

ST ACTION

THE WORLD'S MOST DEDICATED
ST GAMES MAGAZINE



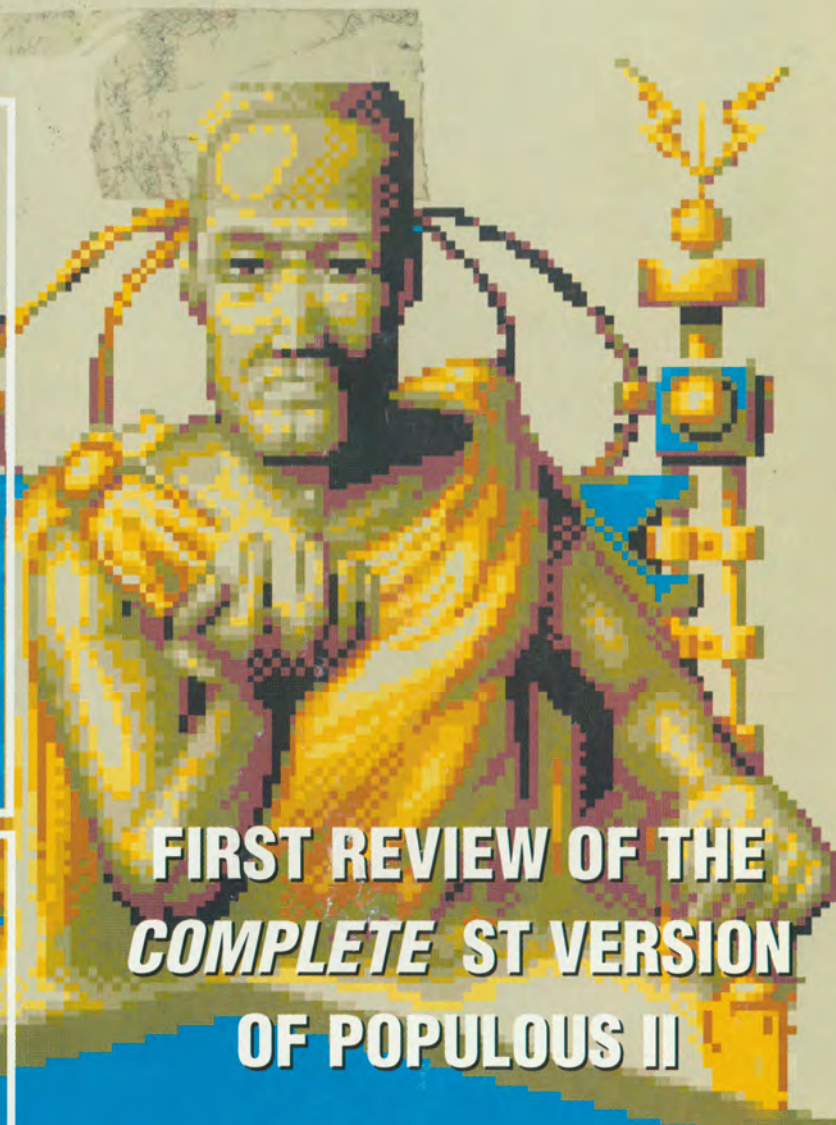
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FIRST REVIEW OF THE COMPLETE ST VERSION OF POPULOUS II

Exclusive look at Ocean's forthcoming
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How top programmers began on the ST

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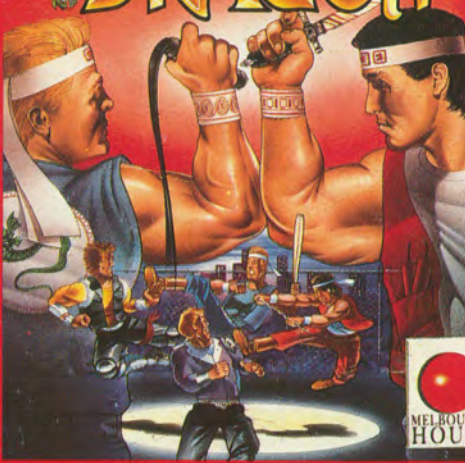
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to Fun

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ST ACTION

THE WORLD'S MOST DEDICATED ST GAMES MAGAZINE

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

FEATURES

Failure? Fame? Fortune?.....	22
Populous II Compo.....	52
Lynx News.....	08
Wengeli The Wizard.....	63
Sneak Previews.....	68

REVIEWS

Another World.....	36
Barbarian II.....	26
Big Run.....	38
Final Blow.....	35
Golden Eagle.....	50
Heimdall.....	30
Knightmare.....	40
Knights Of The Sky.....	44
Mercenary 3.....	28
Populous 2.....	46
Space Gun.....	25
Steve Mc Queen.....	39
Volfied.....	34
Wolfchild.....	42

Contents

MARCH 1992

REGULARS

RECESSION RELIEVERS 72

We listen to what you want! Four pages of the latest and greatest from the flourishing ST Budget market.

ST TOP TWENTY CHARTS 20

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

SNEAK PREVIEWS 68

We take a peek at two great games that will soon be available for all you game hungry ST owners. We visit Gremlin Graphics to look at the platform game Harlequin and we get an exclusive look at how work is coming along on Ocean's top summer game Parasol Stars

PUBLIC DOMAIN 60

We promised two pages and now you've got two pages. All the latest games, utilities and demos that you can get for next to nothing.

ACTION NEWS 02

Each month we try to keep you up-to-date with what's happening in the industry. This month we have four pages full to the brim with new games and other exciting bits of information, one of which is entirely devoted to the Lynx

GIVING THE GAME AWAY 56

At last! This month's GTGA brings you four pages concentrating on the latest from Sullivan Bluth: Space Ace II in all its glory. Only with ST Action will you guarantee seeing the whole of these exquisitely drawn level.

WENGELI THE WIZARD 63

Our Welsh wonder moves house and palms his four pages off to the apprentice. But he still manages to answer your questions.



2 ACTION-PACKED COVERDISKS FEATURING:



THE ACTION TEAM



Back row: Allie, Hulk, Simon (outside) Chicken, Jools, Sue. Front row: Alex Lee

Poor old Sue Beattie! She had her house ransacked by a nasty tea-leaf, he nicked lots of very expensive stuff (we noted with some chagrin how he didn't take her brothers ST) that she had worked hours to save up for. But after some weeks of work Special Branch have tracked the man down, he's been regularly passing her stolen cheques in a tandoori restaurant in Weston-Super-Mare of all places! A long way to go for a take-away.

Continuing his tradition of being STA's fashion mogul, Jason is currently sporting a new haircut. We were under the impression that the shaved look had gone just slightly out of fashion (just after the Pringle sweater in fact!)

Jools has a passion for pubs, in particular one certain pub called The Millstone. This passion is so strong, Jools has been known to stay within the smokey atmosphere until 5 o'clock in the morning! His excuse was that he only wanted one half. Bloody big half!

Alex, the lad from Geordieland is responsible for the latest office catchphrase. Repeat after me in a steadily rising tone: "Ohhh yaaaaaarr GEEEEEEEEEEEEEEEEEE!"

Cockadoodle dooo! Chicken the lad from the battery farm down the road has recently been the cause for much concern. It seems that everywhere he goes there follows an unmitigated disaster. This week he has witnessed; three shootings, one bank job and around ten dodgy videos.

Marc "are you going anywhere near the chippy" Keating has unfortunately gone into some form of collapse. Yesterday he was sat at his desk snoring away. When, as if by magic, he woke up! Well the strain was just too much for poor Marc (he weighs in at a hefty six and a half stone) and he's off work for the foreseeable future.

Bleary-eyed Allie who stayed up all night watching The Superbowl has started stepping out with a new feller. Ever since she forgot her old man's birthday things have been pretty icy. Anyway the new guy is hunky Hulk Hogan, he's stuffed of course, but we knew that anyway.

Simon broke a buttock on a bike.

STORM OVER THE CHANNEL

Software developers Silmarils have broken their deal with Palace Software to launch a new European marketing company called Daze Marketing. Their first product to come onto the market will be another yet variant on the God-Game theme (Populous, Mega-Lo-Mania etc etc ad nauseum) called Storm Master.

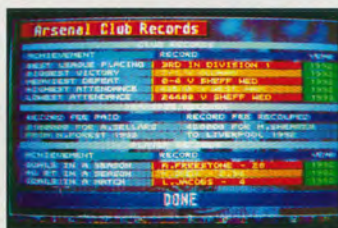
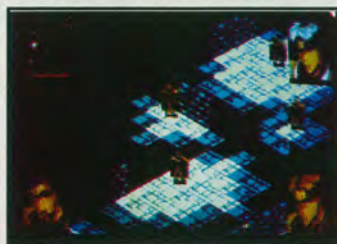
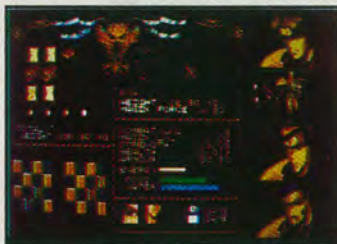
In the land called Eolia, the winds are all important, they control everything from troop movements to

goods transport. Whoever controls the winds controls the land. It is up to you to maintain control of the winds, predict their changes and wrestle the land from the clutches of darkness. It gives you the chance to invent, develop and make fiscal decisions, seeming to combine the best bits of just about every God-Game there has been. Storm Master will be available in March at a price TBA, and reviewed next month.



WALK IN MY SHADOW

Domark are soon to release what they predictably call the "Role-Playing Sensation of the Year", Shadowlands. Arriving at a time when RPG's seem to be coming out the closet, the programmers Teque have included a new game system called Photoscape to complement the features now familiar to RPG aficionados. Ostensibly a lighting system which changes the graphics to realistically light the surroundings, it becomes more important as a number of the traps and puzzles are light triggered. Light and dark become increasingly important, as you use your supernatural powers to control the minds of others and exact vengeance for your untimely demise. Shadowlands seems to ooze atmosphere and claims to combine the best bits of RPG from a wide range of sources. Released next month look out for the review next issue.



IT'S A FUNNY OLD GAME

Domark are entering the fray with a football management simulation due for release in the coming months. Reported to include something like 1500 players, 650 other officials, scouts and coaches and eighty teams, it would appear to be a huge simulation that will have the footy management buffs drooling in their shell-suits.

The entire British league is represented, with a chance to enter European competition and worry about the effects of drug crazed travelling fans (maybe not). So detailed you just wouldn't believe. Championship Manager will be released around March at £24.99.



TREGUARD'S CHALLENGE

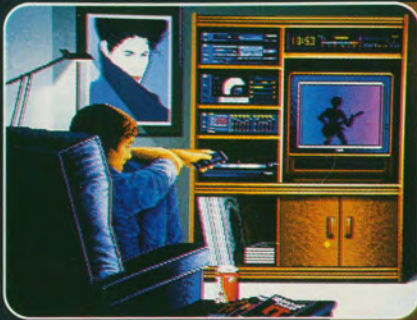
If the review of Mindscape's superb Nightmare has whetted your appetite for TV stardom in the television series, then read on and you might just be in for your 15 minutes of fame

Anglia TV are soon to record the sixth series of this challenging show and are looking for contestants. If you will be under sixteen and over eleven on August 1st 1992 and can gather together three friends who also qualify then send an SAE to this address and you could take part:

Nightmare,
Broadsword TV
Anglia House
Norwich NR1 3JG

Ultima VI

The False Prophet



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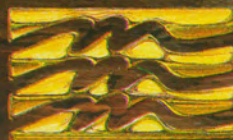


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MINDSCAPE

HARD DRIVIN' SEQUEL

In a flurry of pre-summer activity the third of Domark's full-price titles is to be the conversion of the official arcade sequel to Hard Drivin': Race Drivin' one of the most successful arcade units of its time. Last year Domark stuck out Hard Drivin' 2, the same game as the original but with a track editor, now they have the official version.

Stated to include four different tracks, the original Stunt and Speed plus The Super Stunt track, which

includes the Corkscrew Loop and the Jump Loop (a gap in the apex), and the Auto cross track, the bumpiest piece of off-road racing that you are likely to see. Another new feature is Buddy racing, if you can't take advantage the option to link to machines you can run a race, record the time, and then your friend can run a race against the Phantom Photon who will run his race in exactly the same way as you did. Available sometime this spring at £24.99.



UP-FRONT ACTION

That paragon of the british press, The Daily Sport has linked up with some dodgy Danish software developers to release the Daily Sport Cover Girl Strip Poker. Featuring the up-front talents of such "glamour" luminaries as Maria Whittaker, the basic object is to play your cards close to your chest in a hope of seeing hers. Sexist? Yes. Tacky? Yes. Typically British and repressed? Yes. Don't you just love it?

Daily Sport Covergirl Strip Poker will be released, for the incurable (well sick anyway) romantic, on Valentine's Day at £25.99.

NEWS

IF I WAS RICH MAN...

The company behind Impressions, well known for strategy product, have launched a new label, IF... Standing for Interactive Fantasyfiction (yes I know it should be IFF but who's counting?) it aims to bring graphically classy completely icon driven adventures to the ST user. The first will be Crime City in which you must try and clear you private investigator father of murder.

You'll have to make phone calls, read your mail and do the odd bit of computer hacking in order to clear your dad's name, and you won't have to type a single instruction.

The next up will be The Hand of St James which lifts it's plot shamelessly from the successful Sean Connery film which itself was based upon Italian Umberto Eco's best-selling novel and semiotic (look it up) masterpiece:

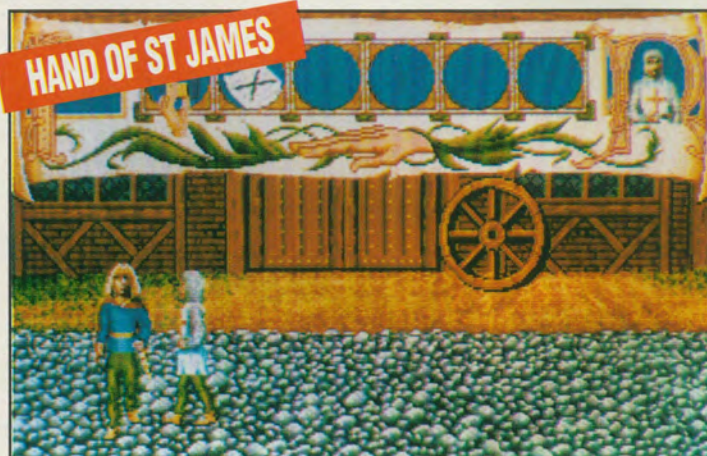
The Name of the Rose. You are called in by the abbot of a monastery to track down the killer of one of the monks and who has stolen the ancient relic the Hand of St James. With loads of locations to explore coupled with the point and click interface it looks set to have a wider appeal than the strategy products from Impressions.

NICE BEAVER

Grandslam have wandered into politically and ethically unsound territory by announcing the forthcoming release of a game going by the name of... Beavers.

Foxes have kidnapped Jethro's favorite Beaver, his girlfriend. To save his woman and his forest credibility he must get her back, at any cost. Jethro can use his tail to round-house his foes, to knock down trees and as a helicopter blade to fly along and drop acorns on his opponents as he gnaws his way through four levels of furry platform action in search of his gal.

Watch out for the innuendo strewn review shortly with the game being released rather aptly, this spring at £25.99.



A320

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OH JOY! MORE STICKS

Logic 3, manufacturers of hand held joysticks like the Sting Ray, are following up the launch of their new mouse (see below) with the launch of three new desktop joysticks.

From left to right they are the Alpha Ray (£11.99), Sigma Ray (£13.99) and the Gamma Ray (£22.99). All of them are fully microswitched, but their features reflect the prices, with the Alpha Ray having buttons just on the handle to the Gamma Ray including a timer and a countdown clock.



GLIDE RULE

French software company Loriciel are about to release a very strange simulation, called Paragliding of all things. Naturally enough it is based on hanging underneath a parachute and gliding it across all sorts of different terrains, making use of thermals, updrafts, and air currents to make your way across a horizontally

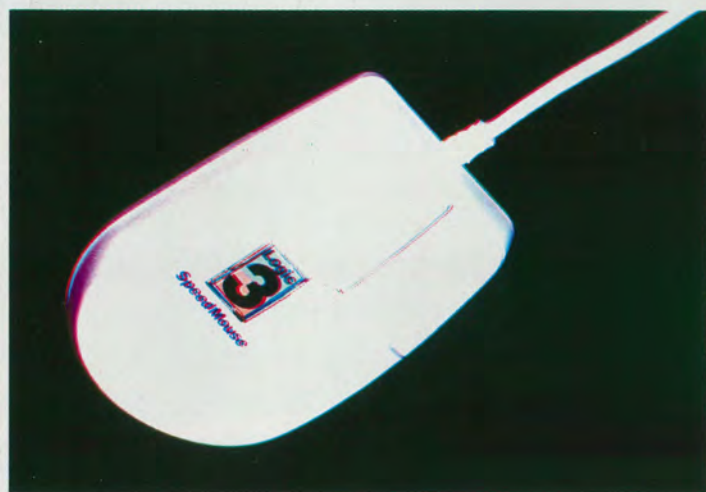
scrolling terrain. It claims that it will reproduce most of the natural wind conditions that occur in real life, forcing the pilot to use all his skill and intelligence to make his way around with out crashing ignominiously to the ground.

Released in late March, watch for the review next issue.



FISH SPAWNS MOUSE

Well sort of. The makers of the successful "alternative" joystick the Sting Ray, Logic 3, have announced the launch of a new mouse, the Speed Mouse. Switchable between ST and Amiga, so your mates with Amiga's can nick it, Logic 3 claim it is ideal for gamers. Well they would wouldn't they? Available from your local retailer at £17.99



SLAM DUNK

Not only do Grand Slam have Beavers (see earlier) they are also coming out with two big name sports licenses this summer, Liverpool FC, and Nick Faldo's Golf. We have yet to see screenshots on either of them but the football promises to utilise a new viewpoint never used before on

a soccer game, and include the league FA Cup and European competitions. Nick Faldo's Golf will include a modem link and a training section based on our Nick's successful training videos.

Released between May and June at a price to be announced.



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OFF THE CUFF

Poor old Cuff! Lately, things have got a little too hectic for our feline friend and he is, at present, residing in a convalescent home for the mentally strained. However, he did battle against the odds to bring you the latest news from Atari.



LOXLEY AND THE LYNX

Atari are currently in the process of announcing, and releasing, some seriously major titles that are going to grab the whole gaming world by the short and curls. Included in the big name bonanza is a stonking version of Psygnosis' mega classic, Lemmings, and the coin-op smash, Toki.

In order to promote the flurry of new releases, Atari have secured a major ad campaign with the gargantuan entertainment company, Warner Video. Warner's latest, Robin Hood; Prince Of Thieves, became the top grossing film of 1991 and its release on home video and sell-through will no doubt cause a huge stir.

Not only does the video come complete with 'that song' from Bryan Addams but, much to Atari's delight, it also features a three minute Lynx promotion before the main film and an exclusive viewer competition with 50 Lynx machines up for grabs. Taking into account how many people are likely to see Robin Hood on video in this month alone, I think we can safely say that Atari and the Lynx have definitely found the key to success.

YEAR OF THE LYNX

The Lynx, voted European Console Of The Year, is selling incredibly well and is more than keeping up with the Sega Game Gear and the Nintendo Game Boy sales. Over 150,000 gamers in the UK own a Lynx machine but Atari have their sights set even higher. As Darryl Still of Atari says, "We plan to quadruple that number this year!" After viewing some of the latest titles, they may just achieve their aims.

The Lynx release list for 1992 is soft, strong and incredibly long! Among the titles due for launch in the first quarter of '92 is Dirty Larry Renegade Cop, an all action beat 'em-up with huge sprites and non-stop gameplay, Geo Duel, a playable futuristic grid cart and an amazing ice-hockey game stunningly titled Hockey! Other titles include Pit Fighter, NFL Football, Basketbrawl, Vindicators, Battlezone 2000, Hydra and Crazy Ace. Phew!

But things don't just stop there. The remainder of 1992 is going to be exciting with more block-buster titles such as Shadow Of The Beast, Eye Of The Beholder, Switchblade II and Daemonsgate, along with many many more. How can you contain your excitement?

So, for your enjoyment, Cuff is going to brave the British Rail train system and visit the Atari offices for next month's issue (if he's feeling any better, that is), so keep your eyes firmly glued to these pages and see how the new carts live up to Cuff's high standards.



GEO DUEL



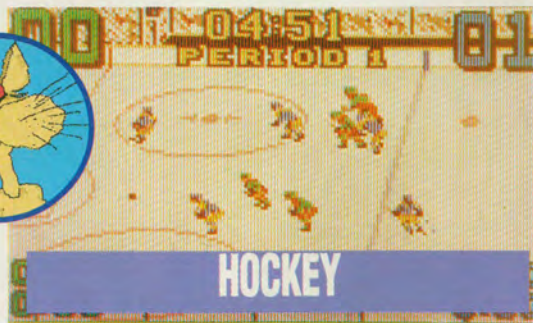
DIRTY HARRY



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HOCKEY

TOP 10 LYNX SELLERS – Supplied by Game.

- | | |
|--------------------|--------------------------|
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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?"

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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...?



MINDSCAPE



Available for Amiga & Atari ST



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Play Mindscape's TV spin-off and have yourself a real Knightmare



A good all round selection for you this month. RPG, platform, arcade and serious – whatever you're into there's something to keep you amused. And to top that there's a couple of compos for you to enter as well. What more can you ask for?

KNIGHTMARE

Whether you're a fan of the TV series of just mad about Dungeon Master clones Knightmare is a must. Playing this top ranking Exclusive demo is sheer unadulterated enjoyment and if you're good enough you might stand a chance of winning a copy of the complete game. Either way you're in for a treat.

WOLFCHILD

Core strike again with yet another superb action packed game. Taking on the role of Jason, a young man with the unusual and unhygienic capability of transforming himself into a wolf, you must take on the many and varied evil mutants that stand between you and your kidnapped father. Use your all skills as a human and also as a wolf wisely if you wish to survive. But please get yourself a haircut.

VOLFIED

Cloned from the addictive classic Styx, but with all the all of the modern extras available on today's games. Try your hand at Volfied. Taken from one of the later levels of the game this demo is quite taxing, but if you practice enough and do well you, yet again, stand a chance of winning the game itself. So get playing!

POKER DICE

Picked carefully from the PD library of Goodman Enterprises Poker Dice will satisfy those people among you who need to sit back and takes things a little easier. This is a game that can be played by up to five people at once, so invite your pals around and fleece them. Poker Dice is a brilliant little game that's simplicity makes it a totally addictive addition to your ever-increasing (thanks to us) collection.

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.

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DISK

1



DUNGEONEERING GALORE

Role playing has reached numerous media over the years. Books, board games computers and even television. Nightmare has been popular since the day that it was run on ITV and it has already reached the home computers via Activision about two years ago but unfortunately they didn't do a very good job of it.

So to put things straight Tony Crowther (well known and respected by most veteran 8-bit owners) has stepped in and programmed a new version of the game for Mindscape, and pretty bloody good it is to.



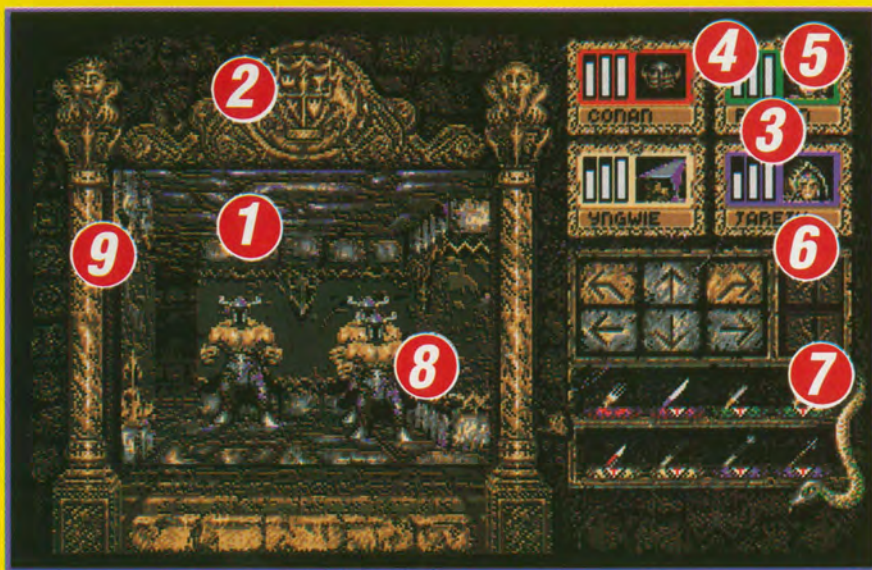
I LIKE IT AND I'LL WIN IT

If the demo alone wasn't juicy enough for you then get a load of this. If and when you happen to get to the end of this mega demo you will be able to find a special code word and an address to send it to. The first few people (about ten I think) will win free copies of the actual game (gasp!). So get stuck in and you never know you might be one of the extra lucky few.



Knightmare

- 1) This is where it all happens! The main view screen will show you what monsters are hanging around for you to bash and if there's stacks of treasure to collect – so don't ignore it.
- 2) The oracle is quite a handy item. At some points it will give you clues on what to do ahead, or if you place an object on it you will be told what it is and how much it weighs.
- 3) This is the stuff that you want to look after – your hit points. The lower this gets the closer to death you become so use the magic available to keep yourself alive.
- 4) Stamina is the next important thing after hit points. When this bar runs out your hit points will start to deplete fairly rapidly as you move around. So don't forget to eat and sleep regularly.
- 5) Mana is the source of all magic, and without it you're not going to be doing any Paul Daniels impressions. The more mana you have the more spells you can cast before you have to rest.
- 6) Putting one foot in front of the other; these icons make you move around the dungeon. However, you can use the keys on the numeric keypad if you wish.
- 7) Have at you. Weapons are what you need to keep those gruesome monsters at bay. But your hands can hold all sorts of things and using the left or right hand mouse button will work them.
- 8) Aaaargh! It's those monsters again. Oh well if they mess with you there'll be in for a good kicking – I hope!
- 9) Clicking on this icon with either the left or right mouse button displays all four characters' objects or statistics. Useful for swapping items around.
- 10) If you don't like the colours, change 'em. The preferences will let you do lots of amusing things, but personally I don't use them.
- 11) Off to bye byes. Everyone needs to sleep and it heals your wounds and the mana will return a lot quicker. Be ready for those monsters though.
- 12) If you have to rush off for tea or drive to work (same difference really) then the disk icon allows you to save your present position in the game.





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**DISK
1**



Poker Dice



the dice you want to hold and hopefully in the end you will have a hand that will beat your opponents, but be warned the competition is stiff.

The winning hands in Poker Dice are almost identical to normal Poker but the main difference is that you can have five of a kind as opposed to the maximum of four of a kind in Poker. Check out the annotated screen shot to see what the best hands to look out for are, but remember that the higher the hand the less likely you are to get it.

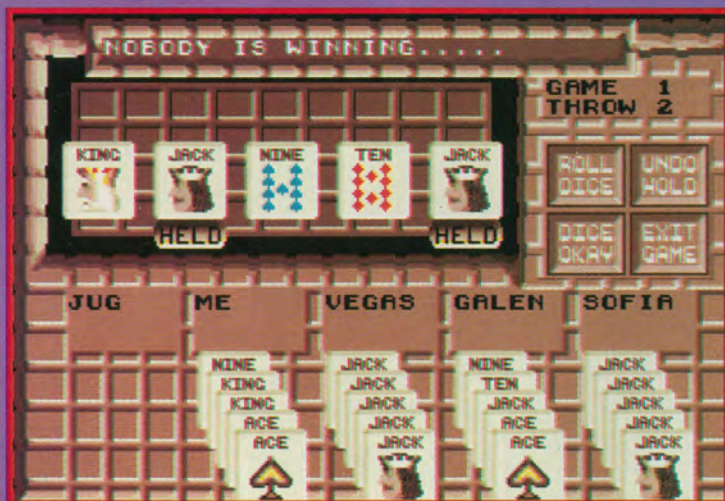
If two people happen to have the same hand, like a pair for example, then the person with the highest symbols wins. The order of the symbols is nine, ten, Jack, Queen, King, Ace.

If both people have the same symbols as well then the one with the highest card after that wins. You'll soon find out that there is very seldom a draw.

Every one enjoys having a little gamble every now and then but the only problem is losing the money. So, instead of popping over to Vegas you can now go mad with your money in your own home and not worry about losing a penny.

DIE HARD

Playing Poker Dice couldn't be any simpler really. All you have to do is roll the dice by clicking on the roll dice icon and then choose the dice you want to keep by clicking on them (a hold marker will indicate the dice that have been held). Roll the dice another two times still choosing



- 1: A High Card. If this is all you have got you are pretty much doomed.
- 2: A Pair. Fairly easy to get but you don't stand much chance of winning.
- 3: Two Pairs. This is more like it, you might just win this hand.
- 4: Three of a Kind. Just a bit harder to get than two pairs so worth more as a hand.
- 5: A Straight. A very risky hand to try for but worthwhile if you can pull it off.
- 6: Four of a Kind. Only one more than three of a kind but damn hard to get.
- 7: A Full House. A pair and a prile (three of a kind) not much can top this.
- 8: Five of a Kind. What more can you say. it's the best.

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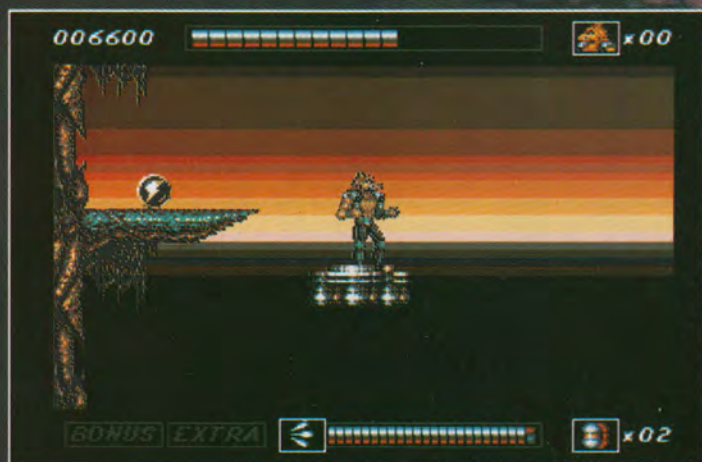
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**DISK
2**



Wolfchild



Saul's father was renowned for his experiments throughout the world. He always took on the toughest assignments, and didn't stop until he had completed the task at hand. So he was the obvious choice when a scientist was needed to run a project on gene splicing.

For months Saul's father and his team worked at their secret government lab, and they were soon making headway with the project solving any problems that arose. Little did they know that there were other sources who were following their progress with interest!

Then came the fateful night. They were all working late at the lab just putting the finishing touches to a certain part of the project. Suddenly the door caved in and a squad of about eight men burst into the room, fire exploding from the barrels of their guns. Most of the team were killed in the first few seconds, but even amongst all this carnage the squad managed to find Saul's father and take him captive - he was too important to kill and they would need his knowledge later.

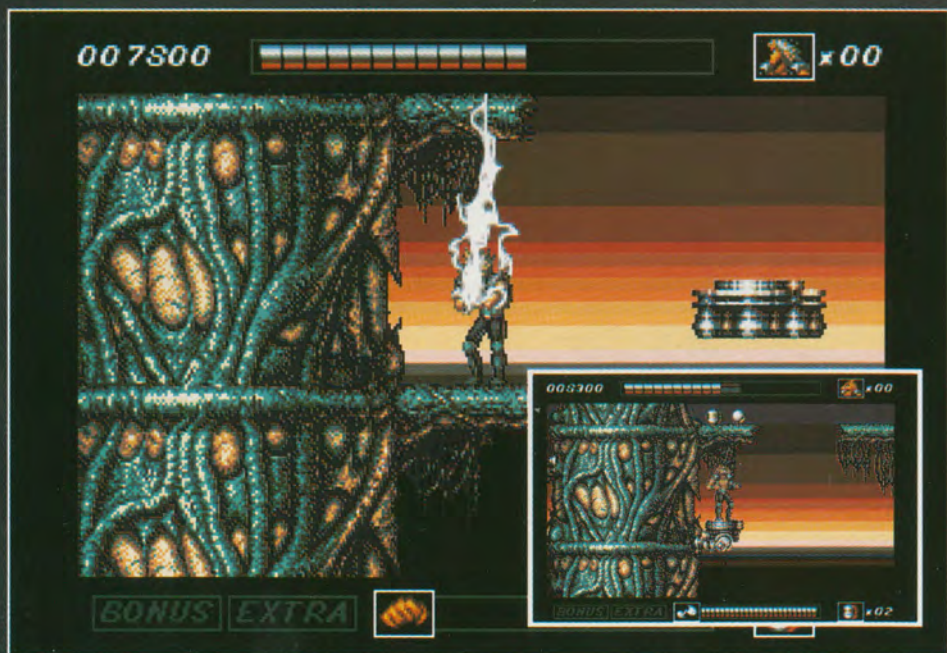
Later that night Saul arrived and saw things were wrong before he had even got through the front gate. Jumping from his car he raced into the building only to be confronted by the sight of the dead bodies of his father's team, and it only took seconds to work out that his father wasn't among them. It was obvious what had happened, but what could he do to help his father? Nothing - or at least not in his present form! Walking over to a piece of machinery in the corner of the room he stood with his back to it and strapped himself in. It was time to become the Wolfchild.

HOW TO PLAY THE GAME

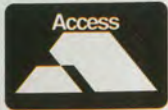
You control Saul as he desperately pursues his father and the people holding him captive. The joystick controls are standard with left and right sending Saul running in the respective direction, and up and down making him jump or crouch.

As you start the demo you will find that you are quite vulnerable with your fist being your only weapon (activated by the fire-button), and agility your only defence. However, by collecting several of the power-ups that are strewn throughout the level you can activate the transformation and turn yourself into the Wolfchild.

Although you will still only have your punch as a weapon, you can collect any of the extra weapon icons that can be found. Each weapon works slightly differently from the other and only practice will allow you to find out which ones are the best.



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DISK
2



Volfied

Another month, another version of one of the old arcade classics from yesteryear that so many of us spent hours playing. This time the game in question is the popular Styx, the game where you had to draw boxes in a play area until a certain percentage of it was covered.

Volfied is basically a version of that extremely addictive game, but with modern day extras included to spice up the gameplay. The monsters are much better and have a horde of weapons to use against you, but there are also a few extras that you can keep up your sleeve as well.



HOW TO PLAY THE DEMO BIGGER IS BETTER

The idea of Volfied is a pretty simple one. All you have to do is cover about 75% of the play area with boxes and that's it. However, this objective can be made a lot more interesting!

These boxes can be used as weapons to kill the smaller nasties that patrol the level. All you have to do is make sure that the box surrounds the nasty before you connect it to the rest of the filled in area. You can also use this technique to collect any extra bonuses that might appear.

Covering the 75% that you need is fairly easy, but the real challenge is trying to fill up about 90% and upwards. Things will become very confined, but as you fill more and more of the screen the major nasty will reduce in size until he's about the same size as your own ship.

But whatever you do remember not to hang around when your drawing a line, because if you pause at any point a spark will race along the line and destroy you.

COMPO TIME AGAIN!

Getting a high percentage of the screen covered is pretty hard in this demo but here's something to make it worthwhile. If any of you pro games players out there think that you've filled up as much of the screen as possible, take a piccy of the screen (so I can clearly see the percentage) and send it to me, the person that's done the best will receive a copy of the game. Any one who cheats will have Jason Dutton sent round to bore you to death with one of his mega dance routines. Unfortunately, we can't be held responsible if you die from laughing instead.

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RE RE-ENTRY
● NON MOVER
▲ CLIMBER
▼ FALLER

FULL PRICE CHART

Would you just look at all these new entries, 14 in total! Ocean have managed to secure the top two spots with WWF Wrestlemania and The Simpsons, while Gremlin have success with Lotus Turbo Challenge 2 leaping

straight into the No. 3 position. This new move about pushes Mirrorsoft's Mega-Lo-Mania off the No. 1 spot and down to No. 8. But Jimmy White's Whirlwind Snooker is staying its ground by managing to fend off most opposition and successfully holding on to a top five placing.

- | | | |
|----|----|----------------------------|
| 1 | 8 | BUBBLE BOBBLE |
| 2 | 5 | LOMBARD RAC RALLY |
| 3 | 4 | NEW ZEALAND STORY |
| 4 | NE | CHASE HQ |
| 5 | 3 | DRAGON NINJA |
| 6 | 10 | FANTASY WORLD DIZZY |
| 7 | 1 | SHADOW OF THE BEAST |
| 8 | NE | STUNT CAR RACER |
| 9 | NE | DOUBLE DRAGON II |
| 10 | 6 | WACKY RACES |
| 11 | 2 | TV SPORTS FOOTBALL |
| 12 | 15 | SCOOBY DOO AND SCRAPPY DOO |
| 13 | RE | CABAL |
| 14 | 9 | STEVE DAVIS WORLD SNOOKER |
| 15 | 7 | TURRICAN |
| 16 | 17 | ALTERED BEAST |
| 17 | 12 | RETURN TO EUROPE |
| 18 | NE | GHOSTBUSTERS 2 |
| 19 | NE | SOCCER MATCH |
| 20 | RE | PRO BOXING |

BUDGET PRICE CHART

Not content with hogging the top spots in the full-price chart, Ocean have also managed to achieve No.1 status in the budget chart this month. Bubble Bobble zooms up seven places knocking Psygnosis' Shadow Of The Beast off the

top spot where it reigned for all of two months!

We see a couple of re-entries this month in the form of Cabal and Pro-Boxing.

TV Sports Football drops nine from No. 2 to No. 11 and is the most drastic mover this month, but there are no spectacular climbers!

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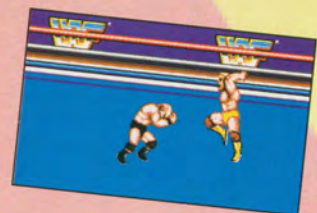
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...FAILURE?

So you all went out over Christmas and spent your granny's pension money on a succession of brilliant, average and down right crap games (but they were probably based on something big). But how did the oh so brilliant programmers of these games start their careers on the ST, did they begin as complete no-hopers and gradually get to where they are today through hard graft, or are they smug so-and-sos that produced a brilliant game at first without consideration for the rest of us mortals? Read the ST Action Ultimate Guide...

PROGRAMMER(S)	LATEST SUCCESS	COMMENT
DID	ROBOCOP 3 (Ocean)	<i>Fine example of the use of vectors and an attempt by Ocean to do something creative with a licence.</i>
Jer O'Carroll, Ged Keaveny	HEIMDALL (Core Design)	<i>Graphically stunning enhancement of the roleplaying genre that successfully crosses over into the arcade players market.</i>
Chris Sorrel, Steve Bak	ROBOCOD (Millennium)	<i>A fine combination of Chris' inspired game design and Steve's long years of experience with the ST showed just what the graphics could be like on the ST, even if it does end up being played on a screen just marginally larger than a postage stamp to do it. Brilliant, even more so if it had been supplied with a screen magnifier.</i>
Dave Jones	OH NO! MORE LEMMINGS (PSYGNOSIS)	<i>These data disks give me a chance to wax lyrical about the most original game of last year. An absolute stonker, a blinder, a bloody marvel of modern programming and design.</i>
Mark Mason	WWF (Ocean)	<i>Huge licence, Christmas number one, still selling veritable bucketloads and I really didn't like it. Uninspired game-play characterises this piece of programming that relies too heavily on the name and doesn't try to do anything new with the tired one on one fighting formula. Still, they didn't really have to.</i>
Archer Maclean	JIMMY WHITE'S SNOOKER (VIRGIN)	<i>Highly acclaimed snooker simulation that said it was the first where it was possible to get a full 147 break, though Jimmy White is on record as saying he can only get nineteen, still what does he know? The sheer playability and the odd little touch here and there (snooker balls pulling faces if you take too long) make it a must-buy for anyone with a granny to mug.</i>
Shaun Southern	LOTUS TURBO CHALLENGE II (GREMLIN)	<i>With the smoothest road-routines in the business, Shaun didn't stand a chance of failing to produce a top-selling racing game. Felt by some to be a little to easy to complete it still stands as a testament to some of the finest machine-code on the ST.</i>

FAME? FORTUNE?

FIRST ATTEMPT

F-29 Retaliator (Ocean, 1990)

COMMENT

Reportedly bugged to hell even after a marathon 72 hour non-stop playtesting session, but the 3-D routines were fairly impressive for a first effort. You just can't get the playtesters these days, can you? The problem is they become Deputy Editors on mags like ST Action (fact!).

VERDICT

Not a bad start but a naivety about how much hassle programming a full game would be.



Apart from Jer doing graphics on Gremlin's re-scheduled Li'l Devil (or whatever the bloody things called), neither of them have ever had anything released before.

Clearly geniuses!

Clearly far too bloody smug for their own good. If they know what's good for them they'll get down off their high horses and write a couple of crap ones before getting back on form. Either that or they'll join the bitmaps.



(Chris) Yolanda (Logotron, 1990)

Chris reckons you either love Yolanda or you hate it. I have yet to find anybody who loves it. This Esoteric platform game had you trying to complete the tasks of Hercules, or something. Technically OK, but the most frustrating gameplay ever.

They've combined their individual talent to come up with one of the great ST programming double acts of the early 90's. They should come up with a lot more.



(Steve) Goldrunner (Firebird 1988)

This is the first game that brought Steve to the public's attention. Simple graphics and addictive gameplay made this a success for the veteran programmer. By the book programming techniques mean that this is one of the few early ST games to work on the latest TT.

Blood Money (Psygnosis, 1989)

For a long time held up as the best shoot-em-up on the Amiga Dave's home grown effort was snapped up by Psygnosis when they saw it at the '89 PC show. Its reward system, some aliens give coins to buy power ups at various shops, has never since been improved on. It went on to sell loads.

Don't you just hate him, some people have got no shame have they? From one success to another, Dave's career has gone from strength to strength. Ripe for a real duffer this year, especially if the Lemmings get too much for him.



Netherworld (HEWSON 1989)

One of those immensely simple but very playable games that made Hewson their name. An eight way shoot-em-up that feature a little spaceship trying to wreck a landscape in a strangely Boulderdash kind of way. Not bad but widely debunked as too hard.

A competent programmer, who'll always be around to knock up the odd bit of quality code, even if the game design isn't too hot.



IK+ (Activision 1988)

Still regarded as the best beat-em-up ever, this game is currently enjoying something of a renaissance on the Hit Squad budget label. It included more secret keypresses than an episode of The Man From U.N.C.L.E. and if you were really clever you could get the character to drop their trousers. If you don't own it then rush down to your retailer NOW!

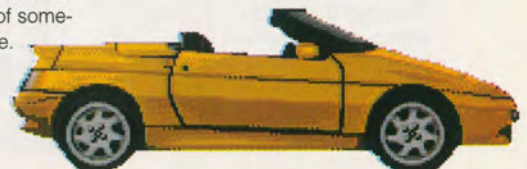
Archer's ST career could hardly be described as prolific, two games in three years, but bloody hell what a pair of stonkers! You can't begrudge a bloke his talent if he works so damn hard, much as I'd like to. His Pool simulation, due later this year should be a real winner.



Up until the original Lotus he hadn't been near an ST wimping out on the conversions of previous projects like Supercars. So Lotus was the first one but it doesn't really count.

He has apparently written some 80+ games (!) having started his career on the staff of Mastertronic back in the good old 8-bit days of the Vic 20 and C64. So with such a vast amount of experience under his belt probably knows how to code a game quickly and professionally better than anybody else.

Hard graft has put him where he is today, you can't begrudge him that, even if it was at the sacrifice of something vaguely resembling a life.





Some Things You Should Know...

Some of our competitors have been a little bit naughty over the last few months and we felt it was time that you, *The Punter*, knew the truth. Most games these days are developed on the Amiga first, then converted to the ST. Some games won't be converted at all. This can lead to some deception from our competitors. Having just taken over as Editor I felt that it was about time you were told what really went on.

ST Format:

This magazine is no longer as games-orientated as it used to be and is now taking the view that it can only review finished versions of games. This means that its reviews will generally appear after the game is released, but if you are willing to wait then fair enough. However with certain key examples, notably *Populous II*, they are willing to compromise these principles and review a preview version in an attempt to beat their

competitors. Can you trust a mag that seems to deceive its readers like this?

The One for ST Games:

You may have noticed already that *The One for ST Games* is almost a direct copy of *The One for Amiga Games*. What they claim to be reviews of ST Games will (because most games are developed on the Amiga first) be reviews of Amiga games in 90% of cases. Alleged ST reviews with Amiga screenshots and comments based on the Amiga version. In the majority of cases they won't have even seen the ST version. This policy has backfired on numerous occasions, particularly with their *Robocod* and *First Samurai* reviews, which had dramatic graphical changes between versions, something that *The One for ST Games* failed to notice when it printed screenshots. Mind you it seems that people are starting to notice how much better *ST Action* is, we

are selling nearly 50% more than *The One for ST Games*. *ST Action* only ever writes reviews based on reviewable ST versions. We may appear to be later with reviews than *The One for ST Games*, but only because we wait for the ST versions.

Zero, Ace, C&VG, Games-X:

These mags are what are known as Multi-Formats, they review games for a wide variety of machines. Again because Amiga versions will generally be reviewable first, the Multi-Formats will review and take screenshots from this version, cobbling together a comment and a mark to make it look as though they have seen the ST version. In most cases they won't have seen a reviewable ST version. Wouldn't you rather read a review of the ST version in *ST Action*?

Atari St User:

The only other ST mag with a hint of integrity when it comes to games.

Their only problem is the fact that their games section is a little bit small, a service to the serious user interested in games. Yes, you may see a review elsewhere before you see the review in *ST Action* but at least you know that when you read it here it is likely to be the first time you'll read an honest appraisal of a reviewable ST version, not some approximation based on the Amiga version. Another advantage that *ST Action* has, is its use of expensive hi-tech equipment to bring you the best quality screenshots. We use digital equipment not photography which means we can pixel-perfect join shots to give a detailed look at the mechanics of a whole level in what we call a *Digi-Scape* sequence. *ST Action* is the only place that serious ST Games players can turn to for informative and trustworthy reviews, up to the minute news, exclusive previews, fascinating features and massive competitions. Nowhere else do you get such a good deal. *ST Action*. You'd be just plain daft to believe anything else.

Julian





Space Gun

O C E A N



The hostages must be saved in order for you to successfully complete this level.



Two high-powered guns appear from nowhere and proceed to fire a ferocious volley of bullets at you.



The hostage tries to sneak past the alien as it attempts to separate your head from your body.



The year is 2039 AD and due to his ever increasing lust for knowledge, man has begun exploratory missions into deep space to try and find the solutions to many unanswered questions. Technologically advanced spaceships have attempted to undertake these perilous journeys and most of them have returned empty handed, some of them never came back at all!

It is from one of these stranded vessels that you have received an emergency transmission asking for help. After a routine mapping mission, a freighter was unexpectedly attacked and, after having its shields rendered completely useless by enemy bombardment, boarded and ransacked.

The enemy creatures swiftly scoured the various corridors of the now immobile vessel and secured all the exits and any possible means of escape. The once content crew and passengers now have new duties, they are hostages. The aliens

now have complete control of the ship, the weapon systems and the engine room. What their immediate plans are nobody knows but one thing is for certain, they mustn't be allowed any more time to think about them.

In a one or two player game set over seven levels of scrolling corridors and planet landscapes, you must battle your way through the increasing hordes of enemy life forms, rescuing the hostages and clearing the corridors. Occasionally, you will have to confront and defeat an extra mean alien if you are to progress to the next level.

ARMED AND DANGEROUS

You are armed with the latest in space combat weaponry. Displayed as a small mouse or joystick controlled cursor, you start off with a single repeat firing pulse rifle but, by collecting special pods, this can be replaced by anything from a flame-thrower to a freeze gun with a simple press of the Alternate key. The

weapons only have one shot per pod but the capsules do appear quite regularly. Continually pressing the fire button will cause your gun to lose some power and if it gets down to zero, your gun will be useless. The re-charge rate will increase if you don't use the gun for a short period of time.

A radar display takes up some of the space at the bottom of the screen. This will flash occasionally, indicating the imminent approach of a hostile enemy. Next to this is a small gauge that informs you as to what special weapons you have managed to store up and which weapon is currently selected (shown

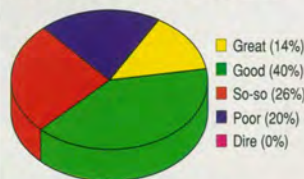
by a different cursor sight).

The top of the screen indicates the present score for any players taking part, the time they have left to complete the current part of the ship complex and the number of hostages remaining in that section. The hostages will be blank if they have not yet been found, white if they have been rescued and crossed out if they have been savagely killed by you.

After quite a while, you will come face to face with the alien's leader who must be destroyed using all of your skill and determination. Good luck and may the force be with you! (Groan!) **Jason**



PUNTER-POWER™



GAME: SPACE GUN
PRICE: £25.99

RATING=81%

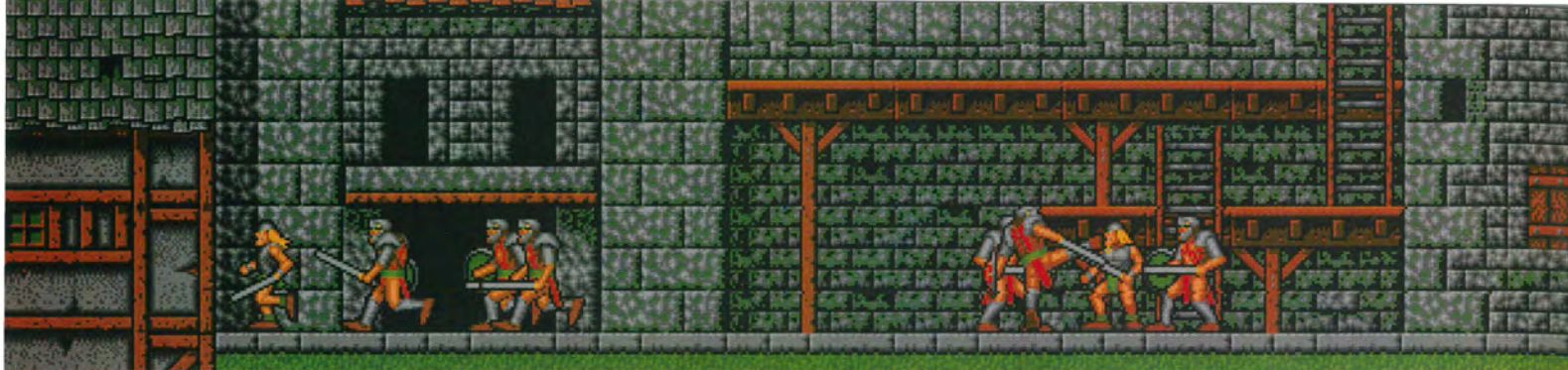
There have been quite a few games of this type to appear on the market, the most notable being Operation Wolf and its successor Operation Thunderbolt. Space Gun contains all the fast action and clear graphics of its arcade counterpart and plays almost as fast. The extra weapons add to the excitement and it will be quite a while before you manage to complete this one. A good shoot'em-up that will definitely appeal to 'blaster' fans everywhere.

GAMEPLAY:

SOUND:

GRAPHICS:





Barbarian II

P S Y G N O S I S



Most of you will easily associate the word barbarian with mythical worlds of wizards, warlocks and well built women. Our story revolves around the somewhat misguided adventures of a certain loinclothed legend called Hegor. Now then, besides the obvious neanderthal qualifications of bulging biceps and dodgy underwear, Hegor wasn't the most intelligent of mortal men. In fact, to be perfectly honest, he was as thick as a plank! And boy did he make it obvious!

1ST ACTION A1 RATED

So, after defeating the evil Necron and avenging his fathers death, it wasn't surprising that upon his return when he was offered the whole kingdom and a crown to boot, he swapped it all for money.

"But at least he invested it" I hear you say. Rubbish! He did what every other red-blooded male would have done, he popped down to the

local tavern and spent it all on women, more women and the odd keg of ale. And it was on one of these visits that he heard the following upsetting conversation....

"He definitely fell into the chasm, I tell ya. I saw the whites of his eyes as he fell screaming past me." said a young Goblin.

"Well, word has it that they found him at the bottom and took his battered, broken body to the Temple of the Dead." replied a slimy looking half breed.

"Maybe he was dead and they just left him there." said the overly optimistic youngster.

"Not a chance. The High Priests of the temple prayed to the gods throughout the night using their most powerful incantations. Things are looking pretty bad for the inhabitants of this town, especially when Necron finds the low-down, sneaky barbarian scum who knocked him off the ledge."



LEARNING PROCESS

With this shattering revelation, Hegor learned two things. One, that his easy life of women and wine was over and two, he shouldn't have

run away so quickly when Necron tripped over that loose vine. So, without further ado, Hegor set off to finish the job he started all those months ago.

Barbarian II is set over six



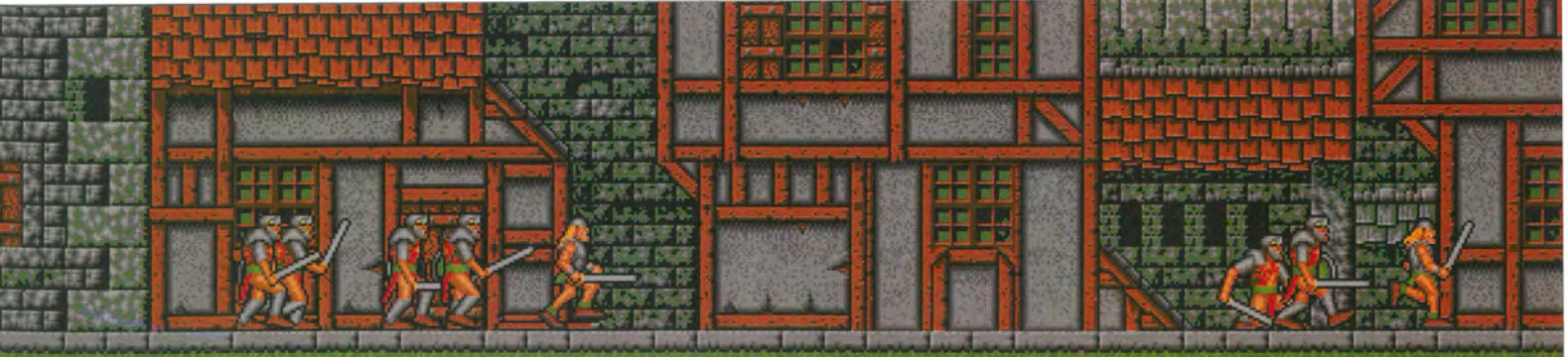
The Caves are full of nasty adversaries to test your skill and strength. The platforms will help you to find your way around and possibly avoid some of the more violent creatures.



The Village is a good place to arm yourself for the task ahead. All of the guards and some of the villagers carry impressive weapons that will make invaluable acquisitions.



The Castle is a difficult level to complete. Most of the doors cannot be opened unless you manage to pull a series of chains in the correct sequence. At this point a noise will tell you that the door is open.



Throughout the game, you will be attacked by all manner of dangerous and intelligent creatures. They all have their own set attack patterns so you will have to pay careful attention if you are to get past them unscathed. Some of your opponents will attack you with their bare hands but others will have various weapons at their disposal. They can be anything from flimsy whips to sturdy double-bladed axes.

Fortunately, not everything is against you. When you begin, you have a variety of moves available to you. The most useful being kicks or punches. After successfully defeating an armed adversary, you will be able to confiscate their weapon and add it to your own inventory to use whenever deemed necessary. You may only have three weapons in your possession at any time.

SINGLE LIFE

Your solitary life force is represented by an energy bar that sits next to the status panel. It goes down when you get hit by an enemy or fall foul to one of the many traps that litter the land. When it is fully depleted, your game is over and Hegor will fight no more! (How dramatic - Ed.) Your weapon strength is also shown as an energy bar. As you continue to use your weapon, it begins to wear thin and lose its strength. When the bar is reduced to nothing, the weapon will break into pieces and obviously be rendered useless.

Many useful items have been left carelessly lying around Necron's domain and, if you manage to collect them, you will be awarded special bonuses. The red vials of liquid will replenish your weapon power and the green bottles add to your energy bar. The bags of gold are an extremely valuable commodity and should be collected whenever possible.

Each level will be full of platforms, stairs and door-

ways that could lead straight to your doom. Most of the doors can only be opened with the aid of keys that are collected in a number of ways such as opening chests or defeating enemies. Some of the chests will also contain extra weapons or energy potions so it's always worth a sneaky peek.

HAPPY SHOPPER

In the village of Thelston, the third level, you could be lucky enough to find a shop or an inn. The shopkeeper will offer to sell you weapons and armour at a reasonable price and the inn can be entered where hot food, drinks and healing potions can be purchased. The inn is also a valuable source of information that could give you a few hints for success. Once you have left a shop or an inn, it will stay closed for about ten minutes (so you can't cheat).

As the playing area is so big, those thoughtful chappies at Psygnosis have included a save game option in the package. This can be used at any point during the game and allows you to save your present position accurately onto a blank disk. Loading is a simple process, merely press the 'L' key at the beginning of the game and it allows you to get straight back into the action.

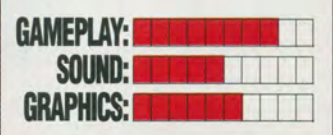
So there you have it. The good guy, the bad guy, the objective, a lot of mindless violence and the odd mention of women. What more could a reviewer ask for? **Jason**

PUNTER-POWER™



GAME: BARBARIAN II
PRICE: £25.99

There are loads of hack 'n' slash games available on the market but not many of them are up to the same standard as this latest offering from Psygnosis. The graphics are nice and colourful and the main sprite's animation is extremely humorous to watch especially when Hegor falls down the stairs and lands in a heap. He even steps back stunned when he gets hit by an opponent. The sound comprises of a catchy, atmospheric title tune and some gruesome in-game sound effects. The sound of the spikes ripping through your flesh makes your skin crawl. The playability is what sets this game apart from the rest. It's so easy to get into but even harder to get out of. An excellently addictive platform beat'em-up.



RATING=86%

Some of the doors in the village will give you access to various shops and inns scattered about the streets of Thelston. From here you can purchase health restoring drinks and increase your weapon power. Vital pieces of information can also be bought.





Getting some form of literature printed might be a good idea too. Where better to go than the home of ST Action – Europress publications. The attractive staff are as willing as ever to help.

Let's introduce you to two special reviewers whom ST Action fought off the competition to get...

"Alright Ron, what's that you're playing?"

"Mercenary III and my name's not Ron, it's Tim!"

"I know Ron. This being Mercenary III, would that make it the follow up to both Merce-

nary and Damocles?"

"It certainly would Mike."

"Ron",

"Whatever! Anyway, it's by that Paul Woakes bloke again, only this time he's improved upon his original ideas to include interactive characters with their own intelligence."

"I'm sure he has Ron but

we really have got to get this whole name thing sorted out. Look we're supposed to be ST Action's brand new reviewing management and you keep fluffing my soodo... soodo... other name."

"To be honest, I'm not sure about this whole Ron thing, I'm sure I've seen it on telly before. Something to do with a cat in a microwave, I mean do we really want to be associated with that kind of alternative humour?"

"Yes!"

"Listen I think you'd just better shut up about names and get on with this review or we're going to get fired before we start." (That's spot on lads - Ed!).

"Okay, okay if you insist, but our public aren't going to know who we are."

"Ah well, there's always next month I suppose. Let's do it, I'll start!"

CARRY ON RON

Having managed to avert the threat of Damocles in Mercenary II, the inhabitants of the solar system have resumed their peaceful lifestyle. You – the Mercenary who saved the system (can he be called Ron, Ron?) have been off the scene for quite a while but now that you're back you've noticed a few things you don't like and a few other serious changes have occurred as well.

For some reason you are most nervous about a rather sinister chap called PC Bil who seems to have risen to a prominent position within society. His ambition knows no bounds and you have a feeling that it'll be you who has to prevent things becoming dodgy. Anyway, there's to be an election and at the moment Bil is standing unopposed. It's obvious (to you at

While you're in the plane you can look all around you and take in the scenery until you arrive at your destination. While you're up there you'll be given the tour guide talk from the pilot.



least) what you must do. You have the wealth (from your mercenary gains) and the popularity to be to pull it off, so you'd better get your campaign in order and quick.

"Can I have a go now Ron?"

"You certainly can Ron, Crikey, you've got me at it now!"

It doesn't make any difference if you've played any of Paul Woakes' previous games although you'll have a head start as you'll be familiar with the concept already. For example, you'll already know that there is no way that your character can die in these games, so you really can do whatever you like. However, there are ways in which you can make the game impossi-



You can even look through the building's windows to see what's outside. Here at the airport you can see your return flight waiting.



- 1) This is where you'll receive all your text messages from other people in the game.
- 2) This gauge shows you the temperature of the planet you're currently on.
- 3) This panel shows you various information such as direction and current planet name.

- 4) This window shows you which item is currently in use by the Mercenary.
- 5) Your inventory, from here you can select any item and see how much cash you have.
- 6) The game clock is of great use when you want to catch that vital last bus!



All the buildings can be entered and the 3D graphics are Virtual Reality-esque. Entering a building is achieved by simply approaching the door, which will open automatically.



ble. For example losing the election in the first part of the game sees you having all your assets seized by PC Bil, thus rendering you useless and carrying on pointless.

BIG GAME

As long as you keep to the general plan of things and do things correctly you should continue to make steady progress in what is really a massive game. The trick is of course finding out what to do and where. If you get incredi-

bly stuck you could probably do with having a quick rummage through the box where you'll find a set of sealed solutions to help you out. Be warned though, the further into the game you are, the less helpful the hints become, but then their major purpose is to help you get well into the game before you get really lost, give up and chuck it onto that shelf where you'll never look for it again.

"It must be my turn now!"

"Oh go on then you great moaning tart!"

The game is played in the same style as the previous titles with the same kind of weird and wonderful 3D block graphics. You really can go wherever you want to in the solar system and aren't tied down to doing things in a set order. At the beginning of the game you will be given a taxi-card (which allows you to call taxis from anywhere - but I'll tell you now they aren't cheap!) as well as a bus pass which will let you travel around freely on the new public transport system.

Learning how to get about is one of the most important parts of the game and to help you, you are provided with a timetable and route map, again within the box.

By examining this, you can find out what number bus you have to catch to get to the destination you're headed for. You may find you have to make various connections to get to where you're headed. As well as the buses there are airports that provide transport to other islands and spaceports which will get you to other planets within the system. All at a heavy cost to your bank balance.



SOUND OFF

As mentioned before there is a quite a lot of character interaction involved now and there are plenty of people to meet who will pro-



vide you with invaluable information. These people all have animated faces which are drawn in the same weird style as the rest of the graphics. Sound is still pretty dodgy but if you can forgive this and maybe turn down the volume you should be able to enjoy yourself.

Controls couldn't be simpler, the joystick provides you with all the movements you'd expect and by using the cursor keys and numeric pad you can pick up and manipulate any object in the game as much as you want. Dead easy to do, no problems here!

"Well that's about it for this one Ron!"

"Hang on a minute we've got to compile the comment yet."

"You can do that, I'm off down the pub!" **Paul**

PUNTER-POWER™



GAME: MERCENARY 3
PRICE: £25.99

This is the kind of game that unfortunately gets relegated to the bottom of drawers and cupboards and that's a real pity. Persistence is the name of the game with Mercenary III. You may even find yourself opening the solution envelope to get you going. The graphics are still freaky but at the same time colourful and certainly not out of place. Sound is the only let down as the game contains enough gameplay to keep you at it for days. A fine addition to the Mercenary series and in turn to your collection. Not everybody's can of Coke as there's a lot of exploring to be done but worth a try even if you haven't seen the others in the series. Paul Woakes continues to amaze us and you never know, Mercenary 4 may now be on the cards!

GAMEPLAY:
SOUND:
GRAPHICS:

RATING=85%

Mercenary 3

N O V A G E N



These guys at the advertising agency are the people behind your drive to power. Without their help you can't expect to win a thing. As you might expect, their help costs money.



The airports allow you to travel between islands on the same planet. This is quite expensive but is the only way to get where you want all the time.



Some times you'll need the help of a spell or two to help you get past tricky situations.



By pressing on F1, F2 and F3 you can switch between the three characters that you have on the island.

Heimdall

C O R E

It's pretty hard when the God's are your bosses. They're always so fickle; do this, do that, get my weapons back from earth. What can you do? It may be a little dangerous they said, take five good men with you. It's getting the staff these days, there's no respect for anybody but the best. It was my mother Ingrid who got me into all of the local games, axe-throwing, pig chasing and brawling. I'd done really well, so everybody wanted to talk to me, it was during this time (when they'd all had a drop of ale or two, if you know what I mean!) that I recruited my crew!

They'd all been worried at first, mainly because they knew I was not normal. How many other young women went to bed at night with a mug of cocoa and woke up nine months pregnant. Not many I can tell you!

Also they weren't that happy when I told them what our quest was, but none could back out

because vikings and cowardice didn't really mix. All that stuff about Valhalla and Hades, you know!

We were all under no illusions that it would be easy. There were three different worlds out there we would have to search, Asgard, Midgard and Utgard. Somewhere, among all the island's we would find the weapons we were hunting: Odin's sword, Thor's hammer and Frey's spear. Without them, the good God's would have no chance in the forthcoming battle of Ragnarok, and they would be over-run, thus changing the world as we know it!

And so we began our voyage, apprehensive, yet excited. Having set sail several days ago we finally sighted land...

You begin the game (note the clever way I stepped out of character - Paul) with a text options menu that allows you to either play or skip the attribute sections of Heimdall. If you choose to miss this bit, you'll go



The gods were becoming bored with divine life...



..so they created man in their own image...



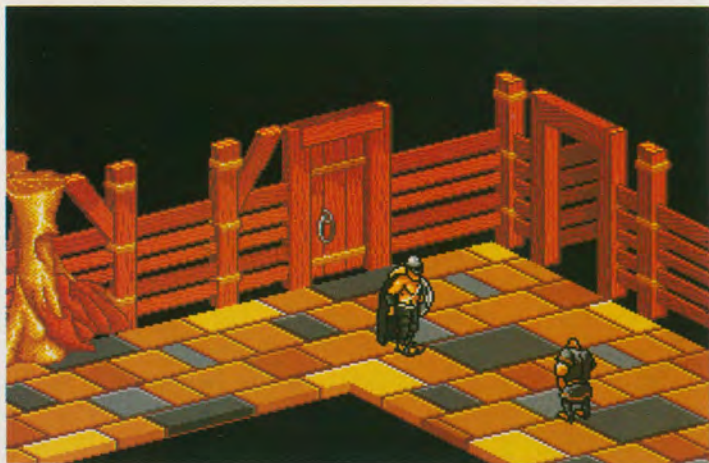
..next they made a place for them to live on...



VIKING VIOLENCE

1. Enemy health
2. Party health
3. Your enemy
4. Weapon choice
5. Cast Magic
6. Run like hell





You're nearly at the end of your quest on the first world, only two more to go and then your off!

straight into the game proper but you'll only be able to have an average party.

Choosing to have a go at the attribute section will give you three different tasks to complete - Axe Throwing, Pig Chasing and Boat Brawling. The Axe Throwing contest sees a poor young maiden nailed to a board by her pigtails. You have 10 axes to cut her hair with, watch your aim though.

Next up is Pig Chasing where you've got to, well chase a pig, a big pig. This has to be done within a limited time period. Finally there's the Boat Brawling where you have to board a longboat, steal the treasure and fight your way off it again.

The better you perform at these will determine how good your party can be. If you do exceptionally well you'll get the best of the 30 available crew members to choose from, if you perform badly, your final choice will be much more restricted.

All of the characters you can choose from are from different professions, for example, blacksmiths, warriors and magicians. Obviously they all have their own advantages and disadvantages. Once you've chosen five you can then set sail.

Here you are presented with the map screen, depicting what world you are in and whereabouts your boat is positioned. You can then choose which island you want to visit first by clicking on it. Your choice is limited to those nearby as you cannot sail too far in one journey as it is too dangerous.

The ship will then move across the map until it reaches its destination. Once you arrive you will be asked if you want to disembark or not. Selecting yes will take you to the 3D isometric view that the game is played in and from here you can wander around the rooms collecting vital objects for your task ahead.

While negotiating the islands you will come under threat from two main things. The first is living, fighting enemies of one sort or another, the second is from the various traps all over the place. Falling down too many pits isn't very healthy for Heimdall or his men and should really be avoided at all costs.

PUZZLE TIME

To help counter these problems there are certain spells that can be found lying around the place. Some have to have puzzles solved before you can reach them, others are found hidden in chests and so on.

Before a spell can be cast, the holder must have enough knowledge of Runelore to be able to translate it, if he hasn't all you will see on the scroll are the runes that make up the spell. If he has, the spell will be stored in that person's inventory for use at a later date.

Spells, fortunately are not the only form of attack open to you. You always have your trusty weapons with which you can indulge in the odd bout of fighting. By looking carefully around you should be able to pick up better ones as you go.

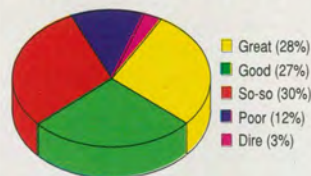
BLOODY LIFE

If you wander accidentally into the range of one of the other creatures inhabiting the island, chances are you'll have to fight them. The screen will change to show you your enemy in close up and his and your parties life force. This is shown by blood swishing around little vials.

This section of the game is mouse controlled and involves you clicking on the weapon you want and then on your enemy before he gets a shot in on you.

Whoever your assailant is, he's always more vulnerable at certain

PUNTER-POWER™



GAME: HEIMDALL
PRICE: £34.99

With a game of Heimdall's size and quality, we were a little worried that it may have problems running on an ST. Thankfully, this hasn't happened and Core have yet another winner on their hands here. With the possible exception of the fighting the game runs pretty smoothly and is certainly very playable. The major problem with Heimdall is that it will only run on STs with one meg of memory. This obviously puts it out of the range of a lot of people, but with upgrades so cheap these days, it may now be worth considering.



RATING=90%

points. A well timed shot will do more damage than just bludgeoning away at him.

The graphics are marvellous, cartoon-style sprites that come close to Dragon's Lair standards at times. It can be a little lengthy when you're trying to fight because of the big graphics, but not to the point of unplayability.

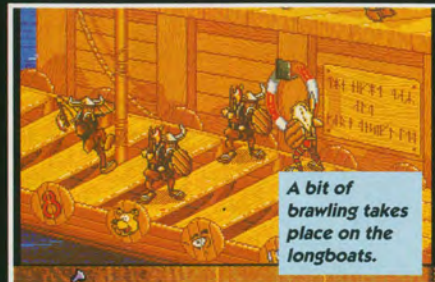
Sound is standard ST fare, not spectacular but it does the job. This is a huge game that'll challenge you for ages. **Paul**



This poor girlie may only be YTS, but it's not very fair!

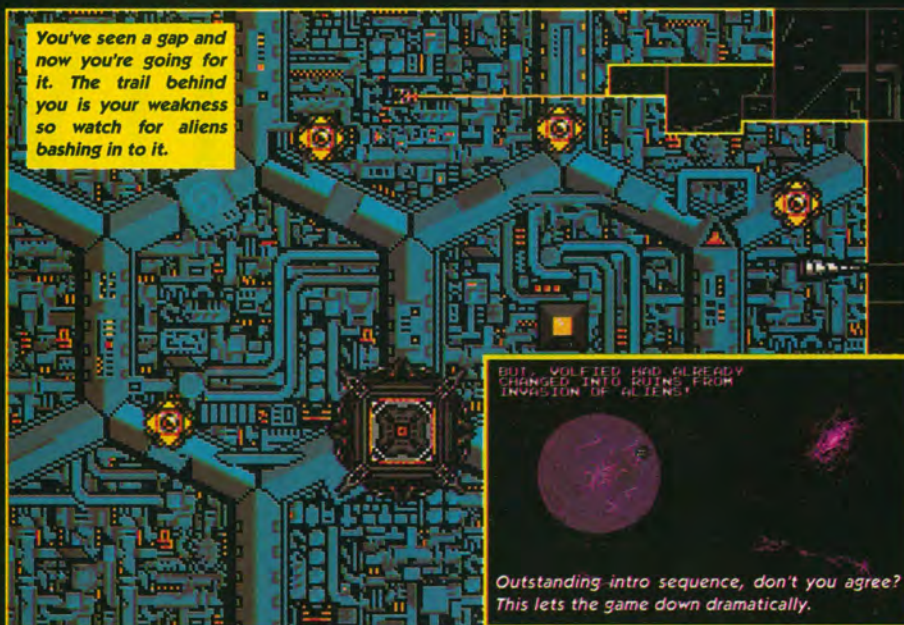


Pig Chasing is an event for true hard men to compete in.



A bit of brawling takes place on the longboats.

You've seen a gap and now you're going for it. The trail behind you is your weakness so watch for aliens bashing in to it.



BUT, VOLFIED HAD ALREADY CHANGED INTO RUINS FROM INVASION OF ALIENS!

Outstanding intro sequence, don't you agree? This lets the game down dramatically.

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SHIELD
736
ROUND
02

LIVES
02

15.9

The Sun slowly sank below the horizon as she seductively undressed herself from the restrictive clothing that she hated to wear. Checking that no one was sharing the secluded beach with her nakedness she lay down on the soft sand letting the cool water gently lap at her feet and....

Sorry chaps, I apologise. That was a cheap shot to grab your attention but at least it worked and for what it's worth, that was a much better storyline than the one found in Volfied itself. I think



With incredible skill (like this) you can capture all the pods in one go, get a time stop pod and go for the big one!

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SHIELD
363
ROUND
01

LIVES
03

38.1

Volfied

E M P I R E

I should write a book!

You, as always, are a fantastically brave hero, the bravest that there is or ever will be and you have to return to your beloved home planet in order to save the day from the customary intruding aliens. All this originality it's just too much!

Upon viewing the screenshots some of the older and more observant among you may notice the uncanny similarity this has to an ancient arcade game called Qix (pronounced Kix) that appeared way back in the days of the original Space Invaders.

Luckily (?- Ed.) for us, Empire and programmers ODE managed to acquire the licence for the excellent Taito coin-op and have succeeded in converting the game onto the 16-bit format.

STRATEGIC SIMPLICITY

The strategy behind the game is so incredibly simple even the office tortoise has mastered the game: You take control of a miniscule space craft (please note the exaggeration on 'miniscule') which you have to guide skillfully around the screen while trying to

capture as much of the level as possible. The big catch is that the aliens are going to try and stop you - they obviously got out the wrong side of bed this morning.

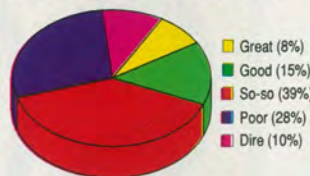
The grid's yellow perimeter is your 'safe base', from where the aliens are unable to reach you and you are permanently guarded by an ever decreasing shield. Pay attention to the shield indicator or you could be in trouble. However, in order to capture the screen you have to leave the perimeter and venture out into the void! This is where it gets a little complicated.

In order to block off areas of the grid you have to disengage your shield and instead, activate your amazing laser trail - by connecting the trail



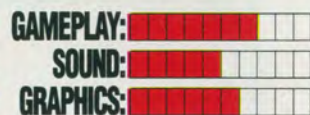
Uh oh! Just to spoil all your fun, we can reveal that the boss aliens fire back. One hit from their bombs and you're a gonna!

PUNTER-POWER™



GAME: VOLFIED
PRICE: £25.99

This was excellent in the arcades and luckily, is still as rivetting now that it has been converted on to 16-bit. The in-game graphics are as colourful and detailed as the arcade version was and the quality of the game can only be described as compulsive. The downfall of Volfied is the presentation. The layout and quality of the menu screens, introduction and in-game information, such as scores and shield level, is amateurish and not a little embarrassing when you consider the price. Fantastic if it was on a budget label though.



RATING=70%

with another part of the yellow perimeter you succeed in blocking off the screen bit by bit. Once you have gained 80% or over of the screen's surface area the big boss alien will spontaneously combust and you win!

You must be incredibly careful while roaming about the level vertically and horizontally because firstly, you have no shield and secondly the aliens can bash into your trail and send an explosive chain reaction towards your ship. Should this happen you will actually blow up! Ha Ha!

The programmers have appreciated the fact the some games players are going to have problems and for this very reason, they have included loads of bonus pods that will give you an extra leg-up (oo-er missus!). These include super speed, lasers and photon bombs. All of which make the game that little bit easier for you, now you just have to put them all to good use. What could be easier than that? *Allie*

FINAL BLOW, GREAT GRAPHICS BAD SHOW



After choosing the competition and your opponent, it's time to step into the ring and earn all that cash.



You deliver a couple of blinding blows to the head and send your opponent reeling back across the canvas.

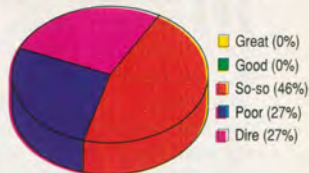


A couple more lightning shots to the body and he hits the deck in a crumpled heap of bruised skin and bone.



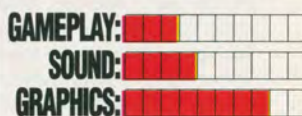
The referee counts your opponent out and holds your hand aloft. Huh, Tyson next and then the world!

PUNTER-POWER™



GAME: FINAL BLOW
PRICE: £25.99

Boxing games tend to be popular with the army of budding young Frank Bruno's out there in game-world. Unfortunately, this game falls extremely short of the mark due to the unimaginative and repetitive gameplay that is made apparent from the start. The nine boxers are all pretty easy to defeat and provide no lasting challenge to the average gamer. Don't get me wrong, the graphical content of Final Blow is very good with large and well detailed sprites that move and animate quite well, but graphics aren't everything are they? The sound is another let down that tends to be monotonous after a while and makes you wish the sound effects were a little better. Definitely one to try before you buy. "Know what I mean, Harry?"



RATING=48%

"What are your views on things Frank?" "Well Harry, I fink things are goin' really well for the young Dutton lad, he shows definite promise" (you've not seen him at work - Ed!)



will go on to the next round until you have defeated all the available opponents. A win is achieved by either knocking your opponent out cold or winning on points if both of you are still standing at the end of the match.

The league takes place over nine weeks and includes yourself and nine other ridiculously named boxers of varying skill. There are 10 matches each week (including your bout) and the winner is the one who accumulates the most points after the tenth week. The winner of a bout will get three points, the loser will receive nothing and a drawn bout results in the allocation of one point to each boxer.

PRESS UPS

The control method is quite simple to get the hang of. Pressing up or

move the joystick.

Your boxers strength is depicted as an energy bar that depletes when he is hit. If it gets reduced to zero, he will be declared knocked out and the bout will be over. If you manage to survive a round, your energy will go up a small amount due to your seconds skill and the little rest between rounds.

Each match takes place over three rounds, each one lasting for one minute (these times can be altered if you so desire). If there is

There are many sports that often raise an eyebrow by their rather dodgy rules or weird competitors but nothing strikes me as being as insane as boxing. I mean, this is a sport where two half-naked men prance about a ring beating each other senseless for huge quantities of cash! I would quite willingly get beaten to a pulp for half the money Mike Tyson made during the end of the last decade.



Storm have decided to convert an arcade version of the popular sport to the humble ST. Final Blow is a boxing game that is viewed from the side and can be played by one or two players. After selecting

how many of you are going to play, you must then decide whether to play in the league or the knockout competition. A demo mode is also available if you want to just sit back and watch the action.

The knockout game is a simple progression kind of compo. You start off by selecting the boxer you wish to control and the computer will then choose you a suitable opponent from the remaining pugilists. If you are successful in your first bout, you

down on the joystick without the fire button pressed will change your guard from head to body. Pressing fire will make your flat-nosed chap-pie throw a sharp combination of high shots or low shots depending on where his guard is and how you

no winner after the three rounds, the referee will decide who has won by counting up the number of times you scored direct hits on your opponent. If your count is higher, then you win the bout and proceed to collect the all important dosh.

Jason

Final Blow

STORM / SALES CURVE

Most of you will have heard of or played one of the excellent releases from Delphine; Operation Stealth, Cruise For A Corpse and Future Wars all received great reviews from the software media. Eric Chahi, the programmer behind Future Wars, is also the man responsible for US Gold's latest offering, Another World.

You take the role of a young, up and coming scientist who thrives on a challenge. While attempting to make a historical breakthrough in the field of nuclear acceleration, a fault in the power source causes an unexplainable overload in the equipment's circuitry. This catastrophic blast of pure power concentrates its energy directly on you and catapults you through time and space into another world (hence the title, I suppose!) of vicious alien creatures.

PARALLEL WORLD'S

After regaining consciousness, you realise that the world you now find yourself in is populated with technologically superior human forms who have no difficulty in finding and incarcerating you in a makeshift prison. Luckily, you manage to make friends with another inmate with whom you decide to escape with. You spend many hours devising the ultimate plan before summoning up enough courage to put it into operation. Fortunately, it works and you now find yourself outside the cage with only your alien friend for company and hundreds of guards out for your blood.

Controlling your character is via the joystick and the usual pause and resume keys. Pressing the joystick in a certain direction will cause the Prof to implement a prescribed response. This will be anything from walking in a specific direction to jumping over

a gaping chasm. Pressing the fire button will activate an aggressive unarmed combat move or fire your current weapon.

Many vicious alien scum guard the corridors and caves that you must negotiate to escape this hell-hole. They can usually be defeated with a few well aimed kicks and punches but you will occasionally get a pretty hard one. One of their most interesting attributes is the weapon they carry. Defeating them and adding their gun to your inventory will be a valuable acquisition as the game progresses.

The laser gun can perform three manoeuvres. The first one is the bog standard single shot of contained energy that can be used to destroy the guards. The second is a much more powerful version of the first, this time holding the fire button will create a bigger beam of energy that is capable of destroying complete walls as well as guards. The third is probably the most useful.

A shield can be used to halt the shots from the guards before they get to you and do any damage.

As well as the guards and the vicious little inhabitants of the caves,

you will also have to contend with the occasional natural disaster. They can range from something simple like deep pits and falling rocks to dangerous flowing water and spiked filled chasms. If that wasn't enough, you must also deal with the numerous high-tech security systems that have been installed to prevent any prisoners like you from escaping.

PERFECT PIXELS

The actual game has been divided up into various sections that must be completed in succession in order for you to finally escape. As you can see by the screenshots, the game is a horizontal scrolling affair with some absolutely stunning graphics and animation. Fortunately, a password system has been introduced that allows you to stop playing at certain points and resume whenever you feel the urge. This system is invaluable as it would take you ages to complete it in one go.

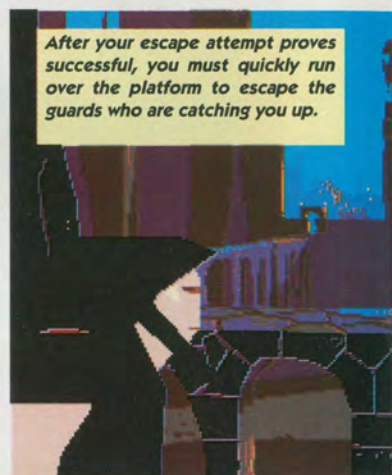
Eventually, after negotiating the tunnels you find the exit that allows you to return home. It's not easy and requires a lot more than just skill and courage. You will need a small helping of luck too! **Jason**



Our hero enters the lab using his own high-security code.



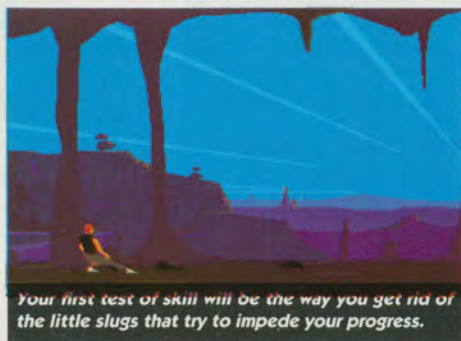
He inserts his data disk and boots up the program.



After your escape attempt proves successful, you must quickly run over the platform to escape the guards who are catching you up.



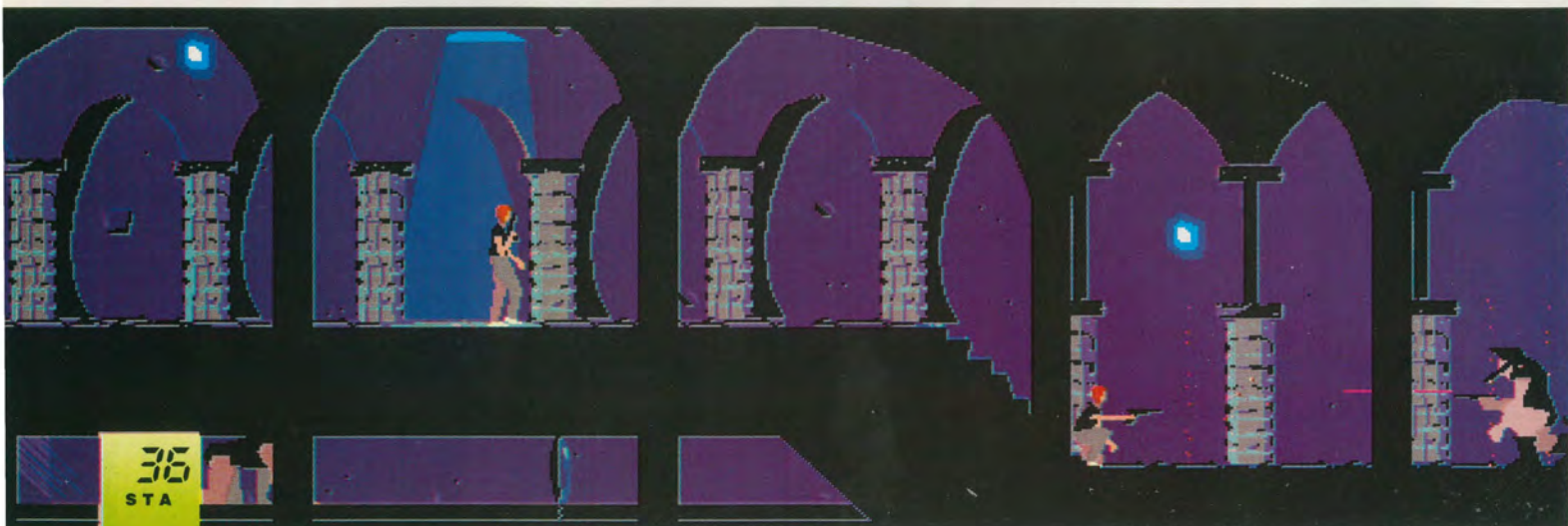
After swimming out of a large pool, our hero takes his first steps in his new found environment.



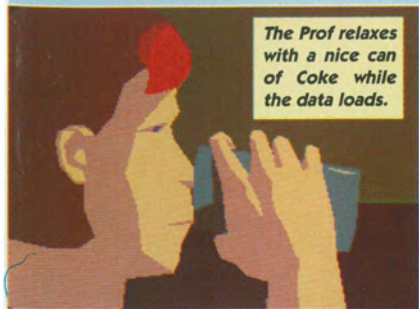
Your first test of skill will be the way you get rid of the little slugs that try to impede your progress.



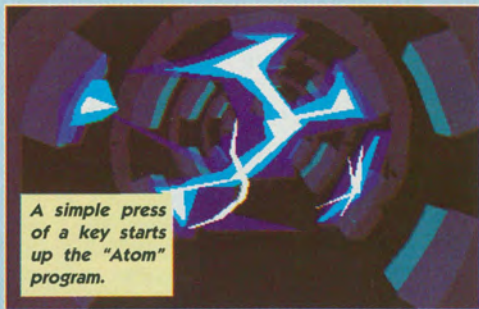
You are quickly captured and incarcerated in this metal cage. But if you use your head you'll escape.



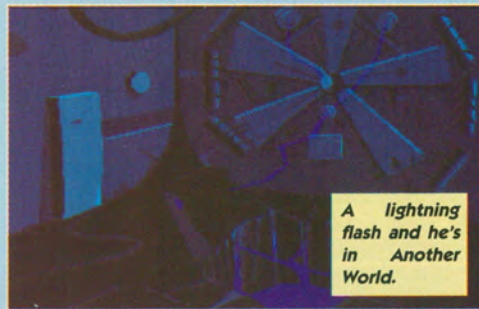
The Prof relaxes with a nice can of Coke while the data loads.



A simple press of a key starts up the "Atom" program.



A lightning flash and he's in Another World.



PUNTER-POWER™



GAME: ANOTHER WORLD
PRICE: £25.99

Another World is visually stunning. The graphics are extremely well drawn and they almost look like they should be on TV. The animation is of a similar high quality to that used to good effect in games like Golden Eagle and Prince of Persia. The sound effects are a little sparse but what little there is does the job in hand very well. The playability has been well thought out with the inclusion of the password system. This will stop quite a few people getting bored because they won't have to start right at the very beginning every time they die. Overall this is an excellent product that should definitely be part of your collection.

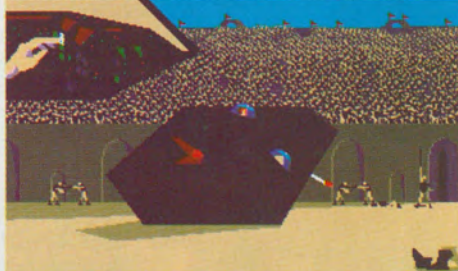
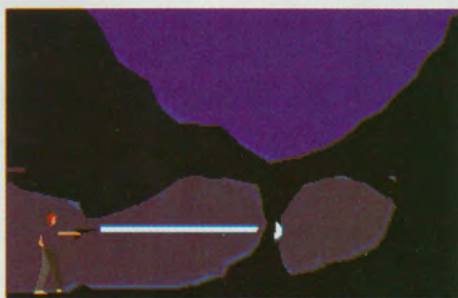
GAMEPLAY:

SOUND:

GRAPHICS:

RATING=91%

A shot from your laser gun will destroy the rock formation and release the water. Now run like hell!



You appear to be in some kind of tank. You must press the buttons in the right order to eject.

Another World



Before each stage you're shown a map showing where you are and where you're going to.



Along the way you'll come across many hazards in the roads, including this flooded section.



Slowing down around the corners is a tactic employed by most modern drivers... except me here!

Big Run

STORM/SALES CURVE

Let's be honest about it, there's no point in beating about the bush is there, I mean to have any chance of competing in today's race game market (Just get on with it - Dotty!) you have to have a good product lined up.

Storm have been buzzing about, putting the finishing touches to their conversion of the Jaleco coin-op Big Run recently and now they've finally got it finished, they've released it into a world packed full of race games

(one of which is the other Jaleco conversion - Cisco Heat). So then, how does it compete with the other games out there? Should Lotus 2 be looking through it's rear mirrors to see if the chasing pack is catching up?

STORMIN' THE DESERT

The Paris - Dakar Rally is the setting for Big Run and here you're going to get the chance to compete in six of the toughest stages in this gruelling car marathon where

man and machine must work together constantly in perfect harmony.

This is no ordinary vehicle you're sitting in though, to have any chance of getting anywhere in the race it has to be one of the best (and one of the fastest) in the world!

At the start of the first stage, you're shown a map which is basically just a line between two points and isn't really of that much use to you (although it may be to Mark Thatcher - a little humour for the older readers there, hope you appreciate the effort that one took!).

After that it's off to the start line where you'll take your position with the other drivers you're competing against. Then, before you know it, you're off. Pushing forwards on the joystick accelerates (backwards brakes of course) up to a heady speed, and a tap on the fire button will switch you between low and high gears.

Of course while you're

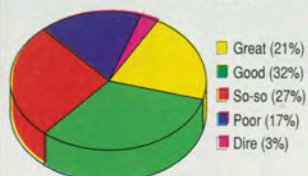
doing all this, you may find that avoiding the other cars may be helpful as well as making sure that you don't plough into any of the signs or obstacles that line the sides of the road.

The game itself is pretty fast, although the road is striped to give the impression of speed. This isn't terribly annoying but for one reason or another it reminded me a lot of the way it used to be done on the 8-bits. It's been done before on the ST but it really stood out here as wrong, for some reason.

As mentioned earlier, there are six stages in the game, the first of which is an easy introductory one, the remaining five being split into sections by checkpoints where you must beat the clock to qualify.

Successful completion of a whole stage will bring up the map of the following one and you'll be back on the starting line for the next section before roaring off into the desert once more. *Julian*

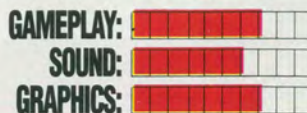
PUNTER-POWER™



GAME: BIG RUN
PRICE: £25.99

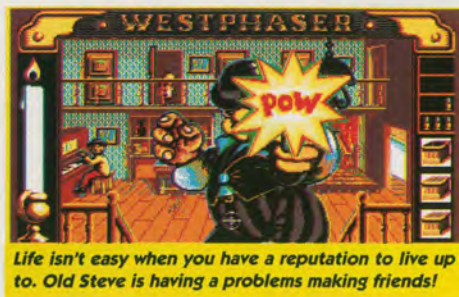
RATING=80%

There's a ridiculous amount of choice if you want to buy a racing game, and choosing is quite a daunting task. It's got to be a special game if it's going to beat either of the Lotus twins and Big Run, impressive as it is doesn't quite make it. A combination of striped roads, blocky graphics in places and a slight question mark about it being too easy all add up against it being the classic it should have been. Still, a good effort and well worth a look.





A scene similar to the *OK Corral*. Steve is surrounded by various misfits intent blowing him away.



Life isn't easy when you have a reputation to live up to. Old Steve is having a problems making friends!



Shooting the outlaws in this abandoned mine shaft may have unwanted results. Be careful out there!

Steve McQueen

WESTPHASER L O R I C I E L

Every now and then, us reviewing type chappies come across a game that is almost impossible to create an amusing intro for, so we usually write a couple of meaningless paragraphs of amusing banter to grab your attention. Steve McQueen Westphaser is one of these games but I'm not going to bore you (snore! – Ed) with trivial witticisms about various parts of a dog's anatomy or anything like that! Instead, we are going to gently delve into the life of the extremely impressive Hollywood star himself.

STAR LIFE

Born on March 24, 1930, Steve McQueen was raised by his mother for three years before moving in with his Uncle. At the tender age of 14, he was put into a school for 'problem' children and then into prison for a short time for running away frequently. After doing three years in the Marines, Steve joined acting school and got his major break as the hero in a TV series called *Wanted: Dead Or Alive*, in which he played the main man for three years.

Thanks to this fame, he began his Hollywood career with three major movies, *Never So Few*, *The Magnificent Seven* and *The Great Escape*. He continued with such classics as *Le Mans*, *The Getaway*, *The Towering Inferno* and probably his most famous picture, *The Hunter*. His untimely death on November 7, 1980 due to cancer was regarded as one of the biggest losses Hollywood had ever experienced.

Loricel's game takes place in the Wild West full of guns, girls and well, more girlies to be honest. You must first decide which gun-toting hero you are going to play.

You can choose from 10 legendary characters including: Doc Holliday, Wyatt Earp, Calamity Jane and the infamous Pat Garrett (the man responsible for the demise of William T Bonny, alias Billy The Kid who died from a shot in the back).

SIX SHOOTERS

Once you have chosen your character, you must then decide which of the six outlaws you are going to attempt to capture.

They include such infamous rebels as Apache Kid (who! – Ed), Belle Star, Jesse James and the top prize of Billy The Kid himself. Each character must be tracked down and overcome in their own territory. A bounty will be paid to you if you successfully apprehend an outlaw (this represents your final score).

The levels are Operation Wolf style with a small, round cursor that must be positioned over your intended victim and a quick press of the fire button will blow them away.

You must be careful with your ammunition as you only have three boxes of shells that deplete fairly quickly as you get into the action. Your energy is depicted as a candle that gets smaller the more you get shot. When it gets to a stump, it's

game over I'm afraid.

As well as the usual outlaws that must be shot, there are also innocent bystanders who must be avoided (shooting them will cost you valuable energy).

Thieves can also be shot and will release a valuable commodity such as energy or ammo for you to collect. When you have shot enough renegade outlaws, your main target will appear.

He will let loose a violent and deadly volley of lead that you must avoid and then it's up to you to let him have it. If you manage to shoot him, you will collect the bounty and go on to the next level and get to fight another day!

Jason



- 1) These doors will open to reveal innocent people or ferocious outlaws.
- 2) This flighty young vixen will drop her dress if you shoot her.
- 3) These crates will keep you informed on your ammo situation.
- 4) This icon will flash when your opponent is due to arrive.
- 5) These all important digits show your score.
- 6) This candle is your energy bar and goes down when you get hit.
- 7) The pianist is an innocent bystander content on playing funky tunes.
- 8) The outlaws will attempt to pump you full of lead.



PUNTER-POWER™



GAME: STEVE McQUEEN
PRICE: £25.99

At first glance, *Steve McQueen Westphaser* looks pretty dismal by today's standards but once you actually sit down and play it, you begin to realise that it is immensely addictive. The graphics are colourful and reasonably well drawn and the animation on some of the sprites almost qualifies this game for the 'cute' category. The sound isn't that impressive but it you can't really hear it once you get into the game and start unloading your weapons. Once again, another strange but extremely fun game from the French. Well worth a look if you're after something different.

GAMEPLAY:

SOUND:

GRAPHICS:

RATING=80%

Knightmare

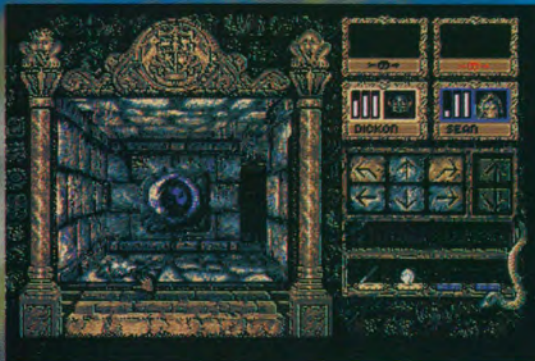
MINDSCAPE

THE FIRST JUG...

As the wind howled viciously around the castle's turrets and bit heavily into our already numb fingers, the lightning illuminated the grim hall with an eerie essence that left the heart colder than ice. Shadows cowered and danced in the hall's many corners and the ghosts of the past swirled upwards towards the oak rafted ceiling in the chill night air. The roaring, spitting fire did nothing to warm our fears and the two dimly lit figures standing to the left of the fire proved only to dispel our hopes of survival.

Upon entering the foreboding castle, one that would not look out of place in Transylvania, we could only imagine the horrors that might lay inside - open coffins, rattling chains and blood stained corridors. Moving forever onwards, driven only by our strange and somewhat innocent curiosity, we finally emerged into the great hall situated at the centre of a sprawling fortress.

Treguard's castle only ever existed in our imaginations and the great legend books of the land, being cited along with great names such as King Arthur, Robin Hood and Terry Wogan. None of our little group believed that in



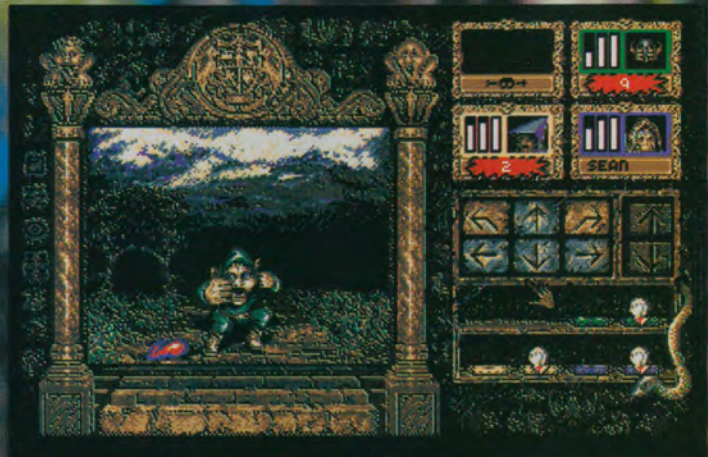
In the first stage of your adventure you will find numerous articles of clothing. Clothes give you extra protection against the enemy, not to mention the extra warmth!

Things are getting very hectic and this troll is determined to kill you. When one of your warriors dies you will see the heart of the warrior on the floor, not a pretty sight!

our wildest dreams we would find ourselves walking through the very pages of such books and staring at the tattered, but impressive flag of Treguard. This was truly an awe-inspiring, situation.

After what seemed an embarrassingly long silence, the larger of the two figures finally spoke, his gravely voice sounding remarkably similar to Sylvester Stallone. "Welcome to your Knightmare my young friends, a land of intrigue, magic and danger."

If my ears heard correctly, and they usually do, Treguard said nightmare or rather Knightmare! My fears circulated steadily upward until they lodged themselves firmly in my throat with claws digging in as far as possible. Oh God, so it's true. Treguard the legendary hero and Treguard the Dungeon Master were one of the same and we had



entered the twilight zone of all our nightmare's... WE WERE ON TV! AARGHH!!!

I had always wanted to appear on TV and I know that my companions shared my sentiments, but when faced with the reality of being viewed by millions my heart sank like a lead weight deep down into the depths of my stomach. Why couldn't it have at least been a good TV programme?

After all the customary and traditional rigmarole that accompanies the beginning of such quests and adventures, a glimmering and blinding light appeared at one end of the great hall and it was quite apparent that this was the portal to the land of our worst dreams.

As we stepped through the light all we could think of was finding and retrieving the treasured items from the four quests. This was it, this was the ultimate quest....

THE SECOND JUG OF ALE

The first impressions of our new world were ones of slight disbelief. The landscape was not composed of materials and elements familiar to us back on our own plain, although we could identify with shapes, colours and contours, our surroundings were very bitty and hard on the eyes. Colours merged together and at times it was as if we were trying to look at the rainbow through multi-coloured glasses. The land was very dimly lit and the strain on the eyes was most off-putting.

Luckily, the gravitational pull and atmospheric density of the Knightmare plain was almost identical to our own. We found it extremely easy to move around with pathways and obstructions easily identified, and we had no trouble whatsoever picking up objects we found scattered throughout the adventure.



Treguard will give you help if you so desire, but only through these shields on some of the stone walls. He will give you some advice after you click on the shield using the mouse.



A lot of the items you will need to find are hidden in cupboards built into stone walls. Simply click on the cupboard door using the mouse to reveal the objects within and allow you to add them to your inventory.



Not all doors have buttons, some have key holes such as this one and they are activated by clicking on the key-hole with the key icon. But be careful, you never know what might be lurking there!

sure that our end was near but at these points we were miraculously able to depart from the plain and establish a 'saved position' within our adventure should we wish for a second attempt.

For future adventurers I feel it is necessary to give some advice when confronted with such manifestations should you wish to follow in our footsteps. We found that the best way to escape and defeat these creatures was to attack them a couple of times and then retreat one pace, the creatures then follow and for a few seconds will not hit back. This gives you enough time to seriously wound them. By following such procedures, we luckily escaped with few serious wounds.

Now, as I sit here by the roaring fire telling stories of bravery and excitement over my beloved jug of ale, the adventure I have told of seems so distant and so long ago. I know that you see me as a frail old man and can hardly believe that I was once a brave warrior.

The adventure was one of the most demanding periods of my life but it has made me a better person and has made me appreciate life to the full,



although I would not recommend the experience to everybody. My quest was very complicated, but strangely, intense fun.

Should any of you try delving into your own Knightmares, beware the lack of coherent help before you embark on your adventure, and bring along your own compass. You will find no such things here and they would have been greatly appreciated when we ventured through Treguard's fearful madness.

But enough of my talk, tell me traveller, what's your Knightmare...? Allie

However, we sometimes failed to notice some objects such as keys and twigs due to the merging of the objects colour and that of its surroundings - having to retrace our steps to find such an object caused much tension within our group and wasted far too much time. There were many items along our journey that aided our needs and increased our strength and vitality such as food and weapons, and towards the end of our adventure we could hardly carry the items even when carefully distributed between the four of us.

We were fortunate that Treguard and his Elven helper Pickle (to while away some of the quieter times of our journey we made bets with each other as to what kind of pickle he was, be-he Ploughman's, Branston, Sandwich or Tomato) were at times able to give us help and clues should we reach a tricky situation. Many of the clues were priceless in their information and without such help I have no doubt that we would have been roaming that dreaded plain until eternity ended.

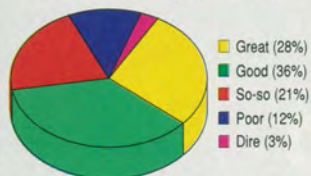
THE FINAL JUG OF ALE

I have, as yet, failed to mention the abundance of evil creatures that roamed the corridors and wilderness, creatures that further the bounds of our imaginations and defy Mother Nature herself. Some creatures were almost impossible to defeat with strength far superior to ours, many a time we felt



We advise that adventurers explore all the area within the game as many items, especially articles of clothing, are littered around on the floor. This includes all the woodland area at the very beginning of your adventure.

PUNTER-POWER™



GAME: KNIGHTMARE
PRICE: £30.99

Knightmare is a well designed, nicely presented RPG game that luckily bears little resemblance to Anglia's awful TV programme of the same name. It does not suffer from 'continuous disk swapping syndrome' like most games of this genre and although the manual is a little vague, the gameplay is easily figured out. The quests are very large and complicated but the save game option thankfully leaves your sanity intact and although the price tag is a little weighty, Knightmare is worth the money. The music isn't of the greatest quality but the in-game sound effects are rather atmospheric. The only let down is the mish-mash of colour that leaves some objects invisible to the eye - too adventurous for only a 16 colour machine.

GAMEPLAY:

SOUND:

GRAPHICS:

RATING=91%



Wolfchild

C O R E

Upon collecting the right bonus icons (i.e., the ones with the lustrous little lightning flashes) Saul, our intrepid hero, is able to increase his energy by one or two points, but when he finds one with a massive lightning bolt he knows that it's time for Wolfchild! With a flash, bang and a howl, Saul transforms into the super hero and fearlessly obliterates all the evil forces that are foolish enough to block his path. Gosh, isn't it all exciting?

'EXTRA' and 'BONUS' you will be awarded an extra life or a bonus of 20,000 points when the word is complete. Whoopee! Don't get too excited though, this is no easy feat and most of you will die before gaining such a major reward!

Well that's the tricky bit over, what about the actual gameplay? You have all manner of strange creatures and creations to destroy throughout the levels, remembering that your ultimate objective is to find the exit and the customary end of level nasty. There is usually only one correct route through a level and it is pretty impossible to lose your bearings due to dead-ends, but short cuts can be found although such action drastically reduces the amount of collectable bonuses – more bonuses, more points.

The graphics are well drawn with relatively large sprites and



Poor little Wolfy! Mumsy has been brutally murdered and Daddykins has been kidnapped. Boo hoo I hear you all sniff! But who cares? I certainly don't, all I want to do is butcher some baddies! So lets get going...

Wolfchild is Core's attempt to rival Switchblade II, lots of platform hopping, oodles of unrealistic jumps and an array of unbelievably powerful weapons. The only major difference is a weirdo guy that can miraculously change into a wolf. And to

think, I've based my whole life around the belief that werewolves are only found in those sad Hammer House 'B' movies!

Wolfchild's alter ego Saul, is a rather super looking chap with long blond hair, bulging muscles and devilishly gorgeous blue eyes. Yum yum, does this guy exist in real life? He bounds around the levels, five in all, in his tasty human form searching for his kidnapped father, never turning his cold wet nose up at the great abundance of bonuses ready for the taking.

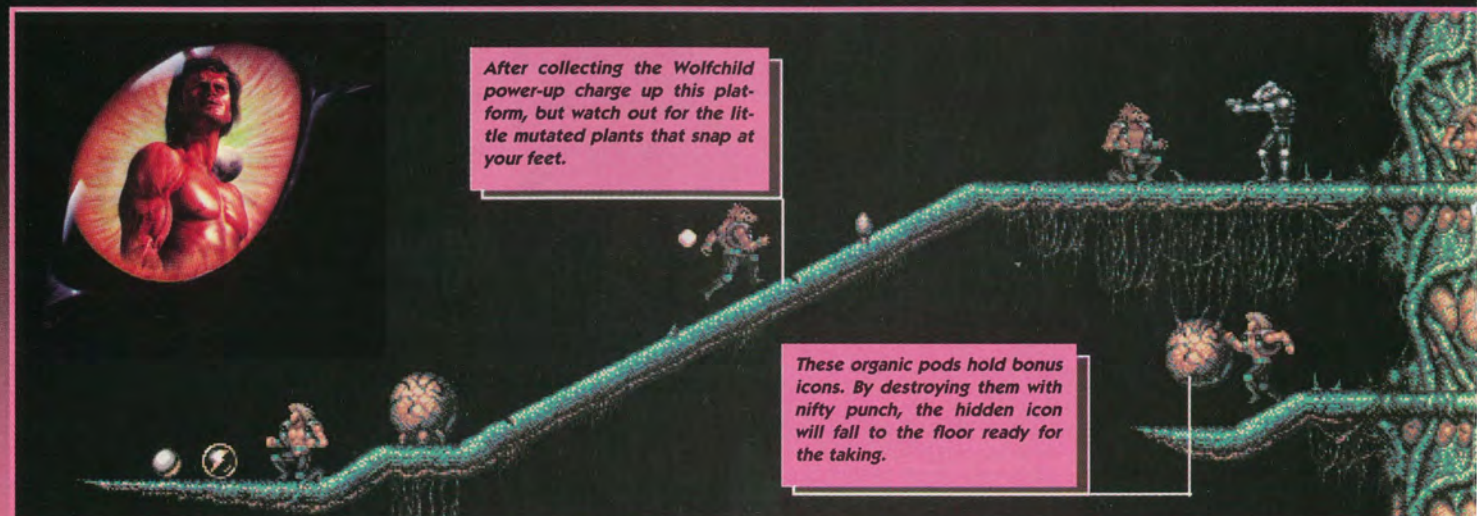
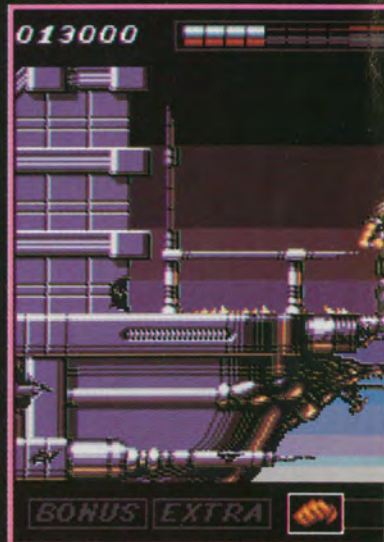
TAP IT, UNWRAP IT

The bonus icons are not solely littered about the landscape, instead, the more impressive ones are usually found inside crates or containers that blend in well with the surroundings. One good punch or a carefully aimed plasma bolt easily cracks the shell thus revealing the much needed bounty inside.

Getting to grips with the large selection of bonus items available poses more of a problem than the actual gameplay itself! When you are human, the bonus 'balls' (ahem!) have a boring chrome appearance and achieve nothing more than providing points, but when in wolf guise the balls can supply you with an awesome and brilliant psychic weapon. If you can stay in your wolf guise long enough, you could manage to collect up to eight different ones (I did say 'if', mind!).

CHAIN LETTERS

On top of this, you can collect smart bombs, extended vitality pods, shields, and letter icons. By collecting the letters to spell the words



After collecting the Wolfchild power-up charge up this platform, but watch out for the little mutated plants that snap at your feet.

These organic pods hold bonus icons. By destroying them with nifty punch, the hidden icon will fall to the floor ready for the taking.



The newly orphaned Saul listens to the news and learns about the death of his family, brutally murdered by fanatical extremists.



He scans through his father's files and finds information about the project 'Wolfchild'. These files were also found by the extremists.



Knowing that the murderers would also use the contents of the files for their own gains, Saul realises that he must fight fire with fire...



Saul transforms himself into a superior being - half wolf, half man - and zapps himself into a far and distant land in order to seek revenge.

imaginative landscapes, both making good use of the ST's artistic capabilities (the intro sequence is rather cartoony in style but nevertheless, very well executed). The music accompanying the game is better than average and is of such a quality you don't automatically turn the volume down (makes a change!), but the in-game sound FX are a little disappointing.

The game houses excellent collision detection (at some times too good!) and the movement of the

Wolfchild character is relatively easy and smooth.

RUNNING BRAVE

For added realism, Saul has a few problems running up steep pathways and his movement slows down somewhat creating a nice extra little touch. Well, I'm sure that even the fittest Olympic athletes have prob-

lems running up hills! Most nasties are easy to obliterate, a couple of hits send them flying off the screen in a... well, in a flash of white light really. Come on guys, where's the blood and guts? Where's the burst arteries and the severed limbs? Pretty poor, me thinks! Oh well, I suppose it means that we can play the game immediately after eating our tea without any major side-effects!

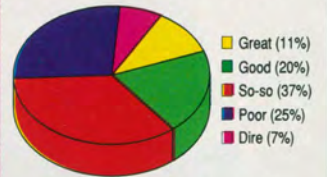
This lovely looking chap is the customary 'Boss' alien at the end of level one. To destroy him, jump to the right of him and keep punching! He will soon give up the fight.



- 1 - Would you believe it? Remarkably, this is the score!
- 2 - This is Saul's energy bar. When his vitality enters the darker shaded area, Saul will immediately transform into the Wolfchild.
- 3 - This indicates how many lives Saul has left.
- 4 - When you collect icons with letters on them the corresponding letter will light up here. When the words are fully highlighted, you will be awarded points or an extra life.
- 5 - This bar shows you what weapon Saul is currently using. When human, Saul will always use his fists.
- 6 - Smart bombs. These can be picked up throughout the game.



PUNTER-POWER™



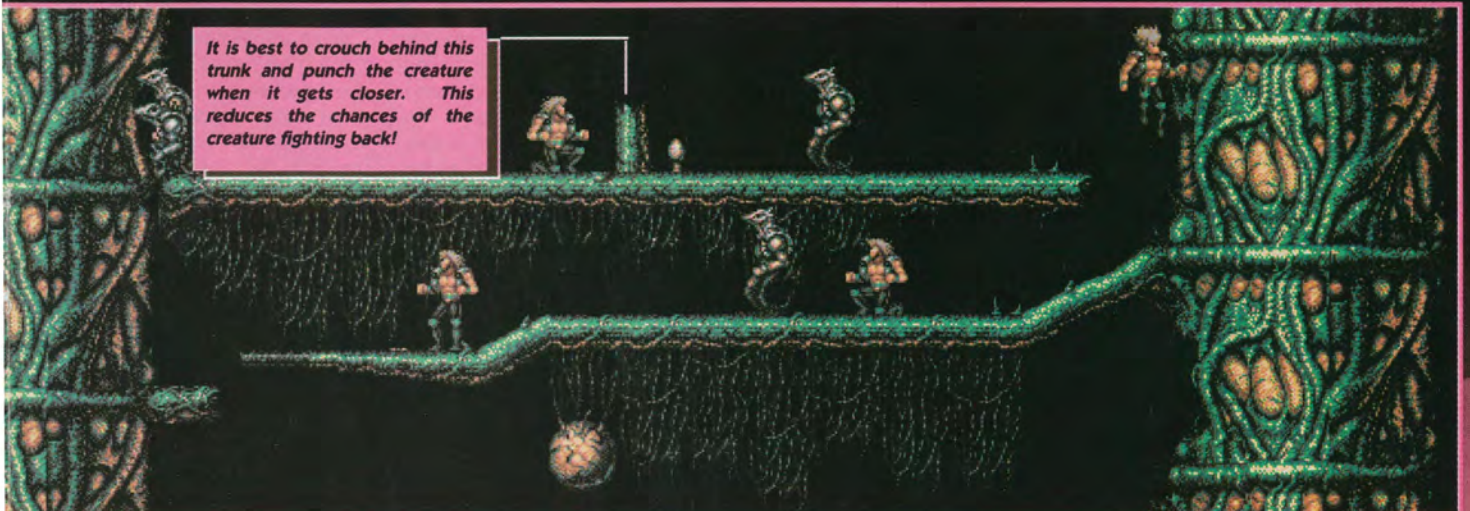
GAME: WOLFCHILD
PRICE: £25.99

The gameplay drastically lacks the excitement and lastability usually found in good platform romps of this style, even though the graphics and presentation of the product are higher than average and the manual is informative and well presented. Also, the intro sequence is long and impressive, but all these factors cannot hide the fact that the actual game is flat and boring! All aspects of Wolfchild lead up to a really impressive piece of programming but there is just that little something missing. There are a lot of things to pick up and the ability to change into the Wolfchild character is impressive and for a while, fun, but the novelty soon wears off and you are still left with an average platform romp with nice graphics. Damn shame.

GAMEPLAY:
SOUND:
GRAPHICS:

RATING=74%

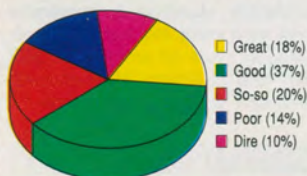
It is best to crouch behind this trunk and punch the creature when it gets closer. This reduces the chances of the creature fighting back!



Knights



PUNTER-POWER™



GAME: KNIGHT OF THE SKY
PRICE: £34.99

Knights Of The Sky never tries to be a really complex flight sim, all it wants to do is give the player the chance to go around blowing Germans out of the sky while building up a reputation for yourself. It's not racist, just historically accurate. The graphics are good but not spectacular, though all the planes of the era are represented well. The game can be set at differing difficulty levels so you can ease yourself into it too. Knights Of The Sky proves that you don't have to have missiles flying past your ears all the time to have a good plane game. This time around, simple is best!

GAMEPLAY:
SOUND:
GRAPHICS:

RATING=84%



When you are ranked high enough you may choose to move your squadron to be closer the front line.

The wispy thin clouds swirled all around the two battling aircraft as each pilot fought to get into a position from where the final shots could be made. Whoever made the first error would find it costly as he would pay with his life. Each man tried hard to remember the moves and tactics he had been taught earlier in the war. Adrenalin was pumping around the two bodies as quickly as the fuel into the engine.

The young German pilot loosed off a couple of rounds from his machine gun but the expression on his face could be clearly seen by his adversary as his weapon clicked and jammed. Frantically struggling to free it, the

flyer temporarily lost control of his machine, just long enough to allow the Frenchman in behind him. Seconds later, it was all over with the Hun aircraft spiralling down to the waiting fields of Belgium. A salute from the Frenchman signalled the end of the battle, although a little regret did fill his heart. (This is not Mills and flamin' Boon. Any more of this crap and your fired! - Ed.)

STEP BACK IN TIME

It is unusual to see a Microprose flight simulator that doesn't include high power



Once you are an ace you will be able to issue challenges to other competing aces.

military aircraft, we're more used to Sidewinders, Exocets and high-tech radar equipment than Sopwith Camels and Vickers machine guns, but with Knights of the Sky, that's all about to change.

Already a success on the PC and Amiga, KOTS sets out to recreate World War I, with you in the middle of it as a young pilot bidding to become the best. MPS Labs have attempted to include as much as they possible could to try and add variety. That's the reason there are 20 different aircraft to fly, 16 different aces (all brought back to life so you can try to change history by getting rid of them a bit earlier!), and loads of different airbases to fly missions from.



Of The Sky

M I C R O P R O S E



When you first load it up you'll have the choice of Flight Training, Dogfight Practice against any of the German's top pilots and the main choice really - World War I. After getting a little bit of practice in you'll be ready to join the "war to end all wars" for real.

At this point you have to create your character. Once you've entered his name you must then choose his nationality (he can be either British or French, you can't be German in this game!). Once all these formalities are done with you'll be awarded the lowly rank of Corporal, and sent off to the hangars to pick a plane from what's left. The more successful you are the better the aircraft you'll be able to get your mitts on, as in the war itself, the best equipment goes to the Aces.

Now it's time to receive your mission orders. These may vary from balloon busting to escorting other aircraft, but also include some run of the mill patrols which will give you the chance to get your kills up.

VICKERS AT DAWN

Once you have totalled five kills you will officially be recognized as an Ace, but as your objective is to become the Ace of Aces you must constantly outscore pilots from both sides of the trenches. A way of keeping these other pilots in check is by shooting them down (No! Really? - Ed.). You will be given various pieces of information about where they were seen last and so on and if you feel up to it you can issue a challenge to someone.

After challenging a rival, you fly out to the aerodrome where he is based and he'll pop up and meet you for the first and last time.

The type of aircraft you are flying will determine the weapons you have onboard. Whatever kind of gun you've got, it's still possible it'll jam (usually at the most inopportune moment!). By pressing the U key

you can try to free it, but remember while you're doing this, the enemy could be taking up that important position ready to kill you.

A TRIP TO AUTOLAND

After each mission has been successfully completed or your plane's too knackered to carry on, you must try and land it (although if you choose a low skill level, pressing L will put you into Auto-Landing mode... cop out or what!). Ideally you should try and return to your home base, but failing that any other airfield or even a field will probably do!

Knights of the Sky is drawn in vector graphics which makes it run considerably faster and smoother on the ST than on its Amiga counterpart as it has a faster processor than its sluggish competitor.

These vector graphics are well drawn although only the planes have any real detail. The flight controls are either joystick, mouse or keyboard, with not many keys to remember because of the lack of equipment on board. The favorite system is joystick with the keyboard used for your throttle and to change views.

As with most flight sims you can change your viewpoint and have a

look round. There are the regular left, right and rear views which are accessed by the 1-4 keys. On top of these there are several exterior views including Remote Control and Chase Plane, these are operated with the Function keys

Sound mainly consists of an in flight grinding noise which must have been awful to put up with if you'd really been up there!

The complexity of Knights Of The Sky is nowhere near that of, say, Stealth Fighter, but then it doesn't need to be, as it is only representing World War I and it has enough other features anyway.

Paul

As with most flight sims you have a number of different views you can use to find your enemy.



A BULLET WHISTLES PAST YOUR HEAD

Every time you get hit, or hit someone you will be given a text message on screen reporting the damage.



AN ST ACTION GUIDE TO KNOBS AND SWITCHES



1. GUNSIGHT
2. FUEL GAUGE
3. SLIP INDICATOR
4. COMPASS
5. ALTIMETER
6. TACHOMETER
7. AIR SPEED INDICATOR



You should never forget that your opponent can perform Divine Intervention as well. Here, one of your followers has just found this out.

And so Zeus looked down upon the feeble planet below him and plucked up the Bullfrog programming team from their menial tasks below. "Ay up lads! I think it's about time we had another game about me from you lot... I know, let's call it Populous II. You can even put lots of illustrations of scantily clad women with large chests in the manual!"

"In that case we'll do it!", replied the lads eagerly, and before they knew it they were all seated at various keyboards busily entering codes for what would surely be their best game yet. Driven by a mixture of excitement and fear of Zeus, the game began to take shape. With hardly any Divine Intervention at all Electronic Arts began to mass produce it and place it on shop shelves where the waiting masses could get their grubby little hands on it and dash home to play it. Populous II was born.

GOOD GOD GAMES

It's going back a couple of years now since the original Populous hit the 16-Bit market and made a mark that still remains today. Probably the first of the "God-games", Populous caught the imagination of the games-buying public mainly because it gave them just a teensy bit of power. With the click of a mouse button they could develop land and completely destroy their opponents with a well timed disaster. The only things that could stop you wreaking havoc were your morals! Over 500 worlds were provided for you to conquer, each progressively more difficult than the last. Needless to say, not many people were good enough to finish it.

In between the original and this sequel Bullfrog have produced the equally impressive Powermonger as well. Fans of this genre have never had it so good. Anyway, back to Populous II. Also billed as the "Trials of the Olympian Gods", you soon realise that you've got quite a fruity little game here.

When you get the game loaded in (which doesn't take too long thankfully) you get the option to cre-

ate the looks and to an extent attitude of your deity. Anybody who's seen Midwinter II will be at home with the character creating system as you have to design your character's face by selecting different styles of eyes, mouth, nose and headgear.

The difference between this and Microprose's game is that the face you choose actually has some bearing on the gameplay. For example, if you make your chap hard and aggressive looking, and he dons a soldier's helmet, your people will automatically fight harder in battle. The other side of the coin is that this also makes your enemies more determined to kill them too!

If you choose a face that looks a bit more angelic the combat tends to be a little more subtle than before. Try not to worry about this too much at first though as you won't be able to tell the difference at this early stage anyway!

Once you've finished with this you'll have the choice of choosing

Populous II

ELECTRONIC ARTS

either a custom game or a conquest. Let's take a look at the Conquest option first.

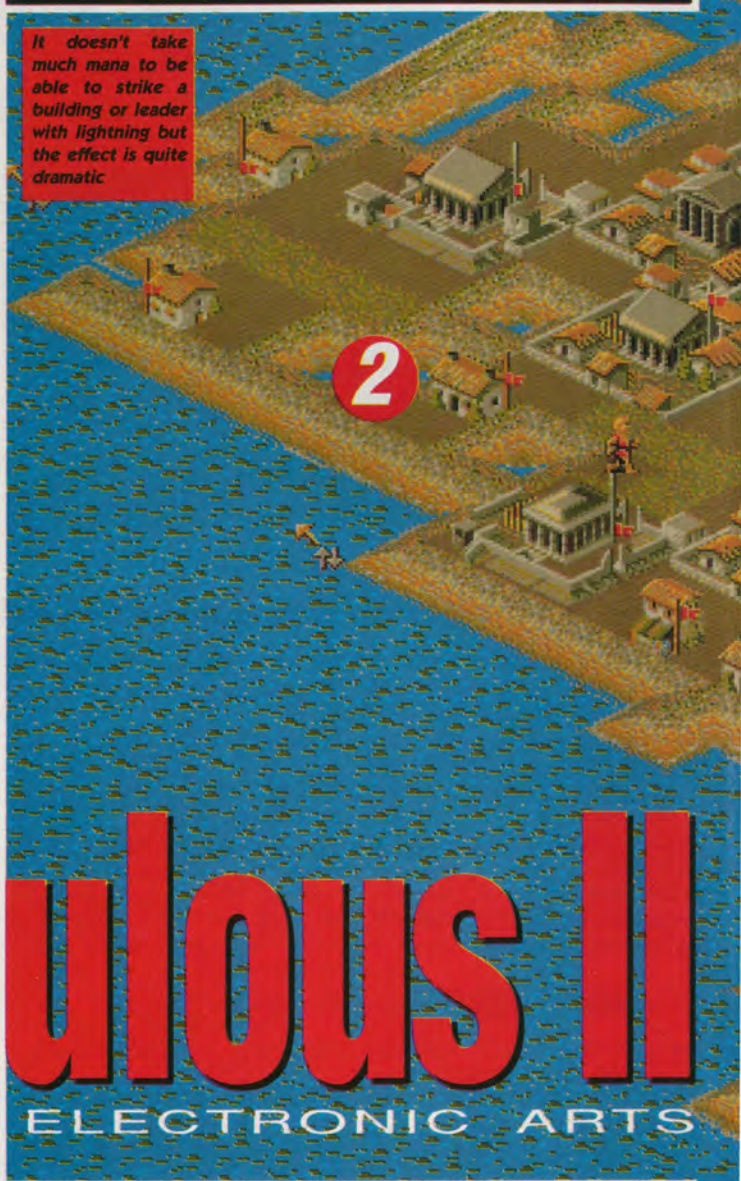
GODFIGHTING

You are one of the many sons of Zeus and you've decided to demand your place with the Gods on Mount Olympus. Now your dad isn't really-being very reasonable about the whole affair and says you must prove yourself by defeating 32 different divine opponents who rule the 1000 (yes 1000!) worlds within the game. So that's what you must do.

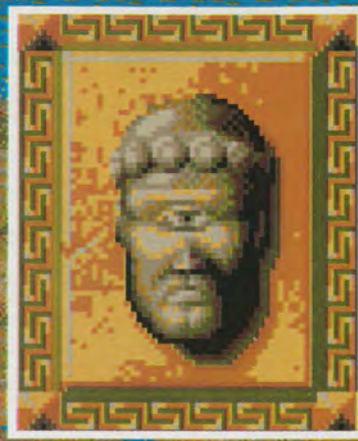
Throughout the game you will be



It doesn't take much mana to be able to strike a building or leader with lightning but the effect is quite dramatic



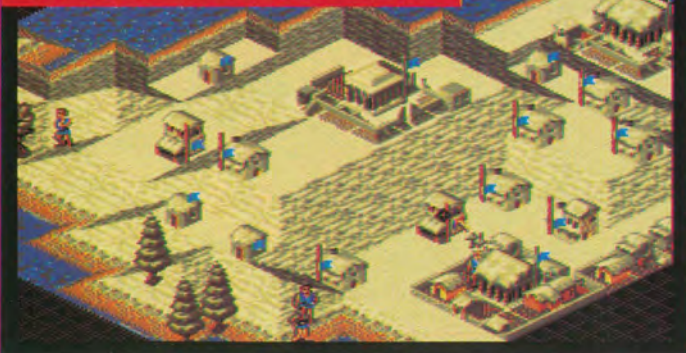
Some of the worlds take place in different seasons. Here you must fight through the heart of winter. But there's no sign of Santa!



- | | |
|-----------|-----------------|
| 1. TENT | 5. HUT |
| 2. VILLA | 6. FORTRESS |
| 3. HOUSE | 7. MANSION |
| 4. CASTLE | 8. PAPAL MAGNET |

Another effect that's relatively "cheap" in mana is the Column of Fire. Once activated it will randomly move around the landscape frying all in its way.

By pressing the + and - keys on the keypad you can zoom in and out of the main screen. This allows you to play over a full screen instead of the window.





This is perhaps the most devastating piece of DI. It forces a huge mountain up through a settlement which then proceeds to pour lava out of its crater.

able to use Divine Intervention to help your people take over the world. Having said that, whichever deity you are up against will also be "helping" his people along. There are 30 different things you can do to both your people and his (oo-er!).

PUNTER-POWER™



- Great (34%)
- Good (29%)
- So-so (27%)
- Poor (10%)
- Dire (0%)

GAME: POPULOUS II
PRICE: £25.99

So it's early '92 and we've got what will possibly be Game of the Year already. Populous II is very difficult to fault and technically it's flawless. If you must be really picky, we were getting desperate to find something wrong with it then you could say that it's very similar in gameplay style to the original but then why fix something that isn't broken? Building on this basis they have produced a fine game: 1000 worlds, 30 different ways of wreaking havoc, superb graphics and sound. What more could you ask for? There's everything here for people who like this sort of thing and plenty for those who don't. A stunning effort from Bullfrog. This is the way all 16-Bit games should be. Rush out and buy it immediately.

GAMEPLAY: [Progress bar with 10 segments, 8 filled]

SOUND: [Progress bar with 10 segments, 8 filled]

GRAPHICS: [Progress bar with 10 segments, 8 filled]

RATING=94%

Some of the more spectacular ones are things like giving him a volcano or electrical storm to think about. Although maybe a few well placed rocks will hinder his plans.

All of these are split up into six different categories ranging from Water and Fire Disasters to the Earth menu which lets you do things like build walls around your settlements. Obviously all of these are not available to you at the start and the ones you can use are limited by a little something called Mana. Generally the better the effect is the more Mana it takes.

Mana is the substance from which you draw your power and it is indicated by a gauge in the lower left hand side of the screen. It comes from your people's divine offerings so it stands to reason that the more people you have the more Mana you have so it's a good idea to start Sprogging soon (Excuse me, but what's Sprogging? - Ed.).

Ah well, Sprogging is sort of like eviction (well sort of!), by moving your mouse pointer over a dwelling

and clicking the right button you will turf out one of the occupants who must then look to settle somewhere else. He will wander off, find a bit of flat land and build a new house. This is how your settlement grows. Each building has a flagpole outside and the flag gradually moves up as the building gets full. When the flag is at the top there's no more room at the inn, so to speak, so somebody gets kicked out anyway, but if you're to stand a chance you'll have to Sprog early.

As in Populous the people will only build on flat land. The more flat land an area has the bigger (and stronger) the building they create will be. Being a god it is well within your powers to raise and lower land (again with your mouse buttons). On certain worlds (especially the early ones) you'll also be able to mess about with your enemies land.

GET THE FLOCK OUT

You have a certain amount of control over where your people wander. In



By selecting Fire Rain you can make small balls of fire stream down onto enemy settlements burning the unfortunate followers below.





The storm is rather dangerous as it moves around releasing huge bolts of electricity to the ground below. Anything that gets in the way gets cooked!



The tidal wave will cause flooding to coastal areas and also wash away a lot of buildings. Again, it takes a lot of Mana to perform.



Here all the followers of both armies are heading to the centre for Armageddon. Only one side will survive the final battle.



Planting flowers and trees around your settlements improves your standing with your people and increases your Mana.



Swamps are deadly to anybody. Walking over a well placed swamp could devastate your opponents leaders.



Having caused an earthquake just look at the problems you've caused for the other side as this enormous fault begins to open up.

your possession you have an object called a Papal Magnet which you can place anywhere on the map. Once it's down your people will flock to pay tribute to it and settle around it. In this way you can move your men into good battle positions.

Along the bottom right side there is another bar of icons that allow you to influence the people as well. You can select from Fight, Settle, Go to Papal Magnet and Gather Together although at first you'll want to leave it on settle so you can get established.

When you have enough Mana and enough followers to be able to pull it off you can call Armageddon. Here all the people will head to the centre of the map for one last fight. If you win you've conquered the world and can progress onwards.

The other option we mentioned earlier is the Custom Game. This lets you fiddle around and practice with some of the Divine Interventions and lets you position men and change the landscapes and so on. You can also change the computers reactions, making him so crap you can beat him hollow in minutes.

The graphics can only be described as stunning and the improvement over Populous is almost unbelievable. The level of detail is fantastic and you really just can't knock it at all. Sound is also excellent with digitised effects such as roaring fires and crashing waves.

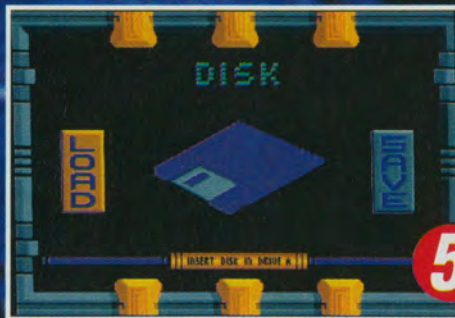
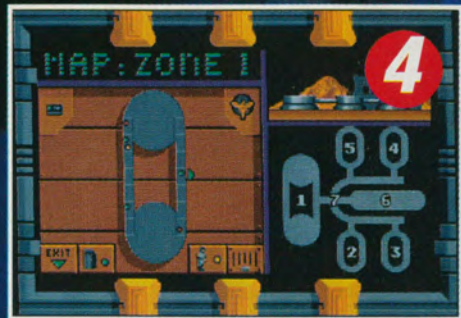
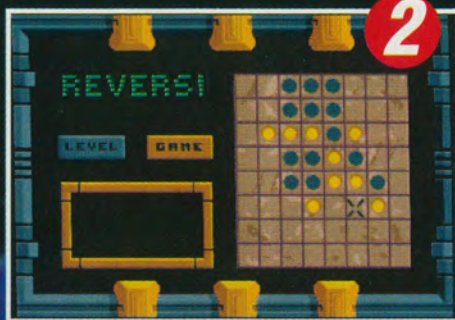
Being completely operated in a point and click environment the game couldn't be easier to control. There are fewer icons to bother with than Powermonger and you'll be playing the game within minutes of first loading it up.

The manual is very precise but it's still going to take you an awfully long time to reach the last world. You can be sure you'll get value for money out of this one.

Paul

YOUR AT-A-GLANCE GUIDE TO DIVINE INTERVENTION

AIR	EARTH	FIRE	PEOPLE	VEGETATION	WATER
					
A LIGHTNING BOLT	BUILDING ROADS	COLUMN OF FIRE	RAISE/LOWER LAND	GROW FOREST	CREATE BASALT
					
WHIRLWIND	BUILD CITY WALLS	FIRE RAIN	PLACE PAPAL MAGNET	RENEW LAND	WHIRLPOOL
					
CREATE STORM	EARTHQUAKE	TURNS LEADER INTO ACHILLES	TURNS LEADER INTO PERSEUS	LAY A SWAMP	PLACE BAPTISMAL FONT
					
TURN LEADER INTO ODYSSEUS	CREATE BATHOLITH	CREATE VOLCANO	LAY PLAGUE	PLANT FUNGUS	CREATE TIDAL WAVE
					
HURRICANE WIND	TURNS LEADER INTO HERACLES	DECLARE ARMAGEDDON	TURNS LEADER INTO ADONIS	TURNS LEADER INTO HELEN OF TROY	



FRENCH CONNECTION

1. This option will allow you to access the current news banks and find out what's what.

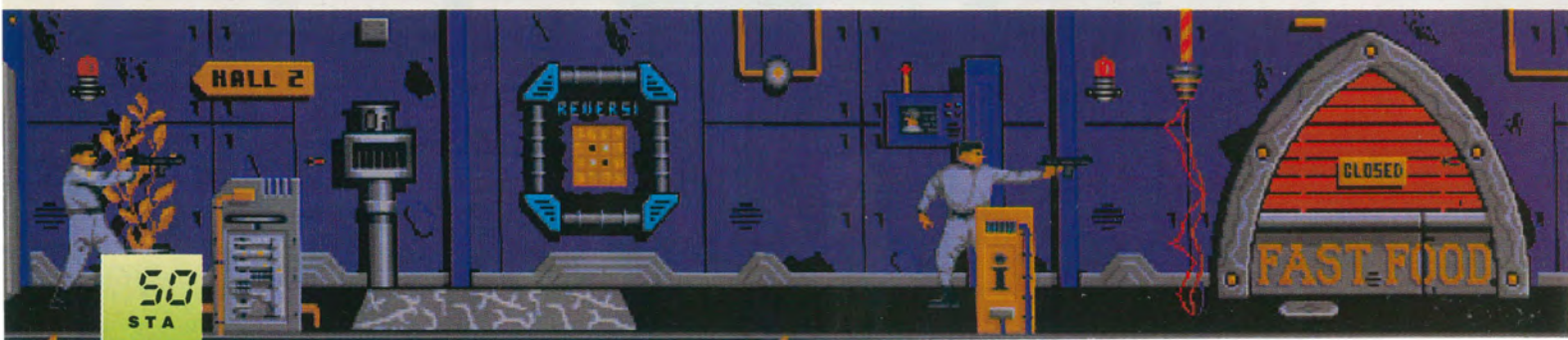
2. A game of skill can be yours by choosing the luvrly "Game" option. Good luck!

3. You must first enter a security code if you are to continue playing your game.

4. An auto mapping section can be accessed to allow you to find out exactly where you are.

5. Clicking on the disk icon will allow you to load or save your current game.

6. The mailbox is where your comrades can leave vital messages for you to pick up and read.



Golden Eagle

L O R I C I E L

The door opened with a click that sounded like a thunder-clap in the deathly silence surrounding the corridor. "This must be the room, I can feel the power", whispered Nahmur, the high priest of a powerful sect of magicians. The door opened to velvet darkness, almost smooth in contrast to the cold darkness of the corridor. A faint glow was visible coming from one corner of the room, a small statue sat motionless on a glass pedestal. "I told you this was it, now take it and let us leave this god-forsaken place". There was a definite trace of fear in the voice of the powerful mage.

The Golden Eagle is a legendary statue made from untraceable material. It shines bright gold and stores powerful energy that can be harnessed and unleashed to devastating effect. The secret of its power is unknown but it has been the cause of many great wars as populations battled for the right to worship it.

After leading the successful mission to acquire the statue, Nahmur brought it back to the city to impress his followers and try to reveal its amazing powers. Unfortunately, he was unsuccessful, so he spitefully decided to shatter the statue and scatter it throughout the city. Now knowing that he is not the 'Chosen One', he fears the prophecy that "A being from afar will find and awaken the Golden Eagle and he will then control the future."

RESTORATION PLAY

You play the part of the hero who must find the several parts of the Eagle and restore it to its full glory. You were one of the keepers of the Eagle before it was stolen and destroyed so you are one of the only people who can approach it without fear of risk. Coming on three disks (the first one contains a stunning intro sequence), Golden Eagle is controlled via the joystick or keys and will run on any ST.

As you can see by the screen

shots, the playing area is a horizontal scrolling affair. Your character can move easily about the screen and can travel between sectors by using the doors that can be opened by simply walking up to them. The city has been divided up into approximately seven sections. These sections are linked together via passageways and tunnels.

HELPFUL INFORMATION

Various information terminals can be found dotted (no relation!) about the corridors. Walking in to them will access a menu that can be useful for various things. City news bulletins, private information from your contacts in the city, letters from other members of the populace (occasionally providing you with interesting and useful information), the save game facility and other such useful things can be accessed via any one of the many set-ups that are positioned about the place.

Many of the survivors from the great battle and the various mutated inhabitants of the city are allowed to wander freely about the complex. Most of them will ignore you but there will be the odd time when you come under ferocious attack. Luckily, you start the game armed with a laser pistol that is quite capable of dealing with these minor hassles with a quick press of the fire button.

As well as the information stands, you will also notice two other terminals that you have access to. The first one is linked up to the weapons storage room. From here you can give up your weapon and replace it with something a little more powerful. The extra weapons are pretty scarce so try to keep hold of one if you are lucky enough to collect one.

The second one is the most important of the terminals. Walking in to it will show up a large safe that must be cracked if you are to open it. The combination is usually a five figure number that can be worked out by either listening carefully to the

clicks or gathering information from your contacts. The safes are of paramount importance because some of them will contain the vital pieces of the Golden Eagle that you are looking for but the rest of them will be unfortunately empty.

As you are a fugitive in the complex, you will be constantly chased by the robotic guards and their helpers. If they manage to capture you, you will be escorted to the jail where you must escape if you are to continue your quest. Your life is depicted by an energy bar that will be depleted on contact with any of the enemy guards or any of the traps that are scattered throughout the complex. The main sprite's animation is extremely good and looks human in the way he goes about any complicated moves.

Jason

PUNTER-POWER™



GAME: GOLDEN EAGLE

PRICE: £25.99

As you begin to play the game you notice the graphical content is very good and the colours have been used to good effect. The excellent music allows you to drift gently into the game and can be easily listened to for some time. The playability angle is quite difficult to get into with an ever-increasing number of guards and traps but once you begin to come to grips with the control system, you'll start to run rings around them. If I had to find a flaw with this game it would be the fact that it is quite vague. You can often find yourself wandering around for absolutely ages before you get shot and put back to the start of the level which can be quite irritating at times. But besides that, this is quite a good product that will provide many hours of entertainment.

GAMEPLAY:
SOUND:
GRAPHICS:

RATING=81%

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Electronic Arts were so shocked

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All you have to do is answer three simple questions and send us a photo of you flexing your biceps. The most sad and pathetic looking person who gets the questions right will not only win the multi-gym but he or she will get their picture printed along with the ten puniest runners up, each of whom will win a Populous II T-shirt which they can use to hide their pathetic muscle tone.

The Questions:

1. Who is the leader of the Greek Gods?

- a. Moose
- b. Moose
- c. Zeus

2. Which rice pudding takes its name from the food of the gods?

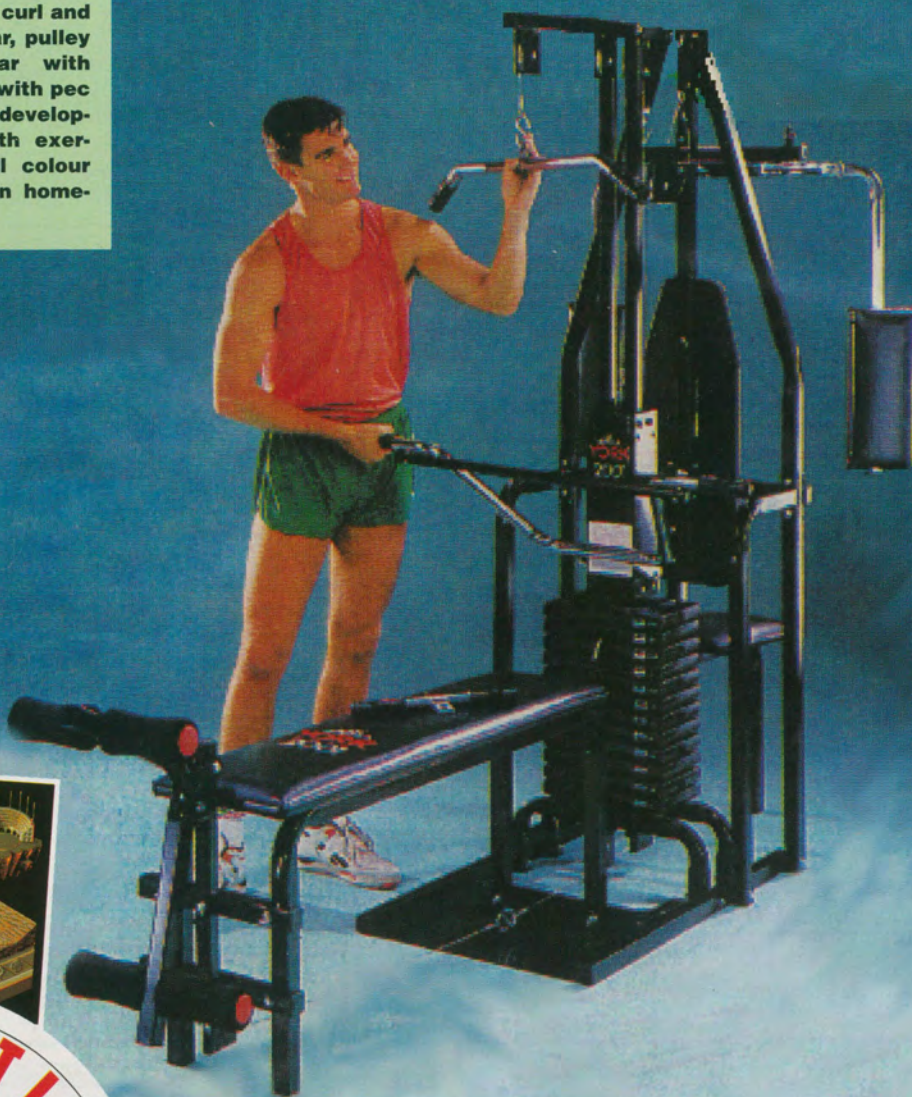
- a. Sainsbury's
- b. Tesco's
- c. Ambrosia Devon Cream Rice Pudding (Devon knows how they make it so creamy)

3. What happens if the gods don't like you?

- a. You don't get invited to their parties
- b. They cancel your subscription to Reader's Digest
- c. They tie you to a cliff and make an Eagle rip your kidneys out

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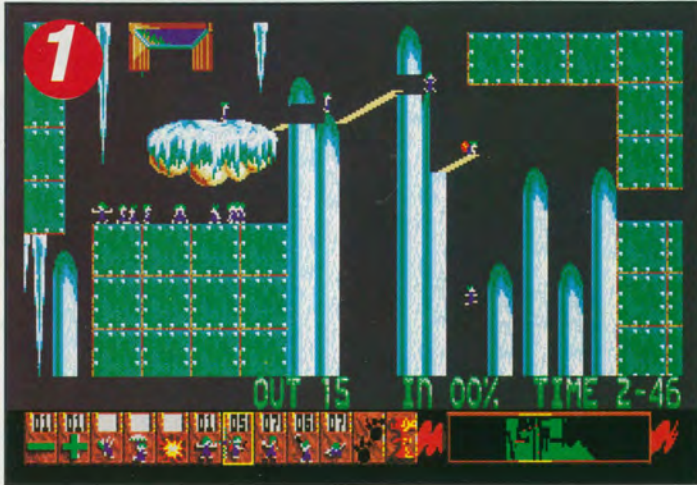
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DOTTY'S...



A nice little power struggle is beginning between Dotty and myself, Allie, as yet again we're fighting for the rights to this illustrious page. As you can quite clearly see though, I have won due to my superior female intellect!



OH NO! MORE LEMMINGS (1)

We have decided to take pity on all you frustrated gamers out there in readerland who are hopelessly stuck on Psygnosis' brilliant Oh No! More Lemmings. As you can see, we have printed all the codes to the Crazy and Wild levels and next month we will be printing those for Wicked and Havoc. We won't be printing any of the codes for the Tame levels because surely nobody can be that hopeless, can they?

CRAZY

- 2 - FLCIHUTGBL
- 3 - NCALWTFHBM
- 4 - CKLTTGNIBF
- 5 - CCHSUFLJBH
- 6 - IHSUFLCKBO
- 7 - LRUGLCCLBN
- 8 - RUGLCKLMBG
- 9 - VFNCAHUNBN
- 10 - FLCKHWUOBI
- 11 - NCAMUFPBE
- 12 - BIMTUNLQBR
- 13 - CEHPTDOBCEP
- 14 - KHPTLICCCI
- 15 - LSVLICADCI
- 16 - RVLKCKMECF

- 17 - TDOCCHWFCI
- 18 - DOCKITTGCP
- 19 - ICAMVVMHCR
- 20 - CIMUVCIICI

WILD

- 2 - BAIQUMOJCO
- 3 - IIPWMICKCD
- 4 - MPUEMCCLCM
- 5 - PUDMCKLMCD
- 6 - VEMCCHWNCO
- 7 - LICOITWOCQ
- 8 - OCCLVUEPCH
- 9 - CKLWUEOQCR
- 10 - CAHRTGMBDP
- 11 - IHSTFMCCDI
- 12 - STGOCILEDR

- 13 - VOKCCHVFDR
- 14 - NKCOHWVGDO
- 15 - ICCLVVOHDF
- 16 - CKMTTOIIDL
- 17 - CCHSUGOJDN
- 18 - IHRUFOCKDS
- 19 - LQUNICALDQ
- 20 - QUGMCIMMDH

BSS JANE SEYMOUR

This game is getting a little dated now but I'm sure quite a few of you are still having a few problems. Now, thanks to Mr T. Harrison of RAF Coltishall, we are able to give you all the codes and put you out of your misery. Here you go:

- 2 - SLUMBER
- 3 - INTERST
- 4 - BULKHEAD
- 5 - SHOWROOM
- 6 - MUSHBASH
- 7 - HAMPERED
- 8 - BLACKOUT
- 9 - WARRIOR
- 10 - VICTORY
- 11 - TRAPPED
- 12 - FRENZY
- 13 - HANDYMAN
- 14 - CROWDED
- 15 - RADIATE
- 16 - VOLTAGE
- 17 - GLOOM
- 18 - PRIMATE
- 19 - MADHOUSE
- 20 - TRIUMPH

BLUE LIGHTNING - ATARI LYNX (2)

Yes guys and gals, more codes! You may be having problems reading them all, but our art editor's pulling her hair out, chin-up Sue. These Blue Lightning codes were sent in by Russell Poynter of Kent who has obviously run down a lot of batteries in order to obtain all these codes for your benefit. Cheers Russell.

- 2 - PLAN
- 3 - ALFA
- 4 - BELL
- 5 - NINE
- 6 - LOCK
- 7 - HAND
- 8 - FLEA

If any of you Lynx'ers could help, Russell has said he would greatly appreciate the last seven codes of Chips Challenge. Can anybody out there oblige him?

LOTUS TURBO 2 (3)

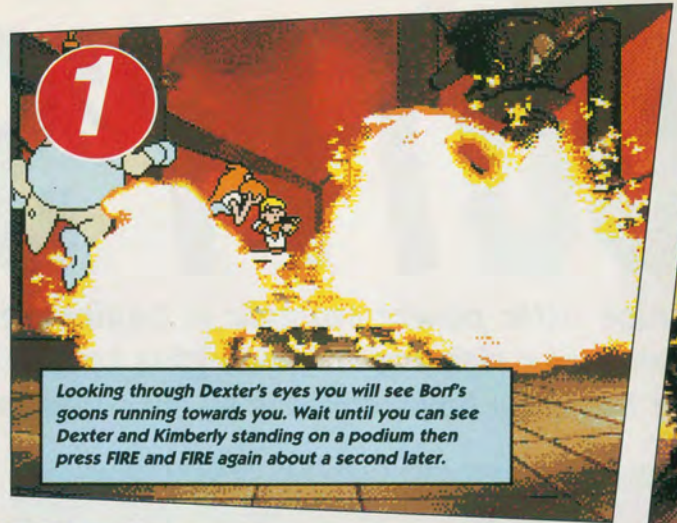
I have one final little ditty for you this month, one that Dotty failed to mention last month. We will have to forgive him for his errors as his age is making him a little...well dotty - he's just hit the ripe old number 19! By typing in DEESIDE in the password section, each time you die you'll automatically proceed on to the next level. Senile old fool!



...SMALL TIPS

GTGA...

These games aren't always as easy as they appear, that's why we felt it was necessary to give you all a helping hand. Thanks must go to Mr Peter Davison of Great Gransden, Bedfordshire for his effort in compiling this guide.

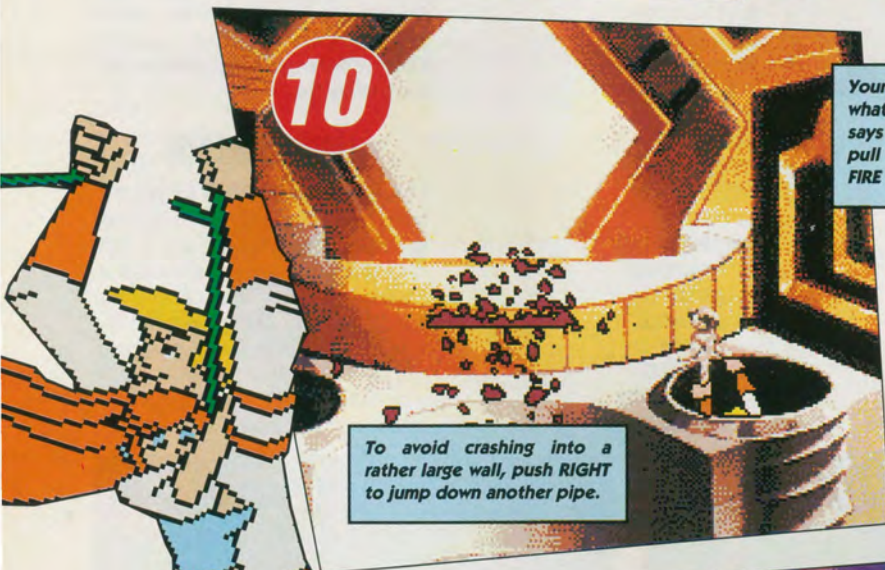


Looking through Dexter's eyes you will see Borf's goons running towards you. Wait until you can see Dexter and Kimberly standing on a podium then press FIRE and FIRE again about a second later.



The yellow monster is after Dexter again. Wait until he is sitting in the monster's hand then press FIRE to escape.

Dexter falls onto a crumbling stone bridge. Quickly push LEFT if you want to survive.



To avoid crashing into a rather large wall, push RIGHT to jump down another pipe.



Your beloved Kimberly is not what she appears. As she says "Beware your Dark Side", pull DOWN and then press FIRE as Dark Ace manifests.



Dark Ace is out for blood and you can only avoid him by pulling DOWN to jump down the hole and then RIGHT to avoid his laser.

Unlucky for some, but as long as you press FIRE to transform into Space Ace

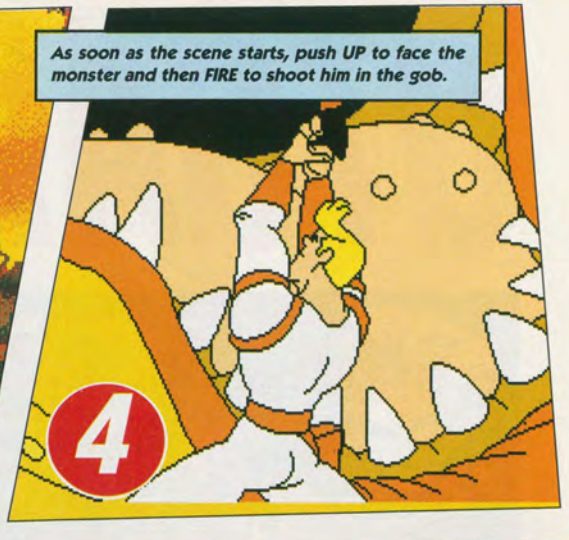




You fly off into the distance and land on causeway. As you appear from the ship push UP to avoid the monster.



You can only avoid the blue alien cats by pressing FIRE as they leap onto Dexter. Witness the creation of Space Ace!

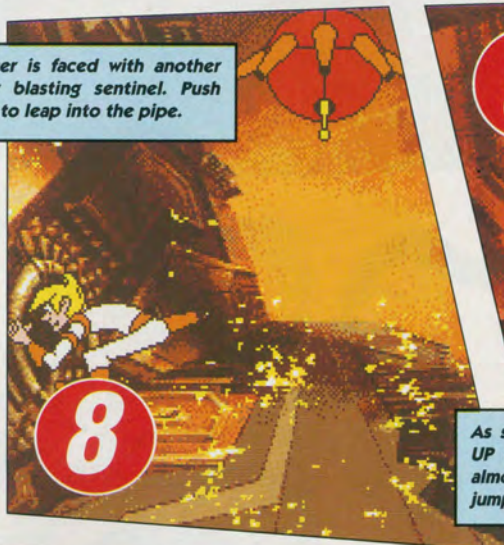


As soon as the scene starts, push UP to face the monster and then FIRE to shoot him in the gob.

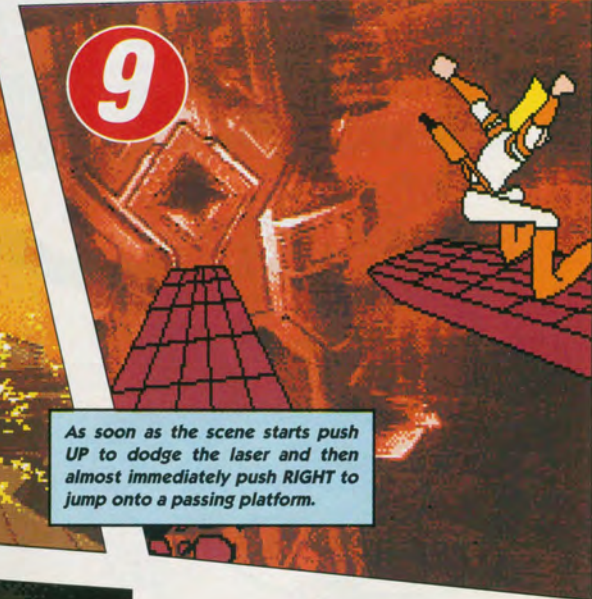


Dexter is faced with another laser blasting sentinel. Push LEFT to leap into the pipe.

As you appear below the robot sentinel push RIGHT to avoid the laser and then UP to run up the corridor. When at the door push UP again to jump through.



As soon as the scene starts push UP to dodge the laser and then almost immediately push RIGHT to jump onto a passing platform.



Face to face with Dark Ace, the only escape is to be made to the LEFT.



...SPACE ACE II

CONTINUED ►

GTGA...



15

You must follow the course of the bridge so push LEFT to run round the corner and as Dark Ace appears at the end of your path, press FIRE.



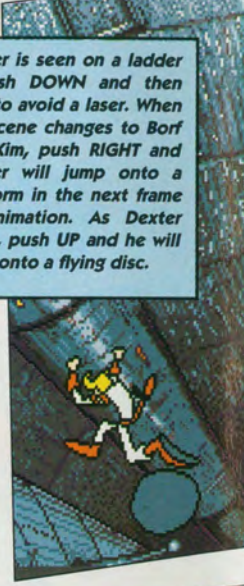
16

Dark Ace is really mad now and he starts to eat the section of bridge that you are standing on! Push RIGHT to shuffle round the block



19

Dark Ace's head is all that's left. Push RIGHT and then UP to avoid it's chomping mouth.



Dexter is seen on a ladder - push DOWN and then LEFT to avoid a laser. When the scene changes to Borf and Kim, push RIGHT and Dexter will jump onto a platform in the next frame of animation. As Dexter leaps, push UP and he will jump onto a flying disc.



23

As Borf approaches, jump RIGHT into a pit and as Ace leaps push UP to grab onto the edge.



24

Dangling from the edge of the pit you must quickly, and rhythmically, push RIGHT, UP, LEFT and UP to successfully avoid Borf's laser and the pit monster.



25

Borf lowers Kim into the pit. Push LEFT to grab the vine.

Quickly press FIRE if you want to avoid Dark Ace's gob!

17



18

As Dark Ace aims his gun jump LEFT and he will shoot his own hand. Push LEFT again and he will blast his arm away and then jump LEFT again leaving Dark Ace to blast away his own waist! What a dork. As Dexter falls to the floor jump RIGHT to avoid the final laser blast.



21

As Kim and Ace slide down towards two exits push LEFT to exit the safe one and then, when they fall into their ship, push RIGHT to avoid the green monster.



22



20

As Dexter appears press FIRE. While Dexter is transforming into Space Ace push RIGHT to catch the falling Kimberly, then quickly press FIRE to open a portal followed by another quick RIGHT.



26

Almost there! When you see Ace swinging on the vine push LEFT to grab Kim and then RIGHT to get out of the pit.



Safe at last? Kim and Ace look lovingly at each other as a yellow monster appears over Ace's shoulder. Press FIRE and you can live happily ever after. Or can you... ?

27



...SPACE ACE II

PD

or not

PD



SLIME NEMESIS (1)

Many older computer users may well remember a game where you had to fly along above a city bombing buildings in your plane.

With each pass you made your aircraft got lower so eventually if you didn't keep hitting the buildings you'd crash into the side of one of them. Well Slime Nemesis is sort of a variant on this theme.

Your dustbinny type character is at the bottom of the screen while the ever advancing green stuff oozes down the wall. The only way to stop it taking over the world is to blast it with your gun!

Slime Nemesis comes with Quattris and both are Budgie games. The disk will cost you £2.95 from LAPD and its number is BU 86.

EXODUS (2)

At first sight this Budgie shoot'em-up owes a lot to the Bitmap Brothers' classic Xenon. This is only in aesthetic aspects - the screen colour and the "snowy" TV screen, but it's obvious enough to even the untrained eye!

Once you actually get going you'll be piloting a spacecraft which can travel in any one of eight directions. A radar map in the bottom right of the



screen shows you where your nearest threat is coming from and by using that you can move around and eliminate it.

Again, Exodus is a Budgie game and you should be able to pick it up at any library that distributes their stuff.

TREASURE ISLAND (3)

Coming from a new name on these pages - Zenobi Licenceware and the ST Adventurers Club (if you want the address see the panel elsewhere on these pages) is Treasure Island.

As you may have guessed from the title it's about an island full of treasure! The obvious aim of the game being to get the treasure and get off the island before you get killed.

The game is a text adventure but handles quite well. If you're a fan of this classic style of game then you may be interested in taking a look at this. You'll find it on Zen 17.

LIGHTNING MEGADEMO (4)

We actually mentioned this little package in last month's Back Passage but here it is in its full glory where it should be. Coded by the Pendragons of Triton the demo starts off with a cute little bouncing sprite which you must guide around to the

And you thought we'd let you down didn't you? As promised our PD coverage rises back up to two pages now the festive rush has long since past us by. This month we've even got a bit of Licenceware in there as well as the usual mix of demos, utilities and games and if you like freaky mind-warping graphics then look no further than the Lightning Megademo.





different screens within the demo.

This is done with the cursor keys and when you find a room you wish to go into then you just move onto the door. To find some of the bits you must go through a maze so you'll not find everything immediately.

As well as the bog standard type demo stuff (the scrolling messages and so on) there is what is thought to be the first Plasma Demo on the ST.

This is what really caught our attention. Freaky, flashing graphics like you never imagined possible - it'll blow your head off. Get some decent music playing at the same time and destroy your mind! Get hold of MD 41 from DW Stables right now.

KOZMIC 2 (5)

More a graphic utility than anything else, Kozmic 2 lets you create your own freaky psychedelic demos and patterns that you can rave to in the privacy of your own bedroom.

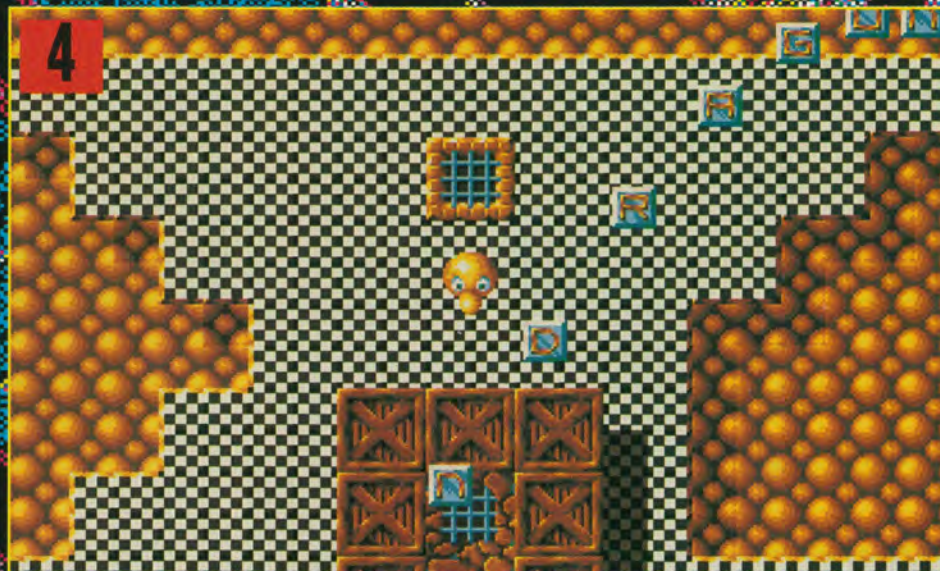
After it's finished loading you'll be presented with a comprehensive menu full of different effects that you can implement. These include spirals, circles and various other polygons.

By clicking the right mouse button you can see what the effects look like and by altering a few of the parameters you can make the colour palette cycle through itself creating a changing, animated look.

Far too complex to go into in any great detail, but very simple to use. If you fancy a go then it's on Disk A.36 from LAPD.

CIRCUITRY (6)

This disk isn't actually PD as it's copyrighted, but it is licenseware and as such can only be purchased from



Goodmans PD library.

Programmed by AJ Morgan the game puts you in control of a cute (well cuteish) type character who has to dash all around the screens collecting different bits of circuitry. The game is a pretty basic platform game with a small element of puzzle chucked in for fun. Similar in some ways to Electronic Zoo's recent Daylight Robbery release.

If you fancy giving it a try then it's available from Goodmans International Licenseware Selection.

ASTRO 22 (7)

The final proglette from LAPD this month is an astronomy program. While this may seem a total minority interest item, most of you must have thought about star gazing at one time or another and maybe all it'll take to get you going is this little disk.

Astro 22 boots up in medium resolution and at first sight looks frighteningly intimidating. In fact, it remains like this as star maps aren't the easiest thing to look at.

Even if you're only vaguely interested in the wide, exciting (!) world of astronomy you could do a lot worse than have a look at this. For only £1.50, you still get a disk out of it even if you can't find a use for it. Order disk M 84.

DRAGON'S TOWER (8)

Another game from Goodman's that isn't PD but Licenseware, but this is the best place to put reviews of this kind of stuff, so here it is.

This cute platform romp comes to you courtesy of Nick Fleming and again is exclusive to Goodmans. Using the joystick to control your character you must leap around the platforms inside the tower collecting various objects that allow you to escape. Coming into contact with the beasties flying around will hamper your chances of survival but if you want a go anyway check out Goodman's.

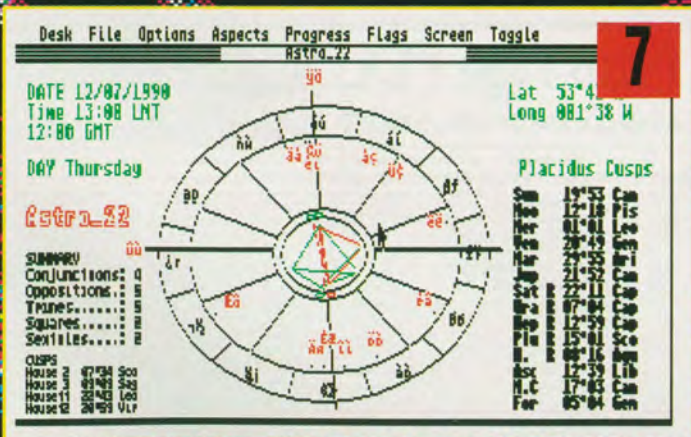
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Wengeli the Wizard...

This month Wengeli and the apprentice have come up with a new idea for an adventure game called, "Chaos moves house" - loosely based on Chaos Strikes Back (but MORE chaotic).



Welcome to this month's special issue of the column. We have been so busy that my master, Wengeli, has asked me, the apprentice, to write the column and answer your questions while he reorganises the house.

The past month has been pretty hectic here at Y Ty Cnau, while we have been moving house. Simple you may think, but not the way a Wizard moves house. We were recently informed that the new Channel Tunnel Rail Link is due to pass right through our humble abode. The thought of having to wake up at 5am each morning just to open the front and back doors concerned my master - opening them to allow the trains to pass through the front room would be inconvenient, not to mention draughty!

To overcome this problem he decided that Y Ty Cnau must move. Few people know this but Wizards do not move in the same way mere mortals do - when they move house they really 'move their house'. For this we brought in RemovaWitch who are a well established firm. They levitate your house, tow it behind one of their broomsticks, and relocate it in a convenient new site preferably one not already being used! (Do they do shoplifting as well - Ed.)

At the new site there was a slight accident. This was due to several of the witches having skived off to watch their favourite film on TV, "Every WITCH way but loose"! Unfortunately one of

the removal workers, the Wicked Witch of the West, got crushed beneath the house as it was lowered into position.

As it fell on her the last words we heard were "Oh no, not again...!" Imagine my disgust when the other witches asked if my name had been Dorothy in a previous life! Seeing her crushed by the house was useful, when they took her out she was as flat as a board and with no creases. Next time I am due to do some ironing I will just place it below the house for a while.

One of the games I recently started playing is Barbarian II. Although the presentation is similar to a fantasy-style arcade game, there is a role-playing element to this game. This combination appealed to me as you directly control the character on the screen, rather than using a series of simple commands. For those of you



who enjoy hack'n'slash type games there are plenty of monsters to kill - while you may still determine your

fate by planning where to go and the choice of weapons to use on each foe. Also you may enter a number of shops to stock up on potions, weapons or other useful items.

You are playing the character of Hegor, the Barbarian, who must negotiate monsters on his way from the Forest to Necron's Temple, where he must defeat his evil brother, Necron. There are six scenarios in total, which contain different species with which to battle, while searching for keys, weapons and gold. This may not be a game which first attracts the eye of a seasoned adventurer, but for an enjoyable break from text adventures this is the game to have. It can be fast and furious, but with practice you can learn the best ways to defend yourself from each type of monster you will meet. I got quite carried away

when I got into this game and had all my darts confiscated after attacking the evil Necron - or was that Wengeli (they both look the same!).

Y TY CNAU COMPETITION

For the past few months I have been the butt of all the jokes from my master's Welsh friends. Each time they see me they mutter something about how suitable the name Y TY CNAU is for the house I live in, then collapse in a fit of the giggles. It is quite embarrassing to see grown wizards act so immaturely. You would expect them to set me a good example. More importantly however, I would like to find out why it is so funny.

"Now listen very carefully I shall say this only once" (that's quite good, I could use it as my punch line!), I am prepared to offer quite a substantial reward which cost me a whole year's pocket money. If anyone can write in with their guesses for the English meaning of "Y TY CNAU", together with a reason why it was given this name in the first place, then I will give them one of the most recent games I purchased. Please make sure any answers are sent with my name on the front, and mark it "For the apprentice's eyes only!"

LETTERS

LARRY'S MISSED THE BOAT

I recently purchased Leisure Suit Larry II. After winning the cruise and the million dollar note I found my passport and bought a swimsuit, but now I do not know how to get to the ship or find





Barbara Bimbo my dating connection.

Tim Woodall, West Midlands

Well I am NOT surprised that Barbara chose you for her date, as I know her quite well. She really doesn't go for the smartly dressed, smooth talking, charmers but prefers the pathetic, boring, unambitious wimps. At least that's what she told me when we were going out together. In fact the Troll went out with her once but they stopped "seeing" each other when he ate her guide dog.

The cruise liner appears at the quay which is located at the far east of the playing area. This may not have arrived yet, OR may have already left (did you hear a sound like a ship's fog horn while wandering around?). Barbara Bimbo is nowhere to be seen on the land, so don't bother to look for her. Her cabin is next to yours on the liner, but be prepared for a surprise when you go and see her...



GUYBRUSH GOES BANANAS

I am stuck on Monkey Island and the last thing I want to do is to end up looking like Herman Toothrot so please get me off here. I have found the Monkey head and want to get inside the fence. When I hold onto the branch of the totem pole the gate opens but however fast I move it closes before I can get to it. I have tried to hang everything on this branch but nothing works. How on Earth can I get inside to see the head? Please help me. I keep trying but I am sure that my arms are going to stretch till I look like a monkey if I keep this up.

Mary Jordan, Liverpool

It's funny that you look like a monkey, because finding a monkey is the answer to your dilemma (this is ALMOST a big word!). If you looked more like the governor than a monkey I would forget playing Monkey Island and we could run away to a desert island together!

I am most disappointed about your appearance and also your lack of inventiveness (this REALLY IS a big word!). When Herman Toothrot got stranded here he trained a crew of monkeys to sail his ship for him, surely you could train a single monkey to take your place at the totem pole. Firstly, stop hanging about and try to find yourself another monkey. If you search the forest, to the north of the beach where the rowing boat is to be found, you will find a clearing. In the clearing there is... yes you have guessed it, a monkey.

You need to befriend the monkey and as the saying goes "Bananas are a monkeys best friend". Having supplied your furry friend with sufficient bananas to satisfy his (or her) appetite, he (or she) will be prepared to follow you anywhere - well, as long as it's not dangerous! If you walk back to the Monkey Head, he (or she) will of course follow. Swinging on the branch of the totem pole would appear a good game for a monkey (no, not you) and he (or she) will follow your example, leaving the gate open for you.

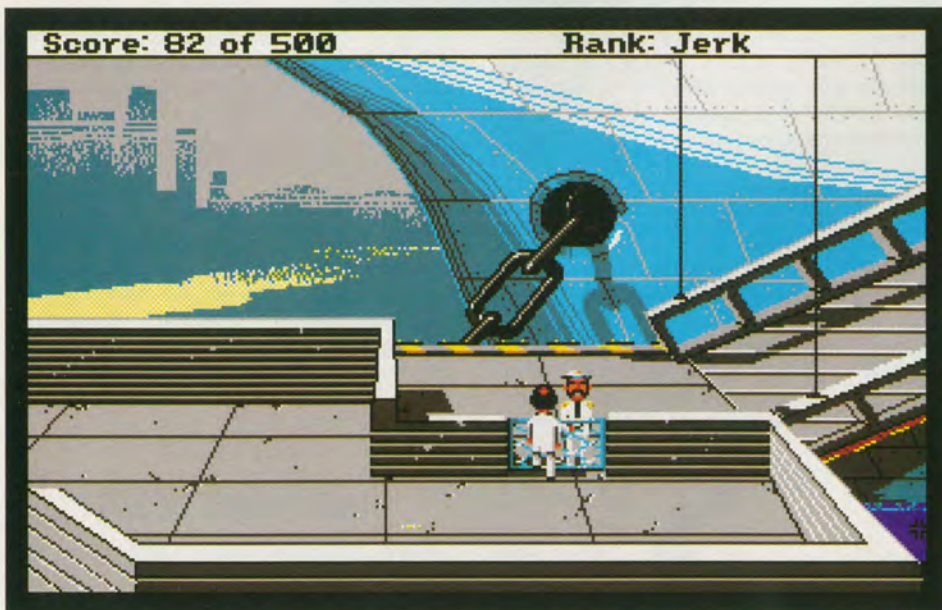
GETTING IN BY THE BACK DOOR(S)

HELP!!! Please, Wengeli, soon Deja Vu is going to become a broken pile of disks because I am so frustrated. I have a question about this and another one about Chaos Strikes Back: In Deja Vu, can you open the back door on the car? In Chaos, can you get behind the door marked "death row"?

Paul S Entwistle, Lancashire

You don't need to open the back door of the car. The front door can be opened to reveal a clue in the glove compartment and the boot (or trunk if you believe what these Americans say in the films) contains a body.

The good news is that it is possible to get behind the door marked "death row", but the bad news is that the key slot for this door is located on the other side of the door. You would have thought that somewhere called Death Row would be a prison, but I don't know of many prisons which are locked from the inside! There are only two rooms located behind this door, but the entrance is through a hole in the ceiling. The only way into this area is from level 3, but going here is not advised. The second room, where the exit to the corridor outside is guarded by a mean-looking stone-faced guard who has orders to



"Excuse me sir, have you seen a Cruise Liner" says Larry in Leisure Suit Larry II.



to
ink
monkey head key
too many memos
lens
cannon ball
flint

keep you interred. In fact
this poor guard has been
here so long
that he is not
o n l y
stone-



...faced
but the
rest of
him has become fossilized too! It is just a pity that
the walls to this prison are not as thin as those on
"Prisoner, Cell Block H"!

WITH A SHADOW OF A DOUBT...

Recently I dug out a lot of my old games, one which caught my eye was Shadowgate – which I am now stuck on. I have got quite far and have killed a Troll, Cyclops and a Werewolf. I have got past the Sphinx (more importantly) the Throne Room and proceeded as far as the Vault, Cavern and Cave. Please could you answer the following questions: How do you get through the door in the Well-room? What do the jars from the laboratory do? How do you kill the Goblins in the Armory? What do you do in the Vault? What do you do in the Cavern, and how do you get through the top left door in the Banquet Hall?

Chris Brittle, Nottingham

The answers to the first
three questions are
pretty simple and
they



"Oh dear, looks like I missed one of the clues in Shadowgate"

go as follows: You don't need to pass the door in the wellroom, only go down the well; The jars in the laboratory have no particular use; You don't need anything from the armory, so why bother to kill the goblins?

Well wasn't it a waste of time even worrying about these problems, the following solutions are more important though.

In the vault put the talisman, found at the top of the Wyvern tower, under the symbol of the sword. The talisman is called the Bladed Sun. When the talisman is in place you can then blow your horn – you did pick this up, didn't you? This will open a passageway through the mouth of the skull. Beyond the passage is a cavern where your ultimate fate will be decided.

In the cavern you must open the book and give it to the statue. This will reveal a bridgeway allowing you to reach the far wall.

The three doors in the Banquet hall are opened by three keys (pretty obvious isn't it?). One is found in the library desk, one from the globe in the study and the final o n e

under the rug in the hall.

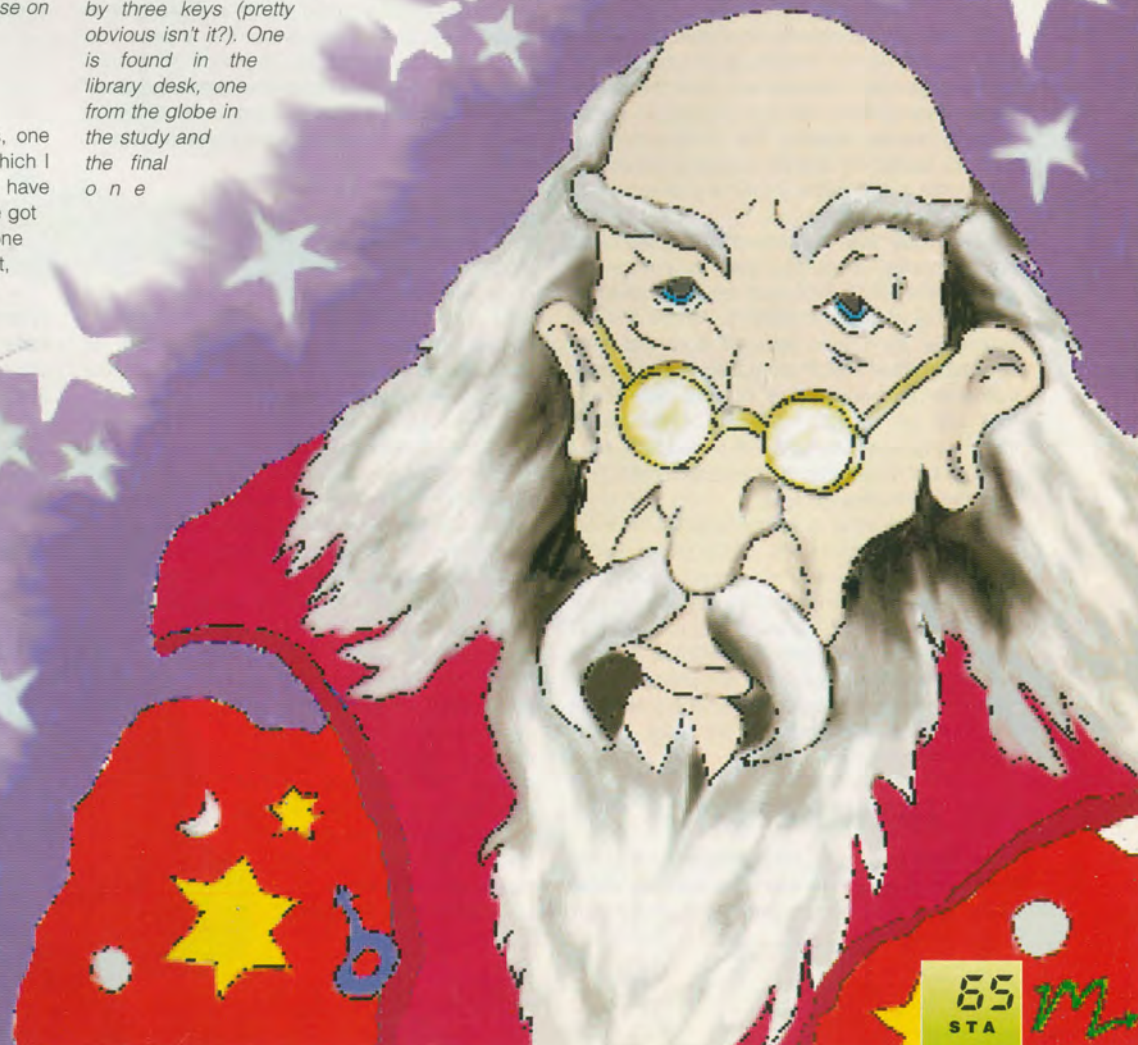
CRUISING FOR A BRUISING

I have been playing Delphine's brilliant Cruise for a Corpse, but am running out of leads so could you please answer my questions.

In the lobby there is a statue of a Mermaid which, when you click on it, gives you codes. What do these mean?

It is extremely annoying as most of the doors are locked. Are there any keys to open them?

A de Roy, London





The mermaid in Cruise For A Corpse must have a soft spot for Raoul, she keeps trying to give him help

Well I really love these personal letters, do you mind if I just call you 'A'? It would also have helped me, to give you some clues, if you had written in your letter at what time in the game you were stuck. My master Wengeli may be psychic, and hence able to read your mind, but I unfortunately am what is known as a pleb (well that's what my master calls me!) From the fact that you have found most of the doors locked, I guess you are stuck... near the start of this game. Here are a few tips to help you get a bit further.

When I first played Cruise for a Corpse I got stuck, in a similar way to you, which made me quite frustrated. My master calmed my anger, at the game, by reminding me that all great detectives pay attention to the smallest of details. It was only when I went back around the ship, examining every room thoroughly, that I found some important clues I had earlier missed - for example, have you found and read the notes in Niklos' Study and the smoking room?

As you should already have discovered time is advanced, by ten minutes, each time a major clue is uncovered. This clue may be in the form of some information from another passenger, or discovering relevant objects. The rooms which are currently locked will only be opened at the appropriate time in the game, allowing you access to them and their contents.

When you "talk" to the mermaid you are given a list of codes. These may look totally meaningless, but they do in fact each relate to individual actions that you need to perform. As one of these actions is performed you will find that time advances, while one of the codes from the mermaid's list is removed (one or more new codes may also be added to this list). Unfortunately these are too complex for me to understand, but I am sure that my Master has memorised them in at least five different languages!

There were other questions asked in this letter relating to times much later in the game. Telling you these answers would only confuse you (even more). Following the detective's philosophy (not that I know what a big word like this means!) above, should allow you to progress steadily through the game. If you have real problems and want to know the answers then send a note of the time in the game at which you are stuck, in your letter to Wengeli!

A HITCH IN TIME MAKES TEA

I have been playing the Hitch Hikers Guide to the Galaxy for a while now and have become stuck. Firstly, what do I need the four bits of fluff for?

Secondly, how do I bring back objects to the Heart Of Gold when using the improbability drive? Lastly, what do I have to do in the Bugblatter Beasts Lair? And finally (I lied about the "lastly"), how do I get some Real Tea and No Tea to open the screen door?

Please help me solve these puzzles as they are giving me so much trouble that I am starting to REALLY enjoy Vagon poetry.

Richard Andrews, Bristol

Well, liking the Vagon poetry is obviously one of the side-effects of the improbability drive. If I were you then I would see a doctor to make me go deaf, sparing me from this awful prose. A much better use for the improbability drive would be to fill in a pools coupon, not forgetting to send it in with MY name on it!

In anticipation of you making me a millionaire, I have decided to help you. The four bits of fluff should be collected and put in a flower pot to grow. When these have grown into a plant you can eat the fruit produced. This plant is however hallucinogenic and will give you "wacky dreams" (hey, wow man!). Watch this very carefully as the contents of this premonition are important later in the game.

Objects picked up while using the improbability drive will be left where you put them. This of course means that if you were in Ford's body and placed something in his pocket - IT WILL STILL BE THERE. Therefore, to make use of the items collected, you must take them from the other characters.

If you took a close look at the Bugblatter Beast you would know that he is as stupid as the Troll was. This may be verified by consulting "The Guide". His first instinct is to ask your name - then eat you, so introduce yourself then run away from his clutches. If you use your towel (you HAVE still got it, haven't you?) and place it over your head you will not be able to see the beast. Because of his low IQ, this will convince him that he cannot see you either! This will not fool him for long as he remembers seeing you earlier, so pick up a sharp stone and go to the memorial. On this write your name and stay hidden. The beast will see that your name is on the memorial AND THINK HE HAS ALREADY EATEN YOU, then he will curl up and go to sleep.

The Real Tea is obtained

from the Nutrimat machine. The basic machine is so simple it can only produce tea substitute, but you can change that. Inside the Bugblatter Beast's lair you will find a Nutrimat Computer Interface Card, in the clutches of a skeleton. Make sure the Bugblatter Beast has gone back to sleep BEFORE searching for this. Once this card is substituted into the Nutrimat Machine, back on the Heart Of Gold, the machine will be able to produce Real Tea. The act of picking up the Real Tea should cause you to automatically drop the No Tea, giving you both the components to open the screen door.

ALL DRESSED UP AND NOWHERE TO CHANGE

I am on the brink of suicide because of a problem I have in Leisure Suit Larry III. I have got the Fat City Card from Suzi Cheatum, but when I enter the locker room I cannot find my locker or find the combination for it. I also have the towel and soap. I have "met" Tawni and Cheri but I do not know what to do with Bambi! Do you?

Love and leek pies

Andrew Wood, Cheshire

The moment I saw that you were carrying a towel I immediately I thought that you must have loaded up a Hitch Hiker's Guide to the Galaxy save game by mistake.

The number of Suzi's locker is written on the reverse side of the membership card - number "69". You will also be given the names of three places mentioned in your game booklet. These are randomly allocated to each game. Look up the pages where the three places are advertised and note the corresponding page numbers in the SAME ORDER as the places are mentioned on the card. This is the correct combination for Suzi's locker, easy really.

The location of locker 69 is actually as far left and up as you can go in the locker room. You can get help by using the command "FIND LOCKER 69" at various stages, when you will be given an indication as to how near you are in terms of "Hot" or "Cold". When you get to the top left you will be told "You're so hot, you're burning up!" This is Suzi's locker. You can now open the locker using the correct combination.

Obviously I know what to do with Bambi, it's just that she won't let me! Unfortunately all that she has in mind is getting help with her video. Once you have helped her she is so grateful that she invites you up to her room for some "fun" on her sunbed (hope you get burnt! - of course I'm not jealous).

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, offerings and to the following NEW address:

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Unless you have been on the moon for the last couple of years, you will have heard of Bubble Bobble and its sequel, Rainbow Islands. These two games told the heart-wrenching struggle of Bub and Bob as they overcame all odds and destroyed the evil lord who was attempting to end the world. Both games proved to be phenomenally successful due to their cute graphics and extremely absorbing gameplay.

Parasol



The grateful occupants of Rainbow Island gave our heroes two magic parasols that had been kept to ward off evil. The umbrellas could be used to protect the holder or capture and destroy any enemy creatures that it came into contact with. They took out their parasols and set forth into battle.

Parasol Stars is set over eight worlds, Music, Woodland, Ocean, Machine, Casino, Cloud, Giant and Rainbow, each world containing seven levels. There are also three secret worlds of seven levels that can be found if you are extremely clever. This makes a total of 77 levels for you to explore.

Various secret bonuses and loads of special weapons

It came as no great surprise when Manchester based software giants Ocean announced their acquisition of the rights to produce the third game in the Bubble Bobble series, called Parasol Stars. The storyline contains similar sorrow and grief as the last two and describes how after saving the people of Rainbow Island in their previous adventure, our two intrepid heroes took off on a long, well earned rest. Unfortunately, their holiday

was soon over as Chaostikahn, a feared warrior, unleashed his menacing army of monsters across the universe and they knew immediately that their services were required once more.

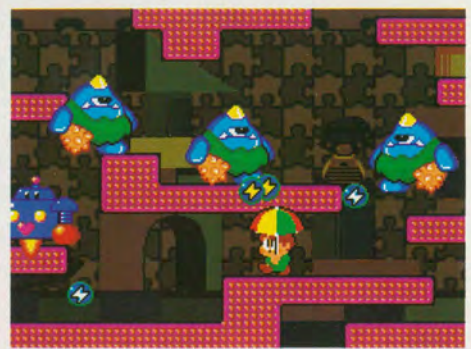
can be collected throughout the levels and each one is guarded by an enormous end of world guardian that must be destroyed by using one of the special potions found scattered about. You will recognise some of the monsters from their previous starring roles in Bubble Bobble and Rainbow Islands but they have been redrawn to an extremely high standard.

Jason Dutton dashed up the road to Manchester to chat to Parasol Stars graphic artist Don West:

Jason: Including yourself, who is the programming force behind Parasol Stars and what have you been involved in before?

Don: A great guy called Mick West is responsible for all the coding and some of the initial sketches were done by him as well. As for his software history, remember Darkman? I, as you know, have done all the graphics and my past record includes Terminator 2 on the C64, loads of stuff on the Speccy and Navy Seals on the Game Boy to name a few.





Stars

J: What are the main noticeable differences between Parosol Stars and its predecessors?

D: The game itself is taken directly from Taito's PC Engine version that used lots of colours and a screen 40 characters in size. The ST version will contain 16 colours and has been slightly reduced in size to 32 characters. There is also the possibility that the ST version might contain some parallax scrolling on the platforms but we haven't decided yet.

J: What are the benefits in the reduction of screen size?

D: The main difference will be an increase in the overall speed of the game. The smaller the screen, the less the machine has to update. Games with a smaller screen (Toki, Bubble Bobble and Snow Brothers are good examples) usually tend to run very fast and quite smooth as well.

J: As you mentioned before, the game comes from Taito's PC Engine version but how much input did they have in the creation of the 16-bit versions?

D: As there was no coin-op version, Taito provided us with about 60% of the artwork which we then had to look at and partially redraw using different palettes suitable for the ST. The rest of the graphics were drawn by myself.

J: How long has the game been in development from start to finish?

D: Mick started the programming about six months ago and I came on to the scene about a



month later to start the graphics. I'd say six months is quite an accurate figure on the whole.

J: Finally Don, what are the plans for the future. Will there be another game in the series?

D: Ah, that's one you'll just have to wait and find out about. But I can tell you that I will be working on one of the console versions in the near future.

first two in the series and become a deserving classic. The similarity to the original PC Engine version is remarkable, if they can reproduce the gameplay it will be a deserving sequel.

Thanks to Ken and Don at Ocean for their help.



As you can see by the screenshots, it certainly looks like it will follow closely in the footsteps of the





Racing games have been the mainstay of Gremlin's year, with a few notable exceptions like *Utopia*. But this time they are going back to the old chestnut of the platform game. If things go to plan it should go down as one of the best yet on then ST.

Harlequin

Hot on the heels of our dynamic news piece last month, ST Action made the treacherous and nerve wracking trip across the Peak District to Sheffield to take a closer look at Gremlin's *Harlequin*.

We first saw it some time in August as Gremlin showcased their forthcoming product, and it wasn't looking all that impressive. Things have changed dramatically, though, in the last six months to an almost jaw-dropping extent.

Gremlin have steered fairly clear of original platform games over the past eighteen months since *Venus The Fly Trap*, only venturing out with a sequel to *Switchblade* in mid 1991. With *Harlequin* though they have returned into the fray, but they aren't doing anything by half.

To actually design a game that will take two and a half hours to play through the simplest route from start to finish is a testament to the determination, fortitude and infinite capacity for sleepless nights of the designers and programmers Ed



Campbell and Ed Findlay. This timing is achievable only when you know the game and to put it in context, a well versed player of *Switchblade II* would have taken just twenty minutes to complete the game. In short, *Harlequin* is large. Big. Erring on the side of huge. Massive, really.

Strangely though it all revolves around a chap who seems to have jumped straight out of the advert for those crap chocolates that Terry's used to do called, oddly enough, *Harlequin*. Dressed in a red and black diamond pattern tunic, with a white ruff and a mask clearly half-inched from Dick Turpin, he could only be described as distinctive. But the poor lad has fallen into the trap that seems to befall every distinctively dressed "character": he has to save his world. Still where would computer games be without a world or two needing to be saved?

Over the 800+ screens of the game, *Harlequin* must leap and bound through some 23 levels of various sizes all set in the land of Chimerica. The inhabitants of said land all live for the sound of the Chimerica's heart.

The comforting thud of the life-giving organ resonated throughout the land. When it stopped it was down to old Harley to sort it out and retrieve the four pieces of the heart from wherever they have been scattered in the land. Being an athletic kind of chap he finds himself endowed with a number of neat maneuvers, suitable for nearly every situation that this devious platform game will throw at him. For example he may need to hang from the hands of clock as they spin wildly out of control and then launch himself into mid air, or he may need to slide down the tail of a crotchet inside a book of music he has just leapt into.

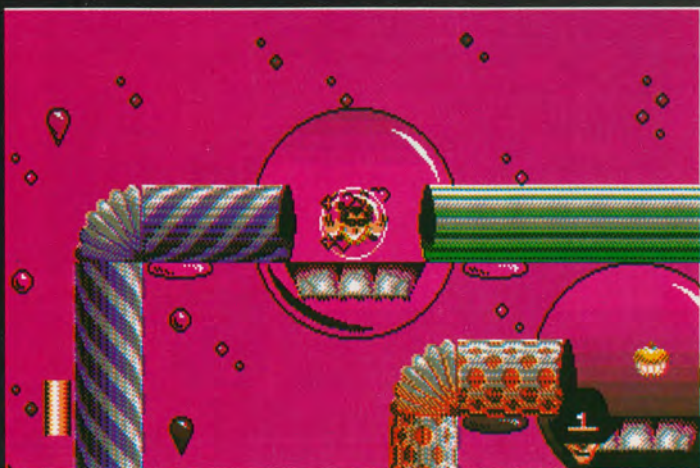
Not only does he have to negotiate his way through the staves of a book of music, he visits heaven, hell, jumps into a TV, wanders through a morticians, in and out of a house of cards and even underwater. For this particular feat he turns into a fish(?), still brightly diamond patterned and wearing a mask, swimming around, but he has to be careful to return to the surface every now and then to breathe a little air and make sure he doesn't drown.

The gameplay revolves around throwing various switches dotted around the map so that Harley can move on through the land. This puts

the emphasis on exploration and experimentation as even when you find a switch and throw it, it may not be immediately apparent what its effect is.

As a weapon he throws small hearts at his enemy, because they are small they have to be chucked in greater volume to have any effect. They can be temporarily powered-up if the right bonus icon is released by the jack-in-the-boxes found all over the place. These will release all sorts of bonuses from points to extra energy as well as the power-ups. Jolly useful.

Graphically it can't be faulted, it is endowed with colours and imagination that I haven't seen since Mickey Mouse on the Sega Game Gear. It even tops the superb looking *Robocod*. It wouldn't be out of place in *Fantasia* or any other Disney classic, it really does look that stunning. When we saw it no sound had been implemented, but we are told that it will revolve around a few effects and a catchy tune. When it is released in approximately two months it should restore some peoples faith in just what the much maligned ST is capable of.



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None of us here at ST Action believe any of this rubbish that Norman Lamont keeps

spouting about

how the recession is "bottoming out", or how we'll look back on this and laugh. It is all rubbish! We stand about as much chance of getting out of the recession this year

as we do of seeing the Second Coming next Tuesday. We have no money. We know you have no money. With this in mind we bring you a selection of the latest budget games...



ROBOCOP

THE HIT SQUAD £7.99

Ocean had to fight tooth and nail to get hold of the original Robocop licence, but why on Earth did they bother? Having seen what they've managed to come up with for the new Robocop 3 game, this first effort now seems to be a bit of a waste of cash, even at £7.99.

The major problem with this, although it's fun for a while, is that it's far too easy to complete. Even with the addition of bonus levels like shooting galleries and so on, you'll find yourself whizzing through this even if you're only an average gamer who'd rather be stuck in Monkey Island as opposed to bounding around platforms.

The graphics and sound are okay but are now a little dated. Good for the time, but well dodgy now!

ACTION ANALYSIS

Robocop got some fine reviews when it first appeared, perhaps because people didn't realise how easy it was to complete. Programmed by Pete Johnson, famous for his Arkanoid conversions, this one just doesn't make the grade unless you want a trip down memory lane.

ENJOYABILITY RATING 62%

VALUE FOR MONEY 4/10



MANIX

GBH £7.99

Weird one this, it never really got much publicity but Jools quite likes it, he's even got a quote on the box from when he worked for Raze (Who?). Without getting into the reasons too deeply, you control a strange ball type character called Fat who must bounce around the 3D landscape changing the tiles to the correct colour.

If that all sounds a bit too simple to be true, don't worry about it because it is. But by the time you've thrown in a few goodies such as a strict time limit, bombs and other objects you're faced with more problems.

At the start of each level you're shown a map which you must then remember as it shows you the correct colour of each tile. Mess it up when it comes to the crunch and you're dead!

ACTION ANALYSIS

Everything about Manix smacks with cuteness. The graphics are really pretty and quite amusing too (FAT even has an L plate on his back at the beginning!). If colourful, thinking games are your area, you could still do a lot worse than this for your eight quid.

ENJOYABILITY RATING 80%

VALUE FOR MONEY 7/10

RENEGADE

THE HIT SQUAD £7.99

Making it's first appearance on the ST in this country is the conversion of Taito's Renegade. I remember playing this on the Amstrad many moons ago. Ocean did an ST version and for one reason or another decided only to release it only on the continent.

Now it's finally surfaced and unfortunately it's bobbins. It follows the same storyline as the others. You're a bit hard and fancy your chances against a large gang of suicidal maniacs.

Do yourself a favour and steer clear.

ENJOYABILITY RATING 43%



ACTION ANALYSIS

The quality of this game is unbelievable, for all the wrong reasons. The graphics are among the blockiest ever seen, and the old addictive gameplay just isn't there anymore. It's not difficult to see why it was left out of the English shops, but it is difficult to see why it's there now!

VALUE FOR MONEY 3/10

RECESSION REVIEWERS



MINDBENDER

GBH £7.99

When you're told on the packaging that you're going to come up against a team of magicians who will be trying to break your magic lines you may be wondering what the hell's going on.

When you've read the manual and you've been told about all the various gnome experiments you'll still probably be wondering what's going on. When you actually get into the game, you'll then realize you've got a top little puzzler on your hands.

Basically you have to collect ingredients for spells, and this is done by bouncing your magic beam off the walls to hit the pots they are held in. Loads of levels to get through, none of which are simple. If you like this kind of game, you'll like this one as well. Worth a look anyway.

ACTION ANALYSIS

This has a very strange concept and as with most games with strange concepts it probably has a limited audience. Not that it's a bad game, because it isn't. Graphics and sound are quite simple, but the addictive gameplay carries it through.

ENJOYABILITY RATING **73%**

VALUE FOR MONEY **7/10**



MYSTICAL

ACTION SIXTEEN PREMIER £9.99

Yet more magicians are found in this slightly different shoot'em-up, originally from French company Infogrames, but now going out at less than a tenner. Even today this has really stunning graphics that are very typically French.

You are a novice Magician and you've really cocked up this time. While playing around, you've managed to cast a spell that has sent your master's magic phials and scrolls all over the land, and now you must get them back!

Control your large colourful novice Magician sprite up the vertically scrolling screen, collecting up the objects and casting spells on anything that gets in your way. Depending what you have at the time, you can even turn people into frogs!

ACTION ANALYSIS

This is a pretty good game even though it takes yonks to load. Fine graphics and sound complement fast, fun gameplay and the combination turns this into an excellent product well worth adding to your collection, especially at this price.

ENJOYABILITY RATING **84%**

VALUE FOR MONEY **9/10**

THUNDERSTRIKE

GBH £7.99

It's time for the annual Ground Defence games and as usual you have to take your place alongside all of the Galaxy's other elite pilots. You won't be getting off very lightly here because it's lethal combat all the way in a variety of the galaxy's most dangerous areas.

Predominantly mouse controlled, you must steer around the 3D landscape in your fighter duelling with the best. Your instruments will keep you updated on the ammo situation, run out and you're in trouble.



ACTION ANALYSIS

Originally Millennium's product, Thunderstrike isn't really the kind of game that dates, similar sorts of techniques are still being used now in Mercenary III. The graphics here are quite good and if you want a shoot'em up with a bit of strategy, then take your eight quid out now.

ENJOYABILITY RATING **77%**

VALUE FOR MONEY **7/10**

REVISION REVIEWS



JUPITER'S MASTERDRIVE

ACTION SIXTEEN £7.99

Super Sprint was a game that took the arcades by storm a couple of years back. Since then, this original driving game has spawned many a clone, inevitably some good, some bad.

The attraction of SS was it's lightning speed, you knew your reflexes would be tested to the limit. Ubi Soft's Jupiter's Masterdrive is basically Super Sprint in space. Thankfully the speed element has been retained and you hurtle around the tracks on the various planets. There are nine progressively harder tracks to try out with prize money at the end of each one. This cash can be spent on better equipment for your vehicles, to give you a better chance in the successive rounds.

ACTION ANALYSIS

This achieved a really good STA mark originally and we're not about to change our minds now that it's come down in price. Heaps of playability and speed. For challenging Super-Sprint type gameplay this is the one. Value for money oozing out of it!

ENJOYABILITY RATING 88%

VALUE FOR MONEY 9/10



FIRST DIVISION MANAGER

STAR PERFORMER £10.99

Another tried and very well tested formula is the football manager type game. Starting several years ago with Kevin Toms' original Football Manager on the speccy we've since had loads of others, the pick of the bunch being Anco's Player Manager.

With Codemaster's latest offering you can choose to be any of the current crop of First Division outfits or take part in a Super League. From there on you can choose to create your own squad or play with the correct players. All team data is reasonably correct so there's realism in there too.

After that it's the standard mix of training, picking the team and weighing up the opposition. Thankfully it's all presented rather slickly and is quite fun to play.

ACTION ANALYSIS

This is an above average attempt at a management sim, well put together and presented with style. If anything lets it down it's the match sequences (although the commentator does look like Leslie Nielsen!) as they are rather slow and jerky.

ENJOYABILITY RATING 80%

VALUE FOR MONEY 7/10

ROTOX

ACTION SIXTEEN PREMIER £9.99

Originally released to mixed reviews Rotox appears to be one of those games which you're going to love or hate (welcome to Paul's cliché corner!).

Your character used to be an elite mercenary, injured in the line of duty, but now turned into a devastating cybernetic fighting machine. Scientists have devised an artificial environment that only Rotox could get through.

Freaky graphics and an original aspect made this quite popular in the office.

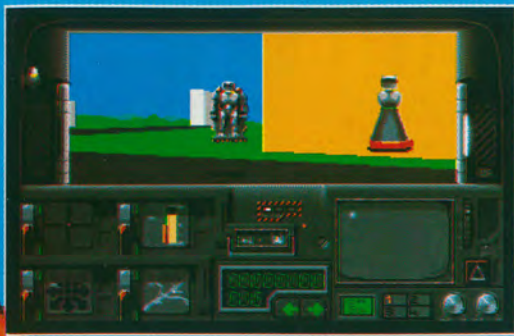


ACTION ANALYSIS

The first time you play this you may well rue the loss of your tenner, but once you're into it you may find yourself hooked. The terrain is slightly disorientating at first, but once you're past this initial problem you should be okay, well worth a look!

ENJOYABILITY RATING 85%

VALUE FOR MONEY 8/10



RESOLUTION 101

GBH £7.99

On the 19th January, 2038, a new law was passed by the governing body: Any prisoner held within a State or Federally owned prison of America, wishing to receive amnesty for their crimes, may do so by successful application and completion of a special warrant.

The way to get one of these warrants is to track down and capture four major criminals. Each criminal is in charge of one sector of the country and you must find him and stop his nefarious drug running activities. You are given a Theta 4000 ground craft that is armed with a light machine gun. This craft can be controlled using the joystick, mouse or keyboard and the 'F' keys will activate your weapons, maps and gun sights.

ACTION ANALYSIS

Resolution 101 is quite an interesting game if you can take the time to spend a couple of hours on it. Nice, smooth polygon graphics and fairly impressive sound make this a good, strong product for the budget market. Quite entertaining.

ENJOYABILITY RATING **82%**

VALUE FOR MONEY **8/10**



ULTIMATE GOLF

GBH GOLD £9.99

The first of the GBH Gold label releases is Ultimate Golf. Receiving numerous high scores from the computer media when first released, this is one of the most accurate golf sims you are ever going to play.

After choosing how many people will participate (up to four people can play together), you must then choose whether to compete in a full tournament or just play a few holes with a friend. Your caddy will select your best club when the time comes for you to take a shot and you will be told how strong the wind is and how far away you are from the hole.

All shots are performed with the mouse, making difficult things like putting seem easy. Minimise your strokes and you will stroll to victory.

ACTION ANALYSIS

There have been quite a few excellent golf sims released recently, Microprose's being the most notable, but this offering from GBH is still quite a good example of the pixelated sport. Great graphics and gameplay. Well worth the cash.

ENJOYABILITY RATING **88%**

VALUE FOR MONEY **9/10**

SIR FRED

ACTION SIXTEEN £7.99

Sir Fred was in love with a fair maiden. Unfortunately, a dwarven sorcerer was extremely jealous and cast a powerful spell on our lovestruck hero turning him into a weedy gnome. His damsel sweetheart left him for another and boy was he upset! Fred set off to find the wizard and destroy him.

You must guide him through various levels of the land, find Ultimor and force him to change you back to your former self. Various objects can be collected and used with magic potions being your best ally.



ACTION ANALYSIS

Sir Fred is quite basic in parts but makes up for it with colourful and cute graphics and fairly good effects. It isn't exactly a show stopper but its redeeming characteristics warrant some praise. Worth a look if you want something a little bit different.

ENJOYABILITY RATING **71%**

VALUE FOR MONEY **6/10**

RECESSION REVIEWERS

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.

CAPTIVE STATESIDE

I am writing to you in the hope that you will be able to help me out. I have been playing Captive for some time now and I believe there are a few bugs in it that prevent one from moving on. I am currently on Mission 17 Level two and up to and including this level I have encountered four levels that have forced me to stop playing.

The problem seems to be that there are invisible clipboards (a bug??) since you cannot spot them even when using the Vision Corrector usually in a flame pit. This wouldn't usually be much of a bother except for the fact that sometimes when you have to activate a switch you have no way of knowing if you have to extinguish a flame pit and where. I am currently awaiting a reply from Mindscape who have helped me before as I am now stuck again. Any kind of help would be greatly appreciated.

I have been reading your magazine for some time now (whenever there are any copies left!), since there is nothing like it here in the States. I believe that there is now only one publisher left here besides User Group publications.

One final pet peeve. I am a little concerned about the tape used to hold the double disks together. Sometimes it takes a while for your magazine to arrive and the gum sometimes stays on the hinge of the disk, and at times it is hard to remove, I worry that it might get into the drive and gum things up!

Bob Fukuda, Royal Oak, USA

I spoke to Doug (our coverdisk editor) about Captive because he's played it to death. He reckons that you may be doing something wrong somewhere with switches but it is possible you have a bugged copy as he had no such problems. Hopefully Mindscape have sorted things out by now.

It certainly looks like a raw deal for ST owners in the USA at the moment. If you're having trouble getting hold of STA over there you could always subscribe and be guaranteed your copy.

About the tape, you shouldn't really have a problem, but if you're really worried you can always remove the steel shutter. I know it exposes the disk inside but just be careful where you store it. After all, what would you rather break a disk or your machine.



STAR LETTER

UNIVERSAL GUIDE

I was wondering if you could help me with a small problem. As a parent I have been buying computer software for many years now, and in fact had a home computer long before our son, now aged eight was born. Years ago I had a problem buying software for the 3-5 age range which I believe is still a problem for many parents. Now however, my problem is different.

I would like to be able to walk into a shop and buy computer games. Easy you might think, but not if you are a parent who is not that interested in computer games. On game packaging there is no indication of the age range the game is suitable for, nor what type of game it is.

In the past I have bought unsuitable games which is both annoying and expensive. Shops won't let you exchange games once they have been bought so it's a real problem.

I thought a simple symbol indication on the box would be wonderful, indicating the age group and whether a game is educational, zapper, adventure or whatever.

Mrs P. Jetley, Shifnal

Buying computer games these days is never easy. There's always a certain element of risk that you may not like the game anyway. Some form of sticker type thing would be of help but putting games into categories is sometimes difficult and by labeling them, it may well reduce the number of people a game will appeal to. Perhaps the best thing you can do is try and read reviews first, just to give you an indication.



ATARI TALKBACK

In response to Arran Mitchell's letter. I am pleased that you liked our current TV offering, we thought it was rather good too! I was distressed however that you think we have a low profile. Independent figures have shown that over the last four years (not including this one) Atari have had the highest "Share of Voice" (the independent measurement of how often we are seen on screen) of all computer companies on three occasions.

During 1990, 32.3% of computer adverts on TV were from Atari (Commodore were 23.8%), 28% of console or handheld ads were from Atari (Nintendo 28%, Sega 13.5%) and Atari took over 37% of all computer company exposure in 1990. Figures for '91 are not in yet, but you have already indicated that you think we'll be higher.

Better adverts, shown more often, better product, selling more this year than either of the last two years (and to a new market), more point of sale in stores than ever before AND exciting new products from R&D like the Mega STe's and the ST Book. I bet our rivals are trying to work out how to get as ridiculously low profile as us!

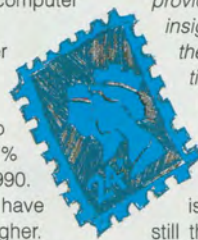
One small note that is relevant to ST Action in particular. Our successful repositioning of 1991 (are you reading this Hugh?) of the ST as a machine which does more than play great games has resulted in an INCREASE in ST games software sales (more ST's sold, mostly Family Curriculum Pack, with no games software, so people buy games!) which in turn must mean more and better games using STe facilities (150,000 sold this year) and one Meg memory (70% of this years machines have been 1040's). To quote 1991's most oft used phrase...."Everything we do, we do for you!"

Darryl Still, Marketing Manager, Atari

Firstly thanks for taking the time out to write with

info which will be of obvious interest to our readers, especially in this time when for one reason or another, people are becoming nervous about companies saying they're stopping producing games for the ST.

To be fair, nobody actually said it was Atari that had a low profile, but Mr Mitchell expressed his opinion that the ST had, but the figures you provided have hopefully given the readers an insight into just how much Atari do push their products. Let's hope the ST can continue its good sales run, and by the way, Hugh says hello!



QUALITY ST

Firstly let me say how good your mag is. I've been getting it for a year now and still think it's the best. I have had Man Utd. Europe for a few months now and I didn't think that much of it. After seeing the game on an Amiga, I was amazed how much better it was.

I know the Amiga is a better computer but surely they could have made the game better for the ST. It had the naff sound at the start of the match and only a few boofs and bangs when you kick the ball. The thing I noticed was how much slower it was than the Amiga. I think they should have brought a 1 meg version out for the ST. Also why does every ST footy game have light and dark green bars going across the pitch.

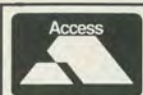
Finally is it worth upgrading my ST to an STE?

Scott Tarbox, Milton Keynes

One Meg versions are a good idea but few companies are prepared to spend time with something that will only be of use to a small percentage.

About the ST upgrading business. The STE is a better machine but there's not a lot of software that takes advantage of it yet. If you've got spare cash then go for it, but don't expect too much!

Write On!



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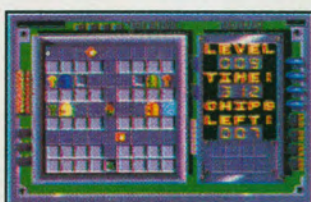
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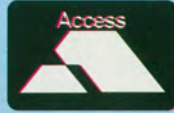
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Editor: Julian Boardman
Deputy Editor: Jason Dutton
Art Editor: Sue Beattie
Deputy Art Editor: Marc Keating
Production Editor: Simon Kirrane
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Cover Disk Editor: Doug Johns
Staff Writers: Paul McNally, Allie West
Contributors: Neil Rattray, Gareth Jones
Systems Manager: David Stewart
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Group Advertising Manager: Nadia Lawlor
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euroPRESS
INTERACTIVE

ED CASE

Big sloppy hello's and lots of luscious welcomes to our new Editor Julian Boardman (Jools will suffice! - Ed.) who has come to our paradise from the chaos upstairs on Amiga Computing and ST User. As from this issue he will be trying to introduce some order amongst the rabble and setting us all straight in our ways. Fat chance!

Originally from the mystical land of Liverpool, he was soon evicted from the City of Crime and forced to live near Bath. Since then, he's relocated to the paradise lands known only as Macclesfield. All we can say is, 'Welcome aboard!' and hope that he is going to be happy in his new abode!



GOLLNER GRAPHICS

Our esteemed Oberfuhrer, Hugh Gollner, was recently to be found playing Pictionary at a friend's house in Birmingham. He was reported to be slightly less than sober, and produced such wondrous masterpieces as this one (eyes left):

Crap isn't it? But it does give you the chance to improve your tired collection of boardgames. Yes! Your all-loving ST Action is going to give a copy of Pictionary to the person who correctly guesses what this was meant to be. Actually we don't think anybody is going to get it so anyone who gets vaguely in the same species will get the prize. We will give you a clue: it isn't a tortoise.

BARBARIAN II COMPO WINNERS

We had some interesting entries for this caption compo, some of which were more innuendo-ridden than the enlightened Action team could handle. We also had far too many sexist captions about when the tea was going to be ready. Get a life! Women are our equals! Allegedly. (Something that isn't found in this office is equality! - Allie. Shut up you whingeing bint - Simon)

The overall winner is David Wagstaff of Penistone (ahem) nr. Sheffield with the following entry:



The runners up will be notified by post. The first you'll hear of this is when the prize pops through the letterbox.

NEXT MONTH:

Well folks, you've come crashing to the end of another ST Action, if you've managed to get this far without dropping it in the bath, or fighting over it with next door's dog then you may well be interested in next month's stuff. If not then bugger off.

PARAGLIDING SIMULATION

Gasp as you float through the air!

Sweat as you miss that mountain!

Laugh as you fall flat on your face!

Yes you too can be part of the latest dangerous sports craze courtesy of Loriciel.



SHADOWLANDS

Crawl through tunnels and caves and wonder why no-one bothered to light the torches, then when they do wonder how you are going to explain to your mother the soil all over your jeans. More RPG this time from Domark, read and be stunned by the amazing ST Action review.



HARLEQUIN

Dress in a silly costume and leap around collecting sweets in what could be the world's first LSD simulation. Then again it probably isn't but it will be a very colourful review anyway. Oh and it's by Gremlin of Sheffield. Thankyou.



Issue 48 of STA hits the streets around the second Thursday in March.

LEANDER



LEANDER

Thanatos lurks in his lair, bathing in the power-giving life-force he is sucking from Princess Lucanna.

Princess Lucanna is dying: Imprisoned in the Sphere of Depletion her strength will soon be gone.

Meanwhile, Leander – Captain Of The Guards – kneels before his master seeking advice. He is told: *The princess is the balance between good and evil, if she dies, good dies and evil shall engulf the land.*

As Thanatos' power grows, the world succumbs to his evil grasp; Leander now has to face and conquer dangers beyond his darkest dreams before he can free the princess and save the land.

*You play the part of the Princess as she hangs around inside the Sphere Of Depletion waiting for Leander to rescue her. Will he make it? Or will you spend the entire game doing nothing but having your life-force sucked?

Leander: Where heroes Sphere to tread!

*Psygnosis reserve the right to amend this storyline.

SEEING IS BELIEVING

Screen Shots from the Amiga Version

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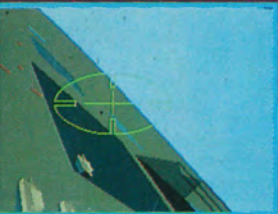
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