flipped. I am glad to say that I wasn't disappointed. The graphics are as crisp and smoothly drawn as the first Turrican but this time only better. The sound has also been upgraded. The same futuristic tune still plays and adds to the atmosphere in a nice, gripping way. The most important part of Turrican II is the gameplay. After completing a few walk around levels, you are treated to a few scrolling shoot'em-up levels of high quality that will appeal to most gamers. On one of the shoot'em-up levels you have to manoeuvre through some really tight gaps at breathtaking speed. A cracking game that shouldn't be missed, unless of course you are an amateur train-spotter called Cyril!!

GAMEPLAY:

SOUND:

GRAPHICS:

**RATING=86%**





# WOT, MORE JOYSTICKS?

There certainly are more joysticks! Unfortunately, some manufacturers missed last month's joystick extravaganza deadline, so in order to be fair, we have included a sample of them here. Not only that, but we have specially modified the ultimate joystick table that the Action team compiled. (We would just like to mention that the Zipstik, which headed last month's table and this one, is produced by Sonmax - Tel. 061-628-2013 - and not Euromax as previously printed. Sorry!)



## QUICKGUN TURBO PRO: £12.95

It took a while for this one to arrive at our offices, as it had to come all the way from France. The wait was certainly worthwhile. The joystick can be held firmly in the hand, with every feature easily controllable. The stick manoeuvres smoothly and with the perfect level of stiffness, offering reassuring clicks during play.

As for the fire buttons, they react rapidly in both normal and quick modes. Quick mode allows

you to depress the fire button and not have to release it, and hence access what is in fact a very fast autofire.

If there was one complaint to be made, it would have to be concerning the location of the fire buttons: they are fractionally too distant from the stick. But this is hardly noticeable when involved in a game, and shouldn't be considered as a disturbing point.

## QUICKSHOT II TURBO: £12.95

Many of you may have received some type of Quickshot if you have recently bought an ST, as it comes as part of the package. Although not a bad joystick, the II Turbo is overshadowed by a number of others. Similar in style to the Quickjoy Supercharger, the Quickshot II Turbo fails to gain the upper-hand here.

The two stick mounted fire buttons aren't particularly responsive but the movement of the actu-

al stick responds a little too much at times. The sensitivity may prove too much for some people.

The Turbo fits well into the hand, and feels rugged enough to take punishment from most gamesplayers. Autofire is also included but its execution could have been better. The Quickshot II Turbo is probably the best of the Quickshot range but is not one you'd go out especially to buy.



## FLASHFIRE BEP BOP: £6.95



Similar in style to the Atari joysticks, the Bep Bop has a stick of more substance, enabling you to have a firm grip, and it manoeuvres much more freely and smoothly.

However, the fire button is inconveniently positioned as it is too close to the stick for comfort. Unfortunately for those with small hands, the base is quite large and some people may find handheld use extremely awkward. It should only be

used on a tabletop if you want to gain maximum comfort and control, and not everybody likes to do that.

Somehow, the Bep Bop doesn't make it as a joystick. It is in no way a dire product but it hasn't got the same edge as many others. Not recommended as a general sort of joystick but more of a specialist model for those of you looking for a particular style.

## PROF COMPETITION 9000: £15.95

At first glance, the Prof reminds you of a Comp Pro 5000. The only recognisable difference between the two is the much slacker stick on the Prof. The fire buttons are leaf switch controlled which occasionally causes stickiness and unresponsiveness.

Unfortunately, the Prof is not the ideal choice for fast, action-packed shoot'em-ups as there is no autofire available. However, that is not to say it

should be disregarded. It offers a strong, durable shaft, reacts well to stick movement and can rise with grandeur to most occasions.

The Prof 9000 is one of the better joysticks from the Euromax range, and competes admirably with the Pro 5000 from Dynamics. If a choice between the two has to be made, the Pro 5000 wins due to the leaf switches incorporated into the Prof 9000.



KEY: A - Autofire D - Durability E - Ergonomics R - Response V - Value for money W - Warranty (months)

| Rank | Make      | Joystick      | A        | D | E | R | V | W  | Comment                                    |
|------|-----------|---------------|----------|---|---|---|---|----|--|
| 1    | Sonmax    | Zipstik       | Optional | 8 | 9 | 9 | 9 | 6  | Not as strong as it could be               |
| 2    | Dynamics  | Comp Pro 5000 | Optional | 9 | 9 | 8 | 9 | 24 | Too stiff for some people                  |
| 3    | Quick Gun | Turbo Pro     | Y        | 6 | 8 | 9 | 9 | 12 | Highly competent but durability lacks      |
| 4    | Euromax   | Prof 9000     | N        | 6 | 9 | 8 | 7 | 6  | Not quite on the same par as Pro 5000      |
| 5    | Konix     | Speedking     | Optional | 8 | 8 | 9 | 9 | 12 | Unusual style needs getting used to        |
| 6    | Cheetah   | Mach I        | Y        | 9 | 9 | 7 | 8 | 12 | Loose stick hinders accurate control       |
| 7    | Quickjoy  | Supercharger  | Y        | 8 | 7 | 8 | 8 | 12 | Should get your money's worth              |
| 8    | Quickshot | II Turbo      | Y        | 8 | 8 | 7 | 7 | 12 | Nothing really for, nothing really against |
| 9    | Quickjoy  | Superboard    | Y        | 8 | 7 | 9 | 7 | 12 | Responds well but too large                |
| 10   | Euromax   | Bep Bop       | N        | 8 | 7 | 7 | 8 | 6  | Can't see the design being popular         |
| 11   | Quickjoy  | TopStar       | Y        | 7 | 8 | 6 | 5 | 12 | Very pricey for what it is                 |
| 12   | Quickjoy  | Jet Fighter   | Y        | 3 | 6 | 6 | 4 | 12 | Fire buttons not responsive enough         |



## WORLD CLASS LEADERBOARD

KIXX

£7.99

When it was originally released, Leaderboard was probably the best golf simulator available. A true perspective view of each shot and realistic graphics were the two main contributors to this. It is a game of concentration, co-ordination and control. You will need to judge distances accurately and choose the correct club and power setting for each shot.

The object of the game is to sink the ball into each different hole by hitting it with the appropriate club in the least number of shots. Certain hazards will cost you valuable extra strokes (hits with the club). The player who completes the course in the least number of shots is the winner.

The game can be played by up to four players. Each player must select a skill level and depending on their choice, things like wind and slice will have a more significant effect. There are four different courses to play. Each varies in difficulty and you can select how many holes you wish to play, from 18 to 72.



### ACTION ANALYSIS

*Tournament Leaderboard is by far the best golf simulator ever to appear on the ST. With realistic animation and outstanding gameplay, a release on a budget label is a fantastic move for the gaming public.*

90%

Enjoyability rating.

10/10

Value for money.

## GAUNTLET II

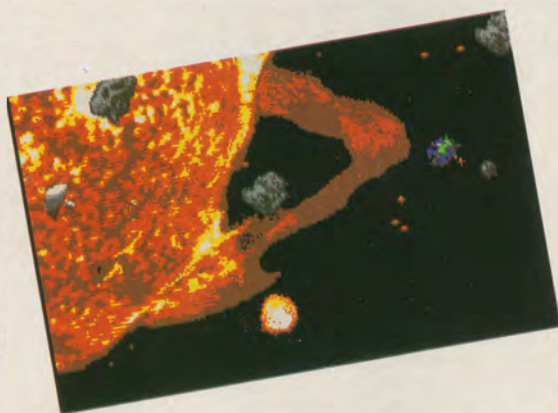
KIXX

£7.99

Gauntlet II is an extremely large and complex maze game. Each level consists of various monsters and different kinds of enemies. Throughout the levels are pick-ups that can be collected for different things. The most useful of these items are the potions (when used they kill all enemies and generators on screen) and the food (increases your health by 100 points).

You must choose your character from the three available: Thor the Warrior, uses an axe in combat and has skin for his armour. Unfortunately, Thor has very poor magic capabilities. Thyra the Valkyrie, uses a sword and has a shield for protection. Thyra has moderate magic and can destroy most of the monsters. Merlin the Wizard, uses hand-to-hand combat and wears no armour. Merlin however, has extremely good magical talents and can destroy almost all monsters and generators.

Powers can be increased by collecting randomly distributed potions and items of jewellery. Be careful though, not all of them help.



# Budget B

## BLASTEROIDS

KIXX

£7.99

Using your thrust craft in its three forms, you must battle your way through the sectors and galaxies riddled with asteroids and deadly enemy ships to ultimately defeat the evil Mukor, the ruler of all galaxies. To rotate your ship in the desired direction move the joystick left or right. To thrust, push the joystick forward and for rapid fire, hold down the fire button.

Blasteroids has four different Warps of increasing difficulty: Easy, Medium, Hard and Expert. Each Warp contains several galaxies, and each galaxy consists of 9 or 16 sectors depending on the chosen level of difficulty.

To clear a sector, destroy or disable all the asteroids present. Shooting large asteroids will break them up into smaller ones, which in turn must be destroyed. Collisions and thrust use up energy and you must replenish your fuel supplies by collecting crystals. You will come across various types of enemy ships in your journey. These all have different attack waves and appearances.



### ACTION ANALYSIS

*A variant of the age old Asteroids. Blasteroids offers a big challenge to all you happy-go-lucky blasters. Graphically the game is ok and the playability will keep you happy for quite a while.*

67%

Enjoyability rating.

6/10

Value for money.

## ROAD BLASTERS

KIXX

£7.99

The ultimate race of the future, Road Blasters is part road race and part combat zone survival exercise. Following the road, you travel through a progression of countries, alternating checkpoints and rally points. As you race past each checkpoint (half way point) you are awarded extra fuel. Rally points are similar to finish lines in ordinary race games as they indicate the completion of a race section.

The game ends when the player runs out of fuel, by driving too slow, being destroyed by opponents or crashing too often.

Placed alongside the road are green and red fuel globes. By tagging these, the player's car can be refuelled. Four computer controlled opponents challenge the players. These are: Stingers, sleek and fast; Command Cars, heavily armoured; Rat Jeeps, evasive and unpredictable; Cycles, very quick and dart everywhere. These computer controlled vehicles will try to prevent the players from reaching the next rally point and furthering their progression in the game.



## ACTION ANALYSIS

*Even though this title is getting rather old, there will still be a little soft spot for it in a lot of people's hearts. Roaming through a fantasy world of monsters, spells and potions will still appeal even now!*

**78%**

Enjoyability rating.

**8/10**

Value for money.

## OUTRUN

KIXX

£7.99

If you like racing and the feel of the wind rushing through your hair then Outrun is the game for you. You take the wheel of a gleaming red Ferrari Testarossa and with your new girlfriend in the passenger seat, you must race against time to achieve your objective of reaching any of the five goal lines to become a winner.

The course you can take is up to you. Start your engine, grip the controls and participate in the fastest race ever. Use your skill and judgement to handle corners at breath-taking speed and utilise the gears to manoeuvre through the curves. As soon as you start your engine the other cars are out to get you. Avoid collisions to stay on the road and improve your time.

As you drive through each scene, points will be awarded for expert driving. Each race has to be completed in a preset time limit. The time will count down as soon as you start the race. During play, a mini course map appears so you can see how well you are progressing and when the next bend will appear.



## ACTION ANALYSIS

*Not the best of conversions this. Unfortunately, this product didn't capture the feel of the hugely successful coin-op in the graphics or playability department. Not the best budget game available.*

**46%**

Enjoyability rating.

**5/10**

Value for money.

# Basement



## ACTION ANALYSIS

*Probably the 'toady' of the bunch this one. Roadblasters offers nothing at all in the gameplay or graphics category. This is definitely not one for the collection even in budget format.*

**37%**

Enjoyability rating.

**2/10**

Value for money.

## THUNDERBLADE

KIXX

£7.99

Your country is being overrun by the marauding rebel forces of a merciless and unforgiving dictator, General Swindells. Battle weary troops accede to the superior power of the rebels' sophisticated weaponry and it is only a matter of time before the government is overthrown.

U.S.G.H.Q. have summoned you as their last remaining hope to vanquish the enemy using the ultimate flying machine - Thunder Blade. An experienced veteran of many an aerial campaign, can you accomplish the seemingly impossible?

You start with five reserve helicopters. The game is over once all the choppers have been destroyed. An extra life is awarded after a pre-defined number of points. You engage the enemy both vertically and horizontally. Thunder Blade's advanced weapon system consists of a rapid-fire chain cannon, used for aerial targets such as enemy helicopters and airplanes. Straight line air to ground missiles take care of your land and sea targets.



## ACTION ANALYSIS

*Being in control of a highly sophisticated attack helicopter might not be everybody's idea of fun but if it is, then this is the game for you. Thunderblade will provide you with some good blasting fun.*

**63%**

Enjoyability rating.

**4/10**

Value for money.

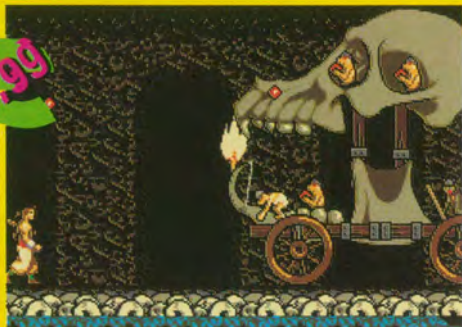
# JUSTIN...

Hi there, I'm Justin Checkedout and I've been asked to take a peek at some of the games those awfully nice chaps at ST Action didn't have time to see. The Star Rating is based on my first impressions of the game. If a game only receives a single star it's pretty naff, if it gets three, four or five then expect to see a full review next month...

Toodle-pip and tally-ho – Justin.

... ..

## Death Trap: Anco



This got here so late in the day it was almost too dark to see it. Anco are perhaps better known for a certain footy game that's rather popular and occasionally gets played in the office but here they've diversified and come up with an arcade adventure that at first glance looks to be in the same vein as Prince of Persia (although obviously the plot differs somewhat).

The game sees you wandering around the five levels killing off the various beasties with either your little

dagger or one of your powerful magic spells. To use these you have to pick up potion bottles in order to boost your magic power.

There are three different types of potion: red, blue and green, and these are used up in the spells. Depending on what type of spell you use (for example, Healing or Fireball) decides which colour potion you'll use up. At the end of each level you are faced with destroying a huge guardian, the likes of which have never been seen before!

Star Rating ★★★★★

## Narco Police: Dinamic



The year is 2003. Over one fifth of the world's population is addicted to narcotics in one form or another, and the power of the drug dealers has grown beyond recognition.

Because of this all of the nations of the world have handed over their two best policemen to form an elite group of anti-drug corps – the Narco Police.

Five years of intensive training is coming to a close. The target is the operations centre of the major drug dealers. All that is known about it is that the dealers have invested 500 million dollars on security so it's not going to be easy.

You are in control of three groups of Narco Police as they raid the centre. Get them through all the security systems and bust the perpetrators for their crimes.

The island where the hideout is located, has been transformed into an intricate network of tunnels that communicate with the Central Processing Library, the nucleus of the complex. Once you reach this area you must plant your explosives, as this is the only area which will bring down the whole structure if detonated.

Along the way you must violently kill off all the enemy with your gun.

Star Rating ★★★★★

... ..

## Mighty Bombjack: Elite



Bombjack's back and back with a vengeance too. There are 17 action-packed levels of the little bomb-guzzling chappie prancing around the platforms doing his thing. Collect all the bombs in order to progress to the next section.

To collect the bombs you've got to jump around the screen to the various platforms. A press of the firebutton will send Bombjack off into the air and you can then direct him toward the bomb of your choice. All the time you must avoid all the creatures flying around – touch any of these and

you'll lose one of your three lives and go back to the beginning of the level, no matter how far into it you've got.

Only when all of the bombs have been collected can you progress into the game. It can get very frustrating having to go back to the start of the level and three lives doesn't seem many to get through the entire 17 levels, none of which are very short in the first place.

If you're a fan of the original, you'll probably love this sequel. Watch out for the full review next month.

Star Rating ★★★★★

# ...CHECKEDOUT

# Your Magazine Needs You!

Britain's hottest publishing company is expanding fast. With four top-selling magazines and several planned launches, we are looking for skilled, enthusiastic games reviewers to carry Interactive Publishing into the 21st century – do you have what it takes?

- Good game playing skills on the ST or Amiga
- Sound writing skills
- An ability to meet strict deadlines
- An interest in the computer market
- Loads of enthusiasm
- A sense of humour

If you have the skills we are looking for, we may be able to offer you full-time work. We offer a salary of £6-7k and an attractive working environment on the outskirts of Cheshire.

Send a sample 500-word review and a CV to:

Carolyn Wood,  
Interactive Publishing,  
Europa House, Adlington Park,  
Macclesfield SK10 4NP.

# PDQ - games



PO BOX 38  
EASTLEIGH  
HAMPSHIRE  
SO5 2WR



## THE FIRST GAMES ONLY PD LIBRARY

\*\*\*\*\*

Our library is crammed full of arcade action, adventure, board games, strategy games, card games, quizzes, fun educational games, playable demos of commercial releases, colour and mono – incredible quality – we have the lot

## ALL OUR GAMES ARE FREE!

\*\*\*\*\*

Absolutely true! In the public domain we can send you games and all you pay is the price of a disk and overheads.

A single sided disk costs just £2 - incl P&P! Most will have several games on them - lucky owners of double sided drives get twice as much for just £2.25.

CATALOGUE NOW AVAILABLE ON DISK

Send 3 first class stamps, your catalogue will arrive PDQ!

## SPECIAL OFFER

\*\*\*\*\*

Order 5 disks and get another FREE

Order 10 disks and get 2 FREE

(does not include Budgie games)

We are authorised distributors for BUDGIE GAMES, the worlds largest producer of games for the ATARI ST

# ATARI REPAIRS FAST TURNROUND COMPETITIVE PRICES

- ★ Over 10 years experience with Atari Computers.
- ★ 20 Qualified technician engineers at your disposal.
- ★ Most computers will be turned around in just 24 hours!
- ★ Prices include full service check, overhaul and soak-test.
- ★ All repairs covered by a 90 day warranty.
- ★ Simply send your machine along with a £15 diagnostic fee and we will send you a written quote for the cost of repairing your machine, typically £45.00.
- ★ How to take advantage of this exceptional offer: Simply send or hand deliver your machine to the workshop address detailed below, enclosing payment and this advert and we will do the rest. (If possible, please include a daytime telephone number and fault description).

WTS Electronics Ltd, Studio Master House, Chaul End Lane, Luton, Beds LU4 8EZ. (0582) 491949 (4 lines).



Dept. STA 3

## ANALOGIC ANALOGIC ANALOGIC ANALOGIC COMPUTERS LTD

152 Latchmere Road, Kingston-upon-Thames, Surrey KT2 5TU  
Telephone 24hrs, 7 Days a Week (081) 546 9575, (081) 541 4671

### SALES

|  |         |                                  |         |
|--|---------|----------------------------------|---------|
| 1. 520 ST/STFM DISCOVERY PACK (512K RAM) (1MB RAM).....    | £269.00 | 3. 520 STE TO 1MB (DIY KIT)..... | £29.95  |
| 2. 520 STE TURBO PACK (512K RAM) (1MB RAM).....            | £359.95 | 4. 520 STE TO 2MB (DIY KIT)..... | £99.95  |
| 3. 1040 STE EXTRA PACK (1MB RAM) (2MB RAM).....            | £439.95 | 5. 520 STE TO 4MB (DIY KIT)..... | £196.95 |
| 3 1/2" EXTERNAL DISC DRIVE WITH INTERNAL BUILT IN PSU..... | £519.95 |                                  |         |

### ST UPGRADES

|                              |         |                                  |         |
|------------------------------|---------|----------------------------------|---------|
| 1. 520 ST/STFM TO 1MB.....   | £69.95  | 3. 520 STE TO 1MB (DIY KIT)..... | £29.95  |
| 2. 520 ST/STFM TO 2.5MB..... | £169.95 | 4. 520 STE TO 2MB (DIY KIT)..... | £99.95  |
|                              |         | 5. 520 STE TO 4MB (DIY KIT)..... | £196.95 |

### REPAIRS

|   |        |
|---|--------|
| 1. Atari ST/STE.....                            | £59.95 |
| STFM/STE POWER SUPPLIES (SERVICE EXCHANGE)..... | £45.00 |



★ All prices include VAT and Delivery  
★ Please call for price quotes on other Atari products.



## ADVERTISERS' INDEX

|                                |       |                        |                    |
|--------------------------------|-------|------------------------|--------------------|
| ANALOGIC.....                  | 93    | LEGEND SOFTWARE.....   | 89                 |
| ANDREWS & COWAN.....           | 54    | MEDIA DIRECT.....      | 81                 |
| CASTLE COMPUTERS.....          | 41    | MIRRORSOFT.....        | 2,13               |
| CONTRIVER EUROPE.....          | 19    | NBS.....               | 81                 |
| DATABASE DIRECT.....           | 84,85 | OCEAN.....             | 1FC,1,17,27,35,1BC |
| DIAL-A-QUIZ.....               | 21    | PDQ GAMES.....         | 93                 |
| EVESHAM MICROS.....            | 55    | SILICA SHOP.....       | 49                 |
| GREATHER LONDON COMPUTERS..... | 28    | SOFTWARE CITY.....     | 73                 |
| GUIDING LIGHT.....             | 54    | SPECIAL RESERVE.....   | 14                 |
| HI-SOFT.....                   | 45    | STATE OF THE ART.....  | 39                 |
| KRISALIS.....                  | 25    | US GOLD.....           | 4,5,11,23,0BC      |
| KYC DISCS.....                 | 54    | WORDWIDE SOFTWARE..... | 67                 |

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.

## IS PUNTER-POWER PERFECT?

Unlike most writers of letters you must receive I don't intend to waffle on endlessly about piracy (ho-hum!). Instead I would like to comment about the introduction of Punter-Power to your review system.

I don't feel that the number of people on your punter panel is sufficiently high enough to warrant their opinions being expressed as a percentage. A quarter of your panel thought James Pond was either dire or poor and the game still managed to get 83%!

The system you had prior to this nonsense was far more satisfactory. With two or three reviewers giving their personal comments on a game, you felt like you knew where you were.

It would be nice to know what has happened to Yak and his humorous back page, you may have noticed he's been absent for a few issues! For God's sake please don't turn into another C+VG who relish hype, loads of photos and the same old drivel month after month!!

**Alex Walsh,**  
(with more than an initial!) Herts.

*Hi Alex. Thanks for writing in with your criticisms. As long as they are valid they are as welcome as praise as it is our aim to constantly improve the mag. However, I don't think you're being entirely fair to the Punter-Power system. In your letter you say that a quarter of our panel found the game dire or poor. That does mean that nearly 75% thought that the game wasn't bad and an awful lot of them loved the game.*

*Everybody has differing opinions and the pie chart for Pond shows this to perfection. The game received over 80% because it is an excellent little piece of software deserving a high mark. The fact that it isn't everybody's cup of tea isn't exclusive to this particular game but the majority of gamers will love it.*

*The Yak has these days gone on to better things. Hopefully you still find the Back Passage amusing.*

## SOFTWARE RIP-OFF

I am writing about some trouble which started about May of last year. I upgraded from my old 520STFM to a 520 STE and to my disappointment about nine of my original games were not compatible. I sent all nine of the games back to their respective companies and got six of them back in the new format with a compliments slip.

The remaining three are International Soccer from Microdeal, Operation Wolf from Ocean and



## STAR LETTER FOR A STAR PRIZE



### PUNTER-POWER AGAIN

I have just reviewed the last 12 mags of ST Action and uncovered some disturbing facts:

1: From Jan-Aug, you reviewed 160 games, of which 24 were STA1 rated. A total of just 15%

2: From Sept-Dec, you reviewed 85 games of which 29 were STA1 rated. A staggering total of just over 34%

3: Since Punter-Power began in October, 66 games were reviewed of which 22 were STA1 rated. A total of 33%.

Now either the quality of games has improved dramatically in the last few months, or the reviewers have gone over the top. Which is it? Can you justify an STA1 rating on a game which has 8% of the panel considering it dire, bearing in mind the price we have to pay.

I shall understand if you don't print my letter, as the letters page has gradually shrunk from three pages to just one.

**Dave Brand,**  
Winchester.

*Wow. You have done some work haven't you. Why shouldn't we print your letter? In fact you have the distinction of being awarded the first of our new Star Letter prizes for your efforts, which will be rewarded with a game of your choice.*

*As to your comments, you may have noticed that in the period before Punter Power, where 34% of games were rated, and the period after the introduction of Punter Power, the percentage stayed almost the same.*

*This shows that Punter Power has kept the reviewing standard the same as before it was introduced, only now the overall opinion is based on a greater number of people which must be in your interests.*

*As for the dire rating next to a game. Just because it had 8% next to it does not mean it isn't a great game as most of our panel must have liked it. So yes I believe we can justify rating it.*

**Next month there's another prize waiting for the best letter published, so get your pens out.**

Speedball from Imageworks. Included in each envelope to each of the companies were the original disks and an SAE. Even if it was not possible to return new disks these companies should at least have the decency to return my original disks at no cost to themselves. Since then I have sent a letter to each company explaining the problem and again with an SAE requesting a reply, but have received nothing.

People in your column are always trying to justify piracy. Well if I do not get my disks back soon I will do my level best to obtain pirated copies of the games as this will be no more stealing from them as they have from me.

Please note that I do not agree with piracy and have no pirated disks, and until something is done I will NEVER buy from these companies again.

**R.Williams,**  
Coventry.

*You should always be aware that obtaining pirated copies of games is illegal and can result in very hefty penalties indeed.*

*It does seem that you have been treated unbelievably badly by some very respected software houses. They are leaving themselves open to justifiable criticism by completely ignoring your letters but there may of course be a legitimate reason in some cases (ie misplaced mail).*

*We can only suggest now that you ring the companies concerned and kick up a stink and see what happens from there on. Ocean can be contacted on 061-832 6633 and Imageworks on 071-928 1454.*

*For Microdeal ring 0726 68020. Let us know how you get on.*

## PRAISE AT LAST

I don't often write to magazine of any sort but I am writing to congratulate you on the mini-mag that I received in my copy of Line Of Fire from US Gold. It looked great and is sure to boost your circulation when those poor souls who've been missing out see it.

I think it was a great idea and it certainly gave me a pleasant surprise when I opened my box. Keep up the great work on the mag.

**Kev Deane,**  
Bristol.

*Thanks for your kind words. A lot of hard work went into the mini-mag and we think it came out well in the end.*

*A copy of it will be appearing in a lot of game boxes for a while yet and hopefully it will provide people with as much enjoyment as it gave you.*

# Write On!



# Slow off the mark? Subscribe to ST Action now and get off to a flying start...



Why not have your copy of ST Action delivered regularly to your door by your local newsagent? How? Just take the trouble to fill in the coupon below and we'll do the rest, and all for the bargain price of £24!

And just to make the offer even more attractive we'll throw in a freebie copy of Team Suzuki, Gremlin's superb motor cycle racing simulation!

Or, if you prefer the thrills and spills of four-wheel rally driving, you can opt for Gremlin's exciting Toyota Rally instead.

## TELEPHONE HOTLINE - 051-357 1275

We're here anytime day or night to take your order and speedily despatch your chosen free game. Just phone the hotline number and quote your name, address, credit card number and choice of free game - it couldn't be easier! We accept all major credit cards.



## ORDERING FREE BY POST

Fill out the coupon below giving details of which games you require and the method of payment that you wish to use (N.B Cheques should be made payable to Interactive Publishing). Then send the coupon to:

**Database Direct, FREEPOST, Ellesmere Port, South Wirral, L65 3EB. Telephone 051 357 1275**

You do not need to put a stamp on the envelope if you live in the UK.

**Okay, you've got yourself a deal! My choice of free game is**

**(Tick appropriate box):**

Team Suzuki

Toyota Rally

**Select appropriate box**

**New Sub**

**Renewal**

I live in the United Kingdom (£24) .....  .....

I live in Europe or Eire (£34) .....  .....

I live outside Europe (£40) .....  .....

I would also like to subscribe to the cover disk (£12 inc VAT)

**Please indicate payment method:**

Visa     Access     Postal Order (UK Only)     Cheque (UK only)

Credit card number

Name .....

Address .....

.....Post code.....

# BACK PASSAGE

## ST Action is brought to you by:

Interactive Publishing Ltd,  
Europa House, Adlington Park,  
Macclesfield, Cheshire, SK10 4NP.  
Tel (0625) 878888, Fax (0625) 879966

**Publisher:** Hugh Gollner  
**Art Editor:** Jonathan Ross  
**Production Editor:** Alan McLachlan  
**Staff Writers:** Alan Bunker, Jason  
Dutton, Paul McNally  
**Contributors:** Nick Clarkson,  
Andy Mitchell.

**Systems Manager:** David Stewart  
**Electronic Art consultant:** Ian K Tindale  
**Photography:** Stephen Hepworth

**P. A. to Mr Gollner:** Carolyn Wood

**Advertising Manager:**  
Jane Conway  
Tel (0625) 859555 Fax (0625) 879967

**Advertising Sales Executive:**  
Nikki Taylor Tel (0625) 859555

**Subscriptions enquiries:**  
Database Direct Tel (051) 357 2813

**Repographics:** Matchpoint  
**Printed by:** Carlisle Web Offset

**Please note:** No material from this publication may be reproduced in any form without the publishers written consent.

**Correspondence:** All enquiries and requests for information must be made by letter.

**Legal bit:** Whilst every care is taken, the publishers cannot be held responsible for errors contained in the editorial or advertising of this magazine.



Every month we have to phone up countless software houses and talk to their PR representatives. This month we'd like to offer you a brief glimpse of Paul's favourite software girlie, Nicole from Virgin/Mastertronic. As you can see, despite her feminine charms, Nicole is living proof that Virgin's can drink pints.



(Left) Nick Clarkson, the ex-editor of ST Action, was recently spotted trying his hand at male modelling. Dressed to the nines in his best suit (we'd hate to see his other suits), our Nick failed to see the sign that hung above his head. Still, we think it sums him up quite nicely along with a few other words that we could mention but won't! Still, you haven't seen our Publisher's suits, and his ties could blind you from forty paces away!

## YOU ARE A WINNER!

The five lucky winners of the Lotus Esprit Turbo Challenge Competition are as follows: Keith Frampton from the Isle of Wight, Paul Bishop from Leyton, Richard Penley-Martin from Oakham, Steven Martin from Palmers Green and Christopher Forbes from Biggar.

In addition, the following 20 people each win a copy of Supercars! Paul Gennard, Douglas Finnie, A.M. Wells, P.M. Green, David Sugden, P. Higgins, J.R. Jones, Trevor Castle, S.J. Wright, Greg Findlay, Andrew Marzolini, Justin Hewess, N.P. Trueman, Marc Richards, Nelson Hind, Pei Sze Yau, Dick Cook, Kevin Tyler, Haseeb Mahmood and Darren Cawood

## THANKS!

We'd like to say a quick thank you to Phil Louis, the amateur Mr. Universe and star of this month's cover. In addition, cheers to Bits and Bytes Computer Store at the Manchester Arndale Centre, and a special mention to Martyn and Darren.

## NEXT MONTH...

Lots of lovely-jubbly software is winging its way into the Action office. Indeed, even as I write I can see the postman trudging down the road, his sack heavily laden with the latest software. Without further ado, here's a quick glance of what's on offer next month.

### MIGHTY BOMBJACK - ELITE

He's back! Yep Bombjack is back and now he's mighty. Platform addicts will love this arcade conversion. Mighty Bombjack's mission is to take on the Demon King, Beelzebut, and rescue several captives in the process. Will our caped crusader save the day? Find out next month.



### CONQUESTS OF CAMELOT - SIERRA

Hot on the heels of the Colonel's Bequest comes Conquests of Camelot. Take on the role of King Arthur as you attempt to find the location of the sacred holy grail. Your quest will take you from the frozen wastes of the north to the barren deserts of the east. Watch out for an indepth review next month!

### HORROR ZOMBIES FROM THE CRYPT - MILLENNIUM

Count Frederick Valdemer's mansion has been overrun by a horde of undead creatures. Can Count Fred survive the night and escape from his ancestral home? Guide our hero over 600 screens of ghoulish mayhem packed with all manner of dastardly traps. Take your seats. Horror Zombies is about to begin.



### GODS - THE BITMAP BROTHERS

Released on the Renegade label, Gods is the Bitmaps' first excursion into the realm of platform games. The action takes place over four levels and both seasoned and novice gamers have been catered for. The game looks to see how the play is progressing and either helps or hinders the player accordingly.

# GO WILLY!



No ugly wart-nose is gonna make a monkey out of me! But that's just what that witch has done - one minute I'm the mighty Toki and the next I'm having breakfast delousing my armpits, I can't walk a step without tripping over my knuckles and, oh, there's an overhanging vine - time to swing out sister! But my broken heart is going ape. My beloved Miho (I can't wait to share a banana with her) has been kidnapped and somehow I've got to regain my manhood - until then I'm just swingin' in the rain!

The arcade sensation by Fabtek Inc. is now available for your micro.

**ocean**

SPECTRUM . AMSTRAD CARTRIDGE  
COMMODORE CARTRIDGE  
ATARI ST . AMIGA

OCEAN SOFTWARE LTD, 6 CENTRAL STREET, MANCHESTER M2 5NS.  
TEL: 061-832 6633, FAX 061-834 0650

# Warlock

## THE AVENGER



### CLASSIC ARCADE ACTION IN A LAND OF MYTH AND MAGIC



In the beginning there was 'Druid', hailed as a milestone game at the time of its release. Then came 'Enlightenment', and now there's *Warlock the avenger*, the third game in a classic series. Designed by Dene Carter, *Warlock the avenger* takes the player yet deeper into the dangerous world of Belorn, where the evil lord *Acamantor* has returned to hold the land in his grasp. Strive to reawaken your ancient spells and find your way through eight trap-strewn dungeons, overcoming unknown obstacles, locating secret passage-ways and keeping

*Acamantor's* monstrous minions at bay. Your task is to find and destroy the evil power. Only by unleashing the arcane power of Chaos can final victory be yours.



- two games in one, you get the original *Druid* game, included free.
- use elemental forces to cast the most effective spells
- create *Golems* and work together in the two player game
- avoid gigantic fire-spitting skulls and *Acamantor's* teeming army of monsters



|                        |        |
|------------------------|--------|
| Atari ST & STE         | £24.99 |
| AMIGA                  | £24.99 |
| Commodore C64 disk     | £15.99 |
| Commodore C64 cassette | £10.99 |