

ST ACTION

May the **FIRE FORCE** be with you!

We dissect the latest offerings from the gaming world. Explode under pressure from the **BOSTON BOMB CLUB**. Fall **HEAD OVER HEELS** in love with Ocean's newie and prepare yourself for Psygnosis' **BEAST "TAN"**. Plus, check out Mirrosoft's **MEGA LO** new release for all you **MANIACS!**

THE WORLD'S MOST DEDICATED
GAMES MAGAZINE



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STA EXCLUSIVES!

CAN YOU HELP U.S. GOLD **OUTRUN**
THEIR ENEMY ACROSS **EUROPA** TO A
FINAL FIGHT YOU'LL NEVER FORGET?



EUROPRESS
INTERACTIVE

**GREAT NEW
LYNX
PAGES**

THE SIMPSONS™

BART VS. THE SPACE MUTANTS



MATT GROENING

PLAY THE GAME MAN!



Hello

fellow humans!

Bartholomew J. Simpson here, with a very important secret:

SPACE MUTANTS
ARE INVADING
SPRINGFIELD

That's right man! A buncha slimy, horrible, totally gross and putrid monsters are taking over the bodies of the people who live here and they wanna build a weapon that's gonna take over the entire planet!

PRETTY COOL, HUH?

Anyway, yours truly is the only one who can see 'em! I've gotta spray-paint things, get radical on my skateboard, use my trusty slingshot, and in general behave like a nuisance, man.

Plus, with evil dudes like Nelson the bully and Sideshow Bob getting in my way, it's a good thing I've got the rest of the Simpsons to help me out!

So if you're a decent person a patriot, and somebody who cares about this sorry planet, you'll do the right thing.

SAVE THE EARTH

BUY THIS GAME!
Thanks man.

CBM AMIGA
ATARIST
SPECTRUM
COMMODORE
AMSTRAD



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MAGIC POCKETS

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**



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ST ACTION

THE WORLD'S MOST DEDICATED ST GAMES MAGAZINE

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

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SPECIAL DEVELOPMENTS

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This month's feature takes us to sunny Liverpool to meet Special FX – the team behind Ocean's latest film licence acquisition – Hudson Hawk. Five in-depth pages of info.



STA LYNX WITH ATARI

80

Page 80 sees the introduction of a new member to the ST Action team – Mr C. Lynx, or Cuff to his friends! He will bring you the low-down on the latest hand-held Lynx games.

SNEAK PREVIEWS

94

We bring you sneaky peeks at the hottest new games in development. Mirrorsoft's First Samuria, Domark's Super Space Invaders, Empire's International Sports Challenge, Microprose GP and Fireforce by Electronic Zoo all come under the scrutinizing eyes of the STA staff. Are we good to you lot or what?

PD

92

We take a look at some of the best PD games to hit the ST scene as we examine offerings from two successful PD libraries – Wizard and L.A.P.D.



REGULARS

ACTION NEWS

06

This month, we are bringing you two special pages of industry news. We visited Electronic Arts and Empire at the show in London and chatted about their forthcoming releases. Some great news for all you people of discovery!

GIVING THE GAME AWAY

71

GTGA brings you the combined help of the best gamesplayers in the universe (don't we just love ourselves?) We drive you through Railroad Tycoon and help you negotiate the deadly world of Magic Pockets as well as the usual Small Tips and Helpline pages.



WENGELI THE WIZARD

83

Our Welsh follower of magic heads for the congested surroundings of the capital to bring you the latest adventure news from the European Computer Entertainment Show.

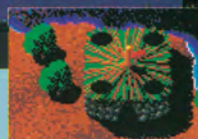
2 ACTION-PACKED COVERDISKS FEATURING:



HUDSON HAWK



FIREFORCE



MEGA LO MANIA



CARTHAGE



MAGIC POCKETS





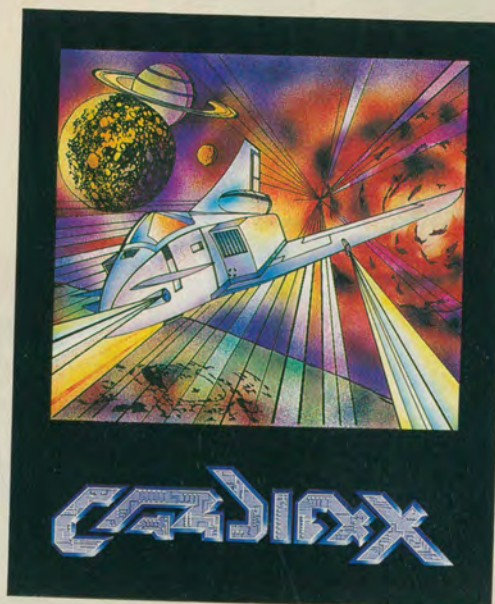
THE MAGIC GARDEN

Magically Different - Simply Addictive!

Help Grobble the Gnome keep the Gnome King happy. In a magic garden it's harder than it seems, with flowers that grow in minutes, vegetables that keep disappearing and naughty gnomes who seem intent on spoiling everything.

- Solve the mysteries of the underground caverns
 - Find the naughty gnome's home
 - Catch the goldfish in the pond
 - Plant magic flowers and vegetables

Available October ST/Amiga/PC Price £25.99



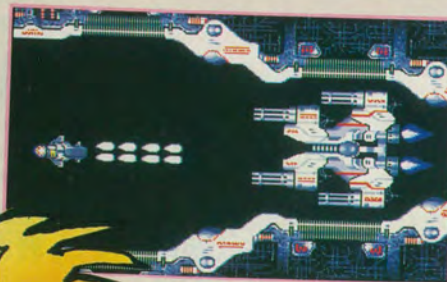
CARDIAXX

Life in the fast lane

The year is 3151. Have you the combat skill and reflexes to handle the new-breed of Starfighter?

- The fastest scrolling 'shoot 'em up' to date.
- Interactive digitised speech warning you of your enemy's location.
- Fight your way into the heart of the multi-chambered Cardiaxx empire and defeat the end-of-level guardians.
- Shoot your way through the enemy forces accompanied by a mammoth rock soundtrack.

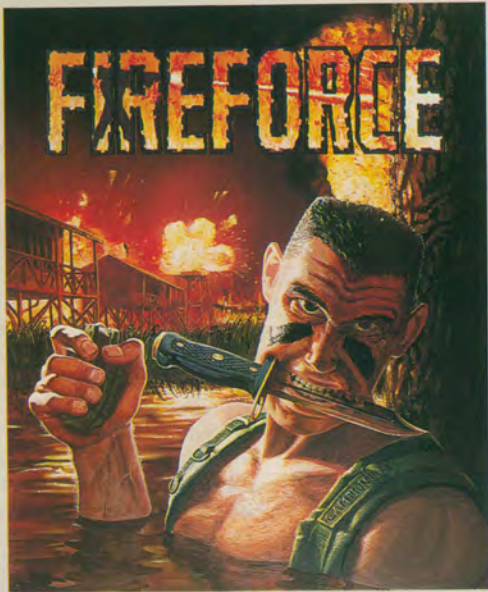
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LOOK OUT FOR THESE WILD N



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FIREFORCE

Promoted to the ranks of the Special United Forces, your training has enabled you to tackle any mission, anywhere, against any odds.....or has it?

- Fight by day and night in varying terrains including swamp, jungle, desert and urban areas .
- Master a large arsenal of weapons from knives, M16s, AK47s to time bombs and grenades.
- Search and destroy look-out towers, hideouts, vehicle check points and bridges.
- Blast your way into enemy buildings to capture much needed supplies.

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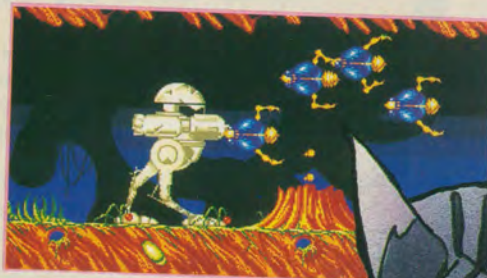


UNDER PRESSURE

When your beautiful android girlfriend has been kidnapped there is only one course of action left - bolt on your metal armour and remember.... hell hath no fury like a robot scorned !

- Take on the meanest, ugliest set of monsters you're ever likely to meet.
- Encounter teleports, gravity lifts, and flaming volcanoes as you pass through the various worlds.
- Weird and wonderful alien landscapes, combined with screen-filling sprites make for a visually stunning game.

Available November ST/Amiga Price £25.99



NEW RELEASES FROM THE ZOO



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THE ACTION TEAM



Sue Beattie – Art Editor



Alan Bunker – Editor



Jason Dutton – Staff writer



Paul McNally – Staff writer



Allie West – Staff writer

YOUR FATE IN YOUR OWN HANDS

Rainbow Arts have been quiet recently but that's about to change with the imminent release of Fate – Gates of Dawn.

A sorcerer from a parallel world has cast his spell upon you and you find yourself in his fantasy world. With a trusty band of companions you set about exploring this new land and try to find the reason for your abduction.

The game is in the ever more popular role-playing style and contains four cities each with up to seven levels and more than 500 intelligent opponents who all behave differently.

Fate – Gates of Dawn will be controlled by either mouse or keyboard and should be out any time now priced at £24.99.



MiG-29M SUPERFULCRUM

It's only really a few months since Domark launched the original MiG-29. Almost immediately after, they announced that they were working on the follow-up.

This will be based on the new Soviet fighter that hasn't even been developed fully yet. Apparently Simis, the developers, have used their contacts to glean enough information on the SuperFulcrum's design and specifications to produce this flight simulator.

As you can see from the screen shots the game looks very nice and with loads of new controls to get to grips with it should create extra interest in the flight sim scene.

Now that Domark have just announced the sales of the original have recently passed the £1,250,000 retail mark, the future looks very bright for the follow-up. So watch out for the full review soon.

It should be available any time now priced at £39.99.



THE SKY AT KNIGHT

Simulations experts Microprose have got a couple of things lined up for your ST this Christmas. The first is called Knights of the Sky and is a World War One aerial combat flight sim, where you can be either an American, British or French pilot.

Completely getting away from the usual style of high-tech, modern day military aircraft, Knights Of The Sky accurately represents World War One combat flying. For example, navigation isn't with a computer but with a compass and map. You'll find yourself charting your position by observing rivers and roads.

The idea will be to shoot down as many enemy aircraft as possible as well as the option to go one-on-one with the greatest pilots of the era; Oswald Boelche, Max Immelman or even the Red Baron himself – Manfred von Richtofen.

You will witness the passing of history from 1916 to 1918 as you attempt to get through the war alive.

It'll be out around the New Year period so watch out for it then. Probably near the £30+ mark.

	Max. Speed Handling Control/Usability	89 mph Fair Low
	Max. Speed Handling Control/Usability	89 mph Excellent Low
	Max. Speed Handling Control/Usability	89 mph Excellent Low
	Max. Speed Handling Control/Usability	89 mph Excellent Moderate

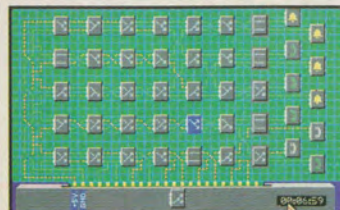
FAST-MOVING ESPIONAGE

Hanging around on the PC for a while has been Covert Action. Now Microprose have decided the time is right to work on the ST conversion of this Max Remington techno-thriller.

Covert Action is basically a spy simulation and features all the things you'd expect to find – terrorism, drug-smuggling stake-outs and the rest of it.

You have to complete tasks such as following suspects all the way around the world, tapping telephones, breaking codes and committing burglaries.

The ST version will be ready some time in the autumn and will set you back a measly £34.99, so start saving your pennies!



THE BEST HAS GOT BETTER



TURBO CHALLENGE-2



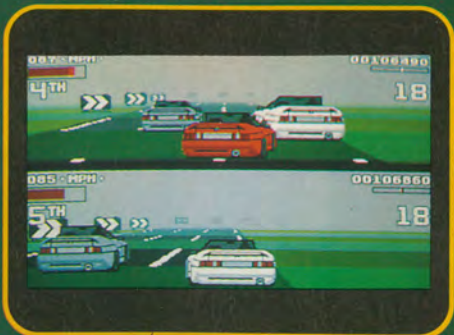
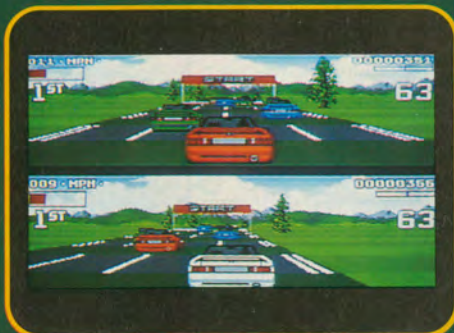
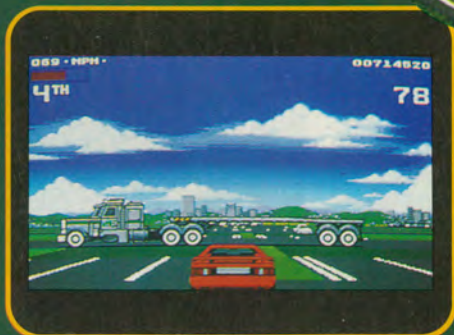
Lotus Esprit Turbo Challenge was widely acclaimed as the best driving game of 1990. The best just got better with the reissue of Lotus Turbo Challenge 2.

- Synchronised play for up to four drivers with computer link.
- One player full screen imagery.
- Hair raising new hazards - rain, lightning, fog, snow, comuter traffic, tunnels, bridges and level crossings.
- A chance to race across the USA.
- A choice of the sleek Turbo Esprit or the new stylish Elan softop.
- 8 death defying stages with over 60 Check Points.

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Screen shots from various formats.



Gremlin Graphics Software Ltd., Carver House, 2-4 Carver Street, Sheffield S1 4FS. Telephone (0742) 753423.



93%



96%



91%



EMPIRE STRIKES BACK!

Empire's run into Christmas is full of interesting and exciting releases. We ran into them at the computer show in London and got the lowdown on their forthcoming releases and what their favourite choice of refreshments was.

INCREDIBLE VOYAGE

A mystery role-playing adventure, combining Historical events and fiction, based on an immensely popular role-playing game by Game Designers' Workshop.

You must explore various planets in a newly created solar system as envisioned by the theories of the 19th Century and such classic writers as H.G. Wells and Arthur Conan Doyle.

Visit the treacherous canals of Mars and battle with

renegade martians, explore the mysterious caverns of the moon and investigate uncharted territories.

You must deal with diplomacy, historical adventure, interact with over 500 characters and master over 30 different types of advanced weaponry in you attempt to become the master of the solar system. Space 1889 should be available around the middle of September. No idea of a price, but expect something around £25.99.



RATTLE THOSE RUSKIES!

The follow-up to Team Yankee, Empire's successful tank simulator of 1990, Team Yankee II - The Pacific Islands has been significantly improved in terms of gameplay, strategy and visual effects. Set on a remote series of islands in the Pacific which have been overrun by Russian forces, you must take command of Team Yankee and regain control of the islands in a series of strategic tank battles.

You also have to identify, locate and destroy several important Russian installations such as satellite stations and radio centres. Failing to do so will result in the enemy gaining more intelligence via reconnaissance on your movements, thus providing you with stiffer opposition. No screenshots as yet but check out our exclusive review before the scheduled release date of November.

You will also have to buy your weaponry for the selected mission. A correct choice could be the dividing factor between a failure or a successful mission.

HOLOCAUST HORROR

Twilight 2000 thrusts you into the dark but frighteningly realistic vision of the aftermath of World War III. Radiation, famine, death and disease run rampant. You and your trained squadron survived the initial global destruction. You now have to establish allies, gain territory and stop the ever present onslaught of military madmen who are determined to win the war all by themselves.

You control one character who is in charge of 20 men. Each of you squad have their own individual qualities, each responding to orders as their personalities allow. Excellent combat sequences and strategy combine well in this role-playing extravaganza. The release date has been provisionally scheduled for December.

THEY'RE AS COOL AS ICE

Punk and Funk are the reptilian equivalents to the Fonzie. They are just sooooo cool! The crocs have no need for designer clothes or bodies that could frighten the Hulk. Their handbag-like qualities just ooze cool!

As they are particularly well endowed in the coolness department, it doesn't come as a surprise to learn that the beautiful Daisy Crocette has fallen completely and utterly in love with them.

Unfortunately, it is the question of her choosing which one to love that makes her run away and leave them both behind. Now Punk and Funk are having none of that and they set out to find their love and bring her back to safety. Through 10 worlds and 60 levels they must chase the crocette that loves them.

An October release date has been announced for the Cool Croc Twins at the normal price of £25.99.



LOOKING FOR THE OLD 'UNS

The sequel to the popular Mega Traveller 1 - The Zhodani Conspiracy, has been written by Marc Miller, the original creator of the Mega Traveller universe. Vacations never last long for intergalactic travellers. You knew that when you accepted the job! Here we are again on another dangerous mission into the unknown, trying to save the world from impending doom. Unfortunately, your only hope died 300,000 years ago!

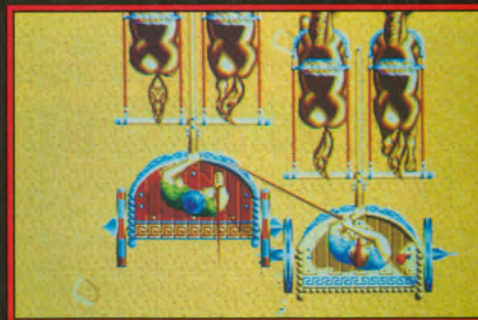
You must track down and discover the secrets of the Ancients using your advanced characters' generated skills. You take control of one character, but command four others in your party. Each character acts according to the surroundings and your commands. Loads of ships and planets to explore, and a good combat system that lets characters act automatically and intelligently in any crisis, make this a follow-up to wait for. Available in December.



CARTHAGE



New on the
Atari ST



CARTHAGE

Feature Packed Action and Strategy

As a Carthagian hero you must not only repel Roman invasion by successful troop strategy but also maintain your armies' ever-waning supplies by running the gauntlet on your chariot to deliver much-needed money.

Survey the detailed North African landscape and zoom in on your troops to administer strategy. Decide which of your armies needs a cash injection then grab the reins for a mind-boggling first-person-perspective 3-D chariot race to deliver the money . . .

Strategy and arcade action superbly combined to give you a taste of ancient history so real you can almost smell the elephants!

Screen shots from the Amiga

SEEING IS BELIEVING

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EA HAVE THE MESSAGE

Electronic Arts are becoming adept at making extremely playable games for the right kind of gamer. Their Christmas releases offer endless hours of fun for all the strategists among you but a bit of thinking must be employed as well!



EXPERIENCED MERCENARY FOR HIRE

Hard Nova has previously been available for the PC only but now EA are proud to announce its long-awaited appearance on the ST. You take the part of Nova, an experienced freelance mercenary who has been employed with the Starkiller Mercenary Group for the past three years.

Nova is relied upon for the most dangerous

and demanding jobs that often appear.

After a freak accident that totally wiped out his crew, you must recruit another space fleet with which to combat evil throughout the galaxy.

Most of your playing time will be spent hanging out at the local inn. The pub provides a useful source of information and will also give you a few

contacts who might be able to help you.

You must travel from planet to planet, exploring the surfaces and making use of the space stations and stargates. Some excellent graphical sequences and a huge playing world make this one for the dedicated strategy fan. Due for release in October, priced at £25.99.

EA ANNOUNCE WAR ON EUROPE

Electronic Arts have announced their first data disk for the hugely successful Powermonger. The World War I Edition has been programmed by Bullfrog and continues the adventures of the original but with new, improved graphics and gameplay. You take control of a World War I powermonger, leading armies across the challenging frontiers of Europe in a quest for world domination.

You are transported to a living world where each individual has a home, an occupation and a personality. The landscapes are composed of hills and roads and can be viewed from almost any angle. Stunning new graphics include biplanes, tanks, armies and various weapons. Captains gather around the war map, creating an authentic setting. The extensive game icons have also been re-designed giving the game a more military feeling. Price has been set at £14.99 and a December release date has been decided.



A POPULAR GAME RETURNS

Everyone remembers the great Populous. You took control of a god in charge of a race of uneducated people. Your task was to enlighten and educate your people in order to build new cities and invent great historical, erm, inventions!

Your opponent was a computer-controlled god whose objective was to halt your people's progress and further the knowledge of his people.

The sequel is being programmed by Bullfrog, the team responsible for the original, and is set to become one of the great games of all time. Populous II will include many new features, each having a new meaning in the game. Improved graphics and sound will create an intense atmosphere that will set the stage for some great

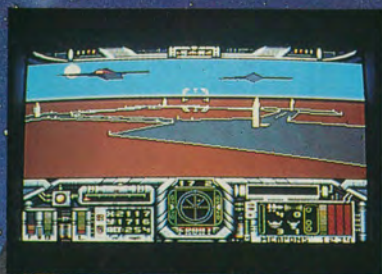
encounters. Will you become one with the gods? Or will you crumble to dust and join your fathers in the ancient tombs of doom?

Well, I suppose that's all up to you but anyway, we wish you all the best. Unfortunately, that's all the info we have at the moment as EA are keeping everything confidential. Hopefully, we should see a release around December, priced at £29.99.



MOONFALL

'Starship Dedalus I is stranded on Frontier Alpha, the only way to escape is to buy your way out!'



AMIGA SCREENSHOT



C64 SCREENSHOT



AMIGA SCREENSHOT

"The graphics are simply gorgeous . . . a brilliant range of sound FX" — ZZAP!

"Pretty damn good . . . fast . . . an absorbing game . . . League rating 16" — Amiga Action

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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:

MILLENNIUM

As well as working on several other projects, Millennium are currently beavering away at Global Effect. In this Sim City style game you are a global leader given the task of creating the planet's industrial estates and power plants.

Then you've got to link them all up and make sure they all function properly, however the tricky bit is to maintain a good environmental balance.

It isn't finished yet but expect it around Christmas(ish).

Digital Integration

One of the best combat flight sims around is Digital Integration's F-16 Combat Pilot. They're currently busy on the follow up to that title and this time it's based around the Tornado.

Extra interest has been generated in this project due to the recent Gulf War where the aircraft was shown to be one of the most sophisticated planes flying today. There's going to be loads of features such as multiple cloud levels, flying at day and night as well as more detail in the air and on the ground.

Don't expect to see Tornado before the spring of '92.

MICRO PROSE

Everybody seems to be working on flight sims at the moment. Needless to say, one of the companies that is happens to be Microprose who, lets be honest, have a bit of a reputation for being rather good at them.

In progress at the moment is Stealth 2. You may remember the original one that was such a hit and still features highly in most charts even today.

The sequel will include enhanced graphics and more detailed aeroplane specifications, as more is now known about the black beastie than when it was designed originally.

Stealth 2 is being developed on the IBM PC (what isn't these days?) and should then be converted to the ST after that. Don't expect it until about spring next year though.



SPORTING QUADRANGLES

Domark have just released a nice sporty compilation for all you lovely sporty people out there. Going under the title of Grandstand it'll only work on double sided disk drives and features four energy-sapping sports games.

First up is Gazza's Super Soccer which features the affable geordie chapie in his first computer game. You don't have to have brains the size of Bristol to work out it's a football game Greavsie, and we're absolutely over the moon about that one.

Next in line is Pro Tennis Tour. The sequel recently got 90% in STA and a lot of people will have missed out on the original title, which (until PTT2) was probably the best tennis game on the circuit.

Virgin's Continental Circus may have just been out on their budget label but it also manages to poke its nose in here too. Quite a good, fun little racing game with nice graphics that make it worth a look.

Finally there's World Class Leaderboard. Acknowledged as one of the classic sports sims of all time, this product deserves to have a place in every ST owner's home.

Priced at £29.99, Grandstand should be out right now.



HERRING AID

Yep, the titles for these stories just get worse don't they. Quickly dispensing with the expected "There's something fishy about this story" jokes because, and let's face it, they are rather tedious indeed and have been used before and basically... (for goodness sake, there'll be no space left - Ed!).

Keen adventurers may be interested to find out that a new bi-monthly magazine for both eight and 16-bit computer users is shortly to make an appearance.

The first issue of Red Herring will be available in the second week of October and will contain reviews, solutions, maps, coded hints, an RPG section, a PBM (play by mail)

section, news, letters and information (phew!).

There's loads more included like stories and so on from well known adventure writers.

There's even a section where you can buy PD adventure disks and the Red Herring database contains over 1000 adventure solutions to help you out if you get stuck.

Coming in a wire-bound A5 size booklet and edited by Marion Taylor and Sue Medley (both ex-Clubspot's Adventure Helpline on Micronet) Red Herring can be contacted by writing to: 504, Ben Jonson House, Barbican, London EC2Y 8DL.

So, if you're stuck in an adventure game, write and get one!

BONANZA BROS

We've mentioned the Bonanza Bros before but now we've got loads more piccies and have seen the game in action too.

For those of you who don't know any better, the Bonanza Brothers are Mobo and Robo Bonanza, the reformed villains.

They are hired to do a job by an unknown television star whose businesses are being robbed. They must test the security forces at his premises by collecting items that have been left lying around.

For each item you collect, you will receive a reward. Of course you must not be spotted or caught or else it's a complete waste of time.

The Bonanza Brothers will be arriving on the ST in November no doubt priced at the usual £25 (ish) mark so watch out for it then.



BORN TO BURN

Palace have been known for a few puzzle games of late but now they're set to burn away from this with the release of Hot Rubber (oo-er missus, cover the children's eyes and bits... shut up - Ed!).

Despite the rather dubious title, Hot Rubber is in fact Palace's 500cc motorbike racing simulation. Apparently it's so realistic you can smell the rubber burning (we're actually doubtful about that and if you do smell anything burning you'd probably be advised to turn your ST off and run like hell!).

Hot Rubber will feature one or two player action with

the option to view the race from the perspective of any bike that is taking part.

In total, 12 different international circuits are supplied for you to race on and you also get an overall map of the race and how everyone's progressing.

All the usuals are supplied including the option of automatic and manual gears. It'll be available in mid-October at £25.99, so if you're a fast-bike fanatic or a freaky speed fiend watch out for it in your shops around then. We will of course have a full review as soon as it is humanly possible to do so!

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QUICKSHOT 130F PYTHON
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ROCTEC EXTERNAL DRIVE FOR ST
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Atari ST Software

3D CONSTRUCTION KIT	25.99	FLAMES OF FREEDOM	21.99	PRESIDENT ELECT (SSI)	5.99
3D POOL	7.99	MIDWINTER 2	21.99	PRINCE OF PERSIA	2.99
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FULL PRICE CHART

After a long delay, Mirrorsoft's Flight Of The Intruder (90% STA1) infiltrates the charts at number seven. Its flight path deserves to take it straight to number one. The month's buying trend seems to be simulations with the kings

of this genre, Microprose, holding four good positions. Anco's Kick Off 2 (85% STA1) is booted out to 21 - is this the beginning of the end for the greatest football game? Meanwhile U.S. Gold's Cybercon 3 (87% STA1), at number 22, edges ever nearer to its debut appearance.

- 1   TV SPORTS FOOTBALL
- 2  FANTASY WORLD DIZZY
- 3  SUPERCARS
- 4  NINJA RABBITS
- 5  LOMBARD RAC RALLY
- 6  PRO BOXING
- 7  NEW ZEALAND STORY
- 8  LITTLE PUFF
- 9  NORTH AND SOUTH
- 10  XENON 2
- 11  TREASURE ISLAND DIZZY
- 12  FOOTBALLER OF THE YEAR 2
- 13  BEACH VOLLEY
- 14  BLOOD MONEY
- 15  THE GAMES - SUMMER EDITION
- 16  IMPOSSAMOLE
- 17  RED HEAT
- 18  CALIFORNIA GAMES
- 19  RUN THE GAUNTLET
- 20  3D POOL

BUDGET PRICE CHART

Mirror Image continue to reap the rewards for releasing top class budget games with TV Sports Football barging into top place. Have you found the fault in the game yet, though? If you're struggling for yardage, fake a punt and

we can almost certainly guarantee you a highly successful result. What's happening in the bottom half of the chart? New games are jumping in all over the place! We recommend Blood Money which is an old Psygnosis classic. Also look out for Electronic Arts' Flood which is a terrific platform game.

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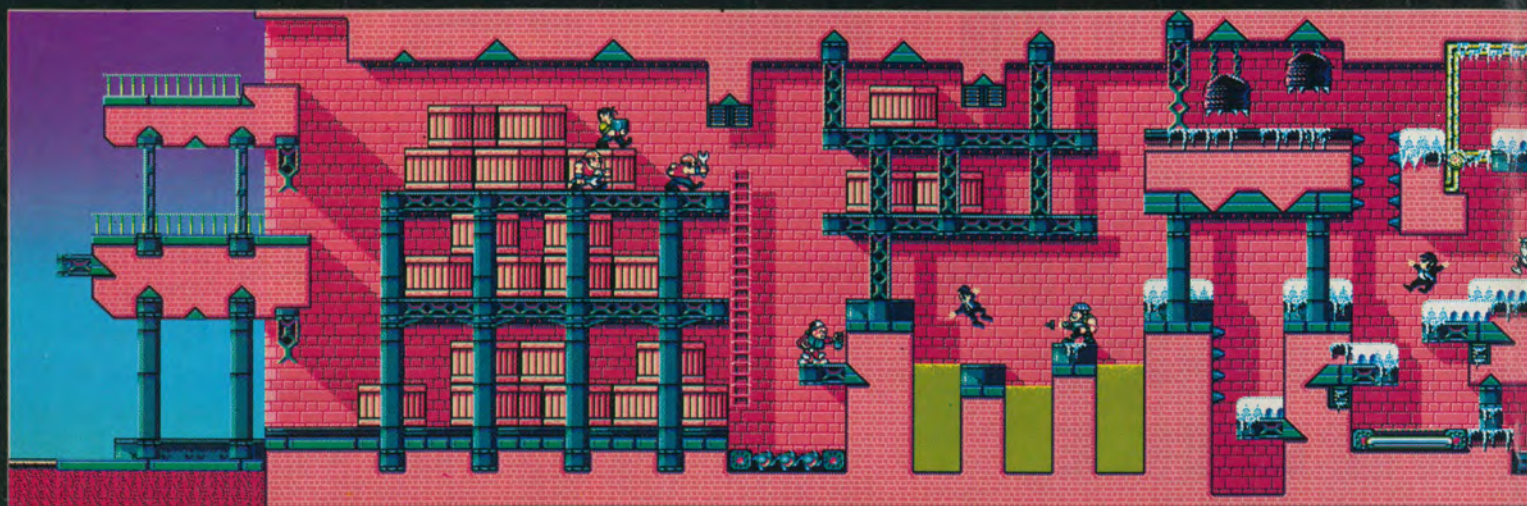
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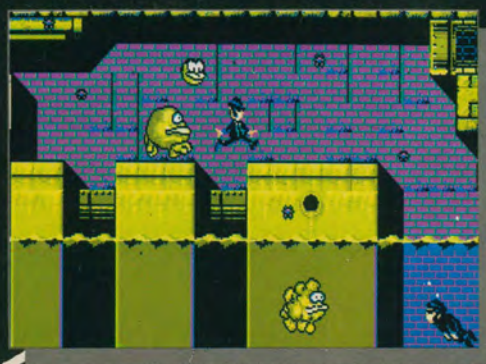
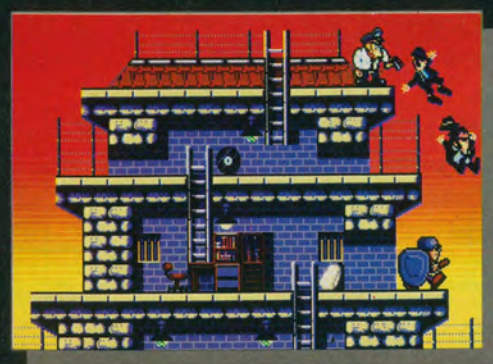
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The greatest Rock'n'Roll ga

THE BLUES



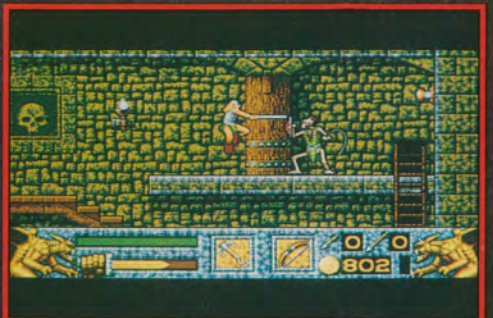
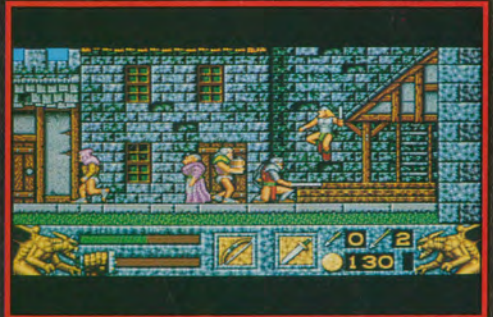
They sent the police into a panic
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They redefined Rock'n'Roll music
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BARBARIAN II



BARBARIAN II

Necron's back in town and he wants revenge. Only you – in the guise of Hegor the Barbarian – have the courage, strength and stupidity to face the challenge:

It's time once again to don your dented helmet, tie your sweaty breechcloth, sharpen your rusting sword and move your big feet in the direction of danger.

Forests, caves, dungeons, castles and temples await your barbaric exploration, each is infested with deadly inhabitants and devious traps ready to terminate your lowbrow activities.

Featuring 2,000 frames of sprite animation, 32 colours on-screen, parallax scrolling, 6 levels of continuous arcade/adventure action, over 1 megabyte of fully-animated sprites, 50 divergent enemies, Magic & Health Potions to help you on your quest and a plethora of unique weapons to find and use. **Barbarian II** is:

The ultimate in loincloth entertainment.

Screen Shots from the Amiga version

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Get into the heart of the action with Electronic Zoo's *Fireforce*.



Phew-eee!!! We're at it again (oo-er!). We've managed to scour the software industry, once more, just to bring you the hottest properties on the market. And you can't get much hotter than *The Bitmaps*, *Ocean*, *Mirrorsoft*, *Electronic Zoo* and *Psygnosis*.

MAGIC POCKETS

If you haven't been on another planet for the last couple of months, you will undoubtedly know about the Bitmaps' latest epic, *Magic Pockets*. Shame on you if you are oblivious to this major phenomenon! Luckily, the Bitmaps are a great bunch, so they have allowed us to feature their masterpiece on our sexy coverdisk.

HUDSON HAWK

You've seen the film. You've read the book. You've eaten the doughnut (what? - Ed). Now play the game! *Hudson Hawk* is winging its way to you via the coverdisk and is just dying to be played. Join up with the die hard Bruce Willis in *Ocean's* excellent film conversion of the hilarious *Hudson Hawk*. Dare you miss it?

MEGA LO MANIA

Try your hand at being a God for an afternoon, believe me it's not that easy. You've got natural

disasters to organise, the weather service to schedule, planets to create, laundry to wash.

All hard work I can tell you, but *Mirrorsoft* have come to the rescue with their brilliant power-mad strategy epic for all frustrated Gods who need to relax a little. It's just total mega mania!

FIREFORCE

There is a little bit of violence and anger in everybody, so how can you not be riveted to *Electronic Zoo's* latest, *Fireforce*?

Armed with a huge gun, rampage through different terrains on deadly missions as part of the Navy SEALs. Your country needs you, so don't let it down. May the *Fireforce* be with you...

CARTHAGE

History is about to be changed in *Psygnosis's* latest epic release, *Carthage*.

Defend North Africa from the rampaging Romans in spectacular battles and breath-taking chariot races!

SINGLE-SIDED OWNERS...

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

FOR DOUBLE-SIDED OWNERS...

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

COVERDISK FAULTY?

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

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

DISK

1



Hudson Hawk

Hudson is a thief. There's no simpler way of putting it. He is a deceitful, lying, gem stealing cad! He has no morals or scruples when it comes to robbing an elderly person of her jewels or stealing the work of an up and coming artist. He is a rotter!

One morning, while he was eating his toast and drinking his coffee, Hudson watched the flap of his letter box open to reveal an elderly hand. Unfortunately, he couldn't resist the opportunity to steal the watch and rings but what the hell? After a quick evaluation of the jewellery, he noticed a white, official looking envelope on the carpet. Picking it up, he looked at the postmark - The Vatican!!!

Hudson opened the letter with caution to reveal a neatly folded piece of white paper. He started to read it and was near to sympathetic tears when he finished. A terrible force had stolen the mirrored crystal and was trying to use it in conjunction with the gold machine to get rich quick. Now, the Vatican weren't that chuffed at this recent development, so they have written to Hudson to ask for his help. You play the part of Hudson Hawk in his latest adventure.

Your task is to find your way across the rooftops and retrieve the mirrored crystal from the May Flower Organisation.

Cunning, dexterity and a bit of luck will be needed if you are to succeed. This one level demo takes place on the rooftops of the Vatican. Your enemies will



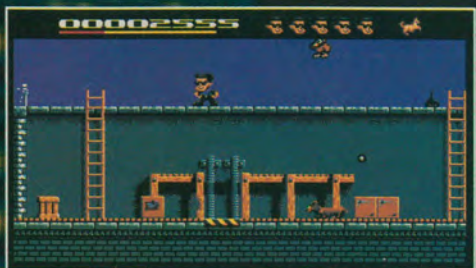
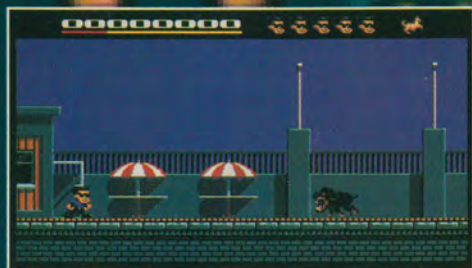
HOW TO PLAY THE DEMO

To get into the swing of things, you make your parents lock the disk up in their underwear draw and then try to steal it. This could have severe repercussions on your weekly pocket money, especially if they are using the bedroom at the time! Now, however you manage to acquire it, put the disk into the drive and double click on the HAWK.PRG icon. The demo should now load. Press fire to begin playing. Oh, and by the way, to activate your weapons, press the little button on your joystick.

try to stop you as you make your way towards the sanctuary of the empty buildings on the right-hand side.

Certain objects can be used to your advantage to gain extra height and allow you to progress.

Fortunately, you are not totally defenceless. You have in your possession two extremely powerful weapons - a boxing glove and an unlimited supply of baseballs. The boxing glove can be used in close combat and the baseballs are your distance weapon. The balls can also be used to stun your enemies.



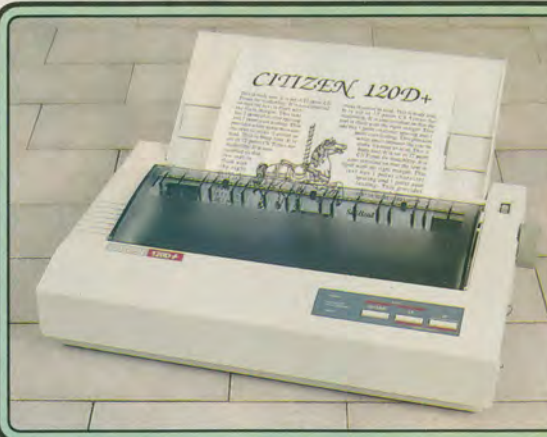
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DISK

1



Mega Lo

You are not going to believe your eyes when you load this into your beloved ST, for this is one of the rare breed of games that fits in to the category we call 'Excellent'!

Mega Lo Mania is a triumph to programming history (check out the STA1 rated review later in this issue).

But why are we raving so much about it? Well, that's where a demo disk comes in very handy because, as it is such a quality game we felt that it had to be seen to be believed. So load it in now!

The storyline briefly: Four immortal beings have discovered a new-born planet deep in outer space. Wanting to get their hands on the planet and then call it their own, their power, greed and rage leads them in to a battle of wits and advancement. A contest the Gods called Mega Lo Mania!

Taking control of one of the immortal beings, you initially start the game with 100 men at the beginning of a three island 'Epoch'.

The full game has eight epochs and then a final level called the Mother Of



Battles, but this demo unfortunately has only two islands.

For each new epoch you are given 100 men and if all are not used trying to capture the three islands, the remainder are added on to the next 100 men. The more men you can acquire, the better.

The idea of the whole game is then to design weapons and arm your men, who reproduce at an alarming rate (yes, women are doing their bit on the planet too!), and then capture the enemies' territory. The two prehistoric islands included on the disk are far from difficult to capture, but at first you might have a few problems. Therefore, we will try and explain what you have to do so you won't have to end up pulling your hair out!

The game will automatically give you 25 men to use in order to capture the first island. This is much more than enough so you shouldn't have any problems. Choose a starting sector by clicking on the island and then you will miraculously be transported on to the battle field.

First of all, click on the little man at the top of the screen (above the shields) until he looks like he's running, this alters the course of time and makes everything develop at triple speed. Next, the ideal course of strategy is to design a defensive weapon and defend your home tower from the rampaging enemy hoards.

In order to design weapons, click on the light bulb icon and you will see an inventory of weapons available to you. Everything is laid out in three columns, the first is the ability to design repair shields for your tower (this isn't necessary for the playing of the demo, but is imperative in the main game), the second is defensive, the third being offensive.

Choose a defensive weapon, nothing too fancy, a stick is always a good place to start, and then allocate about 15 men to the design. A voice will alert you when the design is ready. Click



Place your defensive weapons in the tower.



Equip your army with the attacking weapons.



back to the main menu using the large light bulb icon, you will now see an 'archer' icon leading off from an arrow, this tells you that you have weapons available for defence.

Click on the icon and then again on the stick that you have just designed,

Mania



Clicking on the lightbulb icon takes you in to this screen. You must now choose a weapon to design.

then move the defensive icon over the four holes in your tower. Your base is now defended! Return again to the main menu and repeat the process, this time designing an attacking weapon, a metal pike being the best at this stage. When the pike has been designed, click on the sword icon on the main menu and then again on the pike until all you men are armed.

Click on your sector with the little sword icon and watch your army appear ready for battle. The moment of truth has arrived and it is time to wipe out the enemy! Move the cursor up to the island map in the top left hand corner and click on your sector; your army have been given their orders and they are now waiting to be moved! Next click on the enemy sector and watch your army annihilate the opposition...



HOW TO PLAY THE DEMO

Load the disk and click on MANIA.PRG, the game will automatically boot up for your enjoyment. It seems pretty pointless trying to explain how to play the game in this little space, so as you can see we have explained, in depth, how to play the game in the main text. By following our guidelines you should have no problems whatsoever, so now simply sit back and enjoy...



**DISK
1**



ed your four favourite toys into your endless pockets never to be seen again.

You are normally a tranquil child but this is the last straw! You reach deep into your pockets and miraculously pull out a black hole. You take one last look at the peaceful, if not slightly messy, surroundings of your bedroom and take the plunge into the black hole and a new world of nastiness and mayhem to retrieve your lost possessions.

Your objective on this first level demo is to locate your bike. You must battle with all manner of nasties, making your way through the level until you find your toy and then locate the exit.

Various fruits can be collected for bonus points and collecting the gold star will award you with a bonus weapon. The weapon can only be utilised a few times before it becomes useless. Your default weapons are whirlwinds. They can be fired at different sizes and trajectories, allowing you to hit your enemies from all angles.



Last month, ST Action brought you a full review of the Bitmaps' latest classic - Magic Pockets. This month, we are proud to bring you a full, playable demo level of this cutesy romp through the insides of your trousers.

You are the possessor of an incredible pair of trousers. Not only are they hip, cool and trendy, they are a bit on the magic side as well! They have the power to hold just about anything. Unfortunately, your mind has wandered slightly and you have deposit-

Magic Pockets

HOW TO PLAY THE DEMO

The first thing you must do is make your way home from the newsagent's and then negotiate the front door and your prying parents. The next step is to casually make your way up to the bedroom and locate your computer from under the pile of junk you call comfort. Now, and this couldn't be any easier, insert the disk into the drive and double click on the MAGIC.TOS icon. The game will now load and go into a running demo. You can either watch this or press fire to start playing it yourself.



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BRUCE WILLIS HUDSON HAWK

...I don't think so.

Now...
steal in on the game.

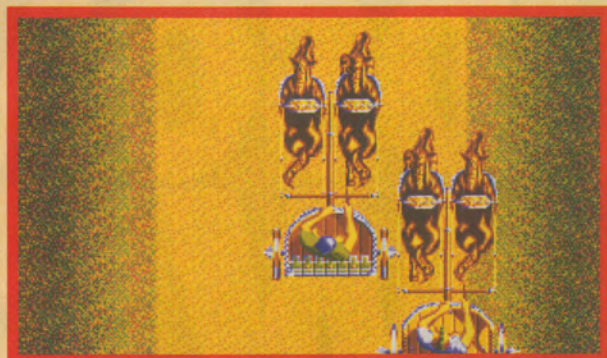


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DISK
2



Carthage



HOW TO PLAY THE DEMO

Righty. Shove the old disk in the drive and double click on the Side2 folder. Copy Carthage.Tos onto a blank formatted disk and double click on it. The file will decrunch. After it's done double click on Booter.Tos to run the demo. Easy Peasy!

When everything's loaded in you'll be presented with a pretty fractal landscape.

Go onto the VIEW button underneath and click and you will be presented with another row of buttons with which you can zoom around here, there and everywhere.

To get to the race click on and drag the green helmet to one of the cities (the small white flag-type things) near to you and the race will load. While riding around, the usual left/right joystick movement will control you while pushing up will increase your charioteering power.

As you pull up alongside another chariot the view changes, pointing the joystick one way and a press of the fire button will make your chap whip in that direction and maybe kill off your enemy.

ST Action are proud to introduce Psygnosis' latest product (in demo form of course!).

Carthage is a bit of a change from what you might normally expect from the Liverpool based company.

Taking place in the time of the Ancient Romans - your home, Carthage, is being marched upon by the mighty legions of Caesar.

You are Diogenes, the Carthaginian garrison commander and you have been blessed by the Gods with the power of sight. It is your job to build up the armies of the land to repel this massive Roman invasion.

While you are out and about on your travels, you must also distribute money to

the needy cities throughout the land. You must make sure that you spread the cash evenly or your country's economy will fail, resulting in less money for building your army.

This demo is only a fraction of the final game but you can still do all the good bits like check out the gorgeous fractal landscapes and go in for a bit of chariot riding.

When you choose to go to a city you'll get the chance of a ride in your chariot. You can only do this once in this demo (unless you reload of course!). You see this from a third person perspective from being the vehicle in type of automobile racing style.

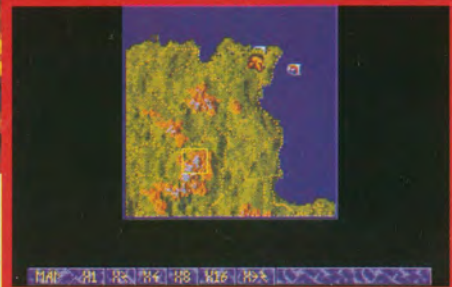
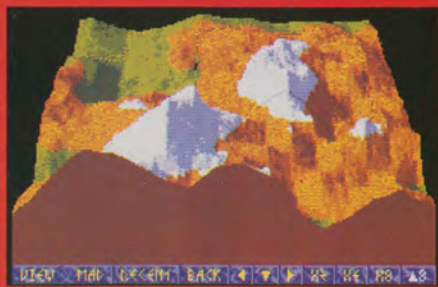
Along the way, you'll have to avoid objects on the old

Roman roads and occasionally you'll come alongside Roman Chariots. These will try and kill you but you do get a chance to fight them off.

When you draw alongside your enemy the screen will switch to an overhead view from where you can belt the living daylight out of his riders and horses until you can force your way past.

Programmed by Dave Worral who also did the excellent Lombard RAC Rally (which is currently doing very well on re-release in the budget charts) the final game will be out within the next few months priced at £25.99.

Watch out for the totally fab ST Action review in a forthcoming issue.



DISK
2

STATION GAMES
DISK
SPECIAL
FEATURE

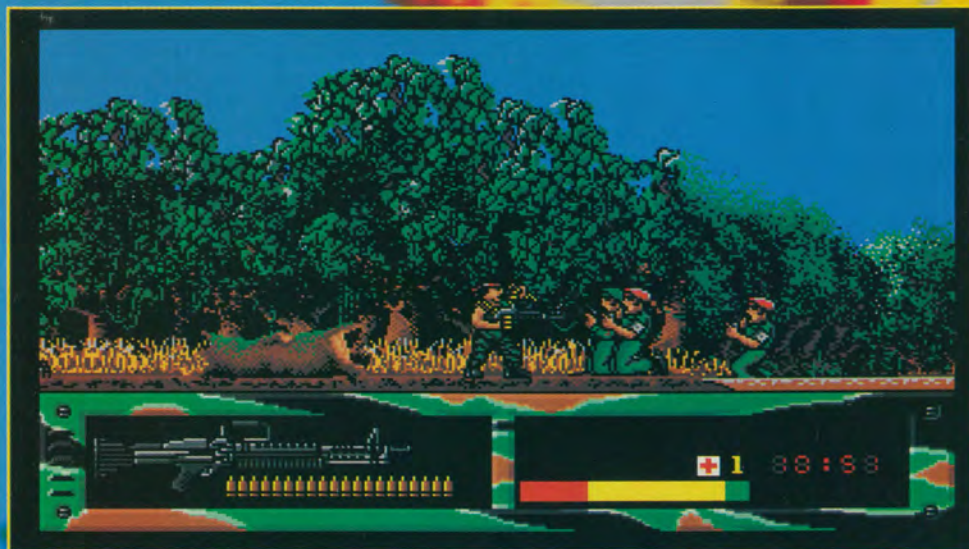
Fireforce

You've gone through hell throughout your years of service in the army but finally you've reaped your rewards.

You have been promoted from your conventional regiment to the elite Navy Seals to participate in thousands of top secret operations.

The final version of the game will contain at least 12 missions based over day and night and taking place in a variety of differing scenarios.

The demo gives you the first level to play through although you haven't actually got a mission objective here, other than



your medi-kits which boost your energy bar (on the bottom right).

You can kill off your enemies by an assortment of ultra-violent methods such as shooting them, stabbing them or slitting their throats if you have the cunning to sneak up behind them.

A couple of other functions that may be of the utmost use to you can be activated by pressing the Help and Undo keys which set your time bombs and throw grenades respectively.



to survive and kill off the enemy.

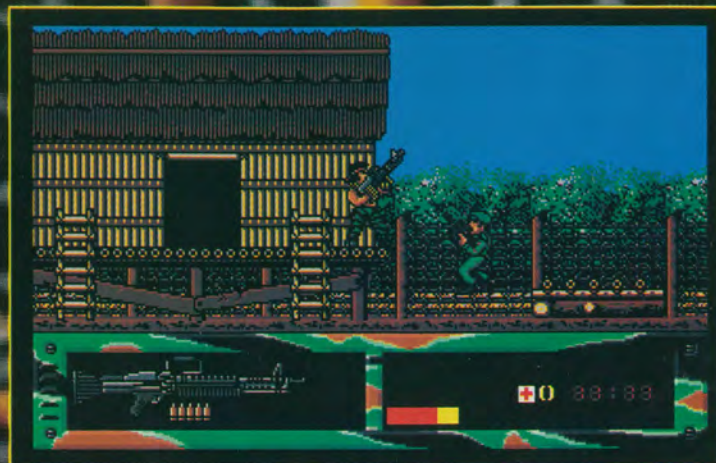
You'll know when you've come to the end of the demo because you won't be able to progress any further to the right. So don't think that this is a faulty disk as it's meant to be like that.

All of the buildings can be entered by approaching the doors and pushing up. Inside you may find goodies like medical kits and extra ammo. You may even find the odd weapon lying about!

You can cycle through your weapons by using the F keys although F10 uses

HOW TO PLAY THE DEMO

This is a little more awkward than usual because of memory restrictions on the disk so read this carefully. Copy the Fire.Prg and Data.Tos onto a separate disk. Double click on the Data.Tos file and it will decompact into all the separate data files. Be patient. When this has been done, you must make a new folder by going into the File menu. Call it FF_DATA (it must have the underline symbol obtained by pressing Shift and the key next to O!). Erase the Data.Tos file. Copy all remaining files EXCEPT Fire.Prg into this folder. After all of this you can double click on Fire.Prg and play this excellent demo. Believe us, it is well worth the trouble..



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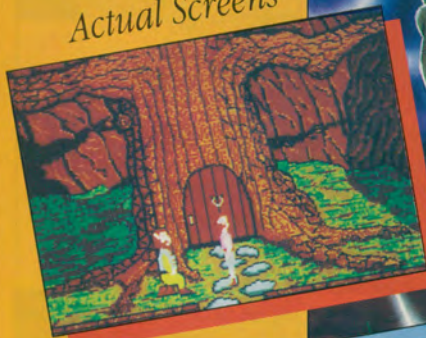
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SPECIAL Developments



Many of you will look forward to the time when you can afford a trip to your local computer shop to purchase a new game. The simple task of deciding what looks good from the back of a box and taking into account what ST Action had to say about it make choosing a game pretty easy. But do you have any idea about what's actually involved in the creation of the game – the late nights, tight deadlines, salaries, marketing strategies and so on? Probably not. So I, Jason 'The Investigator' Dutton, went behind the scenes to Special FX, creators of such past classics as Midnight Resistance, Batman The Caped Crusader and Robocop 2, to search for truth, justice and the odd juicy bit of gossip.



(Above) A good development system is needed to compete with the best.
 (Right) Programmers are a relaxing breed as they prove on the steps of the dock.



Special FX have just finished putting the final touches to Ocean's latest licence acquisition - Hudson Hawk. The film, starring Die Hard's Bruce Willis, has received mixed comments from the press and public, so 'FX' had their work cut out for them.

THE CONCEPTION

The game's origin plays an important part in its development. An original game will require a lot of thought and planning whereas an arcade or film licence must follow as close as possible to the original plot. This can sometimes cause problems while the product is being developed as original footage and visual aids are hard to come by.

After the software house have scoured the film scene and found a suitable licence, they must then begin negotiations with the film company to battle for the rights to convert the film. Usually, a number of companies will show interest at first but this will soon be reduced as time and money comes into the bargain. Licences don't come cheap. The asking price for an already successful movie can quite easily go up to £250,000. The next step is to choose the right programming team to complete the product. This can prove to be the difference between a flop and a success as each programming team



have their own individual style. Previous successes and reputations play a major part in this next step. Luckily, Special FX have had a large quantity of both.

BABY'S FIRST STEPS

Several meetings will now take place between the developers (Special FX) and the publishers (Ocean) to discuss various details. They will include important aspects such as the memory allocated to the game, how long they have to complete the product (usually about nine months to a year) and what the software house expects from the final version. Other details will be discussed and compromises will be allowed, but these will be minimal. Once everything has been decided, it's up to the developers to get the ball rolling.

As most development teams are made up of several in-house programmers, graphics artists and musicians, the Directors and Project Managers must decide who are the best combination of the three to take on the job. Once again, experience and talent will play a big part in this decision. Most

Liverpool

of you will be wondering how a programmer gets paid. Actually, most of them earn a regular monthly salary, but occasionally royalties will be paid for a suitable product.

The game's development will involve a lot of hard work and plenty of long, sleepless nights. Any problems incurred will have to be solved in the previously specified time limit with no exceptions. Each individual has their own section of the game to complete. Occasionally,

outside people (Freelancers to those in the know!) will be brought in to finish off products. This is very rare and usually only happens in an emergency.

THE PUBESCENT PERIOD

As the months go by, updated versions of the game will be shown to representatives of the software house so they can keep an eye on the product and report back on any difficulties. Eventually, when the game is almost ready

for release, the software house will decide upon a suitable release date to the ever-ready press. This then starts the rat race for exclusive previews, reviews and demos among the magazines.

When the game has been completed, a finished version will be sent to the software house for the last part of its epic journey through creation. Games testing is a job that most of you would think is an ideal way to earn a living. Five days a week, sitting around playing games all day, can't be bad, can it?

Well, I'm sorry to break the illusion but being a games tester is one of the most underrated jobs in the software industry. A lot of hard work, effort and dedication are required to be successful at this job and believe me, I know.

ADOLESCENCE

The games testers, or unsung heroes as I like to call them, are given the game and told to produce a list of flaws and errors for the programming team to evaluate. This involves sitting at a desk and playing the game day after day until a complete list (or bug sheet, if you want to get technical!) of all the

The programmers and graphics artists all share the same offices in the heart of Liverpool's Albert Dock. Notice the lack of a coffee machine!



graphics to disks that bomb out when you reach a certain level.

Most games testers are adept at playing games. This is because a bug can be found at any point or level within the game, so they must go on playing right through it to avoid a major catastrophe.

MANHOOD

Meanwhile, with the game still in development, the software house, or Ocean in this case, must

draw the customer to the product. In-house artists are employed to utilise their talent and create a box that will captivate and impress its



Music is an important part of a game's success. All Special FX's music is done by in-house musician Keith Timman who has an impressive set up of keyboards and other musically related devices.

audience. The number of disks to be duplicated relies heavily on the prod-

cised as well won't survive as long.

Therefore, to ensure that the product is seen by the press, PR executives are employed to see that we hear about the product well before its scheduled release date. Organising news articles, coverdisk demos and competitions are all part of a good PR rep's job.

Once everything has been taken care of, it's time for the developers and the publishers to sit down and take stock of how well the product has fared. Also, how it compares to similar games of its type and what

FX the Industry

problems has been compiled. The list will then go back to the programmers who will attempt to cure the problems and then send a new set of disks back to the testers.

Testing must then begin all over again as fixing one bug can cause another, so they must remain thorough at all times. An error in games testing could result in 40,000 copies of a product hitting the shelves with remaining bugs still in the original code. They can be anything from corrupt

devise a correct marketing plan for the product. This involves everything from advertising in magazines to displaying the game in computer shop windows. Marketing people are employed to use their talent to exploit the product to its fullest potential.

A good marketing idea could make the important difference between success and failure.

The next step is the packaging design and duplication. An impressive box with excellent artwork can

uct, its origin and its expected life-span. A successfully converted film licence will sell more copies than an unknown original title, so this must be taken into account.

THE FINAL YEARS

A product's shelf life relies on the quality of the game and its reputation.

A solid game that receives good coverage from the press will continue to sell, but an average product that isn't publi-

aspects could be improved upon are discussed and put down to experience. At this point, the programming team usually go out and let their hair down in a vain attempt to become human once again.

Nine months of deadlines, problems and disgusting machine coffee would take its toll on anyone. If the product was a huge success, a sequel might be planned and then it will start all over again!

Now for some inside info on the pros and cons

of software development. I managed to drag Paul Finnegan, Special FX's Managing Director, away from his desk to answer a few questions.

Jason: Where did Special FX derive from? How did you all get together? Are you all mates from school, or the remnants of another company that's gone under?

Paul: About four and a half years ago, myself and Jonathan Smith (a previous Ocean programmer) left Ocean to start Special FX. I sold my shares in Ocean to start the company and my investment turned out to be quite successful.

Jason: How many fixed members of the team do you have?

Paul: At present, we have 14 people working for

us. This is including programmers, graphics artists and musicians.

Jason: Taking into consideration the development of Hudson Hawk, how many people involved will be part of Special FX?

Paul: 10 people have been involved with Hudson since we started programming about six months ago. This isn't including the Ocean staff who have helped with other aspects of the game.

Jason: Are original game concepts always designed by yourself or software houses? How much input do you, as a company, have?

Paul: As far as original games go, we have complete control of the whole development. All the individual graphics, music and

ideas come from us. Licences are a slightly different story as we must follow the plot of the film as close as we can.

Jason: For conversions such as Hudson Hawk, what measures did you take to prepare yourself? What considerations did you take into account and did you obtain a storyline to the film?

Paul: To prepare ourselves for Hudson, we obtained the plot to the film and all of us went away for two weeks to read up on it. After we came back, we started to develop the game. Our priority was to follow the film as closely as humanly possible, which we think we've done quite well.

Jason: Do you ever consider a game to be out of your league? Have you ever turned down jobs?

Paul: We will look at any product that has been offered to us. We have only ever turned down one game because we felt that it wouldn't do as well as was expected.

Jason: How do you get to hear about a job that's up for grabs? Do you spend a large proportion of your time hunting around for work? Do you ever use your friendship with publishers to persuade them into giving you work - Is that sort of thing common?

Paul: We get to hear

about most games through our contacts in the industry. Our relationship with publishers gives us an advantage over other developing teams as does the excellent standard of our previous efforts.

Jason: Do publishers closely scrutinise your previous efforts before offering you work?

Paul: Again, the compa-



(Above) Special FX Managing Director, Paul Finnegan is the brains and beauty behind the outfit. His judgement, leadership and rather suspect dress sense have been the main contributions behind the phenomenal success of Special FX.

(Left) A liver bird sits atop a building surveying the scene. Perhaps it's Nerys!



The Special FX team. (from left to right) Paul Finnegan, Keith Robinson, Karen Davies, Frank Robinson, Robbie Tinman, Ian Moran, Jimmy Bagley and Keith Tinman. Phew.

ny's reputation will play a major part in the allocation of products. As we have yet to produce a bad game, we welcome all scrutiny with open arms.

Jason: When programming a game, where do you start? How are things developed and converted (please explain in the simplest of terms)?

Paul: The first thing we will do is have a meeting to discuss the possibilities of the game. The programmers and artists will then begin the creation of their next masterpiece.

Jason: What equipment do you consider vital and how much does it cost? Have you built the equipment up over the years?

Paul: At the moment we program all games on the ST and then port them over to the target machine. All our equipment has been built up over the years and we now have quite a collection of machines. To start from scratch, it would cost a small fortune to equip the staff with new machines.

Jason: How much are we talking about in terms of initial capital investment to start you going?

Paul: Nowadays, it's dif-

ficult to say. With the cost of machinery and the ever-increasing salaries of the workers, I wouldn't like to guess but it would be a hell of a lot.

Jason: What royalty percentages can a development team expect? How much hard cash is paid up front for development work? Is programming and developing a highly profitable business?

Paul: We do receive a percentage of the royalties. This induces us to work as hard as possible because the more successful the game is, the more money we make in reputation and profits. As for money up front, this depends on the reputation of the developing team and their relationship with the publishers.

Jason: Do you find yourself putting in loads of hours or can you normally stick to a nine to five job?

Paul: The programmers are an amazing breed. They can be known to work all the hours that God sends, and sometimes more! During development, we all tend to work when work needs doing, so we don't abide by specific hours.

Jason: What else is expected from a develop-

ment team? Do you have to do coverdisk demos, appearances and launches? Do coverdisk demos affect schedules? How long does it usually take to put one together?

Paul: Usually, we are expected to do coverdisk demos. They are put together towards the end of the programming schedule. A one-level demo would normally take about a week or two to perfect.

Jason: Finally, Paul, what does a development team have to be and do if they're to be a successful

team in the Nineties and beyond that?

Paul: The essential ingredient behind a successful developing team is dedication, hard work and a piece of luck. The ability to work to strict deadlines and under pressure does help a little bit as well!

I would like to thank all those at Special FX and particularly Paul Finnegan for his time and effort given freely and helpfully for this feature. Cheers Paul and the best of luck for the future!!!



Here we see the programming team surrounding another figure of grace and importance. Unfortunately, Joffa's stand-in is taller but not as good looking!

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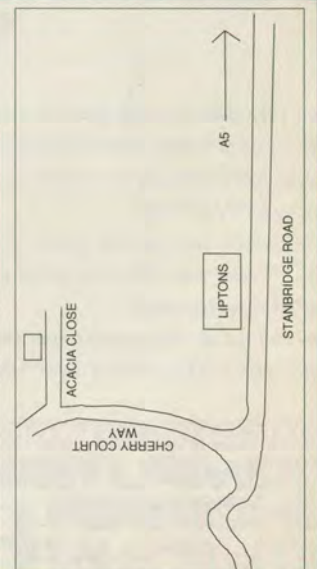
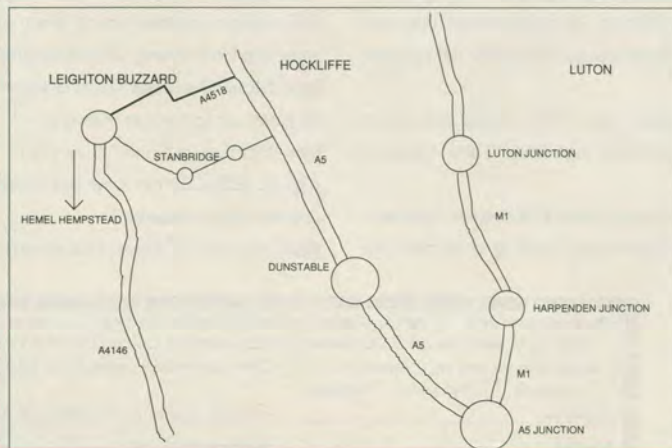
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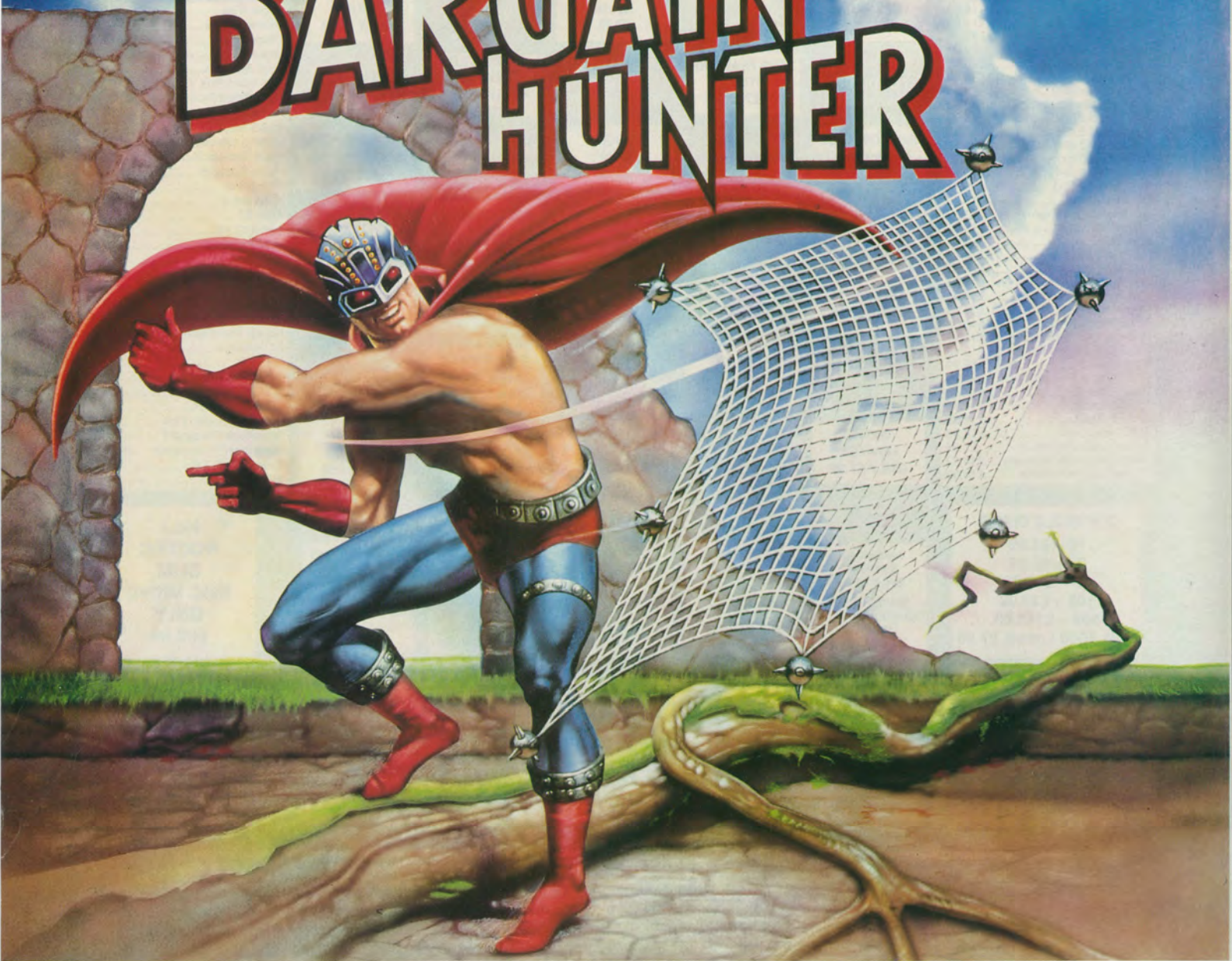
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STA



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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.

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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, panelists are asked to fill in a detailed questionnaire indicating their thoughts about the game. When undertaking the reviews our team of writers uses these questionnaires as a primary source of information.

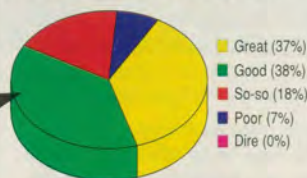
Of course there's an overall rating, but we've also managed to include a summarising comment; gameplay, sound and graphics indicators; and details of the game's official title, publisher and price. Finally there's the Punter-Power Pie Chart (see below).

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 labelled screen shots and informative captions, and you've got the best guide possible to buying entertainment software.

THE SCORE PANEL ...

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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.



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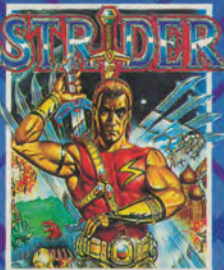
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"In-game graphics are packed with detail, compact soldiers milling around and realistic looking players. High playability, novel scenario and neat graphics". 80% TGM JUNE 1990. ATARI ST.

"Easily one of the most addictive and playable racing games ever". ZZAP SIZZLER (C64).

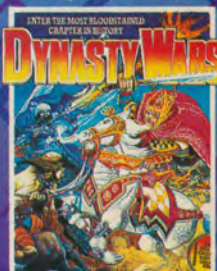
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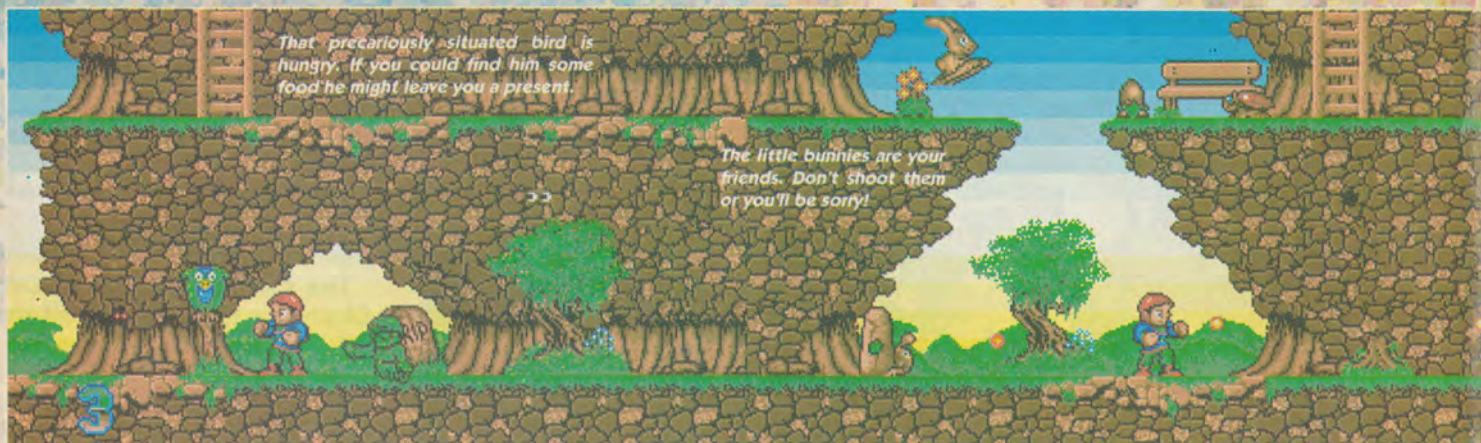


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Picture this scene... A forest lies in the distance. The trees lie still as though made of stone. Nothing seems able to disturb the serene aura of tranquility the forest has somehow been encased in. Through a parting in the trees, two small green-clad creatures can be seen happily skipping and merrily playing with each other (oo-er, make up your own mind!).

Nothing could possibly detract them from their uninterrupted bliss. Or so they thought!

TRUE LOVE

After carving their initials in a very sad way, the cuts proclaiming Cornelius' undying love for Elisa would grow as one with the tree

for years (Yak!), Cornelius had just turned to face his Spock-like fiancée to play smash-face and get all sappy when he heard the loud crashing of falling trees and the great Necrilous The Not Very Nice appeared towering over him.

"Ay-up, what's going on here then," said Cornelius, miffed at having his midday session interrupted.

"I have come to take away this flighty young vixen," replied the evil wizard. And then, quicker than

treatment on the 'National Elf', (sad attempt at humour, Dutton - Ed.) they were gone, never to be seen again.

YOUR MISSION

Your task in Elf is to take control of Cornelius and help him



Shops are dotted throughout the levels for you to purchase certain necessities. The shopkeeper will offer you goods in exchange for herbs and pets.

rescue his beloved. He must battle his way through eight levels of scrolling platforms, collecting various helpful objects and solving puzzles to enable him to progress to the later levels. Elf will run on any ST and is joystick control only

with the usual pause and restart keys.

'ELPFUL PEOPLE

Each level has an objective which is usually to open a final door to leave the area. To complete your trail, you



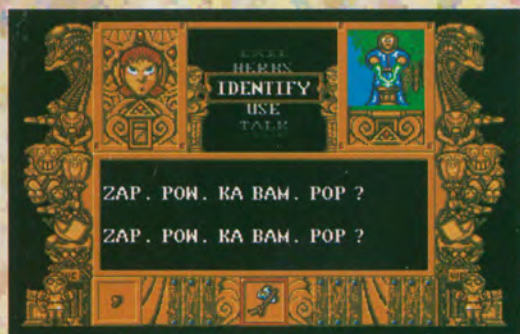
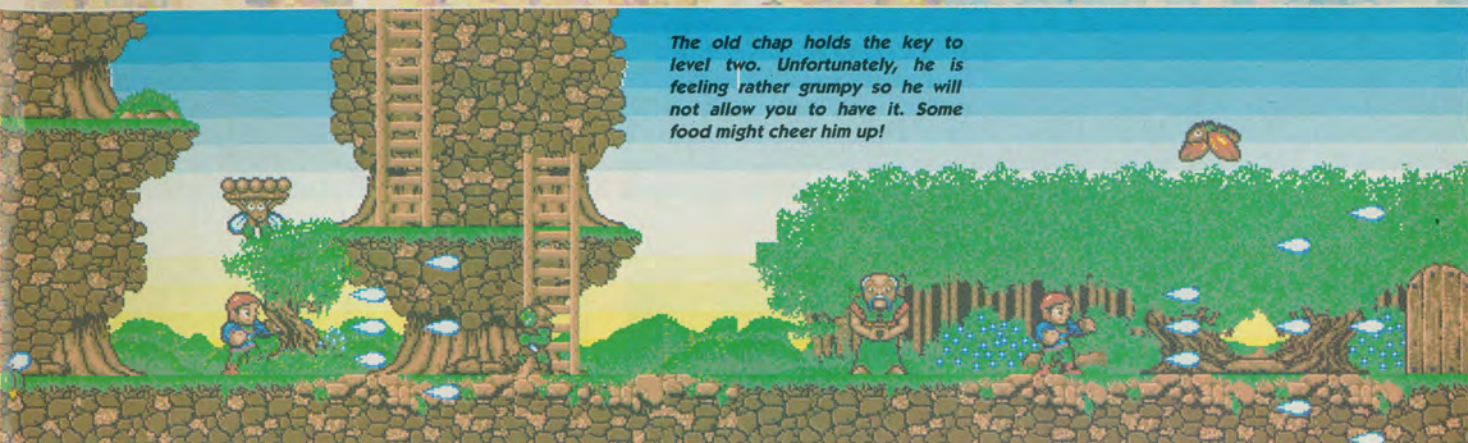
After completing the first level, you decide to venture down a ladder to see what lurks below. Not a good idea! Those zombies look menacing.



If you have collected enough herbs and pets, you might be able to afford a flying machine. This proves invaluable on the later levels.



On the first level, you must locate the bird's feather and trade it with the Indian for a piece of old newspaper to allow you to complete the level.



Throughout the game, various characters will offer you advice and helpful items in return for a simple favour. The wizard will help you with some magic.

must solve certain puzzles and help different people to gain clues and handy objects. For example, the Indian needs a feather and the bird needs food, so if you find the birdseed and give it to the bird, it will award you a feather which you can give to the Indian. It will then give you something that starts a new cycle of exciting events.

Each level is divided up into sections. The various stages contain loads of nasties and bonus objects for you to encounter. Each different part of the level can be accessed via special openings in the trees. Usually, you will encounter platforms that are too high to reach, so ladders have been installed for your convenience.

'ELF HAZARDS

Every level has been filled

with various nasties, all intent on making your life a misery. Some nasties only take one hit to kill, but others may take up to five or six.

When killed, certain creatures will deposit a small gem or piece of fruit. These can be collected for bonus points or possibly extra energy.

Some creatures won't attempt to harm you so it is better if you don't kill them.

If you do, you will be shamefully ticked off and told not to do it again!

'ELF ACCESSORIES

As well as nasty creatures, little fluffy pets and foul-smelling herbs have been cast throughout the levels. If you collect these bizarre items, you can enter the shops to trade.

Extra weapons, lives, flying contraptions and handy



A handy purchase from the shop is the werewolf potion. It will allow you to drop from any height without sustaining any injury, whatsoever!

hints can all be purchased, if the price is right! Entering and exiting the shop can be done with a simple press of the fire button.

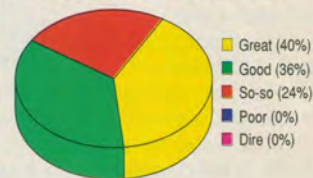
If you have performed well enough (oo-er, missus), you will be given the opportunity of scribbling your name onto the high score table. If you have write-enabled disk one, these scores will be saved forever, so you can load them up and impress your many fine friends.

Jason



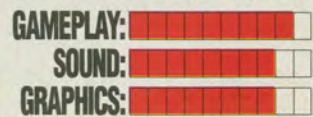
If you fail in your mission, your death by guillotine will be shown in full, gory detail. Not for the faint-hearted!

PUNTER-POWER™



GAME: ELF
PRICE: £25.99

It's not very often that you see Ocean producing an original game. Most of you are familiar with some of their unsuccessful attempts at film licences like *Darkman* and *Red Heat*. But credit where credit's due, *Robocop II* and *The Untouchables* were rather special. Anyway, back to the thing in question. Graphically, *Elf* is extremely nice to look at. The sprites have been well drawn and a lot of attention has been paid to detail. The colourfulness of the individuals ensures that it doesn't get too repetitive and monotonous. Matthew Cannon has done a sound job in creating an atmospheric piece of music to accompany the game making good use of what he had to work with. Overall, *Elf* is an excellent product that will hopefully signal the beginning of a strong run of individual titles from the Manchester giants.



RATING=89%

Obitus

PSYGNOSIS

Psygnosis have been busy converting their Amiga back catalogue this month and Obitus is the second such title to make the transition to the ST.

Billed as a "gripping combination of RPG and arcade action!", you take the role of one Wil Mason – just an ordinary chap, mysteriously transported to the magical world of Middlemere. A world where knights, princesses and castles abound.

Unfortunately it's also a world full of death!

The most disturbing thing about Middlemere is the similarity between it and Wil's own world, but he must put all of this behind him and figure out a means of escape.

HAVE A MOOCH, MY SON

The world of Middlemere contains four separate shires and you must explore each of these in order to find

the way out. While mooching about you can interact with both characters and objects in an effort to discover this escape route.

The story behind Wil's transportation to Middlemere is a long and confusing one. Let's just say that he woke up there for now!

There are basically three different sections to Obitus – Maze, Parallax and Interior. The maze sections are self-explanatory and contain... well... mazes really. These aren't ordinary mazes though, you actually see

these in first person perspective (I suppose it's a cliché now but it's in Dungeon Master style!).

On your travels you will bump into various characters some of which will attack you immediately, others that will help you if you stop and ask them nicely. All interaction is carried out with the use of the icon menu at the base of the screen.

Once you get out of a maze sec-

Left) While roaming Falconwood you are attacked by a King's Bowman.

Below) Fleeing from the woods you come across Eldor, the wise old man.

Below Right) Occasionally, messages come up on the screen informing you of various problems ahead.



You are faced with four different doors, but only have a key for one of them.



A closer examination can be made of anyone that you happen to bump into while out on your travels.

tion you may find yourself in a parallax scenario. Here you must run left and right, shooting with your selected weapon and avoiding all the nasties that are intent on wasting you. This is easier said than done because a lot of them conceal themselves behind the scenery.



After you've killed off an enemy his carcass will collapse and you will be able to rob him.

INTERIOR EXPLORATION

The last type of section is that of the Interior which is really a combination of the above two sections. Interiors allow you to explore the various buildings (for example abbeys, castles and so on!).

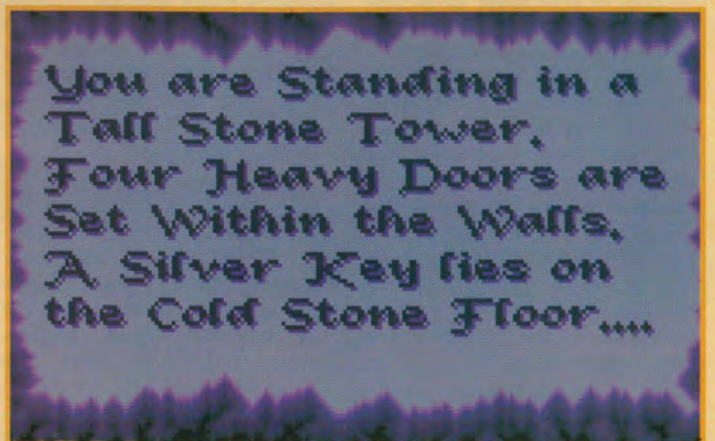
Again you'll be able to interact with the characters in a bid to reveal more of that elusive information from them, and obviously you need to find out as much as possible before you can progress much further.

There's a whole variety of different characters you will run into in

Obitus including the standard trolls and wizard-type people as well as Knights, Impalers (?) and slaves. There's also loads of objects lying around, some of which will have to be traded with other characters if you are to get anywhere.

The actual in-game graphics in Obitus are very impressive, especially on the first person perspective style screens.

The scrolling is really smooth and you find yourself waiting in excit-





Above) Picking up the key will allow you access through the door at a later stage in the proceedings.

Below) This, quite obviously, is a dead end and it now looks like you'll have to backtrack a bit and reassess your strategy.



The King's bowmen are pretty easy to despatch as long as you have a quiver of arrows handy.

ed anticipation as to what's lurking around the next corner waiting for you with a large weapon.

ACTIVATE YOUR WEAPON

The major control method is via the mouse with which you must direct the pointer to whichever icon you wish to use. A simple click of the button will then activate the correct option for you.

Alternatively, you do have to dig out your joystick in order to move your character around the various screens, although only on the parallax sections do you have a weapon you can shoot with the button.

On the other sections you must activate your weapon with the mouse and then point at the character or thing you want to shoot at. If your aim is good then you will be rewarded with the death of your enemy.

To complete certain sections of Obitus you will need to meet various people beforehand. Only after chatting with these characters will you be allowed into the next section of the game, as their information is vital to solve your current dilemma. **Paul**

PUNTER-POWER™



GAME: OBITUS
PRICE: £29.99

You can tell on first loading Obitus that it is a classy product. It's overall presentation is excellent and it is really easy to control your character, whichever style of section he is in. The storyline is well thought out and original enough too. The manual really does set the scene quite well as it gives you the whole background to Wil's disappearance. Obitus is one of those games that you have to get into before you really do start to enjoy yourself, but once you're there you'll be hooked. Another first class product from Psygnosis who just can't seem to stop releasing good stuff. True, it may not be everybody's cup of tea but it's still well worth checking out even if you're not usually a fan of this type of game. Have a good look!

GAMEPLAY:

SOUND:

GRAPHICS:

RATING=84%

The knight is a very difficult character to get the better of in combat. Perhaps you should try a different tactic like sitting down for a chat.



It's pretty easy to lose your way in the twisting, labyrinthine tunnels beneath the surface. So mapping is essential!



The arcade-style sections pop up every now and again, and here you can see your character on screen.



In this game you not only move left to right but backwards and forwards into and out of the screen.



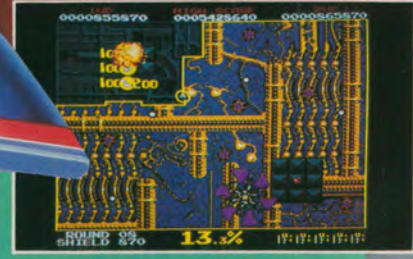
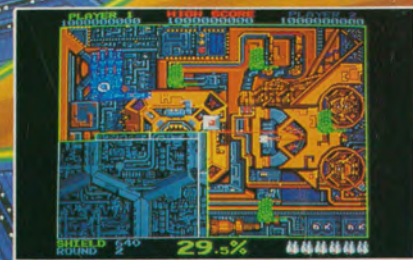
"VERY SLICKLY CODED WITH TERRIFIC ATTENTION TO DETAIL - A BRILLIANT CONVERSION" - COMMODORE FORMAT

V O L F I E D

VOLFIEV

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"A FIRST CLASS CONVERSION" - ZAPP



Use your planning skills and put them into quick action, as you fight through 16 levels of challenging gameplay crammed with masses of enemies, special and hidden bonuses.

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VOLFIED: AMAZINGLY SIMPLE IN CONCEPT, INCREDIBLY ADDICTIVE TO PLAY

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KARN THE BARBARIAN....



Using the cursor, click on a join between triangles and watch them flip over and colour match.



When adjoining shapes have colour-matched they disappear off the board until...



...the board starts to look like this! Getting the last few can be tricky so think carefully.

Swap

PALACE

Palace are definitely in the mood for puzzle games at the moment. Hot on the heels of Boston Bomb Club's release, comes another brain-teaser, Swap. To quote Palace's PR department, "It's pretty

fabby!" Swap is a tile reversal game, similar in context to Othello, but instead of leaving the tiles on the board you have to remove them. The game boards are made up of different shapes including squares, triangles

and hexagons which are randomly multi-coloured. The idea is to flip two adjoining tiles over so that they match colours with the tiles next to them.

The more tiles you can match up in one go, the more points you get, but you get even more points if you get rid of them all!

TILE STYLE

If you have got tiles littered all over the board with no way of matching them up, you can use the 'avalanche' help option. This drops all the shapes to the bottom of the screen enabling you to make more matches. *Allie*



Ooops! That looks a bit messy. You must plan your tactics carefully.

SWAP PALACE
£25.99

Swap is extremely tactical as well as fun. If you want loads of action out of a game forget it, but if you want addictiveness and brain-bafflement, then this is relatively ideal. If you are a puzzle game maniac then this probably won't disappoint you. Overall, a pleasing game.



AND THE QUEST FOR BLOOD...

Head Over Heels

T H E H I T S Q U A D

Far away from our beautiful Earth, lies the Blacktooth empire. An evil and cruel empire that has enslaved four small, defenceless planets to dictate and destroy at its own will. Each of the enslaved worlds bubble with anger but they never reach boiling point due to

the oppressive nature of their leaders. They lack someone with the courage and willingness to draw them together and fight as one.

The inhabitants of Freedom are a very strange race.

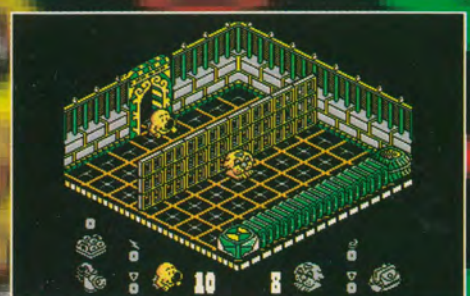


They are formed from a pair of symbolically linked creatures that have been adapted to operate independently or to their mutual advantage when joined together. Super spies Head and Heels have been

assigned to attempt this deadly mission. Head can mount Heels and they, as one, can stop the evil that is the Blacktooth empire.

GUM DISEASE

You must individually take control of both Head and Heels and get them to the



DEATHBRINGER



△ "HAS TO BE THE MOST ADVENTUROUS PROGRAMMING EVER TO BE SEEN ON HOME COMPUTERS."

A Demon has been willingly trapped in a magic sword called Deathbringer. The sword has fallen into the hands of Karn The Barbarian, and together they set out to kill the evil wizards, leaving death and destruction in their wake...

- 30 inter-connecting levels
- Horizontal scrolling to 20 screens per level
- Each level offers the option to exit and proceed to a new level in either direction
- Colourful and detailed backdrops

- Multi-speed parallax scrolling
- Over 600 scenes to explore
- 2 Megabytes of graphics
- Animated backgrounds
- 64 frame animation of hero
- Digitised sound effects

△ST Action

The One:
36 levels of parallax, more than has ever been seen before!

Games X:
Meticulous graphical details is enhanced by the deepest parallax scrolling ever!
Classic action to look out for.

- 36 levels of "Perfect Parallax" with Parallax effective on every raster line.

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THE SCREENSHOTS ARE ONLY INTENDED TO BE ILLUSTRATIVE OF THE GAME PLAY AND NOT THE SCREEN GRAPHICS WHICH VARY CONSIDERABLY BETWEEN DIFFERENT FORMATS IN QUALITY AND APPEARANCE AND ARE SUBJECT TO THE COMPUTER SPECIFICATIONS. SOME FEATURES MAY ALSO NOT BE AVAILABLE DEPENDING UPON THE COMPUTER SPECIFICATIONS.



AVAILABLE ON: IBM PC & COMPATIBLES, AMIGA, ATARI ST

market on time. After this, you must decide whether to go on to collect the remaining crowns of escape back to the space station. Collecting the crowns can be done by exploring and negotiating various parts of the Blacktooth castle headquarters. Control is via the joystick and the usual pause and restart keys.

Once you have managed to get them together, you must master the art of



playing them as one. When together, you have double the abilities but also, double the problems.

Certain screens will not be completable with the spies together as one, so they must split up and rejoin on a later screen. Swapping is done via an 'F' key but remember, you can't swap characters when you are standing in a doorway.

HORRIFIC HOOTER

Each screen is full of nasties and platforms that must be avoided or used to your advantage. Certain screens

will have more than one exit, so you must choose carefully or you'll be going round in circles!

Various bonus objects will be left dotted around some of the screens. Collecting these will give you limited extra powers.

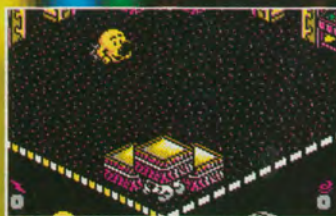
The Hooter may be used by Head to fire the previously collected doughnuts. This combination can halt nasties and provide you with some valuable seconds. The springs are helpful in the rooms with high exits. Pushing them into position and jumping onto them will see you fly into the air above your opposition. Other helpful items include: the crowns, teleports, a bag, switches and



To get the doughnuts in the top-right corner, Head must use the switch.

some handy conveyor belts.

A crown has been lost on each of the planets. Your mission is to find and bring back these crowns and hopefully start a rebellion. Emperor Blacktooth will try everything in his power to



Underneath the collapsible boxes lies a fluffy white bonus rabbit.

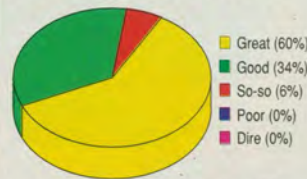
thwart your plans, so be ready. Various enemies with different attributes will try to stop you. They can all be frozen with the doughnut gun but some of them will only be stunned for a short period of time.

Jason



Collecting the fish will allow you to restart from this screen if you croak!

PUNTER-POWER™



GAME: HEAD OVER HEELS
PRICE: £7.99

RATING=92%

The long-awaited conversion of Head Over Heels to the 16-bit machine caused a stir among the more ageing journalists who remembered the game for its mind-blowing gameplay and simple but devastatingly effective graphics. Fortunately, none of the graphics or playability have been left out of the ST version. The graphics still look 8-bit but they certainly bring back memories! Head Over Heels still remains the classic that it was many years ago.

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

GO GET YA DAUGHTER BACK, MR MAYOR



Metro City, a well known Crime Capital, has been ruled by violence and death for many years.



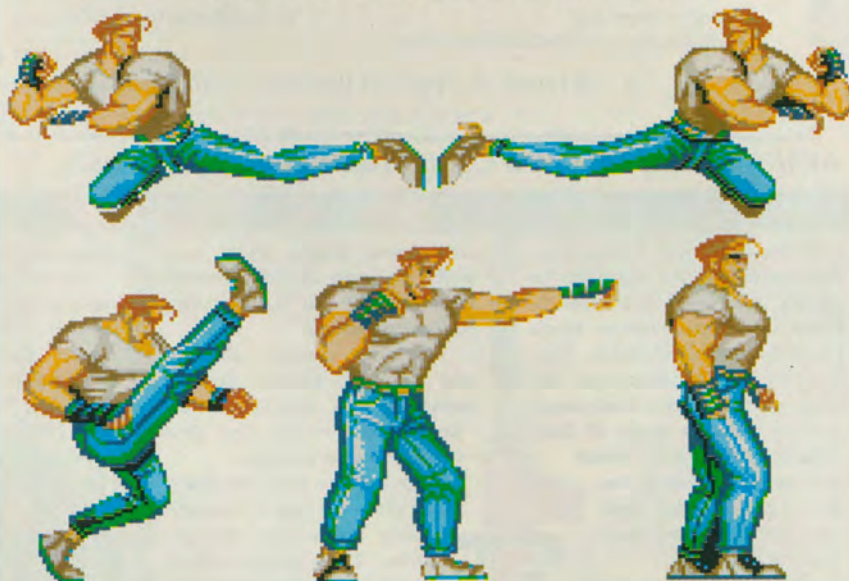
Don't hang up! We have a little business proposition for you...
Your daughter for your cooperation.



Why make your job difficult? Just let us do as we please like the mayor before you did.

Hey, they're not fighting fair! As you go to clobber the brute approaching you, somebody executes a crunching kick on you from behind! Can you recover quickly enough to tackle them both before all your energy is bashed out of you? Hope so.

FIGHTING ACTION



That looks kinda painful. No, I'm not talking about the feller that's being floored, I'm talking about that kick that stretches your legs to the limit!

It's not every day that you find women launching themselves at you. Nice outfit, too!

It's a funny ol' state of affairs when the mayor of a large city is an ex-streetfighter.

Things become even more unusual when you find out his two sidekicks are martial arts experts.

You'd be mistaken to think that this meant the city was open to pillaging, muggings and murder with three thugs at the helm. No siree! These guys represent the latest in law enforcement officers.

The boys in blue have been ousted in favour of rough, tough, muscle-bound brutes who scare the law-abiding public half to death, never mind those who have no respect for rules and regulations.

Final Fight is a conversion of the immensely popular Capcom coin-op. Regarded by some as the ultimate beat'em-up in the arcades, there will be many an interested figure awaiting the release of the U.S. Gold home computer version. The wait is almost over.

GIVE 'EM HELL

You take the role of a pimp-bashing, mugger-mauling monster (either the mayor or one of his aides) as you battle your way through the dangerous and often deadly city.

With a huge number of swift fighting moves to execute on your plentiful opponents, you can be assured of copious amounts of frenzied fighting action.

Control of your character is, of course, via the joystick. Walking in all eight directions is achieved by simply pushing the joystick in the appropriate direction.

Pressing fire throws a character with high kicks, spinning kicks, and flying kicks made possible by holding down fire and moving the joystick in a particular direction.

TROUBLESOME TWSOME

A two player option is incorporated into the gameplay, allowing you and a friend to work together in your attempt to rid the city of its filth. Obviously, it's good to have some assistance but this means there is competition to collect the various weapons that are scattered about the floor.

Picking up sections of pipe, knives, and other such objects will help you defeat your criminal foes and there can be a major scramble for a weapon when there is only one to be seen.

There is actually an objective to be achieved other than killing everybody you set your eyes upon!

The mayor's daughter is being held captive and your task is to rescue her from the clutches of the bad guys. Admittedly, the theme isn't totally original but who cares?

After all, Final Fight is just another excuse for a fantastically violent beat'em-up!

Alan

PUNTER-POWER™



- Great (19%)
- Good (30%)
- So-so (30%)
- Poor (17%)
- Dire (4%)

GAME: FINAL FIGHT
PRICE: £25.99

RATING = 70%

Final Fight was one of the best arcade machines to hit the scene in a long while. The excellent graphics and character movements made it a joy to spend money on. US Gold's conversion is almost equal in the graphics department with large, colourful sprites and detailed animation. Unfortunately, the addition of poor scrolling and slow screen update make the game only an average product. A competent effort that you should try before you buy.

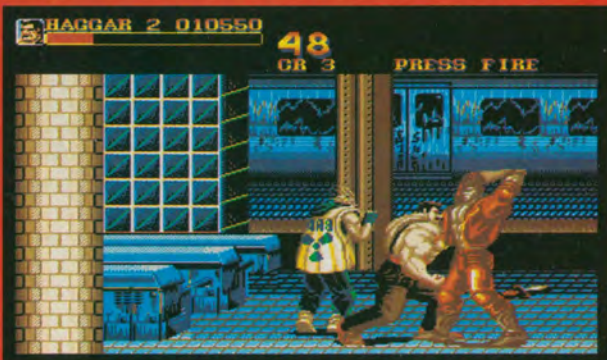
GAMEPLAY:	██████████
SOUND:	██████████
GRAPHICS:	██████████



Lunging at your opponent with a flying kick, you strike him down to the ground. Watch out, for he'll soon get back on his feet again.



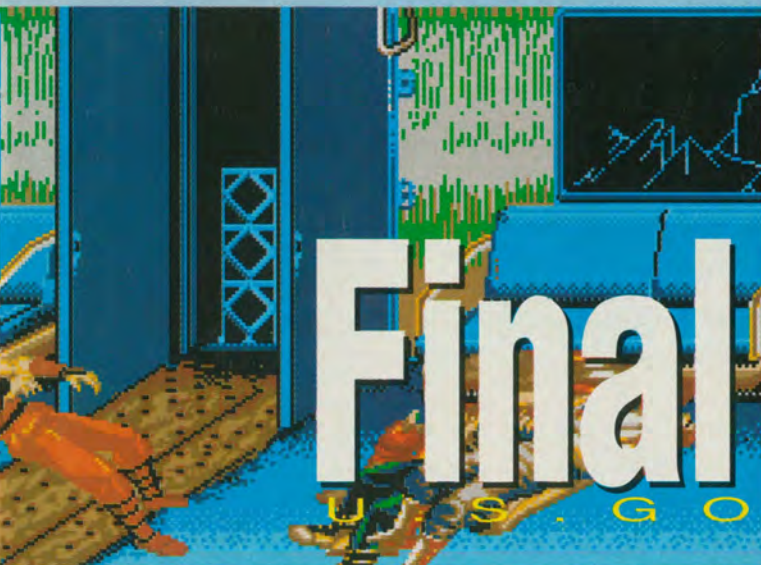
Two with one hit - that's not bad going! And what are those in the background? Must be the latest in stylish cars from Czechoslovakia!



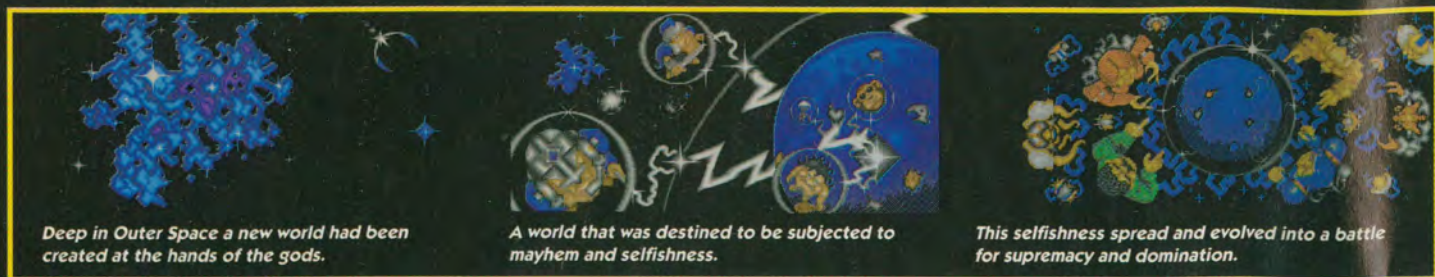
Look at your character go. What grace as he executes his deadly martial arts moves! There's no stopping you when you're on a roll!



Each of your characters has a special move. Here, you have picked up your opponent, jumped up and dropped him on his head. Ouch!



Final Fight



Deep in Outer Space a new world had been created at the hands of the gods.

A world that was destined to be subjected to mayhem and selfishness.

This selfishness spread and evolved into a battle for supremacy and domination.



Once you're armed, send in the army to annihilate your opponents.

From the dawn of time man has craved for power and domination, it is an inbred instinct. Creature fought creature, then man fought man, and it will carry on until the human race wipes itself out - it is man's nature.

As the English dominated Asia and the colonials persecuted the Indians, the power mongers of modern day, and of the future, will also destroy worlds and races far beyond our solar system. Unfortunately, this event has already happened.

Deep in Outer Space, four crazed power-hungry individuals accidentally stumbled on a primitive and unspoilt planet that was filled with promising potential. Before thinking, the four opponents started making plans for the new world without taking into consideration the welfare of the planet

or its inhabitants - only one tyrant could win total control. The battle of Mega-Lo-Mania had begun...

BATTLE TO THE END

You play one of the Mega-Lo-Maniacs, the other three are controlled by the computer, and your ultimate aim is to win the planet outright.

Although primitive, the planet is vast and home to a reasonably intelligent race of cavemen who are willing to learn. These unfortunate people can easily be manipulated into carrying out your demands and will do so even if it brings about their demise.

Being of superior intellect, you feel that it is in the planet's interest if you were to govern the lands and advance them at a rapid rate. Unfortunately, your three adversaries have the very same idea.

BUILDING BLOCKS

Mega-Lo-Mania is a battle of wits and technology. You have to protect the tower fortress in your home sector by developing defensive weapons and then arm your army with offensive devices. However, you have to advance through 'tech levels' in order to start developing the more serious weapons.

Your first starting point is in prehistoric times, roughly 9500 B.C. You are unable to develop anything more than sticks for defence and rocks for attacking, but as you move onto new sectors through conquest, you find new elements which can be created into slightly more advanced weapons. Everything you design must be created using elements: no elements, no product. Therefore it is worth



Select a number of men with which to start an island, then decide on a strategic starting location.

searching around for the most promising starting sector.

Progressing through the tech levels, you can start to develop catapults, then cannons, then muskets, ultimately leading on to biplanes, jet fighters and even nuclear missiles in the year 2001!

If you are good enough and have managed to outwit your opponents you will reach the finale, the Mother of Battles; the showdown.

Using your men wisely and sparingly, you can build



PUNTER-POWER™



This will probably go down in history as one, if not the, best power-mad strategy game of all time. It is very hard to fault this game giving hours of frustration and entertainment. The sound is outstanding and the graphics superb. Whether you like shoot'em-ups or puzzle games, Mega-Lo-Mania is bound to have something of interest for you. Worth every penny, this is one of the best games to have surfaced for the ST. Not to be missed. Stunning to the end!

GAME: MEGA LO MANIA
PRICE: £25.99

RATING=93%

GAMEPLAY:

SOUND:

GRAPHICS:



Chocks away! Send in the biplanes and let "Biggles" do all the work!



Allocate men to build mines and labs if you want to advance technologically.



First things first. Choose your offensive and defensive designs to get yourself armed and ready.



mines, factories, laboratories, and production lines in order to advance and build the more sophisticated weapons.

Everything takes practise and you will not succeed easily, but with a little bit of determination and tyranny you too can become the ultimate Mega-Lo-Maniac!

Everything sounds complicated and at first it is, but the manual that accompanies the game is informative and helpful and with a little bit of study everything eventually falls nicely into place. You will be hard pushed to be totally confused with this game, and you are guaranteed an enthralling battle.

SIGHT AND SOUND

This is an incredibly stunning game graphically with every detail drawn to perfection, but the sound totally steals the show. Mirrosoft have mastered the speech element in games and it can only be



A contest that takes place in the form of an ancient heavenly game.

Mega Lo Mania

IMAGEWORKS

heard to be believed! The intro music is also captivating and eerie, and has lost none of the impact or effect that was originally captured on the Amiga, a feature that unfortunately happens more than often.

The superiority of the speech is hard to explain, but when a design is completed or you are under attack, or when you've won a world, one of many voices will tell you of the situation with outstanding quality. The best voice of all, however, has to be the one which you hear when pausing the game, just try it and listen for yourselves!
Allie



All designs need elements so don't leave yourself short. Always keep a watchful eye on the level of your stockpiles.



Bombs and planes are the only answer to rid yourself of your stubborn opponents.



Rubbish tactics, you're losing! Time to withdraw and tend your wounds.

WITHDRAW ARMY FROM SECTOR

World Class Rugby

A U D I O G E N I C

With the Rugby Union World Cup here already it's not surprising that one or two companies have come up with computer versions of the game. Rugby has always been a difficult sport to capture effectively in a game due to the complex nature and abundance of rules such as knock-ons and forward passes.

Any such game is going to rely heavily on how many of these rules are implemented correctly to the extent where the playability isn't lost. Audiogenic are the first people to try a rugby sim for a while and they seem to have got most of the important bits in.

All national teams are catered for with each world cup squad containing the familiar names from each country, anybody who watches the sport will instantly recognise names such as Dooley and Guscott.

HEFTY MENU

Upon loading the game you'll be presented with a menu system full of options that you can chop and change about. For example, you can delete things such as knock-ons if you wish. The skill levels of the teams can also be altered to give either side a decent advantage if necessary.

When you finally get into the match situation you have a further choice of options. The pitch can be viewed in either 2D or 3D mode (we found 3D mode far superior and more fun to play on). This is altered by pressing the Escape key. There is also the ability to play the game in "blimp mode". This gives you a view from further away and reveals more of the players and pitch - as if you

were watching from a blimp I suppose. Again we tended to play the game with this mode active.

The game itself is pretty fast and flows really well considering the things that have to be taken into consideration. Everything is included - line outs, rucks/mauls, scrums and scorching 80 yard tries.

TACKLING THE CONTROLS

The control method is pretty simple, the fire button and a direction will cause your defender to attempt a diving tackle. If you're lucky enough to be in possession of the ball you may also try your hand at passing. The fire button and either backwards left and right will do the trick.

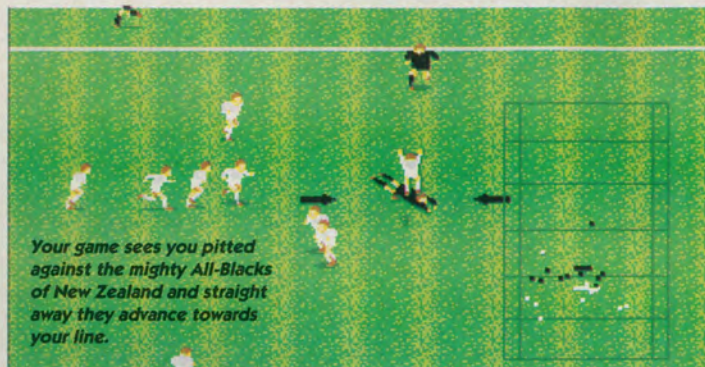
The final trick to master in open play is your kicking game. You have a great degree of control over where you boot the ball and you can even do things like "up-and-unders".

All standard rugby union rules apply and that means you must release the ball behind you when you are hit. Failure to do so will result in a ruck and thus a battle of the forwards. Here all the large chaps on the field will steam in trying to win the ball for their side. Whichever is stronger will always gain possession.

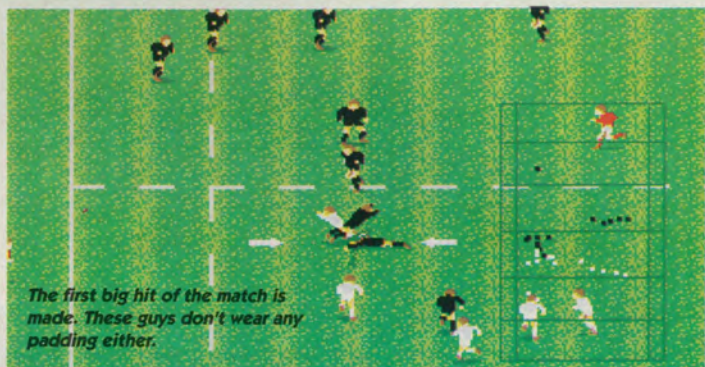
Paul



The tackles are going in thick and fast but somehow the ball is smuggled out of the back door to the forwards, who are waiting to pounce.



Your game sees you pitted against the mighty All-Blacks of New Zealand and straight away they advance towards your line.



The first big hit of the match is made. These guys don't wear any padding either.

PUNTER-POWER™



- Great (21%)
- Good (27%)
- So-so (31%)
- Poor (14%)
- Dirr (7%)

GAME: WORLD CLASS RUGBY
PRICE: £24.99

RATING=80%

The original idea was to incorporate Rugby League rules as well as Union. This may reduce the appeal for some people, but it must be said that Audiogenic have got a decent product here, fast and fun to play, especially if you're a fan. The control method is good although your major problem may be the rules and what to do with the ball if you haven't played before. Domark have got a rugby game due as well but this is good stuff that's worth a look.

GAMEPLAY: ██████████

SOUND: ██████████

GRAPHICS: ██████████



The kiwis find a gap in your defence and streak towards the try-line for a score, only firm defence will keep them out.



Having rounded the last line of defence the winger scoots under the posts to give his kicker an easy conversion.

SEIKOSHA DOT MATRIX PRINTERS

Silica Systems are pleased to recommend Seikosha printers to you at **NEW LOW PROMOTIONAL PRICES**. The Seikosha range is built to the highest standards, by a company that is used to manufacturing high quality precision products. In fact, you may be wearing one of these products on your wrist as Seikosha are part of the massive Seiko/Epson group (with a turnover of £6 billion and 18,000 staff!).

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Each print example was produced by the printer it is shown with. Printer speeds are quoted as follows: SD = Superdraft 15cpi, D = Draft 12cpi, NLQ = Near Letter Quality 12cpi, LQ = Letter Quality 12cpi.

9-PIN PRINTER



192 CPS 80 COLUMN

- Seikosha SP-1900AI - 9 pin - 80 col
- 192cps Draft, 48cps NLQ
- 1K Printer Buffer + 2 Fonts
- Parallel Interface
- Graphics Resolution: 144x72dpi
- Epson and IBM Emulation
- Paper Parking
- FREE Silica Printer Starter Kit

SP-1900AI RRP: £179
STARTER KIT: £25

TOTAL RRP: £204
SAVING: £105

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9-PIN PRINTERS



192 CPS 80 COLUMN

- Seikosha SP-2000AI - 9 pin - 80 col
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- Parallel and Serial Interfaces
- Graphics Resolution: 144x72dpi
- Epson and IBM Emulation
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- FREE Silica Printer Starter Kit

RRP: £199
STARTER KIT: £25
TOTAL RRP: £224
SAVING: £95
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240 CPS 136 COLUMN

- Seikosha SP-2415AI - 9 pin - 136 col
- 300cps SD, 240cps Draft, 50cps NLQ
- 17.5K Printer Buffer + 5 Fonts
- Parallel and Serial Interfaces
- Graphics Resolution: 240x144dpi
- Epson and IBM Emulation
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RRP: £209
STARTER KIT: £25
TOTAL RRP: £234
SAVING: £136
SILICA PRICE: £209
+VAT=£245.58 ref. PRI 8215

24-PIN PRINTERS



240 CPS 80 COLUMN

- Seikosha SL-92AI - 24 pin - 80 col
- 240cps Draft, 80cps LQ
- 44K Printer Buffer + 2 Fonts
- Parallel Interface
- Graphics Resolution: 360x360dpi
- Epson Emulation
- Optional Font ROM - 7 Fonts
- FREE Silica Printer Starter Kit

RRP: £235
STARTER KIT: £25
TOTAL RRP: £260
SAVING: £171
SILICA PRICE: £189
+VAT=£222.08 ref. PRI 8292



324 CPS 80 COLUMN

- Seikosha SL-210AI - 24 pin - 80 col
- 324cps Draft, 108cps LQ
- 5K Printer Buffer + 9 Fonts
- Parallel and Serial Interfaces
- Graphics Resolution: 360x360dpi
- Epson and IBM Emulation
- Optional Auto Sheet Feeder
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RRP: £399
STARTER KIT: £25
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SAVING: £125
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144 CPS 80 COLUMN

- Seikosha LF-20 - 24 pin - 80 col
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- Parallel Interface
- Graphics Resolution: 360x180dpi
- IBM Emulation
- Built-in 50 Sheet Auto Feeder
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RRP: £299
STARTER KIT: £25
TOTAL RRP: £324
SAVING: £75
SILICA PRICE: £249
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WORLD'S FIRST! NOTEBOOK DOT MATRIX PRINTER

- Handles 1+2 Multipart Forms
- Rechargeable Battery Pack Optional

BUSINESS PRINTERS (WIDE-BODY)



277 CPS 136 COLUMN

- Seikosha SL-230AI - 24 pin - 136 col
- 277cps Draft, 92cps LQ
- 5K Printer Buffer + 9 Fonts
- Parallel and Serial Interfaces
- Graphics Resolution: 360x360dpi
- Epson and IBM Emulation
- Optional Auto Sheet Feeder
- FREE Silica Printer Starter Kit

RRP: £689
STARTER KIT: £25
TOTAL RRP: £714
SAVING: £275
SILICA PRICE: £449
+VAT=£527.58 ref. PRI 8423



462 CPS 136 COLUMN

- Seikosha BP-5500AI - 8 pin - 136 col
- 462cps Draft, 106cps NLQ
- 18K Printer Buffer
- Parallel and Serial Interfaces
- Graphics Resolution: 240x144dpi
- Epson and IBM Emulation
- Optional Auto Sheet Feeder
- FREE Silica Printer Starter Kit

RRP: £1299
STARTER KIT: £25
TOTAL RRP: £1324
SAVING: £325
SILICA PRICE: £999
+VAT=£1173.83 ref. PRI 8755



520 CPS 136 COLUMN

- Seikosha BP-5780AI - 18 pin - 136 col
- 780cps SD, 520cps Draft, 130cps NLQ
- 20K Printer Buffer + 2 Fonts
- Parallel and Serial Interfaces
- Graphics Resolution: 240x240dpi
- Epson and IBM Emulation
- Handles 1+6 Multipart Forms
- FREE Silica Printer Starter Kit

RRP: £1899
STARTER KIT: £25
TOTAL RRP: £1924
SAVING: £325
SILICA PRICE: £1399
+VAT=£1643.83 ref. PRI 8780



800 CPS 136 COLUMN

- Seikosha SBP-10AI - 18 pin - 136 col
- 800cps Draft, 200cps NLQ
- 64K Printer Buffer + 2 Fonts
- Parallel and Serial Interfaces
- Graphics Resolution: 240x240dpi
- Epson and IBM Emulation
- Built-in Cut Sheet Feeder
- FREE Silica Printer Starter Kit

RRP: £2999
STARTER KIT: £25
TOTAL RRP: £3024
SAVING: £525
SILICA PRICE: £2499
+VAT=£2936.33 ref. PRI 8810

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Every Seikosha printer from Silica, comes with the Silica Printer Starter Kit, worth £29.38 (£25 +VAT), completely FREE OF CHARGE. It includes all you need to get up and running with your new printer.

- 3 1/2" Disk with Amiga & ST Printer Drivers
- 1.8 Metre Parallel Printer Cable
- 200 Sheets of Quality Continuous Paper
- 5 Continuous Envelopes on Tractor Feed

Printer owners may order the Silica Starter Kit (ref. KIT 5000) for only £24.38 - £5 off RRP!

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- **FREE OVERNIGHT DELIVERY:** On all hardware orders shipped in the UK mainland.
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- **THE FULL STOCK RANGE:** All of your requirements from one supplier.
- **FREE CATALOGUES:** Will be mailed to you with offers and software/peripheral details.
- **PAYMENT:** By cash, cheque and all major credit cards.

Before you decide when to buy your new printer, we suggest you think very carefully about WHERE you buy it. Consider what it will be like a few months after you have made your purchase, when you may require additional peripherals or software, or help and advice. And, will the company you buy from contact you with details of new products? At Silica Systems, we ensure that you will have nothing to worry about. We have been established for over 12 years and, 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 and begin to experience the "Silica Systems Service".

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Company Name (if applicable):

Address:

Postcode:

Tel (Home): Tel (Work):

Which computer(s), if any, do you own?

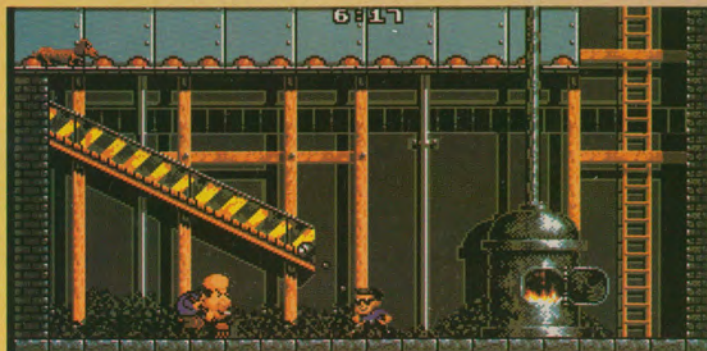
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SILICA SYSTEMS



Hudson Hawk

O C E A N



The viaducts will cause you loads of problems on the later levels. The guy on the left is the boiler attendant. He will try to sweep you into the boiler with his brush.

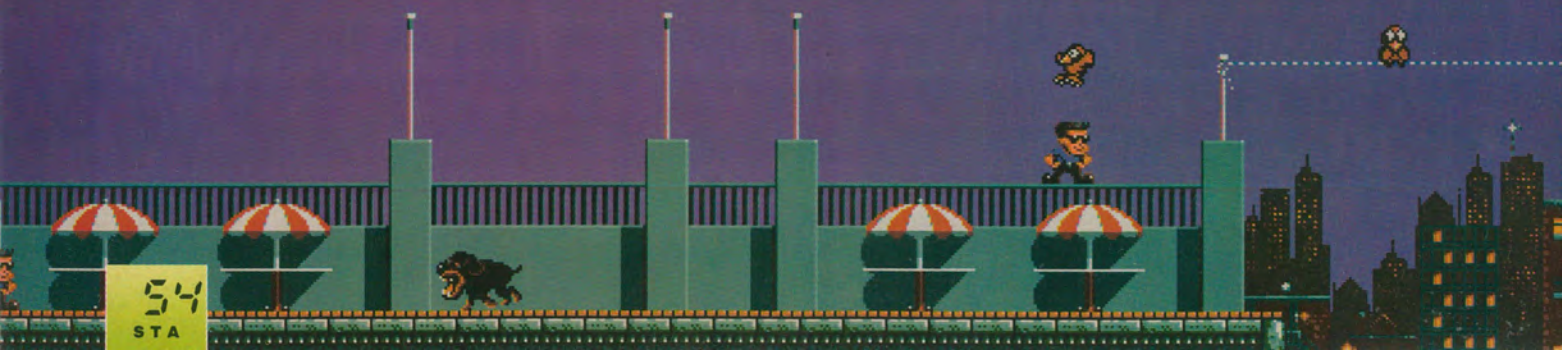
Being a thief is one of those professions that must be kept a secret. You can't put it down as your present occupation when filling in a questionnaire can you? The idea of prancing around the rooftops looking for an open window or skylight doesn't appeal to everyone. But this is the profession of Hudson Hawk – the star of Ocean's newest licence acquisition.

Hudson Hawk, played by Moonlighting's Bruce Willis, is an average jewel thief. He prides himself on his ability to negotiate complex alarm

systems and remove himself from the most tenacious of situations. Guard dogs respect him, the police resent him, adults praise him and old ladies adore him. He is the ultimate thief.

HOLIEST LOCATION

His latest mission is the search for the legendary Codex – Leonardo Da Vinci's preliminary sketch book. Unfortunately, the book is kept in the most holy of places, the Vatican. He must commit the ultimate crime and desecrate the laws of God. He must





break the eighth commandment!

You play the part of Hudson Hawk and you must guide him through three levels of crazy action. Each level will be expertly guarded so all your cunning must be utilised. Every stage has an objective that must be completed if you are to progress. Failure to do so will result in the usual world destruction!

To complete level one, you must enter the famous Rutherford's Auction House and retrieve a statue. Not any old statue but Leonardo Da Vinci's horse sculpture, The Sforza. You must enter the building and make your way up to the seventh floor, avoiding the security systems and ferocious guards all armed with clubs and guns. Here you'll find a safe holding the sculpture.

The safe screen is virtually another level for you to play. You are shown the safe and the already-iden-

tified combination number and it is up to you to enter the digits correctly. This is done by adjoining the arrow to the number. As you enter numbers correctly, the arrow will speed up making it a lot more difficult. When the code has been cracked, you can continue to level two.

Level two is set in the holy surroundings of the Vatican.

Your objective for this level is to find Leonardo's sketch

the book is being displayed somewhere within the many halls of the holy chapel, but you don't know where. As the book is a valued possession to the church, you will be accosted by seemingly friendly nuns who turn out to be right little ravers!

The third level takes place in the cas-

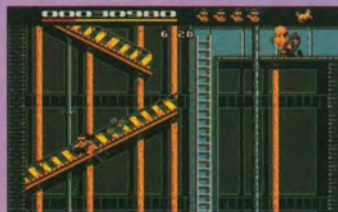
tle of Leonardo Da Vinci. You must search for the mirrored crystal, a beautiful gem that glistens like the stars in the sky. Your reason for obtaining the crystal is simple, it is the only way to destroy the Gold machine and put an end to the Alchemy Project.

CRACK THE CODEX

The Gold Machine was invented by Leonardo in his youth. The machine can be started up again by bringing together the three pieces of the crystal and using it together with the knowledge contained in the Codex.

The horse must be stolen to show your skill in cat burglary. On each level, you will have agents from the May Flower Organization trying to halt your progress. They have already collected the three parts of the crystal and are attempting to use it to devastating effect. You have a boxing glove and endless baseballs to throw at them. The boxing glove is much more suited to close combat whereas the baseballs are more effective from long range.

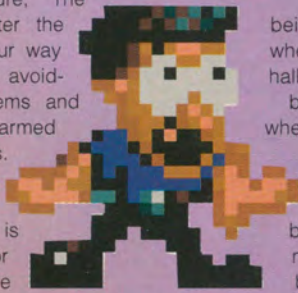
Jason



You decide to kill time by enjoying a relaxing slide down the viaducts. The boiler attendant doesn't look happy.

Above left) Your attempts to evade the vicious dog leave a lot to be desired, so you head for the table tops and pick up a few energy capsules on the way.

Above right) Unfortunately, while attempting to swing your way across the city, you get a peck on the head from a sparrow and you fall to your doom. A sweet angel carries your soul up to the eternal resting place.



00019755
4 22

The oil drum is leaking its contents onto the floor. When you come into contact with the oil, you will start to slide quickly out of control. You will need spontaneous reactions if you are to survive. (Below) You leave the safety of the lift to be confronted by a rather sad excuse for a criminal. The boxes could be some help!

PUNTER-POWER™

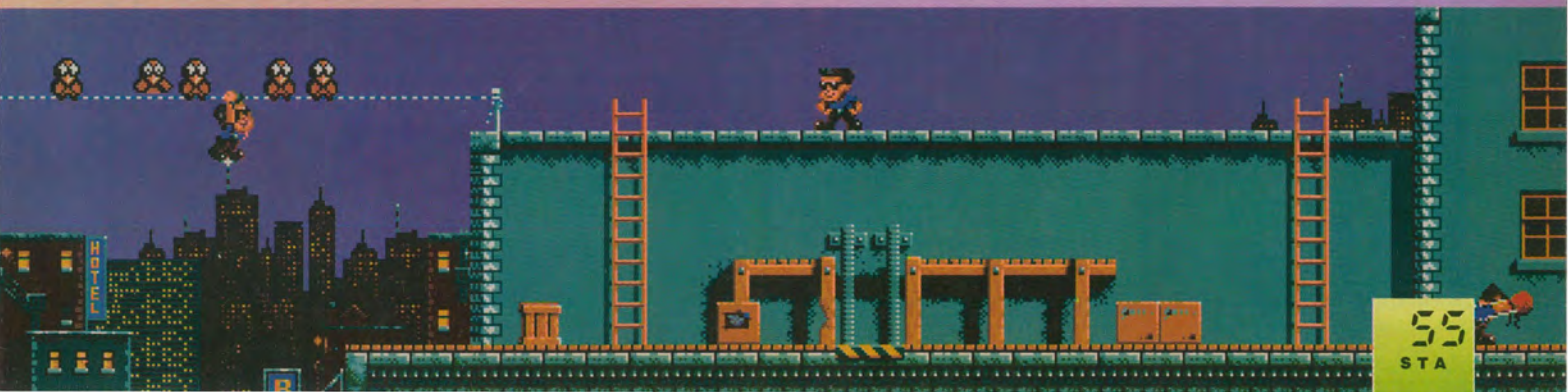


**GAME: HUDSON HAWK
PRICE: £25.99**

Hudson Hawk is the latest game to come from the Special FX library of epic titles. This one is a film licence that has received mixed comments from those in the know. Special FX have tried to create an original game that only follows the plot when necessary. The excellent graphics move well and some of the comic animations will raise a little smile from even the most hardened of hearts. The music is a jolly tune but should it become irritating, you can switch it off and just have sound effects on. The playability is another point worth a mention. The three levels have been divided up into sections, so there's really about a dozen levels to keep you busy.

GAMEPLAY:
SOUND:
GRAPHICS:

RATING=86%



I'M ROBO, WHO THE HELL ARE YOU?!!

I'M MOBO, WHO THE HELL ARE YOU?!!



U.S. GOLD Ltd.

Many generations ago in the year 2052, the starship Dedalus 1 left the Sol system on a long and perilous voyage to Wolf 359, a small star many light years away.

Upon arrival, the crew were dismayed to find that all the planets they'd expected to find no longer existed. While the Dedalus made its epic voyage an alien race had decided to wipe them all out.

All the planets that had previously been present had been broken down for the minerals to be mined. There was now only one inhabitable satellite left and the crew were forced to land as they had nowhere else to go.

There were already several alien settlements on the moon, so the crew

Moonfall

21ST CENTURY

had no choice but to move in with the Remusions. In Moonfall you take over the role of one of the new human colonists, in a bid to trade enough goods to make large wadges of cash.

Only then can you buy the whole moon and ultimately become the Supreme Leader.

All your trading will be done with

the locals in your X-Terminus class freighter and it's up to you to buy and sell the goods at the right price.

Don't expect to be able to skip freely around the moon though. As with everywhere there is a fair share of anti-social types and for this reason you'll find a selection of weaponry on your cruiser primed and ready for a little bit of fun.

Moonfall is quite an enjoyable game with a lot to get into.

Left) When you enter a city you can communicate with some of the natives. They will tell you about good bargains.

Below) Inside a starbase you can travel through any of the doors.

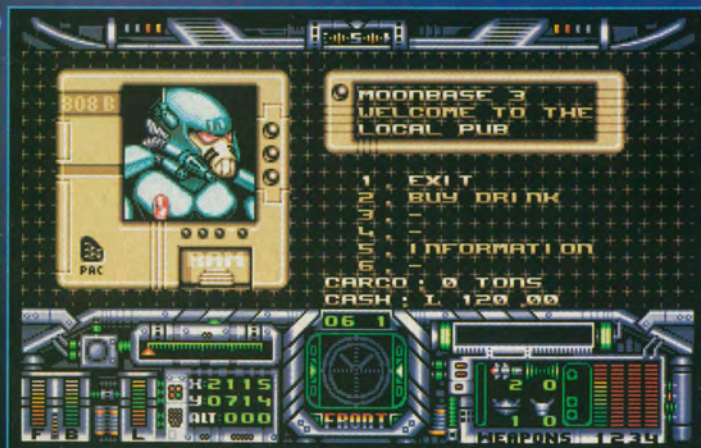


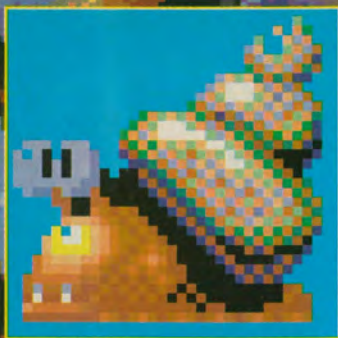
Landing on the square will enable you to enter a starbase.

**MOONFALL
21ST CENTURY
£25.99**

Moonfall looks and plays a little bit like one of the Freespace games from Incentive. It also has the trading aspect of Elite included within to give it some extra scope. It's one of those games that you won't get any reward from unless you persevere so try not to give up too easily. The ship is easy to control and once you get used to the Navigation you'll be okay.

While steering around the moon at high speeds, you must be careful not to crash into any objects in your path.





Pocket some



Magic Pockets has received some great reviews within the press. It scored a massive 85% in the last issue of **ST Action** and proved to be a highly challenging game. This month, we are proud to offer you the chance to win your very own copy of **Magic**

Pockets or an ultra-cool **Bitmap Brothers** t-shirt.

To win one of these wicked prizes, all you have to do is answer the three questions listed below. The answers to the questions can be found in previous **Bitmap Brothers** classics, so just play them to find the answers, fill in the coupon and post it off as soon as possible. Easy, huh?

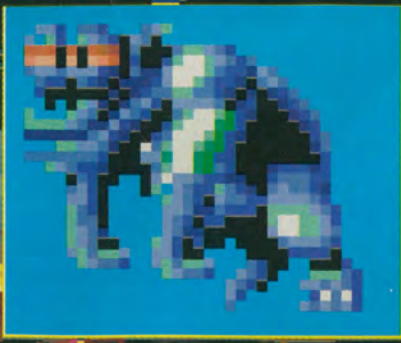


THE QUESTIONS

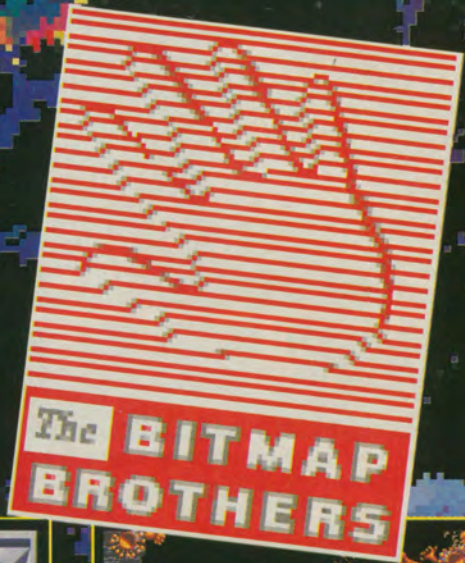
- 1) What is the name of the alien race in **Xenon II**?
- 2) In **Speedball II**, who are the best team in division 2?
- 3) In **Cadaver the Payoff**, what's the name of the inn where the story takes place?

Fill in the coupon, making sure you indicate which prize you would like if you are a winner, and send it off to this address:

'THE STONKINGLY GOOD BITMAP BROTHERS COMPO', ST Action, Europa House, Adlington Park, Adlington, Macclesfield SK10 4NP to reach us no later than the 15th December 1991. All winners will be announced in the Back Passage.



MAGIC!



THE STONKINGLY GOOD BITMAP BROTHERS COMPO

Answer 1 is:.....

Answer 2 is:.....

Answer 3 is:.....

Name:.....

Address:.....

My choice of prize is the t-shirt/game (delete as applicable)

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



You are in control of a Yamaha GP motorcycle and boy is it fast. You change down a gear and whizz past a car into the tunnel.



The power gets the better of you and you collide with a traveller sending both you and the bike soaring into the air.



Different routes become available to you on each level. Some of them are hazard free and shorter but others are be much worse!



You skid past the mountains as you try to avoid a lonely day tripper. The view is excellent from your present angle!



The jet ski level is full of hazards. The police aren't happy with the way you just missed the lighthouse so they try to arrest you.

Outrun Europa

U . S . G O L D

The first two Outrun titles didn't do too much for the gaming industry as they were extremely unplayable and agonisingly slow. Thankfully, U.S. Gold have come up with a third game that shows you just how good they could have been.

Two common hoods case a three-story building in a run-

down part of town. The rain beats down as they huddle close to the shadows in a vain attempt to remain concealed. A solitary alley cat miaows in the dark as they ponder their next move.

"Are you sure this is the place?" asks a frightened accomplice.

"Course I'm sure. What am

I, an idiot?" replies his pal, rather upset at his friend's less than confident approach. An open window beckons the would-be thieves to their inevitable destination.

"We're in!"

"That's good, secure the exits and make sure nobody sees ya."

"What are we looking for?"

"Ssshhh. Keep it down." "Damn it! I think I can hear someone."

"Quick! Turn off the lights and shut the door."

"I knew it wouldn't be as easy as this."

"Phew, it's okay, they've all gone."

"Right, keep quiet. I've got work to do."





You survey the scenery just as a yacht passes by in front of you. Whoops, too late. You swerve but you also manage to overturn your craft.

"Have you found it yet?"
 "No, not yet. Wait a minute, here it is. At last!"
 "Come on, let's just get out of this hole."
 "The boss is gonna be really pleased when we tell him what we've got."

Outrun Europa takes place over seven fast and furious levels. You are a secret agent. Your mission is to retrieve files that were taken in an attempt to inflict misery and despair on the world.

Each level is set in a different part of the world, surrounded by beautiful scenery and dozy day trippers. Your task is to make it to the checkpoint in the allocated time to report to your superiors and pick up a new mode of transport.

If you fail to make a checkpoint, your mission is over and the world will be destroyed (ooh, so dramatic!).

HIDDEN FORCES

Enemy agents know you are coming, so they have decided to send out assassins to get rid of you. They have hidden themselves inside various vehicles and they will try to bump you off the road. Holi-

daymakers will be trotting merrily along the side of the road, but don't be fooled, as soon as you pull up alongside, they will try their best to knock you off balance.

The first level puts you in control of a Yamaha GP motorcycle. This bike has been upgraded from its original design with the addition of a powerful turbo-charger. Unfortunately, this can only be used a certain number of times before it becomes empty. However, extra canisters can be picked up along the way to increase your turbo power.

ECOLOGICAL VANDALS

Upon completion of the first level, you will be dropped off the pier and into the water. Your mode of transport will be a small, but incredibly agile, jet ski. Your opponents on this level will be in boats, helicopters and yachts. You must dodge the rocks and try to keep your eye on the oncoming traffic.

Barrels of toxic waste have been left in the river and these can be used as ramps to overcome difficult obstructions. The next level puts you



The police helicopter has been called out to assist the officers as they arrest you. Time for the missiles you thoughtfully packed in your lunch box!

back on the road in the hot seat of a Porsche 911 Turbo.

This level is similar to the motorbike level but the Porsche is not as nippy or agile. From here, you will have to drive a speedboat fully equipped with turbo power and the ultimate in vehicle technology - a Ferrari F40. Each vehicle has its own attributes that will be useful for its chosen level.

POLICE OPPRESSION

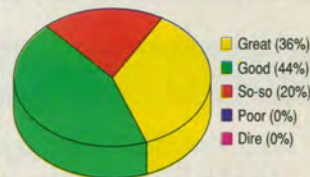
Throughout the game, you will have to contend with the ever-stretching arm of the law. They'll appear in many forms: Speedboats, planes, cars, helicopters and jet skis.

You can try and bump them off the road but if you get caught, you will be arrested by the boys in blue and your game is over. Jason



You are busy concentrating on the chopper above, so you don't notice the police boat on your right. You hit a bad wave and head for the water.

PUNTER-POWER™



GAME: OUTRUN EUROPA
 PRICE: £25.99

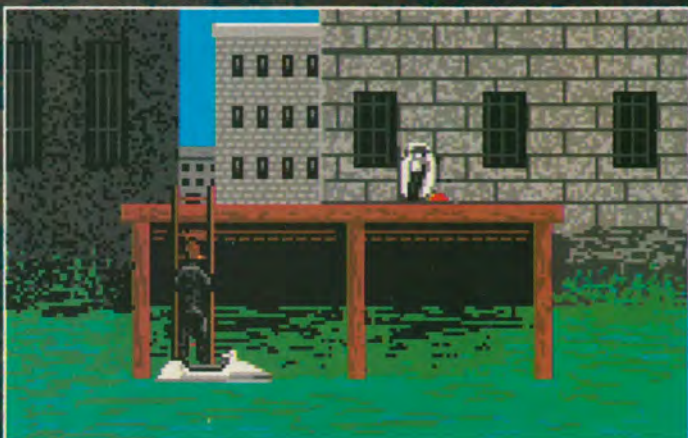
Driving games aren't everyone's cup of tea. US Gold have tried to incorporate a small bit of everything to appeal to the masses. Seven different levels, five modes of transport and some mean missiles makes sure the game doesn't get boring. The graphics have been drawn to a high standard and the sound effects are worth turning up the volume for. The playability is the thing that makes this game so good. With all the different levels and vehicles, you can't go wrong. The difficulty for each stage has been set to perfection, making progress fun but not too hard. This shows you just how good the first two attempts should have been.

GAMEPLAY:

SOUND:

GRAPHICS:

RATING=87%





Legend

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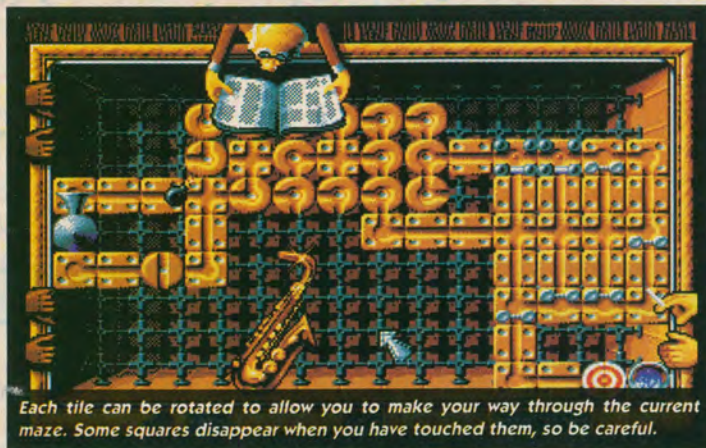
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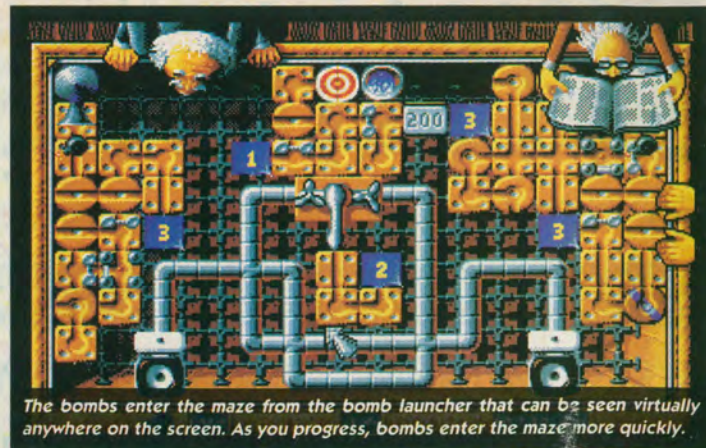
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Each tile can be rotated to allow you to make your way through the current maze. Some squares disappear when you have touched them, so be careful.



The bombs enter the maze from the bomb launcher that can be seen virtually anywhere on the screen. As you progress, bombs enter the maze more quickly.

Boston Bomb Club

P A L A C E

Many puzzle games hit the ST market with the sole intention of frustrating as many gamers as possible for a long period of time. Some succeed, some don't.

Palace have decided to venture into this recently subdued corner of the market with their latest release - Boston Bomb Club.

by means of some of the most peculiar contraptions ever invented. They wasted their long evenings devising weird mazes and traps to fool their opponents. Constructed from wheels, trampolines, steam engines, clockwork pieces and even cog-wheels - they would then roll bombs into them and try to negotiate the bombs through the mazes created by the other players.

MAD PROFESSORS

Who would have thought that in the latter years of the 19th century there was a group of crazy scientists huddled tightly together keeping warm and working by the solitary light of the moon to put the final touches to the computer puzzle game? Certainly not me anyway!

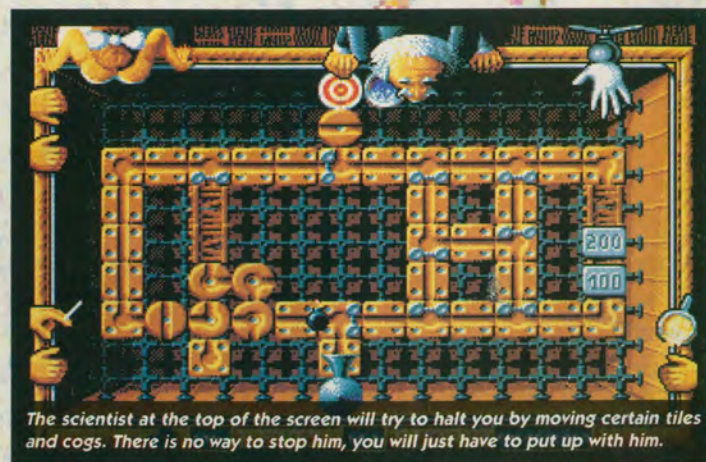
After a brief discussion, the possessors of knowledge would gather around an old billiards table and attempt to outwit each other

LET'S DO THE MIND WARP

Now, Palace have managed to re-create this historical pastime and bring it to your computer screen. The Boston Bomb Club is definitely one of the games for which the phrase 'brain-numbing' was invented.



Your objective is to get the greatest number of bombs safely across the other scientists' mazes. Each bomb will start from a pre-set point and you must escort it to the target zone where it will be extinguished by a bucket of water.



The scientist at the top of the screen will try to halt you by moving certain tiles and cogs. There is no way to stop him, you will just have to put up with him.

Various tiles, wheels and gates can be rotated to open up a new path for the bomb to follow. Time is certainly of the utmost essence.

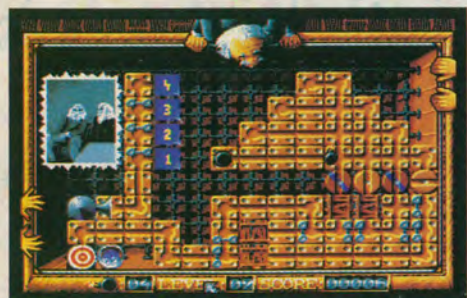
If two bombs meet, they will collide and explode. If you ignore a bomb for too long, its fuse will run out and

it will voice its disapproval by exploding loudly.

Controlling the tiles and wheels etc. can be done via the mouse, joystick or keyboard. Clicking the appropriate button will move the tile or wheel one place round.

Each bomb you successfully extinguish counts for points. Every time you reach 1000 points, you will be awarded an extra bomb.

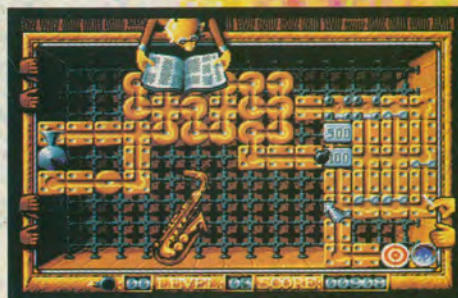
Some screens contain



The trampolines will spring your bomb across the gaps in between the tiles. The higher the bounce, the better the points.



Bombs! Bombs! Where does he get those wonderful bombs? Ok, so I was stuck for a caption. Have you ever tried writing about bombs?



Various bonuses will be placed around the maze. If you can get to them and pick them up, you will be awarded with some valuable extra points.



From the title screen, you can select which level on which you wish to commence by simply clicking on one of the scientists. A click on the bomb will alter the skill level of your next game.

certain tiles that award points upon collection. As points make bombs, these can be invaluable in your attempts to progress.

DON'T BOMB OUT

A small strip at the bottom of the screen indicates the number of bombs remaining, your present screen (level) number and your score.

To progress to the next level, you must make sure at least one bomb makes it to safety.

As you progress, things will start to get a little harder. Tiles will become more moveable, allowing little room for error. The bombs will move slightly quicker, giving you less time to think and



the mad scientists will occasionally move tiles and cogs just to get on your nerves. This can make the game extremely

frustrating if you have just set the perfect route only to have it destroyed by a crazy weirdo in a white coat!

TOP TRAMPOLINES

Trampolines will also play a major part in the later levels. Certain routes can't be accessed unless you take to the springs! They will catapult you over various spaces in the mazes and make sure you land back on your chosen route. If you allow the bomb to fall off the billiard table, it will be lost forever.

In total, there are 30 levels to the game. At the start, you can choose to commence from one of the first 20. The difficulty level can also be altered if you change the size of the fuses.

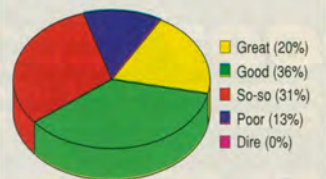
The shorter the fuse, the harder the game gets. There are three difficulty levels in the game.

Jason



The red bullseye type of thingie is the target. You must get your bombs to this exit before they explode. Not an easy task, believe me!

PUNTER-POWER™



GAME: BOSTON BOMB CLUB
PRICE: £25.99

Boston Bomb Club has been programmed with the intention of giving the gamesplayer a little break from his lifetime job of saving the universe in yet another shoot'em-up. The graphics have been drawn with a sense of humour as well as a keen eye for detail. The sound effects add a touch of atmosphere and keep your ears glued to the speakers. The playability level has been set to a consistent level that allows progression but not too easily. Unfortunately, my main gripe has to be the size of the tiles and the lack of distinction between the tiles and the backgrounds. When you have loads of bombs on screen, you may find it difficult to locate the correct tile that needs altering quickly enough. This makes the game just a little tedious. If you would like something to test the grey matter, Boston Bomb Club is a good game that perhaps lacks something in the lastability department.



RATING=76%

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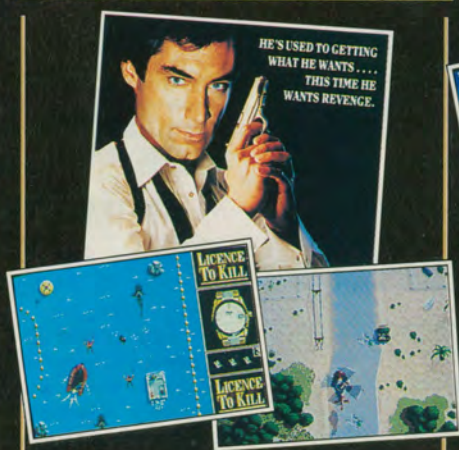
LICENCE TO KILL

LIVE AND LET DIE



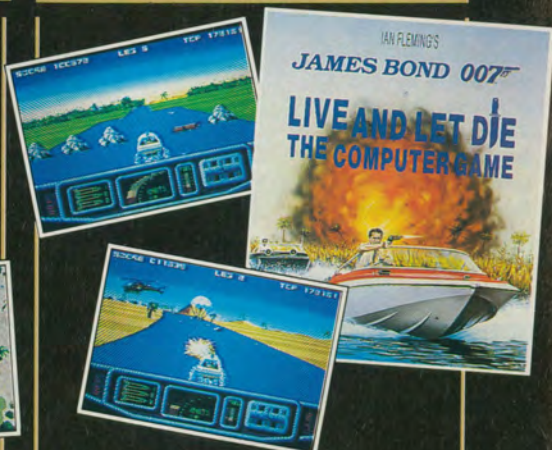
- James Bond returns in a classic action-packed race against time to save the world from the crazed and power-mad Karl Stromberg. With one-on-one arcade style shoot-outs, multilevel action and top secret codes to crack. This is the fastest paced and most exciting Bond thriller to date.

Programmed by: The Kremlin 1990 Eon Productions Ltd/MAC B, Inc. The Spy Who Loved Me ©1977 Danjaq S.A. All rights reserved. © 1977 United Artists Company. All rights reserved. Gun Logo Symbol © Danjaq S.A. and United Artists Company. All rights reserved. 'Lotus' & 'Esprit' are registered trademarks of Group Lotus plc. Artwork and Packaging © 1990 Domark Ltd.



- Take control of this multi-level, multi-role game of the latest and most exciting James Bond movie. Now's your chance to pilot helicopters, drive articulated tankers, perform death defying parachute stunts and water ski barefoot.

Programmed by: Quixel. Film distribution by MGM/UA Distribution Co. Gun logo symbol © 1982 Danjaq S.A. and United Artists Company. All rights reserved. Packaging © 1989 Domark Ltd.



- M's briefing was simple, "Find Mr Big, and don't come back until you do." Q has given you his latest toy - the fastest and most dangerous speedboat ever made.

"Good luck 007 - you'll need it."

Source code and game format © 1988 Elite Systems International Ltd. Gun symbol logo © 1962 Danjaq S.A. and United Artists Company © Eon Productions Ltd. Gildrose Publications Ltd. 1988



When you've got a woman as evil and nasty as the rather dubiously named Madame Q, it's inevitable that she'll hatch a plot to take over the world sooner or later.

The plot is a particularly dastardly one too. This sadistic piece of work is designing and creating an army of genetic mutants which she plans to release upon the helpless inhabitants of an unsuspecting planet... ours!

As a top member of the Secret Service you have been dropped off near her base with instructions to infiltrate it and halt her bid for world domination. Before you can get inside however, you must beat the outer defences which is of course easier said than done... unless you're a super-hero!

SUB-AQUA SUBTERFUGE

From the second you start off underwater all clad in

Thunderjaws

D O M A R K

your rubber suit (stop it!) you will be attacked from all sides by both enemy divers and the far more dangerous Cyber-shark type things.

Extra weaponry can be found lying around the sea bed if you look carefully enough but you'll still need all your skill with your joystick to kill off everything that comes for you.

Once you reach the stronghold you must blast your way in through the steel doors and then your real mission truly begins. You're now inside the base and must make your way towards the end of each

level, killing off everything while trying to keep your energy up. Beware as you'll be attacked by everything from fire creatures to huge rock men. You'll also have a bit of a problem with the fearsome robot rottweillers!

ANNIHILATE ALL

Once again, extra weapons can be collected on your travels that'll make blasting people and things away easier for a while. These weapons can range from stonking great rocket launchers to the simple but effective Uzi.

The basic idea of all the levels is to kill everything and avoid getting hit. To help you get out of the way of some of your enemies there are various platforms scattered around. Having said that it would be unfair just to class Thunderjaws as a platform shoot'em-up.

Graphically the game is quite colourful, but there is a slight problem with the sprites and the game does play rather slowly. Sound is limited to spot effects of explosions and so on. However, fortunately, these are quite well done, so credit is due for that.

Paul

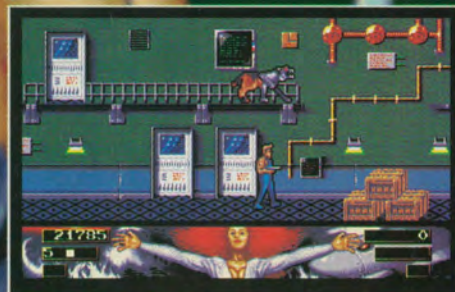


Release The Captives Held Prisoner

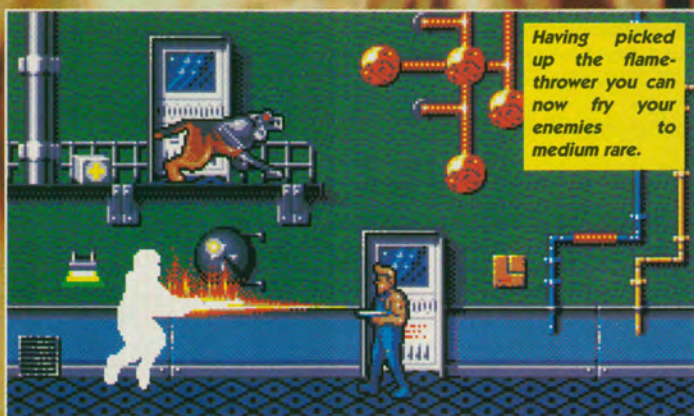
At the start of the game you are shown your objectives and who you have to rescue.



Before you can get into the base you must brave the underwater guardians - divers and cyber-sharks.

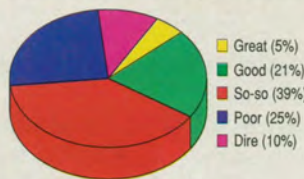


Roaming around the complex are various breeds of cyber-dog. These must be quickly eliminated.



Having picked up the flamethrower you can now fry your enemies to medium rare.

PUNTER-POWER™



GAME: THUNDERJAWS
PRICE: £25.99

RATING=70%

The first thing you notice about Thunderjaws is that it's a bit slow. This causes problems when there's a lot to kill on screen as you sometimes can't get rid of them quickly enough before you lose a life. The colourful graphics are a tad 8-bit-esque which is a pity because this is a potentially great product which is let down by niggling faults. There are plenty of meanies and the game is enjoyable for a while but the long-term playability is a little suspect.

GAMEPLAY:

SOUND:

GRAPHICS:

You've seen the film...

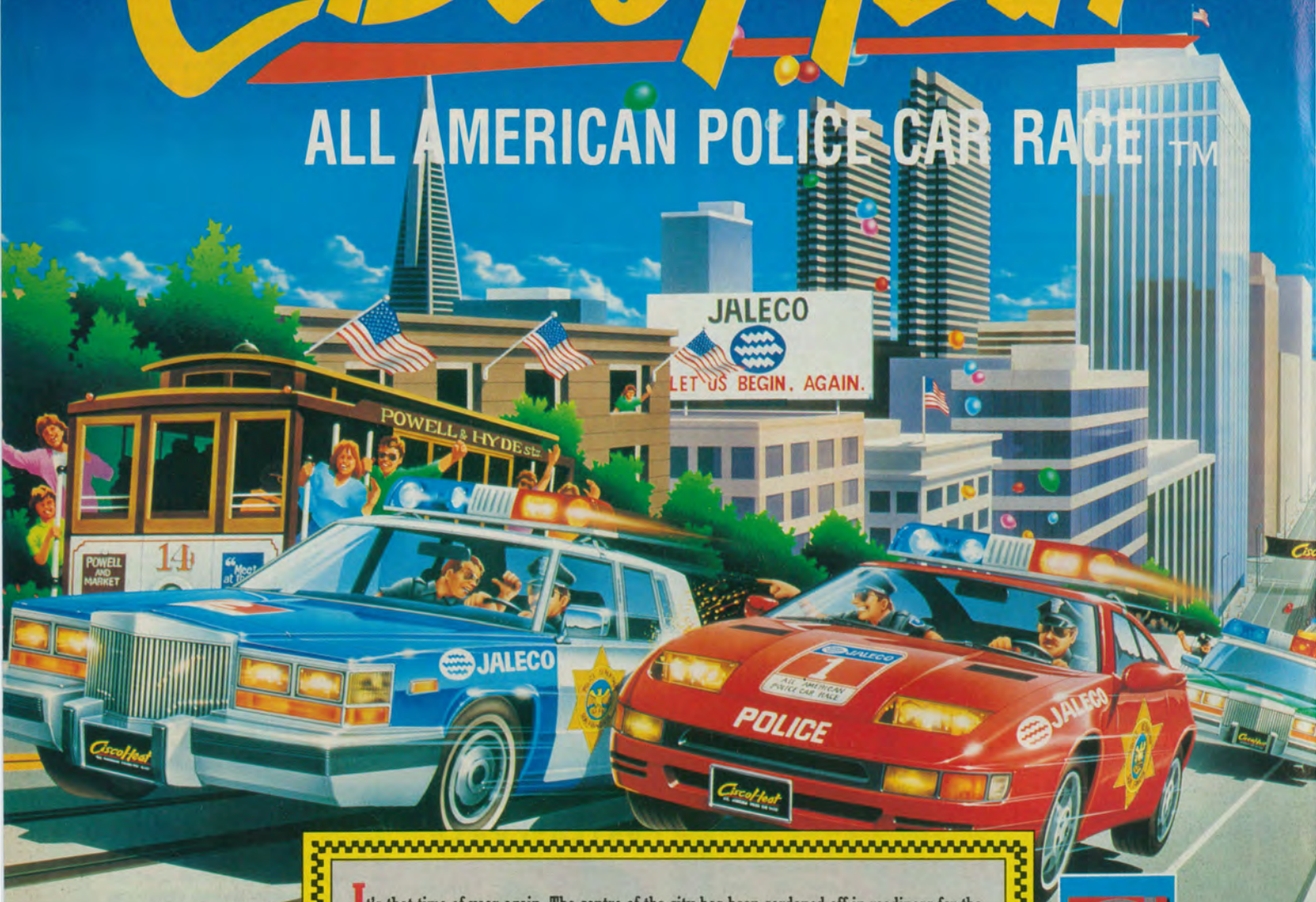


You've seen the film...

MILLENNIUM

Cisco Heat

ALL AMERICAN POLICE CAR RACE™



It's that time of year again. The centre of the city has been cordoned off in readiness for the annual police race.

Take the wheel of your high powered police car as famous areas of San Francisco flash by with exciting realism . . . The Golden Gate Bridge, Fisherman's Wharf, China Town and many more; as you head for the finishing line at Treasure Island.

With 5 levels to tackle, only the top class drivers can make it - so hit the gas pedal and race for glory.



Image Works, Irwin House, 118 Southwark Street, London SE1 0SW. Tel: 071-928 1454. Fax: 071-583 3494

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At the beginning of the game, you have to choose your character from the three available.



You use your weapon to devastating effect. The aliens can't do anything to avoid your fire power.



You enter the shop and are disgusted to see it overrun with aliens. Time to re-load and destroy.

Alien Storm

U . S . G O L D

As is the case with most scrolling shoot'em-ups, the world is once again under threat from an unknown group of vicious space invaders.

After the timely ruination of their home planet due to their own lack of environmental awareness, they began to search the galaxy for a new planet to inhabit - unfortunately for us, they chose earth.

This vile, slimy group of aliens began carrying out raids from their strategically positioned mother ship that was hovering above the surface of the planet. The main objectives of these dawn raids were to infiltrate and terrorise the population. And they succeeded!!!

OUT OF THEIR TREES

The first people that laid claim to sighting the aliens were dismissed as being either mentally deranged or extremely intoxicated! But vigilant UFO experts were not convinced by the attempted cover-ups made by the local media and they set up a base in the city at the Burger Cafe where they could respond quickly and efficiently to any

suspicious activities in the area. They were (drum roll) The Alien Busters!!!

Their mission is to thwart the aliens in the quest for world domination. This will involve the undertaking of many feats of bravery and total disregard for their own safety. You must show no mercy whatsoever as you annihilate the aliens and bust the beasts!

THE THREE BUSTER-TEERS

You can take control of one of three beast busters: Gordon is a strong warrior who relies on his trusty lightning gun for defence throughout the game. Karla is a dusky, young maiden who is an expert with a flame-thrower and Scooter is an android who cracks a mean electric whip.

Control is via the joystick and the space bar will fire your super weapon (more about that later). You also have four continues at your disposal but they must be divided if you are participating in a two player game.

The city has been divided up into six levels, each with several stages that you must overcome. After you have battled your way through, you

must confront the alien brain that is behind all the heartache and slaughter.

Destroying the brain will cripple the aliens' resistance and cause them to leave the earth's atmosphere.

The aliens have taken guise as various everyday objects, ready to pounce as



Aliens explode as Scooter tries to wipe out the enemy all by himself.



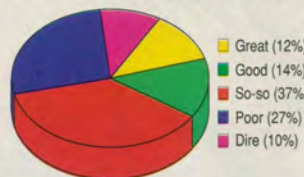
An end-of-level guardian blocks your progression. Time to kick some butt!

soon as your back is turned. They can all be destroyed with your characters chosen weapon but some take more shots than others. You also have at your disposal a special weapon that varies depending on your character.

These weapons can be fired at any adversary, seriously depleting their energy. Unfortunately, the weapons have a limited charge but this can be increased by collecting the randomly-placed energy capsules. Each level is full of various aliens that you must dispose of.

Each enemy has its own attack formation that it will adhere to no matter what the circumstances are. Jason

PUNTER-POWER™



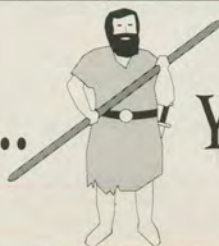
GAME: ALIEN STORM
PRICE: £25.99

RATING=70%

Graphically, Alien Storm is as close to the original arcade machine as is humanly possible and the sound is the usual gunfire and explosions that have become a standard feature with games of this type. The playability has been set at such a level that allows you slow but enjoyable progression but this can become slightly too easy once you have mastered the rather awkward controls. Nevertheless, a good conversion of an average arcade game.

GAMEPLAY:
SOUND:
GRAPHICS:

You've seen the film...



You've seen the film...

MILLENNIUM

FOOTBALL

CRAZY



3

OF SOCCERS GREATEST HITS!

PLUS WORLD CUP '90'

KICK OFF 2



Player Manager



KICK OFF 2



THE FINAL WHISTLE

AMIGA DATA DISK

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AMIGA - £25.99

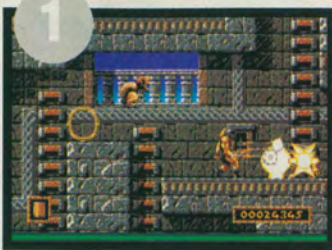
ATARI ST - £25.99

(DOUBLE SIDED DRIVE ONLY)

DOTTY'S...



The page title is a contradiction in terms this month. Our games meister has been overworked to the point where he has had no time to compile this all important cheat page, but Allie has managed to bail him out!



GODS (1)

Although we've done GTGAs on Gods, we can't find every little secret, but Mr J. Hayward of Ilford supplied us with the following little gem! When you reach the dragon at the end of World Three, Level Two, drop the dragon gem (found on top of the altar) to stop the beastie firing from his tail. This should make things easier for the less skilful among you!

By the way, could people please stop sending us the level codes for Gods because they are totally useless to us! We commend you all for completing the game, but everybody's level codes are unique to their own disks.



MANCHESTER UNITED EUROPE(2)

This next cheat was given to us by John from Games-X as a joke! We were amazed at how naff it was, but we felt that it had to be included just for the fun of it. If you are really bad at this game, select the two player option while your team is on the pitch and, hey presto, the other team freezes! Now it's up to you to score loads of spectacular goals and win!



SUPERCARS 2 (3)

While rushing backwards and forwards, and in between phone calls, Dotty managed to tell me about a cheat for Supercars 2. If you enter Player One's name as WONDERLAND and Player Two's name as

THE SEER, you will be given 99 units of all the equipment!

ELIMINATOR (4)

This is one of my all-time favourite games, so I'm sure some of you will appreciate the following level codes that I have painstakingly gathered.

- 2: AMOEBA
- 3: BLOOP
- 4: CHEEKI
- 5: DOINOK
- 6: ENIGMA
- 7: FLIPME
- 8: GEEGEE
- 9: HANDEL
- 10: ICICLE
- 11: JAMMIN
- 12: KIKONG
- 13: LAPDOG
- 14: MIKADO

Yes Dotty, this is a game I can play!

ELF (5)

We have been wondering whether or not to tell you the cheat for Elf as the game is so new. But after witnessing Dotty's failure to complete the game (shock horror!), we knew you lot would also befall the same problem! By typing CHOROPOO any time during the game, you will be given 99 pets thus allowing you to buy extra lives at the next available opportunity. Remember you can only obtain lives from a shop! Thanks to D. O'Leary from St. Neots for that one.



...SMALL TIPS

Now play the game...



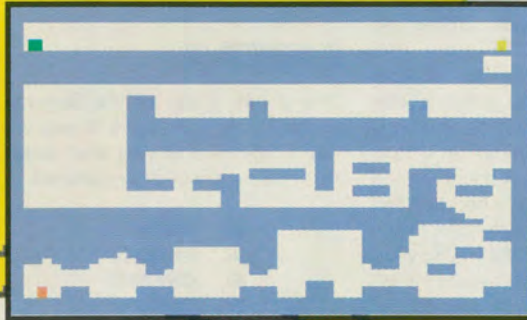
THE ADVENTURES OF
ROBIN HOOD

MILLENNIUM

GTGA...

The Bitmaps just don't let up do they? Not satisfied with sending us all insane with Gods, they now want us to totally flip our lids with their new stunner Magic Pockets. But we're not quite so cruel! Allie West managed to keep her senses in order.

The whole idea to this particular GTGA is to help you through the first world so you can get a feel for the game and appreciate its sheer complexity. Afterwards, it's up to you! Magic Pockets is designed to be a real stinker, so don't whimper if after our help you still can't get past World One, that's the whole intention! Good luck and happy hunting.



LEVEL ONE

This level isn't too hard: the Bitmaps are easing you in gently! Take the level slowly and get used to the different behaviour patterns of the creatures. A high level of intelligence has been given to all the creatures and the amount of hits required varies also, so spend your time getting used to the basics. The bonus system included is going to take time getting used to as well, so experiment with power-ups and see which gives you what.

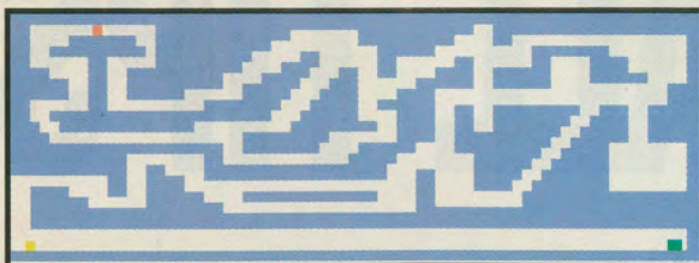


LEVEL TWO

Things are getting a little harder now aren't they? This is the hugest level in World One and is here where you get introduced to hundreds of breakable blocks and secret passages. Take advantage of the blocks and the ability to fall long distances. Once enough momentum has been gained you can roll on top of the nasties below and obliterate them in one foul swoop.

LEVEL FOUR

You'll now realise that the numbers of nasties is increasing rapidly as you progress through this world. World One is much of a muchness but this doesn't mean that you can easily whip through the remaining levels. Take care and time and you'll have no problems.



KEY TO MAPS



Starting Point



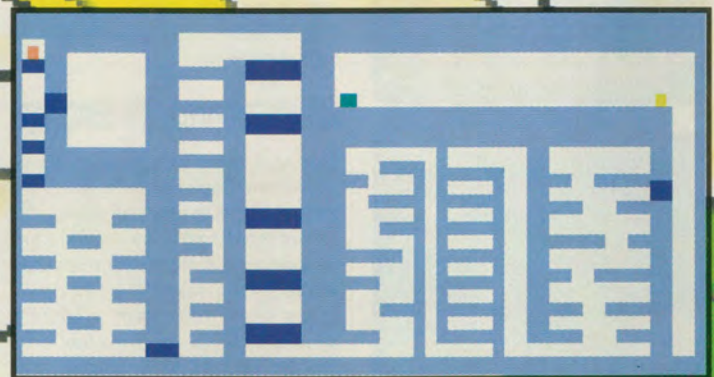
Exit



Toy

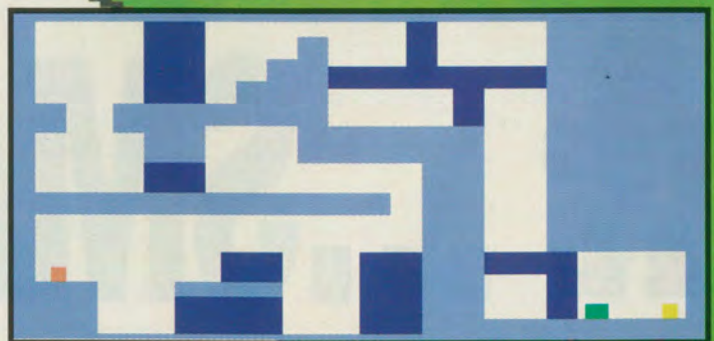


Breakable Blocks



LEVEL THREE

Hundreds of bonuses lie within all the levels and a lot of the really nice ones mean deviating from the shortest route to your toy. At least you haven't got a time limit so it might be worth exploring all the level instead of heading straight for your toy. The more bonuses you collect through the level, the bigger the bonus you'll get at the end.



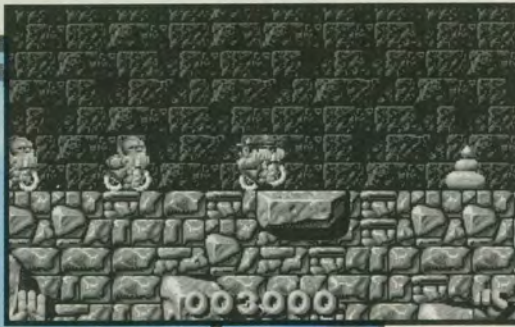
LEVEL FIVE

Just this one to go! Bonuses are littered absolutely everywhere so it's worth spending the time to find them. Right at the beginning of the level you will come across huge piles of breakable blocks. Try to clear a rising pathway instead of blasting away at the ones closest to the ground. You have to be able to climb upwards so don't trap yourself on the terrain!



PREPARE TO RACE

This is the end-of-level bonus bit. The objective is to peddle as fast as your little legs will go and finish first in the race, however, it's not quite that easy. The ticket is to keep firing until you reach a bike, climb on and peddle hard, remembering to jump over the sleeping snails. With luck you'll finish first (it can be done!).



The rest of the game is now up to you. Magic Pockets involves bonuses and gameplay rather than traps and problems as in Gods, so it is extremely hard to give every level away when your task is to simply find your toy. However, we have given you a few hints that should prepare you for the danger that lies ahead....



World One – The Caves

The theory behind World One is to salvage your precious little push-bike and keep it out of harm's way, but where could it possibly be? The Bitmaps have been incredibly helpful by including a direction arrow so at least you know roughly which way to head. Don't ignore it because it's the most helpful hint you'll get.

World Three – The Lakes

This world puts a whole new dimension on the game: get ready to take your shoes off and go for a little swim. First you need to find your diving helmet. The helmet is usually very close to your starting position, so follow your direction arrow and then embark into the watery depths. The route to the exit is yet again usually extremely straight forward, but, where possible, try to deviate from the proper course because there is invariably a massive bonus waiting for your unsuspecting self in some murky cove!

World Two – The Jungle

A super little world that will have you pulling your hair out for hours. The key to finishing all these levels is to make use of the 'growing vines'. You may get to a point where you appear to have hit a dead end, but there is no possible way that this can happen. Should this occur, go to the bottom of the level and look for the vine pods, this is going to be your route to the exit. Also, remember to use your cloud as a platform should you get trapped below a higher branch.

World Four – The Mountains

Remember all your childhood days rolling snowballs around the garden and then tying tatty scarves around them? Well, put all those excellent tactics to good use in this final world. By firing small snowballs onto the ground, you can roll them into larger ones and capture the meanies on the same platform or the one below you. You must battle your way through the levels to find your lost toy, a fluorescent orange space bouncer (showing your age Allie – Ed!), that allows you to bounce all over the remaining nasties and up to much higher platforms. The ability to do the big bounces is needed in order to escape the level.

MAGIC POCKETS

GTGA...

Here at the ST Action offices we realise that you may not be as good at making cash as you would like to be, so here we have a few handy hints as to how you can make your fortune while you are working on the railroad.



GETTING STARTED

Ideally, you should start off with the game in its easiest possible modes. This will enable you to get to grips with the control system and give you a rough idea of what you should be doing. You'll soon be laying pieces of track to all corners of the country while getting trains running here there and everywhere.

In a perfect world you should go into the game with an idea of where you want to build. You may prefer to start off in the United Kingdom and link up some of your local towns with a single line, for example: Manchester, Stockport and Macclesfield could all be linked up relatively easily.

Another good idea is to start small. Don't immediately try and link Newcastle to London or you'll soon find you're out of cash long before you complete your track.



YOUR FIRST STATION

Before you can construct your first ever station you must lay down some track. Try and get it near to a town or city. If you choose to develop close to the latter it may well be worth going the whole hog for a terminal as in later years you'll have a top notch

establishment in a thriving area and this will of course bring in that much needed extra revenue.

Only after you've got a station can you start to think about trains, and there's not much point in having a train and only one station for it to stop at. Extend your line to another nearby town and build something smaller, maybe a depot.

Now it's time to build your first locomotive. Your choice will be limited to what was available in whichever country you've chosen at that time in history. This choice will get bigger as the years go by and the inventors come up with new and better designs. For now, stick to something simple and cheap.



MAKING LOADSAMONEY

In the all-important early days of your railway company it will be necessary to budget yourself carefully. There's not much point in being continually broke just to extend your line by a few miles. Settle back with a cup of coffee and wait for the money to start rolling in.

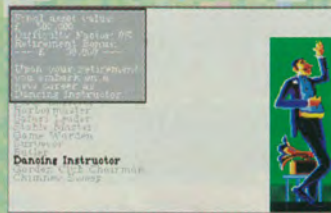
When you've got a healthy sized wad in your pocket (so to speak!) then (and only then) should you think about expanding! Again think small,

extend your line to the next town along and then purchase another engine and direct it to the new route. You should soon have lots of little sub routes going that all bring in extra cash.



PRIORITY SHIPMENTS

These can be a real pain as it's often a big decision to pull a train off a good route and send it miles away. Try to work out roughly how much you'll make when you complete the shipment and weigh that against what you'll make if you keep the train going on its regular route. Is it really worth it?



SHARES AND DODGY DEALINGS

These are another way of making a bit of extra cash on the side but they

are more of a risk. You must judge which companies are on their way up and down and choose when to buy and sell shares in them accordingly. Be careful with these though!



MAKING LIFE DIFFICULT

After a while it's no fun making obscene amounts of money on the easy levels.

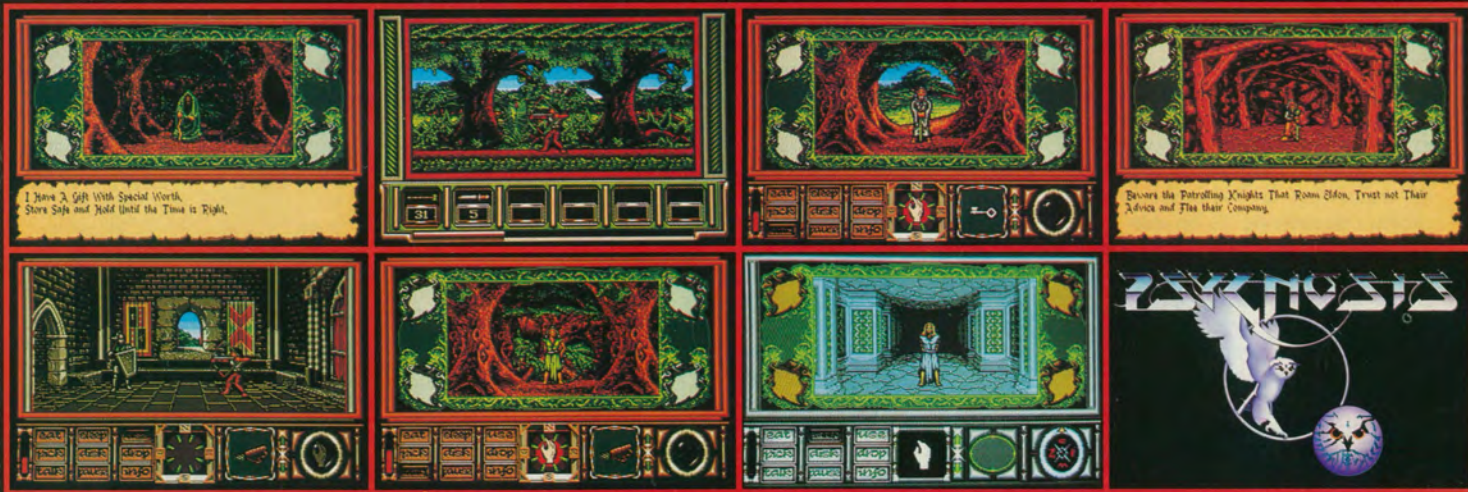
All you want to do is add a good bit of cut-throat competition and a few train crashes into the bargain.

Now it's time to change a few of the options and give the harder levels and try and put your new-found skills into practice.

Don't expect to make millions on here straight away though as you may find yourself bought out immediately. Take your time and build gradually and you should succeed.



...RAILROAD TYCOON



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on the
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From Psygnosis, Impelling RPG with more than a dash of hack-n-slash.

You're in the depths of your own worst nightmare . . . but this time there's no waking up.

Lost and alone in a dangerous and alien world you must discover where you are, how you got here . . . and how you're going to get out!

In a frantic search of the unfamiliar land you explore aMAZEing forests, mines and underground complexes collecting objects and interacting with indigenous creatures.

Re-emerging in to daylight you race along perfect parallax action scenes, dispatching enemies as you battle ever deeper into the unknown.

Screen Shots from the Atari ST and Amiga

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DOTTY'S...



Having problems with your favourite game? End of level guardians giving you a rough time? Never fear, Helpline is here and it's a double helping this month. So get stuck in – there may be something here for you.

REMIX REMEDIES

Because of your recommendation, I went out and bought Last Ninja Remix from System 3 and I have to agree with you, it's an excellent game. Unfortunately, I am not up to your standard of excellence when it comes to playing games (obvious, but then again, who is?) so I need some help.

I cannot, however hard I try, get past the fire-breathing dragon at the end of level one. Please help me, oh great one. The items I have in my possession are as follows: The sword, nunchukas, smoke bombs, shurikens, apple, pouch and a key. If there is anything missing, please tell me where to find it. Thanks for everything and keep up the good work.

Gavin Boakes, Berkshire

Well, we are having trouble aren't we? Because you put it so nicely, I will help you (cue fanfare and voluptuous women). The way to get past the dragon involves the secret art of ninjitsu disappearing. To be able to disappear, you need a diversion. Try throwing a smoke bomb in front of the dragon and this should put him to sleep. You can now walk past him onto level two, so you shouldn't have any more problems.



do! First, I run along until I get to the first door, the one with the St. David's Star on it, and pull the lever after I enter. I then exit and go to the next door with a star on it and enter, pull the lever and exit. I then run to the end where the wall is and pull the final lever. When I go to the door, it's locked! Why!

Thanks for your help!

Richard Thomas, Berkshire

I had to speak to our illustrious Editor – Alan 'Demon Eradicator' Bunker for some help with this little problem. After you have switched the last lever, go back to the left and enter the first door you come to by pulling down. Once inside, proceed until you come to a door, enter and

keep going. You will eventually come to another door, enter and you will find a key. Take the key and go back to the place where you switched the last lever.

From here, go right back to the beginning of the corridor and enter the first door downwards. The tridents will now have disappeared and you can proceed and enter the next door up.

Take the key and return to the



first door that leads upwards and enter it. You can now find the green dragon, collect the last key and do battle with the demon. Phew! Easy, huh?

BE CAREFUL OUT THERE

I've just bought Mean Streets and consider myself to be doing quite well at it.

Unfortunately, I seem to have hit

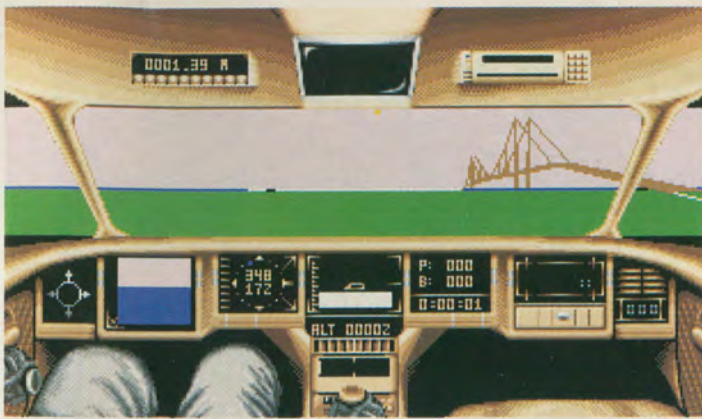


DEMONIC DIRECTIONS

Please can you help me? I recently purchased Wrath of the Demon after seeing the advert in ST Action. I have played it for ages now and I have managed to reach the fourth disk.

I am in the Demon's Stronghold, but the trouble is I don't know what to





Make your way to Cal Davis at NC-3720. To the right of the door is an ape's cage. Get the box from inside using the pole. Open the box to reveal the Orange Passcard. To turn off the alarm, move the rats cage on the right, open the box and push the switch. The password for the Orange Passcard is Checkmate. Hope that helps.



WHO YOU GONNA CALL?

Many of my friends and I have spent hours, even weeks, playing games on my ST. I have loads of games in my collection including the excellent Hollywood Collection compilation from Ocean.

Within a month of receiving the games, I managed to complete Batman, Robocop and Indiana Jones but not Ghostbusters II. I am presently in the middle of my exams and my revision is suffering due to the extreme pressure of this game.

I can complete the first two levels

but I am having problems with level three. I can absail all the Ghostbusters down safely, save the baby from the altar and destroy Vigo but then another face appears with more strength and nothing can kill him or it. I can't fully slime Janosz either as his strength never decreases. This is a plea from a desperate 15 year old, can you help?

Chris Wynn, Somerset

particle beam and his strength will start to decrease.

When he dies, the face will come to life and Janosz will start to run around. When he does, trap him with two particle beams and don't move either of your men. He should now crumble and you'll be a hero.

CRATE CONUNDRUMS

Please can you help me out on Navy SEALS? The part I am stuck on is level two - floor three. There is a crate that must be fitted with a detonator but I just can't seem to reach it. After shooting the weapons box, I can see the weapon but I can't reach it.

I can't squeeze through the hole and I can't jump high enough to approach it from behind. Any input would be appreciated on this matter.

Anthony McCarron, Scotland

We are up a certain creek without a certain navigational instrument, aren't we? You'd be surprised how many people have problems with this part of the game.

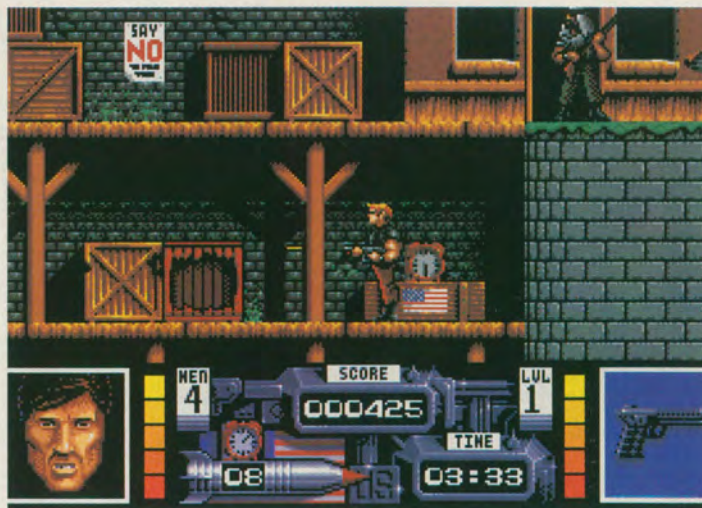
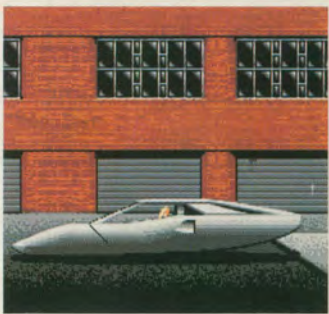
When you kill Vigo and the other face appears, a man should start running around doing nothing in particular. This is Janosz in disguise. You must trap him with a



a snag. I'm stuck in Cal Davis's lab. Please tell me how to turn off the alarm and how to get to the box containing the passcard - it's in a cage with an ape. Whatever I do, the ape just kills me. Please tell me the answers to my questions as I am going slightly mad! Wibble wibble!

Nick Pollard, Gloucestershire

I had to call an expert friend in the industry to solve your problems.



Well, being considered the ST Action "Mr Navy SEALS" I have kindly decided, out of the goodness of my heart, to help you.

The crate you mentioned isn't as important as you think. The weapon also is not that useful. Try to bypass it so you save time and reduce the chances of being hit. An easier way around it is to cheat, so check out the Small Tips page this issue!



...HELPLINE

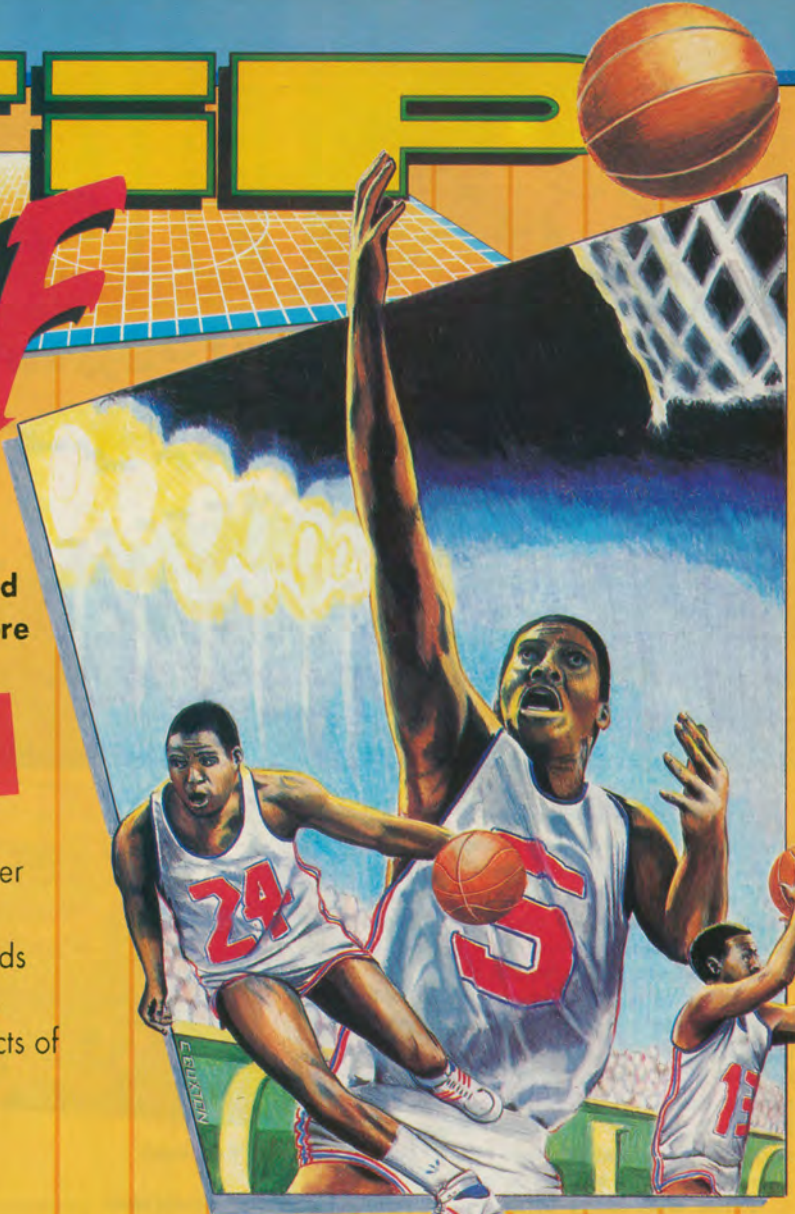
TIP OFF

The sheer pace of the game, end to end action and tactical game play is the core of TIP OFF, a basketball simulation -

A SIMULATION WHICH IS GREAT FUN TO PLAY

Players' skills, attributes and fitness together with the astute substitution of players and change of tactics banks by the coach, holds the key to success in basket ball. TIP OFF, therefore includes some managerial aspects of the game. The main features are:-

- * Multi directional scrolling screen
- * Five skill levels. Skill level of both teams can be set independently.
- * 1 to 4 players option. Option to play against the computer or another player or team up with another player against the computer or another player or two players.
- * Facility to practice skills and tactics.
- * Facility to create a team at all skill levels and design tactics.
- * Instinctive Joystick controls to dribble, pass, shoot or do a dummy. There are two running speeds, two types of dribbling and passing and five types of shots at the basket (Jump shot, Hook shot, Skyhook, Running Jump shot and Slam Dunk).
- * Each player on the court is an individual with a unique mixture of attributes (Age, Height, Flair, Pace, Stamina and Composure) and skills (Passing, Dribbling, Stealing, Shooting and Jumping).
- * Two types of Leagues. Action Replay at 3 speeds.
- * Extra moves are available using two independent button joysticks using the EXORLENCE System.



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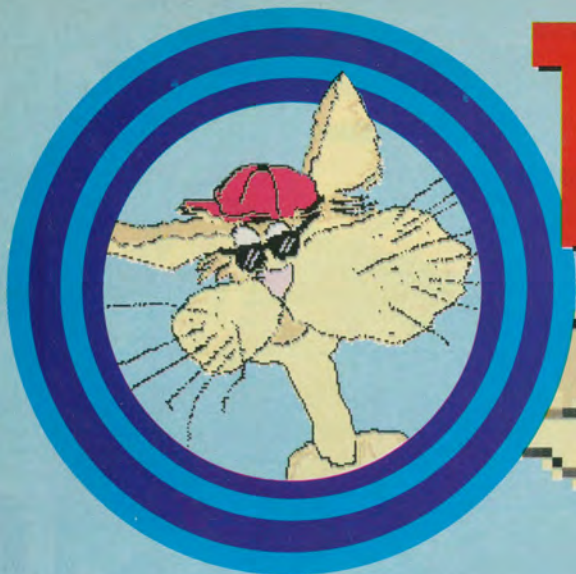


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EASY TO PLAY - HARD TO MASTER

Published by

ANCO Software Ltd



The Name's

Welcome cat lovers, to our new and hopefully regular feature on games for the Atari Lynx. Check out the new releases as well as the classics. Purr-fect!

••• ROADBLASTERS •••

First up is this - a quality road racing game that has speed, clear graphics and loads of gameplay, in a post nuclear world. The fate of civilisation rests on your shoulders and the speed of your prototype Death Squad car.

Racing in a Death Squad road rally through desolate landscapes, you must lead the race in order to drive undetected into enemy territory and ultimately defeat their leaders. If successful you'll be able to recover huge food and medicine stockpiles that could save the victims of the nuclear war.

Filled with loads of mines, cannon towers and enemy vehicles you must dodge oncoming hazards in order to complete each sector.

Along the way you can collect bonus weapons and extra fuel, but things won't be easy in this 50 level blast of mayhem.



84%

CUFF'S COMMENT

Absolutely splendid stuff! Incredibly fast and playable, this is an excellent driving game that incorporates fast gameplay and colourful graphics. Has a brilliant shoot 'em-up element!



••• ZARLOR MERCENARY •••

You are a hired mercenary about to enter a well paid mission into a hot-blooded war. You are to destroy key industrial and commercial sites on the planet Yorith, the idea being to collapse the military and disrupt the economy long enough for the Zarlors to land on the planet surface.

Your job is not to ask questions, but to destroy the bases and get out of the system alive, then collect your bounty. A certain kind of mercenary is needed for the job and you've obviously got what it takes, so now is the time to prove yourself.

Zarlors Mercenary is a fast action scrolling shoot'em-and-blast simulation that sees you flying low over heavily armoured sectors in an attempt to complete your mission and stay alive! Being very fast, you have to keep your wits about you at all times if you are to succeed. Do you have what it takes?



80%

CUFF'S COMMENT

Everyone who has played Xenon II will know what they've got in store when they load up Zarlors Mercenary. This is a fast spaceship laser blast that requires quick fingers and good dodging ability, and a bit of luck when up against the end-of-level guardian! Great for shoot'em-up fanatics.



79%



Shadow Of The Beast, Rygar sees you rampaging across 23 sectors of your homeland killing all the multi-coloured nasties that are out to block your path.

There are loads of bonuses for you to collect on the way, most of which simply give you points: 50,000 points gives you an extra life! Larger bonuses allow you to shoot into the air, acquire a larger weapon, jump on creatures and get double the points!

CUFF'S COMMENT

A smooth scrolling horizontal beat 'em-up that is relatively easy but fun at the same time. Shadow Of The Beast is more exciting, but by Lynx standards Rygar is by no means a bad game and, being nicely animated as well as fast, this is well worth a look.

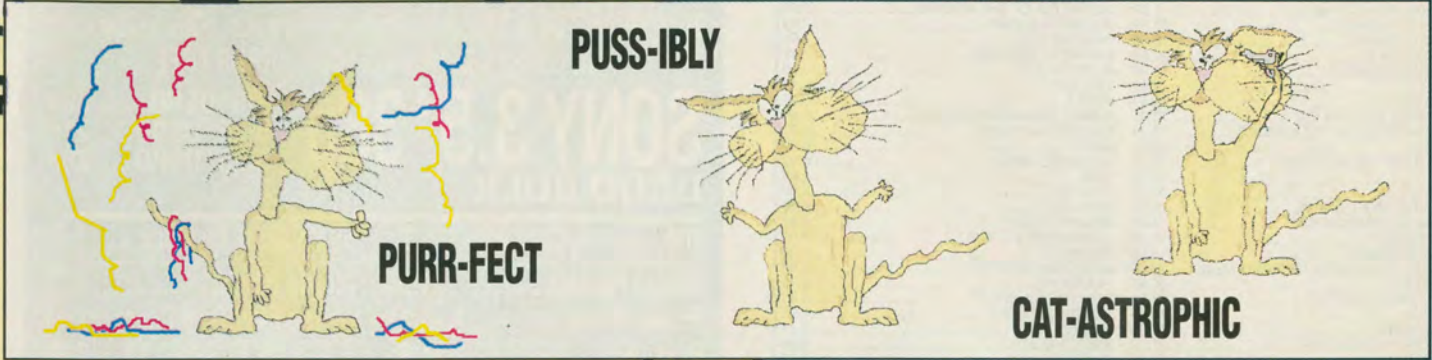


••• RYGAR •••

Exiled for 10,000 years from the land of your ancestors, the time has come to recover your rightful kingdom from the minions of evil. You are Rygar the Reclaimer and you bear the Mark of the Wizard, therefore it is you that must lead your people home!

Looking very similar to Psygnosis'

Lynx... Cuff Lynx!



●●● ROBO-SQUASH ●●●

You have been miraculously transported to the 31st century where the world is governed by one political party, the United World Federation. However, the President has mysteriously died and the party has now entered a state of chaos. Due to this, the International Party are challenging for the control of the world and it must be settled!

The only answer is a game of Robo-Squash (don't ask me why!) and as the World Federation champion it is up to you to defend your party's honour. Federation peace depends on your abilities.

Robo-Squash is a jumped up version of a 'bat and ball' style game that requires you to battle it out against your opponent without letting the ball splat into your goal. You view the playing area from the top of a pit with your opponent at the bottom, and it is incredibly confusing!



70%

CUFF'S COMMENT

After a while the game gets a little monotonous and it seems that your computer opponent doesn't understand the meaning of losing. Robo-Squash isn't the best game available on the Lynx but it is fun in small doses, but if it's possible to have a go before splashing the cash, do.



●●● BLUE LIGHTNING ●●●

Although this has been around for ages, we felt that it was worth mentioning because it is one of the best games ever to be released on the Lynx, a true classic.

You are a failed trainee pilot, therefore you have been chosen to fly a prototype Blue Lightning combat jet on its first flight. The authorities will



87%

lose nothing if you fail on your mission, but should you succeed, you will be branded a hero.

The idea of the game is to fly through heavily infested enemy territory and complete nine missions of deadly proportions! You have five lives and a score of missiles available, so there's no excuse if you fail.

Fly as close as you possibly can to the ground or soar high above the clouds, either way you're in for one hell of a ride.

CUFF'S COMMENT

The graphics and gameplay are of a high standard and the smoothness of the game makes it a pleasure to play. If you haven't got this game already then all I can say is "Why not?" Afterburner, eat your heart out!



●●● KLAX ●●●

The classic game to beat all classics! Klax is to the Lynx what Tetris is to the Game Boy, and it's well worth having in the collection. This is one of those totally addictive brain-teaser games that will have you glued to your Lynx for hours!

The gameplay is not unlike the MB

game Connect Four, where you have to create rows of like coloured tiles in either vertical, horizontal or diagonal positions. Here, a row of three or more gives you a Klax and loads of points!

Unfortunately, the tiles inevitably tumble faster the further you progress through the game, thus making the game incredibly frustrating and hard.

But we all know that this is the beauty of such games (who are you trying to kid? - Ed). Definitely a classic by any standards!

CUFF'S COMMENT

Klax is an absolutely super game, although not quite as addictive as Tetris, it is well worth having in your collection. Dare you put your little Lynx down?



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In the Amiga version, F-15 STRIKE EAGLE is replaced by WINGS.

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Screen shots on different formats may vary.

Wengeli the Wizard

The other week, the apprentice and I went delving into the darkest depths of the European Computer Entertainment Show to bring you the brightest gems from the forthcoming software releases. We were immediately drawn by the horrific images to the Accolade stand where we saw...

Elvira II – The jaws of Cerberus, by Horrorsoft. Talking to Accolade, who will distribute this title, we were told that this will be their last title for the Atari. The cerberus is a 20m tall, three headed demon who is holding Elvira in the depths of a huge film studio. You must find where she is held in one of the studio's three sets, and rescue her.

The game itself looks even better than the original, hard though that is to believe, and has an improved user interface. The display will also show you damage for yourself, so you can easily see when you should retire gracefully from combat. By the time you receive this issue of ST Action this game should be available so, if you like blood and guts, get a copy.

The next one we saw was on the Mindscape stand, where we saw a familiar looking display...

Knightmare, this is the successor to Captive but has a fantasy theme. The controls for this game would be familiar to anyone who has played either Dungeon Master or Captive. The graphics were good, with more detail shown than Dungeon Master, making it more challenging to find hidden features on walls or floors.

This game will be approached with eager anticipation by all those who enjoyed Captive or Dungeon Master. Unlike Captive, which has an infinite number of levels, Knightmare has a finite playing area, so we will be submerged with hundreds of solutions to this game upon its release.

If you are into Role Playing Games then you will be ready for the next game we found for you at the Gremlin stand...

Daemonsgate, this is a pure RPG based on the traditional Role Playing Game concept, where you control one character and the other characters either help or hinder you according to their own motivations. The game world covers 50,000 play screens, including seven different cities whose population go about their daily business independent of your actions. There are 100 intelligent characters as well as another 32 distributed around the game world willing to join your adventurer.

When meeting other characters, be they harmless or dangerous,

you can choose what form of approach to make. You can decide to pick a fight with them or to sort out any differences by talking. When talking to them, any gossip they might have can be stored in a question list and you can ask about people or places you have previously heard of. Release is scheduled for December.

The game we almost missed at the show was shown by US Gold...

Another World by Delphine, has been written by Eric Chahi (co-writer of Future Wars), who has introduced several new animation techniques to this game. At first we thought that we were watching a film – the animation was excellent. There are numerous special effects such as zoom, panorama and animated close-up shots which give the game a movie style.

A young nuclear scientist is in the middle of a high-tech experiment when things suddenly go wrong. His lab is destroyed and he is propelled into another world, a strange planet unlike earth. After surviving the attentions of some dangerous monsters he is captured and locked up with an alien. This creature

befriends him and they try to escape together. The game should be hitting the shops right about now.

While I spent time talking to Software Houses to find what we could expect, the apprentice spent his time playing on every flight simulator he could find. But if there wasn't enough fire-power to destroy half of Iraq he wasn't interested!

For those of you that enjoy these types of games, here are some of his favourites...

Gunship 2000 and F1-17A Stealth Fighter from Microprose were demonstrated on the PC, they should be released late next year on the ST. The
M i G - 2 9 M



have found this game very amusing and have had a lot of fun playing it.

Louis Cropper, Blackburn

I must agree with your thoughts on Monkey Island, even if you are a mere mortal. It is easy to forget you are playing a computer game while playing Monkey Island. The characters all seem so lifelike and real, saying what you would expect a real person to say. I enjoyed this game, but I, of course, never got stuck like you have!

In your travels around Monkey Island you will no doubt have accumulated many pieces of 'junk mail'. Dispose of these at your peril for you have found a use for one of these items. Should you have a piece of paper entitled 'How to get aHEAD in Navigating', you should give this to the Cannibals. They will take the paper and in return give you what you wanted.

HANGING ABOUT IN THE DARK

In Space Quest II I am currently hanging off a rope down a ravine with a cave to the west and a large monster (very hungry I might add) on the East side.

When I let go of the rope and go into the cave I am constantly being chewed to death by a beaver, this is because I cannot see where I am going. I think I need to collect a branch before I get captured by the Hunter. Then, when I paralyse him and get out of the cage, I must light the branch to make a torch. But I am not sure so please please help.

Colin Hill, Bury

It is obvious from your question that we do not need wood to make a torch as we already have a plank... you! But to shed light on your problem I will tell you that you have missed something on the way here. To get to the ravine you must have swum here through the swamp region.

The water has hidden depths, which are revealed if you dive down in the middle of the swamp. Remember to hold your breath when going underwater. Dive down and then swim east, you will find yourself in a small cave.

A search of the cave will reveal a gem, recover this and then continue as before until you are hanging in the ravine. Before you enter the cave remember to hold the gem, as its glow can't light your way from within your pocket. You will now be able to see that troublesome beaver, if the light does not scare him away.

BABEL FISH HITCH

I have a problem. Please help as it is really bugging me. In 'Hitch Hiker's Guide to the Galaxy' how do you get the Babel Fish? I've hung the gown on the hook, put the towel over the grate and blocked the floor cleaning robot's door.

What must I do next? The flying robot keeps taking it!

M. McCaughy, Belfast

When I told the apprentice that I was answering a letter from a young lady he became quite excited. He is at the



These Deth Knights are no problem, or have I spoken a little bit too soon?

age where he has little interest in anything else (except playing adventures) and gets struck dumb if a girl speaks to him. I offered to let him answer your letter, but he just sat at his desk day-dreaming for hours – so I had to answer it myself! Here is what you must do.

Everything you have done so far is correct but before you push the button on the dispensing machine you must do one more thing. It is really quite simple, you must put the junk mail on top of the satchel you used to block the robot with, you can now push the button!

Step back and watch the following sequence which ends with the Babel Fish being stuck solidly in your ear(you had better not be squeamish!). Now that you have the Fish, you will be able to understand anyone who talks to you.

PRAYERS DO IN'DEED' COME TRUE

Dear God. I recently wrote to you about Leisure Suit Larry III, and you replied very quickly. You told me to give the deeds to Cherri, and to get them from the Solicitors. Where exactly is the solicitors office? Please supply a map showing where I have to go.

J. Almeida, Halinslee

I am glad to see that there is someone out there in 'ST Action Land' who appreciates that I am indeed a superior being. But less of my ego, I shall continue... The solicitor's office can easily be reached



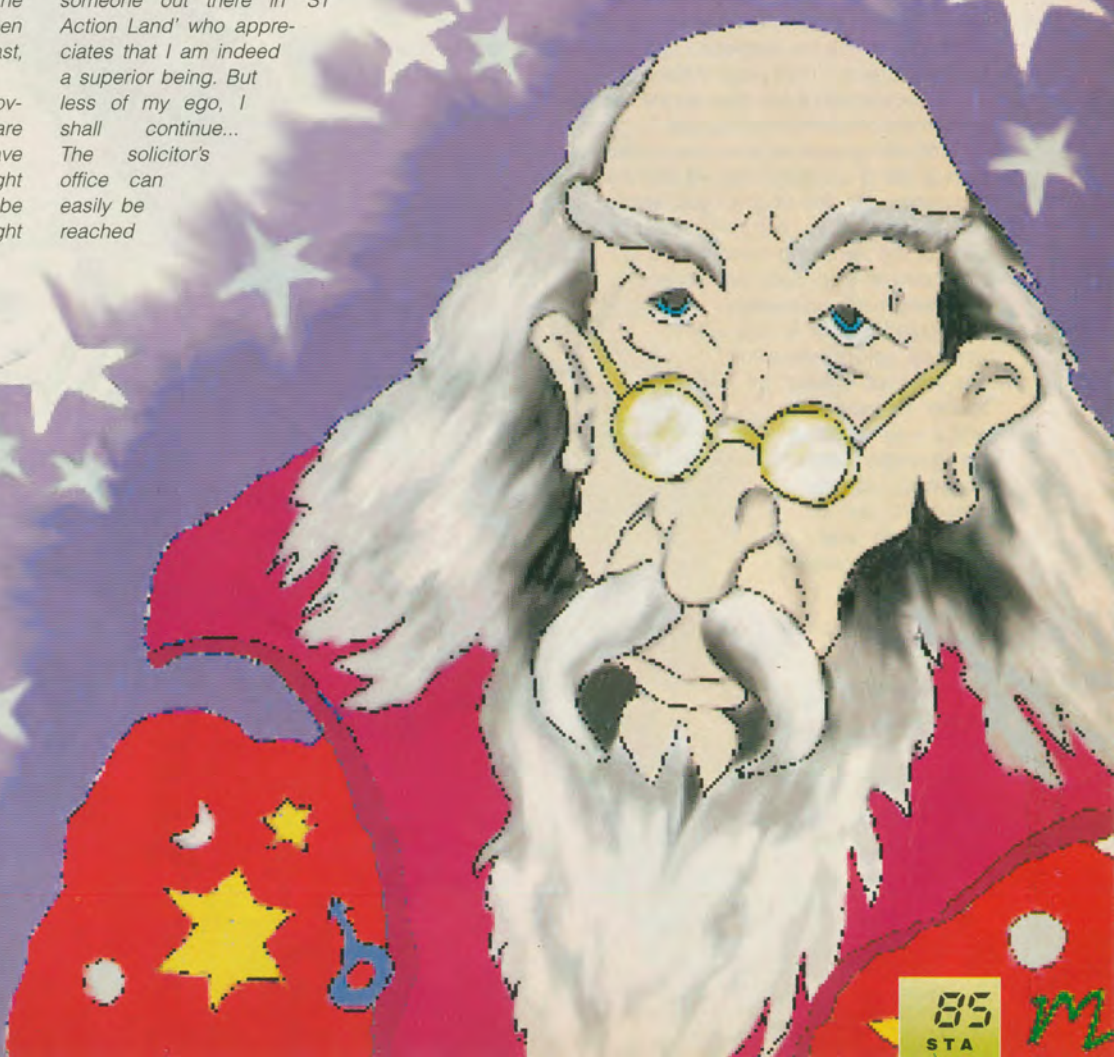
by going east from Larry's house into the jungle, then through yet more jungle, and finally a turning north brings you out in sight of the office. I wonder why they did not choose the high street like most solicitors?

My apprentice did once try to read a map, similar to that of Leisure Suit Larry III. He had to give up when he kept bumping into walls and falling down pits not shown. Perhaps next time I should tell him when he is looking at the wrong side!

A MATTER OF LIFE AND 'DETH'

Please don't laugh when I tell you that I'm finding Dungeon master 'a trifle troublesome'. This line was censored to protect all you innocent apprentices out there; if you should know of any, I need a replacement for mine – Wengeli.

I know that there are people out there who can complete this game blindfold but I am continually





Four of the best from the Chaos Gallery.

struggling. On level twelve my progress is continually halted by Deth Knights. Fireballs have no effect, poison clouds just act as air freshener and my weapons just tickle their armour. Please tell me how to kill these walking scrap piles.

Also, how do you get the Diamond edged sword without getting gassed and is there anything wrong with wearing cursed armour?

Stuart Short, Jarrow

Even the oldest of legends tell of no easy way to destroy the Deth Knights, their armour protects them from all but the mightiest of blows and the most powerful of spells.

Those experienced adventurers who have progressed beyond this, the first of Chaos's dungeons, may sometimes slug it out toe to toe with the Knights.

But for lowly dungeoneers, retreat is the better part of valour.

Any magic weaponry you have will increase your chances and if you can last a couple of rounds holding them in a doorway, the door will give them a severe dent. Fortunately invisible barriers block the Deth Knights' advance.

Here, or at a stairway, is your best place to defeat them, as your adventures can heal themselves and rest between attacks. An Ancient scroll tells of how the Diamond Edge sword was specially forged to have great sharpness.

To escape with it you must run the gauntlet of the corridor filled with poisoned gas.

The wise adventurer takes time to think before running along corridors. You will find that if you can survive the first cloud of gas, ejected when you lift the sword, you can then activate each of the remaining traps, with a clear area to step back into while every single cloud disperses.

Cursed armour is only ever worn by adventurers who are just out looking for trouble. Or even those who are as stupid as my incredibly dense apprentice (is that possible?), as it draws each and every nearby creature to it and also attracts any blows which may be aimed towards it.



A bit of light, night time reading in Uninvited.

DOGGED BY 'UNINVITED' PROBLEMS

I am stuck on Uninvited. I sent the Troll a letter and he sent me a rude reply, so please answer my question. I want to know how to get past the dogs. The Troll said to use a thunder and lightning spell, where is it? Secondly where is the Laboratory?

I know what to do when I get inside it but I don't know where it is.

Finally, I think the Troll is a *&#%\$%...

Nicholas Dale, Leeds



The abusiveness to the Troll in your letter has been passed on to him, using a 'Speak to the Dead' spell. The 'Thunder and Lightning' spell can be found on a scroll. If this answer is not sufficient you may find it helpful to know that the scroll is to be found in the Nightstand. The Nightstand is in the second bedroom on the left.

For once, the words of the Troll may be trusted and the spell, if it is correctly invoked, will get rid of the dogs. To find the laboratory you must go through the first door on the left hand side

which is located outside the greenhouse.

Recently the laboratory has been the Apprentice's favourite place. You can find it easily when he is there, from the explosions and rumblings that issue forth, until well after midnight. He hasn't said what he is making but my book of ingredients for Love Potions has gone missing...

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 your letters, bribes, gifts and offerings to the following address:

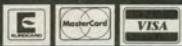
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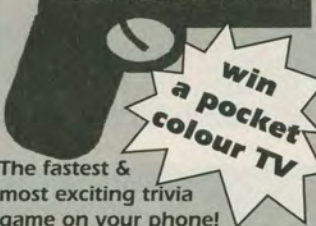
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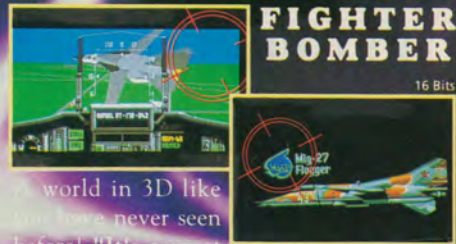


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In order to finish Rolling Ronny you have to complete all the tasks offered to you. Reject the errands and you won't have enough money for the bus.



Cor, look at her! Now, now, keep your skates on, she's only interested if getting you to deliver a parcel. Never mind, better luck next time!



Just look at the size of the town you've got to skate round! I don't know about you but I'd be totally knackered!

PUNTER-POWER™



GAME: HUDSON HAWK
PRICE: £25.99

RATING = 88%

Cutesy platform games seem to be all the rage at the moment and Rolling Ronny fits, if a little bit awkwardly, into that category. Rolling Ronny is a game that brings a smile to your face as well as giving you hours of pleasure. The scrolling is very smooth and the graphics are colourful and well defined. It is obvious that a lot of care has gone in to the design of this game. With loads of playability and charisma, this is a top-notch product.

GAMEPLAY:

SOUND:

GRAPHICS:

Hi Guys! Rolling Ronny speaking, the coolest dude in town! I'm in a bit of bother at the moment, and I need a little bit of help and encouragement. Will you give a whacky eyed, red haired, ex-clown a hand? You will! Cheers Guys, I appreciate it. Let's go!

Before we take to the streets you had better get your skates on and I'll tell you about our mission. You have now entered the prestigious job of an 'Errand Person' for Scotland Yard but remember, this is all incredibly top secret. Scotland Yard don't want the press or anyone knowing about this little incident so that's where you and me come in.

What's that? Oh sorry, haven't I told you what the problem is? Oops, silly me. Well, a few days ago a vicious gang of thieves ransacked our peaceful little town and stole the Fieldington Crown Jewels!

Luckily, Scotland Yard managed to intercept them while they were doing the dirty deed.

BRILLIANT BOXES

However, while making their rushed escape, they hid the jewels in gaudy coloured boxes and sporadically scat-

tered them all across Fieldington.

The boxes aren't going to be hard to find but Scotland Yard decided that undercover agents would be perfect for the job, so the press would not be alerted, and that's why we're here!

One word of warning, however. Although our mission sounds reasonably straight forward, unfortunately it's not. We have to journey across all nine parts of town via the bus in order to pick up all the jewellery boxes, but we've got to buy bus tickets with money that we just don't have. A rather large snag wouldn't you say?

Ha, Ha! That worried you didn't it? Don't worry, the people of Fieldington are a bit careless and are always dropping money in the streets, so we just pick it up without anyone looking. Sometimes, there are little errands to be run for inhabitants, you know the kinds of things - delivering parcels for money and such. Dead simple!

I know it's going to be hard to get used to, so don't give up easily. It took me years to master this skating lark while I was in the





Rolling Ronny



V I R G I N G A M E S

circus, but believe me, you'll get the hang of it!

Are you ready? I think it is time that we embarked on our mission. Let's go! Ooops, I forgot to tell you one other thing, I'm a bit scatty at times! Car drivers don't care much for pedestrians and they never have any intention of stopping so it is best to keep out of their way. Use your surroundings as best you can and don't be frightened to jump on anything, you'll need to at times.

Well that's about it, so let's roll!!!

FORCEFUL IMPACT

Not satisfied as being one of the leading names in the airways and a backbone in the record industry, Virgin are starting to take over the software market too.

Although they have been around for a few years, Virgin games have recently made a huge impact with the release of Jimmy White's Whirlwind Snooker and have proved themselves to be an unquestionable force in the industry. They're here to stay!

Now with the release of Rolling Ronny, Virgin Games are going to be hard to fault. It is worth keeping your eyes open for future Virgin products, because if their last couple of efforts are anything to go by, some excellent games will soon be rolling our way!

Be a good sport and give Rolling Ronny a hand because, believe me, he does need it and he's so loveable! **Allie**



There's that good looking bird again! As you can see, Rolling Ronny gets totally knocked out by her beauty. Remember though, you're not on the pull, you've got work to do.



Ello, ello! What's going on 'ere then? This policeman is on your side and he's waiting for you to deliver a parcel. Do you have the time?



Beware of the bouncing balls at all times. If you get hit by one of them then you're off to the land of the angels.





Our hero begins his charge on the forces of evil. He will stop at nothing in his attempt to be avenged.



After a while, our man comes to a rope that leads down into the murky depths of the swamp.



Your mission has failed. An intense beam of evil strikes at your heart, killing you instantly.



You start your mission on a small plain that leads off in two directions. To the left lies the old, decrepit house of the wizard master. Heading right will lead you straight into the heart of the murky forest. You must try and choose your destiny.

Just over a year ago, as Psygnosis were just beginning to make a real name for themselves, they released the original *Beast* to great critical acclaim for its sound and graphics. Unfortunately, after people looked a little further than this, they found a product with very little gameplay.

Now, ages after its Amiga counterpart, the ST version is ready for release and if you played our coverdisk demo a couple of months back, you'll already know that the idea is pretty similar.

This time you're treated to another good Psygnosis intro (which is unfortunately com-

pletely silent). This gives you the general idea of the storyline behind this sequel which continues on where you finished the last time round.

For those of you who missed the first episode, you were once a servant of the dreaded *Beast Lord* whose humanoid form had been altered by years of evil black magic. Then while watching his father executed he clicked out of his stupor and vowed revenge.

KIDNAPPED

After hunting through the lands he eventually found and defeated the *Beast Lord* in

combat and won the return of his humanoid body. However, while still celebrating, news came through of the capture of his cute little baby sister by the *Beast Mage*. It doesn't take much working out to realise that she is to be trained as your replacement for the recovering *Beast Lord*.

You must set out once again, this time to try and finish off old *BL* for good. Ironically you no longer have your *Beast* powers to help you.

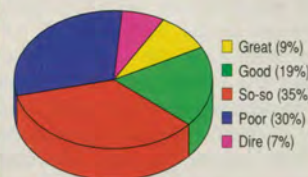
Landing on the far-off kingdom of *Kara-Moon* equipped only with your mighty mace, you must move through the land killing off the *Beast Lord's* minions. You can interact with some of these characters and get information about objects and so forth.

REVITALISING BREW

For the most part, the meenies all want you dead. Coming into contact with any of them will see your energy decrease. You only have one life, so it isn't a good idea to do this too often. Extra life-force potions can be picked up as in the *Beast I*.

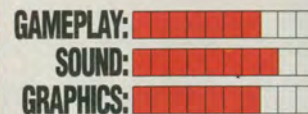
While wandering around *Kara-Moon* you will find various weapons and objects that can be picked up and used at

PUNTER-POWER™



GAME: *BEAST II*
PRICE: £29.99

The first *Beast* game was a bit of a disappointment but the sequel has been tarted up and the Amiga intro has been retained. It's a pity that the graphics are slightly dodgy and the scrolling a bit suspect as otherwise this would be quite a respectable little beat'em-up. The interactive puzzle-solving element prevents the game from becoming just another regular product but even so it could have been better than this. *Shadow of the Beast II* still suffers from some of the problems of the original, i.e. frustrating gameplay and very little to do. Fans of the first will lap it up, but it's not that different.



RATING=75%



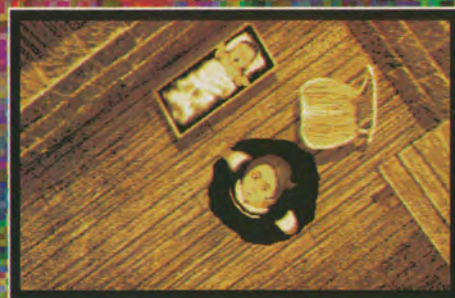
You enter the sloping ravine with an acute sense of fear. Eyes peer at you as you wander aimlessly through the undergrowth, waiting for the inevitable attack.



This is the house where it all began. You can only watch as a member of your family is kidnapped.



This is the evil force who is responsible for all your heartache. You must stop him before it's too late.



Your mother looks on as a being of great force looms above the purpose - made hole in the roof.

of the Beast II

P S Y G N O S I S



How to make friends and influence people - chapter one. Approach your chosen partner and proceed to beat him senselessly about the head with a mace!



Your shot makes contact and your adversary screams as he falls to the ground. Not bad, but can you put a fruit pastille in your mouth without chewing it?

involve you offering certain assorted objects to characters in order to pass through to the next stage.

Control is similar to the original with the usual left/right/jump/crouch features. A variety of keyboard options allows you to switch between current objects and you can also enter character interaction mode.

The music is good for an ST, sounding similar to its Amiga counterpart. Graphics are impressive and serve their purpose but the scrolling is a little slow and it can be a pain trying to kill off enemies quickly. **Paul**



The entrance to the forest holds many mysteries. But can you find them?



You leave the forest only to be attacked by something riding something else! You have no choice but to aim your mace and scream out as you send the ball flying towards your opponent.



The underground caverns are full of mystery and intrigue. That power potion could provide you with the answer.



PD or not PD



STAR TREK (1)

You take control of the USS Enterprise in this excellent strategy game.

You must pilot the vessel across uncharted corners of the universe in the hope of finally vanquishing its enemy. The Klingons will try continually to thwart your progress at every available opportunity.

Control is via the old point-and-click method making it very user-friendly to play. Clicking on the various icons will allow you to select the different options you have at hand such as firing your torpedoes or increasing warp speed.

Star Trek will only run on a one-meg machine and with loads of digitised pictures and speech, it's well worth checking out.

THE MYSTIC WELL (2)

You are an adventurer. A seasoned warrior with a mission. You must search the old dungeons of hell in the vain hope of finding riches beyond your wildest dreams. You must do battle with hordes of vicious creatures, all intent on having you for lunch!

Special weapons and objects of magic can be found scattered around the dungeon for you to collect.

All movements are done via a



point-and-click method similar to Dungeon Master.

Fighting is simple, you only need to click on one icon to slash, hack or parry at your opponent. Objects can be picked up by clicking on the playing area and dragging them over to your inventory. An excellent clone of the FTL classic that is definitely worth the £1.50 asking price.

WHO MAIMED ROGER RABBIT (3)

You are a big-shot safari hunter who takes pleasure in killing small animals, and an invitation comes through the post inviting you to take part in a rabbit hunt. The rabbit in question is a runaway from the school of Fine Acting Arts (the FAA to those in the know) going by the name of Roger. After an unsuccessful attempt in show business, he has become a nasty little critter and it's up to you to teach him a lesson.

You must guide your 12-bore gun sight across the screen, homing in on him whenever he rears his ugly head.

A quick press of the mouse button will temporarily seal his fate.

Points are scored for direct hits and they can be increased by a more speedy response.

Who Maimed Roger Rabbit is a fun, if slightly tasteless, shoot'em-up.

This month we have for you what can only be described as a PD extravaganza. Two stonkingly good pages, packed full with the best PD disks you could ever hope to own. We take a look at two offerings from L.A.P.D. who can be contacted at this address: 80 Lee Lane, Langley, Heanor, Derbyshire DE7 7HN and the rest of the pages are dedicated to Wizard PD from 178 Waverley Road, Reading RG3 2PZ.

5

ENGLAND TEAM MANAGER

* STOP PRESS *

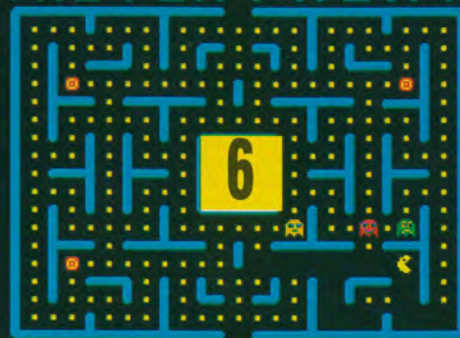
DOTTY EMERGES AS THE NEW ENGLAND TEAM BOSS.

THIS APPOINTMENT HAS COME AT A VERY CRUCIAL TIME, AS ENGLAND JOINS 9 OTHER NATIONS AT THE START OF A BI-ANNUAL COMPETITION CALLED 'THE EUROPEAN CHAMPIONSHIP SUPER LEAGUE'.

WRITES ARTHUR GRIMFOLD
SPORTS EDITOR

PRESS ANY KEY TO CONTINUE

MISTER PACKY



HIGH-SCORE

000000

PLAYER 1

0000280

PLAYER 2

0000000



MURRAY (4)

Ever been so lonely you wished your computer could talk? Well, now your wishes have been granted with the help of Murray, an experiment in artificial computer intelligence. He can talk, reason, get upset or even talk about your love life.

Input is done via the mouse pointer. You simply click on the relevant answer and await his next exciting question. When he decides to leave your conversation, it will automatically be saved on the disk so the next time you load it, he will continue the previous conversation. Useful eh? Murray will run on a mono monitor but don't worry because a mono emulator is included in the package.

ENGLAND MANAGER (5)

'Ere we go, 'ere we go, 'ere we go. You put on the shoes of the newest team manager for our great country. You must achieve legendary status by winning a newly invented competition involving eight great teams from around the world. The competition is run by a league system with points for a win, or draw.

The games are displayed on screen in text and they are updated when any team manages to score.



All the options can be activated by pressing different keys. To continue, you press C, to play the match, you press P and so on. All the usual things can be done including the changing of your present line-up and the acquisition of new players.

Not a bad attempt but the slightly hard difficulty level decreases the enjoyment that could be had.

PACMAN (6)

All of you will remember the age-old classic, Pacman (unless you've been on the moon or something!). You are a small yellow circle with a large gob! You must make your way around various mazes, eating the little food dots that litter the scenic surroundings. Little ghosts will try and stop you so you will have to be quick and try to avoid them as contact means instant death. Power pills can be eaten to allow you to temporarily eat the ghosts.

You must use the joystick to control Pac around the mazes. The fire button has no use in this game, so keep your fingers off it! As you progress, things will start to get a lot harder as the ghosts get quicker and more of them will appear. Power pills also become more infrequent.

A great PD version of this already established classic.

TETRIS (7)

Tetris has become an amazing success on the hand-held Gameboy system. The simple yet extremely addictive gameplay has held many in its grasp. Your objective is to rotate and position various different shaped blocks. They must be lowered onto the ground and positioned together to make a straight line. When this has been achieved, the completed line will disappear and you will be given a specific allocation of points.

The pieces drop down at a slow rate giving you plenty of time to rotate them to your exact need. Rotating is done with the joystick. When you have turned them around, you can pull down on the joystick to speed up the descent. The pace of the falling rate will increase as you progress through the levels. Your points will also be better as the difficulty increases.

A brilliant puzzle game that really tests the ol' grey matter.

RAISINS DEMO (8)

Do you remember the advert for the California Raisins? You could buy the cute little boxes and take them on picnics or to the pictures (if you are a bit sad! - Ed). The advert was accompanied by a rather raving tune, charismatically sung by the Raisins themselves. This demo shows a graphical representation of the Raisins on song.

You can sit back and listen to the splendour of four singing Raisins! There's nothing better than an entertaining bunch of dried grapes to cheer you up on a Sunday. The Raisins will play with their instruments before your very eyes and mellow out to this tune. This is a good disk that alters your opinion on fruits altogether.





Fireforce

There comes a time in a commando's life when being good is no longer good enough. The only place to go is the elite – The Navy Seals. Sound familiar? It certainly does but we now take a peek at Electronic Zoo's promising Fireforce to see what's different this time.

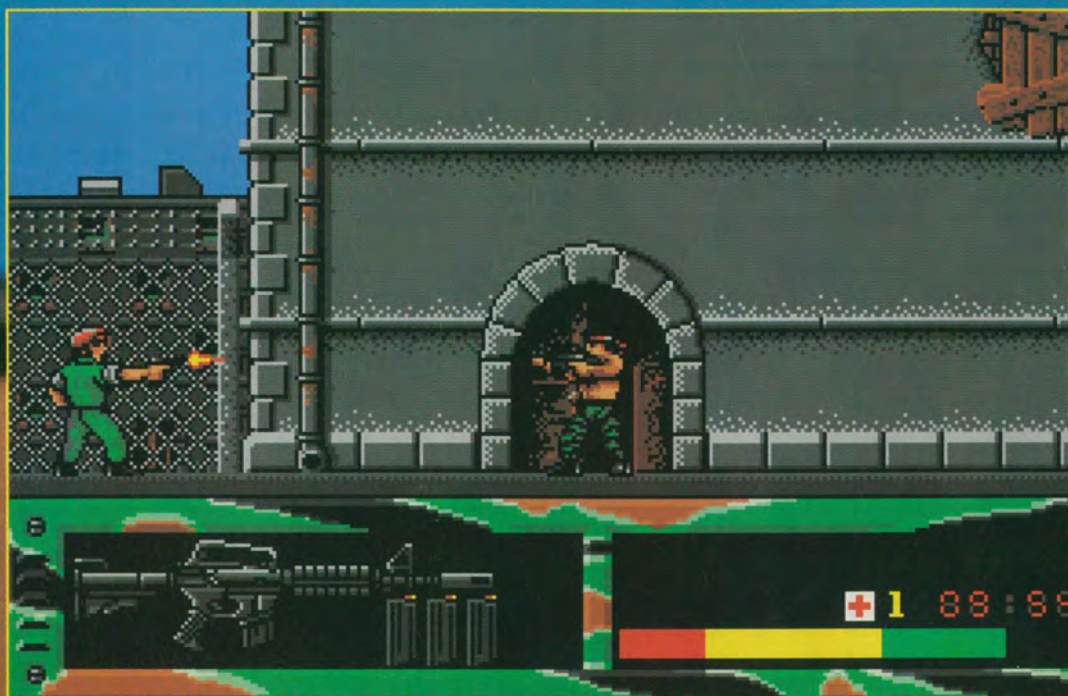


Now by this time you've probably already played the rather special demo that the lads at Electronic Zoo kindly provided us with. It's been pretty popular in the office with everybody getting shot up while trying to sneak up behind people to slash their throats (This is of course the demo and not a walk through the streets of Manchester!).

People have been loading it up here and reminiscing about the good old days of Green Beret on the 8-bits and it really does look like Electronic Zoo have got a fine product on their hands here.

We had a quick chat with Diarmid (pronounced Dermid... we think!) Clarke. EZ's man who knows everything about everything, to see how they came across this natty little title.

Paul: How did you come



across this natty little title Diarmid? (Alright, alright, you lot can think of a better opening question!)

Diarmid: Well, that's a fine, imaginative opening question you've come up with there Paul. I hope you know you've just dragged me away from Mickey Mouse on the

Game Gear. I've been waiting for my turn all afternoon! We actually signed Fireforce up about seven weeks ago off the lads who were already busy programming it.

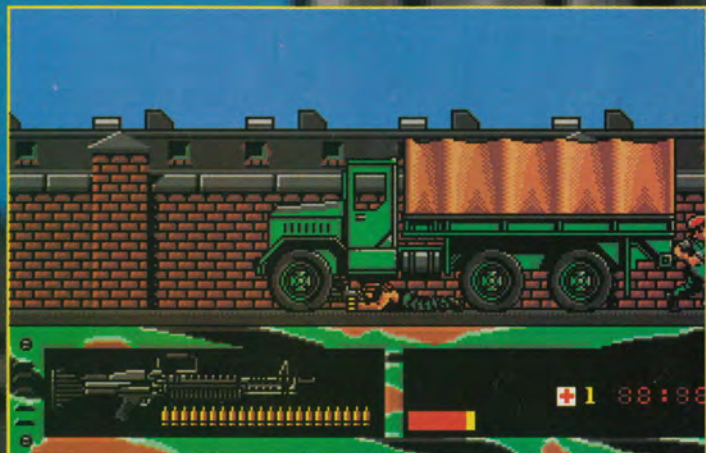
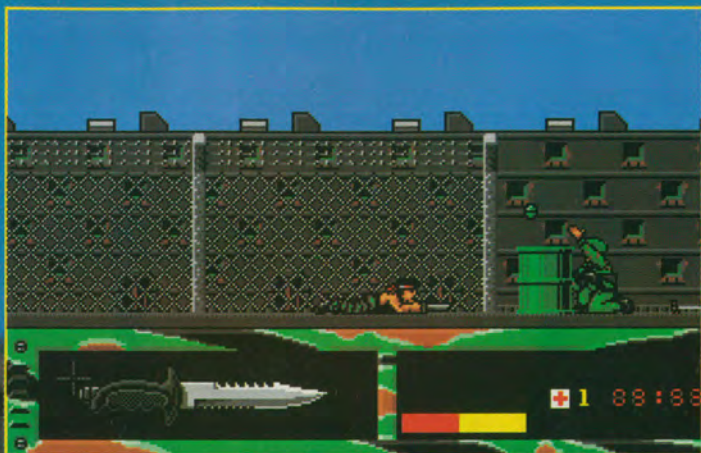
Paul: Inspiring answer Diarmid! Who's programming it then?

Diarmid: Hmm, it's actual-

ly being done by a couple of lads called Dave and Steve. I can't give you their second names because these lads aren't like normal programmers, they don't want any publicity at all.

In fact they don't really want people to know they're doing games. They've only





been working on it for three to four months though. It's coming on really nicely.

Paul: Is it inspired by Green Beret at all, slightly, just a little?

Diarmid: To be honest, it's mainly inspired by Airborne Ranger. The programmer likes doing horizontal style shoot'em-ups anyway and he wanted to put the Airborne Ranger feel into one of these types of games.

I suppose really it's a mixture of both that and Green Beret.

Paul: When can we expect to see it in the shops then? Will it make the Christmas rush period (Oh and how much will it cost as well?).



Diarmid: It should be in the shops in December, well in time to pick up sales for Christmas. It'll cost the usual £25.99 too.

Paul: Thanks for all your invaluable help, Diarmid.

So then you'll soon be able to go round killing off the bad-dies in Fireforce.

Your little chap has undergone rigorous training to fight in all kinds of conditions and terrains so you're well pre-

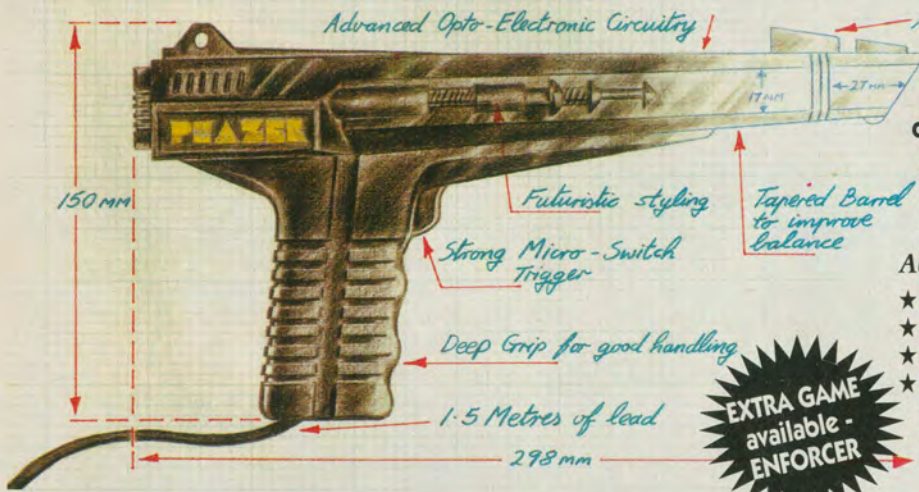
pared for all that lies in front of you.

Loads of different weapons will be included in the final version which we will hopefully be reviewing very soon.



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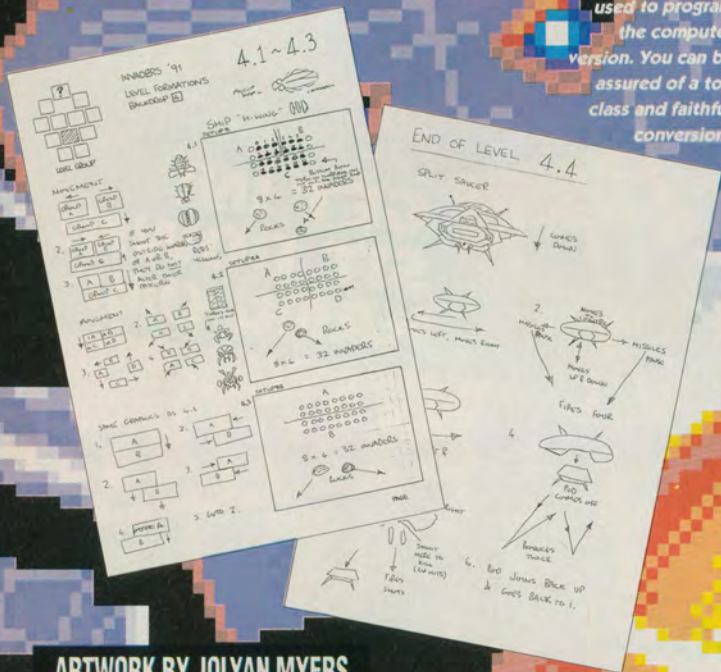
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Super

SNEAK PREVIEW

Everything has been planned to the finest detail. The Kremlin have carefully studied the coin-op to produce accurate notes which they used to program the computer version. You can be assured of a top class and faithful conversion!

Blasting aliens and rescuing cows from ending up on a dinner plate in deep space somewhere is all part of your job as Alan Bunker reveals everything you need to know about Domark's Super Space Invaders.



ARTWORK BY JOLYAN MYERS



Let's get deep and meaningful for a minute. We owe a large proportion of our lives to the inventor of Space Invaders. He redefined the meaning of entertainment and I would not be sitting here writing this preview if it was not for this guy. Pretty heavy stuff, eh?



So who was this revolutionary guy? Toshihiro Nishikado, that's who. It took him 10 months to develop the electrical phenomenon, with Taito releasing the game in 1978. Incredibly, a lot of people at Taito were uncertain about Space Invaders, feeling it would be a flop. They were, of course, proved wrong.

Toshihiro explained the reservations:

"Everything was new - there were no existing tools or computers at the time, so we had to build everything ourselves. First I used tanks as targets but because of the slow processing speed of microcom-

puters then, it was difficult to make targets turn around and move smoothly." As a consequence, aliens were used instead.

Space Invaders was Toshihiro's first and last microprocessor video game. Now aged 47, he presently works elsewhere within Taito, having this to say about Super Space Invaders:

"I think this game is very good because it has a lot of features and original game concepts."

If you missed last month's ST Action and are unfamiliar with Super Space Invaders, then let me explain.

Domark's Super Space Invaders is a coin-op conversion of the arcade game, which is a much enhanced version of the original Space Invaders.

You can expect The Kremlin's ST development of the game to be as accurate as technologically possible. The essential ingredi-



Space Invaders

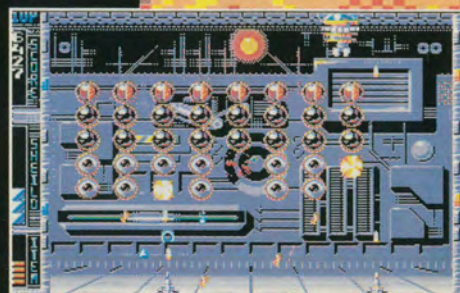
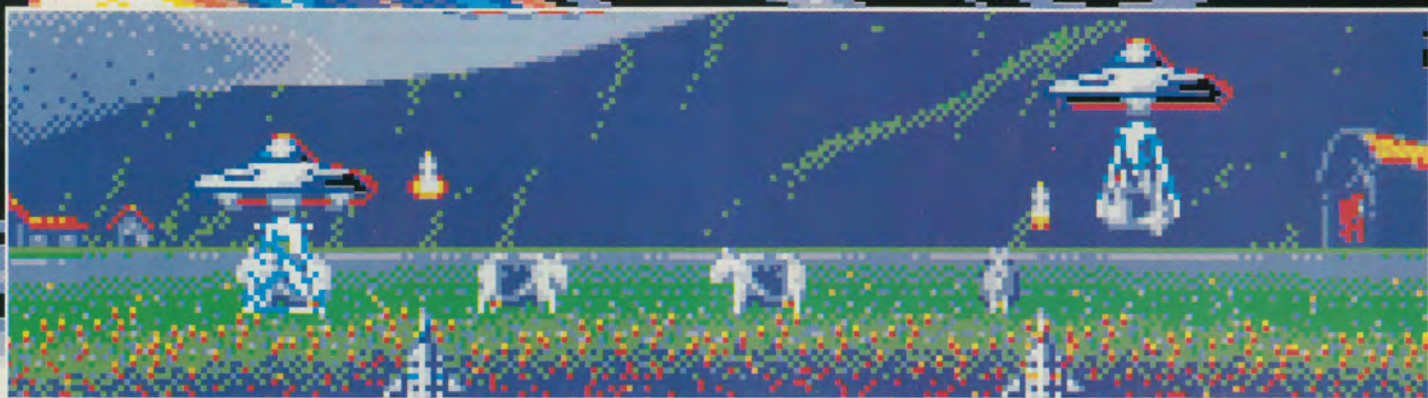
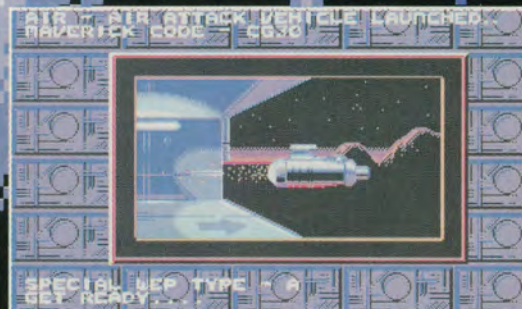
ent of swooping alien waves is maintained and the simple rule of 'Shoot everything that moves' is still the one to play by! Bonus weapons can be collected by blasting the spacecraft that nonchalantly flies across the top of the screen.

End-of-level guardians have now been incorporated into the frantic one or two player gameplay. Needless to say, they are very big, mean, and difficult to defeat. Secret levels can also be found but because they're secret, you'll have to buy the game to discover what the levels consist of! Domark have added more of their own special features such as fantastic intro and end sequences. It all goes to make Super Space Invaders more like SUPER Space Invaders!

And there's cows, too. Yep, the Invaders are a little prone to rustling and you have to stop the cattle thieves. On some levels, there will be a number of cows happily grazing at the

bottom of the screen. Struggling to find Sunday lunch, the invaders decide to take a few cows to solve the problem. As a designated cow saver of the universe, you have to zap the invaders without hitting the cows thus disintegrating the spaceships and bringing the cows back down to solid ground. Er, yeah, it's different anyway!

If things go according to plan and I'm not abducted by green men from Outer Space in the near future, I should be able to bring you a full review in next month's issue to tie in with the release of the game. Keep your fingers crossed.





International Sports Challenge

With a bottle of Newcastle Brown Ale in one hand and a map in the other, Allie West braved the trains and the North Eastern weather and headed off to the centre of Geordieland to see the new Empire sports extravaganza.

After being met by Trevor Scott, the managing director of I.D. Limited whose development team Harlequin are responsible for the new sports sim, we drove to a beautiful little village five miles from Newcastle city centre.

Harlequin is a relatively large development team consisting of five in-house programmers and a score of freelancers. Vector graphics have been programmed by Dave Mann and the diving by Kevin

Franklin, while Mike Lanreth and Mike Owens are the artists behind it all. Last, but definitely not least, Paul Loraine is the brains behind both the ST and Amiga sound.

SIM CITY

International Sports Challenge is not your normal run-of-the-mill sports sim. Trevor Scott is incredibly pleased with the whole concept:

"The idea was floating around for ages before we started serious work on the project. We've tried to incorporate sports that wouldn't normally be considered in a game such as this, and then program them in a totally different way. That's why we've used vector graphics for the



cycling and show jumping."

The gameplay consists of six different sports each with four various events, all in all giving the gamer over 20 playable options. You can try your hand at swimming, cycling, show jumping, diving, shooting and the marathon!

The marathon is one of the most original ideas of the whole game. Instead of wagging your joystick frantically you are able to pace yourself, take refreshment, break from the pack, experience various terrain and weather conditions, and then play other sports events simultaneously!

Mike Lanreth, the brains behind the marathon programming, said:

"We put much effort into researching all the sports' tactics, the marathon included,

just so we could get the reality into the game."

He continued, "At the start of the race you set your speed according to humidity and terrain, and then let the computer do the rest. You can sit and watch it if you want to but that might be a little boring."

A DAY AT THE RACES

Next for inspection, the Show Jumping. Programmed with vector graphics, you have a view from the saddle (the head included!) in which you guide your mount around courses littered with numerous fences and jumps. By controlling the speed of your horse and when you wish it to jump, the objective is to make perfect jumps without knocking any of the fences down. Not as easy as it sounds!



The Harlequin Lads!



Trevor Scott commented on the Show Jumping:

"We had real troubles trying to perfect the animation and movement of the horse. I mean, how do you study something like that? In the end we had to video a horse and then watch the replay loads of times."

The cycling events have also been programmed with vector graphics and, like the show jumping, you view the track from the saddle with your hands and handlebars in sight. You are able to balance the bike as well as steer it around the 1000 and 2000 metres time trials, 2000 metres sprint and a 4000 metres pursuit. I hope you've got strong legs!

Water sports have also been included. The swimming has all the favourites such as 100 metres Breast stroke, Freestyle, Butterfly, and 4 x 100 metres Medley in which you have to battle it out between a computer opponent on a smooth scrolling split screen. Not only do you have to control your speed but you also have to regulate your breathing and the turns at the end of each length.

WAGGLE MANIA

Next for your amusement, the stunning diving events with



Springboard, One Metre Springboard and High Diving to master. Yet again the joystick waggling has been totally thrown out the window, and in its place an advanced 'ball and chain' control method has been included. The official title for the control method is unknown but 'ball and chain' describes it very well.

Trevor Scott remarked:

"The obvious control method would be to have joystick directions constituting diving moves, for example, down is a forward roll or right is a pike. This could get really boring and the competitive element would be totally lost."

"We have designed a system where you can choose up to 50 different dives each with a set pattern and depending on what dive you choose you follow the line of the dive's pattern using a ball icon. It sounds complicated but it is incredibly simple. The idea is not to keep up with the dive's ball pattern but to replicate its path, if this is done closely then you can achieve a perfect dive. Of course it takes a fair amount of practise!"

Lastly, try your hand at Shooting! This is ideal for those that like a blast'em-up element in games. All kinds of shooting have been included from pistols to rifle, so you're sure not to get bored, but as you progress through the events you'll tire (another nice touch of realism) and find it harder to keep steady.

Thanks very much to Mike Lanreth and Trevor Scott for their time.



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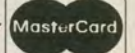
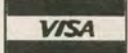
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SNEAK PREVIEW



Over the past two months, ST Action have previewed some absolutely fantastic games and we're not going to stop here. Next in line for inspection is Image Works' *First Samurai*, which is likely to leave most other scrolling hack 'n' slash platform games at a standstill. Allie West investigates...



Mev looking incredibly oriental! Hong Kong Fuey! (Oops, wrong martial art).

First

Are you tired of Switchblade already? Do you want a bit more excitement than IK+? Well, we might just have the answer to your problems. The remarkable new cure comes in the form of a scrolling Samurai epic needing skill, thought, and just a bit of luck!

Programmed by Vivid Image and released on the Image Works/Vivid Image label, *First Samurai* is on line to become one of the best

martial arts games to be released in a long time. With excellent graphics and exciting gameplay, Vivid Image and Image Works alike believe this to be a sure-fire winner.

Long ago, in ancient Japan, a Demon King wreaked havoc across the land, paying particular attention to a Warrior Lord. This Lord was training a young Samurai and upon witnessing his master's death, the young protege swore that

he would avenge his soul.

After many years, a Wizard-Mage came forth from the sea to challenge the Demon King's evil. They battled fiercely for many days and nights until eventually the Demon King, on the brink of defeat, fled through time.

You now play the part of the young Samurai who has vowed to avenge his master's death and in order to do so, you must follow the demon





Samurai

through time until you finally reach the year 2323 AD.

To succeed, you must find the Demon King and bring him back through time to his mountain throne. If you fail, all time will be exposed to the demon's evil and your conscience will lie heavily in the knowledge that your master's soul is not resting in peace.

Sounds interesting doesn't it? Because we've got such enquiring minds, we weren't

satisfied with knowing just this, so we phoned Mev Dinc at Vivid Image to put us out of our misery.

The game concept and design has been created wholly by Vivid Image, and Mev is currently working on the graphic utilities along with colleague John Twiddy. The programming is being done by Raffaele Cecco, graphics by Teoman Irmak, additional graphics by Dokk and, lastly,

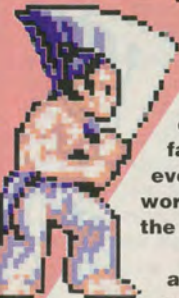
sound effects by Nick Jones.

"Altogether it has taken us near-on 18 months from the basic ideas to now," Mev explained, "we still have about three weeks work left to do on the Amiga and then we'll start on the ST version."

He continued, "We're very pleased with the game so far but it just needs a little tweaking to the gameplay, and the graphics need a bit of tidying up. We want to add a few more hidden areas so the player comes back time and time again to see what they've missed, after which we've finished. The ST conversion should hopefully take no more than four weeks."

Some programmers get a little bit fussed to say the least about converting Amiga games to the ST. We asked Mev if Vivid Image are having the same headaches:

"We haven't actually started work on the ST version yet but from previous experience I can't see that we'll have any problems, not technically anyway. The main problem is the speed difference, the Amiga is considerably faster, but everything will work out within the time limit."



The graphics are of stunning quality and the effects make the game dramatic and exciting. The whole game is dripping with arcade spills and thrills, but the game is not merely an arcade slash'em-up, instead, you have hidden areas and magical items to find and explore. Mev:

"We have included eight-way scrolling for accessibility of the whole environment and we have used 3D and graphical effects to enhance the visual impact and depth of all graphics and animation."

He went on: "The main



character has a wide range of armed and unarmed moves and we have put emphasis on easy accessibility of many of the moves so that a novice player will be able to get into the game very quickly.

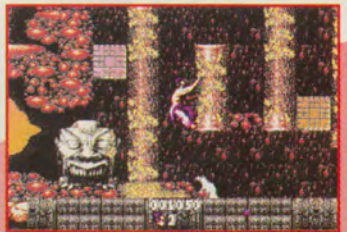
"There are some sophisticated and powerful moves which are automatically executed by the game, in some instances, to give the player the feeling of achievement."

Mev tells us that there are current plans to do a follow-up to First Samurai and that work will start almost immediately after 'FS' hits the shelves. Mev concluded:

"Seeing as though we've spent so long designing the game, we're not going to let all the hard work be wasted so the obvious answer was to do a sequel. Hopefully it will take a little less than eighteen months!"

Vivid Image are currently working on a new product already! Although Mev was a little reluctant to tell us too much about it, he did say that it is based on a Grand Prix management idea with racing included. Sounds promising!

Well that's it, but watch out for a final version review in a forthcoming issue, and believe me this is one that cannot be missed! Thanks to Mev Dinc for his time.





Microprose Grand Prix

Knights Of The Sky with their flight simulations, Microprose have revealed some of their Covert Action to us. Microprose Grand Prix is an effort to take their market superiority in the air down to the scorching tarmac on the ground.

Always straight to the point with their game titles, Microprose GP is exactly what you'd expect: a fast, fervent dash around some of the world's most gruelling race circuits.

Geoff Crammond is the programming genius behind the game.

As a renowned name in the industry, the hype is already beginning to build around his latest product. If you are unfamiliar with Crammond's past achievements then take a look at the credits screen on such works as Stunt Car Racer, Sentinel and Revs.

He is the first to say, though, that Microprose GP is not the Stunt Car Racer sequel. Whether or not a sequel will appear in the future is still a question left unanswered.

You could find yourself charging past the likes of Alain Prost and Ayrton

Senna as the in-game F1 cars depict all the Grand Prix teams that exist in reality. You could even be the great Nigel Mansell's team-mate!

There are 16 tracks for you to negotiate on competitive race days while practise laps present you with the opportunity to test your high speed driving in a mighty all-out charge for pole position.

During races, you may well have to pull in for a pit stop. Microprose haven't neglected this integral part of racing so the pit lane and all the mechanics are incorporated into the game too.

The release date is set for November with a price tag of £34.99. Comprising four difficulty levels, the name of Crammond and Microprose's in-depth research, Microprose Grand Prix is poised to tear through the charts and into the number one position with ease.



BUDGET BASEMENT



SUPERCARS

GBH £7.99

With the sequel having been released a couple of months back, Gremlin have now decided to re-release the original on their own budget label and good value for money it is too.

The major difference is that the first title is only one-player but this hardly detracts from the addictiveness of the gameplay. For anybody not familiar with the formula Supercars involves you hurtling round race tracks in your customised car, that can be kitted out with missiles and other add-ons to waste the opposition with.

In every race you must finish in the first three to qualify for the next one. Finishing there gives you prize money which must be spent on extras or car repairs and, if you manage to save up enough, a better car.

ACTION ANALYSIS

Supercars is one of the most addictive race games around and well worth its re-release at budget price. There's plenty of challenge as none of the tracks are that easy to get round successfully and the addition of oil slicks and puddles make life quite difficult at times.

ENJOYABILITY RATING **89%**

VALUE FOR MONEY **9/10**



THE NEW ZEALAND STORY

THE HIT SQUAD £7.99

Wally Walrus, while feeling particularly hungry one day, has gone out and captured his tea, which unfortunately is 20 of Tiki Kiwi's best friends from the New Zealand zoo.

Naturally quite upset by this, Tiki decides to rescue them all. If he fails they'll be served up on Wally's table, in a slightly dead condition.

Armed with only a bow and a quiver of arrows, Tiki must go out looking for more weapons as he battles his way through the levels of frogs, rabbits and bats - all out to make Tiki their meal of the day.

Ocean's New Zealand Story was eagerly awaited when it first came out and was the smash hit it deserved to be. Cute characters in a platform environment usually become winners. This was no exception.

ACTION ANALYSIS

This was a really special game at the time and hasn't lost much of its appeal over the years. Still one of the better cutsey platform games that'll have you coming back to it time and time again. The New Zealand Story is a good product at a very, very nice price.

ENJOYABILITY RATING **87%**

VALUE FOR MONEY **9/10**

CABAL

THE HIT SQUAD £7.99

Wow! An Ocean coin-op conversion for a change! This follows the same basic story-line of most coin-ops. You are thrown deep into enemy territory with a very sad weapon that wouldn't be powerful enough to knock cans off a wall, yet with your brilliant marksmanship and lightning reactions you can win through.

Along the way you can of course pick up better weapons that will make your task a little easier. The odd grenade wouldn't go amiss every now and then.

ENJOYABILITY RATING **67%**



ACTION ANALYSIS

As an arcade game Cabal is a little too slow for its own good. It's just a basic blasting game with no frills and five levels that won't really keep you interested for long. If you were a fan of the coin-op it may be worth a brief look or if you have eight quid you just have to spend...

VALUE FOR MONEY **6/10**

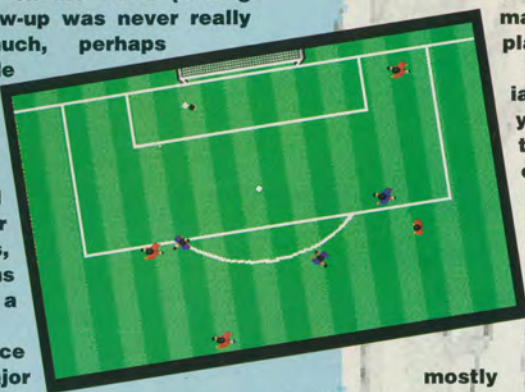
FOOTBALLER OF THE YEAR 2

GBH £7.99

Some of you golden oldies may even remember the original Footy on the 8-bits (a long time ago!!!). The follow-up was never really hyped up that much, perhaps because a lot of people believed the first to be the better product.

The basic idea is to get your character to win the coveted Footballer of the Year award and to do this, you must score billions of goals and be with a successful team.

You'll get the chance to participate in all major European competitions



as well as the UK Superleague. If you're considered good enough you may even be selected to play for your country.

For those unfamiliar with the gameplay, you have to earn money to buy Goal Cards. Each card allows you one shot on goal and you can choose which match to use it in.

Plenty of money can be earned by answering football trivia questions (now mostly out of date!) and indulging in a bit of gambling on the side.

ACTION ANALYSIS

This always struck me as a bit of turkey. The first game was infinitely better. The major problem with this one is that it's far too easy to win the cups and league, but you can score 70 goals in a season and not get the award. There are far better budget products about. For fanatics only.

ENJOYABILITY RATING 57%

VALUE FOR MONEY 5/10

IMPOSSAMOLE

GBH £7.99

As moles go, Monty was one of a kind. He thought about his previous encounters as he lay back on his deck chair and soaked in the sun. His previous adventures had financed this life of luxury. He had everything a mole could ever want - his own island and more money than he could ever spend.

As he contemplated his good fortune he saw a ray of light and the very next thing he knew he had been somehow transported onto an alien spacecraft.

After a brief chat with the nearest alien thingie, Monty had established that he had been chosen to vanquish the five guardians who had stolen the scrolls of eternal life.

To help him in his quest the aliens bestowed their special secret super powers upon the tiny mole and set him off onto the first of five levels of frantic platform action.

Monty Mole is one of Gremlin's best loved characters and this was one of his best adventures. One of the all-time classic platform-style games.

ACTION ANALYSIS

Platform games have always been one of the most popular areas of computer games and the Monty games were a huge success, especially on the 8-bit formats. If you've never played one it's probably worth having a look for nostalgia's sake alone.

ENJOYABILITY RATING 79%

VALUE FOR MONEY 7/10

CLOUD KINGDOMS

GBH £7.99

GBH have had a pretty busy month, not that there's anything wrong with that. Their latest release is Cloud Kingdoms which is yet another cutesy type game for you to get to grips with.

The dastardly Baron von Bonsai has gone and stolen the magic crystals and whipped them off to the Cloud Kingdoms. Our hero, the wonderfully named Terry, has set off on an adventure to rescue them.

He must search each kingdom and collect all the crystals he can find before the strict time limits run out on him. Terry must watch out all the time for the meanies and nasties that are patrolling all the levels as any contact with these is fatal and he'll lose one of his lives. So he's your responsibility.

Spread throughout the levels are special objects which you must use to complete certain sections of the game. For example, you may find something that will let you fly over walls for a few seconds.



ACTION ANALYSIS

Cloud Kingdoms was very well received when it first came out and after playing it again after all the months, it's easy to see why. It can get pretty frustrating but some people like their games like that anyway. Well worth £8 if you missed it first time around.

ENJOYABILITY RATING 80%

VALUE FOR MONEY 8/10



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.

SUPER SELLOTAPE!

First, I would like to congratulate you on a brilliant magazine and excellent coverdisks! Now for the real stuff. In your September issue an anonymous person wrote in on why he pirates games (I don't pirate games, but I have thought about it). What I am getting at is software prices!

I used to own an Amstrad CPC 464 and I had hundreds of originals for it because they are so cheap. All I want to know is - Why are 16-bit computer games so much dearer than 8-bit?

I would also like to say that I used to buy ST Format and ST User and the big chunks of sellotape stuck to the magazine and coverdisk really caused a problem. Getting it off ruined my mag. But the tape on your magazine is a lot better than any other!

Andrew Ashworth, Newton-le-Willows

Newton-le-Willows? Isn't that where Rick Astley's from? (showing my age there!) I know ST games prices are high, and much higher than the 8-bit prices, but companies justify this by saying that more work goes into a 16-bit product and that they're more expensive to duplicate and package (how many 8-bit titles have huge boxes?)

Wow, a compliment for the sellotape. Believe it or not, absolutely everything to do with STA is thought about and considered carefully, and the combination of tape and paper upon which the cover is printed on is all designed to make it easy for you to remove your disk, while being strong enough to stay on in the shop.

GOLDEN OLDIE

I have only just become interested in computers and must tell you I have turned 50 years of age.

What a splendid machine my Atari STFM is, and to compliment my computer I take your publication - ST Action. After reading all ST magazines, I reckon yours is tops. Please pass on my congratulations to everyone concerned for such a great magazine.

Could I be so bold as to make a few suggestions for you to consider?

1. Instead of giving us two pages of text plus screen shots from games reviewed and then tell us the game is not worth buying, why not restrict the coverage of this type of game and only give in-depth reviews on the better games. They say that one man's meat is another man's poison, but I think it definitely makes sense to concentrate on the better games.

2. Please remember we are not all 12-15 years of age and wizards with joysticks. So although your reviews are superb in almost everything, I would like you to give more information in your summing up of a game on its suitability for



different cross sections of the public, novices like me for instance. Perhaps you could also have more emphasis on a game's difficulty level. Some games you buy have manuals that could give anyone a brain tumour.

Also could you please give more information on whether a game is tedious when it comes to loading (Shadow of the Beast is a fine example).

Well sir, I hope you do not mind my writing to you in this way, for I do not want you to think I am not grateful for all you do. Like I said earlier you have a great publication and I will stay loyal to ST Action, but I honestly believe you have a new generation of geriatrics coming along who will need your help even more than the youngsters, so bear this in mind in future.

Gil Priest, Leamington Spa

Thank you for your very kind words and it's nice to know that people do still appreciate their STs. We're also sorry we had to cut your letter down because of space. We do try to always give the two page reviews to the best games that month, but occasionally due to space problems we may only be able to give it one. Or even in the quiet summer period more games may get two that normally would not.

From now on we'll try and mention where we can about difficulty levels, but it is quite awkward



STAR LETTER

Not so long ago I purchased the brilliant Turrican 2. As well as being very impressed by the gameplay, I was rather taken by the sound.

My point is: why can't all games have such good sound. I mean if it can be done on an ST, why don't games manufacturers utilise it? A lot of games have good gameplay accompanied by a weedy tune with horrible splats that are supposed to be drums.

Most of the Bitmap Brothers' games have really good sound, but then a game comes along like Supercars 2 and although it has good graphics and brilliant gameplay the sound is pretty bad. I am not just picking on that particular game, there are loads of games like it.

I do not think that software companies appreciate the importance of in-game sound and music.

Simon Hemmings, Bath

The one thing that's bugged me senseless about the ST for four years is the way the sound is neglected.

It's so annoying to hear really sad music on some games when you know that it can be done properly.

An example of this is the stunning Maupiti Island which has probably the best sound that I have ever heard in a game and that includes the Amiga.

As you mentioned the Bitmaps, the lads were up a few days ago with Magic Pockets (reviewed last ish!) and they showed us how they'd done the Betty Boo music with TCB Tracker, a fine utility.

All it takes is a little time and effort, but people don't seem as bothered with the ST, they think that awful sound is expected by the punters, so they can get away with it. Who knows, maybe they're right.

to rate a game in terms of difficulty for everybody. Of course we don't mind you writing in with suggestions. We're always happy if we can provoke constructive criticism, after all, it is your mag too.

NO IMAGINATION

I have had a computer for about six years now and I have seen many games come and go, but I'm fed up of seeing beat'em ups and shoot'em-ups. Yeah Yeah, so they might have nice graphics and nice sound, but that doesn't matter. It's the originality of software these days that is pathetic.

There are only a few decent games on the market at the moment, the rest of it is completely naff. Some of the companies that usually come up with the goods are Bullfrog, Palace, Psygnosis and Lucasfilm Games. So, to the other companies if you are listening, use your loaf and create something half decent for once.

Jonathon Oliver, Mansfield

It is true to say that a lot of companies are stuck in a rut. They'd rather stick with tried and tested formulae that they know will sell, rather than take risks. This is understandable to an extent because products are expensive to create.

As more and more people get fed up with playing run of the mill games though, the market will have to change. It's already going that way with more puzzle games and Sierra-style things. We can only wait and see.

Write On!



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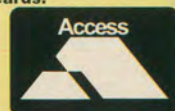
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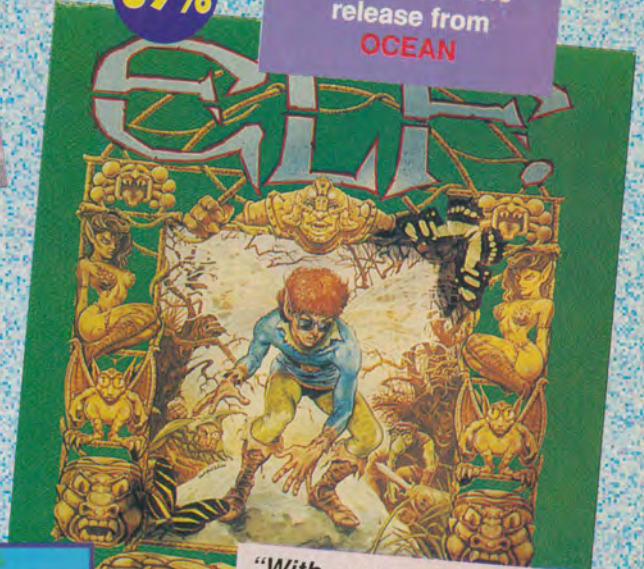
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Managing Director: David Hirst
Editor and Coverdisk: Alan Bunker
Art Editor: Sue Beattie
Production Editor: Alex Lee
Staff Writers: Jason Dutton, Paul McNally,
Allie West
Deputy Art Editor: Paul McIntyre
Design Assistant: Marc Keating
Contributors: Neil Rattray, Gareth Jones
Systems Manager: David Stewart
Photography: Stephen Hepworth
Production Manager: Carolyn Wood
Advertising Department:
Tel (0625) 878888 Fax (0625) 876669
Group Advertising Manager: Nadia Lawlor
Senior Ad Sales Executive: Nikki Taylor
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Marketing Manager: Debs Ford
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EUROPRESS
INTERACTIVE

WELSH RARE BIT

You may have noticed the odd piece here and there on the excellent Adventures Of Maddog Williams. Hence our surprise, shock and a bit of amazement too, when we received a letter from one Mr. Williams of Peterborough. Nothing unusual in that you may think, but our Mr. Williams' first name happens to be Madawc, a very rare Welsh name which can also be spelt Madoc or Madog!

Just a coincidence you may think, a-ha. As you can see from the photo, this chap has a beard and not just any beard at that, but a storming great red one (oo-er!). Have we found the real Maddog Williams?

Do you closely resemble a famous character? Let us know.



QUOTABLE QUOTES

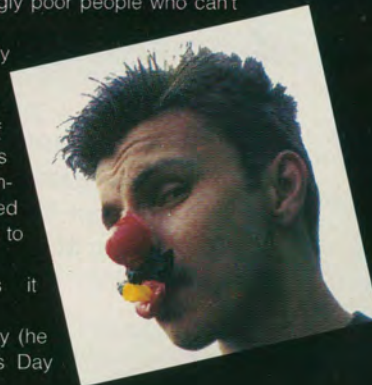
This month's office gem belongs to ex-STA and now Amiga Action editor, the one, the only, Mr Steve White. If you caught last month's QQ you will remember how I was going on about all the stress and pressure we're constantly under because we're all frighteningly poor people who can't afford psychiatrists.

Well, while feeling particularly hassled one morning while working out his deadline for the New Year period this rather sexy gem of a quote popped out of Whitey's ever-open orifice (It must be remembered that this was actually shouted out across the office as a question to everybody else!).

Unimportant person: How's it going Steve?

Steve: Fine thanks. By the way (he shouted), what date's New Year's Day this year?

Everybody else: Raucous boyish laughter. Beat that one!



CREDITS AND THANK YOUS

Big sloppy thank you kisses go this month to Psygnosis and Ocean for supplying various games for prizes to all you good people out there.

Even sloppier kisses go to the lads at The Games Store in Manchester's Arndale Centre for loaning us a Lynx and loads of goodies for the Lynx pages. Ta very much boys!

COMPO CORNER

Oo-er, no winners this month. It should have ben the Music Master compo but for various reasons we can't bring you the winners until next month. Don't worry we've not forgotten you! So we'll have the results of no less than two competitions next month.

Just a quick reminder about prizes. As far as we're aware all prizes for all competitions where the winners have been printed have been distributed by now. If you haven't received your goodies, write in and we'll sort you out as quickly as possible.

NEXT MONTH...

The December (aaarrggghh... already!) issue of STA will arrive at your shops on November the 14th. Smarties place an order!

VROOM

I know, I know, it was supposed to be in this one but we're not perfect all of the time. Trust us (ha!) Ubi Soft's racing game will be with us by next month. Make sure you're here to see it get the full STA treatment!



PITFIGHTER

This was pretty good in the arcades and Domark picked the licence up and gave it over to Teque to produce for them. It actually arrived this month but just too late to review so we'll have the full review (definitely this time!) in the next issue.

AUDIO SCULPTURE

Following on from the success of our music feature next month, we've got a review of Expose's Audio Sculpture.

So if the ST music scene interests you it'll definitely be worth looking at next time.

THE MAGNETIC SCROLLS COLLECTION

Virgin have tarted up three of the Magnetic Scrolls games (namely Fish, Corruption and Guild of Thieves) to run under the enhanced window system used in Wonderland. We'll take a look at how it comes out next month.

OTHER BITS

We'll also have loads more stuff on things like the Cuff Lynx pages and part two of our new enhanced PD section.

Plus, the usual brilliantly put together packed pages of news, reviews and previews.



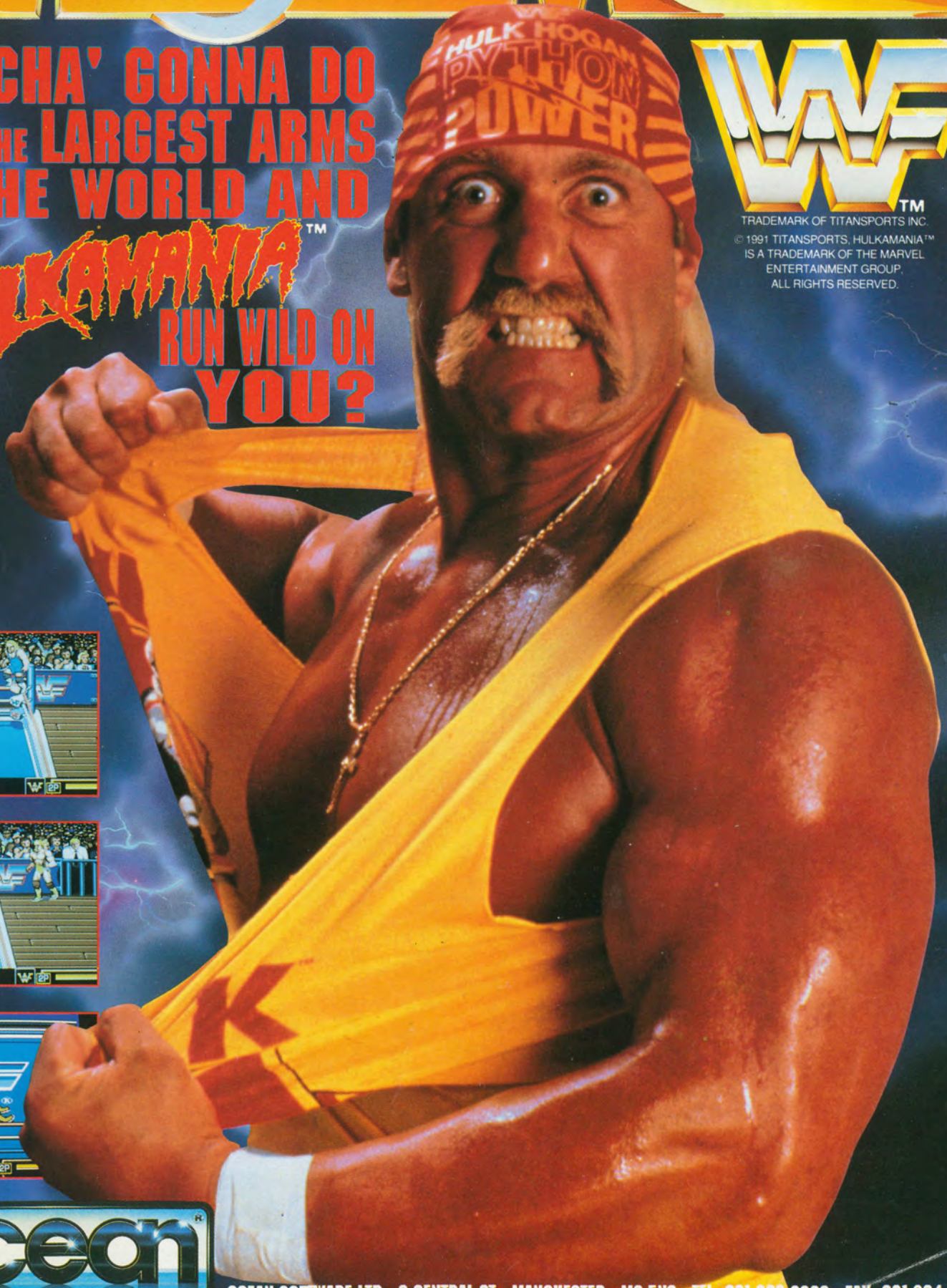
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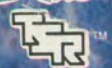
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