

ST ACTION



ISSUE 49 • MAY 1992 • £3.99

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THE WORLD'S ONLY DEDICATED
ST GAMES MAGAZINE

EXCLUSIVES!



Gremlin's Harlequin and
Thalion's A320 Airbus

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MORE news! MORE cheats!



The **ONE** for the **ACTION!**

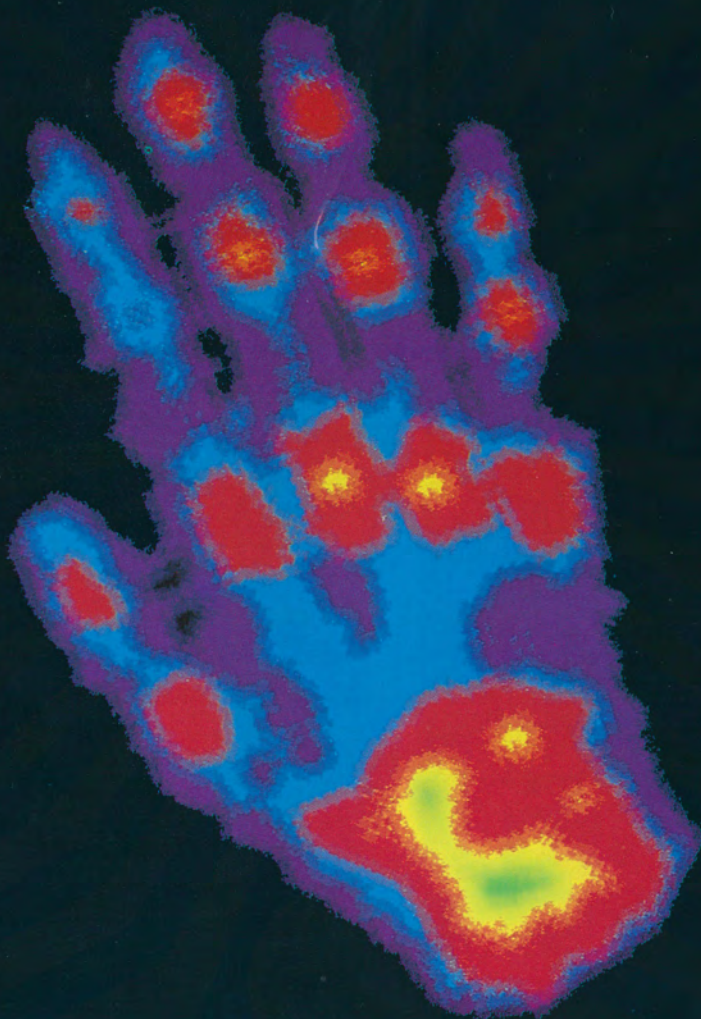
the bitmap brothers



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ST ACTION

THE WORLD'S ONLY DEDICATED ST GAMES MAGAZINE

Incorporating

THE One for ST

Streets ahead!

Things have changed quite a bit this month. **ST Action** has merged with **The One for ST** to offer the only **ST** games mag on the shelves. Not only that, but a quick flick through will reveal to our regular readers that we have something of a new look to our all important News pages and the Disk section. Impressive isn't it?

On the disks this month we've got three demos and one full **Stos** game, possibly the finest cricket game available, full price or PD. We've also taken the decision to go with double-sided cover disks as the number of people with single-sided drives these days can be counted on the toes of one foot. If you have still got a single-sided drive it can be upgraded for as little as £35 from Power Computing (0234 843388).

Apart from the disk we are bulging at the seams, **ST Action** readers should take a look at **My Ideal Compilation** on page 75 and **Contacts** on page 87, features from **The One**, while **The One's** readers should check out the **Super Leagues** on page 26 and have a look at **Icon See Clearly** on page 24 which gives a full explanation of the review system.

You should all look at the 14 full price games reviews we've got, plus six pages of **Recession Relievers**, our budget section, not to mention the eight pages of hints and tips in our **Giving The Game Away** feature.

Good grief, even I'm shocked by how much we've crammed into this issue.

Julian Boardman Editor **ST Action** incorporating **The One for ST**.

J Boardman.

Storm Master

get smart...



... and civilize the land of Eolia, a remote country where myth meets truth and constantly blowing winds are the means by which goods are moved and armies travel to war.

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- Control the winds... become the Storm Master
- Take part in weird magical ceremonies
- Arcade air battle scenes
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Release: mid-March. ST-AMIGA-PC

"A great level of quality has been attained ... a superb game."

AMIGA ACTION 90%

"Superb strategy product, the game has been very well thought out and is delivered with finesse."

ST ACTION 92%

"The screens are beautifully drawn, the presentation is excellent... you won't have more fun with a strategy/simulation game anywhere!"

C.U. AMIGA 89%

"Stunning graphics, slick animation and sound effects, mesmerising and thoroughly enjoyable to play, this one is really special!"

AMIGA POWER 86%



get lost...

...in a world of fantasy



CRYSTALS OF ARBOREA

Customise your own team of Heroes to find the four magic crystals of harmony and save the land of Arborea from the clutches of the evil Morgoth, Lord of Chaos.

"Beautifully drawn, Arborea exists at once within your imagination ... you could play it for years and still enjoy the challenge."

C.U. AMIGA 91%

COLORADO

Arcade, puzzling and strategy fun as you search for a long lost Indian gold-mine... all with a wild west theme!

"Addictiveness and long-lasting appeal... will keep you completely glued to the screen trying to solve the brain-taxing problems."

AMIGA ACTION

BOSTON BOMB CLUB

A Group of mad scientists meet in a nineteenth century Boston bar to create the ancestors of today's puzzle game...

"Boston Bomb club is a treat..." ZERO 85%.

"A fiendishly difficult but thoroughly enjoyable bit of braitesting... witty and ingenious."

C.U. AMIGA 84%

OUT: MID APRIL. ST-AMIGA-PC

pak



Silmarils

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features

20 star test

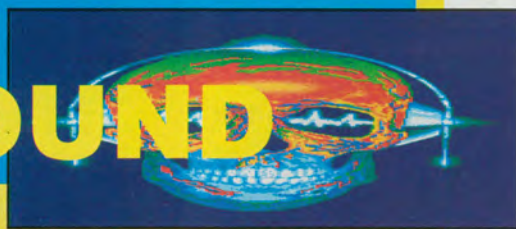
Techno thrash weirdo band Sheep On Drugs sequence using STs, but are they any good at those game thingies? ST Action investigates...



23 music for the masses

Our own budding DJ, Paul McNally, gives his low down on the cheapest way to sample and sequence with your ST.

SOUND



75 my ideal compilation

John Hare of Sensible Software, one of the twisted minds behind Mega lo Mania and Wizkid tells us his favourite games



WIN

Two competitions!
Microprose give away
marvellous Grand
Prix books and
Renegade
offer £200 of
Thomas Cook
vouchers.



WORK IN PROGRESS

Campaign, Empire's multi-vehicle battle simulation gets previewed and we take a good snoop around Sensible Soccer, football with added fun.

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action news

Crucial information for the dedicated ST gamer, forthcoming releases, events and hardware. Now with Sound Bytes and Recommended.

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st top twenty charts

Compiled by Gallup and sponsored by Elspa these are the definitive guide to what's being bought in over 200 retail stores.

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icon see clearly

Whaddya mean you don't understand the reviewing system? Jump to this page for all you need to know.

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super leagues

Thirteen categories and over 100 games makes this the most successful way of comparing games old and new.

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giving the game away

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Eight massive pages including Small Tips, Another World, the second installment of our Nightmare exposition and the lowdown on Storm Master.

pd or not pd

66

Can you really still get fun out of public domain software? Can you find all the games you need for the price of a disk? Walk this way...

the guild

71

Paul Rigby's in depth look at the world of adventure, rpg and cabbages. Except we lied about the cabbages.

recession relievers

80

With money so short - it was a childhood disease - resources won't always stretch to a full game. We evaluate the latest crop of budget software.

back passage

88

Mature, sensible and profound. These are not words commonly associated with ST Action's giggle page. Trivial, moi?

The most informative reviews, in the *only* ST games magazine. Don't be fooled by shoddy second rate imitations.

Cover disks

reviews

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GAMES

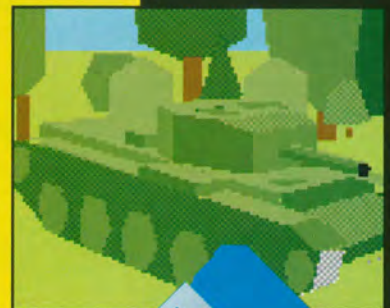
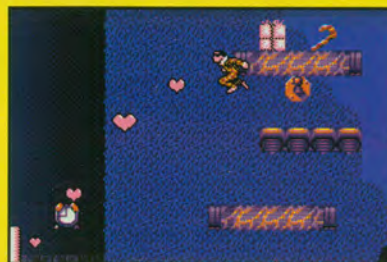
HARLEQUIN

WINTER SPORTS

CAMPAIGN

CRICKET

The new look cover disk pages with cut out information card so you can keep track of your disks.



Pages 13-17

TAKE YOUR SENSES TO THE EDGE...
... AND BEYOND!

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humanity. Only the
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mighty war machine
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of them?

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Screen shots
from Amiga
format



Gremlin Graphics Software Ltd.,
Carver House, 2-4 Carver Street, Sheffield S1 4FS.
© 1991 Hasbro Bradley UK Limited. All rights reserved. "Space
Crusade" was developed in association with Games Workshop Ltd.

One ST games recommended

Okay, here's a brief run down of some of the things that you should be adding to your collection as we speak!

POPULOUS II

So it's most probably going to be the game of the year and may never be beaten in terms of playability and stuff like that. If you liked the first then you'll love the second. In fact, you'll love the second anyway. This is worth selling your family for. **96%**

ELVIRA

Reviewed in this very issue is Elvira the Arcade Game from Flair. With more than a passing resemblance to Gods in the areas of style, this classy product, featuring the dark queen herself, suitably impressed us here. Just take a look at the leagues. **89%**

KNIGHTMARE

Tony Crowther's been a busy chap over the past couple of years. First there was Captive, then there was Knightmare yep we know Captain Planet was in there too. Easy choice. Buy this one if you want a huge challenge! **91%**

PARASOL STARS

Platforms, platforms and more platforms, the follow-up to Bubble Bobble, Rainbow Islands with the possibility of many more. This is the best yet, so get your brollies out for the lads right away. **92%**

STORM MASTER

Learn to control that wind with this fine Silaris title. If God games are your forte, you'll be spoilt for choice with the plethora of recent releases in the category. Storm Master adds a little French class to the genre! **92%**

ANOTHER WORLD

Delphine get a little funky with Cinematique in this little stunner. Are you as dextrous as you thought or will you wimp out at the idea of some rather tricky joystick manoeuvring in the face of such perilous danger? Top game! **94%**

slightly dizzy

Crikey, Codemaster's are coming out of our ears this month! Slightly Magic isn't even a Dizzy game - it's just similar to a Dizzy game. You've all played them, surely - don't call me Shirley - and will know that with the exception of Bubble Dizzy, elsewhere in these pages, they all have a distinctly arcade adventure look to them.

Slightly Magic follows the same line and offers many fiendish puzzles for you to solve. It's still almost ridiculously cute so you shouldn't worry about the sickly sweet aspect.

If object manipulation is your bag then this is the game for you at the bargain price of £7.99.



So are Atari's handhelds up to scratch?

STOP PRESS Codemasters have also released *Grell* and *Fella* which will be the world's first - wait for this - Garden'em-up! You're given the task of cleaning up the sorcerer's garden of all the nasty little beasties that roam freely about it. It's set for release in May and it'll cost £7.99.

the news

lynx in battle for the top

Lovers of the Lynx, that is the Atari plastic model and not the furry one, may be interested to know about a report that appeared in the March edition of Which? magazine pitted the Sega Game Gear, the Nintendo Game Boy and the Lynx against each other in a series of tests for the French consumer mag Que Choisir.

Now we like the Lynx and were a little surprised to find that it actually came out as the worst of the three for a variety of reasons including controls and portability, although a small footnote was tacked on saying that Atari have since launched the Lynx 2 which is a 'definite improvement'.

We feel that the Lynx is getting stronger all the time, and the quality of some of the titles due to be released is excellent. It'd be interesting to hear your views on the subject.



hover head to head

More Codemaster's budget stuff that hopefully we'll have within our pages next month is *Hover Sprint*. What you get is a rather top little 3D race game - you know, fast scrolling, vectors and the like.

A major pulling point to this one (apart from the £7.99 price tag of course) is the ability to link up two machines and play with a friend. As you may know head to head games generally make for more excitement.

From what we've seen it looks pretty good but as always, wait until you get the definitive verdict from us. It should be available soon from all good computer shops!



Looks a bit fast doesn't it. The company cars at Europress have always been like that though!



The road to Macclesfield is often blocked by red Martian rock, but the scenery's quite nice.



Only eight quid for a two-player link up game. They must be mad... or just very nice!

SOUND BYTES

Sound Bytes is a new column where we'll give you all the little snippets of news and gossip that almost got away from us.

● Monitors are pretty popular these days. Philips recently completely sold out of its CM8833 Mk II screen and have warned people to keep an eye out for "grey imports".

These European versions don't have the British Safety Standards Seal of Approval, don't have a copy of F-19 with them and run off a continental power supply.

The proper thing costs you £299.99 and is available from all good stockists.

● Yep, we all know how frustrating it is to get stuck in your favourite adventure game. US Gold could have the answer for you.

Cluebooks are now available priced between £4 and £8.99 for most SSI, Lucasfilm and New World Computing games excellent value if you're find yourself stuck on a game.

These little gems should be found in all good computer stockists, or failing that give US Gold a buzz on 021 625 3388 and they'll be sure to help you out, as

HOT OFF THE PRESS

the news

roaring success



Jaguar Racing could well be something special. Will it be a Lotus beater though? You'll have to wait for the full review!

Yeah, Yeah we know we did a piece on Core Design's new Jaguar game last month, but we didn't have any good piccies for you.

We sent Jools on a dawn raid to Derby, dressed in his stripy t-shirt with a swag bag over his shoulder to see if he could 'obtain' any. This is what he came back with. So Jools, you've always got an illicit career to fall back on.

In case you missed it last month, Jaguar is being developed by the same team responsible for the rather top Thunderhawk, so it has the potential to be a Lotus beater. It's supposed to be out this month, so we could have a review next issue if you ask nicely enough!



I'm forever blowing bubbles!

dizzy, he's in a whirlpool

We all know Dizzy by now. He's Codemasters' wonderful, cute, loveable (plus millions of other adjectives used to describe cutesy characters) little chap who continually gets himself into different adventures.

The other Dizzy games have all been arcade adventures of some sort but Bubble Dizzy is just for arcade heads. The gist of the storyline is that you've been diving for pearls and have met some pirates who made you walk the plank.

Now you must get back up to the surface by floating on bubbles of oxygen. Weird stuff! Check out the review in next month's Recession Relievers. If you simply can't wait Bubble Dizzy will be out around Easter time and won't cost you much more than a decent egg (well £7.99 it depends where you buy your eggs I suppose).

GAMES DAY

Righty ho. Put down April 13 in your diary as National Play a Game Day. The video and computer games industry have announced it in recognition of the massive growth and consumer interest in electronic games entertainment.

Backed by ELSPA (European Leisure Software Publishers Association), the day is designed to "draw attention to the fun, relaxation and enjoyment that electronic gaming offers to people of all ages", well that's how the official line goes anyway.

So then, get all your gear ready and join in with the fun. Remember, thousands will be doing the same thing at the same time, so for 24 hours you can just play away.



pest control

When you've got small hands, the prospect of continually moving something rather wieldy about may sometimes seem daunting. Logitech realised this and have put much time and effort into designing a little rodent for nippers to get to grips with.

The Kidz mouse is aimed at the five to 11 year old market and is intended to help them develop their learning skills.

The designers of the mouse decided to try to make it look as mouse-like as possible, which is why it's grey in colour and the two buttons look like ears!

The whole unit has been scaled down to fit in a child's hand and so Logitech had to develop a new ball cage that could cope with the 15mm ball.

An added bonus is that each mouse comes with a birth certificate complete with a place for its proud new owner to put its name!



the news

arsenal in cup glory



Arsenal's commercial director, John Hazel with David Birch of Thalamus Europe who is signing the licensing agreement for Arsenal FC

Thalamus have been busy working on their Arsenal footy game. It's a little unfortunate that the Gunners aren't repeating last season's form this time round (well not unfortunately if you're from Manchester).

The game should be out around Easter and will feature an in-pack giveaway, there'll also be several compos knocking about to win official AFC merchandise!

hot shots and pots

A new feature for *ST Action* regulars but one that our One readers will recognise is the Trickshots compo. What we want you to do is either send us on disk obviously your best and trickiest trick shot from Jimmy White's Snooker, or your best shot from Microprose Golf, the one that made you invite your friends round to see the replay.

When we get 'em all in and decide which is the best the winner will receive fame and fortune from in these very pages, we'll try and include the winner on a coverdisk for the rest of you to see.

Send your entries into The All-New Trickshot Trials, *ST Action*, Europa House, Adlington Park, Macclesfield, SK10 4NP. Do us a favour and send your golf ones, with no more than three shots per disk, to All-New Golfing Greats at the same address. So get them rolling in and watch these pages.



fortress in the sky

Microprose have got a couple of releases lined up for the ST, including *B-17*. In the game you'll be required to do all sorts, including managing a 10 man crew, learning to fly in formation and strategic mission planning.

Microprose are running a competition to win tickets for Air Tournament '92 in Salisbury on June 13-14.

Ring 0891 122997 and you'll be given further information. Calls cost 34p a minute off peak and 45p a minute during peak times. Remember to ask permission if it's not your phone, or else you could get yourself in trouble with mater.



Take to the skies with Air Bucks

war game creates an impression

Yet more news of impending Impressions' titles, They've got quite a few already in progress and now you can add *Warriors of Releyne*.

It's a fantasy war game, the first fantasy game from Impressions, and you must lead a ramshackle army from the land Releyne against a mighty invasion force from Dharak.

Played out using maps and a 3D perspective you've got loads of different stuff in there, including 22 different creatures and a construction kit so you can alter the scenarios. That's all we can tell you for now except that it should be out this month priced at £29.99



The warriors prepare for battle.

SOUND BYTES

● We've mentioned this cute little game before but some news hot off the press is that it will be on the brand new Arcade Masters label. Although new, it is a division of the huge Entertainment International company.

Anyway Punk and Funk are the CCTs but tragically Daisy Crocette has fallen in love with the pair of them so she has run away and vowed to love them both from afar. The boys must get through 60 levels and persuade her to come back to them. Original? Yep! Due anytime now.

● Impressions' *Air Bucks* is coming along quite nicely and should be ready for a review soon. The game is similar in concept to *Railroad Tycoon* only this time you're controlling your own airline instead of railroad company. Keep your eyes peeled for a review soon.

● *Silmarils*, who were recently praised for their stunning *Storm Master* are at it again with a new title - *Ishar: Legend of the Fortress*.

Once again, as with *SM*, the game will be marketed by new company Daze Marketing, who have got exclusive rights to distribute it within the UK. This is already looking like being a very shrewd move indeed.

Ishar promises to be a tremendous RPG, and yes okay its storyline has been heard a million times before (you must destroy a demonic kingdom) but the game includes over 150 characters and funky 3D landscapes. As you can see, it looks a bit fruity - out in the shops before the end of this month.

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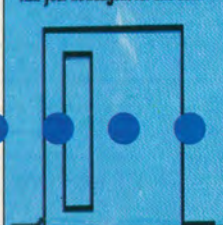
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disks

1 HARLEQUIN

Grab demo disk one on the front of the mag, turn your machine on and stick it in the drive. After a few seconds of disk access, Desktop will appear with three windows open. Move the mouse pointer onto the HARLEQ.PRG icon and double click on it with the left mouse button to load and run the demo.



2 WINTER SPORTS

Loading Winter Supersports is virtually the same as loading Harlequin. But this time, when Desktop appears move the mouse pointer onto A.TOS and double click on this icon with the left mouse button. Once again the game will load itself automatically and you'll soon be on your way down the snowy slopes.



3 CAMPAIGN

Hey! Guess what? Yep, that's right, loading Campaign is amazingly similar to loading the other two demos on this coverdisk - incredible, isn't it! But this time try clicking on the MASTER.TOS icon. Believe it or not, Campaign will now load and run automatically instead of one of the other demos. It baffles me too!



DISK 2

4 CRICKET

No sweat! All you have to do to load International Cricket is stick it in the drive of your ST and turn on the machine (surprise, surprise). Once there, the game will automatically boot up and run. All you need to do now is grab hold of your mouse, choose your country and team and take them on their way to victory and hopefully the Ashes.



Back up

Before loading your mega demo disks please back them up so that if you do damage the disk in some way you won't lose the programs on them.

Faulty disks

If you do happen to have any problems with your coverdisks please send them to this address: ST Action Faulty Disks, Stanley Precision Data Systems, Unit F, Cavendish Courtyard, Sallow Road, Weldon North Industrial Estate, Corby, Nothants NN17

GAME 1

Harlequin

COMPANY: Gremlin

PROGRAMER: Andy Finley

TRACK RECORD: Battle Bound
for the ST and Amiga

GAME TYPE: Platform

RELEASE DATE: Out Now!

PRICE: £25.99

cover
DISK 1

Chimerica, the Harlequin's home, is a giant clock where hours of acrobatic fun can be had jumping from platform to platform. But unfortunately Chimerica is suffering from a broken heart. Now it is no longer safe to play in the huge clock and danger lurks around every corner.

The only way to rid Chimerica of this evil curse is to find and collect each part of her broken heart hidden deep within her workings. The only person remotely capable of completing the job is Harlequin.

With his acrobatic skills and love for Chimerica, Harlequin must unlock the many doors inside the giant clock, but even with all this on his side his chances of saving his beloved are slim.



Alas, Chimerica's heart ticks no more.



Cornered at last, but a quick jump should save you.



Yummy! There's loads of extras to be found.



It's going to take a long time to search to the whole of Chimerica.



Even the clouds are cross in this game, beware the weather!

How to play the demo

Harlequin is a pretty athletic guy so getting around the numerous levels of Chimerica should cause few problems. However, some parts of the game require accurate timing if you're to succeed in reaching certain platforms.

In a few cases it will seem impossible to jump the required height, but there are ways. Moving platforms can be the answer in most cases! If you jump from a vertically moving platform while it is going up, the added momentum will launch you much higher than you can normally reach, enabling you to reach that important platform.

The main problem that you will face is the menagerie of vicious creatures out for your blood. Fortunately you love for Chimerica is your weapon against them.

Hitting the fire button will unleash a love heart that will cause considerable damage to any monster that it comes in contact with.

The power of your hearts can be increased by collecting particular items in the game. You can also change the angle at which your hearts are fired so you can reach monsters on platforms above you.

Other useful objects can be acquired and are sometimes imperative to the completion of the level, But you can work those out for yourself.

TO AVOID THE SPREADING OF VIRUSES TO OUR COVER DISKS REMEMBER TO ALWAYS WRITE PROTECT YOUR DISKS AND TURN OFF YOUR MACHINE FOR 30 SECONDS.

Everyone is familiar with the numerous Olympic style games that have appeared for your computer over the years, with most of them getting gradually better each time. Well, Flair have wisely decided it's about time for another one to hit the market.

Winter Supersports 92 gives the chance to try your hand at eight of the thrilling winter Olympic sports, one of

which they've given us to show you just what to expect from the game, and in my opinion you should be in for treat.

The slalom stage is the one we've been fortunate enough to get for the coverdisk, and should keep you occupied for quite a while attempting to notch up a really quick time. And if you want you can compete against a friend to see who really is the best.



Well, you got there in the end, but take a look at that time. A bit more practice I think.



The lights turn green and you hurl yourself out onto the slope.



Your competitor has already made it to the finish line, you haven't!

GAME2

Winter Sports

SOFTWARE HOUSE: Flair

PROGRAMMER: In House

TRACK RECORD: Elvira, the arcade game, Ninja Rabbits

RELEASE DATE: Out Now!

GAME TYPE: Sports Sim

PRICE: £25.99



The crowds are all lined waiting to see your impressive run. Let's hope they're not too disappointed.

How to play the demo

Instructions don't get simpler than these. Starting off at the top of the slope you must wait for the lights to turn green then launch yourself onto the course by pressing fire - nice and easy so far. As you make your way down the slalom pulling down on the joystick will increase your speed while pushing forward will slow you down.

Believe it or not, moving the joystick left or right will turn your skier left or right. Pressing fire makes you do a little jump to avoid anything that may be in your path.

As far as the flags go you need to go to ski to the right of the red flags and the left of the blue, and if you are thinking of getting to close to them, don't!

Contact with the flags will send your skier tumbling to the ground wasting valuable time. Once you have got past the finish line it's back up to the top for another try in the struggle to get to the top of the skiers heap.



It's not as easy as it looks, and to rub salt into your wounds it seems that the computer's rather good.

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GAME 3

Campaign

COMPANY: Empire

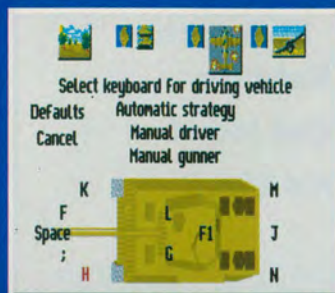
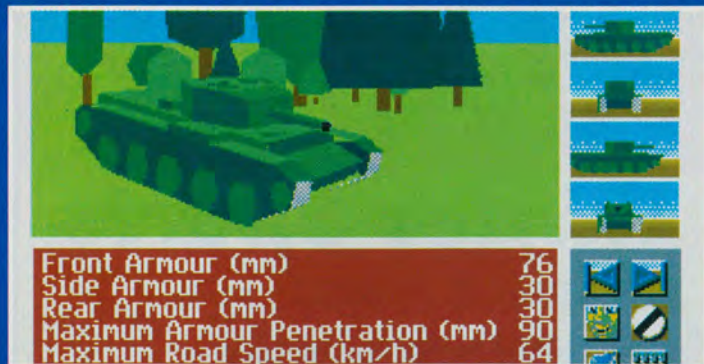
PROGRAMER: Jonathan Griffiths

TRACK RECORD: The rather tasty Conqueror by Rainbow Arts

GAME TYPE: Strategy

RELEASE DATE: May 1992

PRICE: £29.99



(Above) Before you wade into the middle of it all it's good to know your tank's capabilities. It's much more fun controlling the tanks with immense firepower.

(Left) There's quite a few ways to control your tank. You can choose between one or two joysticks, or even one or two joysticks.

About two years ago when ST Action's office was based down in the sunny South, a rather neat game titled Conqueror arrived at the office.

Taking control of a hefty tank, the aim of the game was to destroy anything that moved and upgrade your tank to some of the better models on offer. What really grabbed

the attention of the Action team though, were the control options.

Up to two players could take part in the game - one maneuvering the tank while the other controlled the turret and gun.

Due to the success of this amazing control system it has also been incorporated in the latest game by John Griffiths, Campaign.

How to play the demo

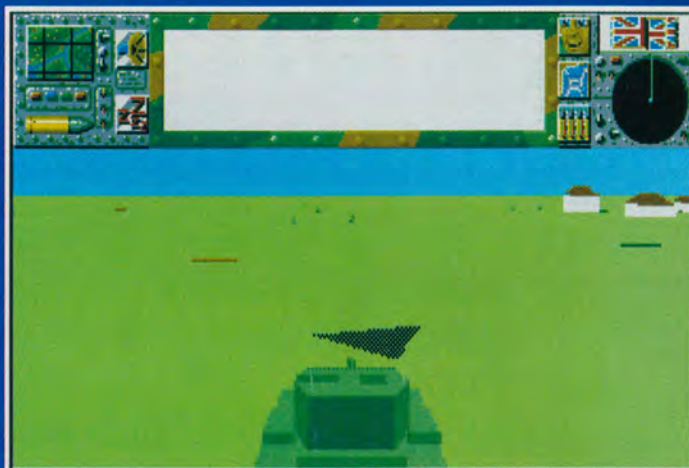
Campaign takes Conqueror one step further into the strategy market, putting the combat aspect of the game into the hands of your trusted computer - but if you enjoy taking part in the battles you can intervene. Even though the combat is quite different from Conqueror, it is nearly as shoot'em-up orientated.

Thanks to our amazing demo you will be able to experience this for yourself in one of the many battles that you will experience in the finished product. And don't forget to check out the Work In Progress to get the full low down on the game so far.

There are two main parts to the Campaign demo - the map screen and the battlefield. From the map screen you can send the computer controlled tanks to various positions on the battlefield and check out what resources you have left.

The battle section allows you to take control of one of your tanks and take on the enemy yourself, with the computer controlling the rest.

The annotation provided tells you which icons do what. Apart from that there's nothing else to know. The tank's controls can be changed to joystick or keys, and keys can be defined to whatever you want. So there are no problems on the control front.



There's quite a few ways to control your tank. You can choose between one or two players, or even one or two joysticks.



Well, this is what you've got to win the battle with, so don't waste any. Let's just hope the enemy don't outnumber you.

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cover DISK 2

With England doing rather well in Australia hordes of people have been glued, bleary eyed, to their TVs in the early hours of the morning cheering our chaps on.

Now, as per usual, people are screaming out for cricket games so that they to can take the England team to the end of the series in the comfort of your own home.

Unfortunately, there aren't that many decent cricket games around.

So your ever thoughtful disk editor has come to the rescue with a superb game that will quell the desperation inside you. To be quite honest the game is better than most other commercial cricket games on the market, so load it up and get your whites on.

GAME 4

Cricket

SOFTWARE HOUSE: N/A

PROGRAMER: John Cambell

TRACK RECORD: Nothing else on record.

RELEASE DATE: Out Now!

GAME TYPE: Sports Sim

PRICE: N/A



(Above) Get that ball spinning towards the wicket, or even an LBW, go for an off break with a leg break action and you won't be far short, or something'.

(Left) After a game you can take a look at who's been doing best on the team, maybe it's your bowler or slip and how's your silly mid-off doing?



It's up to you who you decide to play, but it's always good old Blighty for me. Luckily this game isn't programmed with the England squads lack of prowess.

How to play the demo

The guys responsible for this are Peter and John Cambell sending their game to us via Atari. The latter was responsible for most of the coding and Peter the various cricket statistics. There's a small message from them on the disk and you would be wise to keep in touch as they will be updating the game.

There's not really a lot I need to tell you about playing International Cricket because the two chaps who programmed it have most kindly included all of the instructions on the disk.

All you need to do to access these is to wait for the program to load and then, believe it or not, click on the instruction box, which appears as the box with the rather large I on it. Come on if you have problems loading this go back to your Fisher Price activity centre.

TO AVOID THE SPREADING OF VIRUSES TO OUR COVER DISKS REMEMBER TO ALWAYS WRITE PROTECT YOUR DISKS AND TURN OFF YOUR MACHINE FOR 30 SECONDS.

FULL PRICE

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| | RE-ENTRY |
| | NON MOVER |
| | CLIMBER |
| | FALLER |

FULL PRICE

Are there lots of wrestling fans out there or what? Yet again, WWF Wrestlemania is firmly lodged into the number one spot. Congrats Ocean, but will it hold off US Gold's fantastic Another World?

Blasting straight into the Number two spot, Another World is posing as a huge

threat to Ocean's top spot. Can it make it up that one final rung in the ladder though? Well we'll just have to wait and see.

You've all given Oh No! More Lemmings another blast of popularity, sending it right back up the chart from number 15 to number five!

BUDGET

ST GALLUP CHARTS

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|----|--|-----------------------------------|--------------------------|
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| 20 | | ROBOCOP | HIT SQUAD £7.99 |

This month's budget chart has seen a lot of action. With no than 11 new entries, not a lot of the old stock has been left intact!

First Division Manager has made it to the top spot while James Pond splashes in at number two as the first of our newies.

Some fantastic games have recently been released on the budget format such as F16 Combat Pilot, Gremlin's Toyota Celica Rally and Ocean's classic Operation Thunderbolt.

It's brilliant to see that they are also just as popular with the punters.

BUDGET



THIS CHART IS COMPILED BY GALLUP LTD
© ELSPA

ST Action Sta

You know the kind of bloke your mother always crossed the road to avoid when you were six years old? The guy with the green hair and leather trousers? Then she always looked shocked when they didn't mug that old lady but actually helped with her shopping.

Sheep On Drugs are those people. They keep their underworld to themselves, wallowing in the seediness of it all in some hotel room or other, but if anybody needs a hand these are the first chaps you should ask.

Musicians with a mission to break down the conventions of fashion and cool. They also use STs which is where ST Action comes in. They may use STs to produce their eclectic blend of Techno, Thrash and Hip-Hop, but - more importantly - can they

play games? It was into a tacky hotel room in Manchester that ST Action ventured forth.

Armed with a 1040 STE, charged with the task of establishing whether Sheep On Drugs, alias King Duncan The Torch Man and Dead Lee, have enough skill in their joystick hands to save their credibility among the ST owning community.

Oh, and they had this other chap there called, affectionately, Fish-Eye. He was the possessor of a bright orange reverb microphone that you shout into then wave around to get a rather fabulous echo effect. The best toy I've ever come across.

Still, back to the point, how would they perform? How would they stand up to the testing criteria of the ST Action Star Test? Julian

Lobotomy Invaders

Style 8/10

The fist aloft "Yo!" carried the mark for this one.

Technical Merit 6/10

Picked it up eventually, but no real prowess.

Sportsmanship 4/10

Too many whinges about the quality of the joystick.

Quote: "Look at that, it's a pint of Heineken!" King Duncan referring to one of the aliens that actually looked nothing like a pint of Heineken.

Overall 7/10

Not bad for beginners and they really fed on the wierd scenes.



Dead Lee looking pensive and not a little bedraggled - This aint rock and roll, this is big game action.



King Duncan The Torch Man experimenting with his sense of balance.

r Test



James Pond

The Millennium classic platform game that spawned (geddit?) Robocod. Environmentally friendly, cute and so playable you just would not believe.

Rescue the lobsters by collecting keys then go on to bigger and better things.



Style 2/10

Pathetic.

Technical Merit 1/10

Not a clue. Utterly hopeless.

Sportsmanship 0/10

Lasted a total of 90 seconds, no patience.

Quote: "This is crap, have you got anything else?" Dead Lee flying in the face of popular opinion.

Overall 0.5/10

Obviously not one for the more (ahem) sophisticated kind of game. They're obviously the kind of chaps who go for simple violence.

If I'd taken Populous II they would probably have thrown the TV out of the window.

Speedball 2

The finest future sports game ever. The blend of violence fast-paced action and addictive gameplay made this a well deserved hit. A monster game that the greatest musicians ever interviewed by ST Action loved.

Style 7/10

Dead Lee scored the greatest succession of own goals ever.

Technical Merit -63/10

See above.

Sportsmanship 9/10

They just kept coming back to this one. Nothing could stop them trying to kick the living hell out of each other.

Quote: "Where've you got to get the flamin' ball to?" King Duncan questioning the existential nature of the goalmouth. Or something.

Overall 3/10

They loved, played it for hours, but were still rubbish at it. I've got to give them a few marks for effort.



Robocop 3

Ocean's epic of violence and corruption struck a chord with Dead Lee. The walk through shooting section was a firm favourite.



Style 10/10

The way he walked right up to civilians and shot them through the head with a look of glee on his face was superb.

Technical Merit 7/10

Accuracy was a bit off, but - hey! They're only beginners.

Sportsmanship 10/10

The enthusiasm which Fish Eye and Dead Lee put into blasting the Splatterpunks was phenomenal. They seemed to love killing people.

Quote: "I wanna have a look at the Splatterpunks, I just wanna kill them". Dead Lee revealing his true social conscience.

Overall 9/10

The vigour which went into wasting everything in sight was something to behold. There's a madman in all of us. Especially these guys. They way he gently stalked up behind the civilians and then blew their brains out would probably mean a lot to your average psychologist.

Dead Lee and King Duncan proving everyone is capable of the cliched rock star pose.



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Everybody fancies the idea of hearing a tune they've created played on the radio. Here's big your chance!

If the thought of producing the next techno stomper or even something with a bit more melody appeals to you, you may already know that your little ST can help. With just a little bit of cash and a lot of imagination, you could be next up on Top of the Pops, miming and pretending to play while your CPU slaves away to a new funky riddim pop pickers!

If you haven't got any idea about all this musical malarkey, you'll probably be surprised to hear how cheaply you can actually start to get your bedroom rocking to a kicking beat – welcome to DJ's cliché corner. You can get yourself up and running with a simple sequencer, known more commonly as a tracker from the PD, and a couple of disks full of samples for the same source.

If you want to be a bit more imaginative you can get yourself a sampler. This device allows you to capture sound from tapes and so on and reproduce it on your computer, prior to twiddling with it, looping it, reversing it and so forth. Before you stop reading and think of the words "out of my price range", you can actually pick up a decent piece of sampling hardware for the same price as a game, so there!

Bearing in mind the current economical climate, we're going to have a look at three different bundles of gear that you can put together yourself, depending on your budget. You can always upgrade later (when you get an MD's job or something).

Chicken feed

Phew, what a cheapskate. You can't even get two people into a footy match for a tenner. What do you want, blood? Right, you'll have to

enter the world of the Megademo – the Public Domain. By making a few tentative enquiries and by looking at the ads in this mag, you should be able to find a little tracker program called Noisetracker. There are others, like Soundtracker and Protracker but I grew up with Noisetracker so I'll recommend that.

However, it's virtually useless without samples. You should be able to get these from the same place. Find the ones you like. It may be James Brown or the voice of the presenter from Tomorrow's World. Load 'em in and learn how to use the tracker. There should be an instruction file on the disk, but even if there isn't, a little trial and error should do the trick.

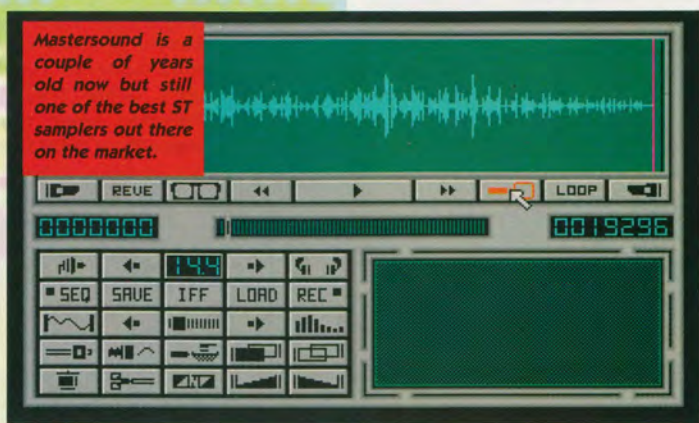
All you do is construct loops of the samples and get your ST to play them in the order of your choice – just like the record Charly by the Prodigy, save it to disk, get it on tape, send it to a record company and Bob's the man on stage smashing up guitars!

Up to regular game price

This is that cut-off point where you can still pull out at the last second and still buy Populous II and have change for a Big Mac. If you've got this kind of cash, you could also be looking at getting hold of a sampler. This will give you virtually free reign over the sounds you want to use.

For around the £30 mark you should be able to get hold of Microdeal's Mastersound. For this you'll get a small cartridge that plugs into the side of your ST and some software to sample with. There's also a very basic sequencer included but if I was you I'd still get hold of a Noisetracker disk, as you can use your samples with this.

Now your major problem is the memory of your machine. The more



you have the longer the samples you can fit in there. But don't worry if you've only got a 520 as you've still got space to play with.

Note: You'll need a connecting lead before you can attach anything like a tape deck to your sampler. Try Tandy for all your connecting needs.

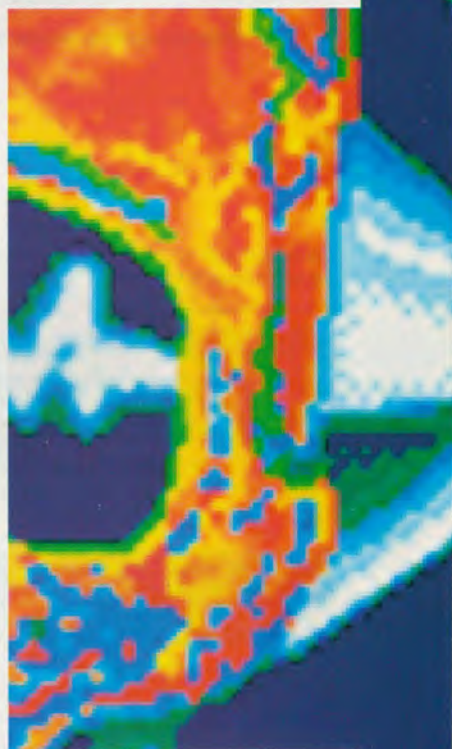
Less than half a ton

So you fancy yourself as a big spender do you? For the extra £15 you should be able to get yourself a better quality sampler. Look for a package called Stereo Master, which is a tarted up version of Mastersound, with the improvement of being able to sample in stereo.

Now this may not be of use to everyone, but anyone who's got an STE wired up into their hi-fi may appreciate the extra feature. There is also a host of real-time special effects. These include both echoes and reverb.

The sampler still plugs into the side of your machine but it's a lot more compact. As an added bonus you also get a lead included in the package, so you've got all you need as soon as you open the box. Once again though, don't forget to order your PD tracker!

Paul



The Noisetracker sequencer will only set you back a couple of quid as it can be found in the PD.



ICON see clearly

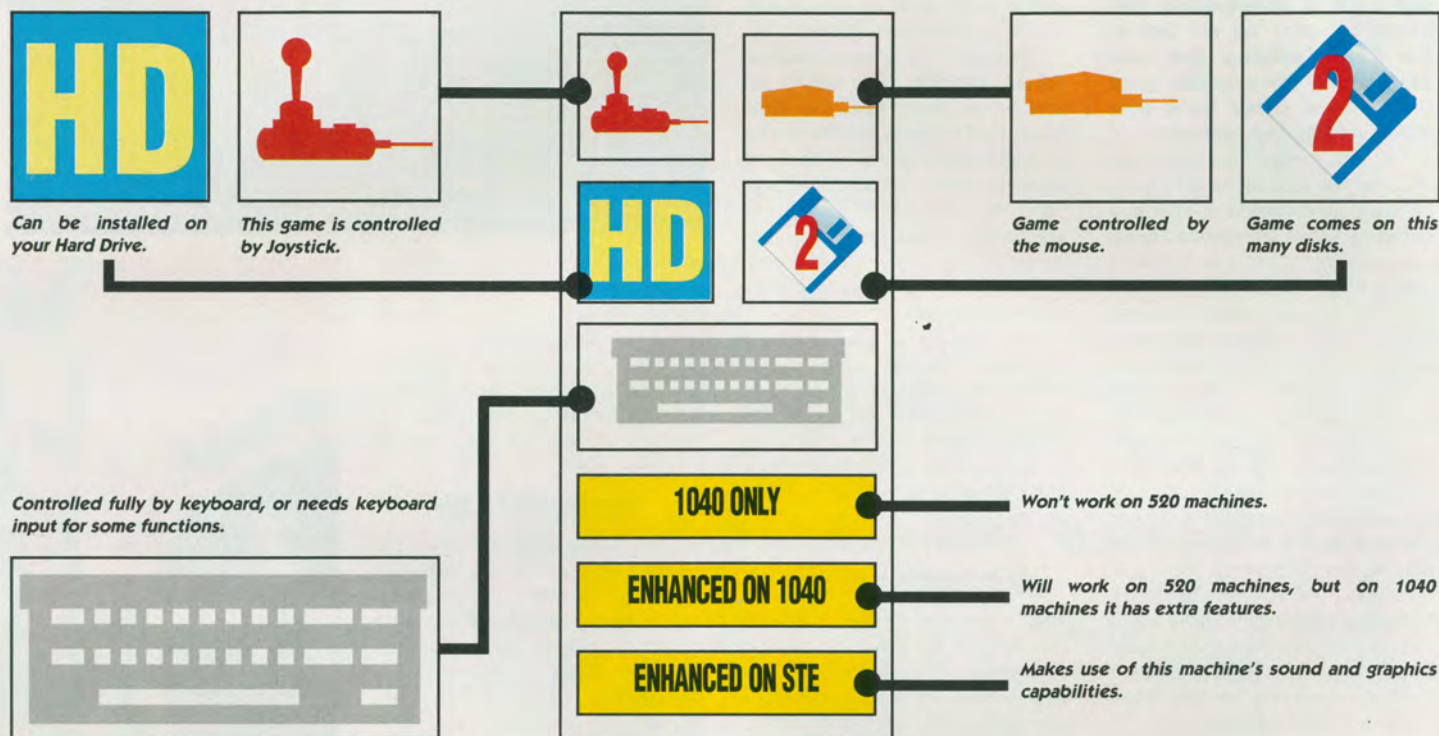
With our all new simpler reviewing system which makes every thing twice as easy for you.

For all our new readers we hope you will adapt to our reviewing system exclusive to *ST Action*. No other magazine can offer you such a descriptive method of reviewing games. We felt that you needed a reference

guide to see how this month's games compare with those we reviewed over previous months. We know you have percentages to compare from month to month, but with the league system you don't have to rescue issue 44 from the cat's litter tray to find out whether Videokid was one percent higher or lower than Rodland. All you have to do is

check the relevant colour coded league to know which one *ST Action* thinks is best. Easier than bumping into Fergie on the piste.

So it's farewell to the pie charts, bless 'em, and a big hello and a slap on the back for League Panels, little boxes that will show the games position in the exclusive *ST Action* Super League.



SPORTS AND LEISURE

Anything from a misspent youth, from snooker to soccer to paragliding.

ADVENTURE

Those games based around text input, and fixed response text output whether or not you use a mouse or keyboard. They might have gorgeous graphics, but these aren't necessarily crucial to the actual gameplay.

ACTION ADVENTURE

Those beat'em-ups/shoot'em-ups where you need you to do a lot more than that. The ones where you have limited puzzle solving, exploration and object usage.

ARCADE STRATEGY

You know the kind of thing, you have to shoot a lot but you also have to plan for military objectives, or trading, but if you can't fight you won't stand a chance.

BEAT'EM-UP

Punch, kick or thwack with a sword, it doesn't really matter.

The leagues themselves have been designed around 13 categories, the definitions of which follow.

PLATFORM

If you bounce, jump or fling yourself around, this is where it goes.

ARCADE ADVENTURE

Graphically based games, generally icon driven that involve an exploration (usually of a "dungeon"). As well as object examination, puzzle solving and mouse driven fighting.

LEAGUE RATING

5 ANOTHER WORLD



6 LEANDER



7 SWITCHBLADE II

ACTION ADVENTURE

RACING

Burning rubber and throttle twisting excitement goes here.

PUZZLE AND SKILL

Any game that taxes the mind and/or requires quick reflexes.

SHOOT'EM-UP

Blasting aliens or dinosaurs, it doesn't matter, just so long as you use a gun.

FLIGHT SIM

Jump into the cockpit and strap on that leather hat, you're playing a flight sim.

RPG

Hit points, magic, movement parties, it all adds up to an RPG.

STRATEGY

When you make important decisions over groups of people or objects, generally without experiencing the action first hand, then it's strategy.

*Elvira II
The Jaws of Cerberus*

"THE EARTH OPENED. ONE BY ONE THE MOST HIDEOUS MONSTERS

OF GOTHIC HORROR
CRAWLED THROUGH THE PORTAL.
THE NIGHTMARE HAD BEGUN."

PRESENTING ELVIRA II: THE JAWS
OF CERBERUS™, A FANTASY
QUEST OF EPIC
PROPORTIONS.



AN EVIL
FORCE HAS PENE-
TRATED OUR UNIVERSE
AND ABDUCTED ELVIRA
HERSELF. YOUR TASK?
FIND AND RESCUE
ELVIRA INSIDE THREE
CAVERNOUS MOVIE
SETS—A GRAVEYARD,
HAUNTED HOUSE AND
CATACOMBS—THEN
FIGHT A FINAL CATA-
CLYSMIC BATTLE WITH
A NETHERWORLD EN-
TITY OF AWESOME
FURY. ♦ EXPLORE
THREE HUGE AND HOR-
RIFYING WORLDS WITH
NEARLY 4000 LOCA-
TIONS—FIVE TIMES
LARGER THAN THE
ORIGINAL ELVIRA

♦ OVER 120 HOURS OF SUSPENSE-INTENSE GAMEPLAY ♦ MORE THAN 700
DEADLY WEAPONS, SCROLLS AND OTHER TOOLS OF THE TRADE ♦ FULLY ANI-
MATED ENCOUNTERS WITH HUNDREDS OF FORMIDABLE NEW OPPONENTS ♦
NEW ON-SCREEN SPELL BOOK GENERATOR ♦ NEW ON-SCREEN HIT-POINT
ALLOCATION SYSTEM ♦ NEW ON-SCREEN 360-DEGREE ENEMY DETECTOR & TRACKER
♦ THE VGA GRAPHICS? STUNNING. THE SOUNDTRACK? HAUNTING. AND 100% "POINT
& CLICK" CONTROL MAKES IT SO EASY TO PLAY IT'S FRIGHTENING. THE BOTTOM
LINE? ELVIRA II IS THE FANTASY BLOCKBUSTER OF THE YEAR. TO ORDER, VISIT
YOUR FAVORITE RETAILER OR CALL (081) 877-0880.

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**ST ACTION'S UNIQUE GUIDE
TO WHAT'S HOT AND WHAT'S
NOT FROM THE HUGE NUMBER
OF ST GAMES EVER RELEASED**

BIG

action adventure

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Read next months ST Action to see all the latest changes to the biggest brightest SUPER LEAGUES

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Last Ninja III

S Y S T E M 3

Well and truly, absolutely and most definitely the LAST Last Ninja, but will it go out with a bang or will it quietly fade into oblivion with a faint whisper and a sigh? Well, System 3 have already bought in the fireworks...

The Last Ninja games have received wide critical acclaim, but System 3 really feel that this product is going to be the icing on the cake. The fact that Last Ninja III will appeal to beat'em-up fans, arcade adventure addicts and Ninja buffs too, the London based team might just have that 2.30pm going good to firm dead cert!

It is hard to categorize this game. It could be an arcade adventure, or a beat'em-up, but the safest bet is to say it's a combination of both. Why? Well, although there is a lot of slashing and hacking involved within the game, you also encounter the puzzle element too - ones which have to be overcome in order to successfully complete it.

Pigeon-holes for ninjas

These puzzles are relatively straightforward. You know the kind of thing, find an object, work out what it's for, put it to good use, blah blah! However, some of them are quite ingenious.

For example, in order to collect a hidden scroll you must find a small bottle filled with a strange potion, collect some gun powder (in order to create the

Molotov Cocktail mark II), blow up a rock to fill a chasm, then collect your prize that was in the chasm in the first place.

There are loads of brain teasers and DIY puzzles like this throughout the entire game, build your own Nunchukas and the like, but some items you find are red herrings - roll up Miss Marple!

Also, some objects found in level one aren't actually needed until level five, just to confuse you even more.

True colours

Apart from the nice intro sequence one of the first things you notice about Last Ninja III is the extensive use of the ST's colour palette. With only 16 colours to mess about with it is hard not to be impressed with the graphical content.

For those of you who are interested, the Amiga version contained 32 colours and when ported onto the ST, the graphic artists had the nightmare of scrapping 16 colours.

A tough job you might think, but when you view the two copies side by side, there really isn't that much difference. Impressive, huh?

Now to playing the game, despite the puzzles this bit is incredibly straightforward.

The object of the game is to find and destroy the evil Kunitoki who can be found on the sixth elemental plane. OK, ok, I know there are only four elemental planes - Earth, wind, fire and water - but in the Ninjitsu world there is also



A frog must be ousted from his comfortable position upon a lily pad if you are to successfully pass over the fast flowing stream and meet your opponent in combat.

Limbo and Void, and each level is huge! In order to thwart your mission, Kunitoki has littered the planes with masses of hideous creatures all ready to destroy you in one easy blow.

The enemy characters have all been given intelligence and will therefore home in on your position anywhere on the screen.

But never fear, you have been given the talent to fend off the enemy with numerous deadly attacking movements from a kick or a punch to overhead and cross slashes, defensive moves and stabbing.

A careful use of all the moves is naturally the best tactic to follow. Each weapon you choose to

use, be it a sword, nunchukas, shirakens or a crowbar, your character will be animated slightly differently. The changes are subtle but it gives a nice little touch to the finished product as does the speed blur of the weapons. Also, all the characters within the game, including your own, move very smoothly around the surroundings with a nice running action. Although the fighting moves take time to get used to and can be a little clumsy, they are very effective when dispelling your foes.

You have an abundance of moves to try your hand at and this successfully adds variety to the fighting sequences. As mentioned Ninja III is graphically quite

1
ST
ACTION
A1 RATED



An end of level guardian. To pass him you must first find a hidden staff and then attack him with it.



He's behind you! The cross slash is the most effective method of attack in these situations.



Finally you reach the evil Kunitoki. A special defence move is called for here.

1

This is you all got up in your trendy Ninja guise. Pyjamas are hip!

2

When you find an object the drum spins and shows what you have found.

3

This window shows what kind of object you are currently holding, here it's a sword.

4

The Bushido Indicator. Japanese honour that is gained when you defeat a worthy opponent.

5

Power bars for both the enemy and your good self.



With a hop, skip and a jump you look at the epitome of death square in the face.

impressive, with nice information panels framing the actual game screen, carefully drawn intro and endgame sequences, good use of colour within the landscapes and fast screen update. The only sound included is a reasonably

bouncy tune that runs throughout the entire game, but this can be turned off.

But what about playability I hear you shout, well that's the tricky bit. Personally I feel that Ninja III has quite a lot to it and the

adventure element gives it that all important spice, but fans of beat'em-up products beg to differ.

Whether you choose to purchase this game seriously depends on whether you will enjoy the puzzle solving as well as the hacking, if not then you will have to carefully think if this is the right game for you.

Balancing your interests

For those of you who have played the original Ninja games you may find the added adventure element a little frustrating. It is hard in places and some things are not obvious but this all adds to the excitement.

System 3 have done a professional job and I'm sure the Ninja fanatics among you will be highly impressed. This is a challenge, it's pleasing to look at and there is also lots to do. Worth serious consideration if you are out to buy a new game for your already bulging collection. *Allie*



The final obstacle? These deadly rotary blades will turn you to minced meat!

Skill is needed to jump over the lava - the planks aren't as wide as they look.

GAME: LAST NINJA III
PRICE: £25.99

This is so much better than the original Last Ninja games and I think System 3 have definitely gone off in the right direction. The graphics are very nice for this type of game and there is quite a lot of playability included, but unfortunately it will never be the best on the market at any time. There is a lot to this game and it will keep you occupied for a fair while, it even includes all important level codes. Patience is required when playing it due to the puzzle difficulty. I like it but I'm sure, as with some of the office staff, some of you won't!

LEAGUE RATING

8 SWITCHBLADE II

★ 9 LAST NINJA III ★

10 GOLDEN EAGLE

ACTION ADVENTURE

GAMEPLAY:

SOUND:

GRAPHICS:

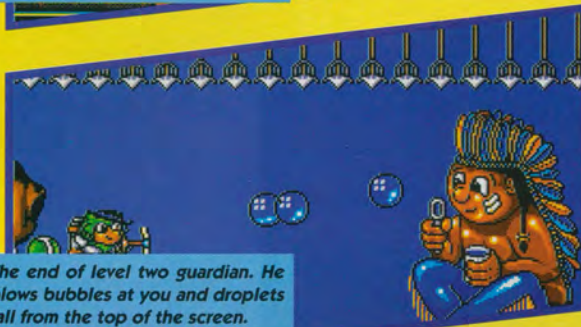
RATING=90%



VIDEO NASTIES



This large owl is the end of level one guardian. He will hoot at you until you manage to defeat him.



The end of level two guardian. He blows bubbles at you and droplets fall from the top of the screen.



Space Invaders are at the end of level three. They move down the screen firing lasers at you.



This chappie waits for you at the end of level four. He throws barrels at you.



Videokid

G R E M L I N

Known for their superlative driving games, Sheffield based Gremlin Graphics decided to try their hand at a scrolling shoot'em-up type. Not to be confused with a normal blast (such as Xenon II), Videokid is a cutesy, console style of game. You know; colourful graphics, amusing adversaries, sickeningly sweet main character, that kind of thing.

Divided into five different levels, most containing four stages, you must battle your way across the terrain, avoiding the many obstacles that have been put in your path.

Each level, excepting the first, ends with a huge guardian who must be defeated if you are to progress. The five levels are:

Medieval World is placed within the confines of a huge castle. Your enemies come in all guises

such as knights, gargoyles, monks, and deadly flying spears. Many dangers await you on this level and you may well encounter a falling portcullis or a fire-breathing head on the wall.

This is the only world that isn't split into four parts. The next place you must visit is **Western World**.

Two of the stages are inhabited by Indians and the other two contain loads of cowboys. You also have to contend with vultures, flying piranha fish, rocket-firing wigwams and lightning bolts before you attempt to overcome the Indian chief who resides at the end of the fourth stage.

Science Fiction World has many advanced life-forms who will stop at nothing to thwart your progress. Armed with laser firing weapons, they bounce around the playing area shooting wildly at you.



THE START OF YOUR TRAVELS

One of the worlds you will have to overcome is **Western World**. Split into four stages, two full of cowboys and two full of indians, you will have to use all your skill to survive. Good luck.





The western level is packed with cowboys and Indians. You skillfully avoid an arrow before noticing the rocket-firing wigwams.



Chicago is full of hot tempered gangsters. They look so mean in their long overcoats and droopy hats, don't you think?

You don a pair of angelic wings and attempt to thwart all manner of evil on the Horror level. Your quest is nearly over.



Flying spaceships are be in on the war along with alien plant-life. The baddie at the end of this level will definitely be one for the future.

Set in the 1930s, **Gangster World** takes place in the windy city of Chicago. Men in long coats and dirty hats are armed to the teeth and use their machine guns to devastating effect. Once you have managed to enter the bar, you have to watch out for the guys hiding

under the chairs and tables, trying to shoot you or drop barrels on you.

Horror World, the last and definitely most dangerous world revolves around the undiscovered mysteries of terror. Ghouls, ghosts and undead zombies teaming up with vampire bats and skeletons to scare you to death.

The end of this level is the ultimate challenge as you face the nastiest boss ever imaginable. Fortunately,

you are not defenceless. Besides your normal single fire weapon, you can shoot the rotating spheres that randomly appear to reveal extra weapon pods that can be collected to increase your power. Anything from triple shot to a powerful laser beam can be yours for the taking.

You are also able to collect such valuable items as a shield or an extra smart bomb that can be

used to wipe out an entire screen of nasties. The end of level guardians throw everything they possess at you so be on your toes. It can be a tough game but persevere. **Jason**



You seem to have picked up a fair share of weapons to use. Those monks tend to absorb damage pretty well so you might try a smart bomb.

LEAGUE RATING

20 OPERATION WOLF

★ 21 VIDEO KID ★

22 STEVE Mc QUEEN

SHOOT'EM-UP

GAME: VIDEO KID

PRICE: £25.99

RATING=76%

Videokid has extremely colourful graphics and interestingly designed sprites. The sound comprises of a nice intro tune and some explosions during play, nothing special but adequate for the job in hand. The major problem with the gameplay is the speed at which the whole package moves. You will often find the screen filling up because your weapons will just not fire fast enough to eradicate the enemy. May appeal to fans of this genre.

GAMEPLAY:

SOUND:

GRAPHICS:





Titus the F

P A L A C E

taken to the Harem of Shah Hassan. She is now an unwilling concubine to be used at the knight's discretion.

You must adopt the guise of Titus and try your hardest to battle through all 15 levels of frenzied arcade action.

Each level must be negotiated correctly until you can find the exit that will lead to the next level. Many enemies will try to thwart your attempts to rescue your beloved.

A lot of the level inhabitants will just wander aimlessly around causing a nuisance and getting in the way.

Remember though that some of them will have weapons they will throw at you so it's best to defeat them as soon as you can.

Most of your adversaries can be defeated by throwing objects at them. The projectiles can be found scattered about the landscape.

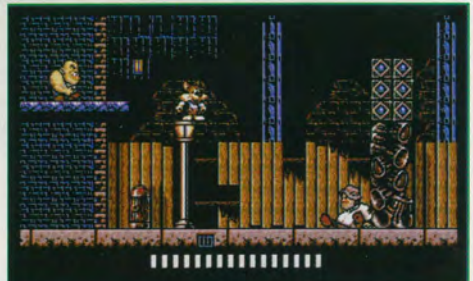
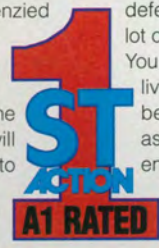
Some of the levels will be guarded by extra powerful ene-

mies who will take quite a number of hits and also try to attack you with any of the weapons that are lying close at hand.

There is always a set way to defeat them but this will take a lot of working out so be patient.

You start the game with three lives including the one you begin with. Each is depicted as an energy bar that contains enough power to sustain about five or six hits.

If any is lost, energy can be regained by collecting the bonus icons that are littered about the levels. Collecting 10 of the



You perch precariously on top of the lamp-post eyeing the pile of bonuses that await you. Meanwhile, a thug sneaks up behind you.

for our hero in this adventure is a beast of chase.

The aptly named Titus The Fox tells the tale of a young and spritely carnivorous quadruped who has a slight problem.

Foxy lady

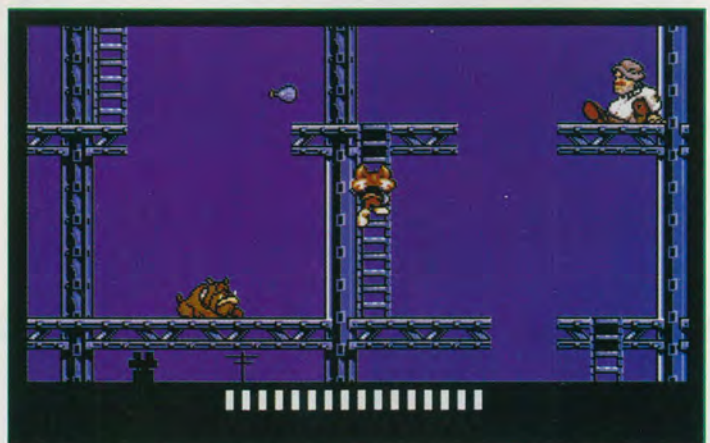
While out in the Sahara Desert on an investigative assignment, our hero's girlie was suddenly foxnapped by some unscrupulous bandits and

The word hero is synonymous with muscle bound fighters of evil or gutless wimps who have somehow learned to master the courage they have possessed since childhood.

You ask 100 people to draw a picture of a hero and I bet my bottom dollar that no one would draw a picture of a fox. Yes that's right, a fox,



You notice the two energy icons and must first dispatch the thug by throwing the box at him. The bees could be a problem though.



This scaffolding doesn't provide much cover so the dog waits anxiously at the bottom of the ladder waiting for you to fall off.



OX

icons will award you with an extra life at the end of a stage.

Besides the energy icons, other valuable things can be collected to help you on your way.

Any objects that you find lying around can be used to get rid of your adversaries and some of them will give you a special bonus.

Crazy like a fox

The best two you can collect will allow you to restart at the last location you reached or give you an important code for the level you are currently on.

Besides the deadly traps and extremely cunning layouts, you will also be able to access loads of secret rooms.

Some of them will just lead you to bonus rooms where energy can be collected, but most will advance you a certain amount on the level.

So if your lucky you might be able to get past a tricky situation without too much bother.

If you like a platform game with a twist of humour – which appears to be the norm just now – then Titus the Fox might just be the game for you for you.

Jason

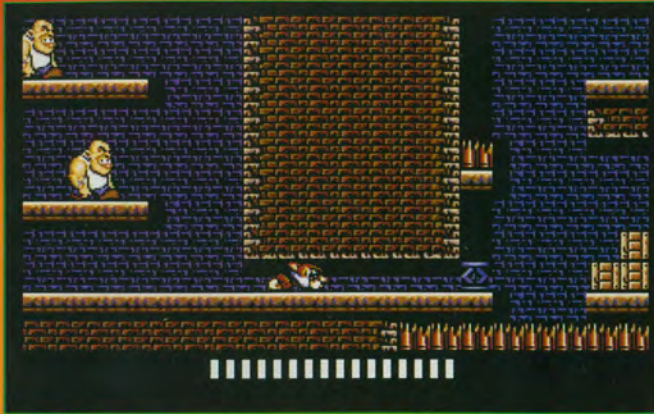


WIN A FOXY LITTLE NUMBER

What would you give for the chance to win a Titus the Fox T-shirt and a copy of the game? Well, all we want you to do is answer one simple question and send it in before May 15 to: Fox in a Box Compo, ST Action Inc The One for ST Games, Europa House, Adlington Park, Macclesfield SK10 4NP. The winners will be notified by post.

The Questions What was Basil Brush's famous catchphrase?

- 1: Alright matey-bob. 2: Boom, Boom. 3: Look at the size of that sausage.



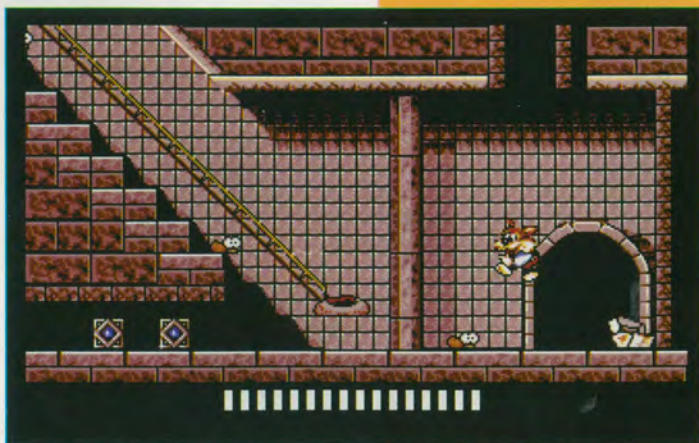
In the sewers, you must crawl around to find the exit. After clearing the spikes, the thugs are next.



The end of level three guardian must be defeated by throwing the ball at him several times. He will try to hit you with his rocks.



Fireballs galore! You must find the safe areas and jump over the flaming projectiles. Sounds easy, huh?



After entering the underground network, you greedily eye the two energy bonuses that lie under the stairs.

GAME: TITUS THE FOX
PRICE: £25.99

Platform games seem to be the 'in' thing at the moment, with some excellent releases such as Parasol Stars and Robocod. Titus the Fox is another game that could be set to join them up at the top. As with most games of this type, a lot of emphasis has been put on the antics of the main sprite. The fox character is extremely cute and moves very well indeed, with a few nice comic animations thrown in for good measure. The graphical side of the game is very colourful and detailed and this greatly adds to the atmosphere. Sound is a nice little ditty that does become slightly repetitive after a while but this can be turned off with a simple key press. The only minuses for this product are the flip-screen scrolling that does occasionally tend to play havoc with the eyes and the slowing of the action when there is a build up of characters on screen, but this is successfully disguised by challenging and addictive gameplay. Very nice indeed.

LEAGUE RATING

3 ROBOCOD



4 TITUS THE FOX



5 HARLEQUIN

PLATFORM

GAMEPLAY:

SOUND:

GRAPHICS:

RATING=86%



Dreadnoughts

TURCAN RESEARCH SYSTEMS

The name Turcan rings a bell, doesn't it? Well, if you just can't put your finger on where you've heard the name before, I'll try to jog your memory. Dr Peter Turcan is the author and programmer responsible for creating such wondrous war-games as Waterloo, Borodino, Armada and Austerlitz. Remember now?

Dreadnoughts is Dr Turcan's latest offering to the strategy market. Its greater flexibility and better gaming control makes it that little bit more approachable than previous efforts and thus creates an incredibly in-depth strategic game. So what's involved?

Quite simply, and this is a quote, "Dreadnoughts is a computer wargame that recaptures the spectacle and the tactics of history's great naval battles". Oh absolutely!

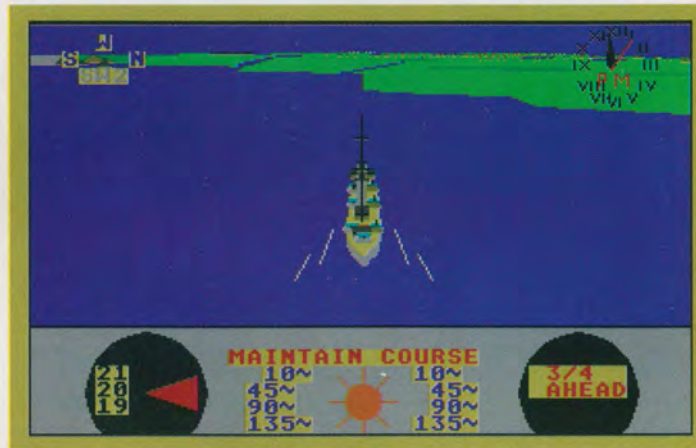
Using 3D graphical representation, you control an allied fleet in the heat of the First World War aiming to eliminate the German threat.

Two men in a boat

You can opt to play the part of the Germans if you wish and the computer will play the part of the allies or, if you have a strategic gaming friend, you could always try the two player mode.

Making good use of the charts and comprehensive manual that are included you're guaranteed to have a raging battle each time you take to the seven seas.

Taking control of the hypothetical Admiral, you can control your



fleet from either the bridge or the helm of your flagship. The helm facility gives you a little more flexibility and choice as to which commands your entourage follows and moreover allows you to manually steer the rudder.

On the bridge you play a more indirect part and the ship's helmsman follows your charted directions.

Control of the game does not use the point and click icon method. Instead, a series of commands is typed in using the keyboard and the vocabulary limitations are listed more than adequately within the manual.

However, it may be a good idea to write out your own list as flicking through the manual gets tedious. Once you're under way and heading off in

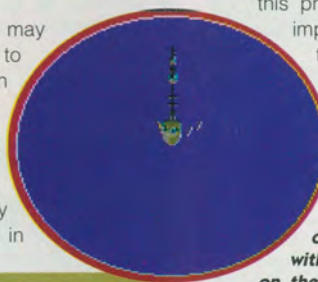
the right direction there is always the possibility that you will run in to the dreaded enemy. Should this happen, try not to panic.

Close range fighting is where the excitement starts and you can really go to town on making good use of your tactical brain cells.

Unfortunately, Dreadnoughts is rather similar to all the other strategic sims available on the market and is nowhere near rival products such as the recently released Silent Service II or Strike Fleet graphically or game-wise.

However, thought has gone into this product and if you were impressed with Borodino then this game is quite possibly the right game for you. **Allie**

The mouse enables your telescope and allows you to observe neighbouring ships. The computer provides you with statistical information on the ships heading, distance and name.



It looks like The Dartmouth heading Southwest. The range is 3000 yards.



You've discovered the enemy and now have to start seriously thinking about tactics and strategy.

(Right) Once on the helm you have full control of the rudder and the course setting, useful when engaging the enemy.

GAME: DREADNOUGHTS
PRICE: £34.95

The price tag is incredibly weighty, at £34 many people are going to be put off. For those of you still interested, Dreadnoughts is for the more serious person as the game-play is a little slow and hard to grasp, but its complexity is relatively impressive. The graphics are far from inspiring and the sound is almost non-existent, so be warned. This is just another addition to the in-depth sim market but if you're into that sort of thing then I'm sure you'll be quite happy with it. Nevertheless, it might get very boring, especially if you're not the type that is dedicated to this area.

LEAGUE RATING

- 17 GETTYSBURG
- ★ 18 DREADNOUGHTS ★
- 19 BREACH

STRATEGY

GAMEPLAY:
SOUND:
GRAPHICS:

RATING=78%

HD

To set a course you must refer to the chart accompanying the game. A precise longitude and latitude setting must be entered for the computer to understand.

Order (Bridge): set course to 37 10 south 74 50 west



Different landscapes are the order of the day here, each one more restricting than the last.

Graeme Ing's game of colonisation may have held your attention for months, but in case you've now beaten it hollow, Gremlin have released *The New Worlds*. With 10 new scenarios to battle through, all having increased difficulty. So how much did you learn first time around?

Data disks are always good for increasing the shelf life of a product and there's no exception here. *Utopia's* been out long enough to warrant one and Gremlin have happily obliged.

Promised land 2

The major change in the game is in the planet graphics. There is awkward terrain which you can't build on, like snow, ice and old ruins. This will hinder your progress, exploration and restrict your planning. There is



Snow and ice can cause a bit of a problem, as you can only settle within these set boundaries.



Wherever you build you know that the enemy invaders are just around the corner.



The building may be identical, but you expect to find all sorts of ancient ruins around the surface.

now a greater need to think further ahead than ever before. Along with planning problems other hazards have been increased too.

Be prepared to face mass food shortages and a serious lack of resources as you battle to overcome more than your foes with your struggling colonists.

Paradise improved

The strategies of *Utopia* are still the same, you'll have to work hard to develop means of both defence and attack in time to repel the enemy invaders who will be knocking at your door before you know it.

All the structures you can build are exactly the same as in the original so don't be surprised if you don't get anything new to construct.

They are all being saved for *Utopia 2* no doubt. There's no argument that these scenarios are considerably tougher than those

Utopia

The New Worlds

G R E M L I N



Here all the scaffold shows how you're spending money. Soon, they'll turn into lovely new buildings.

included in the first and you're not going to be able to waltz through these (not that the original was a walk in the park anyway).

With each scenario you have to adapt your tactics if you are to have any chance of winning whatsoever.

You'll have to take into account all your spies' reports and by using them you'll have to try and anticipate where, when and how the inevitable attack will come from.

Only then will you have a chance of leading your people to the safe life that they're after. **Paul**

NOTE: You'll need to have an original copy of *Utopia* to run this data disk.

GAME: UTOPIA - THE NEW WORLDS
PRICE: £14.99

Oooh, more Utopia. It was one of my favourite games from last year and kept me at it for ages, so to speak. Getting 10 more worlds, 10 more challenges for £15. If you're a fan what more do you want? True there are not really that many changes, but the ones that have been made increase the difficulty level dramatically. Be prepared to be wiped out for the first few times at least. Keep your patience handy and you're onto a winner!

LEAGUE RATING

4 STORM MASTER

★ 5 UTOPIA & THE NEW WORLDS ★

6 SIM CITY

STRATEGY

GAMEPLAY: ██████████

SOUND: ██████████

GRAPHICS: ██████████

RATING=88%

ENJOY A LIFE IN THE FAST LANE



Microprose's Formula One Grand Prix is easily the best racing game ever written. Our review in this issue gives it a massive 93%. So you can imagine what a smashing game it is.

To coincide with its imminent release, Microprose and ST Action are offering you the chance to win one of the 10 Formula One T-shirts and 10 Conquest of Formula One books we have to offer and a trip to Microprose.

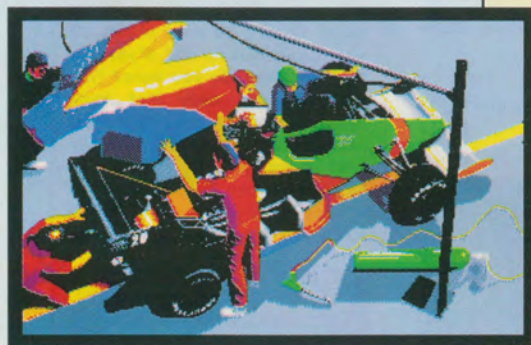
The T-shirts are of the high quality you'd expect from the Microprose stable and the books give you the chance to read the inside story of the men who took Honda to victory. Packed full of interesting facts and graphic pictures, these racing history books will surely become a



collector's item in the near future so don't miss this limited chance to become one of the lucky owners.

Along with all of this the first person drawn out of the hat will be taken on an exciting all expenses paid trip to Microprose's plush offices in Tetbury, Gloucestershire.

All you have to do to win one of these terrific prizes is answer the three questions below. All entries must be received by June 15. No correspondence will be entered into and the Editor's decision is final.



The Questions

- 1: The BBC's nasally Grand Prix commentator has become synonymous with Formula One racing in this country. What is his name?
a: Murray Walker
b: Murray Mint
c: Murray Christmas
- 2: Who is Britain's current number one racing driver?
a: Julian Boardman
b: Nigel Mansell
c: Yvette Weir
- 3: How many wheels does a Formula One racing car have?
a: Three
b: Four
c: Five

Answer 1: a b c (Please circle)

Answer 2: a b c (Please circle)

Answer 3: a b c (Please circle)

Name:.....

Address:.....

.....

.....

Please tick the box if you do not wish to receive any promotional material from other companies.

Send your completed form to: The Winning Formula,
ST Action, Europa House, Adlington Park, Macclesfield SK10 4NP.



Thrust your sword into the fire and wander around with a hot glowing weapon for part of the game.

You get some bad games and then you get some unbelievably diabolical games, this little gem most definitely falls in to the latter category. Unreal is unreal – so unreal that it is totally naff!

It is very hard to be objective about a game when all you want to do is stamp on it a few thousand times, bung it in the bin and then never have to think about it ever again. Unfortunately though, this is something that, for the moment, I cannot do.

The storyline is the typical fantasy thing, the kind where you live on a strange planet with lots of evil and, naturally, you're the only one that can save the planet.

Your girly has been nabbed by an evil guardian thanks to the neglect of a friendly dragon. You're overcome with grief and have to go out and save her no matter what.

Garbage graphics

The loading screen is one of hope. You are greeted by a colourful and reasonably nice illustration that gives the impression that all the graphics could be of this quality. But I'm afraid it all goes to pot from there on. Let it be said that there is hardly any quality to the in-game graphics.

The first sequence is one where you fly a dragon into the



Just look at the luvverly graphics. They complement the gameplay almost perfectly!



screen while trying to avoid different obstacles and creatures.

Apart from the fact that the graphics are so very heavily pixelated it's embarrassing, the actual game-play is almost a joke! You control the dragon using the joystick, and by guiding him left, right, up and down, you are supposed to avoid all of the perilous hazards. Don't make me laugh!

This part of the game is a real mush. Mush, because all of the dreadful graphics merge into one, the dragon just cannot be controlled sensibly as one simple move in any direction causes him to appear right over the other side of the screen, and there are so few colours on screen it's painful.

I programmed better games on

my Electron when I was a mere nipper, knee high to a pixel!

Snow joke

In the nex part you are launched into a snowy landscape which, you would naturally assume, is going to be one of the scrolling type.

I have now realised that you must not assume anything when talking about Unreal, because you play the game screen by screen.

That's right, it doesn't even scroll, not even push screen scrolling! Somebody pinch me and tell me it's April Fools Day, please!

This 'minor' upset makes the game even more unbearable as screens flicker on and off as you stand on the edge of it trying to kill

something. By this stage in the game I really just want to throw it away but unfortunately I have to see if it's going to get any better... believe me It doesn't.

The first hazard is a wizard who fires a deadly cloud at you. Try to hit him and he pushes you into a canyon, jump over him and he pushes you into a canyon. This gets boring when it takes five lives to get past him. This game is as much fun as a poke in the eye.

Allie

While romping across the land you will be confronted with huge moving snowballs. Demolish them to reveal bonus gems inside.



Unreal

U B I - S O F T



LEAGUE RATING

23 TERMINATOR 2

★ 24 UNREAL ★

25 BADLAND'S PETE

ACTION ADVENTURE

GAME: UNREAL
PRICE: £30.99

RATING=38%

What can you say? I wouldn't give this to my most loathed enemy as hate mail! I really can't understand how companies have the nerve to release insults like this and then expect the kids to pay £30. The graphics are below mediocre, better sound is found on most PD games and the gameplay is almost non-existent. Sorry chaps, but it is going to take something a lot better if you want to be taken seriously. Average if it were a budget product.

GAMEPLAY: [Progress bar with 10 segments, 4 filled]
SOUND: [Progress bar with 10 segments, 4 filled]
GRAPHICS: [Progress bar with 10 segments, 4 filled]



The normal Hard Drivin' courses are here so you decide to take a look at the stunt track. Lots of cars must be avoided before you can even contemplate the serious business of negotiating the obstacles.

Race Drivin'

D O M A R K

Most of you will remember the arcade or computer conversion of Hard Drivin'. This racing game was exciting to play in the arcades but the initial transition to disk fell far short of the mark.

Domark tried to rectify this by releasing Hard Drivin' II, this was marginally better than the first but there were still quite a few avenues to improve on. In their latest attempt, Domark have announced the release of Race Drivin' and they hope this will be the one.

Easy options

Upon loading, primarily you must set the options to your liking. You will be able to choose how many people are taking part, which includes a two-player link-up option. Also you can decide what control method to



You must choose which car you are going to drive. It's up to you to decide which one is going to benefit you on what course.

use, either joystick, keyboard or mouse and most importantly how sensitive the control system will be. This decides how easy it is to steer around corners and so on.

After setting the preferences, you will then have to choose which course you wish to take part on and what car you are going to drive. You have a choice of four courses and three cars. The courses available are: Speed, Stunt, Autocross and



The bumpy Autocross track will test your driving skills to the limit.



Lots of new and exciting stunts can be attempted on the Super Stunt Track.



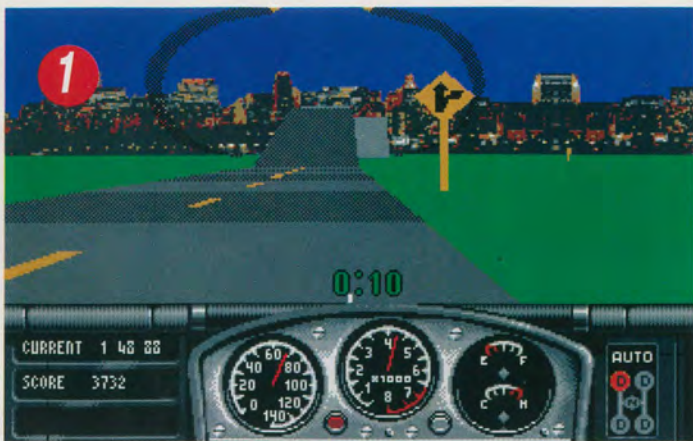
The old faithful speed and stunt track from the original has been included.



This tunnel can be found towards the end of the super stunt track. Once you have managed to negotiate this, you will be immediately faced with an enormous bridge that must be crossed.



Your run-up to the bridge was totally inaccurate. You spin off the road and end up nearly crashing into a fence. You only have 10 seconds to get your vehicle back on the road.



1 The bridge has been thoughtlessly left open and you must try to overcome it. You take a small run up and hold your breath...



2 ...whoops! Things aren't looking too well at the moment and it looks as though you are about to finish your race early.

Super Stunt. The first two are from the original Hard Drivin' but the last two are both new and challenging.

The cars you can choose from are the Roadster, the Speedster or the Sportster.

Each car offers you better things in certain departments such as speed and handling and they can all be either automatically or manually controlled.

Burnin' rubber

Once you have chosen, it's time to hit the road. Your race is in the form of checkpoints and time limits. You must reach the next checkpoint in the specified time limit or else your game will be over.

You have to overcome various obstacles such as the loop, open bridges, humpback bridges, hills, mountains and even cows in order to complete each of the stages. The obstructions will vary depending on



3 As well as the obstacles, you still have to qualify in the specified time limit. Crossing the finish line will award you with a much needed extra time bonus.



3 Wahaayy! Of all the things you could possibly find to hit in a computer game, you choose a vector cow! Are you blind or what? How could you miss a great big brown animal that goes moo?



your course. An added bonus is the phantom competitor who appears when you have finished a lap.

He will appear and then drive around the track in an exact replica of the way that you performed your first lap.

He will follow this performance in every detail. This will give you someone to compete against and also give you the chance to improve on your previous performance.

Stay on track

The game itself is displayed with filled vector graphics. You view the game from inside the vehicle as though you were actually driving.

You must control it around the various courses trying to avoid com-

ing off the track. If you do happen to stray off, a counter will appear going backwards from 10. You now have only 10 seconds to get your car back on the road otherwise your game will be over.

As there are many stationary obstacles such as houses and hills, it is inevitable that you will have the odd bump.

These bumps will be shown back to you in a glorious slow motion replay right up to the point of impact.

After the replay, you will be able to start prior to your accident with the time you had left.

Jason

(Right) The replay will show you a camera shot of your approach and your attempt at completing the obstacle. Pay attention, you might just learn something!

GAME: RACE DRIVIN' PRICE: £25.99

Most people will be immediately sceptical when they consider this product as a purchase bearing in mind the track records of the two previous games. Unfortunately, this is still the case and the goods are just not being delivered. The scrolling is a tad jerky, the graphics don't move very well and they occasionally break up thus destroying the image of fast paced action and atmosphere this game is so desperately trying to create. This is more apparent when you are being shown an action replay of your performance. In addition to the break-ups, you will also come up against walls and mountains that appear from no where. The sound is almost non-existent; an average title tune and some sparse sound effects are all you are going to find capable of giving pleasure to your ears. The most annoying part of the product is the control system. After trying all of the nine sensitivity settings, I still couldn't find one that seemed to react as it should, with none of them really corresponding accurately to my movements. Unfortunately, this will only appeal to the strict fan who bought the first two and obviously doesn't know any better!

LEAGUE RATING

23 CONTINENTAL CIRCUS

★ 24 RACE DRIVIN' ★

25 TURBO OUTRUN


RACING


GAMEPLAY: ██████████


SOUND: ██████████


GRAPHICS: ██████████

RATING=63%









ENHANCED ON 1040

ENHANCED ON STE

Most of you will have been following the Formula One season with great interest. With the intense TV and media coverage, the likes of messers Mansell and Prost have been permanently engraved on our minds. You have read the sports articles highlighting the best of the best as they attempt to finish ahead of the other drivers and collect the prestigious title of World Champion.

Geoff Crammond, the man responsible for Revs and the classic Stunt Car Racer, has tried to recreate the thrills and spills of the race driving circuit on the home computer.

He leaves absolutely nothing to the imagination as you are solely responsible for both the driving and maintenance of your shiny Formula One car.

Microprose Formula One Grand Prix is an entire simulation of the Championship season.

You will have to compete in 16 races to win one of the trophies available at the end of a season. The Driver's and Constructor's cups are the two up for grabs.

World cup action

The first thing you must do after loading is choose your driving teams and individual racers. You will have a wide range of teams to choose from and they can even be changed to your own personal details. One you have selected the team, you must

Formula One Grand Prix

M I C R O P R O S E

then decide whether or not you wish to practise a particular circuit or go straight into a championship season.

When the going gets too difficult, there is an option included that allows you to change six of the major driving aspects, making things a whole lot easier.

The car can automatically change gear and brake when you approach a corner, follow a best line route, and do almost anything but steer the car for you, if you want it to.

If you decide to use the practice option, you are given the chance to

test out any of the 16 tracks you would have to face if you were involved in a complete season. There will be no other cars on the circuit so don't worry about any unwanted collisions.

If you decide to enter a full championship season, you have to complete each race in order and race against the other top drivers to accumulate enough points to secure victory.

You must complete a qualifying lap in order to gain your placing on the starting grid. The faster you can qualify, the higher up in the grid placings you will find yourself. The game itself is

viewed from an 'in the seat' perspective. You have all the internal and external views available to you as you would expect to have if you were driving yourself.

The other cars can all see you and you can see them from any angle. There is also a replay option that will detail any recent event as long as the car is out of the race.

The championship is decided on a points system just like the real thing. The winner of each individual race receives the most points and the runners-up collect decreasing values down to one. The points are added up at the end of the season and the winner is crowned champion.

As in a real race, your car can be damaged by occasional timing errors and bad driving so you have



One of the external views in action. The large number of cars and change in perspective can make it difficult to steer when you are using this view, so that it can be less than practical.

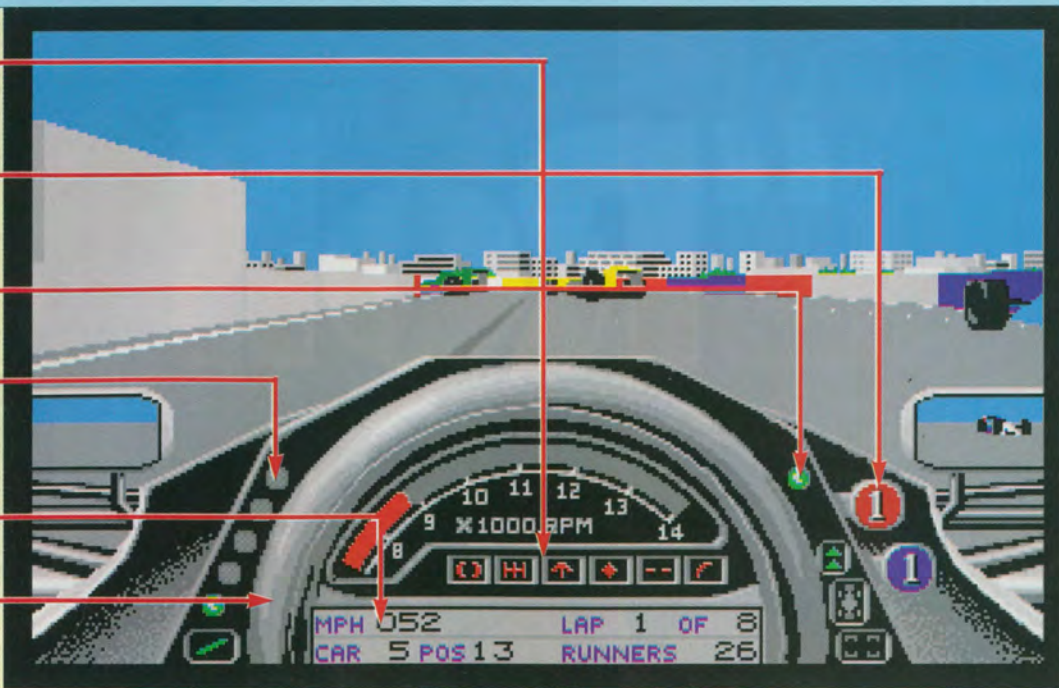


The engines rev and your nerves rattle as you await the green lights to start the race.



With 16 race courses to choose from you're always going to be

- 1 These little icons will show you which options you have selected.
- 2 This tells you what gear you're in and what you should be in.
- 3 When this lights up, your car is in a serious condition.
- 4 Depending on how many are lit, tells you what skill level you're on.
- 5 This panel shows how fast you're going and what position you're in.
- 6 The steering wheel by which you control the car... pretty obvious really!



After a shaky start you approach a corner with two cars out in front of you and one closing in from behind.



This is where you can enter your name and choose whichever team that you want to represent.

to successfully steer your car into the pit lane where extensive repairs can be carried out.

From here you will have to decide whether your brakes need adjusting or if your tyres have worn down so much that new ones are necessary.

Some of the races take place in adverse weather. Your car will be automatically fitted out with special wet tyres.

Careful driving is the order of the day as there are a great deal of obstacles for you to concentrate on. The marshals raise a yellow flag to indicate a potential danger on the

track. Each race circuit has been extremely well detailed on screen and also in the manual.

You are informed of any tricky spots around the tracks and also given the details of any course records and their holders.

Driving the facts home

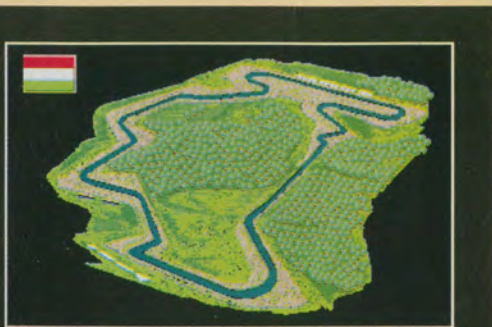
Each turn is listed and detailed information along with a suggestion of the best gear and speed at which to approach it is given.

The manual itself must be very highly commended because of the time and thought that has obviously

been spent on it. The back of the manual has been set aside to a chapter titled Driving Techniques.

From here you can learn how to approach corners, which is the best route to take when you are negotiating a chicane and what to do if you encounter any problems such as oversteer or wheel lock. Very handy indeed!

It is the inclusion of this level of detail in every area of the game that awards it such a high percentage and its position at the top of the super leagues chart. It's hats off to Mr Crammond. Yet again he has created a great driving game. **Jason**



on the right track



Your practice race will begin in the pits where you will be shown the course details including the fastest lap time.

GAME: FORMULA ONE GRAND PRIX
PRICE: £34.99

Well, where do I begin? Best to start at the top I suppose. The first thing you notice and appreciate about Formula One is the outstanding amount of detail that has gone into the whole package. I'm not just talking about the excitingly fast and smooth graphics or the atmospheric sound that plays constantly as you take the bends. I'm also referring to the wonderfully informative manual and the many options available to you at the start of the game. The easy to use control system and the learning option also make the game a joy to play. You won't find a faster, more user friendly racing game on the market. Absolutely exhilarating!

LEAGUE RATING

! POLE POSITION !

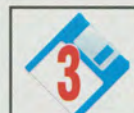
★ 1 FORMULA ONE GRAND PRIX ★

2 SUPER CAR II

RACING

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

RATING=93%



**“Roll up,
read all day”**



roll up,
about it!"

May 26th



Landing gear down, hold your breath and hope for the best! Remember, refer to your approach charts for the correct pattern at all airports.

Most of the landscapes aren't overly impressive. There is a distinctive lack of buildings and other geographical obstructions such as mountains.



A320



Airbus

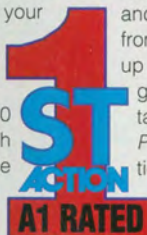
T H A L I O N

Personally, I hate flying! I like to keep my feet firmly on terra firma where God intended them to be (don't be a smart-bum and say they should be at the bottom of my legs!) and to be perfectly honest, I have no intentions of taking to the skies. Thank God for the flight sim!

Lately, there have been a lot of excellent flight sims released such as Thunderhawk, F15 II and Knights Of The Sky, all of which usually involve some kind of bombing, shooting and annihilation of the enemy. A320 Airbus doesn't.

Working in conjunction with Lufthansa airlines and Deutsche Airbus, Thalion have developed a very

slick and realistic flight sim that takes you into the very heart of the European flight paths and the complex schedules that A320 pilots take for granted. Included in your package is not only a ridiculously comprehensive (and thick!) manual, but an in-depth handbook of over 80 European airports' approach charts and two high altitude enroute charts in splendid fold-out map form.



Plane crazy

A tour of duty involves planning your route using the charts, reaching your destination in one piece and then trying to fly. It's not easy. All the charts included in the game

are genuine flight plans that the A320 pilots actually use to plan their routes.

Because of these, Thalion have successfully captured the difficulty involved in pursuing a commercial pilot's career.

The chartist game

Once you have managed to find your keyboard and monitor from under the mass of maps and charts, you can then start getting to grips with the game itself. The controls are simple. A few mouse clicks and a couple of figures typed in from the keyboard and you're up and away! Although the graphics aren't really that spectacular *They are a bit 'plane'!* – Paul, the cockpit instrumentation is easily definable. The landscape is made up of standard vector graphics that scroll reasonably smoothly.

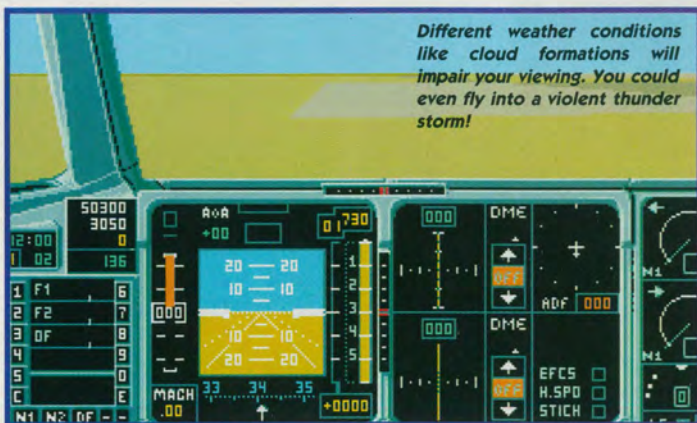
At times, however, your view does get a tad boring. A few more buildings, roads and the like would have been appreciated.

Inflight, the craft itself reacts very nicely to the mouse – its move-

ments are not terribly exaggerated and impossible to control as they can be with some flight sims – and it also responds well to quick pitches or banks.

A320 Airbus is a professionally produced game. Its complexity is extraordinary. I'm sure this will leave the majority of you happily soaring away into, well even the bleakest of horizons... **Allie**

DOUBLE SIDED DISK DRIVE



Different weather conditions like cloud formations will impair your viewing. You could even fly into a violent thunder storm!

LEAGUE RATING

12 PRO FLIGHT

★ 13 AIRBUS ★

14 F-29 RETALIATOR

FLIGHT SIMS

GAME: A320 AIRBUS

PRICE: £29.99

RATING=85%

The main drawback is the lack of a keyboard overlay reference sheet. To keep flicking through the manual gets a bit tedious. The complexity of the supplements and the use of such information within the game adds a huge realism factor, leaving the game complex and impressive. The graphics are not perfect and the sound is fairly drab but the gameplay is enough to test even the most ardent of flight sim fanatics. This is almost the bee's knees!

GAMEPLAY: ██████████

SOUND: ██████████

GRAPHICS: ██████████

The construction industry, is a vast sprawling giant that spawned evil smelling navvies, the four hour tea break and the odd housing estate. If you've ever had any grand designs in this field then now is your chance.

STOS 3D, working on the same principle as building blocks – at a stretch of the imagination – allows you freedom of expression in pixelated architecture.

If you've seen the effects created using filled objects on games such as Elite, MiG 29 and so on, you may be aware that the ST is pretty good at moving filled shapes that are added together to make objects.

Now you can do similar things in a virtual reality style environment with the aid of STOS 3D's sophisticated Object Modeller.

Some of you may remember Domark's 3D Construction Kit a few months back. Basically this takes the theory a little further.

3D designs

Using the Object Modeller you can create any 3D object you like. Its complexity is only limited by you and to an extent your machine's capabilities.

You must build it up from building blocks which you can stretch, resize and even rotate before gluing them together to make your masterpiece, or mess depending on whether you're me or not!

It is perhaps worth mentioning at this point that you will need an original copy of STOS – The Game Creator before you can get anywhere with this new package. A working knowledge of this product is also useful but not essential.

There are a total of more than 30 new commands included that will allow you to do things you've never even imagined with the objects you've created.

Animation and anything else you can dream of is all at your fingertips. You'll even be able to animate surface detail so you can do things like give your faces moving features. All very clever stuff but what can you do with it you may well ask?

As the blurb on the packaging tells you, you'll be able to display up to 20 different objects on screen at any one time as well as mix them in with other popular STOS features like backgrounds and sprites.

As an added bonus STOS 3D programs will run even faster with the STOS compiler, so if that lot means anything to you, you'll probably be okay with this one!

If creating your very own 3D world appeals you can't go wrong with a package like this. Something for people who want to do more with their ST than play games. Ideal for any fans of STOS.

Paul

The introduction sequence gives you an idea of how you can manipulate your 3D objects.



Objects can be created in different windows on the screen. This helps to create depth in some cases.



STOS 3D

MANDARIN/EUROPRESS



By combining different polygons you can easily create more complex constructions like this helicopter.



UTILITY: STOS 3D
PRICE: £34.99

There are similarities between this and Domark's offering, but it's a better bet if you're in the market for something like this at the moment. Don't be put off by the size of the manual, or the fact that it does look stupidly complicated. As with most things, all it takes is a little time and effort and soon everything will start to slot into place. Designing your own object couldn't be simpler really. Well worth a look. Give your ST something new to do!





The first world you must enter.



The castle holds much evil.



Elvira sleeps peacefully unaware.



The house is deathly silent until...

Elvira

THE ARCADE GAME

F L A I R



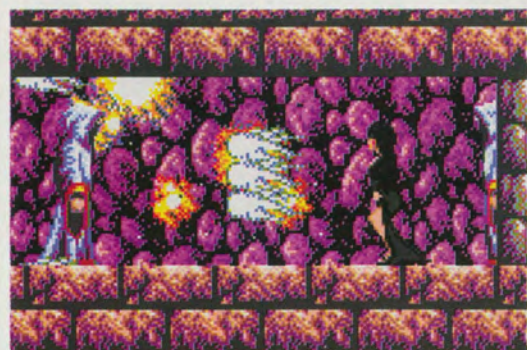
Here we see the buxom beauty in full. What style, what a dress!



Useful objects can be collected to increase your chances of survival.



The Arctic world is freezing cold and houses some nasty creatures.



Spells will often increase your weapon powers to devastating effect with magical weapons such as fireballs.



This chap will be able to help you. Just walk up to him and you will be able to enter his shop and swop items of use.



...a huge force destroys the door.



Our mistress wakes startled...



...to a face of pure evil beside her.



The Arctic world awaits her.

She took American TV by storm, created a lasting celuloïd impression on the big screen and now, she's back. Ladies and gentlemen I present you with that understated Misress of the Dark, Elvira!

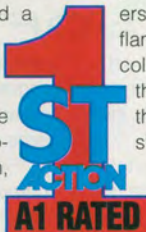
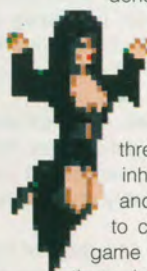
Controlled by joystick and a couple of important keys, you must guide the wanton temptress over three evil infested levels. Each level has a set theme that will provide your adversaries and the plethora of traps that await you.

The root of all evil

The reason you have chosen to undertake this deadly quest is quite simply - money. After a few unsuccessful late-night TV shows, our voluptuous heroine is finding things tight. Her cupboards are bare, her stomach is empty and her rent is due. If only she could find a place of her own, or inherit a castle!

Gosh, what luck! While attempting to sleep off a rare bevvv session, she is awoken by a translucent form, floating gently beside her bed. After revealing himself as one of her last descendants, he tells her of his castle that lies unoccupied deep in the heart of Transylvannia.

As he is definitely one who raises his hand for woman's independence and all that stuff, he can't just give her the castle, so he calls forth a challenge. She must scour the three levels he has inhabited for centuries and find him in his lair to claim her prize. The game itself is divided into three levels: Arctic Earth,



Fiery Underworld and the Haunting Castle. You can start on any of the first two levels from the beginning but they must both be completed before you can attempt to overcome the final level.

To complete a level, you must search it thoroughly until you find the exit that will allow you to progress to the next world.

As each level is packed with hordes of odious creatures of the night all set on causing you as much grief as possible, your generous relative has allowed you to start the game with a magical dagger that can be thrown at your enemies, causing a point of damage.

These daggers can be increased in strength and numbers so you can eventually throw three daggers that cover a wider arc and hit for more damage. You will also have the opportunity of changing your weapon for one of the two others available. The shuriken and flaming torches can be acquired by collecting the various magic pots that have been scattered about the landscape. The shuriken fire slightly faster but only cause you two points of damage compared to three points inflicted by the torches.

Elvira also has magical spells at her disposal. She starts the game with none in her possession but this is easily remedied as you progress through the game.

Half the spells available are of an attacking nature, with such powerful incantations as Fireball and Lightning, and the other half offer you healing powers and teleportation abilities.

Rune around

Rune stones can be collected as you wander around the levels. These will be added up to give you extra lives and can also be used when you meet the trader.

Two vital things can be acquired by visiting the Trader. First, you can purchase vital clues that will deplete your Rune stone supply. Secondly, he will allow you to trade one of your spells for any one of the five he has in his possession.

The Trader can be visited as many times as possible so long as you have enough spells or rune stones in your possession to trade.

Valuable items can be collected to aid you in your quest. Treasure chests increase your points and eating food will add 10 points to your energy.

Jason



ENHANCED ON 1040

ENHANCED ON STE

GAME: ELVIRA - ARCADE
PRICE: £25.99

The first thing the keen eyed games-player will notice about Elvira is the distinct similarity to the Bitmap's Gods. This shouldn't be looked upon as a bad thing however as Gods is viewed as one of the best platform games available. Elvira is graphically very nice, the main sprite has been drawn with great detail and the background colours really make a noticeable difference to the game. The sound starts off with a nice piece of intro music but the actual game is a lot better if you just play with the crisp sound effects as you can't have both. Another point that should be mentioned is the use of the STE's extra capabilities which makes scrolling very smooth. Although it is difficult to find any flaws with this program, my gripe would be the times you find yourself lost and aimlessly wandering around one of the huge levels. Overall though, this is a game that should definitely be in everyone's collection. A real winner!

LEAGUE RATING

5 ANOTHER WORLD

★ 6 ELVIRA - THE ARCADE GAME ★

7 LEANDER

ACTION ADVENTURE

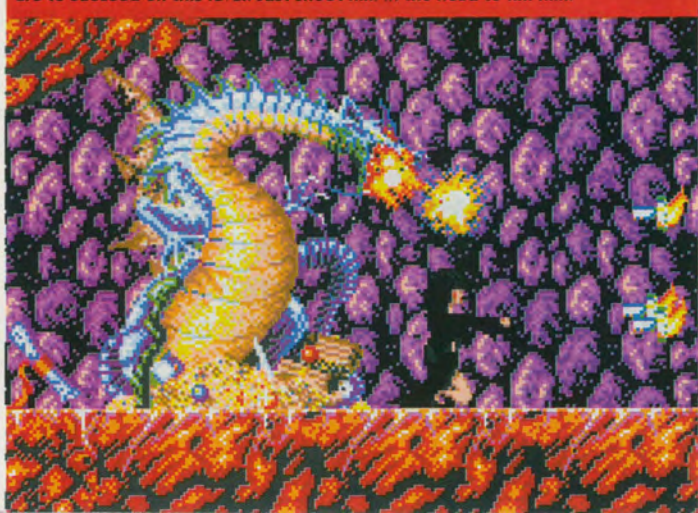
GAMEPLAY: [Progress bar]

SOUND: [Progress bar]

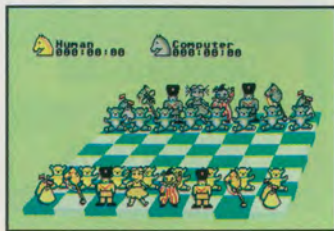
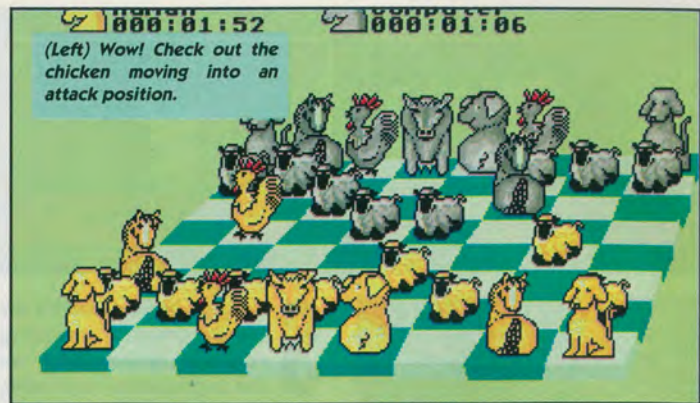
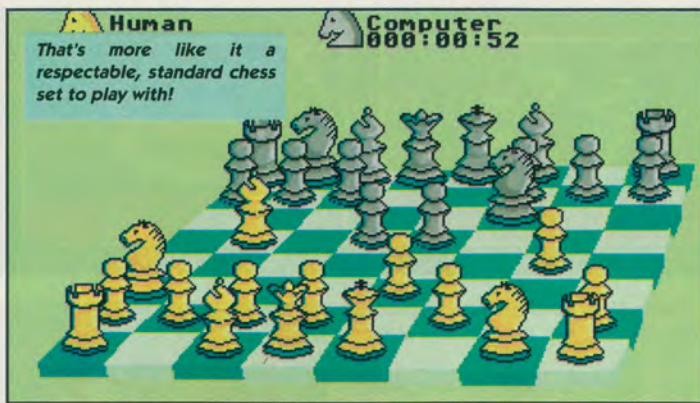
GRAPHICS: [Progress bar]

RATING=89%

This large dragon-type creature guards a vital spell that you must collect if you are to succeed on this level. Just shoot him in the head to kill him.



STA



It's toy time. The Playroom pieces prepare for battle.

Chess, not the easiest game to write about but we haven't had a good boardgame romp in the mag for a while. So bin your original Spear's version and boot up your ST. What can you say about chess? For anyone who's been dead and missed the recent blanket TV coverage here goes.

The game features lots of little carved pieces being helped around a chequered board by the willing hands of the two warring humans. Basically this is a two player game - unless you're cheating - all the

Chess Champion

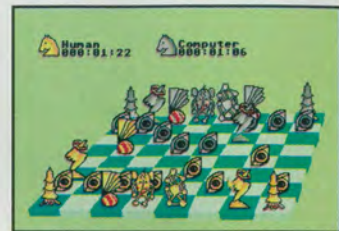
OXFORD SOFTWAREWORKS

pieces are divided into different categories and... with that we bring to an end, Paul's little chapter on the rules of Chess.

The problem with Chess is that you generally need two people to give it a whirl, but with the computer

generation has come the ability to program the little devils to give human opponents a near perfect game.

First came the specific chess computers that you could buy from Argos. But when the home computer market expanded overnight there was great scope for programs with huge databases of moves.



Weird or what. Playing with the sci-fi set can warp your mind!

play with you can also set the machine to play itself. This can be an invaluable aid if you're trying to pick up some finer strategies.

The control interface uses the mouse and this can be altered with the aid of a pull-down menu. From here you can fine tune it to your own requirements.

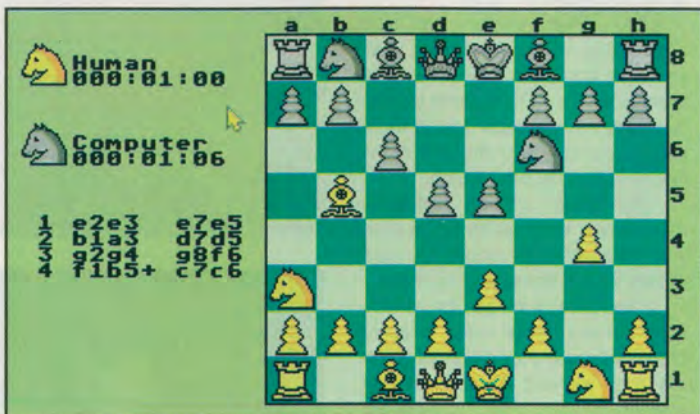
Basically you just click on the piece you want to move, drag it to where you want to put it. If it's a legal move you'll be allowed to continue and play will carry on with your opponent's move.

Naturally there is a two-player game as well, so if you're constantly being plagued by the cat running over the board then this may well be the solution. **Paul**



(Above) The battle of the toys is well under way here but who'll come out on top?

(Bottom) The 2D view is pretty plain to look at but it is much easier to move pieces on.



Bobby Fischer, who's he?

Chess Champion 2175 attempts to take it even further by having a greater variety of difficulty levels and a bank of over 300,000 bytes of opening moves.

In fact the whole openings lark is taken extremely seriously by this program. You can even extend the opening move library by adding some of your own.

As well as the advantage of not having to have somebody else to

HD

ENHANCED ON 1040

LEAGUE RATING

| | | |
|----|-------------------|---|
| 13 | WELLTRIS | |
| ★ | 14 CHESS CHAMPION | ★ |
| | 15 SARAKON | |

PUZZLE AND SKILL

GAME: CHESS CHAMPION
PRICE: £19.99

RATING = 78%

GAMEPLAY:

SOUND:

GRAPHICS:

It must be really difficult to make a chess game that's really going to get noticed. Chess Champion has a good variety of moves and strong intelligence but there seems to be something missing. It's a fine example of a chess game, but although the packaging is covered with lists of features the game isn't as friendly as it should be. There's not that much competition if you're looking for a chess game and there's nothing wrong with plumping for this one.



These are the first planets you must negotiate. Use the arrows to choose from the selection game levels.

The story that lies behind Psyborg



Your target flies across the stars attempting to avoid you.



You close in on the craft and hope that luck is on your side.



Fortunately, you have advanced weapons technology.



Special headgear is needed to work the weapons system.



You stare at the screen, wondering what fate has in store.

Psyborg

L O R I C I E L

Loriciel are well known throughout the industry for producing weird and complex computer games. Occasionally, they return to the norm and produce such classics as Tennis Cup and Baby Jo. Their latest game is Psyborg which takes place in the velvet darkness of space.

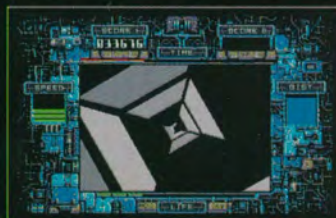
As with most games of this type the scenario is unimportant but it goes something like this: You are Duncan Norton who appears to be some kind of galactic hero.

You receive a transmission that informs you of the impending threat of the Androptere spies, the Psyborgs. You are ordered into space and told to eliminate them at all costs.

Wide worlds

The game is one player only and is made up of two parts, the Vortex and the shops. Set over eight planets containing 40 worlds, the Vortex is a kind of tunnel in space that you must negotiate. Your aim is to reach the end of the tunnel in a specified time limit while collecting as many points as you can before the Androptere take control of the planet.

The Vortex consists of a series of different coloured tiles. To progress, you must stay on the coloured tiles making sure that you don't fall off. If you do happen to fall off, you will be given a limit-



The tiles swirl as you try to stay on them. This proves to be quite difficult at some stages of the Vortex.

ed amount of time to get back on track. If you don't succeed, your spirit will be lost in the annals of time, forever.

The different coloured tiles all have a special effect if you manage to go over them. Red tiles with a flashing 'T' will award extra time, yellow tiles will give you bonus points, tiles with green triangles on them will give you an extra life and so on.

Another tile of extreme worth is the yellow and white flashing variety. If you manage to go over one of these, you will collect money that can be used when you enter a shop. Shops can usually be found at the end of a long winding tunnel. When entered, they allow you to purchase useful items by trading in your acquired bonus points. You can buy one of four things from the shop:

Extra time, extra life, invincibility and an increased allowance for the amount of time you spend off the tiles. Each extra will cost you a different amount of bonuses collected.

Jason

GAME: PSYBORG

PRICE: £26.99

As with most games of this type, you are either going to love it or completely hate it. Graphically, it is almost eight-bit with hardly any imagination used whatsoever. The sound is virtually non-existent and there are not really that many sound effects either. The one thing that will appeal to most people is the addictive element contained within this game. You will play it once, have another go just to see if you like it and then get completely hooked! As I said at the beginning, you will either love it or hate it!

LEAGUE RATING

15 SUPER HANG ON

★ 16 PSYBORG ★

17 CISCO HEAT

RACING

GAMEPLAY: ██████████

SOUND: ██████████

GRAPHICS: ██████████

RATING=74%



The flashing yellow tiles can be collected and used in the shop to buy extra goodies. Be careful not to let your greed get the better of you!



Here's Drac biting a juicy neck (honest that is what he's doing). One down 12 to go.



This particular vamp is a bit athletic and thinks nothing about casually leaping around.



If Drac picks up Van Helsing's Gold crucifix he can say goodbye to his energy!

Brides Of Dracula

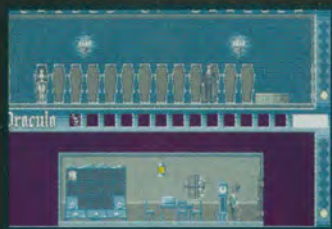
G O N Z O G A M E S



You generally know if you get men like this outside your window that you're in trouble. One of these young ladies is for it in a big way. Will you be able to rescue her in time or will she get it in the neck?



This girl's sister has been whisked off by Drac to perform various



Into the game and Dracula must bring all his brides back here for

Aaaarrggghhhh! (little attention grabber there) have you ever been woken up at night by a little tell-tale scratching on your window pane? Have you ever felt the desire to wander around with two dozen cloves of garlic wrapped around your bits?

If you have, then you're probably the chappie for this job. Alternatively, if you've ever wanted to sink your teeth into a sexy young lady's neck then Gonzo Games' Brides of Dracula will also cater for your sordid needs as well.

We previewed this what seems like years ago but now, at long last, we've got our grubby little fists on a finished, reviewable copy. It's one or two player action time folks. Will good beat bad or bad beat-up good? The race is on.

First up, after you've seen the introduction, you must choose either one or two players. If you choose a one

player game you'll have a choice of whether you want to play as Drac or the obsessive Vampire Hunter Van Helsing. Whichever you pick determines the nature of your quest.

Drac's Back

Dracula is only after one thing because he's recently got a bit fruity. He's after the 13 eligible women that live in the town of Bistriz. He's got 13 coffins already prepared and he intends to make the unfortunate girls his brides.

As they won't come willingly you'll have to wallop them over the head first before sinking in your gnashers and converting them to the undead!

Van Helsing isn't too keen on the idea of all the local lovelies being whisked away from the men, leaving them to take up knitting, so he sets off on his one man crusade to kill Dracula. Before he's got a chance though he

has to collect the 13 different objects he needs to complete his vampire destruction kit, you know the stuff - garlic, bible, crucifix and so on.

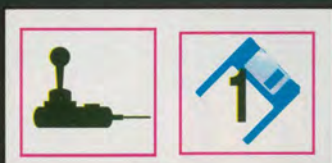
The game is presented in split screen style and once you start the race is on between the characters to collect the objects first. Once you've got everything you can then waste your opponent! If you're only in one-player mode the computer will take over the other character so as to provide you with a bit of a challenge.

You can't just leg it around the screen willy-nilly though. When you've collected one object or "seduced" one bride you must go back to your base and deposit

it/her there. Then you must trot back out and find the next one.

Sound isn't exactly hot stuff but the graphics although rather pale in places are suitably gothic and give a good example of how to set the scene in a game of this sort.

As an added bonus you also get a large poster and lots of Dracula offers though as most of the stuff is American it's a bit pointless. **Paul**



LEAGUE RATING

| |
|--------------------------|
| 21 TIME MACHINE |
| ★ 22 BRIDES OF DRACULA ★ |
| 23 RAN XEROX |

ACTION ADVENTURE

GAME: BRIDES OF DRACULA
PRICE: £25.99
RATING=74%

The long term appeal in this game is increased by the two player head to head aspect, but there are still too many playability flaws tucked away to make it a real winner. The scrolling is slow and can really naff you off when you walk for ages, find an object and take it back only to have to walk for ages again before collecting the next one. You may find you don't get value for money, it would make a better game on the 8-bits (with an 8-bit price).

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

FIRE AWAY FOR FREE TRAVEL!



That's right, this month we have set an amazing precedent of having two great competitions for you to try your luck with. So read on and the world might just become your oyster.

Fire and Ice is soon to be released from the Renegade stable. Programmed by Andy Braybrook, it is an imaginative platform, exploration, shoot'em-up romp where you play the part of a young coyote and your mission is to negotiate over 35 levels of frenzied action. As the levels progress, the stages increase in heat, and your water weapons will be less effective the further you get.

To coincide with the forthcoming release, Renegade are offering you the chance to pick up

£200 worth of Thomas Cook vouchers. If you are the lucky winner, these can be redeemed against the holiday of your choice, be it somewhere warm and exotic or clammy and cold. Either way the choice is yours.

All you have to do to win this smashing prize is answer the three questions listed below. All entries must be received by 15 June.

No correspondence will be entered into and the Editor's decision is final.



The Questions

- 1 Fire and Ice is being programmed by Andrew Braybrook. Can you name one of his other games?
- 2 An album called Fire and Ice is currently available by a famous heavy metal artist. Name him?
- 3 Fire and Ice contains a Scottish level. What famous Scottish play is rumoured to bring bad luck if named by thespians?

Name:.....

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Answer 1 is:.....

Answer 2 is:.....

Answer 3 is:.....

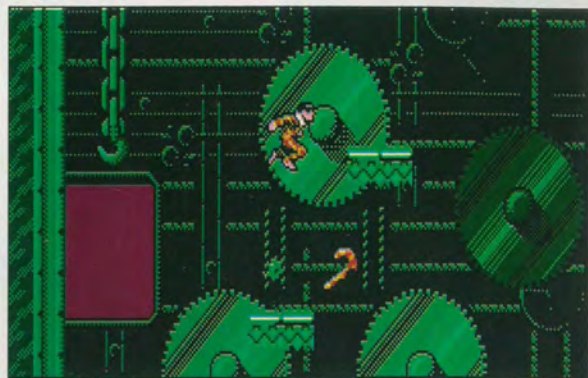


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Harlequin

GREMLIN



Careful use of the cogs will let you move platforms around the screen.

Sheffield's finest exponent of top quality games – we are talking about Gremlin of course – have earned themselves a reputation over the past couple of years for their excellent racing games.

Every time they do something different it's greeted by gasps from the majority of people. You know the stuff: "Wow! A good game from Gremlin with no cars in it". When you think back to titles like Utopia and Suspicious Cargo you realise they've been doing it for ages, yet every new non-race game gets met with the same shock. Why?

Standing down off the old soapbox, this time around they've decided to hit the platform market and, no before you ask, there's not a car in sight. Harlequin features, as its main character, one of those ridiculous clowns with the black masks who used to give you the creeps when you were a kid. You'll be in complete control of all of Harlequin's actions as he goes about his task of saving his land from almost certain doom!

Chimerica was once a wondrous place, full of happiness and pleasant surprises but, while Harlequin has been away, the kingdom has suffered a broken heart and has been taken over by evil forces.

Now he's back and the only way to restore his homeland to its former self is to recover the four pieces of the broken heart and then things will

begin to get back to normal. From the second you start the game you'll continually run into nasties, all intent on draining your life force and making sure that the pieces of the heart are never recovered.

Wear your heart on your finger

To combat this you can fire love hearts from your fingertips that will destroy all things evil. Some will take a little more persistence to kill off than others, the badder they are, the more love it will take to remove them.

Armed with this and this alone, you must guide Harlequin through the 23 levels of platform mayhem. Thankfully your hero clown has a hefty jump on him and can spring about like a nervous gazelle, clearing great distances.

Unlike the Robocod style of platform game there are plenty of puzzles to solve before you can progress further. These include collecting objects and toggling switches that reveal exits for you to go to other levels.

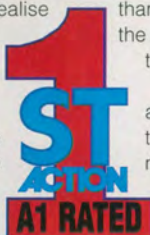
Dotted around the platforms you will come across little presents. Opening these will

give you special bonuses including tokens. Among them are, a space hopper and an umbrella, some of which you'll need before you can get anywhere on certain levels.

For example, there's a level called Sewercide which consists mostly of water and you will need the fish icon that will allow you to transform into a... well fish, surprisingly. It's quite amusing at first watching a little fishy swim around in a clown suit with a mask on!

Clowning around

Coming into contact with any of the things out to get you will drain your energy bar, which can be located in the bottom left hand corner of the screen. When this finally gets to the bottom, that's it, game over, finished, kaputt. Thankfully though you do get three continues at the beginning of each game, and you will find yourself needing them, especially at first.



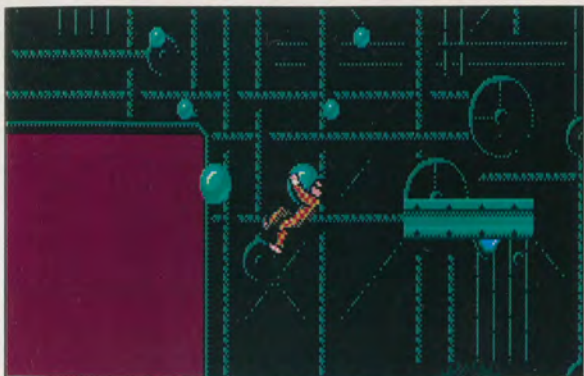
Opening the pressies gives you bonus points and occasionally necessary tokens.



Swinging down this rope will let you collect all the bonuses that are nearby.



This is one of the many bonus levels in the game, these are accessed by jumping onto a kite.



These swinging balls have a use, they help you create a pathway across the screen, although it does appear a little precarious.



Simply by wandering around you can pick up loads of bonuses that will help you to continue onwards with your quest.

Gremlin have gone for the option without parallax scrolling which is a pretty wise decision.

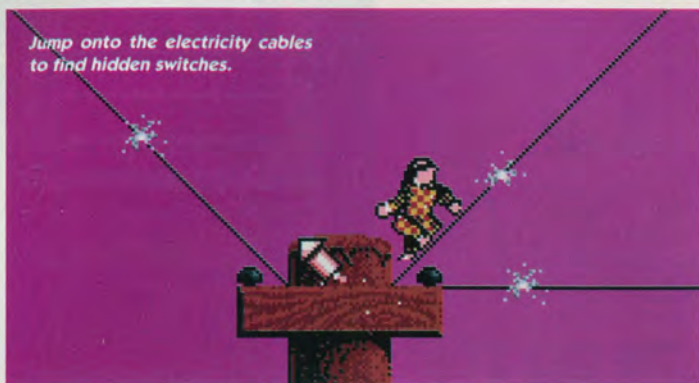
This worked for Robocod and although the sprite movement may seem a little slow at first, once you get used to it you really do appreciate it as the action never slows down if there are a lot of things on screen at the same time.

The scrolling is really very smooth too and it all adds together to give a polished if not exactly visually stunning look to the aesthetic side of things.

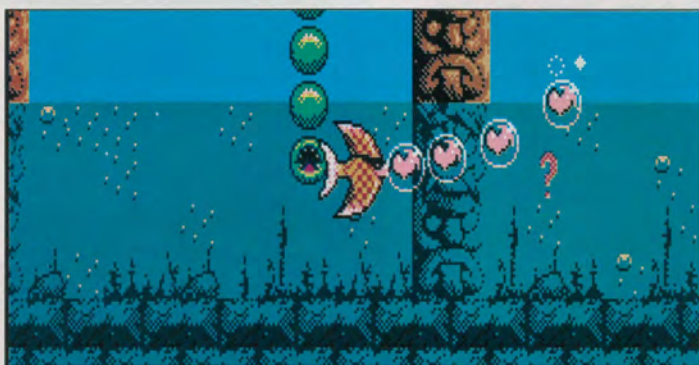
Sound is, well, the kind of sound one has sadly come to expect from the ST as of late. You are presented with the odd spot effect and a few rather limp tunes. I don't think you'll have them blasting out of the telly for long, they don't really constitute music for pleasure.

As for the controls, they are pretty responsive and you won't find any trouble with them, although you may be a little put off by the initial sluggishness although you will soon get used to this and get on with it. You'll be leaping around from platform to platform like the frisky little Harlequin you are.

Paul



Jump onto the electricity cables to find hidden switches.



Finding the fish token will let you carry on through the water levels having transformed into a Harlequin fish.



The land of Chimerica isn't a nice place to be living at the moment. You must return home to save it from evil domination.

GAME: HARLEQUIN
PRICE: £25.99

Platform games are one of the few types of game that have always remained popular. This may be because there can be such a great variation within the classification. For example Parasol Stars and Harlequin are both platform games but you could quite happily have them both in your collection without worrying about them being too similar. Harlequin itself is a classy product, oozing playability and style. Nice graphics add to the atmosphere and no self-respecting platform addict should be missing out on this, what's bound to be Gremlin's latest best seller.

LEAGUE RATING

4 TITUS THE FOX

★ 5 HARLEQUIN ★

6 JAMES POND

PLATFORM

GAMEPLAY: [Progress bar]

SOUND: [Progress bar]

GRAPHICS: [Progress bar]

RATING=85%



Now you've found this hidden switch, how on earth do you get to it? Use your initiative and you will prevail.

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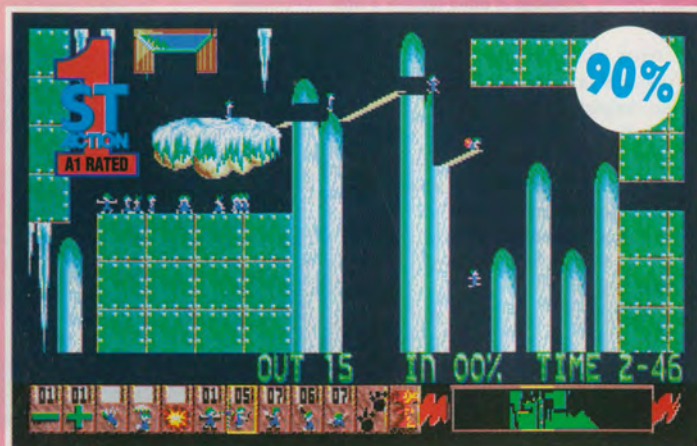
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Oh No! More Lemmings is one of the best data disks ever to be released. If you liked Lemmings, you'll love this. Buy it at all costs.

Reviewed STA Feb '92

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Wolfchild... The graphics and presentation of this product are much higher than average.

Reviewed in STA March '92



HARLEQUIN, MANIC ARCADE ACTION OVER 800 SCREENS SPREAD ACROSS 23 INCREASINGLY DEMANDING LEVELS, A COMBINATION OF NEAT GRAPHICS AND HOURS OF GAMEPLAY CERTAINLY MAKES THIS A GAME NOT TO BE MISSED.

Harlequin... It wouldn't be out of place in Fantasia or any other Disney classic, it really does look that stunning.

Reviewed in STA March '92

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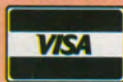
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GTGA

GIVING THE GAME AWAY

Dottys Small Tips



WWF

Just a quick one this. Climb out of the ring and pick up the chair that is next to the bottom rope corner. Now place it just up a bit and the jump back into the ring. You should now have the chair and be capable of using it in a most unfriendly way!

Final blow

Quite an easy cheat to implement this one if any of you should need a cheat for it that is! Start the game and pause it when you start to trade blows with your opponent, it doesn't matter who you are fighting against as long as it is alive. Now press F10 six times and then unpaue it for infinite energy. This will allow you to go through the game. Sloppy kisses go to Brad Burton who is far away from home.



Captain Planet

Very crafty indeed, Mr Crowther. The author of the amazing Captive and Nightmare has included a sneaky cheat for Captain P. To input this cheat you need a copy of Captive. Load Captain Planet as normal, but on the level selection screen insert your copy of Captive. Press fire and 'Disk Error' will appear on screen. Now put your Planet disk back in and the game will load with the cheat activated. Also, pressing Escape will take you to a level selection screen.

As you will have probably gathered by the lack of male jokes last month, I have now retaken my rightful place in the Smalltips hot seat. Allie has been tied up recently (she's still got the marks on her arms) doing some absolutely stunning GTGAs that even I feel a small amount of admiration creeping in for. Not bad for a girlie!

Blues brothers

Taken from the classic film of the same name, Blues Brothers is quite difficult once you get to the later stages of the game. Well sweat no more! On the character selection screen, type in HOULQ followed by the level number you wish to go to. So if you want to see what level four looks like, type HOULQ4. A ripe banana and a copy of the Sport go to Sid Scroggins of Tunbridge Wells.



Hudson Hawk

This conversion of Bruce Willis' latest blockbuster was produced quite admirably by Special FX, the team who brought you Robocop 2 and Midnight Resistance. To get infinite lives, all you have to do is wait until the title screen is visible and then type in SANITYCLAWISCOMINGTOTOWN (without spaces). Many thanks and sweaty handshakes go to Lisa Waugh and Sarah of Ashton-Under-Lyne for that one. Thank you ladies.



Gods

Okay, I know this is quite an old one but there are still a lot of people out there having problems with this Bitmap Brother's classic. Apparently, typing in SORCERY on the password screen will award you with infinite lives. Thanks to Dennis for that one. Oh, one more thing, people are still sending in the codes for each level but they haven't realised that they only apply to the specific set of disks that they are using so please STOP IT! Thanks!



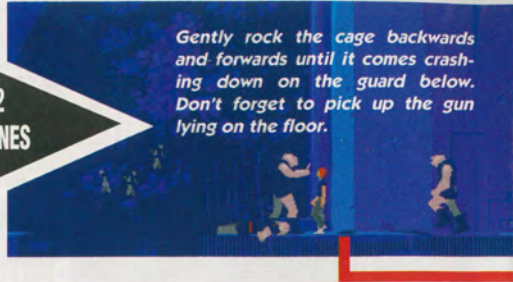
GTGA

GIVING THE GAME AWAY

Another World

LEVEL 2 THE MINES

Gently rock the cage backwards and forwards until it comes crashing down on the guard below. Don't forget to pick up the gun lying on the floor.



LEVEL 1

Once out of the pool, simply run right and kick the little black slugs out of the way.

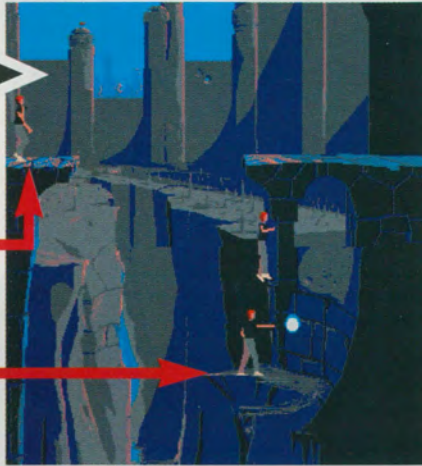
A huge, black, alien dog jumps in your way but you can easily escape by running back the way you came. Leap onto the rope at the far end and then run back again! Beginning to feel like a Yo-yo?



LEVEL 3 THE BRIDGE

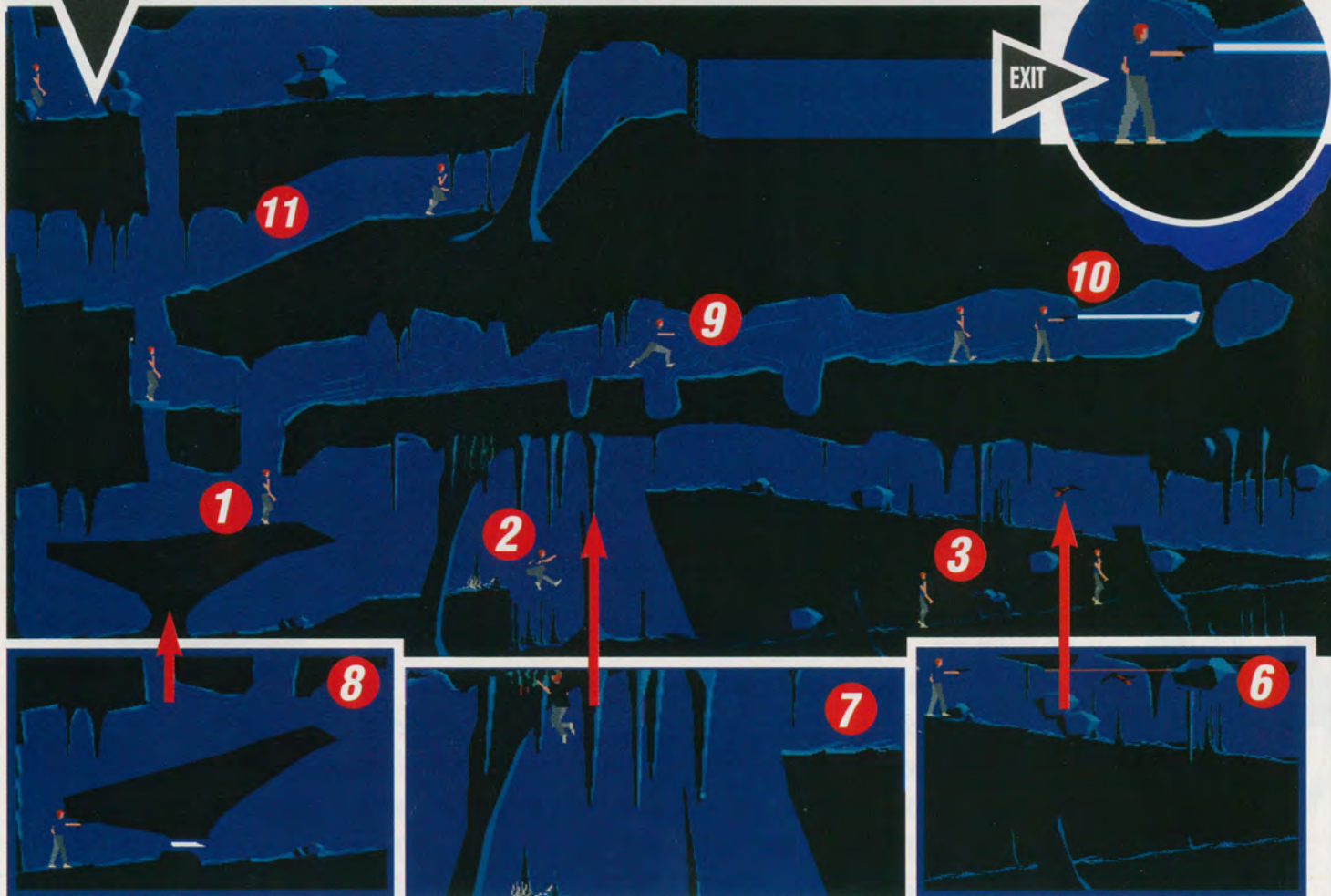
After successfully negotiating the mines, you will find yourself standing on a destroyed stone bridge. All you have to do is take a little run up and then make a flying leap.

A perfect leap will cause you to land on a little stone ledge below the bridge, facing a stone wall. The simple solution is to shoot the wall with a large laser bolt and then enter the caves through the hole....



LEVEL 4 THE CAVES

EXIT



Shoot the guard that comes running towards you.

When you reach the door, turn around and protect yourself with shields. Your friend will manage to get the door open for you.

Get on the platform and go right down to the bottom of the lift shaft. Don't forget to wait for your friend!



Blast the wall away with a large laser bolt. The control panel you destroyed below will stop the guard exiting from behind the doors, thus giving you time to get up to the manhole. Yet again your friend will help you.

You must be careful how you navigate the sewers or you may find yourself taking a nasty and fatal fall.

Shoot the panel on the far wall with a normal laser blast only.

1 Work your way down from the starting position until you are standing on a large precarious looking lump of rock, then jump off to the right.

2 Leap over the spikes and stand just on the edge of the next screen.

3 Wait for the first rocks to fall in front of you and then run like hell into the middle of the screen. Wait again for the rocks to fall in a specific pattern, i.e. the first of the two rocks hit the ground as the other one falls from the ceiling, then run past them as the first one crashes. Repeat the same pattern on the next screen.

4 The following part of this level is very tricky so you will have to take extreme care. A few of the hanging vines can easily be dodged by running

quickly past, the others can be shot making them retract for a short while. Also, be careful of the gaping jaws on the floor. Calculated jumps will allow you to pass safely.

5 Once at the end of the passage, shoot the stone wall and then return the way you came. Don't groan, it has to be done!

6 As you run back you will be able to run behind the falling rocks and up another sloping path. Shoot the bat hanging sleepily from the cavern roof.

7 The hanging vine will eat the bat as it flies by, allowing you to leap onto and along the stalagmites. Remember to shuffle up each one or you will fall off. When you leap off the final one you should land on the large rock.

8 Jump off the rock, this time to the left, and then shoot away the bottom with a large laser bolt. You can now run up the rock and out to the next past of the caves.

9 Run along the next passage remembering to jump over the holes in the ground.

10 Stand at the edge of the screen and shoot the supporting wall with another large laser bolt. The rock will crumble allowing the contained water to flood the passage and drown you if you're not careful! Run very quickly back to the start of the passage, jumping over all the holes and staying very much ahead of the water.

11 As long as you judge it right, you will be projected upwards when the

water finally catches up with you, into the next passage. Turn right and blast the wall away, allowing you to enter the barracks.



4

5



To fit this player's guide into one issue would take up far too many pages, so unfortunately the eager time and space travellers among you will have to wait for the exciting conclusion next month.

GTGA

GIVING THE GAME AWAY

Storm Master

The first thing to do after loading the game is turn off the 3-D mode, this will make combat quicker and easier. If you prefer to leave it on it's up to you, but on the later levels you will probably get bored of it.

After that, select a level to start on. It won't matter which one because they all end the same. Now you have done that I will give you some handy hints to raise your money and food reserves.

First of all, go to the HIGH CONSTABLE and into the market. Sell all what stock you have apart from any food, then with what money you have, buy equal amounts of the various foods.

Exit the market and go to the taxes screen and click on the different cities' boxes to collect all their money (called kaa).

Return to the market and repeat the process of buying food. Keep repeating this as many times as you like. You will soon notice you are making vast profits and at the same time, huge food mountains.

When you think you have made enough kaa (about 30,000 will suffice) go and pay a visit to the MASTER MILLER and get him to begin; three mills in any mountain terrain, three in the plains and finally three in the forests.

In kaa nation

Then you'll want to start off the livestock. When you are allocating the budgets I find that 25 kaa on the livestock and wheat, enough and 35 on the mills. Any more than this and they will run inefficiently and produce less.

The next person to see is the JOKER. You must give him money to keep the people entertained. About 50 kaa on each city will do.

While doing that, do the same with the LEANAARDO and keep the universities topped up. At this point designing the aircraft won't do any harm. Don't worry too much about either stocks or the army.

I found that IKAAR and OGLEE ineffective in combat so I tended to rely on the two craft found opposite in picture (3).

When you have designed and tested the aircraft take a trip to the INQUISITOR. Check to see what he has to offer in his diplomatic status (click on the eagle), but don't do anything unless it is to buy soldiers.

After you're satisfied with that,

go to the assassin and assassinate each of Sharkaania's council members to slow down their progress.

Then check on the LEANAARDO, the HIGH CONSTABLE and the JOKER to make sure you have food and that the JOKER and LEANAARDO'S budget hasn't depleted.

Running man

At this point keep an eye on the COMMANDER and be careful he doesn't run off.

Build some KOOLPERS around all your cities, crops and mills. though not too many in one go because as you are building the months tick by and your stock and budgets will be diminishing.

Also construct two airports, one in the north and one in the south. You will only need two airports in the whole game, but don't leave aircraft sitting idle as they can be destroyed in a raid. If you do have aircraft in the hangers build lots of KOOLPERS around them.

Repeat this - except selling all your stock - until you have at least enough materials to build around 800 ships, 400 of each.

Then go to the COMMANDER and start recruiting soldiers. Next visit the LEANAARDO and start building your aircraft.

If you are wondering why the ECCLESIAST has not been mentioned that is because I find him to be totally useless. Which I must admit is strange when the whole game is based on storms.

When your have finished, go to the COMMANDER and get him to put all of the aircraft in a hanger, then launch them and fly for about 25 days.

After that invade Sharkaania and head for the cities. When you reach one loot it until it is destroyed and do this to the rest to win the game! Easy eh?

David



Testing of the ships is important before commencing production.



The NOWEE is large and heavy, but is very strong in combat and good for looting raids.



The SKRUUZ is your most important ship, it's one of the best fighting aircraft.



This is the man with the appliance of science!



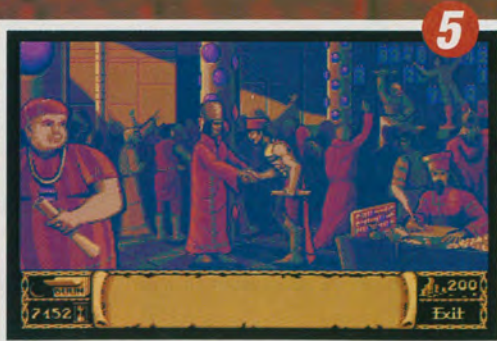
This is the grand master of assassins, ready to do your dirty work. Discretion is assured with this man.



This man is responsible for all of the strategical attacks and defence of your realm.



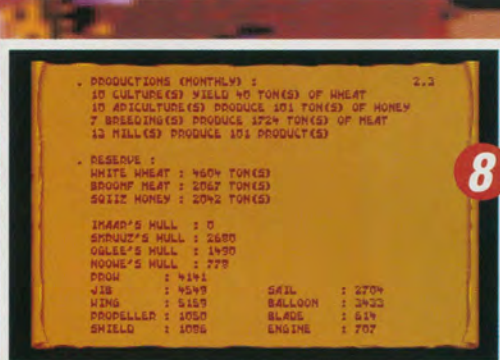
Keep the people well entertained and happy. After all a happy crowd is an enthusiastic and productive one.



This is the central point where there's all the money to be made is most importantly the tax department



The bustling market place, auction and buy goods at your leisure.



You may wish to check on your status from time to time.



The Ecclesiast the most useless character in the game.



Get him to start off about six of these in any mountain.



You will want to build nine mills in different locations.



What is important, about six planted in the plains will do.



Four SQUIZZ in the northern half of the island.

Left: Oh dear! Methinks the foe has been vanquished in the war of the winds.

Far right: The grand finale of the game, I wonder if she still has kept her chastity?



The definitive player's guide to Storm Master, everything you ever needed to know on how to prosper in the war of the winds.

GTGA

GIVING THE GAME AWAY

KNIGHTMARE

QUEST 3

HANDY HINT

By now, you should have a milk bottle (empty or full). If empty, place it in your priest's hand and cast an 'Aid' spell. It will then automatically fill up with a health potion, ideal for curing all those tiresome aches and pains! It is perfect for increasing your priest's own health as he cannot cast an aid spell on himself. If his wounds do not heal at first keep refilling the bottle until he is totally cured.



1 - THE WOODLAND

As always, you get dumped back here when you have successfully completed a quest. You must look for another talking tree. This time it will ask "Have you seen my cup?". Throw the cup at the tree in order to pass.

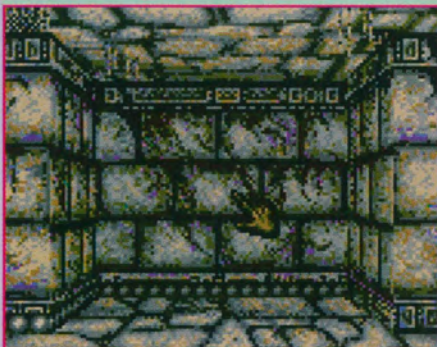
2 - THE GAME ROOMS

These rooms are relatively simple. Pick up the keys lying on the floor of the rooms as you go and use the doors to kill the creatures. When you emerge from the game rooms you will enter a corridor and find a rolling wall and some button operated doors. Don't bother pushing the rolling wall as it isn't a necessary for completing your quest. Instead find the oracle on the wall that says "The Monster Raid".

3 - THE MONSTER RAID

As you progress through these passages enter the first button operated door on your left and collect the bronze key, then exit and continue to walk around until you find some more rolling walls and a small purple switch.

DO NOT PRESS THE BUTTON YET! Enter the small alcove in the rolling walls and push the back one. You should now be able to pick up a fencing sword and some food. Next, push the rolling wall to the left of the one you originally pushed and then press the button.



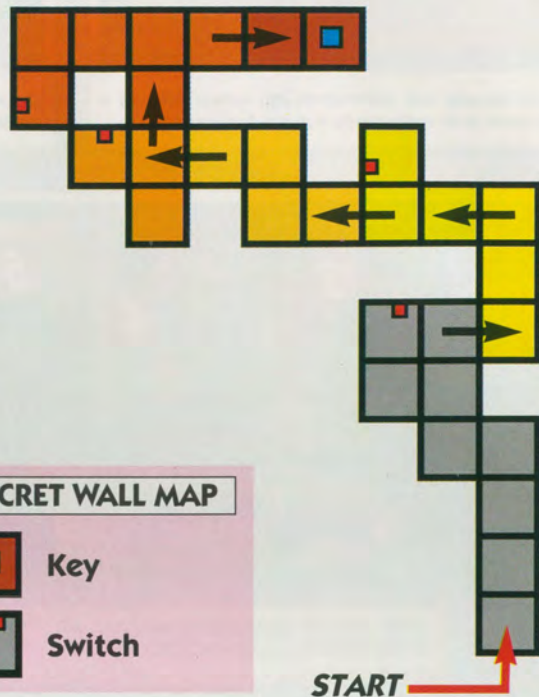
Continue to press the buttons on the walls, killing the creatures that emerge from behind the doors until you find a very large skeleton guarding another bronze key.

4 - BEWARE THE GUARDIANS

One of the bronze keys will open this locked door. When you step on the pad the far wall will disappear revealing masses of angry skeletons. But as long as you are quick you will be able to run to the left of the chamber and hide behind a door that has also revealed itself. Kill all the skeletons from here and then search the chamber. You will find another locked door that can be opened using your other bronze key: collect the iron key.

5 - THE WORD IS SECRET

Press the small button on the wall and wait for the creatures to appear. Using this map, follow the secret passages until you find another iron key. Each switch you find will, in turn, open another new section of passage and release more bloodthirsty creatures...

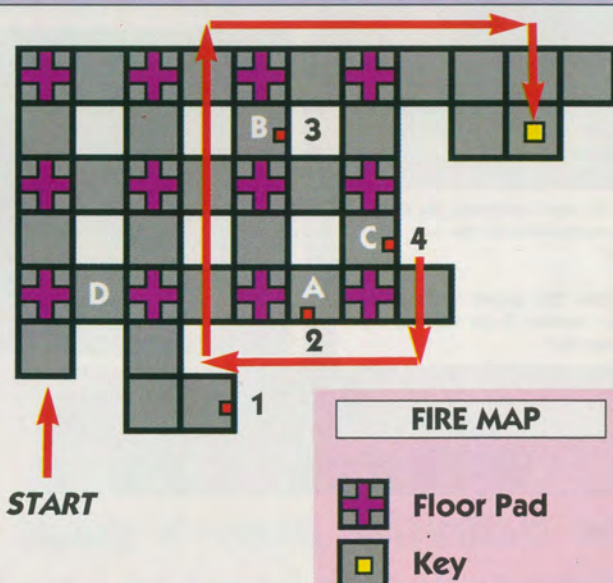


6 - YOU MAKE THE FIRE

Press the button to the left of the door. Be very careful when entering this room. You must follow this map and instructions precisely or you will wind up very dead!

As soon as you step on the first pad quickly sidestep two spaces to the right, two spaces back and then another pace to the right. As long as you are quick you will avoid two fireballs. Press the first switch and then make your way to position A, flick the second switch.

Next make your way to position B (do not stop on any of the pads!), flick the third switch and then make your way to position C. Flick the final switch. Now follow the longest red arrow back around to the key (located in the top right corner). To exit, go back the way you came and stop at position D. As you step over the pad next to the door another fireball will come hurtling towards you but you will have enough time to get to one of the corridors beyond.





OPEN
GLOW
DART
DISPELL
CLOUD
BIRDS

7 - IRON DOOR

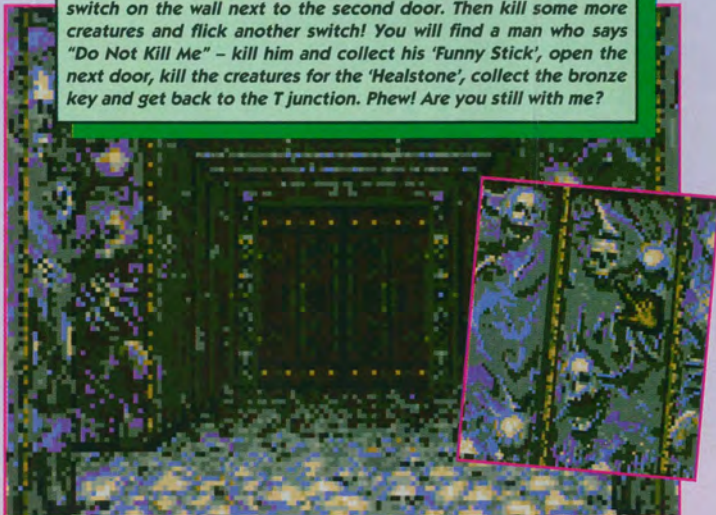
You should now have three iron keys. Once the third door has been opened you must pull the lever on the wall. This opens another secret passage in the chamber beyond the button operated door in 'The Monster Raid'. Here you will find yet another iron key that will open the final locked door. Before you open the door, ensure that your wizard is ready to fire a 'Dispell' spell as only this can rid you of the phantom that is lurking beyond....

8 - THE NEXT SECTION

Once up the steps, the first pad you come across shuts off your access to the steps but don't fret! Step on the next pad to the right, in front of the oracle. You will notice that this launches a deadly fireball towards your party. Sorry chaps, but this tactic does work. It just takes a few attempts before your party manages to survive. Use an 'Open' spell on the door and kill the creatures that appear behind it.

9 - LOTS OF WORK

You should now be standing at a three door T junction. Go through the one on the right first, kill the creatures and flick the switch on the wall next to the second door. Then kill some more creatures and flick another switch! You will find a man who says "Do Not Kill Me" - kill him and collect his 'Funny Stick', open the next door, kill the creatures for the 'Healstone', collect the bronze key and get back to the T junction. Phew! Are you still with me?



10 - BREAD TRAILS WOULD BE HANDY

The door at the top of the junction holds a sinister puzzle, one that can leave even the most talented adventurer at a loss. Follow carefully...

Enter the mystic door directly in front of you after entering this chamber. Sidestep to the right, then move forward, sidestep left, then right, then backwards.

You should now see a key lying on the floor. Next, sidestep left and then forward to leave you standing in front of a locked door. If you have not managed to find the door or the key then you have obviously done something wrong! Behind the door lurks a man and a rusty key. Do what you have to do to obtain that key!

Exit through the door you entered by and then sidestep left. The secret to completing this puzzle is to sidestep, **DO NOT TURN AROUND!** If you do, you start to lose your bearings and before you know it you'll be lost, so beware. Now enter the final door in the T junction.



11 - BEWARE THE TRAP

Put the rusty key in the lock. You will notice a pad on the floor behind the door - this is the trap. Once stepped on, the walls of the passage you have just come along will disappear leaving a huge chamber infested with snakes and bats.

The secret is to ignore the key lying on the floor by the pad and dodge back to the locked door as quickly as possible. Believe me it can be done, so I don't want any letters telling me I'm leading you on a wild goose chase.

Once all the creatures are dead go in and pick up the gem key. You have now completed this section, so make your way back to the fire pad at the start. You will have to step on the pad and quickly dodge to the right to carry on your quest and as said before, it can be done without losing any of your party.

12 - THE SOUNDS OF HELL

Kill the creatures behind the door and make your way around the passages until you find two locked doors. The gem key opens the door on the right - you will find a gold key. The bronze key opens the door on the left but be careful of the dragon beyond, he does not want you to gain the other gold key! Now go back to the locked door at the start of this level.

It's been a hard and treacherous journey but we finally made it! Allie has painstakingly strived for days in order to bring you the next in-depth players guide to Nightmare, so I think she deserves a round of applause. The final Quest will be revealed when Allie manages to get her senses together again!

13 - TWO LOCKED DOORS

The two gold keys that you have obtained will open the following two doors, but beware the bats that are waiting behind. Next, you will find a pad on the floor in front of a large hole. Put something heavy on the pad such as a shield and the hole will close, allowing you to continue up the next passage.

Each pad up the corridor releases a large fireball so you must follow these tactics: run onto the pad and then quickly dodge in to the recess on either your left or right. Each time you pass a pad lay an item on it, such as an arrow, and then dodge back into the recess, this gives you a safe passage back once at the top of the corridor. You should have found a gold key in one of the alcoves.



16 - THE WATERY DUNGEON

You must kill all the fish within the water if you are to safely continue. When they are all dead walk round to the left until you find the the Ferryman and throw the coin at him. He will disappear allowing you to climb aboard the boat. Search the mid-

dle of the lake for a small island. Here you will find a bronze key. Then go back from whence you came and follow the main wall until you find another platformed area.

You will find a purple diamond shaped switch on the wall that opens a new chamber round the corner from the switch. Large skull manifestations appear from within and these are best confronted from inside the boat.

Inside the new chamber you will find oodles of goodies. When you have pocketed the lot, get back in your boat and find the last isolated platform. Beside an oracle that says "welcome to the dungeon" is a small alcove. Press the switch and a mystic door will open up in front of the two milk bottles.



14 - HUNT FOR GOLD

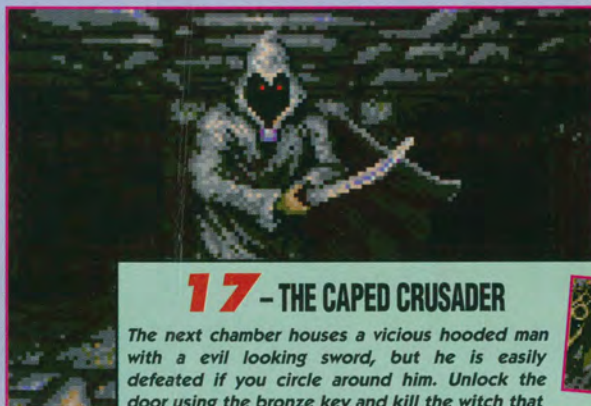
The next room is one of the trickiest in the game, it is filled with dragons and invisible floor pads. For the time being, don't enter the room but kill all the dragons in the corridor, when you have done this you can enter the chamber. Now is a good time to save your position.

The best thing to do here is experiment walking through the chamber, making mental notes of where all the pillars are situated. In one pillar you should find a cupboard. In order to reach it, you set off a fireball so you must practise going backwards and forwards to the pillar collecting the contents. On another pillar you will find a skull switch (the wall it is situated on is directly at a right angle to another wall). This when pressed, releases a monster to the left of you.

When it is dead, head in the direction from which it came and you should walk into one of the chamber's main walls. Turn to the left and push the switch in the little alcove that you reach, then keep following the main wall to the right until you discover a new passage with a pad on the floor.

This pad turns off the fireballs within the chamber. The switch on the wall behind opens a new alcove in one of the chamber's larger pillars. In the alcove you will find an odd jester who says "I will pay you". Simply throw the funny stick at him and collect the coin that he leaves behind.

Now go back to the beginning. As you go through the two doors that you unlocked with the gold keys, search the right hand wall for a small switch. This will open the wall that closed behind you blocking the wishing well and the steps.



17 - THE CAPED CRUSADER

The next chamber houses a vicious hooded man with a evil looking sword, but he is easily defeated if you circle around him. Unlock the door using the bronze key and kill the witch that appears, then collect the gem key that she consequently drops.

Push the switch on the wall of the first chamber (on the left) and then enter the second chamber. But only cross it by following the left-hand main wall, stepping anywhere else causes the door in the far wall to close. Should this happen, go back to the switch and experiment pressing it until it opens.



15 - WHEN IS A WELL NOT WELL

Give the 'Healstone' to your wizard and cast the 'cure' spell at the well. It will open up allowing you to pass down the rope.



18 - THE WOODED CHAMBER

Kill the large skulls and apparitions that chase after you and then search the right hand wall for a lock. The gem key fits snugly into the lock and in turn releases a witch from her caged prison at the far end of the chamber.

When you have obliterated her, you can then enter her abode and pick up the prestigious Sword Of Freedom. Flick the switch on the wall and then walk left back through the chamber until you find a new mystic door. Congratulations! Only one more to go, but can you do it before me? I doubt it!

5 GAME PACK



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PUBLIC DOMAIN

Well folks, it's Public Domain time again and we've got some pretty good stuff for you this month. Just check the software from P Smart (aka The Islander) for an example of what can be done with STOS and a bit of planning. There are also a couple of text adventures, including one where you can get the girl of your dreams.



① Football Magic

Footy Manager programs have been popular since the home computer really took off. There's some sort of fascination with the possibility of taking a scruffy rag-tag team of nobodies and going on to win all the honours in the game. This Budgie game is pretty similar to the daddy of them all - Football Manager.

It's standard manager stuff but good value for your money. After all it does cost you less than your entry fee into that Barnet reserve match. Will you be able to cope with the transfer market and the pressure? Find out by getting disk BUGAM 94 from New Age.

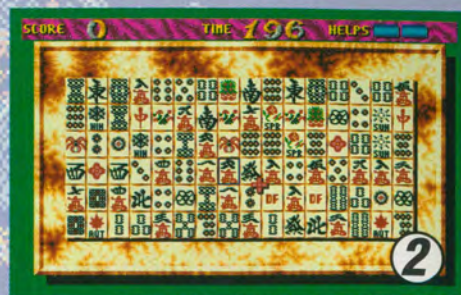
② Match-It

Simple board games tend to make for good PD as this nice little version of Sarakon proves. Match-It is a very nicely presented version of this centuries old Oriental past-time.

At first sight the board looks horribly complicated, being covered in millions and millions of symbols. Basically you've got to stick a load of tiles on here and match them up. Well sort of, sounds simple? It is. Anyway if you're after this Budgie title it's disk BUGAM 90 from New Age that you want.

③ Beat It

We've put this in PD because we weren't sure where else it could go and we felt it



was definitely worth a mention. This double-sided disk contains two games this and Human Factor (reviewed below) and costs £3.99 from a chap called P Smart (you'll find his address in the list). The idea with this disk is to make a bit of cash so he can start up his own PD library. Sounds good to us.

Beat It is written in STOS and is top! You must move the cursor around the garden with the mouse and blast the things that pop up. With each thing you shoot you'll get a sort of mini bonus game that comes up in the middle of the screen from where you can pick up points. The idea is to get as many points as possible. There's a lot in it (would you believe it includes sampled speech?) and it was on for quite a while in the office. A fine original idea.

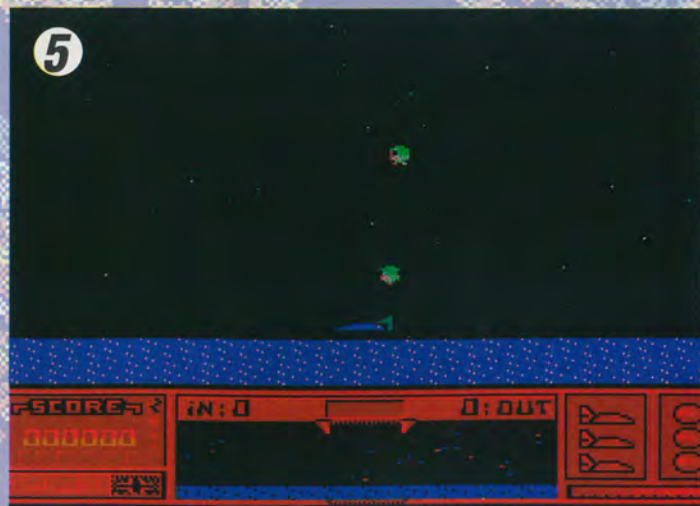
④ Human Factor

Again only available from P Smart (aka The Islander) this STOS game is divided into six different levels ranging from ones where you are travelling at high speeds down a trench blasting obstacles out of the way, to a sort of Operation Wolf type thing where the aliens are leaping out of pipes to attack you and you must get them before they get you.

You start off with 10 lives, but if your lives aren't enough there is a cheat mode in there, if you can find it. Getting hit by anything will cost you one of these and it will take quite a bit of skill to get to the end of this one.



5



5 Cyberstorm

Yet another Budgie title on show this month, again from New Age PD (thanks to them for supplying us with so much this month).

This time it's a Defender clone and it's pretty fast too so it loses none of the original's plus points for speed. As with Defender, only lightning reactions will save you from ploughing into the asteroids that surround you. You do have a laser cannon mounted on the front of your ship which may come in handy a couple of times.

If you're looking for a trip down memory lane then look for disk BUGAM 83 from New Age again.

6 The Blag

Text adventure time again (and yes you've guessed it, it's Budgie Licence-ware again).

There is a serious plot with this one; you must search out all of the clues in order to apprehend a gang of nasty old bank robbers. Miss out anything that is at all vital and you won't be able to convict the rascals for their most nefarious wrongdoings.

The game contains a lot of very nice but very small digitized pictures as you can see from the screenshot and the game on the whole has a polished feel to it. As usual for us, this adventure was supplied by the ST Adventurers Club and if you are at all interested (double-sided only I'm afraid) it's available on BU75.

6



The enquiry office of Woolendon Police Station. It is a tatty and tasteless room. On its four walls are hung various posters, whose main purpose is to hide the old and flaking plaster rather than to inform. A desk faces a large door leading to the station yard. <MORE>

7 Night on the Town

Oo-er, one for the lads, know what I mean. Get out on the pull with the lads. Swagger into town looking for that elusive babe (you can even type your favourite girl's name in at the start).

It's a text adventure with a very dodgy parser and an even worse sense of humour. For example, when the game says "Type in your personal number" at the cash card machine, you actually have to type the words "your personal number!" very amusing eh? Perhaps not, especially if you're stuck for hours trying to get past it.

Difficult, but alright for a laugh if you need a bit of practice (Interesting note: Jason's been playing it all week). Every now and then you'll be rewarded with various piccies too, so you have some incentive to succeed! You'll find this one in most PD libraries if you ask them nicely enough.

A fair example of STAC at work with an original plot.

8 Horse Racing Simulator

Another predominantly male pastime is gambling on the horses. Here you not only get the chance to have a little flutter (put a pony on a horse and all the lingo) but you also get the option to manage a whole stable of horses to take part in the sport of kings and who knows, maybe you can earn yourself a few quid while you're at it.

By buying and selling animals you can make yourself a bit of extra cash, but the real stuff is made by putting hefty bets on your own little beasts. Put your money where your mouth is if you dare!

At race time you can choose to have either just the results shown to you or to view the whole race. A form book is also provided covering each horse's last 150 races so you won't find yourself betting in the dark.

It's pretty good stuff, especially for those into horse racing. Disk BUGAM 89 from New Age.

HOW TO GET HOLD OF IT

New Age PDL, 30 Anderson Estate, Lower Road, Hockley, Essex, SS5 5NG

Mr P Smart, 15 Furlongs, Hemel Hempstead, Herts, HP12QG

ST Adventurers Club, 32 Merrivale Road, Rising Brook, Stafford, ST17 9EB

A Night on the Town



by Dave Watts
using STAC
additional graphics
by Kaal Dewar

7

8



- | | |
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| 2. ROSESANDMASH | 7. RASTBLAST |
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| BUGAM 89 - Horse Racing Simulation - see review (£2.95) | BUGAM 90 - Match-it - see review in this issue (£2.95) |
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 GAME 62 - House of O's, Lottery, Mold 1, Underground (Adventurers)
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1 Bounty Hunter

In days gone by, when games used to come on little cassette tapes, there was a game by Firebird called The Wild Bunch. Bounty Hunter is an updated ST version by Budgie of the same game. You find yourself back in the mid-nineteenth century out there in the Wild West, hunting down the baddest dudes in the land.

Starting off in a town you must make sure you have enough supplies for your journey and then you have to set out and traverse the land, hunting down the various members of the gangs before facing them in a duel at high noon on the main street. Gather descriptions and clues, play cards to earn cash and ride your hoss across the desert! It's a good version of a classic game that I for one never thought I'd ever see again. Well worth having in your collection even if you've never played the original. Order it now from PD ST.

2 Exodus

On the same disk as the above is a shoot'em-up called Exodus that bears more than a passing resemblance to the Bitmap Brothers' Xenon. The big differences are that a) it's eightway scrolling, not four, and b) it's nowhere near as good but what do you expect for the money it is only PD after all.

You've still got the snowy telly screen in the bottom corner and the graphics are very blue and Xenonie but you just find yourself racing around shooting things and it isn't really that much fun to be honest. I've seen worse, much worse, but not very often. You do get Bounty Hunter though so don't let this one put you off too much. If you're into dated games though you may like to take a look at this title.



3 Carrier Attack

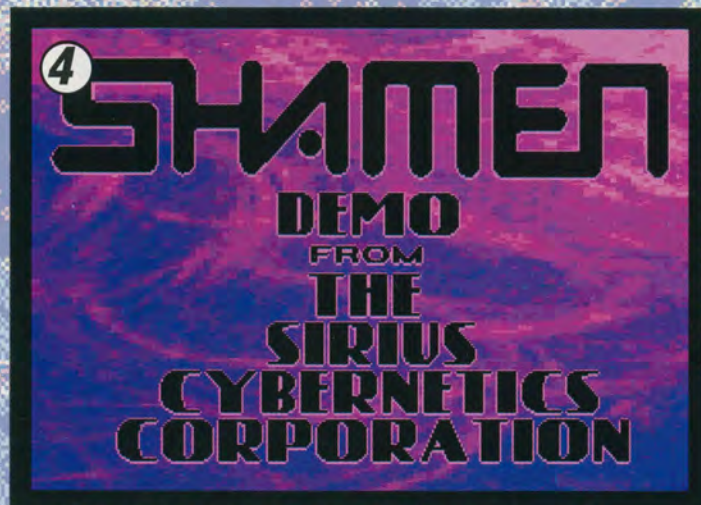
We got quite a good batch of older stuff from PD ST in Sandbach this month and we've had a lot of it on in the office for quite a while. This battleships game was pretty popular and provoked lots of wailing noises and impressions of the old electronic plastic version. Upon loading you're treated to a military band sample that lasts about one nanosecond before looping round to the beginning again, then it's on to more familiar tasks of positioning your fleet.

Once all the formalities are over and done with you and the computer take turns to guess where the others ships are surely the computer has a slight advantage here as it already knows. Standard rules, first one to sink all the others ships wins the war. Easy peasy really. Relive your long lost youth on your ST immediately!

4 Shamen Demo

Now for something a little different. It's been done to death on the Amiga but quality music demos are pretty rare on the ST. Here we've got a rendition of the Shamen's Progen (Move Any Mountain) ditty. A tune that's been around for a couple of years but finally smashed into the charts last year.

It's not an exact version from the single, it has been remixed a little and unfortunately it does get a little tedious in places. It's a good couple of minutes before you get any vocals at all, but the samples are all crisp and clear and if you're a collector of these then this one's must. Can't see what's wrong with buying the 12" myself though but I suppose there is a novelty attached to hearing your computer play the tunes. New Age PDL disk: Demo 92 is what you want if you're desperate for this one.



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Hi folks and welcome to a brand spanking new adventure column! Weeeell, I say adventure but it'll also include a bunch of RPGs and other bits and pieces. Not forgetting toothpaste, an unsliced loaf, chocky biscuits... uh oh, wrong 'Don't Forget' list. Erm, letters! Yes, that's it.

I'm after your screams for help and hints but I also want to hear your thoughts and suggestions about any adventuring topic. What do you think makes a good adventure or RPG? What are your favourites or all time stinkers and why?

Anything really. Keep sending them in and, assuming I remember where I've put them (ahem) they will be splattered with my man-size word processor, all over these nice clean pages.

One more thing. If you've just written the 'Great British Adventure Game' then let me know about it. Just send it to Paul Rigby (that's me), The Guild, via the ST Action address and there'll be a darned good chance that I'll feature it in this 'ere column.

Then, when you become rich and famous, you can give me lots of money for giving you your first big break and say nice things about me in front of the rather agreeable barmaid who serves short measure pints down the local STA pub.

Hope you like the column and don't forget: wherever you go... there you are.

The Guild

by Paul Rigby

Be adventurous - read a book!

Playing the Leisure Suit Larry games and need a hint or three? Want to know more about the wimp behind the game? Short of a quick read while perched on the loo?

Well, let me take your hand and lead you over to The Guild's library bookshelf where tasty Larry morsels await your attention.

Three books cover the Leisure Suit Larry series of games. Published by Bantam, Compute and Abacus the books are:

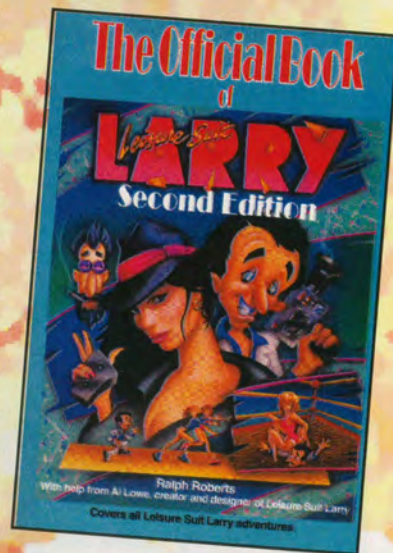
The Official Book of Leisure Suit Larry published by Compute Books and written by Ralph Robert who has the worthy help of Larry inventor, Al Lowe, to guide you through the mire.

It is a more general book than others giving you the story behind the making of Larry, a resume of Sierra (the publisher of the game) and a hilarious interview between Al Lowe and Larry himself.

The different computer versions are discussed, then general hints are given for all of the three games. Finally, the answers to the quiz at the beginning of the games are given.

The Abacus book, The Larry Story also gives these quiz answers but in a more presentable form. It is written by Michael Mueller and Martin Schuchardt and although a little smaller, is a more quality production than its competitors. With better paper and clearer design it concentrates more upon the hints and tips and so misses the interesting sidelines of a Larry interview offered by the previous book.

Peter Spear's guide, The Authorised Leisure Suit Larry Bedside Companion, published by Bantam has most interest to PC



users. It is the only title to include both the Larry 5 and the updated PC VGA version of Larry 1. It includes a few initial trivia chapters and looks at each of the games in great depth, with both hints and maps.

If you just want a good hint book then either the Abacus or Bantam volumes have the edge. For a more appreciative Larry experience, packed full of humour and insight with the added bonus of Al Lowe's help and musings on this phenomena, catch the Compute book.

The books are available from bookshops, computer stores or Computer Manuals (021 706 6000).

Synful hints and tips

For those weary adventurers sitting in their favourite tatty armchairs, coffee and biscuits at the ready but bereft of suitable reading material, harken to the following.

Syntax is a bi-monthly adventure magazine, on disk, for the ST. It is packed with news, reviews, interviews, features, letters, screenshots of new games, hints & tips, solutions plus umpteen other bits of adventure files.

There is also an in-house PD library that sells adventures, RPGs and utilities. One good example of the latter is an intriguing disk called 'Mapper' that allows the creation of adventure and RPG maps, on screen, for one's favourite game.

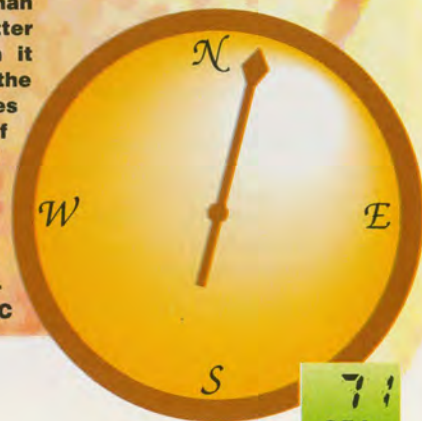
PD disks are £2.50 each. However, the editor, Sue Medley, prefers to do business her own way. That is, contribute an article, solution, hints, etc on a disk and Sue will return the disk with a PD disk absolutely free. If a Shareware disk is chosen then just add £1 which is given to the disk's author. Syntax was first published

during July 1989 and is now into issue 14 and going strong. It costs £3.50.

An excellent read, it is informative, well designed and by no means without opinion. Sue's not afraid to call a spade a 'pathetic piece of workmanship that my one-eyed granny could have improved on' or something like that.

Sue is also involved in another magazine - paper-based, this time. Called Red Herring no it's real, honestly, that's just its name, it covers all popular formats - including 16-bit and 8-bit computers. The first issue is out now and very presentable.

Produced with the aid of professional DTP facilities, designer Ken Taylor has experience in the British press with the likes of that satirical organ Punch. Complete with ringbinding, Red Herring contains adventure reviews, solutions - from a database of over 800 solutions - coded hints, feature articles, a letters column and "...all the things you expect in an adventure magazine".



GILDED GAMES

Into the mystic zenobi

"Where has all the magic gone?" and, "Without magic our lives are empty and void", were typical of the cries to be heard throughout the countryside. Lose something and you must find it.

Hence you have been nominated, by Merlin (who else?), to find out what the Sam Hill is going on and where all the magic has gone to.

Now Orcs are a pain in the armpit. Ratty y'know. Mean too. Oh, and they have a thing about tearing people limb from limb. But, hey - nobody's perfect, right? In fact they were in hot pursuit, chasing you through the forest. After resting from the chase you awake the next morning to find the Orcs blocking your escape route! What to do?

The principle feature of ITM is the puzzle quality which is, on the whole, very high. There are one or two real brain teasers in there. I especially enjoyed the first puzzle which is quite logical.

Technically, the game is not the most advanced adventure I have ever played. However, Jack Lockerby is not known for his technical achievements. Instead, he has a well deserved reputation for producing well designed, playable adventures that you can guarantee will provide a hours of enjoyment. Into the Mystic is a good example.

73%

Bloody blade bill jones jnr

Bloody Blade is an RPG from Bill Jones Jnr. A text-only affair, this game has you as a fighter or cleric starting life in a town called Pleasant with 200 gold coins to do a bit of shopping with. The aim of the game is split into two parts.

Your wanderings are rather linear in that when you leave town your only choice is to move straight to the next one. In fact, this action is performed automatically. So the first aim is to reach the 15th town alive. After that you will meet a bard who will give you instructions to win control from an, all together now, Evil Wizard.

Creating your character you are given a pot of 100 points to distribute around strength, dexterity, intelligence, skill and hit points. Choosing the cleric allows you to use magic.

Travelling provides most of the 'action' though you're helpless to do anything but watch the computer take you through each mile giving you reports that you've found nothing of interest, are slowed down by bad weather, have found gold or a creature.

This is where combat comes into play. You face off with the creature and combat is performed by rounds. If you're hit you have the option of running away. I grew bored quickly with the combat - as I did with the travelling. Repetitive is a good way to describe this.

36%

Cortizone zenobi

Cortizone is a textual and graphic adventure created using the ST Adventure Creator (STAC) utility from Incentive Software. The plot surrounds a building called the Zone, a hospital which was converted after the great war to hold both human and robotic criminals at little expense to the weakened government.

Conditions are barbaric as the inner building is mainly unguarded leaving prisoners to fight over the limited resources that are periodically dropped into the building via a supply chute. Leaving it to develop into a dark world where survival of the fittest becomes the only law.

Your aim is to gain entry into the Zone by any means and find the mad doctor thought to be responsible for the creation of the Adrenal Bomb which contains bacterial poisons, while obtaining information to find and defuse this lethal weapon.

The adventure arrives on two disks. One whole disk is given over to the introduction. This is a novel method of offering the player the plot in an interesting format. Created with STOS, it informs the player of all aspects of the background story via a continuous printout.

On occasion small, digitised graphics illustrate the text. Once this is finished you load the game from disk two. The game itself is divided into two windows. The upper window displays colour, digitised pictures that are, for the most part, good quality. Below this graphic window is the text area.

The parser created by STAC is a good one with all of the usual features such as AND and punctuation being used to link commands. ALL is recognised as is IT. You also have the option of changing the colour of the text. Three different ramsaves can be made too.

Most of the puzzles are very well crafted. Using, in some cases, multi-part puzzles to achieve a single objective. Puzzle difficulty varies - some being fairly straightforward, others real hair-pullers.

While the story is not the most original ever penned it does flow quickly, without too much flowery prose to bog the action down. Cortizone doesn't introduce any great mold-breaking concepts or design ideas. However, it is a good, solid adventure that will doubtless be enjoyed by many of the adventurers out there.

80%

Contacts

The games reviewed can be purchased from:

The ST Adventurers PD Library, JR Barnsley,

32 Merrivale Road, Rising Brook, Stafford,

Staffs., ST17 9EB.

Recorded delivery

Right chaps, it's letter time. Hang on, I'll just get into the "creeping position". Right, there we are. Thank you, thank you, thank you for writing in with all of your comments and cries for help.

But please, please, please keep them coming. There's nothing I like better than to read the flowing prose of my faithful followers. Makes ya proud, it does. Right, bit of 'ush - J.Sykes wants a word...

Dear Paul,

Could you please help me (Certainly, Nurse? The screens! - Paul) with Accolade's Altered Destiny? I'm completely stuck (hang on, I'll fetch a rope - Paul) and it's so annoying. What's the point of the tubes? (Well they're to... - Paul What do I say to Vindah? Vindah? Oh tha... - Paul) How do I get to the surface of Daltere? What are the frags for? (Slow down! Let me get a word in! Good grief - Paul).

Could you please answer these questions before I throw the game out the window! (Open it first won't you? - Paul).

Mr J.Sykes, London

Well, Mr Sykes, or can I call you 'J'? Tentro uses coloured pigments to make frags, colourful objects that carry information.

Ask Trento about frags and anything else that might come to mind. See those spherical objects on one of Tentro's assembly lines?

Walk over to them and get a sphere, then examine the sphere. It has a story to tell. Drop the sphere, walk to the far left end of the workshop, and get the tube.

When you examine the tube, you'll see that it's used for holding frags. There are several frags on the assembly line next to you. You can't get them without the tube's help, so point the tube at them, and it will suck them up for you. Examine the frags in this order: Pyramid, Small-

ish Frag, Cylinder and Cube. They, too, have a story to tell. Get the bottle of pigment (from the shelf next to the frags), and leave the workshop.

The transporter takes you to the smaller of the two suspended islands, Runes Island, doubtlessly named after the two columns in the middle of the island covered with incomprehensible runes.

In the small shelter at the other end of the island you see Vindah, whose dwelling you entered back on the large island.

Enter the shelter and talk to Vindah. Ask Vindah about Jonquah, Helmar, and anything else you'd like to know about. Notice how he keeps mentioning divinations?

Ask Vindah about divinations and he'll tell you that to do a proper divination, he needs an Indella bird. Ask him about the bird and you'll learn that they are attracted by pretty colours, and live somewhere in the woods. He'll also warn you about the "natural springs" that you may encounter in the woods.

Right - that floater. These are the green, balloon-like plants (or are they animals?) that float up to the island from somewhere below. They are the elevators of Daltere: small floaters take you down; large floaters up.

Look for a small floater and grab it. It will lift you a short distance, then carry you to the surface of Daltere.

Dear Paul,

First let me get the crawling out of the way and say that ST Action is the best thing that's happened to me since I last stuck my head in the oven (errmm - Paul). In fact I would go as far as to say that its brilliant, amazing, wonderful, (remarkable, Mary? - Paul) remarkable in fact the best magazine I've ever seen!

What I'd like to know, though, as a rather "mature" adventurer, who has started adventuring quite late on, is what adventures do you recommend?

How about a Top Five adventure list? I can't get my teeth around these new fangled RPG things so a concise adventure guide would be much appreciated.

Mary Hadley, Cornwall

Nice place, Newquay, never did do any surfing though, ah well. A Top Five? Hmm. A toughy. But if you pushed me I would cheat and give you the following list which amounts to a lot more than

five (heh, heh):

1. Any Infocom game, although you might find them a bit tough so you might wish to wait a bit.
2. Any Sierra game (nice graphics, good gameplay - most of the time).
3. Any Level 9 adventure great value as you often get compilation packs containing three games in one. But they might be tough to find in the shops.
4. Any AGT game that is any game written by the AGT utility which produces text adventures.

AGT games are numbered in the hundreds and are sold very cheaply as Shareware by mail-order outlets such as the ST Adventurers PD Library mentioned in the review section of this column. And any Magnetic Scrolls game such as Fish or Guild of Thieves. If you are

not familiar with any of these titles or companies, then never fear, I'll try to cover a few of them especially for those of you who may have arrived late into the adventuring field, in forthcoming issues.

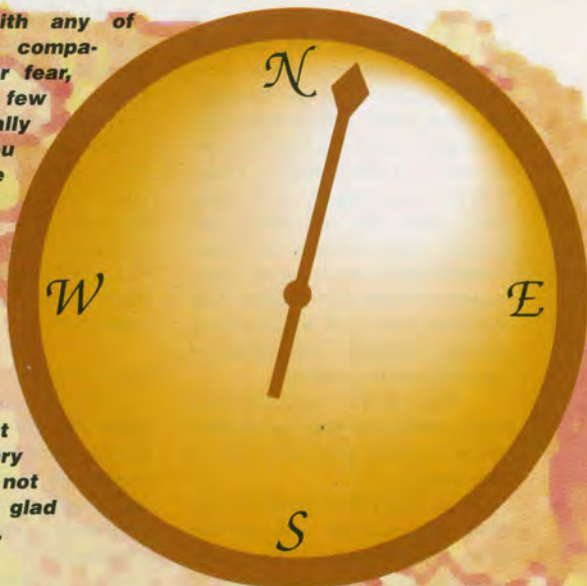
Oh, and to the rest of you, dear readers, if you have a fave adventure that you think Mary would like why not write in? I'd be glad to hear from you.

Dear Paul,

Yo! Slick, cool dude that you are, gimme five! Oh, hello there young man - Paul Me and my brother have read every issue of ST Action so we think we should get a prize for being so loyal (What? - Paul). Anyway, how about a few tips for Curse of the

Azure Bonds from SSI. We're stuck in the cave under Hap. We get lost as soon as we get in and we also get blasted by a bunch of salamanders.

David Pearce, Cheshire
Er, quite. By all means. Enter,



Mapping out an answer

Dear Paul,

At the moment I am playing Indiana Jones and the Last Crusade. The problem is with Castle Brunwald - I'm getting a bit fed up as I keep getting lost! As I hate mapping I wondered

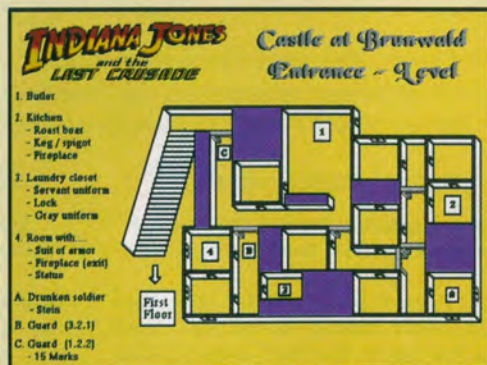
if you could supply some sort of map of the castle.

Brian Carmen, Colchester,

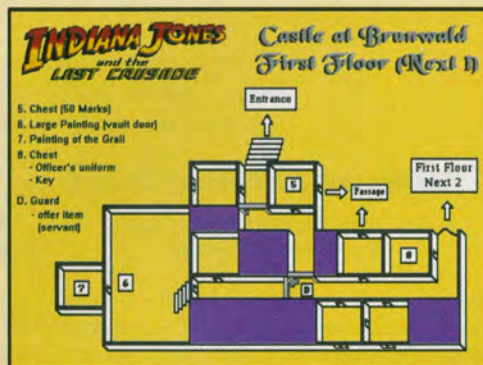
Brian, Brian, Brian - do not fret me old chum. Cast your eyes over these here pages and you will see not one,

not two, not eight but all four of the floors in that dastardly castle.

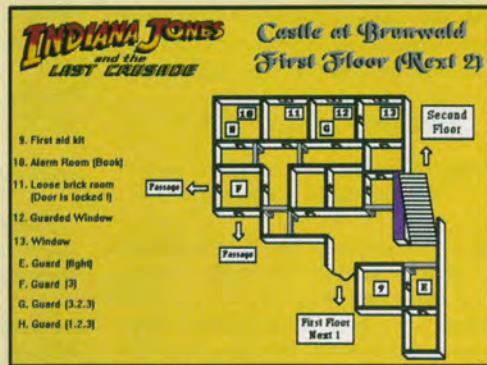
Your cries for help were just too much for a sentimental soul like myself and I felt I had to do something to aid you.



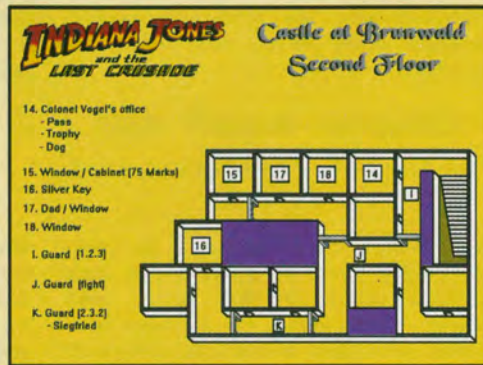
The best way to get through the castle is by using your silvery tongue. Try not to engage in fistycuffs.



Using the uniform you found in the cloakroom you should be able to bypass the guards with ease.



You should attempt to disable the alarm system before rushing off to rescue Henry.



Henry is held captive in one of the northernmost cells. Keep an eye out for which one has the wiring outside.

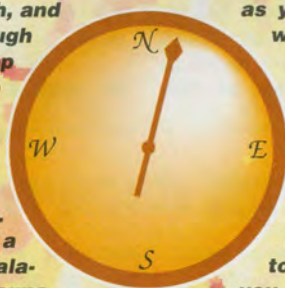
and go west to the wall. If you turn south and east at the first opening, then turn south again, and go through an arch, you will eventually find Silk. You can surrender to one of the many Drow Patrols you meet, and they will take you to Silk, but they'll take some of your armour and weapons as compensation for not killing you. Silk will help you by applying another tattoo - non-magical - to one of your party.

This tattoo will let you pass some of the numerous Drow Patrols you will find in the cave.

She does this in return for your promise to chase the dragons from the tower, and to bring her a dragon's egg.

After you enter the cave, go to the wall, turn north, and go to the north wall. Turn west, go through the arch, and north to the wall.

Turn east, north, and west, and go through another arch. Keep going west to the wall, turn south, turn the corner toward the west, go to the arch, and turn north. Here, you will find a large party of Salamanders in their Sauna.



Enter this room and battle them, they are vulnerable to Stinking Cloud and Missile spells. After the battle you will find six treasure chests. Some of the chests contain very useful magical items. One of them protects you from Dragon Breath; another protects you from paralysis. You can use these scrolls for protection when you fight CrimDrac.

Dear Paul,

Please could you help me with an old SSI RPG game, Rings of Zilfin. I am at the castle at Shaktir and I'm trying to get through the pass at Begonia. How do I get through?

Steven Pace, Frome

Okey Dokey Steven. Leave the castle by going west back to Shaktir, then north to Axitraz. Buy as much spice as you can afford, as well as replenish your food and matches supply. These are all more expensive in other places. Go west, then northwest to Ergon. Go north to Finduk, where you will find a witch -

remember the Prihny powder? - and a fortune teller. (T)alk to all the passers-by, and sooner or later a dwarf will offer to take you through a pass to Begonia. Go with him, but be sure you have lots of arrows and spare bows!

Dear Paul,

Could you help me with an adventure could Dream Zone? I'm trying to get Grajunk, who is with a rather large woman, to tag along with me but I'm failing miserably - help!

Sue Black, Clitheroe

These are truly a couple of Freaks: a hairy, fat woman, and the Grajoinck, sort of an amphibian in sneakers. TALK TO GRAJUNK and discover his ailment. GIVE GUM TO GRAJUNK. It makes him feel so good that he hops into the icon line. It's great to have company, isn't it?

Dear Paul

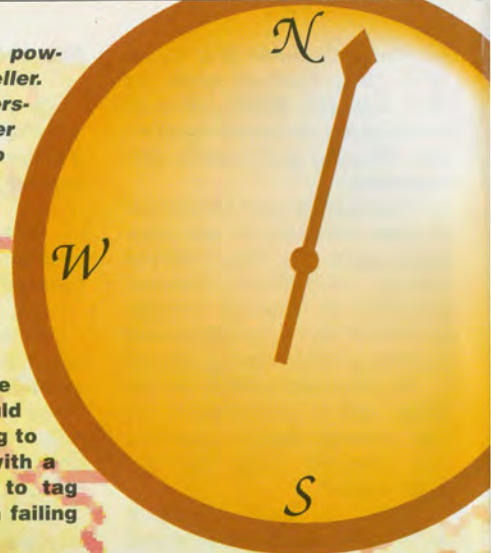
I am writing to you about an adventure game called Dragonworld. I have a thing called a Treebear but I haven't a clue what to do with it. I have been playing it

for what seems like a lifetime and am at my wits end.

Lie Wan, London

Never fear, Paul is at hand to help you in your hour of need. Decide to poke around the palace and go southwest past the hedges to the palace entrance and then north. You find a path and go west. The path continues west and south.

You go south and find a large mosaic with treebears. One branch is empty. Place your amber treebear on it and a door opens... well from here on, your on your own.



Winks 'n' Nudges

This is the section that covers the most requested hints and help from two or more readers - it saves space so I can cram more in. So if you wrote in asking about the following this could be for you.

Colossal cave adventure - Level 9

For Sam Teal (Glasgow) and Frank Tiller (Derby)

Trouble with the bear? Soothe it with food, sandwiches or honey according to the version of the game then unlock the chain. The emerald treasure will fit through the crack. Attack the dragon with your bare hands. The black rod frightens the bird and creates bridges when waved near the wider fissures.

Corruption - magnetic scrolls

For Joan Barnett (Hull) and Leon Ball (London)

At 1.54 go to Le Monaco to meet Jenny for lunch at 2.00. If you wait outside you'll see her arrive with David - wink, wink. Go in, have your lunch, leave just before 2.20 and you'll be run over. It's okay, that's meant to happen!

Plundered hearts - Infocom

For Dave Martin (Crewe), Tim Crend (Liverpool) and M. Drysdale (Leeds)

Daddy's been kidnapped! No! Yes, really! But don't forget to go the Ball before you go to find him. Once you've done that check out a Barbara Cartland in the library. You know - where they always keep the hidden doors and the like. Handle things freely and try to overcome your strict upbringing and you should uncover the passage.

Demon's winter - SSI

For Bill Owen (Milton Keynes) and Brenda Sean (Leeds)

Create a Paladin and buy him a priesthood. Don't bother learning Potion Lore or Hunting, they are of no real use. View Land and Weapon Lore, however, are very useful. Having two wizards is a good idea. One with Spirit Runes, the other with Ice Runes.

Heroes of the lance - SSI

Walter James (Bude), T. Forne (Watford) and H. South (Manchester)

Keep the mage and Goldmoon in the front line, so that they can do their stuff. A few tips on how to attack the following fearsome, frightening, ferocious, erm... things.

Giant Spiders - swing your sword downward to them.

Trolls - "charm" or "hold" then hit him; Gully Dwarves - easy meat.

Wraiths - charm and hit them quickly.

Hatchling Black Dragons - use the "Deflect Dragon Breath" and then hit their legs and lower body.

Khisanth, the mother dragon herself, who is so large and deadly she'll have you gibbering on the floor in total and utter terror - erm, next question...

Sensible Software are perhaps best known as the team responsible for the recently released Mega lo Mania and soon to be launched Cannon Fodder. Their games are always quality products but will any of them be good enough to be included this page.



"My Ideal Compilation"

JOHN HARE



John Hare is the co-founder of Sensible Software, the team who have had quite a few notable successes in the computer software business. Success wasn't easy to come by though as John explained:

"Before we started Sensible, Chris Yates and I were involved in many a business venture. Most of them were based around the music profession. We were members of many bands, playing a wide variety of instruments before we became hooked on computer software. After many late nights playing computer games, we knew what path our vocation would take.

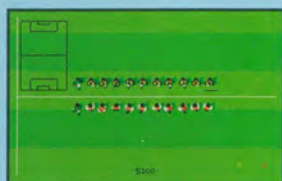
"We began by producing games mainly for the Commodore 64 and occasionally the other two 8-bit machines, Amstrad and Spectrum. Our first 16-bit conversion was 3-D Tennis for Palace and that was released around June 1990 and proved quite successful.

"It also proved to be our biggest nightmare because we were responsible for all five formats, Amiga, ST, Spectrum, Commodore and Amstrad. After that we started working on Mega Lo Mania and that took two years to complete."

Their first game to catch the eye was the 8-bit versions of Wizball. You had to control a green blob around various levels of a world that had lost all its colour. Your objective was to collect the droplets of colour from each level and guide them to the Wizard who would restore colour to the land. Wizball was programmed for Ocean and proved to be a phenomenal achievement.

Their latest game was the absolutely stunning Mega lo Mania. You took the role of a God-like being who was responsible for the acquisition of better worlds for your people. To do this, you had to find valuable minerals to create more advanced weapons than your enemy and in a quicker time limit. These could then be turned onto adversary to overcome his forces and take his land.

After the success of Mega lo Mania, it isn't such a surprise to learn that a sequel will soon be released. This will be programmed by the Sensible team along with three other games. Although it is still in development, Sensible are looking at the possibilities of recreating different landscapes and adding weather to give an extra element of gameplay.



KICK OFF 2
Published by: Anco
Released: 1990

This really doesn't need an introduction does it? Almost two years since it was released, Kick Off 2 still has yet to be beaten. The main reason it was so successful was the extremely enthralling playability.

You could sit down to a game with one of your friends and still be playing with as much enthusiasm in three hours. To cap it all, Anco are still trying to make it better a plan to release Kick Off 3 soon, probably to coincide with the World Championships in June.

JH: "I don't know really, what can you say about an absolutely brilliant game? Great speed, great graphics and loads of fun to play."

CENTIPEDE
(The arcade machine)
Released: 1981-82

Some of you won't even remember this dated arcade machine but those that will, do so fondly. The basic scenario was one of complete simplicity. You were positioned at the bottom of the screen and you

had to shoot a large centipede that was rapidly descending from the top. The best feature of this machine was the tracker-ball control system that must be manually rolled to position your ship.

JH: "I used to play this in the arcade after school and I'd get completely absorbed because of its simple gameplay and the track-ball."

MASTER OF THE LAMPS
Never released

One that appeared around 1985 but never quite made it on to your shelves but John thought it deserved a mention anyway.

You played a character who spent his time sat on a magic carpet while flying through a field of stars that rapidly increased in speed. If you managed to complete a level, you would be able to play a bonus stage where you had to hit a series of gongs in the right order to play a tune.

The most notable feature of this game was the music. The sound is still probably the best you could ever hope to hear on the C64 and that's almost seven years ago.

JH: "This is one of those games that has a weird, almost drug-induced effect on you once you start to play. Exciting, fast and Brilliant."

TAKKAN WORLD CUP
(the arcade machine)
Released: 1987

This is the arcade machine that Sensible based their hugely successful Microprose Soccer on. This was the first really successful soccer game to appear on the ST all those years ago. Most people will

be able to identify it because of the track-ball and the overhead view. You had to bend right over the cabinet and physically beat the ball into your opponent's net.

There was an exhilarating feeling if you won and one of complete exhaustion if you were the loser. The game wasn't especially fast and the graphics weren't anything special but there was definitely something there that kept the arcade addicts flocking back to it time after time.

JH: "Once again, the track-ball is one of my main reasons for liking this game. If you played it with two players, you'd be drowning in sweat by the end of the game."

ULTIMA IV
Published by: Origin
Released: 1989-90

Developed by Lord British, the Ultima series are well known for their graphical representation and incredible depth. The games are not too serious but you can really get into them and be stuck playing them for hours.

Fans of the Role Playing Game type of thing have been going wild over these games for years. The whole exploration, character development thing is totally addictive and adds up to hours of enjoyment.

Brilliant storyline, excellent characters and awesome gameplay make this a contender for the best running series ever.

JH: "Enjoyment is the reason for this recommendation. Many a night was spent with a pal playing this to death and we still play it now, given the chance."

Kick Off 2 is still the greatest football game of all time. Sensible Soccer is the latest game to come from Renegade and they are certain it will take the throne from the Anco classic.

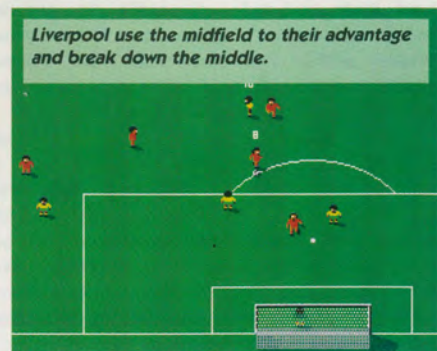
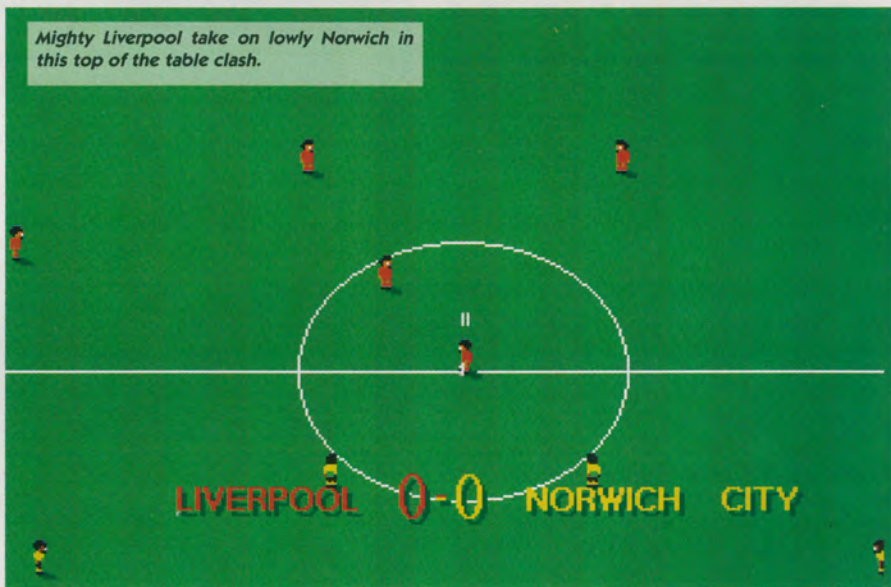
SENSIBLE SOCCER

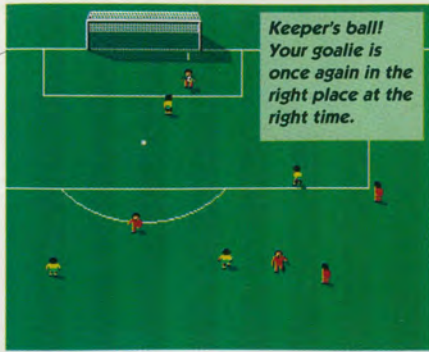
The most unfortunate thing about the impending release of any soccer game is the inevitable comparison to the legendary Kick Off 2. Until it is knocked off it's throne, every footy game will be put to the test against Dino Dini's classic. The Bitmap brother's have signed up Sensible Soccer, the latest little number from the guys responsible for Mega lo Mania, and they hope it's going to claim the sought after number one spot.

The game is viewed from overhead, as in the Kick Off games, and affords you direct control of a skilled team of 11 professional footballers. You will only be able to control one member of the team at a time though this switches automatically to whomever is nearest to the ball. The game will be controlled completely by joystick and can be played by one or two players.

It looks rather similar to Kick Off but lets you view a lot more of the pitch at any one time. This allows you to perfect your passing manoeuvres as you can see the recipient of the ball all the time. You will always be able to identify which part of the pitch you are in by one of the many markings.

Either the center circle, touchline or goal areas will be visible at all times and it still manages to retain the same speed and pace as





Kick Off. At the beginning you will have to choose who you want to play as, from a choice of five English teams or one of over a dozen combined European nations.

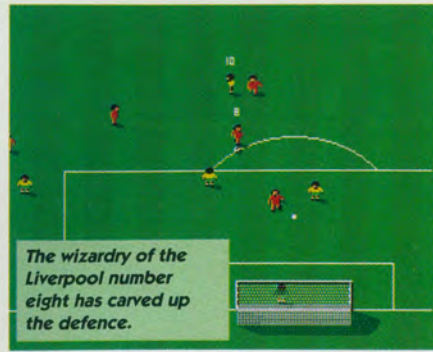
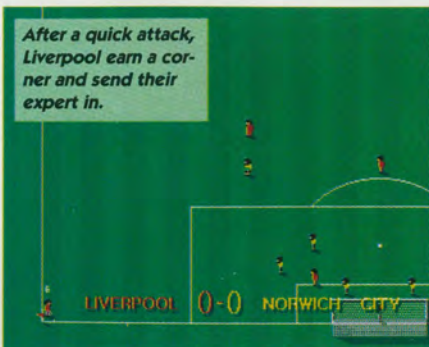
Teams from the Italian, French and German leagues have been included. Each team will contain the correct squad down to their own names so this creates a lot more authenticity. You will be able to participate in a European league which includes the various cup matches that go with such a season.

The players have been drawn incredibly well with great attention to detail as they all have their own individual hair and skin colour. Each team will be correctly represented in their own kit and even change to their correct second kit if the colours clash. The animation of the characters is nice and smooth and they run quite well. The pitch is as detailed as a pitch can be you know, green grass, white lines and two nets for goals.

The control system is the area where most people will notice a substantial difference to Anco's games. Pressing fire while you are running will pass the ball directly to the player nearest to you. Another simple press will send the ball towards the next player and so on. This allows you to make great passing moves up the entire length of the pitch without having to chase around for the ball after every pass. Keeping your finger on the fire button will shunt the ball up field gently clearing the heads of the nearest opposition.

There is also a swerve, or after-touch, option included as well. This is similar to the Speedball 2 control system as you must kick the ball and keep your finger on fire while pulling the joystick in the direction you wish the ball to go in. If done successfully, you can perform some excellent shots that will test even the most skilled of goalkeepers.

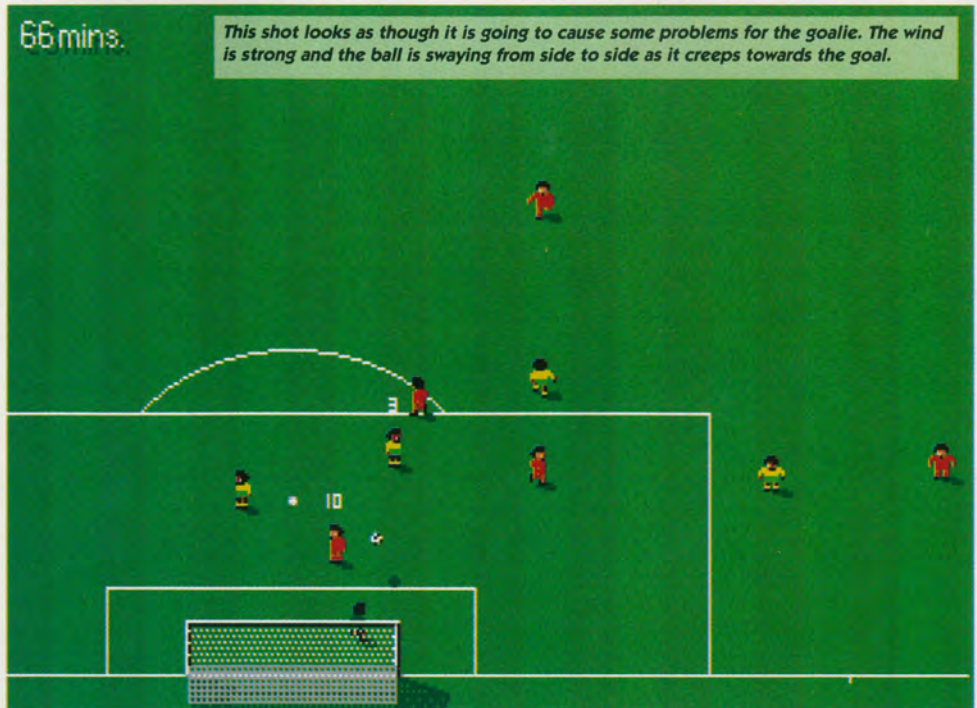
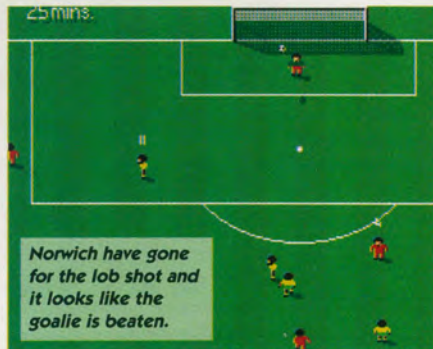
A unique dug-out option in the game allows you to change your players from the choice of substitutions you have selected before the match began. Subs can be brought



on at any point during a match and you will only be allowed the correct allocation depending on which league you are in.

From what we have seen, we can honestly say that Sensible Soccer is going to be the closest thing to a Kick Off beater. The graphics are flushed with detail and the speed and excitement has been kept. The inclusion of the European squads, their individual players and team attitudes are set to make this a stunner.

We look forward to a full reviewable version with bated breath. It should be released in time for the European Championships so keep an eye out. Many thanks to Tom Watson for all his willing and undivided attention when showing us this product.



PROJECT: Sensible Soccer

PUBLISHER: Renegade

AUTHOR: Jon Hare

(graphics and game design)

Chris Chapman (coding)

Chris Yates (additional graphics)

Richard Joseph (music)

INITIATED: October 1991

RELEASE: May 1992

GRAPHICS

The graphics in most football games are done small but extremely well detailed. Sensible Soccer is no exception. Although they are indeed small, they move very well and retain some form of individuality. This sense of life is brought about by each player having their own skin and hair colours so they look completely different from the other competing teams.

The animation of the players when they are executing a particular move is quite nice to watch. Their little legs will stick out when they are sliding and they will sprawl on the floor when they have been mercilessly hacked down by an unforgiving defender. A lot of attention has been paid to the kit design. Each team has their own correct kit and will even wear their second strip if the colours of their opponent's kit will clash too much. This even includes the European teams from all the leagues and any team you may meet in one of the cup competitions.

Years ago everybody craved for shoot'em-ups, then the next fad became adventure games and RPG's. Now, it looks like strategy games are going to be the height of fashion.



At close quarters you can probably see the occupants of the houses having a cup of tea!

Following from the pen of Conqueror author, Jonathon Griffiths, Campaign delves deep into the heart of World War II and brings the life-blood of the confrontation flooding through your living rooms in true strategy sim style.

The project began its lengthy life in a semi-detached house that lurks under the shadow of Cambridge United football ground.



CAMPAIGN

With nothing more than the peace and quiet of Cambridge's abundance of university push-bikes for company, Campaign started to flourish into a comprehensive war sim that includes factual statistics taken straight out of the history books.

Campaign is based around a series of, believe it or not, campaigns within the World War II era, in which you act out battles either as part of the allied forces or the Nazi regime. It follows the same lines as most strategic war sims in that it requires the use of a 2D map for battle plans and formulation of tactics. Then allows you to act out the actual battle sequences in 3D vector splendour.

Campaign is, for the majority, land based and because of this most of the vehicles used are land assault ones. No I wasn't being patronising. However, the use of an Airforce

and Navy is also possible but unfortunately you cannot re-enact any 3D battles as part of either task-force, this facility lies only with the land confrontations.

A lot of research time has been spent on trying to obtain as much factual information as possible in order to create the perfect and most realistic battle scenarios. All the equipment and machinery featured within the game has been drawn and programmed as close as possible to the original historical article. Thus creating different speeds for certain vehicles and varying distances of your firepower.

Also, only technical capabilities and equipment of the WWII era have been included in Campaign - to use more modern facilities would defeat the object of a historically correct game. You can also build factories in allied or enemy territory which supply your warfaring

troops with extra machinery. These commodities - created on a daily basis using the time parameters of nine to five - can be transported over water, mainly the English Channel, using your Navy's waiting fleet. These factories are important to your success, without the steady flow of ammunition and vehicles you could find yourself stranded without a well armed or prepared force. This could be fatal if the enemy starts a heavy offensive.

With the nature of Campaign's complexity we can safely assure you that the control method compensates for the in-depth gameplay by enrolling the help of our beloved mouse peripheral. Icons, neatly drawn and presented, are your pathway to European domination and the only thing that stands in your way is understanding which is which and what does what! The 3D battle sequences are natu-

☐

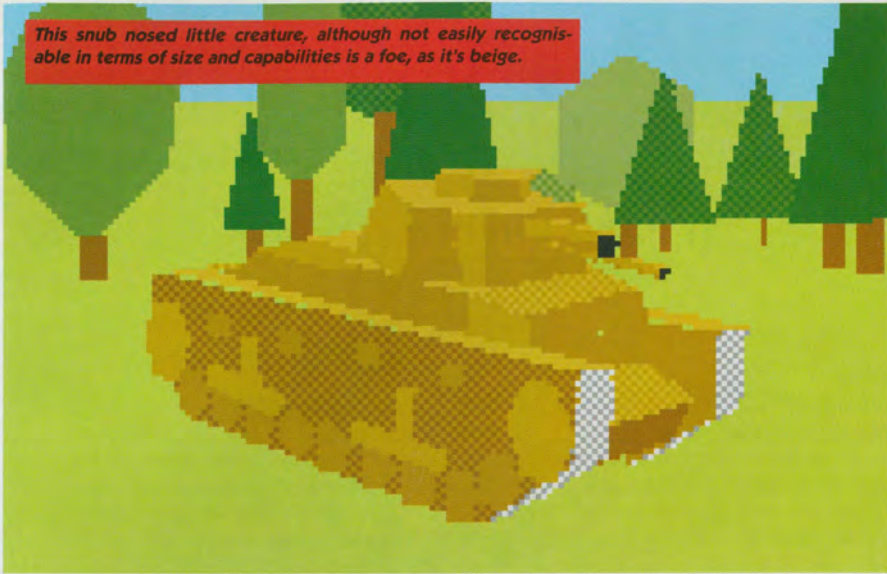
Anti-Tank Sdkfz 7 Halftrack

To establish what kind of vehicle will be suitable to the terrain and mission, you can call on incredibly useful information screens.

| | |
|---------------------------------|----|
| Front Armour (mm) | 0 |
| Side Armour (mm) | 0 |
| Rear Armour (mm) | 0 |
| Maximum Armour Penetration (mm) | 0 |
| Maximum Road Speed (km/h) | 50 |
| Maximum X-Country Speed (km/h) | 30 |



This snub nosed little creature, although not easily recognisable in terms of size and capabilities is a foe, as it's beige.



rally, one of the most important aspects of the game. As soon as allied forces enter enemy territory, or vice-versa, the 3D battle will automatically load and you will see a 2D map of the designated battle area. This map is non-zoomable or extendable and you fight in the area that you are shown.

On the map provided, you are able to view all your vehicles within the group currently engaged in the battle, it is from here that you can specify which vehicle you wish to play the 3D battle from. Should you choose a vehicle at the back of the group there is no need to panic about shooting one of your own craft, all enemy vehicles are coloured beige as opposed to your fleet being coloured green.

During any point in the game, be it the 2D or 3D sequences, you can call up information on any craft within your fleet, or those available for production, in order to analyse and establish which craft would be more suitable to your own personal battle tactics. Information on its weight, speed, firepower and resistance are listed thus giving the ideal information for the more serious minded gamer.

When the battle is finally lost, or as is hoped won, you have the opportunity to carry

out repairs on your vehicles as well as refuelling and rearming. This can only be done behind your own lines and should things start to look a bit dodgy, you can always retreat from the action.

The graphics are colourful, as you can see from the screen shots, and from what we can deduce, the gameplay appears to be very impressive. At time of viewing, the sound FX and music were non-existent – apart from a few view beeps and buzzes – and therefore we are unable to comment on that side of the product but Marissa Pauwels, PR Manager for Empire, assured us that it was coming along quite nicely and it sounded very pleasing.

Ms Pauwels also informed us that Empire were hoping for a pre-summer release of Campaign but couldn't give us any assurances on that, so I'm afraid all you interested parties will just have to keep your fingers crossed for the best. We will, of course, keep you posted on further news as and when we obtain it and you will be the first to know of any progress.

Thanks to Jonathon Griffiths for his time, and special thanks to Marissa Pauwels for her hospitality and also, her time.

PROJECT: Campaign

PUBLISHER: Empire

AUTHOR: Jonathon Griffiths

Saul Marchese (graphics)

Steve Collette of Skinny Bone

Productions (sound)

INITIATED: Early 1990

RELEASE: May/June 1992

GRAPHICS

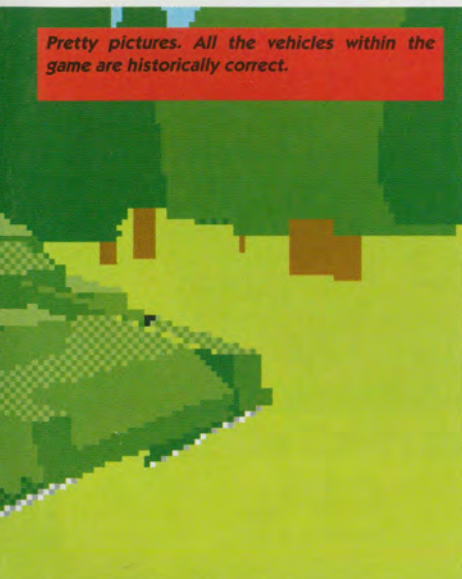
The update on the 3D vector graphics is impressively fast considering how much is on screen at any one time. As you bump along in your vehicle or scan your view left and right during the battle you notice the distinct lack of glitching.

Each vehicle has been drawn carefully using historical evidence to enable the gamer to encounter as much realism in the battles as possible. Also, it would be very easy to get confused with the plethora of different craft roaming the battle landscape but thanks to the detailed graphics, gamers will have no problems identifying which craft is which.

The rest of the graphics included in the game, such as on the menu and information screens, have also been carefully drawn. Although the screens may look a little simplistic, they are easily readable thus making things more comprehensible for the gamer.

Control is gained via the mouse and a series of user friendly icons.

Pretty pictures. All the vehicles within the game are historically correct.



Battlegroup Focke-Wulf Owl Fw189

Your air support can come in the form of the RAF or, as seen here, the Luftwaffe. Unfortunately, 3D battles do not include manual control of planes.



| Spotter aircraft | |
|--------------------------|-----|
| Top Speed (km/h) | 340 |
| Total Machine Guns | 1 |
| Number of rockets | 0 |
| Range (km) | 690 |
| Total bomb capacity (kg) | 0 |

REVISION REVIEWS

CADAVER



MIDWINTER



QUEST AND GLORY

Ubi Soft compilation £30.99

Cadaver

Originally written for the now defunct Imageworks label and was created by those heroes of the software industry - The Bitmap Brothers. They attempted, successfully, to create a 3D isometric game featuring difficult puzzles and quality graphics.

It consists of hundreds of different rooms and locations plus all the weapons and spells you'd ever want to play with. A data disk also came later but you don't get that here. What do you want for this amount, blood?

Midwinter

With the sequel still doing ridiculously well, Microprose's Midwinter is definitely the classic game in this package.

An Ice Age has gripped the world and the only habitable place now is the Isle of Midwinter. But a power struggle is about to take place between two rival factions. You must gather your forces and launch an attack on the enemy before they do on you! Top game!

Bloodwych

Currently doing the rounds on the budget circuit, this role playing fantasy game allowed two players to wander about simultaneously killing off all the local nasties. Argue, barter, negotiate - even lie through your teeth.

Basically it's a two player Dungeon Master which never really lives up to its expectations. Good for its time but there are better games of this genre out now.

Iron lord

Ubi Soft's own contribution to the package is Iron Lord. You were born of a noble birth and then dumped out in the wilderness and now you must prove it. You have to return to your land and prove your birthright throughout numerous trials including archery, arm wrestling and 3D fighting.

Really nice, colourful graphics, typically French, unfortunately it wasn't really that hot on gameplay. This isn't a bad game, however my lack of enthusiasm stems from the fact that it's not a truly outstanding game.

ACTION ANALYSIS

Ermm, what are you worried about? Cadaver and Midwinter alone make this worth having. The others make up the numbers sufficiently. Well worth getting.

ACTION PERCENTAGE RATE

84%

VOODOO NIGHTMARE

Gbh £7.99

Okay, so the character may look a little strange. But Boots Barker took the office by storm when he originally arrived courtesy of Palace back in 1990. Originally the game got 85% and was STA rated for its originality. Now at £7.99 you can't really grumble.

You must help Boots escape the perilous jungles of darkest Africa by solving all the puzzles and arcade bits that the game provides. Will you ever get to the final showdown with the evil Witch Doctor?



ACTION ANALYSIS

Still really good, even by today's standards. Large colourful sprites and lots of manic puzzles to solve. You'll soon get hooked in Voodoo Nightmare.

ACTION PERCENTAGE RATE

85%

RECESSION RELIEVERS

FALCON



FIGHTER BOMBER



AIR COMBAT ACES

Ubi Soft compilation £29.99

Gunship

A huge success on all formats in its day, to see Gunship reappear on a compilation brings the memories flooding back. It does show its age by the advanced standard of flight sims today but you do have the added novelty value of being in a helicopter.

Obviously it's not a patch on Core's Thunderhawk but then it is a couple of years old. It's also a great deal more technical than its modern-day rival, with perhaps not the same amount of attention paid to playability.

Falcon

Falcon rates as probably one of the classic ST games of all time. It was the first time a flight sim really got noticed on any great scale. Imitated and bettered these days but it was also one of the first games that included enhancements for one meg.

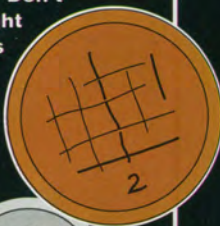
The graphics are really nice and give off a realistic feel. Sound too is good with speech warning you of attacks and any flight problems you may be about to encounter.

Fighter Bomber

More of a shoot'em-up than the other two games on show here. Activision's Fighter Bomber also features tasty 3D planes for you to shoot down as you buzz around the world in a fighter of your choice.

Simple enough to be able to sit down and play with the manual propped up in front of you, you needn't worry about hours of wading through useless text in this one. Again, it is showing its age these days but it makes up the package quite nicely. Don't expect a really realistic flight simulator, Fighter Bomber is much more of a shoot'em up than that. Don't be fooled into thinking that it's easy to complete though, because it certainly isn't that.

If you're addicted to flight games then you must ask yourself if you can really afford to miss out on this trip down memory lane.



ACTION ANALYSIS

Flight sim fanatics beware. You're going to find it hard to resist splashing out on this compilation. A good example of how far things have progressed these day though.

ACTION PERCENTAGE RATE

84%

TOYOTA RALLY

Gbh £7.99

Gremlin's flurry of racing games continued into 1991 with their officially licensed Toyota Celica GT Rally. Coded by a chap called Fungus the Bogeyman who'd never been near a real rally car. He'd just learnt from Lombard RAC Rally and adapted it here and there.

One of the first games to include weather, you'd frequently find yourself turning the wipers on to clear your windscreen of the heavy snow only to find yourself sliding off into a nice big tree.



ACTION ANALYSIS

A problem people found with this was that it was slightly too easy to complete. Still good stuff though, especially at this kind of price.

ACTION PERCENTAGE RATE

76%



REVISION RELEASERS

XENON II



SUPER SKI



10 GREAT GAMES

Ubi Soft compilation £30.99

Ferrari Formula One

Compete with the best as you take part in a full season of Formula One races. You must steer your high performance car around some of Europe's fastest tracks and try to overcome your rivals to be awarded the Championship Cup. Lots of speed, excitement and the odd pit change as well! Fast and furious worth a look.

Satan

The forces of evil have once again wreaked havoc on the unsuspecting inhabitants of the world. Their goal - domination and the eradication of anything good from the world. You are a warrior who must overcome the creatures that roam the levels before you can master the ancient art of wizardry. Pretty gory and definitely worth a play.

Rick Dangerous

Become the greatest adventurer that ever lived, or at least have a bloody good try! You take on the role of intrepid hero Rick Dangerous as he is called upon to save the world from the threats of evil. Battle your way through the Aztec temple, the Egyptian tomb and finally do battle in the enemy fortress. Sheer brilliance!

Super Ski

Take to the slopes as you participate in the Giant Downhill Slalom and the Ski Jump. Controllable by joystick or keyboard, you must avoid your fellow competitors and make the gates before they do if you are to be successful. As everything is against the clock, a time penalty will be given if you miss one of the gates or mistime your jump.

Pick 'n' Pile

Your objective is to score as many points as possible by moving the balls on top of each other to form combinations of the same colour. They will then disappear giving you a points score and clear some valuable space. A very challenging puzzle game.

Chicago 90

Play the good or the bad guys as you control a car around the streets of Chicago. Be the bad guys and try to avoid the onslaught of police cars while attempting to flee the city or be the law enforcing officers who must create road blocks to capture the law breakers. One of the weakest on offer.

Night Hunter

Made up of several levels, you must take the role of Dracula and find the eight objects and the magic door that are needed to complete the level. As well as collecting lots of useful objects, you also have the ability to change into a bat or a werewolf for those tricky moments. Not bad.

Pro Tennis Tour

Take part in several competitions as you try to increase your world ranking and finally become the best of the best. Lots of competitions to enter and probably one of the best computer adaptations of this popular sport ever seen. Excellent stuff.

Carrier Command

Due to extreme volcanic activity in the Southern Ocean, several new islands have been created. These islands are rich in valuable minerals and other deposits. The government has decided to send in two multi-task crafts to collect the minerals before they fall into the wrong hands. An excellent game that will provide hours of entertainment.

Xenon II

The best shoot'em-up ever to grace the home computer. Five levels of pulsating arcade action as you try to overthrow the evil alien race that is attempting to rule the world. Lots of violent power ups are available in the shops, if you have enough money. Brilliant gameplay and one of the best soundtracks to be heard on the ST, taking a Bomb the Bass tune and recreating it.

ACTION ANALYSIS

This isn't bad value due to the inclusion of the better games such as Xenon II and Carrier Command but others seriously let it down, like Satan and Chicago 90.

ACTION PERCENTAGE RATE

80%



COMBO RACER

Gbh £7.99

Gremlin - the company with more racing games than you can shake a stick at have just re-released their old classic - Combo Racer on their budget label. To our minds it's the only simulation of sidecar racing that you'll find out there, so if you're looking for something a little different then here you go!

Although to an extent it is showing its age now it still has the most comprehensive track editor to be found on any game of this type. This obviously increases the life of the game as you can adapt it as you get bored.

Eight circuits come already designed and a unique two-player simultaneous mode is also included so you can get a friend round and indulge in a bit of healthy competition.

ACTION ANALYSIS

One of Gremlin's earlier attempts at a racing game and although they've surpassed it now, it's still well worth a look.

ACTION PERCENTAGE RATE

75%



MIDNIGHT RESISTANCE

Hit Squad £7.99

The fight is on. The evil King Crimson, the maniac scientist must be defeated but to get to him you'll have to get through his legions of Crimson Corps. These guys may have been mere mortals once, but what with all the fiendish experiments performed on them they've been transformed into giant fighting machines, capable of wiping out mankind without a second thought or worry.

You'll come up against giant armoured tanks, lethal circular saws and many other weapons, all with your destruction on their evil minds.

Midnight Resistance was Ocean's version of the popular coin-op and was converted to the ST by Special FX who made a really good job of it. As close to its arcade parent as was possible at the time.

ACTION ANALYSIS

This has all the basic hallmarks of being a fine game, playability, nice graphics and so on. If you haven't got it already, get it now.

ACTION PERCENTAGE RATE

83%

RAINBOW ISLANDS

Hit Squad £7.99

Oh wow! It's out at under eight quid. One of the finest platform games of all time is out on the old budget label. Billed originally as Taito's Island-Hop Coin-Op, you must travel from island to island freeing the inhabitants from the spell that they have all been put under that has turned them into nasties.

To help you out you've got your Rainbow Blaster and this will let you get over the screens by letting you make platforms.



ACTION ANALYSIS

Top game, what else can you say. That's why it's number one in our Platform League and that's why you should rush out and buy it.

ACTION PERCENTAGE RATE

93%

RECESSION RELIEVERS

REVISION RELEASERS

SPEEDBALL 2



CADAVER



THE BEST OF THE BITS! - VOLUME 1

The Bitmap Brothers compilation £25.99

Xenon

Classed by many as the best shoot'em-up of all time, Xenon picks you up, grabs you by the short and curlies and has you totally rivetted through every minute of play. One of the Bitmap's finest hour was dedicated to the programming of this fine game, leaving it slick, smooth and fun to play - a classy product from start to finish (but it's unlikely you'll ever get to the finish because this is hard stuff to complete).

For those of you who are only familiar with the sequel, Xenon 2, you will not be disappointed with its predecessor. Although the gameplay and graphics are slightly different it still has all the pizzazz and oomph that you have come to expect from the Bitmaps. Stunning, especially for the time!

If you're after a basic vertically scrolling shoot'em-up with no frills but loads to blast away then you can do a lot worse than this, the legendary Bitmap Brothers first effort for the Atari ST. It would be untrue to say that it's technically as good as the sequel, but you've still got lots of blasting gameplay.

Speedball 2

Nearly everybody at some point or another must have played this. If not, you're sad!

In futuristic world you take control of an aggressive handball team that must win no matter what - just so long as you win.

With superb scrolling, excellent sprite control using the joystick, and incredible graphics, you are going to be left totally flabbergasted. The two player mode is fast and the sheer fun factor gained from playing Speedball 2 is huge. This is brilliant!

Cadaver

This is the Bitmap's first attempt at an arcade adventure product, and it's not a bad attempt at all.

Using a 3D isometric grid and colourful graphics. It sees you searching the heart of a castle's murky dungeons to try to rid the world of the evil necromancer, Dianos. Some critics found Cadaver a little boring, but as with all adventures you must persevere. A fitting end to a superb compilation.

ACTION ANALYSIS

Great value for money and an absolute dream to play. A top compilation from a top team of programmers dedicated to producing top games!

ACTION PERCENTAGE RATE

94%

VENUS THE FLYTRAP

Gbh £7.99

Death and destruction is on the cards unless you can rid the world of giant mutated insects that have infested the world. But gadzooks! How are you to achieve the impossible? Easy, you are Venus, The Flytrap.

Straddling 50 colourful levels and 10 different worlds, you must seek out the killer insects and, using a plethora of impressive weaponry, save your planet from doom. Venus The Flytrap succeeds in holding the attention as a fun platform romp.



ACTION ANALYSIS

Colourful and fun with really good sound. The animation is really nice and the game flows well. Lots to do and lots to collect. Excellent.

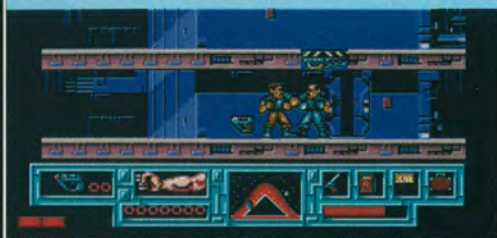
ACTION PERCENTAGE RATE

81%

GOLDEN AXE



TOTAL RECALL



2 HOT 2 HANDLE

Ocean compilation £29.99

Golden Axe

If the idea of controlling big, oily men and women with your joystick appeals then this could be the game for you. As usual you've been left with the quest to save the land from the evils that stalk it. You must battle through the six levels either on your own or with a pal killing off all that dares to get in your path.

You can get yourself some extra firepower by picking up the magic bottles or by mounting various beasties that come onto the screen to get you, all you have to do is knock off the rider and get on board yourself. Then you'll have the animal's firepower instead of your own for example you'll be able to breathe fire and blast enemies out of the way.

Major problems with the difficulty level in this one though. It's stupidly easy to complete. Nice graphics though.

Super Off Road

Super Sprint clones made a surge a couple of years back and Ivan "Iron Man" Stewart's Super Off Road Racer was one of the more successful attempts at a fast playable one screen racing game.

For anybody who's not familiar with the concept it involves three cars racing around a circuit which is one screen big. You're set a certain number of laps and the idea is obviously to finish as high as possible up the table thus gaining more points as you bid to become the champion.

The game can be played with up to two of your friends.

One using another joystick, the other using keyboard, as you can imagine it can get a bit cramped around the telly if you've all got bad eyesight. So you can get some good multi-player rivalry going, who knows you may even end up fighting over this little darling!

Total Recall

It was the most expensive movie well up until Arnie's latest Terminator 2 anyway ever made and featured some of the best special effects ever seen on the big screen to date.

The game sees you take control of Doug Quaid in his quest to get his mind back. It would take an entire novel to explain the intricacies of the plot so we'll forget that but the game features a variety of both platform levels and driving sections for you to try your hand at.

The game is fiendishly difficult to complete and has a rather nifty cheat if you can find it!

Shadow Warriors

Okay so you've got an arcade machine, and it's got fighting in, and it's exactly the same as every other arcade machine with fighting in (Street Fighter, Final Fight yawn). Then the next step is to convert it to the computer and generally ruin it, turning it into something that's really slow with sprites that are too large to scroll properly, but let's not get too cynical.

Here you are placed out on the vicious streets of the American metropolis armed with only your body and whatever weapons you can find lying around to defend yourself. Of course you are probably the hardest chap around because of your stunning martial arts skills. It's not wise to get into a pub fight with you is it?

The enemies will be many and your quest won't be easy, tedious but not easy, and you can expect to be attacked by the usual variety of ninjas, punks and blonde ladies wearing stockings and leather caps and trying to kill you with whips!

Shadow Warriors is possibly the weakest title on show here but it is still playable for a while anyway especially if you're a fan of this type of thing.

ACTION ANALYSIS

There's nothing really startlingly good about this compilation but it is definitely above average. The games are all okay and you will get your money's worth.

ACTION PERCENTAGE RATE

78%

RECESSION RELIEVERS

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 SK10 4NP.

PROBLEM CHILD

I am a regular subscriber to *ST Action*, so could you tell me why you have done away with reader's requests for help with their arcade games. Your hints and cheats in Dotty's Small Tips and GTGA are brill but they no longer seem to be in response to your fans' problems with a certain game that's bugging them.

I must add that the level codes for Lotus 2 were very handy indeed though. You see I have been having problems with a very ancient game - Space Harrier. It's very addictive but I'm fed up playing a load of levels each time I play, only to be killed at the same place later. Is there any way that I can skip levels? All of the introductions to the levels have titles, but these do not appear to be codes. Can you help?

Mike Williams, Peckham

Helpline always had its fair share of response but in order to fit more non-specific stuff in the mag, we had to cut down somewhere. Having said that if there's enough of a clamour out there to bring it back we will of course oblige. Let us know what you think.

I grabbed hold of Dotty on one of his spare days and asked him about Space Harrier. Apparently if you pause the game with the space bar you should still be able to move about, so you can get in position to kill the baddies. Don't know about a level skip though.

COMPUTER LISTINGS

I'd like to point out some things for you and can you answer me these questions too?

- 1) When will Eye of the Storm be available for the ST. How much will it be and will it be one meg only?
- 2) If you're giving out freebies, give me anything strategic.
- 3) Guns 'n' Roses rule. Forget tacky rap.
- 4) I'm good looking.
- 5) Gravy and chips are lovely. Mmmm.
- 6) Will there be another Lemmings data disk?
- 7) When will Epic and Space Crusade be



STAR LETTER



Contrary to the majority, I am greatly in favour of games that come in great "outside" boxes. The boxes which so many software titles are now packaged in.

After strolling into town and spending £26 on a piece of great software such as Robocod, I like to parade back up the pedestrian precinct carrying such a grand item. As I continue my journey home I feel proud as people turn their heads in awe and wonder what this huge purchase I have made is.

When I get home, I place the giant box on my software shelves alongside my other large boxes - Railroad Tycoon and Flames of Freedom, rather like a Michelangelo or Da Vinci. I quickly reach for the phone in order to invite some friends to my house so I can boast my magnificent display of software packaging.

Not only are these boxes ego boosting, but also allow extra screenshots and information to be shown on the reverse - essential for decid-

released?

- 8) Leslie Crowther is as exciting as a house brick!
- 9) How and where can I purchase a one meg upgrade?
- 10) My pet pussy got blended into the road last week (sniffle).

Andrew S Reid, Algarve, Portugal

Hmm, interesting letter! May as well get down to business I suppose. No sense in wasting space.

- 1) It'll be a good few weeks yet. As for the price and compatibility, we're not clairvoyant you know!
- 2) Nice try!
- 3) Each to their own. Personally I prefer a few more bleeps, lots of sweaty people getting down to some hardcore techno in a dark room. But as this isn't a music mag I'll leave you with the deep thought that all forms of music are beautiful in their own way... with the exception of Guns 'n' Roses.
- 4) I'm bothered.
- 5) There is a small contingent of southerners in the office who actually find eating chips and gravy distressing. For some reason this is considered a disgusting northern habit. Our Allie has recently discovered the delights though!
- 6) Possibly. Certainly there should be Lemmings 2 coming out some time.
- 7) Soon. Although Epic keeps getting delayed.
- 8) The views expressed are by no means that of the staff or Europress Interactive. Lawsuits to Mr. Reid please.
- 9) Try Silica Shop or somewhere mail order.
- 10) I'm not stooping down to the level of "Are You Being Served" and all of those tired Mrs Slocombe's pussy jokes.

ing which game to buy. They also contain the wonderful manuals one has now become accustomed to receiving take Jimmy White's Snooker for example.

Come on publishers, follow Microprose and Lucasfilm, keep the big boxes rolling!

Tom Walker, Winchester

There's nothing better than having something big that you're really proud of. I can imagine all of your envious friends pouring around one evening to swap stories about their packages (What is this - Gamesmaster?).

I can't understand people who moan on about high quality packaging. The better it is, the more professional it seems so you feel you've got greater value for money - maybe I'm just easily pleased! Plus, like you said you can get a lot more info on a big box. Anyway you can have whatever big box that you want as your prize!

DOUBLE DISKS

I noticed in a report that ELSPA will not allow full games on cover disks so to protect software houses from lost revenue. Isn't it only fair that something was set up to protect the magazine buying public from spending money on demo disks they already have.

Every month I buy five ST related mags. All have coverdisks and all have "exclusive demos" on them but are repeated three or four times, such as Chuck Rock, Team Suzuki, Thunderhawk and the like.

The demo this month was Nightmare which was an exclusive on three magazines, all with built in competitions.

With companies like Core, Psygnosis, US Gold, Ocean, Gremlin and so on churning out games every month, there must be enough demos around for mags not to duplicate. As normal, the only people to gain are the software houses.

Phil Hall, Harleston

I had a word with Doug our coverdisk editor, about this one. He says regarding Nightmare that although there was a demo on several mags, they were all exclusive because they were all different. Thinking back I'm pretty certain that Chuck Rock was an exclusive level also.

Contrary to popular belief there aren't an awful lot of demos around so they can be a pain in the neck to get hold of. Also, not everybody buys five ST mags at a time and so it may be possible that although there were three Nightmare demos about most people only got it once.

It's just an unfortunate circumstance, but we really do try to avoid demos that are appearing on other mags and give preference to ones that definitely aren't.



Write On!

CONTACTS

Sometimes, when you just don't know where to turn. There seems to be no hope left. All you want to do is scream. You know you'll never finish the game so you may as well throw it away... hang on there's always the Contacts. Believe it or not there are some awfully sweet people out there who are prepared to help all the poor wretches who are lost, stuck or completely at sea. If your one of these souls, then dig out a pen and paper and send off you're request for help to one of the God-like beings listed opposite. By the way, we won't print any phone numbers. Believe us when we say it's not worth the hassle you'll probably get. If you're desperate for a chat, then why not ring your granny!

NAME: Kevin Alton
ADDRESS: 84 Hall Road, Rolleston-on-Dove, Burton-on-Trent, Staffs, DE13 9BY
GAMES: After Burner, Batman - Caped Crusader, Chase HQ, Defender of the Crown, Double Dragon, Drivin' Force, Football Manager 1 & 2, Future Wars, Italy 1990, IK+, Kenny Dalglish, Kick Off 2 (Final Whistle), Manchester United Europe, Marble Madness, Microprose Soccer, Nitro, North and South, Outrun, Pacmania, Player Manager, Speedball 1 & 2, Super Cars, Super Hang On, Super Monaco GP, Tee Off, The Games: Summer Edition, Xenon.

NAME: Marc Callaghan
ADDRESS: 3 Quarry Drive, Kirkintilloch, Glasgow, G66 3R
GAMES: Advanced Tactical Destroyer, Battle of Britain, Blue Max, Falcon, Falcon II, Fighter Bomber, Flight of the Intruder, F-15 II, F-29 Retallitor, Gettysburg, Gods, Golden Axe, Jimmy White's Whirlwind Snooker, Kick Boxer, Lotus Esprit Turbo Challenge, Merchant Colony, MiG 29, Nautilus, Pit Fighter, Red Storm Rising, Rogue Trooper, Silent Service 1 & 2, Simulcra, Switchblade II, Team Yankee, Terminator 2, Thunderhawk, Tournament Golf, Turrigan, UN Squadron, UMS 1 & 2, USS John Young, Vroom, Welltris, Wings of Death.

NAME: Peter Dawes
ADDRESS: 49 Hollies Ave, West Byfleet, Surrey, KT14 6AL
GAMES: Altered Beast, Back to the Future II, Buggy Boy, Chase HQ, Dynamite Dux, E-SWAT, Eliminator, Eye of Horus, Games - Summer Edition, Golden Axe, Indiana Jones and the Last Crusade (action), Joust, Loom, Manchester United Europe, Nebulus, New Zealand Story, North and South, Outrun, Pacmania, Robocop 2, Rolling Ronny, R-Type, Subbuteo, Super Wonderboy, Supercars, Teenage Mutant Hero Turtles, Thunderblade, Turbo Outrun, Turrigan 1 & 2, X-Out, Z-Out.

NAME: Andrew and Philip Strange
ADDRESS: 10 Rosewood Drive, Burnham On Sea, Somerset, TA8 1HR
GAMES: After the War, AMC, Army Moves, Atomino, Atomix, Baal, Back to the Future II, Brat, Bombuzal, BSS Jane Seymour, Cabal, Chaos Strikes Back, Conqueror, Crack Down, Cybernoid 1 & 2, Defender 2, Double Dragon 1 & 2, Dragon Breed, Dynasty Wars, Eliminator, E-Motion, Enchanted Land, E-SWAT, F-19 Stealth Fighter, F-29 Retallitor, Fantasy World Dizzy, Fast Lane, Flood, Galaxy Force 2, Ghosts and Goblins, Helter Skelter, Hero Quest, Hunter, James Pond, Kick Off 2, Lemmings, Line of Fire, Logical, Last Patrol, Lotus 1 & 2, Midwinter,

Monty Python, Navy Moves, Navy SEALS, Never Mind, Power Boat Simulator, Rick Dangerous 2, Robocop 1 & 2, R-Type, Satan, Shadow Dancer, Sim City, Skidz, Sly Spy, Super Cars 2, Supremacy, TIME Machine, Torvak the Warrior, Toyota Celica Rally, Viz, Voyager, Wings of Fury, WWF, Wrestlemania, X-Out, Z-Out.

NAME: Lewis Haag
ADDRESS: 26 Prospect Road, Bingley, West Yorkshire, BD16 3EP
GAMES: Afterburner, APB, Archipelagos, Ballistix, Blues Brothers, Darkside, Dynasty Wars, Gazza 2, Grav, Hot Rod, Impossamole, Jimmy White's Whirlwind Snooker, Jupiter's Masterdrive, Kick Off 2, Lotus 1 & 2, Nitro, Shadow of the Beast, Super Cars 1 & 2, Turrigan 2, World Championship Soccer, Xenon 1 & 2.

NAME: Justin Hopkins
ADDRESS: Nine Lands, Nash, Milton Keynes, Bucks, MK 17 0ER
GAMES: Bubble Bobble, Eliminator, Empire Strikes Back, Exolon, Flood, Golden Axe, IK+, Lotus, Midnight Resistance, Oids, Paradroid 90, Rick Dangerous, Robocop 1 & 2, Side Arms, Strider 2, Stunt Car Racer, Super Hang On, Teenage Queen, Wizball, Xenon II.

Thanks to all the contacts

If you are going to use a Contact then please follow these guidelines:

1. Whenever it is possible, send your query along with a stamped, addressed envelope.
2. Make sure you explain the problem clearly. Don't be afraid to use diagrams, illustrations or anything else that grabs your fancy.

To be a Contact is to help end needless suffering in the world. One man or woman will make a difference out there! If you want to help the needy send your

details as described below and we'll try and get you in a future issue as soon as possible!

Name:
Address:
List of games completed (in alphabetical order if you don't mind!)
Send to:
I wanna be a Contact, please, please, pretty please, **ST Action inc The One for ST Games, Europa House, Adlington Park, Macclesfield, SK10 4NP.**

REMEMBER!

It isn't nice to put your name in Contacts and then ignore all those pleas for help that you're bound to receive. The nicest people get the best rewards in life!

And so there we have the first of the Contact pages in the new ST Action. If you have any ideas about how to improve this page then drop us a note and we'll see what we can do. I mean is there demand for a Lonely Hearts? That's what we want to know. Can we help the course of true love run smoothly. Until next time avid readers!

BACK PASSAGE

THE ACTION TEAM

Vroom, vroom, Sue 'old banger' Beattie has delved deep into the netherworld of smarmy salesmen and Artur Daley deals. She's parted the 'car with no drive' and got a good deal on a shoe box.

Another exponent of subculture this month is Jools our man in the mac. He has been parading his talent around the office, cross-dressing style. Known as Gloria, Jools' sultry female alter ego will be touring Northern working mens club in the near future, keep an eye out for the pink feather boa.

Our Allie is doing a little turn herself. Appearing nightly at a local hostelry as Bet the lusty, busty, bairmaid. However, instead of being sent for crisps on the top shelf in the hope of a glimpse of stocking she keeps being sent down the cellar to change barrels.

Marc let slip about a family secret the other day. It seems that his ancestors were among other things involved in some of the greatest font designs ever. This revelation lead to a bout font trivia. I shot the serif but I didn't change the baseline shift.

Alex 'too tall' Lee the goalkeeper for the office five a side team has been flummoxing the opposition with unintelligible chants along the lines of: "kkeeparssbaaww".

Peck, peck. Our genetic miracle mutation, Chicken, has been preening himself all day thanks to the plucking he had over the weekend, this is only so he doesn't fly the coop so don't worry children he doesn't feel a thing.

Simon's pretty happy about acquiring a rather expensive new toy - it's called Sue's car. The office sweep is currently running on long it will be before he locks himself in with the alarm.

Where would we be without Dotty? What would we do without his charm and general peace-loving nature? Let this column, hey page - be a tribute to a true hero.

PLAY YOUR CARDS RIGHT

It was with some trepidation that our very own Julian "where's my brown mac and copy of train spotter's weekly gone?" trekked off giggling nervously to the press launch of Sales Curve's Covergirl Strip Poker at London's dodgy School Dinners. It's not so much what happened there as you can imagine our Jools face when he was confronted by scantily clad young ladies. But the train ride home we wish to apologise about.

There's nothing clever about writing your number down on a BR serviette and desperately trying too persuade women who are pretending they're dead to ring it Jools, especially when you're using phrases such as "good time" in your chat-up routine! If the three girls he harassed (while heavily under the influence we must add) are reading this we at STA would just like to say that the Editor's views are not necessarily those of Europress Interactive.



FORTHCOMING ATTRACTIONS

Seeing as we've used Julian "office target" Boardman already this month, we can't really tell you anymore (yet) about his exploits with the demon drink. Suffice to say, we're planning many happy months of storytelling ahead. (Not that he's dim but we told him to go to AA and he came back with an RAC membership card because it was cheaper - although they haven't seen his car yet).

COMPO BONANZA

It's competition time again folks and after this those 10 lucky people somewhere out there will be better off somehow. This month's winners are from our ridiculously generous Team Yankee II compo that we ran in the February issue in conjunction with those luvverly people down at Empire in Basildon. The first prize is a leather jacket, a pair of tank commander overalls plus a copy of Team Yankee II. The lucky chap who'll be getting this through the post is Mr. Ben Phillips of Great Sutton, South Wirral.

10 other lucky winners who get an Empire goodie bag containing a baseball cap and copy of the game. They are: G Hughes, Sth Harrow; P Harby, Ilkeston; A Rogers, Peckham; B Sherry, Laindon; T Nguyen, Birmingham; G Mathers, Manchester; S Hickling, Penzance; J Bailey, York; D Osborne, ST Mary's Bay; A. McDermid.



NEXT MONTH

Hello. My name's Tony Hart. Let's take a good long look at what you can see, coming up in next month's Gallery.

ADDAMS FAMILY



This picture shows a great deal of creative flair, especially when you consider that it's done by arranging coloured feathers in a series of pretty patterns to give a startling effect.



CASTLES

It really is amazing what you can make with bottle tops as this painting shows. If you are using glue, don't use superglue. You may still be able to see the traces of skin in the top right hand corner. Hang on, who stole the picture... Stop Thief!

BONANZA BROTHERS

This much delayed picture shows what can be done with a little imagination and a large collection of sea shells and fossils. See how the sunlight catches the main characters and turns them into almost surreal God-like beings.



Hmmm, we appear to be working on the June issue now. Don't forget to pick up your usual Summer Spectacular from all good newsies on May 14th (don't forget to pay though, don't want you getting arrested do we).



**FREE!
FIVE GREAT
POSTERS!!**

5 GAME PACK



TREASURE ISLAND DIZZY

"Amazingly cute - a winner!"

Your Amiga

CJ'S ELEPHANT ANTICS

"Packed with colour and playability"

Raze 93%

SLIGHTLY MAGIC

"Enjoyed Dizzy? You'll get a buzz out of this"

Games-X

SPIKE IN TRANSILVANIA

"Original and great staying power"

Zzap! 91%

SEYMOUR GOES TO HOLLYWOOD

"Seymour looks good and plays very well"

Games-X

"These are the best cartoon action games I've played for ages! Fun, adventure, action and playability all for £24.99! Seymour's so funny, Slightly's got so much in it, Spike is packed with puzzles, CJ's Elephant Antics is non-stop action fun and Treasure Island Dizzy is a great arcade adventure! 100% fun - to the max!" David Darling

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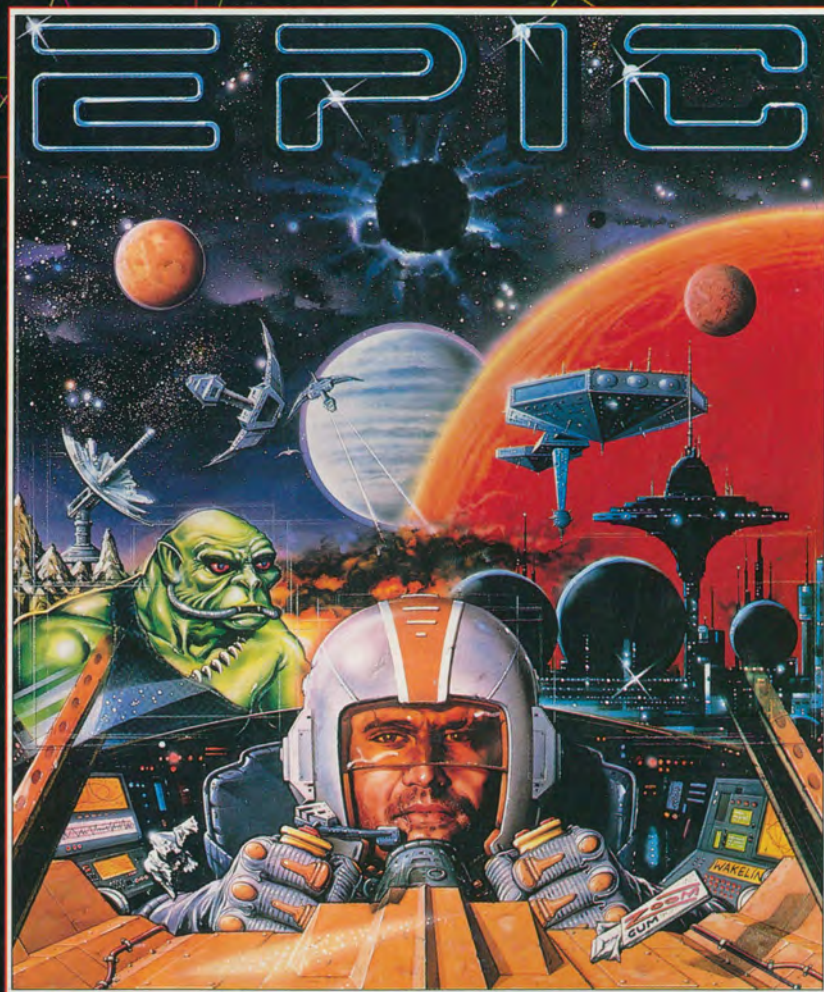
AMIGA £24.99 ATARI ST £14.99

**"Miss
this
and
you will
regret it
forever"**



**"Anyone who
has been keeping
an eye out for this
will not be
disappointed, and should
await its release with
bated breath...Epic is one
of the best products I have
ever played - the depth of
gameplay and graphics
are of a truly stunning
standard."
GAMES X**

**"Fast just
isn't the
word for
this 3D.
The image
update is
blistering!"
ACE**



**"The game's
graphics and
presentation
are nothing
short of
stunning,
and there's a
great wad of
playability in
there too.
Ocean have
never had it
so good!"
ST ACTION**

**The
overall
feeling
you get
is one
of awe"
ST ACTION**



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