

# ST ACTION

THE WORLD'S ONLY DEDICATED ST GAMES MAGAZINE

We open the door to the world of

# Horror

## Colditz compo

Win: The game, the video, the book

### ST ACTION GAMES DISK 16 EXCLUSIVES!

ST Action presents you with two top exclusives from the Imageworks label.

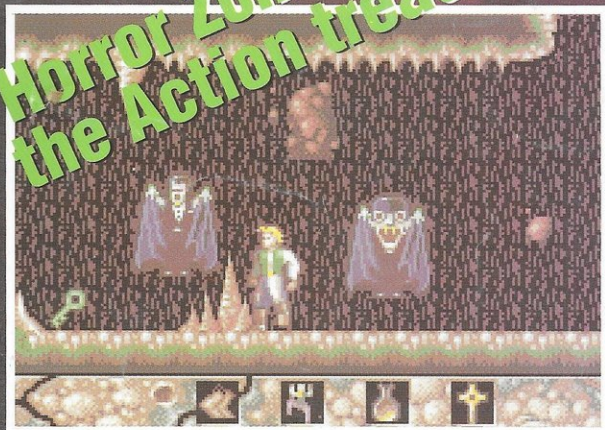
#### • BACK TO THE FUTURE 3

Side 1: One fully playable level from the conversion of the blockbuster movie

#### • PREDATOR 2

Side 2: Yet another incredible demo of what is sure to be this year's top movie

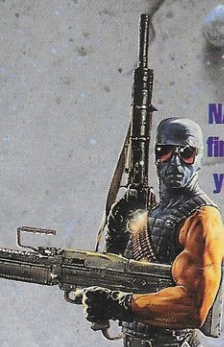
*Horror Zombies gets the Action treatment*



REVIEWED THIS MONTH: VIZ • DICK TRACY • TEST DRIVE 2  
HARD DRIVIN' II • MiG 29 • DEATH TRAP • CODENAME ICEMAN



# GOING OVER



**NARC** The arcade action thriller with the BIG finish. Infiltrate the criminal underworld - your mission is to seek out and destroy the king pin of the MR BIG CORPORATION - if you get that far.

You'll have to outwit his enormous army of body guards... gangs of charisma-bypass patients in trench coats, the bullet brain

with the build of a rhinoceros and the breath of a dung beetle, packs of vicious canine yuppies, the psychotic clown with an evil sense of humour - you'll die, but not laughing! Then there's the gas guzzling cadillac jock - a cool specimen, elbow hanging on the door rail, a serious looking piece in his hand and ready to blow you away as he rolls down main street leaving you coughing lead. It's not all bad!... You've got a chopper to back you up, a mean, shiny street machine, some heavy metal hardware and some pretty neat moves. And what about the king pin... did I say he was Mr. Big? No, he's MR BIG!

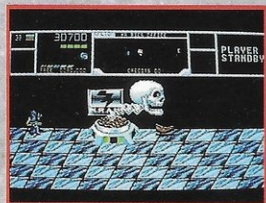


The Arcade thriller takes you from the bright lights of Paris to the rugged terrain of the Sahara. Your mission is to track down, chase and apprehend the dangerous criminals. It's **FASTER** - explosive power sends you bulleting through various terrains - hold the line or plough the

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.

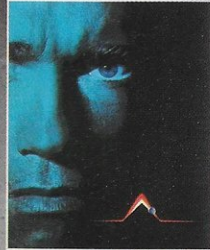
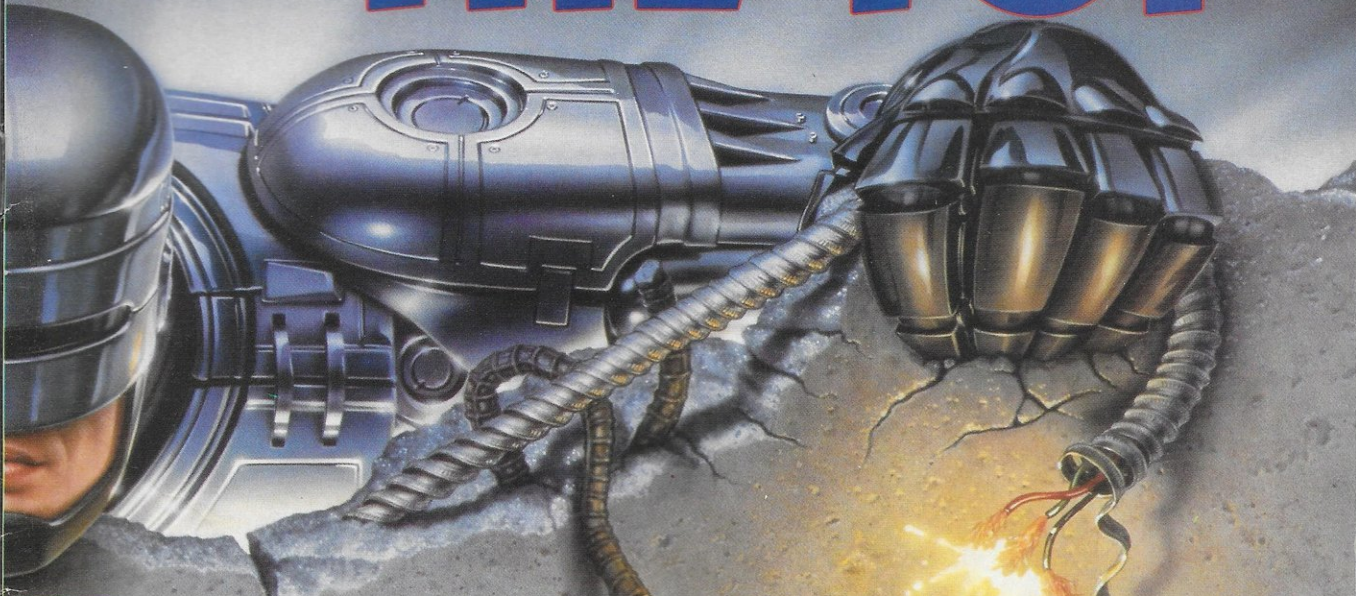
The extra features will leave you gasping for extended play weather changes, bodyguard squads, grenade lobbing bikers, gun-choppers... just play it!... we dare you to stop!

# FOR THE BEST IN S



AVAILABLE FOR YOUR : SPECTRUM . AMSTRAD  
COMMODORE . AMIGA . ATARI ST

# ER THE TOP



## TOTAL RECALL

As Doug Quaid you have been haunted by recurring dreams of another life on Mars. You are drawn to Recall Incorporated, a unique travel service specializing in implanting fantasies into the minds of those who desire to turn their dreams into

### reality. THE EGO TRIP OF A LIFETIME

Experience the horror as your dreams turn into hideous nightmares. Suddenly your every move is monitored by would-be assassins. You discover the surreal truth - You're not you - you're me.

You must 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.

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**EVEN IN THE FUTURE OF LAW ENFORCEMENT, THERE'S ALWAYS ROOM FOR IMPROVEMENT.**

The future is a rough place Detroit is a bankrupt city...torn apart by the decadent forces of the Old Man and his corrupt corporation. If you want to die - then walk the streets, if you want to live - then pray for the return of RoboCop!

**ROBOCOP**

Robocop 2 has justice in mind... a kind of justice only he can deliver! Take on Detroit's evil mastermind and his mega-corporation in some of the most action-packed scenes ever devised for maximum entertainment value. Detroit is falling apart - it's time to put it all back together! **HE'S BACK... TO PROTECT THE INNOCENT**

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# SOFTWARE ACTION



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TEL: 061 832 6633. FAX: 061 834 0650

# FROM CRUISERS...

## ADVANCED DESTROYER SIMULATOR

From the creators of Sherman M4

# A.D.S.™

It's World War II - the naval forces of the world are waging war in fierce and unrelenting sea battles. You must command the destroyer and succeed in beating naval and air forces in 15 challenging missions.

ADS is a stunning sea-battle simulator using 3D technology.

- 40 page manual includes detailed maps of the combat zones together with historical and technical information.
- Adjustable difficulty level will suit all levels of player.



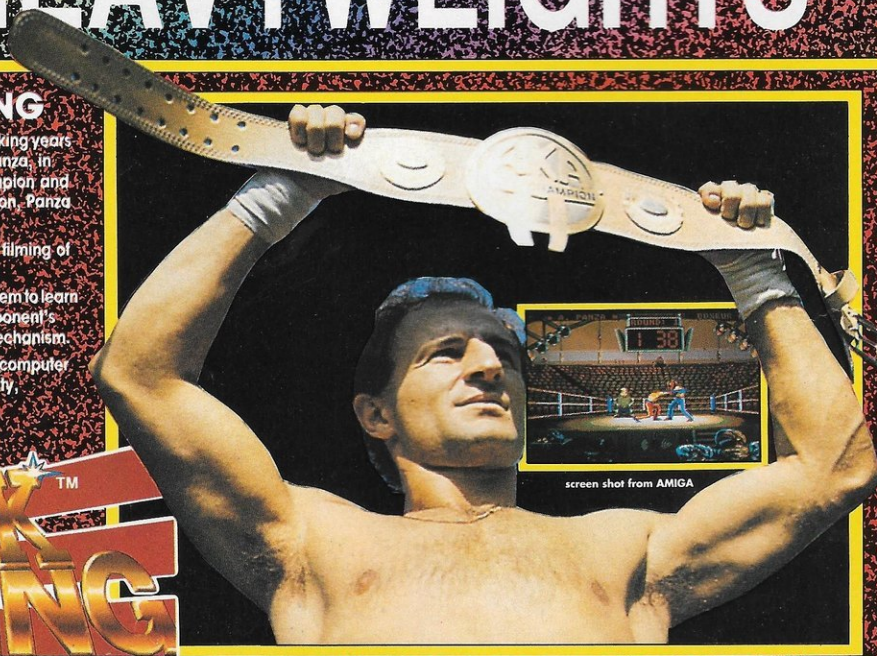
# ...TO HEAVYWEIGHTS

## PANZA KICK BOXING

Extraordinary realism captured after 2 painstaking years of filming the master of kickboxing, Andre Panza, in breathtaking action. World Kickboxing Champion and three times European French Boxing Champion, Panza has endorsed this superb sports simulation.

- Incredible graphics, digitised from studio filming of Panza himself.
- VCR mode: record your fights and replay them to learn from your mistakes or check out your opponent's tactics, using the easy-to-operate VCR mechanism.
- Play against a friend or choose one of the 8 computer opponents, each with their own personality, characteristics and skill.

# Panza KICK BOXING™



Advanced Destroyer Simulator  
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**FUTURA**  
DISCOVER FUTURA TODAY!

Atari ST, Amiga  
& PC (EGA, CGA)

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

# 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 ..... | 88 |
| Horror .....          | 25 |
| Public Domain .....   | 52 |
| Sexism Returns .....  | 50 |

## REVIEWS

|                                 |    |
|---------------------------------|----|
| Car-Vup .....                   | 86 |
| Codename Iceman .....           | 34 |
| Conquests of Camelot .....      | 44 |
| Curse of the Azure Bonds .....  | 42 |
| Deathtrap .....                 | 72 |
| Dick Tracy .....                | 32 |
| Feudal Lords .....              | 46 |
| Hard Drivin' II .....           | 66 |
| Horror Zombies .....            | 30 |
| Mighty Bombjack .....           | 62 |
| MiG-29 .....                    | 64 |
| Narc .....                      | 36 |
| Narco Police .....              | 70 |
| Test Drive 2 .....              | 38 |
| UMS II .....                    | 68 |
| Viz .....                       | 40 |
| Warlock the Avenger .....       | 80 |
| World Championship Soccer ..... | 84 |

## JUSTIN

|  |    |
|--|----|
| Corporation Mission Disk, Chuck Yaeger, Pop Up ..... | 90 |
|--|----|

# Contents

APRIL 1991

## SPECIALS

### MORE GORE THAN EVER BEFORE! 25

Enter the eerie world of horror with Jason Dutton. He will take you on a sinister journey through time, guiding you through frightening software and delving into the mysterious depths of horror movies. For the squeamish among you, we advise you to consider the consequences of reading the following pages, for once you have, you will never be the same person again!



### PUBLICISING PUBLIC DOMAIN 52

Due to large demand, ST Action has decided to incorporate a special PD article for you to peruse. We examine various types of PD disks to give you an insight into this particular type of popular software.

### SEXISM - THE FINAL SAY? 50

We had a huge response from our readers concerning last month's article on sexism in software. This month, we print the most interesting of your letters and answer the many queries and comments you directed at us and the industry. We're sure you'd like to see what was said.

## REGULARS

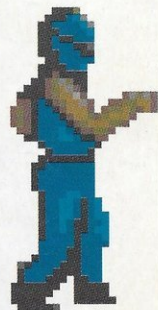
### WE SOLVE THE UNSOLVED WITH GTGA 53

This month, we provide the final parts to two stunning GTGAs that began in the last issue. For those of you eagerly awaiting the remaining solution to Empire's Timewarp and U.S. Gold's venture into the rainforests and mountains of South America with Gold of the Aztecs, we print what we promised.



### ACTION NEWS 04

ST Action is earning a reputation for having the most up-to-date information in its extensive news coverage. This month is no exception and we pride ourselves on presenting you absolutely everything you need to know about the ST games scene.



### A SPECTACULAR COVERDISK SPECIAL 13



Two of this year's major releases are just waiting to be played on this month's incredible coverdisk. Exclusive to ST Action are Imageworks' Back To The Future Part 3 and Predator 2. Learn all you need to know about both films and computer conversions.

### DUNGEONS AND DISK DRIVES 75

The Troll returns and does his utmost to help all you adventurers out there.



### JUSTIN CHECKEDOUT 90

Justin takes a look at the software that we didn't have a chance to get to grips with and those titles that deserve a mention but not a full review.

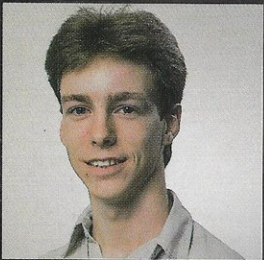
### BACK PASSAGE 96

ST Action's humorous and sometimes droll look at events that will probably be of little interest to everybody!

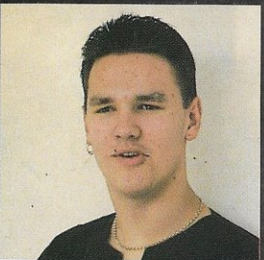
## MEET THE ACTION MEN



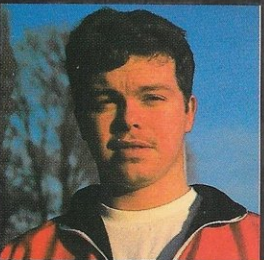
As this is Jon Ross's last issue, we thought that we'd wish him a fond farewell and all the best on the new weekly mag.



Old Alan Bunker has just been given the dead posh, important title of Acting Editor. Let's hope his acting is better than his taste in music...only joking Alan.

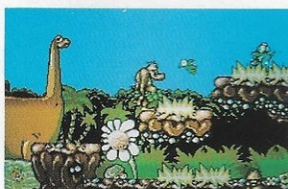


Jason Dutton is a bit of a sad man all round. He loves his car and he loves all the beautiful women in the Discoteque Royale. Oh, by the way, he says hello to the blonde next to the stage and he owes her a drink.



Old Chicken, as he is affectionately called by Dotty, is a happy man. Why is he happy? Well, his favourite Rugby League team, Salford, are top of the table and going strong.

As from the next issue of ST Action, the boys are going to have a new art ed. We'll show you who Sue is next month. Tune in then.



## CHUCK ROCK - CORE

Core Design have been producing some really good games recently with Corporation and Car-Vup. Their new product features a totally new cartoon-style character known as Chuck Rock. Now old Chuck is understandably miffed when his gorgeous prehistoric wife, Ophelia, is whipped off by the evil Gary, who wishes to try out some of his wicked intentions on her.

Chuck must go and rescue his beloved from the clutches of the evil Gary Gritter. To do this he must complete five different scenes (which are split up into smaller sections). To help Chuck in his quest there are various rocks lying around which Chuck can pick up and throw at nasty dinosaurs. To add a puzzle element these rocks can also be stood on to gain extra height or used as stepping stones.

We've seen the pre-production versions here at the ST Action office and were very impressed. The opening sequence has to be seen to be believed. It's available at the end of March, watch out for the review soon.

## SPIRIT OF EXCALIBUR

Some of you may remember a game that was available a couple of years ago called War in Middle Earth. This new game from Virgin is programmed by the same team-Synergistic Software.

Excalibur is a blend of fantasy role playing, adventure and combat, set in Arthurian Britain.

As Lord Constantine, King Arthur's successor, you must make your way to Camelot to take the reins of power and strive to protect your people.

Using the icon based interface, you must check your character's status, zoom up and down to the map and give directional commands to your parties and forces.

The knights, lords and wizards of Camelot are yours to make friends with. As they go about their everyday chores they can interact with peasants and banditsthus improving their abilities and skills.

The game will be available in April but will only run on 1 meg machines. Price £29.99.

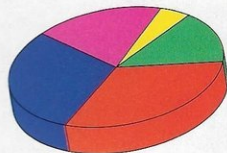
## CONVERTA - KPK

Several new joysticks have hit the market recently, and the Converta from KPK is the latest in the line of weapons to choose from. Nobody can say that this one isn't unusual as it can convert (hence the name!) from a handheld baddie-blaster to a table-top meanie-masher.

This transition is achieved by simply folding the base of the joystick underneath the shaft and holding it closed during play. During preliminary testing by various members of the team and the punters attending Punter-Power this was not judged to be a totally satisfactory method. If you want to give it a try or you are a collector of novel joysticks then the Converta will set you back £9.99.

## PUNTER-POWER POSTPONED

Due to circumstances beyond our control, the Punter-Power due to be held in Slough in mid-march has been postponed until the week commencing April 15th. Further details about this can be obtained by writing to Alan McLachlan at the usual STA address, including a daytime or evening phone number where you can be contacted.



## LYNX EXTRAS ARRIVE

If you're one of the lucky people that happen to own both a Lynx and an ST, you may be interested to hear that Atari have just started releasing peripherals and add-ons for your little baby.

Perhaps the most useful for a lot of people is the car cigarette lighter adaptor. This will enable those of you with cars to play your favourite Lynx games while on the move (although preferably you won't be the driver!). Costing just £9.99 this could be the essential buy you've been looking for!!

Also available are the Lynx Screen Guard (£5.99), the Lynx Kit Bag (£14.99) and the Lynx Pouch (£9.99).

# BRAT™

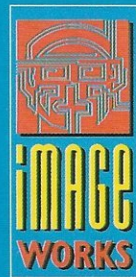
THE  
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# Pure Fiction from Palace

Palace Software have recently announced their new Pure Fiction series of adventure games. The first of these is **Demoniak**, a combination of text and simulated reality. It features a unique system which simulates over 50 independent, artificially intelligent characters, all capable of interacting with each other.

Apparently, **Demoniak** is evil incarnate. **Demoniak** is claws that tear the throats of angels and the rot that starts from

within. He has torn his way through the fabric of your universe, through which his evil hordes pour, bent on conquest and gratuitous violence.

Civilisation has only one hope and his name is Doc

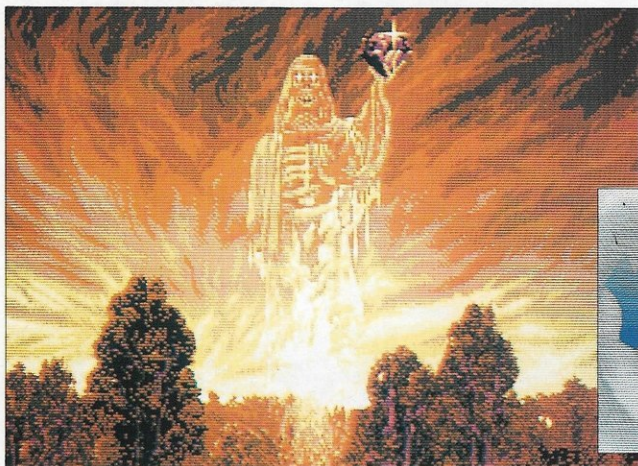
Cortex, the cleverest man in the universe.

Around him he has gathered a team full of superheroes including a serial killer and a feminist psychic. Together the team board the living spaceship, **Proteus**, and head off towards the ice planet of **Freezyassov**. There they should find the first component of the Super bomb that **Cortex** hopes will seal the **Demoniak's** hole and thus thwart his perverted desires for the blood of young virgins.

**Demoniak** has been written by Alan Grant, a comic writer of international renown, with titles such as **Batman**, **Judge Dredd** and **Robocop** to his credit. Expect to see it around April priced at £29.99



*As you can see from these screenshots, **Demoniak** looks quite impressive, if a little weird! There haven't been many good text adventures around for a while now and hopefully the **Pure Fiction** series will put an end to all this. **Palace** are currently working on three other titles other than those mentioned on this page. We'll tell you about them as soon as we can.*



## Crystals of Arborea

Another promising release on Palace's schedule is **Crystals of Arborea**, set on the last island refuge on a submerged world – a world in chaos.

The four **Crystals of Arborea**, which possess great, magical power, have disappeared from their sacred resting place.

**Morgoth**, Lord of Chaos, formerly exiled deep under the planet's surface by the warrior-gods of old, and held there by the power of the crystals, once again stalks the surface of **Arborea**.

He and his followers bring nothing but death, and worship nothing but destruction. They dance as your world drowns in a sea of evil.

You, **Prince Jarel**, must travel through the lands of **Arborea** with a band of trusty companions. You have only your skill as a warrior and your cunning, plus a bit of magic

from the **White Arts**, to defend against the evil of **Morgoth** and his allies.

In a race against **Chaos**, you must find the four **Crystals of Arborea** and return them to their sacred shrines in order to stop the evil spreading. To fail in this quest is to lose everything that you've ever lived for – your world and your people.

As you can see from the screenshots, once again it is graphically stunning.

This strategy/role-playing game set in a three-dimensional world will be available in April this year.

As yet we have no details of price but can't wait to get our hands on a review copy.





# THE DEFINITIVE DEATH RACE

# SUPERCARS II

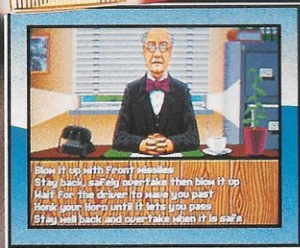
...THE NIGHTMARE CONTINUES...

Prepare to recommence motorised combat and do battle in the most brutal race of all. With a 1/2 player option, new weaponry, 20 new tracks including bridges and ramps to be jumped and improved graphics, Supercars 2 promises to be an even greater smash than the original Supercars.



Screen shots from Amiga format.

Produced by Magnetic Fields

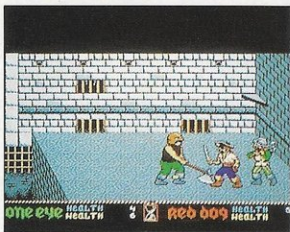


EXPLOSIVE ACTION  
FROM THE  
CREATORS OF  
LOTUS ESPRIT  
TURBO  
CHALLENGE

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## SKULL AND CROSSBONES – DOMARK

Tengen have developed a bit of a reputation over the last 18 months for releasing quality products converted from coin-ops. Their latest, Skull and Crossbones, features jolly japes with a Jolly Roger as you take control of a pirate in a swashbuckling fight for food, drink, booty and revenge.

Unsheath your sword, save some wenches and overhaul a couple of innocent vessels and pillage them of their treasure. Fight against the Arch Magus and try to avoid Medusa's deadly stare in this dramatic hack 'n slash game for two players.

No dates or prices just yet but we are reliably informed that it will be available sometime this year!

## HYDRA – DOMARK

Domark and Tengen are busy at the moment working on a variety of products and Hydra is just one of them. Set in the future when terrorists rule the seas and skies and when a top secret package simply has to get to its destination, the only courier with the skill to get through is Hydra.

With nine missions to complete, your success relies totally on your ability to steer your supercharged Hydrocraft through the enemy lines, blasting anything you can out of the way. Whether you're running the gauntlet of boats, jetskis, zeppelins, choppers or fighters, we are promised that the game will deliver heart-pounding excitement and superb action against a backdrop of stunning digital landscapes.

As with Skull and Crossbones, the only info we have is that it will be out sometime this year.

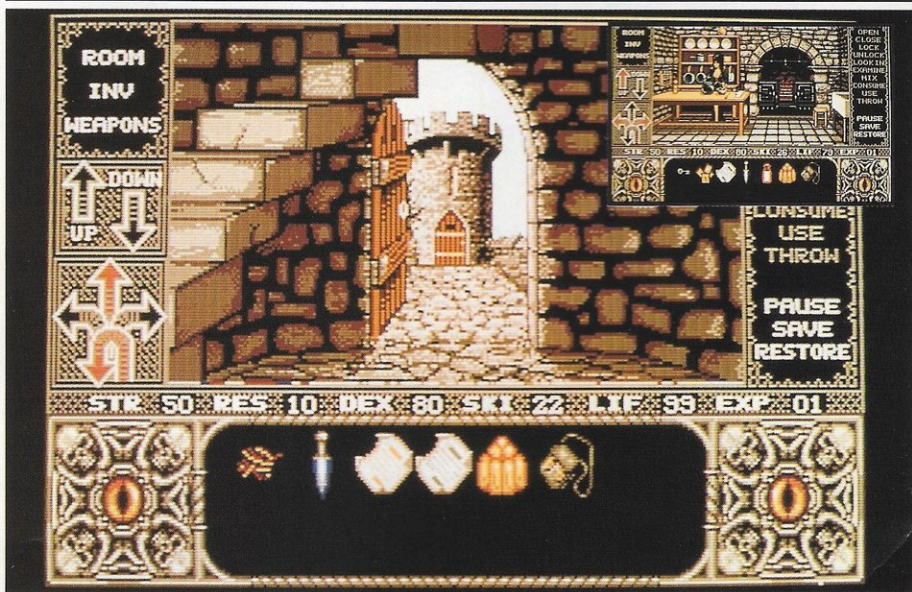


## CONTINENTAL CIRCUS – VIRGIN

Virgin are becoming noted these days for their quality budget releases. Their latest cheap offering is the classic conversion of the popular car racing arcade game, Continental Circus. Featuring eight progressively harder tracks and a pitstop repair sequence this acclaimed Formula One sim is about to burn its way back onto ST screens all over the country.

Complete with rain hazards, animated start and end of game sequences and graphics ported directly from the coin-op make this a car game to get hold of if you missed it the first time around.

Available as a 16 Blitz Plus release, Continental Circus should be available now, priced £7.99.



## ELVIRA, MISTRESS OF THE DARK – ACCOLADE

Accolade have recently announced that they have acquired the rights to distribute Horror Soft's Elvira, Mistress of the Dark around the world.

In the game, Elvira's recent renovations to an ancient castle have aroused her long-dead relative, Queen Emelda, from the grave and opened a portal into the underworld, admitting hundreds of her evil servants into the castle to prepare for her arrival.

Calling on your ghostbusting expertise, Elvira informs you that Queen Emelda is in search of The Scroll of Spirit

ual Mastery which will give her immortality and the power to rule the world.

However, the scroll will also provide a way to defeat the evil queen, if Elvira can get to it first. The problem is that it is sealed in a chest with six different locks on it. You must hunt around the grounds, searching for the six individual keys and then locate the chest.

Attention to detail and a network of spooky puzzles make this a game that should be worth waiting for. Available any time now, priced at £29.99.

## MORE TITLES FROM INFOCOM

Following the success of the last five Infocom adventures published by Mastertronic, the London based company have just announced that they have acquired the rights to publish five more Infocom titles – Zork II, Zork III, Enchanter, Sorcerer and Deadline.

The first four games see you in magical, mystical worlds of wizards and dungeons.

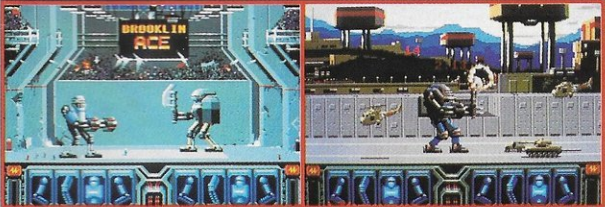
Deadline places you in the role of a chief detective, set against a 12 hour deadline, trying to decide whether the death of a wealthy industrialist was suicide or murder. All six of your suspects will all act independently of your actions. Some of these people are so treacherous that, should you make the wrong move, you may find yourself on the wrong end of the lead piping.

To learn whodunnit you must sift through a myriad of clues and motives, which you can be sure, will be no easy task.

Expect to see the first of these games in late March at the now bargain price of £9.99. Considering that these classic adventures used to cost just under £30 each, you'd be mad to miss them if this sort of thing happens to be your cup of tea. So go and get your adventuring boots on.

# METAL MASTERS

BE STRONGER  
THAN  
THE METAL GIANTS !



For : ATARI ST-STE, AMIGA, PC & compatibles

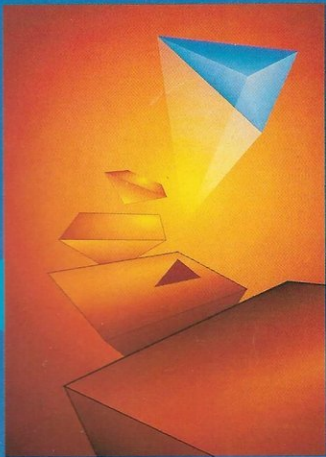
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- ▲ 256 ROOMS TO DISCOVER
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Available on ATARI ST-STE, AMIGA, PC & compatibles

INFOGRAMES



## 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



We phoned up Camberley based Digital Integration, makers of probably the best combat flight sim, F-16, to see what they were up to.

Most of their work is done in-house and they're currently working on a project called Extreme, which will originally be released on the 8-bit but will more than likely be converted to the more powerful 16-bits later on.

The game will probably turn out to be an arcade blast type thing although DI didn't really give us much detail.



Video Vulture have been responsible for a couple of ST programs. One of these was Striker which appeared on our coverdisk a few months back.

Their latest offering is nearing completion and goes by the name of Merchant Colony. Due to be marketed to London company, Impressions, it is basically a trading game with a bit of war and fighting thrown in.

Apparently the game is a cross between Sim City and Rorkes Drift and involves sailing around the world, desperately trying to make a profit from selling your cargo.



Domark and Tengen have been producing quality products for a couple of years now and have quite a line-up for the next few months.

Some of their new products appear in more detail elsewhere within these news pages, but they are also working on a couple of other ST products. RBI 2 and Thunder Jaws.

RBI 2 will apparently be the most realistic baseball game on the ST. As manager you'll get your own lineup of starters and subs to compete in the correct 26 Pro team League.

Thunder Jaws will see you trying to locate a submerged laboratory, rescuing gorgeous maidens from being turned into lizards and avoiding the cybernetic sharks. Sounds a bit weird to us.

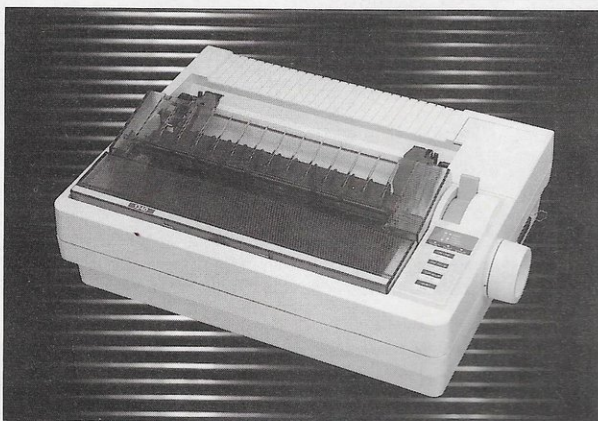
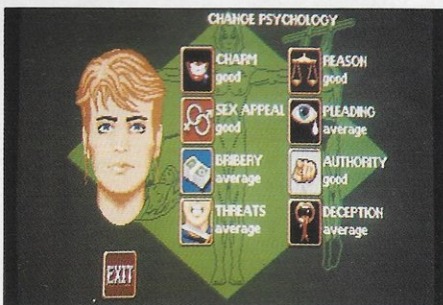
## MIDWINTER II - MICROPROSE

Sixty years have passed since Midwinter was saved from the threat of the invading hordes but it now finds itself facing new devastation from an even greater enemy, the Earth's changing climate. The original isle of Midwinter has been reclaimed by the seas that created her. The islanders have abandoned her in search of a new island, standing tall above the rising waters.

This island is Agora, a friendly island amid an

archipelago of 42. It has welcomed the refugees and taken them into the Atlantic Federation, a peacekeeping force that the islanders created themselves. Now a new danger threatens. The evil Saharan Empire, a mighty military dictatorship based on the African mainland, has already enslaved the other island communities and is now intent on conflict with the Federation.

Midwinter II will cost £29.99 and is out in March.



## PRICE DROP FOR PRINTERS

If you've been hunting around for a cheap printer for a while you may be interested to know that Citizen has just dropped the price of its award-winning 124D 24 pin printer from £279 to £249 - a price cut of almost 11 per cent.

Citizen's aggressive marketing move supports their campaign to attract nine pin printer users to sample the higher print quality output offered by 24 pin printheads.

Richard Scotto, general European sales manager at Citizen said "As nine pin printers improve in quality of output and continue to drop in price, many price-conscious users are sticking with this technology...so Citizen have dramatically reduced the price of the 124D in order to convert people".

The machine is available through Citizen's five UK distributors and other authorised Citizen dealers.

Citizen's Customer Response Desk can be contacted on 0895 72621.

## NAKSHA MICE REMAP THE WORLD

Naksha have recently announced that they believe that their products are easier to obtain than any other retail mice, after news that Naksha mice were to be taken on as standard stock items by Dixons and John Menzies. Naksha UK operational Manager, Jay Savor, said that Naksha mice were now available in more locations than any rival products.

Naksha have also been taking steps to make sure that their improving market share continues, by purchasing extra warehouse space in order to bring primary distribution in-house. This obviously makes the distribution process a lot more efficient.

The 18 month old British owned company continues to go from strength to strength, and there can be no argument that their mice are among the best currently available on the market.

Just in case you're one of those people who collect annoying bits of trivia apparently Naksha is an Hindi word meaning "map". What that has to do with furry computer rodents, we're not quite sure either.

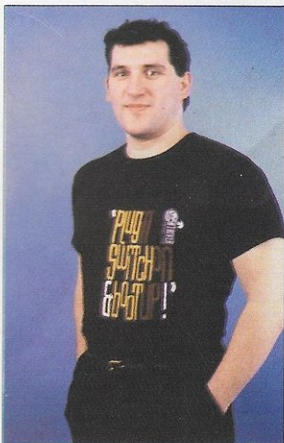
## BOOTING UP WITH CONTRIVER

Anybody who goes out and buys a Contriver 5 in 1 and Multi DPI mouse at the moment will become the proud owner of a free Contriver T-shirt. Emblazoned with the legend "plug in, switch on and boot up". This is a fashion accessory that no trendy computer addict should be without.

As our lovely model, Adolfo Gianni - the boss at Contriver, is showing, this could become the nightclub accessory of the 90s.

The mouse itself can be used on any one of five computers including the ST so those lucky enough to own two or more of the compatible computers could well save a bit of cash in the process. The resolution of the mouse can be changed between 100 and 800dpi, which is really useful if you require both speed and precision from your rodent. You can either have your pointer whizzing across the screen or moving sedately for that important detailed artwork.

Contriver can be contacted on 0280 822803 and their 5 in 1 mouse costs £29.99.



# REASONS TO BE CHEERFUL (1-11)



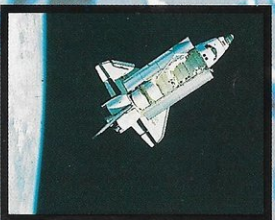
**WONDERLAND**  
Puzzles, conundrums, potions, a labyrinth, mushrooms and a very Mad Hatter for your IBM PC, Amiga, Atari ST and Archimedes



**FISTS OF FURY**  
Battle your way through four of the biggest-selling games of all time - Double Dragon II, Shinobi, Ninja Warriors and Dynamite Dux. Amiga, Atari ST, C64, Spectrum and Amstrad



**SUPREMACY**  
The last word in space strategy for your IBM PC, Amiga, Atari ST and C64



**SHUTTLE**  
The most authentic space simulation ever conceived for your IBM PC, Amiga and Atari ST



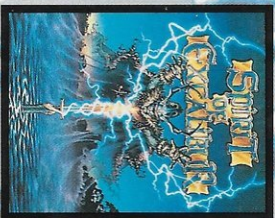
**GOLDEN AXE**  
The smash hit coin-op heads and slashes its way onto the small screen for your Amstrad, Spectrum, C64, Amiga and Atari ST



**JUDGE DREDD**  
"Nobody's innocent citizen - we're just here to determine the level of guilt." Amstrad, Spectrum, Amiga, Atari ST, C64

Coming  
Soon

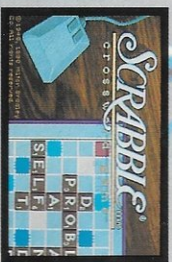
**REALMS**  
"Let's make no bones about it, REALMS looks like being the game to topple Powerlonger as the greatest strategy game on home computers...it's going to be a stunner!" C&VG Feb '91. Atari ST, Amiga, IBM PC



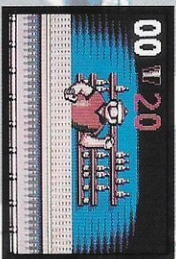
**EXCILIBUR**  
Archiebros of Fighting Fantasy and Strategy set in Arthurian Britain. For your IBM PC, Amiga and Atari ST



**THE MAGNETIC SCROLLS COLLECTION (VOLUME ONE)**  
Corruption, Guilded Thieves and Fish - three classic adventures enhanced to run under Wonderland's new Magnetic Windows system. IBM PC, Amiga, Atari ST and Archimedes



**"NEW" DE LUXE SCRABBLE**  
The ultimate De-luxe computer version of J.W. Spears No. 1 best selling board game. It will stretch your wordpower to the absolute limit. IBM PC, Amiga, Atari ST, C64, Spectrum & Amstrad




**V I Z**  
Includes all the faves from your favourite mag: Roger Melly, Buster Good, The Fat Slags, Finbar Saunders, Inaer Inaer. Amstrad, Spectrum, C64, Amiga and Atari ST



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# MIRROR IMAGE

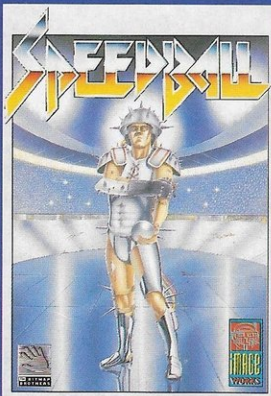


1991 sees the re-introduction of classic 16-bit releases under a new banner – **Mirror Image.**

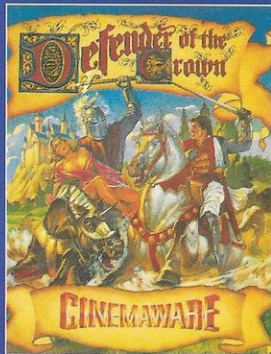
Commencing with the four releases shown below, **Mirror Image** aims to give you the best in quality at the very best of prices . . .

# £9.99

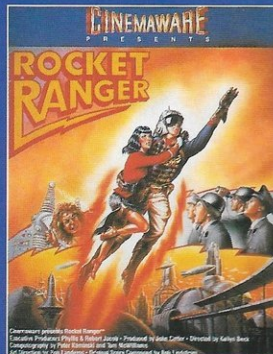
**SPEEDBALL**



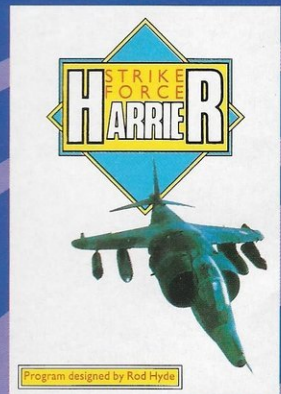
**DEFENDER OF  
THE CROWN**



**ROCKET RANGER**



**STRIKEFORCE  
HARRIER**



*Available on ST, Amiga and  
IBM PC & Compatibles*

# Probably the world's most playable coverdisk



**ST Action's monthly coverdisk enables game-players to try games before they buy them. This issue proudly presents two fully playable demos from Mirrorsoft's Imageworks label. Not only that, but they are exclusive to ST Action!**

## BACK TO THE FUTURE PART 3

The highly successful trilogy of films have made them obvious conversions to the computer screen. The latest part of Marty McFly's adventure has been segregated into four parts and ST Action presents to you one of those fun-filled sections.

You are given the opportunity to play level two of the game where Marty brandishes a revolver at a shooting range.

Let the bullets tear through the air and fell the defenceless ducks. Blast the bandits too, for they all provide plenty of practice should you be confronted with the deadly showdown situation in reality.

It's non-stop action in this scorching demo set in the red-hot heat of the American deserts.

The Back To The Future Part 3 computer game manages to successfully capture the atmosphere and excitement of the greatly entertaining movie.

## PREDATOR 2

Yet another sequel for you to play before anybody else in the whole country has the opportunity!

The original Predator was highly successful in both its film and computer form. Activision had the licence to the original computer game but Predator 2 is brought to you by Mirrorsoft through their Imageworks label.

If you were a fan of the original Predator, then you can't go wrong with loading this month's terrific demo onto your screen.

You will be able to play one full level of the game. Use your shooting and reflex skills to defeat your opponents but be warned that the Predator itself is always lurking somewhere nearby. Try not to anger him, for to begin with, it is after the drug lords like yourself.

However, it will turn on you should a stray bullet hit the elusive shape of the Predator. Eventually, though, you will have to tackle it and stop it committing brutal murders. To kill the creature, you will have to buy the final version!

### 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 a 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.**

**H**as there ever been a more cleverly devised film than *Back To The Future*?

Actor Michael J. Fox made the big time with Robert Zemeckis' directorial masterpiece. *Back To The Future Part 3* is yet another highly regarded effort and has already grossed over \$121 million and is yet to finish reaping the rewards.

The third part of the story continues immediately where the second part finished. The majority of the action takes place in 1885 with excessive numbers of cowboys and Indians – enough to satisfy any youngster and to humour any adult.

Thankfully, the plot's complexities are less than those of the previous two! You have to return to present day by

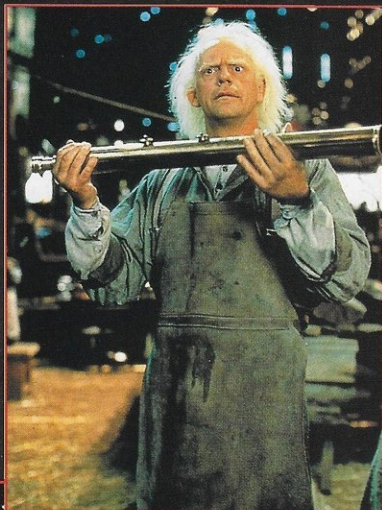
repairing your damaged DeLorean time-machine. If you're going to travel back and forth in time, you may as well do it in style!

Of course, there are other considerations but I won't go into them because I don't want people writing in complaining of headaches and symptoms of insanity. Needless to say, you need your wits about you!

If you failed to see *Back To The Future Part 3* at the cinemas, then I strongly advise you rent the film on video. Your money will be well spent. As usual, it is for family viewing and thoroughly entertaining. You don't have to watch the previous films in the series although it does help and enable you to have a better understanding and appreciation of what is going on.

*(Right) Doc is the most comical person in the film and is a refreshing character to watch in action. Being the creator of the time-machine, his contribution to the plot is invaluable.*

*(Below) To get back to the future, the DeLorean time-machine has to be travelling at 88 mph. Doc devises an intricate plan that will catapult the car to modern times. It involves a train and a very strong tow rope!*





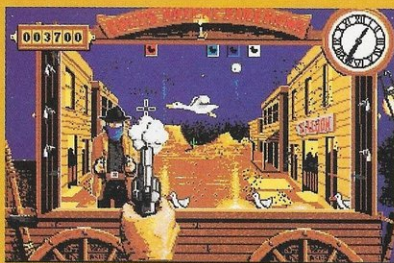
# BACK TO THE FUTURE III PART III



SIDE  
1



Crazy capers in the wild, wild West! Taking the role of a gun-totin' cowboy is by no means simple. And when the Indians and desperadoes are in hot pursuit of your hide, you begin to realise that being a boring body in the 20th Century has its rewards and no bounties afterall!

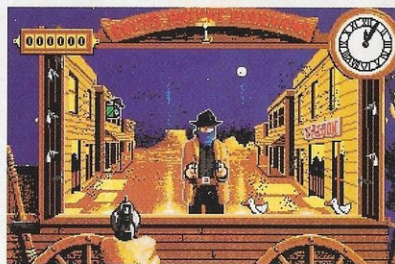
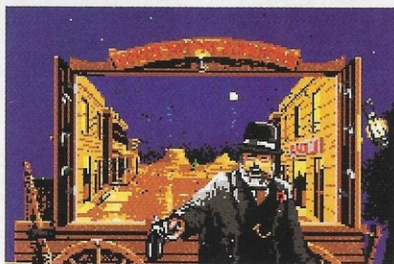


#### HOW TO PLAY THE DEMO...

Insert this month's ST Action coverdisk and double-click on the file labelled BTTF3.TOS. The demo should now automatically boot-up. Press fire and you are ready to begin.

The object of the game is to shoot as many targets as you can within the time limit that is shown in the top corner of the screen. Aim for ducks and desperadoes alike for they are all there to fill with lead.

You can raise or lower your gun by pushing up and down on the joystick. Pan to the left or right by moving the joystick in the appropriate direction. At the end of the demo, you will be given an assessment on your performance which you can aim to beat next time.



# Back to the Future 3

IMAGEWORKS

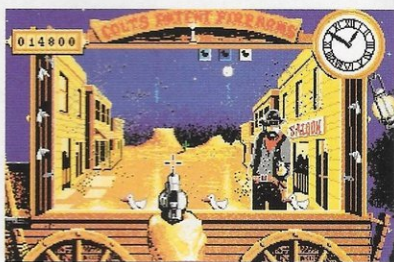
It hasn't taken Imageworks long to convert the famous film to the home computer. Now you can join in the exploits of Marty McFly and Doc Brown in what will eventually be a four stage game.

ST Action have teamed-up with Imageworks to create an excellent playable demo to put on this month's coverdisk. Development house Probe assigned programmer Jim Baguley to convert the product to the ST and to create the demo. He worked solidly through day and night (and that's not an exaggeration!), sacrificing much of his spare time. We thank him greatly for his dedication in striving to get the job done!

You are able to play level two of the final version. In it, you play Marty who tries his hand at a shooting gallery. He must prove himself not to be blue-bellied after the owner of the gallery accused him of being so. Cock a six-shooter and fire away! You, as Marty, will never be able to show your face again if you fail to impress.

Aim for the brightly coloured ducks. If you are sharp enough to shoot all available colours, you'll be able to participate in a rather special edition of the Generation Game with cuddly toys and all!

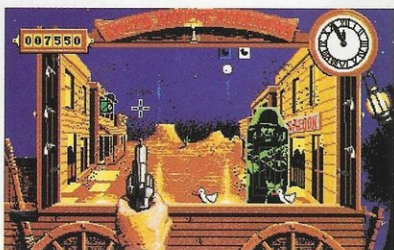
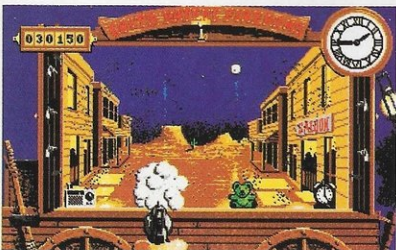
The final version of Back To The Future Part 3 has four main sections. The first has you sitting on the back of a whirlwind-like horse as you race to save a lovely lady in distress. You know about level two, while level three is a slapstick affair involving you defeating the dreaded Buford and his gang by attacking them with lethal pie plates! As for level



four, this takes place on a high speed locomotive. Stop the train or you may find your DeLorean time-machine wrecked beyond repair! If that happens, going back to the future will be impossible.

Back To The Future Part 3 should be available very soon. Keep scrutinising ST Action's pages for a full review - it shouldn't be too far away. It's just a shame you don't get the superb ZZ Top soundtrack to accompany it. There's nothing like a powerful guitar and strong drum beat to keep you merrily rocking along!

Finally, I would just like to say that being responsible for the coverdisk is a difficult job. I realise the problems incurred by programmers who have to work all hours to produce a demo, and I, Alan Bunker, understand how much effort has gone into this particular demo. Thanks again to everybody involved - you readers don't know how lucky you are in getting this game!





**T**he film *Predator 2* has been a long time in coming – too long for me. The original was a highly successful action-packed edge-of-the-seat thriller, with big guy Arnold Schwarzenegger playing the muscle-bound and unbelievably violent hero.

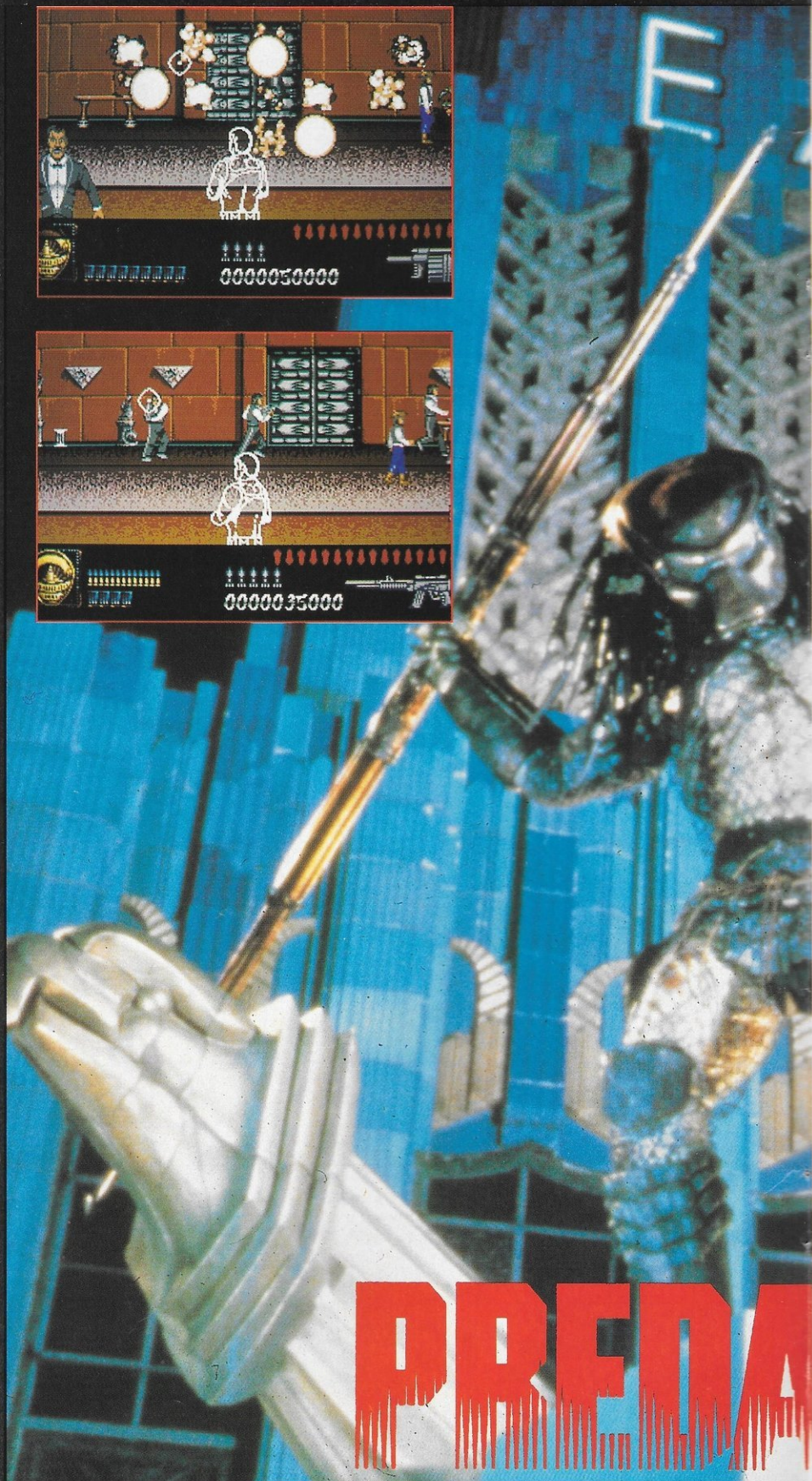
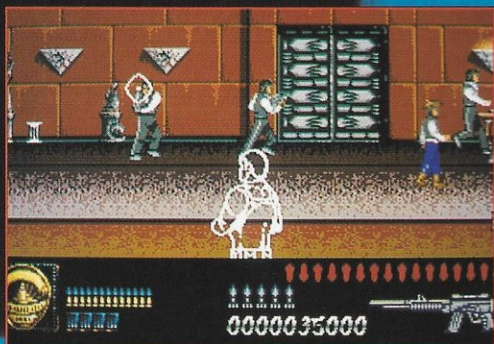
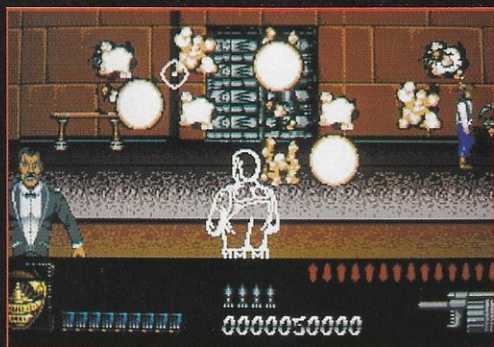
Unfortunately, Arnie isn't starring in the sequel but instead Danny Glover takes the leading role. Although not as protrusive on the pectorals or as bold with the biceps, Glover is sure to play the part to perfection.

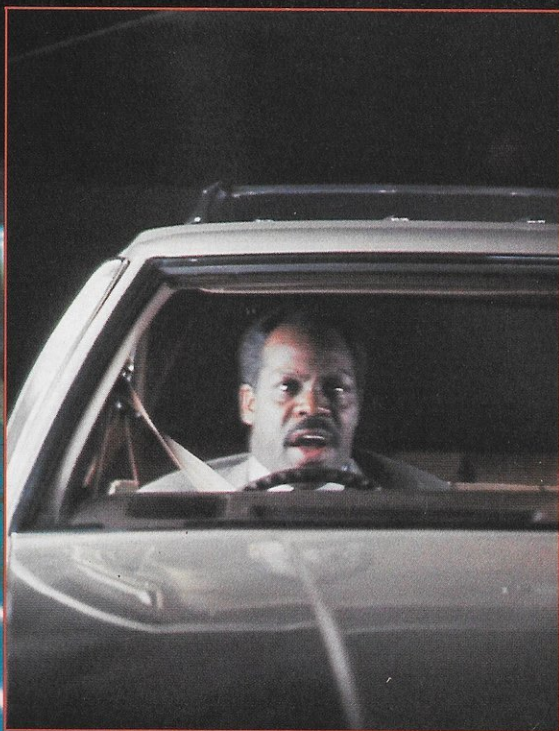
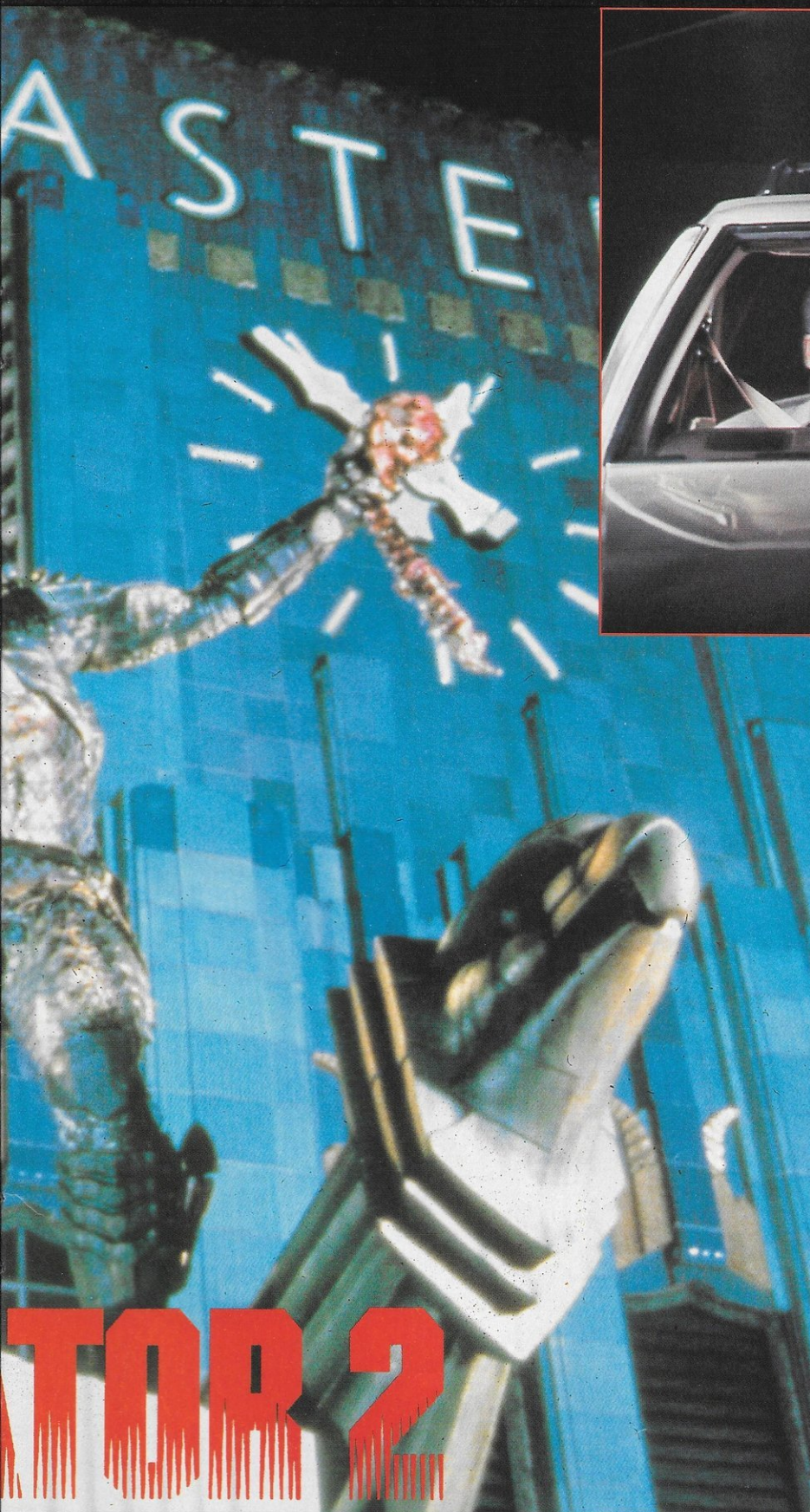
The film is set in the year 1997. It is a time when the drug barons rule and the lawful citizens of the United States cower in their homes from the vicious crimes that wreak havoc and chaos in the streets.

When the top criminals begin to get killed off, Detective Lieutenant Mike Harrigan, played by Glover, realizes that it isn't the work of vigilantes, for the murders are too brutal and beyond human capabilities. When the police also become victims, Harrigan knows he is dealing with something extraordinary.

Only the foolish could doubt whether *Predator 2* will be a box-office smash or not. It contains all the ingredients of quality actors, a lively and action-filled scenario, with a preceding movie that has already acquired millions of fans worldwide.

Everybody involved in making the film has had substantial past experience. *Predator 2* director Stephen Hopkins who originates from Australia can lay claim to numerous pop music videos including Queen, Billy Idol and Tina Turner. Hopkins has also directed the two major release movies *Nightmare On Elm Street 5* and *Dangerous Game*. *Predator 2* will be his third film.



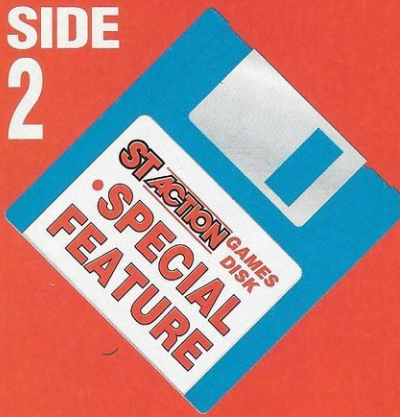


**Danny Glover is one of Hollywood's top actors. His contribution to the film industry has been outstanding while his talents have been admired by all cinemagoers.**

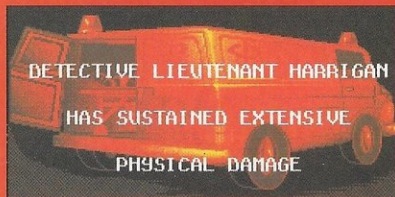
Films to Danny's credit include: *Lethal Weapon 1 and 2, To Sleep With Anger, Places In The Heart, Lonesome Dove, Silverado and The Color Purple*. He co-starred alongside Harrison 'Indiana Jones' Ford in *Witness* and appeared in *BAT-21* with Gene Hackman.

Glover sees his role in *Predator 2* as being very different from any other film he has made, including the popular *Lethal Weapon* films. He remarked: "In *Lethal Weapon 1* was a lumbering guy, a very safe cop, who always said 'You can't do that!' In *Predator 2*, I'm agile and aggressive." The part meant so much to him that he trained especially for it. "I became a lean, mean fighting machine!" he concluded.

SIDE  
2



The sequel to the blockbuster movie and computer game is brought exclusively to you thanks to ST Action and Imageworks. Predator 2 is here for your enjoyment, that we can guarantee, with a full-blooded shoot'em-up level for you to play. But beware of the Predator who follows your every move – it'll take no prisoners. Remember the golden rule: Shoot to kill, kill to survive.

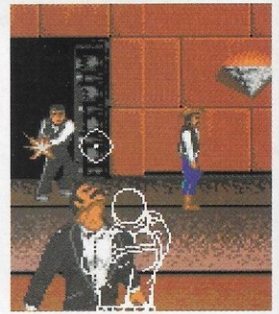
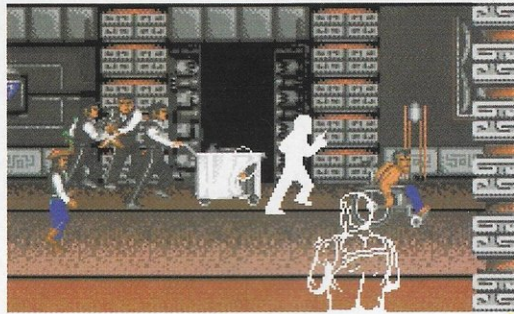


## HOW TO PLAY THE DEMO...

Double click on the PREDATOR.PRG file and the demo should automatically boot-up. Choose your method of control from the menu screen and then press fire to begin the game.

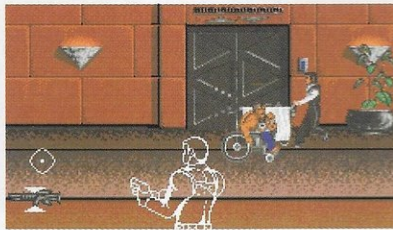
The game scrolls horizontally and the idea is to shoot all the criminals but avoid harming the civilians. Weapons can be collected by shooting them when they appear on the screen and the same applies to ammunition. Be careful you don't use up all your bullets – the amount you are carrying is displayed at the base of the screen, as is your energy (the red bars).

Destroy background scenery to reveal objects of use that will aid your task of reaching the end of the level.



# Predator 2

I M A G E W O R K S



ST Action and Imageworks bring you a fully playable level of one of their next major releases, Predator 2. If you're a blood-thirsty gun-slinging type of guy (or gal) then you just can't go wrong with the bash and blast gameplay that the demo consists of.

You take the role of Detective-Lieutenant Mike Harrigan who is combatting the drug gangs dirtying the streets. Shoot absolutely every suspicious looking Colombian you come across. You tend to be able to spot them fairly easily – they're the ones carrying machine-guns. They really give their identity away when they aim their fire in your direction!

During the frenetic shooting scenes, you should spare the odd second to collect more pow-

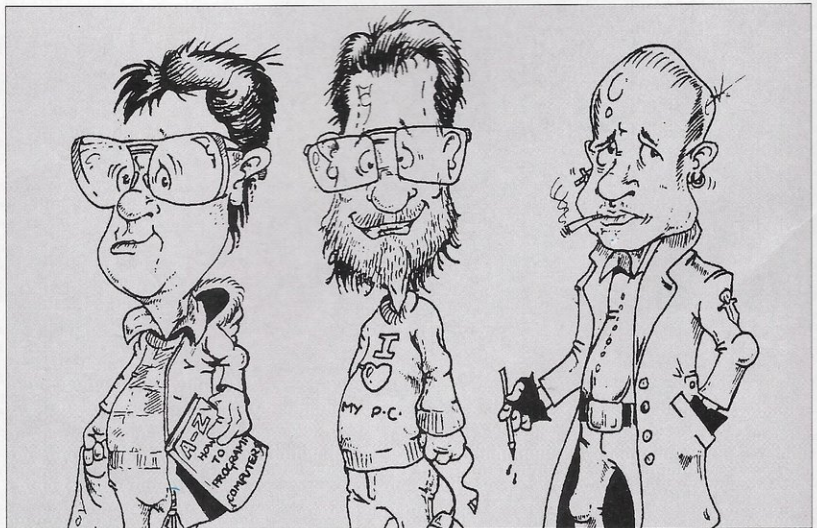
erful weapons, along with extra magazines of ammunition. Hit the Predator who lurks somewhere behind walls and doorways, and he will retaliate strongly by hurling deadly discs that will slice you to shreds if you don't destroy them first.

The final version will feature five extensive action-packed levels. Each level represents a significant scenario that appears in the film. Level 2 is set in a penthouse apartment, where you must apprehend a Jamaican drug lord.

A subway scene is the context of Level 3. You are investigating a brutal murder, and once again, toughened criminals are here in force. What greatly increases the enjoyability is the ability to affect the happenings by shooting specific objects. For example, you can obliterate the subway's lighting which will, as a consequence, confuse your foes, causing them to fire randomly and inaccurately.

Level 4 is in the slaughterhouse. I'd love to tell you more but I have promised total secrecy where this level is concerned. I can tell you, though, that the reward for reaching this far in the final version of the game will certainly be worthwhile!

Many thanks go to Mirrorsoft and ARC for their fantastic co-operation and help in compiling the Predator 2 literature and demo.



The ARC programming team are a courageous bunch. Submitting these caricatures of themselves shows a certain amount of bravery! ARC hope to finish Predator 2 in the not too distant future.

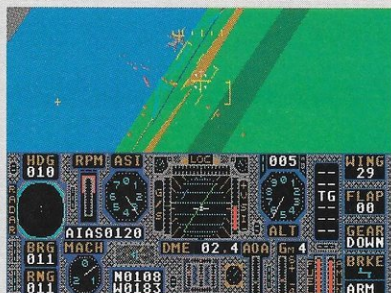
# ProFlight

from  
HiSoft



Fuel up, weapons loaded...let's fly...

The Tornado Flight  
Simulator for your  
Amiga and Atari ST

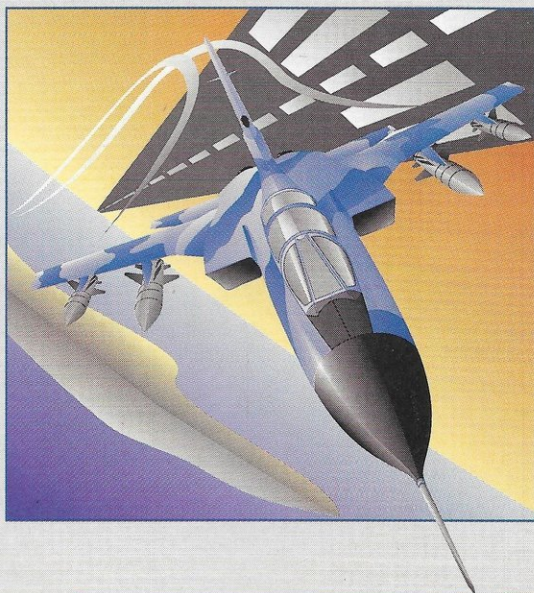


...target spotted...try your cannon...

## Some comments from ProFlight Customers

- “The best simulator on the ST by far.”
- “Very well done, the only flight simulator that gets it right! Thanks.”
- “Well done!!! It is real!”
- “Superb - without exception the best on the market.”
- “Very impressive - brilliant manual.”
- “At last - a real flight sim for the purist.”
- “Your usual high standard of software. Excellent.”
- “For realism, beats anything I have ever seen on a home computer.”
- “Good fun & makes me nervous when flying dangerously - 10 out of 10.”
- “Brilliant manual, brilliant simulator.”
- “Another HiSoft winner!”

These are all unsolicited comments from users of the Atari ST version of ProFlight.



## and the Reviews ...

“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.”

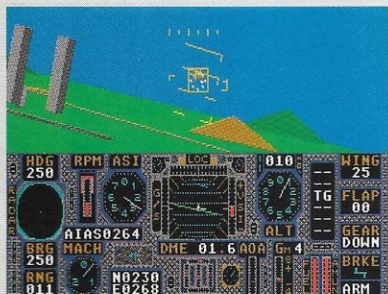
“A great deal of thought has gone into how the plane handles and the controls are very responsive.”

ST Action, March 1991.

“ProFlight isn't the same as other fighter sims - it really does feel real.”

“ProFlight is addictive ... if you've got the hang of less realistic simulators, moving on to ProFlight will give many more months of exciting flying. Very complex but enjoyable and well worth the clams!”

Atari ST User February 1991.



...change to missiles...locked on...



...heat-seeking missile launched...



...target destroyed...back to base...

HiSoft is delighted to announce the immediate availability of ProFlight for the Atari ST and Amiga.

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.

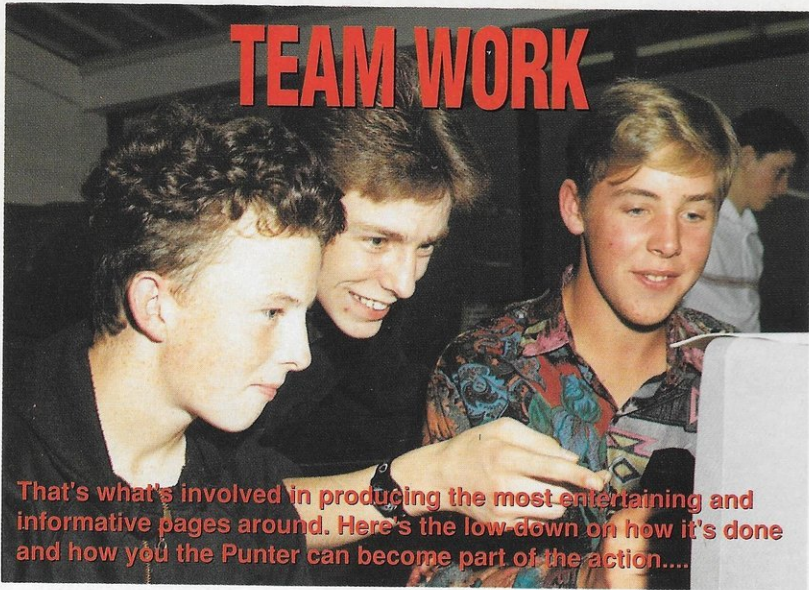
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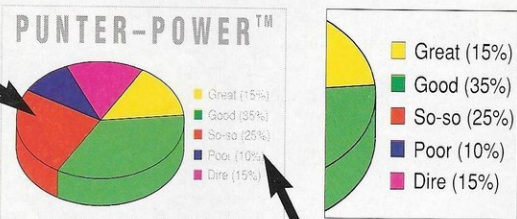
# TEAM WORK



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 marred by a lack of solid sound effects. Overall a very interesting game.

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

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

GAMEPLAY:   
SOUND:   
GRAPHICS:

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.

RATING = 75%

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.

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 gaming 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.

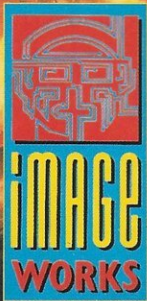


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# Horror!

## Fangs for the Mummory



**F**rom the man-made monster in Mary Shelly's classic 1817 novel *Frankenstein*, to the blood spattered scenes in *Nightmare on Elm Street*; from tales of the evil living dead to the amazing supernatural occurrences around which the *Omen* films

were written, horror has been one of the lasting themes used in fiction.

You can even find it in many of the works of Shakespeare: the brutal murder of Julius Caesar and Shylock's pound of flesh immediately spring to mind.

The inevitable inclusion of horror in computer software was a breath of fresh air for some and the start of a new war for others. Turn the page if you dare, as Jason Dutton takes you through the annals of time in his blood-curdling *Guide to Horror*...

Roman Polanski's *Dance of the Vampire* is quite an old movie. The plot remains the same – blood sucking person gets on the nerves of the local village and they get together and decide to ram half a tree through the guy's heart. Very neighbourly, I don't think. Here we see the final scene as the vampire gets what he deserves from a local.



Leonard Wolf's book *Horror: A Connoisseurs' Guide to Literature and Film* is crammed with references to the weird and wonderful. Among them is the following:

A complicated example of how comedy and horror are linked can be found in Edgar Allan Poe's short story, "Berenice" (1835), where the narrator is a neurasthenic (neurotic) who is given to seizures of monomania (obsession). He marries his dying cousin Berenice, who is suffering from severe epilepsy.

After her death, the narrator divulges his fixation on teeth and we are horrified to learn of his disfiguring the enshrouded, yet still breathing, body of Berenice. Poe, in a grave miscalculation, shifts all our attention away from Berenice to the little black box that once belonged to the family physician.

"With a shriek I bounded to the table

and grasped the box...But I could not force it open, and in my tremor it slipped from my hands and fell heavily to the floor bursting into pieces. From it, with a rattling sound, there emerged some instruments of dental surgery, intermingled with thirty-two small, white and ivory-looking substances that were scattered to and fro about the floor."

It is the "thirty-two small, white and ivory-looking substances" coupled with the coy avoidance of the word 'teeth' that, by completing the objectification of Berenice, elicits the impermissible laughter that now wells up in one's throat."

## DRACULA

Whenever horror is mentioned the first thing that normally springs to mind is the story of the Vampire: A creature of the night that stalks its victim before it clamps its vice-like jaws around their neck, pierces the jugular with those famous teeth and draws the last drops of blood from the gaping wound.

The most notorious of the Vampires was Bram Stoker's *Count Dracula*. He lived in a castle in the inner regions of Transylvania and regularly paid visits to the local inn to pick up young wenches for his midnight snack.

The only way to kill a Vampire is to hammer a wooden stake through its heart which, for some reason, always seems to do the trick. You think they'd take the hint and wear a stake-proof vest wouldn't you?

The first computer adaptation of *Dracula* came from a software company called CRL. Sporting an 18 certificate, this text adventure game has you playing the part of Jonathan Harker, a young and aspiring solicitor who, after getting lost and wandering around in the dark for hours, made the mistake of accepting a room at Castle Dracula.

After hearing several strange noises in the night, our man decides to check out the castle and discovers something that he should never have seen – a voluptuous young village girl falling foul to the unequalled

charm of Count Dracula – horror's biggest and unrivalled pain in the neck!

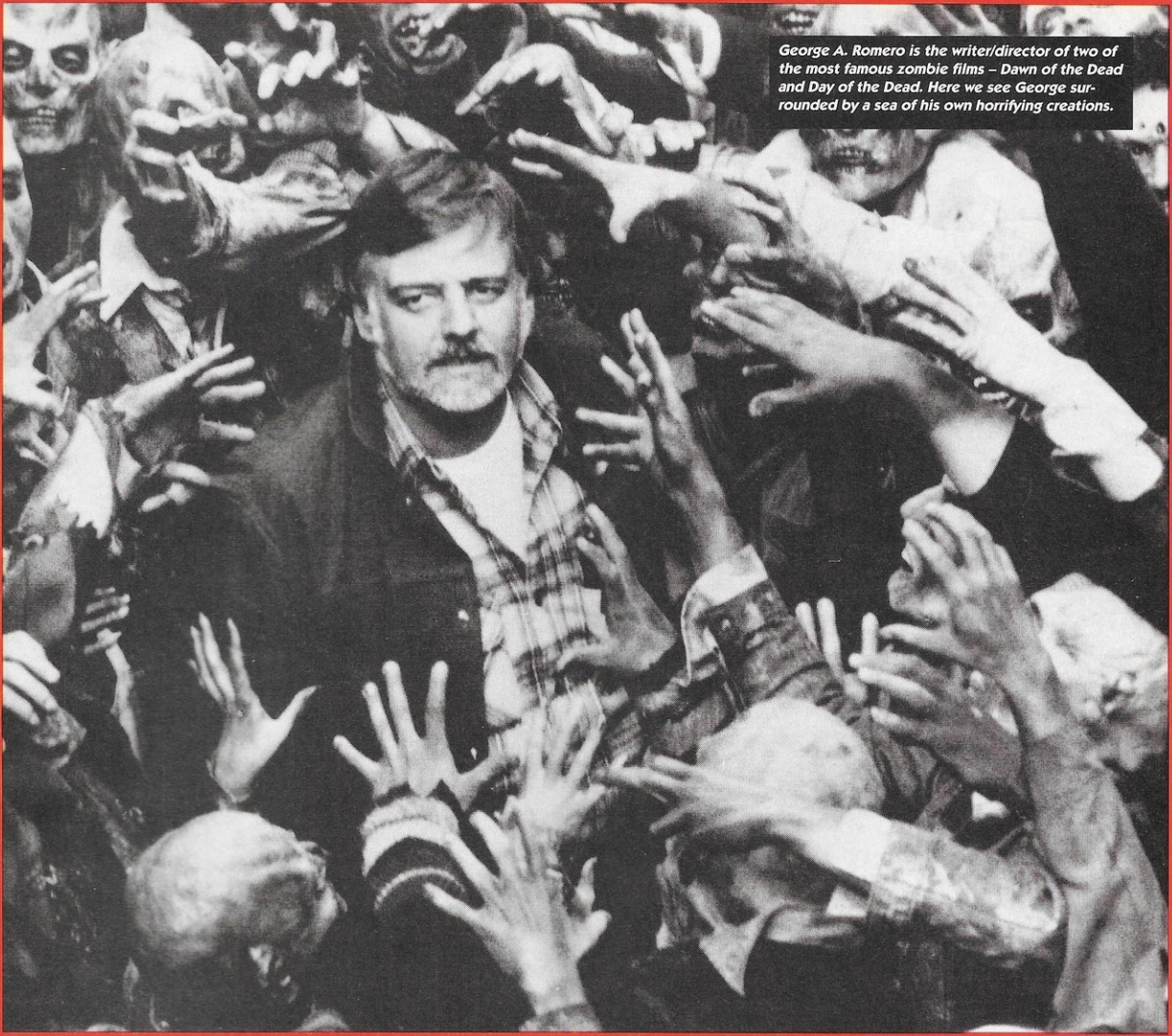
## ZOMBIE FILMS

The funniest of all horror movies have to be the Zombie films. After some kind of accident, usually canisters of toxic waste being found and opened by a group of curious children, all the dead inhabitants of the local cemetery come back to life and reek havoc on the local residents.

George A. Romero, profiting from further advances in technology, made exploding heads a staple of *Dawn of the Dead* (1979) and *Day of the Dead* (1985) and it became apparent that we were watching a new kind of slapstick horror.

The closest example of a Zombie film reaching the computer screen is Millennium's *Horror Zombies from the Crypt*. In it you play young Count Valdemar and must help him to overcome six levels of horror and terror in the form of Zom-

George A. Romero is the writer/director of two of the most famous zombie films – Dawn of the Dead and Day of the Dead. Here we see George surrounded by a sea of his own horrifying creations.



bies, Werewolves, Spectres, Spooks and any other form of fear you can mention.

The scene is set in an old, decrepit house and various traps and puzzles have been scattered around it to keep you busy. The intro also deserves a mention as when the game starts you see all the credits rolling up a large screen surrounded by big, voluptuously red velvet curtains, giving you the feel of being at the cinema.

## ROCKY HORROR PICTURE SHOW

Rocky's plot is simple. A young couple, Janet and Brad, engaged to be married, drive away from a close friend's wedding. We next see them driving up a long and winding road on a dark and stormy night. Suddenly, after a loud bang, they discover a flat tyre. In the great tradition of horror films, they go in search of a phone and find themselves outside an old castle.

After ringing the doorbell, they are introduced to Dr. Frank N. Furter

who is "Just a sweet transvestite, transsexual Transylvanian" and who, later in the evening, will invite them to "Come up to the lab and see what's on the slab."

He is, you will learn, a sexually hyperactive villain who wants to teach the protagonists, Janet and Brad, everything they wanted to know about sex.

The rest of the night's adventures are high-spirited parodies of great, but less melodic, terror films of the past: Dracula, Frankenstein and King Kong. The couple learn that a beautiful creature is destined to be born this night. And, in the course of things, Rocky is, indeed, "born", out of a sort of enlarged aquarium. Rocky is beautiful, and enormously appealing to all the sexes.

The sets are gorgeous and silly enough to engage the eye, the music is insistent and entices the audience to sing-along with Frank N. Furter.

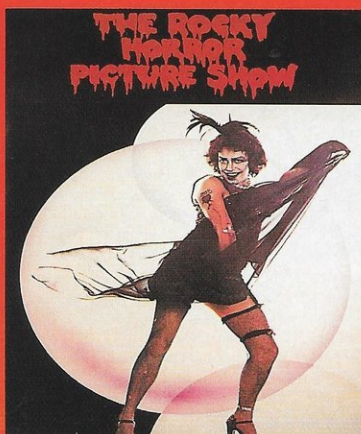
The primary achievement of The Rocky Horror Picture Show is the

good-humoured way in which the film gives to the under-30 crowd its prime commandment: "Don't dream it. Be it." The audiences, wild-eyed and panting, cheer enthusiastically.

The computer version of The Rocky Horror Show was only available on the 8-bit machines, why I don't know. The plot was slightly different than the film's as your main objective was to collect 32 pieces of a machine that had been scattered around the castle. The machine is

responsible for the removal of your clothes and, depending on which character you are playing, Brad or Janet, your partner will face an ordeal that can only be described as horrific.

You must wander through the castle and collect all 32 pieces of the machine. To obstruct you in your path are various members of the Furter household: Riff Raff (the servant), Columbia (Riff Raff's girlfriend), Rocky (the sex object),



This, ahem! man is Dr. Frank N. Furter – a sweet, transsexual, transvestite Transylvanian. A tart, if you ask me! The Rocky Horror Picture Show has become a cult classic throughout the world. Many people dress up in stockings and suspender belts, go to the cinema and cheer at the antics happening on stage.

Eddie (maniac on a motorcycle), Magenta (Eddie's girl) and finally, Dr. Everett Scott. Only when you have assembled the machine can you reverse the effects and leave the dreaded castle.

## NIGHTBREED

Nightbreed is an adventure through the very mind and soul of a young, mentally scarred man. Aaron Boone is a sick man. He is suffering from a severe case of 'where was I and what was I doing'. His psychoanalyst, Dr. Decker, is trying to force him into believing that he is responsible for the 11 gruesome murders that Decker's alter-ego, Mask, has committed.

After failing in an attempted suicide, Boone is taken to a mental institution where he meets a man called Narcisse. Narcisse tells him of a place called Midian – a place where all his sins can be forgiven. A place where he can stay without fear of capture or trial. With Midian blood in his veins, Boone sets out to find and destroy Decker before he destroys anything else.

After seeing great potential in Clive Barker's film, Ocean swiftly secured the rights to the game. They produced two games based on the film and are in progress of a third. The first game, *Nightbreed, The Interactive Movie*, sees you in the role of Aaron Boone. You must help him to escape from the hospital, find Midian, rescue his girlfriend Lori and finally defeat the evil Dr. Decker.

The second film conversion is an arcade tie-in. Once again you control Boone, but this time you find yourself already in the outer regions of Midian. You must find your way to Baphomet, the great God of Midian,

*The Mistress of the Dark is having problems. Her Great Aunt Emelda has come back from her eternal rest and is causing havoc among the population. You have been hired to help her find the magic scroll. Can you save her?*



and secure your baptism. After being baptised, you must help to lead the Breed to safety across the deserted graveyard. Decker and the corrupt policemen will try to stop you with the help of a horde of creatures from deep beneath the earth.

## ELVIRA MISTRESS OF THE DARK

Elvira, a woman of ample charms (and I mean AMPLE). The host of the late night horror movie. A woman who craves one thing (no, not that!): To have her own show. After her producer tries his hand at pulling her, which she refuses and is given the

push, Elvira storms off to her trailer and begins to curse him relentlessly while packing her things.

Enter her agent with a telegram from a solicitor addressed to her. What luck! Her Great Aunt Emelda has popped off and left her something in her will. A Broadway producer recently offered her a show, as long as she could come up with a starting fee of \$50,000. Maybe Aunt Emelda has been overly generous and left her huge stacks of money?

Next we see Elvira on her way to the reading of her Aunt's will. In a dreary town where young girls can't wear make-up, cinemas show nothing

but PGs and swearing is forbidden, a girl like Elvira is sure to make the wrong impression. She hears the reading and sees her show sliding down the drain as the executor tells her of her inheritance: A run-down old house, a stupid poodle and a cookery book. Can Elvira turn her rags into riches?

The computer version of Elvira has been put together by Accolade. It's a graphic adventure in which you play the part of, not ELVIRA, but a sales executive from a telemarketing firm. After answering an ad in the local rag, you visit Elvira in Killbragant castle where she tells you:



Aaron Boone's worst nightmare – the evil Dr. Decker. Decker and his alter-ego, Mask, have been responsible for the death of 11 people and he is trying to put the blame on Boone. Can Aaron reveal the truth?

*The Dunwich Horror is an old film on the subject of the Occult. A mysterious family lives in the big old house down the road. They are hardly ever seen in public but when they are, they give the impression of strangeness. The youngest of the family is seen sacrificing his girlfriend (Sandra Dee) to the evil old ones.*



"I'm not kidding, I'm serious! I've been renovating this mouldy old shed, ok. How was I to know that I'd wake up the old bint - Queen Emelda's been gone for over a hundred years?"

Anyway, Queenie-baby wants to come back and rule the world. The only way to stop her and her monstrous minions is to find the secret scroll of spells, hidden inside a large chest somewhere in this huge, evil-ridden castle.

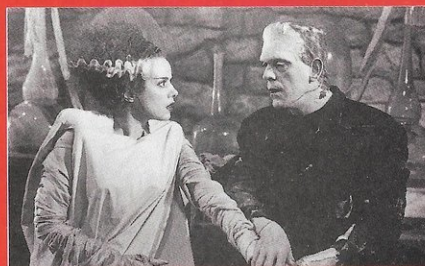
Will you help a poor, innocent little temptress? You must find the scroll and return it to Elvira before Queen Emelda gets her decaying hands on it.

Although not yet released on the ST, Elvira looks the business and should be out in about a month's time.

**Well, my friends. That concludes today's lesson in horror. I hope that you didn't find it too frightening? Remember, horror is one of the many things that lie totally undiscovered. So don't be surprised if you occasionally feel the hairs on the back of your neck tingle with fear. There could be someone watching you! If any of you have anything to add to my little guide, don't be afraid to write - I won't bite!**



(Above) *Fright Night 2* is a vampire film that can be described as funny. The plot is not as strong as the first *Fright Night* but the blood-sucking scenes are just as descriptive. Here we see a vampiress getting to grips with a young woman's outlet.



(Right) This is the famous Frankenstein and his missus - one of the most well known horror monsters to hit the screen. His steel bolts and ugly face have become commonplace at fancy dress parties and he's even made a TV commercial. What a guy!



The *Lost Boys* release was long awaited by the teenage population of film buffs. The plot plays upon the teenage viewers of vampire films. All the teenage elements are there - sex, fast bikes, fairgrounds and adventure. A cracking film that shouldn't be missed. The photograph shows the group of vamps in a Bon Jovi style rock group pose.



An American International Picture  
**THE DUNWICH HORROR** x  
 STARRING  
 SANDRA DEE · DEAN STOCKWELL  
 ED. BEGLEY · LLOYD BOCHNER and SAM JAFFE  
 EASTMAN COLOUR  
 From Anglo Amalgamated Released through Warner-Pathe



After collecting the boots, Count Frederick can use them to creep past the frog. On the right is one of the all important skulls. The Count must first dispose of the zombie behind him before he can collect the skull.



Here we see our hero's untimely demise. While looking left and right, Frederick forgot to look up and didn't see the large, painfully heavy rock that was about to be dropped onto his young head.

You are Count Frederick Valdemar, the typically-handsome, stock character hero, pitted against the most evil and hideous beasts ever to grace a horror story. Crazed Werewolves drool and slaver at the very thought of ripping your heroic flesh from the bone. Zombies, the living undead, wait in the shadows for the chance to make you one of them, an eternal nightmare. From around the graveyard vampire bats circle, fangs glistening from their last kill, waiting for the opportunity to make you a garlic hater!

This typical horror story begins at the late night showing in the cinema. As the monotonous music ends, the gatherings begin to shuffle restlessly as the overly ripe red velvet curtains begin to part. What foul manifestations will appear on screen to frighten the very souls from the people? What terror has our hero in store? What ghoulish goings-on will be going on? Who's turn is it to get the hotdogs?

As the movie starts, we see the dashing young Count at the entrance to his destination, Gory Manor. His objective is to search through the various rooms and corridors and locate five skulls. These skulls are all that remain of the past residents of the

manor. He must find the heads so that they can be laid to rest with some sense of dignity rather than becoming a plaything for a bored spook. He must avoid any form of contact with the undead and collect anything that is available in order to progress to the higher and more dangerous levels (should you want to that is!).

Horror Zombies is set over six levels of fearful frantic action. You, as Count Valdemar, start with five lives and you must locate all the skulls from each level and finally progress to the last and most demanding level. The game is controlled via the joystick with the usual pause and restart keys included.

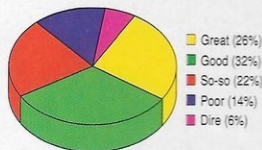
On each level your aims are numerous. Firstly, you must avoid all hell's children and try to stay alive long enough to make the film worth watching. Secondly, various objects will be made available to you. Keys are the most important to find as they prove invaluable when unlocking chests or doors. There are two types of key: a solitary green key will allow access to one chest and a bunch will allow you to open a certain number of doors. Both types of key are extremely useful and should be collected at all times.

Fortunately, you are not totally against all the odds. Two types of weapon have been scattered around the manor: a knife and a dagger. A good job really, because believe me, when you are fighting against all Satan's creations, you're gonna need 'em. Of the two weapons, the

# Horror Zc from th M I L L E N N



## PUNTER-POWER™



GAME: HORROR ZOMBIES

PRICE: £24.95

RATING=85%

Occasionally a game arrives that's different and makes you want to play it that little bit longer. This is definitely one of them. As the game starts, you are given a brief description of the level and then you are shoved into a world of danger and death. Graphically, the game is lifelike and the sprites are colourful and well drawn. The title tune is very atmospheric. If you are looking for something different, Horror Zombies is definitely a game worth a look.

GAMEPLAY:

SOUND:

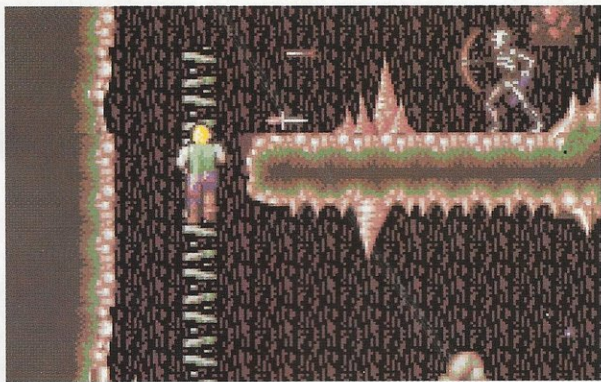
GRAPHICS:

knife is large and therefore can only be thrown one at a time, whereas the dagger is lighter and can be chucked at double the speed.

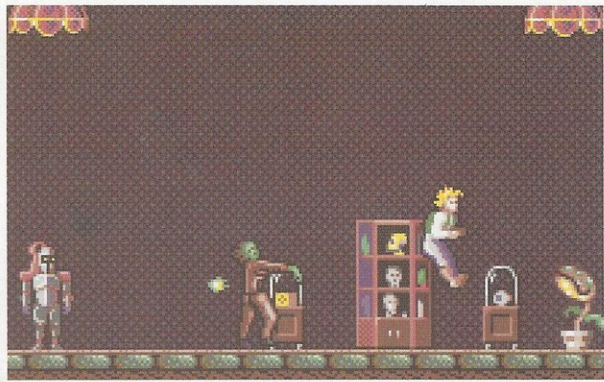
Your enemies in this unfortunate episode are the old favourites from your worst nightmares. The ravenous Werewolves, the pain-in-







To reach the ledge and the knife above, our man who can, Freddy, decides to ascend the ladder and collect the weapon. The skeleton, on the other hand, has different plans and begins to fire his chosen weapon at the helpless Count.



This isn't looking good for our nimble-toed adventurer. In front of him stands a vicious, deadly man-eating plant and behind him and closing fast is the stench of a rotting, flesh-eating Zombie.

# Zombies in the Crypt

the-neck Vampires, the decaying, flesh-eating Zombies and the spooky spectres are all waiting to file your application to the underground caverns of hell. Are you worried? You should be!

Once you have successfully completed a level, you will be presented with a special password that allows you access the same level again if, for some unforeseen reason, you should fall foul to some dirty deed. Included in the game is a hints and tips manual. This reveals some much needed clues for each level and

the access codes for the third and fourth levels, if you think you're up to it that is? Unfortunately, the help book doesn't give out any information for the last level, so you're on your own!

A really nice addition to the game is the vast puzzle element. On various levels, you will need to find a certain object that, once acti-

This displays how many keys you have in your possession.

Your all important score. Points are awarded for killing spooks.

This displays your current lives quota. Lose them all and it's goodnight.

Here walketh one of the undead. Watch out for his rotting flesh.

Once these four objects have been collected, they will aid you in your mission.

This is you. What a strapping young Count you look.



Bats in the belfry. Frederick must try to avoid all the bats and somehow make his way to the skull in the top-right hand corner of the screen. Sounds easy doesn't it?

ated via the spacebar, will aid you in your quest. A pair of boots must be collected so that you can sneak past your enemies. If a monster cannot be killed by force, the boots will allow you to sneak past undetected.

Collecting a potion will, for a short time, turn you into a member of the undead allowing you to walk unpestered through the halls of the manor. I can only wish myself good luck!

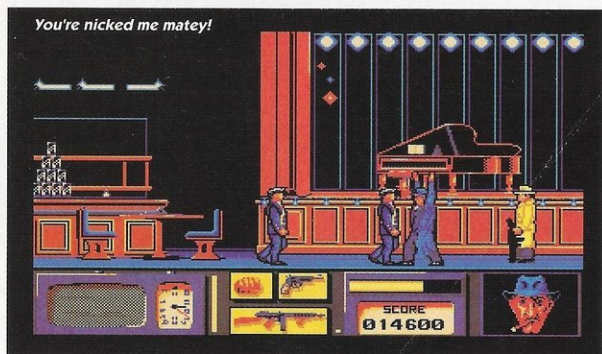
**Jason**





# Dick Tracy

T I T U S



You're nicked me matey!

In this conversion of the blockbuster film you get to follow in the footsteps of the famous cartoon hero. You control Dick Tracy in a horizontal flickscreen adventure shoot 'em up, fighting for justice through 60 levels to apprehend crime bosses at the end of each level.



The scenario starts with crime boss Lips Manlis disappearing after being escorted by police officers out of the Ritz night club. His bodyguards were later found dead, their bodies riddled with bullets. When you arrive at the scene, you find your name has been shot into the wall with a gun.

At first armed with only your bare fists you must tackle hordes of bad guys armed to the teeth with machine guns, pistols and grenades. As you progress you'll find pistols, machine guns and extra

ammo lying on the floor for you to freely pick up. These are a necessity if you are to complete the levels. While holding one of these weapons, you can fire left, right, straight up and diagonally.

The bosses you apprehend are taken from the film - characters like Prune Face, Flattop, Mumbles and The Brow. The henchmen attack you with everything they can, including their fists, machine guns, pistols, grenades and petrol bombs.

The grenades and petrol bombs are the worst type of weapon as they reduce vast amounts of your energy, which usually results in your untimely end. The henchmen also throw weapons such as these out of passing cars, and they're hard to avoid if you only notice them at the last moment.

Each level loads separately from disc while a picture of a newspaper is displayed briefly telling you of the current situation in the city. It also shows an occasional short animation of someone being arrested.

Most levels are similar, with the greatest variety being on the roof tops scene. Here you must shoot the men and jump from building to building. This needs careful concentration to succeed, or you will fall to your doom. When this happens, you hang suspended in the air for a moment, slip out of your coat and hat, and plummet to the ground.

The game is accompanied by a tune that is reminiscent of the film, and changes on each level. There are sound effects for gun fire and explosions.

Paul

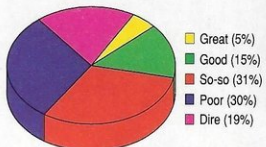


## BIG BOY IS BACK IN TOWN!

Fog on Channel  
Europe isolated

Hot off the press, with all the latest news.

### PUNTER-POWER™



GAME: DICK TRACY  
PRICE: £24.99

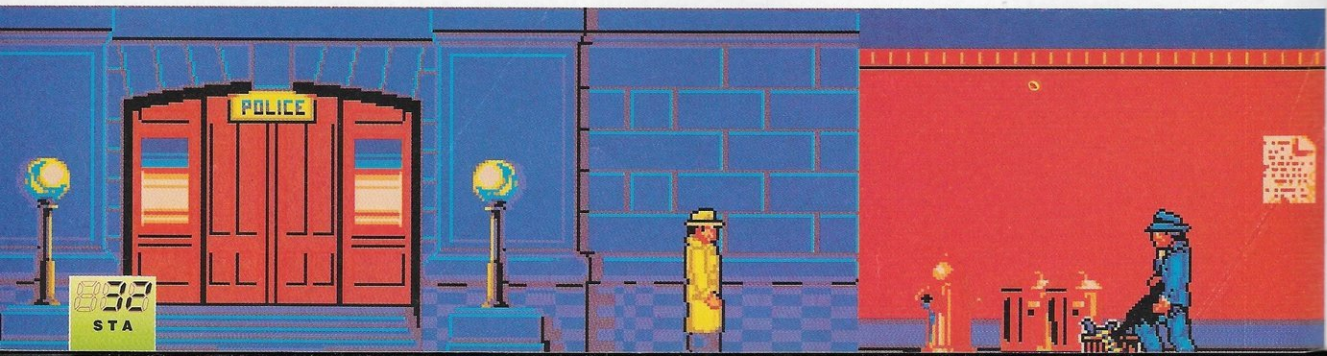
The in-game graphics are quite well presented and suitably cartoony with most sprites being animated fully as they run towards you. However they do tend to be jerky, and slow down a when a lot happens on screen. Occasionally the bad guys freeze and cease to be any threat. One major problem was that if a bad guy was half on screen, he could fire all hell at you, but you couldn't kill him. Unfortunately this immediately brings the game-play level down quite a lot. The time it takes to load each level is a bit tedious as well. The sound is only made up of blips, and contains no samples which would have spiced it up far more. The effects are only made up of white noise and hold very little interest. In all, a mediocre game which could have been far better with improved sound and graphics.

GAMEPLAY:

SOUND:

GRAPHICS:

RATING=60%



EDUCATION SECRETARY GETS TOUGH OVER FALLING SCHOOL STANDARDS

# Bad spelling to cost pupils exam marks

**By DAVID MORGAN, Education Correspondent**

CHILDREN must lose marks for bad spelling in all major GCSE exams, says the Education Secretary, the Government's new plan to raise standards in schools.

There is likely to be healthy competition to succeed in the exam, says the Education Secretary, the Government's new plan to raise standards in schools.

such as History, Science or

Competition is expected to be high, says the Education Secretary, the Government's new plan to raise standards in schools.

There is likely to be healthy competition to succeed in the exam, says the Education Secretary, the Government's new plan to raise standards in schools.

# Passing an exam . . . applying for a job . . . whatever you want to do in life you need to be able to SPELL!

There's mounting alarm about the appalling standards of spelling among Britain's schoolchildren. MPs, teachers, parents and employers are all stressing the vital importance of being able to spell correctly.

Yet most homes have what could be the ideal means of teaching spelling – the computer.

Instead of zapping aliens it could be turned into the best weapon of all to deal a body blow to bad spelling. With the help of a brilliant new software package that not only makes practising spelling painless but also loads of fun as well.

SPELL! is unique. It lets the user learn at his or her own pace. They can take as long as they like – or take on the computer in a high-speed challenge!

And this one package is ideal for everyone – with the lowest age group suitable for under-5s, while the more advanced words will stretch even the most able students.

**It includes five different tests, each making use of more than 5,000 words – so much variety that you'll never get bored.**

## FIVE ways to improve your spelling

**In a Flash:** Read the word as it flashes on the screen, then type it in. For practice runs, the word is left on the screen as it is typed.

**Rocket:** Hidden words have to be discovered in this hi-tech version of the old favourite Hangman. If they are guessed correctly the rocket will blast-off. Fail and all that's left is a load of scrap.

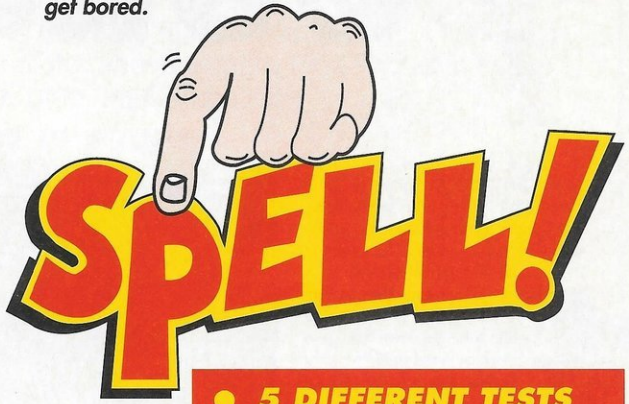
**Lunar Buggy:** Type fast for fun. The aim is to key in the word as it's pulled across the screen by the buggy. It has to be completed before the letters drop down a crater.

**All Mixed Up:** Jumbled letters have to be sorted out to find the scrambled word. To help beginners – and anyone else who is stuck – clues can be obtained at the press of a key.

**Conveyor Belt:** Words pass by on the screen and have to be remembered. Then they must be typed in – spelt correctly. This is a challenging test of both spelling and memory.

**All the programs have several options for extra flexibility – like a timer with on/off option to add that extra challenge.**

In addition to using the 5,000 words provided, parents – or children – can create their own word lists for using with SPELL! This makes the package ideal for practising those hard-to-learn words, or for "Learn these spellings" homework.



- 5 DIFFERENT TESTS
- OVER 5,000 WORDS
- FOR AGES 5 TO 15

**SPELL! only costs £8.95. It is now available on disc and tape for six of the most popular home computers and can be ordered on the form below.**



**Please send me a SPELL! package for my computer**  
(Tick as appropriate)

I wish to pay by:

Cheque or postal order payable to Database Publications

Credit card No: \_\_\_\_\_ Exp. date \_\_\_\_\_ / \_\_\_\_\_

Compact/Archiv/Elk (3.5" disc)  BBC/Elk (5.25" 40 T)  BBC/Elk (5.25" 80 T)  BBC/Elk (tape)  Amiga (disc)  ST (disc)  PC (5.25")

3612 3610 3611 3617 3614 3613 3615

Name .....

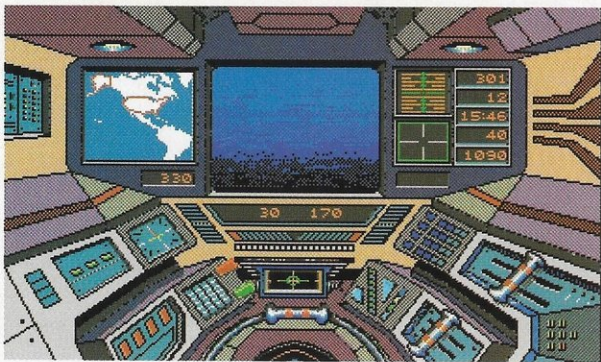
Signed .....

Address .....

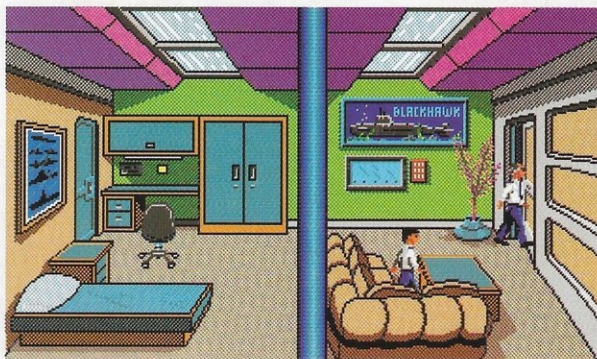
.....Post code .....

Daytime phone number in case of queries .....

TO: Database Direct, FREEPOST, Ellesmere Port, South Wirral L65 3EB No stamp need if posted in UK **PHONE ORDERS: 051-357 1275**



The submarine features prominently in Codename Iceman. You'll have to learn how to navigate it if you want to continue.



An important meeting inside the sub ends and your counterpart leaves the cabin. Maybe now it's time to do some exploring.



# Codename

S I E R R A O

A couple of years ago, a chap called Jim Walls designed a game called Police Quest for Sierra. Soon after that came the sequel, Police Quest II (what else?). Now Sierra have just launched his third game, Codename Iceman, but only for those of you lucky enough to own a one megabyte machine.



Taking the role of secret agent Iceman, you are the only member of the special services that can rescue a kidnapped US ambassador from the evil terrorists. You must go undercover in a world of international politics and radical terrorists in your quest to free the victim.

While holidaying on the sun-drenched island of Tahiti, you happen to be reading the newspaper



The lobby of the security building is zealously guarded by the man on the desk.

and find out that your ambassador has been kidnapped. Thumbing through, you quickly find the sports pages and forget about the world's problems. Shortly your eyes wander to all the beautiful blondes wandering around and you decide to follow one around for a bit!

While looking around the place, you get invited to join in a game of beach volley with some of the locals during which you get the opportunity to try out your life-saving skills. Another brief look around the island will reveal your hotel and perhaps the girl of your dreams. If you man-

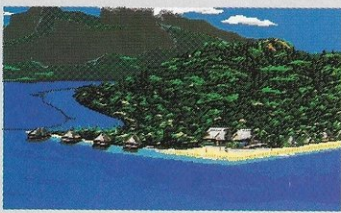
age to sweet-talk her, you can maybe go for a quick dance before going back to your hotel room for anything else you can think of.

You'll need to constantly refer to the manual in order to complete the game as it provides you with details on how to go about some of the various tasks. For example you are given the correct procedure for CPR (Cardiopulmonary Resuscitation) which may come in handy if somebody stops breathing!

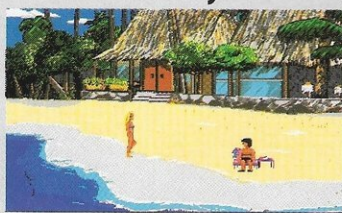
In effect this is a means of preventing piracy as you'll need a full copy of the manual to complete the game. But you can back up the disks or save them to your hard-disk should you be lucky enough to have one.

Also included within the box is a submarine navigation chart of the Western Hemisphere. Therefore it

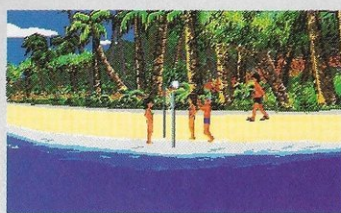
## GIRLS, GIRLS, GIRLS...FOR YOUR AVERAGE



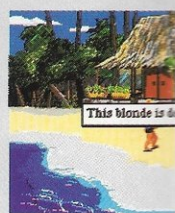
The island of Tahiti may look inviting to the untrained eye but it is here where an adventure full of international espionage begins.



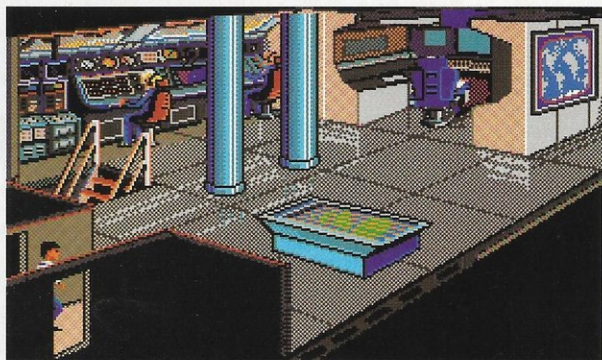
The scenery on this island is worth taking a second look at. It's a pity really that this blonde isn't interested.



Here we have a group of happy young holidaymakers just waiting to invite you to play ball with them.



After playing your game blonde you encounter a look reveals her to be



Having decided to have a wander round you find that you can go upstairs to one of the decks.



An important mission briefing ends and you can now leave the building and continue your task of rescuing the ambassador.

# Iceman

N - L I N E



Into your limo and off to the destination of your choice.



You leave the airport to continue the mission elsewhere.

doesn't take the brain of Einstein to work out that somewhere in the game is a submarine section.

Several new features appear in Codename Iceman that haven't been available in previous Sierra adventures. For example, there's a more user-friendly parser - now you can type LOOK in any any room to get a description of any objects directly in front of you. Also there is no need to type OPEN DOOR, which has always been a problem in other

Sierra games, as most doors now open automatically.

Perhaps the best new feature is the ability of the character to move automatically to the the point you choose.

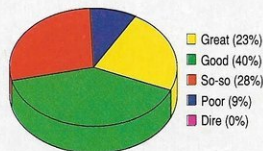
For example, before if you wanted to look at an object across the room, you would have received a message telling you that you weren't close enough. Now the character will move to the item that you mention and examine it anyway.

The graphics are among the best ever done by Sierra and are packed with detail and colour. Sound hasn't changed that much from the other games but you can still link up to your MIDI keyboards if you want really stunning effects.

The gameplay does seem a lot slower than some and there's a lot of waiting during disk access. The character also moves slowly around the screen and this at times can lead to frustration.

**Paul**

## PUNTER-POWER™



GAME: CODENAME ICEMAN  
PRICE: £34.95

If you're looking for a game that's going to keep you busy for ages, you should always go for a Sierra game, and Codename Iceman is one of their better ones. It will keep you hooked from start to finish with its absorbing gameplay. The only minor quibbles are the slow gameplay and perhaps it is a little more difficult than usual. But the improved parser and interesting mission make up for that. The only other problem is that it will only load on 1 meg machines which will restrict it to a more limited audience. As all Sierra games now appear to be taking this format it looks like it's time to upgrade if you haven't already.

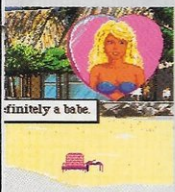
GAMEPLAY:

SOUND:

GRAPHICS:

**RATING=82%**

## SPY LIFE'S NOT ALL RADICAL TERRORISM



...definitely a babe.

...you bump into the...  
...d before. A closer...  
...rather attractive.



There are plenty of gorgeous women you can bump into. This isn't one of them. Nigel Benn would proud of that square jaw.



Here in the bar you may find the woman of your dreams. There are plenty to choose from, so go for it smoothly!



You appear to have struck lucky with this funky little mover. This delightful girl should be dancing for a living.

The war is on. You must try to infiltrate the Mr Big Corporation and smash the expanding drugs ring. To do this you will have to outwit the huge army of bodyguards and guard dogs that will attempt to kill you in the process. You've always got a chopper to back you up and you've always got your big gun that may just turn the odds in your favour.

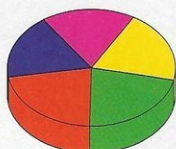
This is the storyline to Ocean's new game. Narc sees you in the role of a merciless street vigilante, determined to wipe out the pushers and dealers in a bid to rid the city of drugs. The game contains 12 levels, each progressively more difficult than the last.

On the first level you have to fight your way through the local junk yard and arrest the various enemy gang members. For each successful capture you will be awarded some lovely bonus points which won't stop you getting killed, but might make you feel a bit better. Objects such as bullets can be found lying around the level and picking these up will give you a rapid fire facility.

The second level starts with you in a subway station and progresses along similar lines as the last, with you having to make arrests left, right and centre while trying to locate the red safe card which will allow you to pass back to the junk yard.

After you've completed a couple more levels you must make your way down Krak Street (geddit?) where the drug labs can be found. Once inside here you will be

## PUNTER-POWER™



GAME: NARC  
PRICE: £24.95

RATING=71%

The first thing you'll notice about Narc is that it's quite dark and not very colourful. There's some good sampled speech and sound including the odd evil cackle when you die, and die you will. Right from the start you'll find problems killing the dogs which swarm around you in packs ripping you apart. Despite its difficulty level it is quite addictive as a mindless blast. So go and do your job and clean up those streets now.

GAMEPLAY:

SOUND:

GRAPHICS:



# Narc

OCEAN

attacked by the technicians who throw hypodermic needles containing the deadly Krak at you. Get in the way of these and you'll lose valuable strength.

Getting through the levels is by no means easy but should you manage to reach level seven you'll encounter a chap who goes by the name of Kinky Pinky the mad knife-man. Only after defeating him can you go on to the final five levels.

Sprite movement onscreen is

nicely done and although the characters aren't really that large the animation is adequate. Game sound includes the usual opening theme, various examples of sampled speech, effects such as dogs barking and the standard blasting and dying sounds that most games of this genre incorporate.

Control is via the joystick - left, right, jump and fire (with a lot of fire!). Missiles can be launched by keeping fire pressed.

Paul

## ANNIHILATING NARCOTIC NUISANCES



This vicious little beastie will cause you all sorts of horrendous problems.



This is you, primed for action. Get ready to fight for your life.



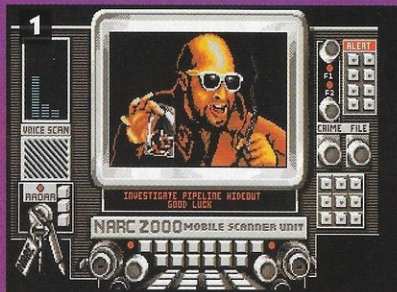
This shabby looking character is in fact one of the drug lord's bodyguards.



This guy is so scared he's just waiting to give himself up to you.



This means there's one less narcotic criminal on the streets. He's busted!



This is the ugly looking chappie who's dealing the dope. Get him and your mission is off and running. If you don't get him, he'll get you!



Starting off, you intend to clean up the streets and rid them of the dealers and pushers. Shoot them, arrest them - it makes no difference.



Straightaway you are attacked by a pack of dogs. Crouch down to kill them or your bullets will just shoot right over their heads.



Now that you've got your hands on one of the gang you can begin arrest proceedings for bonus points. These chaps are going down for life!



# Test Drive II

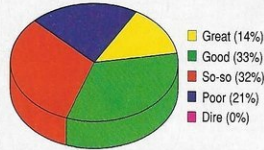
A C C O L A D E

A few years ago a driving game took the ST world by storm with its high quality graphics and choice of several of the fastest cars in the world to race with. This game was Test Drive and involved you driving from the base of a mountain, up the steep, winding roads to the summit.

Follow-ups were immediately planned and launched on the Amiga, but never made it to the ST. Now that's all changed with the launch of Test Drive II - The Duel, and to make up for the long wait, Accolade have simultaneously launched two data disks for you to play with.

The format of The Duel is simple. Pit the world's two fastest production cars in a race with each other, the Porsche 959 and the Ferrari F40 (both of which are capable

## PUNTER-POWER™



GAME: TEST DRIVE II  
PRICE: £24.99

RATING=77%

*Test Drive isn't bad - the music is pretty good for the ST and the car graphics are as nice as in the original. The actual in-car driving hasn't changed much though. The same unspectacular crash occurs when you hit something and when you plummet off a cliff - I expected more than a cracked windscreen. Even so the game is fun to play if a little awkward to control with the joystick. The data disks are a good idea and add extra playability to it.*

GAMEPLAY:

SOUND:

GRAPHICS:

of over 200mph), to see which one is the king. This race has only ever been run in the minds of the engineers, until now that is.

Upon loading the game, you are

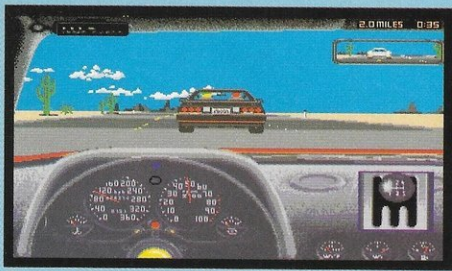
presented with the option of either racing against the clock or the computer controlled second car. From here you can also choose to access any extra scenery and car disks you

may be purchased. Once this has been completed, you can then choose the skill level to race at. The first four all use automatic gear shift, so you won't have to worry about manual changing until you get used to hurtling around the corners at breakneck speeds.

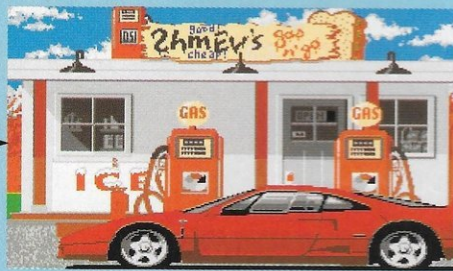
You control the car using either the joystick or the cursor keys (the latter makes life a lot easier) with up and down being used to accelerate and decelerate respectively. With the immense power available to both cars (they are capable of reaching 60mph in less than four seconds!) it is likely that you'll find yourself breaking the odd speed limit. Indeed to get the really high scores, you're going to have to.

All very well you might think, until you encounter the police. Get

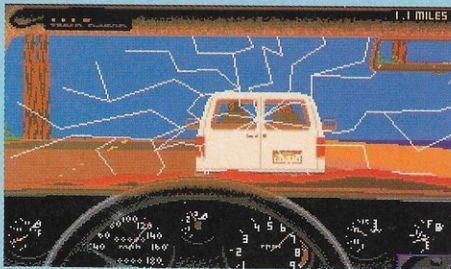
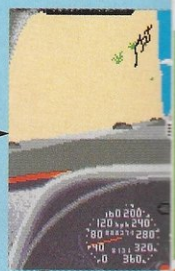
## TEST YOUR DRIVING SKILLS TO THEIR LIMIT



Zooming off in your Ferrari F40 you have to watch out for the other traffic (and Jason Dutton!)



At the end of each stage you must pull in at the local gas station to refuel. Miss this and you'll lose a life.



If you're not careful going those bends, you're going to need a new windscreen!



Avoiding traffic is just one of your problems - you also have to negotiate your way around the tricky roads.







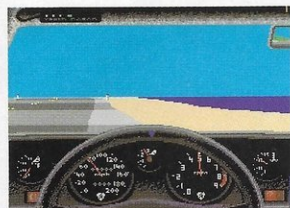
# THE SUPERCARS

## PRICE £11.99

If you're getting fed up with the two cars supplied in The Duel, you could try your hand at these five new cars that The Supercars data disk provides you with. Choose from the Lotus Turbo Esprit, the Ferrari Testarossa, the RUF Twin Turbo Porsche, the Corvette ZR1 or the simply stunning Lamborghini Countach 5000S. Any of them can be raced in competition with each other, or you can race two of the same in a head-to-head duel.

Each car comes with its own distinctive on-screen profile, showing you what it looks like and gives you details about every aspect of its performance, for example, what tyres it uses and how far it takes to break to a full stop from 60mph.

It is up to you which of these mean beasts you wish to take for a spin, but if you have a favourite set up of cars and scenery, a Play Disk can be created containing the ones you use. This will save countless disk swaps later on in the game.



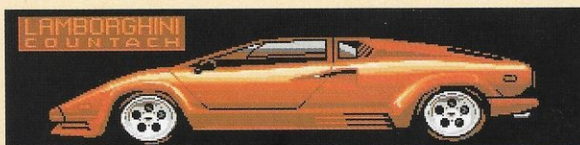
pulled by one of these chaps and you're not going to be able to talk your way out of it this time. It'll be a ticket and a heavy penalty (plus the loss of one of your five lives!).

At the end of each stage you must pull into the gas station in order to refuel for the next one. Should you go past the station you'll run out of gas and have to get out and push your sleek machine back for juice. And you'll lose a life too!

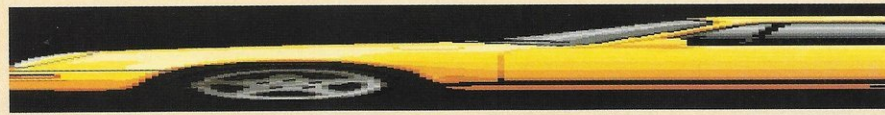
**Paul**

|                      |   |                    |           |
|----------------------|---|--------------------|-----------|
| Layout:              | rear/rear   | Approximate Price: | 100       |
| Engine type:         | twin turbo flat-6                                     |                    | \$177,000 |
| Displacement:        | 3366cc  |                    |           |
| Compression ratio:   | 7.5:1   | 0-60mph:           | 4.8s      |
| Bhp @ rpm, SAE net:  | 469 @ 5950  | 0-100mph:          | 7.3s      |
| Torque @ rpm, lb-ft: | 457 @ 5100  | 1/4 mile:          | 11.7s     |
| Transmission:        | 5 sp manual   |                    | 139.5mph  |
| Braking from 60mph:  | 248ft   | Top speed:         | 211mph    |
| Tires:               | Dunlop Denloc D48, 215/45VR-17 front/255/48VR-17 rear | 1/4/0hp:           | 5.4       |
|                      |   | Lateral Accel:     | 0.87g     |

The Porsche RUF Twin Turbo may come in a rather sickly yellow colour, but it can certainly shift a bit.



They must have been taking photographs of the ST Action team's cars. Here's Alan's Lamborghini Countach.



# TS



You close in on your arch rival in the Porsche 959 and begin to realise that there's not much difference in the cars at all.



# CALIFORNIA CHALLENGE SCENERY

## PRICE £11.99

The ability to install new scenery and roads into Test Drive II is a feature that should extend the game's playlife. The first of these scenery disks is a border-to-border race through the Golden State of California. Seven stages of sports car racing from the California/Oregon border to Mexico, taking in the Trees of Mystery, Eureka and the sun drenched beaches and bronzed beauties of Santa Barbara.

All the landmarks that make California what it is are included. Immediately the race starts you'll find yourself catapulted down a road bordered by the famed Californian redwoods, head towards San Francisco, shoot down Freeway 101 and be confronted by the Golden Gate Bridge and the city's skyline.

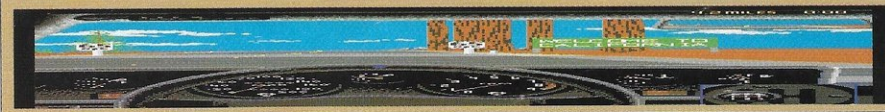
The seven different stages not only contain scenery relevant to their real-life geographical position but certain stages also relate to their real-life problems. For example: the infamous traffic problems at Devil's Slide.



The sign says Welcome to California but you shouldn't plan on a long stay. And don't look at the scenery while doing 100mph.



As you reach the Trees of Mystery you'll notice the change of scenery among the huge Californian redwoods.



# VERBALLY AND VIZ-UALLY DISGUSTING



**BIFFA BACON:** Biffa has always had a quick-fire temper. Violence has always been a strong point in Biffa's upbringing. Ever since he was a wee bairn, his Mutha' and Fatha' have always believed in giving him a good seeing to if he misbehaved. So, Biffa's violent nature comes from a violent childhood.



**JOHNNY FARTPANTS:** Johnny trousers contain more nuclear fuel than Sell-a-field. Chuffing has always been high on Johnny's list of things to do. His guffing has been noticed by some of the top members of Parliament resulting in his being made an MP. Here guffs Johnny Fartpants MP (Messy Pants).



**BUSTER GONAD:** Buster is known for his unfeasibly large testicles. Always coming in handy, they also allow him to bounce to extreme heights and should they become too much of a hindrance, he can put them into a wheelbarrow and push them for a while, until he gets his breath back.

You put the finishing touches to your uniform, grab your £1 dinner money of the kitchen table and head off towards school. The lunchtime bell rings. You and a couple of friends rush off to the local newsagents and debate whose turn it is to do the dirty deed.

You are the unlucky one! You nervously enter the shop and gaze in horror at the group of women currently standing near your objective – the magazine rack. You edge forward cautiously, your arm raises and makes contact with the one and only pleasure of a young, dirty-minded teenager – VIZ!

Viz is a left to right scrolling race game set over five levels in the lovable town of Fulchester. You play one of the Viz characters and must choose your undesirable from the three available: Biffa Bacon, Johnny Fartpants or Buster Gonad. Each character can be seen parading in the locker room: Biffa hitting some-

# Viz



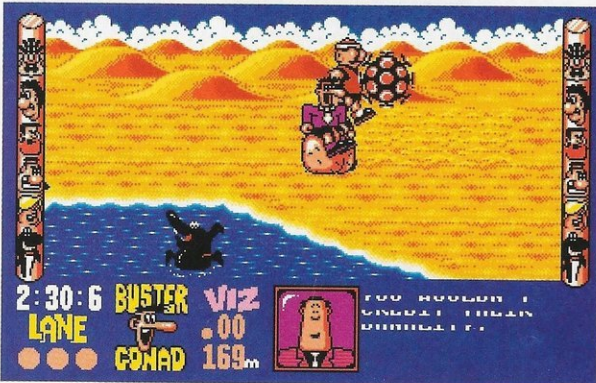
## VIRGIN MASTERTRONIC

one, Buster polishing his plums and Johnny harbouring a deadly chuff.

You will have to race from one end of a level to the other. Along the way, you will meet the various characters from the Viz comics doing what they do best. Bertie Blunt's par-

rot will be relieving himself on people's heads, Mrs Brady will be aimlessly wandering about wingeing and the Fat Slags will be consummating a newly acquired relationship with a responsible young man wearing suitable protection.

When the game starts, the three players will walk up to the starting line and wait under orders. Each character will be introduced by Roger Mellie (the man on the telly) as they walk onto the screen. The race will be started by Roger Irrele-

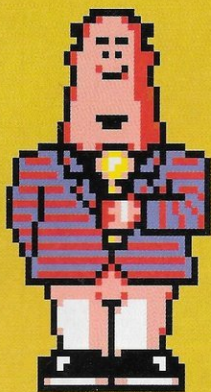


On the beach you will find Spoilt Child and his unfortunate mother. Also the Pathetic Sharks will make an appearance and try to flick their beachball at you.



On the last level, Biffa is disgusted at the sight of Tracy and goes into a Lager Frency. This doesn't deter Tracy and she proceeds to accost poor Biffa.

Roger Mellie



Rodney Riks



Roger Irrelevant



Fat Slag (Tracy)



Sid Sexist



vant who will walk onto the screen, wave a kipper in the air and say something like: "I now declare this Chip Shop open!"

The game has been divided up into five scenarios, each having its own theme. The first level is the Countryside and your adversaries on this level are Bertie Blunt (his parrot's a \*\*\*\* - work it out for yourself!), The Parkie and Rodney Riks (and his tricks wi' bricks). Some of the other characters found in the later levels include: Mrs Brady (old lady), Aldridge Prior (on his bike), the Pathetic Sharks, Spoilt B\*\*\*ard (slang for illegitimate child!), Biffa's Fatha', Sid the Sexist and of course, The Fat Slags.

Before you start the race, you will be presented with a bonus screen. Successful completion of a bonus screen will award you with special power points that can be used during the game for that little extra burst of speed. The screen will differ depending on which character you have chosen but all must be completed in the same style - ferocious joystick waggling (yukk, yukk).

Biffa has to contend with Brick Punching (Fatha' will be throwing bricks at Biffa and he must punch, kick or headbutt them out of the way) and Pint Drinking (the screen will show Biffa behind the bar at his local and he must sink as many pints as he can in a specific time limit).

Buster must bounce his way up a pole and get to the top in the shortest amount of time. Pancake Flattening (Buster must flatten pancakes with his unfeasibly large testicles). Johnny must inflate balloons by sticking them up his posterior and guffing wildly into them.

The special power points can be utilised with a quick-double press of the firebutton. Biffa's special power is a lager frenzy. When activated, Biffa rolls across the playing area in a drunken stupor until contact is made with another object. Johnny's power gives him extra-strong curry farts that will shoot him up into the air (fnarr, fnarr). **Jason**

## PUNTER-POWER™

*Because certain material in this program is of a very rude nature, we decided not to submit it to the panel which regularly contains children of an impressionable age.*

**GAME: VIZ  
PRICE: £19.99**

*Viz is probably one of the best adult comics available today. So when Virgin announced their intention to convert it to the home computer, a lot of young teenagers showed their approval. Graphically, the game is excellent. The characters have been drawn with a good use of colour and an incredible likeness to their comic counterparts. The title tune is nice and frisky and gives you that feeling (fnarr, fnarr) that fun is just around the corner. The race commentator, Roger Mellie, comes out with a string of rude, cruel and downright disgusting verbal insults that would shock most parents, but that's Viz I guess?. My main gripe has to be the playability. Five levels of running left to right isn't going to keep you interested for long, is it? An okay conversion that could have been so much better with more attention to playability.*

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

**RATING=74%**



*On the building site, you must try to avoid the other players and the steel barriers that have been scattered carelessly about the place.*



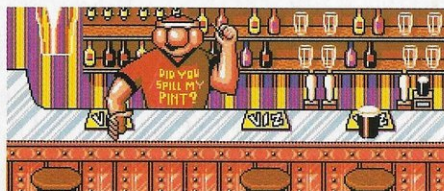
*On the first level, holes and trees block your path. Johnny is utilising his special power and chuffing his way over a particularly nasty hole.*



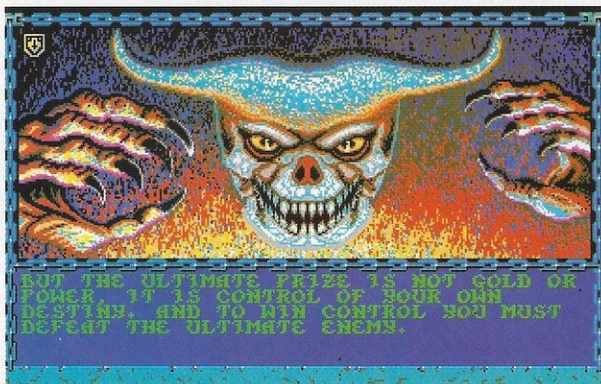
*In the town your main obstructions will be uncovered manholes and parked vehicles. Someone to watch out for is Aldridge Prior on his Motor Scooter.*



*To earn extra power points, Johnny must chuff his way up a pole. To do this you must furiously waggle the joystick.*



*Here we see Biffa in his usual surroundings - the pub. He must drink as many pints as he can before time runs out.*



Not something you would like to meet on a dark night. This creature is what you are fighting to destroy.

Here sees the beginning of my new diary. My old one has gone, along with all the party's equipment to an unknown destination. I put pen to paper and try to make some sense out of our hazy memories. This is not going to be easy!

My friends and I had all agreed to come South to Tilverton to seek the lost Princess, Nacacia of Cormyr. Tilverton lies on the border between the Dalelands and Cormyr, and was the last place where the Princess was seen alive.

Rumour has it that Princess Nacacia, King Azoun's youngest daughter, ran away from the royal palace of Cormyr more than a year ago. After almost being forced into a marriage against her will, she ran off with an lowly cleric named Gharri of Gond, who was passing through Tilverton at the time.

After several months of silence, word now has it that Nacacia and Gharri had fallen out and she was last seen recently near Tilverton. Overcome with joy, the King had a large reward out for the return of his beloved daughter. The way I saw it was a small group of hardened adventurers like us could make some pretty powerful friends if we could find, and return, the Princess.

After a small discussion with the rest of the party, a trip to the local inn was decided. After a few jars and some well spent minutes with a lonely wench, we packed our bags and set off towards Tilverton.

Unfortunately, somewhere along

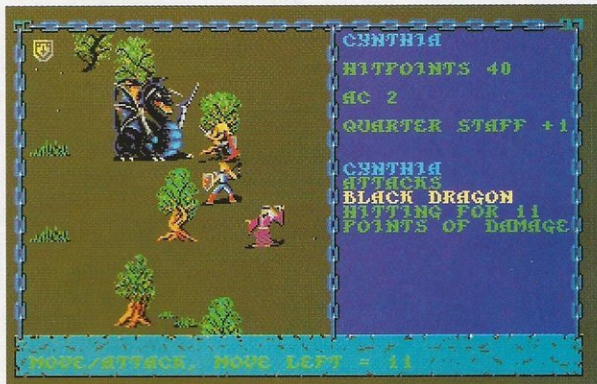


# Curse of the Azure Bonds

U . S . G O L D

the road we were ambushed. Our attackers, a band of Brigands, must have been invisible, because some of our men hit the ground before they could even blink. I can remember dark, evil faces firing crossbows into our midst. The crossbow bolts were not fatal but every hit seemed to fell its intended target. I remember catching one in the arm. The wound, blazed like fire. My head swam, just before I passed out, I thought this was a bad way for veteran adventurers to go!

You control a party of six men in their quest to find the lost Princess. Your characters' statistics can be rolled at the beginning of the game and they can be identified by any name of your choice. Weapons can be bought from the Ironsmith, but you must decide who needs new equipment and who can survive with



You are accosted by an unfriendly and extremely dangerous Black Dragon. Catching it offguard, Cynthia hits it with her Quarterstaff for 11 points of damage.



The box on the left shows a picture describing the present location, in this case a farmyard. From this screen you can view your characters and, if necessary, cast any healing spells.

what they've got.

Wizards and Clerics prove invaluable in your quest as they have the ability to cast spells. Depending on the level of the caster, certain spells cause more damage than others. The Fireball and Spiritual Hammer are probably the best of the spells available to you at the start of your adventure.

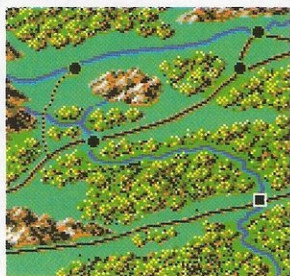
A variety of monsters inhabit the inner and outer regions of Tilverton. Most of them can be destroyed by weapons, but some of the harder creatures require some gentle persuasion in the form of magic. All creatures have an allocated number of HPs (hit points) that, when totally depleted, results in the demise of the enemy.

Jason

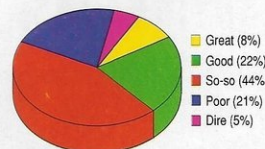


After a victorious celebration, you decide to search the area that the Dragon was guarding. Your search turns up some handy equipment: a new sword, some leather armour and a bundle of gold coins.

This is the map of your surrounding area. Although not very detailed, it does give you a fair idea of where you are so you can plan your next move.



## PUNTER-POWER™



GAME: AZURE BONDS  
PRICE: £24.95

RATING = 71%

Azure Bonds follows the general rules and storylines of Dungeons and Dragons quite well. The combat system is accurate and each weapon has details of price, weight and most importantly, damage capability. In a game of this kind the graphics are there only to add to the feel and are therefore not that good. The sound is restricted to snarls and grunts of combat with no in-game tune. The main gripe has to be the combat - it takes so long to fight a battle.

GAMEPLAY:

SOUND:

GRAPHICS:

# THE 1990 ATARI ST PRODUCT GUIDE

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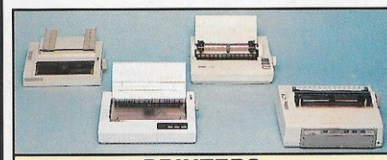
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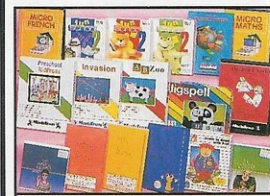
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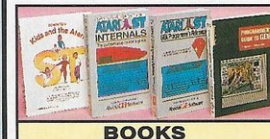
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# Conquests of Camelot

SIERRA ONLINE



*Being a knight in shining armour certainly has its perks! Snogging the damsel who isn't in distress definitely gets the blood pressure up. What a blissful start to the day!*

## CAMELOT CASTLE

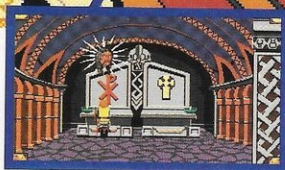
'Tis the floor plan of your stronghold, Camelot. Waste no time in preparing for your vital mission, m'lord.



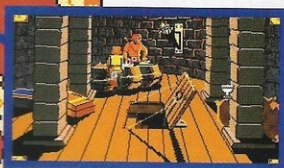
*You are in the presence of the Grand Master wizard himself - Merlin! Use his great wisdom and knowledge to your benefit.*



*For a brave knight who is highly regarded by everyone, your room isn't exactly elaborately furnished. It looks like you'll have to go forth and do something to make more of an impression on the King!*



*Weird events happen in the castle's temple! If you execute a particular procedure, you'll find images of other people appearing and giving you very helpful advice.*



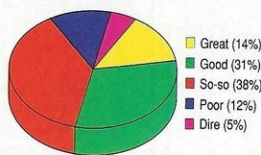
*Inside the treasury room, you can fill your purse to almost bursting point with gold, silver and copper coins. You'll need plenty as you tend to find a high rate of inflation in and around Camelot!*

King Arthur and his knights of the round table have been immortalised in this, the latest 3D interactive adventure from Sierra On-line. As King Arthur you have ruled wisely over your people for many years. However one fateful day, for reasons best known to the gods themselves, the crop failed. Dismissing the occurrence as a minor mishap, the simple peasant folk fell back on emergency supplies.

Another year passed and dark dealings were happening within the kingdom, because as it did the year before, the harvest failed again. The once proud people began to go hungry and calling upon their king for mercy they waited for a solution.

Questioning the wise wizard Merlin, you learned of the only thing that could possibly save the land. Merlin told you of the sacred cup from which the Lord Jesus Christ had drank at the last supper. According to ancient legends the cup had powers far beyond that of any mortal man

### PUNTER-POWER™



GAME: CAMELOT  
PRICE: £34.95

RATING = 80%

*Camelot doesn't quite have the same captivating feel about it as, say, the King's Quest series. Nevertheless, the game will capture the imagination of all those who play it. The puzzles contained within the game aren't particularly taxing and gamers of all abilities will enjoy the challenge. Graphically the game is excellent and while the sound is adequate when listened to through the monitor, it's fantastic with a Roland sound module.*

GAMEPLAY:

SOUND:

GRAPHICS:

and if possessed it could heal the scars the kingdom was facing.

Calling upon your three most gallant knights, you send them off in search of the Holy Grail. After several months the kingdom worsened visibly and no word had been forthcoming from your subjects. Then, while praying at the altar, you received a vision. It appear as though all three knights had come to a sticky end. Collecting all the necessary items, you prepared to rescue

your men and find the Grail.

Conquests of Camelot is stooped in Arthurian legend. On your travels you'll encounter the black knight and mad monk at Glastonbury Tor and the Ice Maiden at Ot Moor. When you've rescued the first two knights you'll be able to travel overseas to Gaza.

En route you'll have to perform chivalrous deeds to prove yourself worthy of the sacred cup. The path to the Grail will also require knowledge of Greek mythology. **Alan**



*You leave the castle to explore the vast land that awaits you.*



*Deep in the forest, wild boars take a strong disliking to your horse.*



*The Black Knight challenges you to deadly jousting duel!*

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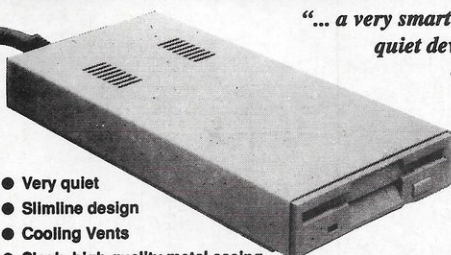
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# Feudal Lords

I M P R E S S I O N S



It was a gloomy day in Euthrania. The birds had packed their bags and flown elsewhere while the sun hung motionless behind thick clouds. On the ground, a massive battle was about to take place.

As the trumpets blew, Thorsten of Verlaine emerged from behind a curtain to address his aides. "Look lads," he said. "If I seize control of all Euthrania, I can marry the lassie Maria."

Elsewhere...  
"...If I seize control of all Euthrania, I can marry the lassie Maria," said Lothar of Dermot.

Further afield...  
"...And me too, y'know," stressed Roderic of Rhianon.

Lord knows what Malcolm of Karsten was saying!

Power-crazy men are dangerous indeed, but when the same four men lust for one woman, this is when the feud really begins to start!

As one of the leaders, you must defeat everyone else and take total control of the land. You are allocated a randomly generated number of turns which you must use wisely. The options you have are sectioned into categories where you can make warfare, economic and diplomatic decisions.

You can transfer armies between regions, attack enemy areas, but it should be noted that

knights, soldiers and bowmen all have different capabilities where some are more suited to certain circumstances. For example, bowmen are more suited than others to assaulting castles.

Building marketplaces will bring more income to an area, and churches boost morale with clergymen encouraging greater birth rates. This leads to more income when people pay their taxes but you do have to invest enough money into arable land to be able to feed them all. Taxes can be increased and decreased with the effects being obvious. The attitude of even your tax collectors can also be altered, be they mild or harsh.

Arranging assassination attempts on other leaders is also possible but will probably cost a significant proportion of your treasury's reserves. If you try such dan-

gerous attacks, this could have negative effects in terms of your trade with other leaders and any alliances that may have been agreed upon will be lost.

Who eventually won? Well, Thorsten was seen fleeing into the treasure rooms of his castle after Lothar chased him down there, brandishing a kitchen fork with 200 soldiers in support. Neither of them re-emerged but it is rumoured that 200 soldiers opened Swiss bank accounts the next day.

As for Roderic and Malcolm, they made an alliance for the November 5th celebrations but a fluke accident happened where Roderic was mistaken for the Guy, and Malcolm later found himself trampled upon by 200 horses ridden by soldiers who, for some unknown reason, were yelling, "We're rich! We're rich!" **Alan**



## BECOME LORD AND LEADER OF WAR-TORN LANDS

**1** arable land - 3763  
markets - 0  
crafts - 0  
churches - 0  
castles - 1  
clergymen - 0  
merchants - 0  
peasants - 1090  
bodyguards - 3  
treasure - 3650

THORSTEN OF VERLAINE

vitality - 0  
charisma - 2  
leadership - 1

(Left) Thorsten has decided to expand his territory. Hopefully, his next review will look more promising with more markets and farmland.

**2** Alizon  
owned by Lothar

arable land - 2334 markets - 0  
clergymen - 0 crafts - 0  
merchants - 5 churches - none  
peasants - 750 castles - none

Resident army: unknown

**3** attack successful  
Casualties:  
attackers 32 defenders 48

(Above) Thorsten's mobile army marches into Lothar's territory to find stiff opposition. Heavy losses could be inflicted on his own armies.

(Left) By looking at the details of a region, Thorsten can plan the next best place to attack and seize control of.

**4** ITUDE POLL TAX DUTY ARMY  
EXPECTED INCOME AMOUNT PER PERSON

CANCEL 14500 5 OK

Realising that more manpower is needed, Thorsten decides to increase taxes to help pay for the massive spending on his forces. However, this could cause the people of his land to move elsewhere to where the cost of living is cheaper.

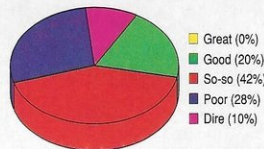
**5**

His extra soldiers were unsuccessful. Badly beaten with many casualties, Thorsten is forced to retreat to the protection of his castle.

**6** You have been banished from your kingdom.  
Taking only your sword and a few supplies, you ride off into the night.  
Never to return again.

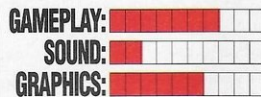
The people of the land have lost confidence in Thorsten. Banished by the population, his only option is to run in shame, never to be seen again.

## PUNTER-POWER™



GAME: FEUDAL LORDS  
PRICE: £19.99

Feudal Lords doesn't demand too much from the players (up to four human participants are allowed), and can be fun and relaxing provided you don't ask for much from the game. There is a lot of scope and options, but they aren't implemented in depth and hardened strategy fans may find the game very superficial. Graphically, Feudal Lords is basic but information is illustrated and presented precisely and clearly. Sound is barely used, and on the rare occasions you do hear something, it is extremely ineffective and virtually pointless, adding nothing to the gameplay whatsoever. A budget price would have been more appropriate for Feudal Lords, as it is too 'thin' in terms of gameplay to be worthwhile otherwise.



RATING=71%



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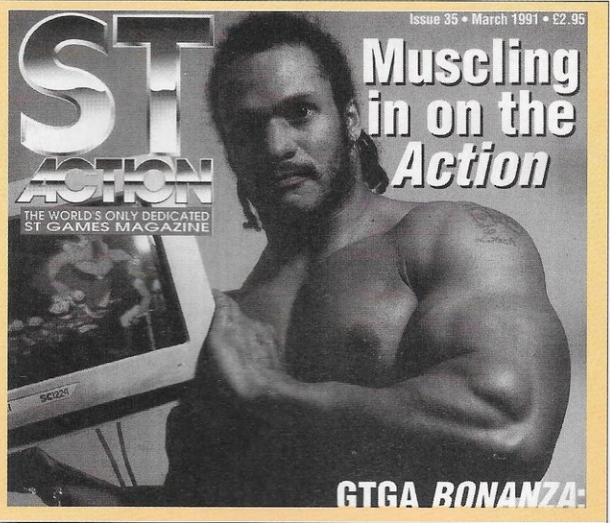


# Sexism Storms Back onto ST Action's Pages

**In the March issue of ST Action, Alan Bunker studied sexism in computer software advertising and questioned its morals. This month, we print some of your letters replying to the article, along with some facts from the Advertising Standards Authority concerning this controversial subject.**

Richard Stanley, from Portsmouth, queried last month's front cover in relation to sexism, saying: "...criticised computer companies for using pictures of women in provocative poses to promote their products...on the front cover of the same issue, a male body-builder was promoting ST Action. What is the difference?"

The difference is that we were using the muscle in the man's arm to emphasise a point and not his sexuality. Also, as stressed last month, the computer market is male orientated. If we had wanted to optimise attracting people to buying the magazine by using the human body, we would have had a half-naked female on the cover and not a male. We were displaying power not porn, and that is where the difference lies.



We received a letter from Miss Keri Clark from Southsea who had this to say about the state of sexism in software advertising: "There has always been sexism present in advertising but this doesn't mean that we should accept the situation. Although I feel the situation has improved over the years, the Ran Xerox advertisement only goes to show how immoral some people are in these modern times.

I can't understand why sexism still exists. What is the point of it all? It is disgraceful that marketing people will lower themselves to this standard to sell a product. I just wish they'd grow up and show a sense of responsibility and fairness to, as you so rightly put it in last month's article, 'victimised' females."

What more can we say except that we agree. It isn't right and everybody knows that but we still see sexist advertisements. We wish people would grow up, too. Hopefully, we will have had some sort of influence on some people by publicising and condemning the matter as strongly as we did.

Mr G.D. Collins from Liverpool had a comment to make concerning OASIS among other things: "I would just like to say how pleasing it was to see your magazine tackling the problem of sexism over the years in such a critical manner. However, I'd like to ask why is it

that I and many of my friends have never heard of OASIS. For an organisation that claims to be against sexism, they don't seem to have much of a reputation or influence."

The problem is that OASIS (the Organisation Against Sexism In Software) are not a Government body but are simply people like you and I who disagree with sexism. So until they can get enough support to have a major influence, they will have an uphill struggle. OASIS need more people to join their cause. Anybody wishing to join OASIS can contact them through ST Action so get writing!

The Advertising Standards Authority recently published the results of a survey that they had conducted concerning the inappropriate use of women in advertising. They said...

- The people who complain represent a small minority of people who have a higher degree of sensitivity than the majority.
- However, complainants are serious people and act accordingly whereas the majority of the public just can't be bothered to lodge a complaint.

Perhaps this is where the problem lies. People may regard an advertisement as sexist but don't air their views through the relevant chan-

nels. If more people acted in a more responsible manner, then maybe the sexist problem could be solved once and for all.

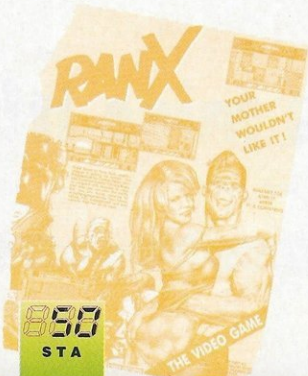
The A.S.A. stated: "The Authority will not tolerate advertisements which by way of sleazy or squalid content, demean and degrade those represented."

Admittedly, they seem to abide by this rule but it's always too late. With monthly magazines, a sexist advertisement could be on the shelves for four weeks and read by thousands before it is withdrawn in time for the next issue. Surely it must be possible to devise a system whereby this can be prevented.

A governing body monitoring advertisements before they were published is a possibility although they would obviously be inundated and have their work cut out for them. With proper funding, it could work but whether it would be worth doing would be strongly questioned by a lot of people.

The sexism in software debate is bound to carry on and ST Action will continue to keep a watchful eye on the matter. If we here of anything new in terms of laws and developments, we'll be sure to tell you. Any more original comments on the subject will be printed in the Letters pages so keep them coming in.

Write to us at: ST Action, Europa House, Adlington Park, Adlington, Macclesfield, SK10 4NP.





# PD or not PD

PUBLIC  
DOMAIN

**This month sees the introduction of a new feature in ST Action: The Public Domain section. It will cover most of the games and demos available through the many PD libraries. As this is the first month, I have decided to take a look at some of the older PD disks produced by various companies. If any of you PD companies are reading, don't forget to send me any of your new releases and I'll try to fit them all in. Send your disks to the usual address and mark them for the attention of Dotty.**

## EXEL

One meg of memory is needed for this one – on GBU52 from Mike Goodman. You pilot a helicopter as it tries to reach its destination on the other side of the planet. The inhabitants of the planet are, presently, at war with an opposing region.

You must make your way across the landscape, shooting anything that gets in your way and trying to rescue any hostages that fall down the screen. Your craft has been equipped with double lasers and a bombing device for the ground targets.

This game is very reminiscent of the old Scramble and Defender and is a worthy addition to your collection.



## THE IRON MAIDEN SHOW

If you're a bit of a heavy metal freak The Iron Maiden Show from Caledonia PDL is one for you. After loading you will be presented with a number of different highly colourful digitised pictures.

The pictures are taken from Iron Maiden's album and single covers and include such popular hits as: Killers, Iron Maiden, Women in Uniform, The Trooper, Aces High, Two Minutes to Midnight, Infinite Dreams, Somewhere in Time, Stranger in a Strange Land, Number of the Beast, Purgatory, Can I Play with Madness, Run to the Hills, Piece of Mind, Seventh Son of a Seventh Son and Powerslave.

Whaayy, at last, one to entertain the moshers among you.

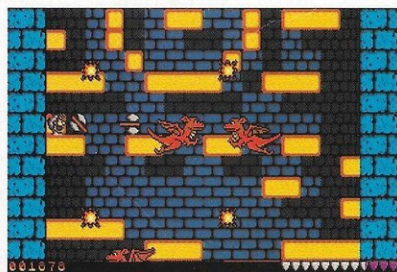


## DRAGON'S TOWER

Dragon's Tower from Mike Goodman Software, number GL11, is a £2.95 budget game. It's a relatively simple platform game that sees you in the role of a fearless young knight on his way to fame and glory.

You must collect the keys that have been scattered around the level and pick up the extra weapon that will be revealed once you have managed to take all the keys.

Upon collection of the weapon, usually an axe, you are confronted by three large red dragons that will attack you with their weapons – deadly fireballs.



## FRENCH KISS

Number GD491 from Mike Goodman is definitely one for the lads. The well known French Kiss demo contains some good digitised pictures of a couple of famous pop stars: Kylie, Wendy James (from Transvision Vamp), Debbie Harry (Blondie) and Martika.

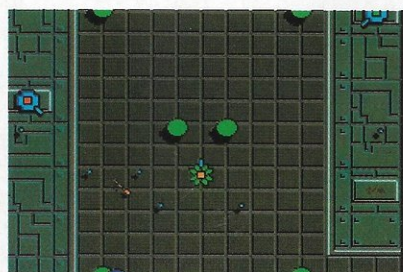
Each picture is accompanied by a raunchy tune that can be changed around or even speeded up. With four bimbos and eight different mixes, French Kiss will keep you occupied for hours.



## DIE ALIEN BLOB

Number G106 from MT Software in the Isle of Wight is an alien blasting game by the name of Die Alien Blob. It's a weird title I agree, but nevertheless still quite a good little game.

You take control of a small but agile spacecraft that resembles the gobstopper from Willie Wonka and the Chocolate Factory. With the aid of a pathetic cannon, you must battle your way up the horizontal scrolling landscape and finally reach the compulsory end of level meanie. DAB is definitely one to get hold of if you like hours of fast blasting fun.



## GIVING THE GAME AWAY – SMALL TIPS

**Hope you are all feeling well. This month's Small-tips is a bit empty because none of you could be bothered to send in any cheats – shame on you. Well, after much searching, I managed to come up with these to get your teeth into. Happy gaming. Oh, by the way, don't forget to send in any of your tips to the usual address.**

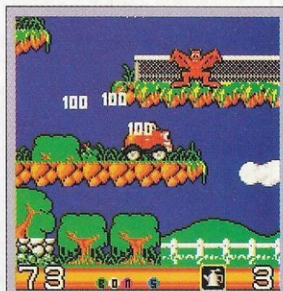
### DEATH TRAP

I found this game to be extremely playable if not a touch hard, so this cheat from Sue in Doncaster should come in handy. Play the game until you get a high score (even if it's the lowest on the table). Instead of typing in your name, enter **GIRLS** and when you play the game F6, F7 and F8 will slowly refill your potion pots.



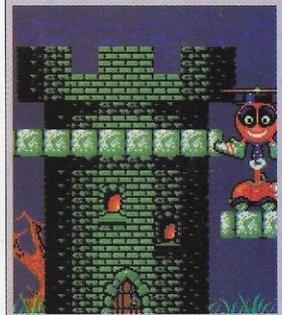
### DRAGON'S LAIR II

Having problems with the evil wizard Mordroc? Is your impatience to kiss the lovely Daphne getting to be an obsession? Well now you don't have to worry. Start the game and as soon as Dirk appears type in **MORDROC**. You can now sit back and watch as Dirk completes the game on his todd. My gracious thanks go to Chris and Cath Kane of Eccles, Manchester for that one.



### CAR-VUP

Having a bit of hassle with Loony Toons? Well, these codes from our very own Ed. (Alan Bunker) will help you to conquer the forces of evil. Play until you get a high score and enter one of these codes as your name for the cheat to work. **PUSSYCAT** – Gives you nine lives. **BUMPER** – Awards you with temporary invulnerability. **WHOOPIE** – Magically takes you to the last level of the game – Pre-historic.



### CAPTIVE

Here we have a couple of tips from down South. Land on the first planet (Butre) and kill all the monsters. Now take off and land again and all the monsters will have been reset. You can now go and hack them up again and get loads of Experience Points.

Another useful tip is the fact that the name you choose for your droid relates to its initial abilities. For instance, if you call your droid A his Dex will be 12, Vitality 10 and Wisdom 14. Whereas, B has much lower scores of 12, 8 and 5. The higher your Wisdom the more experience points you will gain from combat and the quicker you will advance levels.

Thanks go to Mr P.J. Boniface of Portwood, Southampton for those captivating tips.

### HORROR ZOMBIES FROM THE CRYPT

Another cracking game from Millennium but still quite difficult to get into. Each level is accessible at the start of a game if you have the correct code. Listed below are the codes for levels 2 to 5. If any of you manage to get to level 6, drop me a line and let me know.

| Level | Code      |
|-------|-----------|
| 2     | WOLFMAN   |
| 3     | HAMMER    |
| 4     | LUGOSI    |
| 5     | NOSFERATU |

All thanks go to yours truly who slaved for hours over a hot ST for that tippette.

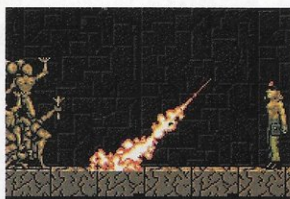


# GTGA PLAYERS' GUIDE – GOLD OF THE AZTECS: PART 2!

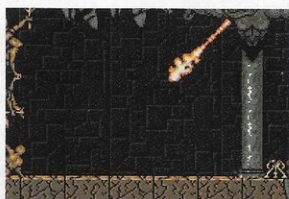
Return to the land of the Aztecs and learn to overcome the final fiendish traps and foes thanks to our very own intrepid adventurer, Alan 'Indiana' Bunker.



40. Walk to the left, being careful to avoid the swarms of flying insects that will kill you upon contact. Wait until they are at the top of their flight circle then proceed.



41. Stand in front of the pillar. When the head fires two quick consecutive bursts, walk across to the collection of statues. They will act as a ladder to the screen below.



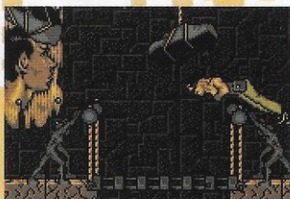
42. Here, you can either walk left to safety, or collect the treasure in the corner to the right. The head uses the same firing pattern as before so it shouldn't pose a problem.



43. Walk straight across the screen. Look out for the horrific animation sequence where the girl loses her head! This sacrifice will lead to a demon chasing you.



44. Walk directly to the rope in the centre of the screen. Pull the rope and then dash off to the left. A wall will rapidly descend to temporarily block the demon.



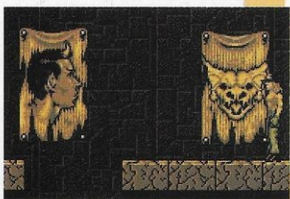
45. Shoot two bullets to break the ropes to the left. Somersault over the bridge, shoot the remaining rope, and leap onto the next screen. You have to be extremely fast!



46. You can free the caged fairy by shooting the rope. There doesn't appear to be any particular reason for doing this. You must then leap over the pit and onto the next screen.



47. Walk to the far end of the screen, turn around, and then shoot the barrel of dynamite for a spectacular explosion that halts the demon. Leave by moving off to the left.



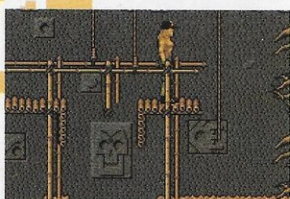
48. The hole in the centre of the floor is the only hole you should fall down. This will take you to another part of the adventure where the demon will no longer chase you.



49. The man will set alight when you approach him. Shoot the slab of rock where the water falls from to douse the deadly flames. You can now climb down the rope.



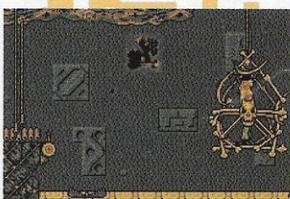
50. The safest and quickest way to tackle this screen is to clamber onto the heightened walkway and to then simply walk off to the right. Couldn't be easier, really!



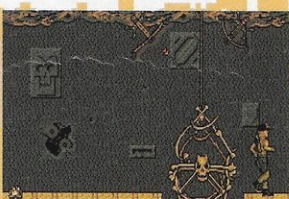
51. Take two strides and then jump to avoid falling through a trap. Go down the rope and edge as far to the left as possible. Jump to the left to continue the correct way.



52. Collect the chalice which is easy enough to do. Fall off to the right but don't just carry on, for now you must jump twice to the right to avoid the hidden traps.



53. Shuffle up to the edge of the ledge and pull the lever. Jump over the mantrap on the floor and stride into the elevator. Pull the lever to the right of the lift.



54. You can risk your life by going for the treasure to the left, but if you want to continue without danger, walk off to the right. The crossbow bolts will miss you.



55. Stand on the lower moving green platform. Step off onto the ledge to the right. Step onto the upper moving platform and then onto the ledge to the left, and up the rope.



56. Shift along the horizontal rope and land on the large, moving platform. Turn to face the right, move along to the edge of the platform, and leap off to the right.



57. You will find yourself entering this screen standing on a platform. Grab hold of the rope and move yourself down and onto the next screen. There is nothing else to this section.

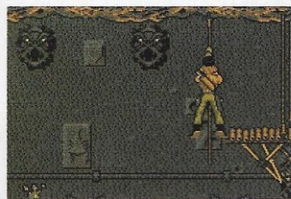
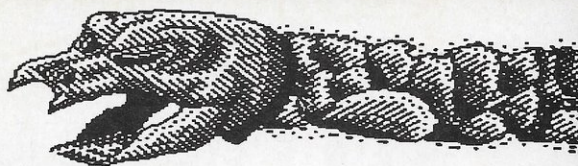


58. This is another of the few screens that are easy to conquer. There is nothing complicated here. Move down the rope and then walk onto the next playing area.

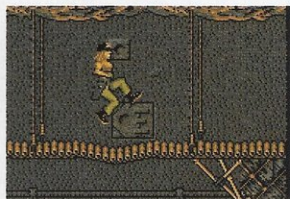


59. This is quite a tricky section. You must jump between the axes, duck, and repeat this process until you have reached the end of the screen and are in the open.





60. When the second acid drop falls, jump over the first mantrap, and quickly grab hold of the rope. Clamber up the short rope and then exit the screen to the right.



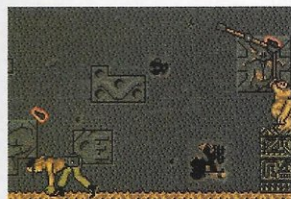
61. Watch out for opening floors. You can see where they are as the floor is slightly risen in the dangerous places. Jump to successfully avoid falling into fatal spike pits.



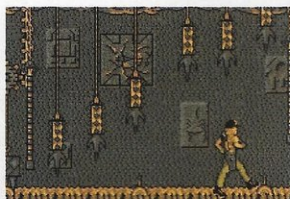
62. The spinning axes can be somersaulted over but you must judge the correct run-up distance and your timing must be perfect. Once over, journey right to the next screen.



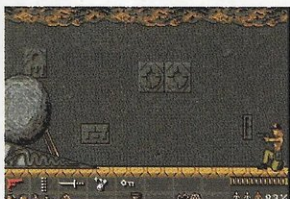
63. Simply jump over the wooden spikes when they recede into the floor but be wary of the distance each jump will take you, and prepare to adjust your steps accordingly.



64. Walk as fast as possible across the screen, collecting the treasure as you go. It isn't necessary to collect all treasures but they do boost your percentage score.



65. By pulling the lever in front of you, the wall will quickly lift out of your way. Repeat this process to exit the screen but beware of the spikes that slowly shift downwards from the ceiling.

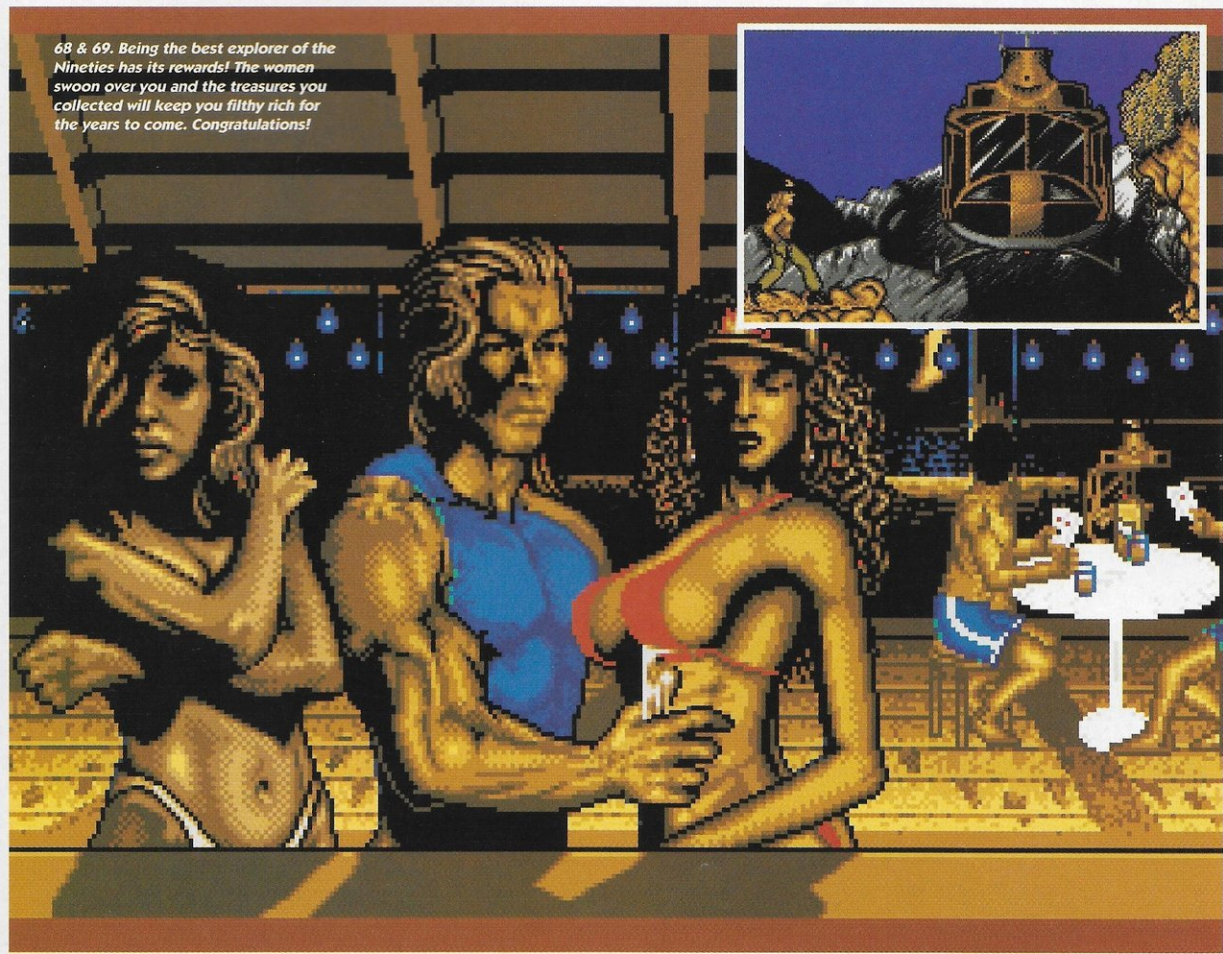


66. Walk onto the following screen, pull the lever, and return to the screen you just came from. Shoot the two sticks supporting the boulder and then run to the right.



67. Race to the rope and jump onto it. Hitch yourself up as far as you can go. If you shot the supporting sticks, the boulder will roll and smash through the mountainside. Mission accomplished!

68 & 69. Being the best explorer of the Nineties has its rewards! The women swoon over you and the treasures you collected will keep you filthy rich for the years to come. Congratulations!



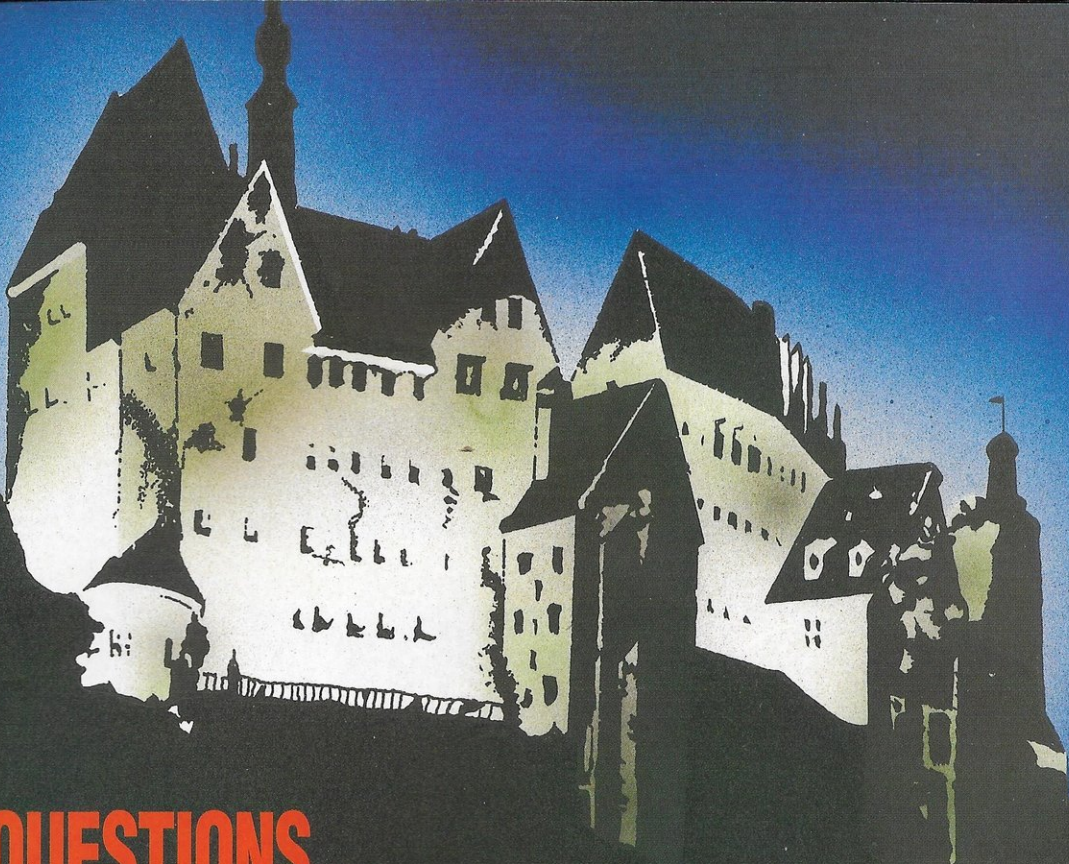
# Colditz: The Escape

**"We had all gathered inside the newly resurrected tunnel – Shrovetwood III. The escape crew had been incarcerated for nearly two years and it was showing. Everyone was nervous at the thought of an escape attempt. We had previously stashed all our equipment and provisions in the tunnel.**

**We waited for a few hours until all the camp was asleep then removed the last few loads of soil. As soon as the first escapee raised his head from the hole, he was surrounded by German soldiers. We all dutifully raised our hands as requested and bowed our heads in shame."**

**To stand a chance of winning one of the cracking prizes just select the correct answers to the five questions opposite. Send your entry form to: Colditz Compo, ST Action, Interactive Publishing, Europa House, Adlington Park, Macclesfield SK10 4NP.**





# THE QUESTIONS...

**1: Where would you find the daunting Colditz Castle?**

- a) The Isle of Wight
- b) Germany
- c) Salford

**2: What do the letters P.O.W. stand for?**

- a) Pathetic Old Woman
- b) Prisoner Of War
- c) Pint Of Whiskey

**3: Who wrote the books Colditz and The Latter Days at Colditz?**

- a) Major Pat Reid
- b) John Major
- c) Adolf Hitler

**4: Who makes the board game Escape from Colditz?**

- a) Stock, Aitken and Waterman
- b) Your local butcher
- c) Gibson Games

**5: What is Sonderlager?**

- a) Special Camp
- b) German for hangover
- c) Special Brew

Courtesy of Digital Magic Software, who are soon to release **Escape from Colditz**, the computer game, we have for you, not one, not five but ten copies of the video, boardgame and book. Watch the film, try your hand at an escape in the boardgame or, if think that's too strenuous, just read the book instead. There are 30 prizes on offer. So don't forget to indicate your choice on the coupon.

## ANSWERS TO THE COLDITZ COMPO ARE:

Answer 1 is: .....

Answer 2 is; .....

Answer 3 is: .....

Answer 4 is: .....

Answer 5 is: .....

My chosen prize is .....

Name .....

Address .....

.....

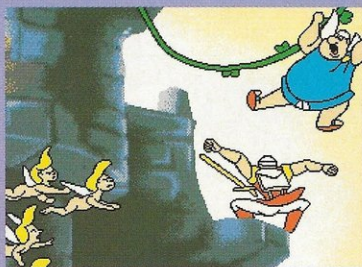
..... Postcode .....

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

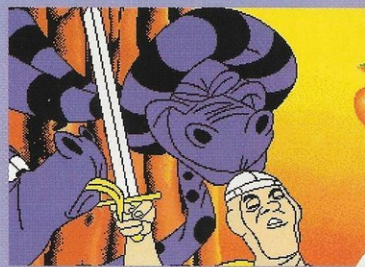
# GIVING THE GAME AWAY PLAYER'S GUIDE – TIMEWARP



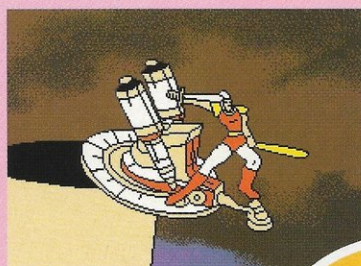
**Scene 25:** When the babies of heaven stop chasing you and look at the wall, pull **DOWN** and then **DOWN** again to jump over the wall.



**Scene 26:** Push **LEFT** onto the vine and then pull **DOWN** onto the branch. Pull **DOWN** again to the next branch and then **RIGHT** to escape.



**Scene 27:** The snake appears as soon as Dirk stops moving. When he does, press **FIRE** three times with a slight pause between each one.



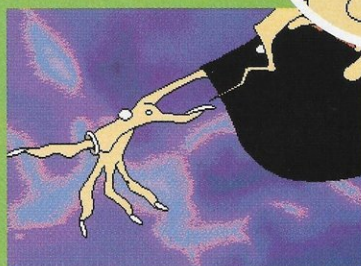
**Scene 31:** An easy one this, just make sure you get the timing right. Press **FIRE** to activate the Time Machine.



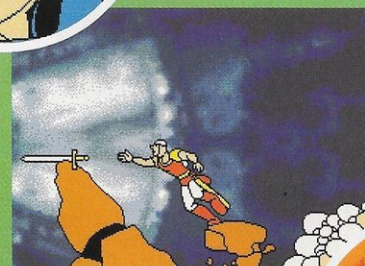
**Scene 32:** Mordroc begins to place the ring onto Daphne's finger. Do nothing.



**Scene 36:** Mordroc will appear and fire his weapon at you. When he does, pull **DOWN** to avoid the energy bolt and then press **FIRE**.



**Scene 37:** Mordroc should slip off the edge and when he does, the ring should land on his finger. Unfortunately, Dirk has dropped his sword.



**Scene 38:** Dirk's sword will come to rest on the rock. Pull **DOWN**, to jump to your sword, and then **DOWN** again.



**Scene 42:** When the prehistoric monstrosity comes to rest on the rock, press **FIRE** to kill the Pterodactyl and send it back home.

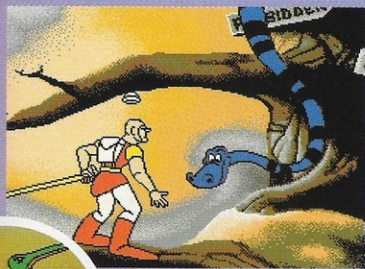


**Scene 43:** After killing the Pterodactyl, Dirk realizes that it's too late to save Daphne and begins to sob uncontrollably. The big softy!



**Scene 44:** Dirk's crying has awoken the Princess from her slumber. Daphne opens her eyes and takes a timid look around.

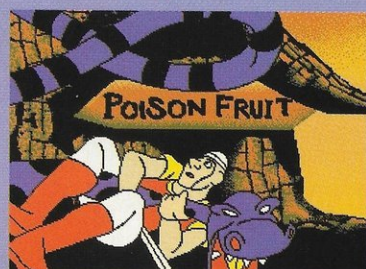
**Hello again, it's me Dotty. For all of you who read the first half of the complete solution to Time Warp last month, here's the final part. If, after all this, you still can't manage to defeat Mordroc, check out next month's small tips and I'll print the cheat that allows you to sit back and watch as Dirk completes the game.**



**Scene 28:** Push **RIGHT** to swing and then push **UP** and **UP** again to avoid the snake's mouth.



**Scene 29:** When the two snakes appear, pulling **DOWN** and then **RIGHT** will allow you to roll away from their dangerous jaws.



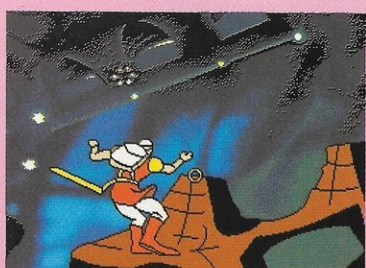
**Scene 30:** After arriving at the poison fruit tree, as soon as the snake licks you, press **FIRE** and Dirk will hold on to the snake for a while.



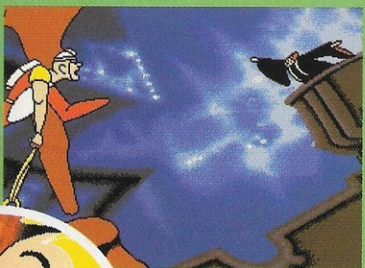
**Scene 33:** As soon as you see Dirk, push **UP** and press **FIRE**. Dirk will now throw the sword straight through Mordroc's arm.



**Scene 34:** When Dirk appears on the ledge, push **UP**, then **LEFT**, then **DOWN**, then **RIGHT** to avoid being hit by Mordroc.



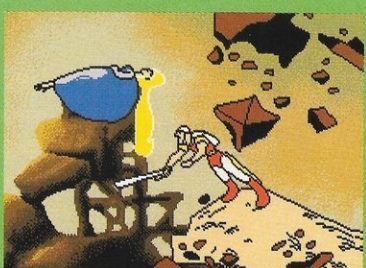
**Scene 35:** Dirk appears on a rock with the ring in front. Pull **DOWN**, **RIGHT**, then press **FIRE** to swipe ring then push **LEFT** while Dirk is in the air.



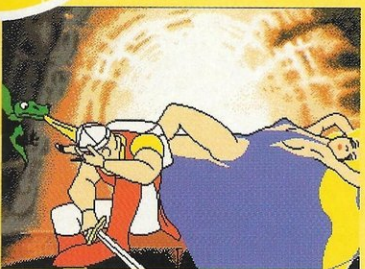
**Scene 39:** Press **FIRE** to deliver the fatal blow to Mordroc and end his challenge.



**Scene 40:** When you get to the altar, pull **DOWN** to avoid the falling rocks, pull **LEFT** and then **UP** to jump to your beloved Daphne.



**Scene 41:** Pull **DOWN** as Dirk appears on screen and then press **FIRE** to stab at the Pterodactyl. Press **FIRE** once more.



**Scene 45:** Dirk hasn't noticed our fair maiden's state and as she does a seam-splitting stretch, he continues to look sad and overall rejected.



**Scene 46:** After a coy smile, Dirk and Daphne have a well earned snog and the game ends. Ahh, I just love a happy ending.



# GIVING THE GAME AWAY PLAYER'S GUIDE – NIGHTSHIFT



# NIGHTSHIFT

Following last month's review of Lucasfilms' *Nightshift*, we present you with a grafter's guide to getting it right. Handling the BEAST is not an easy job but with a little help from a man who can, you should be able to earn a groat or two.



Welcome to the weird and wacky world of Industrial Might and Logic. We hope your employment with us can be a long and happy affair. In order to make things easier for you we have included this flysheet detailing a few of the BEAST's finer details.

Before we begin with an insight to its components I would like suggest that you become adept at using each individual piece – don't be tempted to use the alternative security codes found elsewhere in this journal.

The BEAST works in a fairly rudimentary fashion. Materials are

put into the system, manipulated by the components, quality tested and packaged. Glance, if you would, at Mr. Glenn Bingham's diagram detailing the process (Figure 1). As you can see, our President has developed a system so effective it could revolutionise the face of production line manufacturing as we know it.

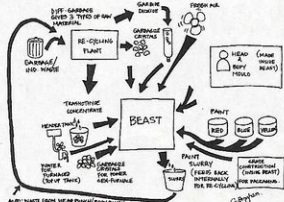


FIG. 1 OVERVIEW OF INTERNAL OPERATIONS



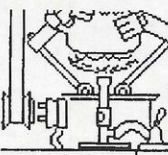
## OPERATING THE BEAST

Obviously, you'll become more adept at operating the BEAST the more you use it. The following information will help with some of the earlier components.

As for all the remaining pieces of equipment – you'll just have to discover their role for yourself!

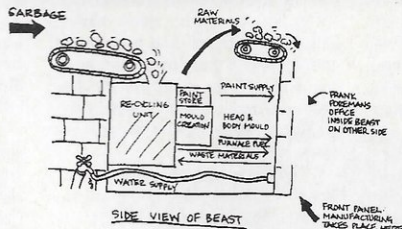
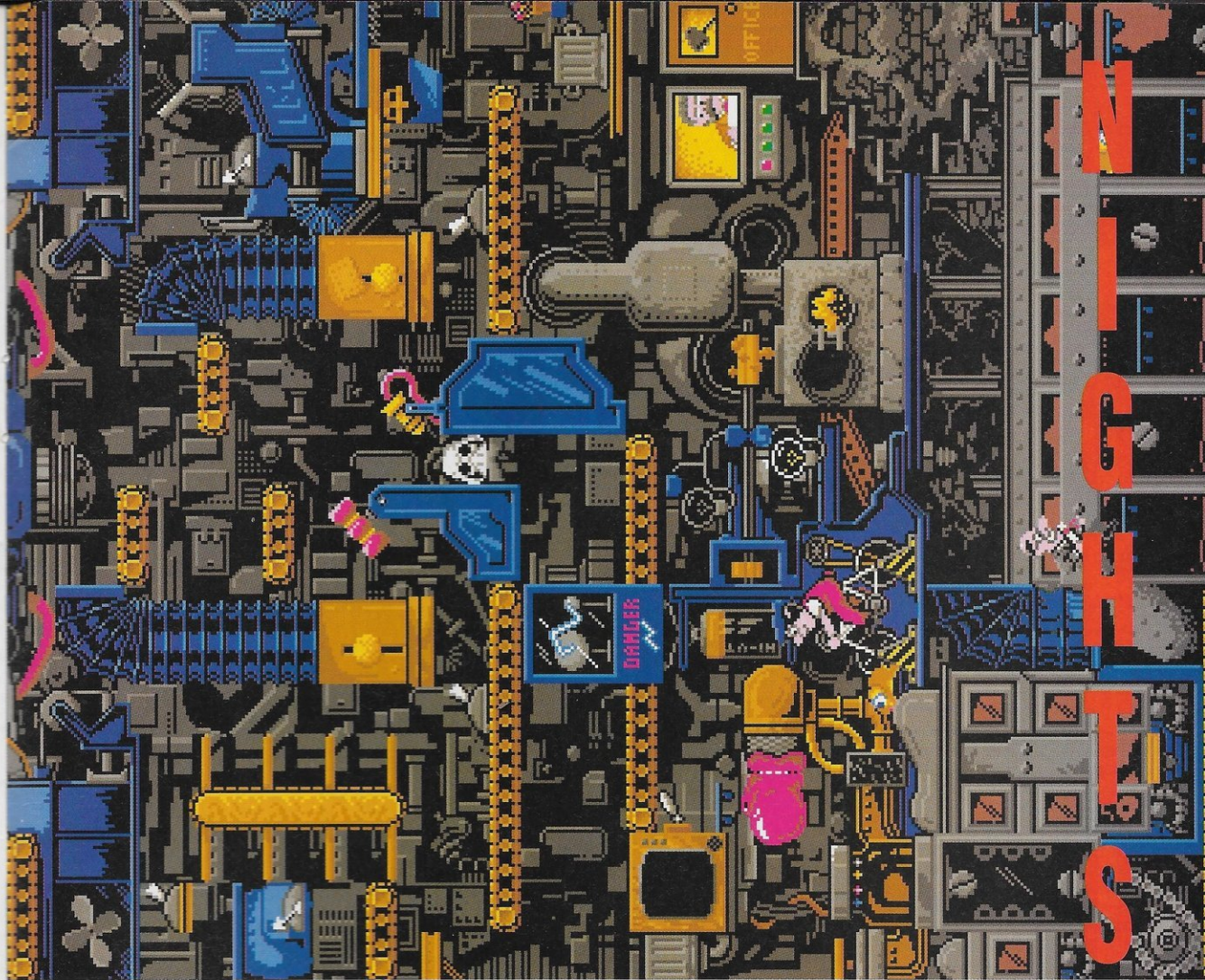
### Solidifier Supplier

Before the BEAST will operate the Solidifier Supplier must be plugged in. As



### Resin Maker

Converted from an old tumbler-drier, the Resin Maker is a simple component to maintain. Ensure the screw on the side of the unit is tightened – Lemmings do tend to loosen it so



you'd be well advised to keep a keen eye on it.

### Upper Conveyors, Mould Castings and Unit Counter

The direction of the upper conveyors can be reversed by flicking a simple switch. Better make them flow towards the garbage collection point, changing the direction as the plastic begins to appear from the Resin Maker. The Unit Counter is pre-set in earlier levels. On later levels, jumping on the springs will change the production rates. Ensure both levels are the same!



### Paint Vat

Please try to stick with the colours

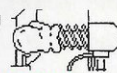
you are assigned. Red, yellow and blue dolls are simple to make. Other colours, such as brown and green, may take a little more thought. Please ensure the bath is flushed before starting on new mixes.

If you get a multicolour mixture in the bath the showers in the Paint Shop will cease working. If this occurs, flush the system and turn the taps on again.

### Paint Shop

Please ensure the paint taps are turned on and that the shower units are operating correctly. The driers should also be operational. Turn on the fans by flicking the nearby switch - we don't want

dolls with colouring flaws!



### Bonding Unit and Lower Conveyors

Ah, what a piece of technology the Bonding Unit is. Using only the highest quality adhesives, this component is self sufficient. The Lower Conveyors must be moving in the correct direction. If the Bonding Unit is joining parts incorrectly, change the flow of the moulded pieces by flicking the switches on the conveyors.

### Furnace and Battery Generator

One of the first things you should do is jump on the bike and peddle for all you are worth. When the

lights are flashing frantically the battery is charged. The furnace should be alight. If not, use your matches and light it!

### Quality Controller

This unit will only check for correctly assembled products. If the colours are wrong, it's your fault and your wages will be docked. To turn the unit on, flick the switch.

At the end of your shift you will be given the total number of toys made, those wrong and those okay. The totals effect your wages. Get the toys right!



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# Mighty Bombjack



E L I T E

There once was a legend of a King who maintained peace and justice all over the world. No-one ever caught sight of the reclusive King Pamera. One fateful day, the king of the demons, Beelzebub, hatched a wicked plan to bring the world into disarray. His plan was to abduct the merciful King Pamera, his beloved Queen and their precious daughter, the Princess.

From around the world came warriors of great courage and strength, all offering their services to the realm. The brothers Mighty fought fearlessly against the evil Beelzebub in order to free the King. One by one, each brother was defeated until only one remained. Jack, the youngest and lone survivor, gained extra courage, and challenged the demon king to a final battle that would restore peace to the world.

You control Jack and must help him in his quest to defeat the evil Beelzebub. Travel through the labyrinth of rooms, avoiding the many deadly enemies along the way while collecting as many bombs and treasures as possible. Should the timer reach zero or you make contact with an enemy, you will die resulting in the loss of one of your three lives.



Here we see our hero in mid-flight after jumping onto a chest and revealing an air balloon. Collecting this balloon will allow Jack to jump further and float to safety.

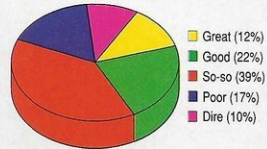
Bombjack has been divided up into 16 rounds, plus the final challenge. You can find the passageway to the final round hidden in the regular play area. Each round comprises a passage and a Royal Palace room. To advance to the next, you must collect all the bombs from the Royal Palace room, then a doorway to a passage will appear and remain open for your escape. As you complete each round any time remaining will be added to your score as bonus points.

Controlling Jack is done via the joystick. To make him jump, press

the firebutton when he is on the floor. To make him jump even higher, press the firebutton and push up on the joystick. If you press the firebutton and pull down on the joystick, Jack will jump lower. Pressing the firebutton while he's in the air will make him stop.

To make him move in the air, push the joystick left or right while continuously pressing the firebutton. This will result in Jack flying and floating to the left or right. The mastery of this operation will allow you to move Jack to the later levels and also increase your score.

## PUNTER-POWER™



**GAME: MIGHTY BOMBJACK**  
**PRICE: £19.99**

Remember playing the first Bombjack until your eyes hurt? The sequel - *Mighty Bombjack* - has been improved in most aspects and is just as addictive as the original ever was. The graphics are small but well detailed and the sound is nice and adds to the feel of the game. Playability has been greatly improved with the addition of magic and treasures. The only gripe about the game is the fact that when you die you start right back at the beginning of the level that you were on. Overall, a good product that will definitely appeal to fans of the first Bombjack.

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

**RATING=72%**



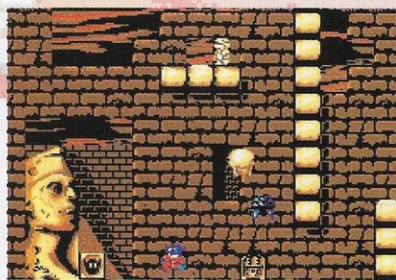
On the cold level, our hero must collect all the bombs without making contact with any of the enemies on screen. Perhaps the contents of the chests might come in handy?

Treasure chests can be found dotted about the large playing area. They contain various things, the most useful of these being the coin. Collecting it will increase Jack's power and allow him to do different things such as opening chests without having to jump on them and changing the enemy into gold coins for collection.

**Jason**



The first level is easy compared to the rest. Opening the chests at the bottom of the screen will reveal various objects that could help Jack in his quest.



Jack discovers a mighty coin that will allow him to turn all the enemies on screen into collectable gold coins. Collecting it might be a problem though!



After completing a level, you get transported to a screen that contains loads of bombs. Collect these in order (shown by a fuse) to double your points.



THE  
APRIL  
COMPETITION



THE  
COMMODORE AMIGA  
WIN  
SEGA MEGADRIVE  
(Plus Game of Your Choice)  
WIN  
ATARI LYNX  
WIN  
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**

e.g. Question: In which game would you find two Dragons called Bub & Bob?  
Answer: 1. Paper Boy  
2. Bubble Bobble  
3. Batman  
It's THAT simple!

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

**Amiga Hotline: 0839-121-166**

**Megadrive Hotline: 0839-121-167**

**Lynx Hotline: 0839-121-168**

**Game Boy Hotline: 0839-121-169**

One first prize in each competition. Winners are chosen at random from all correct entries received. Closing date for entries is 20th April 1991. All calls last approximately 3 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

**JANUARY RESULTS:**

PAT WILLIAMSON FROM CORNWALL .....AMIGA  
MATTHEW CRAWFORD FROM YORKSHIRE .....MEGADRIVE  
ROSS WILLIS FROM LANCS.....NINTENDO  
DOMINIC STIEL FROM NORTHANTS.....LYNX

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

# Mig - 29 Fulcrum

D O M A R K

The tension rises. For months you have been training for this moment and it's approaching faster than you could ever have imagined. Only recently graduated from the Elite Pilot's School, you are now eligible to fly the MIG-29 in a full combat situation.

It hardly seems that long ago since you were plucked out of cadet school, where you had shown remarkable promise, and placed on the MiG programme. You have now been assigned to your squadron in the USSR and are now on the shortlist to take part in a series of surgical strikes against the enemies of the Soviet Union.

You are taken straight to the briefing room where you can choose to train or pick one of the four solo missions. Should you become adept at these you can then go to the final mission, in which you will need to use all your new found skills in order to survive.

The four solo missions will each examine one different aspect of the MiG and all have individual codenames and objectives. These are as follows:



**Your MiG is capable of incredible acrobatics, you'll have to be careful of the G-Force though or you'll find problems landing in one piece.**

1) **CODENAME BLUE SEASPRITE:** An American Boomer class submarine is trapped in ice inside NATO waters just off the coast of Siberia. A low cloud base is preventing spy satellites from gaining intelligence information about the vessel so a covert operation is underway involving one MiG-29 going in to photograph it. Three British Harriers are

believed to be in the area but must not be engaged.

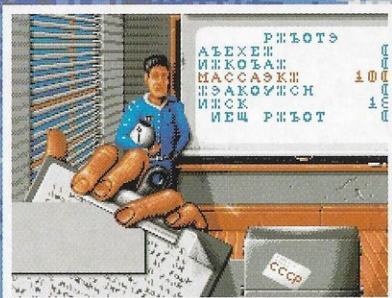
2) **CODENAME YELLOW DRAGON:** A Soviet aircraft has been "accidentally" shot down by Chinese fighters illegally trespassing within Russian airspace. Your mission will be to intercept the next group of Chinese fighters and shadow them closely back over the border, only engaging

in hostilities if provoked.

3) **CODENAME WHITE PEGASUS:** A Soviet oil tanker, the Rodina, has been illegally boarded then sunk by a gunship of the Middle Eastern state of Azaria. If you choose this mission you must fly in low level and strike back at the mad general's oil rigs and refineries to teach him a lesson.

4) **CODENAME RED WITCH:** A terrorist organisation is acting within the USSR, destroying road and rail links between the major cities. Until now they have been impossible to track down, but reliable information has been received of a forthcoming attack. In your MiG you must provide air support to the commando team attempting to take the terrorists out of action.

5) **CODENAME DESERT STRIKE:** The final mission should only be attempted when you are confident that you are fairly good at all aspects of flying in your new plane. It sees your country at war with a leader of a Middle Eastern state, who has already publicly ridiculed both the USA and USSR as weaklings. Normally this would be



**All missions start off in the briefing room. Pilot Mac-caski the famed Russian aviation hero prepares for his next daring mission.**



**Your first proper mission is to get a good photograph on the trapped US submarine. There's no escape from you this time.**



**Keeping low to avoid radar detection, you'll have to take in some of the sights such as meandering rivers that disappear into the**



**Believe it or not this is the Great Wall of China. Now you must locate the Chinese fighters invading your airspace.**

ignored, but other elements within the Middle east are now looking towards are "Jihad", or Holy War.

The KGB have been monitoring activity for a while and have noticed that a nuclear reactor has been constructed in the Lahal desert. This reactor could provide the necessary Plutonium for nuclear weapons and so must therefore be destroyed – by you!

These are all the missions the game has to offer, and while it will take some time to complete them all successfully, once you've finished one, you may think twice before trying it again.

In-flight control can be either joystick or mouse, with a key being provided to centre the "stick" if the mouse is being used. This is most useful as it is virtually impossible to do it manually.

Other keys (and there aren't as many as in other popular flight sims!) are logical and easy to remember. This takes away the need for an annoying keyboard overlay that usually causes you to crash and die because you were picking it up off the floor!

**Paul**

## PUNTER-POWER™



Great (0%)  
Good (15%)  
So-so (56%)  
Poor (15%)  
Dire (14%)

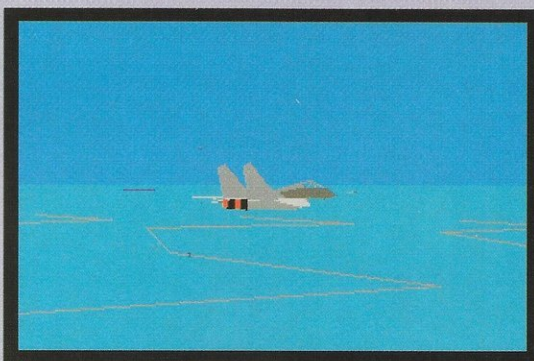
**GAME: MIG-29 FULCRUM**  
**PRICE: £24.95**

*Domark's MIG-29 has been eagerly awaited for quite some time, and the first feelings when it finally made it were of disappointment. Although it is by no means a bad game, it just isn't as good as it should have been. The graphics are really nice, and there's nothing wrong with the sound either, but the game's main problem is that it's all a bit easy. Very few missions are the major problem, and you may find yourself going back to Stealth or F-16 before long if you're a sims addict. It is quite enjoyable for a while though (even if the controls are a little dodgy at times) and it's probably better for the novice pilot. It all really depends on how much detail you want. If you want a more realistic simulation then you'll be better going for one of the older products. The game is also a little overpriced for what it is.*

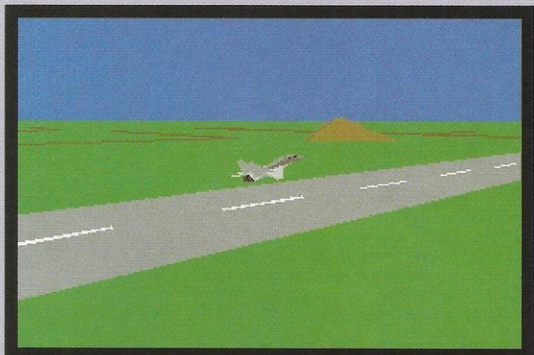
**GAMEPLAY:**   
**SOUND:**   
**GRAPHICS:**

**RATING=67%**

## RIGHT TO THE BITTER END



*Flying over the barren, icy wastes, you can choose to either complete your mission or seek out some enemies to shoot down.*



*This is one of the many alternative views that are possible. This one's from the airfield tower.*



*The next time you set out your task is to destroy an oil rig. Here you have it in your sights so now you have to lock on your AS-7 Kerry missiles.*



*It all got a bit too much in the middle of the battle and your low altitude flying ended up with you in the side of a mountain.*



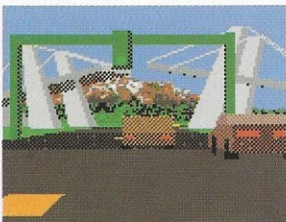
*I have a little the wide distance.*

*Now it's time to head back to base. Your mission is complete so you can have a celebration and drink lots of vodka.*

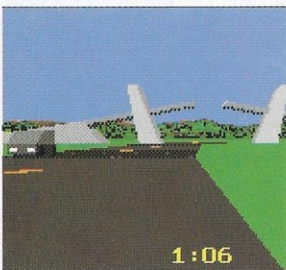
Many a day has gone by since then. Time seems to have elapsed incredibly slowly. Can all those hours of waiting have been worth it? Will the many moons that have witnessed children's sleepless nights have to watch with worry any more? I fear it may have happened. Now the light of the night will peer sternly upon televisions that flicker and flash during the darkest hours. Rest is no longer needed - now is the time of...

# Hard Drivin' II

D O M A R K



The light is green, the race is on! Accelerate quickly to pass the other cars before you begin any stunts otherwise they will obstruct you at the most inconvenient of moments.



The speed track takes you under the bridge that you would have to attempt to jump if you were on the stunt track.

Yes, not being able to sleep because of your long and eager wait for the Hard Drivin' sequel is one thing. But now you could be awake in the early hours of the morning at the keyboard of your computer playing number two. Two different situations but both just as deadly to your alertness and state of rest. Bloodshot eyes could become quite frequent!

Hard Drivin' II offers more pre-programmed stunt and race circuits for you to select and compete upon. Both types of race are against the clock, with extended play for completing the distance required within the given time limit.

For those of you who aren't familiar with the original Hard Drivin' game, the stunt track demands that you succeed in every stunt that is presented to you, such as loops and open bridges. On the other hand, the race track has you speeding along, striving to finish a stunt-free lap in a specific time. Times become harder as you continue further into the game.

Also included in the package is a track editor which enables you to

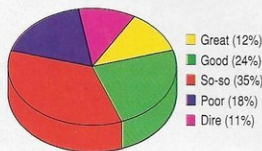
create your own race and stunt tracks. It is a reasonably comprehensive editor with corners of various degrees, hills, bridges, loops, basic scenery, and more available.

Once you've read the manual, you can construct tracks with ease, so you should never run short of different track options on which to test your driving skills.

Not only does the Hard Drivin' sequel have the special track editor feature, but also incorporated is a simultaneous two player option that is becoming more and more popular these days. However, you have to possess a null modem cable which can be bought from certain computer stores. This increases the enjoyment to be had from the game quite considerably.

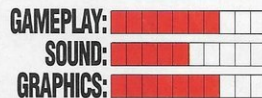
Alan

## PUNTER-POWER™

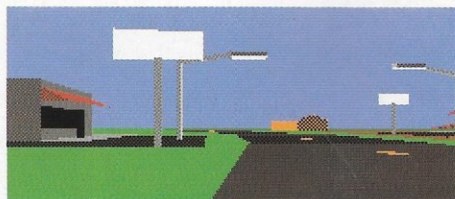


GAME: HARD DRIVIN' II  
PRICE: £24.99

Unfortunately, the differences between the original Hard Drivin' and its sequel aren't enough to warrant a new game at what is regarded as full price. Stunts are basically the same as before and the design of the other vehicles is identical in relation to what was also used previously. One significant improvement is that the speed of the sequel is faster than before which enhances gameplay to a small but noticeable extent. The track editor is fun but lacks the ability to give vast amounts of variety, although some of you will almost certainly enjoy experimenting and fiddling with it. Perhaps a fresh, more modern game design should have been programmed, but as it is, Hard Drivin' II doesn't really impress.



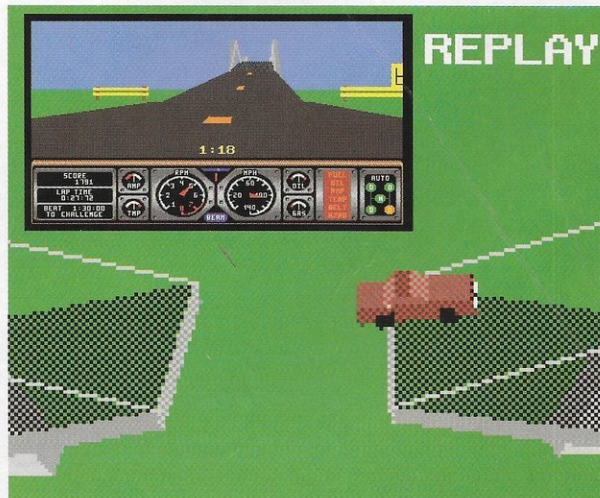
RATING=72%



As you tear through the town at high speed, you are thankful that there are no pedestrians or animals to avoid hitting.

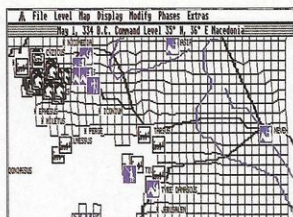
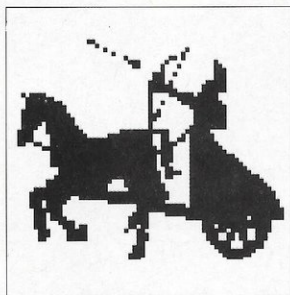


The loop is the hardest stunt to complete. It requires speed and nerves of steel. Beware of other vehicles that may be attempting the same route for a collision at the top of the loop is definitely not recommended!



You cautiously approach the open swing bridge. You must gauge your speed to perfection or you'll find yourself nose-diving into the ground which completely wrecks your car.





The main screen can reveal various kinds of maps. These can display temperatures, altitudes, wind directions and pressure zones.



This is where the Alexander the Great scenario begins. The armies from both sides mass on the border prepared for the forthcoming battle.



The major roadways and rivers are highlighted in this scene from World War II. These can be toggled on and off when you want.

# UMS II : Nations at War



R A I N B I R D

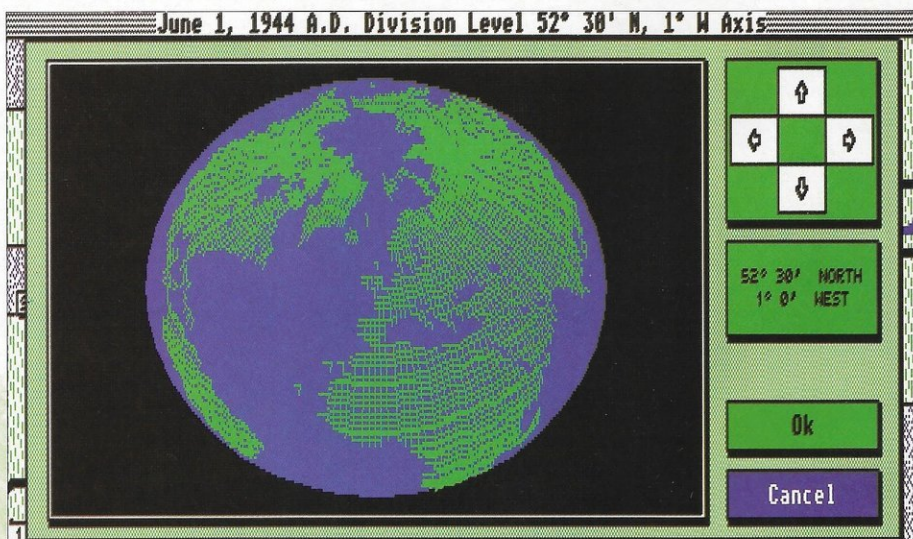
A couple of years ago, Rainbird released the original UMS, and it immediately became a popular hit with wargamers worldwide. More recently a series of data disks were released for the original but now, finally, the sequel has arrived.



The original UMS has been extensively developed to allow you full control over entire nations at war (hence the title). You can now fight your battles and wars across land, sea and air and relive the epic conflicts of Alexander the Great, the Napoleonic Wars and the more recent D-Day landings of 1945.

You'll have to read the excellent manual before you start. This will show you not only how to operate the game, but will also give you an invaluable insight into each of the conflicts, with a chapter featuring historical details of each of the three battle scenarios being included.

First you have to choose one of the three inbuilt scenarios to load from the scenery disk. After making your selection, a short pause in the action is necessary while the program organises all the data it needs to start up the conflict. When your ST has done its stuff, you will be faced with the opening battle positions of



The orbital view of the planet can be rotated around so you can actually see which part of the world that you are fighting in. Plans are afoot to bring out a planet editor that will allow you to design your own game environments in which to stage your own private battles in.

each of the relevant military units. These can be zoomed in or out should you wish to do so.

There are four viewing scales within the game, and these allow you to see the action on a different scale.

These levels are individually named for each scenario (you can even give them your own names) but

clicking on any of them in the Gem desktop area will immediately redraw the map on the screen, fitting as much in as possible and making the units and towns the correct size.

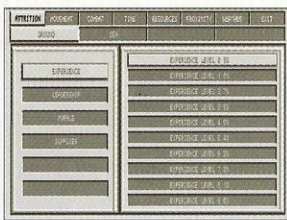
The game can be played by virtually as many players you wish, with each controlling certain units, or more probably with two people, with

each person taking control of one of the warring factions. Should you find yourself with nobody to play against, you can set up the computer to play whichever armies you wish.

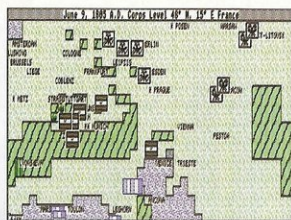
An important factor here is that you can also set the Artificial Intelligence level for each of the computer controlled countries. Thus if you



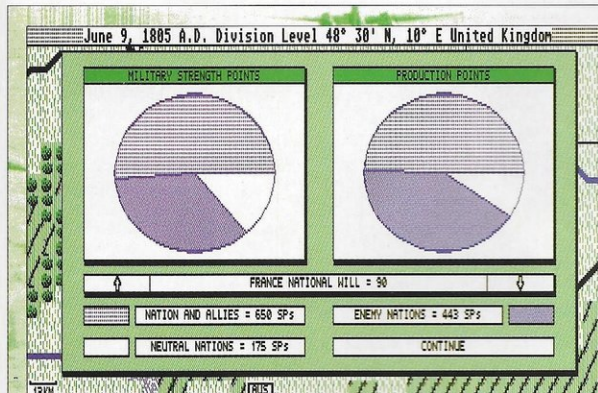
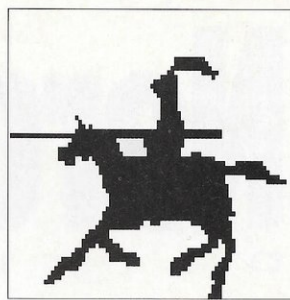
The allied invasion of Normandy is about to take place. The troops are all gathered around the south coast of England ready to attack.



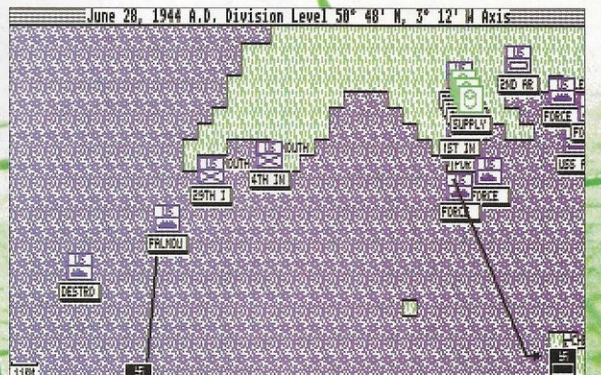
From the master console virtually any aspect of the game can be changed to suit your requirements. All the percentages used can be altered here.



All the scenes can have details of weather, place names, army unit names and so on put on them and removed any time you wish to do so.



The pie charts and graphs within the game can provide useful details of how the war is going. They supply instant information on your military and economic might, or lack of it as the case may be. These can be accessed for both your side and your enemy's.



Movement orders can be issued to any one of the units that you are commanding. An arrow will then appear that can be dragged around the screen to the position where you want your troops to go. You set it by a click of the right mouse button and off they'll go.

wish, you can make a violent, aggressive government as meek and humble as you want. In this way, with a bit of time and effort you can virtually re-write the scenarios supplied.

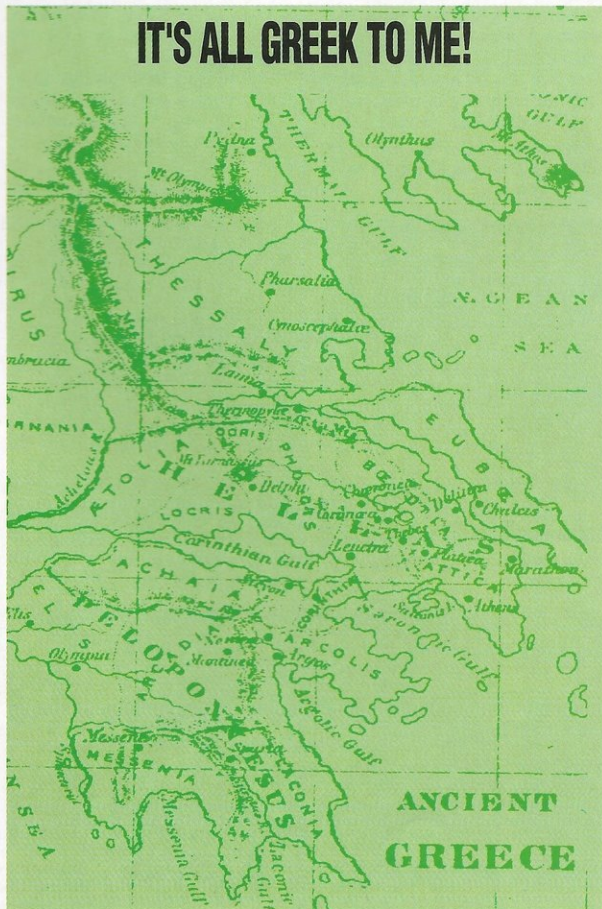
Using the pull-down Gem windows, much of the way the game is presented can be changed. For example, by selecting the Weather option, you can choose to display the temperatures for each section of the game map, and have them displayed in Celsius or Fahrenheit.

As well as this you can choose to have the weather fronts and wind direction shown. If all this is highlighted at the same time, the screen becomes incredibly jumbled, but after you've had a good look, you can revert to normal.

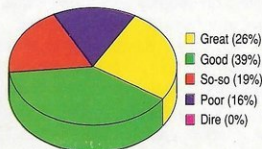
The game contains far too many features to be able to go into them all in a review this size, but everything is implemented very well. Game graphics are very plain indeed, but that is the standard for wargames. Only the Battlescapes series has ever tried to change this. Sound is virtually non-existent, but these factors have very little to do with the success of a strategy game.

Rainbird also have plans to release more scenarios for UMS II in the future but which periods these will be set in, is anybody's guess. Also planned is the Rainbird UMS Planet Editor, which not surprisingly will allow you to edit and create new planet forms, which means you'll be able to create your own, totally new scenarios soon.

**Paul**

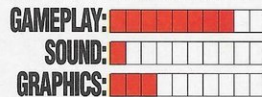


## PUNTER-POWER™



**GAME: UMS II**  
**PRICE: £29.99**

The original UMS was undoubtedly a classic wargame environment. Now Rainbird have gone one better with the follow-up program. Technically, UMS II is probably the best of its kind for the serious strategist. Don't be fooled into thinking that winning the game is easy, because it isn't but despite its wealth of features, playing it is. The Gem windows make it very easy to operate and even novice wargamers will find the game absorbing once they've got used to it. It takes some serious playing before you'll start to realise just how powerful the program really is and from then on you'll be hooked. This is a truly excellent piece of software and one that no strategist should be without. The only drawback is that you'll need one megabyte to run it.



**RATING=85%**

# Narco Police

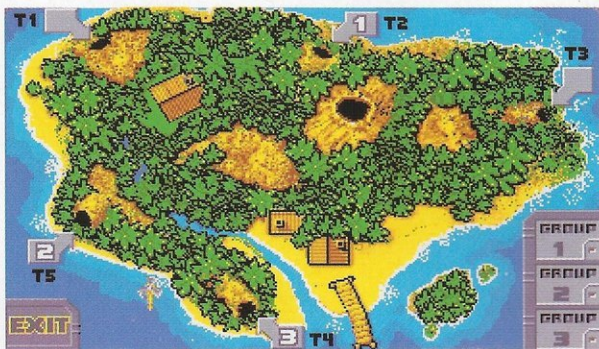
D I N A M I C

It is the year 2003 and the major world business these days is drugs. Over one fifth of the planet's population is now addicted to one form of drug or another. The drug barons now have astonishing powers and are worshipped like Gods by their employees.

Desperate to be seen to be trying to stem the flow of narcotics, all the nations of the world have handed over their two top policemen to form an elite super group – the Narco Police. These men have been trained like no men before them and equipped like never before and still they're fighting a losing battle.

The five years of tough, intensive training is coming to a close and a target has been selected. The raid is to take place on the operations centre of all the major drug dealers who have all pooled their cash together in order to build an impregnable fortress. All that is known about the target is that the dealers have invested 500 million dollars on security so nobody knows what surprises they will encounter.

You must take control of three groups of Narco Police as they attempt to break into the island hide-out of the criminals. At the start of the mission you get the chance to



The drug baron's island may look lush and beautiful, but underground is a highly secure network of tunnels.

arm each cop to the teeth with the latest technology and weapons, right down to a set of body armour. The problem is, you can expect the enemy to be just as well equipped.

The island itself has been hollowed out and turned into a maze of intricate tunnels that link the Central Processing Library (CPL) to the rest of the network. Your mission is to get your troops here and plant lots of explosives in order to destroy the place. Only if you successfully set the bombs here will the whole island be destroyed.

As you take on the role of each policeman you must move slowly through the tunnel network, eliminating any opposition you might come across (and you will come across such opposition!), while trying not to get hit too much. Body armour or no body armour, you're certainly not invulnerable.

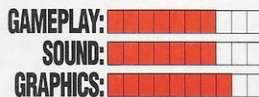
Should you get into a bad situation, you lose one of your missiles which will explode further down the tunnel and take out anything in its path. Should you get killed, you will be taken back to the start. **Paul**

## PUNTER-POWER™



GAME: NARCO POLICE  
PRICE: £24.99

One of the first things you'll notice about Narco Police is the similarity of the character, including movement and the way he fires his gun, to the hero in the old Infogrames classic – Hostages. This is where the similarity ends though as this is infinitely more violent. Walking along the tunnels blowing everybody away is quite addictive and fun and you'll probably find yourself coming back to this one for a while. Sound is good and includes an impressive title tune and the in-game effects are quite nice. Graphics are well drawn and presented but could have been a little more colourful. It is possible that you'll find the gameplay a little repetitive after a while as it is pretty similar throughout, but the long-term task of defeating the drug-pushers will probably have you coming back for more.



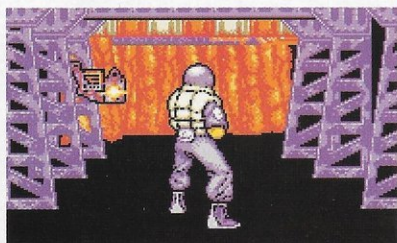
**RATING=76%**



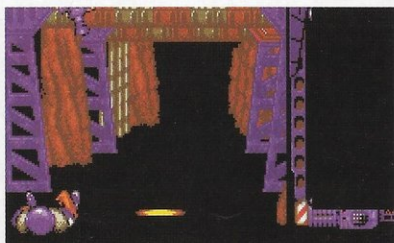
It is here you must choose the weapons that you will take into battle with you. Shrewd decisions have to be made if you want to survive.



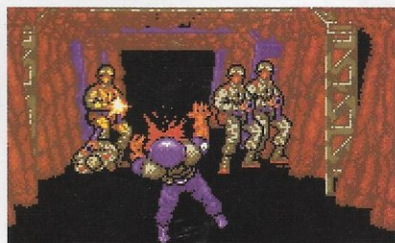
Having entered the tunnel at the entrance of your choice, you move steadily towards the middle but are confronted by security guards.



Many tricks and surprises lie in wait for you around every corner. Here the automatic machine gun tries to end your quest..



Caught in the path of a stray security laser beam you are neatly cut into pieces. You'll have to be more careful with your next troop.



Get hit too many times and you'll end up looking a bit like a teabag as you meet an unpleasant end at the hands of the opposition.





# DEFENDERS OF DEATH TRAP



Melon Monster



Disappearing Spectre



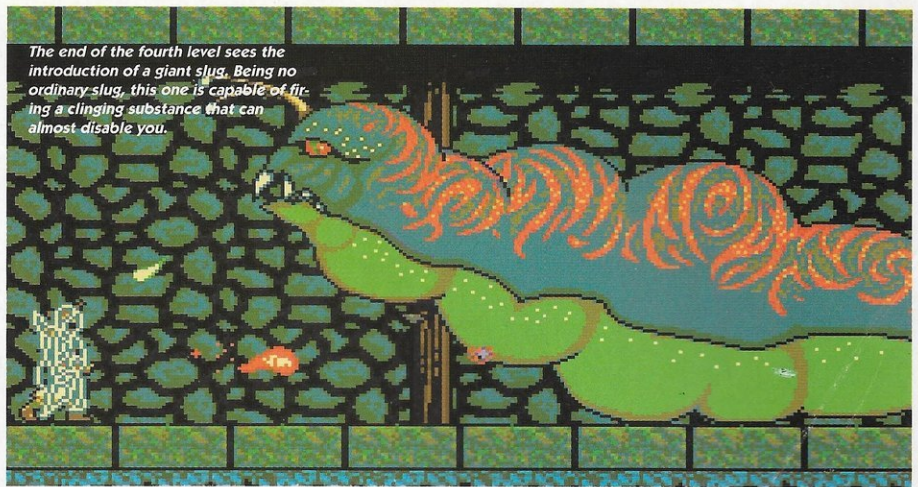
Spell Caster



Ice Walker



Fire-Breathing Chicken



The end of the fourth level sees the introduction of a giant slug. Being no ordinary slug, this one is capable of firing a clinging substance that can almost disable you.

# Death Trap

A N C O

Shankriya has, by the power of his magic, become the ruler of the land. A magician of great power and cunning, he has stolen some ancient scrolls that possess great magical capabilities and has used them to increase his own power to such an extent that the previous ruler of the land fled and left him the undisputed ruler of the land.

To safeguard his power, Shankriya has hidden the scrolls deep down in a huge underground complex of labyrinths and filled it with his own vile and evil creations. Without realising it, anyone foolish enough to enter the labyrinths was gently led deeper and deeper until they suffered their fate. No-one has ever lived to tell the tale of the dark secrets harboured in the labyrinth and over 500 years of inviolation it has acquired the name Death Trap.

Abi, a courageous and athletic young man, decided to enter the infamous

to enter the infamous Death Trap and finally lift the ever tightening noose of tyranny. Having been trained in the martial arts from his early youth and schooled in the mysterious arts of magic by wise and knowledgeable wizards, Abi is the inkling of hope for the population crying out for release.

You, as young Abi, enter the castle armed with only a dagger and your wits. At first, as you progress, you are confronted by creatures that can be destroyed

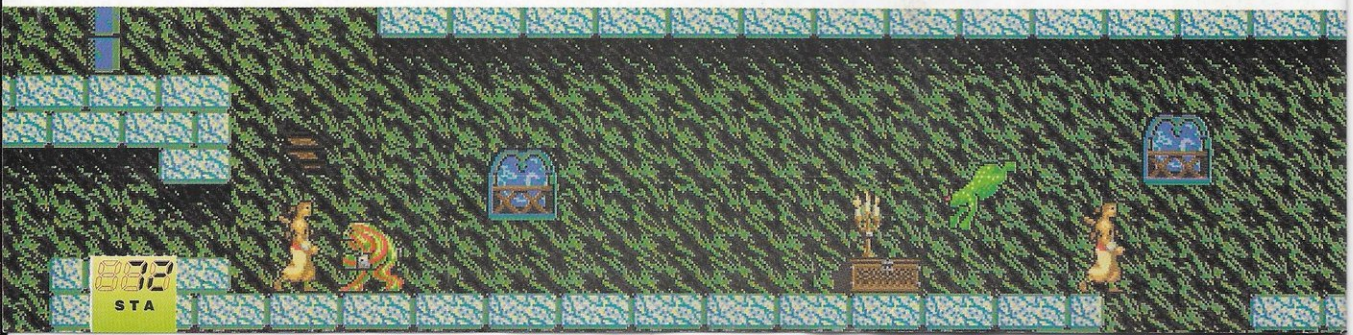
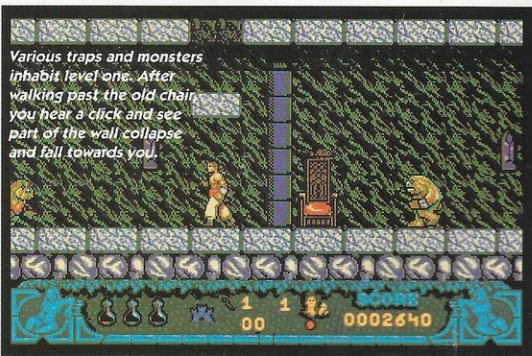
relatively easily. The demise of some of these creatures is rewarded by the dropping of a coloured potion.

The potions come in three colours: Red, Green and Blue and each of them has a different use.

The red potions are used to acquire magical weapons such as the Fireball or Lightening Bolt.

Collecting Green potions gives you access to a spell book that includes such spells as Mind Power and Summon Friend. Finally, the Blue potions allow you to cast healing spells on yourself, or if applicable, your summoned friend.

Each spell or weapon has a limited strength setting determined by the amount of potion used. As you progress through the dungeon, the creatures you encounter get increasing deadly and intelligent. Their behaviour pattern, strength and intelligence changes. You must concoct the various potions to acquire weapons and spells of



This spooky apparition is out to do no good. Some ghosts can appear at will and then attack from short range.

This young chap is our hero. Abi can perform some electrifying moves if needs be and is also a dab-hand with a spell book.

One of the spells available is the lightning bolt. As you can see, the bolt is capable of some hefty damage.

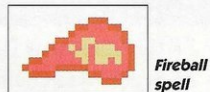


These little pots are your potion indicators. When you collect a pot it is indicated here, allowing you to cast spells.

This assortment of icons displays several useful pieces of information including lives, weapons and energy.

This is your score. It can be increased by successfully killing an enemy or working out the solution to a puzzle.

## TO AID YOU IN YOUR QUEST



Fireball spell



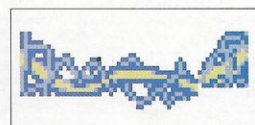
Boomerang spell



The bouncers

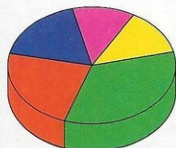


Like a bat out of hell



Grease Lightning

## PUNTER-POWER™



GAME: DEATH TRAP  
PRICE: £24.99

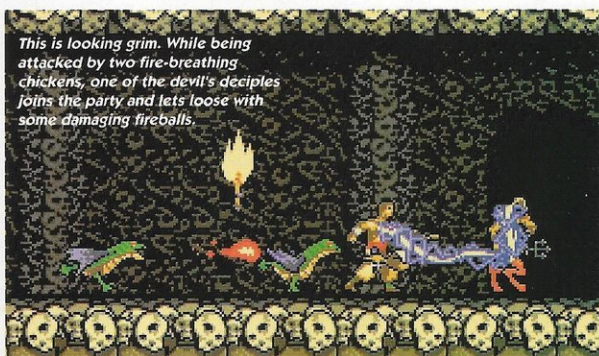
**RATING=87%**

Death Trap is a game of immense playability with lasting appeal that rivals Millennium's Horror Zombies. Graphically, it's nice and colourful, the main sprites being superbly animated and well drawn. The sound is a series of crashes and bangs from your weapons and the title tune is atmospheric. The inclusion of weapons and spells is probably a factor behind its success. It keeps you coming back for more and will be near the top of my "best game of 1991" list.

GAMEPLAY:

SOUND:

GRAPHICS:



This is looking grim. While being attacked by two fire-breathing chickens, one of the devil's disciples joins the party and lets loose with some damaging fireballs.

weapons and spells of mixed power to aid you in your mission.

At any time during the game, a swift press of the spacebar will display the spell menu. Next to the menu will be the amount of each red, green and blue potion available. Another icon will display the minimum amount of potion required to attain the lowest strength of a weapon, spell or healing potion.

Chests containing various weapons and potions can be found scattered across the farthest corners of the dungeons. However, not all of the chests contain helpful

items, there may be a nasty surprise waiting for you in the shape of an enemy or a cunningly placed trap. All chests can be opened using the joystick.

There are many traps laid throughout the dungeon, cunningly disguised and invariably deadly. They can all be avoided, but only with the utmost care and attention. Some of the traps are triggered by your movement and also by timing devices, so be careful!

Several creatures inhabit the labyrinth, each having its own behaviour pattern. Their strengths

and weaknesses change depending on which level you are on – the deeper you get, the harder they become. You will find that some of the creatures are unique to a particular level and they are stronger because their behaviour pattern is tuned in to the environment they live in.

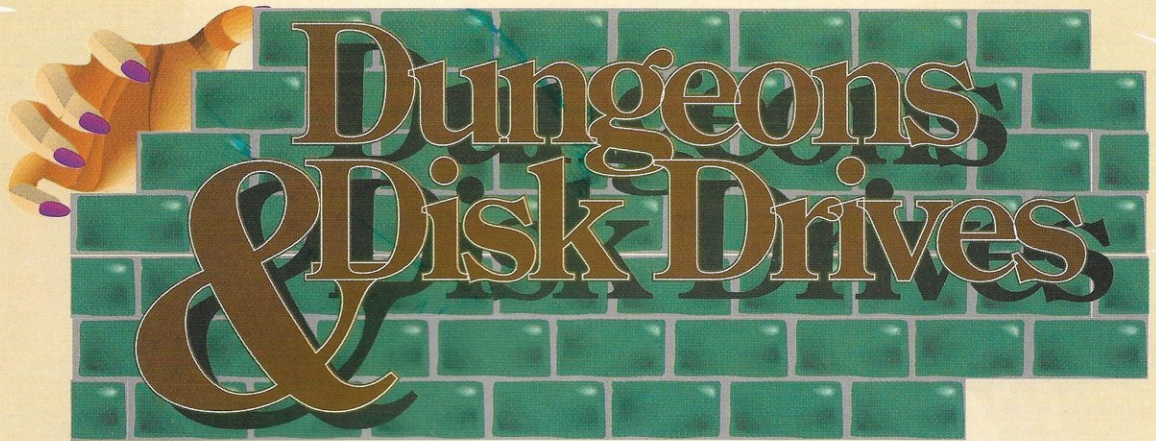
Death Trap has been split into five levels, namely Castle, Catacombs, Ice, Living Hell and Rotten. At the end of each level is a guardian that must be defeated before you can progress to the next level. The guardians are powerful but they also

have weak points. If you can find these, you will surely triumph.

You start the game with four lives and three credits. When you lose a life, you continue from the exact position that you died in. Once you have lost all four lives, you can utilise one of the credits. When using a credit, you will start from the beginning of the last level that you reached. When you have used all your credits, the game starts from level one. People have survived many things but can you, as Abi, be the first to survive the perils and traps of - the Death Trap? **Jason**







# Dungeons & Disk Drives

**Winter still has the Dungeon in its icy grip and the Crew are getting restless. Dragon spends the days playing heavy metal records backwards, forlornly searching for rude words, but so far the only rude words he has heard have emanated from beneath the entrance bridge.**

As we were all feeling low this month, Edna the Witch promised to bake us a huge pie for dinner. After waiting all day we arrived in the kitchen starved out of our heads, just in time to see Edna accidentally drop the pie. Pandemonium! There were screams of rage from everyone, plates flew, rude words spoken, and while tempers soared – the Troll kicked Edna on the behind! I've no doubt he'll be fine in a day or two when the spell wears off, but until that golden cork disappears I fear he will be having quite a few problems with his own behind.

In an effort to bring a sparkle to our evenings I finally managed to get hold of Damocles – the space trading adventure from Novagen. We did have high hopes for this game but we soon found the weird navigation system annoying and the flat buildings full of empty rooms boring. Initially it looks fascinating and technically impressive, but we could find no excitement in its featureless, computer-generated landscapes.

I wouldn't want to be too down on the game because this is a case of personal preference. I felt the same way about Corporation's scrolling corridors, they just felt so unreal compared with the static, but believable, walls of Captive. There has been no Wow ingredient added to the basic Mercenary scenario and although the game is a race against the clock there is no feeling of urgency or threat to bring some excitement into it.

One additional Mission Disk for Damocles is already released and another one will be available in the near future. If you are hooked on this interstellar adventure you have hours of flying hours waiting for you.

The days of text-only adventures are dead and gone, but the memory lingers on. Virgin Mastertronic have announced that they have secured the rights to five more of Infocom's classic games which they will be releasing in late March. After having had an amazing success with the first batch of releases, (Zork, Leather Goddess, Hitchhiker,

Wishbringer and Planetfall) Virgin hope to score another bullseye with Zork 2, Zork 3, Sorcerer, Enchanter and Deadline.

Virgin were delighted to find that these games are outperforming some of their major arcade re-releases such as Double Dragon. There appears to be life in the old dog yet. At £9.99 Infocom's golden oldies can be a better bet than some old shootout which has had its day.

If you have never even thought of playing a text adventure, listen to these opening sentences from Enchanter – the first game of this magical trilogy:

*You stand on the top of Lonely Mountain. To the East, far away, can be seen a great castle at the edge of the sea. Three turrets it has; two, old and still majestic, lie on either side of a third, cold, black as night and squat as a toad. An evil smoke seems to emanate from this tower, shrouding the others in a darkening fog. A small mountain trail leaves the peak and descends to the south into a small village far below.*

Who could resist that as an invitation to adventure? I know we won't. Next month we will bring you news of how we got on. Personally I can't wait.

Having heard that a small forest dweller who leaves nearby had taken delivery of the Amiga version of Chaos Strikes Back, we paid him a visit to give him the benefit of our experience. We also wanted to see what changes have been made to that game which appeared over a year ago on the Atari ST.

The very first thing we found is that a new scroll has been added to the game which acts as a map. As you move around in the corridors the scroll acts as a scrolling window on the surrounding area. It also shows adjacent corridors which makes the task of mapping much easier.

There are also extra scrolls containing map spells, but as yet their use is still a mystery. I'm not sure that I understand the need

for a map as I enjoyed the topsy turvy nature of Chaos, but I suppose Amiga owners need a bit of a 'leg-up'. I have been told that a new end-sequence has been added to the game because ST players complained of a feeling of anti-climax with the Atari version. I have yet to see the new section, but we'll let you know what happens when we do.

Bearing in mind our warty friend's present problem, don't be too surprised if your letters have driven him to apoplexy this month.

## TROLL LETTERS

### GET A HELPING HAND FROM THE LURKING HORROR

I would like to be in a position to send you a map, but having less map sense than Mark Thatcher, the closest I have ever got to finishing a game has just crumbled about me. I am halfway through Infocom's Lurking Horror, (it was modern when I bought it) and I need help!

I think I need to cut the metal bar behind the loose brick using the boltcutters held by the Urchin. I think I could get them if I can scare him with the severed hand. I can get the hand and animate it, but I can't get past the creature in the Dome.

I've also bought Captive which is great and who knows, with the tips in your pages, I might even finish the first level.

**D. Whittaker, Gibraltar**

*Mitch and Dragon were scared of this game – the big Daisies!*

*Rats, Zombies, severed hands and pink, squishy things that go 'gurgle-glopp' don't frighten me – well not a lot. I remember when that creature suddenly threw itself on the side of the glass dome, Mitch did a 'System Dump' and Dragon did a 'Drop Everything' in his shorts. I can't remember what was worse, the creature's face outside the glass, or the smell inside.*

*The best thing to do is chuck something at it. I used a big smooth stone which we had found right at the start of the game. Believe me, anything which gets a mouth full of rock soon loses its appetite.*

## PREPARE FOR THE FINAL ASSAULT ON CAPTIVE'S SPACE STATION

Hello my trollish friend, here are a few ideas for Captive.

At the start of the game sell your Tindron Droids and replace them with human parts, then you will have enough money left over to buy essential weapons and devices.

Keep the Mapper switched on and mark important places using the button on the right. By the time you reach planet 10 you must have as many Deflectors as you can afford or you will never survive. There are no deflectors in the shops on the later levels – so be warned.

I must say Captive is a pleasure to play until planet 9 when it becomes a headache. Tony Crowther's brother, who it says tested it, must have had a cheat version.

Did you hear about the Birkenhead Club who had a coach and tickets for the Christmas Computer Shopper Show in London? Their driver left the motorway in the fog and blizzard and they didn't even get to Birmingham. Fancy spending Saturday and Sunday on a coach with no facilities! Love You.

**Alma Catton**

*Only a fool would have suggested travelling to London in that blizzard. What do you call people who come from Birkenhead – Birks? Mitch says he is never going to another Shopper Show until he has 10,000 written apologies from the humans who snubbed him. Just as well the Birks didn't get there, it would only have made things worse.*

## CAPTIVE CREW'S HOMAGE TO THEIR LEADER

It has cost us dearly, but we are bigger for it. The quest is over and we have found the secret of the cameras. Androids paid with their limbs, and I myself must now wear a Vision Corrector and Tindron hand. Courage, Strength, Persistence and Garfield's 'Lateral Thinking Method' brought us to our grail. I offer this secret in homage to our exalted leader 'Peter Beale' from Eastenders, without whose guidance we would be lesser men. Firstly salute the four heroes:

- King Xerxes of Persia – Purveyor of Pontoon Bridges and Seasoned Flooger of Seas.
- Gothmog – Veteran of the Dungeon.
- Archimedes – Who immersed himself completely.
- Plato – Who cast shadows on the cave wall that we might see the truth.

Place the camera on the floor and it should grow to the size of a Dalek. Switch on the far right monitor and then 'click' on

# LEGEND OF FAERGHAIL'S KEY LOCATIONS

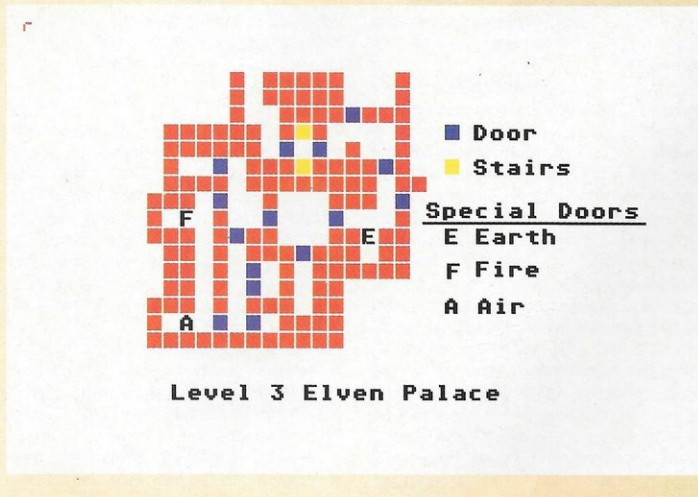
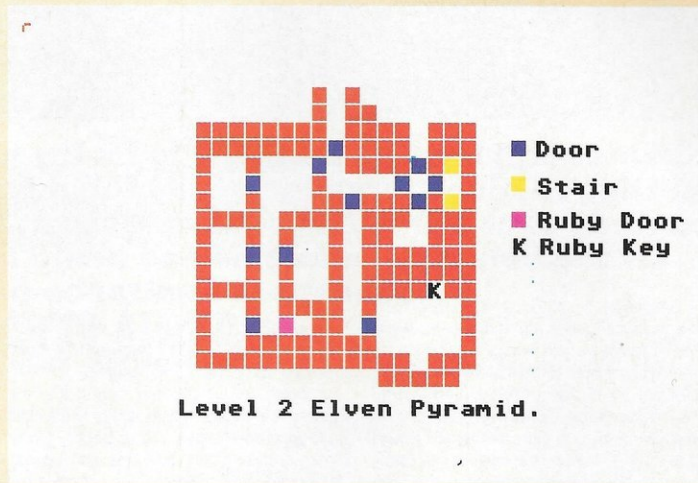
Last month you asked for some help with the Elven Palace in the Legend of Faerghail, well here is a map of Levels 2 and 3 where some of the keys are used.

The Ruby key opens a door on Level 2, the Fire, Air and Earth keys open doors on Level 3. I never found a use for the Glass key and I didn't even locate the Water and Light keys. Although I have never actually

done it, I have been told by the game's Creeping Spies that the Black Flames can only be extinguished with Holy water.

**Paul Hardy, Sheffield**

*Here my good and faithful servant, take an exorbitant present for your trouble. Mind you don't open it until you are alone I would hate anyone else to get hurt.*



the viewing screen to make it move forward.

P.S. Any chance of me becoming a game reviewer/columnist if my grammar, spelling and mental condition get better?

**Simon Nee, Oxford**

*Nope!*

## DUNGEON MASTER'S FALSE LORD

In Issue 26 you showed a picture of Lord Librasulus saying: 'If you ever escape from the confines of the dungeon with the Firestaff, you will come face to face with

him'. Up until now I have yet to see any way out of the Dungeon. Please explain.

**Paul Coombs, Abercynon**

*I trust you remember what you were sent into the dungeon for. The quest was to find the Firestaff and return it to Lord Librasulus. Once you unlock Level 7 and get inside the tomb, you can pick up the Firestaff and return to the entrance door. If you are a good little boy and do this – you will be killed! Serves you right, that will teach you to listen to strange men.*

*The person who meets you at the doorway is a false Lord and you must not go back there. Instead you must change your mission*

and seek instead the Firegem which lies in the bottom chamber, Only by combining the Firegem with the Firestaff will you create a weapon which will enable you to seek out Lord Chaos and finally destroy him.

### LOCK UP YOUR MUMMY IN THE CHAOS DUNGEON

I am in a room suspected of being on the fourth level of Dain. The room has several doors leading into other small rooms each with a pressure pad on the floor. Standing on the pressure pads apparently does nothing. In the middle of the main room there is a stone pillar with a button on it AND a concealed pit in front of it. When you attempt to press the button you naturally fall down the pit. Can the button be pressed, or is it just a red-herring? Also where do the mummies come from which keep appearing in the same room?

#### Romm Cavalan (Mightiest warrior)

I have examined that mark on the pillar and it is definitely not a Russian fish. While I was trying to get close enough to see what it was, I was continually being pestered by Mummies, so I decided to lock them in the cells around the room.

The funny thing is, once I had used the Horn of Fear to get a Mummy into every cell, the illusion pit closed up. This allowed me to press the button which then revealed.... Guess what?

### HITCHHIKER'S BABEL FISH GUTTED

After getting bored 'Doing the Bart, Man', I got into adventure games and have since encountered some quite un-cool problems. I'd be grateful if you could help me out. Have you got any, (and I mean 'ANY') tips for Hitchhiker's Guide, and/or where I can get to grips with a hint book. Is the ancient 8-bit 'classic' Hampstead by Melbourne House out for my beloved ST? Thanks for your help man, a heartfelt 'Ay Carumba' to you.

#### 'A Pencil recently found in Marge Simpsons Bee-hive!'

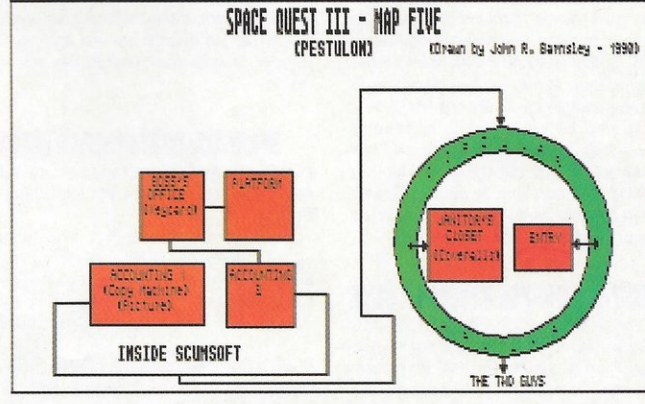
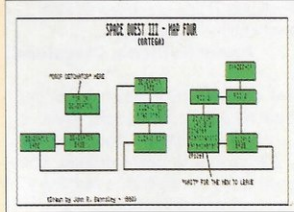
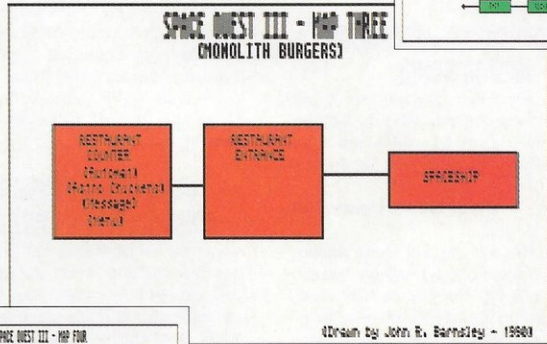
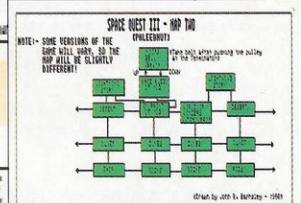
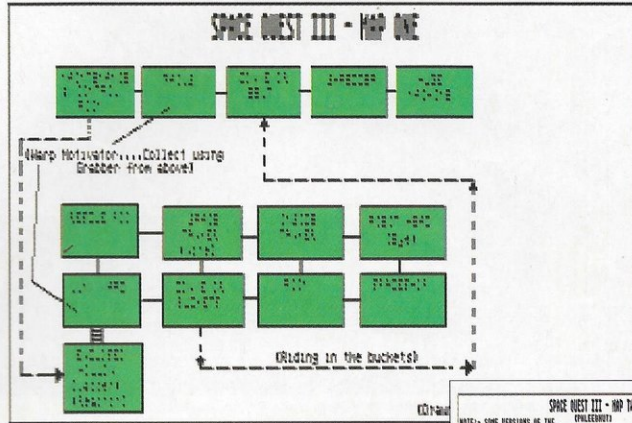
Pull up the Drawbridge Mitch, the nutters are getting nearer. I can't see what people like about the Simpsons. Fancy being completely Yellow! I take it by 'classic game', you mean an old heap of rubbish. I would think Melbourne House would have to be out of their skulls to try and sell that game to ST owners.

Wasn't that the game for yuppies who were trying to move their address from somewhere ghastly, (like Birkenhead) to Hampstead? I doubt if even 'Del Boy' could shift that one.

The trickiest problem in Hitchhiker is how to get the Babel Fish into your ear, because no matter what you do it seems to either disappear into a hole in the wall or it gets 'hoovered' up by the cleaning robot.

The first thing to do is remove your gown and hang it on the hook. Wait for Ford to curl up then get the towel and the satchel. Put the towel over the drain, and the satchel in front of the robot panel. Now comes the part that drives most people crazy: they don't know how to stop the upper-half cleaning robot. But, it's so simple: just put the junk mail on

## Clean up the galaxy with Roger Wilco and the pirates of Pestulon





**BSS Jane Seymour: A challenging adventure that should appeal to Dungeon Master fans.**

top of the satchel.

Now when you push the button you'll end up with the Babel Fish stuck solidly in your ear (squish!).

### POUR YOURSELF A MEASURE OF ICEMAN'S RUM

Oi Mush, giz some help. My problem is with Sierra's Codename Iceman. What is the Rum and the Vernier Caliper for, and where is the key to the locked cupboard in the freezer room?

**J. Moss, Upminster**

Codename Iceman is the first Sierra adventure which I stopped playing halfway through – because it was B-O-R-I-N-G. As luck would have it, a Welsh reader did send me a hand-written solution, (therefore I won't say another word against the Welsh – although I'll continue to believe it!) Unfortunately the Welsh wizard appears to have written the scroll using a sheep's hind leg, making it indecipherable. The best I can do is repeat what it says and hope he isn't as mad as the rest of those Welsh.... Oops!

The Vernier appears to be required when you are in the sub's workshop measuring a cylinder on a broken machine or measuring the replacement part you make on the lathe. The rum bottle is used much later in the game when you appear to be swimming in the sea and you put the bottle in a net?

I can find no reference to opening a locked cupboard in a Freezer Room, so I can only assume that you are trying to open the wrong thing. You certainly do have to open a 'Fridge' in the final part of the game, perhaps that's what's confusing you.

### MANHUNTER'S CORPSE REVEALS A CLUE

I am stuck in Manhunter – San Francisco. I have begun Day 2 and have got the camera from Tad Timov's apartment. I've completed the Temple sequence and passed the Pinches of Tobacco Test. Now what do I do?

**Neil Newing, Brighton**

For one so bright, I am surprised that you are stuck. What's stopping you visiting the other locations which your Tracking Device has revealed? For a real fun time you can visit the Doctor's House and examine a corpse. Have a look in his pocket and read the note. Notice anything about the signature? Could this be anything to do with Noah?

Of course if you are scared of bodies you can go to the Transamerica Pyramid where the door is now open.

### SHORT OF INGREDIENTS FOR KINGS QUEST IIP'S SPELL BOOK?

I have got rid of Manannan the wizard in Kings Quest III and I have perfected all of the spells except one. I can't cast the Sleeping spell because I can't find any dried acorns.

P.S. Don't call me stupid again.

**Kenneth Clyne, Cleveland**

Now where do you think you would get acorns – from an oak tree of course. There is a tree in the forest with acorns lying all around it. Because you are a human, you wouldn't know a dry acorn from a wet fish so I suggest you go looking for some birds and listen to them. After a bit the acorns should have dried out. If they still ain't dry when you return go for a walk around and try later. Sooner or later they should dry out. Okay stupid?

### SPLAT THE ORAT IN SPACE QUEST

Whenever I try to place the Cartridge into the Astral Body Computer I am shot dead by a Sarien.

How can I kill the Orat monster in the cave of the desert planet? Is there a weapon anywhere. I have in my possession the cartridge, keycard, plant, gadget and the glass.

**Danny Fox, Sheffield**

If you get killed when you do something then my advice is not to do it. Simple really.

You can kill the Orat by two methods. You can lead the robot spider into the cave

and it will blast lumps out of him, or you can throw the water flask to him and watch what happens. The flask is in the emergency ship which you obviously didn't search properly before you left it.

I am suspicious of your name. If I am not mistaken, (and I aint!) Danny Fox is the name of a crafty fox in a kid's story book. I liked that book, it tasted great.

### MAKE A CORRECT PASS AT JANE SEYMOUR

I am going bananas with BSS Jane Seymour which I received from ST Action when I renewed my annual subscription.

I am on Level 1 and have found the coupler and placed it in the Power room and I have collected various passes, (yellow, blue and white). A white pass is supposed to open any door but I have tried it many times but nothing happens.

I have also tried to recharge the passes, but they turn white and still nothing happens. I keep going round and round until I get fed up with the whole thing. Please tell me how to use the passes.

**F. Fullerton, Perth**

Although this game looks simple, it soon turns out to be a long one. Of course it will be even longer for those of you who can't even open a door. Simply place the white door pass in your character's right hand then face the door and click on the right mouse button while the cursor is over the door pass. The door will change colour to grey and you may then go forward. If you still have problems the security pass may be damaged, in which case you will have to fix it.

Here's a list of some objects found on the lower level:

|                        |                   |
|------------------------|-------------------|
| 031 Power Room         | Sensor Droid      |
| 092 Recharge Room      | Rat Droid         |
| 197 Corridor           | Suit/Door Opener  |
| 039                    | Life Support      |
|                        | Injector          |
|                        | Scanner Cartridge |
| 042 Biological control | Airtank/Injector  |
| 088 Cabin              | Gelger Counter    |
|                        | Attack Cartridge  |
| 046 Store Room         | Crowbar           |
| 106 Lab                | Fixit Droid       |
| 097 Cabin              | Manual Handgun    |
| 053 Shower Room        | Laser Sword       |
| 031 Terminal           | Self Destruct     |
| 098 Cabin              | Incense Stick     |

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Warlock revives the days that Gauntlet style games reigned on the software market. Gauntlet-esque games involved running around large maze-like areas, shooting foes, and even destroying them by means of magic. The best ones contained the perfect combination of exploring and frenzied combat. Druid was an 8-bit game that possessed such qualities, and now it has been converted to the ST under the name Warlock The Avenger.

The setting is a mystical and oppressive one. The land of Belorn has been forced to succumb to the evil of the Dark Side. Acamantor, the son of Satan, has seized control of what was once a fruitful land and transformed it into a place of destruction and despair. The cheerful peasants became distraught, driven to the point of almost being suicidal.

Taking the role of a warlock, you feel that you are the only being capable of breaking free from Acamantor's rule and bringing peace back to your homeland. Your wisdom and strength are your attributes, your spells and opportunism are your methods.

Controlling your character requires both joystick and keyboard. Directional movement is via the joystick as is casting the spells. However, to choose which spell you wish to cast is decided by the appropriate input on the keyboard. The array of spells at your disposal is plenty. Offensively, you are capable of conjuring Water, Fireball, and Lightning spells where some foes are more susceptible to particular forms of attack.

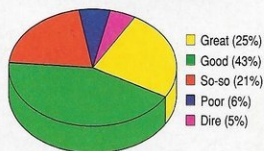
There are spells that affect every creature nearby such as Paralysis which halts enemies immediately but only for a short time. Casting Chaos destroys everything around you and also makes you invincible to energy-draining floor tiles as well as any other fiendish

# Warlock the Avenger



M I L L E N N I U M

## PUNTER-POWER™



GAME: WARLOCK THE AVENGER  
PRICE: £24.99

RATING=86%

Warlock's shoot'em-up element is well executed and the mazes are adequate enough to test you but simple enough to detract from being infuriating. Sound effects are ample, graphics are smooth and sufficiently detailed, and the gameplay is finely tuned. The wonderful world of Warlock will have you totally captivated and enthralled. Without a doubt, Warlock is a fantastic blend of arcade and adventuring action. A gem of a conversion.

GAMEPLAY:

SOUND:

GRAPHICS:



traps Acamantor may have prepared for you.

Creating a friendly Golem is possible. A special spell is needed and once he appears next to you, he can be instructed to move in three different ways by pressing the relevant key on the keyboard. The

Golem can either follow you, be sent off in a particular direction to trample your opponents, or simply wait at the specified position until told otherwise. However, the Golem's strength is limited, therefore he can't sustain excessive damage.

A very useful and enjoyable

facility incorporated into Warlock The Avenger is the two player option. This is available when the Golem is present as the second player can take the role of the stomping monster but if the Golem should die, then it is the end of the second player's game until the



The monster you shoot spectacularly explodes upon contact with your projectile. Once it is overcome, you must proceed with caution for the grey pads drain your energy as does the triangular shape on the floor.



As you can see, the water is very murky. This is because of the poison content in it which will kill you should you attempt to wade across to the other bank. You will have to find a bridge.



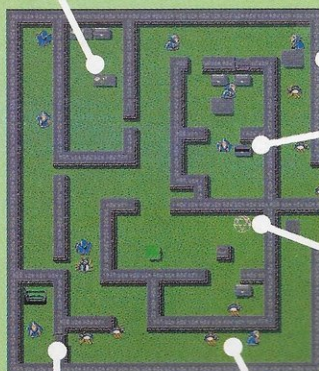
# 'I DON'T RECOMMEND THE DESIGNER OF THESE CASTLES!'

*Something's been having a feast. Whatever it was, let's hope you're not its next meal.*

*There's absolutely no way through here. You'll have to retrace your steps and find another way onwards.*

*This is one of the few places where you don't need to possess a key to enter a room. There is even a chest inside.*

*Spiral staircases lead to various levels. You don't need a key or anything else to explore the places you can access.*



*Open treasure chests by walking up to them. Inside, you will usually find plenty of spells and items.*

*Pentagrams will put your character back to full strength. Try to remember where they are in case you need to return.*

*The chase is on! Run around the corners quickly and try to lose the eight-legged fiend.*

*As you enter the level, you are confronted with a locked door. I hope you managed to bring a key with you!*



*A closed treasure chest! Approach it and then open the lid to see what treasures it is laden with.*

*The hero of the game and the character that you control. Guide him safely through the land of Belom and defeat Acamantor.*

*Bridges allow you to travel safely across poisoned waters but be careful of creatures that may be patrolling the wooden structures.*

Golem is reincarnated with another spell – that is if player one chooses to return him to the land of the living!

Spells can be replenished by opening treasure chests (these can be found liberally scattered about the playing area) and taking their contents. Also inside chests are keys and as you can only take one item from each chest, you must decide carefully which spell you



want, or whether to take a key instead.

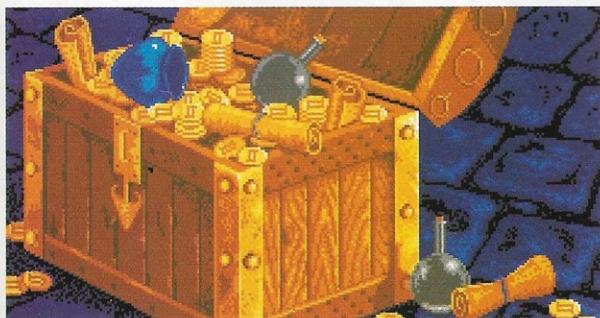
The game is actually in two parts. There are the same levels as Druid, along with an extra eight levels should you

wish to attempt something different. These extra levels will mean better value for money for 8-bit Druid fans who may have upgraded to the mighty 16-bit.

**Alan**



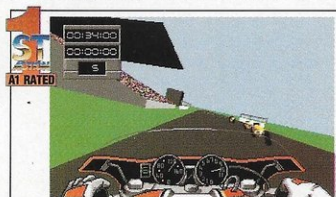
*In the main castle where the source of all evil is, there are lots of energy draining floor tiles. To proceed, either find a bridge or cast a Chaos spell which will completely protect you for a short time.*



*The treasure chest you have just opened is full to the brim with useful spells and items. Extra firepower is not always the best choice, for keys are vital to your progress as doors cannot be blasted open.*



*There are slimy creatures on either side of you. If you can battle your way through to the two pentagrams, you will be able to replenish your energy by simply standing on them and using their healing properties.*



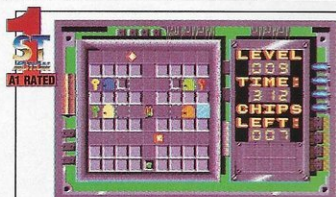
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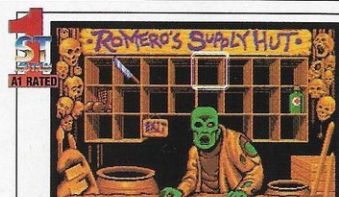
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and replay it in seconds*

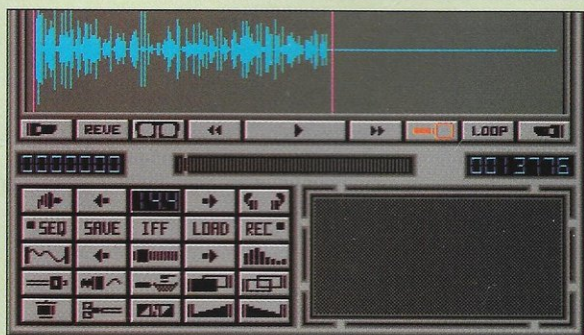
It's so easy to use: Simply connect the sampler to your ST or STE, load the software and immediately you have the ability to capture sounds with amazing accuracy.

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**"Is it real or is it Master Sound?"**

- Amiga Computing, May 1990

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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



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### February issue

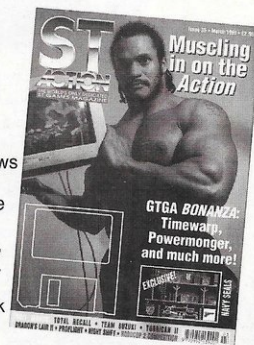
Joystick mega test: What makes a stick tick? Special Teenage Mutant Hero Turtles feature. Win a motor cycle racing day out at Donnington Park with all the trimmings. Cover disk: Bug Bash, Jupiter's Masterdrive and Nitro.

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### March issue

GTGA Bonanza: Dragon's Lair - Timewarp, Gold of the Aztecs, Corporation, Powermonger and much more. Reviews of Jupiter's Masterdrive, Prince of Persia, Team Suzuki, Night Shift, Proflight and more. Cover disk: Turrican II, Warlock the Avenger and

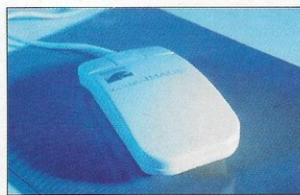


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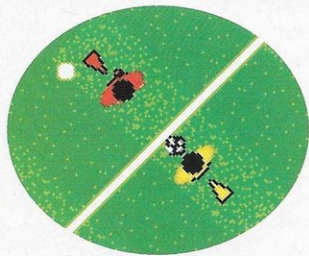
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# World Championship Soccer

## ELITE



Whether it's the World Cup, the European Cup or just one of the regular fixtures on the league's schedule, whenever there is a cup tournament in progress you can guarantee that a similar computer game will hit the market. Elite have released World Championship Soccer in an attempt to procure sales due to the recent success of the

England football team in the World Cup finals held in Italy.

In World Championship Soccer you take

control of an international team, from a choice of 24, in your attempt to battle through the qualifying rounds and reach the final to play for the much coveted title - World Champion.

Upon loading, you will be offered three choices: World Championship, one-player test match or a two-player test match. A one-player test match allows you to pick your team from the 24 available and also pick your computer-controlled opponent's team. The two-player option allows you two play with a friend and both of you can pick the nationality of the team you want to control.

### PUNTER-POWER™



- Great (0%)
- Good (17%)
- So-so (58%)
- Poor (25%)
- Dire (0%)

GAME: CHAMPIONSHIP SOCCER  
PRICE: £24.95

RATING=67%

*This reminds me of the old classic, Microprose Soccer. The men are similarly drawn, from an overhead view. The computer teams are hard to beat and progress is restricted because of this. The goalkeepers are, to say the least, a little bit naff. Whenever the ball is played to them with a little bit of pace, they stop it but deliver it into the path of the opposition, resulting in a goal. Not a bad product but compared to the likes of Kick Off 2, it's way behind.*

GAMEPLAY:

SOUND:

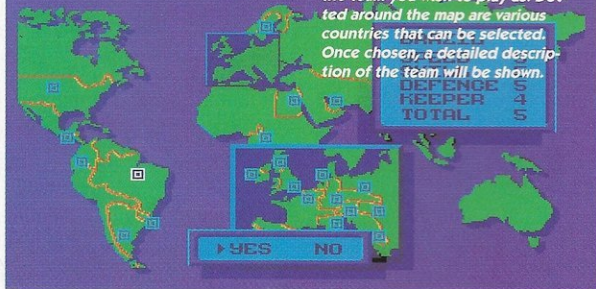
GRAPHICS:

### SELECT PLAYERS

| PLAYER | S | H | T | R |
|--------|---|---|---|---|
| TERRA  | 4 | 4 | 3 | 3 |
| URLOO  | 3 | 3 | 4 | 4 |
| ALCHAO | 4 | 3 | 4 | 5 |



### SELECT YOUR TEAM



Selecting the World Championship option puts you straight in at the deep end and enters you into the qualifying stages of the tournament. A map will be displayed on the screen with all the teams that are

available and you can view their statistics before selecting which team you wish to play.

Once entered, your team will be placed randomly into a group of three other teams. You must play

against each team in your group and win at least one match to give yourself the slightest hope of qualifying. Should you qualify, you will be drawn against another of the surviving teams and a knockout match will take place, the winner going through to the next round.

After you have selected the game mode and the team you wish to play as, you must then pick the squad for the game in hand. Your players and all the relevant information needed to pick the right team is displayed on the screen. Speed, kicking strength, tackling strength and accuracy are the four categories that should be looked at before choosing which player should take part, and in what role.

Control is via the joystick and depending on its position at the time of release, you can execute various forms of passing and shooting. Pressing fire when the joystick is centralised will kick the ball forwards and always in the direction of your opponent's goal. With the joystick pulled backwards, the ball will be booted high overhead and in the direction of the player when last in possession of the ball.

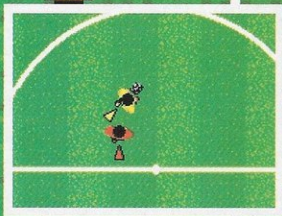
Learning to pass the ball efficiently and accurately is quite a difficult skill to master. Pushing forward on the joystick will pass the ball in the direction that the player was moving when the button was pressed.

Jason

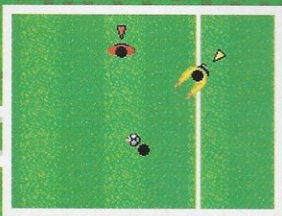
# GOOOOOOOOAAAAAALLLLL!



The first match against Egypt shouldn't test the boys too much. Starting off in his own half, Jorginho plays a long, lifting ball upfield towards the midfielders.



After picking up the ball in the centre circle the midfielder begins a long run and attempts to play a forward into space. Unfortunately, he didn't see the opposition's midfielder approaching.



After a crunching tackle, Brazil earn a throw-in. A quick move down the touchline and some fine passing by tallows the ball to be played high and long in the direction of the forwards.



The ball lands at Careca's feet and after some neat dribbling, he looses a curling shot that can only end up in one place - the defender picks the ball out of the net.



# Castle Software



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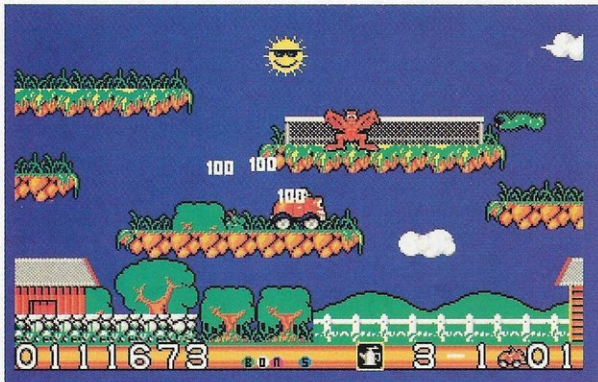
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STA APRIL



The Turbo Demon flaps into the attack when your time limit expires. Clear the screen before he catches up with you!

Roger Rabbit is one of the most lovable cartoon characters ever to have appeared on the big cinema screens. He was fun-loving, exciting, and everybody warmed to him. The inspiration for Car-Vup was obviously derived from the Rabbit's box-office hit.

You take control of Arnie. Is he a rabbit? No! Is he a hare? No! So what is he? Arnie's a car of course! However, he is no ordinary car. Arnie is a cartoon car, who resembles the charismatic vehicle that Roger drove in the movie.

There are also similarities in plot such as having to defeat the evil cartoon characters who are intent on turning the world into a dismal place, and the whole feel and atmosphere of the game is reminiscent of the film.

Creating a purer world is, in theory, quite simple. All that is required from you is to drive over the evil-infected ground, and thus transform everywhere back to good.

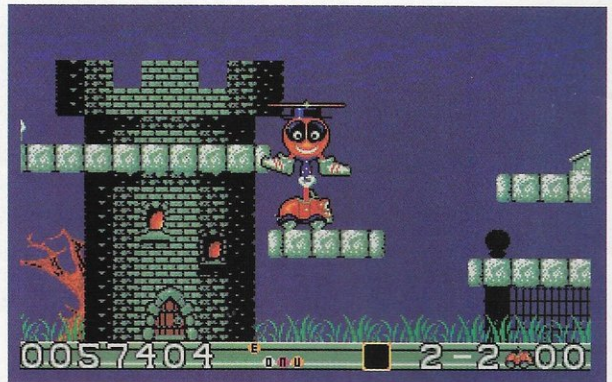
Unfortunately, there are a number of Loony Toons who are intent on preventing you from achieving your objectives of cleansing the various areas and rescuing your pals along the way.

If the truth is to be known, Arnie

can be quite a violent car if the situation should arise where he has to use force to progress. By collecting items that can be found on any of the many platforms, you could execute a variety of effective weapons.

These include mortar bombs, oil slicks which can be squirted behind your trundling car, smokescreens produced from your exhaust, alien metamorphosis, Smart bombs, special ejector seats that erupt from the top of Arnie and kill anything above, along with a number of other useful gadgets.

By leaping and bounding from platform to platform, you and Arnie



What must be the friendliest and cleverest helicopter in town comes and transports you from level to level.



# Car-Vup

CORE DESIGN



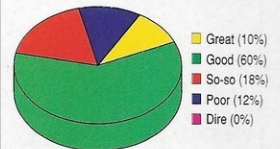
should be able to conquer the reigning evil but a considerable amount of effort will be demanded from you to succeed over all 48 levels.

Should your time limit diminish totally, the Turbo Demon will be invoked to make your task twice as hard. This devilish character will race after you until either the level is completed or you are captured and, as a consequence, lose one of your few lives.

Gathering a number of icons to create the word BONUS will increase your score and EXTRA will reward you with an extra life. You will certainly need plenty of extra lives before you manage to complete the game!

Alan

## PUNTER-POWER™

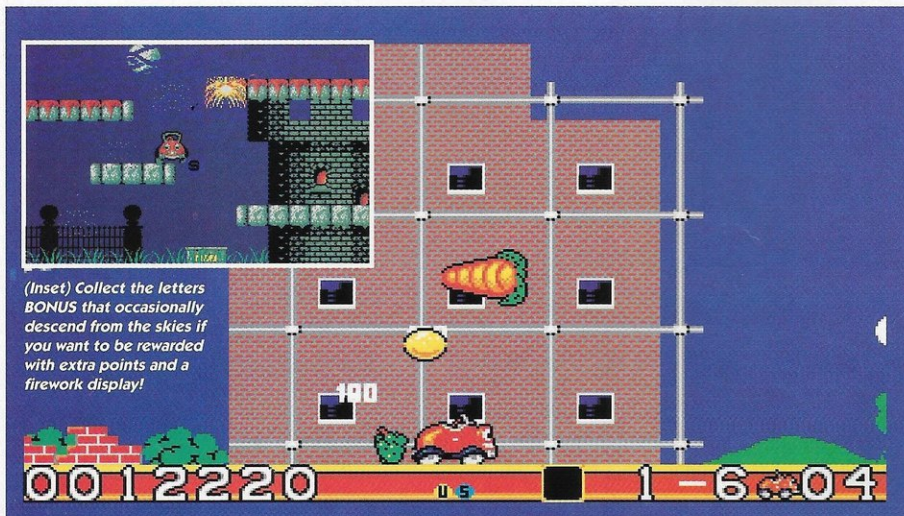


GAME: CAR-VUP  
PRICE: £24.99

*Car-Vup has a fantastic cartoony feel to it that will liven up any dull day you might be having. Smattered unsparingly with bright colours and emitting cheerful music and sound effects, the game is certainly uplifting. In terms of gameplay, it is simple but addictive with a control system that takes very little time to master and will prove suitable for even the most clumsy and uncoordinated of games players among you. Car-Vup is crying out to be called repetitive, but instead, it is instantly compelling and terrific fun to play through all the levels. It really does make a refreshing change from your average shoot'em-ups that involve blasting away with machine-guns and mortars, which is what most games are orientated towards these days! Core have produced a highly creditable and polished item of software.*

GAMEPLAY:            
SOUND:            
GRAPHICS:

**RATING=85%**



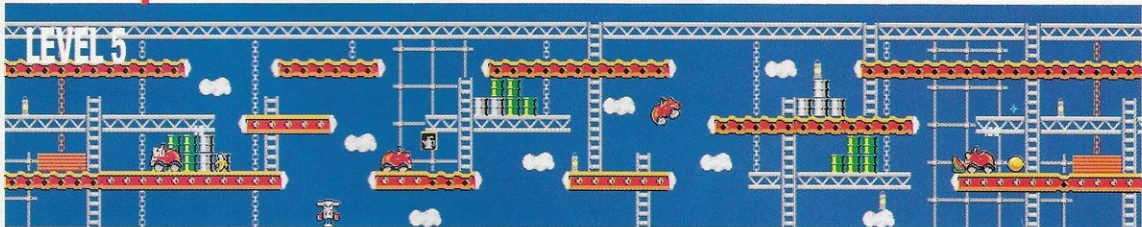
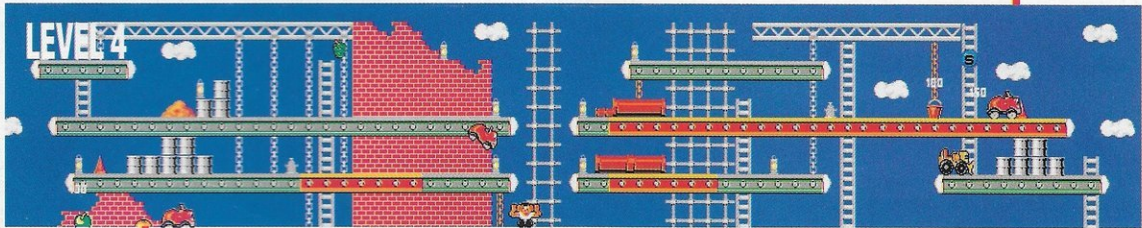
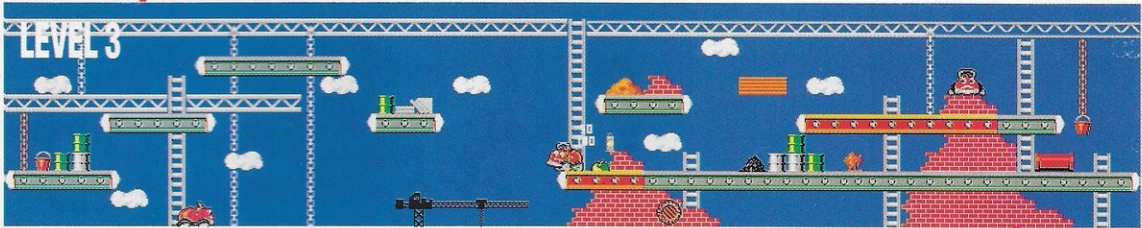
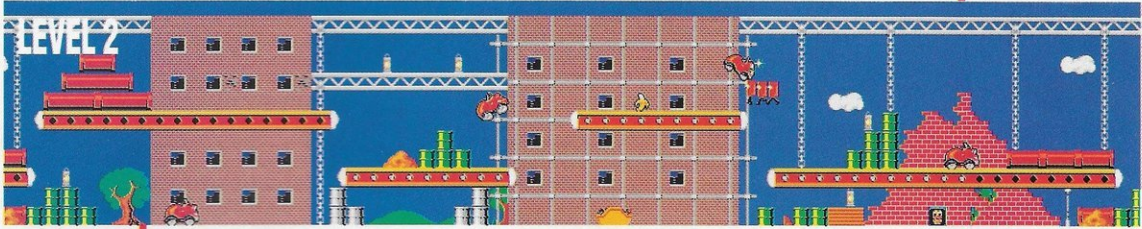
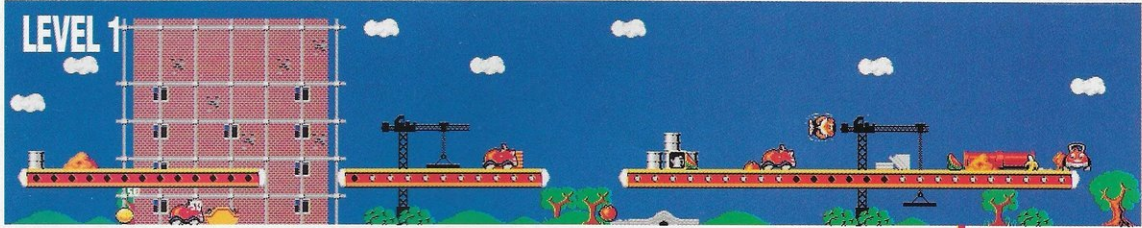
(Inset) Collect the letters BONUS that occasionally descend from the skies if you want to be rewarded with extra points and a firework display!

Prior to the final rescue scene, you have the opportunity to collect bonus points by gathering the fallen fruit and vegetables.





# THE ROAD TO SUCCESS



Finally, you reach your friend and save him from the clutches of the bad guys. Your next rescue mission is about to begin.

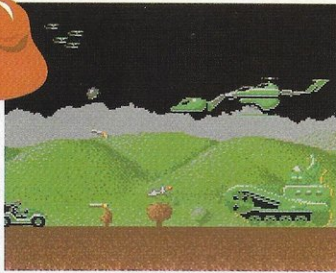
## SILKWORM MASTERTRONIC

£7.99

Nuclear war is imminent. The military have seized control, and the innocent people of the world are doomed...that is unless YOU can stop them! Of course, you can't be expected to tackle them without some sort of hardware to assist you.

A group of scientists, who aren't linked with the military, have built an attack helicopter for you to fly into enemy territory and defeat the enemy with. If you can find a companion who is courageous enough to accompany you, he can aid your mission by taking the wheel of a jeep that is armed with a powerful automatic weapon that can rotate 180 degrees to shoot opponents both behind and ahead of you.

Combat fighter jets and other fast and deadly aircraft, negotiate mine-riddled ground, and destroy tanks and rocket launchers to progress onwards. Collect shields and extra weapons to improve your chances of success, and eventually proclaim the land free of danger.



### ACTION ANALYSIS

*Silkworm is still a very pleasing blast three years after its initial release by the Sales Curve. Although graphically simple, the gameplay is intense and captivating. Definitely a must for all shoot'em-up fans who have not yet played it.*

82%

Enjoyability rating

9/10

Value for money

## XENON MASTERTRONIC

£7.99

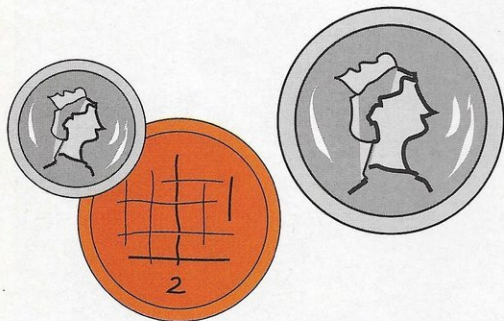
A terrible thing has happened! Captain Xod, brave and battle-hardened leader of many, has been captured! Jump into your land-roaming, sky-soaring craft and endeavour to save him. Kill all known enemies, and destroy anything that is destructible! Take no prisoners and have no fear!

To help you in your quest you can enhance the capabilities of your attack craft by collecting pods that are left behind in the remnants of annihilated gun emplacements and enemy vehicles.

The pods could give you limited invincibility, extra fuel, homing missiles, lasers, improved firepower, wing-tip weapons and even more.

Every enhancement will drastically improve your chances of completing the difficult task ahead, and will enable you to put up a gruelling fight against the end-of-level bad guys.

Xenon will bring out the best of all you shoot'em-up freaks!



# Budget B

## DOUBLE DRAGON MASTERTRONIC

£7.99

Two player beat'em-ups are always popular provided they are programmed to a reasonable standard. Double Dragon sees Billy and Jimmy Lee battling forth in the attempt to confront and defeat the end of level bad guy, Shadow Boss.

What has this Shadow Boss character done wrong? Well, it was his gang, the Black Warriors, that have kidnapped the lovely maiden named Marian. Why is Marian so important? She's Billy's girlfriend, that's why and taking a man's female companion is the worse thing that one can do!

Taking weapons such as knives, baseball bats and so on from felled opponents is a necessity if you hope to penetrate the Shadow Boss's lair. By using weapons in conjunction with your karate skills, you will feel almost invincible!

Battle on through the various scenarios and whenever the going gets tough, just think of your girlfriend who is probably tied up somewhere in a dark and dismal dungeon.



### ACTION ANALYSIS

*Double Dragon has potential that it fails to fulfil. Unfortunately, the game is remarkably easy to complete and offers very little challenge. Due to its simplicity, the gameplay becomes tedious and any enjoyability fades quickly.*

63%

Enjoyability rating

4/10

Value for money

## COLORADO ACTION 16

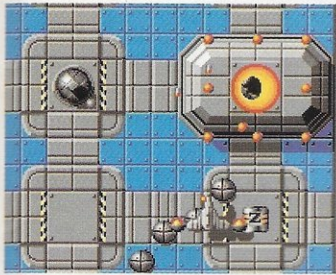
£7.99

This action adventure places you in the same scenario as Davy Crockett, complete with fur hat and tomahawk. The aim of the game is to find the Pocohontas gold using a map that an old indian warrior gave you before he died. Along the way you encounter Indians equipped with various weapons ranging from bows and arrows to knives and tomahawks.

You can move on land or use a canoe. On land you can use any weapons you find to kill attacking Indians, or even attempt to make peace. If you come to a dead end, you may be able to scale a cliff face that leads to a different path.

In the canoe you can accelerate or slow down to avoid Indians who are also in canoes. Your canoe only lasts so long, so too many crashes will cause you to drown.

You must solve many brain muddling puzzles along the way to your final goal before you become rich beyond your dreams but who wants to be a millionaire? You probably do!



## ACTION ANALYSIS

*Xenon was very popular when first released, and acquired a good many fans who stayed faithful to the game and its recently released sequel. The action is frantic, and Xenon seems as though it will hold its appeal well into 1991 and beyond.*

**76%**

Enjoyability rating

**7/10**

Value for money

## GEMINI WING MASTERTRONIC

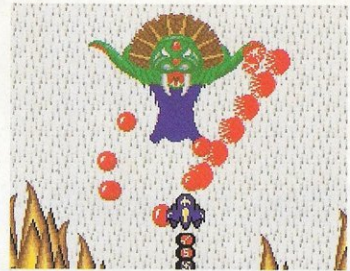
£7.99

This vertically scrolling shoot'em-up is a coin-op favourite for many people. Featuring fast and furious action and a variety of bonus firepower to collect, it had all the ingredients of a successful formula. The Tecmo coin-op was eventually converted onto the ST. Now Gemini Wing is released on a budget label and waiting on the shelves of your computer shop to be bought.

You must kill the vast horde of aliens that are attacking Earth. This is most certainly not an easy task, as the whole galaxy is against you!

Take firm control of the Gemini Wing fighter craft, and repel every living body who is attempting to turn you and the rest of the Human Race into extinction. You mustn't let them succeed.

Three-way fireballs, homing missiles, spiralling circles of death and more, are all there to aid your quest for safety, but don't underestimate your enemy for they certainly don't underestimate you!



## ACTION ANALYSIS

*The ST version of Gemini Wing lacks the atmosphere of the coin-op, and looks extremely dated among more recent computer blasts. Good playability is missing with dull and ineffective backgrounds along with tedious gameplay.*

**39%**

Enjoyability rating

**4/10**

Value for money

# Basement



## ACTION ANALYSIS

*The sound effects in Colorado are adequate, and the graphics are colourful and detailed with smooth animation. The depth of the game is tremendous and should provide many brain aching hours of entertainment. For the price it is a bargain.*

**79%**

Enjoyability rating

**8/10**

Value for money

## SUPER GRID RUNNER ACTION 16

£7.99

This is a fast action shoot 'em-up that takes place on one screen with grids on it, hence the name.

Your ship is equipped with a basic laser and detachable nose cone, and can be upgraded by collecting blue lamias that fall down the screen.

Your direction of fire may be changed with the keyboard to help you destroy aliens from difficult angles. There are various aliens with several different wave patterns to confuse you and make you run around the screen chaotically until you either succeed in destroying them or die in the attempt.

You start with five lives and the basic weapons systems. Occasionally extras appear such as extra lives, a bonus multiplier and a smart bomb that when shot destroys all aliens present on screen.

Action is very fast and furious with enemy ships and missiles attacking from all directions, to prevent you from completing the many levels.



## ACTION ANALYSIS

*Unfortunately this is a game scenario seen hundreds of times before. The graphics are small and whizz around at incredible speeds but could be far more detailed and original. Even though the game could have been better, you'll find it enjoyable and addictive.*

**70%**

Enjoyability rating

**7/10**

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.

... ..

## Chuck Yeager's AFT 2.0: E.A.



Chuck Yeager's AFT is an advanced flight trainer. This, in layman's terms, means it's a flight sim. You control a plane and must prove that you can handle it. Control is via the mouse or joystick and various keys.

AFT has a secondary monitoring system called the Heads-Up-Display (HUD). The HUD is a transparent sheet spread across the glareshield upon which critical information is electronically projected. HUDs reduce the need to look down at your instrument panel. All the information

you need to know is on the HUD: Brakes – up or down, Flaps – up or down, Throttle position and Landing Gear – up or down.

All aeroplanes – no matter how new, old, basic or advanced – have similar components. Wings generate lift, the tail assembly provides stability, landing gear furnishes ground manoeuvrability and the engine provides motive force. The fuselage (or the body) holds everything together and gives the pilot and the passengers somewhere to sit.

Star Rating ★★

## Pop Up: Infogrames



In Pop Up, you take control of a small but energetic ball. From the Big Bang to a future era, you must bounce your way across five different periods of time: the Big Bang, Prehistoric and Middle age, the 20th century and finally the Future. This incredible journey through time holds a great number of surprises for you, some good and some bad. Obstacles and dangers await you at every little jump.

Every era is represented by a set of screens. As you bounce from one platform to another, you must try to collect a maximum of tools and food in order to find the exit leading to the

next screen. Bonus points are available to you if you can collect them before they disappear off the screen.

Various items of use can be found dotted about the landscape. Use water drops to extinguish the mounting fires, keys to open the various holes blocked by poles and the hammer to destroy the walls. All of these tools are helpful, so don't waste them thoughtlessly. Every now and then, a game is released that relies on playability rather than cute graphics or amazing sound. Pop-up is one of these games and is definitely one to look out for if puzzle games are your cup of tea.

Star Rating ★★★

... ..

## Corporation Mission Disk: Core



In Corporation, you played the role of a ZODIAC agent enlisted to penetrate UCC's heavily guarded factory. Stealth was required as the building had been fitted with a high technology alarm system. Human and artificial guards patrolled the building. Your mission was simple – once inside locate the genetic laboratory, recover an embryo and escape.

Making your way through the building, you had to evade the guards, alarms and video cameras. You had to constantly be on guard to beat the defence systems which

included alarm pressure pads and infra-red beams. As well as the security guards, some of the droids were programmed to repair any damage done to the building.

After your initial success with the Corporation, the government has requested your help once again. This time, mysterious occurrences within UCC's North American headquarters has led to their contact with Zodiac. As an agent of Zodiac, you will require your skills to infiltrate the 16 new levels of Corporation.

**Note:** Needs original Corporation to run.

Star Rating ★★★★★

# ...CHECKEDOUT



As the old saying goes, "a problem shared is a problem halved". If you've got any moans, suggestions or comments, parcel them up and send them in to: Paul McNally, Write On!, ST Action, Europa House, Adlington Park, Macclesfield, Cheshire. SK10 4NP.

## GOLDEN OLDIES

Following the recent release of various old 8-bit games onto 16-bit format such as Lucasfilm's Ballblazer, released as Masterblazer by Rainbow Arts (a brilliant game, even better on the 16-bit), could you please tell me if there are any plans to bring out 16-bit versions of what must be THE classic game of all time, Rescue on Fractalus.

Although not much good on the C64 or Spectrum (not surprising really), it was good enough on the Atari 8-bit format to merit me buying an old 800XL along with a Rescue on Fractalus cartridge. My ST hardly sees the light of day now.

I can't help thinking how much better the game could be if re-written for 16-bit by Rainbow Arts - who are probably the only team who could make a good job of it. They seem to have mastered the art of making games worth the asking price (i.e. Turrican, Giana Sisters and so on).

If there are any plans for it, please let me know.

**Sam Halligan, Harrogate.**

*Rescue on Fractalus - that brings back memories. However i really can't see anybody doing it again for the new market (good as it was) as their time is taken up by new and more advanced projects most of the time. There's always the chance somebody (are you listening Rainbow Arts?) will do it, but don't hold your breath.*

## PORT PROBLEMS

I am experiencing problems with my joystick ports and am writing to you, my last hope, for help. Is there an easy way to fix them by myself as repair companies charge high fees for this common ST fault. It's so annoying while kicking butt during IK+ that I can't get my joystick to work at the most crucial times and have to frantically yank the lead to try and get it working again.

Who is the pratt who put the joystick ports underneath anyway? Wouldn't they be better on the side of the machine??

**Mark Webb, Hornchurch, Essex.**

*Ah, the delights of the ST joystick ports are still being found by the unsuspecting masses. You've certainly not got the only damaged ports in the world (see the next letter!) and as for an easy way to fix them, it depends on how good you are with a soldering iron. Personally I wouldn't recommend it but it is possible. Just remember any damage you cause to your machine may invalidate your guarantee or cost you lots more cash to get fixed.*

## PORT PROBLEMS 2 - THE REVENGE

In March I will have had my wicked ST for two years and the wear and tear is certainly showing. About a month ago my joystick started playing up, and after more testing, found out it was the joystick port and not the joystick.

I then phoned Silica Shop where I bought my STFM and they told me that because it had exceeded its guarantee period I would have had to pay. I was totally flabbergasted to hear it would cost a massive £63 and would be sent back within three to four weeks. I couldn't wait that long. The next bill issue was due in two weeks packed full of information and the excellent demos and cheats.

## STAR PRIZE FOR A STAR LETTER

### STRATEGIC SOLUTION

I am writing to you regarding your excellent magazine. I have been a reader of STA since the very first issue, and although I think it is very good, there is one omission I would like to point out: The lack of coverage of strategic programs.

Of course, I realise that when such a program is released, it is reviewed by your usual (original) method and is adequately covered. However, in my opinion, the percentage of your readers that have an avid interest in strategic software is not properly catered for.

My solution to this would be to have a reviewer dedicated to wargames, military simulations and so on. Perhaps a couple of pages an issue would be sufficient - even for a few issues on a trial basis. This section could be in the same vein as Dungeons and Disk Drives.

The fact that such a section would only be appealing to the minority of readers has not escaped my attention, but I think that it would be a worthwhile addition to your magazine. Speaking honestly, there are not many good reviewers or writers who concern themselves with strategic

Luckily, my dad knows an electrician, and within one whole day my dad brought back my ST in perfect condition and told me it was only a minor problem. May I ask why repair costs are as high as this (not just in Silica Shop) for repairing extremely minor faults like mine?

Secondly, could you compile a selection of flight simulators like the one in issue 3, including F29 Retaliator, MIG 29 Fulcrum and F19 Stealth Fighter because I am in a dilemma about which brilliant simulator to get.

**Ejilce Agubor, London**

*Repair prices are always a dodgy issue as companies claim that expert attention and labour charges boost up costs considerably. I would imagine a large proportion of the fee you were quoted would go towards labour charges.*

*Although the job is simple enough it still requires great care as one mistake could ruin everything. £63 does seem a large amount for the job though and 3-4 weeks is a long time these days but maybe you should take these points up with Silica themselves.*

*As to flight sims, we'll keep it in mind. As a guide, all the games you mentioned are worth a look, although F-19 Stealth Fighter is my personal favourite.*

### TAKING CARE WITH KILLERS

I am writing to you in the hope that you can help me with a rather large problem that I have. I bought my Atari about a year ago and then started to buy STA. Based on the reviews I then began to build up a software collection. I already had the 10 power-pack games but I decided to get some more.

Somehow my games had become virused. I had a virus killer so I tried to repair the disks. At the end of repairing each disk a dialogue box appeared and told me the disks were 100% virus free. What it didn't tell me was that it had damaged the data on the disk. So by carrying on, I managed

software. I have read articles by such writers that are plainly ridiculous to any avid strategy enthusiast. I could name a few but will refrain from doing so to save them embarrassment. Perhaps this is why not many magazines actually have a decent strategy section.

Please let me know if you think my idea is viable. I enjoy your magazine and will continue to be an avid reader for as long as the quality is kept at the present standard.

**Dave Palmer, Jarrow, Tyneside.**

*Firstly Dave, sorry we had to cut your letter but space is a problem. Secondly although your idea is a good one I just don't think there would be the demand for it. There really isn't much point in a section that is only going to be read by a few of our readers. At the same time I sympathise with you totally. I think that the strategic games aren't always given the treatment they deserve but we always try to mark them as a strategy game rather than a normal game. That is we take into account the often inferior graphics and sound because they aren't as necessary as, say, an arcade game.*

to to damage seven of my best games. Please could you tell me if there is anything I can do or are my games lost forever?

**Richard Corner, Gosport, Hampshire.**

*Oops. Things haven't gone very well for you have they. I'm sorry to have to break this bad news to you, but chances are you've ruined your games. You see, most commercial pieces of software have a short piece of code at the start of each disk called a bootsector. This is essential to load the game. When you load a virus killer, it checks to see if the disk has a bootsector. Most disks that need checking such as Language disks, word processors and so on have no need for one, so if the virus killer finds one it assumes it shouldn't be there.*

*Really you should never put commercial software through a virus killer because if it does its job and removes the bootsector it'll kill your game instead of the virus. You may be able to repair them using a PD program or something but frankly I doubt it.*

### CHEATING IN CHUCKIE

I have just purchased the January issue of ST Action for the first time and I am very impressed. It is definitely value for money!! I particularly liked the idea of a cheats program on your disk. I was wondering if you had previously issued a poke for infinite lives for the games Chuckie Egg 1 or 2?

If so I would like to purchase the relative copies! I have an Atari 1040 STE and will definitely be buying further copies of your mag. Thanks anyway.

**DA Livingstone, Glasgow.**

*We're glad you liked your first ST Action and hope our efforts continue to please you. We think the mag is getting better and better all the time and hope it always offer people value for money.*

*The Chuckie Egg games (a favourite of Paul's) are knocking on a bit now and no we never did any*

cheats for them, nor unfortunately do we know of any. Sorry.

## JUSTIN CASE YOU'RE UNSURE

I would just like to say that I think the star ratings on Justin Checkedout are totally outrageous. I agree with Pang getting four stars, but it was worth five. I think Puzznic and Chips Challenge are not in the four star categories. Spindizzy Worlds should have got four or five stars, because the game is excellent both graphically and play wise. Corporation does not deserve four stars. Although the sprites are graphically brilliant the gameplay is slow and very complicated.

Apart from that the mag is excellent.

**Darren Hoole, Eastbourne**

Hi Darren. I don't think you're being entirely fair to Justin or the games you mentioned. Speaking on behalf of big Justin of course I think that to get a five star rating the game would have to be instantly stunning (neither Pang or Spindizzy Worlds were) as the star rating system is designed to be a first impression of the game based on a brief look at the product before we get the chance to give it the old full STA treatment. Corporation was an excellent game once you got used to the awkward control and requires a little perseverance to get anywhere.

## ARTISTIC LICENCE

This year I will be leaving school and would like to have a job in the computer industry. I would like to work as either a games designer or a graphic artist. Are there any courses which I could take for either of these? I own an Atari ST and have many pictures (on Degas Elite). Would it be a good idea to send software houses examples of my work? Any information on this would be helpful.

OK having said that I think your mag is the BEST (honest), but the letters page is a little small. Oh by the way. The Nitro demo is fab.

**Darren Cliroe (hope that's right, couldn't read the signature), Penzance.**

Good graphic artists are always in demand in the industry and sending your piccies to the companies may not be such a bad idea. Obviously you shouldn't get your hopes up because chances are you won't hear from them. As for courses we can't really suggest anything specific as getting into the industry relies a lot on luck as well as skill.

## PROGRAMMING POSSIBILITIES

First of all I'd like to say how good ST Action is at the moment. I got my ST last year and I think that it's great. Now onto my questions:

1) It sounds stupid but I am thinking about being a

programmer like my hero (the Yak himself, Jeff Minter). Have you any advice on how to make it?

2) My mate who owns a Commodore 64 showed me an excellent game based on the hilarious magazine, Viz. Will it be coming out on the ST? I'd love to see Johnny Fartpants.

3) Finally, what is the best art package you can get for the ST?

**Allan Croft, Wickford, Essex.**

*We'll get the thank you out of the way for the compliments here. Thank you! that should do it, now onto your questions.*

1) *Learn to program in code and put together a few demos. I know it's not that easy but there's no easy way to become a programmer.*

2) *As you may have already seen from the review pages Viz has arrived.*

3) *The best art package on the ST? Well there's Degas Elite which is still very popular these days and set all the modern standards. More recently there's Deluxe Paint St which although more expensive can produce stunning results.*

## AS THE OLD SAYING GOES...

I have recently become a proud 1040 STE owner, with very little knowledge of the software market, so I bought your magazine after looking at WH Smith's selection. I am now on my second issue.

I am, by and large, pleased with your magazine and think that it is probably the best available. I think it would be further improved if you gave a monthly list of currently available games in a precise form.

This would certainly help me. I bought Chase HQ 2 just before the February edition came out. I agree with your comments and would not have bought the game had I known that it is let down by the lack of control over the car.

**Paul Holder, Hayes, Middlesex.**

*Hi Paul, thanks for the compliments. I know it may sound like a cliché but perhaps you've not heard it before, try before you buy. It's an unfortunate way to find it out that our reviews are accurate but you've gone and done it now. As for the list, it would be really awkward to keep track of what's available and what isn't, and a monthly list may get boring after a while.*

## KICK OFF TIP OFF

In support of a letter you published in your January issue by L Thomas, I have also heard rumours that games for the ST are to stop being produced. This I found out from my local computer shop, Vudata (plug!) and I am frequently reminded of this by my friends, who all own Amigas. Please could you dispel all our fears by asking some of the top software producing companies?

I would also like to express my disgust

towards Anco software who produced Kick Off 2. When I first saw the advert for this game, it said that you would need 1 meg to use the "Kit Design" function. I only owned a half meg machine so I decided to buy a new Atari 1040 STE so that I could use this extra feature.

When it came out there was no need for the extra memory. It seems that the other features such as offside and scissor kicks were sacrificed. This is in breach of the Trade Descriptions Act and I have noticed that their advert for Final Whistle includes small print informing us that the data disks are subject to change without notice.

Even so, I play Kick Off 2 all the time and it is one of the best games I own.

**Stephen Knight, Ashton-Under-Lyne.**

*You're not the first person I've heard of who was disappointed with the way the Kick Off 2 advertising was conducted. It seems that the features left out of this fine game are to be included in the Final Whistle expansion. At the time of writing I've only seen the Amiga version and this contains a ref and offside laws.*

*The ST is still growing in popularity so there would seem to be no need to discontinue products for it.*

## GETTING 'OLD OF OLDIES

I've bought the last 12 issues of STA and only had one faulty cover-disk. I believe that's quite good for mass-media, having sent many more games than this back to the companies concerned.

I would like to back up Richard Whitaker (issue 34) on a high score table, perhaps with STA's top 20 games or your reader's favourites.

Is there any way of buying older games, such as Quartet, a four player space game? It seems a real shame that older games aren't advertised.

**Paul Thomas, Ilkeston, Derbyshire**

*Reproduction is likely to cause problems in any sort of mass media and I'm glad you've experienced very few problems with our cover disks.*

*As we've said before it would be so difficult to verify each high score and no doubt some fame-hungry readers would be tempted to add a few thousand on to their real scores.*

*Old games are always difficult to get hold of. Try the software company concerned or some mail order firms may have what you're looking for.*

**Each month we give a prize to the writer of, what we consider to be, the most interesting letter published on these pages. So make sure you include your name and address when you write.**

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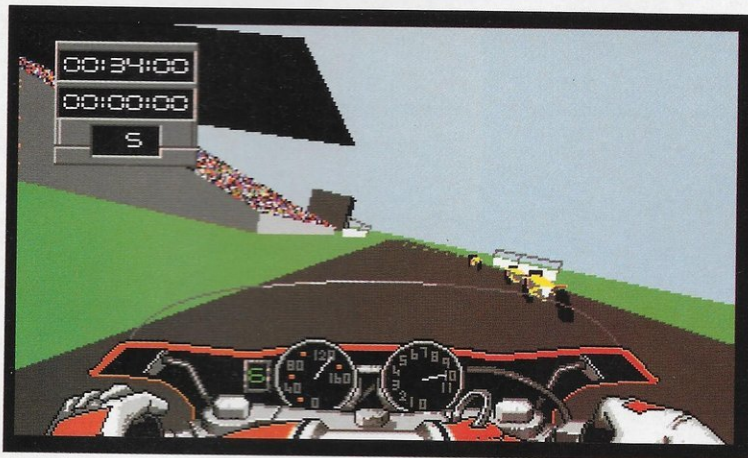
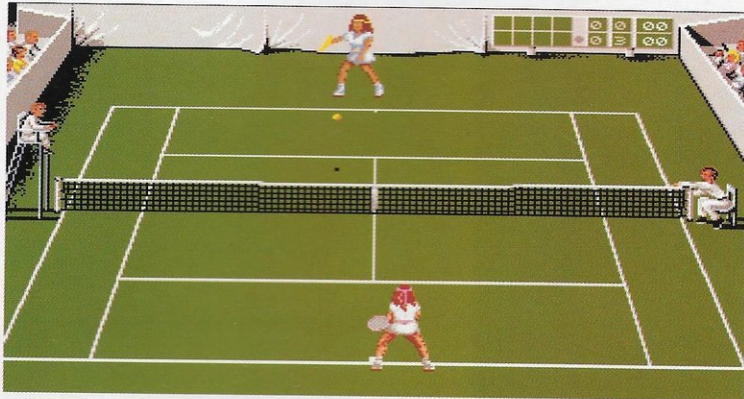
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## ADVERTISERS' INDEX

|                       |        |                      |           |
|-----------------------|--------|----------------------|-----------|
| AIRFLOW.....          | 94     | MEDIA DIRECT.....    | 71        |
| ANALOGIC.....         | 94     | MIRRORSOFT.....      | 5, 12, 23 |
| ANDREWS & COWAN.....  | 47     | MT SOFTWARE.....     | 47        |
| CASTLE SOFTWARE.....  | 85     | NBS.....             | 71        |
| DATABASE DIRECT.....  | 82, 83 | NURD SOFTWARE.....   | 79        |
| DELTRONICS.....       | 79     | OCEAN.....           | 1FC, 1    |
| DIAL-A-QUIZ.....      | 63     | SILICA SHOP.....     | 43        |
| EVESHAM MICROS.....   | 45     | SK MARKETING.....    | 37        |
| GREMLIN GRAPHICS..... | 7      | SOFTWARE CITY.....   | 51        |
| GUIDING LIGHT.....    | 47     | SPECIAL RESERVE..... | 17        |
| HI-SOFT.....          | 21     | TURBOSOFT.....       | 67        |
| INFOGRAMS.....        | 9      | US GOLD.....         | 2         |
| KYC DISCS.....        | 79     | WTS ELECTRONICS..... | 94        |
| LEGEND SOFTWARE.....  | 91     |                      |           |



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# BACK PASSAGE

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### THREE MEN AND A BOBBY

Picture three ST Action staff writers in a car, heading for the local fish and chip shop. They're well under the speed limit, the car is in perfect working order, and they're concentrating on the busy road ahead. They are *THE SAFE DRIVERS*.

Two minutes later, they are being accosted by a police officer who interrogates all three about where they are going, where they work, and most importantly, where they were born. He is *THE BORED POLICEMAN*.

You are *THE TAXPAYERS*. So we thought you would like to know how wisely your money is being spent.



*Do these people look like convicts on the run? Do these people look like they've just robbed a bank? Actually, we think these people look like hungry, law-abiding ST Action staff writers.*

### PALACE PUT THE PRESSURE ON



Software publishers Palace really know how to do things in style, fending off the competition admirably. Here, you can see one of their no expense spared press releases. We know you'll be able to see the deep and meaningful message contained within it. If you do, please let us know what it is!

### WINNERS!

The winners of January's 9-Lives competition are listed below:

Collecting the first prize of an Atari Lynx is Andrew Critchley from Grange Over Sands in Cumbria.

A year's supply of Arc releases go to Ben Courton of Peterborough in Lincolnshire, Mark McGovern from West Kensington in London, and Adam Aldous from Norwich, Norfolk.

Copies of the 9-Lives game are on their way to Nicholas Towns from Brigg in South Humberside, Daniel Snook from West Drayton in Middlesex, Jonathan Sweeney from Falkirk in Stirlingshire, Jason Rendell from Merriott in Somerset, and finally Robert Curd from New Malden in Surrey. Congratulations to you all!

### NEXT MONTH...

ST Action promises to bring you the very latest software in next month's issue. To tantalise you further, here is a quick glimpse of what to expect.

### SUPER MONACO GRAND PRIX - U.S. GOLD

The popular arcade coin-op is almost ready to be released on the ST. Featuring incredibly smooth and fast graphics, the exhilarating life of a Formula One racing driver is made extremely realistic and you won't even have to move from the comfort of your armchair. At present, the finishing touches are being put to it, but hopefully, we will have a finished copy soon with a review appearing next month. If you are a keen racing fan, you shouldn't miss it.



### WRATH OF THE DEMON - READYSOFT/EMPIRE

From the software house that brought you Dragon's Lair comes another programming masterpiece in the form of Wrath Of The Demon. Containing outstanding graphics and superb sound, it certainly stands out among its software contemporaries. There will be a full review appearing in the next issue of ST Action.



### FRUIT PURSUIT/JIGGERS - DIGITAL DIMENSION

From an up and coming team of programmers comes a fruit machine game with a difference called Fruit Pursuit, and a complicated looking puzzle game entitled Jiggers. We'll look into what D.D. has done and hopefully enlighten you next month.



**That's it for this month! Look out for the next issue of ST Action coming soon!**

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**MAVERICK - QS 128F**  
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**FLIGHTGRIP - QS 129F**  
High-speed auto-fire and 8-direction thumb-pads. Compatible with most video game systems.\*



**STARFIGHTER - QS 127**  
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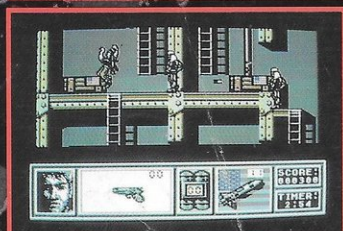
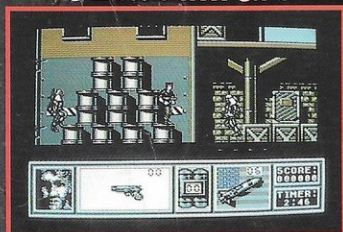
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