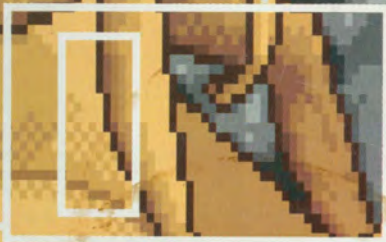


ST ACTION

THE WORLD'S MOST DEDICATED
ST GAMES MAGAZINE



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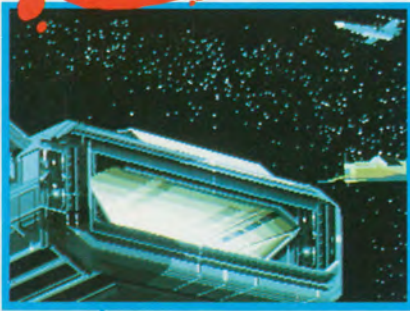
Valiant Viking Ventures in Heimdall



Suicidal fun with Psygnosis' **OH NO! MORE LEMMINGS**. Rigorous commando action with **SPECIAL FORCES** from Microprose Plus Ocean's **SMASH TV** and lots more!



3D SPACE



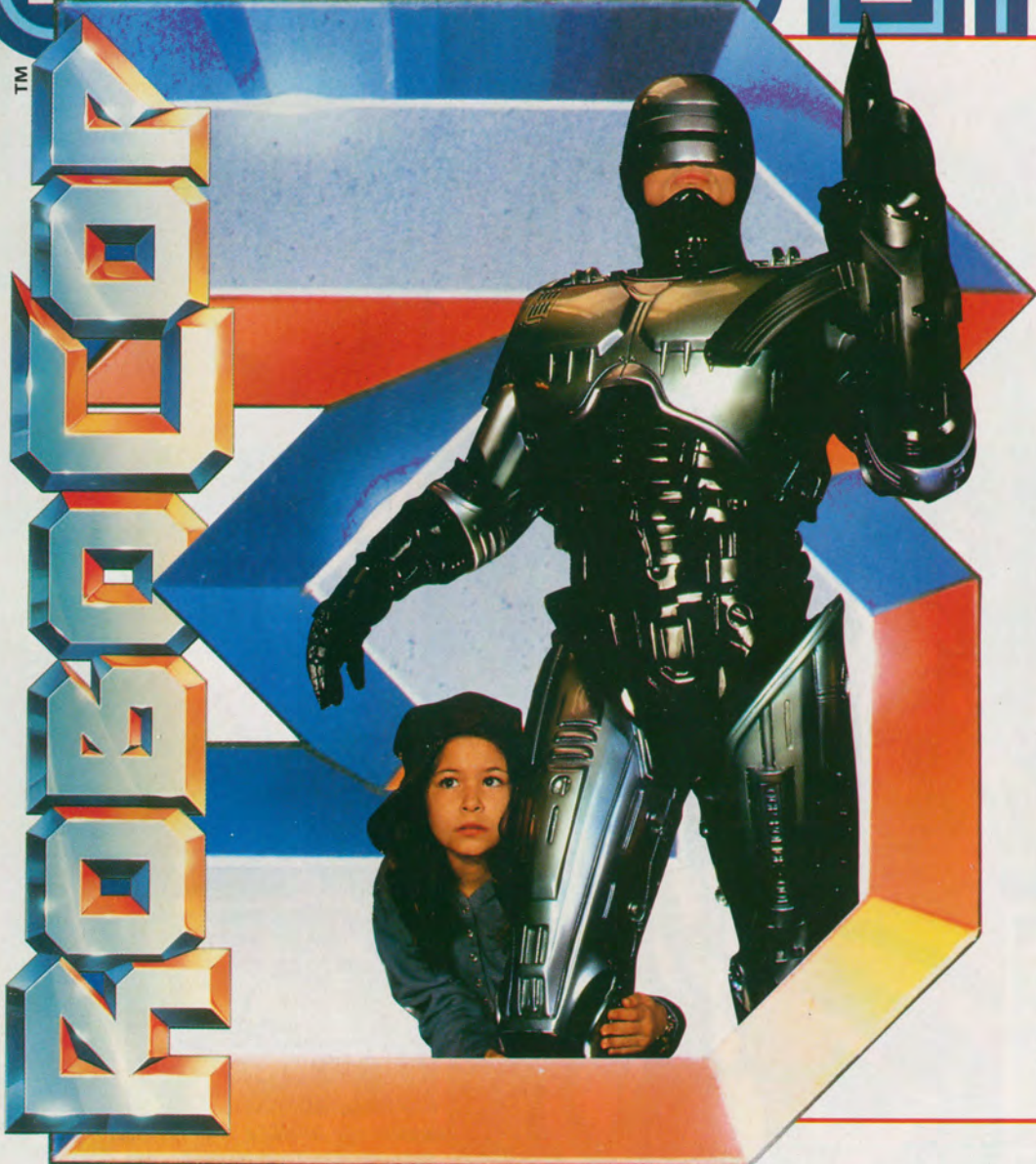
"Fast just isn't the word for this 3D - an excellent game that more than lives up to it's name." - ACE

"Epic is one of the finest products i have played this year, the depth of gameplay and graphics are of a truly stunning standard. .. the sheer number of vectors used on the screen is incredible with the final battle having over 500 independently minded ships." - Games X



BOTH AVAILABLE FOR ATARI ST

STACULARS



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"Knocks your socks off... you've never seen 3D as good as this. The 3D twist works extremely well and arguably makes Robocop 3 the best film licence yet." - ACE "The vectors are super slick and smooth, all animations are top notch, giving us some of the best vectors around and the screens are superbly drawn. This is definitely one of the best film licences yet." - GAMES X



AMIGA - IBM PC & COMPATIBLES

CAN YOU MEND CHIMERICAS BROKEN HEART?

HARLEQUIN

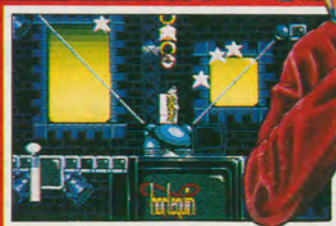
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ST ACTION

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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Our charts tell you what games you should have got by now. What will be the new number one? Head for these pages to find out!

SNEAK PREVIEWS 86

We take a peek at two great games that will soon be available for all you game hungry ST owners. We visit Core Design to check out their viking saga, Heimdall, which contains some startling graphics and we also have a look at Empire's Team Yankee II - The Pacific Islands.

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We dedicate a page to give you all the info on the ever-increasing amount of Public Domain games to hit the ST scene.

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Each month we try to keep you up-to-date with what's happening in the industry. This month we have loads of pages full to the brim with new games and other exciting bits of information.

GIVING THE GAME AWAY 59

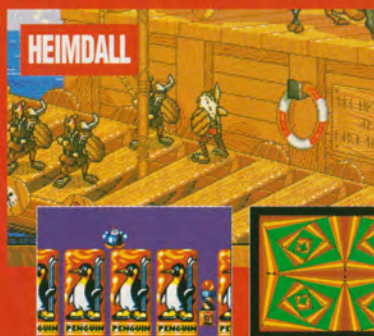
At last! This month's GTGA sees the finale of our brilliant Elf guide and we also give you some handy hints as you try to save Maid Marian in Robin Hood. Along with this you have the stunning Mega Lo Mania guide plus the regular Small Tips.

WENGELI THE WIZARD 71

Our Welsh wonder sees in the new year with his brilliant adventure pages. If you need an answer, look no further than these four pages.



2 ACTION-PACKED COVERDISKS FEATURING:



HEIMDALL



LOTUS TURBO CHALLENGE II

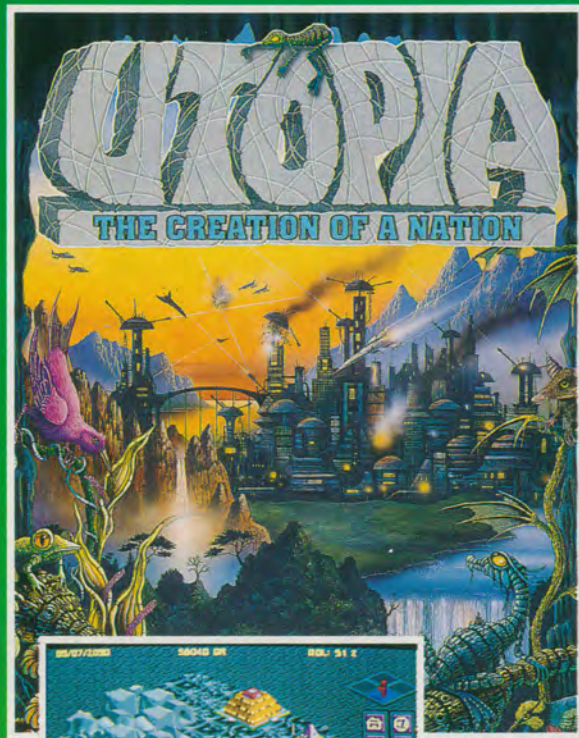


ROBOCOD



COLOURSPACE





Ace Rated
920



90%

UTOPIA

Can you create the perfect society? Now's your chance to find out. Leading a colonising party to a barren planet you aim to create the perfect society, where everyone has a quality of life rating of 100%. Do you spend money on weapons or social research? Build hospitals or tank factories? The myriad of decisions to be made are yours, and the fact that there are over ten different alien races all bursting for the opportunity to wipe out the colony should speed up the decision making process. An icon driven game with the main playing area presented in isometric 3-D, Utopia breaks new ground in computer entertainment.

Available on ST/STE & Amiga (PC 1992)

SUSPICIOUS CARGO

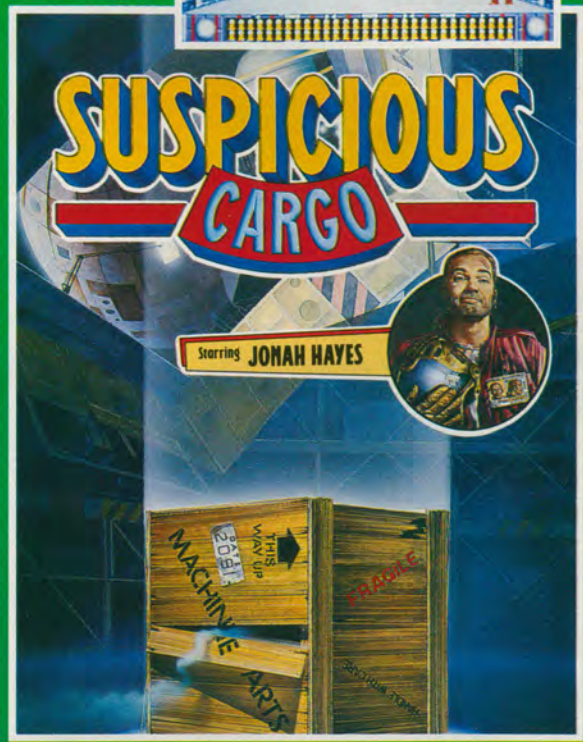
When you need something transported in space, and you don't want inquisitive customs folk asking questions, or tiresome legal documentation, then 'Lady Luck' is the ship, and Jonah Hayes is your man... This time though he's bitten off more than he can chew - his cargo is alive (genetically speaking), dangerous and sought after by a rival company who'll stop at nothing to cripple his dodgy tramp freighter and take over the job!

An interactive adventure game set in the grand cyberpunk tradition with stunning action sequences, excellent animated location graphics, and a warped

sense of humour thrown in for good measure.



Available on
ST/STE & Amiga



Starring JONAH HAYES

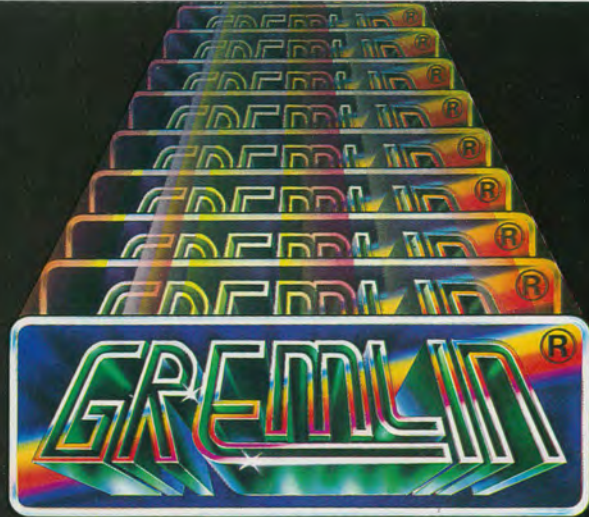


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PEGASUS

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

Available on CBM Amiga & Atari ST/STE



TURBO CHALLENGE 2



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LOTUS TURBO CHALLENGE 2

Lotus Esprit Turbo Challenge was widely acclaimed as the best driving game of 1990.

The best just got better with the release 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, lightening, fog, snow, commuter traffic, tunnels, bridges and level crossing.
- 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

Available on ST/STE & Amiga



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THE ACTION TEAM



Back row: Doug, Sue, Chicken, a Gazelle, Mr Tannoy. Front row: Dotty, Allie and Marc.

Sue Beattie's argyle golf socks combined well with Dotty's Pringle sweater to make an ideal Christmas present. After coming back from her trip to Malta, Sue's had to deal with endless grief from Mr. Gazelle constantly referring to his method acting technique. Sue's latest purchase has been a John Foxx video which has given her some bizarre layout ideas. Watch out, readers!

Allie's been mourning the premature death of her hero, Freddie Mercury. However, to cheer her up, she's been given the ideal Chrissy pressie from Santa. She now spends all her spare time beating the living daylight out of a four foot inflatable Hulk Hogan. Whatever turns you on!

Chicken McNally awoke on Christmas morning to find two humungous bass reflex speakers in his stocking. These should help him and his fellow farmyard freaks to wake everyone else up at the break of dawn. It has been rumoured that he's sampled the sound of his mother hen squawking for peace and quiet.

The owner of the maroon mean machine, Dotty, has been seen combing the streets of Salford in a vain attempt to impress the local girlies. Perhaps not wearing that lovely Pringle roll-neck may improve his chances. He illustrated the tackiest side of Christmas consumerism by plugging in a ridiculous little tree in his car cigarette lighter.

Mr. Gazelle, Simon Kirrane, reckons he's a bit of a potential Bob DeNiro. However, after conducting a quick office survey, he was made to concede that his acting talents were more akin to those of his heroine, Patsy Kensit (bobbins).

Marc 'Coco Savanna's really ace' Keating is currently residing in the 'Where are they now' file after Chicken and Dotty had the misfortune to follow his rather misguided night spot advice. They're after his blood, or at least a refund.

Alex 'Mr. Tannoy' Lee has been promoted to the prestigious position of announcing the sandwich van when it arrives. Not only do all the staff in the office hear his announcement but his family back in Sunderland also receive the news. Also we have to applaud Alex on his fantastic haircut - where is it AI?

ON A WING AND A PRAYER

Is this going to be ST Action's candidate for "Miss the boat 1992"? Who knows, but regardless of the fact that the film has been floating around for nearly two years, Grand-slam are still beavering away on their computer version of this Bruce Willis all action blockbuster - Die Hard 2.

Set in a terror stricken airport, you play the part of tough cop John McClane attempting

to take out a rogue elite special forces unit which has every airborne plane at its mercy.



The game will feature five levels including a luggage hall battle, a snowmobile chase and the famous fight on the plane wing.

Programmed by Manchester's Tiertex team, famous for Strider and Strider 2, the game could be out by the time you read this.

SAVE MONEY AND THE PLANET

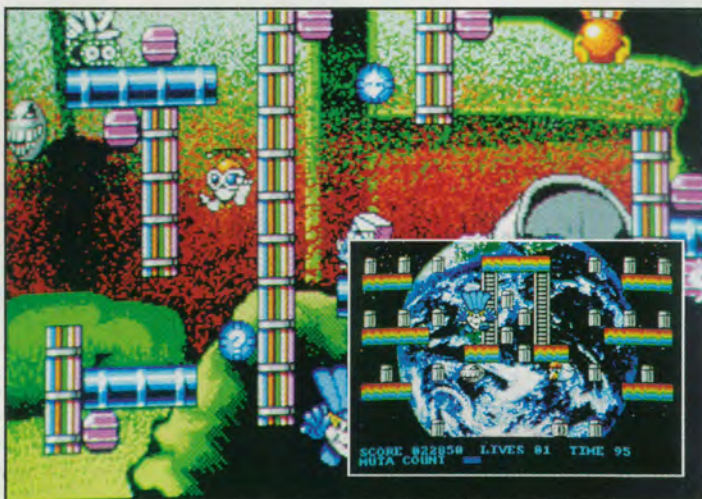
Since budget software first started to make a name for itself, Codemasters have always been at the forefront, producing original, quality games at budget prices. There's none of this re-released stuff from these guys.

Anyway, their latest character, Seymour, is about to storm onto the ST at the bargain £7.99 price tag. In his first game - Super Seymour Saves the Planet, pollution has reached incredible levels and the world is now full of Mutato Heads!

Using a variety of power-ups to help him, Seymour must run along the platforms, clearing them of Mutato Heads by stamping on them and kicking them away.

Code Master's reckon that the action will be fast and stupidly addictive and that Seymour is still the loveable bundle of cuteness he always was!

Watch out for a budget review soon!



BRAVE NEW WORLDS

Last year we reviewed Megatraveller and it's fair to say we liked it quite a fair bit. Now Megatraveller 2 - Quest for the Ancients is almost upon us.

From what we can tell, this sequel is going to be a bit special. The first game has been totally revamped to turn this into what Empire reckon will be the "most exciting adventure yet seen on a home computer".

127 detailed worlds containing hundreds of cities and millions of square miles are all included for you to explore as you try to locate a mysterious ancient leader, who's rumoured to have been dead for 300,000 years!

The game relies a lot more on graphics than the first one, so this obviously improves its presentation no end.

Megatraveller 2 should be out anytime now so get ready to add it to your collection.



WHAT'S THE SCORE?

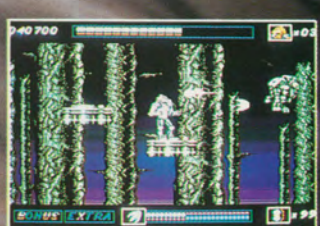
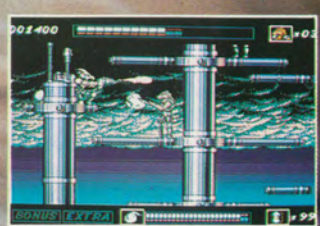
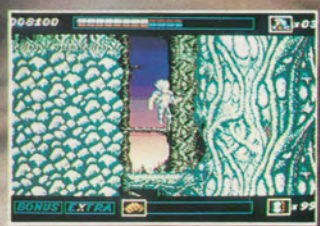
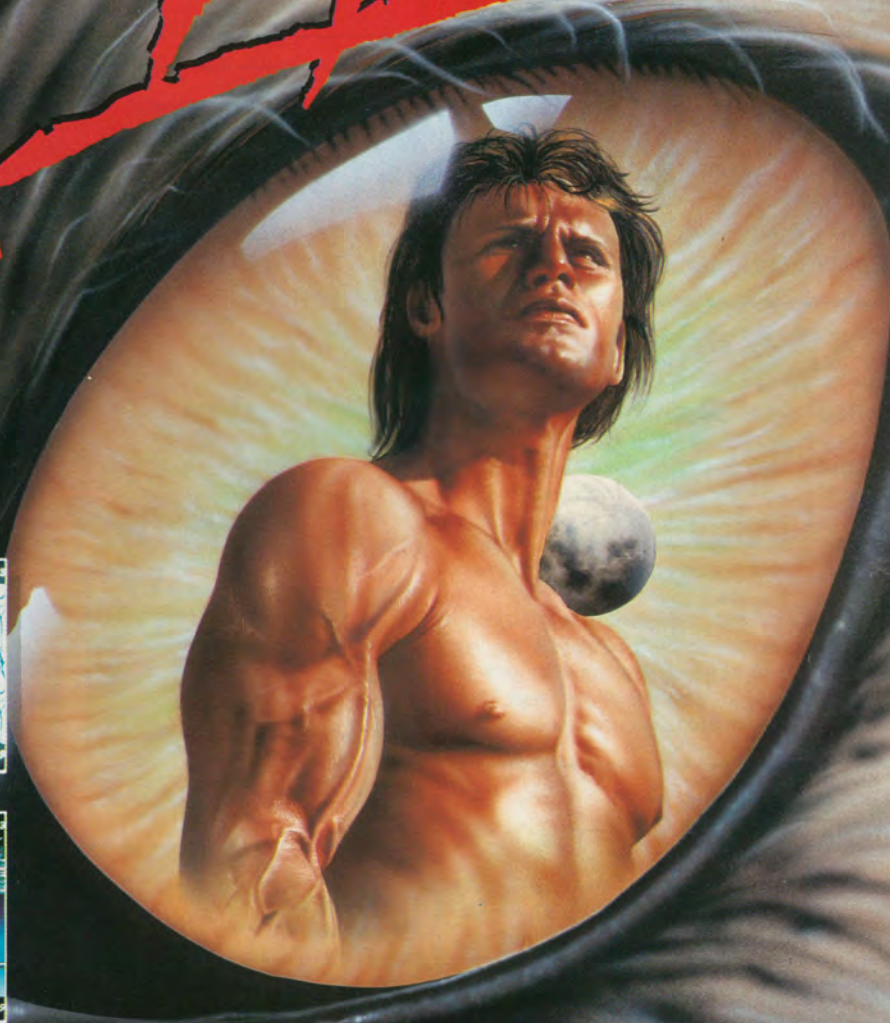
It came to our attention recently that the Audiogenic World Class Rugby that's available in the shops is actually quite a bit different to the one we were originally sent for review.

We feel it's only fair to point out that the game (that originally received 80% anyway) is now considerably better still. A new menu system has been implemented that is colourful and easy to use and there is now an Expansion disk option included for later use.

We talked to Pete Calver at Audiogenic who said that they had a few ideas about what was going to go into this disk but they also want your input, so play the game and write and tell them at the address on the box.

Audiogenic's World Class Rugby re-scores 85% STA 1 rated! Go out and buy it!

Wolfchild



Wolf Child – An arcade adventure featuring super smooth 360° multi parallax scrolling. Played through five levels and featuring over three hundred screens, you must reactivate the secret research programme PROJECT WOLFCHILD to annihilate the evil forces of the CHIMERA organisation.

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CARTOON COLLECTION

We've already given you a bit of information on the previous page about Super Seymour, now, courtesy of Codemasters we've got news on a new compilation featuring another brand new Seymour title, Seymour goes to Hollywood, as well as four other games, three of which are also new on the ST.

Slightly Magic, Spike in Transylvania and the original Dizzy are all new to the 16-bit audience so, for this alone, the compilation is worth a look. Also featured in the package is the equally strangely titled CJ's Elephant Antics.

With a bit of luck, we'll be reviewing the compilation in next month's issue but for now we can tell you that it will be priced at £24.99.



DIRECTIONAL SWORDSMANSHIP

Impressions keep looking for new material upon which to base their strategy war games and their latest project will feature the ancient mystical world of the Samurai's.

In Samurai - The Way of the Warrior you must lead a force of mighty Samurai warriors in a quest to win back the land once owned by your father, but now under the control of your evil enemies who have snatched it from your control.

You must carefully plan your

entire campaign to reclaim what is rightfully yours in the first place and then you must choose exactly how you will wreak your revenge. The decision on whether to attack directly or split up into several smaller raiding parties will be down to you in the end.

The graphics in Samurai promise to be a bit special for this type of game and hopefully we'll be able to bring you all the latest information soon. Available in mid April.

CHRISTOPHER II

Last month we brought you news of a game based on the adventures of the famous explorer - Christopher Columbus from Domark. This month we can tell you that Impressions are also working on a title based around that very same historical figure.

The reason for this huge flood of Columbus games is that this year is the 500th anniversary of the great explorer's discovery of America and many of its surrounding islands. Impressions' game will go under the title of Discovery - In the steps of Columbus and will be a highly detailed game of exploration and conquest.

The player will send out ships in search of new, exciting lands and when these lands have been discovered, you will have to begin to create settlements. To do this you'll first have to clear away obstacles like forests, before you can even contemplate constructing buildings.

As well as Columbus, there are a number of other explorers all out to discover their own lands, so the race is on to find the lands first. A nice feature of this game is that a lot of the lands you can discover can be turned on or off. For example, even the mythical El Dorado can be included if you so desire. The first person to find it will then be rewarded with all its riches.

Because a lot of players will know where most of the "real" world already is, a rich selection of new worlds are also provided. The wargame fighting aspect is included with land and sea battles as well. Discovery will be out sometime early this year, priced at the usual figure.

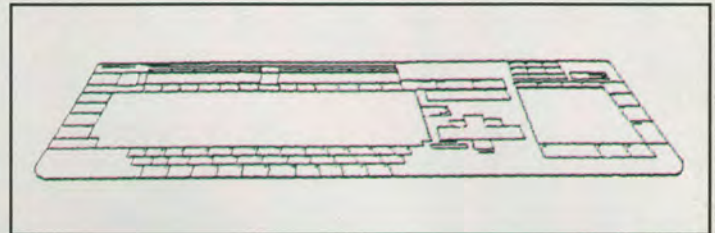
SIM SAVIOUR

A small Bedfordshire firm by the name of Silverbird Computing have come up with an ingenious idea for all sim fans and avid DTP users. They have designed a blank keyboard overlay, the kind usually found in most flight sims, that will enable the user to locate all keyboard controls rather than sifting through pages of instructions.

These overlays fit snugly around the keyboard on all ST mod-

els and have space for you to write all key controls onto the overlay. This idea is so simple it's a wonder no-one has thought of it before!

You can purchase these handy little overlays from Silverbird Computing, 47 Barton Road, Harlington, Beds, LU5 6LG. They come in packs of five and are priced at £5.20 with 80p p&p for the UK, £1.50 P+P for Europe and £2.50 p&p for the rest of the World.

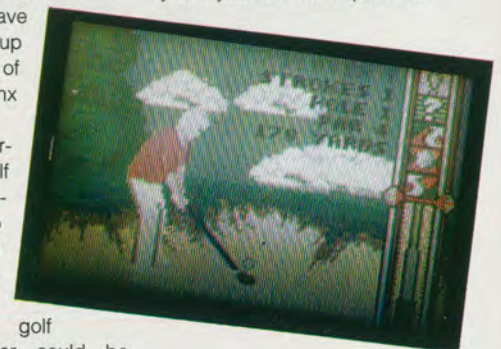


ALCOHOLIC ABSENCES

The keen eyed among will no doubt notice the absence of our dear friend Cuff Lynx, this is due to an excessive drinking stint over the christmas period! Some people just can't handle their alcoholic beverages. Luckily though, the sober among us have managed to dig up some exciting news of two thrilling new Lynx releases.

Tournament Cyberball and Awesome Golf are Atari's latest releases that are going to tax your brain and give you hours of fun. One is literally what it says, an awesome golf game and the other could be

described as futuristic American Football. Both games are scheduled for a release during this month and Cuff will hopefully be sober enough to review them next issue. Keep your eyes peeled and meanwhile feast your eyes over these piccies!



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QUICKSHOT 111ATURBO 2 (NOT SHOWN) 8.99

DELUXE DISK BOX (HOLDS 80) 10.99

ROOTEC EXTERNAL DRIVE FOR ST 54.99

Atari ST Software

Table listing Atari ST software titles and prices, including 3D Construction Kit, Golf World Class, Leaderboard, and various racing and action games.

Table listing various PC and console games and prices, including Rbi Baseball 2, Realms, Robocop 2, and various sports and action titles.

Gameboy promotion for Super Mario Land, priced at 89.99. Includes Tetris, Stereo Headphones, Batteries, and 2 Player Lead.

PLUS choose any game from the list below PLUS FREE Gamelight for dark or dim light PLUS FREE Holders, Belt and Cartridge Holder PLUS FREE Special Reserve Membership

Table of game prices for the Gameboy promotion, including Balloon Kid, Burai Fighter Deluxe, Chessmaster, Double Dragon, etc.

Win £200 to spend at Special Reserve Members only. See catalogue for details.

INEVITABLY, SOME GAMES SHOWN MAY NOT YET BE RELEASED. Inter-Mediates Ltd, Registered Office: 2 South Block, The Maltings, Sawbridgeworth, Herts CM21 9PG.

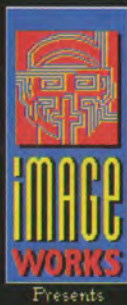
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Sony DS/DD promotion: 59p each or 22.99 for 50 with labels.

TEAM TALK

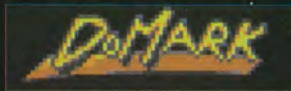
In Team Talk we'll be checking up on what those unsung heroes of the software biz are up to. News on what projects the various development teams are doing for which software houses:



After the huge success of Image-work's Mega-Lo-Mania, the company have signed up Sensible Software to do what will become known as Mega-Lo-Mania Part Two (it's not the most imaginative of titles is it?).

There's also news that the company are working on a European football game set for release in the Spring of 1992.

In addition to this there will also be a totally original strategy wargame with a whacky twist. All anybody could get out of Sensible's chief Jon "March" Hare about the signing was "If the milkman calls, tell him I left £10 under your slippers." Righty-ho, thanks for that Jon.



Another company working on a footy game for the European championships is Domark. Called Euro Football Champ (another well thought out title!), we can't really tell you anything about the game, but it should, hopefully, be out in time for the competition which takes place around the middle of this year.

Will it be a rival to Kick Off 2? We'll all just have to wait and see how it turns out in the end.



The company that brought us Kick Off, Kick Off 2 and Player Manager have been really quiet of late. They're now set to kick back into action with Tip Off, a fast moving basketball game, which is designed to be in the same genre as the Kick Off titles.

We've seen the Amiga version and it is pretty fast, but we'll be eagerly waiting to spot the differences when the ST version finally arrives.

Anco are also still working on Player Manager 2 and Kick Off 3, both of which will hopefully be released later this year, with the first of the two being the sequel to the popular Player Manager.

DIGITAL DRIFT

As well as operating a successful budget games label (Action Sixteen), Digital Integration also like to keep themselves busy with the odd new product as well.

In line for a March release is their newest title, Drift, which will be a role-playing adventure effort.

This is what we know about the game so far; Drift is an orbital range of planets set in a large solar system, set 100 years into the future.

Your objective is to combat crime and unrest by setting up and controlling a mercenary military outfit, which you must hand pick from around 70 characters of differing backgrounds, sexes and species.

The finished game will include several different missions of which the company were a little hushed about, but no doubt more will become known about them a little nearer the time.

ACTION SIXTEEN

They've been releasing games and compilations left right and centre over 1990 and now Digital Integration's budget label, Action Sixteen, have announced four new budget titles that will go onto their premier label, which costs slightly more than other budget stuff - £9.99. The four re-releases in question are the excellent Jupiter's Masterdrive, Sir Fred, Mystical and Rotox.

Masterdrive got a fine review in STA not that long ago and for a Super Sprint clone it really is pretty good. Sir Fred is another action adventure release with pretty impressive sound and graphics, while Mystical places you in the role of a novice magician nearing the end of your studies.

Finally Rotox (the RemOTE world Xenophobe) sees you sent to the Solar Exploration company's new testing complex, located beyond the orbit of Neptune. Watch out for the budget reviews of these titles probably next month.

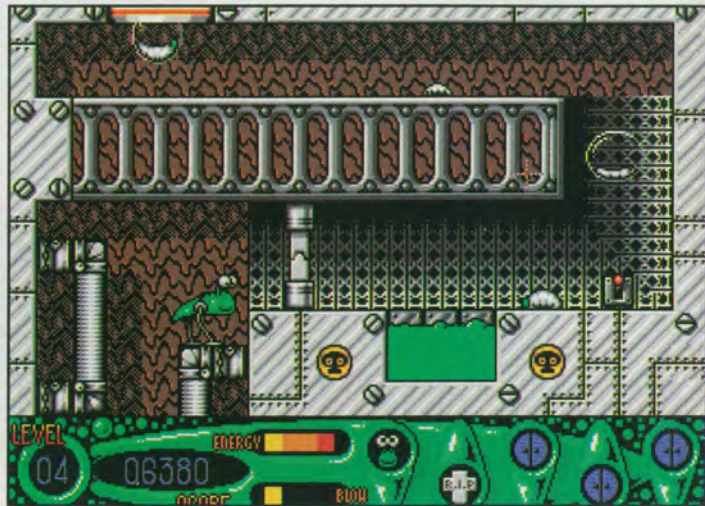
HARLEQUIN

Stepping away from their usual sort of stuff, Gremlin have Harlequin lined up for a release early this year. You take control of Harlequin as you return to your homeland, once filled with joy and laughter but now taken over by a frightening dark mood.

You must negotiate the land of Chimerica to find out what is wrong and help repair the planet's broken heart. There'll be loads of places to visit such as the sewers where Harlequin must change his shape into that of a fish so that he can go off exploring.

It may be a platform game, but the graphics and animation are a touch special. The game itself is also very large, thus providing you with a huge challenge.

Harlequin will be out shortly, no doubt at the usual price mark of about £26.



STEG NIGHT

Code Masters are pretty well known for their "Simulator" games, so when they announced Steg, a slug game, visions of a slug simulator and a warped programmer immediately came to mind.

However, Steg is, rather fortunately, a cute slug. Now Steg has been rather "busy" and has nests full of little Stegs to feed and keep alive. These mini Stegs are called T'yungunz and in order to provide them with the nutrition they need you must trap bugs in a bubble that will then begin to float.

Once this much is accomplished, you must then give chase ensuring you blow the bubble in the correct direction back to the nest where the babies will eagerly devour their food.

There's going to be loads of add-ons including one that turns you into Robo-Steg and so on. Available in February at the bargain price of £7.99.



Knightmare



"You are setting forth into another place, another time, another world," said Treguard, The Dungeon Master. And what makes you think that you four mere mortals will succeed in the Quest, when so many others have failed?"

I understood, at that moment, that our mission was going to take all our endurance, all our collective skill, and, most of all a depth of courage, that I wasn't sure we possessed.

Ever since ITV's award-winning series hit our screens, the world has been waiting for a computer game worthy of the name. The wait is over.

Tony Crowther's amazing re-creation has everything.

Using the same game system that made 'Captive' adventure game of the year for 1990, 'Knightmare' makes dungeons and dragons games seem like newts splashing around in a muddy puddle.

'Knightmare' is a sophisticated role-playing adventure where you are

challenged to solve complex puzzles, logic problems and riddles that reveal a rich, ever-more rewarding storyline.

Your journey takes you deep into the dungeons of Dunshelm, to a cataclysmic meeting with Lord Fear and the unthinkable horrible FrightKnight.

Whether or not the meeting is terminal is up to you. You will need wisdom, tenacity, alacrity and, above all, courage.

But you have all those things, don't you...?



Available for Amiga & Atari ST

BROADSWORD



MINDSCAPE

Knightmare is copyright Anglia Television and Broadsword Television.
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Written by Tony Crowther.



ANGLIA
Television Limited

For your local dealer, contact: **Mindscape International Ltd**, The Coach House, Hooklands Estate, Scaynes Hill, West Sussex RH17 7NG Tel: 0444 831 761

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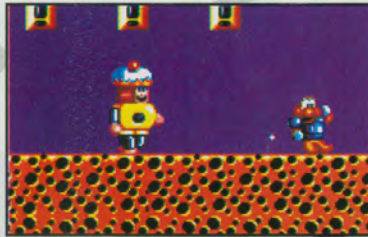


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Telephone 081-549 3444
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Probably the world's most playable coverdisk



Millennium's fishy fun in the amazing Robocod – James Pond II



Good news for the single sided ST owners among you this month. To make up for the demos not loading on your machine last month we've got three demos on our disks this time that you'll be able to access. You won't be able to play all of the Robocod demo, although you can play some levels. So go on get stuck in!

LOTUS II

Take to the roads in this definitive demo of what will probably be racing game of the year. In this mega demo you will race through the streets in the darkness of night, attempting to make it through as many checkpoints as you can. So put your finger on the fire button and prepare for some speed!

ROBOCOD

Millennium have really excelled themselves this time! Struggling to release a game that can keep up with the standards that the original James Pond set over a year ago, they have come up with game that is twice as good. Play the several fun packed levels in this brilliant demo especially programmed by the veteran Steve Bak for ST Action. So boot up the disk and see whether you can complete this super demo.

HEIMDALL

Fed up with your usual every day hum-drum life! Then step into the shoes of a Viking and prepare for some real action. Taken from the first three special levels of the game you must prove your worth to the other Vikings by collecting a bag of gold from a long boat protected by your best guards. The challenge is a hard one, but with practice you should be able to pull through.

COLOURSPACE

Many of us remember the famous Jeff Minter from our 8-bit computing days, and where many others have fallen Jeff has gone on to continue his career on the more advanced 16-bit machines. Now due to request we have provided you with something more than just game demos on the coverdisk. We have supplied you with Jeff's ultimate Shareware product, Colourspace – The Light Synthesiser.

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 on to the DISK B icon and follow the on screen prompts, inserting your newly formatted disk when asked 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 drive owners will be able to open the SIDE2 folder and copy these files onto their back-up disk. Unfortunately, single sided drive owners will not be able to access SIDE 2. Keep your original coverdisk in a safe place and use the back-up at all times.

COVERDISK FAULTY?

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

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

DISK
1



Robocod



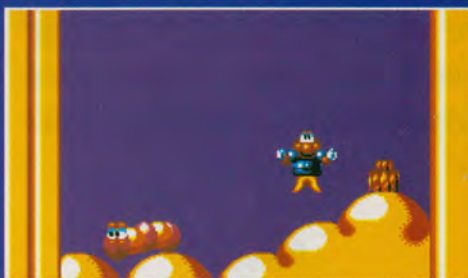
After his first action packed mission James Pond was a little bit worse for wear. But he wasn't done for yet and with today's technology he was destined for better things. So now he's back and this time he's mad. Part machine, part fish, but all cod - Robocod is ready for action!

Already there is a mission waiting for Robocod to start and Christmas itself depends on it. The evil Dr Maybe and his horde of brainwashed minions have infiltrated one of Santa's toy factories in the Arctic and sabotaged all the toys. Now all the toys that once brought unlimited joy to the children on Christmas morning have been turned miserable and just don't want to have fun. Big problem.

The object of Robocod's mission is to break into the toy factory and save the toys, as well as catching the evil Dr

Maybe. But his minions aren't too impressed by Robocod and will try their best to kick him in his battery cells.

Will Robocod save the toys and make Christmas possible for the kids, or will Dr Maybe continue his reign of terror and send the world into a decade of depression? Only you can decide.



HOW TO PLAY THE DEMO

Robocod is pretty much standard when it comes down to the control system, however the mechanical hero has got a few hidden extras in store for you.

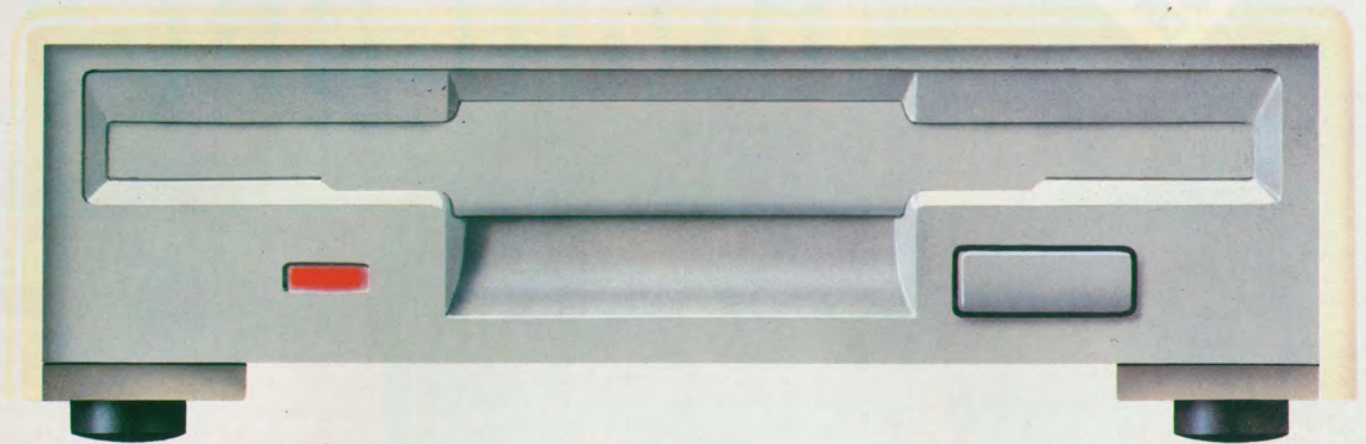
The first thing that Robocod has been equipped with is an extendable body. By pressing fire Robocod will start to grow upwards, and keep on going until he either hits the top of the screen or another platform. If the obstacle is a platform when you release the fire button he will grab hold of it so he can then monkey climb to the left or right.

The second super skill that Robocod has got is being able to roll into a ball by pulling down, and this ability has two uses. To kill monsters you must jump on their heads, but if you roll into a ball as you land on their heads you will inflict miles more damage.

But if you simply curl up while you are standing on a platform then you will be able to look below you to see what might be down there before you actually go there. And that's about it really, well, for the controls anyhow.



Where you can stick it.



Viruses, disk swapping, single sided internal drives, disks which won't back up. Is there no end to the whingeing of the Atari user?

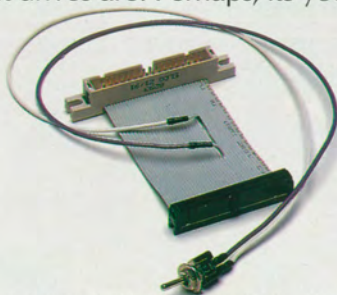
At Power, we want to tell you just where you can stick your disks and worries. In fact we will show you. The slot in this picture belongs to our PC720B, the first intelligent disk drive. Insert a disk.

Now you can boot from it*, back it up at lightning speeds using the inbuilt Blitz Turbo hardware, with free, new software, (even if the disk is from a PC). And if your computer picks up a virus, the switchable virus blocker will protect both your drives (a bit like a hardware write-protect).

When you do not want these features, switch them off and the PC720B will pretend to be simply an extra drive.

The PC720B, the only drive to include Blitz Turbo, lets you boot from an external drive and combat viruses, is only available direct from Power, priced at just **£69.95**

We have noticed how pricey unintelligent drives are. Perhaps, its your turn to tell people where to stick it.



If you have an internal drive that is not compatible with "boot from drive B"
This cable will solve your problem. Simple internal fitting.

£9.95

*Internal drive is disabled while this feature is in use. Compatible with most models of Atari ST

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DISK
1



Lotus Turbo Challenge II



Racing games come and go, with the majority of them not making much of an impact. However, one racing title that did make it to the top was Lotus Esprit Turbo Challenge. With its outstanding speed most people didn't expect to see anything depose this product for quite a while, at least not until they heard about Lotus II. Gremlin Graphics were going to attempt to make the best even better, and it looks like they have succeeded.

In this demo you get a sizeable taster of just what's in store for you in Lotus II. The stages that you'll be racing through are taken from the night time level of the game where things suddenly get harder as your vision of the road and oncoming traffic is reduced.

In the actual game you will also have to contend with snowy, sandy and marshy road conditions, each of which will affect your control of the car in various ways. You will also have to deal with the treach-

erous fog that has never been featured in any other racing game.

But without a doubt by far the best point of Lotus II is the multi player option, allowing you to have up to four players at the same time. If you thought a two player game could get heated then just wait until you get a load of this.



HOW TO PLAY THE DEMO

Loading the Lotus demo couldn't be more easier. When you stick the disk into your drive it will give you a choice of either escaping to Desktop so you can load Robocod (our other amazing demo) or, by simply pressing Y, continue to load the mega Lotus II demo.

Once the title screen has loaded, you can then choose whether you wish to play a one or two player game (you need a friend for the latter choice) in which you can test your driving skills.

The controls are very user friendly with the fire button simulating the accelerator, and pulling back on the joystick acting as a rather sensitive brake. Left or right are useful for steering round corners and avoiding other obstructions that may crop up!

Unfortunately, when you run out of time you will have to reboot the disk to play again. But it's no real hardship as the game doesn't take long to load and it'll give you time to sabotage your competitor's stick.





VIDEOKID

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Screenshots from various formats

PICTURE



Produced by



Available on:
Atari ST/STE & Amiga.

Another blockbuster video bursts onto your screen and you're thinking to yourself, what can that guy do that I can't? The room spins, you feel invincible and CRASH!...

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

**DISK
2**



The evil son of the even more evil god Hela has stole the magical weapons of the Other Gods; Odin, Thor and Frey. So, being the all powerful deities that they are they have turned to rather weaker mortal vikings to help them.

But they did give the vikings a little help. Overnight, Thor made a young maiden pregnant with a child - nine months pregnant to be precise - with a child of the Gods. This child would lead a number of vikings to Valhalla and steal back the weapons that Loki stole. Whether or not he succeeds is up to you.

Although Kirk Douglas portrays viking life as being pretty easy and carefree, it's not! So for that reason, before you can begin your journey in Heimdall you must prove your worth to the other vikings in the village.

This is done by completing three very high tech tests; pig catching, chopping off a woman's hair with your throwing axe and running around in a boat trying to grab hold of some money. Pretty adult pastimes really!

Depending on how well you do in these gruelling tests, a number of vikings from the village will step forward in order to join your ship's crew. If you do really badly, then not many people will want to join up with someone as useless as you, and the ones that do aren't of much use.

Heimdall

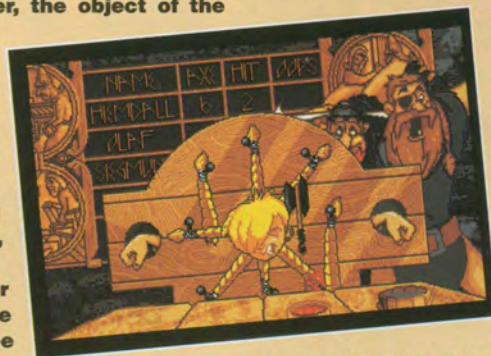
HOW TO PLAY THE DEMO

The test that you'll be attempting in this danger packed demo is the one that takes place on a Viking Longboat. Commencing on the pier, the object of the test is for you to leap down into the boat, jump to the other end and collect a bag of gold, and then jump back to where you started. Easy, I hear you say - well, it isn't.

Positioned near the centre of the boat, there are three other Vikings whose sole purpose is to stop you from getting the cash. If you get near them you can

smack them with your sword, disposing of them until you have grabbed the money. However, they are armed to the teeth as well so be careful not to get hit yourself.

To jump from plank to plank, you simply press fire, but if there is someone in your way, instead of jumping, the fire button will make you swing your sword. Left and right will turn you in the respective direction so you can avoid a guard, rather than engage him in combat.



STORM



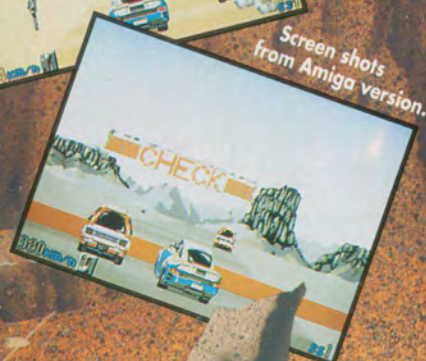
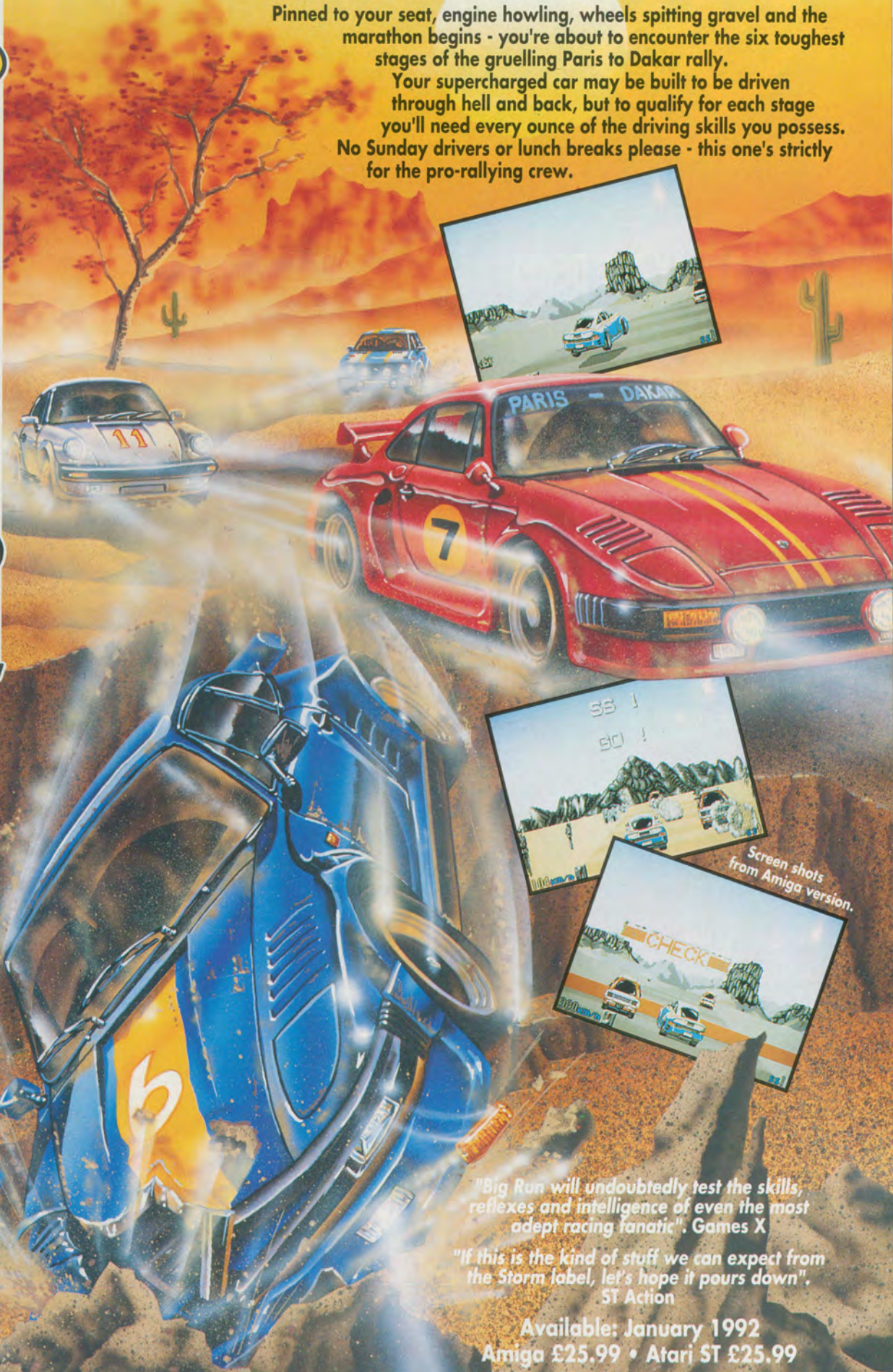
SALES CURVE

"HIT THE ROAD!!" "WHAT ROAD?"

Pinned to your seat, engine howling, wheels spitting gravel and the marathon begins - you're about to encounter the six toughest stages of the gruelling Paris to Dakar rally.

Your supercharged car may be built to be driven through hell and back, but to qualify for each stage you'll need every ounce of the driving skills you possess. No Sunday drivers or lunch breaks please - this one's strictly for the pro-rallying crew.

**B
I
G
R
U
N**



Screen shots from Amiga version.

"Big Run will undoubtedly test the skills, reflexes and intelligence of even the most adept racing fanatic". Games X

"If this is the kind of stuff we can expect from the Storm label, let's hope it pours down". ST Action

Available: January 1992
Amiga £25.99 • Atari ST £25.99

The Sales Curve Ltd,
50 Lombard Road,
London, SW11 3SU
Tel: (071) 585 3308.

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**DISK
2**



Colourspace

Something slightly different this time. A few people have written in and asked for something else than just games on the coverdisks so here it is. A lot of you will probably recognise the program

Colourspace from your early days on the 8-bits. The program is the third generation of Jeff Minter's unique light synthesizer with which

you can have countless hours, maybe even days of fun.

Most of the key commands have been printed for you on this page but if you want to know any more about the program then drop Hazel Minter a line at the address below (with a small donation) and they'll send you a copy of the manual.

Colourspace donations
Hazel Minter
49, Mount Pleasant
Tadley
Hants



HOW TO PLAY THE DEMO

SYMMETRY GROUP

- Z:** X-symmetry
- X:** Y-symmetry
- C:** X/Y symmetry
- V:** Quad symmetry
- B:** No symmetry
- N:** Spiral symmetry
- W:** Augment on/off

LIGHTFORM SELECT GROUP

- A,S,D,F:** Logical lightforms
- G,H,J,K:** Global lightforms
- L:** Weird mode that I haven't got a name for
- E:** Explosion mode
- R:** Implosion mode
- O:** Horizontal pattern expansion toggle
- P:** Vertical pattern expansion toggle

STARFIELD CONTROLS

- ::** Starfield toggle on/off
- ?:** Streaks on/off
- DELETE:** Change starfield mode
- #:** Change starfield symmetry
- INSERT:** Gravity for radial fields off/on
- <>:** Limiters for radial starfield

COLOUR CONTROLS

- I:** Toggle palette rotation off/on
- NUMERICAL PAD, 1-9:** Colour presets (To store use **UNDO** then NUM PAD 1-9)
- Q:** Strobe flash (single)
- T:** Continuous strobe off/on
- Y:** Augmented colour mode off/on
- UNDO-SPACE:** Toggle between standard and key-triggered colour rotation
- SPACE:** Perform key-triggered rotate if selected
- UP ARROW:** Enter palette control subsystem (must be in LO-RES)

Within the subsystem:

- LEFT, RIGHT ARROW:** Select palette colour
- UP, DOWN ARROW:** Select R,G or B ; leave subsystem; go to rotation subsystem
- SPACE:** Set colour of strobe pulse
- INSERT, DELETE:** Adjust R,G or B level

Within the rotation subsystem:

- LEFT, RIGHT ARROW, INSERT, CLR:** Set the four range markers
- SPACE:** Stop selected range
- UP, DOWN ARROW:** Move range selector, leave system
- DELETE:** Copy palette from static palette
- BACKSPACE:** Copy palette to static palette
- <>:** Manually rotate palette one step
- HELP, UNDO:** Accelerate palette left and right

- PRESETS:** Numbers 0-9 not on numeric pad; all function keys

To store a preset use **UNDO** followed by the preset key.

RECORD MODE: UNDO-? standby to start

- MOUSE BUTTON** to start recording:
- UNDO->** to stop recording
- UNDO->** standby to playback (mouse to start)
- UNDO->** to stop playback

VARIABLE EDIT MODE

- UNDO-O** to get into the menu
- UP, DOWN ARROW** to select item
- LEFT, RIGHT ARROW** to alter its value
- UNDO** on its own to leave

The variables are:

ISSPED ZAPSP FADEL ONTIM DRX SMEDL
ACCEL SSEQU SINRAT FLEN DRY BLEN
ZAPL KTRLEN OPTIM ZAPFB RECSPE

DISK COMMANDS:

- UNDO-L-<LETTER>:** Change second letter
- UNDO-M-<A,B or C>:** Set current drive
- NUM PAD (, then letter:** Save *AK.YAK preset file.
- NUM PAD), then letter:** Load *AK.YAK preset the file
- then letter:** Load NEO picture into background
- + then letter:** Load NEO picture into foreground
- ~ then letter:** Save NEO picture in current screen

NEO MANIPULATION COMMANDS

- [:** Turn background on/off
-]:** Turn foreground on/off
- LEFT ARROW:** Merge flag on/off
- DOWN ARROW:** Merge foreground and background
- RIGHT ARROW:** Snapshot to current screen
- CLR HOME:** Clear current screen
- UNDO-S:** Remap to curvature (must be in HI-RES or you get pixellation)
- UNDO-A:** Remap plus squash in X
- UNDO-W:** Remap plus squash in Y
- UNDO-Q:** Remap plus squash in X and Y
- NUM PAD .:** Reflect LHS of picture
- NUM PAD ENTER:** Reflect RHS of picture
- NUM PAD -:** Reflect TOP of picture
- NUM PAD +:** Reflect BOTTOM of picture

SCREEN CURVATURE

- UNDO-C:** Curve off/on
- UNDO-R:** Enter reflected curve editor
- UNDO-D:** Enter standard curve editor
- Within curve editor:** Hold down **SPACE**, move mouse up and down or for more accurate curve use 1,2,3,4,5,6,7,8,9,0,- keys centred around 6

PATTERN DEFINITION

- UNDO-P:** Edit selected pattern
- Within the editor:
- SPACE:** Place a pixel
- RETURN:** Go to next level
- ENTER:** Leave editor

FORMATIONS: UNDO-F In order to get into formation editor

- Within the editor:
- SPACE:** Place a pattern image
- RETURN:** Leave editor

MISCELLANEOUS:

- NUM PAD /:** Autoload background flag
- NUM PAD *:** Autoload foreground flag
- BACKSPACE:** Change screen resolution
- ?:** Switch from vector > move SFO > repeat mode functions on the right hand mouse button
- RETURN:** Set logical screen centre
- U:** Restore standard screen centre

5 GAME PACK DIZZY COLLECTION

TREASURE ISLAND DIZZY GALLUP
No 1
BEST SELLER

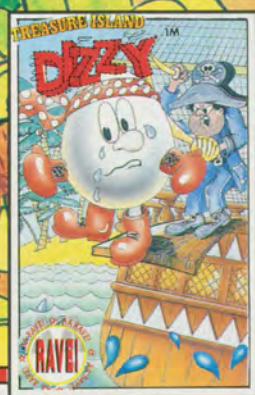
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"A Sure Fire winner for the Codies. A SMASH!" Amiga Format

"Fast Food is a classic game Absolutely brilliant" ZZap Magazine



Codemasters

AMIGA screen shots shown. 8-bit versions feature "DIZZY" instead of "KWIK SNAX"
© 1991 Codemasters Software Company Limited PO Box 6, Leamington Spa, England, CV33 0SH

HELP LINES

NEW RELEASE INFO LINE 0898 555 000 (Tells you what is being released this month)
If you can't get any further in any of these games and would like us to give hints & tips on how to solve all the puzzles just phone the numbers below. Please don't phone unless you are really stuck and make sure you get permission from the person who pays the phone bill first! Calls costs 36p per minute during off peak time and 48p per minute at all other times. (GREAT BRITAIN ONLY)

ATARI ST AND AMIGA
TREASURE ISLAND DIZZY 0898 555 092
LITTLE PUFF 0898 555 095
ROCKSTAR 0898 555 090
FANTASY WORLD DIZZY 0898 555 078
SEYMOUR IN HOLLYWOOD 0898 555 010
SPIKE IN TRANSYLVANIA 0898 555 105

SPECTRUM, AMSTRAD, C64
DIZZY 0898 555 093
TREASURE ISLAND DIZZY 0898 555 091
FANTASY WORLD DIZZY 0898 555 078
LITTLE PUFF 0898 555 094
ROCKSTAR 0898 555 090
MAGICLAND DIZZY 0898 555 096
SLIGHTLY MAGIC 0898 555 050
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FULL PRICE

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- NE** NEW ENTRY
- RE** RE-ENTRY
- NON MOVER
- ▲** CLIMBER
- ▼** FALLER

FULL PRICE CHART

Jimmy White's reign is over! Mirrorsoft's excellent Mega-Lo-Mania has tipped Jimmy off the top spot as it bombards it's way to the No. One position as this months highest new entry. But will it be the Xmas No. One?

Plummets of the month go to Microprose's Railroad Tycoon and Core's Thunderhawk after both drastically fall eight places, but Microprose are also awarded this months top climber due to their brilliant Silent Service II storming up a massive 13 places to the number four spot.

- 1 ● SHADOW OF THE BEAST
- 2 6 TV SPORTS FOOTBALL
- 3 ● DRAGON NINJA
- 4 5 NEW ZEALAND STORY
- 5 8 LOMBARD RAC RALLY
- 6 NE WACKY RACES
- 7 13 TURRICAN
- 8 4 BUBBLE BOBBLE
- 9 7 STEVE DAVIS WORLD SNOOKER
- 10 19 FANTASY WORLD DIZZY
- 11 9 BATMAN – THE MOVIE
- 12 2 RETURN TO EUROPE
- 13 NE HEROES OF THE LANCE
- 14 RE 3D POOL
- 15 11 SCOOBY DOO AND SCRAPY DOO
- 16 ● NINJA RABBITS
- 17 15 ALTERED BEAST
- 18 10 SUPERCARS
- 19 RE CJ'S ELEPHANT ANTICS
- 20 12 HEAD OVER HEELS

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BUDGET

ST GALLUP CHARTS

BUDGET PRICE CHART

Yet again, Psygnosis are holding onto the top spot with their brilliant Shadow Of The Beast for yet another month, but TV Sports Football has crawled back up from no. six and is clawing away at Shadows' heels!

3D Pool and CJ's Elephant Antics are this month's re-entries while the Martial Arts make up the non-movers, Dragon Ninja and Ninja Rabbits.

Turrican has made a spectacular climb from no. 13 to seven, but Anco's Return To Europe has sadly dropped from two to no. 12.



THIS CHART IS COMPILED BY GALLUP LTD

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PLUS
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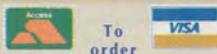
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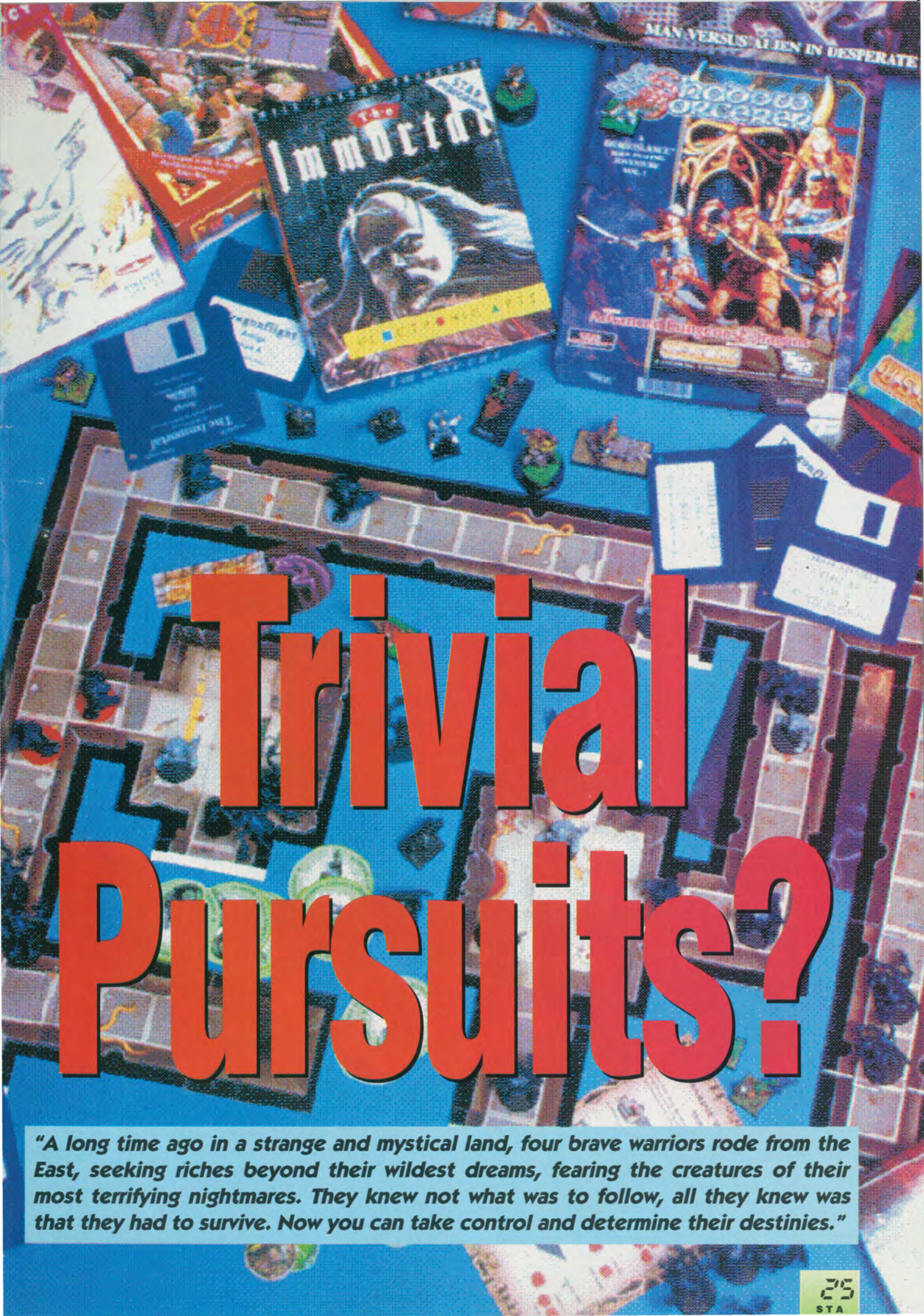
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Trivial Pursuits?

"A long time ago in a strange and mystical land, four brave warriors rode from the East, seeking riches beyond their wildest dreams, fearing the creatures of their most terrifying nightmares. They knew not what was to follow, all they knew was that they had to survive. Now you can take control and determine their destinies."

Some of you will recognise such introductory banter as the 'atmospheric' preview storyline that accompanies many of the world's leading Role Playing Games. Some of you will have actually played an RPG either with your friends or on your own, but why do we do it? Is it the thrill of fading from reality and disappearing into a fantasy land filled with evil and magic or is it purely an ego ride of power and domination? Either way, many people agree that RPGs are an excellent way to relax.

SO WHAT IS AN RPG?

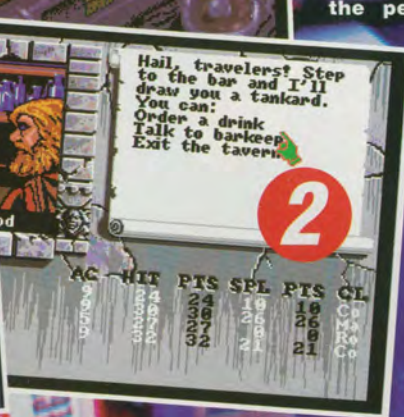
A Role Playing Game is one where a person or a group of individuals act out situations either verbally, as a board game or with the aid of a computer, and portray fictional characters. The worlds that they explore can be as far fetched as the human mind can conceive or as ordinary as modern day Earth, but the basic underlying factor of an RPG is to have fun!

RPGs have been in existence for years but it is only recently that they have become incredibly popular. The specialised RPG chain of stores, Games Workshop, has always had its dedicated customers throughout the country but even they will admit that until a year ago things were a lot quieter than they are now.

So why have RPGs suddenly flourished into a Nationwide craze? Although many of us fanatical RPGers will beg to differ, the world of role playing has at long last become a phenomena due to the incredibly successful MB board games Hero Quest and Space Crusade.

Where once RPG's heavily relied on verbal communication between a Games Master and the character players which sometimes made the game complicated and a little long winded, now younger players or beginners could play almost immediately without having to wade through encyclopedias of rules.

MB have opened a gateway for hundreds of interested players to enter the world of Role Playing where before they had been unable to tread. Since the introduction of the 'beginners' RPG many players, young and old, have begun to experience the more advanced games such as Warhammer 40,000, Advanced D&D, Call of Cthulhu and Star Wars to name a



few. People have started to realise what they've been missing all these years!

BUT HOW DOES THIS FIT IN WITH MY COMPUTER?

Playing an RPG can be tricky at times, even if you do own a board game version because there is often no one to play it with, but with a computer you can let it be your Games Master and your companion. Some would say that this is the perfect medium for an

RPG or an adventure game, and so far it is proving to be successful.

Many of the worlds that are visited in RPGs are often very colourful and extraordinary and the computers artistic capabilities can be used to the full to enhance the games atmosphere. Imaginations can be let loose on the creation of the monsters and landscapes and

Big Game

MEGAWEAPON

with complex programming, exciting and challenging kingdoms can be devised. With the two combined, the game-player can explore a new and exciting world simply at the push of a button.

With these elements you can easily disappear into fantasy and leave reality far behind you, what could be better than that? Imagine, your statistics are all worked out by the computer, there's no dice rolls to be made, all you have to do is choose your character and disappear into dreamland. If you haven't yet tried an adventure game, isn't it about time you did?

ADVENTURE GAMES 1 ARCADE GAMES 0

There have been loads of excellent adventure style games on the market through the years including Origin's excellent Ultima series, Interplay's Bard's Tale, SSI's Phantasia trilogy and Mindscape's Captive all of which are still readily available and come

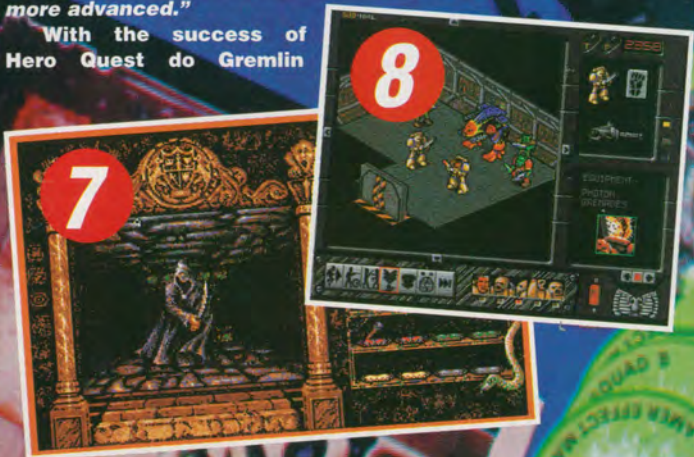
step into the RPG market. After it's success as a board game we felt that there was a lot of potential if we were to obtain the licence for a computer version and luckily it sold really well.

"Space Crusade is probably going to do a lot better than Hero Quest due to its appeal on the older market. Hero Quest was definitely a beginner's RPG and it was relatively easy, that's why we released the data disk, but Space Crusade is a little more advanced."

With the success of Hero Quest do Gremlin

the UK or Europe, of course we saw the gap in the market and acted on it. The first SSI product that we released was Heroes Of The Lance, a game that did really well.

Danielle continued: "We will continue to release RPG's, not necessarily concentrating just on AD&D products because we also have an interest in Lucasfilm adventure games, but with the growing interest in the adventure market it would be silly to ignore it."



Hunters?

thoroughly recommended.

Recently though, other companies such as US Gold and Gremlin have taken the adventure/RPG market one step further with releases such as Shadow Sorcerer and Hero Quest, and furthered the technical style of the computer generated RPG.

We asked why they entered the world of RPG's and if they would continue to delve further into the market.

Ian Richardson at Gremlin: "Hero Quest was our first real

plan on releasing any more adventure games? Ian continued: "Definitely! Our next release is a fantasy RPG called Daemongate that is looking excellent. The adventure/RPG market is one that cannot be ignored especially on 16-bit machines, I think that this is due to the increasing interest in consoles. Kids who want to play arcade games are buying the consoles whereas the Amiga and ST are more of an adult preference and they want something that they're not going to finish in a couple of days."

PR Exec. Danielle Woodyatt of US Gold agrees that 16-bit owners require something a little more serious and that arcade games are growing on the consoles, but what made them start releasing adventure games in the first place?

Danielle: "We first signed SSI from the States way back in around 1988. The RPG market is incredibly big in America but at the time nobody was really doing anything in

SPILL THE BEANS - WHAT DO YOU RECOMMEND?

The list could be endless but we will try and keep it within reason. We have already mentioned Ultima, Bard's Tale, Phantasia and Captive but there are also a lot more recent products out on the market that are also worth laying your hands on.

The ultimate RPG to have hit this office is FTL's Dungeon Master, distributed through Mirrorsoft, which although is getting on a bit is still one of the most innovative products to grace the RPG market. It was one of the first games to use the 'window view' system of the leading character and had an incredibly friendly icon control system. If you can find this one, buy it!

Electronic Arts' The Immortal is another excellent arcade style RPG that is played on a 3D isometric grid, the same format as recently

seen in Gremlin's Hero Quest. You play the part of an apprentice Wizard who is venturing through a dungeon on a rescue mission. Unlike most RPGs, The Immortal is played via the joystick and you can attack and pick up objects reasonably easy using this method. Luckily, this has recently been released on a budget label.

Straying from the Dungeon style worlds found in most RPGs, Empire's Mega Traveller sees you rocketing through a Science Fiction environment on a space age mission filled with corruption and danger. American RPG magazines heralded this as one of the finest computer RPGs of the last three or four years! This is definitely for those of you that are getting a little sick and tired of trolls, dragons, ghosts and ghouls.

Also previously mentioned are US Gold's Shadow Sorcerer and Gremlin's Hero Quest, both extremely fine products that also come highly recommended. Shadow Sorcerer has recently received an 86% STA1 rating and Hero Quest received 90% STA1. More than worth having.

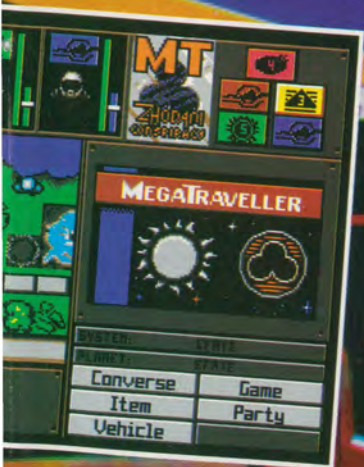
Ones to look out for in the near future are Mindscape's Knightmare which is due to be released in mid December, written by the author of Captive, Gremlin's Space Crusade, Mirrorsoft's Lure Of The Temptress and Origin's new Ultima. All the products look highly tasty and will make an excellent addition to your game collection as will the others mentioned.

We hope we have been some help, either by convincing you that RPG/Adventure games are not complicated and worth a miss, or by pointing out some of the best games available to date. Don't forget to keep your eyes firmly glued to STA's reviews section as we bring you the latest news on further RPGs.

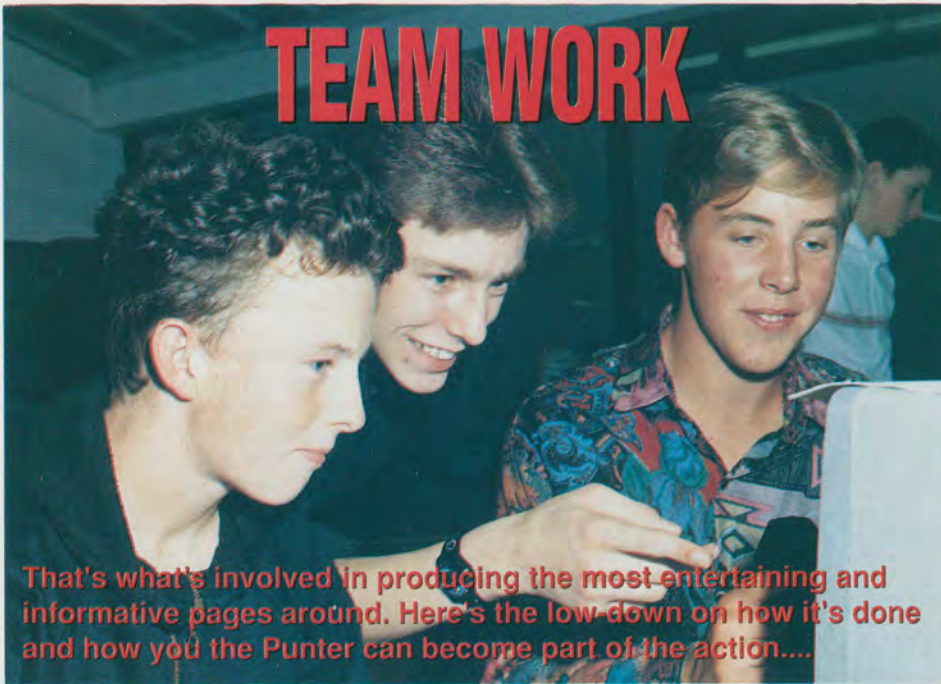
Special thanks must go to Danielle Woodyatt at US Gold, Ian Richardson at Gremlin, Marissa Pauwels at Empire and Cathy Campos at Mirrorsoft for their valuable help and co-operation.

GAMES FEATURED:

1. HERO QUEST
2. BARD'S TALE
3. LURE OF THE TEMPTRESS
4. SHADOW SORCERER
5. THE IMMORTAL
6. MEGATRAVELLER
7. KNIGHTMARE
8. SPACE CRUSADE



TEAM WORK



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

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

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

Punter-panelist open sessions

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

Having played a game and seen all it has to offer, panelists are asked to fill in a detailed questionnaire detailing their thoughts about the game. When writing up reviews our team uses these questionnaires as a primary source of information.

So into each review goes countless hours of playtesting from not only our team but also a veritable army of punter panelists. The best of both worlds – a team of talented and experienced reviewers and an army of enthusiastic consumers who know what it's like to spend £20 or more on a piece of computer entertainment software.

The Punter-Power™ score panel

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

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

And there's more...

In addition to our revolutionary new scoring system we've also improved the presentation of the reviews. Using the most up-to-date technology, we can now offer you even more in the way of state-of-the-art layouts.

We've invested huge amounts of time and money to bring you the best quality screenshots you're ever likely to see. With this new technology you can now see even more aspects of the games in the form of our perfectly joined Digi-Scape™ sequences showing how the detailed mechanics of games work.

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

Labelled screen pictures are also used to point out important sprites, icons and other graphic detail. Combine these with the informative captions and body text and you've got the best guide to buying entertainment software possible.

Calling all potential panelists

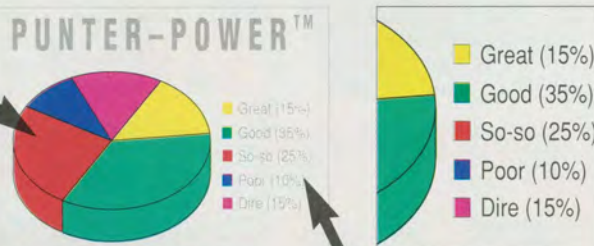
If you live in the Manchester area and would like to be a Punter-Panelist why not drop us a line. We're currently creating a database of willing volunteers who would like to take part and everyone is welcome.

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

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

THE SCORE PANEL EXPLAINED

The Punter-Power™ Pie Chart itself. The pie is divided in to five colour coded sections. By looking at how large each pie section is you can tell what proportion of our panelists had what opinion of the game.



Not much explanation needed here. Name of the game under scrutiny and the all important price tag in pounds and pence including VAT.

GAME: SAMPLE GAME
PRICE: £19.99

Throughout our testing, the thing that became obvious about Sample Game is that it has real depth of gameplay. No sooner have you completed one brain teaser than the next is upon you. Some of the problems you may find are just a little bit irrational but for the most part they are gripping and challenging. The gameplay is enhanced by some excellent 3D graphics with stunning backdrops to add a touch of realism. The game is only marred by a lack of solid sound effects. Overall a very interesting game.

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

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

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

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

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

RATING=75%

If you're after a snappy answer to 'is this game worth buying?', then check out the overall rating. Pie chart data is only one of the factors used in the overall rating. Scores of 75%+ are excellent games that will not disappoint. From 50-75% are games that are good solid products but maybe lack that state-of-the-art graphic sparkle or 'just-one-more-go' gameplay. Below 50% it's all downhill and we really would advise you to try before you buy. Remember the overall score is only one indicator – read the review as a whole to get the complete picture.



THE KID IS BACK!

Successfully back from the Ice Age, The Pyramids of Egypt and the psychedelic West Coast of the 60's, The Kid has returned to a hero's welcome.

No sooner has he hung up his gloves than the evil wizard Wievallard kidnaps his girlfriend Frida. Brave, but gloveless, The Kid's adventures take him to the North Pole, to a strange underwater world and back to the Egyptian Pyramids, until finally he enters the evil wizard's castle.

What happens next?

Find out in "The Journey Back".

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DIVISION ONE '92

"(The Midnight Oil) treats soccer in the sophisticated way Americans treat their national sports."

The Guardian

THE GAME. Everyone has his own ideas on what makes a soccer team "tick". Here is the opportunity to put into practice your own ideas. Operating from the English 1st Division you must build a squad to challenge for the league title, the FA and League Cups and the 3 European trophies. And as players age, rebuild the team while holding off relegation.

SQUADS/TRANSFER MARKET. In a 3 squad system (1st team squad, reserve squad and youth squad), use the continuous intake of youth players and training program to create a squad whose skills reflect your ideas. Supplement these skills with carefully selected transfer market acquisitions. As they age, veterans fade and youngsters develop, keep a sharp eye on the changing skills of your team.

SKILLS. All players have a balance of 5 skills (no "skill levels") which you must discover by experimenting with your team. Even more important will be your judgement about the effect of the particular team balance or skill combination on the outcome of a match, and subsequently a season of football. Suitable training can develop/enhance skills or sustain the stamina of ageing/injured players.

MATCH/STATS. Your judgement will be put to the test in this unique 4 minute match/stats simulation against accurately simulated opposition. This is the measure of your team and your most reliable source of information. There are displays of: match flow, two teams, player-with-the-ball, injuries, discipline, substitutions, in-match tactics, goalscorers, possession breakdown and performance assessment.

WHAT IS DIFFERENT ABOUT THIS GAME?

Sophisticated "AI" techniques replace "skill levels". Judgement replaces mental arithmetic. Intelligence replaces luck. Division One 92 is a simulation of the world of the soccer manager. Its fascination comes from its closeness to the real thing, its addictive quality is that of soccer itself.



HEADCOACH V3

"When it comes to the 4th down, HeadCoach has it." "HeadCoach", "TV Sports Football"

head to head (Pop Comp)

THE GAME. HeadCoach is the complete American Football simulation. You take charge of the latest recruit to the NFL, and through skilful design of gameplans and the use of the college draft, build up a 45 man squad to keep your fans happy and win the SuperBowl. Unlimited seasons and ageing players produce a realistic game of fluctuating fortunes.

THE MATCH. The match is a game in itself taking about 40 minutes to complete. With 26 offensive plays and 21 defensive plays, there is ample scope to match your gameplan to the skills of your squad, and exploit the weaknesses of the opposition. It's here where the strengths and weaknesses of your players are highlighted.

TRAINING CAMP. An opportunity to assess your players before they take the field. The appropriate coach will give you his view of the current form of any of the players and how they are performing in training. A 40 yard timed run will reveal their sharpness. Wide receivers, running backs, linebackers, cornerbacks and safeties need to shine here.

COLLEGE DRAFT. During the 16 match season, plus whatever playoff matches you achieve, you will find yourself praying for a second classy running back or wide receiver, or need to beef up your offensive line (too many sacks). The college draft should be used to find those stars of the future and make sure they're playing for you.

STATISTICS. The statistics centre will encapsulate your team's and your player's season. Total yards, rushing yards, passing yards, kick-off returns, punt returns (and averages for all these), interceptions, sacks... all these are kept for each match, the whole season, for the team and for each player. American Football is a game of stats and we retain that.

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ALL GAMES £19.95



Every single one of the penguin bombs must be defused before you can progress onto the next exciting level.



Robocod

MILLENNIUM



To kill the creatures you must bounce on top of them twice. Mistime it and your energy will go down.



Every now and then there's a bonus level where collecting the objects will give you extra points.

It's been just over a year since James Pond, Secret Agent defeated Dr. Maybe in his bid to obtain total world domination. Now our fishy friend has been called on again as the evil scientist has launched yet another dastardly plot against humanity.

This time the warped genius has decided it would be a good idea to plant pen-

guin bombs in the world's largest toy factory in the North Pole. In doing this, he knows he'll lure James Pond there where he can batter him once and for all (no fish jokes for Cod's sake!).

Dr. Maybe hasn't counted on the work of F.I.S.H (Fishy Secret Service) though. James Pond has been out of circulation since his last

encounter with his arch enemy, and our piscine hero has undergone an intensive training programme that has turned him into Robocod - He's now mean, green and part machine!

Part fish and part tin can, Robocod is sent on the mission to prevent the toys that have

bombs planted on them getting into people's homes for Christmas, and therefore stopping the havoc that Maybe is trying to wreak.

1ST ACTION
A1 RATED

MUSICAL SCALE

Upon loading you'll be treated to the introduction which tells you the story in full while a tune, which is not too dissimilar to Robocod, plays quirkily away in the background!

Pressing the fire button will take you all the way to the North Pole and outside the toy factory.

A sign on the wall says that the proprietor is a Mr. S. Claus and just past that is the first of the entrances.

By moving Robocod onto this, you will enter the first section of the game. Once you're through that door you're into the magical toy factory where anything can happen. You have to find and defuse the penguin bombs in each section before you can progress. Then when you've done this proceed to the exit and off you go. If the exit isn't flashing when you get there it means you've missed a bomb,



This entrance is locked until you progress far enough into the game to access it.



By bumping one of the surprise boxes you can get hold of this plane which you need to complete the level.



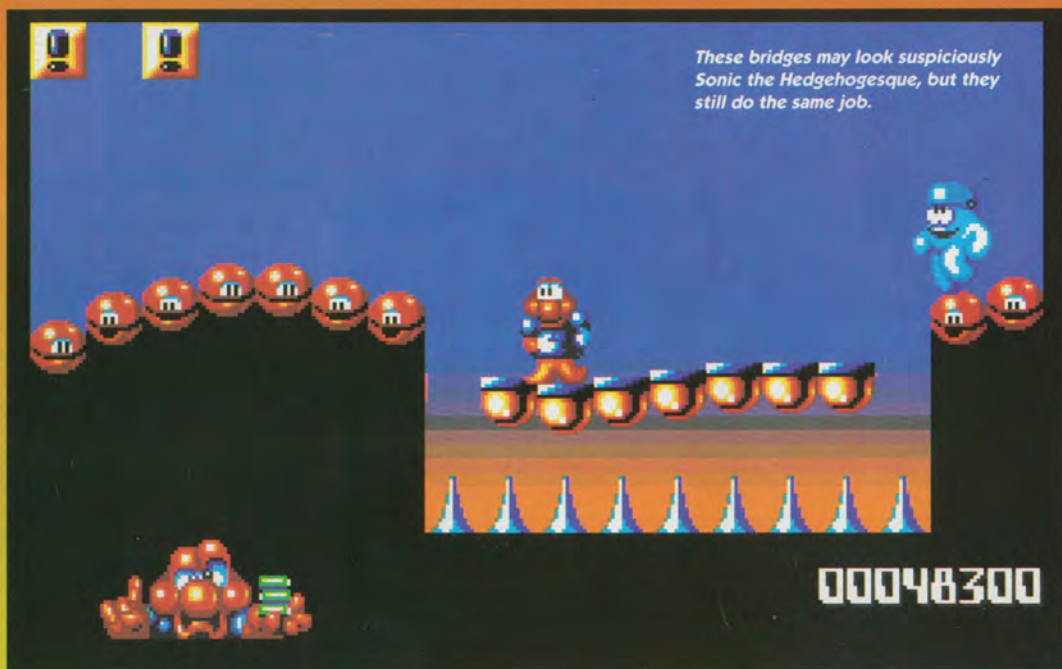
Carefully avoiding the enormous boxing gloves, you nervously make your way towards the exit in your craft.

so you have to go back and locate it.

Unlike the original James Pond, Robocod has technology on his side. Using his Expandosuit, James can shoot upwards to any height to grasp the ceiling. Then by retracting his fins he can hang onto the ceiling and pull himself along, thus avoiding any hazards below.

James' lives are shown in a similar way to the original version, with the number of fingers (fish fingers?) being held up representing your chances. There's also an energy indicator to keep your eye on as well. When this reaches zero, you lose another life. This indicator is reduced by coming into contact with any of the meanies knocking about.

Anybody who's seen any of the modern platform games, especially on the consoles (Megadrive and Super Famicom) will immediately appreciate how good Robocod on the ST is. They may also notice one or two startling similarities between the game and Sonic the Hedgehog and Super Mario World on the cartridge based machines. This really shouldn't be considered detrimental to the game and there really isn't a platform title



These bridges may look suspiciously Sonic the Hedgehogesque, but they still do the same job.

like this available on the ST.

FIN-ISHED VERSION

The graphics are almost identical to their Amiga counterpart and the speed of the scrolling as Robocod runs about is amazing.

In-game sound consists of a couple of happy, cute tunes and spot sound effects. There's nothing tacky about this product.

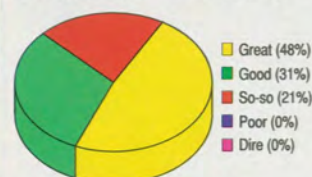


All the levels look different and have a console feel about them.



There are many entrances to the toy factory, most of which are locked at the start to each game.

PUNTER-POWER™



GAME: ROBOCOD
PRICE: £25.99

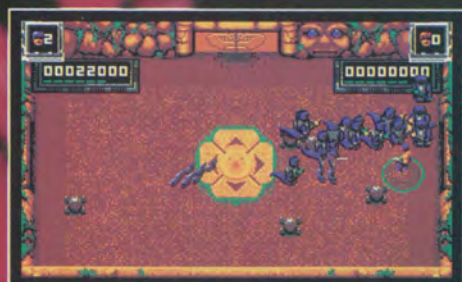
RATING=92%

We waited for this for ages, apprehensively having seen the Amiga version. Thankfully, the ST version has made the transition brilliantly. There's nothing like it around and for enjoyment it can't be beaten. James Pond was good - Robocod's better. The graphics are so cute you'll feel guilty going to the chippy. The sound is chirpy, the only down point is that in parts the scrolling is jerky. Forget this, for Robocod's one of the most fun games ever.

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

Smash TV

O C E A N



You start this level to be immediately attacked by loads of blue creatures. You could really do with an extra weapon to even up the odds.



You start the gameshow and the host introduces you and gives you these very simple instructions: Succeed or die!



In the two player mode, each player can collect the extra icons that appear on screen. The explosion is the result of a smart bomb.

Most games have a very complicated scenario, usually something to do with wizards, damsels in distress or crumbling galactic empires. This type of game requires a great amount of skill, courage and overall brilliance if you are to be successful. Occasionally, a game will appear that has no need for such trivial commodities as skill or courage and, as long as you can shoot quickly you'll be okay. Ocean's latest release falls straight into this category.

I'LL HAVE A GUN PLEASE BOB

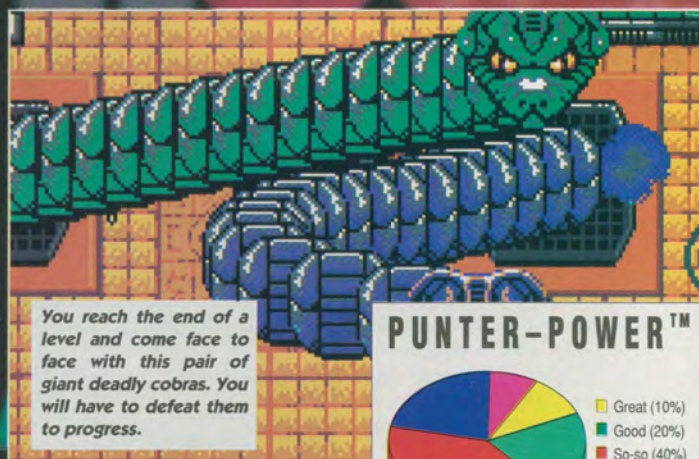
Smash TV is a one or two player futuristic gameshow that offers prizes to the successful combatant. Combatant - this is only way to describe a participant on the show as you will be fighting for wealth, gifts, and most important of all, your life! If you accept the invitation to

appear on national television, you could stand to win absolutely loads of cash and prizes. If you lose - you die!

The game has been divided up into four zones, each zone has over half a dozen screens that must be negotiated if you are to progress through to the next game zone. You must complete each level by destroying all the attackers the computer throws at you. They will be armed with baseball bats and futuristic weapons that will deplete your energy level upon contact.

SMASHING, SUPER EAT THIS

You control your contestant via one or two joysticks. With one joystick, moving in any of the normal directions will move your character around the screen and pressing fire will shoot your current weapon. The two joysticks method allows you to control



You reach the end of a level and come face to face with this pair of giant deadly cobras. You will have to defeat them to progress.

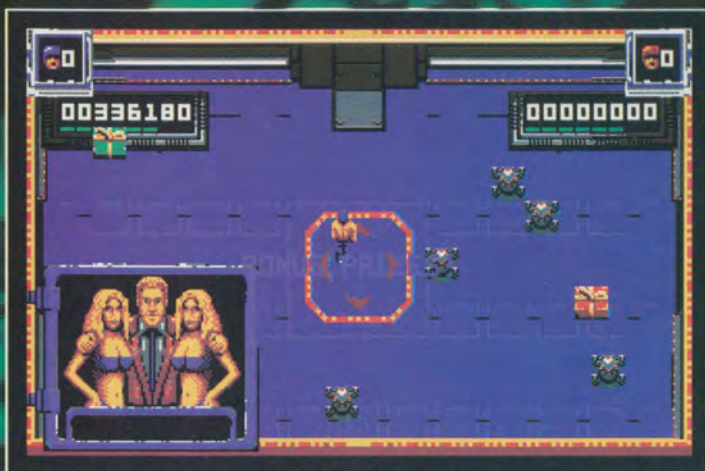
your man with one and direct your shots with the other. Very handy for out manoeuvring your opponents.

Various bonus items will appear randomly throughout the game. Collecting them will give a special bonus for a limited period of time. Some of the parcels will just increase your score but others will award you extra fire-power, lives and shields. Gold bars will also make an appearance. Collecting these will considerably increase your score.

GAMESHOW TOAST

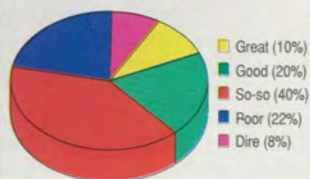
At the end of each level, you will have to contend with and defeat a large creature of immense power to allow you to progress to the next level. This guardian will have special powers that he will try to use on you. Shooting him is the only thing he understands! After this, you will have to face the gameshow host himself!

Jason



If you are successful, you will be allowed to enter the bonus prize arena. From here, you can collect the parcels to boost up your score.

PUNTER-POWER™



GAME: SMASH TV
PRICE: £25.99

Smash TV was quite a successful arcade machine and is still played by lots of people today. Ocean's conversion is virtually identical to its arcade counterpart besides the obvious sound and minor graphical differences. The graphics are small but reasonably colourful and they move quite well. The sound is just a collection of gunshots and explosions but you couldn't really expect anything else. Unfortunately, it's the playability that lets this product down. The game moves pretty slowly and there is just no skill involved. All you have to do is keep your finger on fire and run around the screen. Not my idea of £26 well spent.

GAMEPLAY:

SOUND:

GRAPHICS:

RATING=70%

THE BEST HAS GOT BETTER



TURBO CHALLENGE 2



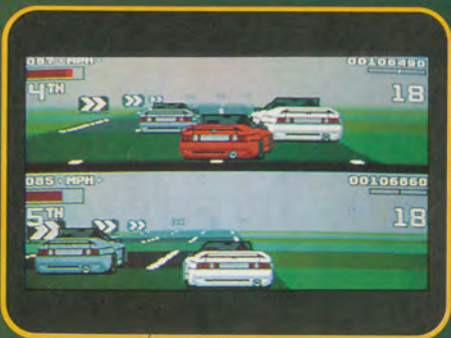
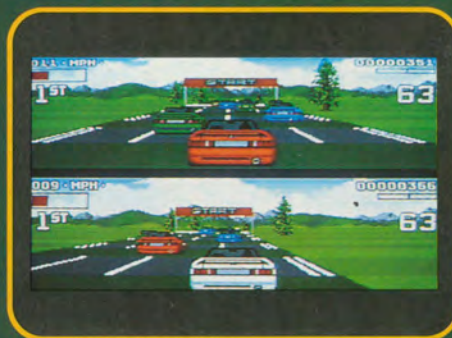
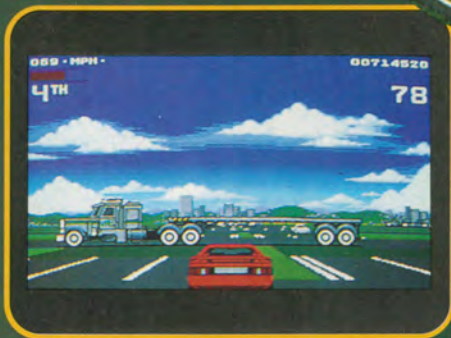
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Screen shots from various formats.



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



93%



96%



91%





You can select Split Screen mode at any time. This will provide you with four different mini-screens showing you the area around each of your men.



From this screen you must choose what type and whereabouts your next mission will be. After this you can choose the difficulty level of it too.

Special Forces

M I C R O P R O S E



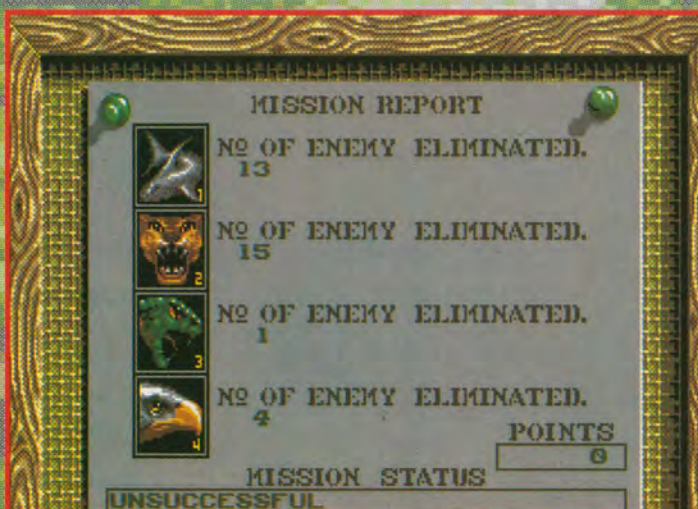
NAME MIKE KOLOWSKY
 FITNESS EXCELLENT
 WGT LOAD 33 KG
 RANK SERGEANT
 SPECIAL SKILLS
 EXPLOSIVES EXPERT,
 SNIPING.



SHARK COBRA
 TIGER EAGLE

And here they are! A finer body of men you've never seen. Have they got the skill to get through their forthcoming missions though?

After each mission you'll be given a summary for each soldier's performance. This time you were unsuccessful.



MISSION REPORT

	NO OF ENEMY ELIMINATED. 13
	NO OF ENEMY ELIMINATED. 15
	NO OF ENEMY ELIMINATED. 1
	NO OF ENEMY ELIMINATED. 4

POINTS

MISSION STATUS

You may remember a game a couple of years ago called Airborne Ranger from Microprose (it's actually re-surfaced recently on a compilation) where you took control of a group of elite soldiers, parachuted them behind enemy lines and went on to strike at tactical targets before getting them out again.

Special Forces is to some degree an extension of Airborne Ranger and is sort of an unofficial sequel really. The original was a classic game that was one of those titles that never really got played by as many people as it should have, now Microprose hope that will all change with this new title.

Programmed by Sleepless Knights you are once again in control of a team of elite sol-

diers which are due to see action in enemy territory. At the beginning of the game you must choose the name of your squad. All the mission details and results will be stored under this name on a Roster Disk, after each raid, as will details of any of your squad who are Missing in Action.



NATURAL SELECTION

Once you've gone through this you'll be taken to the screen where you must select the four men you will take with you on each mission. At the beginning of the game you'll have eight to choose from (all with different abilities and health), this number will decrease as your men get wiped out in the missions. Once they're all gone that's effectively game over.



Each of the men you decide to take must then be given a codename from the four available. This is what they'll be known as throughout the mission. Once your team is organised you must choose your mission, there are 16 to choose from. There are four different climates each with four missions: Arctic, Temperate, Jungle and Desert. As well as this, some of the missions take place at night so you'll have to operate your night vision!

These missions aren't the same all the time, the area maps will remain identical but the positions of the enemy and targets will alter each time you play the game.

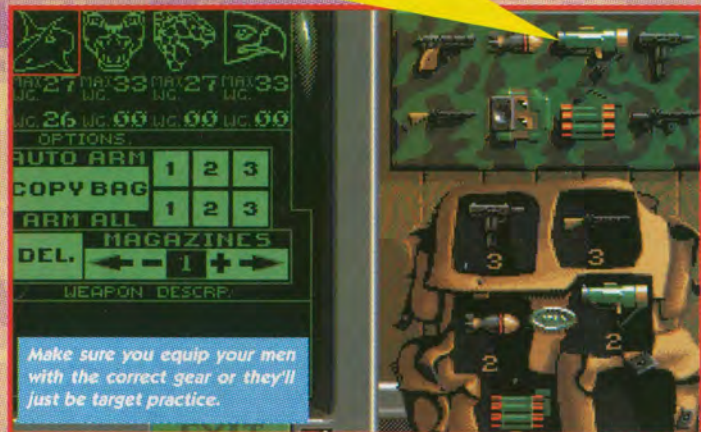
Once this is all done you must then equip your chaps with enough hardware to get them through the mission. Here you select your own combination or choose from one of the three preset bags you can take with you. The amount of weight you can carry is denoted at the top and obviously each man can not carry more than this.

DROPPING OFF

Now you have a band of soldiers all ready to go into battle so you must make sure you know your mission briefing. On some of the missions you can choose where to



TOOLS OF THE TRADE



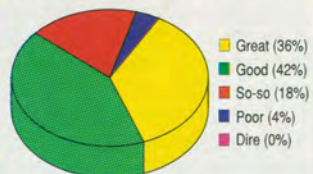
drop your men, but on the easier ones the drop points are preset. Once down you can choose the formation of the men, send them off as a group of four or split them into smaller factions.

Now you must set the waypoints that the soldiers will go to achieve their mission objectives. The computer will then take over and move

them there, while it is doing this, your men may still be attacked but the computer is intelligent and will respond accordingly. Of course you can take over at any time and have a good blast yourself, but that is up to you.

Once you've completed your job it's back to the pick-up point and head off home to a hero's welcome. *Paul*

PUNTER-POWER™

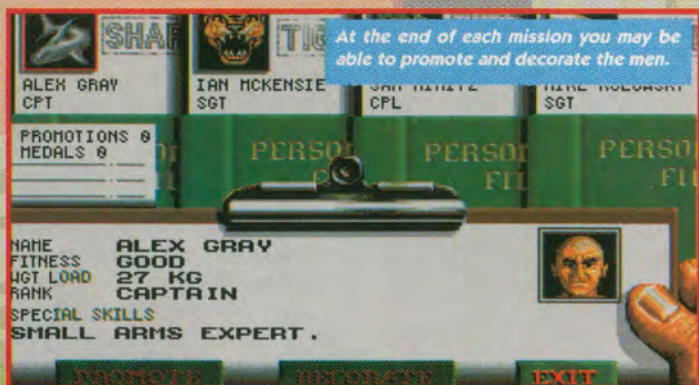


GAME: SPECIAL FORCES
PRICE: £34.99

The similarity between this and Airborne Ranger becomes apparent pretty quickly. This is no bad thing though as AR was a very competent game on its own. Now it's been upgraded to include a bigger strategy element and more complex missions. The control method is a little awkward to get used to but pressing F10 will alter it slightly so you can have which one you want. Sound and graphics are well done and Special Forces is presented in a very slick, professional manner. This game should appeal to an awful lot of people out there, but it's down side is perhaps the large price tag, but I suppose you have to pay for quality anyway. It's pretty unlikely that you won't enjoy this game if you at least give it a chance. Another top class product.

GAMEPLAY:
SOUND:
GRAPHICS:

RATING=90%



If you've been doing your homework properly and have been keeping up to date with the last few enthralling issues, you should already know about the tragic story of our friend the barbarian, Karn. You will also know about the cruel trick that has been played on the unsuspecting hero and the tormented life that he now faces.

If you know nothing of Karn's morbid destiny or the throng of malicious wizards trying to kill our hero, then shame on you. Why haven't you been paying attention? I suppose I'll just have to tell the whole sorry story one more time....

PEACE MAN

Karn, although a bit of an oaf, is a peace loving sort of chap but unfortunately he is having a few problems. While taking a rest from ransacking the land a gleaming sword fell from the heavens and landed not too far from Karn's person. It can be said that Karn breathed a huge sigh of relief that the sword narrowly missed him, but then he began to question the reasoning behind swords falling from the sky!

Because Karn has a problem actually getting his brain to function he decided not to ponder such a question after all, therefore he discarded his own weapon and strapped the new sword to his person: if someone was stupid enough to lose their sword then more fool them!

But unfortunately for

Karn, this was no ordinary sword. It had instead been crafted by wizards and a certain disturbed demon and in a mad pact with evil, the demon, Abaddon, had been persuaded to transform himself into a soul sucking sword that would eventually kill our hero, Karn. The sword was known as Deathbringer.

The plan had gone wrong and and by a quirk of fate, Karn's adversary was now his friend, but there was another twist in the tale. The sword had given Karn a new lease of energy and without Deathbringer he would surely die, because without any souls to feed the sword's hunger it would eat away at Karn's own soul! What a bummer.

So now Karn was destined to roam the land killing unsuspecting personages in a vain attempt to find the evil wizards who crafted Deathbringer and then kill them to destroy the curse...

BLOOD LEVEL

By taking control of Karn, you must travel through the kingdom in search of the evil wizards and kill as many creatures as possible if you are to keep Deathbringer satisfied. Deathbringer's own soul level is indicated by the blood stains covering the sword and it decreases slowly as you progress through the game. This must be kept full if you are to prevent it feeding off your health.

You start in the middle of each level and can make your way to the guardians at either



Watch out for that nasty man with the big weapon! Give him a slice of the action with an overhead blow to his bonce!



Egg dropping chickens and club wielding goblins, whatever next? A quick exit is called for.

end, but this doesn't mean that one route will take you to the end of the game quicker than another. All in all there are 32 various levels across five landscapes and all 32 levels have to be completed if you are to be victorious.

You have three basic attack manoeuvres at your disposal, these being an overhead strike, an underarm strike and a strike towards the enemies waist. A couple of good blows are all that is needed to kill most creatures but be careful which creatures you spend time in killing! All creatures have differing soul levels, some have no soul whatsoever and spending time killing these creatures only wastes time and leaves you looking for another enemy to quickly kill, so it is wise to note which are the best to attack.

NATURAL HAZARDS

Not only are the creatures hazardous to your health but natural manifestations can also do you injury. Rivers are perfectly safe but beware of ice covered pools, acid streams, puddles, and also



Hot stuff! Hack at this ones hands while avoiding the fireballs and you'll be totally victorious.



These nasties can find nothing better to do than squash you under their feet and fists. Charming chaps aren't they?

Deathbringer

E M P I R E

fire pits! If you watch where you walk you should be quite safe, we hope!

The graphics are very impressive with the parallax stealing the show. The landscapes are made up of 36 lines of 'proper' parallax incorporating rivers and streams and there are four extra lines of 'pseudo' parallax making up the clouds.

The sprite animation is well defined and many characters are comic based, such as, egg dropping chickens and canons with legs!

By the way, how many of you have noticed any similarity between Deathbringer and Michael Moorcock's Stormbringer, a novel that is based around the eternal champion Elric? All answers on a postcard to...
Allie

Poor chap! He does look a bit under the weather doesn't he? Obviously not enough nourishment.



Anyone fancy wild boar for tea? You had better kill him if you're to get home in time for supper!



Ahh, isn't he cute? Not likely. This little monster has got bad breath so it's best to avoid him.

PUNTER-POWER™



GAME: DEATHBRINGER
PRICE: £25.99

The parallax and animation is very impressive, with the scrolling so smooth it cannot be faulted. The gameplay is very similar to Palace's Barbarian II and sees you hacking and slashing your way across enemy infested lands. The creatures are reasonably easy to kill but they are few and far between, leaving the levels a little sparse at times. The major downfall of the game is the difficulty involved in the control of Kam, with the three attack manoeuvres sometimes being very unresponsive. However, the game is very fast and it has a great intro sequence! If you like hack'em-up games then this will suit you down to the ground, bearing in mind its resemblance to Barbarian II. Quite good once you get used to the controls.

GAMEPLAY:

SOUND:

GRAPHICS:

RATING=80%



Daylight Robbery

ELECTRONIC ZOO



By selecting which characters to use determines who survives the breakout.

This is one of those games that just arrived without any real warning. We first saw it a couple of months ago when it was virtually completed and Electronic Zoo had just snapped it up (you may have seen it in the news in issue 44).

Anyway, for those of you who've never even heard of it, Daylight Rob-

bery is another puzzle game, this time with a strong platform influence. That sentence alone is probably enough to put a lot of people off it immediately, but there is a difference between Daylight Robbery and the rest of its ilk - it has a three player option!

The idea behind the game is a little strange - you are part of an ani-

mal gang who go around stealing gems from various buildings! The idea is to collect all the gems before the time limit runs out.

Unfortunately for you, the gems are colour coded and must be gathered in the correct order (which is shown to you at the beginning of each new level). This usually requires quite a bit of thought and mad dashing around the screen to get anywhere near completing it.

GRAVITATIONAL PULL

The game is a little disorientating at first because your character can perambulate along both the bottom and top walls as well as underneath the platforms.

If you are walking upside down under a platform and walk off the edge, your character will fly up the screen with complete disregard to the laws of physics. Weird eh?

He will only stop going up when he hits the roof or another platform. If there's nothing in the way he'll be trapped and unable to continue until the time runs out, in which case he'll have one less life.

Of course you don't have to play the game with three players but if you do you can cover more of the screen at any given time. As with most games it's a lot more fun if you take advantage of the multi-player

option, but the game is still playable on your own.

The game's graphics and sound are pretty basic by today's standards but its obvious that the programmers have definitely gone for a cutesy type look, especially in the intro where the animals are broken out of jail to go off to 'work' by the Gopher, it's a pity that this is where the decent graphics end really.



At the start of the game all the animals are in jail for their past offences.

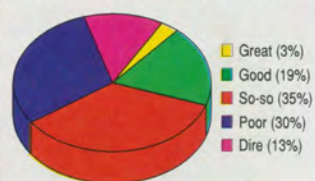


All of the levels can be accessed with code words. This level is called Galaxy.



In Daylight Robbery you'll have to walk on the roof to collect some gems.

PUNTER-POWER™



GAME: DAYLIGHT ROBBERY
PRICE: £25.99

Daylight Robbery is one of those infuriating games which, for one reason or another, you have to come back to. There are 130 levels of gem collecting action to keep you busy, and believe us when we say you won't just whip through it. The game overall isn't really that special with distinctly average graphics and sound. It's all simple stuff but you do have think about how to get some of the gems. For the most part however it's just a frantic race against the clock, which can get frustrating if you can't work out how to obtain a particular gem. Eventually, probably more by luck than judgement you'll usually sort it out. Worth a dabble if you like this sort of thing, or if you're just looking for something a little different.

GAMEPLAY:
SOUND:
GRAPHICS:

RATING=70%

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COMPILATIONS

Soccer Stars

EMPIRE £25.99

EMLYN HUGHES' INTERNATIONAL SOCCER

Emlyn Hughes' is the first game we will take a look at. You must manage a first division football team and take them through the league and cup competitions. You have a full squad at your disposal and you also have the opportunity to increase their statistics if you're not doing that well.

The game takes place on a left to right scrolling pitch with big, detailed sprites. After you have selected your team, you head straight into the next match. You control the player nearest the ball and with various joystick and fire button movements, you will be

able to perform a series of delicate shots. With cup and league competitions, you should be playing this for quite a while.

MICROPROSE SOCCER

Next up is Microprose Soccer, funnily enough it was originally from Microprose. You can take place in either a league or knockout competition in a one player game or just have a two player game as a friendly. The game is viewed from an overhead perspective so the players are quite small but nice and easy to control.

Also included is the Indoor Challenge. This takes place on a five-a-side court and you only have



Empire have decided to release a footy compilation to appeal to all you sporty types. Soccer Stars contains four football games, some of which will be instantly familiar: Emlyn Hughes' International Soccer, Microprose Soccer, Gazza II and the legendary Kick Off 2.

five players on your team. The computer opponents are a lot tougher on this part of the game because there isn't as much room for manoeuvrability and skill. The challenge and outdoor league options are quite novel and this all goes together to make a pretty decent footy game.

GAZZA II

This product is a icon-driven football simulation that allows up to 16 players to manage, coach and play for different teams in a European Super League of four divisions. The icons are pretty self explanatory but a full, conclusive description is given in the accompanying manual. The management sections of this game are pretty good but it is the actual in-match part what lets it down so badly. Naff graphics, poor sound and pretty unplayable to boot. The only toad in the pack.

VALUE FOR MONEY

8/10

KICK OFF 2

This is the best football game available on any computer. The game consists of a league or cup competition and there are also additional disks available that allow you to compete in European competitions and add extra touches to the playability of the original.

The game itself is extremely fast, colourful, well detailed and great fun to play. The game moves at an alarming pace that adds greatly to the realism and exhilaration felt when you finally stick the ball in the back of the net.

The Cup competition is based on the knockout rule: if you win, you go through to the next round. If you lose, well, it's good night and enjoy the trip home! This is quite easily the best game in the pack and as well as that, one of the best games ever. And so say all of us!



During the in-game section the action is viewed from left to right.



You control the zany Geordie superstar as he dashes headlong



Gazza II is not the best of footy games but still worth a try.

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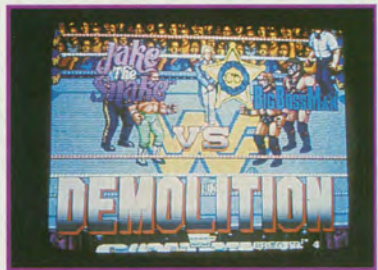
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In the last enthralling episode, Dirk the Daring had battled against all the odds and even beaten the evil Dragon Singe in an attempt to rescue his betrothed, the beautiful Princess Daphne. Now, as he sits in a drafty chamber deep within the castle perimeters he wonders if it has all been worth it, for although he has found his treasured prize she is nothing more than a lifeless corpse.



Dirk's first problem. As he approaches the castle door the ceiling starts to cave in but he notices an exit to the right...



...Unfortunately, he walks straight onto a collapsing floor! A few good leaps solve the problem.

Dragon's Lair

EMPIRE - Escape From Singe's Castle

As he reaches out to touch Daphne he realises that he has fallen foul of a dastardly and foul trick - his hand passes right through the helpless damsel as if she were a ghost! A booming and callous laughter begins to echo around the chamber and the hideous voice mocks Dirk's pain.

Dirk soon learns that Singe was not the master of the castle and that he was

merely the guardian of the castle's treasure, a treasure that belonged to the foulest of evil wizards. Now, the Wizard had claimed Daphne as his own and was to wed her at the next available opportunity, preferably when Dirk is six feet under!

In a horrendous fit of anger Dirk swears that he will rescue Daphne and take her far from the evils within the castle walls. The escape from

Singe's castle was about to be begin!

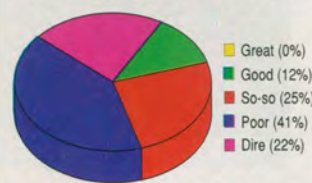
In a flurry of superbly animated cartoon style screens you must guide our intrepid hero through the perils that await him, be they spirited swords, crumbling platforms, hideous mud-monsters or a maniacal lizard King. As with the other Dragon's Lair adventures you merely decide which action or direction dashing Dirk is to take, whether it is the right or wrong decision a wonderful animated conclusion will grace your screens.



second decisions, and timing is the ultimate key to success. For example, in a confrontation with a bizarre lizard you must quickly dodge its advances and make your escape down a corridor, quickly turn and parry an attack, dodge a swing to your head then lurch forward to kill him! It's easier than it sounds.

The control of Dirk couldn't be simpler. When you feel it necessary to attack an adversary or move in a particular direction all you have to do is tap the joystick or the keypad and the computer does the rest. But first, you have to work out what the correct moves are and sometimes, it isn't all that obvious. *Allie*

PUNTER-POWER™



GAME: DRAGON'S LAIR
PRICE: £35.99

RATING=60%

Wow! What a fantastic animation demo! The quality of the graphics and the smoothness of the animation cannot be faulted in any way. Singe's Castle is an incredibly impressive piece of artwork and time after time it will leave you awestruck. But as far as gameplay goes all we can say is, where is it? We feel that a few taps on the joystick and only fifteen scenarios to complete does not constitute to worthwhile gameplay. Unfortunately, slightly over-priced.

GAMEPLAY:

SOUND:

GRAPHICS:

CLOSE ENCOUNTERS

Many of the situations you encounter will require split-



Dirk soon learns that colliding with walls is not always the ideal solution for an escape!



Uh oh! What now? The platform Dirk is standing on is retreating back in to the wall, what shall he do?



The maniac lizard is going all out for Dirk's blood. This scenario is one of the most complicated to win.



Borf sends his goons straight for your throat but luckily you fire first, unfortunately you miss the next lot and they snatch your beloved Kimberly away.

Ace is back, and this time he's really mad!

In a desperate confrontation with Borf, at the end of the last adventure, Ace was zapped by the deadly Infanto Ray and turned into a childlike alter ego by the name of Dexter. Luckily, Borf was also zapped by the ray but instead of returning to a child, he was transformed back into a pie-eyed baby!

ACE, ACE, BABY

Somewhat weaker than his former self, Dexter had to rely on a wrist-watch that could from time to time produce enough power to turn him back into Space Ace for a few seconds. Unfortunately, wandering around as a mere child was not Ace's idea of fun, something had to be done, but Borf was thinking along the same lines.

Then as Dexter was planning to reverse the ray and turn himself back into Ace, Borf's goons beat him to it and shoved the little baby underneath instead! The cutesy baby Borf grew and grew until the adult Borf sat and grimaced menacingly at Dexter. Now there was going to be real mayhem...

It's your turn now to help find Kimberly and defeat Borf once and for all.

ACE ANIMATION

For those of you who have not seen the original Space Ace we can assure you that the gameplay follows the lines of Dragon's Lair - Escape From Singe's Castle. You are not required to control a character and move him around a landscape shooting at anything that moves, instead you control a character's responses to a given situation.

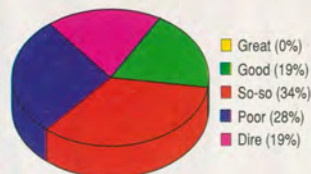
When the time seems right all you have to do is tap the joystick or the keyboard in order to make Dexter dodge an enemy or fire his laser, it really is so simple. When you have made a decision the animation will continue to run and if you've made the right choice then you will see Dexter survive to the next scenario, easy-peasy!

When you have come to terms with the dead simple control method you must help Dexter battle against Borf's goons, a huge hungry yellow monster, deadly lasers and a Dark Ace amongst others and then help him rescue his beloved Kimberly. A hero's life is not an easy one.

With 27 scenarios to encounter and complete you are definitely going to have to get your thinking caps on. Many a time you will reach a point when all seems lost but the answer usually comes screaming out of your monitor after you've experimented with different directions at various times, Ace usually responds successfully to one of the moves! You must remember that perfect timing of the correct responses is the only answer for success, so pay attention. *Allie*






PUNTER-POWER™



GAME: SPACE ACE II
PRICE: £34.99

Yet again this is a fantastic animation extravaganza but unlike Singe's Castle, Space Ace II has more gameplay to get involved with, as opposed to S.C.'s 15 scenarios you now have 27 to battle through. As always the animation cannot be faulted, the speed at which it runs at is unbelievably fast and smooth, and the sound compliments it perfectly with sampled ditties and digitized speech. Both Space Ace and Singe's Castle are excellent games but they are, unfortunately, both let down by the weighty price tag.

GAMEPLAY: 
SOUND: 
GRAPHICS: 

RATING=68%

Space Ace II

-Borf's Revenge

EMPIRE



Uh oh! This guy is incredibly hungry and if you're not careful you'll be dinner!



Transformed back to your little self you are no match for the giant monster, a quick get away is called for.



You are about to be laser fodder unless your little legs manage to get you to the exit in time.

A TANKING GOOD DEAL!



In conjunction with their new release **Team Yankee II: Pacific Islands**, the good people over at Empire have given us a fantastic competition to offer to all you groovy guys and gals out there in readerdom. You know you can't afford to miss this!

If you quickly scan through the mag (they had better actually read it! - Dep.Ed) you will notice that we have previewed **Team**

Yankee II upon these most triumphant pages and have given you the low down on the game content. However, if you are a little lazy and can't be bothered to read the text then we will give you a brief summary.

Team Yankee II: Pacific Islands is the eagerly awaited sequel to the original **Team Yankee** tank sim released all

that time ago in 1990. Don't worry you're not dreaming, we did say tank sim unbelievable as it sounds, but it did actually work. **Team Yankee** was a high class product that sold really well.

Many of you will have never seen the original **Team Yankee** and will therefore wonder what the new game entails. As we have already stated, the **Team Yankee** games are tank sims that allow you to take on the guise

of a top-notch tank Commander in the middle of a war and trundle around killing all the baddies. Sounds incredibly easy doesn't it? Unfortunately, things are never as easy as they first appear....

You have to control four groups of tanks and guide them to strategic points on the islands and recapture or destroy all the enemy bases. You must be careful of the enemy patrols that are lurking around and will try to destroy your teams and you must use all your strategic skills if you are to successfully oust the enemy from the islands.

Team Yankee II is an

THE QUESTIONS

To win these fabby prizes all you have to do is answer three dead simple questions!

Question 1: The fictitious WWI character Biggles trundled around in a tank. True or false?

Question 2: Which countries inhabitants are nick-named Yankees?

Question 3: Which group of islands is **Team Yankee II set in?**

Now was that easy or what? The closing date for this groovy compo is 15th March 1992 so send your answers in as quick as possible to the usual address: **Team Yankee II Compo, ST Action, Europa House, Adlington Park, Adlington, Macclesfield, SK10 4NP.**

You never know, you could win!



incredibly demanding game and has heaps of excitement, with tank bashing in abundance! We will be reviewing Pacific Islands, hopefully, in the next issue so watch this space with keen interest!

When you're sitting down eventually playing your tank sim, you're going to be seriously in to the role of a tank commanders position, aren't you? Therefore, what you'll need is a few added accessories that will bring home some atmosphere to your little gaming heaven. We've got exactly what you need, so keep on reading.

The prizes of our totally ace compo are going to take your breath away so all asthma sufferers, beware! The winner of the first prize will become the lucky owner of a fantastic Tank Commander style leather bomber jacket, a Tank Commander pair of overalls AND a copy of the super Team Yankee II game! What a corker.

There are also prizes for 10 runners-up. Each runner-up will receive a deluxe Empire goody bag containing a copy of Team Yankee II and a Team Yankee II baseball cap. So what are you waiting for, get your thinking caps on and write in now!

TEAM YANKEE II COMPO

Answer 1 is:.....

Answer 2 is:.....

Answer 3 is:.....

Name:.....

Address:.....

.....

.....

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





At the beginning of each race you can choose which of the two patrol cars you want to race in.



Fitting your car between the toll booths on the Golden Gate can be a bit of a squeeze.



Hit the wrong thing and you'll be flying through the air in your lovely new car (sounds like Doty!).



Here's one of the turn left signs that may cause you a bit of a problem.

It's that time of year again. The day has finally arrived when the annual police race is to be run in San Francisco. All the streets have been cordoned off and you are in the driving seat of your souped-up police car.

Only the best drivers in the force get the chance to compete in the race and this year you're up there with the best of them.

ELITIST CHOICE

Being among the elite you get to choose your car. Two models are available and you must choose whether you want extra speed or better cornering abilities. To be honest there isn't that much dif-

ference anyway, so don't worry too much about it, although you may find you do have a slight preference for one of them.

As you screech off you can change between high and low gears (but you're better off putting it in high right at

the start and leaving it there!). From there on it's up to you to avoid all the other police cars in the race and get into first position.

Occasionally you'll come across other civilian traffic (I thought the roads had been cordoned off!). Pressing the fire button will sound your horn and these cars will move out of the way when they hear this. This also applies to the large lorries on the roads.

EASY DRIVER

Of course you've not just got other traffic on the roads to contend with. A lot of the streets have roadworks scattered about and it's all too easy to crash through these, slowing you down and losing you vital time.

As if all this wasn't enough you've also got to face up to oncoming trams on

the later stages!

TIME OUT

The game is all about completing the stages within the allotted time limit. As there are only five of these the time limits are pretty strict but with a bit of practice you should find yourself getting closer every time.

Every now and then you have to make a sharp right angle turn and straighten up quickly. These come up on you pretty quickly and the only indication of which way to go is a small arrow, which is difficult to see from a long way off.

Cisco Heat contains an accurate representation of the streets of San Francisco and all the landmarks such as the Golden Gate Bridge are included for you to race over, whether that makes much difference is up to you! *Paul*

Cisco Heat

I M A G E W O R K S

At the end of the game you are shown a map giving you precise details of how far away you were.



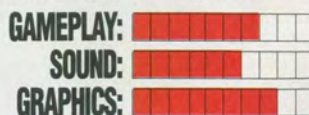
PUNTER-POWER™



GAME: CISCO HEAT
PRICE: £25.99

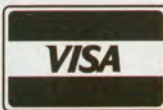
RATING=77%

Cisco Heat is a bit of a funny game. You know really that you shouldn't like it because there are quite a few flaws in it, but you do tend to keep coming back to it. Perhaps the reason for this is the time limits which are perfect. You know in your heart that you can beat them if you do well enough, so you always want to better yourself. The graphics are quite nice but the sound is a bit of a let-down on the whole. Take a look before you spend your cash.



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Realms

V I R G I N

By now everybody must have at least one game in their collection where they can play God over a world or something like that. In the past Mega-Lo-Mania, Populous and Powermonger, to name but a few, have captured the imagination of gamers worldwide.

Now Virgin are getting in on the act with Realms. We first did a piece on this almost a year ago but it's finally arrived in all its glory.

Developed by Graftgold, Realms puts you in the role

of a young heir immediately after the King's funeral. Your new people have recently gone through famine, poverty and war in a world that is now divided.

Each realm is bidding to become the ultimate power in the land, and you must make sure that it's your people who are victorious.

To start with you'll be given what's described as an easy scenario with just two different races involved - Elves and

Elvish heavy infantry from Llorien 988 warriors expert with missiles. A very loyal unit, they feel unbeatable.



From this screen you can clad your warriors in the garb of your choice.

Orcs. As the leader of the Elves you must make sure you provide adequate protection for your cities or they will soon be over-run by the enemy.

Once you have become the least bit proficient at the game there are several more challenging scenarios, each one harder to conquer than the last. This is one product you won't be finishing off in a couple of minutes!

When you begin you'll be

told that the game is creating your world and asked to wait a short while. After this you'll be shown a map of the world you're currently playing in. From here you can zoom in on any city, army or specific section of the land.

If you choose one of your cities you'll be shown a stone building. Clicking on this again will take you into the city where you'll be given information on its current population, morale and health. From here you can also do things like raise an



From this world map you can flick to any corner of the globe with the slightest click of a button.



This is one of the other scenarios. Here water has been introduced to make life that bit more difficult.



The King is dead and you're the heir to the throne.



You know that your forthcoming task will be difficult.



In a moment of desperation you ask the Gods for help.



They answer and give you the Power!

army, buy grain, improve health and reinforce your city with timber or stone walls. Whatever you choose to do will cost you cash so you'll have to spend wisely.

The only regular source of income is cash from your cities. Occasionally if you force a city to surrender you'll be given the option to do several unsavoury things to it, such as completely razing it to the ground or maybe just looting it.

It is important to keep routes open from all your cities to your capital so that your taxes can get through easily. Lose a couple of vital roads and you'll find your funds being bled dry.

Should you choose to add to your army, you'll be presented with the Army screen (well, what did you expect?). From here you'll be told what kind of army you have and you'll then be able to equip them to your individual requirements.

Once again, the better the equipment, the more it is going to cost you. Once you're happy with what you've got, click on the door icon and your boys will be more than ready for action.

Your armies are controlled by putting the pointer on their flag and clicking. This will then give you a target cross

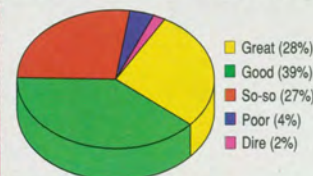


The outcome on this battlefield will decide your army's future.

which you can position anywhere on the world map. The next time you click will be the destination of your army. Using this method it is easy to direct your men to enemy cities, where they can then lay siege.

The game is presented mostly in the 3D style we've all become accustomed to for this sort of game. Sound is a little bit dodgy but that is rapidly becoming the normal state of affairs for ST stuff, more's the pity.

PUNTER-POWER™



GAME: REALMS
PRICE: £29.99

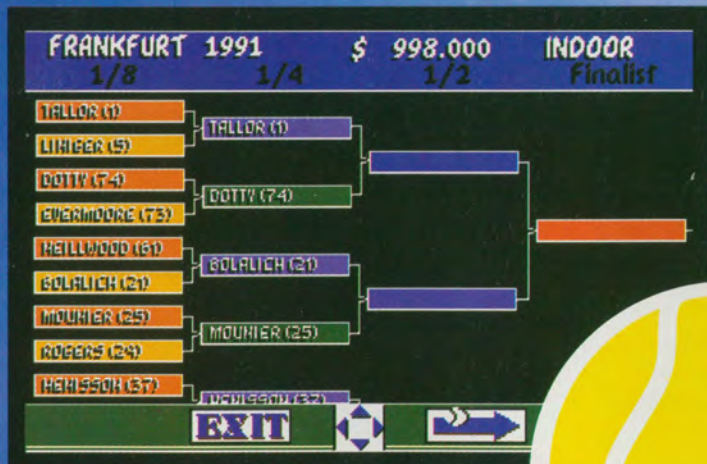
RATING=87%

Realms is the kind of game that if you just dive into, you'll lose instantly. Only after you give it a bit of time, and read the manual carefully do you start to realise that there are strategies in there to be discovered. The game is almost too easy to control. Any brain dead reviewer could do this blindfolded! This is obviously a big plus. With so many scenarios you're in for a few long nights. It isn't everybody's type of game, but it's worth considering.

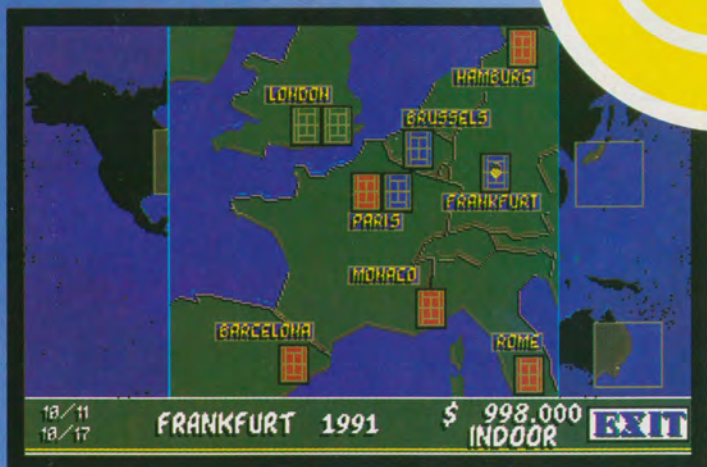


Advantage Tennis

INFOGRAVES



After beating the 73rd seed in the last sixteen, Doty is drawn against the number one seed in the quarter final.



This map will give you a brief description of all the available tournaments. Frankfurt awaits you!

It's quite a surprise to see the release of a tennis game before Wimbledon starts. Most software houses like to coincide their release with the start of the tennis season. Infogrames have decided to try a new approach and release their attempt onto the market now. Is it gonna be a classic? Read on!

Everyone knows how to play tennis. The Wimbledon finals have been watched by millions of people who have marvelled at the charismatic players and the ever rising skirts of the female stars. Many of the players have won the hearts of the crowd with their on court antics: Steffi Graf, Gabbi Sabatini, Monica Seles, Boris Becker, Ivan Lendl, Jimmy Connors and Jimi Hendrix (Who? - Ed) are all legends in their own little way.

DOUBLE FAULT

Advantage Tennis is a one or two player game that comes on three disks and is controlled via the joystick, mouse or keyboard. The main idea is to progress through the PTA rankings and finally become the number one in the world. You start off in 100th position, so it's gonna

take some considerable time!

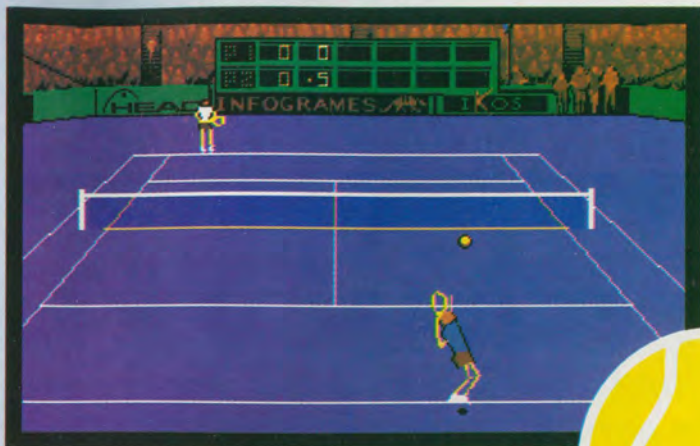
The first thing you must do is make up your character. This involves the simple things like choosing his name and what type of player he is (attacking or defensive). The hardest thing you will have to do is choose his two special moves from the five available. The chosen moves will then be a noticeable feature of your next game. The moves include the Overhead Smash and the Diving Volley.

MATCH POINT

The game itself is quite easy to understand. You must play each game until one player scores four



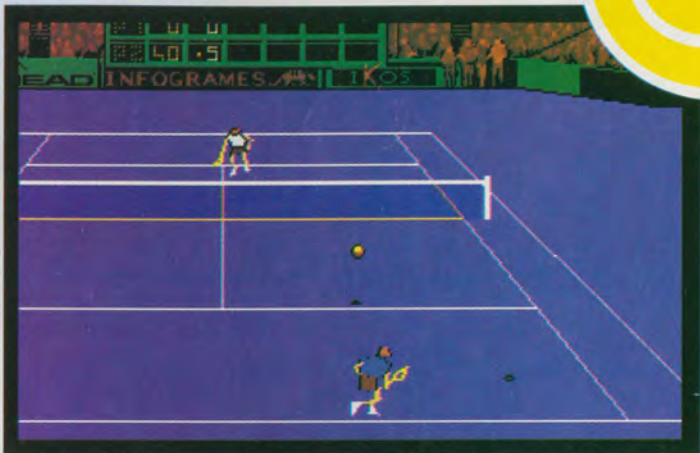
The replay option can show your opponent's excellent shots in painfully slow motion.



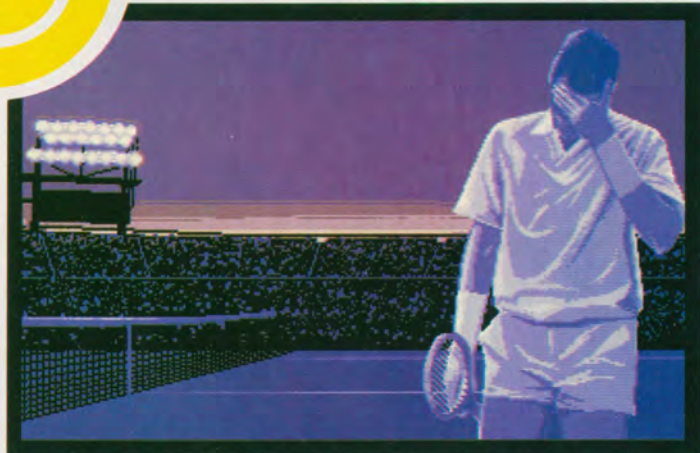
The present champion serves and aces you immediately... 15-0.



You return the serve but he hits a viciously deep line shot... 30-0.



You play long to the line but he replies with a perfect drop shot... 40-0.



The last shot is his best and you know you've been deservedly beaten.

points and wins by a margin of at least two. Winning six games will give you a set. Some matches will be decided by a single set but others, like a major final, could be anything up to five sets. If a set is drawn at six games all, another game (a tie-break) will have to be played. You must beat your opponent to seven points to win the tie-break and the set.

At the beginning of the game, you must decide how you want your year to progress. You can decide to begin a full season which will involve the participation of any tournament you choose or you can just play an exhibition match against a computer opponent. Winning matches in the full season will advance you in the PTA rankings but winning an exhibition match will only increase your financial stability (in other words, you get loads of cash!).

Choosing a full season will take you to a map of the world which will be highlighted with the year's tournaments. Clicking on any one of these will give you various pieces of useful information such as the date they take place, the amount of prize money involved and whether you are eligible to enter.

Obviously, some of the lesser known competitions are ideal places in which to succeed and build up your ranking points.

The action takes place on a large rectangular court. You will commence your match at one end and your opponent will occupy the opposite half of the court. After two games, you will swap sides so as not to give an unfair advantage to either yourself or your opponent.

The scores will be displayed on a large, electrical board, often referred to as the scoreboard (I think the readers know that - Ed).

COURT IN THE ACT

When one of the players has the opportunity to win a set, the computer will verify it with some excellent sampled speech.

Jason



PUNTER-POWER™



- Great (24%)
- Good (46%)
- So-so (30%)
- Poor (0%)
- Dire (0%)

GAME: ADVANTAGE TENNIS
PRICE: £25.99

RATING=88%

Advantage Tennis is one of the best tennis games on the ST. This may seem strange, especially with Pro Tennis 2 and Tennis Cup around, but it is excellent. What makes it so good is the presentation. The graphics animate brilliantly, carrying out their movements with ease. The sampled speech is superb - nothing has been left out. Every point is shouted out by the computer. This should definitely be added to your collection. Smashing stuff!

GAMEPLAY:
SOUND:
GRAPHICS:



Ranking Season 1991 08/31		
RANKING:	NAME:	Points:
71	EVERMOOR.	2865
72	MANSPART	2750
73	LAVERDURE	2750
74	DOTTY	2720
75	ROSSET	2690
76	FADAGAN	2550
77	WILLIS	2420
78	TISORWO.	2395
79	DAVIDSON	2250
80	KANEWOT.	2100

Your progression through the rankings will be slow and hard but it will all be worthwhile in the end.



COMPILATIONS



GP in Gremlin, Suzuki
Dean's circuit combines long straights with tight bends making it one of the most demanding race circuits.



There's probably quite a few people out there who have just got their ST's and are looking for good bargains. Gremlin have released four of their best racing games in the one package providing a good opportunity for people to build up their collections.

4 Wheel Drive



4 WHEEL DRIVE
GREMLIN
£29.99

This is like a gift from heaven for fans of racing games. Four of the best from Sheffield based Gremlin. A perfect late pressie or just something to spend those spare pennies on.

LOTUS TURBO CHALLENGE

This classic car game is also on Gremlin's other compilation - Chart Attack. Everybody must know about this one or two player monster by now. You control a rather sexy Lotus Esprit in a race against 19 other cars. The game is played over a number of different tracks and to qualify onto the next one you must finish in the first 10 places.

This is easier said than done as the other cars won't just let you past when you want them too. Add onto this pit stops for fuel and you've got a bit of a challenge on here.

Choose the two player option and the screen splits into two so you can race against each other as well as the computer.

Drive

GREMLIN



TOYOTA CELICA GT RALLY

Due to the timing of the release of these games, Gremlin were confirmed as being the race game specialists. Toyota Rally burned onto the scene just after Lotus and so the hype was carried on.

Containing 30 different courses in three different countries, you get the chance to rally all over the world in a variety of appalling weather conditions. Snow in Finland, sandstorms in Mexico. You name, you'll have to drive through it.

If visibility gets bad you can flick on your windscreen wipers which will at least clear your vision a little, and hopefully aid your navigation.

There's also an option to program your co-driver to warn you whenever you are approaching any of the sharp turns and bends. This, is obviously invaluable on the more difficult courses.



TEAM SUZUKI

After the two games already mentioned this was eagerly awaited as Gremlin completed yet another racing licence.

This was far more difficult to play than the others and it was very useful if you learned how to play it with your mouse.

It was so difficult to get to grips with

Gremlin eventually brought out a Team Suzuki Trainer Disk with which you could practice with and alter the speeds and so on.

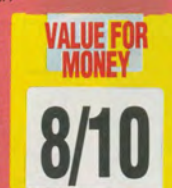
It was certainly a very accurate simulation of motorbike racing and the filled vector graphics ran smoothly to give the impression of speed.

COMBO RACER

This race game was actually out before any of the other three but never received the sort of high profile that the other titles enjoyed. Combo Racer tried an area of racing that has never been done before and that's Sidecar racing.

Eight circuits are included with the game but you also get the unique track editor which allows you to change and edit the tracks more comprehensively than ever before.

There's also a two player option to have a go on, so you can let your multitude of friends join in and play with you. Combo Racer may not be as big a title as the other three, however it's certainly not out of place.



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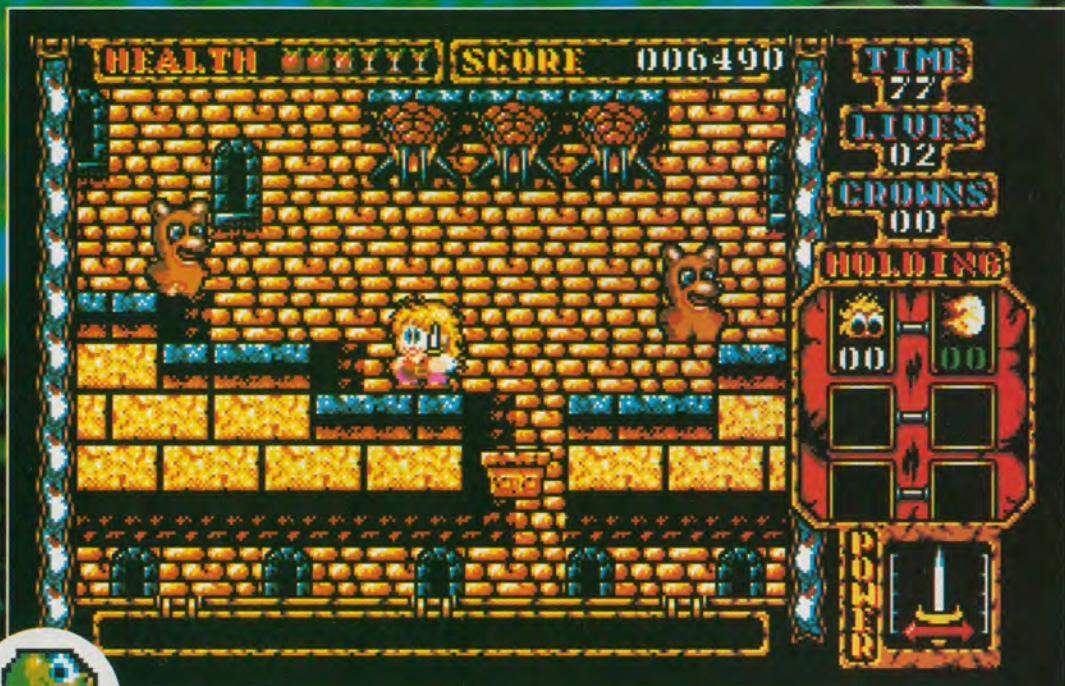


Not all of you will remember the adventures of a small child known only for his cuteness and a pair of magic boxing gloves. He was whisked away from his Grandad's house and thrown in to a world of terror and weird goings on. Eventually he found his way home, with the aid of his magic gloves and a bit of luck. After realising the awesome power of the gloves, Kid swore that he would never use them again. Until now!

GIRL FRIDA

As time passes, Kid begins to long for the world of the magic gloves and persuades his girlfriend, Frida, to accompany him on a perilous journey to the land that he once loved. The magic kingdom of the gloves is now ruled by Wievallard, a power hungry wizard with extreme magical capabilities. As soon as he hears about the Kids arrival, he arranges an ambush and kidnaps the lovely Frida.

You, as Kid, must search the dangerous lands of the evil wizard and locate the mountain stronghold where he is keeping her hostage. Only then will you be able to face him and reclaim what is rightly yours... your beloved girlfriend. Beware though, for the evil wizard is powerful and



You enter the wizard's castle feeling confident at your ability to destroy him. This quickly disappears as you notice the gruesome statues.

cunning, he will not be easy to defeat.

THE DOORS

The wizard's domain has been split up into six levels, each level contains four different stages. The main aim to each stage is to find the exit key and then locate the door that you must go through to complete the stage. At the end of the fourth stage, you will have to confront and defeat a ferocious guardian. If you are

successful, you will get loads of extra goodies and the key to the next level.

Each level is full of various minions of the evil wizard. They were once peaceful creatures but a spell from the magician soon changed that. When you have destroyed them, they will go back to the place where they originally came from thus continuing to enjoy a quiet life.

At the beginning of

your quest, you are armed with a puny dagger. Pressing the fire button will cause you to stab at your enemy. They will usually die after a couple of hits. As you progress, you will be able to find and use more powerful weapons.

An axe, a sword and fireballs will all be available to you as time goes on.

Some of your enemies will drop useful items after they have been hit. Coins can



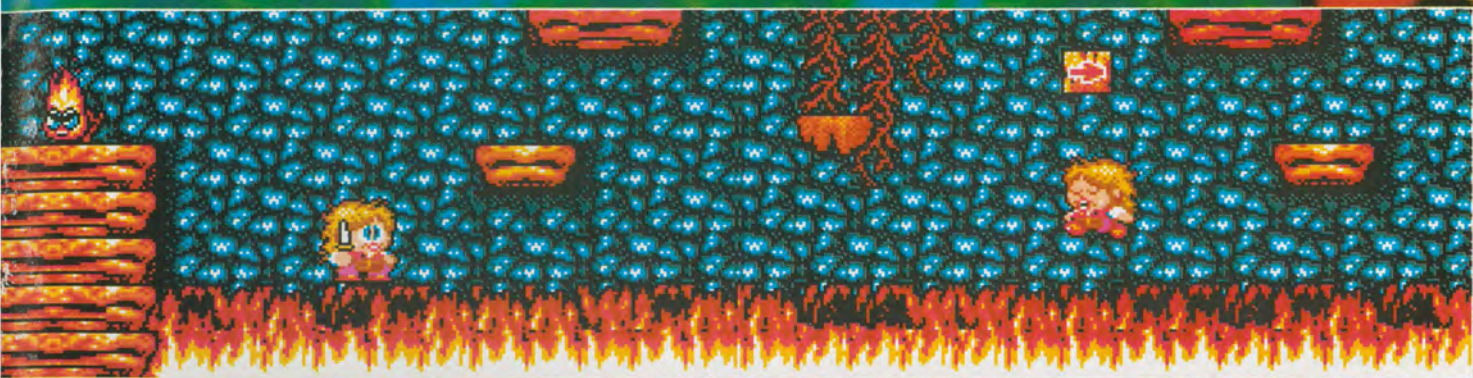
You avoid the platforms and find your way to the end-of-level door. All you need to do is use your key. What do you mean, you haven't got a key? Doh!



You enter a bonus level and take to the skies. Shooting the oranges will give you points and the odd helpful item.

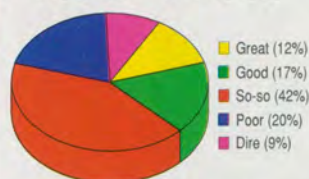


You find a handy balloon and use it to negotiate the chasm. Now you must decide how to get rid of that pesky bear.



Another bonus level takes the shape of a large fruit machine. If you have enough coins, you can play and try to win some extra items.

PUNTER-POWER™



GAME: KID GLOVES 2
PRICE: £25.99

RATING=78%

This is one of those games that you play when you are fed up with mindless violence or tearing around a race track at 180mph. In other words, a cute game. A game of colour, fun and fluffiness! The graphics aren't that well drawn but they are very colourful. The sound is average but there isn't much in-game noise. The playability is quite good, my only gripe would probably be the lack of a continue or password option. Not bad but look around before you buy.



Kid Gloves 2

M I L L E N N I U M



be used to chance your luck on a giant fruit machine and gems add points to your ever-increasing score.

The most useful of items have to be the pieces of fruit that can be found scattered about the playing area. Collecting these will add valuable points to your depleting energy level. Jason

FIVE FINGERED FIENDS

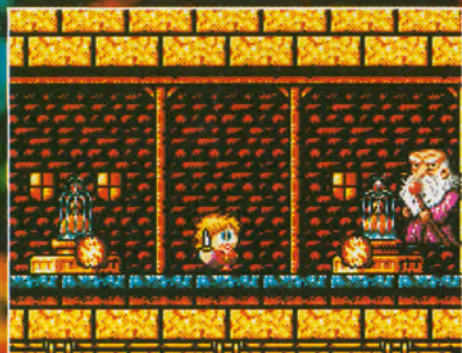
A	B	C	D		
E	F	G	H		



You battle your way through the sand level to find the exit perched precariously at the top of a ladder. The little guy looks like trouble!



The wind level is very colourful and is full of happy, fluffy clouds. Even the spider climbing down the ladder looks happy.



This is what it has all been about. The evil Wizard laughs viciously as he stares wickedly at you with an air of defiance.

Following very closely in the footsteps of Microprose's sub sim *Silent Service II*, we now have yet another naval combat sim this time entitled *Strike Fleet*. You take control of an American naval attack force and patrol the surfaces of the seven seas in a vain attempt to uphold the American constitution and world peace. Do you have what it takes?

You can experience the trials and traumas of modern day battles in all the major political hotspots including The Falklands, the Gulf and the North Sea, as you battle it out against the Arabs or the menacing 'Reds'. Where *Silent Service II* concentrated on the perils of World War II, *Strike Fleet* requires you to play a part in relatively recent events thus making the game a little closer to the mark where younger generations are concerned.

FULL RESPONSIBILITY

It can't be easy having the fate of the World resting on your shoulders, can it? Well in this game that's just what you're going to have to put up with. As the Captain of the *Strike Fleet's* Flag ship, you not only have to concentrate on quashing

the enemy forces but you also have to protect the rest of your convoy from surprise attacks. Not as easy as it may first appear.

The game is entirely icon controlled so there are no worries of having to refer to the keyboard in times of utmost panic and confusion! You view the world from the bridge of the Flag ship and everything

of the bridge controls. By using the pointer you can click on an enemy craft and deploy either an anti-aircraft missile or torpedo depending on the craft. You can watch your missile screech towards the enemy through your long distance binoculars.

The object of the game is to destroy the enemy but your secondary mission is

to achieve promotions. There are 12 status ranks that you can achieve throughout the game, from a Court Martial to the big league, Fleet Admiral. Although through excellent naval tactics you can achieve promotions you can also totally cock everything up and achieve a demotion to the esteemed position of Deck Mopper! *Allie*

Strike Fleet

ELECTRONIC ARTS

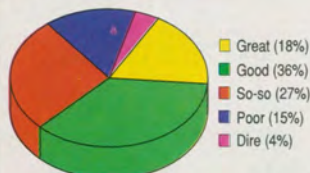
you could possibly need for a successful mission is right in front of your nose, from activating onboard helicopter patrol to launching hundreds of anti-aircraft missiles. You can even communicate between the bridges of all the ships in your fleet and activate all their weapons!

In order to launch an attack on the enemy or destroy oncoming exocet missiles you use your radar display located in the cen-



From four major political hotspots you can choose a number of different scenarios but, beware, the threats won't just come from other ships.

PUNTER-POWER™



GAME: STRIKE FLEET
PRICE: £25.99

RATING=81%

This is not as detailed or as complex a Navy sim as the recent *Silent Service II*. Nevertheless, it's a fine game to play. Luckily, *Strike Fleet* is reasonably easy to get into although the manual looks ominously thick! You'll have to sit down and really play this one, but the icon driven gameplay is very easy going, so you'll be destroying the enemy in no time. The graphics are of a good quality but the sound is a little monotone and gets slightly irritating after a while.

GAMEPLAY:

SOUND:

GRAPHICS:



This is where you can choose how many or how few ships you have in your fleet. The more that survive till the end of your scenario, the higher the promotion you'll receive.



Set the specified speed, alert the entire crew, activate your sensitive radar system and sonar and voila, you're off and ready to take on the world. As easy as one, two, three.



Select a certain area to visit for your summer holidays! With a slice of good fortune, you might not bump into the enemy fleet. So keep your fingers crossed.

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STA
02

DOTTY'S...



Ha, ha! At last! I've managed to drag Allie away, lock her in a room and force her to listen to pop music so I could get my Small Tips page back! Now it's mine forever! Anyway, back to the real world...



LOTUS TURBO 2 (1)

This latest Gremlin classic is definitely a game worthy of a mention on this hallowed page. Typing in TURPENTINE as the password will provide you with infinite time for each level. Just in case you are as impatient as I am, here are the codes for each level as well.



LEVEL	PASSWORD
2) Night	Twilight
3) Fog	Pea Soup
4) Snow	The Skids
5) Desert	Peaches
6) City	Liverpool
7) Marsh	Bagley
8) Storm	E Bow

THE SIMPSONS (2)

This Ocean game is pretty difficult once you get into the later stages so this cheat should come in handy. Typing in COWABUNGA will make the game easier and entering EAT MY SHORTS will allow you to skip levels. Unfortunately, I couldn't find a copy of the game so I'm not quite sure if they work but if they don't, I'm certain someone will let me know.

TURRICAN (3)

This brilliant game has just been released on the Kixx budget label so I thought it would be wise to include the cheat as it is really hard to finish. Play the game until you get a high score and put your name in as BLUESMOBIL (no spaces) and you will be awarded with infinite everything. Loads of thanks go to me for that one.

RAILROAD TYCOON (4)

This little cheat comes from our very own Paul 'I think I love her' McNally. He says that if you hold down the SHIFT key and press the number 4, it

will produce a dollar sign. This will then give you a whopping 500,000 extra dollars. Pretty neat, huh!

WARBIRDS - ATARI LYNX

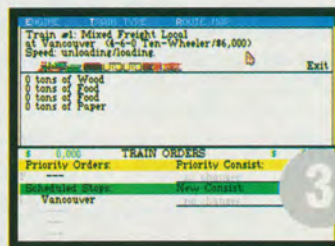
This is quite a strange little tippette. Play the game until you get shot down or crash your plane and then pause it when the red poppy screen appears. You should now be able to survey the battle scene by moving the joystick around. Also, pressing button A will allow you to view it from another plane and if you press pause five times, you will be able to fly around in another plane. See, I told you it was weird!

MULTI PLAYER SOCCER MANAGER

Darren Alexander has so very kindly sent us this rather convoluted cheat for the title above. And, without any further ado, here it is;

- 1) Choose the maximum number of players (eight).
- 2) Name each player as yourself.
- 3) Take out a loan for each team, apart from the team that you want to keep. And make sure that it is for the largest amount of money available.
- 4) Sell all your worst players to the other teams for the maximum amount of cash that they possess.
- 5) Transfer their best players to your team free of charge.
- 6) Stop managing the other team.
- 7) Buy the best players from the first division immediately, otherwise your hard-earned monetary gains will be given away gratis to the shareholders and directors.
- 8) You will now have a sufficient amount of decent footballers to achieve promotion.

Did you take all that in, boys and girls? Good. More of the same next month. Who knows, I may even write this page myself again.



...SMALL TIPS

GTGA...

As promised, here are the last three levels of this Ocean epic. Another handy hint has come to light during the creation of these pages. If you enter the cheat and then press H, you will automatically get the shades. These will stop any missile weapons from harming you. Pressing W will turn you into a werewolf, this will allow you to fall from any height without sustaining damage.

LEVEL 6

Righty-ho, the first thing you must do is find a shop and buy some anti-freeze and a flying contraption. The anti-freeze will restore your firing to full power.

Next, find the three pieces of elven paper that form a spell when put together and use it on the wizard who is standing next to a door on the upper section of the level. He will now be stunned and you can then steal his Amulet.

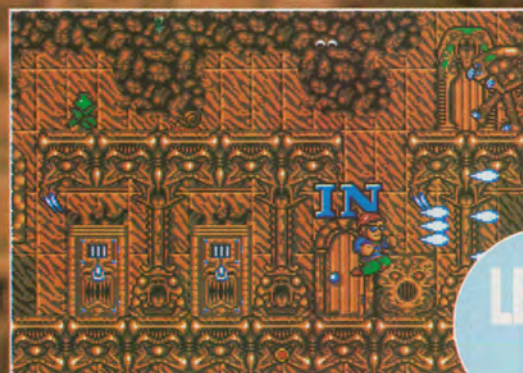
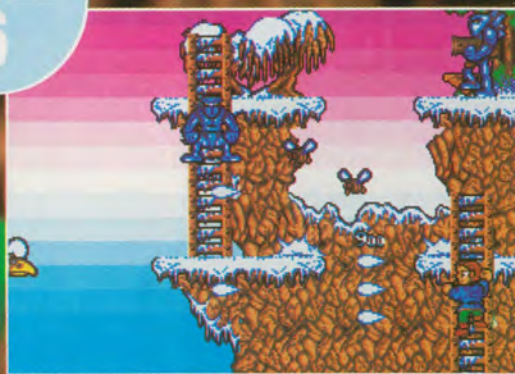
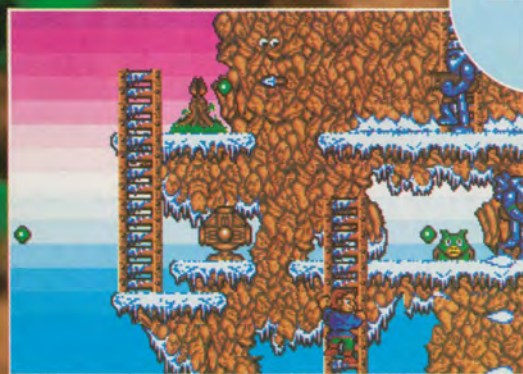
Now you must find the Tools, Ear Muffs and the Blow Torch. Give the Ear Muffs to the Eskimo who is waiting for the sledge, he will thank you and give you a Block of Ice in return. Use the Blow Torch on the cryogenically suspended man (who turns out to be the sculptor) and give him the Tools and the Block of Ice. He will transform the ice into a wonderful Crown.

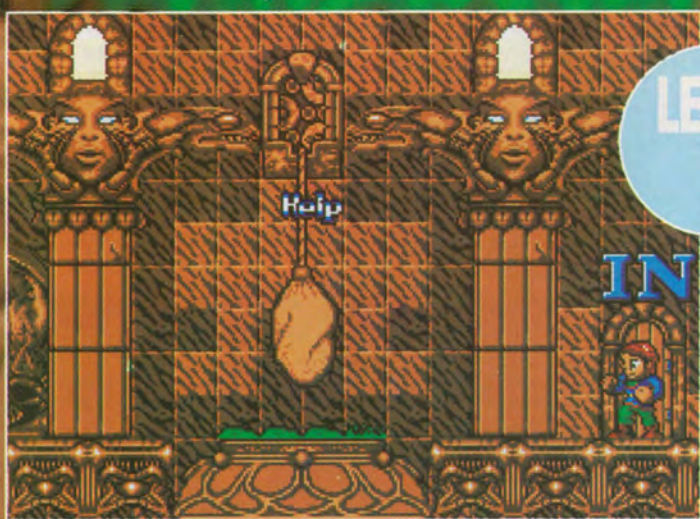
Go to the Frost King and give him the Crown and the Amulet. He will be so pleased with your gifts that he will give you an Icicle in return. Attack the Eskimo with the Icicle and steal his Wheels. Take the Wheels and give them to Albert (the fossil on the Zimmer frame), he will then give you the Key that fits the exit door.

LEVEL 7

The first priority is to find the Pie. This is pretty difficult to locate so try to find the fat twins and just keep going left until you come to it. It will be encased in glass so just shoot the case and take the Pie. Now go back and give the Pie to Tweedle Dum (the guy dressed in green), he will give you his Smelly Socks in return for it.

Make sure that you don't





give the Pie to his brother, as he will just eat it and give you nothing.

Find the old woman and attack her with the Socks. She will fall to the ground unconscious and you can steal her Knobby Stick. Now go back and find the small green reptile who is frantical-

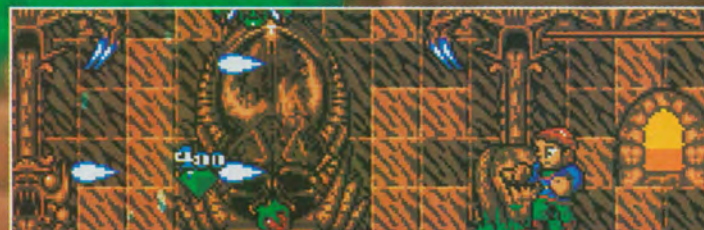
ly pedalling on a bike. Use the Stick and the lizard will be thrown off his bike.

This will get rid of a force field. Find the Red Button that was initially surrounded by the force field and activate it. This will now make the platform rotate. Cross the platform to complete the level.

LEVEL 8

This level is pretty simple in theory. All you have to do is find the 10 parts of the mechanism and destroy them. They appear as cogs that must be shot. Some of them appear to have two cogs but shooting them will still only deduct one

off the total. At the beginning of the level, you will notice that you have a green crystal key in your possession. This must be used on the big, oak door when you have destroyed all the pieces of the mechanism. If you've done it all right, a beautiful end sequence will appear.



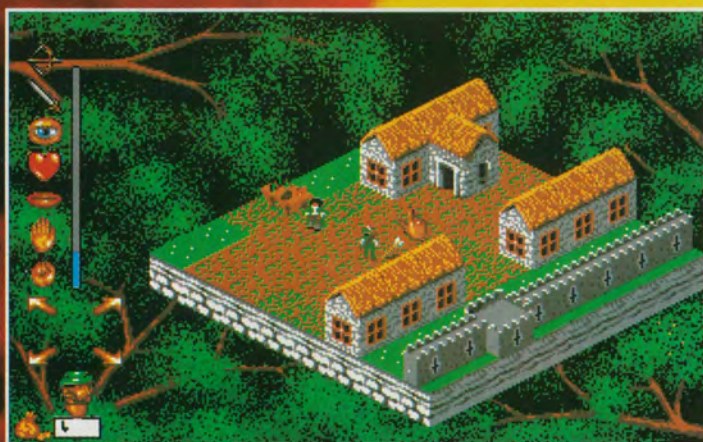
...ELF

GTGA...

Having instructed our little GTGA fairies to set to work on Millennium's Adventures of Robin Hood, they soon came back with this solution to make life a little easier in Sherwood Forest.

STARTING OFF

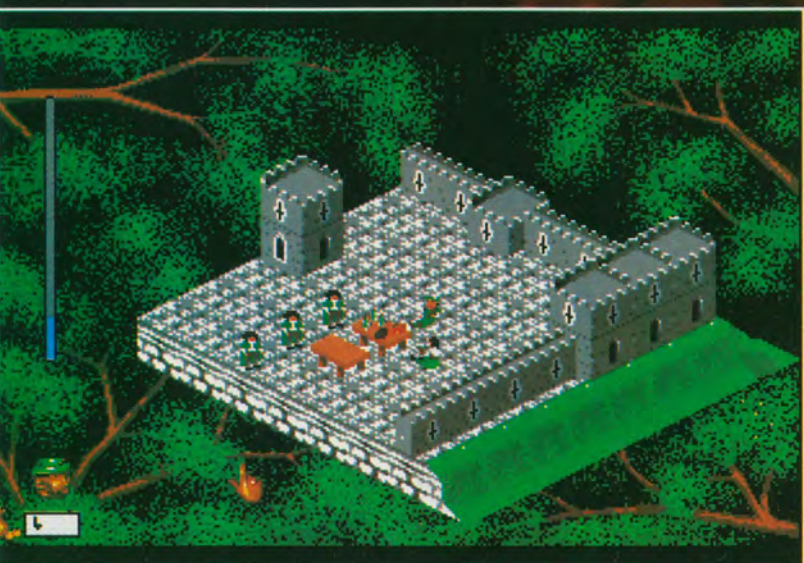
You'll probably find yourself pretty lost at first because you won't know the surrounding area and how to find anything. Take a little time to familiarise yourself with the landscape as you'll find it invaluable later on if you have to dash somewhere in a hurry. Learn to recognise the buildings and how to find all the ones you think will be important.



WOING YOUR WOMAN

Don't be too shy and embarrassed about this bit, you've got to chat up the gorgeous Maid Marian. Everytime you see her, talk to her and Robin will pay her compliments like any chivalrous hero would do to a pretty girl.

Try to follow her along, talking to her and eventually she will give you a ring, which will come in quite handy later.



DEALING WITH DRAGONS

Throughout the game you'll be getting reports of (and maybe even seeing) a large dragon that is rampaging through the area eating people. It is up to you to rid the local population of this menace. Find the dragon's little tunnel type thing and wait for him there. If he doesn't appear shortly, dash to the next attack scene. Whatever you do, **DON'T** try and kill it or you'll end up fried.

What you have to do is talk to the poor little chap-pie and you'll find that he has a thorn in his paw. Remove this for him and he'll give you a fire weapon that you can use later.

PICKING UP YOUR MERRY MEN

By this time you may have noticed Friar Tuck wandering about. He has a set pattern to travel, that leads him to the castle to collect cash and then back to the monastery. While he's on his way back, rob him and

then follow him for a bit. Finally you must talk to him and he will join you. When he does this he will give you a monk's habit which you can use later as a disguise to help get you past the Sheriff's men.

Once you've got Friar Tuck, you must go and recruit a couple of other the (soon to be) Merry Men to join you.

Go to the bridge in the SE corner and fight Little John. When all the blows have stopped, he will also join you.

Finally, when a hanging is about to occur rush off and attack the guard with the sword.

The man you save will turn out to be Will Scarlet. He'll complete your little band and give you a horn which will allow you to summon the Merry Men at a later date.

You must then go to the

NW corner of the map and talk with the hermit who will then give you a map to help you get around.

AND FINALLY...

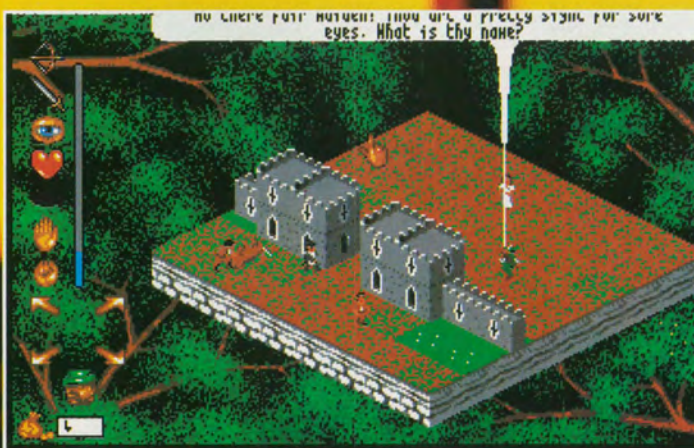
Once you've completed all of this keep robbing the rich and giving to the poor until your popularity becomes very high.

Now use the horn you that got from Will to summon the Merry Men. Wear the Monk's habit and enter the castle.

Before you can progress all the guards have to be killed, but you can let your boys do that for you.

Then all you have to do is kill off the Sheriff and that's it, game over, you've won, what were you worried about.

It was all a bit easy wasn't it? Now you can stop moaning, don your lincoln green and get robbin'.



...ROBIN HOOD

GTGA...

Well, well, well... aren't you the lucky ones? Just for your entertainment, enjoyment and sheer pleasure, we are going to help you finish the perplexing Mega-Lo-Mania once and for all.

EPOCH 7

You're almost there folks! Just two more Epochs to go and then the Mother Battle. You've done rather well, but you're going to have to keep your wits about you if you're going to succeed.

This is where you've really got to start thinking about your tactics. As you'll notice the islands are getting extremely disjointed and you may find yourself isolated, but don't worry. All you have to do is make good use of

your Anti-Nuclear missiles, SDIs and UFOs!

Protect yourself with loads of Anti-Nuclear missiles and use huge squadrons of UFOs and jets to bomb the enemy. You should have no problems in equipping yourself with a considerable number of offensive weapons as your opponents will try to weaken each other before they turn their attentions to you. Then you just walk in and finish the job off. Simple!

EPOCH 7



SINATRA



UTOPIA



TAPIOCA

LEVEL CODE

EPOCH 7
KUUCTOPLGHV

EPOCH 8



VESPA



WONKA



XTRA

LEVEL CODE

EPOCH 8
PEHAJBPKZQAQ

EPOCH 8

Wow! One more to go. OK so you've been taking your time up until now, but this is where everything is going to change. Speed is of the ultimate essence here and all you should concentrate on is building those nukes as fast as it is humanly possible.

Form an alliance so you'll have one less enemy to deal with for a while and then blow the hell out of the others. This level relies heavily

on a lot of luck, but the Epoch can be won very quickly if you know what you're doing. Keep your fingers crossed and go for it!

This is the most difficult level of the whole game, so be prepared. If you fail, don't just give up and skip the level using the level codes we've given you, but keep trying. We had to do it on our own through sheer perseverance, so you can too!

MOTHER BATTLE

Get the flags and the bottle of champers out, you've nearly done it! Don't start getting your knickers in a twist about this one, or panic yourself silly, this is the EASIEST level apart from the first one. Would you believe it?

The secret of success here is to allow your men to multiply as much as they possibly can and then proceed to occupy other sectors. This is to safeguard you against a potential enemy attack. If the

enemy does attack, they will go for your starting base first, thus giving you a little extra valuable time if you have deployed all your men in other sectors. Clever thinking isn't it?

Your opponents will battle it out between themselves for a little while and weaken each other, so when you have accumulated enough men you can storm in and destroy them once and for all. Now wasn't that easy?

MOTHER BATTLE



MOTHER

LEVEL CODE

MOTHER BATTLE
TJLBVSNNIGD

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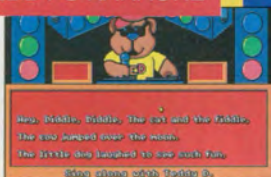
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Great Napoleonic Battles

IMPRESSIONS

Impressions continue to keep the strategy market alive by releasing a constant stream of products into it. Whereas other companies spend months deliberating when to release their games, Impressions seem to have one project after another ready for release. This can only be good for fans of this type of game.

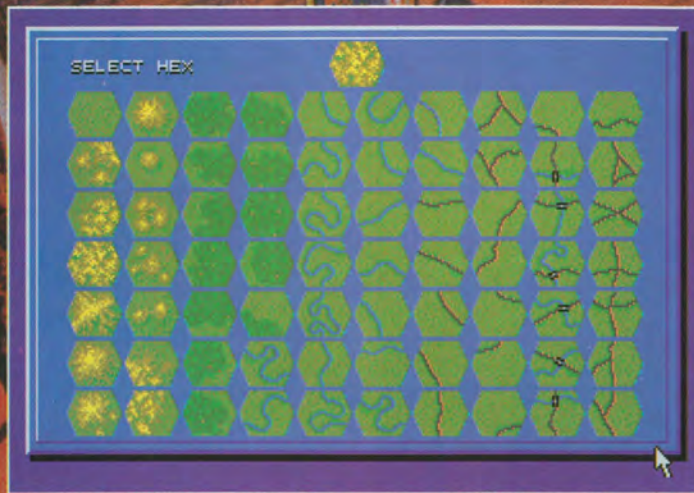
With a string of releases in close succession, it must be tempting for a company to make their products similar just so they can get as many out as possible. This is not always the case with Impressions as they are forever changing the designs and interface of the games.

This is evident in their latest project, Great Napoleonic Battles.

Each side can control up to 250 individual units and be in full charge of their attack, defence and movement ratings.

Using a new turn-based hex wargame system (that sounds more complicated than it is - honestly!) that has been developed by wargamers, Great Napoleonic Battles is authentic to standard wargaming rules and symbols.

Three great historical battles (Waterloo, Quatre Bras and Merengo) are included so you have more than enough opportunity to change the course of history. With the aid of the construction kit included in the package you can also change the battles. Absolutely everything can be changed as much as you want.



The user-friendly terrain-editor supplied with the game can be used to... well edit terrain, so you can create new maps.

You can completely re-design the maps, armies, even the rules are there to be altered.

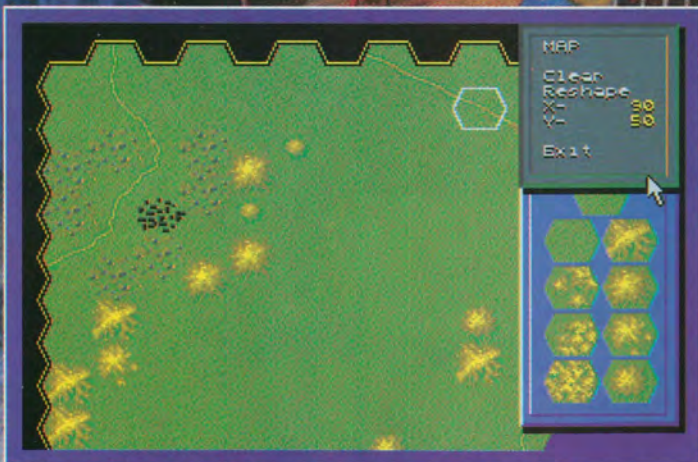
There are four programs included, such as the Mapmaker (obvious really), the Menmaker (allows you to alter the pieces on the battlefield) and the Warmaker (which allows you to alter all of the rules and statistics for the game).

Controlling the pieces in the game couldn't be easier. The mouse and a few keyboard presses are all you'll need to win this war. Although a pretty good tactical war-mind would come in handy also!

There is an option included to either play against the computer or a friend in the two-player feature. If you just want to alter things around a bit and then let the computer slug it out for both armies then this can be arranged too.

Sound is okay as far as these games go. Upon loading you're greeted by a rather tinny rendition of Tchaikovsky's 1812 Overture, but the volume control soon remedies that. Graphics are nothing special but are quite nice for a strategy game on the whole.

Paul



Here is, Waterloo and not a train in sight.

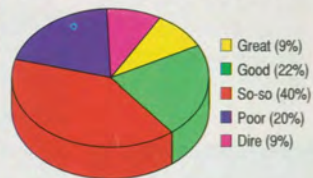


Getting units into good positions - easier said than done.



As you can guess, Paul isn't very good at making maps.

PUNTER-POWER™



GAME: GREAT NAPOLEONIC BATTLES
PRICE: £29.99

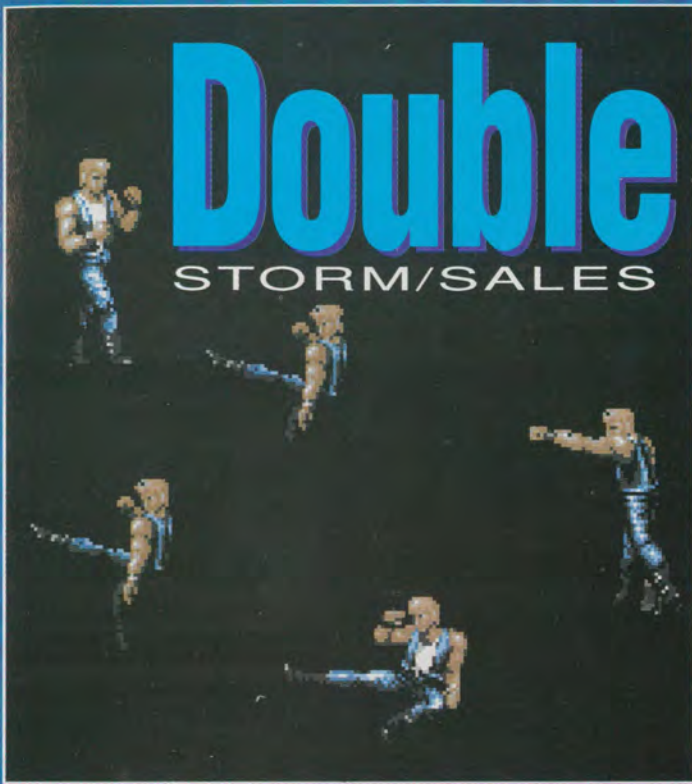
Obviously Great Napoleonic Battles isn't going to be everybody's cup of tea being a strategy game with no visible violence to gratify everybody. As a wargame though it's a pretty good effort. Impressions are improving all the time with their games and there's no reason why fans of this sort of thing shouldn't lap this up. It's by no means the definitive wargame with all the bits other games have, but when most other offerings in it's field are relatively poor these days, it stands out well against the crowd despite one or two minor bugs every now and then. This is usually limited to the game bombing out (on our copy at least) if you tried to load the wrong thing.

GAMEPLAY:
SOUND:
GRAPHICS:

RATING=76%

Double Dragon III

STORM/SALES CURVE



You start off outside a local convenience store. Unfortunately, a couple of fat guys and their minder decide to cause some good ol' street aggro!

Most of you will remember the rather poor attempts at converting the first two Double Dragon games to the ST. To say they were poor is an understatement, they possessed no playability, poor graphics and naff sound. They were... complete Turkeys!

Now the responsibility of converting the third in the series has been given to Storm, the team who made

such a good job of Swiv and Rodland. The storyline behind the first two games involved the capture of your missus by an evil villain, you and your brother had to go and rescue her. Now those gruesome Lee Brothers face their toughest challenge to date as they attempt to locate the famous Rosetta Stone.

This epic journey will take them over treacherous landscapes and through evil-

infested parts of the world. The two brothers, Billy and Jimmy, will have to work as an effective team if they are to be successful and find the secrets that lie behind these ancient stones.

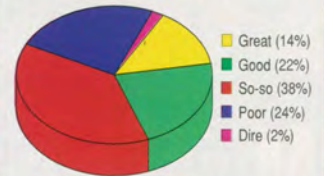
Double Dragon III is played over five dangerous missions. Each mission has a simple objective - don't get killed! As you make your way across each level, you will be attacked by the evil minions who guard the areas. They will attack you using different styles of martial arts and some of them will be armed with swords and other energy draining weapons.

GROOVY MOVERS

You have at your disposal a number of martial arts moves that you have been taught over the years. Each move can be initiated by pressing the fire button and moving the joystick in a certain direction. Some of the moves such as the flying kick and the punch will drain energy and others can be used to pick up and use the weapons found lying around the screen.

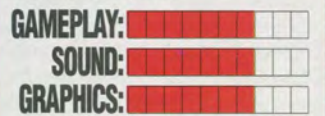
At the beginning of each level, a shop will be open for your custom. From here, you can purchase some extra items to aid you in your quest. Extra lives, energy, weapons and power-ups can be bought to increase your chances of success. The weapons available include a mean pair of nunchukas, some handy grenades and a pair of knuckle dusters. You have 15 coins to start with and buying any item deducts one from your total. You may only spend five coins on any level.

PUNTER-POWER™



GAME: DOUBLE DRAGON III
PRICE: £25.99

After the shambles of the first two conversion attempts, I opened this box with a great deal of scepticism and a feeling of despair at being the unlucky person to review it! Thankfully, I was proved wrong. The graphics have been improved upon since we last saw the Lee Brothers as have the sound effects. The music has also been improved and is quite pleasant to listen to. The playability is quite reasonable with smooth scrolling but the difficulty has to be questioned. The levels aren't long enough to hold a challenge to the more expert games-player but if you want a decent beat'em-up, you could do a lot worse than buy this.



RATING=77%

At the end of each level, you will have to confront and defeat a guardian if you are to progress. These guardians will be masters of a particular style and you will need to muster all your strength if you are to defeat them. Although they are extremely skillful the guardians won't hear of a fair fight, so you will have to contend with their henchmen as well. Jason



You enter the shop and see a beautiful young girl who offers you favours for money (oo-er, missus!).



You head towards an alley way. Just in time you react as a biker tries to run you over.



You collect a power-up and grow in strength. You aim a well timed kick at one of your adversaries.



An enemy tank approaches you and states its intention to blow you to bits. Time for some quick thinking!



May is usually regarded as a pleasant month. A month that signifies the end of Spring and brings about a much needed change in the weather conditions. Unfortunately, in the year 2011, the month of May told a different story. A huge unexplainable explosion at a Soviet nuclear powerplant on the island of Koala was the beginning of a major disaster. The contents of the plant, a highly toxic radioactive waste, was distributed over an area of 300 square miles.

With all the commotion caused by the necessary evacuation of the surrounding area, no one noticed the remaining inhabitants of the powerplant. A few months later, while attempting to disarm the remaining stockpiles of nuclear weapons, terrifying discoveries of mutated animals were recorded in the infected area. The disposal team failed to reach the com-

plex. The remaining survivor explained, "The mutations have grown beyond recognition but nevertheless they seem to be intellectually superior to mankind."

The aim of the game is pretty simple. You must make your way through the different radioactive areas, reach the nuclear base and defuse the weapons stored there. The game will run on any ST and is controlled via the joystick

with the usual pause key facility included.

COMMUNIST MANIFESTATIONS

The main game is displayed as a horizontal, left to right scrolling affair. The enemy manifestations will appear from all possible sources and you can turn around and shoot in any direction. Most of the enemy will come onto the screen in a set pattern, so



Rubicon

21ST CENTURY ENTERTAINMENT

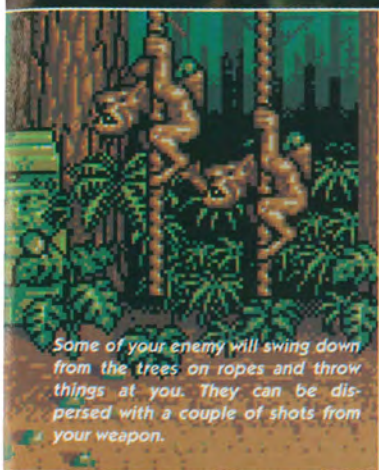


You see an important weapon-containing pod and you jump through a barrage of enemy creatures to acquire it.



You approach a vicious looking guardian and decide to utilise your napalm weapon. Things are definitely looking up!





Some of your enemy will swing down from the trees on ropes and throw things at you. They can be dispersed with a couple of shots from your weapon.



The ice level is full of technically superior machines. This helicopter is very agile.

learning these could be invaluable in your mission.

Various extra weapons can be found and utilised to aid you in your mission. You start off with seven weapons but only one of them, the single beam canon, is available at the start of the mission. To enable another weapon, you must first choose it and then catch one of the randomly distributed power capsules that will fall from the top of the screen. These pods have

the power to arm any form of weapon but they will only be able to follow this procedure one time.

As is always the case on uncivilised worlds, you will be accosted by the various vicious inhabitants of Koala Island. They will come in all shapes and sizes and will also vary in strength and intelligence. Fortunately, they can all

be destroyed with an accurate shot from your presently employed weapon.

At the end of each level, you will have to face and defeat a ferocious guardian if you are to progress to the next level. Each guardian will have its own unique attack pattern that you will have to learn and overcome if you are to be successful. Most of

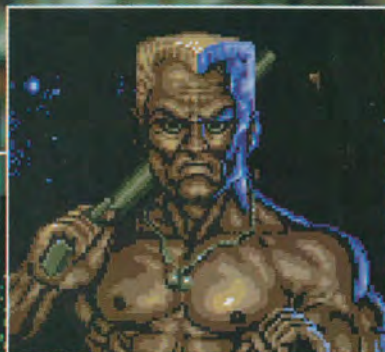
the guardians will have extra powerful weapons at their disposal that they will utilise to great effect.

STATUS SYMBOLS

A detailed status panel will give you all the relevant information you could need on your mission. It will tell you what weapon you are currently using, how much ammunition it has, how many lives you possess and your present score. General messages will also be displayed via the control panel.

Jason

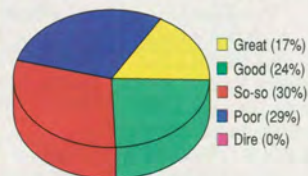
The forest level is full of nasty little creatures. They will use the forest to their advantage in their attempt to destroy you.



This big chap has the ability to make the roof fall in on you. You must shoot him in the head with your laser beam.

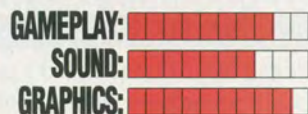


PUNTER-POWER™



GAME: RUBICON
PRICE: £25.99

Rubicon appeared on our esteemed coverdisk some time ago and looked graphically stunning. I'm glad to be able to report that this aspect of the game has remained unchanged. The characters animate extremely well and the backdrops are very atmospheric. The playability level is okay if perhaps a bit difficult but at least it will provide value for money. The only problem that can be voiced about this game is the lastability element. After a few games, you begin to get bored with the continual bombardment of the fire button and the repetitive nature of your opponents. Not a bad product by any means but it just seems to be lacking that little something.



RATING=81%



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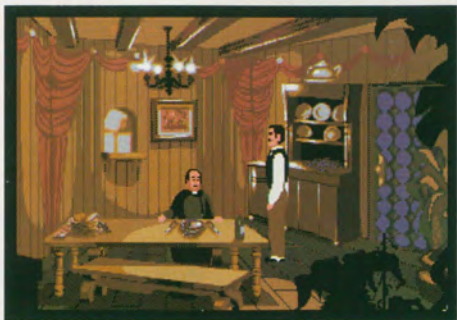
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Some games may not be released on scheduled time

Wengeli the Wizard

My apprentice was recently trying to upgrade his Atari 520. After weeks trying to write an appropriate spell, he could only manage to turn it into a Sinclair ZX81! as usual he had bitten off more than he could chew. I couldn't stand the thought of having every electrical appliance in the house changing form. ...



Father Fabiani may not be as pious as he would like us to believe, in *Cruise for a Corpse*.

So off we went to the Computer Shopper Show, at Wembley, armed with his piggy bank. Here there were a vast number of stands selling games and hardware for most serious types of computer. Within ten minutes of arriving the apprentice was delving into the piles of software on the stands, much of this being at quite reasonable prices.

As a punishment for ruining his '520' I had put a spell on him which stopped him from buying any adventure games; cruel I know, but necessary to make him learn his lesson!

When normality had returned to the house, and the apprentice was busy with his new computer, I was relaxing in front of the fire (again!) when I was awoken by a dull thud. A copy of 'Cruise for a Corpse' had landed on my doorstep. As I opened the parcel I could feel myself being lifted gently into the air and being transported onto an ancient and mysterious sailing ship. Boy – that Warlock Hemlock I drank last night must have been strong!

This game uses an improved, mouse operated, system similar to the earlier 'Operation Stealth'. You find yourself in the shoes of Inspector Raoul Dusentier, ace detective, who has to investigate the murder of his host. This means that you must question all the suspects you can find to learn and collate information that may lead to the identification of the murderer. This involves wandering around the ship, searching for possible



Here comes the postman with a letter for Raoul, an invitation to 'Cruise for a Corpse'.

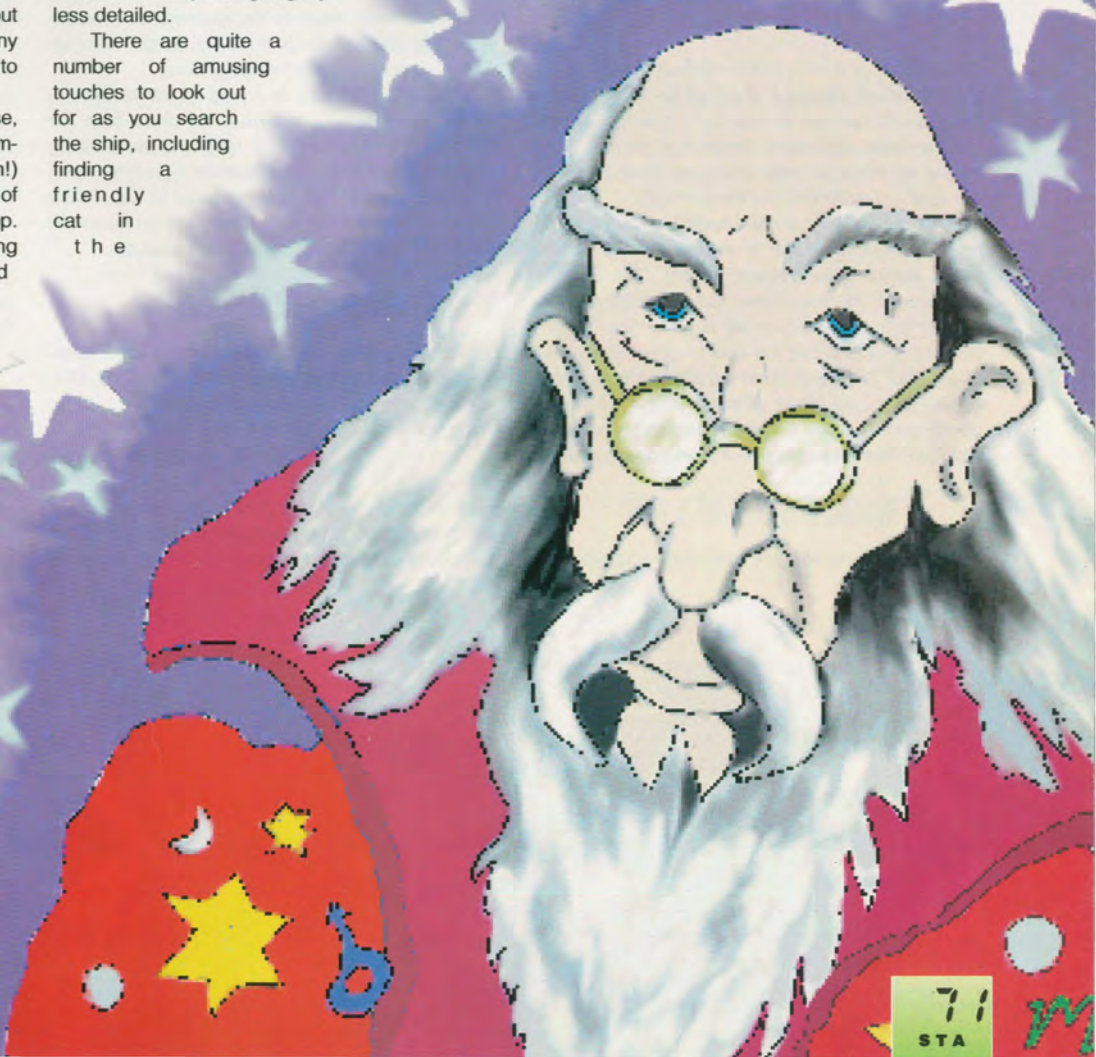
clues and uncovering details about the various suspects.

The graphics are very well done, with some very realistic and entertaining animated close-up sequences, the graphics of the areas of the ship being slightly less detailed.

There are quite a number of amusing touches to look out for as you search the ship, including finding a friendly cat in the

laundry – hungry of course as most cats are! The game progresses in a number of time steps, starting at 8am and ending at 6pm, when you should have solved the crime. These steps mean that before you can progress you must have completed a number of predefined tasks. These may include obtaining information or finding certain clues.

This game should keep most of you fearless adventurers busy for some weeks, but I am sure that having said that someone is bound to send a complete solution to the game even before you have finished reading these informative pages!





WENGEL'S LETTERS

WHAT A GAS

Please help, I am playing quite an old game called Amazon. I was doing fine until I reached the lost city of Chak. I am inside a hall with doors leading in all directions. Having decoded the code on a sheet of paper using the computer I have been told to open the antechamber doors quickly, because of gas, using commands such as 'OPEN 123'. I have tried this many times but every time I get gassed and die.

Mrs M Miller, Sussex

The thought of a tribe where women dominate the men is almost pleasant. It would be quite nice to have doors opened for me for a change. If you are like these legendary Amazonian women, I will not be expected to help you open these doors in the right order. So find out for yourself!

But seriously, you must open the doors in the proper sequence, one wrong move and you're dead (which you already know). The correct sequence is in fact, Open 132. If you're playing the Explorer version, you will have to open a second set of doors, but the code is the same. How about that! You have found the emeralds, an amazonian girl's best friend, at last. But don't start celebrating too quickly because Macuma is about to blow and the whole place will start coming down.

HAVING A WHALE OF A TIME

Please could you help my children – and save me

from their moaning. In Kings Quest IV they have been absorbed by the whale, opened the bottle and read the note. They then tried walking to the right and climbing up the tongue, but keep falling down. They keep saying TICKLE WHALE but get told NOT HERE. Are we climbing in the wrong place or is it something to do with the note in the bottle? Please tell us what to do.

Mrs Jones, Essex

When you get to my age you can find children a bit of a handful, they get in the way and are always up to mischief. However I usually find that they are less trouble than my apprentice. To stop your children's moaning perhaps we could arrange to swap them for my apprentice – I would even pay you to take him off my hands! Alternatively you could try the following ideas.

You were correct in trying to climb up the Whale's tongue, but this must be done from the left side. Carefully climb up here and move along to the right until you are standing upright. From here you should be able to walk to the Uvula (what a technical word!) where you can tickle the whale with the feather to make him sneeze.

WHIP THOSE GODDESSES

Could you please help me get out of the catacombs in the Leather Goddesses of Phobos. I follow the map but I keep getting killed. I must be doing something wrong, but I don't know what.

P Black, N Ireland

I am impressed at your powers of perception. It must take quite some intelligence to spot that you are doing something wrong! For great intellects such as

mine finding a way to cross the catacombs was simple, but for lesser mortals a clue has been given in the game comic. For once the game literature wasn't just to stop the disk rattling about in the box!

If you read the comic there is a scene showing how to safely cross the canal. You must CLAP your hands at least ONCE every FIVE minutes, HOP ONCE every NINE minutes and SAY "KWEIPA" every ELEVEN minutes. If you do this while following the map of the catacombs you will arrive back in the laundry room. Having been knee deep in filthy water your clothes will certainly need a wash, where could be more suitable?

Of course you had better not let your friends catch you practicing the above actions, it could be quite embarrassing. When the apprentice was practicing this – he was clapping when he should have hopped, and when he should have clapped he was kweeeping! Poor Dai the sheep couldn't get out of the room fast enough!

HEALTHY AND SAFE

I am writing to you about the game Corruption. It is an enjoyable game, but I have got totally stuck. I have got as far as the wooden door in the back yard. And I know I must get a chip to give to the men behind this door. I have been told that I will find it in the safe but I need to learn the combination.

M James, Norwich

Some people are out to try and cause me trouble. When I gave this to my apprentice to solve, he spent several days trying to come up with a solution for you. When he came to get some ideas from me he asked why the chips would be kept in a safe. The only chips he had seen were wrapped up in newspaper, and would get cold in a safe. The brick wall in my study now bears the impression of my head, caused by me banging my head against it. What can you say to an apprentice who is this stupid?

Are you listening carefully, "I shall say this only once!". In fact listening is the 'key' to the safe, as any good safe cracker will tell you. The noise of the tumblers clicking into place is too faint to hear, you require assistance. Obtaining a stethoscope is the answer – where better to find one than a Hospital. Once you have obtained the stethoscope then it should be only a matter of listening to the safe to ease it open and obtaining your chips. Should anyone be able to tell the apprentice where to find some salt and vinegar, he would be most appreciative.

DEJA VU REVISITED

I am once again stuck in Deja Vu (Well I think we have been here before – Ed). I used the truth gas on Mrs Sternwood and she told me her address. I went to this mansion and the door was opened by her butler. I hit him and went into the kitchen, is there anything useful here? I

went upstairs and used the truth gas on Mr Sternwood and a lady, what do I do next?

Please help me as I am only allowed to buy Deja Vu 2 when I have completed this one

Simon Hancock, Wales

You don't need to worry too much about the Kitchen, unless you are hungry, so you can continue upstairs to the first floor. In the first bedroom, as you know, there is a woman sleeping. Open the drawer and grab the notepad inside. Rub the pencil on the notepad to highlight the indentations from the previous sheet. This will allow you to read the message written on it - you are now thinking like Sherlock Holmes, you must be getting good at this detective lark!

In the second room you will find the sleeping Mr Sternwood. Here you must open the drawer and take the letter. If you also take the attache case you should have all the evidence you require to go to the police. With the help we have given you, the next letters we should receive will be about Deja Vu 2!

SHOW THOSE WORMS THE DOOR

I am yet another person stuck on Dungeon Master. On level five there is a pit trap with a mummy on the other side. Next to the pit is some writing "This is my prisoner, let him suffer". If you kill the mummy three sets of purple worms appear, which always kill me. I have got quite far by running from the worms and rock piles but can't kill either of these. Please tell me how to kill these and how to finish level five.

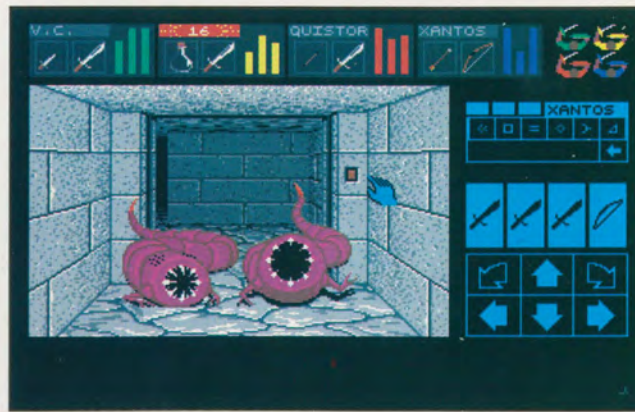
If you don't answer this letter my Dungeon Master disk will be put in the washing machine, then buried in the garden.

Andrew South, Cambs

You had better NOT bury your washing machine or there will be yet another Mummy after you - yours. As I don't like to see people getting into trouble here are some tips to help you.

There is no particular technique for disposing of the worms, but a little bit of prior planning will make the job of killing them much easier. If you make sure you know where the nearest door is located, retreat to this when the worms appear. While in retreat do not forget to shower these worms with plenty of fireballs. Once behind the door you should wait until they stray into the doorway and then close the door upon them. A rapid flurry of blows from the swords of your party will increase the damage inflicted. Worms which retire injured, from the door, can be let back when you have cured the poison from their bites. For safety's sake ensure that there is a further 'bolt-hole' for you to retire to should you have to let them through this first door. This will allow you to heal your party and recover your magical powers. Once past the worms the exit from level five is now clear to your party.

The rock piles are better armoured but far slower than the worms. These are best dealt with by a number of sword blows or fireballs. Using a door for these



Try and worm your way around these creatures in Dungeon Master.

is possible in theory, but you are better advised to use your mobility to out manoeuvre them.

WOT, NO PARACETAMOL

I am playing the Leather Goddesses of Phobos and would like to know what use is the frog. Also, how do you get rid of the migraine after passing through the energy beam on the Royal Canal?

S Swan, Thurso

Would it surprise you to learn that, like in all good fairy stories, you should kiss the frog. There are certain precautions to take before doing this however. You must cover your ears with your hands, close your eyes and put the pin on your nose. These are wise precautions as you cannot be certain what diseases these frogs carry!

The trick on the barge is not to get rid of the migraine but to avoid getting a migraine in the first place. To avoid the ion beam you must abandon the barge in favour of the raft. Before you enter the raft, first, remember to put it in the canal! The empty barge will then pass the ion beam leaving you unharmed. All there is left to do is to rejoin your barge by making your way to the icy dock where it is waiting for you.

LOST MY KEY ON A WET KNIGHT

I am in utter desperation and at my tethers end with Accolade's amazing game, Elvira. You have got to help me please, I would be deeply honoured if you would answer any of my questions.

1. To get the first key you have to get Elvira to go down the dumb waiter and give her the 'Glowing pride' spell, BUT every time I try that she comes back empty handed and either says 'It's too dark' or she cannot find anything.

2. When walking along the top of the castle you bump into the Grey Knight. You let 'him have it' with a crossbow bolt and he jumps over the side of the castle. In your magazine earlier (issue 38) you say to take the key, what key?; he has never left one. It isn't on the floor or near where he fell. Any ideas, oh wise one?

P Beal, S Yorks

My dear 'P' there is no need to get Elvira to go down in the dumb-waiter, you need only get her to raise it. Once raised, the dumb-waiter should reveal a passageway to you. You must then cast the "Glowing Pride" spell on the passageway, allowing Elvira to go off and fetch the key for you.

Just for the record, I will add that Issue 38 of ST Action was published while the 'slimy green one' (and the Troll) were still resident in the Dungeon. Can I really be expected to take the blame for their inaccuracies?

I was most amused to read about the grey knight 'jumping' over the battlements, surely he is more likely to have simply fallen when you shot him with the crossbow bolt. This is the time to put your thinking cap on and use it to solve the problem. If the grey knight previously had the key, and has not dropped it where is it likely to be? Cor-



Are you heading for an early grave before finding Elvira's next key?

rect, he still has it! Before you do a swallow-dive off the battlements to retrieve the key, I would recommend some patience. Your path to the moat is 'through a watery grave' in the Catacombs! Once in the moat you should search out the body of the knight; upon which you should find another key.

SPECIAL (UN)INVITATION

Over the past few weeks there has been quite a bit of mail on the subject of the game, Uninvited. This is by no means a new game, in fact we suggested this as one of last months budget titles for Christmas. Because of this demand we have decided to include a special section this month with hints for those of you who are stuck. These are not full solutions by any means, because we do not want to spoil your enjoyment of the game. Hopefully it should help those of you who are so stuck that they are considering giving up and playing space invaders instead! Those in particular who should be assisted by these hints are;

Stephen Walker from London wrote "For weeks I have been trying to find the Laboratory, but with no success."

Greg Lord from Essex, "I keep getting killed by Zombies - that sort of thing gets on your nerves after a while... and all this despite the advice of your warty predecessor."

John Evans from N Devon, "You have said that the Laboratory is situated through the first door on the left of the Greenhouse, there is no such place, so please describe the location in more detail as I have a low IQ."

FEEL SAFE WITH THIS GHOST

Contrary to popular belief, some ghosts can be quite timid. Should they meet a spider they may just shriek and run in the opposite direction. Try this trick on the ghost in front of the safe.

KILL THE UNDEAD

Within the maze there are supposedly a number of zombies, though we only met one in our travels. We managed to rid ourselves of this foul entity by using the amulet collected earlier.



Do you think your medallion would look good on this character from Uninvited? Try it and see?

RESPECT FOR THE DEAD

Within the maze are to be found some tombstones. One of these stones hides a secret passageway to a separate part of the maze. If you lay a suitable offering at this grave, the passageway is uncovered. Once inside this part of the maze another creature, with an uncanny resemblance to a 'pacman', will appear. You can distract him and he will leave behind an item you may find useful.

WHAT A MAJESTIC LABORATORY

The Majesterium can be found, to the left of the Greenhouse, in the garden. The laboratory is situated inside this building - simple so far, isn't it? You still need to puzzle out how to open this door, you wouldn't us want to make it too easy for you!

HINTS FOR THE CLUELESS

Here are yet another batch of hints for you to try. These ones are written by myself to prove I am not as stupid as my master implies.

In Police Quest II, when you are in the cafe with Marie, give her a rose and kiss her like mad. This will give you more points (and a great deal of pleasure! - Wengeli).

I n
Cruise
for a

Corpse, you can speak to the Mermaid. This will cause her to reveal some codes. These indicate what tasks must next be fulfilled to allow you to progress to the next 'time step' in the game.

In Leisure Suit Larry II, when you are going to board the cruise liner, do not forget to take sun tan lotion with you. The sun is quite strong and will burn you to a cinder unless you take precautions. Even someone with a sun tan like me (Don't you believe it - Wengeli) has to take care under the sun.

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

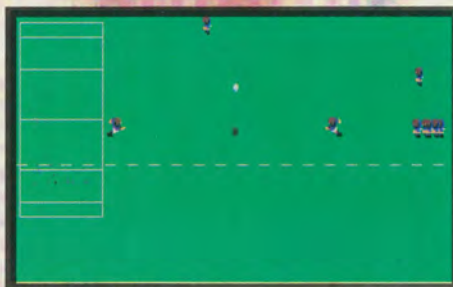
Please send all letters, bribes and offerings to the following address:

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

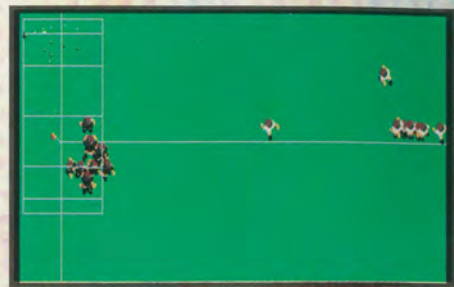




You get tackled and a scrum is called. You must waggle your joystick as fast as possible to gain control of the ball.



You receive the ball from your scrum-half and take off down the field. The opposing team begin to chase you towards their own line.



You skip enthusiastically towards the line and dive gracefully across for a wonderful try. Another four points for the lads.

With England's recent success, rugby has become a much more popular sport over the last few months. Every four years, the world's great rugby playing nations take to the field and battle it out to see who will walk off with the most prestigious trophy of all, the World Cup.

As some of you will not be too familiar with the rules and regulations of the game, read on and become enlightened!

There are two different sets of rules: League and Union. Domark's game revolves solely around the Union rules, so we'll have to forget about the League for today I'm afraid. Two teams take place in a game, each team consists of 15 on-field players and two substitutes.

BALL OF CONFUSION
A game lasts for 80 minutes, divided up into two equal halves of 40 minutes. Half time is called when the timekeeper reaches 40 and a five minute break is allowed. The players will change halves when play

resumes. In each match, play is started with a kick off (a placekick taken from the centre of the field by the team electing to kick off). After the kick off, the kicker's team must be behind the ball when it is kicked. If not, the referee can order a scrumage at the centre (the players join

together and the ball is thrown in by a player).

The simple idea of the game is to get an oblong shaped ball from one end of a field to the other by passing the ball sideways or backwards, thus scoring four points. You then have the opportunity to add an extra two points to your score by kicking the ball in between a set of posts. If an infringement occurs near to the posts, you will be given the chance to kick, possibly adding another three points to your score. This is called a penalty.

Rugby -

The World Cup

TRY AND TRY AGAIN

Domark's conversion tries (excuse the puns) to capture the heart-pounding excitement of the real game with an overhead perspective. You control your chosen team via the joystick. The player you are currently controlling will be highlighted by a small line. Each team have their own strengths and weaknesses, so make sure you explore all avenues before you choose.

As it is the World Cup, the competing teams have all been divided up into four groups, each group containing four teams. The first part of the competition is a league type of thing, each team plays the other members of the group.

The winner and runners-up of the pool will then qualify for the quarter finals. When this stage is reached, the competition changes into a knockout event. In the unlikely event of a draw, the two teams are placed in a sudden death situation where the rule is that the next points that are scored will win the match outright for that team. The winners of the final are then crowned the new World Cup champions.



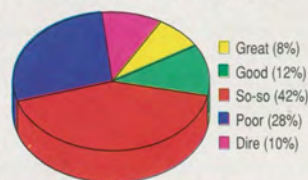
After scoring the try, you have the chance to increase your points by another two with a conversion kick.



You must choose your team from the 16 available. Each team is shown with their emblem and control method.



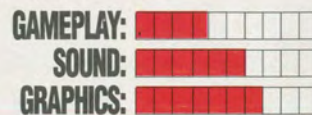
PUNTER-POWER™



GAME: RUGBY THE WORLD CUP
PRICE: £25.99

RATING=60%

Domark's rugby conversion to the ST is graphically very good, the players move quite well and the pitch is nice and colourful. The sound has been restricted to what you would normally expect from a rugby game; the occasional whistle and grunt. Unfortunately, the playability area is what makes this game lose points. The realism has been taken to a minimum, there are no penalties and a scrum is instantly formed each time someone is tackled.



Under Pressure

ELECTRONIC ZOO

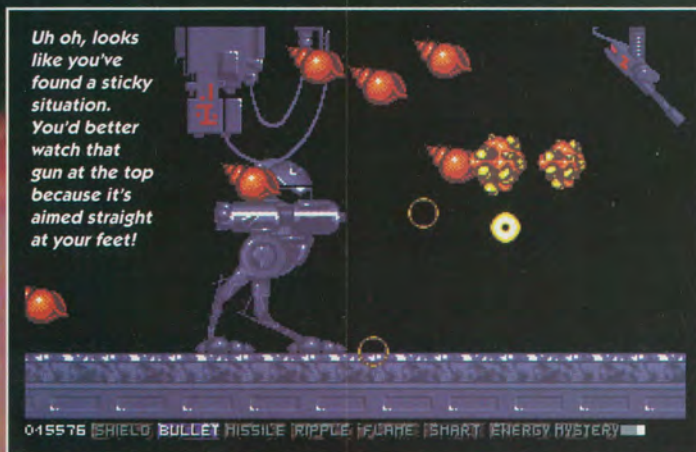
Isn't life grand? You are good looking, a bit of a trend setter and always have a gorgeous gal parading around on your arm. What more could a hot blooded male wish for? Only clean answers allowed!

Unfortunately, (and there's always an unfortunately) your beautiful busty bimbo has been maliciously snatched away from your loving clutches and whisked to a distant and hostile land. Wouldn't you just know it? You are now a little unhappy and passionate revenge is all that you can comprehend.

DEFEAT THE BEASTS

Trying to defeat all manner of weird and wonderful abnormal creations is going to be no easy task, I'll tell you that for nothing, especially when they're on home ground. Therefore, a tactical plan of attack has to be devised, after all you are only a mere mortal man.

Bingo! You arrive at a fantastic conclusion, a conclusion that is so brilliant even



Uh oh, looks like you've found a sticky situation. You'd better watch that gun at the top because it's aimed straight at your feet!

you are amazed at your genius capabilities. Why not encase yourself in a manic fighting machine that could easily withstand much more than your own flesh? Righty-ho chaps; a robot is the only obvious answer.

And so it came to be, you hid yourself deep within the hot and humid wire infested innards of a high tech robot shell, and fled to the hostile land where your darling other half was being held against her will. Isn't this romantic?

This is where you realise that you have bitten off more than you can chew for! Not only do you have to outwit strange abominations but you also have to dodge laser cannons, force fields and disintegrating platforms. Hargh, hargh, I told you it wouldn't be easy!

BRAIN POWER

Throughout the game you reach dead-ends, and huge problems that will challenge you, so you will have to continually use your brain to solve the puzzles if you are to continue. Now, sometimes, when all seems lost and your genius brain is having problems in a sticky situation, take a look around you for a strange contraption, you never know it might be a transporter. Now is that a big hint or what?

You have to trek through the Genesis World, then Savage World and eventually Under World where you can prove your worth by reclaiming your beloved. **Allie**

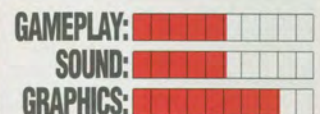


Isn't this chappie cute? Get past him though and you're well on your way to finishing the game once and for all.

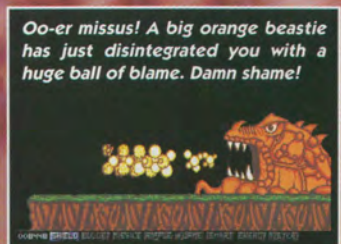


GAME: UNDER PRESSURE
PRICE: £25.99

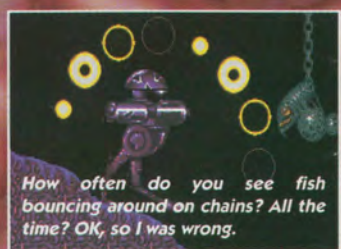
The first thing you notice about this is how nice the sprites are, they are nearly all half a screen high and are drawn with the utmost care and attention. Remarkably, they do not slow down the relatively fast scrolling or cause any glitching whatsoever. Unfortunately, not a lot can be said for the gameplay. Under Pressure is more than slightly boring, the puzzles are so easy to solve it's a wonder why they were ever included in the first place, and there is no excitement – just stand there and blast! This appears to be a good game but frankly, it isn't, this is your usual run-of-the-mill platform shoot'em-up with groovy graphics. I'm sure you can find something better to do with 26 quid, I know I can! Disappointing.



RATING=65%



Oo-er missus! A big orange beastie has just disintegrated into a huge ball of blame. Damn shame!



How often do you see fish bouncing around on chains? All the time? OK, so I was wrong.



Are you underwater or are these fish flying? Beats me! But just look at that groovy shield, nothing will get through that.



Oh no, everything's gone pink! Although pink is a girly and soft colour I don't think that Alien is soft and easy to get past, do you?



The purple people eater is coming straight for your throat but if you remember to pick up all the bonus shells you'll get a super bonus weapon.

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EUROPRESS
I M P A C T



STEREO MASTER
£39.95

The problem with reviewing things like this is that simply isn't enough space on the page to mention everything. Mastersound is the sampler and software I still use (and I use it a hell of a lot too). Stereo Master is really the next step up the ladder. You don't need to spend large amounts of cash to get top results. Extra memory is nice but not a necessity. Imagination is the key. Who knows, pick the right juicy sample from a piece of music, weave it cleverly in with your own tune and you could be on *Top of the Pops* next month (heaven forbid!). Well worth looking at if you want something to spend your Christmas cash on! If you come up with any good tunes of your own using any package, send them in and let us know what you're creating out there.

If you're one of the growing number of people looking for a way to use your ST for something other than games, then you may be also be looking for something to help with it!

One of the options you have is to do something musical! The ST is noted for its musical excellence worldwide. The only problem is that to achieve this musical excellence, you usually need a bottomless wallet!

SONIC THE SAMPLE

An easier way of creating your own music is to invest in the ever growing sound sampler market. For those of you who haven't got a clue, a sound sampler is basically a piece of hardware that allows you to record sound (say off a walkman) onto your computer and fiddle around with it.

For example you can



Stereo Master

M I C R O D E A L

record a person's voice and change the pitch, or maybe even make it repeat itself repeat itself.

All this kind of stuff is possible. Just remember what Paul Hardcastle did with his record -19. A lot of today's major dance records feature samples of some sort (recent ones springing to mind include Charly with the cat off the ad).

If this kind of thing interests you, then you may be stuck for which package to buy, as there are quite a few on the market now. The latest of these is Microdeal's Stereo Master, which attempts to break new

ground with its fresh and innovative features.

A couple of years ago there was Mastersound, then came Mastersound II which included a couple of new features for the STE. This new product could really be called Mastersound 3 as it is presented in the same style and with similar software.

From the title I'd say you've probably guessed that the software can now handle samples in stereo, but perhaps the most outstanding feature is the included Special Effects software.

THROWING YOUR VOICE

By connecting up a sound source (which could even be a microphone) you can instantly alter sound. That may sound a little complicated but for example, by selecting Reverse, you can talk into the microphone and hear what you say come out backwards through your TV, as you say it. Clever eh? There's also a variety of other instant effects including chorus (which duplicates your voice and plays it three times!) and Echo (which... echos!).

Recording samples

(pieces of sound) couldn't be easier either. Just press Play on your tape deck and click on the Record button with your mouse and the sound will start to fill your machine's memory. The size of your memory limits what you can do, but good results can be obtained on a 520ST.

Once you've got your sample, you can cut it down to the size you want and maybe put it into a sequencer. Get a few more and you can start to put a tune together. You're only limited by imagination.

Also included in the package is a lead that should enable you to connect most tape players. Paul





It is very rare for a puzzle game to grab your full and undivided attention almost immediately, furthermore it is really rare when a puzzle game makes you incredibly frustrated but gets you crawling back for more every time. Devious Designs is one of the few gratifying exceptions to the rule.

CUBED ROUTES

When the game first landed on my desk I must admit that I had a smidgin of apprehension as to its credibility, but after a few minutes playing, I was hooked. Let it be known that puzzle games never been my forte!

You play the part of J.J. Maverick, the only man in existence that can put a stop to the dastardly plans of Dr. Devious. The mad Doc has desires in life that will leave buildings, people, the eight wonders of the world and the Earth itself cubed! You have to halt his plans before he goes too far.

The idea of the game is incredibly simple, however, putting it into practice is a little harder. For each level you are given a grid of squares that need to be filled with relevant blocks littered around the screen. Using your intellect, you must collect blocks and drag them into the spaces until all the grid plac-



ings are covered over. When completed, you will see what had been cubed by the abstract scientist.

FEELING GRAVITY'S PULL

Unfortunately, you cannot pick up the blocks using the mouse and drag them to the desired position, oh no, that would make it too easy! Instead, you pick up the

blocks using a little J.J. Maverick character controlled by the joystick and then throw the blocks into position. Now this is the hard part! Every flat surface has its own gravitational pull making movement somewhat tricky. Every move must be thought out as one minute you could be standing on the left side of the screen and the next on the top!

Allie

Devious Designs

IMAGE WORKS

PUNTER-POWER™



GAME: DEVIOUS DESIGNS
PRICE: £25.99

RATING=84%

Most people groan when confronted with a puzzle game but this is an exception! The whole concept of the game is refreshingly original and coupled with the colourful graphics, Devious Designs is a pleasure to play. The programmers have included a few arcade style levels where you can blast away at the mad-cap Doctor, giving your brain a little breather before the next onslaught. The only downfall of is short time limits that accompany some of the levels.

GAMEPLAY:
SOUND:
GRAPHICS:





OH NO! MORE

Lemmings

PSYGNOSIS



The two player option allows you and a friend to compete against each other to help the Lemmings survive.

Oh no! They're back! 1990 saw the release of a game that became a classic and scooped an abundance of awards because of its playability and overall addictive qualities. Although graphically unimpressive, Lemmings was a game that provided the player with something that only comes around every once in a while - pure shameless fun!

After its huge success, it was obvious that we would see more of the green haired little cherubs.

Psygnosis have now decided the time is right to release them onto the unsuspecting market once more. An important thing to mention is the fact that this is not the sequel but merely a data disk. The sequel is apparently going to be completely different.

For the price of £20, you get to battle your way through another 100 levels of pure mayhem in an additional data disk that must be used in con-

junction with the first Lemmings. If you don't own the original, it will cost you an extra fiver for a stand alone disk that will run on its own.

The first 20 levels are suitably named Tame. They offer an easy introduction to the game. The next 20 'Wild' levels start to get a little bit more difficult until you reach the last 20, entitled Havoc. And believe me, it certainly is!

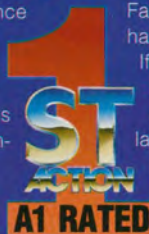
The control method is identical to the first game. You control a cursor via the mouse and, with the aid of icons, you position your Lemmings where you think necessary. Each level has a certain amount of different worker Lemmings so the answer to the problem is half solved for you already.

Jason

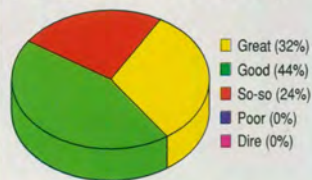
SUICIDE PACK

The gameplay is exactly the same as the first one. You must help the little chaps get to the exit on each level by skillfully avoiding the many traps that have been strategically positioned to cause you grief. Each level requires you to rescue a certain amount of the loveable rogues. Failure to do so will mean you have to do the level again.

If you manage to complete a level, you will be given a code allowing you to restart at the last level you reached. This proves invaluable when you interrupt playing. Later levels are as infuriating as the original and I will guarantee that it will be a long time before you manage to complete this data disk.



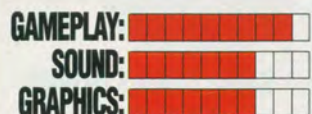
PUNTER-POWER™



GAME: OH NO! MORE LEMMINGS

PRICE: £19.99 - £25.99

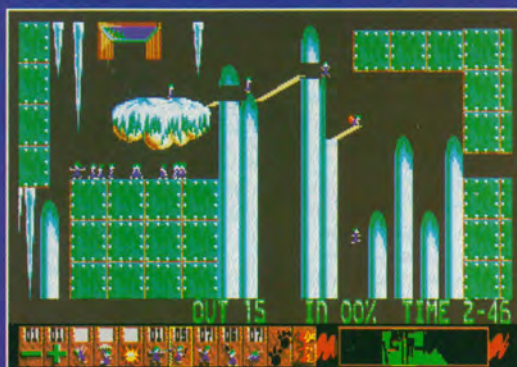
Lemmings was one of the best games to be released in 1991 so you can't really blame Psygnosis for releasing a data disk. They have been working on it since the original was released and it is obvious that they have taken a lot of time in its development. The humour element has been increased and this will provide lots of entertainment for anyone who plays it. The complexity of the levels has been set to a standard that will keep you playing for months and you still won't have it completed by next Christmas! Without a doubt, Oh No! More Lemmings is one of the best data disks ever to be released. If you liked Lemmings, you'll love this. Buy it at all costs.



RATING=90%



This level is quite difficult. The poor little Lemming all on his own must first climb over the rock and then turn around and dig through.



Your chappie decides to build a bridge from the hole in the pole that his chum has made. Resourceful little chaps these Lemmings, aren't they?

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PD or not PD



1 STAR TREK - THE NEXT GENERATION (1)

Star Trek style games have been around for donkey's years - we even reviewed a PD one a couple of months back. Now the idea has been updated ever-so slightly to cover the new Trekkie series - The Next Generation.

The idea of the game is to blast Ferengi ships away using the Enterprise's sophisticated weapon systems. You can choose how many Ferengi vessels attack you at the same time as well.

During the battle you'll receive messages from all of your crew (it's not people like Spock and Scottie now though!) telling you how you're going and how your defences are holding up.

You'll have to be pretty good to beat them though. It's alright for a couple of quid to pass the odd quarter of an hour!

Disk Number MG29 from Merton PD.

RED ALERT (2)

Another one from Merton that we really had to put in. It's called Red Alert and looks pretty good for a PD game. Set in a third World War scenario, you must decide firstly where your major strategic cities are and once that is decided, defend them from the ferocious missile assault using your silos and laser weapons.

For each incoming warhead that your defences successfully destroy you'll receive a number of points. For



chain reactions of missile explosions you'll get loads more points.

Once you've positioned your defences there's no way of changing them, so you must watch as your cities get destroyed. When the last one has finally been razed to the ground you are told how long you've lasted and what you've scored.

There are two different maps to play on and they are; Europe and North America, so there is some variation. This is well worth the price. Disk MG28 from Merton PD.

PUNISH YOUR MACHINE (3)

One thing that can be said about Caledonia PD is that they supply fine up-to-date stuff. Once again, this demo was only a week old when we received it, so thanks for that lads!

Created at the International Coding Conference #2 in Germany, it features screens and bits from most major coding groups in Europe. Now we know that this may not be everybody's scene but if you like this sort of stuff then you're well in here kid!

It's on two double sided disks so make sure your machine's up to it. All but one screen is STE compatible too, so there's no worry on that score.

As well as all the demos, there's a game called Ishido - The Way of the Stone, included which is an ancient oriental game with loads of tiles! If you collect these then get this too. Disks D112, D113 from Caledonia.

GET IT HERE:

Merton PD, 10 Grasmere Ave, London, SW19 3DX

Caledonia PDL, 250 Oldtown Road, Hilton, Inverness, IV2 4PT

Still at one page for this month because there's simply too much commercial stuff knocking about that we've got to fit in. Two pages next month (honest!).



SNEAK PREVIEW

Every time Core Design release a new title it seems to surpass the success of the last one. Heimdall looks set to carry on that trend as Derby's finest re-create some Norse legends for you to take part in. Go out and see if you can pillage a village with this one.

Heimdall

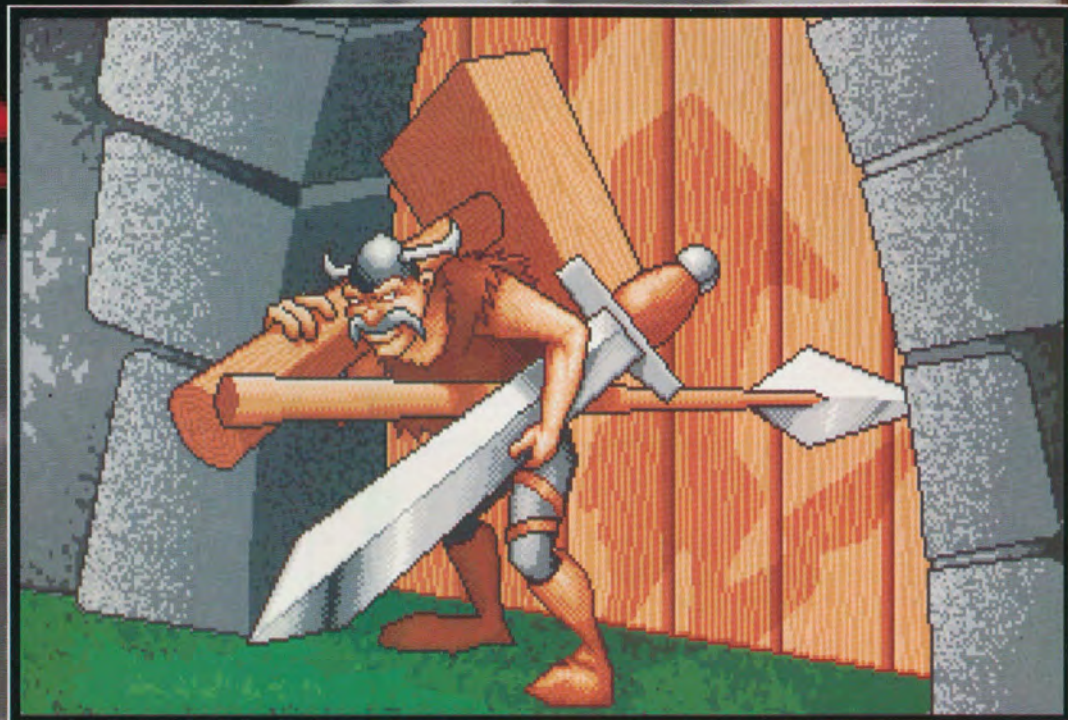
When a company undertakes a complicated project, there is always a risk (however tiny) that something will go wrong and spoil everything. Amazingly with Core Design's latest title Heimdall, everything seems to have gone relatively smoothly.

True, there was a stage where it seemed unlikely an ST version would ever surface but the programmers took the plunge and went for it and a small example can be found lurking on our coverdisk this month.

Designed by a team going under the name of The 8th Day that, among others, includes Ged Keaveney, Dan Scott, Martin Iveson and Jerr O'Carroll. Jerr is responsible for Heimdall's stunning graphics and has a pretty strong track record having also had a period working for Gremlin on projects such as the yet to arrive Little Devil.

It wouldn't be untrue to say that, when looking at certain sections of the game, you could almost be forgiven for thinking that they were part of a cartoon, such is the quality of the graphics.

Of course there's a suitably Nordic storyline behind



this viking venture. You are Heimdall, a great warrior born to lead his people in an important mission set over three different viking worlds.

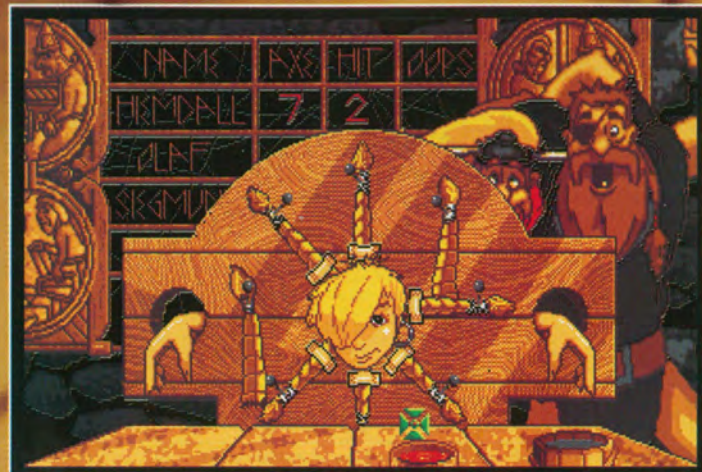
Loki, the God of Evil, has sneaked into Valhalla and made off with the Gods' main weapons just before the great

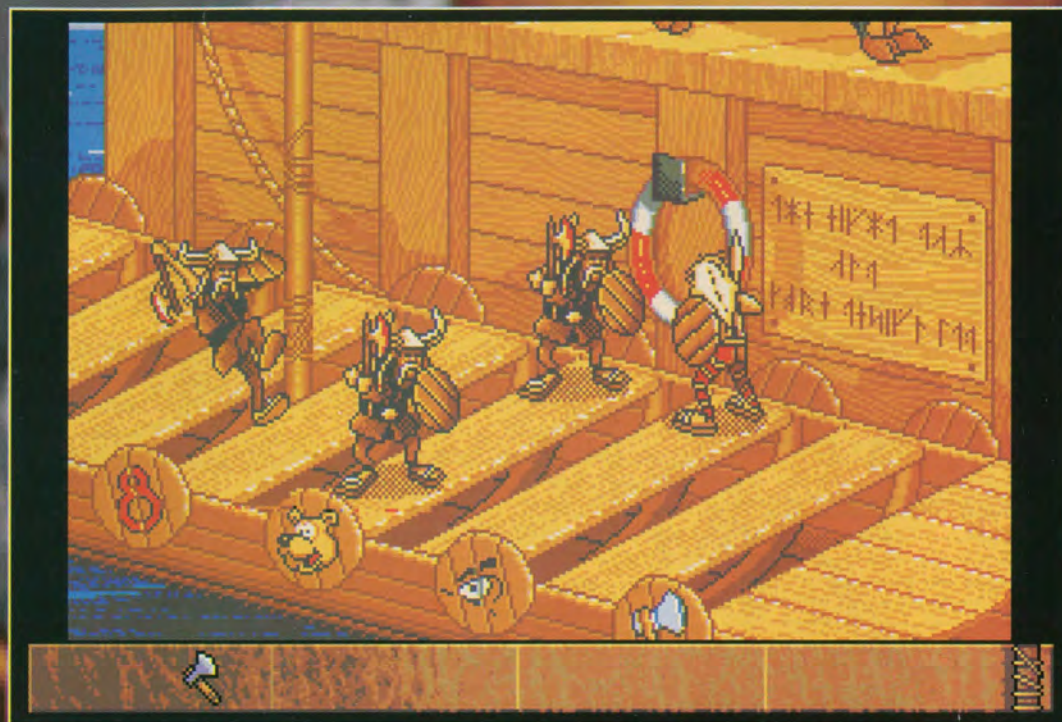
battle of Ragnarok is about to take place. A plan is quickly hatched by Odin, Frey and Thor to get them back and the next morning on Earth, young Ingrid finds herself nine months pregnant!

And so Heimdall is born in a tiny northern viking village

where he must grow up and prove himself a true man. The Heimdall story begins at this stage with our young hero having to undergo a series of tasks to show his worth.

The first of these attribute tasks is the axe-throwing. A poor unfortunate maiden is





other crew members of your choice. By sailing around the worlds and visiting various islands, you'll eventually be able to discover the secrets that will lead you to your chosen destination.

The major part of the game will be presented in an isometric format, but the graphics are of a standard you're unlikely to have seen before in this genre of game. A game about vikings wouldn't seem right without healthy amounts of fighting and Heimdall will have its own unique combat section which will also feature top quality animation of your sworn enemies.

Heimdall will be out pretty shortly and you'll be able to see the full review hopefully next month where we're pretty sure the finished version will blow your socks off.

is tied to a board by her pigtailed and you must lob axes in her general direction to try and cut them off. This is obviously hazardous to her health if your aim is not true.

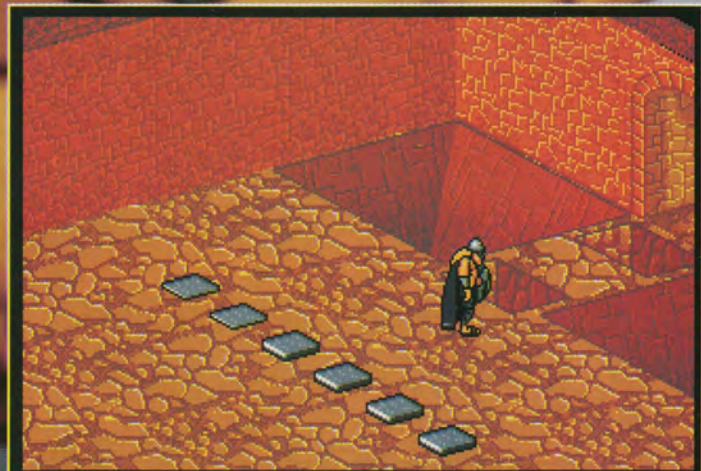
The second test is the pig chasing where you're thrown in with a large boar and

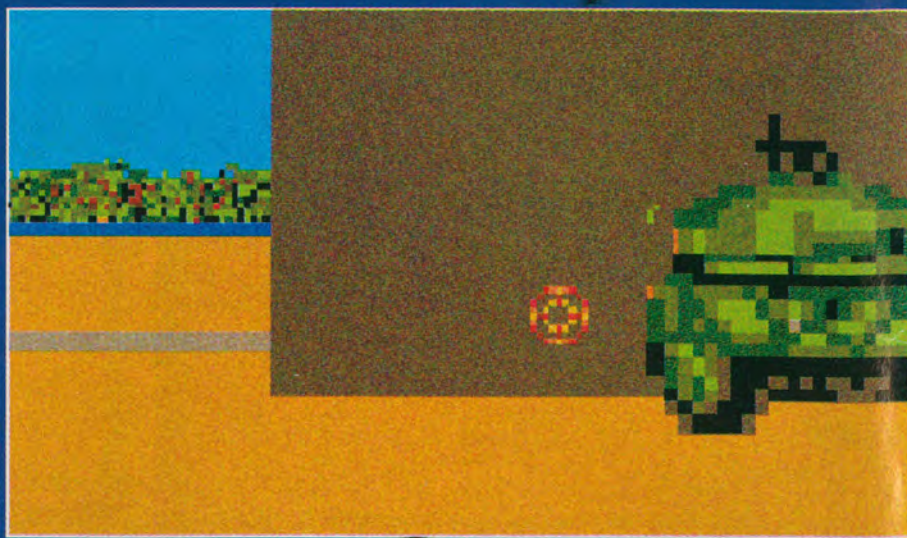
forced to chase it around the sty and catch it before the time runs out.

The final test is the boat fighting in which you must capture the sack from one end of a longboat and bring it back without being caught by the guards. How you perform

in these tasks determines what kind of men will join you in your quest to recover the weapons. The better you perform, the better your crew could be.

Once all this has been completed, you'll have to set sail in your boat with five





Team Yankee II

A Tank simulation? Whatever next? The clever ones among you will already know that tank simulations can be quite successful, take Team Yankee for example, but now Empire are going one further.



Back in 1990 (all that time ago!), Empire released their highly acclaimed tank simulation, Team Yankee – a strange medium indeed for a simulation but it paid off and successfully topped the charts.

Now, Oxford Digital and Empire are about to release the long awaited sequel,

entitled Pacific Islands.

It's nice to see a land battle sim every now and again, as naval sims seem to be overtaking the market at the moment, and what could be better than cruising around the beautiful Pacific Islands in a hot and sweaty tank? Unfortunately, you're not

going to have much time to cruise due to an overwhelming number of hostile Russian forces advancing on your base! Wouldn't you know it?

OK chaps, put the sun tan oil away and get out of those bikinis, you've got work to do! For those of you that played the original Team Yankee, you'll know that the strategy involved is complex and demanding, and all your wits are needed if you're to win the battle. Well, Team Yankee II is just as, if not more, demanding and now you've got a lot more than just fighting to occupy your mind.

Set in standard 3D real time, you take control of four groups of tanks in order to seek out the enemy and complete a series of missions. However, instead of just thinking about killing the enemy, you must now think about how much revenue you're pulling in!

You gain funds depending on how well you perform in battle, but shoot a first aid depot, a native village or one of your own tanks and you might just find yourself in financial dire straits.

With the money you gain you can then re-equip your team with better tanks and more sophisticated weapons, each time giving you a better chance to win the game outright. In Empire's words, Team Yankee II is a "fine balancing act between keeping the public relations initiative and subduing the enemy as swiftly as possible." You'd better believe it!

The ultimate aim of the game is to recapture the Pacific islands from the clutches of the Ruskies and finally fly the American flag proud over all the terrain. You can choose where your forces will start on each of the islands and also the order in





The Pacific Islands

which you attack the rest of the captured land. The order in which you plan your tactics could be crucial to the outcome of the game.

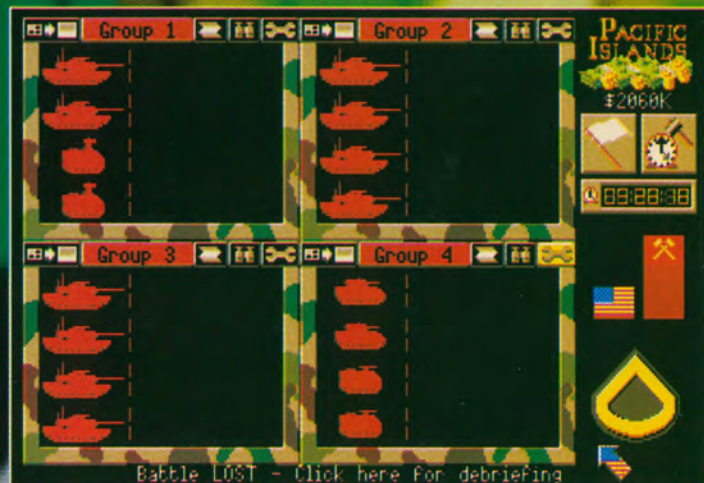
Because the game is set in real time, a long time taken to oust the enemy from one part of the islands could result in a build up of enemy forces somewhere else. As well as destroying the enemy tanks, you also have to destroy key strategic installations such as satellite and radio posts, failure to do so successfully will result in the enemy becoming more aware of your tactics, thus creating stiffer and sometimes impossible opposition!

All the basic features of the original Team Yankee are included, but the sequel has advanced gameplay, strategy and visual effect. The gaming possibilities are considerably larger and, believe you me,

it's much more difficult!

All war sim fans are going to love this excellent follow-up with its annihilation and grandeur, and just think, all the fighting's done on a beautiful sun-drenched island! Paradise found...

Empire are planning the release of Team Yankee II for Christmas '91 or early '92 and should be priced at £25.99, so with any luck by the time you read this it should already be in the shops. Keep your eyes peeled for a review in a future issue as we put it to the ultimate test.



BUDGET BASEMENT



SHINOBI

16 BLITZ PLUS £7.99

It was a grave day at the School of Ninjas when the evil Bwah Foo appeared in a blinding flash and kidnapped all of the young ninjas. Few of the students knew who Bwah Foo was so they didn't put up much of a struggle anyway. Transfixed by his powerful holding magic, you were unable to offer any assistance or shout much needed words of condolence.

Your job is to fight your way through five missions, each containing three or four stages. On every stage you must rescue each child before engaging battle with the Big Boss. As well as your ancient sword, you also have in your possession ninjitsu magic. This can be used to your advantage on each level. Bonus points are awarded for not using your allocated quota.

ACTION ANALYSIS

Shinobi was one of my all time favourite arcade machines but unfortunately the computer conversion leaves a lot to be desired. Naff sound, crap graphics and boring gameplay make this one to definitely avoid if you're looking for something interesting to play over Xmas.

ENJOYABILITY RATING 26%

VALUE FOR MONEY 3/10



ONSLAUGHT

MIRROR IMAGE £9.99

In the land of Gargore each kingdom has its own army and enemies. Although mighty in strength, every army has one common fear. The Fanatic, a solitary warrior of great skill, speed and courage who fights for pleasure and is remembered for his victories and forgotten if he is defeated. You play the role of one such Fanatic.

The game is divided up into four sections: Field Battles (left to right scrolling affair), Sieges (similar to Field Battles but if you are successful, you will enter a Mind Duel), Defending Actions (possible loss of territory if defeated) and the Mind Duels (shoot the General to win his land).

Each level is controlled via the joystick and can be played on any Atari ST machine including the STE.

ACTION ANALYSIS

Onslaught is graphically brilliant and extremely colourful. The gameplay is reasonable but sometimes confusing due to the main character blending into the background. A good, strong product that will definitely appeal to those of you who love a hard blast.

ENJOYABILITY RATING 81%

VALUE FOR MONEY 7/10

TITANIC BLINKY

ZEPPELIN 16-BIT PLATINUM £7.99

The power mad oil billionaire, Arthur J Hackensack has been craving power for years and years. He has created an enormous weapon of destruction and used it to turn various famous landmarks and cities into ridiculous things.

You are Blinky, ace agent from S.P.E.C.T.R.E. who has been hired to rid the world of this evil. You have been parachuted onto his base, armed with only an ectoplasmic gun and a suitcase of disguises, you must infiltrate and destroy.

ENJOYABILITY RATING 79%



ACTION ANALYSIS

Blinky is one of those cute games that are instantly addictive like the Dizzy games. The graphics are colourful and the sound is quite good but it is the playability that makes this game. It's so easy to get into but very difficult to get out of. Well worth a look.

VALUE FOR MONEY 7/10



BEACH VOLLEY

THE HIT SQUAD £7.99

Ever wished you were one of those sun-tanned, beach hunks you see on Baywatch? Well now's your chance. Beach volley is a one or two player game and starts at the beginning of a world tour by your team of excellent volley ball players. Before each match, a world map will appear and show you your next destination.

You control one member of a two man team (the computer or a friend control the other player) and you must try to win each match by scoring 15 points. Points are awarded for shots that beat your opponents but stay within the preset guidelines of the court. Once you have defeated your chosen opponents, you will be transferred to your next destination and the match will begin all over again.

ACTION ANALYSIS

Beach Volley is a graphical extravaganza. It has big, colourful sprites that move and animate extremely well. Playability is not too hard but difficult enough to keep you interested. The only problem is when you perfect a move, it can tend to become a little easy.

ENJOYABILITY RATING **77%**

VALUE FOR MONEY **7/10**



STARGLIDER 2

MIRROR IMAGE £9.99

It is two years since the Ergon's were unsuccessful in their attempted invasion of Novenia. The world has been in peace ever since. But now, grave news has arisen. The Ergons have constructed a large beam projector and they have pointed it directly at a nervous Novenia.

You play the heroic Jaysan who must give up your life of pleasure and luxury to join Katra on a daring mission to destroy the projector before they can assemble its power source and unleash it on Novenia.

The control is via the joystick and a selection of keys. The graphics are fast moving polygons with nice colour and the playability is of a very high standard. This was and still is one of the best games ever to play. Smashing stuff!

ACTION ANALYSIS

Starglider 2 has very fast, smooth 3D graphics and incredibly responsive controls. These both add together to make a very enjoyable game indeed. The creativity of the programming is a joy to watch. Everything moves smoothly and with great ease.

ENJOYABILITY RATING **85%**

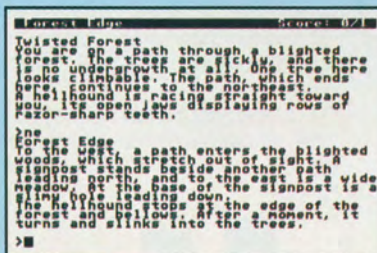
VALUE FOR MONEY **8/10**

SORCERER

MASTERTRONIC £7.99

Sorcerer is the second in a series of fantasy games in the tradition of the classic Zorks. Taking you on a magical journey as you attempt to trace the Grand Necromancer, Belboz.

It is feared that the great wizard has somehow become enthralled with the evil gains of sorcery. If this is the case, the very foundations of the Circle of Enchanters is at risk. To rescue the kingdom and locate your mentor, you must utilise the power and cunning of a true sorcerer.



ACTION ANALYSIS

The Infocom adventures have been played for years now with growing success and admiration. Sorcerer is no exception. Although the game has no graphics, the playability is terrific and this should be a definite purchase. Heartily recommended.

ENJOYABILITY RATING **92%**

VALUE FOR MONEY **9/10**

BUDGET BASEMENT

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.

SAME GAME?

I hope you can help me with this problem. I am contemplating buying either Powermonger or Mega Lo Mania as both appear similar. I was hoping you could advise me as I rate your opinion highly. I consider myself fairly novice at these strategy type games if that helps.

S.J. Barrance, ST. Albans

Do-or what a choice. The games aren't really that similar, only in some respects. Let's put it this way, you wouldn't be stupid if you got them both!

MAD MATT

Here are some questions for you and some points I'd like to make:



1. Bring the Troll back, boring Wengeli doesn't eat reader's letters and so on.
2. Throw all golf games in the bin, I'm sick of seeing them.
3. Which mouse do I buy?
4. How do I put my ST sounds into my hifi amp for some wicked wattage.
5. The album - Headless Children by WASP is the business. No more "Ticky" pop!
6. Do I get a freebie?
7. I like adventures but I've never completed one.
8. Can I get Gryzor on the ST? The CPC version was totally off the scale dood.
9. I've got a Zipstick with an attitude.
10. Christmas stuff appeared in August in Leamington Spa!
11. When does Mercenary III come out?
12. Where do I start when learning Machine Code?
13. Jeff Minter Rules OK
14. How much does the Magnetic Scrolls adventure compilation cost?

**Matt Shidoshi,
 Leamington Spa**

Interesting letter there young Matt, nice Pentagram you drew on the back! Right let's go!

1. The troll's dead dimstick!
2. We'd need a big bin.
3. Contriver stuff's pretty good!
4. Buy an STE and two cables from Tandy, it's easier.
5. No it's not, it's sweaty, hairy men shouting. Get into the Techno!
6. Snigger.
7. We don't care.
8. Probably not. We've not seen it.
9. I've got a Foot Pedal Controller with a veruca.

STAR LETTER

ATARI TV
 I am writing to ask you your views on Atari's recent television advertising campaign. I was sitting there in front of the box one evening and I was confronted by this shape-changing thing that caught my attention immediately. I watched it through to the end (an unusual occurrence for an advert) and was gobsmacked when I learned it was for my beloved machine!

I was stunned! How could a company that have such a ridiculously low profile with virtually no customer support come up with this masterpiece? Okay it's a little stereotyped at times (where they have the large coloured chap talking about making music) but this could be forgiven.

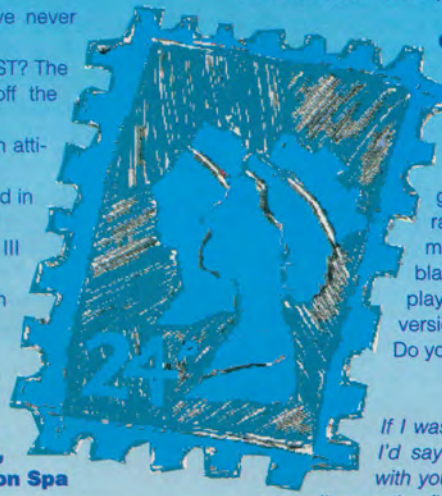
For classness, it burnt the socks off the recent Sega and Nintendo campaigns. Maybe Atari have finally realised that they need to promote their product a little more. Is it too late?

Arran Mitchell, Ormskirk

I remember seeing the ad for the first time as well and being well impressed. It certainly made you watch it right to the end and got its point across really well (I thought).

I'm not entirely sure that Atari have a low-profile, it's probably only the ST that suffers from that. It'll be interesting to see where they take it from there though. What are everybody else's views on Atari's Christmas campaign?

10. Unlucky.
- 11: Soon.
- 12: Try a book, but it's hard going.
- 13: Ahem.
- 14: About £30. Save up!



GRASS CROWN CRASH

I have a 520STE and I recently bought Defender of the Crown. Every time I try and load it, it always crashes. You can play the game up to where you go raiding or enter a tournament, then the screen goes black and the music carries on playing. I borrowed my friend's version and this does the same. Do you know what's wrong?

T. Aldcroft, Darwen

If I was to take a stab in the dark I'd say the game is incompatible with your STE. It's a very old game (It was the first ST game I ever bought back in 1987!) and so that could be where the problem lies. There's probably no way around it if that's the case.

MADDOG DISK SEARCH

I wish to obtain a computer games disk called The Adventures of Maddog Williams in the Dungeons of Duridian (by Game Crafters) for the Atari ST, after first seeing the article in the September issue of ST Action.

Could you please advise me on where this disk is available from as soon as possible.

J.B. Smith (Mrs)



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48 Hour Dispatch Available

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Please note 512K versions will not include some features listed above.

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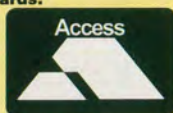
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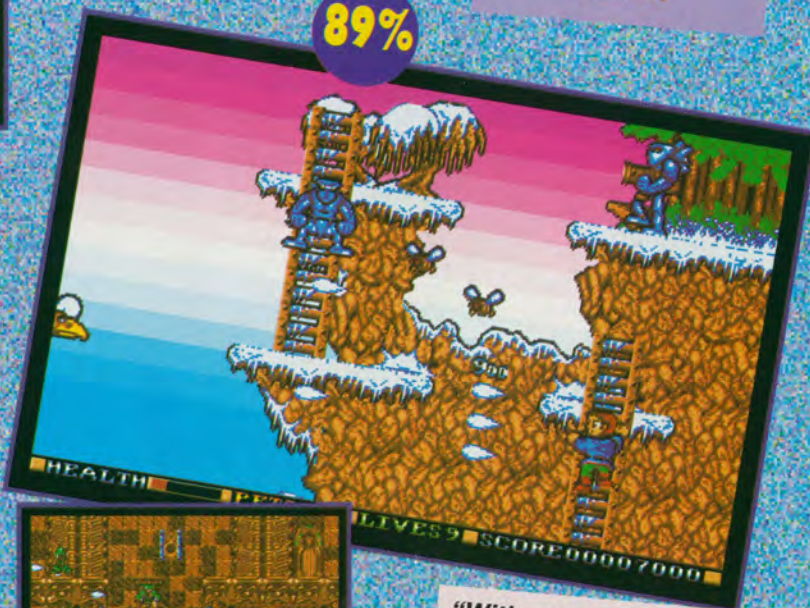
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STA September Preview '91

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Europress Interactive Ltd,
Europa House, Adlington Park,
Macclesfield, Cheshire, SK10 4NP.
Tel (0625) 878888, Fax (0625) 876669

Deputy Editor: Jason Dutton
Art Editor: Sue Beattie
Deputy Art Editor: Marc Keating
Production Editor: Simon Kirrane
Production Geezer: Alex Lee
Cover Disk Editor: Doug Johns
Staff Writers: Paul McNally, Allie West
Contributors: Neil Rattray, Gareth Jones
Systems Manager: David Stewart
Photography: Stephen Hepworth
Production Manager: Carolyn Wood
Managing Director: Hugh Gollner
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Advertising Artwork: John Fellows
Advertising Department:
Tel (0625) 878888 Fax (0625) 876669
Group Advertising Manager: Nadia Lawlor
Senior Ad Sales Executive: Nikki Taylor
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INTERACTIVE

HAPPY NEW YEAR

Here we all are again, back after our little festive break. White faces and blood-shot eyes abound throughout the office. Only another 300 odd shopping days to go until the next time. Happy New Year!

SUSPECT SLIPPERS

The word gobsmacked would perhaps be the best way to describe the feelings of the ST/Amiga Action and Games-X teams the other day at the goings on in the eccentric, strange department we know of only as Advertising.

This rather dubious pair of slippers was seen mooching around upon the feet of our ad manager Nadia who has since developed a rather worrying Magic Roundabout fetish. Nadz then had her shoes confiscated when she wasn't looking and was forced to go into an important board meeting with Ermintrude still being shown off in all her glory. What can you do eh?



SLOPPIES

A huge big slobbering, sticky (almost gooey) thank-you to the one, the only, Mr Nik Wild from Psygnosis who complained about always being left out of our thank-you sections. Ta for the Lemmings T-shirts matey! Another thank-you to Ken for supplying loads of goodies the other day as well!

BITMAP COMPO WINNERS

Winners of our fab Bitmap competition follow. The T-Shirts and the games will be winging their way to the 20 lucky winners ever so shortly.

Russell Antliff, Altrincham; Ian Hill, Manchester; Evan Kirby, Dumfries; Nikki Hulley, Cheshire; Andrew Campbell, Heriot; Chris Brown, Wisbech; Richard Williams, Didsbury; Peter Brown, Wymondham; Gary Bennett, Marple; Richard Rawson, Leeds; Michael Nowell, Shrewsbury; Danny McEwan, Solihull, Colin Barnes, Stockport; Andrew Lund, Nelson; Mark Willson, Ascot; Mark Ahmenkalnr, Barnham; A Herd, Chorlton; Brian O'Hanlon, Skelmersdale; Martin Ashton, Wythenshawe; Stan Swallow, Southall.

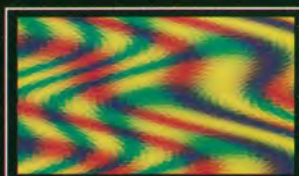


NEXT MONTH

These months just seem to fly by don't they? In the next wonderful issue of ST Action you can expect to find the following.

LIGHTNING MEGADEMO

We're mentioning this rather good demo here because we think it's pretty fab. It's rumoured to be the first Plasma demo on the ST and if you want to find out what it actually is then tune in next month. If you just can't wait until then, get in contact with the DW Stables PD library at Unit 1, Johnson's Shopping Centre, 29/31 Bond Street, Blackpool, FY4 1BQ



TURTLES 2

They're mean, green and back, without sight nor sound of Vanilla Ice. Imageworks have been beavering away on the conversion of the coin-op for a while now and hopefully the ST version will surface in time for an appearance in next month's issue!



VOLFIED

Empire's game almost made it this month but just arrived a fraction too late to get in. There'll definitely be a full review of this remake of the classic Kixx in next month's ish, so watch out for it then when it will doubtless undergo the full ST Action treatment.



Issue 47 of ST Action will hit the streets around the second Thursday in February, so form an orderly line outside the newsie now!

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Screen shots
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