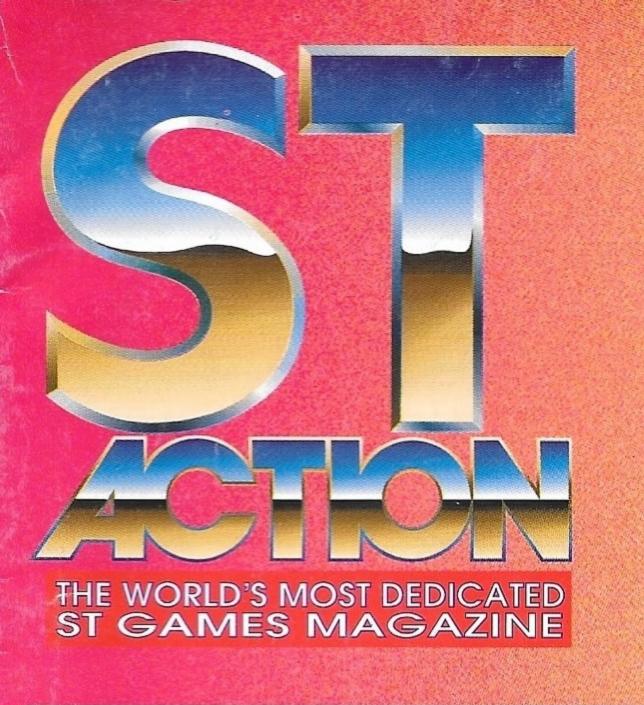
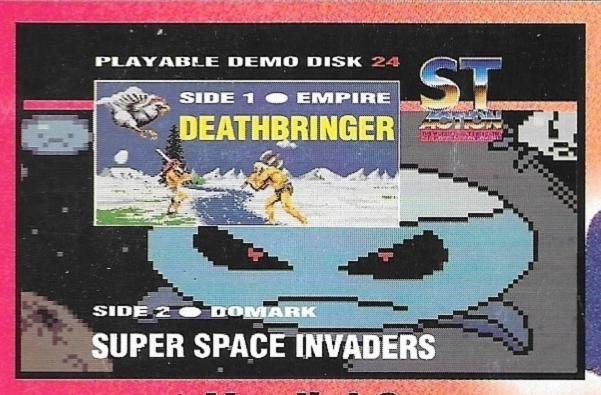


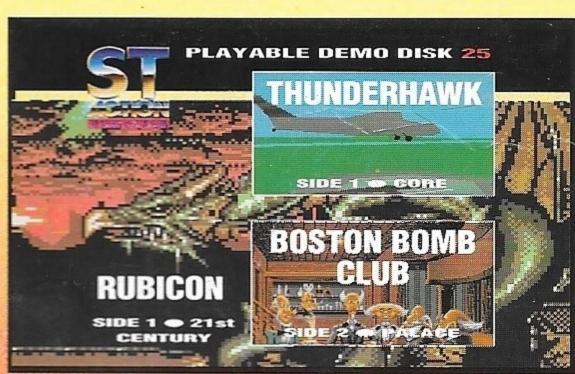
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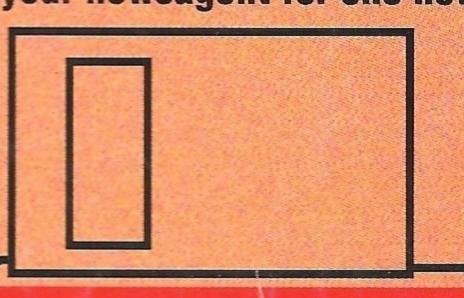




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AUDIBLE I'M A THOUS
TERMINATOR — WHO
THE HELL ARE YOU?



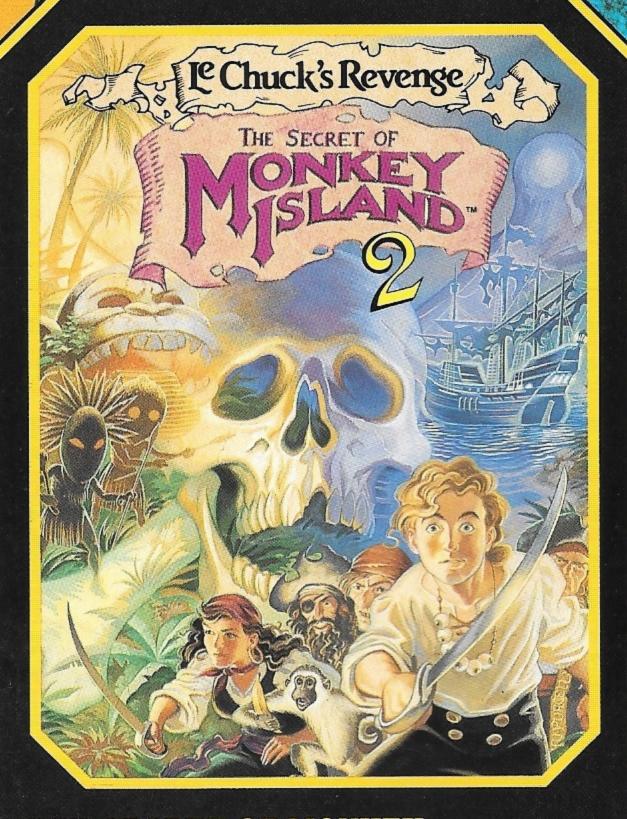


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TERMINATE

TARGET STATUS: ?



ISLANDTM 2 - LE CHUCK'S REVENGE

The Secret of Monkey Island witnessed the demise of the evil ghost pirate Le Chuck at the hands of young Guybrush, and an agitated bottle of root beer. Guybrush doesn't have long to rest on his laurels however, because blood is thicker than root beer, and Le Chuck's brother is out for revenge.

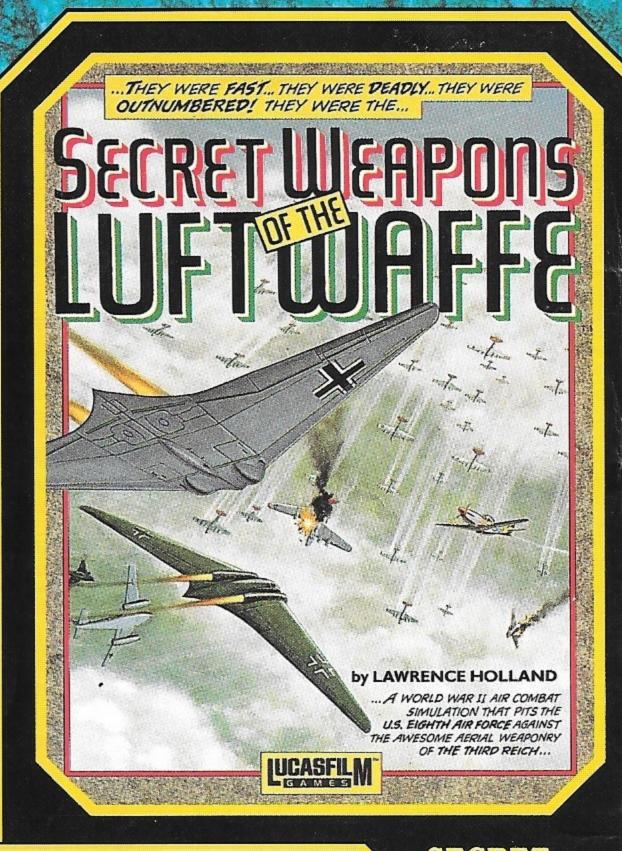
Available on: PC Compatibility: EGA, VGA, MCGA. Requires 640K Ram AT or better recommended. Hard disc recommended. Supports AdLib™ and Roland™ and CMS Gameblaster sound cards.



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Screenshot from PC





Screenshot from PC (VGA)

As American forces seized control of the skies over Germany, Nazi scientists

WEAPONS

LUFTWAFFETM

OF THE

unleashed strange and powerful aerial weapons in a last desperate attempt to win the war. Secret Weapons of the Luftwaffe gives you a gripping, highly realistic experience of these extraordinary air battles, from the first daylight bombing raids in 1943, to the final days of The

Available on: PC Compatibility: VGA/MCGA 256-Colour, EGA, Tandy®, (AT) 80286 or faster recommended. Hard disk recommended.

Mouse or Joystick. Supports Adlib™ and Soundblaster™ Sound Cards™ and Roland™. © 1990 LucasArts Entertainment Company. All rights reserved.

Third Reich.



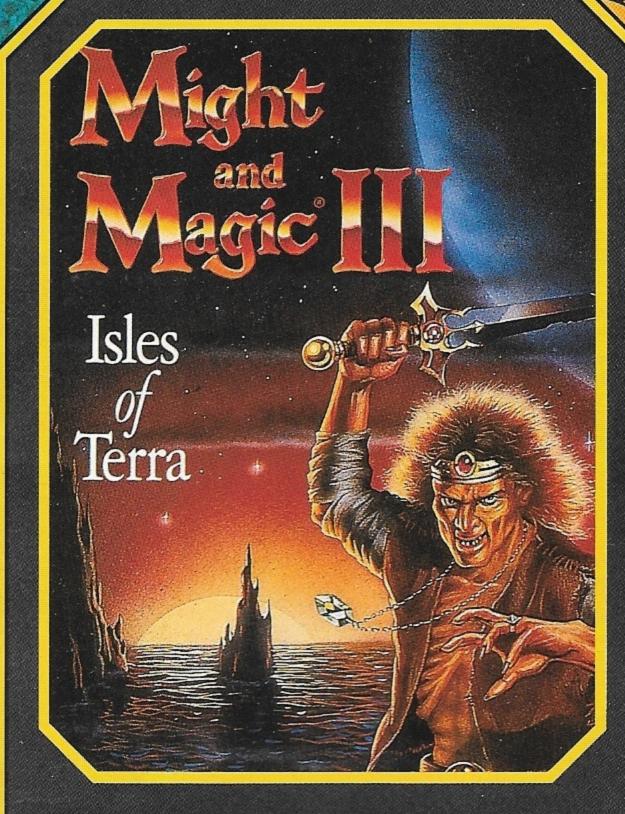
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OF A WINER



MIGHT & MAGIC® III

You've never SEEN or HEARD a game like this before!

ADVENTURE - A swashbuckling adventure for heroism and wizardry that will keep you riveted for hours and hours.

SOUNDS - Stunning music, sound fx and speech add a "3rd dimension" to play ...ominous voices and screams will seek to unnerve you!

HELPFUL -Automatic "help" is available to show

you the way when you're stuck.

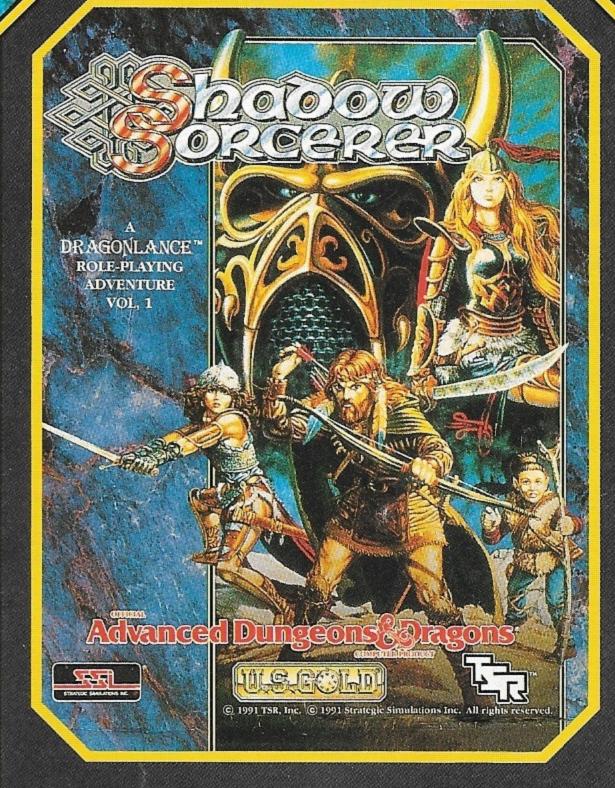
NOTE: Former experience with previous Might and Magic's not required.

Available on: Amiga and PC Compatibles. (VGA/MCGA 256

Colour, EGA
Supports AdlibTM,
SoundblasterTM &
RolandTM). Hard disk
required.

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SHADOW SORCERER

This new concept in role-playing adventure means that in minutes you will find yourself in the thick of the action, facing many enemies not the least of which is the SHADOW SORCERER himself.

- 100% "Point 'n' click" icon control (no laborious typing).
- 3D isometric play area giving you more control in the playing environment.
- Control up to 4 characters in a life or death struggle against evil.
- Hexagonal grid, wilderness map for outdoor confrontations.

• 3D "animated miniatures" represent your cast of characters in

real-time combat action.

Available on: Atari ST, Amiga & PC (EGA, CGA, VGA, TGA).

Screenshot from Atari ST





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Screenshot from PC

Screen shots are only intended to be illustrative of the gameplay and not the screen graphics which vary considerable between different formats in quality and appearence and are subject to the computers specification.

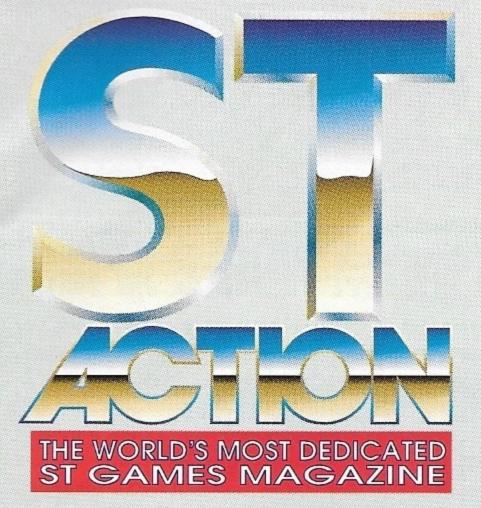




Satan bas travelled the five planes of existence and shattered the magical crystals which hold the souls of the incarnations of each plane. Satan now has ultimate rule over the planes and entire mortal world. You are Percius, and with your winged companion Pegasus your mission is to collect all the fragments of the crystals and revive the incarnations.

AVAILABLE ON: CBM AMIGA & ATARI ST/STE





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

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VISIONS FROM VIRTUALI

Do you know what the future of home entertainment is? Of course you do! The reason you know is because we talked about it in a special feature not so long ago! Well, we examine the latest developments in the world of Virtual Reality with the help of creators, W Industries Ltd.

U.S. GOLD TO BRITISH SILVER

Each month, we burn up the phone lines as we try to bring you a magnificent competiton. Hopefully, our aims are achieved. We feel that this month's competition surpasses almost all our others! Thanks to U.S. Gold, you have a chance to race around the famous Silverstone Formula 1 track. For those who don't win the major prize, there are plenty of runners-up prizes that are sure to please. Miss it if you dare!

SNEAK PREVIEWS

Learn about the hottest titles in development through our preview pages. Examined this month is Mirrorsoft's Turtles 2 - The Arcade Game, Laser Squad II from Mythos Games, Empire's **Deathbringer**, plus plenty of juicy gossip and news on Ubi Soft's and Electronic Zoo's forthcoming games.



SUPER-DUPER IN-DEPTH SURVEY

It's that time of year again when we pry into your mind to try and fathom out just what you think of the magazine. Please help us to help you by completing the survey and returning it to us as soon as possible. You could even become the proud owner of your chosen game. Stunning!

ACTION NEWS

There's loads of news as software companies begin to release details of Christmas products. We've everything from Gremlin and Mirrorsoft Specials to joysticks and photographs of cheerful programmers!



Two coverdisks have been compiled with the very latest games in development for you to play. Deathbringer is a hack 'n' slash type game while Super Space Invaders is a laugh-a-second demo. On the second disk, Rubicon is a frantic shoot'em-up, Thunderhawk a

thrilling combat flight simulation, and Boston Bomb Club is a thoroughly compelling puzzle game. Load them immediately for hours of fun.

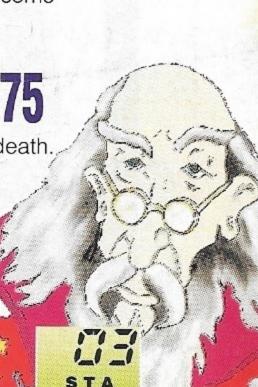


GIVING THE GAME AWAY

Cheats and tips galore in our renowned GTGA section! We break through the defences of Navy SEALs and defy the might of the Gods again. Small Tips has a large offering of cheats for those of you who are pleading for help in some of the most demanding games on the ST.

WENGELI THE WIZARD

Please can we spare a few moments for the Troll who came to an untimely death But never fear, because no sooner had the Troll's limbs been splattered all over the countryside when Wengeli the aged wizard arrived on the scene. Hmm, very suspicious! Anyway, he says he can do a better job than the Troll so let's hear him out in his very own pages.



THE **ACTION** TEAM Sue Beattie - Art Editor Alan Bunker - Editor Jason Dutton - Staff writer Paul McNally - Staff writer Allie West - Staff writer

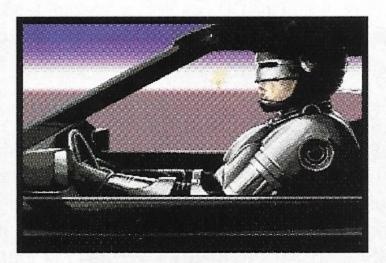
D.I.D. TURN 3D

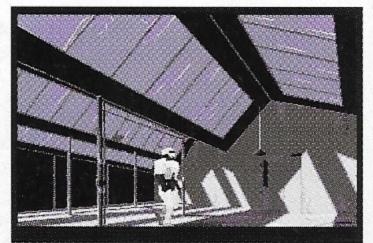
One of the hottest licences this Christmas is definitely going to be Ocean's Robocop 3. Having already done the business with the previous two Robo films, turning them into platform type shoot'em-ups, the Manchester giants have this time turned to Runcorn based Digital Image Design (of F-29 Retaliator fame) to come up with something special.

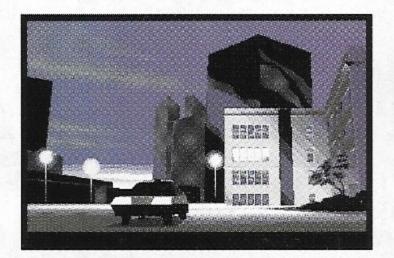
The plot of the third film sees OCP bought out by the Japanese Kanemitsu Corporation just as they are finishing their ambitious Delta City project – a crime-free environment where everybody can prosper.

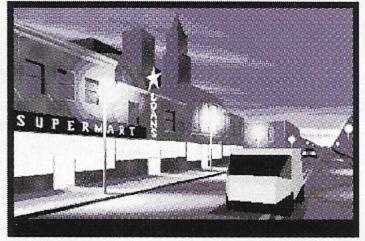
OCP must clean all the people off the streets in weeks or they stand to lose billions. To do this they employ a team of mercenaries known as Rehabilitation Officers, who set about forcibly removing the inhabitants. To cut a long story short, Robocop goes head-to-head with his employers once again to save the people of Detroit.

As you can see from the screenshots, this isn't another platform game. It features smooth, filled 3D vector graphics that are simply stunning. Make sure you ask Santa for a copy.









SHOOT TO KILL

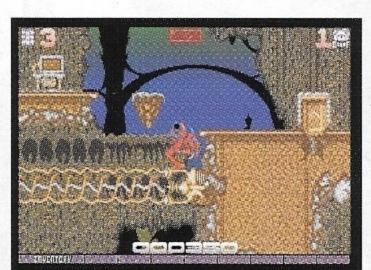
In our all-covering search for games news, we abducted Nik Wild from Psygnosis and beat some interesting information out of him about their new title.

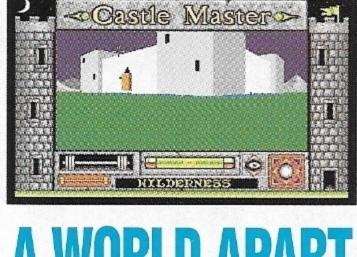
Currently known as Infiltrator, but this will be changed, the game has no storyline as such but it features a large, well-animated sprite that is slightly similar to that in the Killing Game Show. It's being programmed by Wayne Smithson who also did Baal, Anarchy and more recently Spellbound. The character moves around the various platforms blasting away the meanies and it does look rather nice.

The release isn't going to be for a while but all the major code has been put in. All that needs adding now are the nasties and a few other bits.

As with all Psygnosis games you can be sure it will be a polished product and well worth waiting for when it finally arrives.







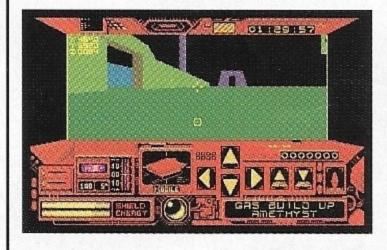
A WORLD APART

Domark have always been one for releasing good quality compilations and this offering is no exception.

Virtual Worlds contains four games from top designers Incentive (masters of the Freescape system that you can now get your hands on with the 3D Construction Kit).

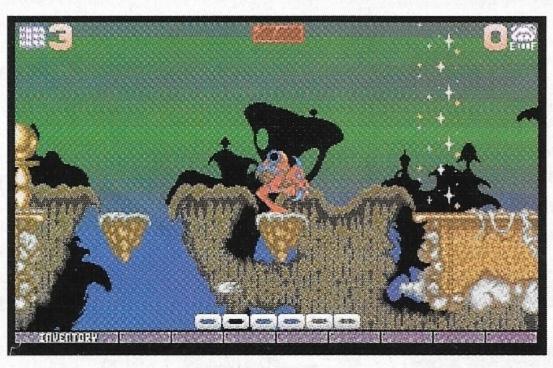
First up is Castle Master which was described as the best Freescape game yet when it came out and it sees you wandering around lots of castles! Also included are Driller and Total Eclipse which were also heavily awarded for their originality as well as playability.

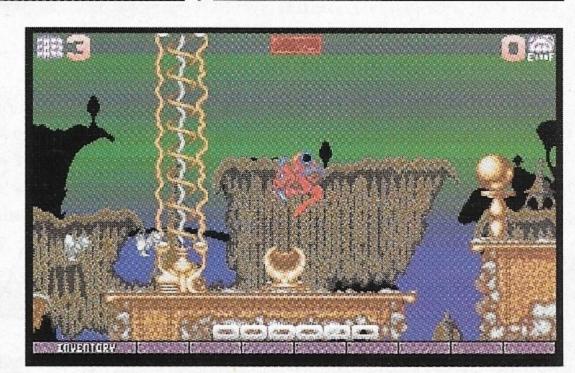
The fourth game in the package is a new one – The Crypt. This follows on from Castle Master and puts you in Castle Eternity to face many terrors while avoiding fiendish traps. Freescape allows original and imaginative adventures to be created within a 3D element. Good stuff and well worth the £29.99 asking price.





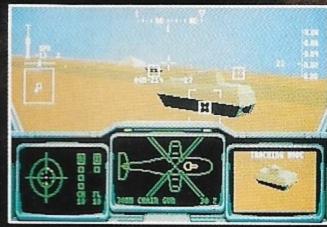






THURDERHAWK





As an élite member of 'MERLIN' you will be employed specifically to defuse crisis situations around the world without provoking full scale war.

Control Thunderhawk in what is proclaimed to be "The fastest 3D graphic system to appear on any home computer".

Available on ATARI ST, COMMODORE AMIGA and P.C.









DIGGING OUT THE GREMLINS

Gremlin Graphics, who you shouldn't need any introduction to by now, have a number of exciting products forthcoming. You know a little about Pegasus and a lot about Lotus II . . . here's an update on some of their other projects in the pipeline.





VIDEOKID

What reason can you possibly think of to allow yourself to experience the worlds of horror, space, the 20s gangster period, medieval times and Westerns? Well, it could be because you've been sucked into a video cassette recorder (an everyday occurrence!), and have to battle through all five eras before you can free yourself from the hi-tech and rather unusual prison.

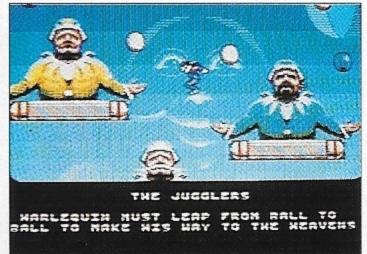
Extremely colourful and addictive to play, VideoKid's shoot'em-up adventure is sure to be a main attraction in the world of computers in the following months. Look out for a release date around Christmas, retailing at £25.99.

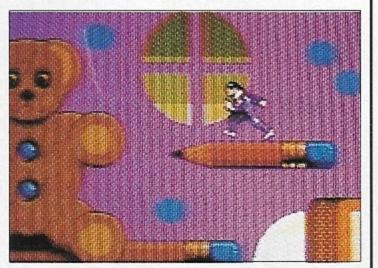


HARLEQUIN

While bounding between platforms and shooting unfriendly creatures, you must seek the four parts that will restore the broken heart of Chimerica. There are 20 levels to explore, amounting to 850 screens, so don't think the task is easy!

In our opinion, Harlequin could be a disappointment. Scrolling is slow and the movement of your character is sluggish but everybody else seems to disagree. Oh, well!



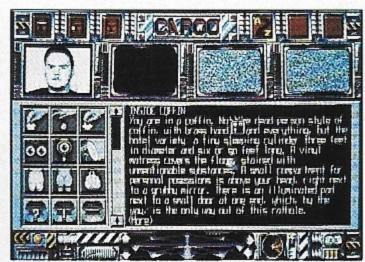


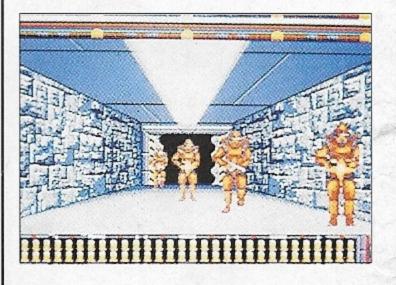
SUSPICIOUS CARGO

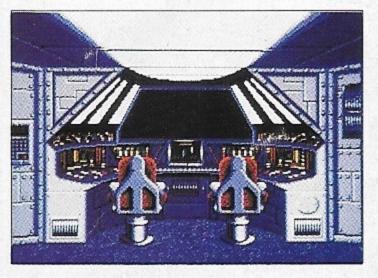
In a rough and tough business world set in the future (Gremlin are obviously obsessed with worlds at the moment), you are in danger of losing your spaceship. There's no need to go into the plot a great deal, but to survive and retain your craft you must smuggle a crate onto a planet, bypassing customs. Not only that but there are other parties interested in the cargo whom you must fend off.

Suspicious Cargo is in the text and graphics adventure vein with arcade sequences mingled in. It's all very moody and atmospheric but you'll have to wait a month or two before you can see it in its full form.

For £25.99, you will certainly be guaranteed hours of playing time.









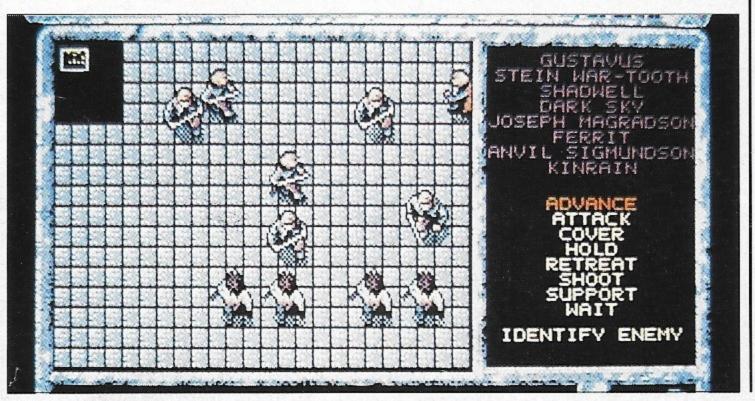
DAEMONSGATE: DOROVAN'S KEY

Gremlin's next RPG after Hero Quest is Daemonsgate. Each character in the game has its own personality and strengths which affects their success in combat and negotiation – there are 128 characters to interact with.

You must set forth and recruit an army to defeat the creatures of evil. The size of the adventure is massive and Gremlin claim that Daemonsgate "will be at the cutting edge of computer role playing game technology." I think they are trying to say it will be quite good.



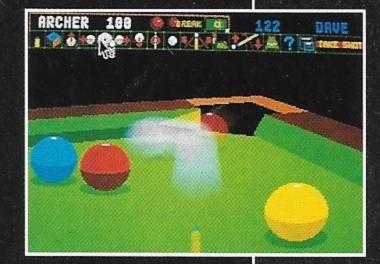


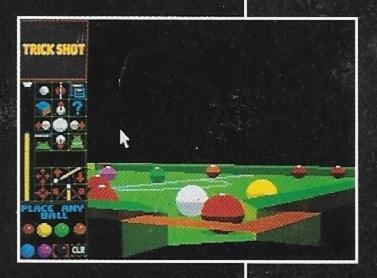


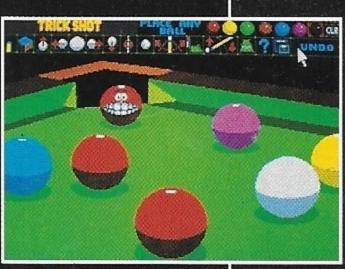
'WHIRLWIND' SNOOKER

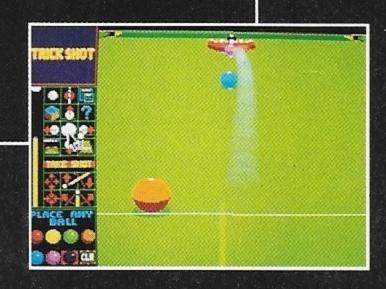
BY ARCHER MACLEAN























ZERO - 93%

C &VG - HIT

AMIGA POWER - 90%

JIMMY WHITE'S 'WHIRLWIND' SNOOKER IS THE FASTEST, SMOOTHEST SNOOKER GAME EVER CREATED.
The only snooker game to achieve a maximum 147 break.

View the table from any angle.

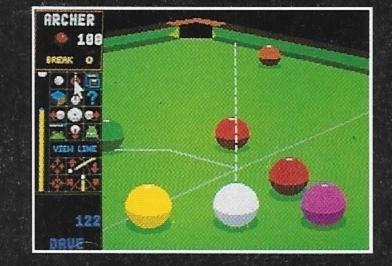
Rotate and zoom in on any ball • Use swerve or spin, but chalk that cue!

4 skill levels • 1 or 2 player.

Practice, trick shot and demo modes • Every break off is unique. Save games and highest breaks • Digitised applause and sound effects.

© Archer MacLean 1991 • P Virgin Games Ltd. 1991









BORN IN THE USA

Apparently, the most highly acclaimed joystick on the other side of the Atlantic goes under the name of the Gravis. And apparently it thrashes all British joysticks in tests time and time again.

Now for the first time, Spectravideo are to release it upon the gaming public in this country and to quote them "it takes about five seconds to feel its class."

Unfortunately, this class comes at a hefty price tag – almost £40 (considerably more than your average weapon!) but as many gamers buy more than one stick a year Spectravideo believe that price will not be an issue.

For the record, the Gravis boasts a full-size padded foam handle and the ability to pre-set the feel of the stick from floating to firm.

It'll be available with a black or translucent base for the price of £39.99 so if you're feeling flash....If we can get our hands on one we'll let you know what we think.



CREATE YOUR PERFECT PLANET

Way back in our April issue we reviewed Rainbird's Universal Military Simulator (UMS) II and mentioned that a planet editor was in their plans, as well as some more scenario disks.

Now we've got further details for you on what both these products contain. The Planet Editor provides you with the facilty to create your own world and fight within it.

It's up to you to establish the landscapes (land, sea, volcanoes and so on) and assign armies to various nations and allocate weapons. It will be completely menu driven and in the same format as the original game.

The two data disks will contain brand new scenarios for Universal

Military Simulator II. These will involve action in South East Asia 1946 to 1964 and the Pacific during World War II.

Now's the time to remind you that these products will only work on a 1 meg ST (as would the original). Prices and release dates are undecided as yet but watch out for them shortly.

SIEGE YOUR CHANCE

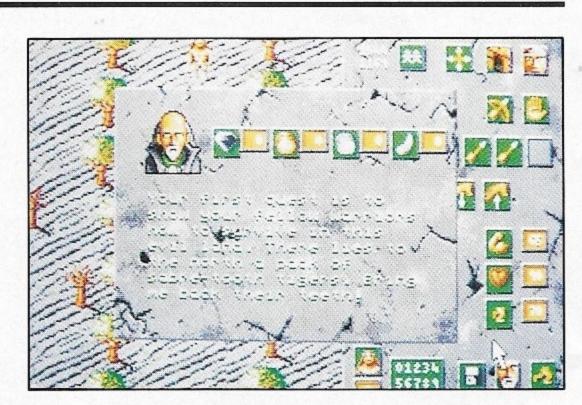
Siegemaster is set in a time far distant when you are contacted by the spirit of your long-dead wizard father and asked to bring greatness back to your down-trodden people. He will lead you through 100 tasks designed to do this, culminating in the defeat of the evil lord at his own castle.

The only way to survive through this ordeal will be to learn the art of Siegecraft and how to live off the land.

The package is Vulture Publishing's latest offering into the ST market and brings you a 3D isometric view-point fantasy role-playing game. The finished version will

feature the option to lead a party of up to 10 warriors, a friendly and easy to use command panel, over 10 different castles to besiege as well as the usual package of Goblins, Trolls and Elves.

Siegemaster will be out at the end of September priced at £25.99 so watch out for it then.



ACCEPT THE CHALLENGE

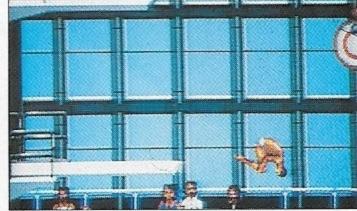
Athletics games seem to be coming back at the moment. The latest offering is International Sports Challenge from Empire and features six different sports and 21 separate events.

Swimming, cycling, show jumping, diving, shooting and the marathon are all recreated in colourful vector graphics, and as you can see from the screenshots of the diving, it looks pretty impressive.

All the events feature a unique control method that allows you to control more than you might usually expect. For example, in the swimming you will not only control the stroke, but also the breathing and end of lane turns as well.

Perhaps the most original event is the show jumping competition where you'll get a view from the horse's saddle in the four completely different courses you must compete in. Unfortunately we've yet to see this in action but it really does sound quite impressive!

International Sports Challenge will be available in mid October priced at £29.99, so it's time to save those pennies or be patient for Santa to bring you a copy during the festive season!





VIRTUALLY READY

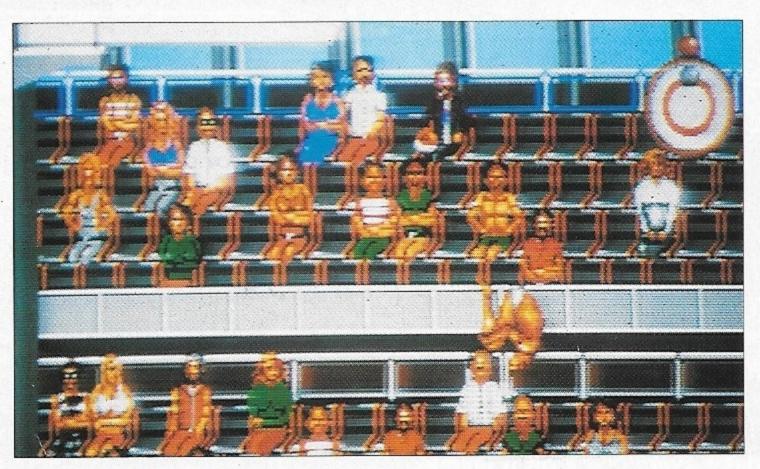
With all the talk recently being about the new Virtual Reality concept, Elite have announced two new compilations featuring what they consider to be the hottest vector games ever published on the 16-bit machines.

Going under the name of Virtual Reality 1 and 2, they contain some essential games if you're out Christmas shopping already.

The first of the two will set you back £29.99 and contains Midwinter, Carrier Command, Stunt Car Racer, Starglider 2 and International Soccer Challenge.

Virtual Reality Volume 2 only costs £25.99 and has the following games on it: Virus; Sentinel; Weird Dreams; Resolution 101 and Thunderstrike.

Both should be available by the time you read this.





The adventures of MADOG WILLIAMS

Available for the IBM, Tandy, Amiga and ATARI ST

Supports Ad Lib, Soundblaster, and ROLAND MT-32 CM-64 PRO-E RA-50

Actual Screens

in the Dungeons of Duridian It's not just a quest, it's an Adventure!"

A Fully-Animated
Interactive 3D
Adventure!

"Maddog Williams is an endearing game, and we found it to be a very rewarding experience. If you like adventure, take a look at Maddog Williams!"

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- Five Full
 Disks of Fun!
- Over 115 Breathtaking Scenes With Fantastic Animation.
- 3 Exciting Levels of Difficulty.

Brought to you by the Wizards at GAMECRAFTERS

Buy it now at your software dealer or call: SMG on (0274) 599-225 Lough your way through the toughest adventure you'll ever love!

REFLECTIONS FROM THE MIRROR

Mirrorsoft have produced some of this year's finest games: In particular, The Killing Cloud, Brat, and Flight Of The Intruder. As they establish themselves more and more as THE software company, this is what you can eagerly look forward to in the forthcoming months.





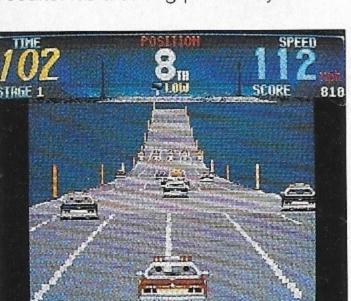
51.5 8 TH 166 SCORE 13268

CISCO HEAT

Pin on your badge, slide on the shades, and embark upon the most exhilarating journey of your life through the city streets of San Francisco. Mirrorsoft's conversion of the popular Jaleco coin-op, Cisco Heat, is almost complete.

You take the wheel of a police car as you join the annual policeman's race. Sounds like any other racing game except that you are in San Francisco. This means extremely steep hills, and a tramway system that has no respect for the law and their speedy games. The route you race along is mapped to the specific details of the actual roads in the real city. Of course, we'll have to take the programmers' word for it!

Cisco Heat has already acquired a large following in the arcades. Now the computer version is hoping to achieve the same results. It's a strong possibility.



FIRST SAMURAI

We've all seen our fair share of smash hit titles but if you're wondering what's going to be big in the future then Mirrorsoft have the answer: First Samurai. Now we're not the sort of magazine that hypes any ol' game but we can tell you now, First Samurai is incredibly, remarkably, absolutely fantastic!

You take the role of a rather rough oriental chap who likes nothing better than chopping up the odd adversary or two. Battle your way to the Demon King and attempt to

slay him in a fight to the gruesome death.

Reminiscent of Gods and Beast in some respects, First Samurai will make chop suey out of them with its amazingly detailed, smooth, carefully animated graphics and quite superb sound effects. 'What about the playabilty?' you're asking. It's there and it's fantastic!

First Samurai features fantastic eight way scrolling with Mirrorsoft claiming that it will 'stun the industry'. We're already stunned!

MEGA-Io-MANIA

Drag yourself away from Populous and Powermonger for Mega-lo-Mania is the next game for all you power crazy people to play. Development team Sensible Software, (Microprose Soccer, Wizball) say that 'they are creating their most exciting and challenging program yet'.

The story tells about four people (of whom you are one) discovering an unspoilt planet with vast resources that, as yet, haven't been exploited. Simply defeat your competitors and become the wealthiest man in the world!

Various eras are incorporated into the game such as the Roman and World War periods. Throughout the years, you should be developing your industries to strengthen your position in society.

Mega-lo-Mania is completely icon-driven, making control of the game very easy but by no means less rewarding. Due soon!





BIT ON THE SIDE (OOER!)

Drop Soldier possesses a military theme where you have to complete a number of demanding missions in a first person perspective. Designed and developed by Graftgold, they will include a link-up option, enabling you to play with up to 16 human players in a single platoon. Drop Soldier should be available at the end of this year.

Duster has you destroying big, bad bug-eyed baddies. Dangerous pests and insects are destroying crops and it is your job to stop them in this combination of management and arcade gameplay. Realtime

and Rowan are the programming teams that are behind the game with this release coming out on the Imageworks label.

The final weeks of this year sees the release of Robozone, a sideways scrolling shoot'em-up. Your goal is to eradicate the Pollutants – robots who emerged from the dense pollution that was forcing people out of the cities. What else is there to say except that there are three massive levels and plenty of finger-breaking action?!

You'll see reviews as soon as humanly possible!



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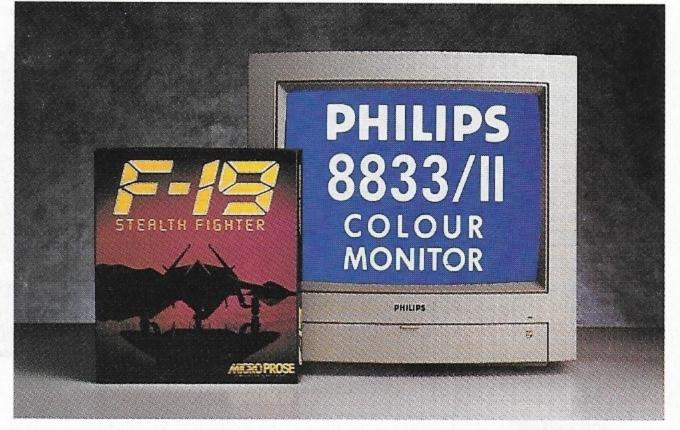
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TEAM TALK

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



Over the past six months, two fantastic tank games have been battling it out on the shelves. Empire's Team Yankee and Microprose's M1 Tank Platoon both received STA1 accolades and now Empire are to follow on with Team Yankee 2. We don't want to give too much away but we can tell you that if you want to read the exclusive review, keep buying ST Action. The eagerly awaited Team Yankee 2 should be available in a month or two.

The other highly acclaimed Empire title from some time ago was MegaTraveller 1. It received 83% and was STA rated. It's no surprise to hear that the 1 is now a 2 upon the announcement of the sequel. Again, it should be another month or two before completion. We hope it will be as successful as the original which sold particularly well.



Remember Demoniak, the totally weird adventure game that was part of the Pure Fiction series? Well, Palace are continuing with the Pure Fiction series and hope to have their next product out in 1992. Not only that, but keep your eyes open for Super Barbarian which should have fans of the original also eagerly looking forward to next year. Watch out for more news as we get it.



From rather dubious sources, we are proud to inform you of Ocean's newest film licence – Hook. The film is based upon the children's novel, Peter Pan. All the favourite characters will be in it with Dustin Hoffman playing Hook, Julia Roberts will be the divine Tinkerbell and there's talk of an appearance by Phil Collins but that could be just speculation! The conversion should follow the film plot closely and will be available early next year.



MADDOG MARVELS

Unfortunately when we brought you all the Adventures of Maddog Williams stuff last month, we'd been waiting for a photograph of all the boys responsible. As happens with international post and so on (enough of the excuses!), it didn't arrive until about 30 seconds after the deadline had passed and STA 41 had just left our doors!

Now in glorious colour for their moment of fame (and hopefully fortune) are the lads at Gamecrafters in Utah, USA. Modelling a variety in top stateside fashions, all these clothes can be purchased from various retail outlets!

Now would be a good time to thank them all for their help and wonderful co-operation in the last issue. Good stuff boys, keep it up!

CONTRIVED RESPONSE

Okay, so we know that was a sad title but Contriver have just launched their new two in one Euromouse and very good it is too! The little beastie can be switched between an ST and Amiga and, for the more technical among you, covers a rather fruity 260dpi and tracks at 1100 millimetres per second.

The Euromouse has been developed for the new European market (hence the name I suppose) and this is apparently emphasised by the packaging, which comes in four different languages.

Another large selling point is that it comes bundled with a discount voucher for Mindscape. The first voucher on offer (and they will be changed with every new title!) will be for Life and Death II. If you're interested in getting your hands on one, you should get it through most dealers priced at a paltry £19.99.

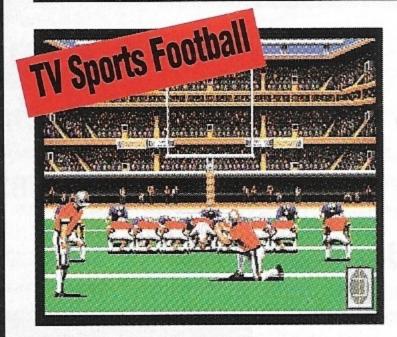
JETTING INTO THE WORLD OF JOYSTICKS

New from international company, Product 2000, is a range of joysticks that will set your ports on fire!

There are 3 models in all: the Microjet, Superjet, and Megajet. Each is fitted with microswitches and a quite unique ergonomic style that melts comfortably into your hands.

If you want to find out even more about the Product 2000 range, your local computer dealer should be able to help.







A COMPILATION OF COMPILATIONS

Ubi Soft are about to launch five new compilations onto the market. In no particular order of preference (although we particularly like the second one), here they are:

Cadaver, Midwinter, Bloodwych, Iron Lord. Retail price: £29.99.

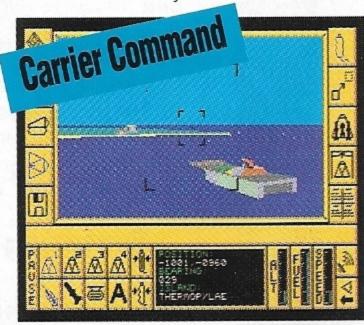
Speedball 2, Midwinter, TV Sports Football, Falcon, Rick Dangerous 2. Retail price: £29.99.

Air Combat Aces, Gunship, Fighter Bomber, Falcon. Retail price: £34.99.

Silent Service, Gunship, Carrier Command, F-15. Retail price: TBA.

Ferrari F1, Rick Dangerous, Xenon 2, Pick 'n' Pile, Chicago 90s, Carrier Command, Pro Tennis Tour, Satan. Retail price: TBA.

Look out for them coming soon at an outlet near you!



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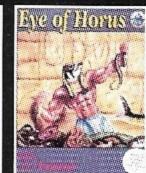
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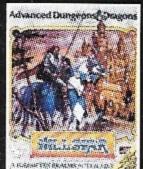
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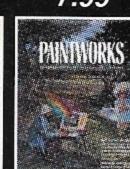


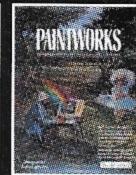
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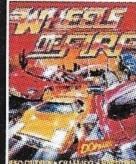
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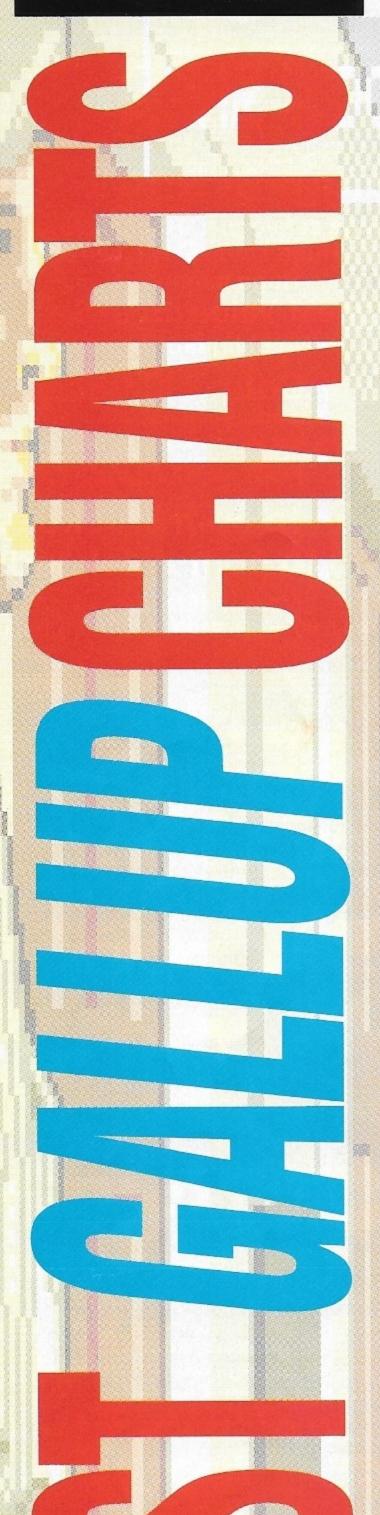
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Old Trafford is the place to be in the forthcoming football season and you've shown that by pushing Manchester United Europe (80%) straight into the number two spot. Surprise, surprise (no, it's not a Cilla simulator), the Turtles (78%) are back - obviously, you're getting back into Turtle mania again with the release of the sequel at the cinemas.

Domark's 3D Construction Kit (STA1) sits not far outside the Top Twenty, just as the company announces the product's first million pounds at retail.

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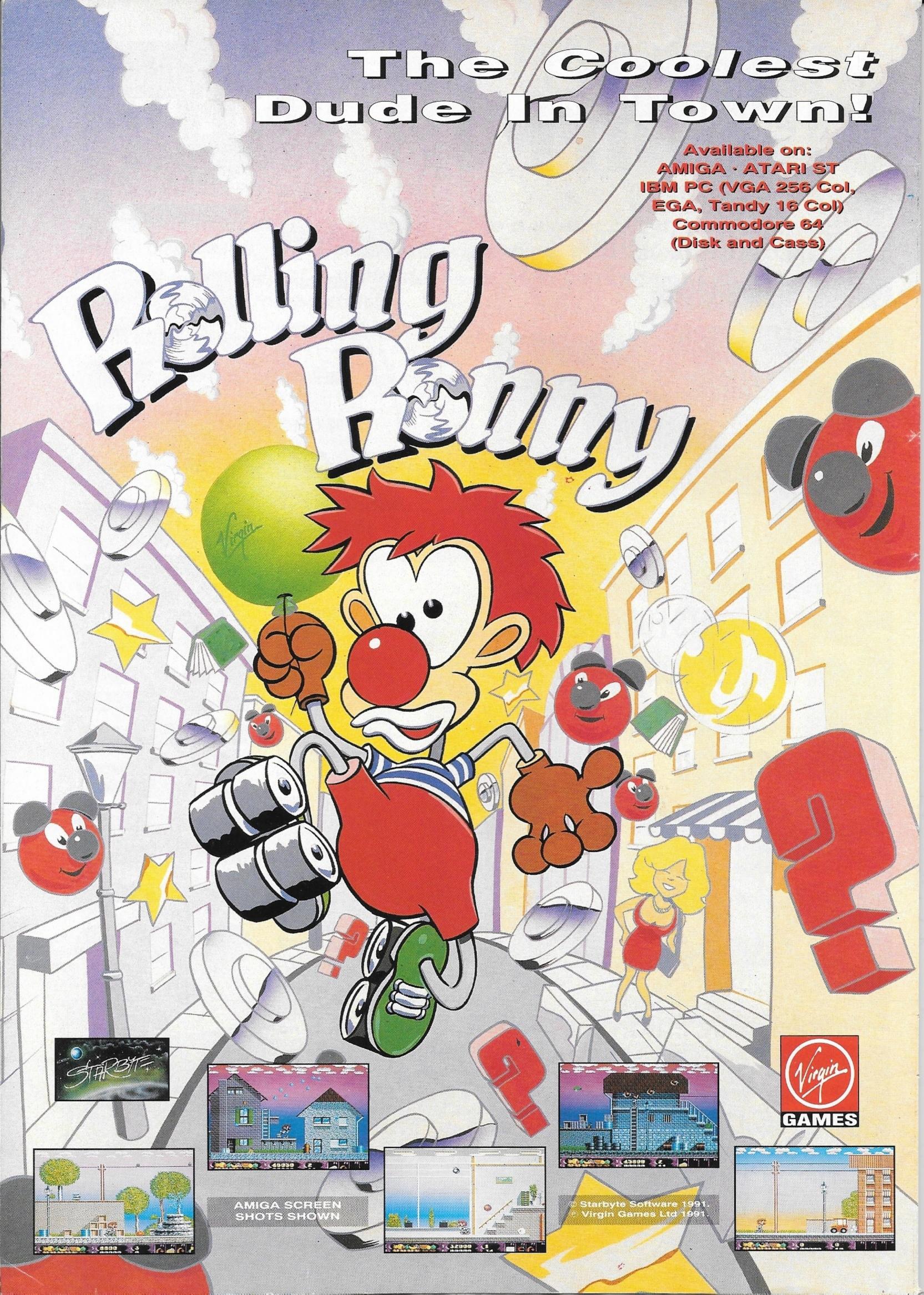
NE

Still in top gear, The Hit Squad's Lombard RAC Rally refuses to be overtaken. Carrier Command makes an appearance - if you haven't already bought it, go and get it now! Mirrorsoft's Mirror Image label is getting a strong

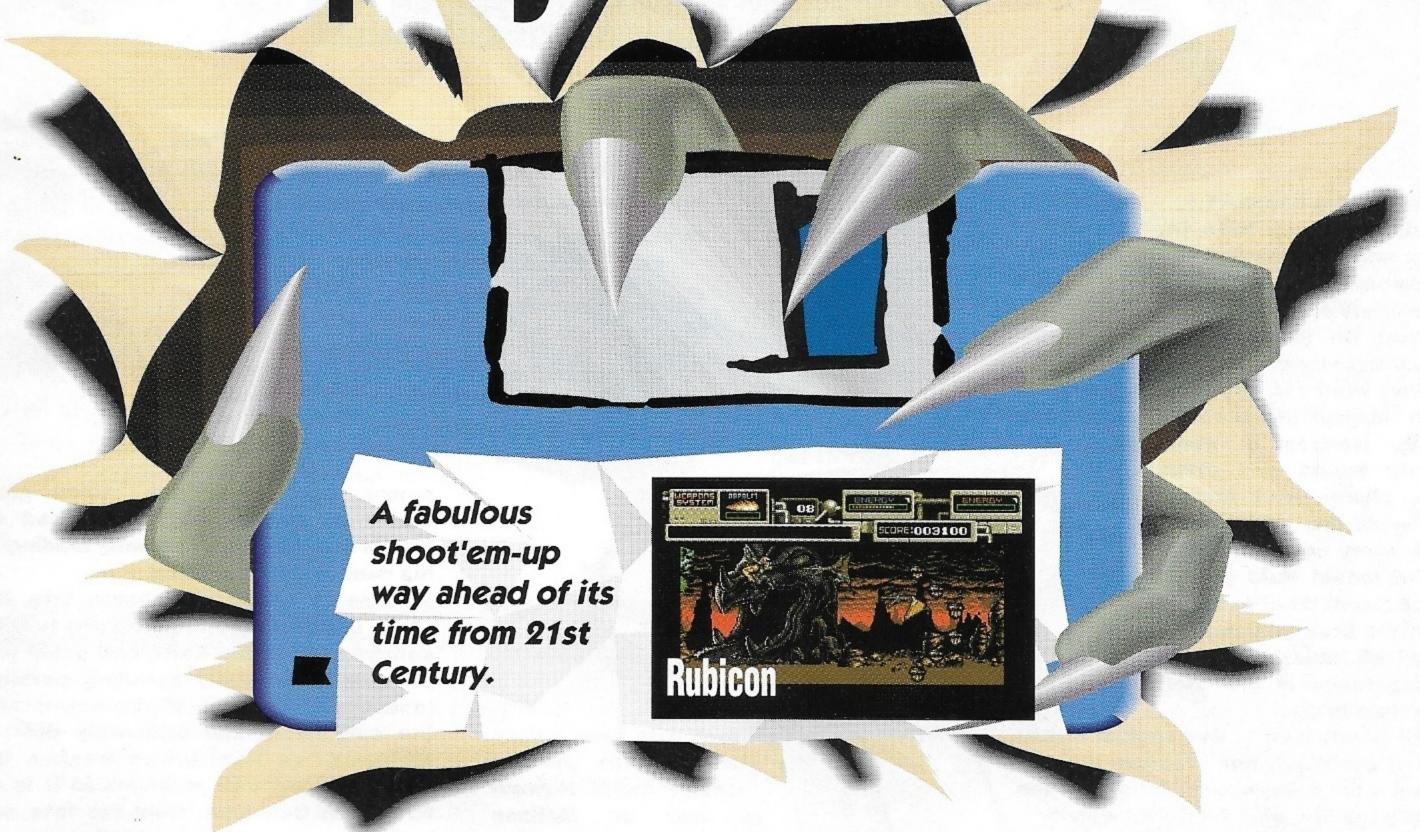
foothold in the charts which is no wonder, considering the number of great titles they have at under £10 - Xenon 2, Passing Shot, and TV Sports Football to name a few. Virgin might jump in next month with Shinobi, Sorceror and Enchanter. Who will they oust? You'll have to wait four weeks to find out!



THIS CHART IS COMPILED BY GALLUP LTD © ELSPA



Probably the world's most playable coverdisk



There's lot to see and play this month with two RAM packed disks. Enjoy the humour of Super Space Invaders from Domark and play Deathbringer from Empire, Rubicon from 21st Century, Thunderhawk from Core Design, and Boston Bomb Club from Palace.

DEATHBRINGER

Some of the most impressive parallax scrolling on the ST can be witnessed when you play Empire's Deathbringer. Not only that, but there's a strong playability element included. For more intimate details, read the relevant pages in both the coverdisk and preview sections of this month's fabulous magazine.

SUPER SPACE INVADERS

You all know how the game is played and just how addictive it is, so we, in conjunction with Domark, opted for a demo of a different kind. By loading the program, you can look in awe at one of the specially designed in-game sequences. Expect to see plenty more graphical extravaganzas in the full game. You can read more about it in next month's preview.

RUBICON

21st Century's effort at an exciting shoot'em-up

has succeeded greatly. Featuring fantastic graphics combined with intense, thoroughly absorbing gameplay, Rubicon deserves to be a big hit. Experience all the thrills of animated, mythological warfare by booting up this month's demo.

THUNDERHAWK

Not much else can be said about Core's combat helicopter simulation. Last month, we gave you the preview, this month the revealing review and disk page. The only thing left is to play the game and that is the opportunity we are presenting to you with this month's coverdisk!

BOSTON BOMB CLUB

Palace's demanding puzzle game defies the rule all parents give to their kids: Don't play with bombs. You must try and extinguish the high explosives by dousing them in water. However, you have to channel the bombs to the relevant place on the screen. It isn't easy when there are masses of various obstacles hindering you.

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 onscreen 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...

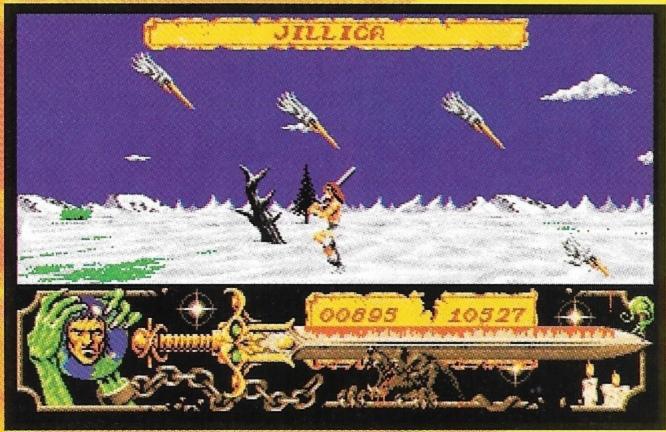
Double-sided disk drive owners will be able to open up the SIDE2 folder and copy these files onto their back-up disk. Unfortunately, single-sided owners will not be able to access side 2. Keep your original coverdisk in a safe place and use a backup at all times.

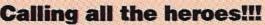
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Question: Do you have the strength of an ox and the courage of an extremely courageous person who is feeling particularly courageous?

Answer: Oh yes mighty STA, we do! (O.K. Don't creep.)

Well what are you waiting for then? Strap on your leather thong, grab your mighty weapon in your two meaty sweaty hands and prepare to rape, pillage and maim, and maybe do the odd bit of ravaging every now and again!

But woah! Hold your rampant horses! What is this all in aid of? I hear you cry. Well, as we all sit huddled round a roaring fire sipping mugs of the finest ale, I will begin to explain...

All is not well in our secluded little area of our illustrious kingdom and evil forces are doing their thing in the worst possible way! A mighty warrior travelling under the name of Karn is trying to right the wrong, but it's a pretty big wrong so it is proving to be something of a problem.

Late at night, when the moon is filling the heavens, Karn prays that he will be guided by an entity of pure good and innocence. However, unfortunately for Karn, fair maidens don't roam the wilderness at night so instead he has to settle for a gleaming new brute of a sword!

But this is no ordinary sword (ooh what a surprise!). Karn's new found treasure was crafted by an evil melange of wizards intent on destroying our dumb hero and bringing Chaos back to the land. But, because this is one of those ridiculous fairytales, Karn has managed to change his destiny and acquired the sword for his own use.

Meanwhile, Melizon the Cruel, the leader of the estranged band of very dodgy wizards, is monitoring Karn's progress using magical means. To say that this chap is a bit miffed would be the grossest of understatements so I

feel it is best not to describe his present 'sombre' mood. However, just as Melizon thought his devious plan had been thwarted he suddenly remembered something of vital importance: the pact with the evil and nasty Abaddon!

Abaddon is an extremely disturbed demon and will do almost anything if it will result in chaos and mayhem, so when Melizon approached him with a plan to destroy evil's most ultimate foe, how could Abaddon refuse? The thought of transforming into a soulsucking sword was something Abaddon just couldn't decline.

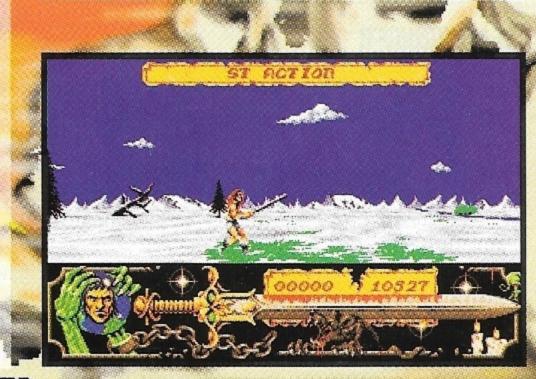
It is now very apparent to all you fellow warriors that a ghastly and cruel trick has been played on our dear friend Karn, for he is now destined to search the land for the evil wizards while his sword sucks his way to health and

power. But should the sword grow empty of souls then it will feed on Karn's own health, eventually leading to his demise. What a bitch!

This is where you come into the story. Deathbringer requires you to take control of the hero Karn, and guide him along a horizontally scrolling parallax landscape in search of the creators of the evil sword and ultimately destroy them. But as Karn grows weaker, the sword will become stronger so it is up to you to free Karn from his fate and keep him company along his journey.

Melizon now realises the danger that his backfired plan has left him in and has therefore littered the land with grotesque creatures to kill Karn before he reaches the wizards haven. Everything is against Karn and his quest. We never said it would be easy!

Will you take the challenge to help?



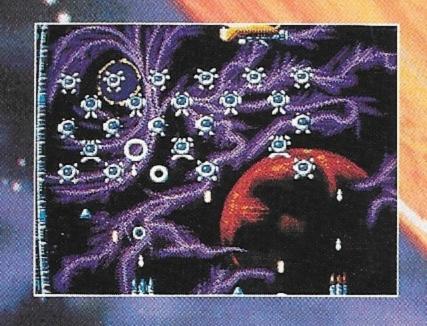
HOW TO PLAY YOUR DEMO

Insert the demo disk into your drive and allow it to load. Once it has booted up click on DBRINGER.PRG and Deathbringer will automatically load. Pressing the fire button will miraculously transport you on to an icy plain ready for your adventure.

Karn, because he's a very helpful chap, is incredibly easy to control and will run and jump, and slash his sword in three directions (towards the head, the feet, and the waist). A few good blows will kill virtually every creature.



DISK





Remember the funny coloured characters with wobbly legs that went thumpthump-splat across a video screen? They were invaders from space that were inviting you to zap them as they moved slowly back and forth in an easy to hit formation, Mindless blasting and total destruction! Just what people needed in order to relax.

Development supremos. The Kremlin are converting the game to the ST. I can tell you're aghast at the news. Well, alright, maybe it is a little dated as Space Invaders made its first appearance back in 1979. But don't panic for this isn't exactly Space Invaders - it's Super Space Invaders, the enhanced modern version that's recently been the big attraction in arcades, courtesy of Taito. The Kremlin and Domark are currently preparing to unleash the game into your own homes!

Super Space Invaders features clear, crisp, smooth graphics with a playability level that captures that of the original and adds a touch extra, enabling the game to come forth into the Nineties

with plenty of pride.

Not satisfied with just a 'simple' conversion, The Kremlin/Domark have devised their own special sequences such as the intro one shown on the demo, a terrific end sequence, and a bonus level that is very different, very exciting, and very difficult to talk about as they threatened to brain me if I revealed anything about it.

Graphic artist. Jolyan Myers, explained that because the sprites aren't particularly difficult to recreate, he was able to improve upon them to a certain degree, as well as having time to produce original sequences.

His enjoyment at having the flexibility, which Taito must be thanked for as they have supported the improvements throughout development, was apparent and this is conveyed noticeably in the computer game.

Load the demo to see a prime example of the animated and outrageously hilarious work Jolyan has completed. "I'll be sorry to move on," he admitted.

The demo illustrates the sighting of aliens, your leap to the planet's defence, and the obliteration of what are probably the ugliest creatures in the universe!

Look out for a fantastic preview appearing in next month's issue, where I'll talk about the origin of the game, cows, and everything you can expect to see in Super Space Invaders. It's well worth waiting for!

HOW TO PLAY THE DEMO

Right. This one's a bit different as we've had to split it up to fit it on. You'll need a blank formatted disk handy on which to copy all the files. The demo is split into two folders (Space1 and Side2). First, make sure your coverdisk is writeprotected. Double click on Space1 and drag (click on the files and keep the button pressed) the contents of this folder onto the Disk B icon and swap the disks when instructed. Do exactly the same with the contents of Side2 and your demo is ready to run. Insert your newlycreated disk into the drive and reset your machine. Double click on the Intro520.PRG file to sit back and watch this thoroughly enjoyable demo.



WHERE I COME FROM, THAT'S PITFIGHTING TALK MISTER!

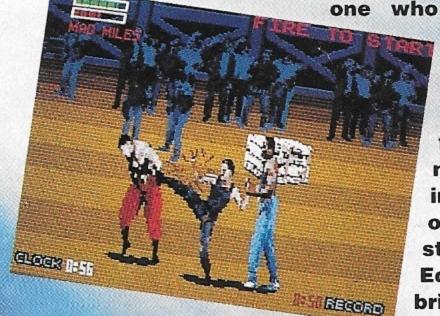
Ed: "Are they still reading?"
Dotty: "I think so."
Ed: "Should I tell them?"
Dotty: "Yeah! And don't let
anybody stop you!"

OK, OK! We'll bring it all out into the open. We don't usually include items of news in the disk pages but we learned about it after the news pages had been written.

It concerns Domark's other promising product: Pitfighter.
I will try to be as brief as I can...

It's a coin-op conversion. It's tough. It's violent. It's utter chaos. Most importantly, it's fun. Pitfighter is a two player

beat'em-up with no rules except the winner is the one who leaves the pit alive.



There are loads of moves to execute on your opponents, and if you're playing with a friend, the final moments are spent kicking and punching the hell out of him. Really great stuff!

Ed's final say: "Was that brief enough?"



Well, well, well! ST Action are working overtime this month. Just look at this, yet another absolutely fantastic cover disk with another absolutely brilliant game on! By jove, now look at the incredibly wonderful art work and screen shots! It has to be Rubicon from 21st Century Entertainment.

The Scenario: 20 years into the future in 2011, a power plant situated on Koala Island had a major disaster causing widespread radiation activity. The radiation has spread over a 300 square mile area with the intensity of 1,230,000 rad! (That's Chernobyl hundreds of times over to you and me!). Unfortunately, because of the accident's swiftness there was no time to evacuate the Soviet nuclear bases: hundreds of deadly nuclear weapons were still lying in underground stockpiles.

A few months later, reports started coming in about terrifying animal mutations that had begun to terrorize the infected area, some possessing human intelligence. It was only a matter of time before the mutations would penetrate the underground vaults and use the weapons for their own gains. Naturally, something had to be done.

So far, so good! Paul Chamberlain, the P.R. Executive at 21st Century Entertainment, explained about the scenario:

"The original idea came from the C64 programmer, Frederick Kahn, who was influenced by the Chernobyl disaster. The whole idea of the mutations thing might not be too far fetched so we

adapted the concept and played on it."

So, the plot thickens! Armed with a powerful canon rifle, you have to blast your way through the infected levels, killing everything in your path, to ultimately reach the nuclear weapons and disarm them all. Not an easy task by any counts. Paul continued:

"Rubicon isn't just another scrolling shoot'em-up. In the later levels you can see some of the largest sprites ever seen on an ST with both vertical and horizontally scrolling landscapes. We've also included a puzzle element that increases in intensity throughout the game, thus taking the emphasis away

from basic shooting."

Filled with oodles of really evil creatures and a dramatic scrolling landscape, Rubicon will certainly test your wits. Don't delay, try it today! Slam in the disk and be totally trigger-happy with this stunning new product from 21st Century Entertainment. Be awestruck by the detailed graphics and have your gast well and truly flabbered by the exciting gameplay.

However, as this is only a one level demo copy certain things have been left out in order to fit the game on the disk. Paul explained:

"The final version will have more

HOW TO PLAY THE DEMO

Place the disk into your drive and click or RUBICON.PRG, then wait for the name to load. You will be transported to Koala Island armed with your single shot rifle

ready to embark on your mission. Pressing the space bar will change the weapon specification (top left corner) allowing you to collect a new weapon. For example, if you want to collect napalm, press the space bar until the napalm icon appears and then collect the bonus pod when it floats down the screen on a parachite. Try to make your way to the and of the level, making good use of the 10 lives you're given and basically enjoy yourself!





STA

BOSTON BOTTON

Welcome to the world of maniacs, mayhem and complete and utter madness: the BBC to you and me! No, we're not talking about Terry Wogan (mad as he is!), instead we're talking about the infamous Boston Bomb Club. What do you mean you've never heard of them, where have you been for the last century? Prepare to be enlightened.

In the trailing years of the Nineteenth century there existed a strange group of mad individuals who called them-**Boston** the selves Club. These Bomb weird old scientists had a passion for bombs. assault courses, cogs and traps, and a pecuinvention liar called the puzzle game. Don't worry, everything will

become very clear.

Gathered in a colonial olde-worlde saloon,
the wild eyed scientists
devised and plotted mazes that would
totally baffle their colleagues. These
creations were extremely complex and
had numerous hidden traps that could,
if remained unnoticed, cause one hell
of an explosion. It is a wonder that the
old saloon is still standing after all the
mishaps!

Through long evenings, the BBC

tried to outwit each other with their incredibly bizarre mazes while competing against the time limit of a bomb's fuse. Using cogs, switches, bridges and trampolines, they had to find a perfect route for the bombs and ultimately put

the fuse out with a bucket of water. It's strange the kind of things people do in their spare time!

Now, thanks Palace Software's amazing research team, 30 brain boggling mazes have been unearthed from the archives and converted onto our beloved ST for posterity. The BBC will be most contented in their eternal resting places, knowing that their lifelong passion is once more thriving and causing the utmost confusion!

is to put out the fuses on your bombs without them crashing into each other or exploding prematurely. The routes are not obvious and the cogs and switches keep changing but as long as you keep your cool then you will surely find the correct path. Clicking on the barriers and the revolving tiles will open up new paths and allow you to get closer to your bucket of water.



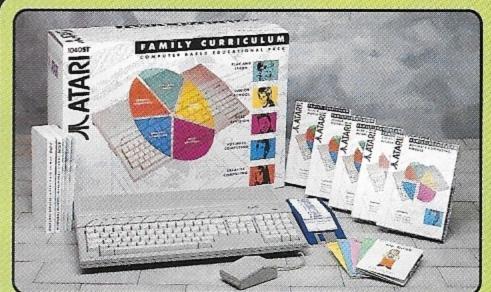
HOW TO PLAY THE DEMO

To start with, stand on our pretty little disk and clap your hands while shouting 'Bang!' at the top of your then repeatedly voice, write 'BOMB.PRG' all over the walls! Seriously, though, it's pretty obvious that you load your disk into your computer drive after first taking it off the front of the mag, then find the BOMB.PRG icon and click on it a couple of times until it loads! You'd be surprised how many people have problems with this menial little task!!! Click on one of our mad scientists on the loading screen and then using the experiment with mouse, the cogs and switches until your bomb lands on the target. Dead simple...









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DISK

Thunderhawk





With a flick of the switch the engine began to hum and the rotors started slowly twirling round, gradually building up speed until the long blades were only a blur through the air.

Blue Hawk was armed and ready for take off on another Merlin mission. Those ammunition dumps had been causing worries over at the UN for a while now. It was only a matter of time before their contents were used to over-throw the local government, thus creating a new dangerous dictatorship.

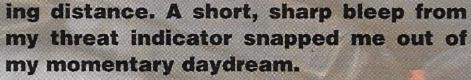
"We want you to fly in low along the river and blow 'em up!". That's what Marshall had said. Of course then he'd reeled off a list of "problems" we'd encounter. The missile sites and jet fighters were only the beginning.

The rain was just starting to beat down as I made the final system check before take-off. Green lights all over the place. Good.

The ground started to recede as I eased the Thunderhawk into the skies and headed out towards the river.

Not knowing what to expect I primed a couple of Mavericks – just to be on the safe side!

Having been instructed to maintain a radio silence I settled down for a few minutes until I knew I was within strik-



Without having time to wonder how they'd found me so quickly I engaged my targetting sytem and swung round to face my foe. My computer identified it as a MiG but before I'd had time to think, a missile screeched its way past me to the right.

Two quick squeezes on the trigger sent a couple of my babies back in response. The MiG pilot was obviously new to the combat zone as a tricky move to avoid the first missile led him right into the path of the second. I felt slightly sorry for him as his aircraft disintegrated in an orange cloud.

Now it was onto the target and a chance to make a real name for myself.

HOW TO PLAY THE DEMO

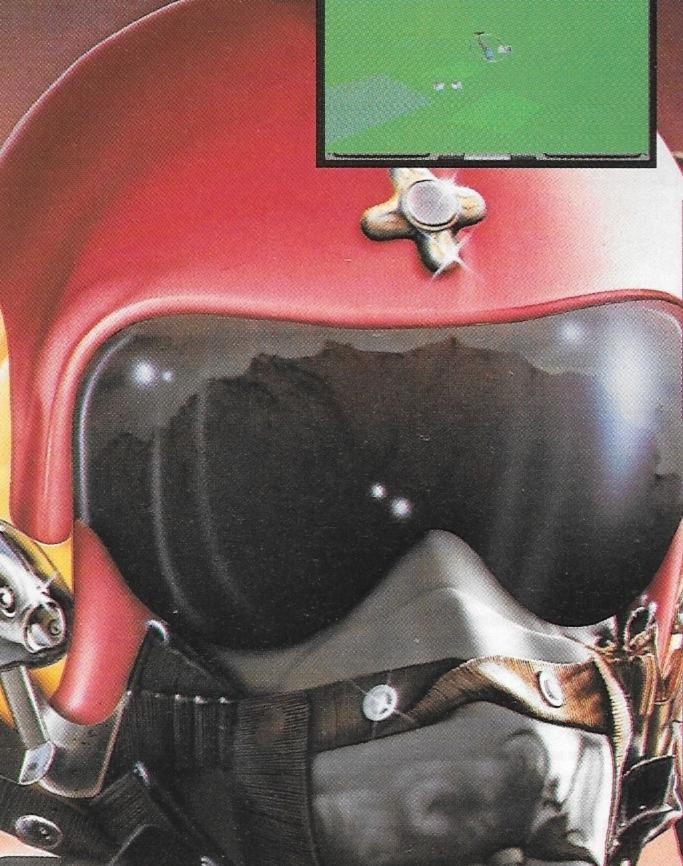
Wow! How to play a flight sim in a paragraph! First you want to double-click on the Hawk.PRG file. This will take you to the intro screen where you should read your mis-

sion objective. Clicking either mouse button will take you to the helipad.

To start up your engine press and hold the right mouse button while pushing it forwards. This is also how you speed up (and right and back slows you down obviously!). The left button fires your selected weapon and the right one changes your current selection (shown in the middle of the screen).

Finally here's a few keys you may want to try: F10 for night vision; Enter (on the numeric keypad) for an outside view which can

then be altered with the other keypad keys (try it for yourself). Enter again takes you back to the cockpit.



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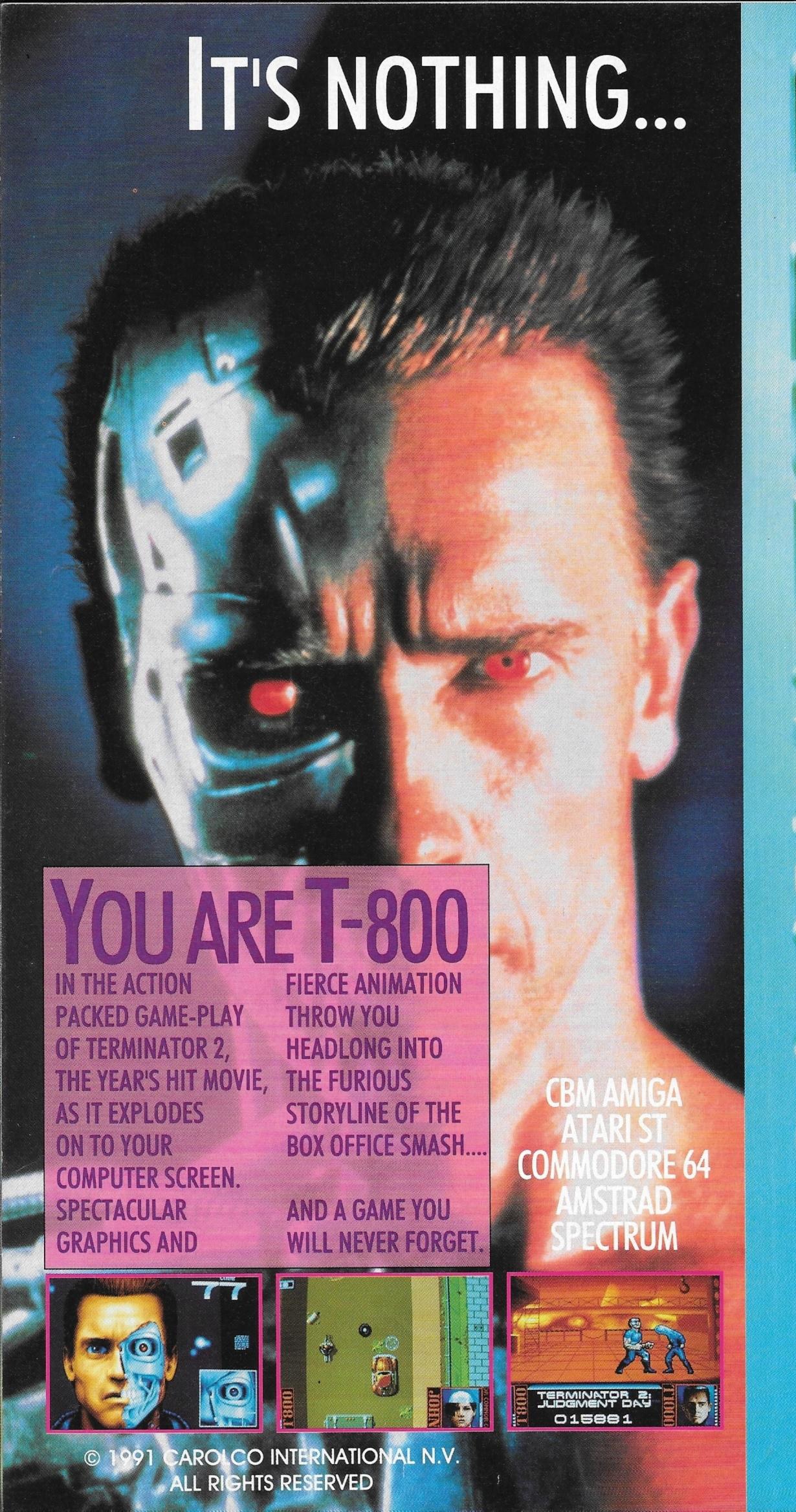
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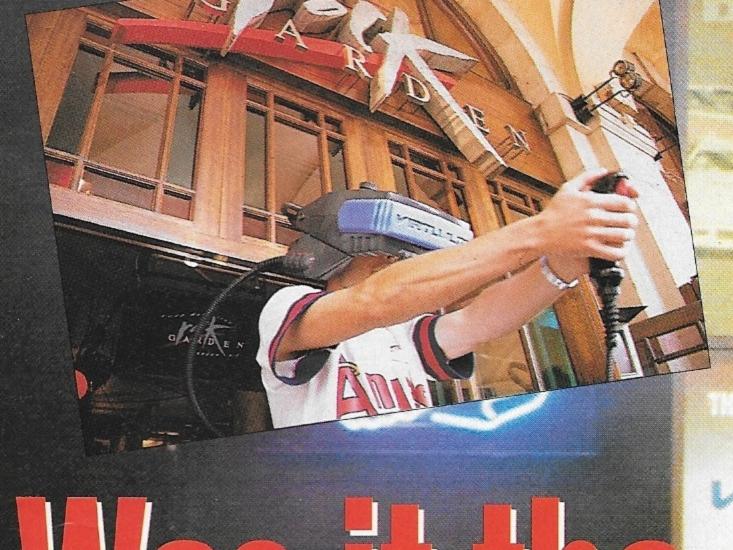
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Experience of a Lifetimes

In the June 1991 edition of ST Action, we brought you up-to-date with the development of Virtuality. Designed by Leicester based W Industries Ltd, Virtuality offered you, the user, unlimited freedom and a realistic playing environment. Now they are proud to announce the release of two new systems – Total Destruction and Cyberspace. So, not to miss the chance of a day out in sunny London, our Jason and Allie decided to hitch a lift and check things out.



THE STORY SO FAR!

W Industries is a young company, founded in 1987, which has developed a range of low cost, high performance Virtual Reality machines. Manufacturing both commercial and entertainment

systems, they hope to maintain a constant programme of product developing and upgrading their present systems to keep them at the forefront of the Virtual Reality era.

Managing
Director and the
founder, Doctor
Jonathan Waldern,
is recognised as
one of the world's
leading authori-

ties on Virtual Reality and his company is the first to manufacture affordable systems for academic research establishments, the architectural design profession and the entertainment industry.

TWO NEW TOYS

The launch of the first new development from W Industries, the Virtuality 1000CS (Cyberspace) system, took place in the Rock Garden Restaurant, Covent Garden, London. Said Rock Garden Managing Director Arthur Wickson:

"The Rock Garden is proud to be associated with W Industries and such ground-breaking technology as the 1000CS. We are known for being far more than just a place to eat, the installation of the Cyberspace network confirms our commitment to serving our customers the best of everything, not just great food!"

Virtual Reality will be a perma-

nent part of Rock Garden by day and the Gardening Club by night, providing the clientele with the latest in computer entertainment.

The term 'Cyberspace' was first used by science fiction writer William Gibson in the late 80s. He used it to describe how two, or

perhaps more, people could share a computer-generated world in the far future. We industries have already made this fantasy a reality in the early 90s.

A new software experience has been specially written by W Industries for Zona Ltd, suppli-

ers to the Rock Garden, to coincide with the launch of the machine, exploiting its unique features to the full. Within 'Nightmare', the player is surrounded by a surreal landscape of graphics and sound, with only one way out – to do battle with his enemy, a replica of himself.

GUNS 'N' STUFF

Armed with only a gun and your wits, you must explore the scenario and concoct your battle plans to outwit your opponent who has the same thing in mind – your destruction! As you explore the landscape, you'll be able to climb stairs to reach higher playing areas while using various objects to provide cover from your opponent's gunfire.

As well as the other player, you must also watch out for a pterodactyl that acts as a deterrent

against time wasting. If you stand still for too long, it will swoop down, carry you off and drop you back down elsewhere to continue your mission. The objective is to be cautious but not act like a tortoise!

BAD DREAMS!

The control method to Nightmare is rather strange to look at. You must strap on a futuristic backpack, hold a joystick in one hand and wear a helmet that bears an uncanny resemblance to Jedi Stormtroopers.

Then, while trying to hide the obvious embarrassment felt, pretend to block out the real world and embark on a mission into the unknown.

The Visette (the correct name for the helmet) is the main interface between a Virtuality operator and the virtual world. Once it has been plonked on your head, you can view the action around you by looking in the appropriate direction and believe me, this confuses you as much as the Jedi mind trick!

The joystick is used initially to control your aim for the gun. It also

allows you to move forwards and backwards. To face any direction, you must actually turn your body to the relevant position. This could make you look a bit dodgy in an arçade full of people! To elevate or lower the gun, you must move your arm as you would expect to in a real-life situation.

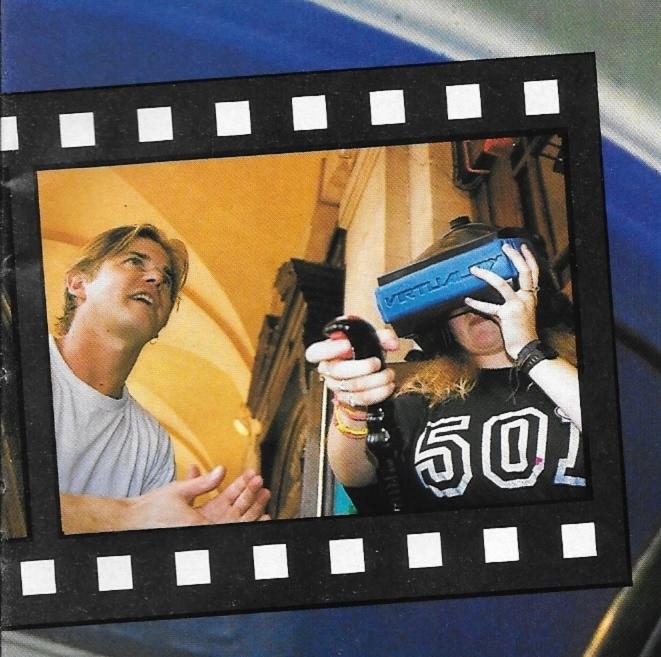
TOTAL EXHILIRATION

The machine that I (Jason) looked forward to trying most was the second new release from Virtuality – Total Destruction.

'Total' is a stock-car racing simulator that puts you in the driving seat of a battered old vehicle that you can destroy to your heart's content.

W Industries, in conjunction with Family Leisure Ltd, announced the opening of the first Virtual Reality simulation centre at the Trocadero entertainment centre in Piccadilly, London. The Trocadero is home to many exciting pastimes for adults and children alike, including the immensely popular Guinness World of Records Exhibition.





LINK UP

The Trocadero entertainment centre consists of four linked Virtuality 1000SD units that have been modified to incorporate conventional driving controls to an already successful system that allows up to four players to compete within a Virtual World. Dr Jon Waldern explained:

"The Simulation Centre is more than just another arcade game. We call the programmes that run on our Virtuality machines 'Experiences' rather than games. Once you've been in one, you'll understand why!"

Up to four drivers can take part in Total Destruction simultaneously with the frenzied action displayed on large TV screens above the participants.

A custom software/hardware combination displays not only the views from the contestants' cars, but also highlights the best of the race action from 'camera' view-points around the track, allowing you or the audience to view the other players.

Waldern continued:

nology, we can make an Experience that truly mimics the real world. Add to that our system's ability to generate CD quality sound and the imagination of our designers – we can actually make it feel like you're in the thick of the action!"

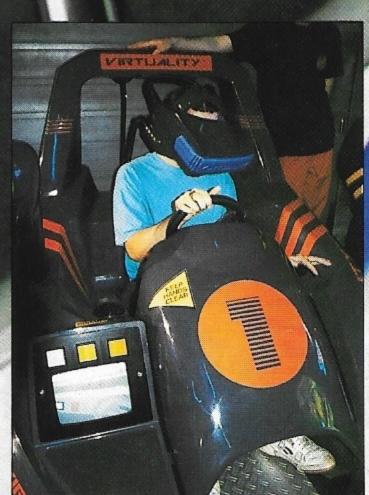
"Using our Virtual Reality tech-

As a race progresses and the tempo of the action begins to rise, a situation of pure theatre develops, with the waiting crowds shouting for their favourite to win and booing the spoiling tactics of the backmarkers. With added explosions and revving noises, this crunching car experience is a must for driving enthusiasts.

Said Alan Rawlinson, Manager of the Trocadero's Simulation Centre:

"Certainly the centre is at the foremost of entertainment technology and will provide players with the best gaming experience available in the world, but more than that, we expect the Centre to become a spectacle in itself, uniquely providing entertainment for participants and spectators alike."





ALLIE'S ANALYSIS

Upon reaching London's prestigious Covent Garden, I was full of anticipation for the new wonder toy, Virtual Reality. Everything looked incredibly impressive under the 'Rock Garden' banner and coupled with waiters forcing Buck's Fizzes into our eager hands Virtuality looked promising to say the least. Then the moment of truth! It was time to have a go and see what all the fuss was about.

The first version we tried was the stand-up kind. With cumbersome amounts of hardware strapped very tightly to your person you experience "Nightmare". The game requires you to walk round a Salvidor Dali-esque landscape trying to shoot your doppleganger opponent with a pistol.

Sound is quite outstanding, with its quadrophonic surround and CD quality you can easily get lost in your new world. Also the 3D visual is crystal clear and very effective. Altogether, "Nightmare" was extremely entertaining and most impressive, but unfortunately the Stock Car sim was almost the complete opposite.



Dotty's quote of the day, "Don't mess my hair up you sad southerner!"

The initial impression was of grandeur the actual game was clumsy made you and feel really drunk. can't understand why anyone would want to look around while playing a driving game the whole idea is to keep your

eyes on the road!

We eventually found one of the new Sega R-360 arcade machines hiding in a corner and that confirmed my opinion on the whole Virtuality thing: with something as good as the R-360 being launched at the same time as V.R., I think W. Industries is seriously going to lose out. Sorry guys but I'll vouch for the Sega every time!

DOTTY'S DIAGNOSIS

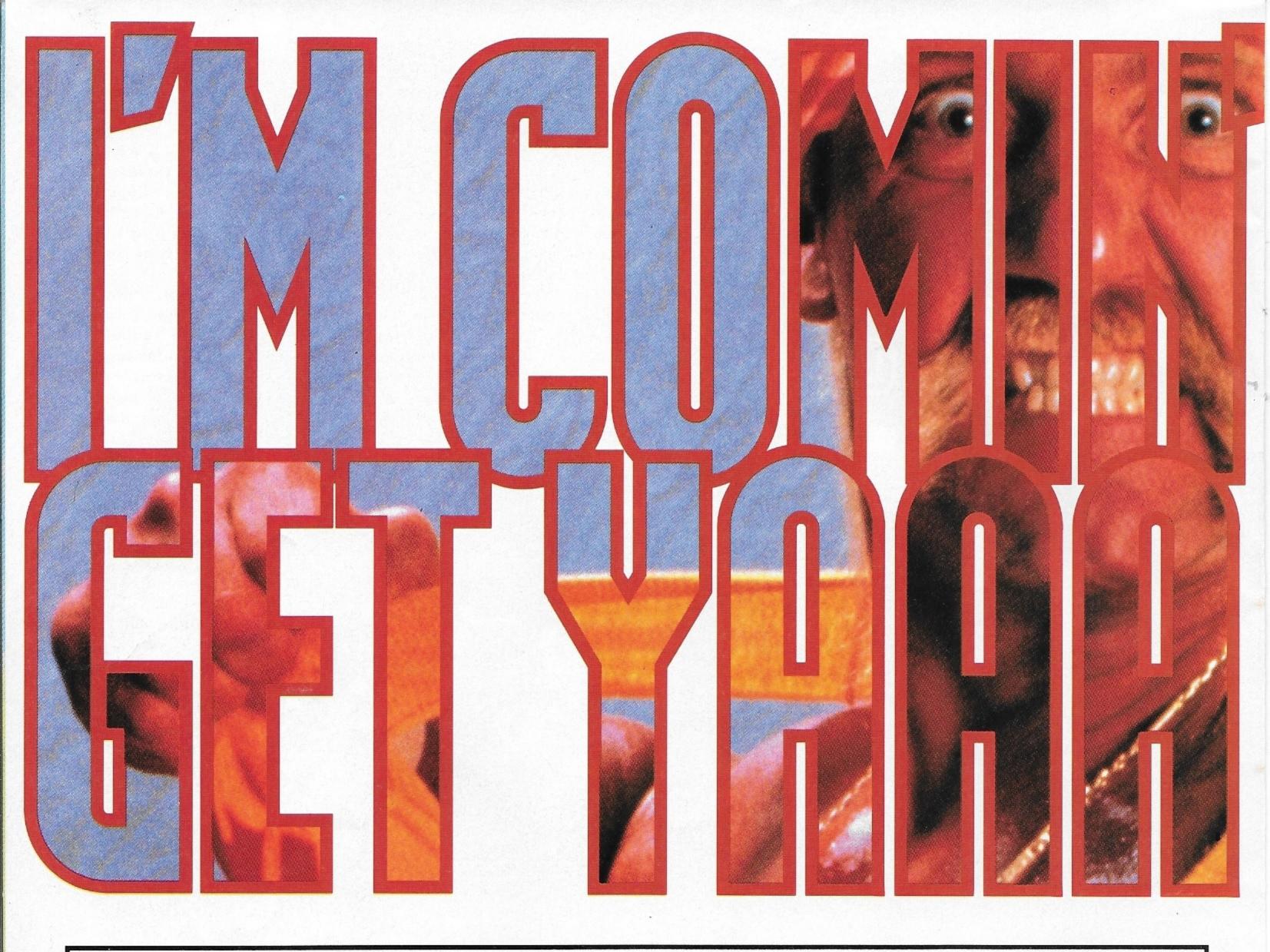
As I attended the official launch in May, I knew what to look out for. The main reason I was gracing them with my presence was the launch of the Total Destruction stock car racing simulator. As a maniac driver, I looked forward to destroying someone else's car!

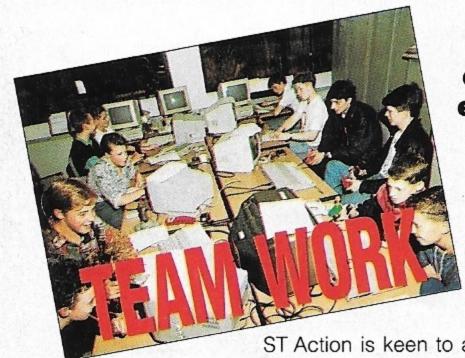
Unfortunately, I wasn't particularly impressed with the whole thing. The view from inside the helmet was one of slight discomfort and the feeling of claustrophobia was very heavy. The view from the screens was rather blurred and seemed to flicker slightly, making it pretty difficult to turn corners. The main emphasis on Virtuality is the ability to view everything from any conceivable angle by a simple turn of the head.

My argument is: When do you look behind if you are turning a corner? You don't! It isn't feasible. Besides that, it remains quite a good game to play but still quite difficult to get the hang of. Overall, a faster version of Hard Drivin'!

Ha! Laugh, I almost died! When our Allie went up to try the walk-around Cyberspace version of Virtuality, I could've cried. She looked a right idiot! There she stood, wearing a Batman Back-Pack, matching belt and stupid helmet. Is this the future of our arcades? Oh well, never mind, back to the serious stuff.

The Cyberspace kit is used in conjunction with the Nightmare program to transport you into a world of colour and danger. You must fend off the unwanted amorous advances of an ageing Pterodactyl while dodging the bullets of your enemy! Fun, eh? Although it's very good to play and unequalled in the audio department, I just don't think the playing area is big enough to hold any lasting appeal.





That's what's involved in producing the most entertaining and informative review pages around. Here's the low down on how it's done

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 in the hands of a single reviewer. All ST Action's scores are now decided by the people for the people (with a little help from the editorial team).

Punter-panelist open sessions

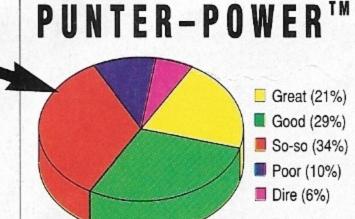
STA holds regular open sessions during which ST owners are invited to play the very latest games for their machine. Having played the game and seen what it has to offer, they are asked to fill in a questionnaire indicating their thoughts about the game. When undertaking the reviews our writers use these questionnaires as a primary source of information.

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, publisher and price. Finally there's the Punter-Power Pie Chart.

We've also improved the presentation of reviews by including the best quality screenshots you're ever likely to see. And our perfectly joined Digi-Scape sequences show how the detailed mechanics of a game work. Add to this the enlarged sprites we've christened Role-Call, the labeled screen shots and informative captions, and you've got the best guide possible to buying entertainment software.

THE PUNTER POWER SCORE PANEL . . .

The Punter-Power Pie Chart. By looking at how large each section is you can tell what proportion of our panelists had what opinions. The key alongside indicates the level of appeal for each coloured sector.



GAME: SAMPLE GAME PRICE: £19.99

The comment text summarises what our reviewers and panelists thought of the game.

Throught 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. The game play is enhanced by excellent 3D graphics with stunning backdrops to add a touch of realism.

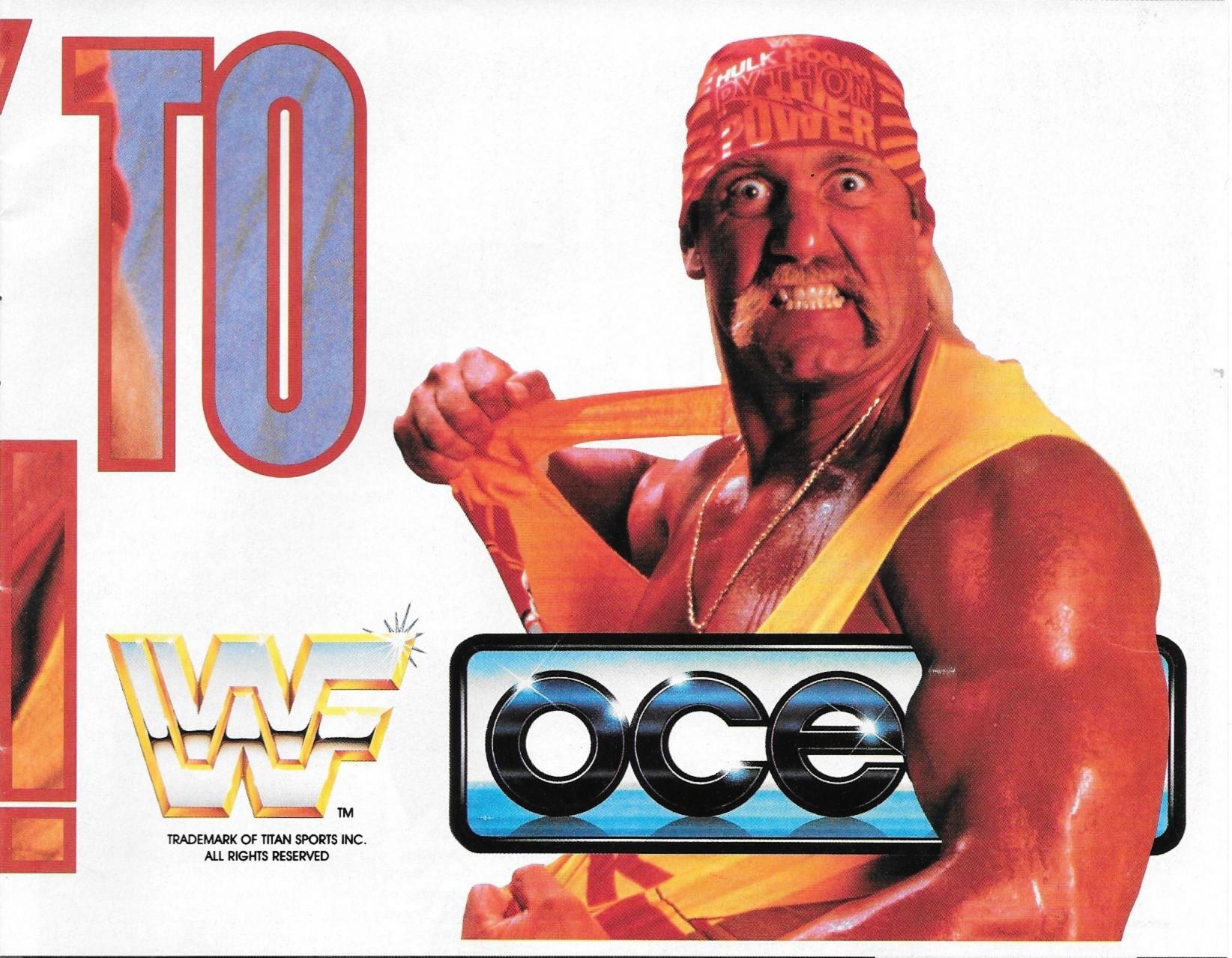
Gameplay is above sound and graphics for a reason – we know it's more important.

How good the sound and graphics are – from 0 (none) to 10 (state of the art).

GAMEPLAY:
SOUND:
GRAPHICS:

RATING = %

If you're after a snappy answer to "Is this game worth buying?" check out the overall rating. Scores of 75%+ are excellent games, from 50-75% are good solid products, below 50% you should try before you buy.







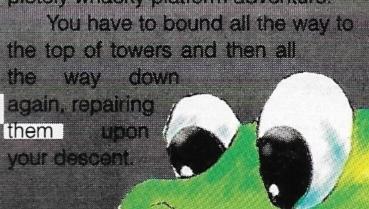




ere's just a quick snippet about 21st Century Entertainment's next game after Rubicon. The original Nebulus was devised way back in 1987. After masses and masses of quantities being sold, the sequel should be welcome news to thousands of you. For those of you who aren't familiar with the game, you soon will be and we guarantee you'll be totally hooked.

Nebulus II is a lively and completely whacky platform adventure.

the top of towers and then all the way down again, repairing



There are plenty of hostile creatures whose aim is to send you hurtling to your death - awareness is a must if you are to survive and complete every single intricate level.

Fortunately for our hero, he can shoot back. Not only that, but by collecting the necessary items, he can fly, launch himself into unseen heights, and even teleport.

'When will it be ready?' I can hear you all ask with bated breath. Rather soon actually! And... wait

for it... we hope to be able to bring you a fantastic playable coverdisk demowith next month's issue of ST Action. Wowl











Versus The Space Mutants

o dudes! Bartholomew J. Simpson here, coming to you crude, loud and thrashing! I got something really important to tell you guys: there's a bunch of slimy, horrible, Space Mutants invading my home town of Springfield and gotta stop 'em. That's right, man! They're gonna take over the world by taking control of the bodies of the friendly citizens of Springfield and build a super weapon that's gonna fill the entire world with fear. Pretty rad, huh?

Anyway, I'm the only person who can stop them with my extra-cool X-ray specs.

I gotta go around the things. town spraying chillin' out on my skateboard using my wicked sling shot and generally behave like a nuisance, man. Plus, make to 🔏 things worse, my arch enemies, Nelson the Bully and Sideshow Bob will be constantly getting in my way.

So, if you're a patriot and you like a good brawl, you gotta do the right thing and save the world from the inevitable alien domination! Oh, and just you make sure that you get back home in time for dinner!

This is a one player game controlled by the joystick only. To move Bart, push the joystick left or right. To jump, push the joystick up and to jump higher, keep pushing up. For a super-long jump, press fire and push the joystick up. Weapons gathered can be

fired by pressing the fire button. The Simpsons will run on all half and one meg machines including the STE.

The game is split up into five different levels set in various locations around Springfield. Each level has an objective that must be completed to guarantee progression. The aliens' objective is to collect various ingredients they require to create their weapon. To save the world, Bart must collect, hide, change or destroy the objects so the aliens can't gather them.

He must collect the required number of items each level (shown on the status screen) and then do battle with the feared end-

of-level guardian. Bart manages complete a whole level, the aliens will modify their machine so it can use another ingredient.

Level one is set in the majestic streets of Springfield. Purple objects are the first of the five ingredion the lookout for anything purple. Bart must use spray paint on this level to change the purple objects into red, thus confusing the aliens. A creative streak is handy for this level as some of the objects can't be reached by normal means.

Level two sees a welcome change to scenery. Set in the Springfield Shopping Mall, various hats are the main objective to the aliens this time. Bart must collect as many hats as he can, but if you come across people wearing hats in the street, Bart must

knock the hat off before he can collect it.

An end-of-level guardian must also be overcome.

The Krustyland Amusement Park is the scene for level three. After their recent disasters on the two previous levels, the aliens have decided to go for something simple to power their ultimate weapon. Balloons, man! Bart can find the balloons or shoot them with his trusty slingshot (a lot easier) but first

destruction in question. On this level, Bart can also participate in various games of skill and chance. Push up when Bart is in front of a stall to activate the game, and a list of instructions will appear. If he has to shoot, press the fire button. If he has to place a bet, move the joystick left and right to move the coin and press fire to ents the aliens require. Be start the wheel spinning. Remember to have enough

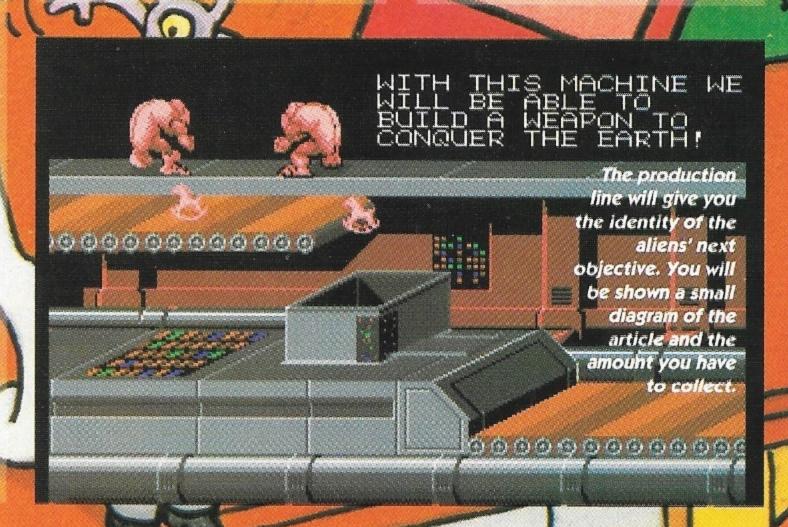
he must find the weapon of

coins to play, and also remember that Bart might have to jump to hit a target.

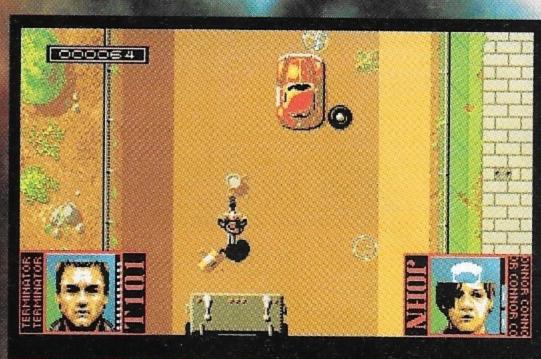
A trip through time is the setting for level four. Bart must thoroughly investi-

gate the Museum of **Natural History and** collect all the exit signs. He must touch the signs to collect them but some too them are high up. If he can't reach, must use his dart gun which he can pick up along the way. Watch out for the security alarm system. Keep your eyes on the exhibits - some of them have a life of their

own after closing! The last level takes place in the Nuclear Power Plant. Nuclear power rods are the final ingredient the mutants can use to finish their machine. Bart must make his way around the power plant (where his father, Homer, works), collecting all the rods he can find. He must then negotiate the stairs and elevators and take them to the basement and put them back in the reactor. Jason

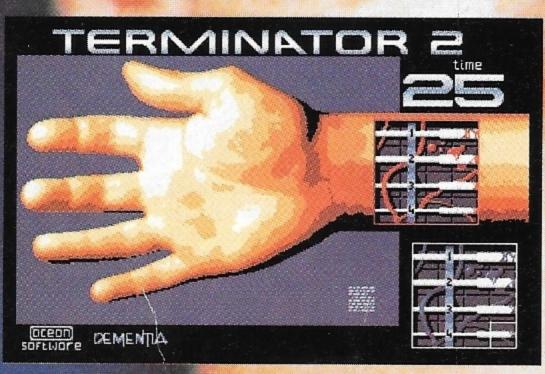




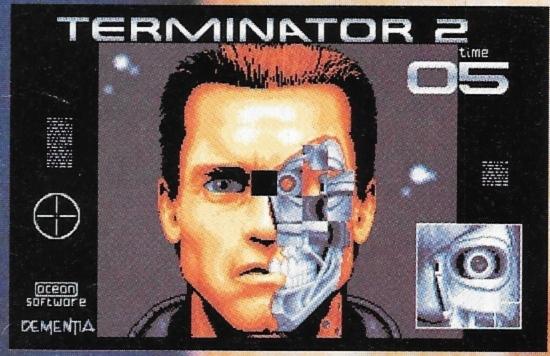


Amie must steer his way throu Davidson motorcycle. Little Jon

on his Harley



This is the first of the two bonus screens. You must rearrange the disconnected wires to fix your circuits.



The second bonus section has you trying to piece together Amie's busted eye. Both sections are under a time limit.

Terminator 2

- Judgment Day



To allow John and Sanstop the T1000 in hand

e, Amie must temporarily ombat.



Arnie has sto

T. van and is driving it up the the tailing helicopter to pieces.

TERMINATOR 2: SECRET BANGE BAN

Arnie is armed with an assault rifle and he must use it to get past the waiting S.W.A.T. team. Careful shots are required.



The final battle between Amie and the T1000. He must defeat it and drive it into a vat of moiten steel.

t was the near future. A great battle to the death raged on between the technically superior machines and the ever-repressive mankind.

Despite the overwhelming power of the machines, the rebels were gaining control of the war until the computer which controlled the machines sent a robotic warrior through time to destroy the rebel leader's mother, Sarah Connor, thus eliminating the influential rebel leader in time to come. It failed!!!

In 1994, another Terminator was sent. This time, its objective was to kill the now pre-pubescent John Connor. Again, it was up to the resistance to send forth a lone warrior to protect him and secure their peaceful future. The only question to be asked was – who would succeed?

After the mass destruction caused by the original T101 cyborg, John Connor chose a clone of the prototype cyborg (A certain Arnie Schwarzenegger to you and me!) and re-programmed it to jump back through time and protect him. His adversary is the newly-designed T1000 cyborg, capable of extremely violent behaviour to say the least!

In this one player only computer conversion, you play the part of the T800 Terminator (codename - T101) and you must keep the T100 cyborg (codename - T1000) from inflicting any harm on the young boy John Connor.

The game takes place over nine levels, each controllable via the joystick. On most of the levels you control Arnie and on the rest you are either responsible for the welfare of the other principal goodies or completing various tasks for bonus points and extra energy.

Level one sees you in control of the T800 Terminator and you must battle with the T100, temporarily defeating him to allow John time to make his escape. This level is a short beat'em-up where you must use your terminating tactics to destroy your opponent and help the boy make good his escape.

On level two, you are again in control of the T800 but this time you are cruising on a Harley Davidson motorbike with John riding pillion. You must manoeuvre your way through a storm drain, while being chased by the T1000 in an articulated lorry. Every time you crash into something, you will lose energy and crashing into the lorry will cause John's energy to be depleted.

Level three is one of the bonus sections that you must complete. You must perform minor surgery on the T800's arm. This can be achieved by moving a flashing cursor over the square you wish to move and pressing fire, thus arranging the blocks in the correct order.

Level four has you in control of Sarah Connor for the first time. You are armed with only a broom handle and you must negotiate a maze of corridors and lifts to escape from the mental institute.

On level five, you must take control of the T800 and gain enough time for Sarah and John to escape in the lift to the car park. This is another of the

scrolling beat'em-up sections of the game where you must use Arnie's obvious fighting skills to good effect.

Level six is the second of the bonus sections of the game. This time, your task is to rearrange the blocks on the T800's face until they match up with the original picture. This level is timed and gaining a 100% result will award you with maximum energy.

Level seven is a left to right horizontal scrolling affair that, once again, puts you in the rather tired shoes of our Arnold. You must shoot your way out of the Cyberdyne laboratories, skilfully dodging the heavily armed S.W.A.T. team.

On level eight, the T800 is in control of a stolen S.W.A.T. van making its escape with Sarah and John, while the T1000 chases them in a helicopter. Sarah can fire at the helicopter from the back of the van. You must shoot it enough times to disable its controls and cause it to plummet to the ground.

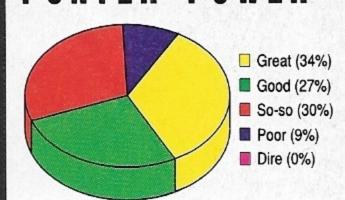
The last level is a fight to the death with the T1000. You must drain its energy and also force it into a vat of molten steel. This will bring about its ultimate destruction. Level nine is similar in play to the first level in the fact that it is merely yet another one-on-one fight section.

On all of the levels, you only have one life that is shown via an energy bar. Getting hit will reduce the bar until the game over message is shown when it is totally depleted. Extra energy can be gained if you successfully complete a bonus level.

ARNIE'S DIGITISED DISGUISES

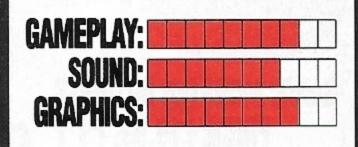


PUNTER-POWER**

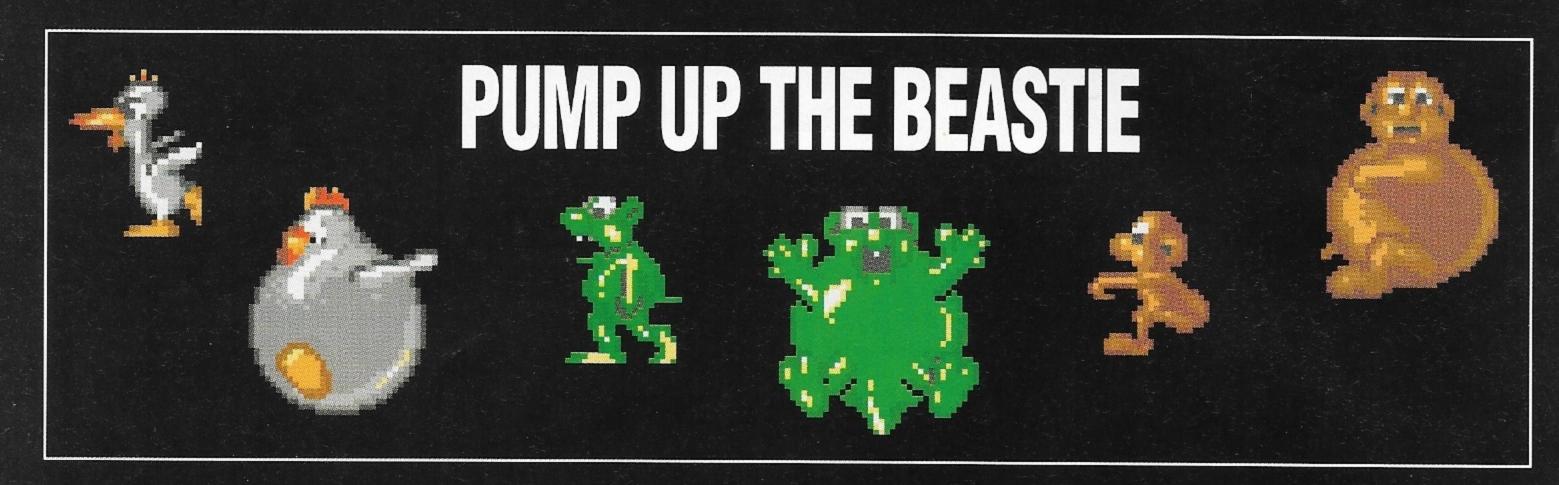


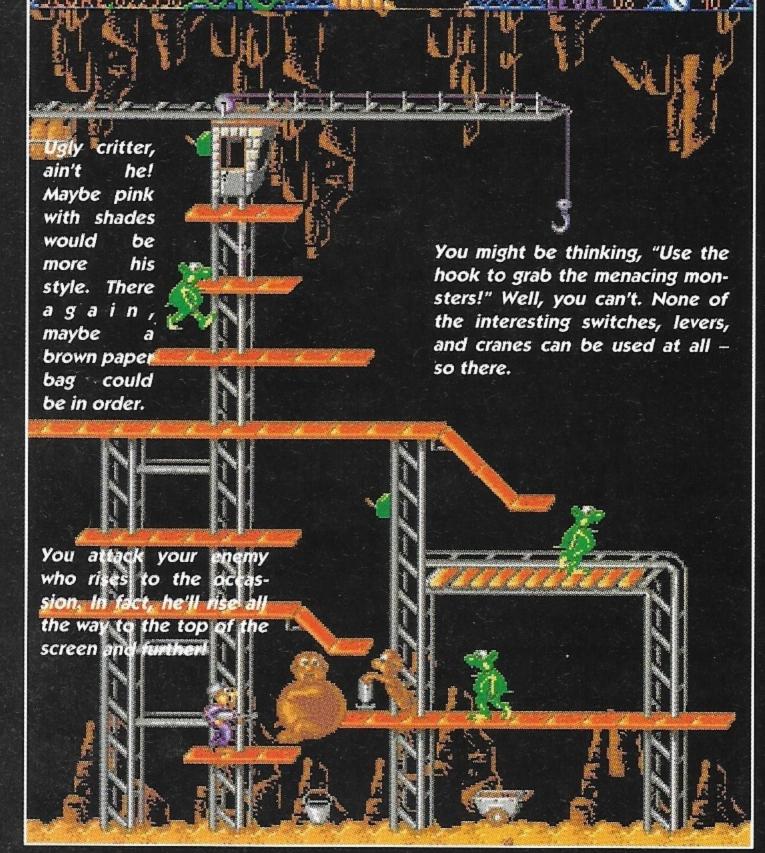
GAME: TERMINATOR 2 PRICE: £25.99

The film Terminator 2 is surely going to be one of the biggest box office smashes in movie history. Ocean realised this and immediately procured the licence and set about the game's development. The graphics have been drawn to the usual high standards that are expected from the likes of Messrs Martin McDonald and Don McDermott, Ocean's in-house graphics artists. The levels offer different and varied challenges and are difficult enough to keep you playing for some time, but you'll soon get the hang of most of them. The sound is nice to listen to and makes a good attempt to smooth down the violent edge of the game. An accurate conversion that will definitely appeal to fans of the film or the muscle-bound hero himself.



RATING=80%





PUNTER-POWER™ Monster Business is an attempt to create a fun game, suitable for everyone of all ages. Controls are easy to use and, for a while, an addictive quality is main-Great (0%) tained. However, when you are playing Good (18%) to complete 45 levels, you begin to So-so (44%) realise how dull the graphics begin to Poor (26%) look and how monotonous the whole Dire (12%) affair becomes. Monster Business needs a larger variety of sprites, more changeable in-game music, and gameplay **GAME: MONSTER BUSINESS** that's just a shade more inventive. PRICE: £19.99 **GAMEPLAY:** RATING=74%

the neighbourhood,

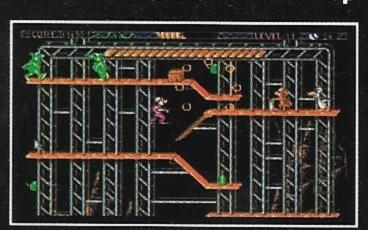
Who ya gonna call? Beastie **Busters!**

'There's something strange in

he neighbourhood: Tin Town. The Beastie **Buster: Leroy. Cash tills** registered in Leroy's eyes when Mr Bob asked him to clean out his Tin Town mine. A race of Mad Meanies has overrun his underground operations and it needs a special kind of guy to run them out of town. You are Leroy - Mad Meanie exterminator extraordinaire. You are the one who can do the job, venturing through 45 nasty infested levels.

Leroy's platform caper demands speed and sharp shooting. As you bound about the screen, you must zap every one of your foes and keep shooting them. This causes them to be inflated like a balloon and eventually they will float helplessly off the top of the screen. For a faster removal of Mad Meanies, you can push them out to the sides of the screen once they are have been blasted into their large, light and comical form.

Some creatures will drop

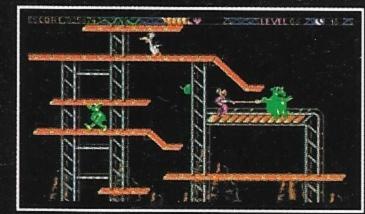


Don't forget: Chicken lays egg, egg explodes. It's the obvious occurrence! In fact, that egg blew-up a little too close to your face for comfort.

mining equipment once they have been destroyed. These are stolen items that you can recover for bonus points at the end of the level. Each level must be completed within a strict time limit. The only other way you can be unsuccessful is if you come into contact with an enemy. This causes you to lose one of your few and extremely precious lives.

It sounds straightforward which it is. There are minor complications such as chickens that lay exploding eggs. Also, you can only run up slopes and not down them you have to slide down slopes which means it's impossible to stop until you reach the bottom. Should there be something lurking at the base of a decline, then you're in trouble!

The team responsible for Monster Business is Eclipse. In the past, they have developed Wings Of Death (an underrated shoot'em-up) and some members had input on A Prehistoric Tale. Those of you familiar with Tale will recognise the similarity in both graphics and gameplay. This should give you an idea of what to expect. Alan



By jove, you've got one! Just keep pressing fire to pump him up. Then you can watch him harmlessly float away or bump him off to the side.



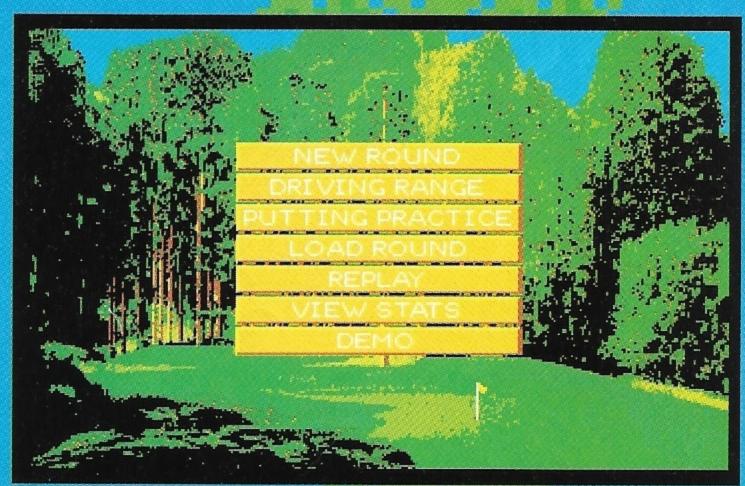
YOUR MISSION

- This game's a doddle. Even for the inexperienced player.
- Simply track down the thousands of computer games equipment bargains at the Christmas Computer Shopper Show at Wembley.
- Select transport option: train (BR Wembley Central) tube (Wembley Park: Jubilee and Metropolitan lines) bus or car (ample parking).
- Arrive at the newly extended Wembley Exhibition Centre between 10.00 hours and 18.00 hours during the period:
- Thursday 5th December to Sunday 8th December.
- Once inside you'll find yourself in a maze of over 200 stands brimming with bargains.
- Now the real task begins: net more than you could ever dream of for your money.
- ➤ Bonus points: buy your tickets today and save money (up to £5.00) on the admission price and get a time bonus (beat the queues).
- You can't lose, but good luck anyway.

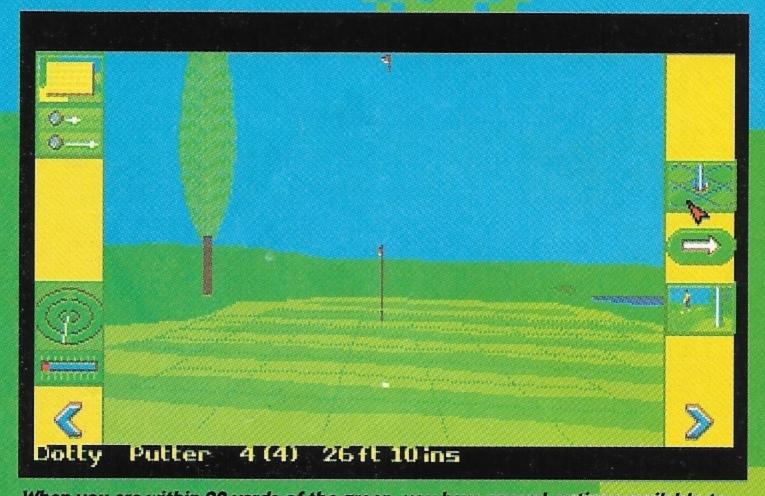


Ä	Please send me: Adult tickets at { Family tickets at £13.00 (save £5); would like to pay by (please tick); _ Access Amex Diners	5.00), admits up to 2	2 adults and 2 children.	
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	Show, BLENHEIM PEL, PO Box 2,	Ellesmere Port, Sc	outh Wirral, L65 3EA. Clo	osing date for ticket
	application 29th November 1991.			STA1

Microphose Golfenser



This is the options screen. From here, you can choose to play a new round, practise on the driving range (but I thought this was a golf game – Ed.), practise putting or even replay some of your saved shots.



When you are within 20 yards of the green, you have several options available to you. Most of them are information about the green but you are also informed about your current lie.

olf simulations are becoming more familiar after the phenomenal success of the original Leaderboard. Unfortunately, none ever managed to come close in terms of gameplay and good, clean fun! Simulation experts, Microprose, have decided to venture into this market with the release of their Golf sim, which is aptly titled Microprose Golf.

A game for up to four players, this can be played on one of six specially designed golf courses in a range of different competitions. You can compete in the usual 18, 36 or 72 hole tournaments or try something different and take on the best for money! Each tournament can be played either against a computer or a human controlled opponent with or without a handicap.

The first thing you must do after loading is give your player a suitable name – for those of you who can't spell Seve Ballesteros, try Nick Faldo! After you have done this, you must decide which tournament you wish to take part in. From the options available, you can have a one to four player singles game; a single player against the computer game or even four teams playing against each other. A practise putting option is also available for the perfectionists among you!

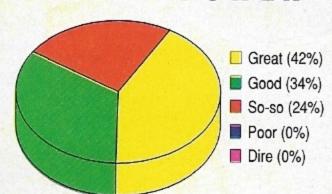
Now it's time for you to choose your weapons! Each player can choose a maximum of 14 clubs from the 17 available to take around the course. Certain clubs will be more

applicable to each course but it's up to you to find out which clubs go with what course! Players can also choose the colour of their jumper (blimey, that's useful – Ed.) and whether to have the distance from the hole measured in imperial yards or metric metres.

The next thing you get to see is an isometric map of the hole you are about to play based on real 3D landscape. This map can be viewed and rotated from any of the four corners. All the relevant information about the hole will also be displayed on this screen. Your choice of club and power can also be selected via this screen.

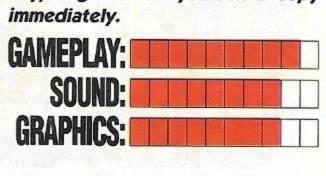
Once all this has been set to your requirements, you will be switched to a 3D landscape view from down the fairway. The wind direction and strength are always displayed for you to judge your

PUNTER-POWER TM

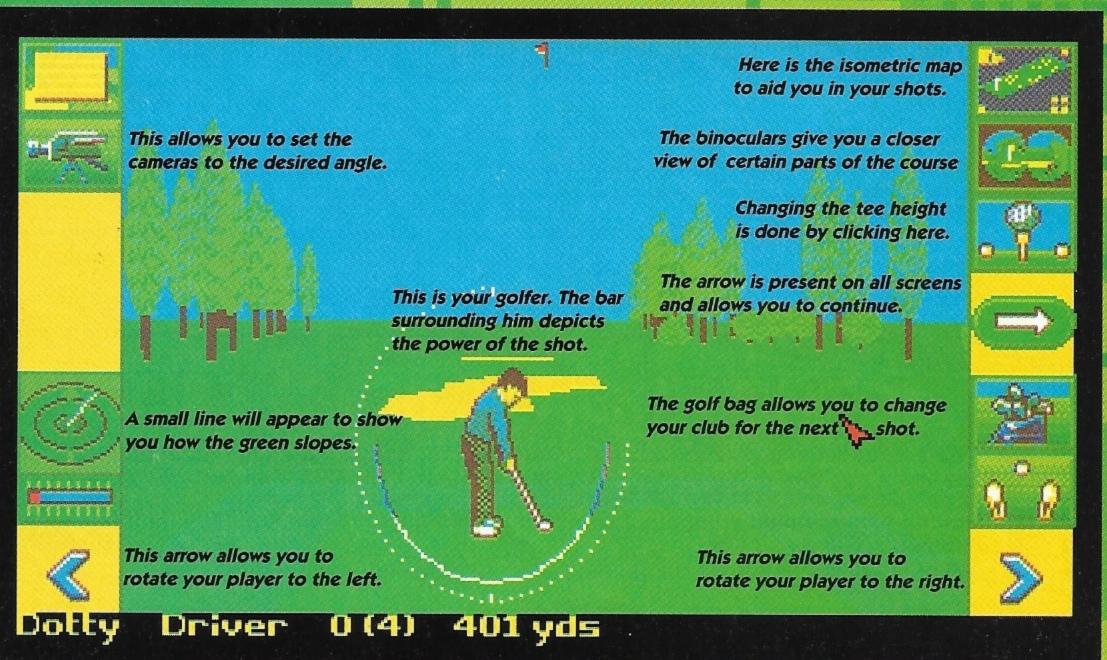


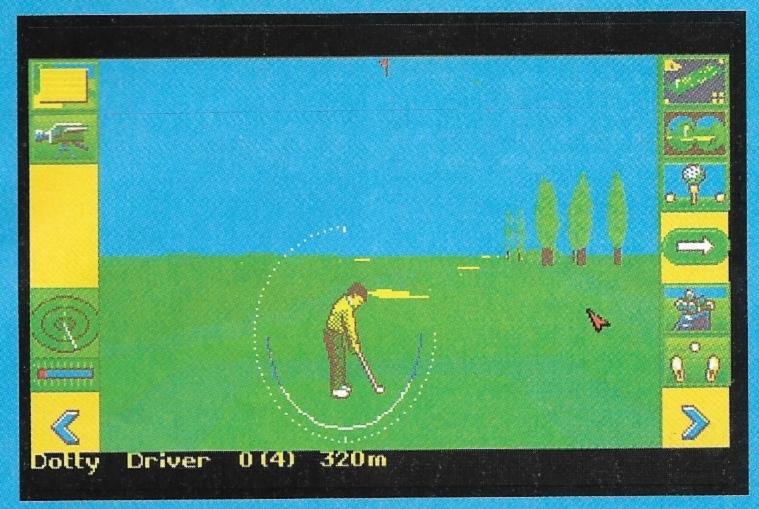
GAME: MICROPROSE GOLF PRICE: £25.99

Golf games are becoming increasingly popular among the once-ardent arcade fans. Microprose have produced a golf sim that will change the way people think of golf games. Gone are the days of bad graphics, poor sound and tedious gameplay. Microprose Golf has managed to capture the skill, fun and luck that is involved in the real sport with an excellently detailed adaptation to the home computer. The playing area has been drawn to an extremely high standard with a great attention having been paid to detail. Great graphics, excellent sound effects and enthralling gameplay make this one of, if not the, best golf simulation available. Whether you are a golf fan or not, buy, beg or steal yourself a copy immediately.



RATING=89%





This is the first view you will receive of the fairway for the hole you have chosen to play. The wind direction and strength are always displayed to make your shots easier and lessen the probability of a hook or slice shot.

shots. Your power bar, the swingmeter, follows the animation of the golfer and displays areas of hook, slice and clean shots.

On all shots, you can choose one of six different camera options for following the ball. After the camera has traced your ball (right into the hole, hopefully!), the screen displays your shot distance and what sort of lie your ball has landed in. You will now have the option to save or replay it on screen.

Whenever you are on the tee, you have the option to adjust your stance or the height of the ball. The ball can be moved backwards or forwards in the stance, and your feet position can be opened or closed. You can also adjust the height of the

tee. Tee height is also reflected in the size of the hook and slice areas on the swingmeter.

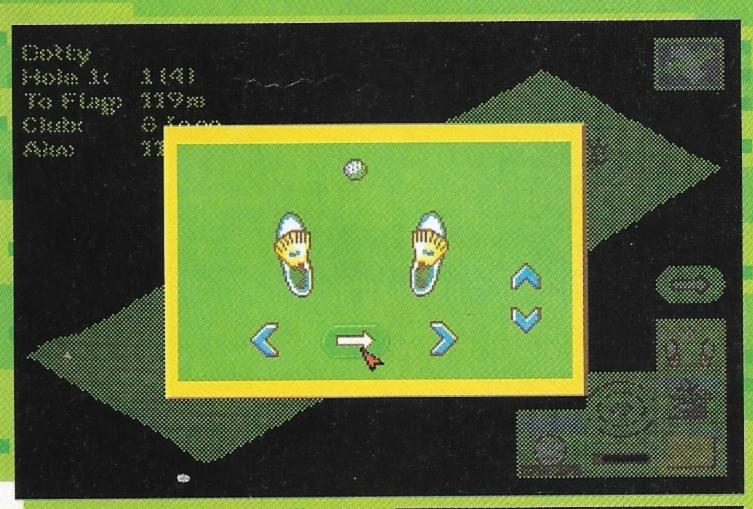
Once you are within 20 yards of the green, you can call up several options. View the contours of the green by use of an overlaid grid; view the green from behind the flag or call up information about the green speed. You are also given the usual information about your current lie and wind speed.

Putting has been made as easy as possible to make the game more appealing to the less patient among you. Once in the correct position, a power bar is displayed. A mark in the middle represents the required strength for a straight, flat putt. All you have to do is read the green

contours, aim your shot and then decide the correct power to reach the hole. Simple, eh?

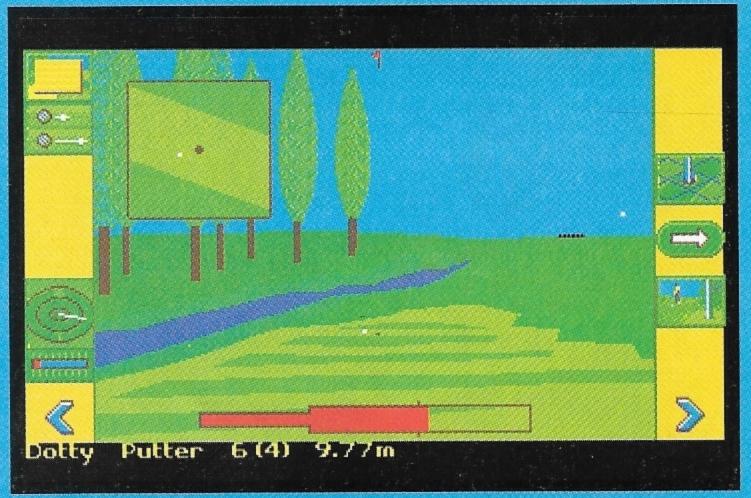
After each hole, the scorecard is displayed. This shows Par, Yardage and Stroke Index for each hole. From here you can examine your progression or check the leaderboard if you are in

a tournament. Also, if you are lucky enough to win a head-to-head challenge, a tournament or even get a hole-in-one, you will be rewarded with a digitised picture of your celebratory ecstasy. You will then be given the chance to save your once in a lifetime shot. After all its complexities, Microprose Golf still runs on all makes of ST. **Jason**

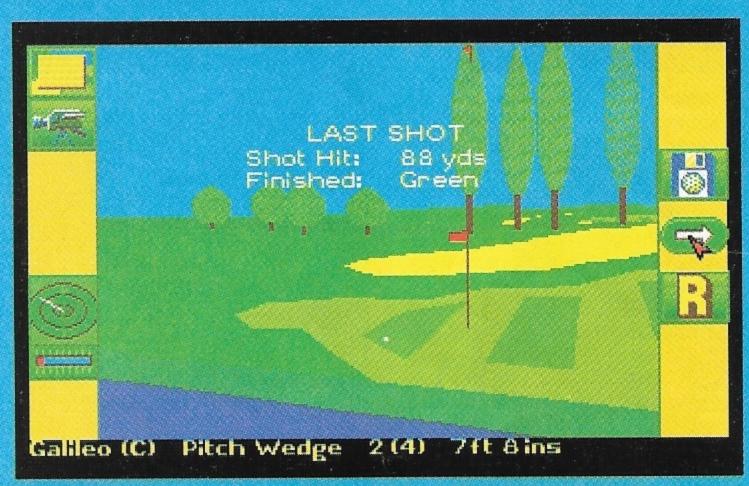


After you have opened the isometric map screen, you can choose to adjust your stance or the height of the tee. Both of these will have an effect on the amount of slice or hook you will get on your next shot. Unfortunately, the height of the ball can only be adjusted when you are on the tee, so if you're in the rough – tough!!!

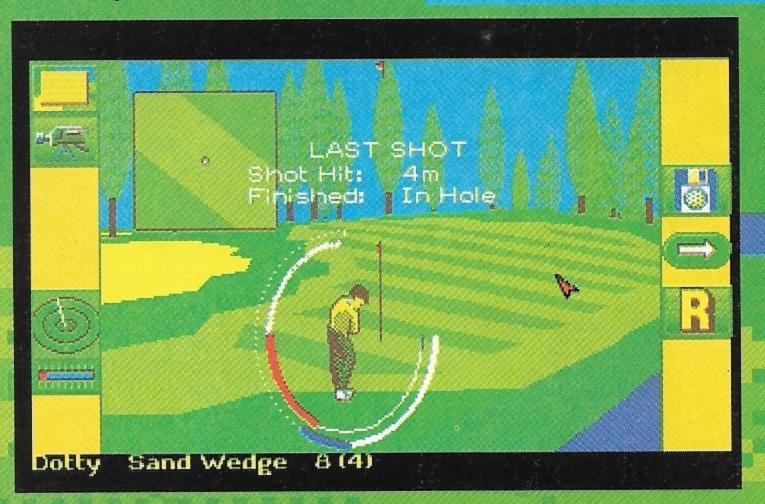




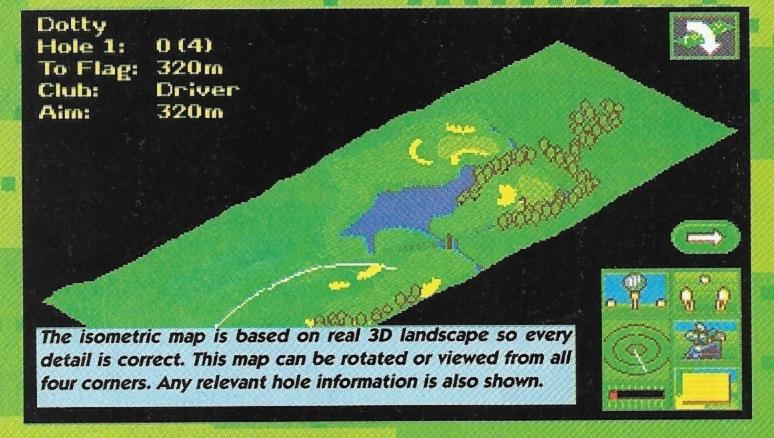
As your ball approaches the hole, a small overhead window appears showing exactly how close your shot has been. You are also told how far your putt went and whether the ball is in the hole or not.

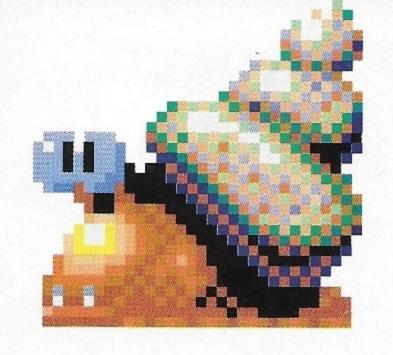


After the camera has followed your ball, the screen displays your shot distance and where your ball has ended up. It will also tell you the all-important data of how far away from the flag you are.

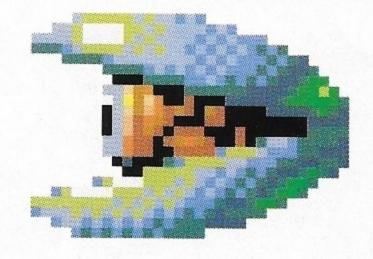


After a rather disappointing shot that ended up in the bunker, a stunning recovery shot was called for. A devastating chip right into the hole has restored my faith in these sticks!





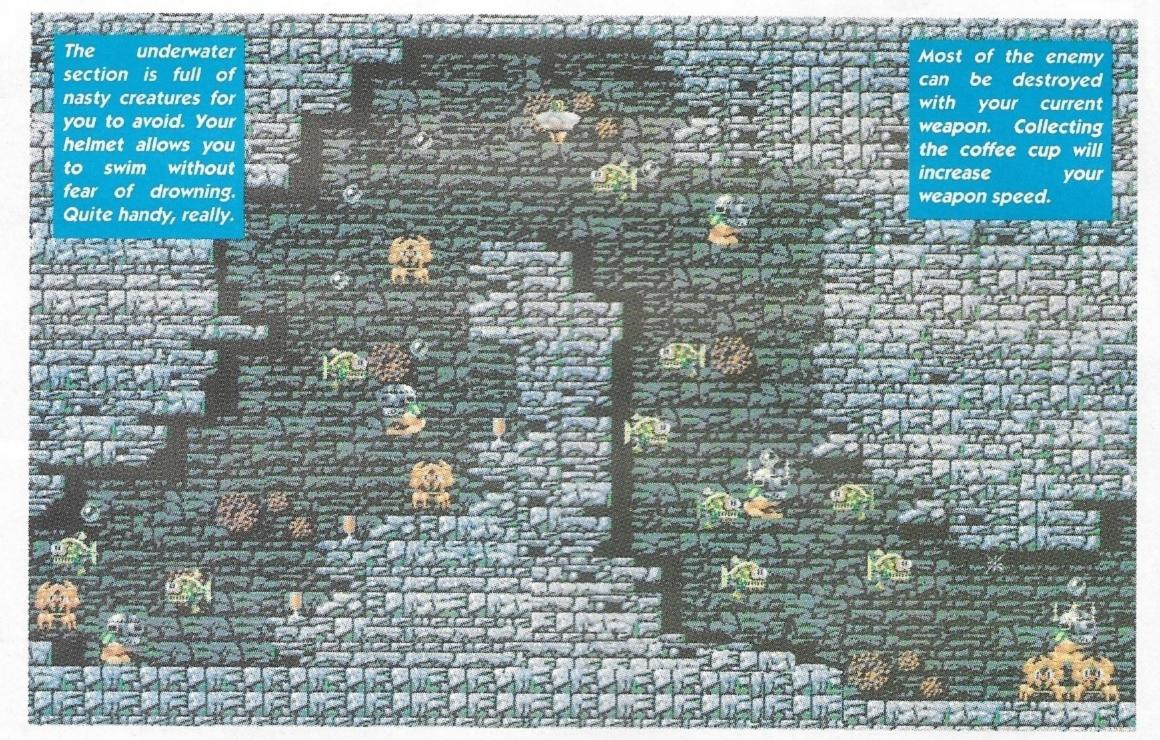














Magic Pockets BITMAP BROTHERS



ome of you will recognise the main character from the latest Bitmap game to be the star from ITV's Motor Mouth. Programmed by Sean Griffiths, a newcomer to the Bitmap stable, Pockets also includes graphics by Mark Coleman – the main man behind Speedball, Xenon II and the Bitmaps' last release, Gods.

Pockets takes place over five multi-directional scrolling levels, each filled with loads of monsters, goodies and bonus objects for you to obliterate or collect. Pockets will run on all STs including the STE. Control is via the joystick and the normal pause and resume keys.

You are the amazingly crucial Bitmap Kid and what can only be described as the best dresser in the land. You stroll the streets in your reversed cap (a la Beastie Boys), strut your stuff in your Troop trainers (tongues flapping) and rule the roost wearing dazzling Ray Ban shades. You are cool, hip, trendy... and a bit sad round the edges to be honest.

The thing that really makes you special is what you contain in your

rather remarkable trousers (no perverted innuendo please, this is a family mag). Having trousers with bottomless pockets could be handy in many uncompromising situations, such as hiding your friends from rather unfriendly adversaries or storing your back issues of ST Action without the need of a binder.

Unfortunately, having deposited some of your favourite toys into your pockets of never-ending depth, you discover that they have become unretrievable and are lurking within the darkest corners of the fabric.















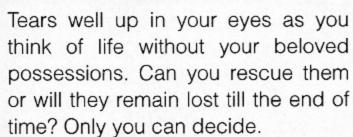




The Bitmap Kid is having a spot of bother with some rather unfriendly slimy chaps. Somewhat dazed, he retaliates.



The jungle section is full of monkeys, bees and snakes. You must learn to make use of the branches if you are to survive.



After your initial bout of tears, you wipe your eyes and dig deep into one of your pockets in a lastditch attempt to find your treasured possessions. What luck! You retract your arm to reveal a black hole which you spread across your bedroom floor. You take a long, last-

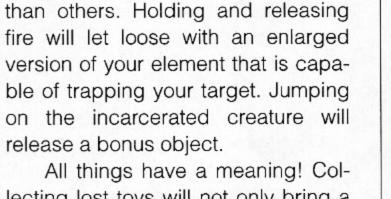
ing look at your room before you plunge into the murky darkness that soon envelops you making you part of your pocket.

Weapons are probably the most complicated part of the game. On each level, you will be able to control one of the elements - earth,

fire, water etc. Pressing fire will release either a whirlwind, a snowball, a fireball or even an ice cube. A direct hit will cause your enemy to



Crabs and oysters are in abundance in the latest level of his watery escapade. Watch the oysters carefully. If you are lucky, they might drop a pearl.



All things have a meaning! Collecting lost toys will not only bring a smile to your character's lovely face but it will also give the angelic cherub an advantage when he comes up against the end-of-level

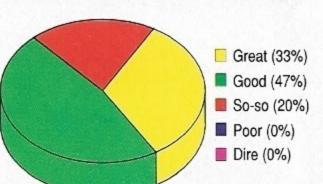
disappear, but some are stronger

guardians. The boxing glove must be used to fight the giant gorilla, the space hopper can be used to squash your opponents and the pedal bike makes a good

Bitmap battering ram. The Brothers have managed to get a fairly decent tune to accompany the game. All ingame music is from Betty

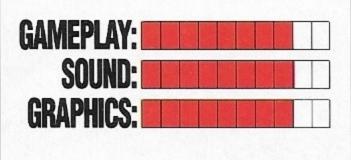
Boo's chart-topping hit, Dooin' The Do. There are also quite a few samples from the track played throughout the game. Jason

PUNTER-POWER™



GAME: MAGIC POCKETS PRICE: £25.99

Magic Pockets is similar in some aspects to Gods as the bonus icons need a lot of thought if you are to succeed. The graphics are up to the same high standards you would expect from someone with a previous track record similar to that of Mark Coleman. The sound is really 'boppy' and makes you feel as though the world has lost all its troubles, so you can just sit down and enjoy the game. My main gripe would be the lastability of the product. The first few levels are easy and this makes the game slightly boring after a while. Another good release from the Bitmaps who continue where they left off.

















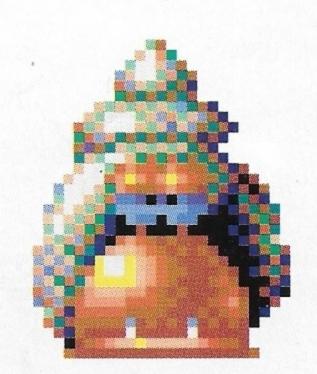
'Kid' is in deep trouble. He is being

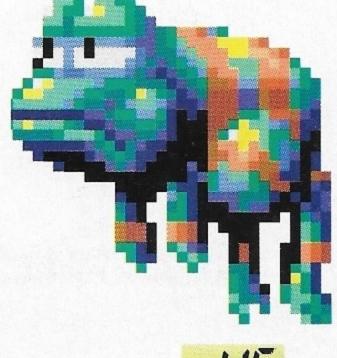
attacked by several baddies. He makes

a jump, grabs his knees and takes to

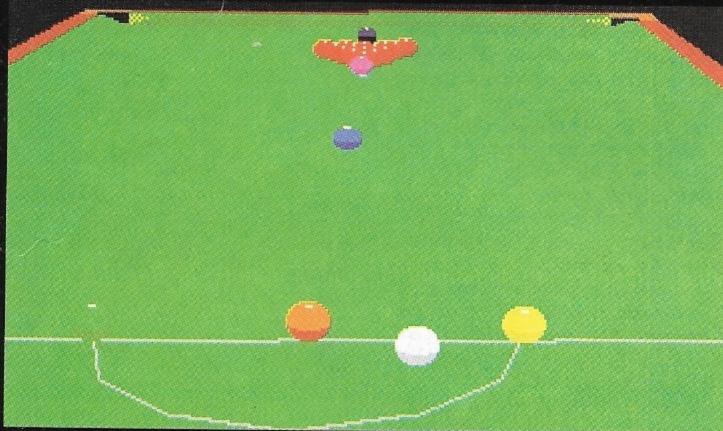
the air.



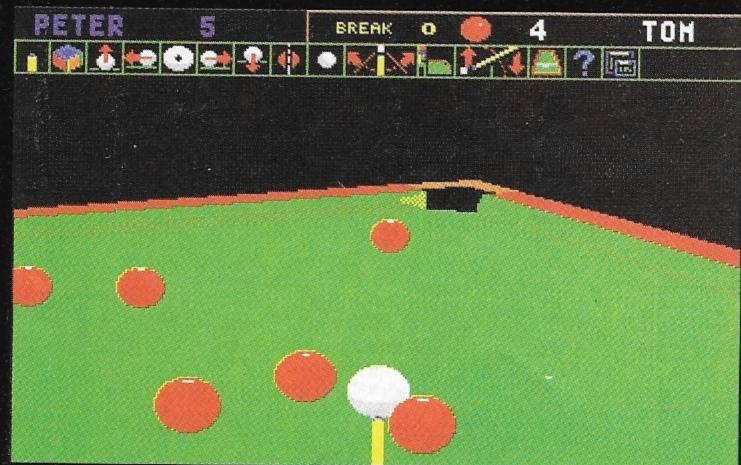




Jimmy White's



Breaking off is spectacularly realistic. The mathemetics are calculated so quickly that the overall effect is very convincing.



With the reds nicely scattered about the table and the coloureds still sitting on their respective spots, a high break looks favourable. Over to you, hotshot!

Whirlwing Smooth Single Single

immy White is one of the world's most sensational snooker players, delighting audiences everywhere. Virgin have taken his name to endorse their latest sporting simula-

Everything you can possibly do on baize, you can do on screen. Viewing the different angles about the table can be done by clicking on the relevant icons, which include zooming in and out, rotating left and right, as well as elevating to the most favourable height.

tion but does the game

A plan view which displays the whole table and ball positions is also possible. As the views can be altered and scrolled very quickly, there is no hassle factor involved.

Good cue ball control is vital in the game of snooker. Virgin haven't forgotten that and allow the player to have great influence over the white ball. Top, side and back spin are achieved by positioning a cursor on a small picture of a ball to the side of the screen. This then indicates where, exactly, the cue will strike the ball. You can even mis-hit the white ball if you try to execute a shot with too much side spin.

One particularly pleasing touch is that when the cue ball is resting against a cushion, your choice of shot is actually restricted as the program takes into account that in this situation you can't achieve back-spin but only top-spin.

Power? No, of course they haven't forgotten about power! By means of a diagram, you simply adjust the distance between a cue and a ball. This determines the power of the shot and, soon enough, you'll be judging distances reason-

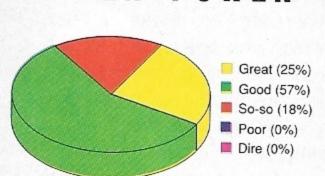
ably accurately.

During and at the end of each match, statistics showing the highest break are displayed and which player has potted what balls. So even if you lose, you might be able to claim the highest break!

Jimmy White has got his name endorsed to a very accurate and playable simulation that certainly reflects the game of snooker.

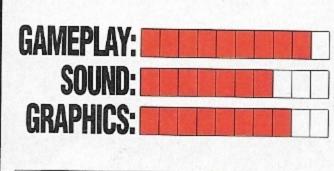
Alan

PUNTER-POWER**



GAME: WHIRLWIND SNOOKER PRICE: £24.99

Totally realistic and highly addictive, Jimmy White's Whirlwind Snooker rates as one of the finest sports games ever to be seen on the ST. With all the options to satisfy even the most professional players, JW's Snooker is a remarkably accurate representation of the popular sport. Momentum and aiming of the balls is no problem which can't be said for previous snooker and pool sims. There is also the possibility to set-up your own trick shots which adds to the appeal to some extent, allowing you to relax after a hard-fought match. Virgin have done a marvellous job with JW's Snooker and have, without doubt, set a standard that will certainly be hard to beat. Absolutely excellent and thoroughly recommended.



RATING=91%

PETER 5 PREAK 0 5 TOM

by moving down.

2) Rement cue before shot.

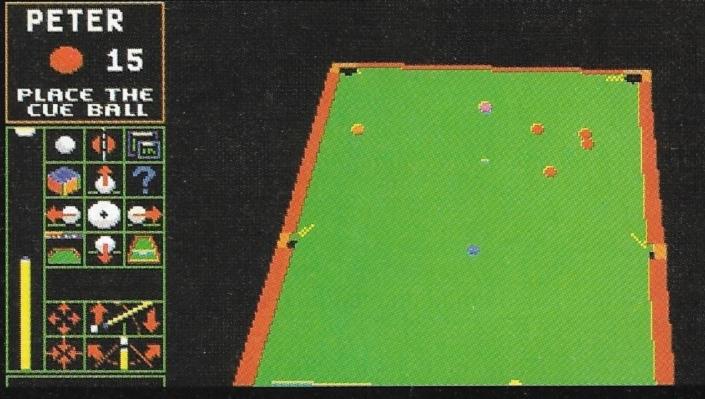
3) Put to ball

Quite often in the game you'll find yourself snookered behind a coloured ball, but using the view line you can easily get out of these tricky situations.

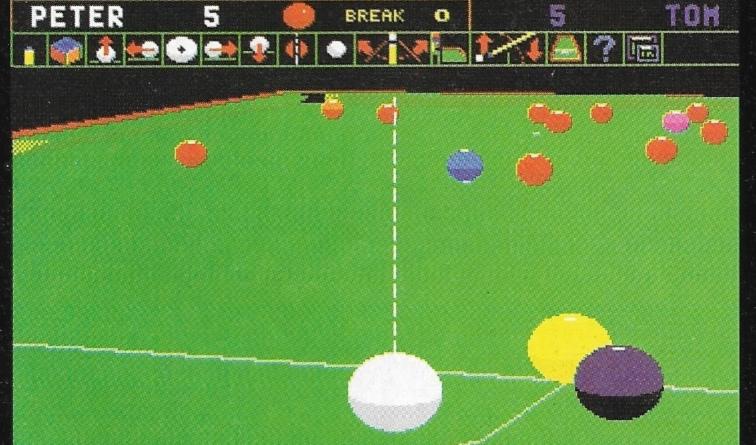
- 1) Adjust power of the shot by moving the cue up and down.
- 2) Remember to chalk the cue before you take the shot.
- 3) Put top-spin on the cue ball.
- 4) Put left side on the cue ball.
- 5) Strike the cue ball.
- 6) Put right side on the cue ball.
- 7) Put backspin on the cue ball.
- 8) Show view line.
- 9) Zoom in on the cue ball

to give you a low view across the top of the table.

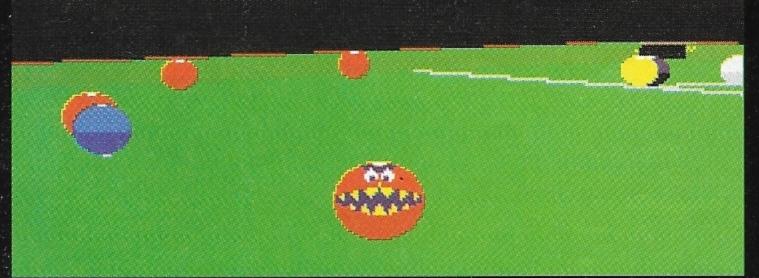
- 10) Changes view by spinning table left or right.
- 11) Re-position the icons to the top or left of the screen.
- 12) View the snooker table from another perspective.
- 13) Icons allowing you to adjust elevation and to zoom in and out.
- 14) Have a look at specific details such as which balls you have potted.
- 15) The Help menu which will guide you on how to play the computer game.



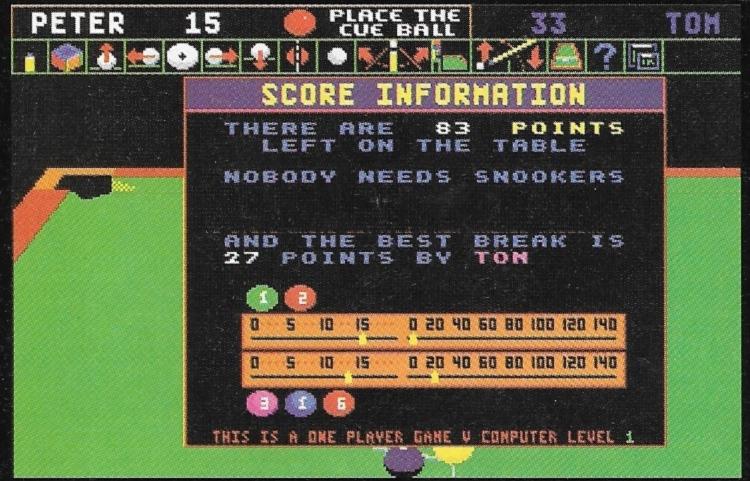
Various overhead views of the table can be accessed, allowing you to assess the overall situation with a lot more accuracy.



Lining up a shot is a cinch using the ball line feature. Using the rotation icon, simply move the table until the desired line is reached then strike the ball.



If you take too long over your shot or leave the table for a while, Archer Maclean injects a little fun into the game by introducing a swarm of flies and giving some of the visible balls facial features to jeer at you.



Clicking on the information icon during the game will bring up this panel showing which balls have been potted, the amount of points left and the highest break.





You enter your ship and blast off in search of the Geeks destroying the earth's history.



You've locked on to some Geeks, way back in Prehistoric Africa. So step into your ship...



You start off with a single shot laser but other better weapons can be found.

hey just arrived. Pouring out of the sky in all manner of shapes and breeds. Their creators had many weird and wonderful names for them all but to the Earth Stormtroopers they were all known as Geeks.

They'd been here for over a decade now, killing and maiming the people and now the United People and Other Lifeforms of Earth have finally had enough. The Geeks have stolen a time machine in a recent assault on a space station and have gone back in time capturing the inventors of certain key objects before they've finished in a bid to destroy Earth's history.

Only a single Stormtrooper can journey back through time and mend the broken fabric of history. You've got that particular job – you are the Zone Warrior.

Electronic Arts have been a bit quiet on the ST front recently, but they've got a few products lined up for release in the coming weeks. Zone Warrior is a platform shoot'em-up style thing rather reminiscent of Turrican (remarkably so in fact!).

The idea is that you must travel to the different time-zones, rescue all the hostages before rescuing the main man (who could be the inventor of the wheel or something). Once that's done with it's off to kill the Geek Commander for that period (easier said than done).

Your trooper starts off in the Prehistoric period armed with a bog-standard laser rifle. This can be upgraded by collecting power-ups along the way. Other weapons can also be picked up or swapped with a press of the space bar.

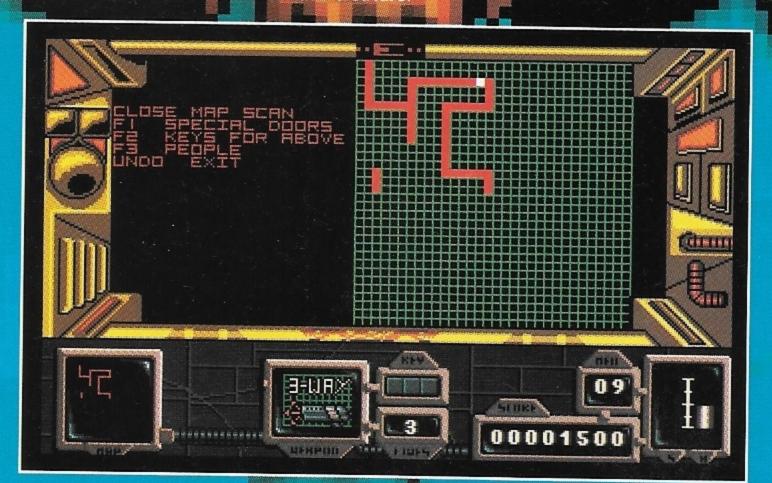
The area to cover in each zone is huge and we found that it takes about three quarters of an hour to get to the end of level one.

Along the way you can pick up four parts of a map which makes life infinitely

FLECTRONIC ARTS



Here you've located three-way fire but are prevented from getting it because of the unwanted attentions of a cave creature.



You can consult your electronic map by pressing the Help key. Here you've only found a quarter of it so far.

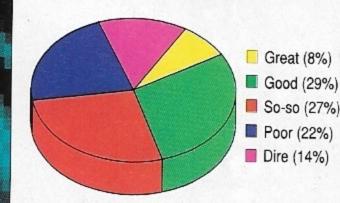
easier as it will show you where all the secret rooms and hostages are.

As you move around the platforms you must watch out for the indestructable Venus fly-trap-like plants as well as all the meanies that will attack you. To have a chance of completing a level you must find the three keys, one

of which will let you delve into the Geek armoury.

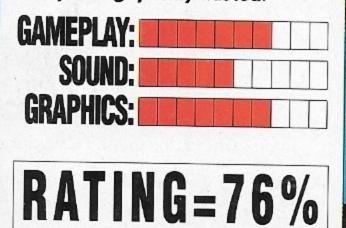
Once inside you'll be able to open one of three caskets. In one you'll find an X-Bomb which will help you kill the Geek Commander, in another there's an extra life and in the third there's a Geek assassin. Open this and you'll lose one of your lives. Paul

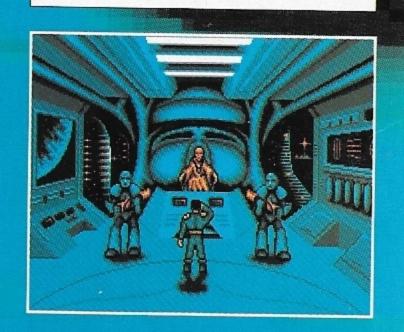
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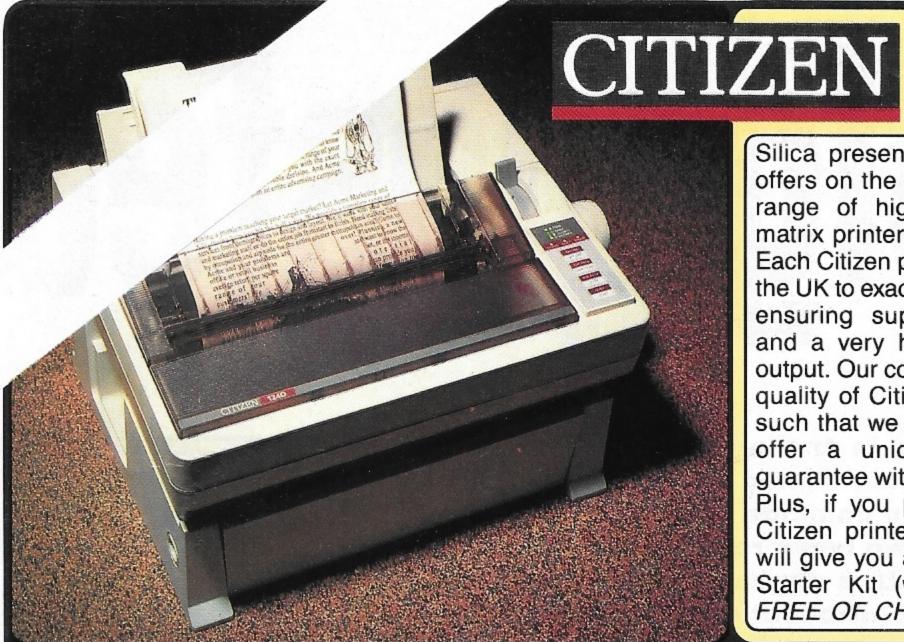


GAME: ZONE WARRIOR PRICE: £25.99

Anybody who's played Turrican will notice the similarities between the two games immediately. Not that this is a bad thing though. The problems with Zone Warrior are that although it is nice to play it isn't really that exciting graphically and the sound is pretty naff. The levels are a tiny bit on the long side too but you will play it for a while and probably come back to it every now and then. It should have been a lot better but if you want a long term arcade challenge then it's waiting for you here. You won't finish this in 10 minutes, but you'll be frustrated when it takes ages to reach the end of a level only to finish up being quickly wasted.







Silica presents some great offers on the award winning range of high quality dot matrix printers from Citizen. Each Citizen printer is built in the UK to exacting standards, ensuring superb reliability and a very high quality of output. Our confidence in the quality of Citizen printers is such that we are pleased to offer a unique two year guarantee with every printer. Plus, if you purchase your Citizen printer from us, we will give you a Silica Printer Starter Kit (worth £29.95), FREE OF CHARGE!

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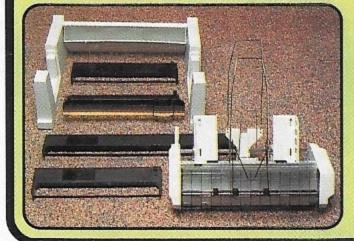
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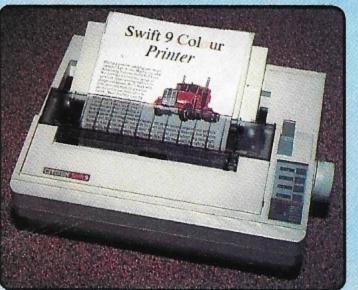
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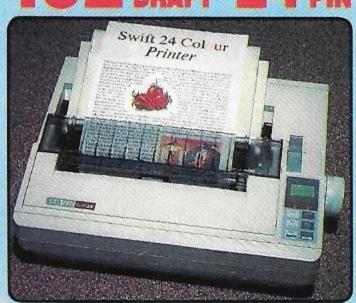
of £13 million. With our unrivalled experience and expertise, we can now claim to meet our customers requirements with an understanding which is second to none. But don't just take our word for it. Complete and return the coupon now, for our latest Free literature on the Citizen printer range and begin to experience the "Silica Systems Service".





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• 9-pin Impact Printer



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Signostea

The original Outrun caused a storm in the arcades when it was released a couple of years ago. US Gold signed the papers and produced an accurate conversion. Now, to coincide with their release of Outrun Europa, US Gold are offering two lucky readers the chance to drive around Silverstone racetrack with a choice of two high-performance cars. The John Watson Racing Introduction experience is not to be missed!

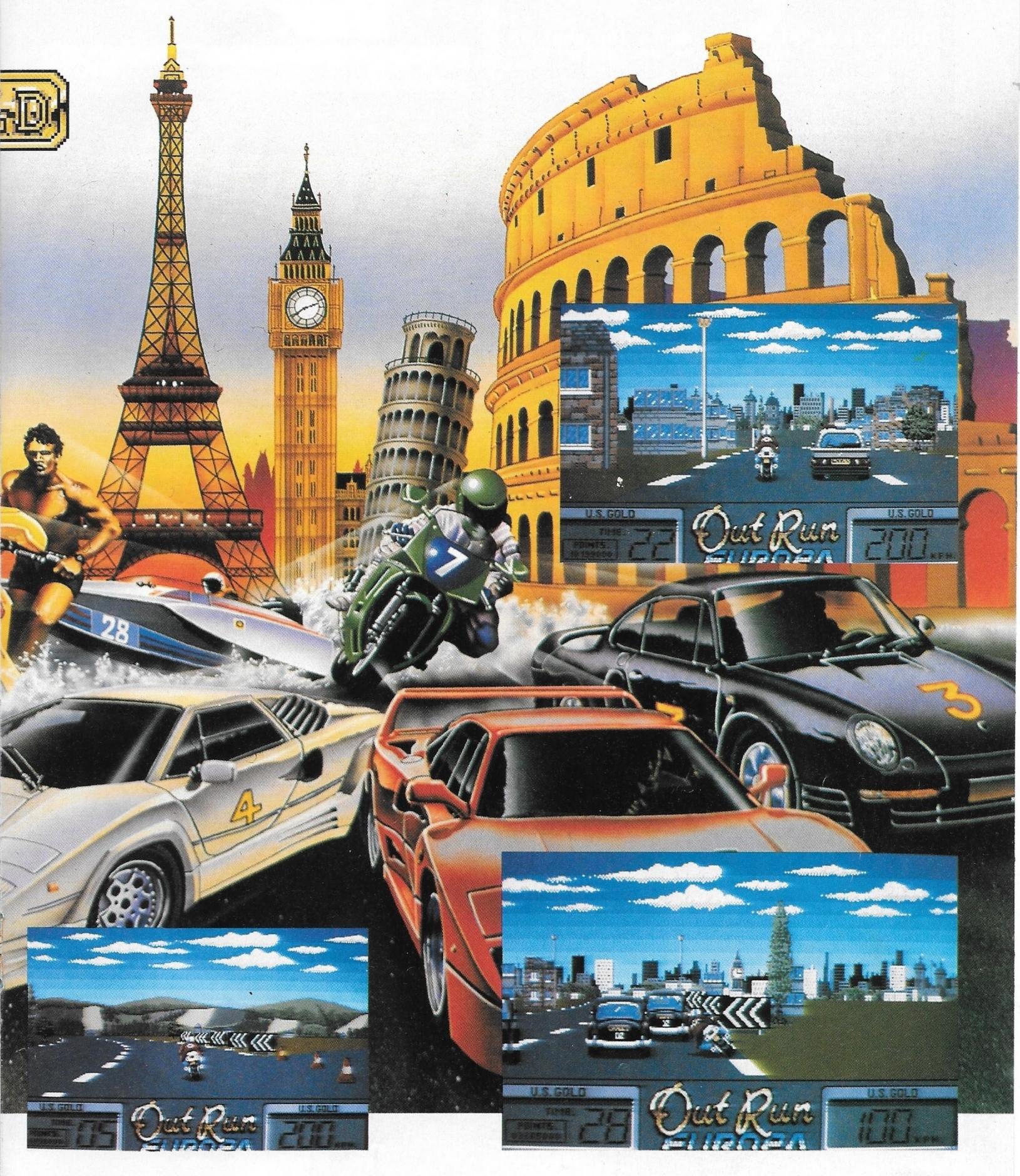
Would you believe that's not all? Ten lucky runners-up will also receive a US Gold goody bag containing a T-shirt, a US Gold game of their choice and loads of other fab gear. Aren't Brummies great?

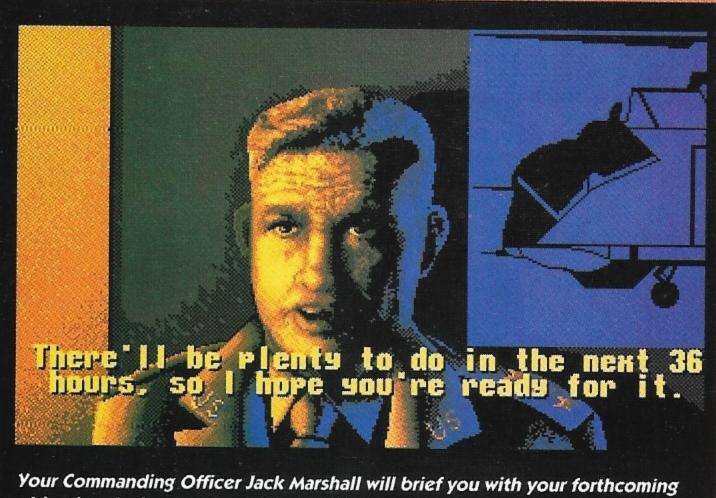
To win one of these wonderful prizes, all you have to do is examine the three road signs below. Choose the correct meaning for each one (the answers can all be found in the highway code manual) and tick the appropriate box. Next, complete the tie-breaker with the wittiest caption you can think of. Then cut out and send the coupon to the usual address:

Outrun Europa Compo, ST Action, Europa House, Adlington Park, Adlington, Macclesfield SK10 4NP. All entries must be in by November 15th. The winners and date of the event will be in the Back Passage of the January 1992 issue so keep your eyes open!

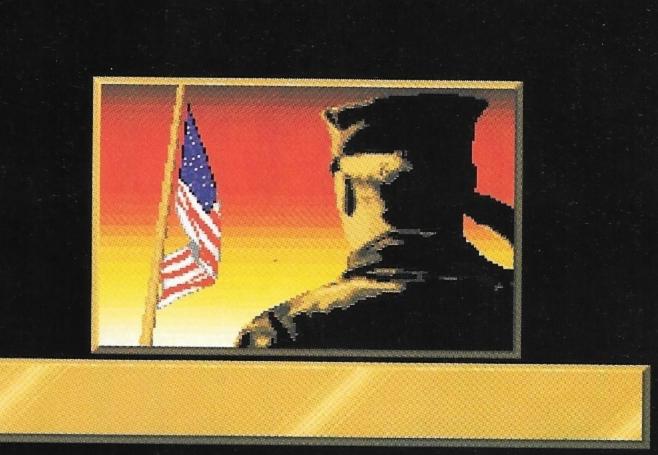


To Silverstone





objectives before each mission.



Pilots who don't make the grade usually end up in this situation. Just a tiny little bit on the dead side.



That's a fine collection of medals you've picked up from somewhere. Better keep them polished.



Once in the briefing room you'll be shown your target in a variety of different ways. Study it.





There doesn't appear to be an immediate threat to you here, but danger can strike anytime when you're a member of the Merlin team so keep a careful eye on your threat indicator.



The oil rig is proving more of a problem than you'd hoped. Now they've got a lock on you it's time to use your chaff and flares to confuse your enemies weapons systems.

Thunder Hawk

flight-sims has been patrolled for ages by the major simulation specialists such as Microprose, Digital Integration and Mirrorsoft. Now it looks like that's all about to change.

It might seem unusual that Derby based Core Design have decided to take the plunge into a highly competitive market when they've had so much success already in other areas of the computer gaming world.

There's a narrow line between success and failure with a flight sim as any such product is likely to be looked at through very critical eyes. Thunderhawk has been in development for yonks and has always looked something special,

but now the totally finished, never again to be altered version has arrived and is set to be one of the smash hits over the fast-approaching festive period.

One of the first questions anyone asks about a flight sim is "Is it realistic?" Core have set about making this less of a problem for themselves by basing it around a fictional helicopter gun ship, commissioned with a fictional United Nations assault team called Merlin.

The idea behind the Merlin unit is that it will only be used to defuse crisis situations around the world, without provoking a war.

There are six different theatres within Thunderhawk and each of these campaigns are split into a further 10 missions. This effectively totals 60 missions for you to fly in.

At the beginning of the game you can choose from a map of the world which combat zone to fly into. These include Alaska, northern Europe, south east Asia and the Middle East, plus a couple more for good measure.

Once this has been established you'll be taken into the briefing room by your Commanding Officer – Jack Marshall, and given a run-down of the first mission. This will involve a combination of recon photographs and black and white surveillance film that is projected onto a screen in front of you.

You'll be shown in detail your targets and warned of the likely resistance, then it's off to your Thunderhawk helicopter to arm the baby for the flight.

Now it's time to play around with the various bombs and stuff and choose what to take with you. If you can't be bothered with all this and just want to get up and blast some baddies then you can select the Auto option which will do everything for you.

Once you've got what you want it's off into battle. Depending on the time of your flight you may want to engage some of your chopper's special features. For example, if you're

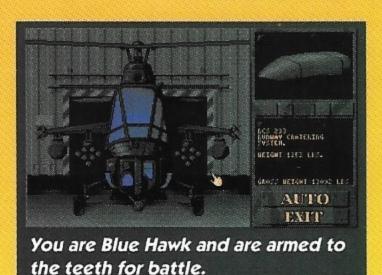
trying to sneak in at night a quick press of the button will activate your infra-red vision that will make flying around in the pitch black that little bit more bearable.

The helicopter is completely mouse controlled (weapons, speed and everything) and once you've got the hang of this there's very little else to remember. You've still got all the usual outside views which can be zoomed in on, spun round and so on. There's also a weapon view so you can keep track of the progress of your missiles.

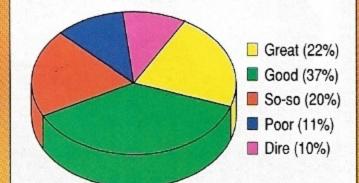
The most outstanding feature of Thunderhawk is the graphics. You're not going to find smoother scrolling anywhere else. The aircraft and targets are all well drawn polygon style graphics, while the introduction sequence and pre-flight screens are all done with a cartoon feel to them.

Sound is basically all you'd expect to hear from a helicopter gun ship – engines, rotor blades and explosions. All very nicely done with no frills, but it is adequate for a flight simulator.

Paul

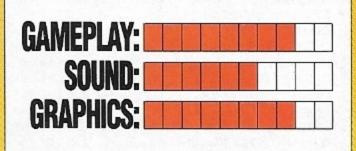


PUNTER-POWER**

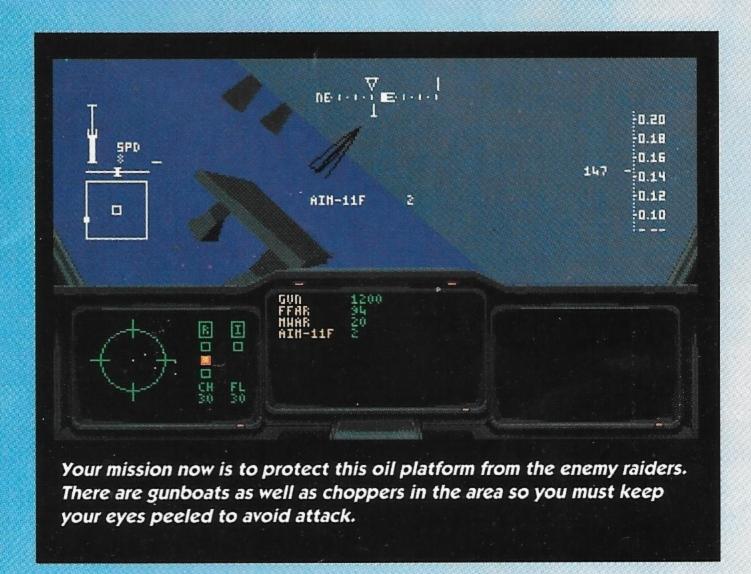


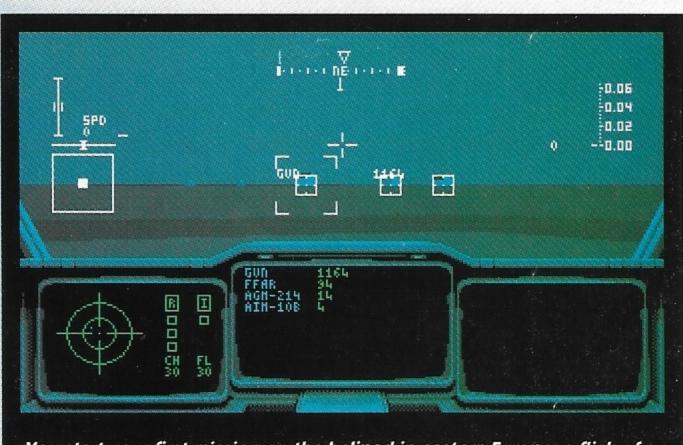
GAME: THUNDER HAWK PRICE: £29.99

Core are at it again. Yet another top-quality product this time in the flight-sim market. There's an awfully big audience out there for this type of product and it is not going to be disappointed with Thunderhawk. The thing that sets this game apart from most of the others in its genre is the easy control method. You don't need six hands to play this one. The large quantity of missions will keep you at it for a while and the way they are structured into the six campaigns gives you a long-term objective. An excellent package well worth looking at even if you're not a combat fiend! Basically if you want to fly a plane you want Flight of the Intruder, if you want to pilot a chopper it's Thunderhawk. If you like really good aircombat games, get them both.



RATING=88%





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things. They have you close to tears with frustration and climbing the walls over that all-elusive last level, yet you still continue to play until you brag about your inevitable victory.

Gone are the good ol' days when six youngsters used to gather around the front-room table, each trying to outwit the others and find the dice that have rolled elusively under the settee. In the present era of high-technology computers, the board game is all but dead.

The ancient Chinese game, Mah Jong, has been emulated time and time again in card, board and computer game formats, yet still never seems to lose its addictive qualities. The most likely reason for this is the fact that winning a game has nothing to do with Lady Luck. To be suc-

cessful, all you need is a keen eye, a logical mind and a responsive hand (ooer - Ed.).

The latest clone to hit the ST market is Sarakon by Virgin. Programmed by Starbyte (of Clownamania and Rings Of Medusa fame), the rules follow as close to the original as possible with the addition of two skill levels to give the beginners a chance!

The objective of the game is to remove various pairs of stones from a gridded board that has been laid out in front of you. When attempting to remove a selection of the stones, there are two rules that must be abided by. The stones have to be either adjacent vertically or horizontally, or joinable by an imaginary line with a clear path and no more than two corners.

As you battle your way through,

the 40 levels will become progressively difficult. The stone layout will be more complex and they will be often piled up to three high, so the lower stones won't come into prominence until the higher ones have been removed.

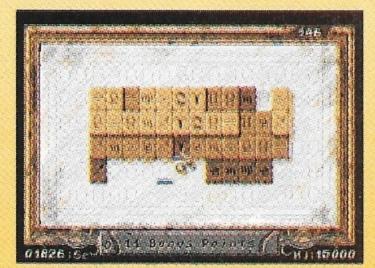
To remove stones, click on the first one with the left mouse button and then click on the second to remove the two. They should then disappear, revealing the stones below if applicable.

Helping you are two stones called Jokers. When selected, these allow you to remove all stones of a particular type from the current game. To use a Joker, position the cursor over the type of stone you wish to eradicate and press the right mouse button.

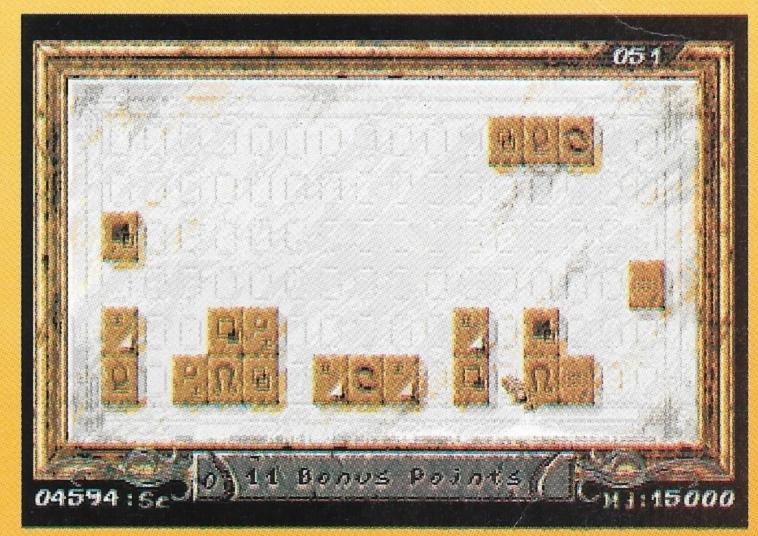
Each level has a strict time limit that has to be adhered to. You will be notified if you are running low on time as the computer chimes out the last 20 seconds. If you fail to complete a level within the current time limit, your game is over and the obligatory 'enter your name' message

will be displayed, if you have scored enough points that is.

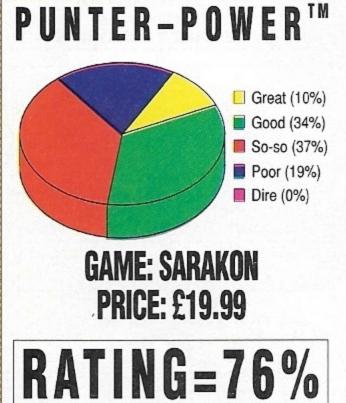
During the game, various bonuses will be available to you. When selected and removed, they will grant you an extra 15 seconds or a Joker. The Yin/Yang symbol will give you the Joker. Collecting either the Seahorse, the Mask, the Magician or the Butterfly will give you extra time. Some stones will flash for a brief period and if you can remove them while still flashing, 10 seconds will be added to your time. And that, my friends, is Sarakon!



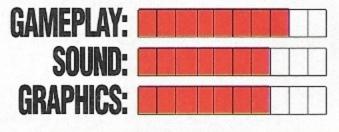
As you get better, things get harder. Now the squares are positioned on top of each other making it extremely difficult to plan ahead.

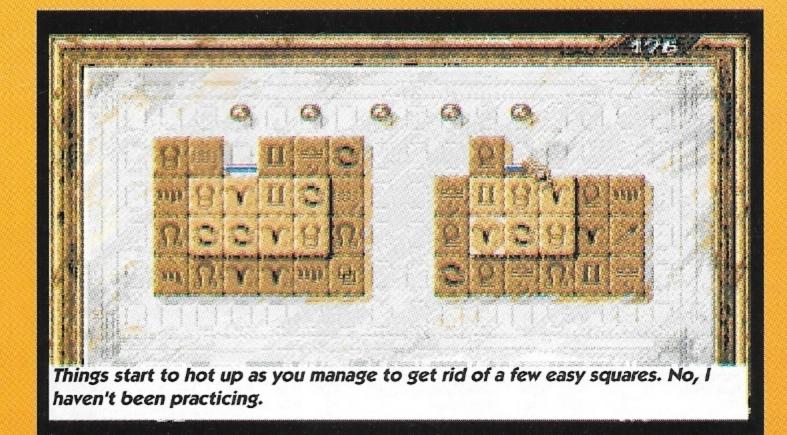


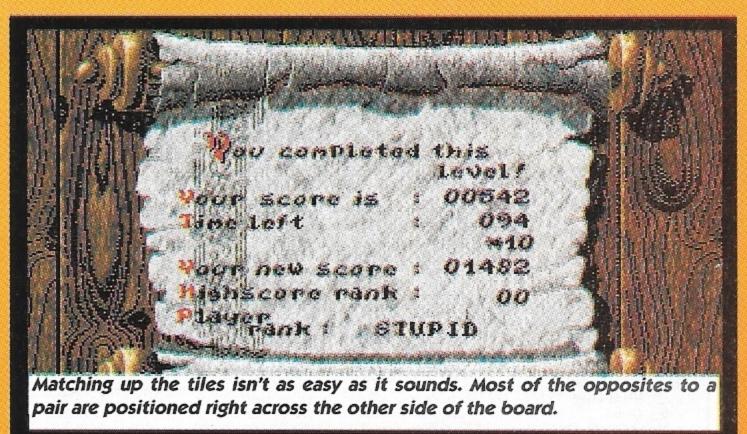
The bonus sections allows you to gain some extra pzoints and time. Match the squares up for a bonus.



The easy-to-use control system and the addition of a beginners level make it Sarakon fun to play. The graphical representation of the tiles has been done as well as can be expected but with rather dullish colours. The sound has been limited to the inevitable 'plink' of the tiles but this doesn't make that much difference to the overall playability. With four bonus sections and a password system, Sarakon should keep all you puzzlers out there very happy.







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You've seen the film...





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Championship Athletics

uring the day of the 8-bit machine, athletics games were all the rage. Superstars such as Daley Thompson had their names plastered all over computer cassettes. In the arcade the crowd of people would often be stood around Track and Field, trying to beat each other's times.

Now new software house Hawk have released Championship Athletics featuring 16 different events ranging from Hammer-throwing to the 5,000m. You'll have to take your country through the championships in a bid to take the glory.

All your victories and successes will be recorded for posterity on the medals table, which can be brought up at any time to give you an idea of how well you're doing.

Each of the events is linked by an ugly presenter, who'll tell you who's currently winning the championships and whether it's worth you giving up or not.

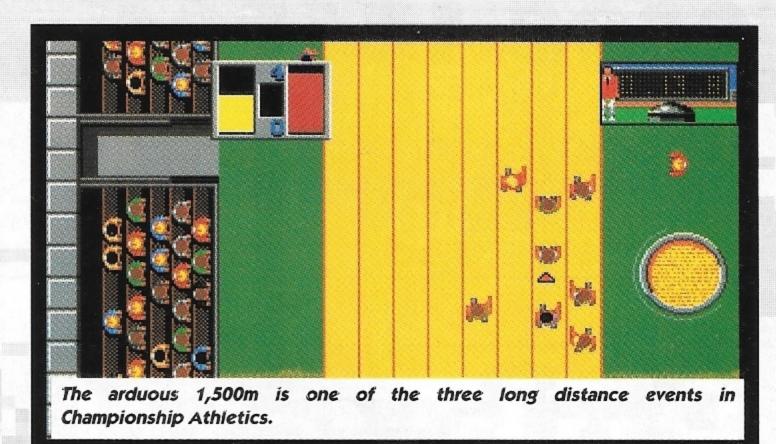
The strategies and control methods in the events vary dramatically. For example, races like the 100m

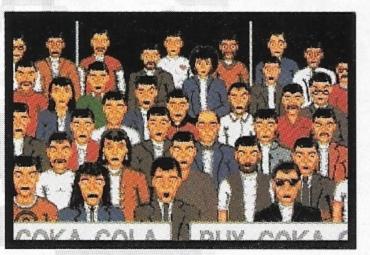
revert to the age-old computer tradition of joystick waggling, whereas the 5,000m is a tactical matter where you must decide how fast to go while not losing to much energy. This is achieved by moving your stick up or down to change speed.

The throwing events (with the exception of the javelin) portray the athlete in the cage with the field ahead of him. A combination of waggling and timing must be employed if you are to throw in front of you. Release the object too soon and it will go crashing into the wire mesh.

You should have no problems picking up gold medals in all the sprint events. You may find the long-distance running more difficult to succeed in as your timing must be totally perfect if you're to reach the finish line without collapsing.

There are one or two flaws, mainly the gameplay and lastability. Also, on the long distance running, your athlete moves faster if you move into the right-hand lane but if you move him back to the far left he stops altogether!

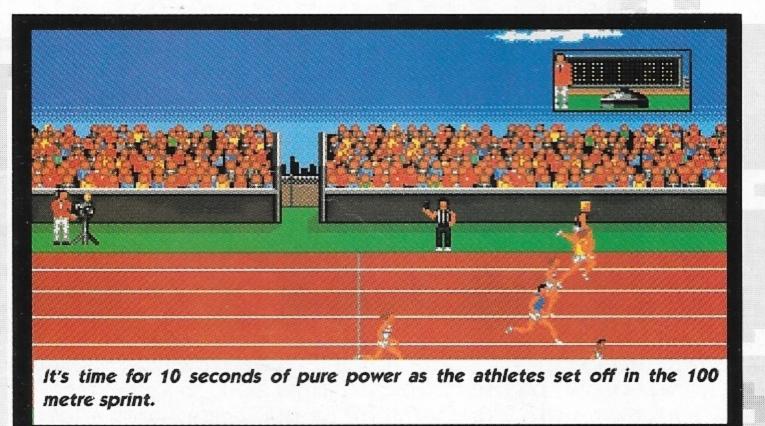


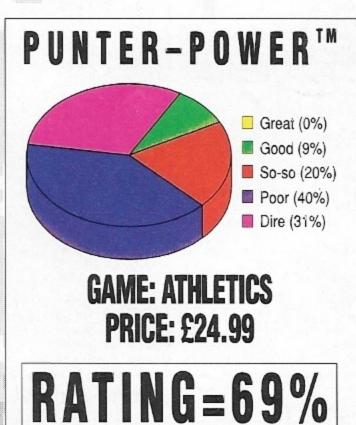


After each event the crowd will either acknowledge you as a hero or boo you off the field.

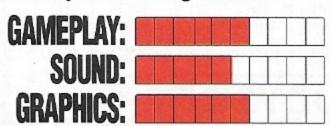


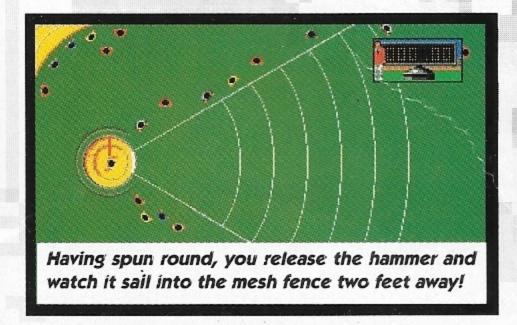
The athlete runs up the steps and lights the flame that officially opens the games.

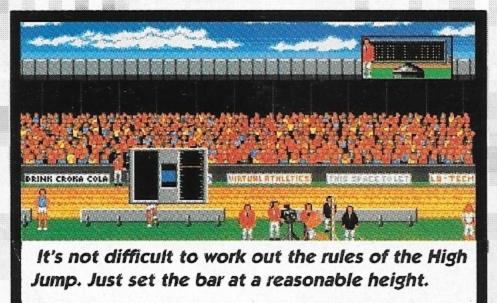


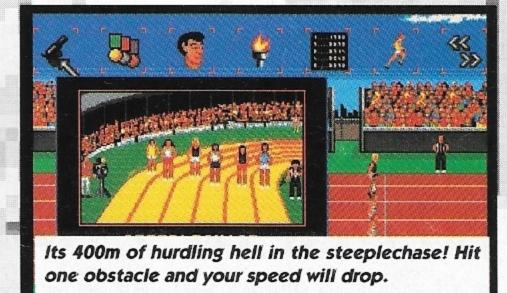


This is the first effort at an athletics game for some time. It does differ from the standard decathlon style game in that you get 16 events and the choice to compete in whichever you want. It's a pity you're going to be completing some events easily within seconds (it's possible to finish the 100m in around eight) while getting frustrated at others (like the 5,000m). It isn't an overly bad product but it's not that special either. Definitely worth asking to see first.









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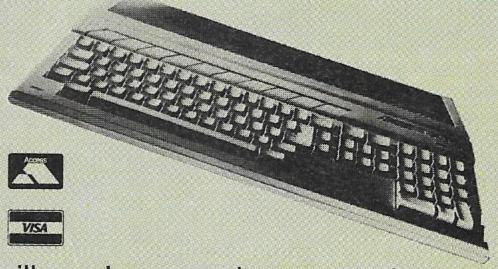
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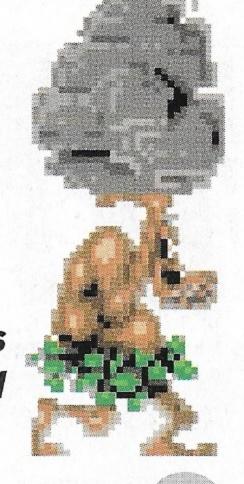
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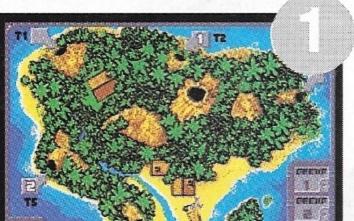


This month's tips section is full to the brim with new and old cheats for you to digest. You'd be surprised how many letters I have received regarding games that are a couple of years old.













NARCO POLICE (1)

The first tip this month is for the excellent Narco Police. Paul Tanyous of Tayside, Scotland says that if you type in ABRIR you can open doors, NOENEMIG will vaporise all the bad guys, COMENZAR will bring them back again (should you want them back that is!), BLAST will activate the smart bomb and MUNICON will give you loads more ammunition.

HEROQUEST (2)

This cheat from Stephen Spurgeon of South Glamorgan should help all you would-be heroes.

If you want one of your characters to have 5000 gold pieces to spend, play the character in the 'Castle of Mystery' scenario.

When you have found the entrance to the Gold Mine, search for treasure and you will find 5000 pieces of Fool's Gold.

Now, let your character be killed by any of the monsters and then resurrect him. Go to the shop and you can purchase everything and still have 1680 gold pieces left.

Make sure you play the mission again immediately after, because the computer must take 5000 gold pieces away from your total.

INDIANA JONES AND THE LAST CRUSADE

If you are having serious problems

coping with the life of ol' Indiana, this cheat from Barry Simpson (any relation to Bart?) of Glasgow should come in handy.

Achieve a reasonably high score to gain access to the high score table. Enter your name as SILLYNAM (no space) and you should now find that you have infinite lives. Pretty good, eh?



STRIDER 2

Here's a little cheat for Strider 2. When the game starts, type in SWIFT and hopefully a little box will appear in the top left-hand corner with the word cheat and a smiling face in it.

Now, if you press the Space Bar, you can transform into the robot at any time in the game and pressing the cursor keys in all directions will give you super speed.

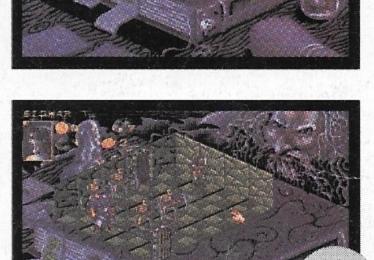
My gracious thanks go to Mr Stuart Barton of Warrington for that.

CHUCK ROCK (3)

Here's a couple of helpful codes courtesy of a Mr J Machin of Staffs.

Typing in ESTRANO and pressing the left Shift key will make Chuck fly. UNCLE SAMS will give you infinite energy. MORTIMER will allow you to select zones with the F keys and TURN FRAME will let you choose levels with the number keys.

Only those of you who play games with neolithic incompetence should have any more problems with this one!!!









Now play the game...



THE ADVENTURES OF

ROBIN HOOD

MILLENNIUM

Navy Seals has been divided up into eight levels. Here's a brief description of the levels and some helpful playing tips.

Level 1

In the Harbour you must plant detonators at each stinger missile while avoiding the enemy soldiers. The soldiers can be killed with a bullet from your gun

or by landing on them from a heavy fall.

The easiest way to complete this level is to go to the top and work your way down. This way, most of the enemy can be surprised by a well-timed jump. Make sure you arm the missiles that are closest to you because if you die, you will start at the last missile you armed.



Level 2

The Communications Tower must be shut down to stop the terrorists communicating with their reinforcements. Afterwards, you must escape to the underground barracks.

This is one of the hardest levels in the game. The main reason for this is your ability to swing from the ceiling has been nullified due to the steel rafters that have replaced the normal wooden beams. This means that you can't drop

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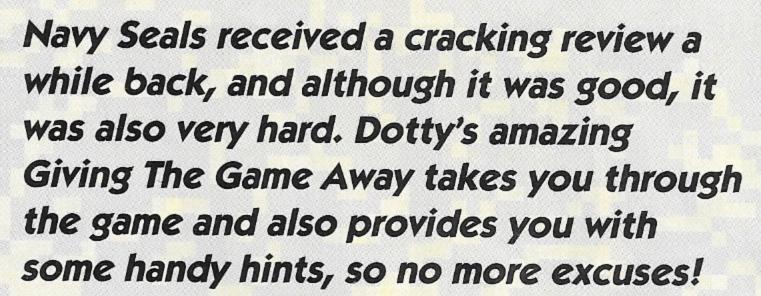
on your opponents, so timing your shots is important.

Make use of the crates on this level, you canhide behind them and surprise your enemy. The lift shaft can also be used to your advantage, but only if you know how. Try to avoid climbing up the ladder in case it comes down on top of you.

Levels 3 and 4

The barracks have been divided up into two sections. The first is a horizontal scrolling effort that you only have to find three missiles on. The second is similar to the rest of the game. There are only three missiles to find on this part of the level, so you shouldn't have any problems. To find a handy flame-thrower, climb up the first lamp-post and you will see a crate on the left. Shoot it open to reveal the weapon.

When you get onto the fourth level, duck immediately. There will be soldiers on both sides of you. Shoot each way once you have ducked. Thirteen



missiles must be activated on this level, all of which are positioned near several guards.

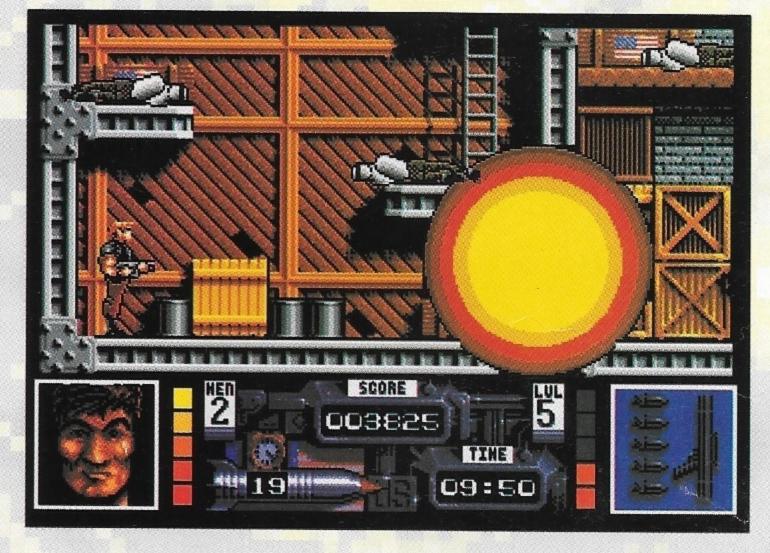
Most of the guards are looking one way, so if you can, shoot them from behind. Move to the bottom left of the screen and you will find a large collection of crates with various weapons inside.



Level 5

You must plant detonators on the Stingers and make your way to the prison where the pilot is being held captive. This level is quite difficult as most of the missiles are situated on vertical descents.

As you are working your way downwards, you can't see what lies below, so you end up falling too far and dying. Try and restrict your jumps if possible, making sure you can see your projected landing target before you leap.

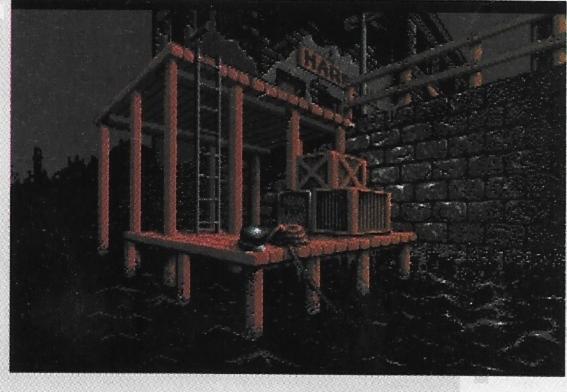


Level 6

You must escape from the base as quickly as possible and rendezvous with the US helicopter. You only need to find four missiles on this level but they are quite hard to find.

When the screen stops scrolling to the right and the big tank appears, quickly run back to the left and it will fall through the bridge. Pay attention to the higher levels – all missiles will be guarded by some soldiers, so look









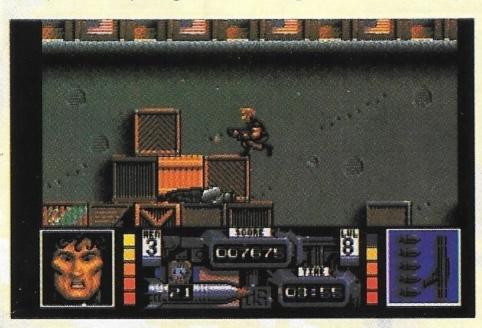
for the personnel. Lots of different weapons are available on this level, so choose wisely. The handiest weapon to have for level 7 is the flame-thrower.

Levels 7 and 8

Mission two has you battling your way through wartorn Beirut avoiding enemy fire. You must reach the Stinger missile stockade and destroy them.

This is one of the easiest levels in the game. All you have to do is go to the left and arm the missiles, collecting the extra

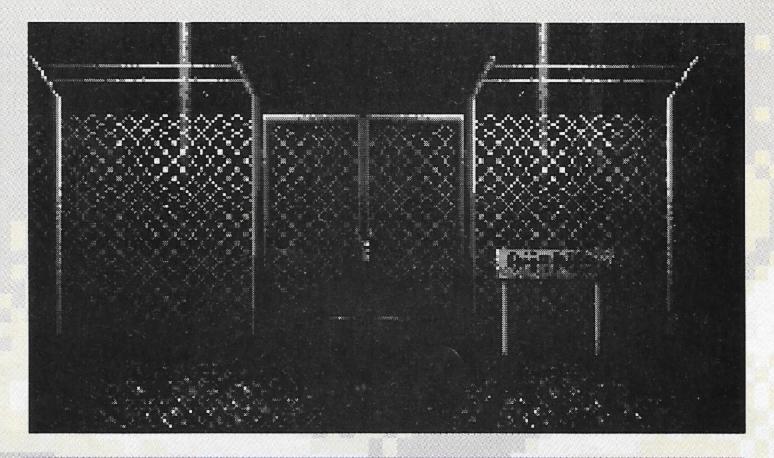
weapons as you go and then go back to the right and up the stairs. Now go



left and you will see a pile of boxes. Climb up these and continue right, arming the last 18 missiles which all appear in a row. There will be no enemy soldiers or bulletfire to dodge, so you shouldn't have any problems. Now sit back and watch the final earsplitting explosive end sequence. Easy, huh?

Hints

- Try and secure yourself a better weapon as soon as possible.
- The enemy soldiers will only shoot if they see you. Try attacking when they
 are looking the other way.
- If you can't shoot someone, try dropping on them as you only lose one unit of energy.
- Make use of your cat-like ability to hang from the ceiling.
- If a jump looks too far for you to manage, attempt it anyway as you can often cling onto the edge and pull yourself up.
- Remember the positions of the enemy as they stay in the same places.
 - Keep an eye out for quick routes to find the missiles. Try and remember the position of the weapon crates and use them to your advantage.
 - On the later levels, the guards become more intelligent, so try and pick them off quickly.
 - Avoid the ladders if possible. You can't shoot when you are on a ladder, so you're a 'sitting duck'.
 - If an enemy soldier is out of reach of your weapon, cling onto the platform underneath and swing up to kill him.



Choose Your Weapons

Out of the four weapons available, the rocket launcher is the most effective. Below is a brief description of the weapons and their abilities.



Pistol: The feeblest weapon of the four it can be used to shoot all the soldiers but it can only fire one bullet at a time. Avoid if possible.

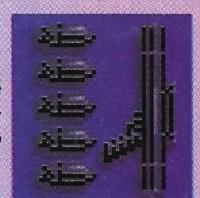
Machine gun: Has similar characteristics to the pistol only it fires faster. You can have up to five bullets on-screen and they move a lot quicker.

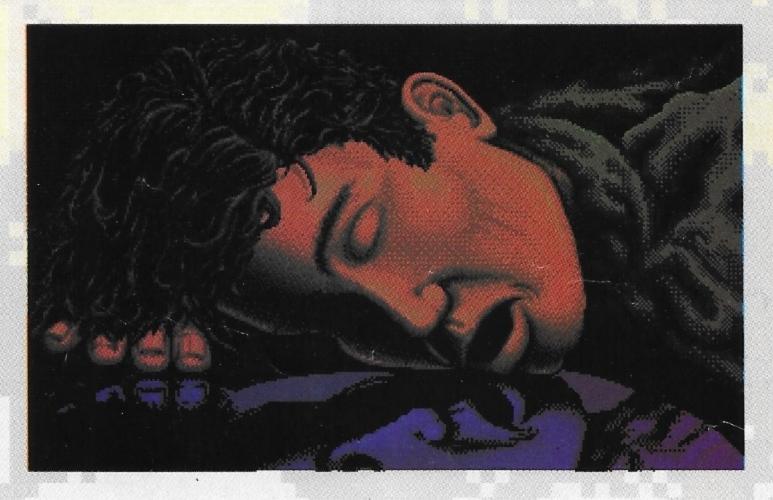


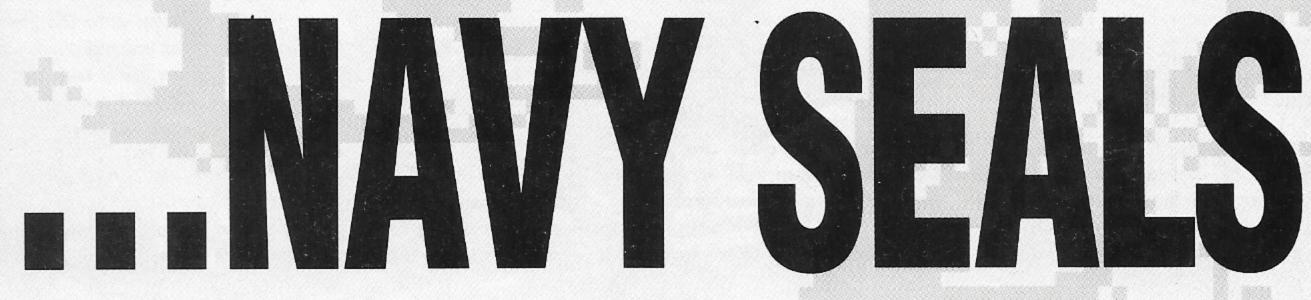


Flame-thrower: Not bad this. A stream of fire will be propelled across the screen, torching anyone it touches and passing through boxes and crates. Very handy for guards who are in difficult positions.

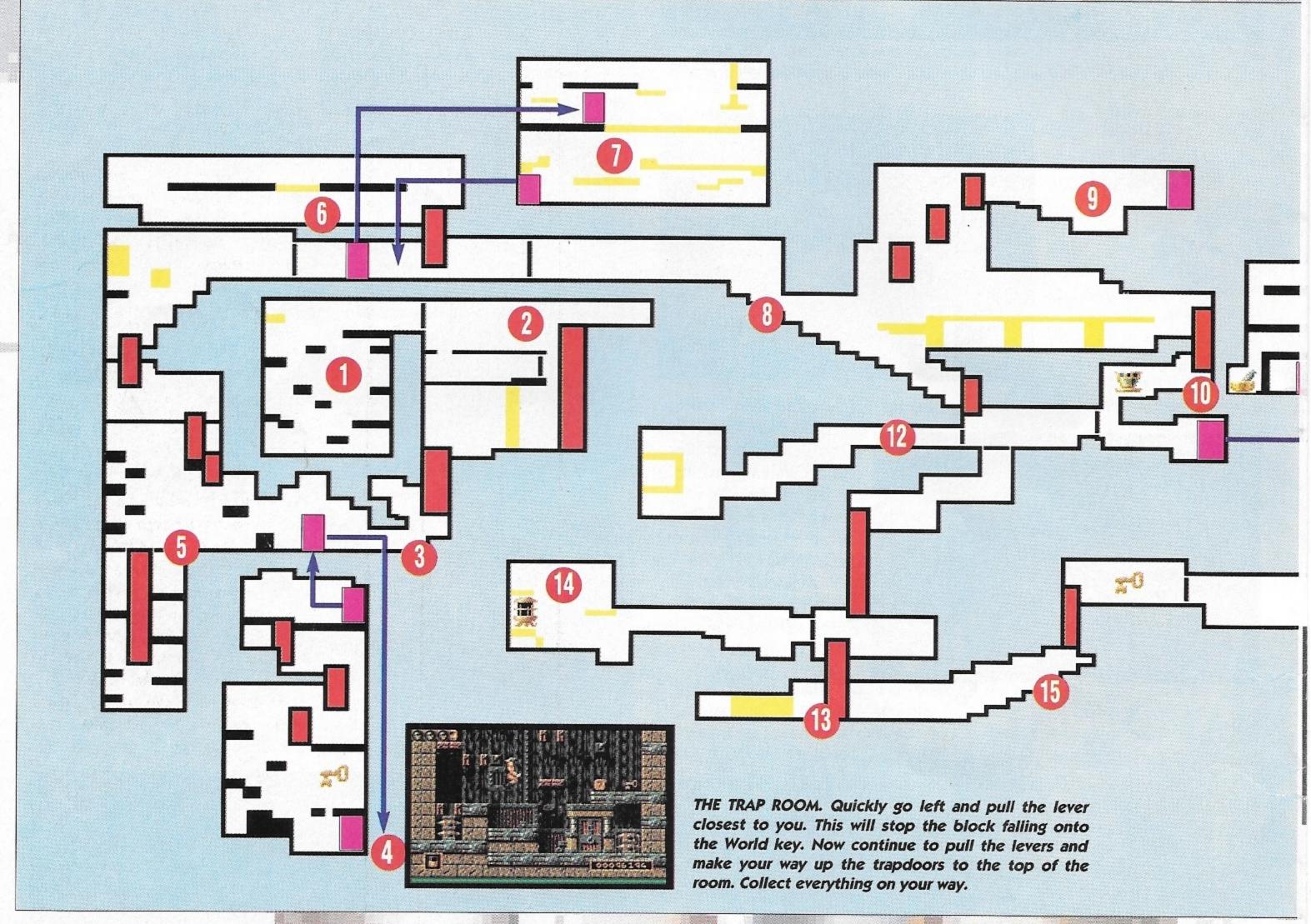
Rocket launcher: The best weapon you can ask for, this will explode its shells on contact, eliminating anyone onscreen. It also fires extremely fast, so there's no escape.







Believe it or not, some of our readers are still having problems with the epic, Gods. So once and for all, Allie West is going to end this fiasco and show you exactly how to become an immortal God.



Thanks to the wonders of modern technology, we have been able to present you with this pretty little map showing you how to finish the final level of the Bitmap's classic. By following both the map and text closely, you should be able to storm through to the end in no time (we hope so!).

Level four is teeming with hundreds of really evil creatures so you must be totally aware at all times. There can be absolutely no allowances for being scatty! You have been warned.

WORLD ONE (1)

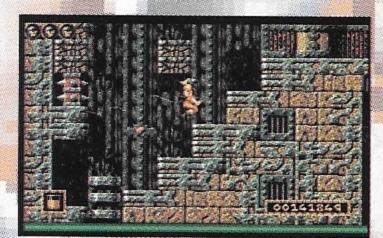
You're off! Make your way right to the very top of the room and pull the lever beside the door in order to collect the health bonus. Remember to shoot the

block on the left hand side to get the door key!

(2) Don't pay any attention to the little message. Drop down onto the spike and continue to go right. Jump onto the ladder and move down. Once at the bottom DON'T FLIP THE LEVER! Shoot the blocks first. Now pull the lever to release a smart bomb and a few creatures. Now go back up the ladder and collect the keys.

(3) Shoot the gun at the bottom of the next ladder but collect the orange gem at your own peril! Be careful how you move left because two creatures will appear either side of you. Enter the next room you come across.

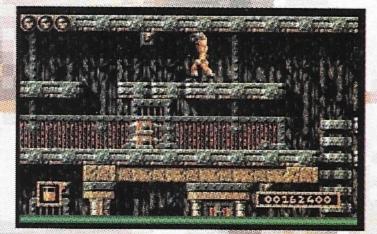
(5) Once out of the trap room,



trapdoor will open under your feet into the bonus room. Collect the key and the treasure chest, now go all the way up to the top of the platforms to reach the World door.

WORLD TWO (6)

The first thing you come across is a shop potion. If you have enough money it is wise to buy maces, but be careful because it takes a lot more hits

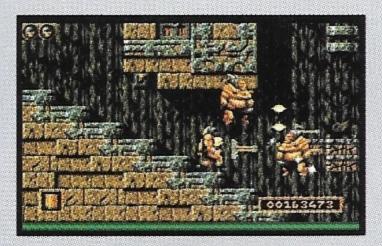


to kill the creatures than it would with an axe. Go up the first ladder and jump onto the top platform. As soon as you pull the lever quickly walk right to avoid falling on top of the spike. Collect the key and go back down to the first door.

THE BONUS ROOM (6)

Try to collect as much treasure as possible while avoiding the flying nasties and then find the oil lamp in





the bottom right-hand corner. Now make your way out. Continue right.

(8) While walking along the platform, creatures will appear on both sides of you. Shoot the ones in front first and then the ones behind you. Continue right, shoot the guns then quickly turn

platform and collect the treasure. The door will take you to the bottom of the three ladders. Continue all the way along the shattered platform to the next ladder.

(10) Kill the creatures that appear and one will drop a gold bowl. This is one of the three Alchemists' tools that you must find. Continue down the next ladder and go right at the bottom. Enter the room door and not the partition door.

THE THIEF ROOM (11)

Throughout this room take extreme caution. Kill all the creatures that

back up the first ladder. Pull the lever and enter the room.

(14) Collect the lamp and the treasure and head back down to the ladder and the bottom platform. Kill the creatures that will materialise behind you.



(15) Drop one of your treasures and pick up the key, then flip the switch. Pick up your treasure and head up the ladder into the alchemist's room. You're almost there! Make your way to the final world of your quest...

WORLD THREE (16)

This is reasonably straight forward but pay attention! Go right, collect the spear and jump up the ladder. If you are quick you will avoid the creatures that appear behind you.

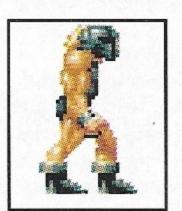
(18) You are unable to collect the axes at the moment so head down to the door in the right-hand corner, and proceed through the next one as well.

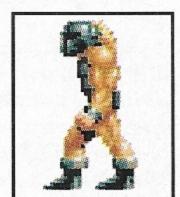
(19) Turn immediately right, shoot the gun then shoot the ones on your left. You've got to be really quick! Now follow the ladders round until you reach three levers.

(20) Pull the levers in this precise order! First the left, then the middle, then reset the left, next pull the right and wait for the thief to approach you. Collect the mace and fall through the trapdoor, then collect the key.



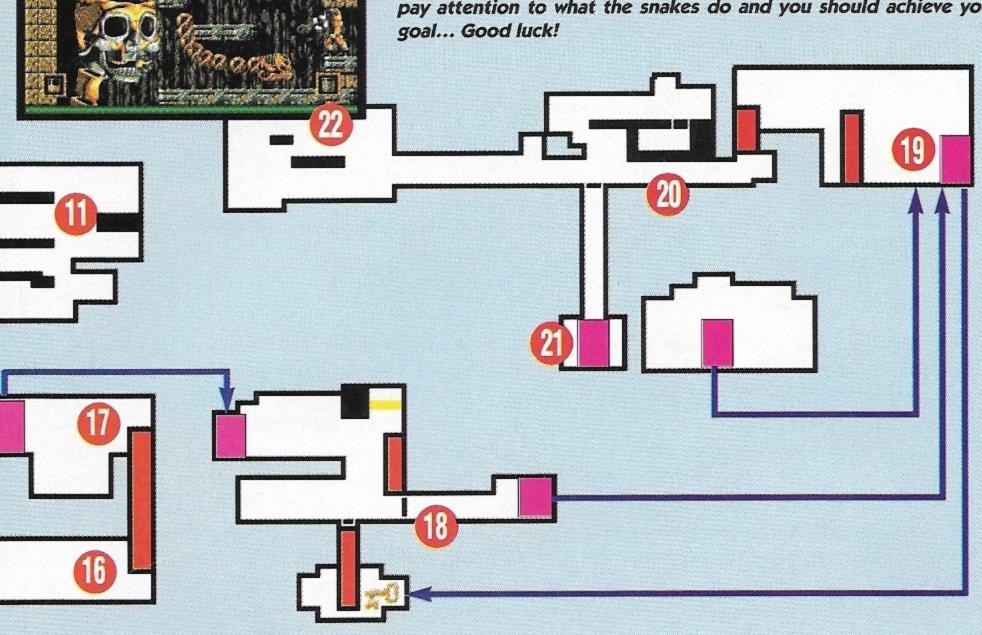
(21) Keep going through all the doors, collecting the booty as you go, until you find the world key and a power potion in an oubliette. Go up the ladder and back into the room with the five axes. Push the button to move the block in front and shoot at the platform. The axes will make your final confrontation a little easier! Make your way to the end of the level...







You've done it, but it's not quite over yet! Stand on the platform by the door and keep firing. A snake will fly towards you but keep firing while dodging back slightly. The next snake will circle round and attack you from below so jump onto the middle platform. This guardian requires constant dodging so pay attention to what the snakes do and you should achieve your ultimate goal... Good luck!

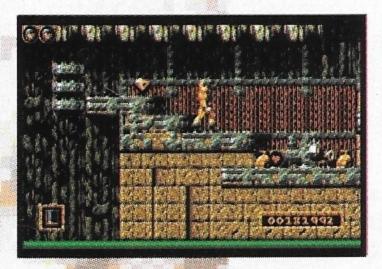




Once at the top of the ladder, make sure do not jump off. Let the thief pick up the key, wait until he gets to the platform beside you, then kill him. Pick up the key and flip the lever twice. First the door will open and then a platform will slide across the spikes.

to kill the flying genies. Next, pull the lever and collect the familiar icon (this is given to you in exchange for the oil lamp) and move down three or four steps only. Face right and wait for the genies to fly in front of you. Collect the health gem.

(9) Do not go down the steps. Instead, jump onto the platform and up to the ladder. Continue up the ladders to the



appear. One of the dogs will drop an attract potion, possibly behind the spike. Pulling the top lever will destroy it. Jump down and pull the middle lever to release a thief, he will then pick up the pestle and mortar, then move back down to the door. Finally, drop the potion and collect the treasure.

(12) Go back to the partition door and shoot the three dogs before going through. Push the first button but don't pull the lever! Go left to the door and enter the treasure room. Collect your goodies and then go back to the lever.

(13) Head down the next two ladders, shoot the blocks and then the gun to your left. Pick up the key and head

KEY TO SUCCESS

ALCHEMIST'S BOWL

ALCHEMIST'S PESTLE

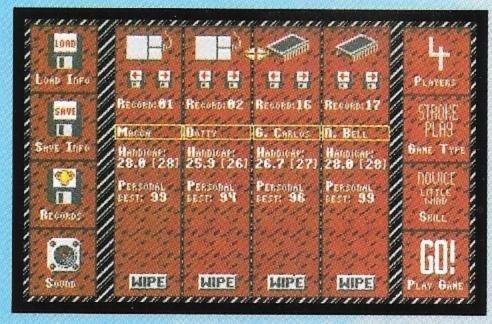
ALCHEMIST'S LAMP

WORLD KEY

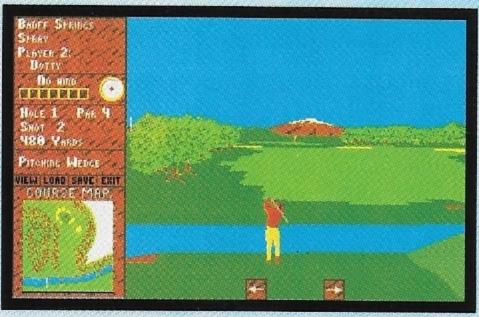
LADDERS

BREAKABLE BLOCK

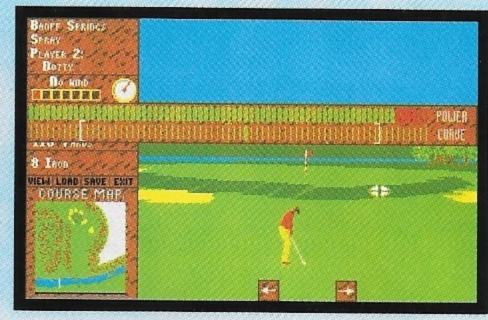
ROOM DOORS



The options screen can be utilised to set your preferences for the match ahead – type of play, number of players, skill level and so on.



The first shot is the most important you are likely to play. It can mean the difference between a par and a double bogey.



The putting green is viewed from an overhead perspective. You must control the ball using the arrow as an indication of the slope.

Challenge Golf

ON-LINE ENTERTAINMENT

olf is increasing in popularity and now On-Line have decided to adapt the sport onto the computer screen. Challenge Golf can be played by up to four players, each either human or computer-controlled. You must battle over the preset course, matching your opponent's skill and aim, to hopefully beat him and collect the much sought after first prize your name in the record books.

The first thing you must do is set your options. These can all be changed from one screen via the mouse. Participating players, skill level, sound FX or music and course records can all be altered to suit your own preferences. Loading and saving your present character can also be done via this screen. When you have made your choices, clicking on the GO icon will take you into the game.

You can choose which course to play on from a choice of four. Each course differs in difficulty from Banff Springs (the easiest) to Negativelan (the hardest). After selecting your course, you join your golfer at the first tee. The computer will show you a detailed aerial picture of the course, tell you how far away from the hole you are and also choose a 'safe' club for you. The chosen club might not be the best one for the shot but it will be regarded as a safe option.

Once you have made sure that you are facing the right

HISTORY'S A MYSTERY

I don't actually know how golf started but here is a popular version that circulates among the Elves when gathered around the campfire. Picture this scene.....

A calm, tranquil forest, inhabited by peace-loving Elves and the odd bunker or two! Off in the distance lies the cold stone of the Goblin mountains where cruel creatures live under the reign of a tyrannical king with bad breath!

The great Goblin/Elf war is still raging (since yesterday afternoon when little Elf 'Azard vomited on the Goblin chief!). The skies turn black (like me Mum's cooking!) as the charred bodies of their greatest warriors smoulder in heaps as the victorious combatant emits a cruel laugh and goes off in

search of another copy of the Sunday Sport.

As the Goblins are on the brink of defeat, they decide to get off it and their King enters the affray eliminating many of the Elves. An Elven lieutenant looks on, watching as the battle they looked to have won turns around to one of defeat. Something must be done! A cue for a song perhaps?

But no, before his aids could stop him, he picked up a club and with a shrill, piercing cry, shattered a fine collection of crystal glasses and galloped straight up to the Goblin King, swinging with all his might and knocking his head clean off for 50 yards and down into a rabbit hole.

The great Golfimble was dead and the sport we now call golf had been created.

DOTTY'S DODGY GOLF DATA

Golf: An enjoyable walk through the countryside spoilt by lugging 3 tons of metal around in a bag and searching long grass for a little white ball.

Fairway: How far it is to walk from the tee to the green.

Rough: How you feel after a night celebrating a hole in one.

A bad lie: What you tell the missus the morning after.

Sand trap: A place for good practice in searching out buried treasure.

Tee: A nice flat bit of grass which has a wooden placard stating how far you've got to walk before you can have another sit down.

Green: Another nice flat bit with no long

grass, identifiable by a long flag pole sticking out of a rabbit hole.

Divot: A huge chunk of fairway removed during a golf shot that often travels a whole lot further than the ball.

Leaderboard: A list of names in case the players forget who they are.

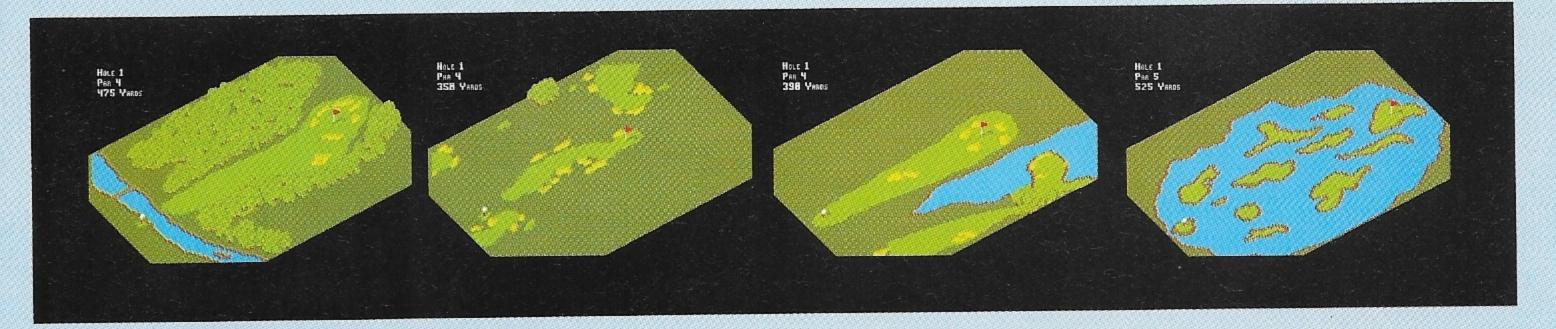
Caddy: The player's advisor and carrier of clubs who could have probably won the match if he hadn't been caddying.

Chip: A shot that would have been a putt if the golfer had been any good.

Birdie: A lucky putt.

Albatross: A massive bird that apparently made friends with some ancient codger in a boat.

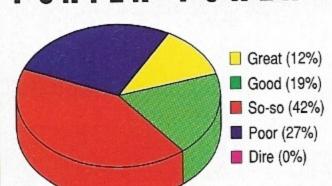




FORE!

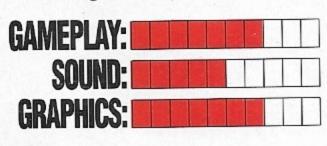
- 1) This is the chap you control. His trousers bear an uncanny resemblance to Paul's current wardrobe – tasteless!
- 2) These arrows are for fine tuning the direction of your shot after you have initally decided on it.
- 3) This little white sphere is the ball that you must direct with a 38 inch steel shaft called a golf club.
- 4) This is a small but detailed view of the present course. You can judge distance and power easier this way.
- 5) This information panel shows you what par the hole is, how far away it is and how many shots you've had to get to it.

PUNTER-POWER TM



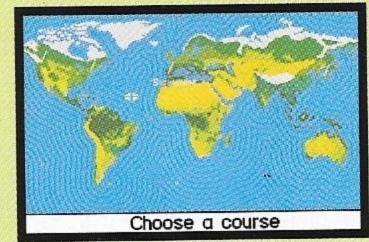
GAME: CHALLENGE GOLF PRICE: £24.99

Most of you will remember the classic Leaderboard golf game from US Gold. This attempt to reproduce a similar game fails due to some slight playability flaws. Graphically it's nothing special but what there is does the job in hand. Sound has been restricted to the expected 'ball going down the hole' noise but this can be turned off on the options screen. The most notable flaw has to be the putting aspect of the game. The graphics look blocky on this particular section and you have to be pin-point in your accuracy, otherwise you will see the ball annoyingly lip the cup time and time again. Most of the other parts of the game look and play quite well, making Challenge Golf a game that will appeal to people who like an occasionally frustrating challenge.



RATING=78%





You have four courses to choose from. Each is represented on this map by a small flag.

direction (this always helps when trying to play a shot!), you then click on the mouse button and a power bar will appear. A small line will repeatedly move along the bar - the closer it gets to maximum power, the harder the shot will be.

Once you have selected the power, another line will appear for the accuracy of the shot. If you can click with the line in the middle you will produce a straight shot and to the left or right will hook or slice the ball.

After the shot has been played you are shown a miniature overhead replay so that you can see exactly where e ball has finished in relation to the hole.

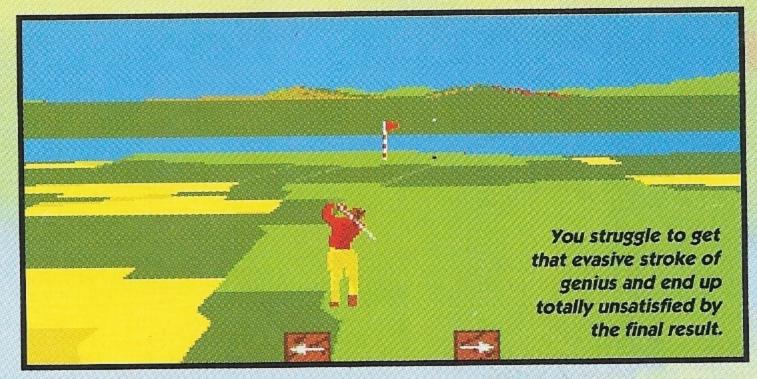
All the normal rules that apply to golf have been incorporated: hitting a shot into the water will lose you a



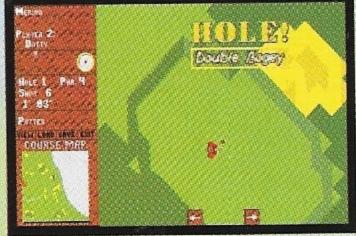
Golf's a funny old game, ain't it? Whoops, wrong sport but nevertheless still very true.



After a good opening shot, you eye up the green and decide to go for the putt. Your next club will be the putter.



stroke and also make you play the shot again. Landing in the bunker will make your next shot more difficult and hitting obstacles will send your ball off into another randomly chosen direction. All the regular score phrases are used. Bogey, Par, Birdie, Eagle or Albatross will be displayed on screen to report your success or failure on a particular hole. Jason



The ball soars into the air to the glee of the crowd. You, on the other hand, are not satisfied until you see the ball land in the hole, what luck.

700.101 1120.101 1130.101 + H G A M E S

ctress Cheri Lunghi has a lot to answer for! Ever since she made football management trendy in the television programme 'The Manageress', everyone is going management crazy. Whatever happened to the basics of simply watching or playing a game of football?

Management games are giving a new edge to the football sims, allowing the punters to experience the trials and tribulations off the pitch as well as on. But managing a team isn't as easy as it appears to be. What is?

The idea behind Football Director II is to create a winning team by scouting or transferring players while continuing to keep profits rolling in! Bankrupt the club and you

could very well get the sack.

The trick is to build up a good youth team and use these as new players because continually buying in good division players will increase the difficulty level of the game.

FDII is going to take a lot of time to master, for it contains all the pit-falls of real life. The same as playing football, managing doesn't always constitute a win so the idea is to have strategy and tactics tucked firmly into your shorts!

The secret behind the whole game is to keep enough funds in your bank account should any minor mishaps occur, such as your top player getting a nasty tackle and breaking his ankle! But of course this isn't going to happen, is it?

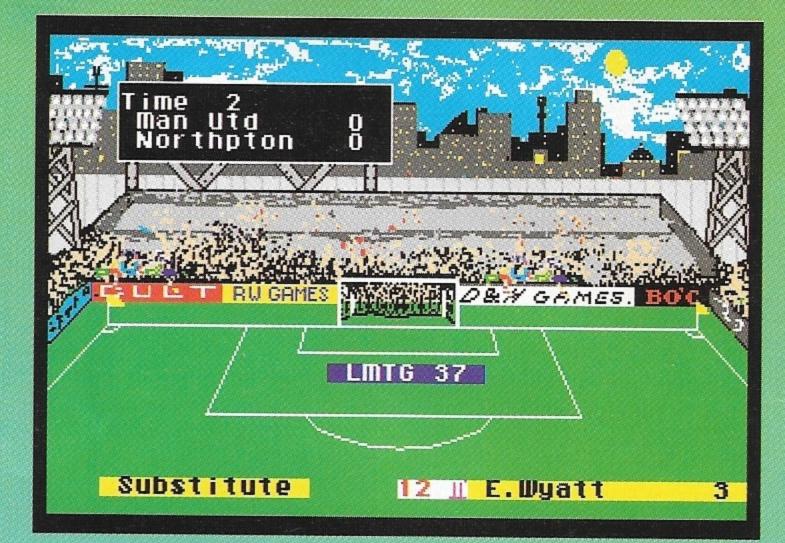
Good luck, guys. Allie

FOOTBALL DIRECTOR II
D & H GAMES
PRICE £24.99

If you're fed up with dribbling the ball backwards and forwards across the pitch, but still want to be involved with football then this is probably just what you're looking for. Football Director II is an in depth experience into the fortunes of directing a club rather than managing the team and relies very heavily on a good financial mind. The gameplay is extremely complex and rewarding.







triker Manager comes from the same software house as Football Director II and naturally follows along the same lines. The major difference, however, is the ability to play in a two player mode and the arcade style 'on pitch' action! All good stuff.

Also, unlike Football Director II, this game weighs more heavily on the manager/player relationship and the ability to find the winning formula. Striker Manager allows you to concentrate on scouting for the right players and building up the winning team that will eventually lead you to the UEFA Cup!

Once you have negotiated a transfer, you can then start rearrang-

ing your team to cope with your new signing or even use him to replace an injured team member. Then you can take the steps to insure your new 'wonder player' in order to secure all the money you've just spent on him. Maybe you could invest in a physiotherapist too, just to be on the safe side!

Now you're really hotting up! It's time to see how your team fares on the pitch. With a little bit of ducking and diving, weaving and dealing you eventually score a goal, but it's about time you showed your team what for, so why not venture on to the pitch yourself as the next Bobby Robson or Graham Taylor in your player/manager guise?



STANCE ST

STRIKER MANAGER
D & H GAMES
PRICE £24.99

This is much more exciting compared to Football Director II as it allows you to compete on the pitch as well as delving your hand into the executive side of life. Full of arcade thrills, Striker Manager proves to be a League champion with both complex gameplay and colourful graphics. If you are a fan of strategy sport sims then this is definitely the winning ticket. Well worth a look.





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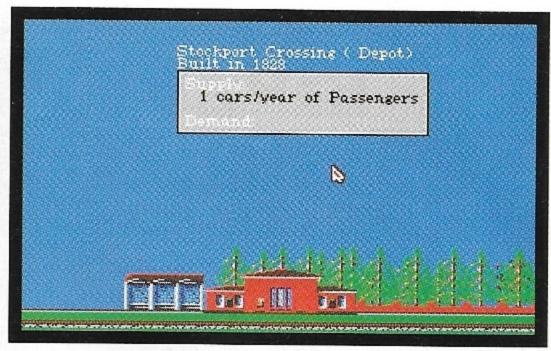
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Having chosen England as the place where you'll make your millions, the computer then generates all the mountains and other physical features of the landscape.



The wonderful Stockport Crossing depot is where your engine shop is located. All your first trains will be constructed here.

Rail Cad Tycon

and time periods in which to create your network. Your choice will affect what kind of locomotives you have available, as obviously you're not going to have new British Rail diesel engines in western USA in 1830.

At the beginning of the game (after you've got past the manual protection) you have the option to

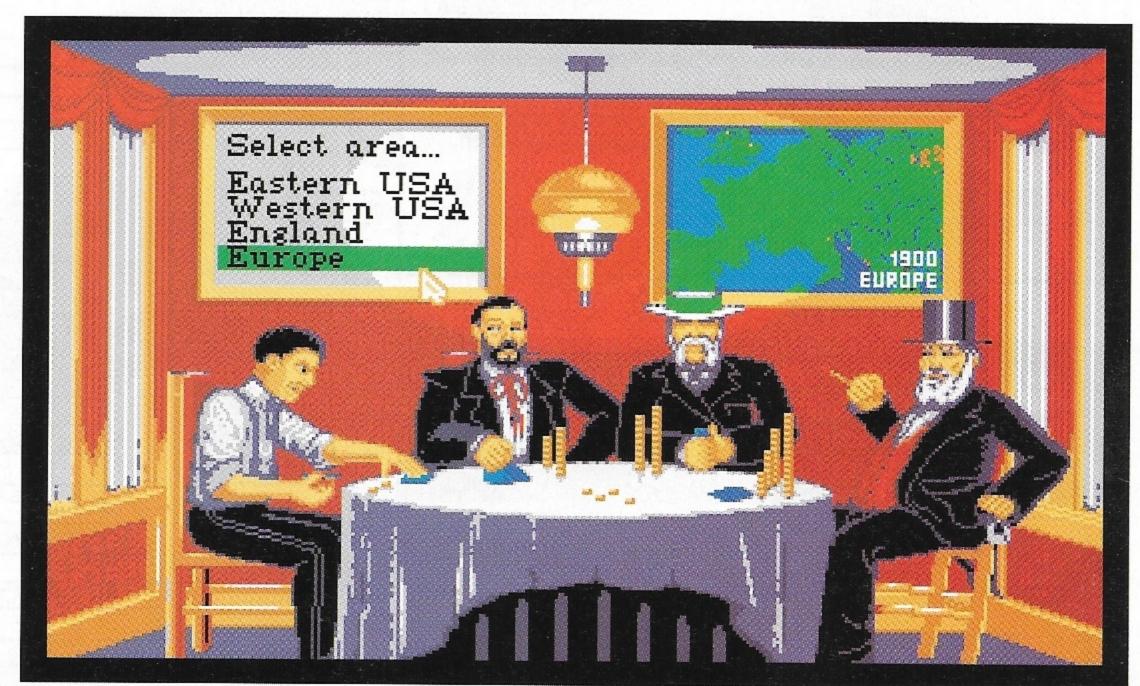
name your company so you can add that personal touch! Then it's time to plan where you're going to build your track.

of track that you lay you have to pay a set amount of cash to purchase

that land. It makes sense that this is cheaper if it is just vacant land as opposed to a town or village.

After you've laid a few pieces close to a town or industrial centre you can choose to build your first station. Pressing the F8 key will bring up a diagram showing you the different types of station you can build and how far people will travel to use them. For example, the local population will come from further away if it's a terminal, but won't travel as far if it's only a depot.

At the first station you build, you'll also be



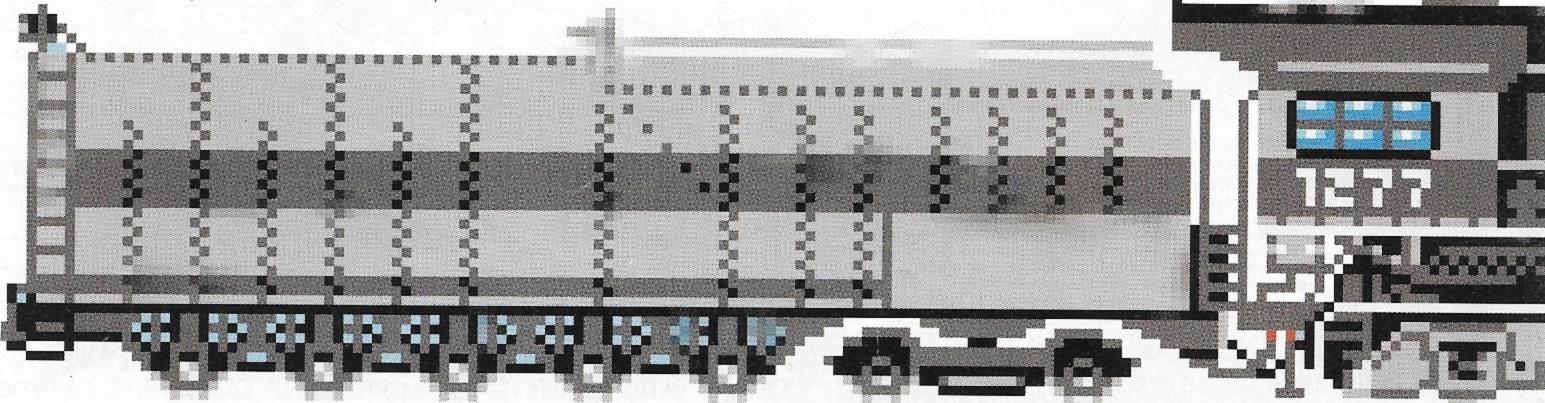
Here are all the chaps sitting round the table. From here you can choose where in the world you'll make your fortune.

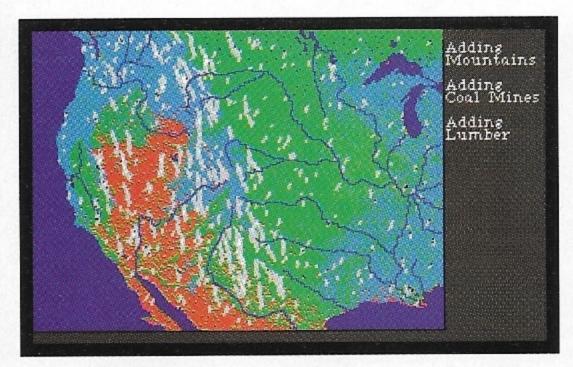
charged a little extra because you have to build an engine shop for your train construction. This means that all your engines will at first be built here, but later on you can build engine shops onto other stations.

Various other buildings can be attached onto station complexes too.

These can include livestock pens, post offices and even hotels for passengers to stay at.

The idea behind the game is to find the routes which will be the most profitable before your competitors do. Each station will usually attract some form of goods to be shipped

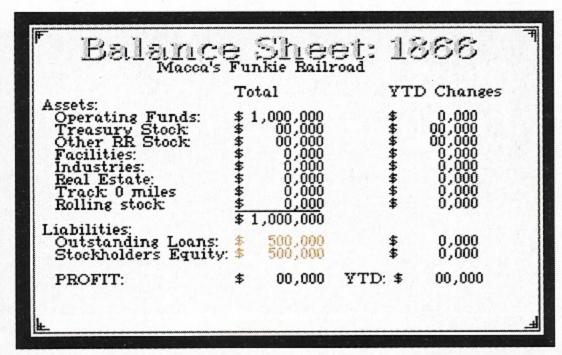




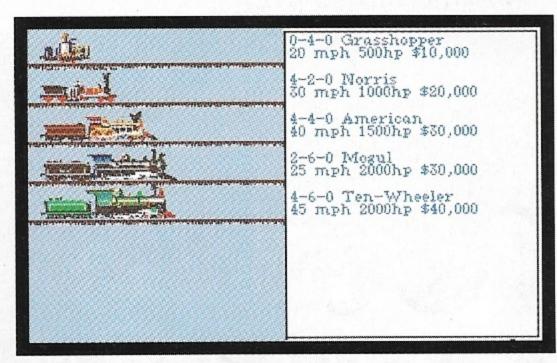
Quickly zipping across to western USA for a quick change of scenery, you'll have to start out again now.



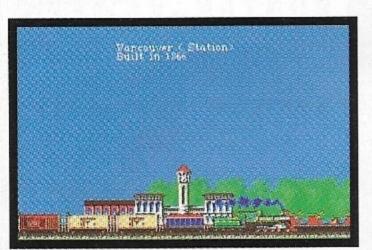
As you try and start off a new line near Vancouver you must first spend money on building a good bridge.



The balance sheet is an invaluable method of keeping track of your cash. As you've only just started, it only shows debt.



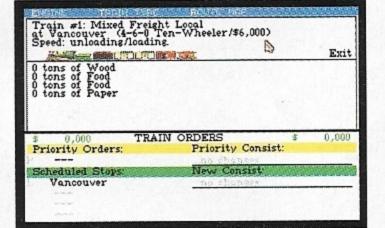
When you wish to purchase a train, you'll be shown a screen containing the types you can choose from.



Having built the bridge, construction work can now commence on Vancouver Station.

(such as mail, steel, passengers and so on). By assigning the correct type of carriage to your engine you can pick them up and deposit them somewhere else which will accept them.

For each successful movement of goods you will be paid cash and as getting cash is the idea,



From this screen you can alter the types of carriage your engine pulls and where it will make its stops.

this is a pretty important part of the game!!!

Occasionally you will be asked

to do a Priority Shipment. This may
be something like two
cars full of steel that's
needed somewhere
else for a mining
accident. You will be

offered a huge sum of money that inevitably



Every now and then newspaper headlines will pop up and inform you of various world events.

decreases the longer you take to make the delivery.

As picking up a
Priority can sometimes completely mess you up with

other goods deliveries you may sometimes decide it isn't worth your while taking it. This will upset the company involved who may then think twice before asking you again. faithfully to the ST. The thing about this type of game is that they don't instantly appeal to everyone - you need to sit down and actually concentrate quite hard to fully appreciate them. It's then you get hooked. Don't be put off by the size of the manual either. You don't have to be a train spotter to understand it all. Once you know what you're doing and have got trains running all over the show, you're not going to turn it off your machine for ages. The game is so easy to get into and control too. Railroad Tycoon has everything that made Sim City a smash hit and if you were a fan of

PUNTER-POWER™

GAME: RAILROAD TYCOON

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This came out on the PC ages ago

and has now been converted pretty

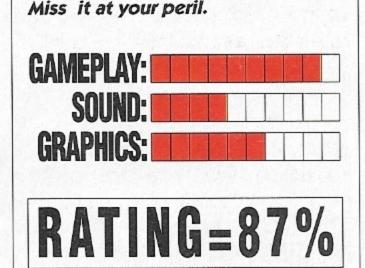
Great (29%)

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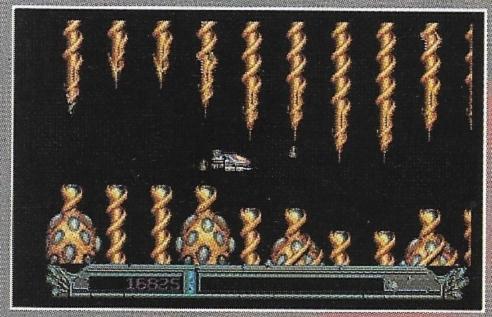
that you should check this out.

track and directing trains. Another aim of the game is to fend off your competitors and make larger profits. If you

wish you can

select Cut-Throat competition at the start. This will allow your competitors to buy shares in your company and maybe even buy you out if you're not careful. Of course you can do the same with them

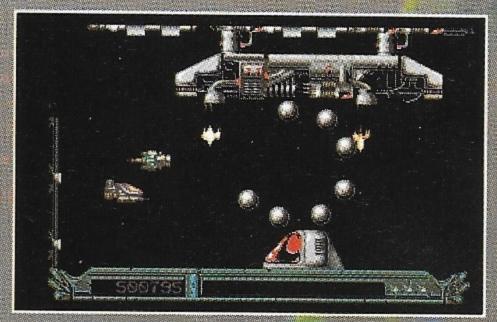




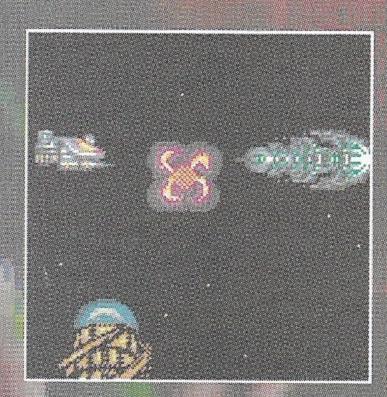
Guide your craft through the narrow opening, being careful not to touch the spikes or the green droplets that fall from above.



You blast through the barrage of aliens with the combat droid helping you from above with its laser and impenetrable armour.



You must fly into the rotating circle and exit when the opening faces to the right-hand side. Not that difficult, really.





Dodge the large laser beams and plasma balls to give yourself a chance of shooting the end -of- level guardian.



The green Medusa type monster has a writhing head of snakes that fire at you as you attempt to blow them off!

rmalyte, if you don't already know by now, is a conversion from an old Commodore 64 game. It was originally released when the CBM64 was in its prime and the game proved to be an immediate success. Is the same success beckening on the ST?

Reminiscent of R-Type and Z-Out in more than one way, it can be assumed that Armalyte has potential. The main gaming element is obviously frenzied shoot'em-up. Pressing fire launches small laser beams of little power. Holding down the fire button increases the power of your

laser and you simply release the pressure when you want to shoot the massive beam of destruction. The length of time you keep the fire button pressed down determines the power of the shot. If you've played R-Type or Z-Out, you'll know exactly what I mean!

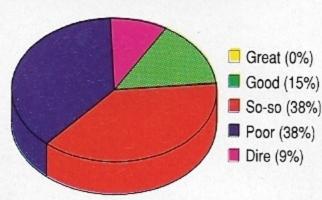
There are hordes and hordes of aliens to destroy. This would be an impossible task if there wasn't something to assist you in any way. Fortunately, by blasting open certain pods that can occasionally be found lingering in space, you can find inside bonus weapons that can be collected by manoeu-

vring your craft into them. Such weapons include three-way fire and a special combat unit that floats a short distance away from you, firing when you do. Other pods assist you in a less aggressive manner such as increasing your speed about the screen.

There are five levels to fiercely battle through. At the end of each demanding level is a tough guardian who can sustain quite a number of direct hits before exploding it's useful to note that the guardians do'nt hesitate in firng back!

Alan

PUNTER-POWER**



GAME: ARMALYTE PRICE: £25.99

Armalyte has three problems. Firstly, the collision detection is very poor at times. Bullets sometimes pass through your craft and running into obstacles is occasionally allowed when, of course, it shouldn't be. Secondly, the slight inertia effect imposed upon your craft when shifting about the screen is questionable and shouldn't have been incorporated. Thirdly, it's much too difficult. On the more positive side of things, the sound effects are explosively pleasing and the sprites are neatly drawn. Armalyte had promise but finished as a frustrating and rather disappointing shoot'em-up.

GAMEPLAY:
SOUND:
GRAPHICS:

RATING=70%

Look out for roof and floor mounted guns. They can be destroyed but you have to nip in there quick.

The larger foes are best destroyed by building up your shot power and then launching massive laser bolts at them.



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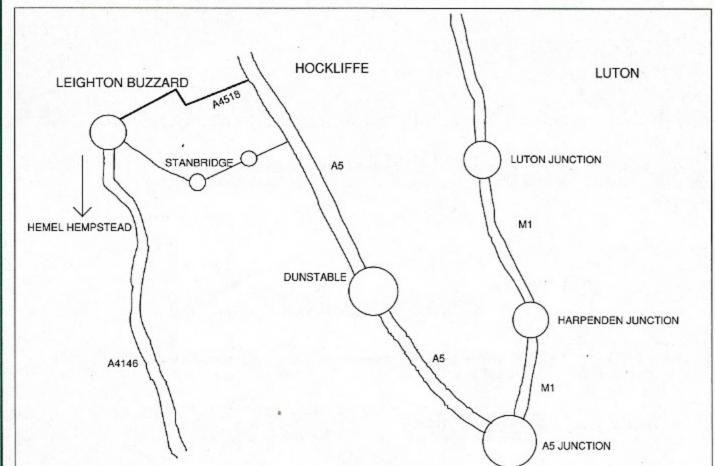
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THIS MONTH

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HART

Last month the occupants of the ST Action Dungeon were at home, minding their own business when their afternoon was cut short. In the middle of playing a game of Nuclear War on their new Amiga (Boo, Hiss!), the dungeon was hit by a 100 Megaton warhead. That will be the last time Mitch and the Troll play on an Amiga! As a result the Dungeon has ceased to exist and a replacement for the Troll has had to be found. Welcome ...

Wengelithe Wizard

Few people know that the map of England is wrong. In the middle of Kent there is an area of land that is forever Wales. This was claimed for Wales by the Wizard Wengeli over 600 years ago, and has remained Welsh ever since.

He arrived in Kent having been banished from Wales, though time has made him forget the reasons why. Could Wengeli fill the shoes of Mitch and his clan, or would he need a larger pair?

The night is drawing near in deepest Kent. All about the place is coming alive, for this is the time when adventures begin. The country awakens each night and many people journey to the Kentish Domain of Wengeli. His residence is called "Y TY CNAU", not a name that easily rolls from the tongue! It is located on a hillside, away from prying eyes and Sun reporters.

During the day he may be spotted roaming the Downs with his faithful sheep Dai close at his heels. At times like this he appears sad, wishing he was back in Wales where he belongs.

When darkness falls this sadness goes, for at night he is the Master of Adventure. Wengeli the genius, Wengeli the wise. He who can solve all problems, right all wrongs and happily despatch all the stone men that Lord Chaos may send in his general direction.

For many centuries, young adventurers have come to ask his advice. Although they have come from far and near, eager to remain and be taught, only one has been allowed to stay and learn his secrets. This poor soul was deformed at birth, depraved by life, reads the Beano, and worst of all... he is a Scotsman. He is the Apprentice Adventurer. He knows that without the guidance and wisdom of Wengeli he will become warped and twisted, then finally attain the brain capacity of a stunted carrot... just as the Troll did.

Now at "Y TY CNAU" the evening's event is ready to start. As Wengeli appears the audience is silenced. Quietly he says "Let

the first questers approach". History will now be made. It is the first time his knowledge has been written down and recorded for posterity, so read on carefully. Walk into the realm of Wengeli and learn from his wisdom.

WENGELS LETTERS

I am trapped inside the Crughon's prison cell and have been since October. I wanted to solve it myself but I can see no hope. My inventory is: Key, Empty Blowtorch, Newspaper, Lance and Documents. PLEASE HELP ME!!!

Mark Dixon, Cramlington

Well I do hope you are not too hungry after staying in a cell for almost a year. The Crughons are not famous for their cooking, but food is obvious-ly the last thing on

your

mind. In your haste you have missed a vital item.

Remember when you encountered the girl in the glass case, did you search around the case carefully? Obviously not, because you were far too busy admiring the girl to notice a GAS CANISTER which was obscured by the case. Let us just hope that you had the foresight to have saved a game before this particular stage in Future Wars.





TIME FOR TEA IN THE HITCH-HIKER'S GUIDE TO THE GALAXY

I have been playing The Hitch-Hiker's Guide to the Galaxy for a couple of months now and I am totally stumped. Firstly I can't get the watch from Mr Prosser. Secondly I can't become friends with Marvin. Thirdly I can't get past the annoying screen door and lastly, I get the vector plotter, tea substitute etc all rigged up and have jetted around the galaxy (with no apparent purpose but always seem to find myself lost in the maze after a while). Please could you instruct me in ways to overcome these various problems before I have a mental breakdown?

Stuart Miller, Ayrshire

Obviously the recent destruction of your planet has affected you badly if you want to befriend a manic depressive android. Although you may need Marvin's help later, you should be able to discover someone else to be your colleague (possibly a Psychiatrist!).

Don't bother with Mr Prosser's digital watch, in fact I find a sundial far more reliable. I've had mine two hundred years and have not yet needed to change the batteries!.

Your problem with the screen door is that it is unimpressed by mere mortals, but if you have managed to get some REAL TEA as well as NO TEA then you have overcome your biggest problem. While holding the NO TEA take the REAL TEA, if you drop the NO TEA pick it up again. The door will be so impressed by your ability to have both REAL TEA and NO TEA that it will allow you to pass.

Finally the truly wise know that nothing in life is without purpose. Having set up the vector plotter, tea substitute machine you are taken on five quests. Take particular care to recover the four

bits of fluff that you will find. You might also want to take the tools as Marvin may have a use for them.

POLICE QUEST II

I am stuck on Police Quest II. I can't find any SCUBA gear and can't find any money to buy a ticket to Steelton with. I think the money is in the river, but how do I get it?

Mike Gregory, Woking

Unfortunately your guess about the money is wrong. There are a few things in the water to collect, but there is no money.

To get some SCUBA gear should be easy for a policeman. You can get access to a police diver. When you get called to Cotton Cove you should search carefully. Should you manage to find some evidence, your partner Keith will know what to do. Diving laws are quite strict, I do hope you have found your certification card in your wallet!.

To get a ticket to Steelton you must have finished all the required activities. When these have been completed, your captain will phone the airport and pay for your ticket.

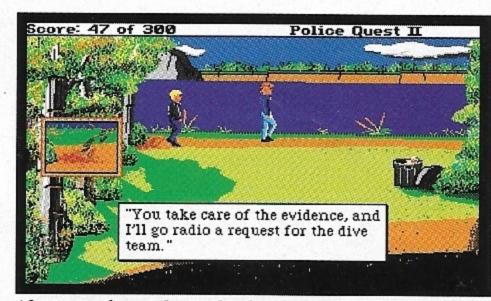
GETTING CRANKY ABOUT BEING LEFT IN THE DARK

I (Matthew) am stuck in Chronoquest. I cannot get down the secret passageway as an electrical shock kills me. I have three punch cards, but if I go up the dark stairs to get the fourth, the lighter goes out. Please help!

I (Catherine) am stuck in The Colonel's Bequest. I have to get the crank from inside the bell in the bell tower. I have oiled the bell and rung it but it falls on me. Please help me.

C & M Bailey, USA

These are the sorts of problems that keep my apprentice in suspense for months, so you are not alone. Your first question reminded me of a problem I set him last week:



Now you have done the hard work of finding some clues in Police Quest II, let Keith go and do his bit.



If you value your life make sure you don't get caught impersonating a policeman. This one's as bent as a seven pound note!

You only have one match left in a box. You have a candle, a newspaper, a gas lamp, a cigarette and a blowtorch. Which of these items do you light first?

I will leave you to work this out, the answer is at the bottom of the last page. To continue...

In Chronoquest, you need to have light to be able to see. If you search carefully (with your lighter on) you will find a chapel-like room at the top of the stairs. In this room you will find a candle. You can light this with the lighter, put out the lighter, and then use the candle to see. Now you should be able to see for longer!

In The Colonel's Bequest the way to get the crank from inside the bell safely is to ring it from a distance. You should have a cane in your inventory, you could try and use this from a safe distance on the rope.

UNFORESEN PROBLEMS IN DEJA VU JI

I am having trouble with Deja Vu II. I need authority to see the bodies in the Chicago Morgue. Could you tell me how I do this?

C. Parker, Bolton

I am surprised that anyone would want to visit a morgue. I am glad that I did not have to identify the body of The Troll. He was ugly enough when he was alive, what must he have looked like when he was dead?

To be allowed to see the bodies in the morgue you must dress up in the policeman's uniform. This can be found at your girlfriend's house, in the closet. If you are not aware of where she lives you could start by searching the basement of Joe's Bar for a clue.

A"MAZE"D BY ELVIRA

I am having great difficulty getting through the maze in Elvira Mistress of Dark. Could you also tell me where I can get some Deadly Nightshade and is it possible to wear the armour from the armoury? I found the GTGA section on this game very helpful but these still baffle me.

Robert Storey, Cheshire

The Nest of Maze creatures should be your aim. To find their lair search out the Lily pond in the centre of the maze and nearby you will discover the nest.



The creatures may look cute from a distance, but let them get close and they will steal your boxer shorts.

An old adventurer's tale tells that a slow but sure way to reach the centre is to follow one wall. It will take you to the centre and return you to the entrance. The PATH to success for finding Deadly Nightshade is invariably always to try your own BACKYARD first.

My apprentice tried the armour on but forgot to drink his potion of strength and spent all day as a knight.

ODE TO A DUNGEON MASTER

The story's old when said and done, The game's provided so much fun. The maps I've strived to make for it, To guide me through avoiding pits. I've fought and beaten many foes, I've tried my best God only knows. The problem is I hear you laugh, To get my hands on the Firestaff. I've strived right through until the end, I've killed the Dragon, Lost some friends. But now the point I'll get to that, I do require a better map. I've heard it said that I can get, From 'Software Express' that very set. 'Way of the Firestaff' is what I need, To finish the game Oh yes indeed. Price and address I cannot find, Could you supply; Oh be so kind.

M. M.

Both I and my apprentice enjoyed your poetry. He enjoyed it so much he begged me to let him write a poetic answer.

He spent most of the month trying to reply, reading his poems aloud. After two weeks of this torture, poor Dai the Sheep had moved to the Troll's Dungeon and I was ready to move back to Wales. When silence returned, he presented the following poem;

There was a young man, name of White, Who was stuck in a terrible plight. Many months did he spend, Trying to get to the end, But got stuck with it almost in sight.

As you can see he got a bit carried away and forgot to answer the question, but the address is as follows:

SOFTEX, 212-213 Broad Street, Birmingham, B15 1AY.

IF YOU LOVE SONEBODY SET THEM FREE

I've told everyone that I know that I have been awarded "Dork of the Month" by the Troll. I am stuck with Police Quest I again. When I go to the jail to get Sweet Cheeks to help me, I am unable to convince her. What must I say or do to get her to help me?

R. Smith, Newcastleon-Tyne

Well firstly can I welcome an ex-"Dork of the Month" to the realm of Wengeli. It does make a change to from hear someone who was

a



After a long flight in a skimmer to get here, you must feel very thirsty. How about a drink?

Dork for only one month, rather than my Apprentice who is a "Dork every month".

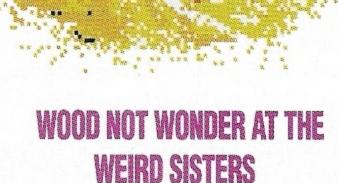
As you will know, in order to get Sweet Cheeks to help you, you must say exactly what she wants to hear. If you say "Sweet Cheeks help me with the hotel operation" you should convince her. With a chat-up line like that I really think you should be Larry Laffer rather than a policeman!

SECTOR IS PIECE OF CAKE

Could you please help me with Space Quest I. Currently I am still on the desert planet in the city. I have purchased a space craft and a droid. I have loaded the droid and entered the ship. The droid then asks which sector to head for and I have no idea what to do, please help.

Ben Ford, Ruislip, Middx

Well, in this part of the Galaxy it is known that the explorers meet for a drink in the bar. Knowing this

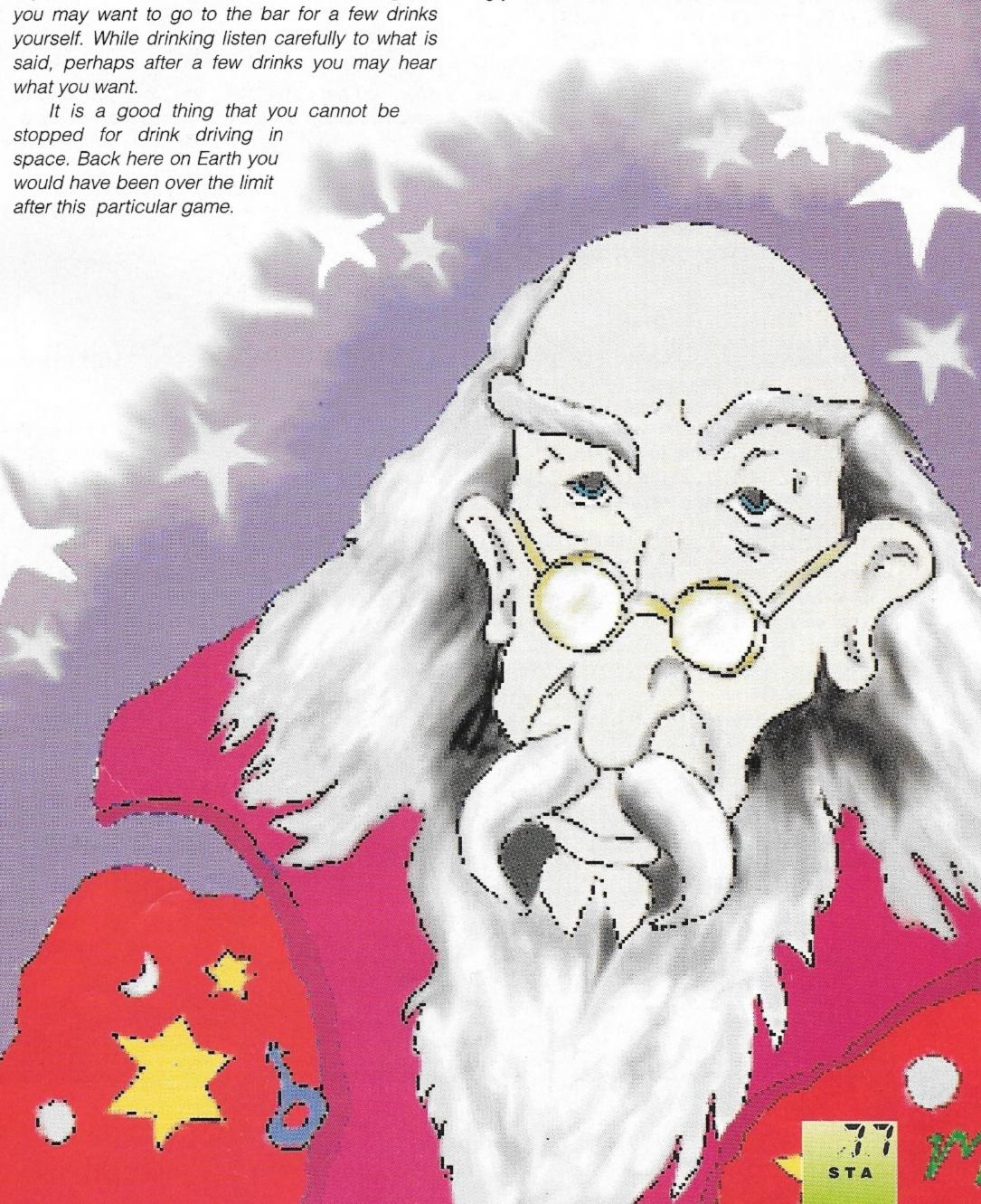


I am in great trouble, my band of merry adventurers are doomed unless you can save us. In the great game Sleeping Gods Lie by Empire, we have reached the Misty. Mountains of Simala.

There we have found the old hermit who told us to go and find some wood to make a fire with. We cannot find it and usually end up freezing to death.

Mark Willson the Great, Berkshire

My old bones feel the cold so I prefer to find a warm cave to settle in while the apprentice does the searching. The wood can be found on the highest and most icy plain, in the care of the weird sisters. They will leave after giving you a message, allowing you to collect the wood.



Hopefully, the Hermit will have given you something more than advice which will allow you to start a fire to keep warm. The fierce wind blew out the apprentice's fire until he remembered to return to the cave. The shelter of the cave should allow your fire to get started and soon the warmth and comfort will carry your troubles away.

HEAR IT ON THE GRAPEVINE IN LEISURE SUIT LARRY II

Dear Sir Troll. I am yet again stuck in Leisure Suit Larry II. I know that you oh warty one will know the answer. I am off the plane and have reached the swamp. I have tried GRAB VINE everywhere but it just says "The vines here are too high for you to reach". Also in Leisure Suit Larry III I have changed into Patti, now what should I do?

John Burge, Upminster

Fortunately for you the Troll is no longer here, his only suggestion was for you to stand on Mitch's shoulders (that's what he had to do!). I shall however tell you the way. There is a faint pattern in the soil that shows you the areas upon which to walk. This route goes from where you stand to a large rock just south, then east via the monkey's starting rock to the edge of the scene. You should walk across the swamp, remembering that a wise adventurer would pause to save the game occasionally.

Now you should walk by the river, stopping beside the large GREY rock on the Northwest shore. You will pleased to know you can now SWING ON THE VINE. As soon as you are on the 1st vine, SWING ON THE NEXT VINE. Then as soon as you are on the 2nd vine you must again, SWING ON THE NEXT VINE. Finally on the 3rd vine, RELEASE THE VINE and drop to safety. Now you can PULL THE VINE FROM THE TREE BRANCH (you never know when you may need it!), and continue Northeast to the Beach.

As for Leisure Suit Larry III, surely you can use your common sense! Do as any self respecting girl would do... and put some clothes on before you catch your death of cold!. Once you are 'decent' you must then go after Larry, now the object of your quest.

THAT SINKING FEELING ABOUT OPERATION STEALTH

Alas I am stuck again in Operation Stealth. The troll told me to change all my money to coins in the bank so I did this. When I was captured I swam to the shore and still had all my money. I then brought a bracelet and went to my hotel room where I was captured yet again!

I was taken onto a boat where I operated my bracelet. Next I was thrown into the water and inflated my bracelet, the ropes fell off but

STA

I was unable to swim away. Please Help.

Gary McMillan, Belfast

For this one you are going to need help from someone with a boat, but first in true secret agent style you must rescue the girl. As I have heard the apprentice saying recently, "Stay Cool Dude", so when you are thrown into the water allow yourself to sink out of the kidnapper's view. When you have sunk close to the sea bed inflate the bracelet. This will allow you to swim to the girl and free her. On your return to the surface her friend is waiting for her with a boat, and may even give you a lift.

GOING UNDERGROUND IN FUTURE WARS

Help, Help, I have a few problems. I am stuck in Future Wars, I have reached the RUINED CITY and got both the Blow Torch and Fuses but I can't seem to leave this location. How do I leave?.

I am also playing XENOMORPH, how do you complete this game? I am sure I have been everywhere at least twice but I just don't know what it is all about.

Yours completely stuck,

unable to guess at

Russell Christie, St Annes, Lancs

You have obviously carried out a search of this area to try and find the secrets of the ruined city. In your haste however you have made the same mistakes as my useless apprentice. He insists on rushing about to collect the obvious, and manages to miss the more important clues and objects. If you had moved the rubble at the centre of the second screen then you should have uncovered the exit.

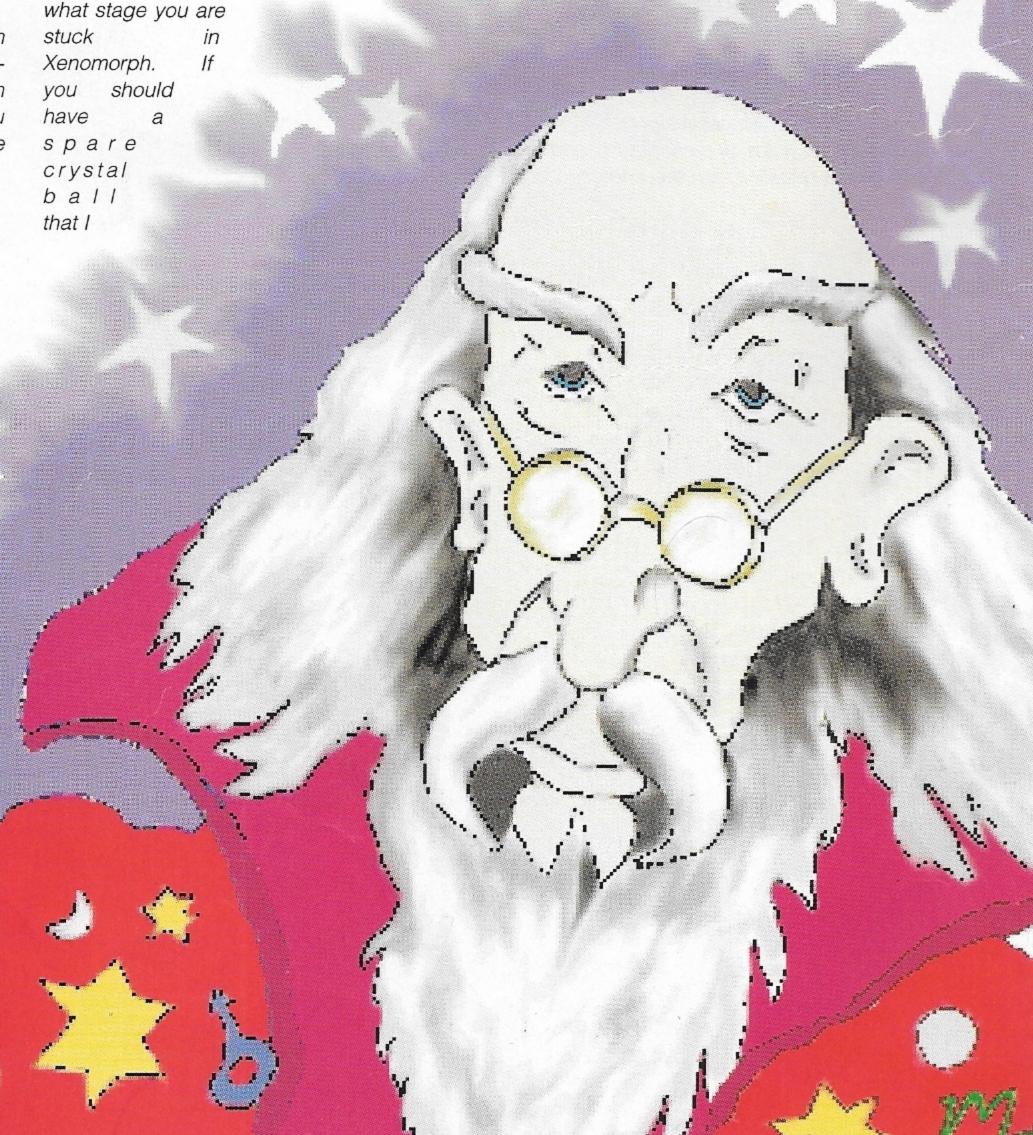
Perhaps my predecessor the Troll had psychic powers, unfortunately I have not. Wise though I may be I am may use it would be appreciated, failing this a description of your dilemma would allow me to decide on your next move.

Unfortunately as both Wengeli and his apprentice have much work to do they are unable to send answers to individual questions. They will however try and answer as many as possible each month on these pages.

Please send all letters, etc to the following address:

Wengeli the
Welsh Wizard,
Y TY CNAU,
c/o
27, Holmoaks,
Rainham,
Gillingham,
KENT
ME8 7DE

(Answer to puzzle - the match!). It took my apprentice more than a week to get this one right, and even that was because he ended up asking Dai the Sheep!



EDUCATION SECRETARY GETS TOUGH OVER FALLING SCHOOL STANDARY.

CONTROL OF THE PROPERTY OF THE P

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

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.



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.

FOR AGES 5 TO 15

SELL	Please send package for (Tick as appro	r my comp		N S	ameigned			
vish to pay by:				Α	ddress			
Cheque or postal order paya	able to Database Publicat	tions					Post code	
Credit card No:		Exp. date	/	D	aytime phone number i	n case of queries.		
Compact/Archi/Elk (3.5" disc)	☐ BBC/Elk (5.25" 40 T)	BBC/Elk	(5.25" 80 T)	BBC/Elk (tape)	Amiga (disc)	☐ ST (disc)	PC (3.5")	☐ PC (5.25")

Super Splendiferous STA Survey

e at **ST Action** try hard to give you the kind of magazine **you** want. We use these surveys to assess the type of readership **ST Action** has, and then attempt to adjust the content of the mag accordingly. Hundreds of people responded to

our last survey. Now it's your chance.

The findings of other surveys were very helpful with the result that **ST Action** has tried to create additional pages to cater for its wide audience. Once you have completed your survey, return it to the address

below and you could win yourself a game of your choice. Send your survey to:

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

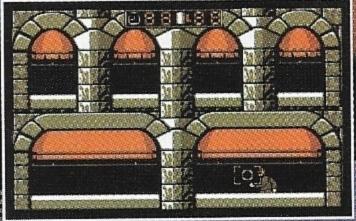
1. How old are you?	9. How many people read your copy	16. How did you find out about <i>ST</i>
□ Up to 12 □ 12 –14	of ST Action (including yourself)?	Action?
□ 15-19 □ 20-25	☐ Just myself	Stumbled on it in a newsagents
□ 26 − 35 □ 36 − 50	☐ Two including myself	Through a friend
□ over 50	☐ Three including myself	□ Advert in Games X
	☐ Four including myself	
2. What is your occupation?	☐ More than four	17. What do you think of ST Action's subscription offers?
	10. Tick 3 of the following categories	☐ Good ☐ Average
3. What consoles/hand-held machines	as your main reasons for buying ST	☐ Poor ☐ Not interested
do you own?	Action.	
	□ Price	18. What sort of things would you like
	□ Up to date news pages	to see as a subscription offer?
4. What type of ST do you own?	□ Interesting reading	
□ FM □ E □ 520 □ 1040	☐ Attractive layouts	
	□ Adverts	
5. Which computer magazines do you	☐ First with reviews	19. Have you read Games-X?
regularly buy? List them in order of	□ Revealing previews	□ Yes □ No
preference (include ST Action):	□ Coverdisk	
1 5		20. If yes, what are your comments?
2 6	11. Have you ever bought games after	
3 7	seeing adverts or reading reviews in	
	ST Action?	
6. What types of games do you like?	I have bought games by mail order	
☐ Shoot'em-up	☐ I have bought games from a shop	21. If you don't buy Games-X what are
□ Adventure	 No ST Action has not influenced me 	your reasons for not doing so?
□ War/strategy		
☐ Simulations	12. How often do you buy games?	
☐ Role-playing (RPGs)	☐ More than once a month	
Puzzle (Tetris, Puzznic)	Once a month	22. What would you like to see in future
□ Racing	Once a fortnight	issues of ST Action?
□ Platform	☐ Once a week	
	□ Less	
7. How do you rate the following?		
Ciegri Good Matage boot Matti	13. How much do you spend on soft-	
Cr. Co Mrs. So 42	ware each month?	
☐ ☐ ☐ ☐ Game reviews	□ nothing	
□ □ □ □ News	up to £25	Name
□ □ □ □ Coverdisk	up to £50	Address
□ □ □ □ Coverdisk pages	□ more than £50	
☐ ☐ ☐ ☐ Monthly feature		
☐ ☐ ☐ ☐ Sneak previews	14. This is issue 42 of ST Action, how	
	many of the last 6 issues have you	
G GTGA	bought? Tick those issues you pur-	
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□ □ □ □ Top 20 charts	☐ Issue 36 World of Horror	Postcode
□ □ □ □ Competitions	Issue 37 Dial A Dream - Modem feature	
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Letters	☐ Issue 39 Wonderful Wizardry	
□ □ □ □ Back Passage	☐ Issue 40 Switchblade II	My choice of game is
	☐ Issue 41 Gauntlet III - The Final Chapter	My choice of game is
8. What are your 3 favourites from the above in order of preference? 1	15. Would you like to see extended budget coverage?	Thankyou for completing the ST Action questionnaire. With the information you have given, we will be able to cater for your requirements
3	☐ Yes ☐ No ☐ Not bothered	even more!

Now crime has a new enemy and justice has a brand new face...

genius of a man. Slaving for days on end, he eventually stumbled across a revolutionary development for creating artificial 'living' skin, excellent for plastic surgery and grafting. He didn't know at that time that he would have to eventually use his invention to rebuild his own life and face.

Robert G. Durant was the foulest of criminals. Some-body had stolen vital information of a criminal brain-wave that was about to be born; this person happened to be Westlake's executive girl-friend. Durant had to get it back and no-one was going to stand in his way.

Westlake was left for dead once Durant's men had set fire to the chemicals in his laboratory, thinking nobody could survive such a ferocious explosion. But they were wrong...



In order to get your perfect disguise, take as many pictures as possible of the villain.

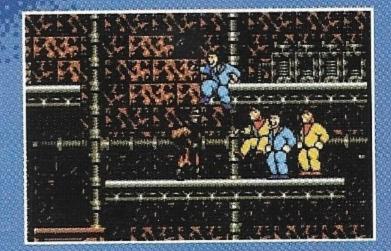


They had ruined his life and everything he had ever owned or loved. Someone was going to pay...

Salvaging some of the equipment from his lab, Westlake started to rebuild both his life and his ingenious creation. Using the artificial skin, Westlake would disguise himself as anyone he chose and cripple Durant's organisation from the very core. The Darkman will be their ultimate nightmare.

Being a big fan of the movie I suppose I am more than slightly biased but when the game actually loaded, I was shocked.

As Darkman, you first have to gain photographical evidence of Durant's mob and feed the information into your computer in order to start formulating your disguise. Throughout the whole game, you have to collect pho-



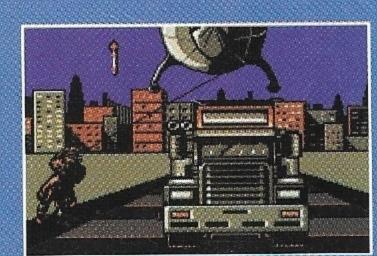
Your hideout is no longer hidden! After being discovered your only escape is to reach the roof!

tographs of three members of the mob, one of them being Durant himself.

All in all you have six levels to complete, the final being a confrontation with Durant on a skyscraper building site. But revenge isn't easy. The other five levels require you to collect enough funds to keep your operation moving, survive a bizarre roof-top chase and then a daredevil fight for survival while dangerously hanging from the bottom of a helicopter! Allie



Help Darkman escape Durant by guiding him across the city rooftops while dodging the missiles.



Durant wants you dead at all costs even if it means killing you with an oncoming truck!

PUNTER – POWER TM

Great (0%)
Good (9%)
So-so (35%
Poor (46%)
Dire (10%)

GAME: DARKMAN

PRICE: £25.99

RATING=58%

Ocean what are you doing? Darkman is yet another scrolling beat'em-up with decidedly dodgy graphics and frustrating gameplay. Although the game follows very closely to the film plot, most of it sees you simply jumping from platform to platform kicking and punching your adversaries. All exciting stuff! The enemy sprites are of very poor quality and most of the time Darkman fades into the brown background. All in all, a very poor attempt.

GAMEPLAY: SOUND: GRAPHICS:

A Day At The Zoo

Deep in the heart of sleepy Gloucestershire is a place called Cirencester. And deep within Cirencester are Electronic Zoo. Behind their doors an assault on the Christmas games market is planned. STA now takes an in-depth look at some of the products lined up for the attack.

THE MAGIC GARDEN

When poor little Grobble the gnome gets ordered to take up the post of the King Gnome's gardener it completely destroys his peaceful gnome existence. The thing is, he desperately wants to escape, but the only possible way to do this is to grow a key to the garden on the key tree (obvious really!).

Unfortunately, the key takes time to grow, so, for the time being at least, Grobble has to carry out his duties as gardener. Being a Magic Garden, sometimes things a little out of the ordinary may occur. For example, forgetting to water the flowers will make them get up and walk around, causing lots of trouble.

This may not sound so bad unless the King Gnome comes down to check on his blooms, in which case you'll be for it and be banished.

The Magic Garden will be out at the end of September and will cost you £25.99.

SON OF ZEUS

A lot is being made of this particular title mainly due to its stunning graphics. You play Herackles, the mortal son of Zeus, and you must free the gods trapped by the evil Kronos on Mount Olympus.

To do this, you must find the 12 pieces of

shattered stone which holds the secret power of the Gods. Travelling across the whole of Greece, you must explore the different cities while doing battle with Kronos' minions.

Son of Zeus is being developed by Aeon Design, who are Brian van der Peer and Mick Tinker. It will be out on general release at the end of October, priced at £25.99.

CARDIAXX

Set to blast into the shoot'em-up market is Cardiaxx. Boasting some of the fastest scrolling and gameplay ever (trust us – we've seen it) it places you in the role of a pilot of the latest space technology in the year 3151.

You must speed through the many different space zones and landscapes confronting the alien fleets single handedly.

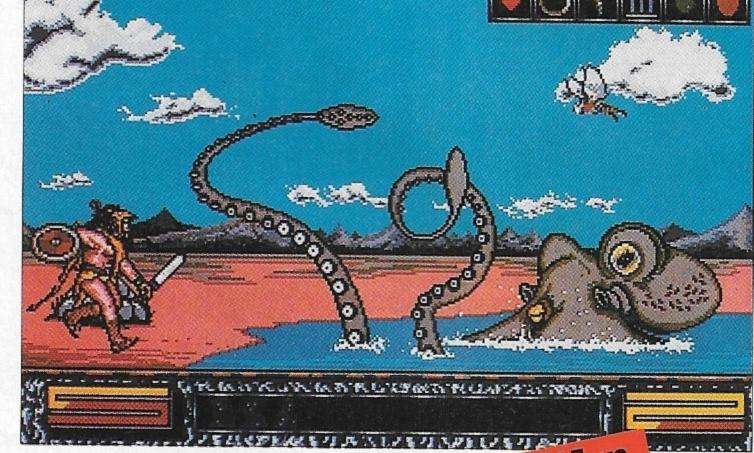
The game has five levels, each containing plenty of exciting zones to play in. There is also a two-player option that should make it worth a look in September.

UNDER PRESSURE

Winner of the Original ideas in an unoriginal plot award is Under Pressure. You take on the role of a badly distressed young man trying to find his gorgeous girlfriend, who has been kidnapped by the meanies.

Pretty uninspiring, eh? The story starts to liven up when you learn that the chap in question is actually a bit of a raver and can be seen regularly parading around in loads of trendy shell-suits and trainers. You must now set off in search of your tart.

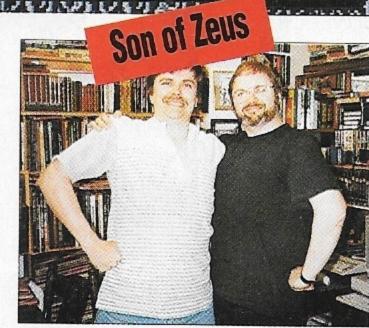
As there's no way he'll survive in his present gear, he must swap it for

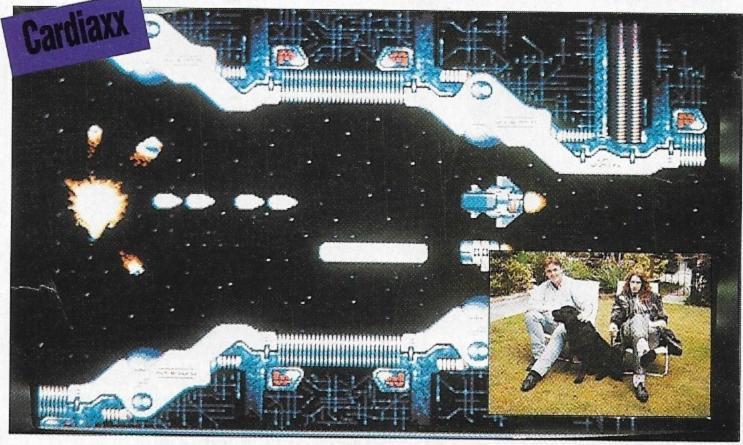


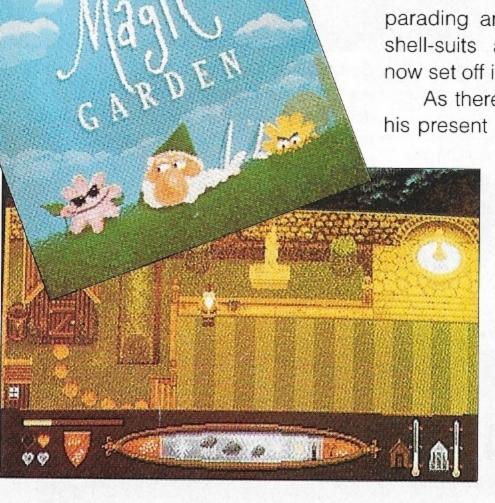
body armour which he finds along the way.

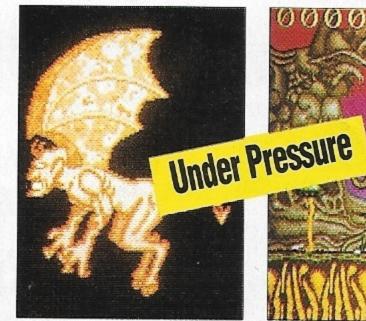
Once in his complete get-up he should resemble some sort of sci-fi monster armed to the teeth with assorted weapons.

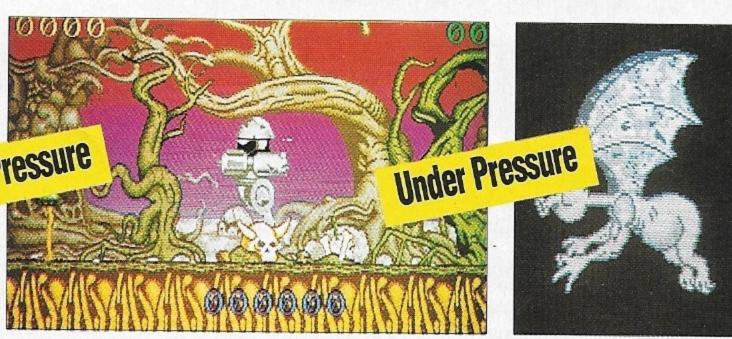
Eight levels of parallax scrolling along with original music and great graphics make Under Pressure one to look out for when it is due to make its debut at the start of November.











War to Break Out in England

...French declare war on England...Invasion force to strike soon...Prepare for bombing raids...Look out for powerful magicians...

Powerful what? Magicians, wizards, necromancers, the lot! That's what you can expect from Ubi Soft with Celtic Legends while Battle Isle dumps you in the middle of all-out modern warfare! Read on...

BATTLE ISLE

'A STRATEGIC ADVENTURE WITH UNBELIEVABLE REALISM!'

Or so they say! To be honest, Battle Isle is a highly enjoyable strategic game that is certainly worth waiting for. Unlike most strategy games, Battle Isle is extremely easy to understand, enabling you to become quickly absorbed in its enthralling and intriguing gameplay.

The game should sound familiar to you as we briefly mentioned it in our July issue. Programmed by Blue Byte (Pro Tennis fame), they claimed it would '...revolutionise the field of strategic games.' They weren't too far from the truth.

Played with a vertical splitscreen view (either against the computer or a friend), you must simply, if warfare can ever be simple, defeat the enemy and evict him from the chain of islands scattered about the playing area. There are a vast number of maps and playing options so you can be guaranteed no game will ever be the same.

So what can you do during the



game? What is the best tactic to be struggling your way through adopt? 'Nuke 'em!' might be your forests when under attack from the first response. That's not too bad an air as your mobility will be undoubtidea except that only conventional edly severely restricted. Battle Isle is definitely looking You've everything from submarines to airgood. You shouldn't have to wait craft, infantry to aircraft carriers, long for a full review so we'll give you tanks to armoured troop carriers. all the details you need to know

when it's ready.

CELTIC LEGENDS

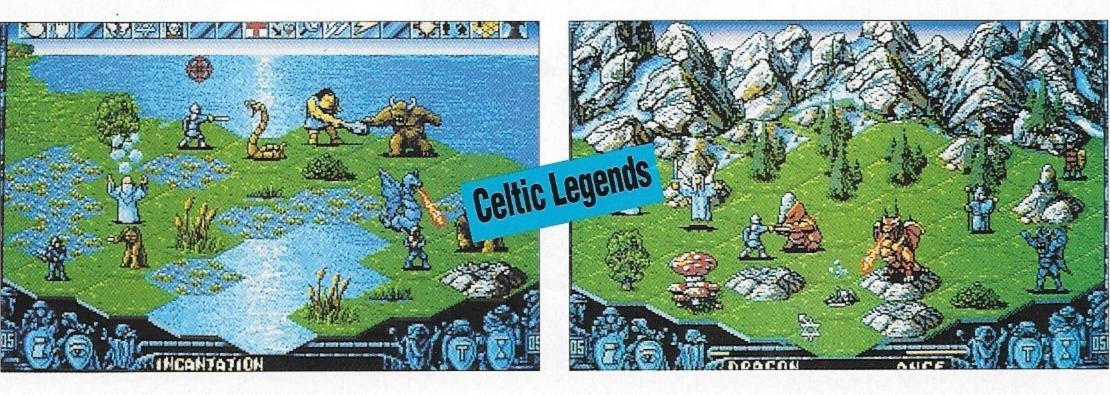
Graphically superb, Celtic Legends is another Ubi Soft title soon to be released onto the ST market. As another wargame, it is set in a less destructive era - back in the year

207. Bullets are replaced with lightning bolts and long-range missiles with magic ones.

Celtic Legends boasts some of the most colourful and detailed mythical creatures to be seen in a computer game. They're not just for decoration, of course. Your task is to defeat the necromancer (mean magical guy for the uneducated among you). To help you about the lands are your fighting friends which you must invoke while the evil Daimog Brulmur (Why couldn't his parents have called him John?!) reincarnates corpses into zombies and all other sorts of gruesome foes. Totally far out, man!

There is a vast array of spells for you to learn. By visiting magical shrines, you can enhance your powers to find yourself with, for instance, the ability to cast diseases on your sworn enemies.

To label Celtic Legends as an RPG would be inaccurate. Strategy arcade is more exact so don't be misled. Even so, RPG fans should find Celtic Legends interesting with enough in terms of playability and gameplay to keep you all satisfied.



weapons are permitted.

all costs.

Factories construct and repair vehi-

cles while H.Q. must be protected at

mountains, hillsides, swamps, rivers

and many more physical features of

the landscape. You must judge

where and when is best to negotiate

them. For example, you don't want to

To hinder your progress are





The Arcade Game

On an extremely hot day, Allie grabbed her Michaelangelo face mask, strapped on a 'half shell' and disappeared off to sticky London to meet those wonderful people down at Mirrorsoft. Surprise, surprise, but everybody was totally and

utterly turtle crazy!

the cutest of them all.

"Teenage Mutant Hero Turtles,
Teenage Mutant Hero Turtles,
heroes in a half shell. Turtle
Power!!!" Yes, we all know the
corny tune, and at least half of
you out there secretly sing
along! Don't deny it. Deep down,
we would all love to be some sort of
hero and the Turtles just happen to be

Turtles 2 - The Arcade Game, is not to be confused with the first Teenage Mutant Hero Turtles Game or be connected with the Turtles 2 film. Instead, 'The Arcade Game' is exactly what it says. Mirrorsoft, along with Probe Software, are currently putting the finishing touches to the Konami coin-op conversion, of which the original can be found in every good amusement arcade.

As all you Turtle fans know, you can play the part of your favourite turtle, be it Michaelangelo, Leonardo, Raphael or Donatello, and then attempt to

rescue your treasured April O'Neil from a burning building. But first you have to get past The Shredder's evil Footclan and his dozy sidekicks BeBop and Rocksteady! All tactical stuff!

Meanwhile, as you're trying to act all heroic, your Sensei, Splinter, has been kidnapped by Shredder. With April back in safety, you have to destroy the rest of the Footclan, rescue Splinter and then face Shredder in a final confrontation at the Technodrome.

The sanity and welfare of the city depends on the fearless quartet and now all the excitement is about to be launched into your home. Can you wait?

After viewing the next release in a long line of Turtles merchandising, I

system and talked to Fergus
McGovern at Probe Software,
the team responsible for the
original game and now the
arcade conversion. I was lucky
enough to tear him away from a
heavy schedule so he could give
me the lowdown on Turtles 2.

Firstly, I had to ask Fergus if he was a Turtles fan himself, after all they have now done two Turtles games. His reply was:

"Naturally. Isn't everyone? I'm definitely a big fan!".

The release of the new movie has

revitalised the Turtle madness and it is completely obvious that the coinciding release of the game is a tactical marketing ploy on Mirrorsoft's behalf. I asked Fergus how long the Turtles game has been in the pipeline. .

"The project is wholly a Probe Software in-house effort and we have been working on the programming for about six to seven months now. It has always been an intention to do the arcade version. The first game was based on the Nintendo console version, but the Konami arcade one is far superior and will no doubt be more successful."

Programming on the ST can cause more than it's fair share of headaches and with the ST market slowly deteriorat-



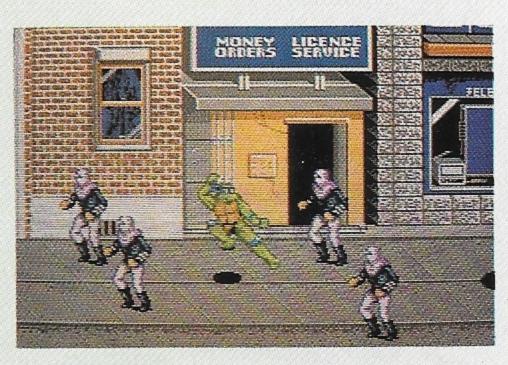
ing, a lot of teams would rather the ST was already dead and buried. Fergus commented that:

"Working on the Amiga is by far the easiest because of the better hardware. Converting the programs to the ST always causes a problem."

He continued, "I have clients asking us to do purely Amiga versions, and to be honest I'd rather do that but of course we would then limit our market. Unfortunately the ST market is declining but the demand is still there, so the ST versions have to stay."

Anyone who has played the arcade version will probably agree that it is incredibly fast and fun, with graphics of top quality. Converting such an impressive game can't be easy especially if you don't want to lose the impact of the gameplay, or the neat graphics.





"We videoed the arcade version and slowed it down just so we could get maximum detail. We've tried to get the conversions pixel for pixel, I don't think we could get it any closer than it already is."

Sounds impressive, but is the gameplay also the same as the original. Fergus continued, "Again it's identical. The game consists of seven levels, both horizontal and vertical scrolling but of course we've had to make some compromises for the Spectrum, etc. Apart from that, it's the same. We've even captured the amusing aspects such as falling down the drains, kicking billboards and breaking the fire hydrants!"

Probe Software have been incredibly lucky to get yet another Turtles commission. I asked Fergus what reason lay behind their good fortune. "I've got a plaque on my wall congratulating us on achieving 420,000 units of sale for the original game in November 1990 alone, the first month of release! Yes, we have been lucky, but basically we proved to Mirrorsoft that we could provide a good quality game and then achieve the all important sales. I think this was our ticket to the arcade licence."



You do realise that because Turtle-mania is hotting up again, in order to play the new game you have to put a green jump-suit on, green tights over your head, strap a dustbin lid to your back and use an old scarf as a bandana. Then shout "Cowabunga dudes!" and "Totally Bodacious" a few times and amaze your friends by looking like the real thing (Hargh, hargh!). No problemo!

A big thank-you to Fergus McGovern at Probe Software for his time.



Most of you strategy fanatics will remember the release of the original Laser Squad a couple of years ago. The game was a sensation with its excellent graphics and gameplay. Now, a few years on, Mythos Games are developing the sequel – imaginatively named Laser Squad II. We decided to have a sneaky peek and let you in on what's what! We spoke to Julian Gollop, Managing Director of Mythos Games.

Laser Squad II is a one or two player, multi-level strategy game with fast action and arcade quality graphics. You take control of a well-trained group of combatants called Raiders. You must carry out 12 missions against such adversaries as Triffids, Aliens, Spiders,

Blobs, Imperial Guards and much more. You have a wide range of weapons to choose from including the old faithful Rocket Launcher.

Each mission has its own unique objective and mapped layouts. The maps will fully update as you progress, effectively hiding your enemies until you can smell their breath!

Longer missions are split into stages involving various enemies and terrain. A role playing system is used to recruit and train your men.

Squad members for each mission must be chosen from those available according to their abilities. Each unit is rated for health, reactions, accuracy and hacking. Survivors will be able to

develop their abilities which increase while moving up through the ranks.

Far superior to the original, LS II boasts detailed isometric 3D maps and fully animated graphics. A proposed sequel hasn't been heard of for some years, so Julian explained who was working on the product and what the hold-up was: "Myself, and my brother, Nick, are the only people working at Mythos. So, effectively, we are the Managing Directors as well as programmers and graphics artists. The main reason behind the elongated waiting period for the sequel is due to the fact that we were also putting the finishing touches to Lords of Chaos on almost every format.

Last Squad





"So, between two of us, it took quite a while before we could even consider making a start on Laser Squad II which has only been in development for a couple of months."

Lots of people who own the original Laser Squad will be keen to find out what the main differences will be between the two. As the playability level was so high in the first one, it will be a hard task to match it let alone better it. Julian continued:

"The main difference between one and two is the graphic styling. An isometric 3D perspective has been incorporated into the sequel along with a futuristic outlook on the backdrops. Terrain and firing have also been drastically improved to make the game more playable and a joy to look at.

"All the characters have 8 frames of animation so they can even kneel down when firing, making it a lot more realistic. The firing map has been changed to a 3D version so it's much more convincing when you fire or throw an object.

"The missions have also been increased so there is actually double the amount of playable levels than in the first game. The idea is to complete one stage and then it will load in another, so one level could take quite a while to finish."

A lot of thought has obviously gone into the pro-

gramming of LS II so I asked Julian whether his team had any influences, especially regarding the isometric perspective.

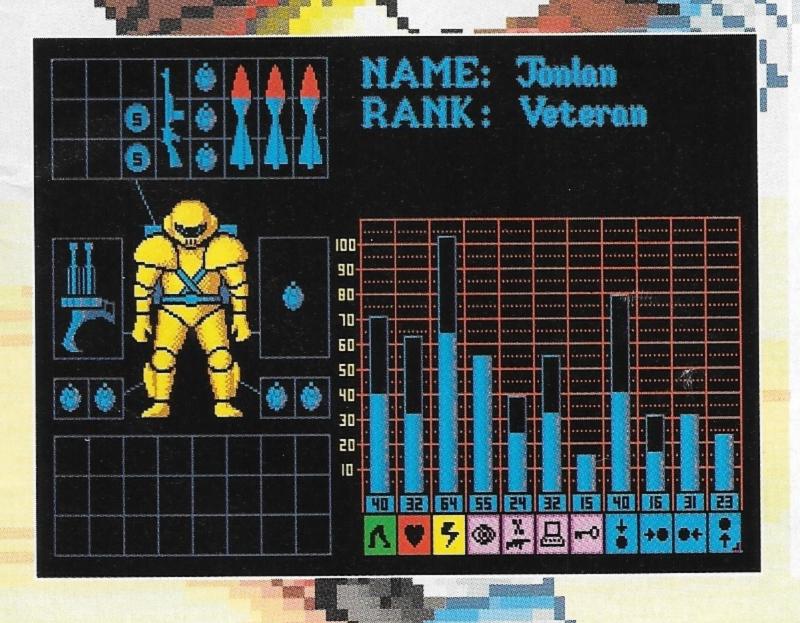
"Many games nowadays are using the isometric graphic design as it is so popular. We looked at many games but we paid special attention to such games as EA's Populous, US Gold's Shadow Sorceror and Gremlin's Heroquest. Most of the improvement ideas came from myself and Nick."

Most of you will be wondering whether a game of such in-depth content could possibly run on a half-meg machine, so I asked Julian:

"Laser Squad II will run on all STs and will probably be on two or three disks but we're not sure yet. It depends really on how much space we have left and if we decide to make any more improvements."

The obvious question on everyone's lips is whether there will be a Laser Squad III or not. With the success of the first and the inevitable success of the follow-up, a third seems very likely. That decision lies in the hands of Julian and Nick who said:

"There are no plans for LS III at the moment but there will definitely be extra mission disks. There is also talk of a scenario editing disk that will allow you to make up your own missions, strengthening the already expected life span of Laser Squad II."





demonic sword of intense magnitude has a craving for your soul and it's leaving Oxford on the next British Rail slow train. You don't believe us? Well if you're sitting comfortably read on and let Allie West tell you a story...

Once upon a long time ago in a far and distant land, a mighty hero by the name of Karn was bringing law back to a land of Chaos (yes, another scantily clad, muscle-bound oaf with a brain the size of a pea). Unfortunately, the Chaos Lords weren't all that happy about Karn's acts of heroism and they were

slightly miffed to say the least. Something had to be done.

These powerful, but evil, wizards summoned the forces of a high demon to

help them in their quest to rid the land of the do-gooder Karn. Their demonic plan was to convince the apparition from hell to wreak havoc across the land in the form of a powerful sword, Deathbringer, and suck the souls of its victims to keep itself alive.

The ultimate aim was to defeat Karn, but by some quirk of fate it found itself in the very hands of its enemy

giving Karn a new lease of energy. And so Karn's destiny had been stamped firmly into the history books....

Working under the Empire banner, Oxford based programmers ODE or Oxford Development Enterprises if

you want to be pedantic, are currently putting the finishing details to their latest product, the barbarianesque hack 'n'

slash Deathbringer. With the release date getting more and more imminent, John Wood was able to break himself away from the labours of programming in order to have little chat!

John, along with graphic artist Colin Swinborne makes up the brains behind the Deathbringer brawn, but John claims that the project is mainly designed by committee where someone puts forward an idea and they then try and work with it. Strange

set up, but it seems to be working to ODE's specification. He explained: "It's hard for a couple of people to come up with good ideas all the time, so with general help from the rest of the team we end up with a varied product."

The RPG and Fighting Fantasy fans among you may notice the uncanny resemblance to author Michael Moorcock's eternal champion, Elric, his and doomed runesword Stormbringer. We asked if this was an intentional trait. "Er yes, in a way! We are more or less playing on Moorcock's ideas because the Stormbringer thing is such a good plot, but we are in no way ripping Moorcock off. It's more of a

gentle dig!"
With both
ODE and
Empire hoping for a
September
refease,
John is very
pleased
with the
progress

that they have made and how far they have still got to go. "I originally started work on the Christmas and was intended for use in another game, but that didn't work out, so the main context of the game has been in progress since mid February. The coding is finished along with most of the graphics but there are always little bits you want to add to! It's mainly the data design left to finish now though."

The parallax scrolling that John has perfected for Death-bringer has to be the most adventurous programming ever to be seen on home computers.

We asked him to explain what it actually consisted of. "The main landscape is made up of 36 lines of 'proper' parallax, but there are three or

four extra 'pseudo' lines making up the clouds and so on. We consider the complexity of the parallax to be relatively original; I don't

think there's another game quite so adventurous!"





Dormoger

On top of the impressive parallax, Deathbringer also contains nicely animated sprites, some that are guaranteed to bring a smile to your face.

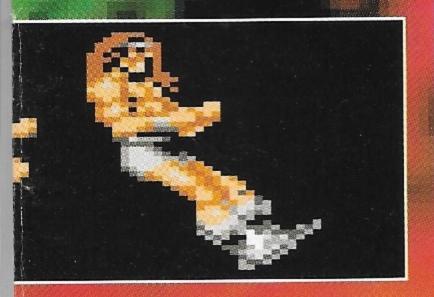
John said of the tonguein-cheek element: "I'm bored with the standard hack 'em up factor in games these days and I think we had to take the edge off straightforward violence.

"You also need something to keep the interest going, and by adding the comical creatures I think it gives the players the added incentive to find out how many more there are."

Deathbringer contains 32 different levels, or stages, over five landscapes and approximately 30 varying creatures to unleash your anger onto, including the fun ones, so you've definitely got your work cut out for you.

Considering how big Deathbringer's gameplay is we asked John if he would be including a code system after level completion. "There won't be an official one but you can start on the level you died on."

There is a catch though punters. John continued: "Unfortunately this doesn't apply if you switch the computer off, you've then got to start at the beginning again. It's all in order to keep the interest going." We believe you John!



ANCIENT ADAPTATIONS

Not satisfied with writing just one game, the worth of work.

ODE team are also working on Volfied, a ished in another conversion of the arcade game Qix (pro- just got to twee nounced Kwix!) which was in turn a progres- play and then we sion of another coin-op called Styx dating Richard contoack to the original days of Space Invaders!! time converting wanted it to be

The idea behind Volfied is to capture possible. We 80%, or over, of the playing field using a properties an small craft to leave a trail behind it. Using out." the trail, you have to block off as much of the grid without the aliens destroying you from the originate. Sounds complicated, but the gameplay have the facing really simple. It medium and

Working on a basic idea, the other half of ODE are just as excited about their forthcoming release as their Deathbringer colleagues. The Volfied programmer, Richard Horrocks explains why: "It's got a really simple strategy based

closely on the original arcade format, and it's not exactly that complicated. You can take the game whichever way you want, whether it's strategy based or pure fun. I think it's terribly addic-

Working with Richard on the Volfied project as the only other in-house writer, is Walter Bayer who is in charge of converting the arcade graphics, but there is outside help in the form of such groups as Digital Light And Magic, for example, who are working on the C64 con-

Richard commented on team's progress as a ole: "The original work start off and on, back in February but in to uld say that it's roughly four mon

worth of work. We should hopefully be finished in another two or three weeks - we've just got to tweak the codes and the gameplay and then we're done."

Richard continued: "We've taken a lot of time converting the arcade graphics as we wanted it to be as close to the original as possible. We wanted to capture the arcade properties and hopefully we've left nothing out."

Volfied has 16 different levels all taken from the original coin op and it will also have the facility to choose between easy, medium and hard skill levels. Taking this into account, all in all the player is faced with approximately 48 playable levels of both action and thought.

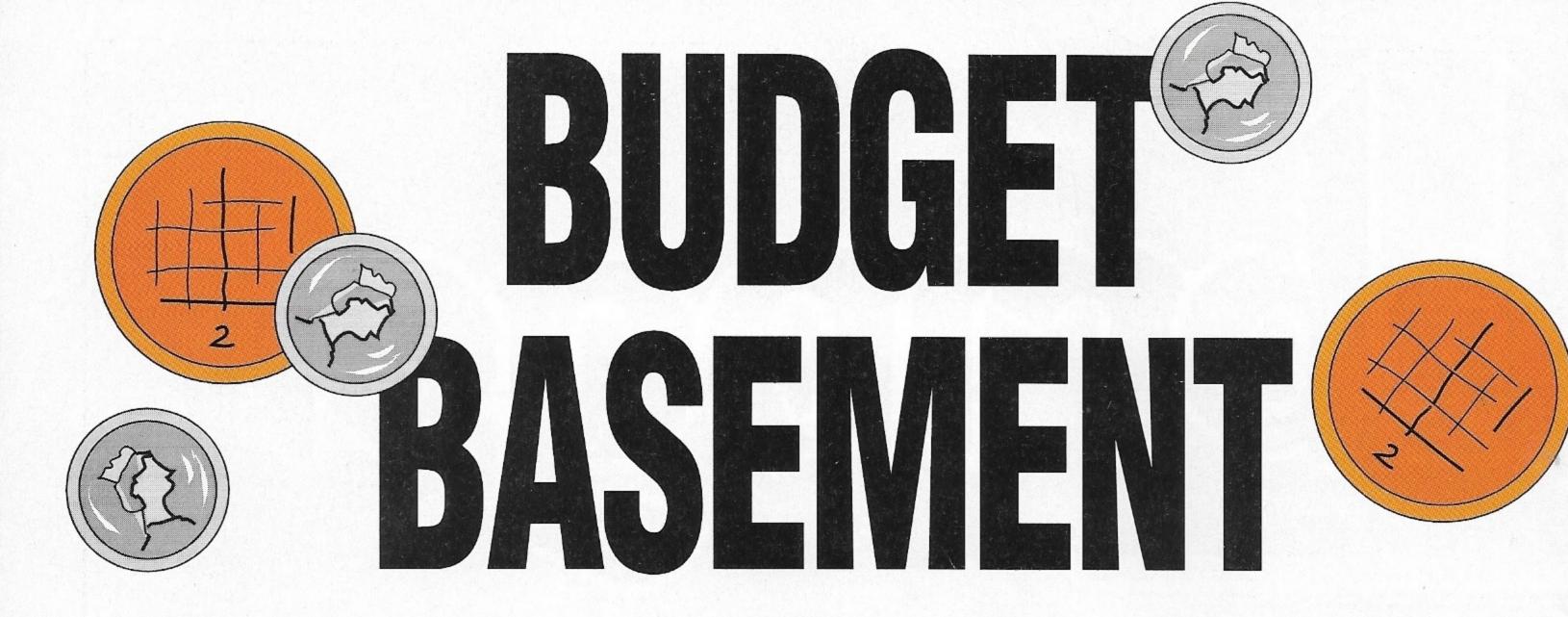
S

Volfied is set for a September release, and although the Amiga version is extremely close to completion. Empire appear to be holding its release back to coincide with the ST version. We shall just have to wait patiently and see...

Thanks to John and

Richard for sparing the time to answer the above little ditties.

Loon



RED HEAT

THE HIT SQUAD £7.99

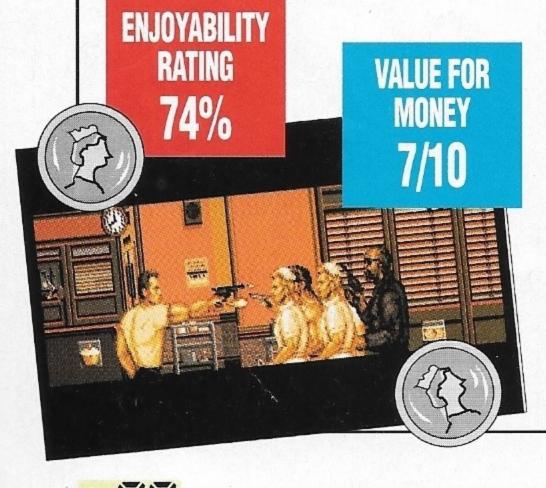
The Hit Squad seem to be working overtime lately, releasing hordes of titles on their excellent budget label. Next up for the picking is yet another Arnie film, the Russian thriller Red Heat. Will we ever be spared from the Austrian superstar?

You play the part of Arnie who is a disciplined and particular Russian detective who gets teamed up with a laid-back American detective (James Belushi in the film) in a mission to capture a Soviet drugs dealer. In typical Arnie style, you have to rampage through the levels and defeat everybody in your path without getting killed yourself!

Following closely on the film plot, you meet your adversaries in a sauna, a hospital, a hotel and a bus depot, and they will try and thwart your mission any way they can. The only sure way you can accomplish your aims is to dodge the barrage of weapons that fly in your direction which include knives, glass, hot coals, gun-fire, and syringes to name but a few.

ACTION ANALYSIS

Although the playing area is incredibly small and leaves most of the screen dormant, Red Heat is an entertaining beat'em-up in true Arnie style. Unfortunately, the game only has four levels, all of which are relatively easy to complete, but the graphics are very defined and the controls are simple and effective.



BEACH VOLLEY

THE HIT SQUAD £7.99

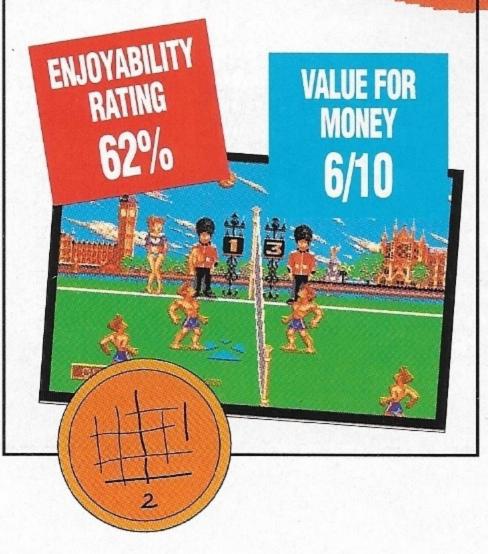
When it's hot and humid outside and the sun is beating down from a clear blue sky and you're sitting in a stuffy non-air-conditioned office, do you start to day-dream about surf, sea and sand on a Californian beach? Or do you dream about a nice cool beer and putting your feet up in front of the telly? If it's the first then you're in luck. Read on!

Unfortunately, we're not offering you a holiday in the sun or even an hour on a hot and steamy sun bed. Instead we are giving you the opportunity to become the ultimate Beach Volley champion! Gee Whiz, scream the girlies. Yes, we ask you to take your position on a Volleyball court and prove your worth.

O.K. so you've never played volleyball in your life but it's not the end of the world, the rules are incredibly simple! The object of the game is to keep a ball off the ground using your fists and knock it over the net to your opponent's half. A point is won when one side drops or fails to return the ball.

ACTION ANALYSIS

Beach Volley is a nicely animated game with smooth scrolling and easy to control sprites, but the gameplay lets it all down dramatically. There are loads of much nicer sport sims on the market for a few extra pennies, and even though this is a budget game it falls decidedly short of the mark.



TV SPORTS FOOTBALL

MIRROR IMAGE £9.99

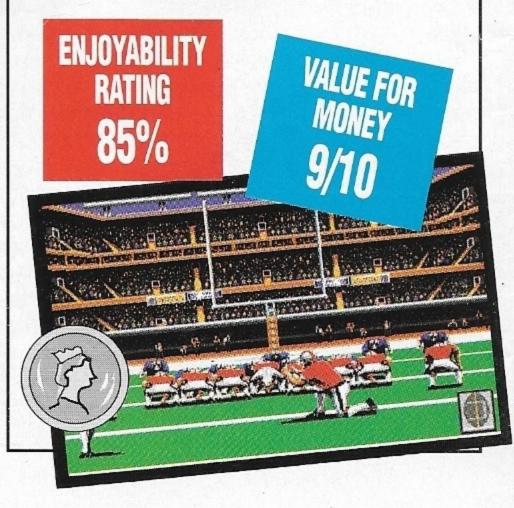
Touchdown!! Who will win the Superbowl? Who will defeat the famed L.A Raiders? Who will shake the San Francisco 49ers to the bottom of the League? You now hold the answers in your very hands! Whether you're a fan of Joe Montana or even the mighty 'Fridge', go for the long pass and amaze your friends!

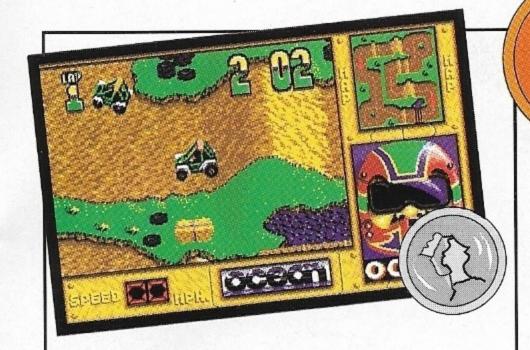
Included in your package to the Superbowl is the facility to choose your team out of 28 and then pick and choose your players depending on their stats. Also, you can coax a friend into battling against your team to make things more realistic and exciting. Great stuff!

'But wait', I hear you cry! You don't like getting battered and bruised on the playing field and you want to play from the sidelines. You wimp!! Even though it's the cowards way out, yes you can play from the coach's point of view and manage your team's performance while staying clean and unhurt. What more could you ask for?

ACTION ANALYSIS

American Football isn't everyone's cup of tea and some may find it incredibly difficult to understand, but if you have the incentive and patience to work out the rules then you are in for a really entertaining treat. This is by far one of the best American Football sims on the market and too good to turn a blind eye to.





RUN THE GAUNTLET

THE HIT SQUAD £7.99

Did the TV programme start your adrenaline pumping furiously around your weak and feeble body, making you wish that you were racing for your country? Or did it make you switch channels to watch Songs Of Praise? Which-ever, Run The Gauntlet is now available on the budget label whether you like it or not..!

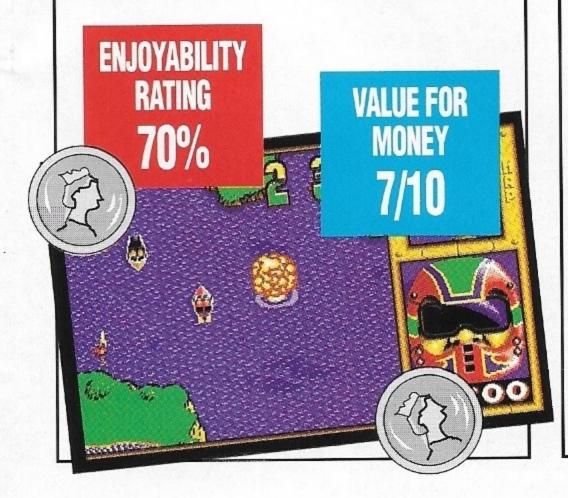
As with the TV programme, you find your-self battling through mayhem on the off-road course, the water, and the assault course, in numerous different crafts. You have to cultivate your skills with speedboats, jet skis, hovercrafts, buggies and supercats, with the ultimate aim of bringing your team home victorious!

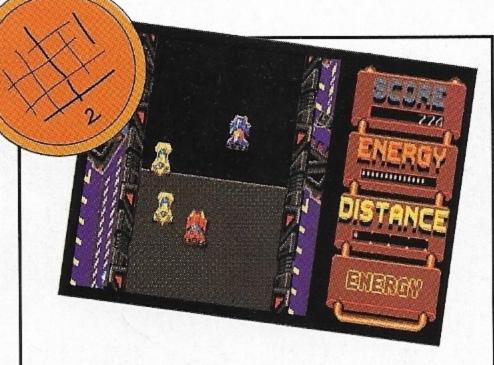
You have the choice to race under one of three flags - Great Britain, Holland or the U.S.A - with a mate or the computer. Playing under the two player option is an enjoyable romp through mayhem while bumping furiously into the other vehicles (ooh er!).



ACTION ANALYSIS

Run The Gauntlet is a unique racing/assault course game that follows very closely to the original TV creation. Unfortunately the game lacks the intense excitement and action, and the dodgy controls makes the lastability very thin, although the two player game can conjure up a few laughs. The graphics are nothing out of the ordinary and the sound is almost non-existent. However, as some budget games go, at least you'll get your money's worth, but look around for something a bit better.





L.E.D. STORM

KIXX £7.99

Yawn, Yawn! Another racing game. Let's all speed round an incredibly boring track bumping into all the crash barriers. Oooh Yip..! Yes on first inspection this appears to be another amazingly tedious "I'm Nigel Mansell" Grand Prix type thing. But look a little closer into the crystal ball me dearies!

You are in control of the latest futuristic and high-tech 'Storm' vehicle, equipped with sooped up engines and a jump system. It is also well capable of cruising through the nine 'battered and bruised levels'. Take heed, for we say battered and bruised for a reason.

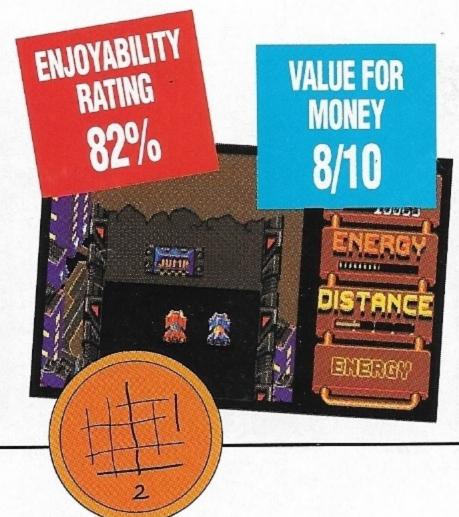
LED Storm is unlike other racing games. You have to carefully guide your incredibly expensive wonder vehicle around suspended freeways (imagine racing around Spaghetti Junction!) and canyon cliff-sides, all with dirty great holes and crevices just waiting for you to fall into!

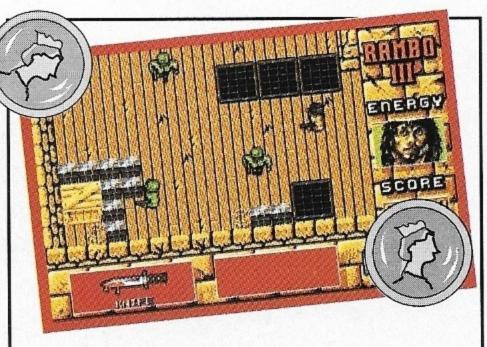
This is an extremely fast game and fun with it. Well worth a look.



ACTION ANALYSIS

LED Storm has fast scrolling and pleasing graphics that surprisingly don't harm the old eyesight, thus creating a very playable game. By incorporating both driving and assault course extras, the game has more appeal than the average race game. The two player option is really fun and makes the LED Storm one of the best budget games for playing with a friend! If you can't afford the likes of Nitro or Jupiters Masterdrive, then this is a fair alternative. At only £7.99 you can expect a good value budget game.





RAMBO III

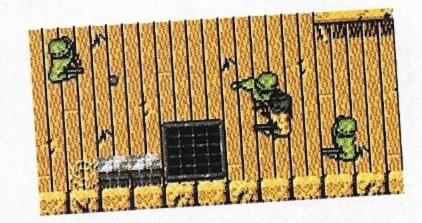
THE HIT SQUAD £7.99

Rambo III is yet another low price coin-op conversion of a very successful film, starring our illiterate friend Sylvester Stallone. Following closely to the Arnie romp Predator, Rambo III has you blasting your way through enemy terrain on an incredibly undercover mission.

You play the part of John Rambo on a quest to rescue your colleague Colonel Trautman who is being held in a heavily guarded fort and you haven't got a clue where. So you have to massacre everyone in your way until you locate him.

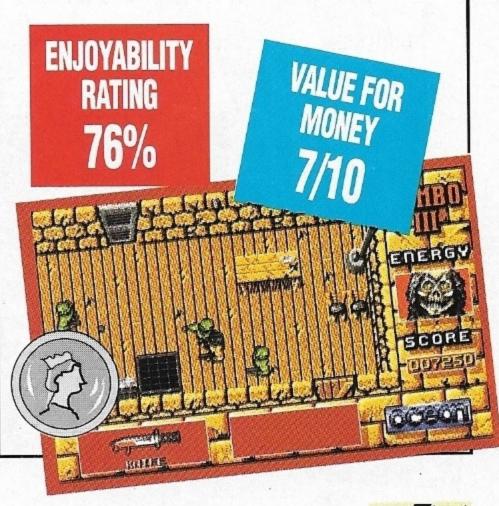
The game is divided into three sections of mayhem. The first requires you to discover the Colonel, the second involves you crossing a guarded compound to reach a waiting helicopter, and in the final section you must ram your way through a task force in a captured tank. All good fun!

You can pick up new weapons along the way to make the annihilation very easy!



ACTION ANALYSIS

If you like the old macho, muscle man type blast then you'll love Rambo III, with its scrolling shoot-em-and-run gameplay. It has loads of imperative objects for you to collect in order to complete your mission, and reasonably decipherable graphics. Rambo III is a lot more enjoyable and easier to play than its cousin Predator, and thus makes it more value for money. Quite good for a film rip-off! However, if you like the cute, girly platform games don't bother with this.



As the old saying goes, "a problem shared is a problem halved". If you've got any old moans, parcel them up and send them in to: Paul McNally, Write On!, ST Action, Europa House, Adlington Park, Macclesfield, Cheshire. SK10 4NP.

KILLER MEDICINE

After reading issue 39 I thought I had best write this letter, hopefully helping a few of your readers, that is if you publish it.

As I was just beginning to start my adventure into the world of the ST and computing in general, I was naturally concerned about the risk of viruses and the damage they could do to my system.

I promptly got hold of a virus killer and set upon the task of checking my disks which mainly consisted of games. To my surprise and horror I found that some of them had become infected. After a few mouse clicks and a couple of whirrs from the disk drive the job was done.

Back to playtime now so I put my favourite game in the slot and turned on the computer, waiting for it to load. It didn't. I tried another - it refused to work. All in all I'd lost most of my collection - about 10 games.

I tried to find an answer to this and it seems that due to the weird formats that programmers use to stop illegal copying, the virus killers think the games are viruses. I took a deep breath and put it down to experience.

I just hope that this will stop a few readers suffering the same problem as I. Also in reference to issue 39 and Scott Ireland's letter, Virus Killers can be as deadly as Viruses.

RD Wells, Barnehurst

I suppose really that Virus Killers are just like reallife medicine - if used incorrectly you can lose the patient! It may be worth talking to the software companies of your damaged games, if you explain your situation they may look upon your plight sympathetically (keep your bits crossed!)

FIRST ON AMIGA!

I'm wondering why whenever you review a good game like Lemmings or Wrath of the Demon, it's always been out on the Amiga (boo, hiss!) for at least a month, so by the time I've

bought a good game my friends with Amigas have already played and completed it! Could you please tell me why this is?

Joe Hill, Milton Keynes

It wouldn't be untrue to say that the Amiga is a more popular machine in this country, so naturally enough games arrive earlier on it as very often they are developed for it and converted to the ST. As the months pass by you'll soon find Amiga owners saying the same thing about PCs. It's just one of those crosses we have to carry!

POOR EXCUSES?

Having read your reply to my last letter in the August issue of your mag, to be frank I was totally dissatisfied with the excuse given.



STAR LETTER

ST versus STE

Having only recently added an Atari STE to my growing stock of home computers (Apple Mac, TRS-80, Atari XE and Spectrum (uurghhh!)), I would like to ask a couple of questions and give some suggestions for your excellent magazine:

What are the basic differences between the ST and the STE, and if the STE is an improvement on the original ST, why are numerous games advertised as being only for the ST? Also my dealer advised me that it is not possible to use the STE in hi-res mode on a normal TV - I have to buy a hi-res monitor surely that's not true? Also the STE has a socket for a Light Gun, but I haven't seen any games advertised that can use a gun - are there any?

As to your magazine, might I suggest that you do a feature on all the Atari games that have been based on Films/TV/Cartoons, as they always seem very popular. Finally your demos are excellent. Would it be possible to negotiate a deal with the software house so that if a reader really likes the demo, he can clip a

coupon from the mag and buy it at a discount? Simon Clarke, Liskeard

The basic differences (very basic!) are that the ST E has a stereo sound capability, the option of having more on-screen colours at any time and a Blitter chip (for funky graphics!).

The hi-res monitor thing is true to an extent, you can't actually get your machine in hi-res mode without a mono hi-res monitor. You can however get hold of various mono emulators from the Public Domain for a couple of quid, and while they aren't compatible with everything, they'll usually serve your purpose.

It's only usually older games that aren't STE compatible, it's very rare for non-compatible new software to be brought out.

We could virtually do a whole magazine on all Films/TV and Cartoons there've been that many of them.

The discount idea is quite a nice one in theory and we shall certainly mention it to the right people to see what they think. Suggestions are always more than welcome so keep your ideas pouring in!

In the last eight issues of ST Action, there have been no less than 24 demos and three sets of screen displays (some may say great) not one full game to be seen. The big question is - can

> the same be said of your sister mag -Amiga Action and what are the statistics? (The total rubbish about not

being able to ...! Come on, pull the other one it plays the Bells in C Bow minor.)

This so-called new ruling would have affected both mags at the same time, so how come the Amiga was able to carry full games well after the ST had been banned. I recently bought a multi-format mag that carried a full game after this so-called ban came into effect.

A more reasonable explanation is in order don't you think? Either that or I'll be left with the fol-

lowing opinion: You are Amiga biased and the chance is that you had no intention of placing full games up for grabs at any time whatsoever, so come on admit or explain properly.

JA Ettles, Ramsbottom

We're really not exactly sure quite what you want us to say, as it's obvious that whatever we say unless it's what you already think, you're not going to believe us.

> Why on earth should we make up an excuse like that? Surely we'd have just binned your letter. A simple phone call to ELSPA will confirm everything we've told you. And, just as a matter of interest, the ST ban did come into effect before the Amiga one.

> > We all know what multiformat mag did full games after the ban, but that certainly doesn't

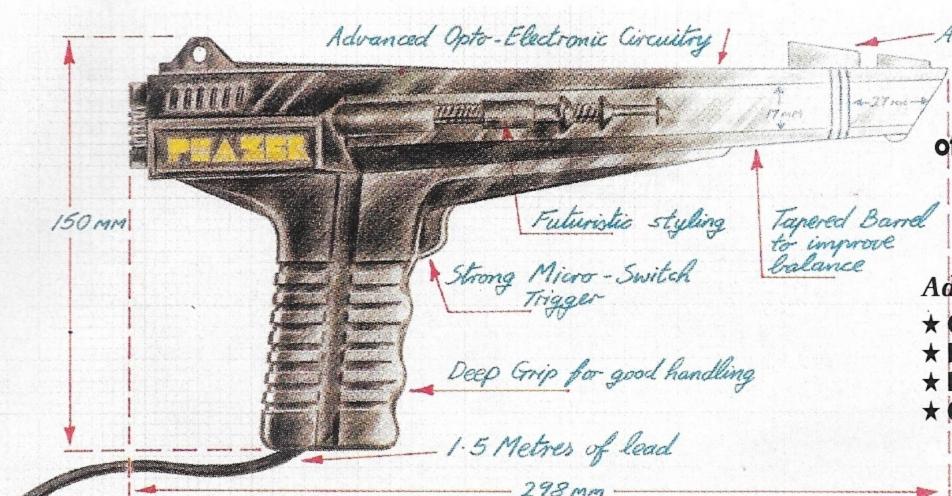
mean that any of Europress Interactive's titles will also break the rules. Two wrongs don't make a right even to please people like yourself.

ST Action isn't, never has been and never will be Amiga biased. What would we gain from it?





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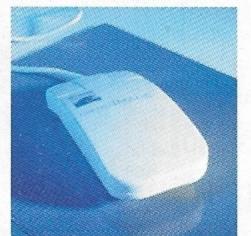
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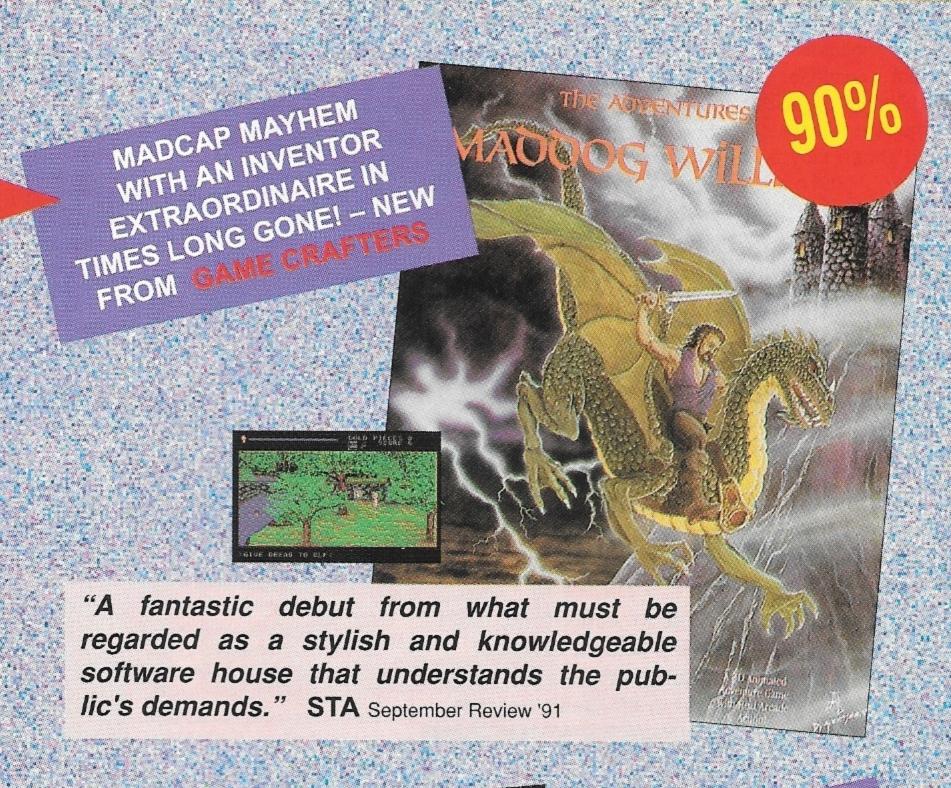


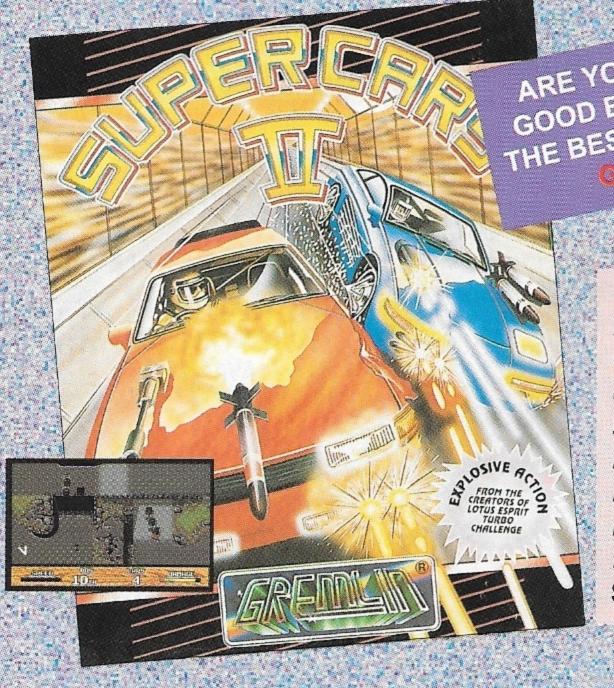
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" Thunderhawk being an

" You won't be disappointed - it combines all the elements of an excellent product: fantastic graphics, fantastic sound, fantastic gameplay!" **STA** Review August '91

OKAY! - You've got yourself a deal! I've ticked my choice of FREE GAME.

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Switchblade II B Supercars 2 B Vroom

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Now seems as good a time as any to introduce our new member of staff – young Alex the Production Editor (spell checker to you and me!!!). After a brief period on Games-X, our young star of North-Eastern persuasion decided he couldn't resist the temptation or charm of the STA staff and made the long trek across the room to join us.

And now in an effort to create that community feeling between our readers and ourselves, here's three things you'd never know about Alex if you hadn't met him.

- 1) Having moved to Manchester at an early age (to go to Poly), Alex soon developed into a freaky raver and can often be seen frequenting clubs such as the famous Hacienda, to see bands with dodgy names.
- 2) As the world's biggest Sunderland fan, Alex often doubles the gate at the North-east shrine of second division footy Roker Park.
- 3) Alex was the sad lad in shorts on the Manchester to Blackpool train in the freezing cold on the August bank holiday. Did you see him? How come people can still be bothered going to Blackpool on a BH anyway? Ah well, that's life. As usual we wish him luck and a happy prosperous future with STA.

At the same time we'd like to wish all the very best to Alan McLachlan who's leaving us to go and work on a PC mag. Thanks for everything and good luck for the future.

QUOTABLE QUOTES

Many strange conversations take place in the office during the course of the week, what with all the stress and stuff. The most amusing this month occurred between our Jason and Interactive's Marketing Manager – Debs.

While on the hunt for an elusive mouse mat, our young heroine innocently asked him if he had a spare one. Dotty replied, "We've got this one, but I don't know if I can let you have it.", to which he received the gem of a reply – "Why? Doesn't it work?". Always willing to pick up on anyone's mistake, Debs then tripped over Jason's barbed tongue when he shot back: "No, you have to plug it in!" And she's not even blonde! (Only joking Debs, you're doing a great job!).

CREDITS!

A big thank you this month to Paul McIntyre, our Design Assistant for all his relentless hard work on this month's cover.

Nice one Paul.

COMPO CORNER

Righty-ho. We've still got to give you the winner of the Predator mask that we promised you last month, so let's get that out of the way first. Congratulations to David Wilson of Doncaster who will be scaring his neighbours' kids for weeks.

Now for this month's lucky should-be-grateful-for-ever winners of our Toki arcade (well PCB board) machine: The chap who's going to be going bananas over this for a while is the rather fortunate Ben Sheader from Southampton. Well done and stuff.

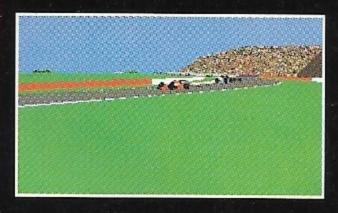
The five runners up are: Arfan Khurshid Ali, Glasgow; C Baldwin, Pinner; W White, Fareham; N Mayo, Maidstone; D Pentland, Burgess Hill.

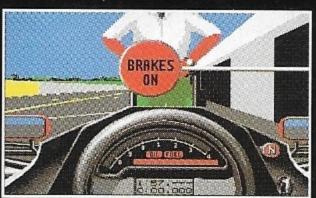
NEXT MONTH...

Well, the next edition of STA will be out in mid-October which is getting quite close to Christmas really. So you'll be able to check out the following to see if they're worth buying for pressies!

MICROPROSE GRAND PRIX

Microprose are almost ready to release Geoff "Stunt Car Racer" Crammond's new title, which as you may have guessed is a racing simulator. Featuring all the correct teams and car colours, every single detail is there as you might expect from a Microprose title. See for yourself next month.





OUTRUN EUROPA

Tying in with this month's megacompetition we'll have the complete lowdown on US Gold's promising sequel – Outrun Europa. We're all hoping it'll be even better than the original which has been about for a few years now and was very popular at the time.

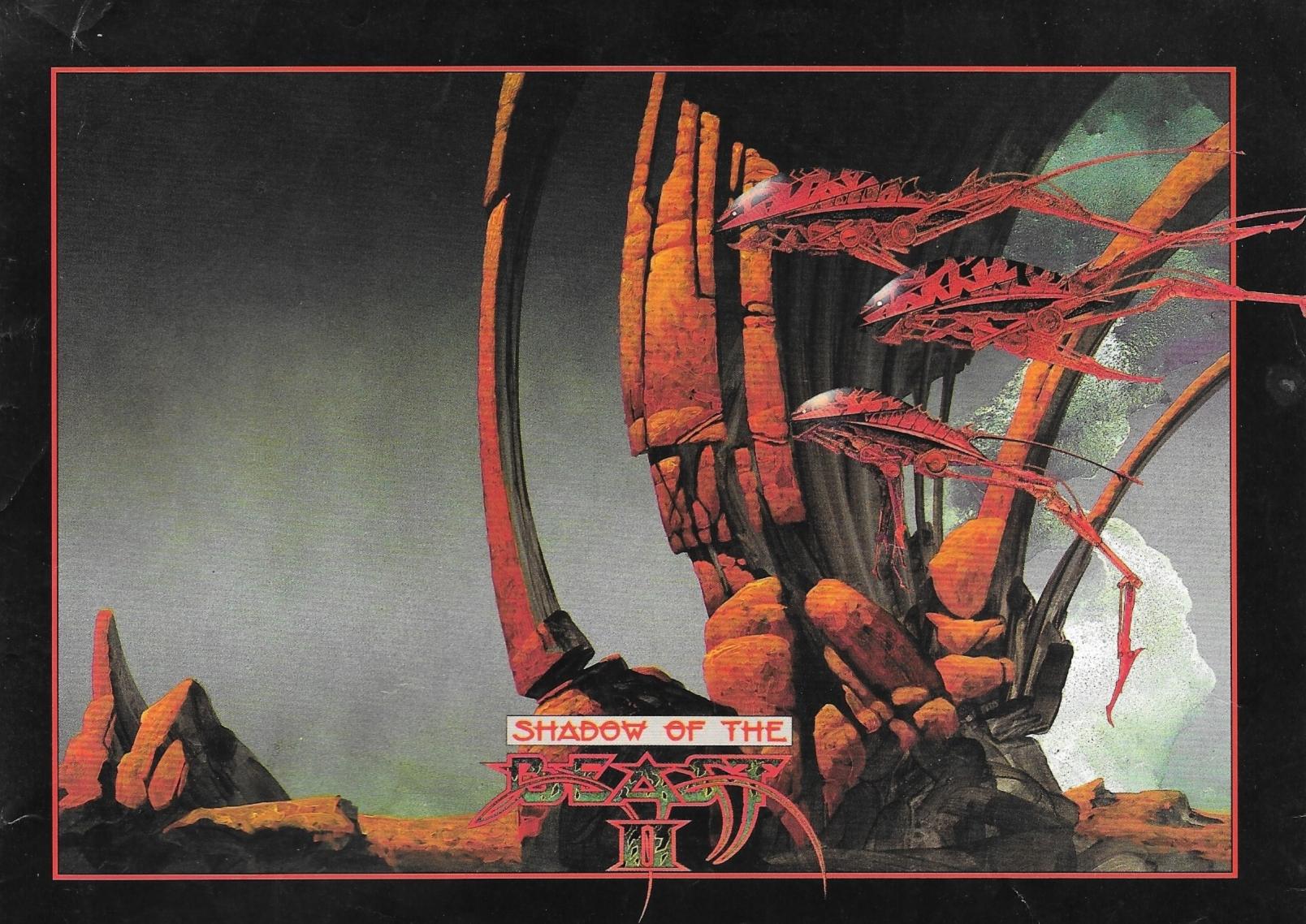
VROOM

We previewed it last month and we're proud to announce the full review next month. It's fair to say that we're quite looking forward to this one and to see how it'll compare with Outrun Europa and also with Microprose's Grand Prix game. It's all here next month so tune in then.

Wow! You've only got to wait until the 10th of October for the next issue, so pop down to your newsie and place an order, or you could maybe even take out a subscription!









Beast II available soon on the ST

THE BEAST IS BACK!

THE CONFLICT CONTINUES . ..

Your deadly struggle for freedom against the dark forces of the Beast Lord is now but a painful memory. You try to forget the anguish of the past by concentrating on your prize for success in the bloody battle: the return of your humanoid body.

But as you slowly adjust to your newly-won physique, the pain you thought gone is about to return . . . The Beast Mage has kidnapped your sister! She must be rescued before she falls foul of his dark arts. You journey to a hostile alien world to face the malevolent hosts of the Beast Mage and interact with more friendly characters to learn of your unfamiliar surroundings.

You must fight your way through many enemy-infested levels collecting and using weapons and objects to aid your crusade towards confict with the Beast Mage... before he makes your sister his own!

Screen Shots from the Amiga version

SEEING IS BELIEVING



THE BITMAP BROTHERS



They've nicked his bike.
They've whipped his helmet.
This time they've gone too damn far...

NO ONE MESSES WITH THE BITMAP KID



features:

stacks of levels • heaps of weapons • swarms of intelligent nasties bonus games • secret rooms • loads and loads of power-ups

