

# ST ACTION

ISSUE 50 • JUNE 1992 • £3.99

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for  
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First look at the most talked about game of the year!

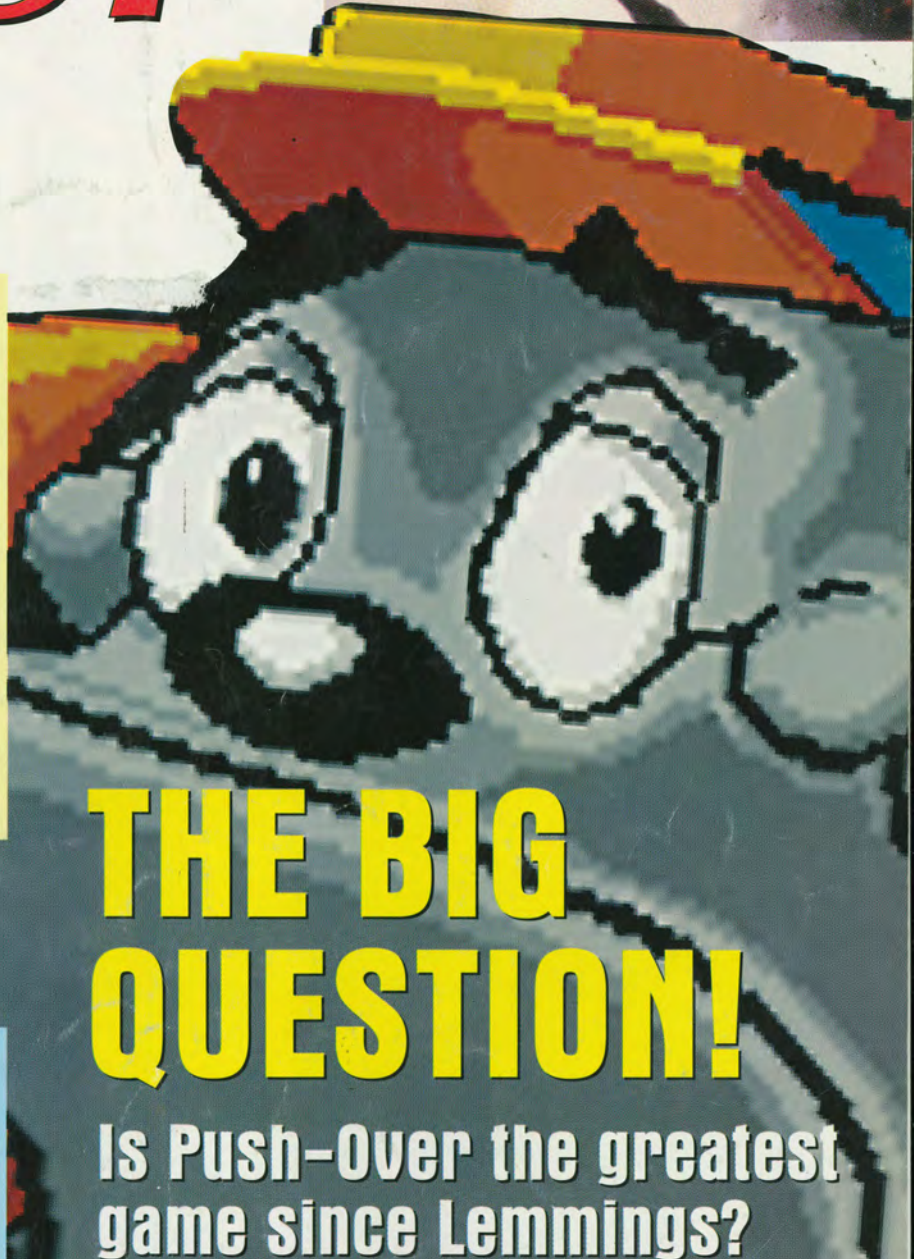
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## features

### 22 I Can Vouch For That Mister

Wow! It's Special Offer time here at ST Action as your favourite magazine brings you £50 worth of money off vouchers that you can use on loads of the latest games and computer goodies. If you fancy getting your hands on our rave games at an excruciatingly bargain price then you should turn to this immediately, decide what you want and get that voucher and your cheque sent back to us as soon as possible.

### 25 my ideal compilation

This month it's the turn of the esteemed Steve Bak, the first man ever to program a game for the ST (before it was even launched). Since then he's gone on to huge success with titles like Goldrunner and the recent stormer Robocod.



### 72 Good, the Bad & the extremely unfit

Well ladies and gents, here is your chance to see our lovely editor Jools in his sweaty sporting attire. The mighty ST Action - *Away the lads* - takes on those Merseyside giants from Rage software, at a fast and furious game of 5-a-side soccer. Are these guys as good as we thought they'd be, turn to our picture spectacular and find out, quick pass the Ralgex.



# WIN

Ocean give you the  
chance to win a brand  
new monitor for  
your ST in the  
Push-Over  
competition



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## WORK IN PROGRESS

Previews of Microprose's  
B-17, which sets off all  
those Memphis Belle  
fantasies. And Striker  
with its original. 3D  
points of view

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Compiled by Gallup and sponsored by Penguin Biscuits, the charts keep you up-to-date with what games are selling the most all over the country.

### icon see clearly 26

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### super leagues 28

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### giving the game away 54

We give you the final part of the amazing Another World player's guide, extensive hints on Domark's Shadowlands and the regular Small Tips page.

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### the guild 63

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Two pages brimming with cheap but fun to play games for all you hungry gamers out there.

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**The most best reviews, news and hints in the *only* ST games magazine. With the Gallup charts sponsored by Penguin.**



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## Cover disks

**6 GAMES**

**FOUR FANTASTIC PD GAMES**

**PSYBORG**

**LURE OF THE TEMPTRESS**

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



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# the news

ST Action looks into the

# ECTS SHO

And brings you the exclusives

Spring always brings with it the European Computer Trade Show where the companies gather together to show off their wares all under one roof. This time the roof was on top of London's BDC.



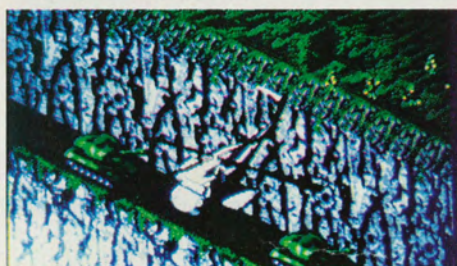
As usual, the show attracted plenty of excited people

## VIRGIN GAMES

Virgin have got an awful lot of things in the pipeline, some of which you may not have heard of.

Floor 13 has been available on the PC for some time now, but the ST version of the spy game

is nearing completion. You play the man behind the Government, the chap who keeps the scandals out of the papers, the cold killer who murders the dangerous. Hopefully we'll have a review of it next month, so sharpen your weapons and your wits. You may remem-



Rookies is described as Lemmings with missions and so far it looks as though it's going to be a bit special with loads of levels

ber the previews of Apocalypse not long ago. This stunning helicopter game was originally going to be published by Mirrorsoft but since their demise, Virgin have stepped in.

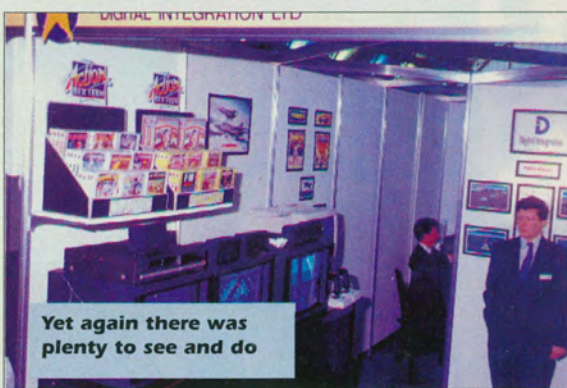
Speaking of signing up products they're also now doing Sensible's Cannon Fodder as well.

Along with these goodies they've also got Archer Maclean's new Pool game available in summer and Vektor Grafik's Shuttle.

With Rookies you've got a game you may not have heard yet, but here goes. You get the chance to control platoons of troops in a God-Game type environment that some say also borrows aspects from Lemmings. Weird stuff.



Milling around is a popular pastime at this sort of bash!



Yet again there was plenty to see and do



## DIGITAL INTEGRATION

Digital's biggie is definitely their Tornado flight sim which they're pinning an awful lot of hopes on. Everything from the planning stage has been meticulously thought through with the aid of a Tornado aircrew. The major differ-

ence between this and other flight sims is the number of ground objects included, using a revolutionary 3D modelling system Tornado will include rolling landscapes and extensive natural and man-made features. Look for the review soon.

As well as this they're

also doing a strange game called Goblins, programmed by French company Coktel Vision.

We've seen the game in action in its French form and its cartoon quality graphics have to be seen to be believed! Watch soon for a review, may even be next month who knows?

The Addams Family is one of Ocean's potentially massive hits. Along with other titles like Hook and Pushover they're set to top the ST games charts yet again



## ECTS AWARDS

For anyone interested in all the latest show gossip you'll be able to read all the juicy, gory details throughout these News pages but let's quickly reflect on the year just gone with a look at the games that did the business in the awards at last month's ECTS. They were presented by that ever-so-

cheeky chappie Dominik Diamond from GamesMaster. Here are the major winners:

- Best Packaging: 3D Construction Kit
- Best Action Game: Lotus II
- Best Adventure/RPG Game: Eye of the Beholder (Can we have an ST version of this game please?)
- Best Simulation: Railroad Tycoon
- Best Sports Game: Jimmy White's Snooker
- Game of the Year: Lemmings
- Going Live! Viewers Award: Sonic the Hedgehog
- Software Publisher of the Year: Microprose.



All the latest products were on display at the BDC

popular 16 Bit Computer Show is focused entirely around the home computer marketplace. They'll be more than 180 exhibitors present so they'll be plenty for everybody interested in either ST, Amiga or PC stuff.

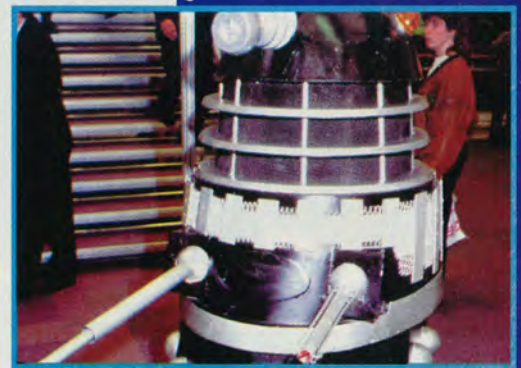
We're promised a major emphasis on leisure so there should be some good games to be seen, should be being the operative phrase! On top of that more creative computer users

will find all of their tastes are catered for. Musicians and film-makers alike will all be interested in some things.

To round it all off education should also feature prominently, encompassing the entire spectrum from early learning through GCSE and beyond.

Tickets will cost you £6 on the door or a fiver in advance by phoning the ticket hotline on 0726 68020.

Yep, it's a Dalek, but is it simply a mirage induced by beer? And is that Graham Taylor below?



## ECTS AWARDS

As hand-helds continue to go from strength to strength, come on, you've all been fiddling with them while you've been waiting for buses and so on! the Lynx continues to consolidate its position.

Toki is one of the latest arcade conversions to make it to our favourite hand-held companion. How much innuendo can you

cram into one Lynx story without re-naming the mag to GamesMaster?

Anyway, it's gone straight in at number one on the Lynx chart. Here's the top five for you to have a quick browse through.

- 1 Toki
- 2 Bill & Ted's Adventure
- 3 Awesome Golf
- 4 Xybots
- 5 Checkered Flag

# One for ST games recommended

Go on, try and explain why you haven't got these games already. After we told you how good they were as well. Hmm.

### POPULOUS II

If you've got it already you should be getting near to world 1000 by now. If you've not got it yet you should be there by about Christmas. Possible game of the year with this cracker from Bullfrog and Electronic Arts. **94%**

### ELVIRA - ARCADE GAME

You only have to look in last month's issue to see a full review of this top platform style game. If you liked the Bitmap's Gods, you'll love this effort from Flair Software. **89%**

### PUSHOVER

Do your best to get Colin Curly's Quavers back in Ocean's crisp game that doesn't cost a packet! If you're looking for puzzle game mayhem and frustration see the review elsewhere in this issue. **87%**

### PARASOL STARS

Here's Ocean again with all their summer knick-knaks on show. Bubble Bobble 3 it might be, but

trust us, it's one of the best platform games ever. Just look at the league placings! **92%**

### LURE OF THE TEMPTRESS

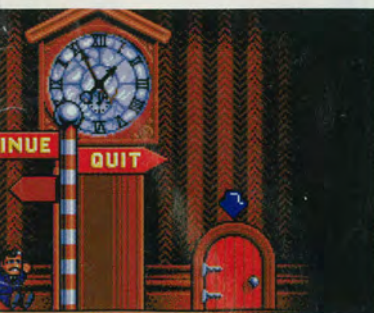
Virgin Games enter the realm of the animated adventure with this stunning piece of software, worthy of any collection. The best of the bunch once again. Fans of Monkey Island will be wowed by the the great graphics and presentation. **91%**



## SUPER SPONSOR

The 6th International Computer Show to be held at Wembley on July 10-12 has found a sponsor. That's right kids, it's none other than your favourite mag-makers - Europress!

The exhibition that incorporates February's



# the news

## continued

Ubi Soft's Dyna Blaster is all set to kick up a fuss on the ST with its unique five player option. Get your friends round now!



Virtual sex at its very best in the British made Lawnmower Man



### Psynthetic olympics

**P**synthesis have also got quite a few releases lined up the first of which is called Athletics and may arrive at a time not too far from the Olympics. There are only five events: Javelin, 100m, 400m, High jump and Long jump, but there is a difference to regular Track and Field games as you manage a squad of athletes and try to win the championships.

All the events use digitised graphics of actual athletes and the game looks really good. Red Zone is the other title of note, this is a motorcycle simulator comparable to Gremlin's Team Suzuki.

It'll have all the features you'd expect and will be available any time.

### Five way blast

**D**yna Blaster (or Bomber Man as it may be better known) has been the office craze for weeks on the Amiga and Ubi Soft's ST version is pretty close.

The gorgeous thing about this game is the five-player game option where (with the adaptor provided and one player on the keyboard) you can get some pretty serious competitions on. It's one of the most addictive games that has ever been made.

Another title soon to be up for grabs is BAT II, the sequel to the highly successful BAT. It should be ready before you know it, so expect a review soon.



Above: The Lawnmower Man is set to be a huge success. Will it have scenes like this in the game though? Left: BAT 2 looks set to repeat the original's success

### Gardener's world

**T**he Sales Curve are getting pretty excited by their latest film licence The Lawnmower Man, which for those who don't keep up with the high-flying world of the British film industry, is based on a Stephen King short story of the same name.

The main concept of the film revolves around Virtual Reality as it is imagined it will appear in about five years' time. We don't know what shape the game will take yet but the film

involves you stepping into a bodysuit to enter the wierd virtual world.

The film includes all sorts of scenarios including a good ten minutes of virtual sex with two shiny cybernoids. Don't be surprised if this bit doesn't make it into the game though (and you can stop looking disappointed too).

The game won't be ready until the spring of next year, but the film opens early June.

Right: It's back to the world of BAT in Ubi Soft's investigation sequel





JEFF FAHEY

PIERCE BROSNAN



God Made Him Simple. Science Made Him A God.



# THE STEPHEN KING'S LAWNMOWER MAN 15

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# the news

## continued

### Games embargo

One of the biggest shocks of the show was the revelation that newly formed Mirage are not going to be releasing any products on the ST.

With a string of interesting new titles such as Dark Seed, which boasts artwork from H R Giger, the man who worked on the film Alien, Ashes of Empire, Ragnarok, Dwagons and Gadget Twins, things were looking good for the ST owner but not any more. Another title to be released from the Mirage group is



Humans: Join our campaign to get it out on the ST



### Industrious Empire

The Essex based firm, Empire, are going to be very busy for the months leading up to Christmas as this hectic release schedule will show you. Cyber Space, Eye of the Storm, Mega Traveller 2, Guy Spy, and two new titles on the newly formed Arcade Masters label, Cool Croc Twins and Magic Boy will all be hitting the shelves in the near future.

Humans. Based on a similar theory to Lemmings, the player must control a group of cavemen as they attempt to evolve through the ages and conjure up such useful inventions as the wheel and fire. Battles with ferocious dinosaurs and so on. None

of these games will be making an appearance on the ST.

Still, you can write your pleas down and send them to: Mirage, P.O. Box 202, Congleton, Cheshire, CW12 4YR. You may just be able to do something about it.



### ET teacher

Euopress the makers of the hugely successful Fun School range have announced the launch of the ADI learning program for 11 to 14 year olds.

Based upon an extra terrestrial, the main character aids learning by applauding progression and checking one's performance regularly. ADI also uses various facial expressions to keep the pupils amused as well as telling jokes and helping them to play games. The ADI range, available from June, should be priced at £25.99.



Euopress - hoping for yet more success with their highly acclaimed educational software



Take off with Domark's Harrier Assault



Hands on the throttle with Domark

### Dirty Harrier

Following on from MiG 29, Domark have announced the forthcoming release of Harrier Assault based on the American Harrier AV-8B aircraft.

The Harrier is used by the American Marines Rapid Response Squad and you will be responsible for initiating troop objective manoeuvres and also flying support when your ground forces take on attack and reconnaissance missions. A cross between a flight sim and an RPG, available in August the price is to be announced.

The next two releases will be Rampart and Columbus. Rampart is a Tengen coin-op set in medieval times around a territorial game of castles, cannons and battles and Columbus is an exploration game. Expect it in September Ramparts will follow soon after.



# THIS GAME IS NO...



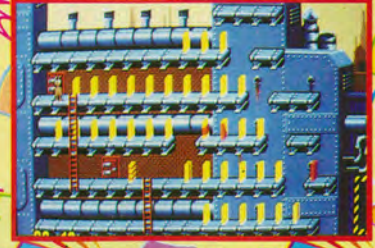
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# ALIEN

## NEWS

# 3



One of the most eagerly awaited films of all time is due to be released later this year. Alien 3 follows the continuing saga of our dashing heroine, Ripley, as she battles against the evil forces of the Alien Queen and her minions. This time she is more alone than in the previous two movies but at least she has her health - for now!

Okay, let's be honest, if I was Sigourney, I would have been on the next shuttle home after seeing that ghastly thing erupt from deep within the confines of John Hurt's stomach. But no, she came back for more underpant

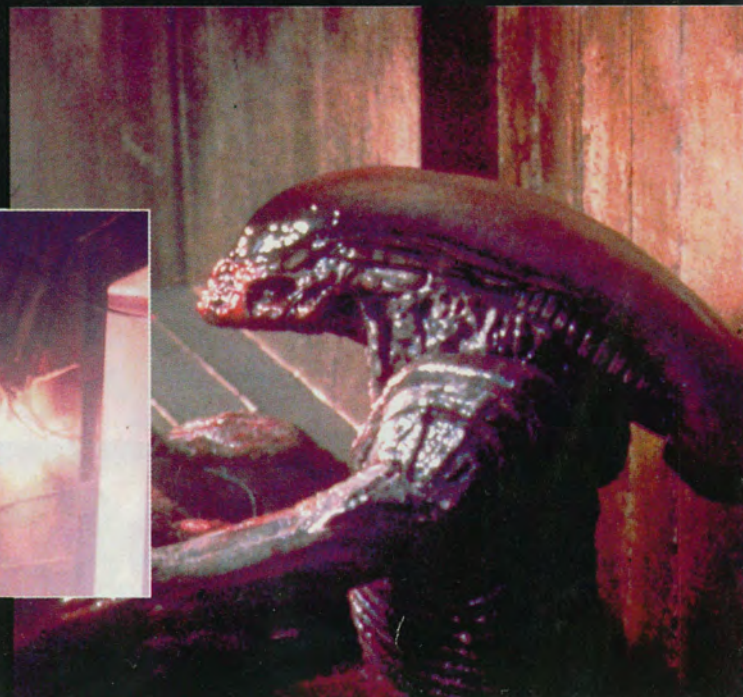
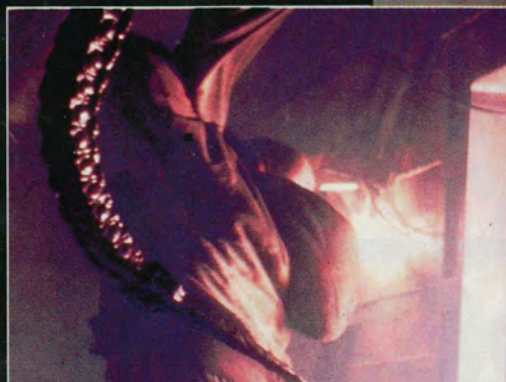
soiling action for the brilliant sequel: Aliens, which had wall to wall rubber creatures, extending jaws and multiple saliva eruptions at the very thought of a Sigourney sandwich - I know exactly how they feel!

So it was with some amazement that the actress, after a short spell with a bunch of hazy gorillas, came back, hungry for some more extra terrestrial trouble.

She's shaved off her lovely locks, the reason for this is to avoid alien contamination and not because she got arrested at a Sinead O'Connor concert, and has been banged up in the chokey because she *whoops* blew up the planet atmospheric generator - huh, woman drivers! The game

has already been released in the States on the Sega and things look good so you can expect to see an ST version later this summer. Unfortunately we can't bring you any ST shots as of yet but from what we've seen on the Sega it looks as though this is a winner.

In the Sega version, which of course is subject to change in its transition to 16 bit, you control officer Ripley in search of the alien Queen's lair and macabre slaughter house. Amazing graphics, plenty of thrills and non-stop action combine to make this one to look out for. **Paul**



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WHERE THE STRANGEST THINGS HAPPEN!!

Plan 9 From Outer Space ©1992 Wade Williams Productions, Licensed by Alter Ego Productions

Gremlin Graphics Software Ltd., Carver House, 2-4 Carver Street, Sheffield S1 4FS.

**The Lynx is an amazing little machine with its 16 bit graphics, four channel sound and extensive software library - if you haven't seen one, isn't it about time you did?**

For those of you that are sensible enough to own one, you now have the chance to show off your superlative gaming skills in front of the masses thanks to those wonderful people at Atari.

How is this all possible? Well, a massive Lynx-athon is being held over a five month period throughout 60 independent computer stores around the country check the list to see where your nearest participating store is. The challenge will run for just one week in every month for the five month period, so check the dates carefully in order not to miss this extravaganza. All you have to do is



pop along to your nearest participating store and ask to enter the competition, you should then be given an entry form. Your task is to achieve the highest score on a certain game within a time limit. The highest scores will be noted and the winners will go on to the semi-finals, and then onto the Grand Finals where the lucky competitors will battle for a dream prize!

When it's all happening?

**May** - Saturday 9th to Friday 15th

**June** - Saturday 6th to Friday 12th

**July** - Saturday 4th to Friday 10th

**August** - Saturday 1st to Friday 7th

**September** - Saturday 5th to Friday 11th

Each of the store finals will be held on Saturday September 26th and the Grand Finale will be held on October 10th.

**So, where's the action, check out the groovy list below?**

# LYNX CHALLENGE




Computer Run 21 Stratton Way Abingdon Oxon	RJ Computer 30 Westbourne Road Downend Bristol	Soft Centre 30 The Parade Cwinboan Gwent	Silica Shop 369 Oxford Street London W1	Comp. Leisure Centre 117 High Street Orpington Kent	Chips Computer Shop Silver Street Stockton Cleveland
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# DISK 1

# disks

## 1 FOUR GREAT DEMOS

Games galore this month on ST Action's amazing coverdisks. After a quick jaunt down to sunny Sandbach to gander at the lovable PD.ST and their super PD collection we returned with a selection of mega demos.

There's four in all for you to savour each one ensuring hours of fun, and no matter what sort of games you enjoy there'll be one for you.

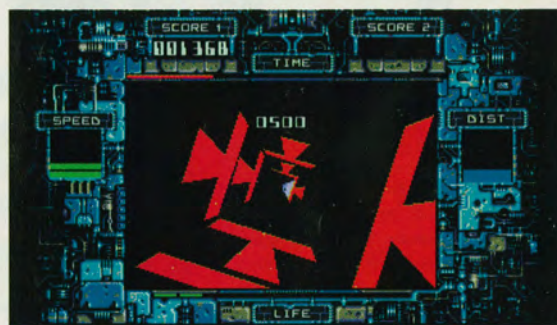
To load each one, just turn on your machine and wait for the desktop to appear and then insert your coverdisk and use the mouse to load each one excepting from Psyborg.

Don't forget, if you like what you see then check out the PD.ST file on the disk which will bring up a catalogue of the rest of their mega games and demos. There are quite a few to choose from and it could well take ages to decide what gems you would like to take a further peek at, so go on and get cracking.



## 2 PSYBORG

Once again those Frenchies over at Loriciel have come up with a superb demo for ST Action. Psyborg gives you a real challenge in brilliant racing fun. To load the demo just turn on your ST, pop the disk in the drive and sit back and wait for the game to load automatically. Then just get stuck in and see if you can handle the pressure.



# DISK 2

## 3 LURE OF THE TEMPTRESS

Everybody likes a good adventure game, and thanks to Virgin you can try out their latest product, Lure of the Temptress for your very selves. Once again the demo only requires you to shove the disk in the drive and wait for it to load. Then use your mouse to play the entire first part of the game.

**Back up**

**B**efore 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**

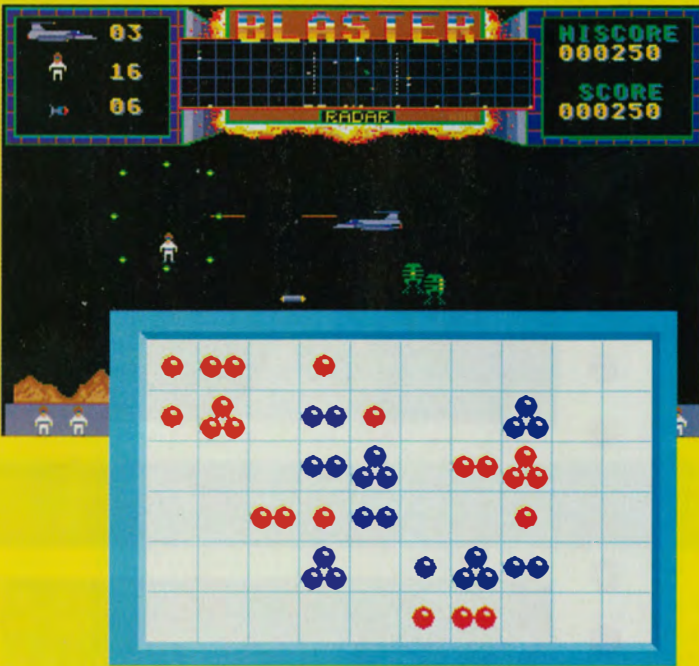
**I**f you do happen to have any problems with your coverdisks, pop them in a jiffy bag and send them to this address: ST Action Faulty Disks, TIB PLC, TIB House, 11 Edward Street, Bradford, West Yorkshire, BD4 7BH.

# DISK 1

## Blaster

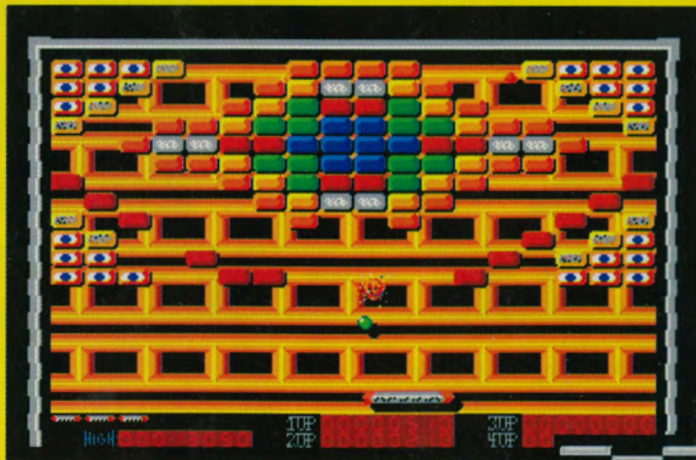
If the other two demos on this month's coverdisks weren't enough, get a load of these four smashing PD demos - and they're all playable, and best of all they're nice and varied; a great shoot'em-up, a break-out clone, a platform game and a strategic board game. Hours of fun just waiting to be loaded up.

You get a real blast from the past with this mega demo. Blaster is a take off of the amazing Williams arcade classic, Defender. Protect your planet from invading martians intent on capturing your people and taking them away to experiment on. You'll need quick reactions and a fast trigger finger to stand any chance against these interstellar nasties.



## Atom

If you're fed up with shoot'em-ups and the like, then get ready to have your brain pushed to the limits. Designed for two to four players you must strategically place atoms into a playing area in an attempt to take total control. But watch out for your opponents as their atoms may explode and set off a chain reaction resulting in your atoms becoming theirs. Easy to play, but very hard to master.



All the mega PD games that are in this month's ST Action were supplied by PD.ST of Sandbach in Cheshire. If you are impressed with the demos and interested on getting some more drop PD.ST a line at the address below and you'll soon have a whole load of games on their way to you for next to nothing.



PLAYABLE DEMO DISK 40

# DEMOS

## Public Domain

**COMPANY:** PD.ST

**PROGRAMMER:** PD

**TRACK RECORD:** There's tons of PD around so check it out!

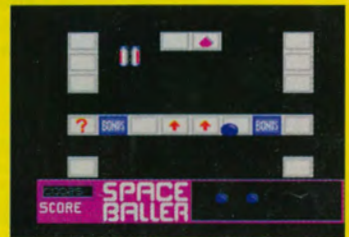
**RELEASE DATE:** Out Now!

**GAME TYPE:** Various

**PRICE:** N/A

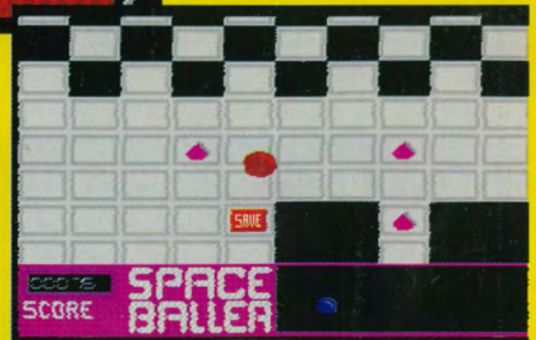
## Space Baller

A lot of you might not remember the original of this demo, but it is a direct clone of an old 8 bit classic, Bouncer. Grabbing hold of the stick you must bounce your ball across the various stella platforms to safety. But take your time as there are plenty of bonuses to collect. watch out for the deadly aliens though, as they do their utmost to get in the way.



## Master Breakout

What PD collection would be complete without a breakout game to give your mouse a little bit of the action. Master Breakout gives you all the playability of normal breakout, but with the added extras that are included on newer versions of the game. As well as using the ball to smash through the wall and get hold of weapons such as lasers to blast away the bricks at an alarming rate. So get bashing!



**ALWAYS WRITE PROTECT YOUR DISK AND TURN YOUR ST OFF FOR 30 SECONDS AFTER PLAYING THE DEMO THIS WILL REDUCE THE CHANCES OF VIRUS INFECTION**

# GAME2

## Psyborg

**COMPANY:** Loriciel

**PROGRAMMER:** In House

**TRACK RECORD:** Baby Jo,  
which has given them quite a name

**RELEASE DATE:** Out Now!

**GAME TYPE:** Racing Sim

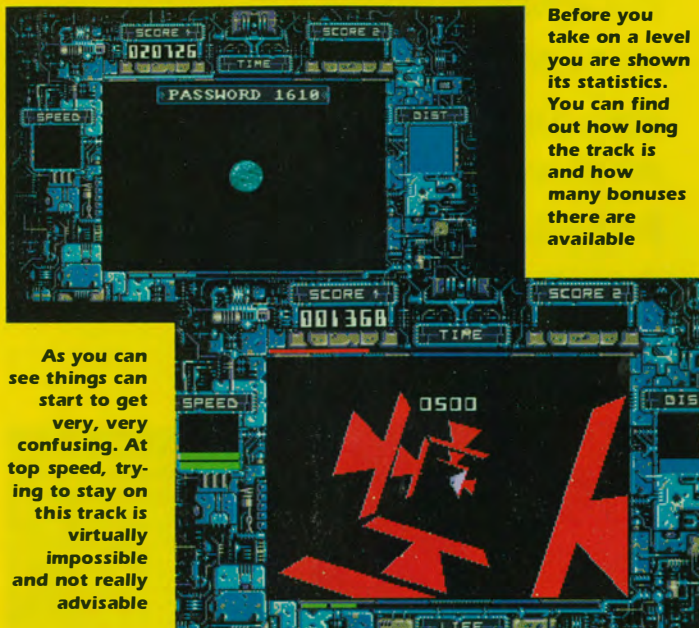
**PRICE:** £24.99

It's not very often that you come across a game that doesn't easily compare to any other games. Well, Psyborg is one of these cases, the gameplay here is radical and impossible to pigeon hole.

But the most important thing about Psyborg is that this gameplay hasn't been

sacrificed to obtain an original concept. The game is really very simple to work out, and extremely addictive yet at the same time proves a challenge.

Bung it in the drive and see how long it takes for Psyborg to grab your interest, guaranteed we're talking seconds!



As you can see things can start to get very, very confusing. At top speed, trying to stay on this track is virtually impossible and not really advisable

Before you take on a level you are shown its statistics. You can find out how long the track is and how many bonuses there are available



With a bit of practice you'll soon have the level conquered, but just wait until you get a load of the next ones. Fortunately, you get codes for the levels which stops you from having to keep on playing the easier ones

Wow! Four whole levels of lightning reaction fun. It's going to take a while to take them all, but they get so addictive you'll find that you just keep coming back for more time and time again

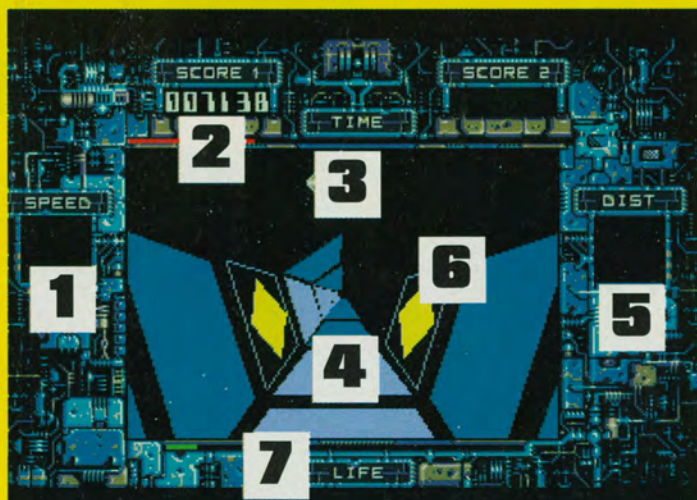


## playing the demo

Speed is certainly the name of the game in Psyborg, and unless you keep at a reasonable speed throughout the level there's no way you're going to complete it in time. The faster you go the harder the game is. Switching from track to track at high speeds is extremely hard in the later levels what with the various extras dotted along the way you'll be spinning all over the place. Still after some practice you should be okay.

Various icons aid and hinder you as you progress, but once you know which ones do what things aren't so bad. Extra time, and special Jump bonuses can help you toward the end of the level and the beginning of the next.

The controls are pretty straightforward. Push up to go faster and back to brake. Left and right to move in the respective direction, and fire will bring up the PSY menu, which just seems to show which paths are available.



### THE GREAT SPACE RACE

1) Current Speed  
2) Score

3) Time Left  
4) Racing Lanes  
5) Distance Left  
6) Bonus Tiles  
7) Lives

**PLEASE CHECK YOUR DISKS BEFORE PLACING THEM IN YOUR DRIVE AS ST ACTION CAN NOT BE HELD RESPONSIBLE FOR ANY DAMAGE DONE TO YOUR MACHINE**

# DISK 2

**A**lthough you were a mere peasant, you were content with life; you had few complicated choices to make, apart from where the next meal was coming from. But then the king had to come along and muck everything up.

Looking forward to a good days hunting the king needed some beaters to disturb the foul from the bushes, and he was willing to pay quite a bit to any volunteers. It couldn't hurt you thought and stepped forward immediately. Soon

the hunt had started and everything was going well, until a messenger appeared on the brow of a nearby hill.

An enemy army of the Skorls had attacked the capital city and the king was needed to lead his own armies against them. They wasted no time in leading off and much to your horror you were dragged along as well.

But the King's swift intervention was to no avail and he was soon overcome by the Skorl. Now you're imprisoned in a dingy cell with no visible means of escape. This sort of thing shouldn't happen to a peasant, and life had appeared so simple before.



Oh well! I guess you just weren't cut out for this type of rough and tumble hero stuff. At least you can have a nice long rest soon

The guy on the wall looks like he's suffering from a bit of a hang-over (ha ha!) but maybe if you help him out he might be willing to return the favour, it can't do any harm, can it?



Although it might not seem so at first, there are quite a few objects in this room that will be help you to escape the demo's dank and uninviting cell

PLAYABLE DEMO DISK 41

# GAME3

## Temptress

**COMPANY:** Virgin

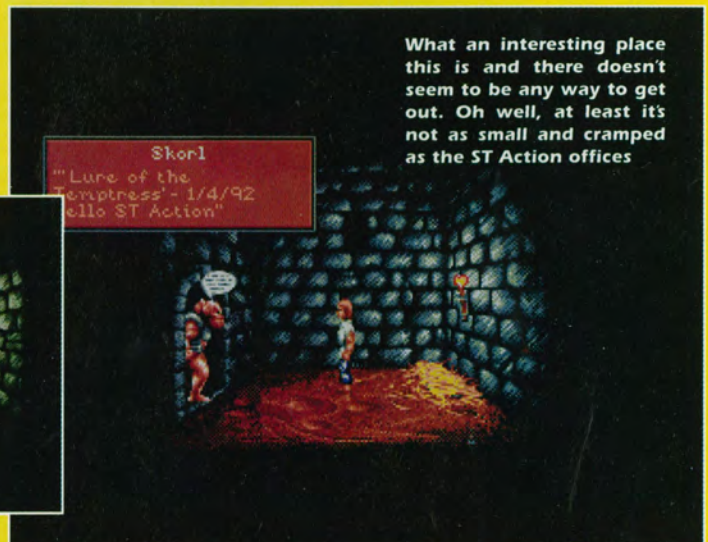
**PROGRAMMER:** Revolution

**TRACK RECORD:** Mostly award-winning 8-bit games

**RELEASE DATE:** May 1992

**GAME TYPE:** Adventure

**PRICE:** £34.99



What an interesting place this is and there doesn't seem to be any way to get out. Oh well, at least it's not as small and cramped as the ST Action offices

## playing the demo

**O**ne of the most impressive points in Lure of the Temptress is the sophisticated commands which you can string together without having to lay your hands on the keyboard. Each time you find or interact with an object its name is placed in a dictionary that can be used when issuing commands. So that when you do come to use the object in question you just click on its name in your dictionary and then on the action that you want to perform with or on it.

Commands become really complex when you start to interact with other characters. If you manage to get a servant you can order him to get, use and drop an item while moving from location to location all in one sentence and the best bit is that it's so simple, but you'll see that for yourself, don't delay.

**ALWAYS WRITE PROTECT YOUR DISK AND TURN YOUR ST OFF FOR 30 SECONDS AFTER PLAYING THE DEMO THIS WILL REDUCE THE CHANCES OF VIRUS INFECTION**

# ST Gallup Charts

## CHART CHAT

As you will notice, the number of placings that the games have moved has not been entered this month. This is because, as you will also have spotted, the full price and budget charts have been incorporated into one Gallup chart as from this month. The chart placings will re-appear in next month's most excellent issue of ST Action.



First Division Manager

Up there, selling more than the rest, is First Division Manager closely followed by the brilliant James Pond, both on budget labels. WWF Wrestlemania, battles its way into the number five position, and for the fourth month running remains the top selling full price game.



WWF Wrestlemania



<b>1</b>	<b>First Division Manager</b>	<b>Code Masters</b> £7.99
<b>2</b>	<b>James Pond</b>	<b>Gbh</b> £7.99
<b>3</b>	<b>F-16 Combat Pilot</b>	<b>Action 16</b> £9.99
<b>4</b>	<b>Toyota Celica Rally</b>	<b>Gbh</b> £7.99
<b>5</b>	<b>WWF Wrestlemania</b>	<b>Ocean</b> £25.99
<b>6</b>	<b>Rainbow Islands</b>	<b>Hit Squad</b> £7.99
<b>7</b>	<b>World Cricket</b>	<b>Zeppelin</b> £7.99
<b>8</b>	<b>Ultimate Golf</b>	<b>Gbh Gold</b> £9.99
<b>9</b>	<b>Oh No! More Lemmings Data Disk</b>	<b>Psygnosis</b> £19.99
<b>10</b>	<b>A320 Airbus</b>	<b>Thalion</b> £35.99
<b>11</b>	<b>International Ice Hockey</b>	<b>Zeppelin</b> £7.99
<b>12</b>	<b>Paperboy</b>	<b>Encore</b> £7.99
<b>13</b>	<b>Rick Dangerous</b>	<b>Kixx</b> £7.99
<b>14</b>	<b>Another World</b>	<b>Delphine - Us Gold</b> £25.99
<b>15</b>	<b>Lombard RAC Rally</b>	<b>Hit Squad</b> £7.99
<b>16</b>	<b>New Zealand Story</b>	<b>Hit Squad</b> £7.99
<b>17</b>	<b>Jimmy White's Whirlwind Snooker</b>	<b>Virgin</b> £29.99
<b>18</b>	<b>Fantasy World Dizzy</b>	<b>Code Masters</b> £6.99
<b>19</b>	<b>Robocop 3</b>	<b>Ocean</b> £25.99
<b>20</b>	<b>James Pond 2 - Robocod</b>	<b>Millennium</b> £25.99

# I Can Vouch For

Generous to a fault, that's us. To help you ease your way out of the recession we are offering £50 off a wide selection of software and joysticks. Can you afford to lose out? But more to the point, what delights lie within this cornucopia of discounts?

## Plan 9 from Outer Space

Save £5.00 and pay only £29.99 for Gremlin's latest adventure, which sees you tracking down missing pieces of the crappiest film ever. Not available until next month, but with a free video of the film thrown in, it makes excellent value.



## Parasol Stars



Save £5.00 and pay only £20.99. Ocean's platform masterpiece is a must buy for any ST owning arcade freak. The gameplay is incredible! Available now and one of the best platform games ever.

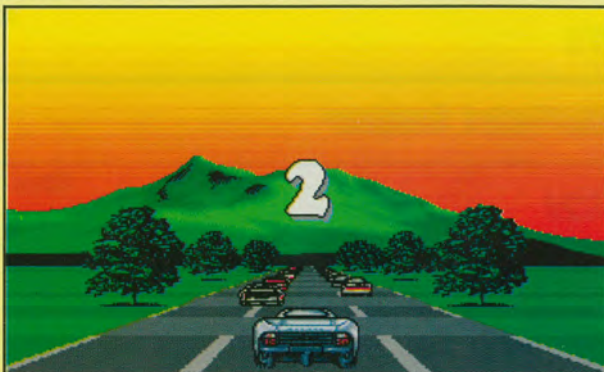
## Terminator Joystick



Save £5.00 and pay only £10.99. Ideal for left or right handers the unique design of Powerplay's stick offers complete freedom for any player. For such a ludicrous price it represents great value.

## Jaguar XJ220

Save £5.00 and pay a mere £20.99. Core Design think they'll outstrip Lotus with this superb racing game. Not available until June but it is sure to be worth picking up for such a low price.



## Knightmare



Save a full £5.00 and pay only £20.99. Tony Crowther's done it again in the best game on the ST to use the Dungeon Master style. Four huge quests and more puzzles than Puzzler's Monthly this is an ideal opportunity to add a great game to your collection.

# r That Mister!

## Space Crusade

Save (guess what?) £5.00 and pay only £20.99. Gremlin's brilliant conversion of the top-selling Milton Bradley board game looks set to do even better than Heroquest. Available soon, you won't beat this price.



## Hook

Save £5.00 and pay only £20.99 for Ocean's adventure based upon Spielberg's celuloid interpretation of the children's classic Peter Pan. Following the style of Monkey Island it will clean up on its release in early July.



## The Adventurers Compilation

(Corporation, Supremacy, Hunter)

Save (predictably) £5.00 and pay only £20.99. With Corporation, Supremacy and Hunter, three of the best arcade adventure games of the last two years, all in one box for just over 20 quid, how can you resist? Available in June and an easy way to pick up some impressive games.

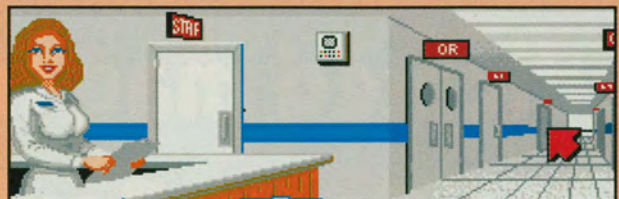


## Crystal Turbo Joystick

Save £5.00 and pay only £9.99. Something of an office favourite for its durability and comfort, this stick is one of the cheapest in Powerplay's range but by no means is it sub-standard. Excellent response from the firebuttons and ergonomically well crafted, you can't get your mits on a better stick. Suitable for all types of game from frenzied blasting to intricate flight sims. For just under a tenner it's well worth considering.

## Life and Death

Save £5.00 and pay only £20.99 to pick up the chance to be a doctor in Mindscape's highly acclaimed scalpel'em-up. Decide whether it's appendicitis or a brain tumour, essential for the sick among you.



# **GB** ACTION

**is just around  
the corner...**

**The only  
dedicated mag for  
your Game Boy!**





He worked on James Pond, he worked on Robocod, he's currently working on Splash Gordon and now he's creating the Eel-Lympets! Who is this man? Is he mad or does he just have a very deranged sense of humour? Actually, he's quite a nice chap!



## "My Ideal Compilation"

# STEVE BAK



Steve Bak is a top bloke. He's programmed, or at least worked on, over 80 games since 1985 and he was the first person to programme on the ST. His credentials include converting the highly acclaimed James Pond and Robocod on to 16 bit machines and he is also the brains behind the soon to be released James Pond Olympics - one of the working titles is Eel-Lympets!

His career started yonks ago, around 1985, when he bought one of those awful Acorn machines. At that time, there were no games available for the machine so he decided to write his own. Then the ST was created and Steve saw a whole new avenue opening:

*"The first game I ever programmed on the ST was a game called Lands Of Havoc, it was a real botch job! The ST hadn't even been released when I started writing it so I wasn't sure of it's capabilities and, well, the game was just terrible."*

As mentioned, Steve is currently working on the next product in the James Pond saga, Splash Gordon. Following along the humour lines of James Pond and Robocod, Splash is probably going to be the best yet. Steve was reluctant to give anything away about it.

On the other hand, Steve was extremely willing to talk about an Olympic Games '92 product that, as you already know, is going to have just as bizarre a title as the other FISH-Y products:

*"It's filled with weird and wacky events most of which are, unfortunately, not included in the official Olympic games. One of my favourites is the running on water event instead of the 100 metre sprint, but the best of all is the Lympet bashing!"*

You've got all these Lympets bouncing around all over the place and the idea is to jump on top of them to flip them over and then catch them in a dustbin lid for points."

When asked about the future there was a short pause from the other end of the telephone, and then came the reply:

*"I've done everything I wanted to do. If I think of an idea then I do it. There is nothing to do or nothing that I want to do that I haven't already done."* Fair enough.

Thanks to Steve Bak for his time.

### Time Bandit

Published by: Microdeal  
Released: 1987 approx

Our very own Chicken McNally remembers buying his ST and receiving a complimentary free demo copy of Time Bandit with his ST purchase, apparently this was the standard give-away promotion deal for both Atari and Microdeal at that time.

You controlled a little character around mazes viewed from above in a quest to find different time gates that would transport you to other mazes situated in various periods of time. One moment you could be battling against futuristic robots and then the next moment you could be fighting dinosaurs. You get the picture?

**SB: "The best thing about this is the longevity of it. I've had it for about five years and I still go back to it time and time again."**

### Hitch Hikers Guide To The Galaxy

Published by: Infocom  
Released: 1988 approx

Hitch Hikers is a classic Infocom text adventure that is still regarded as one of the best adventures released to date. With no graphics or sound to help back it's playability up, the actual content of the game had to be extremely enthralling.

It plays very heavily on the television series of the same name incorporating the same characters and some of the same situations. Some of the puzzles were very fiendish and could keep you guessing for ages. Truly a classic.

**SB: "Well, what can you say? This is an Infocom adventure and I think**

**that speaks for itself really, it stands alone. Superb game, the best!**

### Super Sprint

Published by: Electric Dreams  
Released: 1988 approx

This is very similar in style to Supercars and the newly released Indy Heat and was the very first game to use the over-head viewing technique of the complete race course. The single player mode is fast and furious but the simultaneous two player mode adds that little extra mayhem to the gameplay.

Yet again this is regarded as a classic racing product and those members in the office that can recall Super Sprint, all have very fond memories of this thoroughly enjoyable Electric Dreams game.

**SB: "Yet again this is a really fun game, they all are. I think that's most important in a game, plus I just keep returning to this, it's great to play."**

### Midi Maze

Published by: Arc  
Released: 1986

This was released at roughly the same time as the ST itself. If any of you have heard of this then I think you deserve a round of applause. This ancient game was a sort of shoot'em-up type of product that had poor graphics and really dodgy sound.

You had little coloured character blobs - blue, green, red, etc. - that had to be guided around a maze trying to shoot the other coloured blobs in order to win the game. The basic programming was very simplistic but the enjoyability

content covered up for the poor quality.

The strong point of Midi Maze was it's facility allowing up to 16 ST's to link up together using the Midi ports and enabling the players to compete against each other. The technique was quite outstanding for it's time and also created an extreme level of fun and playability.

**SB: "The best thing about this is it's simplicity, it really is the most basic kind of game. Really fun to play."**

### Bubble Bobble

Published by: Ocean  
Released: 1988

Also one of Dotty's favourites, Bubble Bobble is still one of the best platform games to date. Based around the loveable characters Bub and Bob you jump backwards and forwards across crudely drawn platforms in an attempt to capture menacing nasties.

With a ridiculous number of levels Bubble Bobble has plenty of gaming possibilities, it's two player mode is manic and fast leaving the game incredibly enjoyable. This led the way for the two follow-up games Rainbow Islands and Parasol Stars.

**SB: "Yeah, this is really fun. I've got two little girls who absolutely adore this. We've all finished it loads of times. The graphics aren't excellent but it's got lots of playability."**



# ICON see clearly

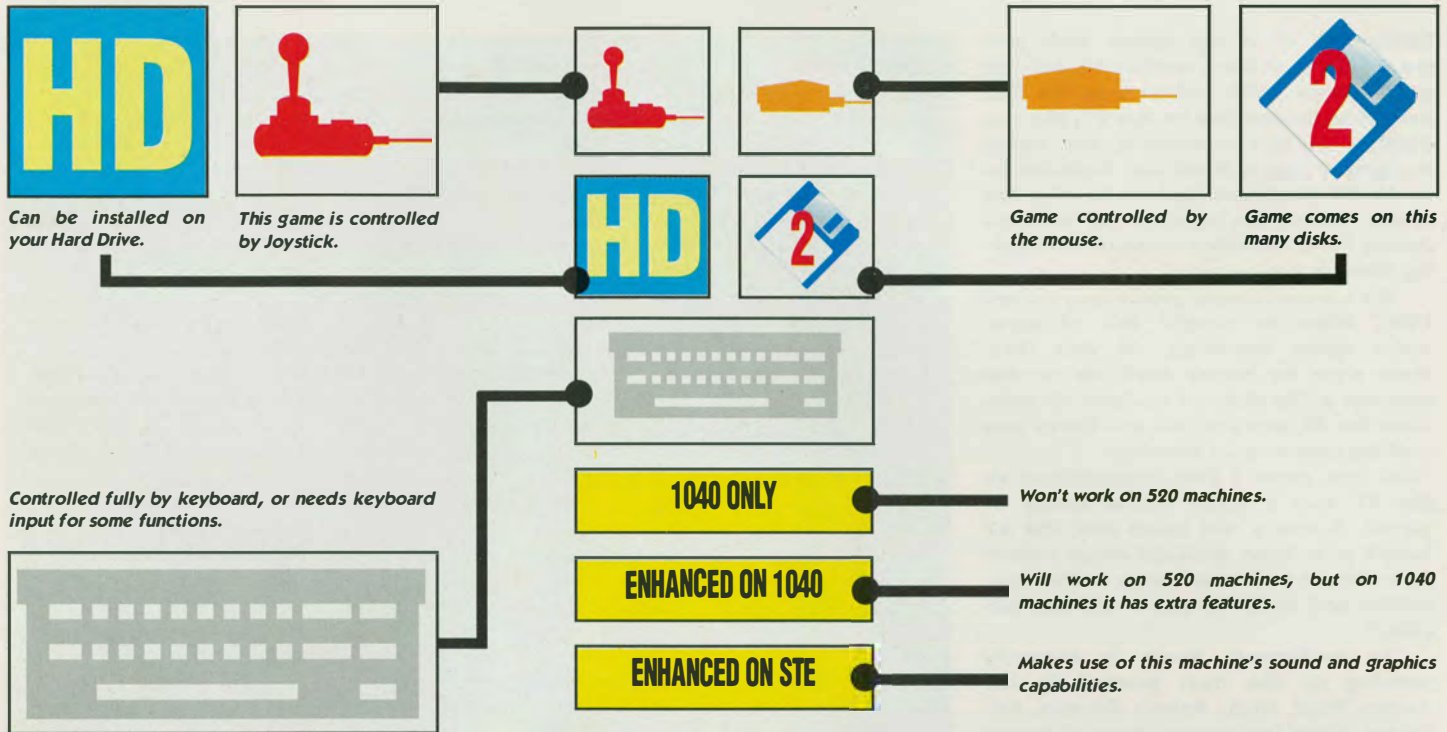
Welcome to the icon system, now don't get too edgy, I'll try not to patronise you too much. This system has been devised to aid the simplest of simpletons and most bumbling of bird brains, so that rules you out, right? Right!

All the added extras that a game has or has not, along the lines of mouse or joystick control and number of disks all make a showing and are graphically

detailed below. Along with this we have the fantabulopolous league rating system, this was devised by the whole team here at *ST Action* under great duress and with many a blue adjective. It is the result of our views and honest, be they ever so humble, opinions as opposed to hard facts. So while one game years ago may have been given a score of average intensity it might still

go on to beat newcomers with better scores due to its lasting so well or whatever the case may be.

Each month this is updated and each month you will see what is riding high in the popstastic league and wonder why the terrible dead leg game *Aunty Flo* gave you cannot be found anywhere. Don't mess about; get the league, underline the number one and make her eat it!



## 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.



# 5 GAME PACK



**KWIK SNAX**

"An ideal game for those who want to have fun"

Amiga Action

**PRINCE OF THE YOLKFOLK**

"Looks like the best Dizzy adventure yet"

Games-X

**BUBBLE DIZZY**

"A pure arcade game...Top fun"

Amiga Power

**PANIC DIZZY**

"A manic test of arcade reflexes"

David Darling

**SPELLBOUND DIZZY**

"The biggest Dizzy adventure yet"

Games-X

"Five top games smashing onto your screens bringing 100% fun and guaranteed playability! Drive yourself dizzy with three of Dizzy's action-packed arcade games and two brand-new arcade-adventures - the best two Dizzy games ever! All this fun, all this action, all this for £24.99!

Five times the fun of any other games pack!" Richard Darling.

**AMIGA ATARI ST £24.99**

# SUPER

**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

- 1 Barbarian 2
- 2 Elf
- 3 Gods
- 4 Robocop 3
- 5 Another World
- 6 Elvira
- 7 Leander
- 8 Switchblade ii
- 9 Last Ninja III
- 10 Golden Eagle
- 11 Gold of the Aztecs
- 12 Death Trap
- 13 Wrath of the Demon
- 14 Deliverance
- 15 Rick Dangerous
- 16 Head Over Heels
- 17 Rolling Ronny
- 18 Bonanza Bros
- 19 Voodoo Nightmare
- 20 Wolfchild
- 21 Horror Zombies
- 22 The Simpsons
- 23 Beast 2
- 24 Batman: Crusader
- 25 Time Machine
- 26 Brides of Dracula

## puzzle and skill

- 1 Lemmings
- 2 Pipemania
- 3 Arkanoid 2:
- 4 Pushover
- 5 Klax
- 6 Chips Challenge
- 7 Tetris
- 8 Devious Designs
- 9 Blockout
- 10 Light Corridor
- 11 Brat
- 12 Plotting
- 13 Nightshift
- 14 Welltris
- 15 Chess Champion
- 16 Sarakon
- 17 Guardians
- 18 Ishido
- 19 Puznic
- 20 Nevermind
- 21 E-Motion
- 22 Logical
- 23 Trivial Pursuit
- 24 Atomino
- 25 Brain Blasters
- 26 Swap
- 27 Boston Bomb Club
- 28 Ataomix
- 29 Shufflepuck Cafe
- 30 Revelations
- 31 Krypton Egg
- 32 Pick 'N' Pile
- 33 Quadrel
- 34 Lords of War
- 35 Kwick Snax
- 36 Botics
- 37 Daylight Robbery
- 38 Ballistix
- 39 Space Ace II

## arcade strategy

- 1 Elite
- 2 Midwinter 2
- 3 Starglider 2
- 4 Epic
- 5 Mercenary 3
- 6 Special Forces
- 7 Armour-Geddon
- 8 The Killing Cloud
- 9 Dragon's Breath
- 10 Midwinter
- 11 Steel Empire
- 12 North and South
- 13 Simulcra
- 14 Hunter
- 15 BAT
- 16 Iron Lord
- 17 Mean Streets
- 18 Airborne Ranger
- 19 Pirates
- 20 Millenium 2
- 21 Damocles
- 22 Interphase
- 23 Resolution 101
- 24 Moonfall
- 25 Hard Nova

## shoot'em-up

- 1 Xenon 2 Megablast
- 2 Blood Money
- 3 Swiv
- 4 Z-Out
- 5 Turrigan 2
- 6 Turrigan
- 7 Silkworm
- 8 X-Out
- 9 Warzone
- 10 Atomic Robo-Kid
- 11 Strider II
- 12 Battle Squadron
- 13 Space Gun
- 14 Frenetic
- 15 Alien Storm
- 16 R-Type II
- 17 Operation Thunderbolt
- 18 Smash TV
- 19 Rubicon
- 20 Operation Wolf
- 21 Videokid
- 22 Steve McQueen
- 23 Armalyte
- 24 Mercs
- 25 Zone Warrior
- 26 Star Control
- 27 Shadow Dancer
- 28 Super Space Invaders
- 29 Battlestorm
- 30 Thunderjaws
- 31 Xenon
- 32 Anarchy
- 33 Line of Fire
- 34 Star Ray
- 35 Under Pressure
- 36 Rotox
- 37 Godfather

## Platforms

- 1 The Addams Family
- 2 Rainbow Islands
- 3 Parasol Stars
- 4 Robocod
- 5 Fire & Ice
- 6 Titus the Fox
- 7 Harlequin
- 8 James Pond
- 9 Blues Brothers
- 10 Magic Pockets
- 11 Robocop 2
- 12 Rodland
- 13 Hudson Hawk
- 14 Rick Dangerous 2
- 15 Toki
- 16 Nebulus II
- 17 Killing Game Show
- 18 Nebulus
- 19 Prehistorik
- 20 Mega Twins
- 21 Chuck Rock
- 22 New Zealand Story
- 23 Flood
- 24 Kid Gloves 2
- 25 Baby Jo

## land and sea sims

- 1 M1 Tank Platoon
- 2 Silent Service II
- 3 Pacific Islands
- 4 Team Yankee
- 5 Silent Service
- 6 Sherman M4
- 7 Strike Fleet

## racing

- 1 Microprose Grand Prix
- 2 Supercars II
- 3 Stunt Car Racer
- 4 Lotus Turbo Challenge
- 5 Vroom
- 6 Lotus 2
- 7 Jupiter's Masterdrive
- 8 Supercars
- 9 Combo Racer
- 10 Nitro
- 11 Team Suzuki
- 12 Test Drive 2
- 13 Lombard RAC Rally
- 14 Big Run
- 15 Super Hang On
- 16 Psyborg
- 17 Cisco Heat
- 18 Outrun Europa
- 19 Hard Drivin' II
- 20 Toyota Rally
- 21 Off Road Racer
- 22 RVF Honda
- 23 Continental Circus
- 24 Race Drivin'
- 25 Turbo Outrun
- 26 Hard Drivin'

# BEST GAME GUIDE

## arcade adventure

- 1 Dungeon Master
- 2 Chaos Strikes Back
- 3 Captive
- 4 Nightmare
- 5 Heimdall
- 6 The Immortal
- 7 Elvira
- 8 Obitus
- 9 Hero Quest
- 10 Return of Medusa
- 11 Cadaver
- 12 Robin Hood
- 13 Murder
- 14 Xenomorph
- 15 Kult
- 16 Vengeance of Excalibur
- 17 Gauntlet 3
- 18 Warlock the Avenger
- 19 Zombie
- 20 Siegemaster
- 21 Bloodwych

## flight sims

- 1 Thunderhawk
- 2 Flight of the Intruder
- 3 Falcon
- 4 F-19 Stealth Fighter
- 5 Battle of Britain
- 6 Fighter Bomber
- 7 Battle Hawks 1942
- 8 F-16 Combat Pilot
- 9 F-15 II
- 10 Gunship
- 11 Knights of the Sky
- 12 Pro-Flight
- 13 A320 Airbus
- 14 F-29 Retaliator
- 15 Flight Sim 2
- 16 MiG 29 Super Fulcrum
- 17 MiG 29 Fulcrum

## beat'em-up

- 1 IK +
- 2 Panza Kick Boxing
- 3 Shadow Warriors
- 4 First Samurai
- 5 Vigilante
- 6 Ninja Warriors
- 7 Metal Mutant
- 8 Deathbringer
- 9 Torvak the Warrior
- 10 Pitfighter
- 11 Golden Axe
- 12 Double Dragon 3
- 13 Shadow of the Beast
- 14 Chambers of Shaolin
- 15 Metal Masters
- 16 Black Tiger
- 17 Skull and crossbones
- 18 WWF
- 19 Final Fight
- 20 Dynasty Wars

## sports & leisure

- 1 Jimmy White's Snooker
- 2 Kick Off 2
- 3 Speedball 2
- 4 Pro Tennis Tour 2
- 5 Microprose Golf
- 6 Speedball
- 7 Advantage Tennis
- 8 Tennis Cup
- 9 Games: Summer Edition
- 10 Man Utd Europe
- 11 W. Class Leader Board
- 12 World Class Rugby
- 13 Player Manager
- 14 RBI 2 Baseball
- 15 Super Ski 2
- 16 California Games
- 17 Microprose Soccer
- 18 Freddy's Big Top of Fun
- 19 TV Sports Football
- 20 Int. Soccer Challenge
- 21 Pro Tennis Tour
- 22 Jahingar Khan Squash
- 23 Disc
- 24 Grand Monster Slam
- 25 Masterblazer
- 26 Zany Golf
- 27 World Games
- 28 Projectyle
- 29 Purple Saturn Day
- 30 Stormball
- 31 Italy 1990
- 32 Rugby World Cup
- 33 Billiards II
- 34 Challenge Golf
- 35 I Play 3D Soccer
- 36 World Champs. Soccer
- 37 Steve Davis Snooker
- 38 Football Manager 2
- 39 Face Off
- 40 Paragliding
- 41 Circus Games

## strategy

- 1 Populous II
- 2 Powermonger
- 3 Mega Lo Mania
- 4 Storm Master
- 5 Utopia
- 6 Sim City
- 7 Populous
- 8 Supremacy
- 9 Realms
- 10 Railroad Tycoon
- 11 Laser Squad
- 12 Fighter Command
- 13 Breach 2
- 14 Paladin
- 15 Deuterios
- 16 War Lords
- 17 Gettysburg
- 18 Dreadnoughts
- 19 Breach
- 20 Armada
- 21 Borodino

## adventure

- 1 Lure of the Temptress
- 2 Cruise For A Corpse
- 3 Secret of Monkey Island
- 4 Indiana Jones Crusade
- 5 Space Quest Series
- 6 Leisure Larry Series
- 7 King's Quest Series
- 8 Maniac Mansion
- 9 Elvira
- 10 Wonderland
- 11 Operation Stealth
- 12 Zak McKracken
- 13 Maddog Williams
- 14 Conquests of Camelot
- 15 Leather Goddesses
- 16 Zork Trilogy
- 17 Suspicious Cargo
- 18 The Pawn
- 19 Démoniak
- 20 Hitchhiker's Guide
- 21 Maupiti Island
- 22 Planetfall
- 23 Guild of Thieves
- 24 Stationfall
- 25 Codename Iceman
- 26 The Pres. is Missing
- 27 Lurking Horror
- 28 Future Wars
- 29 Ultima Series
- 30 Police Quest Series
- 31 Loom
- 32 Manhunter Series
- 33 DeJa-Vu 1 & 2
- 34 Shogun
- 35 Spellbreaker
- 36 Wishbringer
- 37 Chronoquest Series
- 38 Enchanter
- 39 Sorcerer
- 40 Beyond Zork
- 41 Zork Zero
- 42 Suspect
- 43 Beurocracy
- 44 Deadline
- 45 Crime City
- 46 Time
- 47 Corruption
- 48 Fish
- 49 Jinxter
- 50 Suspended

## rpg

- 1 Bard's Tale
- 2 Disciples of Steel
- 3 Shadow Lands
- 4 Megatraveller
- 5 Crystals of Arborea
- 6 Shadow Sorcerer
- 7 Space 1889
- 8 Curse of Azure Bonds
- 9 Phantasie Series

Read next month's ST Action to see all the latest changes to the biggest brightest SUPER LEAGUES





The first island. Divided into five sectors, this is the easiest of the islands to conquer

Things are getting tough, attention to the detail lets you work out your strategies

The maps are laminated and should you feel information has been omitted...

...you can write on them with a felt tip pen and add strategies for future reference!

**T**ank simulations are unusual, there's no doubt about it, but remarkably they are very playable. This can be seen quite clearly when looking at the original Team Yankee. Now Empire are taking the playability aspect one step further.

Team Yankee II – Pacific Islands is a revamped version of its predecessor. But don't get me wrong, it's not cashing in on its big brother's success, nor is it just an expensive excuse for a data disk.

Oxford based programmers ODE have rethought the complete game and have given us a much more professional, mature product.

### Yankee is a dandy

The original Yankee was, although superb, relatively easy. Pacific Islands is not. Housing many of the features that were included in Team Yankee, there are of course a few added extras. These include choosing which tanks you wish to have in your units and keeping control of your finances needed to purchase extra weapons and vehicles.

Naturally, Pacific Islands looks pretty much identical to the original. A fault, you might say. Well no, I don't think so. I mean, if it works, why mend it?

The game control system worked well, and I think the bigger fault would have been changing the game's style altogether.

Those of you who have played the original will have little trouble getting used to the tank control or the four way split screen that allows you to view all four of your units at the same time.

For those of you who haven't, this isn't as daunting as it sounds. Instead, it is an ingenious way to keep track without too much hassle.

We are jumping the gun a bit here, though. First you have to choose your weapons.

At the beginning of your campaign you are given the sum of \$55 million dollars to play around with. A couple of Ferraris would be all right but unfortunately you must use the money to purchase your tanks and weapons. Of course you could use the default option but that's not half as exciting!

Should you choose to build your own units you may buy new tanks that are rather expensive, as well as slightly damaged ones for a marginally lower price.

Each unit can contain a maximum of four vehicles and as many missiles as you can afford. You can also purchase smoke bombs as an effective deterrent.

Once you are happy with your purchases you can then embark on your mission but as with all military campaigns, you first have to be briefed. Your briefing informs you precisely of the mission requirements and shows you what terrain you will be encountering, naturally imperative to your success.

As an added extra, Empire have included in your package laminated information cards portraying each Pacific islands terrain. These can be written on using a felt-tip pen and are brilliant for noting down any information you believe to be vital to your missions. The pen is easily wiped off using tissue paper, but

just to be picky, it would have been nice to have that complimentary felt-tip. Nudge, nudge, wink, wink Empire!

### Specific islands

The game itself is smooth and intense. You control the tank's movements using a map screen. It is here that you set the designated course and speed that the tank automatically follow.

When satisfied with the course you then return to the binocular view and choose whether to scan the world in infra-red or normal vision.

If you are a little more confident about your strategy you can opt for the full screen view of one of your four units, returning to your other units when you feel the time is necessary. These tactics are tricky and can lead you into panic if you are not totally at ease with the game or it's controls.

The graphics are very nice and obstacles throughout the game are easily identifiable. The tanks bump along the terrain quite happily, making it hard to aim and shoot. But when they get rocking they can really pick up some speed, so you won't have to wait for ages before you get anywhere.

You control the game using the mouse and all the icons are very clear and concise.

There is nothing fancy about Pacific Islands, it is simply a very good, and reasonably realistic, tank simulator, but be warned it is quite hard. It is not one of those games where you can stroll into enemy territory and blow the hell out of everything. This is an ecological game as



The enemy invades the Pacific islands. Can you help to restore calm to the area?

well as a strategic one. For every unoccupied building you blow up or tree you trample you receive a fine. Too many fines and you could find yourself bankrupt.

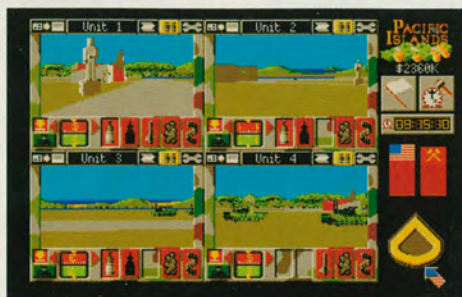
Each time you complete a mission you can buy more tanks and weapons and the better you become the better the tanks and weapons you can purchase.

If you're going to get to grips with this game you'll need all of your wile and intuition. So strap your thinking caps on grab your baton and let's get tactical!

**Allie**



The battle option screen allows you to choose which order you play the sector battles in



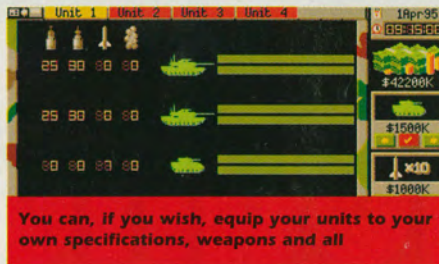
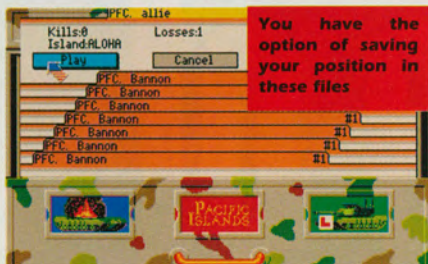
It is possible to play the game viewing all four of your units at the same time!



The map screen enables you to set the course, speed and formation of your tank units

# Pacific Islands

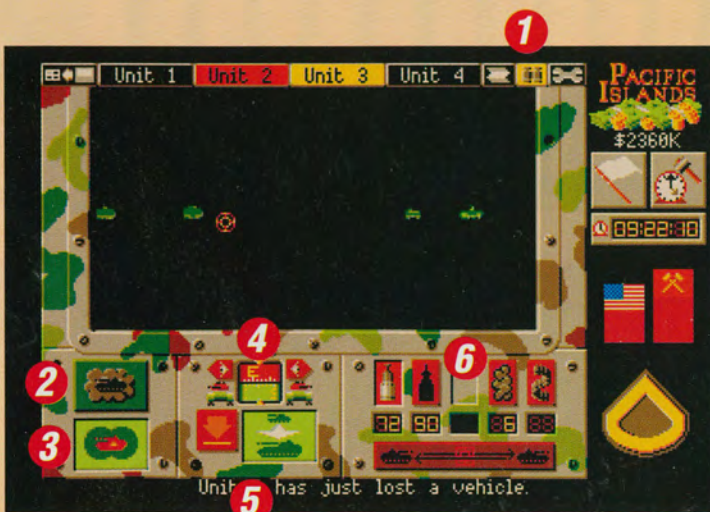
## Team Yankee II EMPIRE



### Pacific Islands £25.99

Although Pacific Islands is similar to Team Yankee in playability and style it is nevertheless very impressive. It's fun to play, brain taxing and hard to complete, thus guaranteeing hours of gaming. The graphics are simple but stylish and the sound effects are atmospheric, with explosions and gun fire ricocheting all over the place. Naturally, similarities to Team Yankee may deter some, but they do not overshadow the fact that this is an incredibly strong product as it stands and its higher difficulty level makes it that much more challenging than most that has gone before.

## A tank commander's guide to getting it all right on the night



- 1 These icons allow you to use the map, binoculars and also look at the vehicle status screen
- 2 Place a smoke screen around your unit
- 3 Use infra-red vision
- 4 Change direction of your gun turret
- 5 Magnify your binocular view of the enemy
- 6 Ammunition. Click on each icon to change between the weapons

### LEAGUE RATING

2	Silent Service II
★	3 Pacific Islands
	4 Team Yankee

**ACTION ADVENTURE**

Gameplay:

Sound:

Graphics:



**RATING=88%**



The overall map will give you an idea of where the parties loyal to you are located



In this gypsy camp you may be able to find out more than you bargained for

# Vengeance of Excalibur

V I R G I N



Portsmouth may not be the homeliest of places but you'll set off from here



Upon your arrival in sunny Spain you decide to consult your ordinance survey map



The Handler speaks to Sir Lancelot: "Close to half a year and now a knight stops here, and then this week I have two visits from knights. The other knight, because I think he said his name was, was headed for Pamplona in Spain, over the Pyrenees, but..."

The first native you meet is the Handler who will give you advice



**Everyone knows the general storyline behind the legend of King Arthur and all the bits and pieces about Excalibur and the Quest for the Holy Grail. Virgin Games' latest effort is Vengeance of Excalibur and is the sequel to the successful Spirit of Excalibur.**

The plot is simple enough. After the recent success of locating the Holy Grail there have been many months of celebration in Britain.

Now though the Shadowmaster, Lord of Demons has stolen Excalibur and many other magical artefacts including the Holy Grail and whizzed off abroad. You have to follow him and his minions over to Spain and recover the lost items, thus saving your beloved homeland from doom and despair.

### Plotting plot

No prizes for original plot here but what you do get is a tasty little quest and a huge area to traverse. The game is played for the most part on two different perspectives. The first is the map level in which the strategy element comes into play.

From here you can move around Spain by selecting the party you wish to move and scrolling the map around, selecting a destination and clicking on it.

Then your party begin their journey. You will be told when they arrive or if they encounter anybody on the way. If this happens you'll be given the chance to go down to the Scene level. This is a third person perspective of the surrounding area. On it you'll be able to see buildings and scenery and what is more

important, the individual characters themselves. Running down the right-hand side of the screen is a series of icons, and clicking on these with your mouse will allow you to perform a variety of different options including fighting, magic and bribing.

### Easy pickup

As well as these you've got the other regulars like pickup objects, search, seize and talk. Communication with the other characters in the game is important.

Without the clues that they provide you'll find yourself wandering around aimlessly. Along with clues and hints you'll also be given warnings by certain characters that you are being followed and so on.

There are many people you'll bump into along the way, some good but a lot bad. Your best bet is to stop and talk to anybody when you get the chance as they may just have that vital piece of information you're looking for.

Before you can do all this wandering around though you have to choose the party of knights you wish to take on your crusade. There are seven to choose from but you can only take four with you.

Each one of these guys has different characteristics, for instance Lancelot is a good leader but you may decide you need someone with more magical capabilities.

### Lost in Spain

Your party can split up when they get to Spain. It is important if you do decide to do this to keep careful track of who's going where using the maps, otherwise you'll have men wandering around with no objective to achieve, wasting all your time.

Game time alters depending on which mode you're currently in. Time passes much quicker when you're in Map Mode as it covers days of travelling and so on.

When you're in the Scene level, the game clock stops as it changes into real time.

You can only control parties that are loyal to your quest. Any that aren't will go about their own business, usually doing things that you don't want them to and getting in the way. The groups that are pals with your leader will do what you want so make sure you use them wisely to cover as much ground as possible.

**Paul**



**Vengeance of Excalibur**  
**£29.99**

**Let's not pretend that VOE is flawless. There are a fair few problems tucked away here. The main one is the phenomenal amount of disk swapping. Always a pain for those without a hard drive. Other problems are more minor and include some of the text being difficult to read in places. As a game though there is a long term quest for those who seek it, but it might take you a bit of time and effort to get into. There are better games of its type but this is definitely worth a look.**

### LEAGUE RATING

15 Kult

★ 16 Vengeance of Excalibur ★

17 Gauntlet 3

**ARCADE ADVENTURE**

Gameplay: [Progress bar]

Sound: [Progress bar]

Graphics: [Progress bar]



**1040 ONLY**

**RATING=80%**





# The Addams Family

O C E A N

**M**anchester software giants, Ocean, inevitably acquired the licence for The Addams Family and put James Higgins, one of their best in-house programmers, on the job. Working with Warren Lancashire and Simon Butler, both responsible for the graphical side of the game, they settled down to produce one of the most imaginative platform and exploration games to date. Did they succeed? Read on and be enlightened...

The Addams Family is a one player affair loosely based around the film in that the main characters are all present and behave in a similar manner. The plot however is different and, unlike US Gold's Indiana Jones and The Last Crusade, it won't make a difference if you've seen the film 1000 times.

## Moustached Matriarch

You play the part of Gomez, the father figure and head of the family. After returning from a short trip you discover a slight problem has occurred. The other five members of your family have been kidnapped by the ruthless Abigail Craven, a nasty piece of work who in a desperate bid to get her thieving mitts on your fortune has incarcerated them in the bowels of the mansion.

This rascal of a woman has recruited the help of Tully, The Judge and even managed to bemuse Uncle Fester. With this misled band of cohorts, she has locked the family away and plans never to release them. You must free your son Pugsley, your loving daughter Wednesday and Granny and also restore Fester's memory before you can go on your final quest to rescue your beloved Morticia.

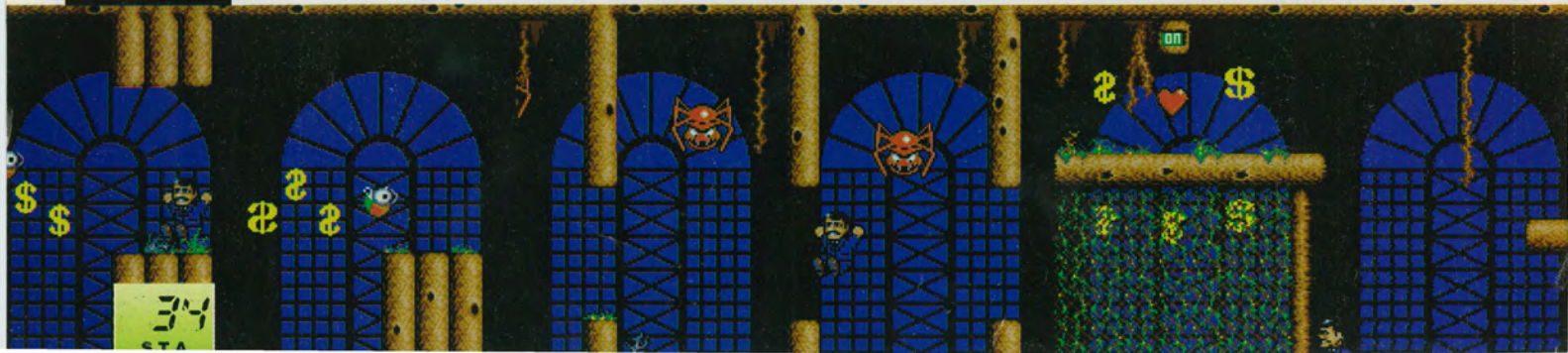
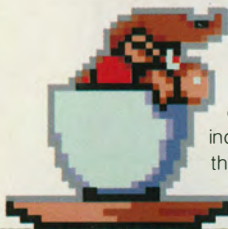
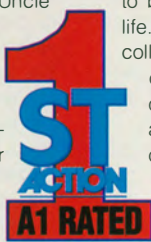
## Guiding Gomez

The game is divided into various sections – inside, outside, above and below the house. You must guide Gomez using the joystick through the numerous stages that make up the levels, collecting all the bonuses and avoiding the creatures that are out to stop you. Many platforms and treacherous chasms must be negotiated if you are to be successful. You start the game with

five lives and each life has been split up into two points, allowing you to be hit twice before you lose a life. You will have the chance to collect another three hearts later on, putting your total energy quota up to five. You also have a continue option at your disposal and using this will put you back inside the mansion with your remaining hearts and whoever you managed to rescue.

The levels you must overcome are full of cunning traps and conniving adversaries. Everyone you see will be out to get you but you can defeat them by simply jumping up and landing on top of them. Most of the traps come in the form of hidden platforms, rotating spikes and hidden switches. The solution to each puzzle is pretty easy to solve once you think about it for a little while.

The five family members and three extra hearts are being





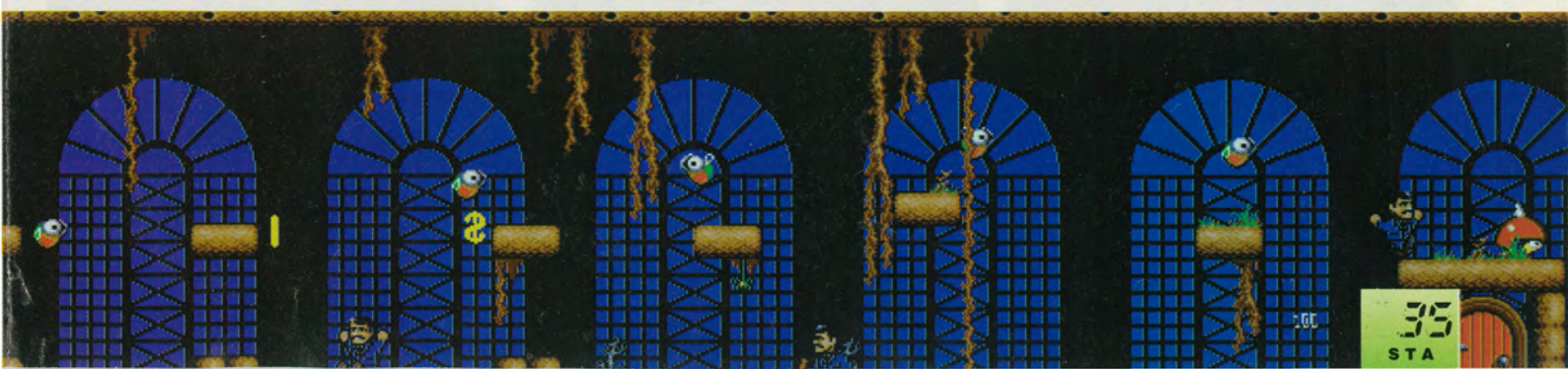
The Hall of Stairs is where you will find the entrances to all the different parts of the Addams' Mansion



Some of the guardians will give you an extra life or a member of your family will be released if you manage to successfully defeat them



You manage to jump over the ball and notice the dollar sign that can be added to the others to give you an extra life





You venture outside to the graveyard and are immediately attacked by werewolves and fire-breathing pumpkins

guarded by eight mighty creatures who reside at the end of various sections. They will appear and throw different weapons at you as you try to knock their energy bar down to zero. Your prize will be revealed when you have successfully defeated the guardian.

Various bonus objects can be collected to aid you in your mission. Dollar signs will be scattered about the playing area and if you manage to collect 25, you will be awarded an extra heart (if necessary) and collecting 100 will grant you an extra life. Lots of extra lives can be collected by visiting various secret rooms and so on.

### Pick up tricks

Some other objects of use can be found on your travels. Small hearts will replenish one point of your energy total, a 1-Up icon will give you an extra life, a shield will allow you temporary invulnerability, trainers will increase your speed and jumping abilities and collecting the 'Fez' will give you the ability to fly for a while.

Switches will be positioned in useful places about the mansion - usually marked by either 'On' or 'Off'. They must

be, well, erm... switched to allow access to certain places. Platforms will appear and walls will disappear by using these wonderful pieces of mechanical engineering.



### Grab a Ticker

When you finally manage a massive breakthrough, such as collecting an extra heart or rescuing a family member, you will be given a code that can be used to restore your game at this point the next time you play.

You are given the option to enter a code every time you load the game but you will start in the Hall of Stairs which is situated deep inside the mansion.

Jason



Your adversaries on this level appear to be riding vultures



### The Addams Family £25.99

They're creepy and they're kooky, positively spooky, and bloody brilliant as well. My apologies for the expletive but it is the only way to describe this absolute corker of a game which is graphically cute, expertly animated and very colourful. The sound is the Addams' theme tune at the beginning and some crisp fx during play. The gameplay is intriguingly addictive and incredibly large. Some of the levels will take hours of playing to complete but you'll still be finding new rooms and secret bonuses in years to come. The Addams Family climbs straight to the top of the platform league and deservedly so. A definite contender for game of the year. This is the ST's equivalent of Sonic and Mario. Buy, beg or steal a copy immediately.

### LEAGUE RATING

! ROMP TO THE TOP !

- ★ 1 The Addams Family ★
- 2 Rainbow Islands

PLATFORM

Gameplay: ██████████

Sound: ██████████

Graphics: ██████████



RATING=93%

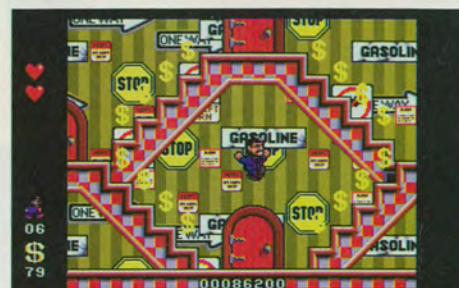
Illustration & photo copyright © 1991  
Paramount Pictures.



Lots of interesting wildlife inhabit this level. The plantmen bound about the platforms causing grief in their wake

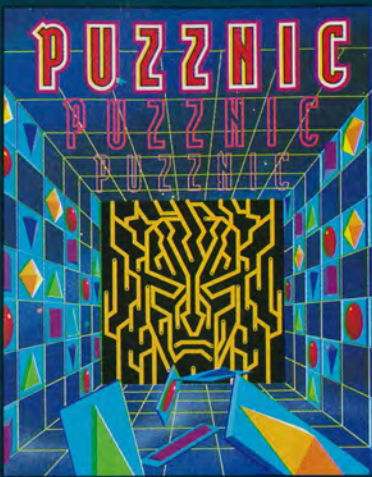


You have found the entrance to a bonus screen. Collect the dollar signs while avoiding the creatures at the bottom



Some of the bonuses will be hidden but you can identify them by jumping into certain parts of the scenery

AMIGA POWER 86%



PUZZLE GAMES."

"ONE OF THE MOST ADDICTIVE

CU AMIGA - "IT REALLY



IS A SUPERB GAME."

ATARI ST - AMIGA

TGM STAR PLAYER 87%



ORIGINAL."

"VERY CLOSE TO THE ARCADE

THE ONE 90% - "YOU SHOULD



- IT'S EASILY THE BEST YET"

TAKE A LOOK AT THIS ONE

£7.99

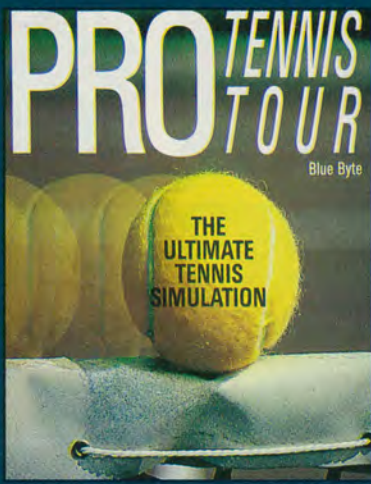
CU SCREEN STAR 87%



PLAYS BRILLIANTLY... A WINNER."

ADDICTIVE & ENTERTAINING...

ZZAP 88% - "MIND-BLOWINGLY



GREAT STUFF."

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# The



Some of the sections in the game will test your poor old trigger finger to the limit as in this New York bar



The streets are not what they used to be. Violence and street crimes are an everyday occurrence

# Godfather

U . S . G O L D



Various newspaper cuttings will give you the low-down on your current location.

to survey the scene and keep your eyes peeled for action. Further down the street, you will encounter a barber's shop. You enter and feel your nerves tense as you anticipate an attack.

Las Vegas, 10 years on is the next setting for your education. Pedestrians go about their business, heading for the cafes and diners, blissfully unaware of the impending activity set to hit the streets. You approach the family casino in time to witness a massive and deadly explosion.

## Bomber men

The bombers are fleeing the scene as you arrive so you decide to head for the Coliseum and take out the opposing hoods. Try not to hit any innocent people when you're carving your path of destruction.

Your next destination is Havana, Cuba. Mob-controlled hotels line the streets in the poorer section of town. You come across your objective: the



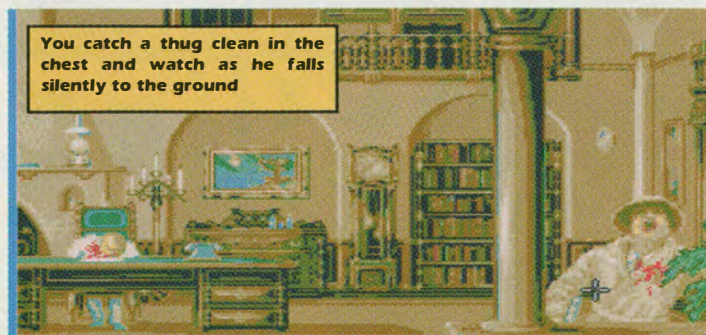
mansion of Hyman Roth. You must enter his house while avoiding the multitude of armed guards he has positioned around his grounds.

Hyman Roth won't come easily so you will have to use your Italian charm and persuade him. The last

two levels are set in Miami and the inside of the Don's house. You must stop the hitmen shooting your Don or the war will continue, spilling endless blood onto the streets. You don't have to ask for power... you just take it. **Jason**

**M**ario Puzo's hit book based on the Italian Mafia sold well enough to provoke a series of feature films. US Gold's long awaited conversion follows the combined plots of the three films in the series. Set over five levels, you play the role of an ambitious hit-man in the employ of a Mafia Don.

Level one is set in New York around 1940. It is early evening and you leave your bed and find yourself walking the dimly lit streets in a run-down neighbourhood. Your first objective is to find and enter the bar



Icons: Joystick, 6, Car

**ENHANCED ON 1040**

**LEAGUE RATING**

36 Rotox
★ 37 The Godfather ★
The end of the line

**SHOOT 'EM UP**

**The Godfather**  
£25.99

**RATING=40%**

**The only way to describe this transition to the ST is an exercise in futility. Any elements of gameplay have been hidden behind the graphics that are reasonably well drawn but uncomfortable to look at after a while. The game moves at an annoyingly slow speed and the character you play is unresponsive when attempting to perform a simple manoeuvre. The sound is an average title tune, no in-game music and extremely tedious eight-bit effects.**

**Gameplay:** [Progress bar]

**Sound:** [Progress bar]

**Graphics:** [Progress bar]





You do not have to participate in all of the events if you don't wish to. You can play in only one if you so desire



The secret to finishing the Giant Slalom is to keep a tight racing line through the flag gates, oh and staying upright helps!



The bobsleigh event is quite tricky. You must keep as low as possible when taking a corner or you'll fly off the top!

**W**ith summer approaching many of you ski fanatics will be just a tad upset at the lack of decent snow in the best of Europe's top slopes - or pistes to those in the know! Most fret no more, for help is **most definitely at hand with Microid's release of Superski 2. A gasp of amazement from the seats at the back.**

### Super Salom

Included in your surreal picnic in the Alps are all the family favourites such as the four man bobsleigh - make sure little brother Billy is at the front - and the giant Slalom. You could even decide to hot-dog it in the stunt events but remember, try not to spill the onions or tomato ketchup.

After the hors d'ouvres and the family size bottle of coke you will no doubt need to go to the loo. As speed is of the essence - little Billy might just wet himself - you will have to find the quickest route. The

giant ski-jump provides you with such a route but please note, it isn't wise to send granny with her zimmer frame down this particular route.

### Hold Tight!

Well, things are settling down a bit now and the chicken drumsticks are resting very nicely in the pit of your stomach, and although you feel that it would be wise just to relax and be mellow, you'd rather have a smidgen of excitement. This could be just the right time for the high speed downhill.

To get the extra speed you smear Vitalite on the bottom of your skis and take a good luck bite of granny's cake - you never know, you might not survive the downhill ordeal to ever taste another piece. Then you're off!

You pick up that all important speed - you have every intention to put it back again after you've finished with it - you duck down low, so low in fact your bum starts knocking on your heels, and you rel-

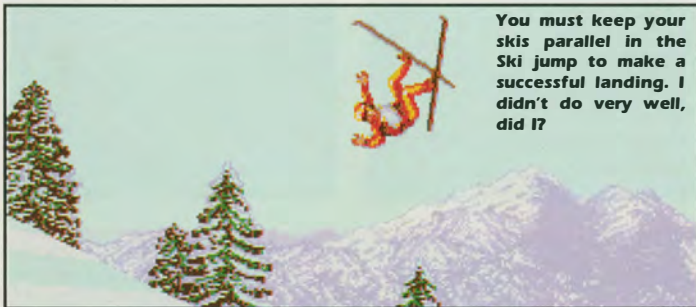
ish the feeling of the wind licking through your hair.

Over the bumps, round the corners, avoiding the rocks, teetering on the edge of the course, narrowly missing the huge pines - who put them there, that could be dangerous - and finally across the finish line. Golly gosh, you must have done this before old chap!

Well the picnic is beginning to draw to a close and the sun starts to set slowly over the horizon. The only thing left to do is to repack the picnic basket and make your way back to the car, remembering of course to take your litter with you.

### Yoghurt

Strapping on your skis yet again you begin to make your way back to the car via the special slalom piste. Little Billy wants to take all the pretty flags home so he can tie up sister Mary but you tell him this wouldn't be a good idea. Granny hits one of the flags and careers off into one of the trees, but you make it safely to the bottom and win first prize. **Allie**



## Superski 2 £25.99

Surprisingly, *Superski 2* is really quite enjoyable with a lot of humour added to lighten the seriousness of yet another sports sim. The graphics are pleasant and scroll nicely and the sound is effective and well above average. With only six events to participate in, this could get a little repetitive. However, it is quite enjoyable if you're a fan of this sort of thing.

### LEAGUE RATING

14 RBI2

★ 15 *Superski 2* ★

16 California Games

SPORTS AND LEISURE

Gameplay: ██████████

Sound: ██████████

Graphics: ██████████



**RATING=74%**



# Superski 2

MICROIDS

# GET YOUR CRISPS OUT...

1



It's no fun losing your favourite crisps down an Ant-hill. It's a good job you've got helpful friends like GI Ant at hand to go and rescue them for you as you're far too big to get down.

# PUSH-OVER

O C E A N

## ...SAVE A QUAVER TODAY!

Just as he's about to crunch into his favourite curly snack, our Colin trips and watches in dismay as his 10 packets fly from his jacket straight down the ant-hill. Now he needs the help of someone a bit special.



2



3

Shocked by his near miss GI Ant ventures upto see where the Quavers came from and finds a distraught Colin Curly - Quaverless!

Colin Curly explains his predicament to GI Ant and tells his little insect pal how unhappy he is that he's just lost his favourite food down the ant-hill where he can't possibly fit.



4



5

Being the resourceful little chap that he is, GI Ant comes up with the ideal solution. He'll go and rescue Colin's Quavers from down underground for him and return them.



So we've had film licences, sports licences, we've even had Mike Reid's Pop Quiz licences but I can say in all honesty that we've never had a crisp licence in the office before. That's all changed with Ocean's "Game of the Quaver". Heaven knows what they're going to do next! As long as it's not a Walker's crisp game where you play a bunch of obnoxious little kids, I don't care!

So then, how do the crisps tie in with an iddy-biddy Ocean game then? Well, let's explain. You all know Colin Curly - that's the dog in the Quaver's

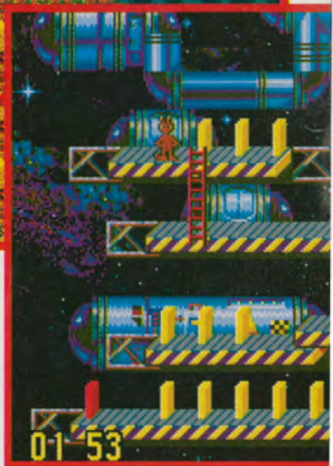
ads. Well he happens to be walking along when he trips and his 10 bags of luvverly, juicy Quavers fly out of his pocket, straight down an ant-hole. Shocked and even dismayed by this great misfortune, Colin sits by the hole feeling sorry for himself when GI Ant appears and offers to go inside and rescue them for him. You play the part of GI Ant and therefore you must rescue Col's Quavers.

It's split into 100 different levels and after each section of 10 you'll be able

1ST ACTION AT RATED



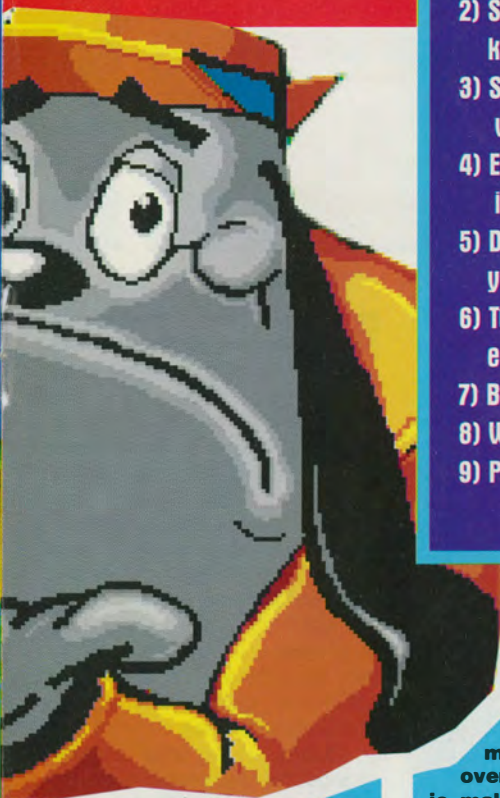
Above: Ooh so close. Just the Trigger domino to go. Trouble is there's no way of making it fall, looks suspiciously as though someone failed



Right: Each different section of levels is accompanied by a series of groovy background including this cosmic one

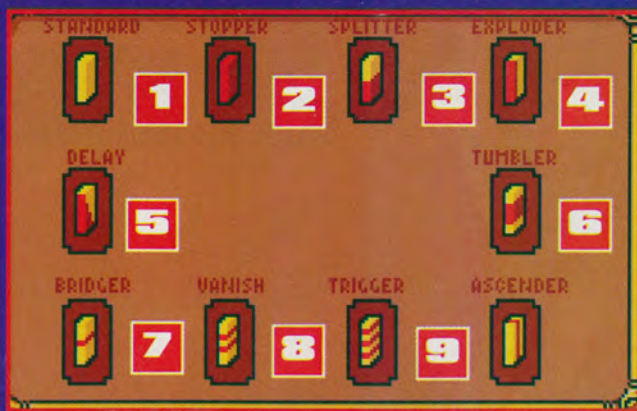
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- 1) Run of the mill boring domino!
- 2) Stoppers cannot be knocked over
- 3) Splitters topple two ways when hit
- 4) Exploders blow holes in platforms
- 5) Delays help you time your falls
- 6) Tumblers roll end over end
- 7) Bridgers fill gaps
- 8) Where's it gone?
- 9) Push this last!

# DOMINO DILEMMAS QUAVERS



topple when the end one's nudged. Each level of pushover gives you a certain number of dominoes to move about and knock over, all you have to do is make sure the "trigger" domino falls last. If you succeed at this, the door will open and it's off to the next level.

Before you get there however you'll be given a pass code that will allow you to access the last level any time you play the game. This saves you having to sweat through the earlier ones every time you fancy a quick bash.

Of course making the dominoes fall is only half the fun. Working out how to get them to go is the really frustrating bit. Not every domino is the same, you've got your basic sad run-of-the-mill boring (yawn) dominoes and then you've got the special ones that

actually do something. There's a whole variety of special pieces that you can position and these include Tumblers - ones that will roll over, Splitters - splits into two opposite directions and Bridgers - that will turn into bridgers to fill gaps in the platforms.

The controls are really simple since all you have to do is pick up and move the dominoes around. Everything's achieved by different combinations with the joystick and it really is easy to pick up. There is a time limit on each level and

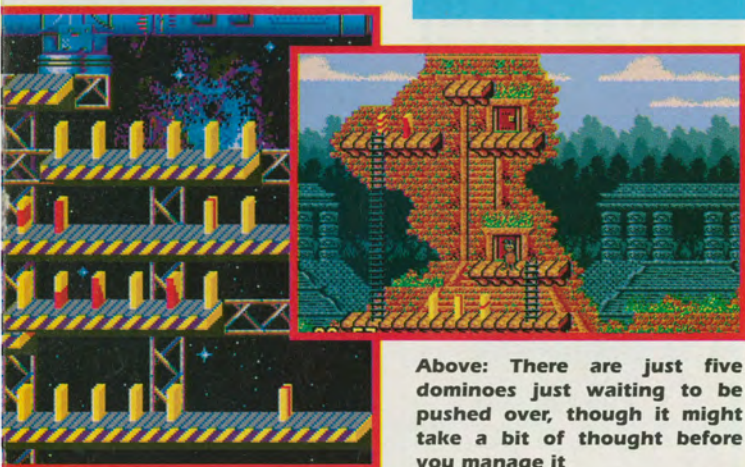
once that runs out you can't progress onwards, but you can attempt to finish it, so you know what to do the next time and then complete it within the time set.

The graphics are cute and GI Ant's animation is nicely done. There's also a happy little intro tune as well as spot effects that play throughout the game. Puzzle games seldom appeal to everybody but with the huge advertising campaign thrown in as well, Pushover should reach a large and appreciative audience. *Paul*

to rescue one of Colin's bags of Quavers and return it to him. Get all 10 back to him and that's it. A pushover, eh? *Right, that's enough of the corny tie-ins with the title - Ed.*

## Early level lectures

The first few levels are really basic, dead simple stuff, designed specifically to teach you what to do although the principle of the game is ridiculously easy. Everybody must remember watching Record Breakers when they used to have the "domino push-es" on. You know, lines and lines of dominoes all set to



Above: There are just five dominoes just waiting to be pushed over, though it might take a bit of thought before you manage it

## LEAGUE RATING

3 Arkanoid 2

★ 4 Push-over ★

5 Klax

## PUZZLE AND SKILL



Push - Over  
£25.99



**RATING=87%**

There's no denying that this is a great little puzzle game. There are 100 levels to keep everybody busy and some are really difficult to complete. The intro sequence is excellent and the game graphics proper are very cute and work well. The whole idea of domino toppling is novel to say the least and to tie it in with Colin Curly is outrageously clever. Puzzle fanatics will love it. Another winner from Ocean. It ain't 'alf curly!

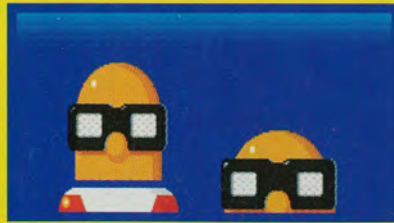
Gameplay:

Sound:

Graphics:



SCREEN BY  
SCREEN



1

The Bonanza Bros are reformed crims and spend their time watching the TV

2

A strange voice comes from their set - they're offered work testing alarm systems



3

# Bonanza

# BROS

U . S . G O L D



You have the ability to hide closely to various pieces of office furniture. This makes you invisible to the guards' eyes for a while

You cautiously survey the scene and notice a sleeping guard and a heavy duty officer lurking behind the closed door

**M**obo and Robo, the Bonanza Brothers, used to lead a hectic life of crime. Now they are reformed characters and have chosen to take a break from their schedule and relax in the comfort of their own home. Instead of dodging cameras and negotiating security systems, they decide to stay put and take in a film or two.

Switching on the TV, they take their seats and settle down for the film. Instead of a western though, a strange face appear shrouded in darkness.

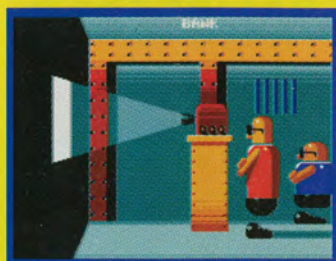
"Good Evening Boys" says the stranger, "My businesses are being robbed and I need you to test my latest security systems. You will be rewarded if you are successful."

## Family Fun

Bonanza Bros is a split screen action game that can be played by one or two players simultaneously. Controlling them via joystick, you must guide your chosen criminal through the ten levels that make up the stranger's premises. Each player starts with up to seven lives and you will also have a limited

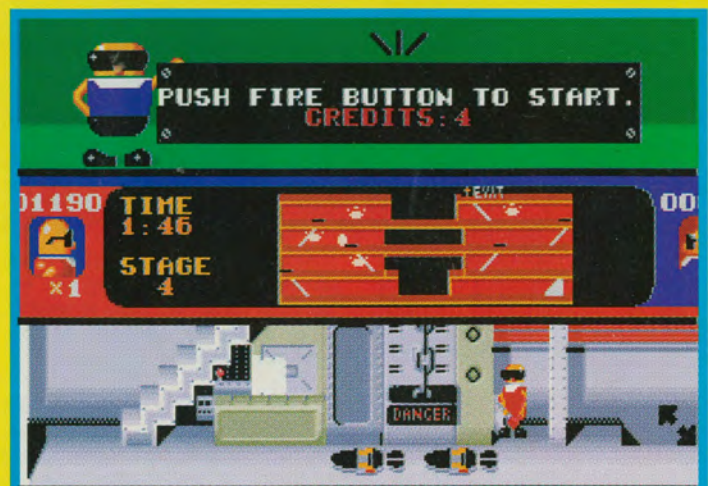


START



A cinema screen appears at the beginning of every level and indicates how many things you need to collect on each level

Activating some of the machinery is often advantageous. This huge press has squashed two guards into pancakes so you shouldn't have any more trouble from them





They set off to the first location, to invade the bank and steal some goodies

**4** They encounter many devious traps and guards who attempt to stop them



WE'LL GET THE TREASURE WITHIN 3 MINUTES

**5** A time limit is issued on each level which they must finish before time runs out

number of continues to use. At the start of each level, the face of your employer appears and tells you what you have to collect to complete the level. The objects are randomly distributed about the level and each must be picked up if you are to progress.

To pick up an object, all you have to do is walk over it and it will be placed in your swag bag.

Once you have collected all the necessary items, you must make your way to the stairway that leads to your escape vehicle.

The ten levels are all owned by your employer so he is able to show you a brief map of the area and also highlight the objects you must collect to finish the levels.

These will be shown on a small map that is positioned between the two players' screens. The map also details the location of the stairs and any other stationary obstacles. To thoroughly test your abilities, the

stranger has positioned various guards and traps about the playing area to foil your attempts.

The guards try to shoot you or knock you out by catching you behind a door then opening it. They can be shot and temporarily stunned if you use your stun-gun.

Remember, though, any form of contact between you and a guard will result in the loss of one of your seven lives.

### Triplets

At the end of every third level, you will be able to take part in a bonus level that can earn you tons of points. You are positioned below five ledges, each containing a pile

of gold bars. You must collect all the bars without getting caught in the three searchlights that patrol the area. You can also hide in a couple of doorways without getting caught.

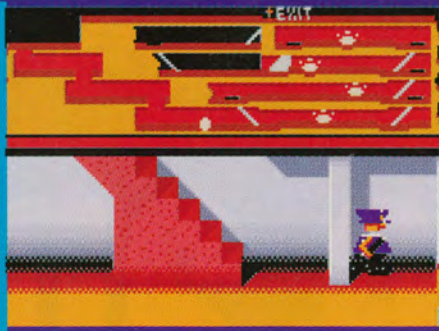
If you fail, you receive nothing but if you are successful you will get a whacking 10,000 points added to your score.

As well as the guards, you also have to contend with lots of sneaky traps that have been laid by the anonymous TV star.

Trip wires, trap doors and giant springs are scattered about the various levels just waiting for you to arrive. Most of them can be avoided but you will have to prove that for yourself, so get going. **Jason**



The bonus stages give you the chance to earn some valuable points. It is imperative that you avoid the searchlights



The gold mine level starts off with a long ride in a cart. At the end of the journey, you are thrown off to start the level

**LEAGUE RATING**

16 Rollin' Ronny
★ 17 Bonanza Bros ★
18 Voodoo Nightmare

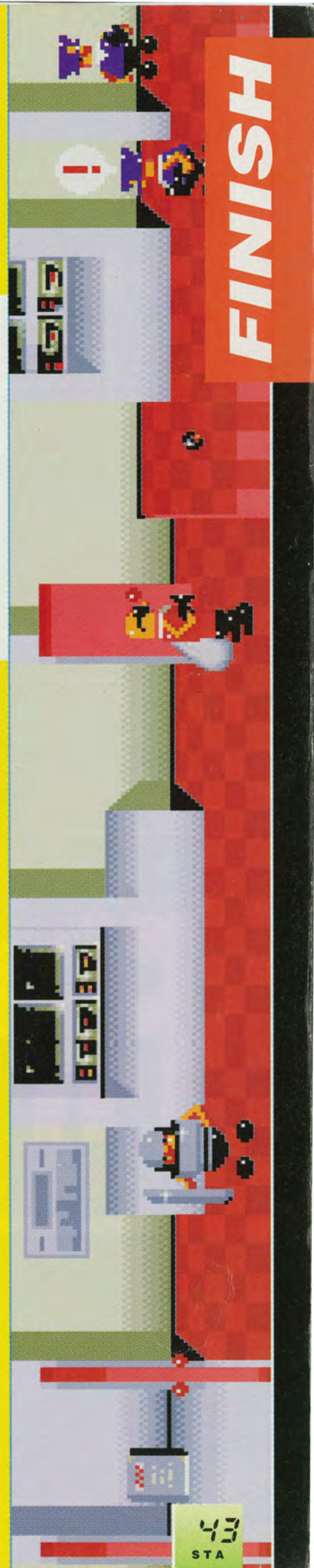
**ACTION ADVENTURE**

Bonanza Bros  
£25.99

**RATING = 82%**

Bonanza Bros is virtually the perfect conversion from an arcade game. The graphics are small but well drawn and they move with ease. The colours are nice and bright with lots of variation so you don't get bored too easily. Sound comes in the form of a nice little ditty at the beginning and some excellent effects during the game. This is a lot more fun as a two player game, where you help each other to complete the levels. But you can still enjoy a one player romp, which can quite easily provide an hour or two of challenge. This game is good fun if you're looking out for a change.

Gameplay:   
Sound:   
Graphics:



**FINISH**



Your greed gets the better of you and you are close to falling off the edge of the platform in an attempt to collect the stars



Lots of dangerous opposition will be out for your blood. The eskimos will fire their weapons at you so you must be quicker than they are



You will be shown a detailed map at the beginning of each level that will give you an indication of what's to come



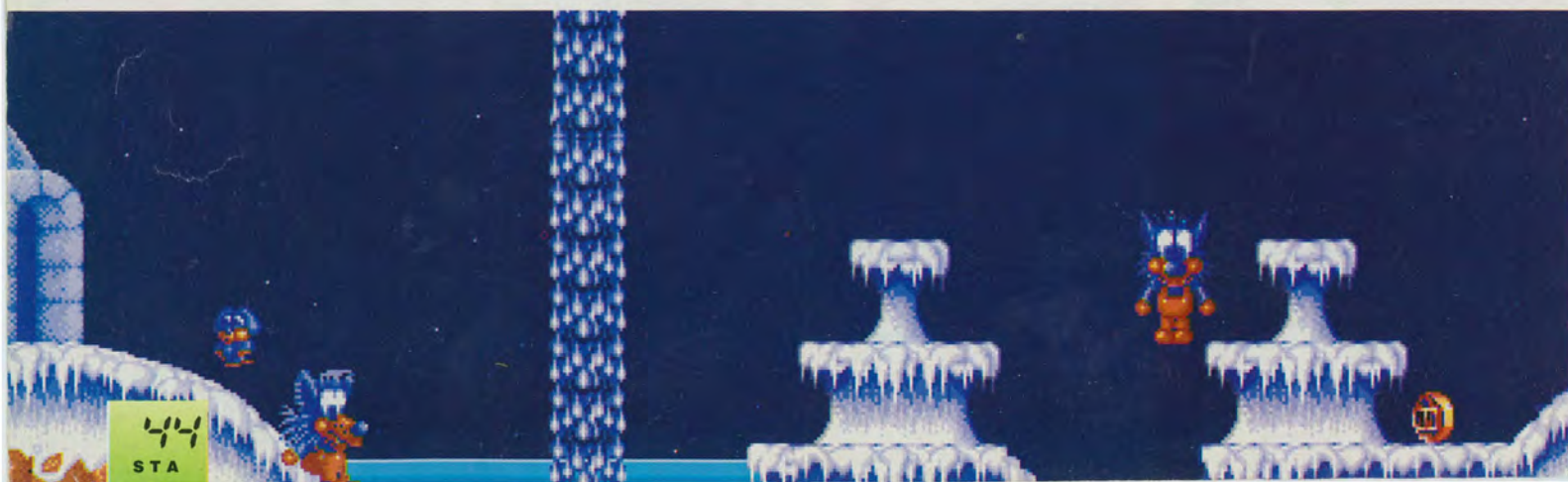
The lightning from the rain cloud just misses you as you hurtle over the hill. Thank God for British weather!



Whoops! It doesn't look as though you were as lucky this time around. At least you'll be able to start the car without a battery though

# Fire and Ice

R E N E G A D E





The rainforest section is full of Amazon people and the odd Pygmy. Your best bet is to keep close to the ground to avoid them



You will occasionally come across some things of help as you progress through the levels. This statue is offering you free passage



There's no place like home. Your habitat is under threat from an evil fire wizard who is hiding in the mystical surroundings of Egypt

**A**ndrew Braybrook has become one of the most respected programmers in the software industry today. His reputation comes from such excellent releases as *Rainbow Islands* and *Paradroid '90*. In the early days he was also responsible for some classic 8 bit games including the legendary *Uridium*. He spent the last few months devoting his time to his latest project, *Fire and Ice*.

### Coyote capers

Following in the footsteps of Titus' latest release involving a young amorous fox, *Renegade* have also decided to base their next smash hit on a four-legged quadruped. *Fire and Ice* sees you take control of a young coyote in an attempt to battle your way across all manner of terrain as you try to thwart the evil plans of the fire wizard who is trying to melt your world.

The seven levels have been split up into different stages that must be completed in a certain way if you are to progress. A key that opens the exit has been scattered about the level and the various inhabitants are keeping possession. You must shoot everything you see and collect the pieces that your adversaries drop around the platforms.

Only then will you be able to find the exit and use its powers. A bonus level will be accessed when you have

completed the fourth world. Played as a breather, you won't have to deal with many creatures but you can earn a massive 500,000 points that will get you a couple of extra lives as well as a place on the high score table.

### Lively old game

You start the game with three lives and lose one each time you come into contact with an enemy. Your game is over when you have lost all three of your lives. Extra lives can be collected if you can locate them and get to them before they disappear.

You will no doubt have to adopt a very aggressive attitude towards your hosts as you attempt to persuade them to give up the pieces of the key. You have the ability to fire little balls that will temporarily freeze your opposition after which you can walk through them and shatter them into pieces, if you're that way inclined of course.

### Weakening weapons

As you progress through the levels, your weapon will become weaker as the temperature increases. This will give the enemy a better resistance to your weapon and anything frozen will thaw a lot quicker. Another thing of note that you possess is the ability to control the actions of a puppy protege. This canine cohort can be directed by shooting in the direction you wish the dog to go. His uses are very impor-

tant as he will temporarily freeze any creature he comes into contact with. This allows you valuable time to plan out your strategy and defeat the opposition.

Various bonus items will become available to you as you battle through the game. Some of them will offer extras such as smart bombs or lives and other important items of use like better weapons can be found.

Some of the bonus objects won't be visible at first so you might have to shoot in the air to reveal certain blocks that can then be shot to produce the goodies.

### Easy peasy puzzles

As is often the case in this type of game most of the levels include a large puzzle element that must be solved in order for you to progress.

The usual things such as invisible floating platforms are all here for you to enjoy as are some more original tricks like falling snowballs and ski-ing creatures, all of which add to the overall enjoyment.

Most of the puzzles are pretty easy to solve but if you do manage to get pretty stuck, a small arrow will appear telling you the correct way to go.

Jason

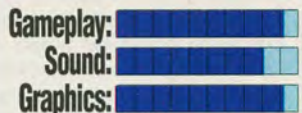
## Fire and Ice £25.99

The first thing you notice about *Fire and Ice* is the incredibly cute graphic element: extremely colourful, brilliantly smooth animation, an absolute joy to watch. The sound is a nice little intro ditty that continues into the game with some crisp sound effects and these add greatly to the overall feel of the game. The playability has been set just right. The seven levels become increasingly difficult but you will find progression comes easier once you get the hang of it. Another first class *Renegade* game.

### LEAGUE RATING

4	Robocod
★	5 <i>Fire and Ice</i> ★
6	Titus the Fox

PLATFORM



**RATING=88%**



Your weapons will allow you to freeze your adversaries for a short while so you can then walk into them and shatter them for good





The depths of hell – the next place you must visit. A very nasty creature emerges from the lava and fires his ball at you



Collecting the coins will increase your energy quota. The invisible men will appear for a brief moment and take a swing at you

# Deliverance

## storm lord

# 2

2 1 s t C E N T U R Y

**In the first Stormlord game, the once beautiful world of Llyn Cerrig was devastated by the arrival of Queen Bahd who began to drain the beauty and life away from the very ground she walked on.**

Unfortunately for her, one fairy managed to escape her evil clutches and commissioned the help of the Stormlord – a fearless warrior of good and possessor of mighty

strength, courage and overall niceness. Inevitably, he was successful in his mission and so the sequel took shape.

You take on the role of the Stormlord and your mission is to negotiate four tricky levels. Your quest will take you through Satan's Palace, the Pits of Hell, the Enchanted Forest and finally through the skies to Heaven where the final confrontation between good and evil

will begin. It is many years since the evil Queen was banished from the world of Cerrig but now she has enlisted the help of the Devil himself in her bid to rule triumphant over the entire world.

Together with the almost unstoppable powers of Satan, she has once again fairy-napped the inhabitants and it is up to you to thwart her plans for a second time. The game is set over four levels of

increasing difficulty. Your objective is to locate and release the imprisoned fairies on each level and find your way to the exit without getting yourself killed by the hordes of evil manifestations created by the Devil himself.

Your journey will be ridden with danger as the minions of Hell try to thwart your progress. You are armed with an endless supply of throwing axes and a battle-axe. The throwing axes are extremely useful for long distance combat but the battle-axe must be used if they manage to get too close for comfort.

You start the game with three lives that take the form of an energy bar. If you lose all of your energy through contact with your adversaries then you will lose one of your lives. Energy can be replenished in two different ways: the first

Facing more problems than Mike Tyson, you must put all your energy into combatting your powerful adversaries. Since they don't wear high heels, maybe for the first time in your life, you could beat someone

On your travels !

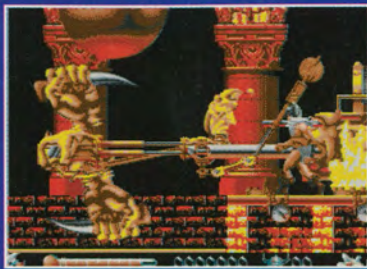


# Flying through to freedom

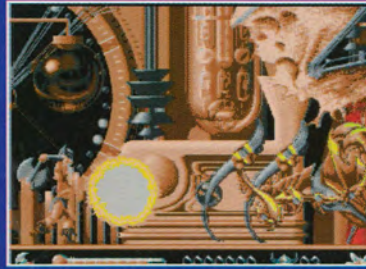
- a** Riding a magnificent beast in the shoot'em-up stage.
- b** Bullets and bombs zip by your head. Keep alert and swiftly strike back.
- c** What do you mean, Stormlord approaching? Open fire! All phasers!
- d** Struggling to stay alive, your energy bar is at a dangerous level.
- e** Pump up the points. If you don't make it, you'll have some consolation!
- f** Totting up the number of fairies collected, you have acquired zilch. Tut!



The first level guardian is a giant dinosaur with a bad breath problem. With a little practice you should find his weak spot



Level two is a massive engine that appears to rotate a giant set of claws. Either attack it or jump past it to victory



The mechanical spider must be driven into the electrical current if you are going to have any success in defeating him



The end of game guardian is reminiscent of an ancient Indian god so don your cowboy gear and keep shooting partner

is pretty simple as you only have to stand still for a while and your energy will increase.

The second method involves the collection of spinning gold coins that are dropped by some of your opponents when they are killed. The coins award a greater amount of energy replacement than standing still.

## Status Symbols

Your status panel is displayed at the bottom of the screen and gives you all the information you need as you go about your quest. A small bar will tell you how much energy you have left, your current score will be displayed along with how many lives you have remaining and the number of fairies you have managed to rescue. Each level is similar in style to Gods in the manner of

play. There are lots of platforms and doors that require special keys to open them and plenty of ladders to climb and so on.

The keys will usually be found in one of two places. A slain creature may drop it or you could find it inside one of the many cabinets that are dotted about the levels. Be careful however, as the cabinets can also harbour evil as well.

Your objective on the first three levels is to rescue the kidnapped fairies from their captors and defeat the end of level guardian who guards the entrance to the next stage. The fairies will be kept in some of the cabinets and you must open the cabinet and catch the fairy before it flies off into trouble. The fourth level is a little different and doesn't involve any collecting of fairies. The end of level guardians

are ferocious beasts that must be defeated in order to progress. They will attack you in a certain pattern and they can also be defeated more easily if you manage to find their weak spot.

On the final level you take to the back of a dragon-like creature and fly through the skies to Heaven. This section is like a scrolling shoot'em-up that simply requires you to destroy a host of evil creatures. Collecting fairies that appear will boost the power of your weapon. **Jason**

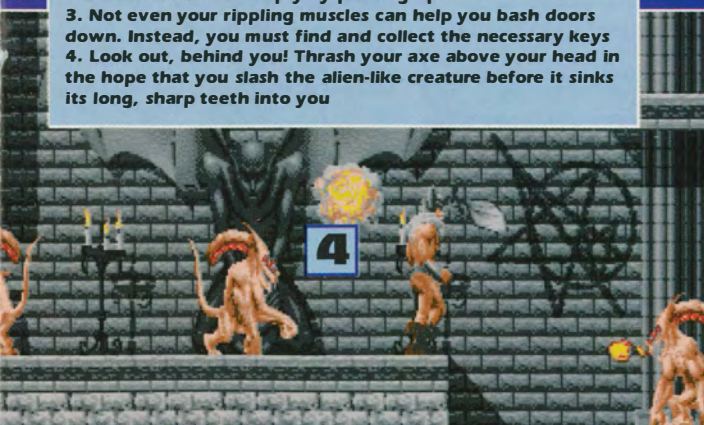


You carefully enter a door to be attacked by a huge minion of evil. The violent explosion of its blow brings tears to your eyes



You open a cabinet and hope to find a useful item. Unfortunately, a spider is the only inhabitant in this case

1. If you're too young and innocent to have ever felt the effects of a hangover, then this thumping fist will reassure you that you're not missing much
2. Open chests to reveal keys, fairies, or ferocious foes. Examine the chests simply by pushing up
3. Not even your rippling muscles can help you bash doors down. Instead, you must find and collect the necessary keys
4. Look out, behind you! Thrash your axe above your head in the hope that you slash the alien-like creature before it sinks its long, sharp teeth into you



## LEAGUE RATING

5 Wrath of the Demon

★ 6 Deliverance ★

7 Rick Dangerous

ACTION ADVENTURE



Deliverance  
£25.99

RATING=81%

The similarities between Deliverance and Gods will appeal to most people. Nice graphics are improved by a high standard of animation and the only thing letting this side of the program down is the slightly poor state of the backdrops in the later levels. Sound effects don't spring out and knock you over although the explosions are quite nice to the ears. The playability is where this game falls short of the mark. With only four levels and not overly difficult gameplay, you'll find yourself finishing this in no time. Could have been great but instead merely turns out as good, but only if you're a fan.

Gameplay:   
Sound:   
Graphics:

1



**GONE SHOPPING**

All of a sudden you've gone bald! You'd better buy yourself some hair restorer!

2



**I'VE FOUND IT. I'VE GOT THE CLUE!**

Okay so it was a bad Anneka Rice impression. There must be something worth having round here. Where's Kenneth gone and what can you do about Wincey Willis?



**A** name you may not be familiar with at the moment is Revolution Software. This is all about to change as Virgin put their first game on the shelves. Lure of the Temptress has been in development for well over a year and features their new, hugely powerful "Virtual Theatre" game engine.

In case you're wondering, Virtual Theatre incorporates everything you'll have come to expect from other graphic adventurers. But it also creates a completely "real" world where the characters all have their individual lives to lead and will go about their business behaving independently of each other.

Yeah, yeah, yeah! I think we've all heard that at some point or other, but this time really is the case.

At every point during the game the other characters will be doing

# Lure of the

V I R G

stuff somewhere else. Revolution say that that your actions will not dictate events, just alter them!

Lure of the Temptress tells the story of a young lad called Diermot who decides to earn a few extra pennies as a "beater" when the king decides to attack a village. Unfortunately for him the party gets attacked and mostly wiped out by the Skorl race. Diermot is captured and imprisoned, so the first thing on his mind is to escape. Once this task is achieved he is determined to go out there and confront the Temptress - the demoness who controls the Skorl with her magical powers.

Anybody who's familiar with the Monkey Island style of things will be instantly at home with this. There is no need whatsoever to touch the keyboard because the whole thing is mouse controlled. With a combination of both buttons you can enter stupidly cluttered sentences such

as; "Tell Ratpouch to go into the guard's room and then pick up the bottle and then give it to the prisoner" and Ratpouch will obediently wander off and perform all of these tasks for you.

Every Non-Player Character (NPC) in the game can be spoken to in this manner. The first time they meet you'll only be able to "Talk to stranger". However, should you bump into them again you'll be on first name terms with them all, it's nice to have pals.

Another example of how the system works is when you go into a shop and there are already two characters present. They'll probably be having a conversation which you'll catch the end of. If you'd gone in 30 seconds before you'd have heard more of what was being said, but if you'd gone in two minutes later, you may have missed all of it.

By moving the mouse pointer around the screen you'll be able to



(above) This Skorl wont let you past just yet. He is stupid though, can you trick him?

(below) Near the village you come across a very interesting pair of Water (?) Gates.



1040 ONLY



**LEAGUE RATING**

! EXPLORER SUPREME !

★ 1 Lure of the Temptress ★

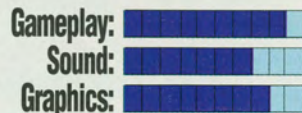
2 Crusie for a Corpse

ADVENTURE

Lure of the Temptress  
£34.99

**RATING=91%**

This was a Mirrorsoft title before they went bust. Virgin have made a great move by snapping it up because in theory it is massive. As a game it's stunning. People were amazed by Monkey Island, but this is much better. The graphics stand out from the pack. There may be a question mark over the difficulty but don't think you'll whip through - you won't. This is classy and it deserves its future success. You won't find a better example of this genre.





3



### POT HOLING FOR BEGINNERS

Caving has its perils, especially when your partner is wearing a ballroom gown. Make sure you have a healthy supply of everything you might need (oo-er!)

4



### CAN I HAVE MY TEETH BACK?

After this panning you should turn the other cheek (to make both swollen to the same size so nobody knows you've been beaten up anyway!)

# the

# Temptress

perform various actions. By clicking somewhere general on screen it will make Dermot walk to that spot. If you place the pointer over a specific object it will transform into a cross.

Clicking now will bring up an intelligent menu where you can do things specifically related to that object. For example, if it is a bottle you will be able to open it and drink from it as well as the standard pick up and examine options.

### Endless Enigmas

There are plenty of puzzles to solve, most of which aren't amazingly difficult, but they are going to hold even the most experienced of adventurers up for a while. The storyline is funny and you certainly don't find yourself getting bored in what is another standard fantasy yarn.

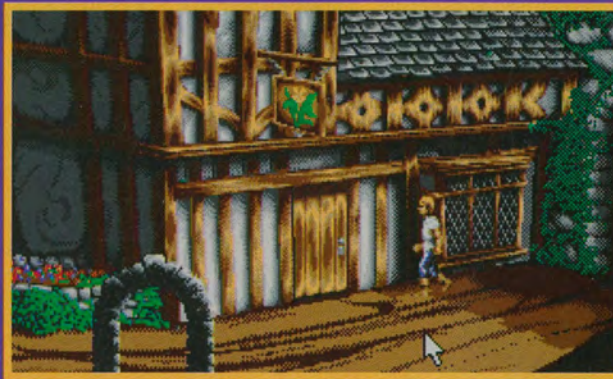
All the individual characters seem to have their own personality. There's a busy barmaid, a pushy shopkeeper and a town gossip all knocking about somewhere. You can relate to the way all of them behave and this helps to draw you into the world.

The first thing that'll hit you when you play the game is that the graphics are among the best you'll have seen, on this type of game. There's a classy look to the whole thing, especially when you get into the village where the scenery really does come into its own.

Sound, too, is more than capably looked after and completes the professional feel the whole thing purveys.

Seeing Lure of the Temptress make you wonder why some software houses proclaim that the ST isn't good enough to keep up with the Amiga.

**Paul**



(above) Oops, this dragon could be quite dangerous - if he sneezes

(left) The pub looks like a good place to relax. Pity it's closed as it's after hours!



(above) Your plan has worked and the Skorl is locked in the cell he guarded!

(right) Outside the village walls, it may be worth examining everything



(above) The bed is alight, will it cause enough distraction to let you escape?

(left) The Severed Arms is the other local but it has a bad reputation!

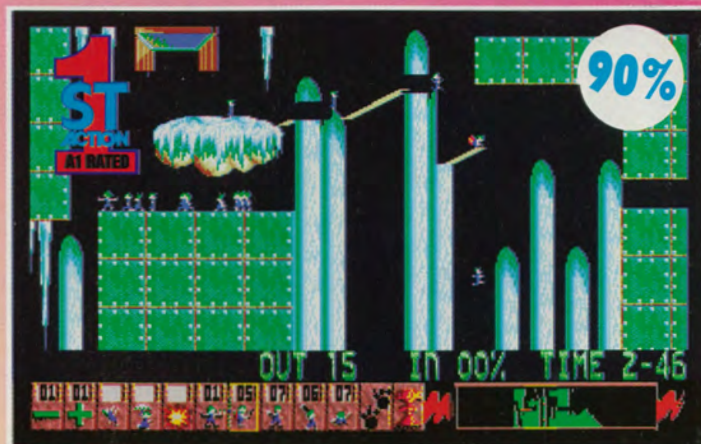
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*Reviewed STA Feb '92*

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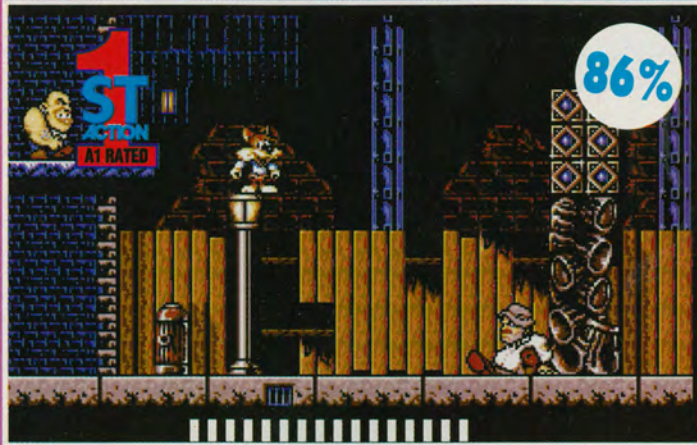
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*Titus the Fox... extremely cute, nice comic animation, challenging and addictive gameplay. Very nice indeed.*

*Reviewed in STA May '92*



**VIDEOKID.** YOU HAVE BEEN SUCKED INTO THE VERY HEART OF YOUR TV SET AND YOU'RE GETTING HOMESICK! BATTLE YOUR WAY ACROSS FIVE INCREASINGLY DIFFICULT WORLDS INCLUDING WESTERN WORLD AND THE FRIGHTENING HORROR WORLD TO FINALLY FIND THE EXIT AND RETURN HOME.

*Videokid... extremely colourful graphics, nice intro music. Will appeal to fans of this genre.*

*Reviewed in STA May '92*

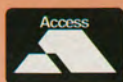
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## \*\*\* A REVOLUTION IN FOOTBALL MANAGEMENT GAMES \*\*\*



# DIVISION ONE 92 REV 1

"(The Midnight Oil) treat soccer in the sophisticated way Americans treat their national games." - The Guardian

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

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

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

### WHAT IS DIFFERENT ABOUT THIS GAME?

Division One 92 transforms the soccer management game. You can concentrate on the football. Experiment with players, formations, team styles. Build your dream squad and check it out in accurately simulated league/cup football. Match results are from a unique soccer match. Every pass, tackle, shot etc. is determined by the players involved. Your choice of skills thus influences match results. Mental arithmetic has been dumped. Football knowledge is the name of the game.

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

### REVISION ONE.

The best just got better! All updates that have been made to Division One 92 over the last 6 months. In addition the match screen has improved, opposition team info expanded, a European transfer market added and a few more minor changes. An edit program and a customisation program have also been added. The manual has been expanded and the packaging improved.

**EDIT PROGRAM** Edit the team and players that make up Division One. Produce your own Division One, or Scottish League, British League, European League, German/Spanish/French/Italian etc. etc. Or even make up a league of all the best teams you've ever seen.

**CUSTOMISATION PROGRAM** Customise the 45 man starting squad. Use your favourite players, or your local side. How about a squad with Pele, Beckenbauer, Best, Cruyff, Maradona...?



# HEAD COACH V3

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

- Pop Comp.

**HEADCOACH V3** has been described as "the best game ever put onto a computer". It is the complete American Football game, a multi season epic with the very best strategic elements of the real thing. You will call the plays, devise the gameplans and develop the team.

Use the first season (2 pre-season games, 16 regular season games, and the play-offs) to discover your 45 man squad of players. Then exploit the college draft to improve the team and expand your gameplay to beat the very best the NFL can throw at you.

Players will age and teams will fade (a player will last about 6 seasons), but you will stay and rebuild...

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Current owners: replacement disk £1.50

# GTGA

GIVING THE GAME AWAY

Small Tips

## the CHEAT

### MAN.UTD.EUROPE

Dotty, in his infinite wisdom, has discovered a little ditty for this top football sim. When you are about to take a free kick do not move the cursor, instead, press fire very quickly and watch the computer take the best shot available. Also, if you take a free kick near the opposition's goal you will automatically score!

### SUPER GRIDRUNNER

Anyone remember this one? Of course you do. To get infinite energy simply pause the game and type in PINK-FLOYD-ARE-GODS (they're not really now are they?) and don't ignore the dashes and then blast your way to victory!

### BEST OF LUCK

## the CHEAT

### POPULOUS II

There is absolutely no chance of me telling you all 999 level codes for this brilliant game by Electronic Arts. Instead, I've decided to give you just one code. "What help is that though?" I hear you cry. Lots, considering it's the code for level 999 itself, now you can see what you've been battling towards for these past few weeks. Type in WOITAB to find out if it's all been worth it.



Righty-ho chaps, lets get back to business. The female influence has taken its rightful place on this most helpful of pages because Dotty - bless his little cotton socks - hasn't got the same weight behind his punches that I have!

cheats

## the CHEAT

### LAST NINJA 3

After reviewing this game in last months issue we can now inform you of the cheat, well the level codes anyhow. You already know the first code which is SUSS, the others are as follows.

Level 2 - IMED Level 3 - URTI  
Level 4 - BASD Level 5 - NUOS  
Level 6 - REOO

The observant among you will notice that if you read the codes backwards you get the sentence, Ooer sounds a bit rude misuss!



## the CHEAT

### U N R E A L

If any of you sad cases have actually bought this game then all I can say is I sympathise, and because I feel so sorry for you I'll tell you the cheat. As soon as you see the picture of the dragon type in ORDILOGICUS and then press return to skip the levels.



## the CHEAT

### ROBOCOP 3

First up, Robocop 3 and a soopah little cheat that we nicked off of the now defunct Games-X - RIP. In order to skip through the levels all you have to do is hold down the SHIFT key and type in THE DIDDY MEN, whisper hey presto under your breath and the cheat should now work. Notice I did use the word should!



# GTGA

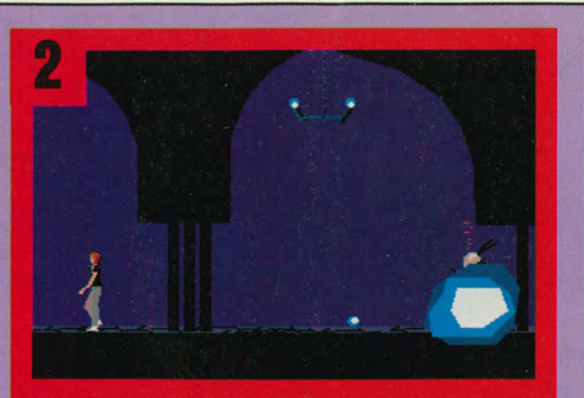
## GIVING THE GAME AWAY

Another World

At the start of this level refrain from going up the steps, instead, run to the right but don't go down the next flight of steps that you come across.

In a little while a guard approaches you from the right of the screen, you can easily kill him by putting up a shield and waiting until he starts to climb the steps. Then shoot the chandelier.

You can now go back up the first flight of stairs that you came across and shoot the next alien that appears. Continue right and jump over the hole in the floor.



Follow the next guard until you are standing in front of a three layered door. Do not get too close or the door will open.

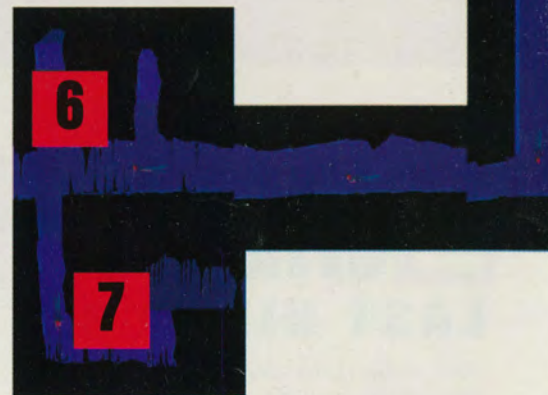
Put up a shield and then slowly walk forward - remembering to put up more shields as you go - until the door opens. When it does, the guard beyond will throw a grenade or two, quickly step back causing the door to close and the grenade to bounce back towards the guard and blow him to out of his boots. Blow up the door where the guard was and re-boost your gun, then run right.



Swim up the second cavern you find and take a well earned breather. If you fail to do so, you will be unable to carry on with your journey.



Continue down and shoot the power cable that runs through the platform at the bottom of the water filled tunnels, you can now return to the surface.



Once out of the water you should come across the guard who was flattened by the sphere. Go right and fall down the hole in the floor and turn immediately right.

**3**

Kneel down by the gap and watch the smallest green ball. You will notice a guard's reflection in the ball as he paces backwards and forwards in the corridor below. When he is directly below, shoot the chain and one of the spheres will fall, hopefully crushing the guard as it does so. If you get it wrong laser bolts will fly your way and you will have to keep trying it until you succeed.

Now make your way back to the left and go down the flight of stairs that you jumped over earlier. Once at the bottom of the stairs walk right - you will be ambushed by a mean looking thug when you walk to the edge of the screen.

Simply give him a good, swift kick in the nadders and then roll to the left to pick up your gun that has been knocked from your hand. Quickly fire before he gets a chance to shoot you, and then run to the right.

**4**

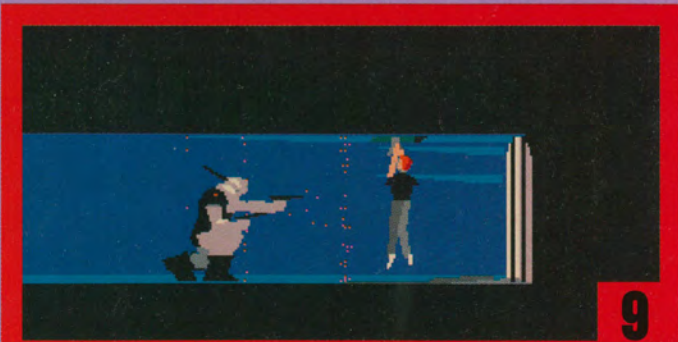
This is where things get tricky. Two guards approach you from either side, all you have to do is keep calm, build shields on either side of you and shoot damn fast! It can be done if you are really quick.

Continue right and take a quick swim in the water but don't climb out the other side of the pool. Swim down to the bottom and search for an active power cable. You must shoot the cable to unlock doors further on in the game.

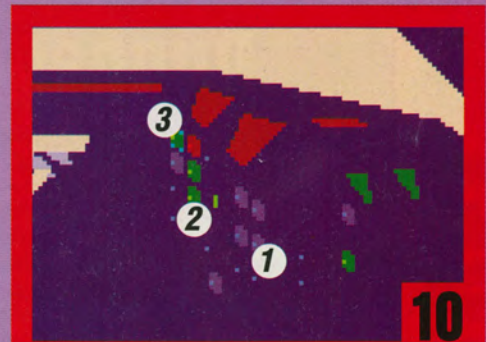
**5****3****8****10****9****END**

As soon as you hit the next passage turn right and shoot the door, then quickly run to the far end of the passage, the doors you approach open automatically.

When you reach the far end, turn and build shields to protect yourself. As long as you destroyed the chandelier at the start of the level, your friend will now come to your aid.

**9**

Jump over the hole and enter the tank waiting above. As you trundle along you realise that this could have been quite a costly mistake, but you suddenly notice a control panel. Push the buttons in this order: 1,2,3.

**10**

How have you been coping with this splendid game, finding it hard? Oh well, never mind. Allie is here to guide all you weary travellers in the right direction using the second part of her player's guide. The conclusion will be found in these pages before you can say parallel universe.

# GTGA

## GIVING THE GAME AWAY

Shadowlands

Most of you, who went out and bought this game, are now very aware of the difficulties involved in its completion. Well, fear not, for those lovely people at Domark have supplied us with the solution to the first five levels. The rest follow next month.

# LEVEL 1

## The Wilderness



To start with, collect all the apples, sticks and the bow (found at the far right hand corner of the woods) for use later on. Follow the path, collecting the two

torches at the end and try to avoid any contact with your opposition as they will cut you to ribbons in a second. Now go down the steps into the next level.

# LEVEL 2



## Dungeon 1

Collect and extinguish all the torches you find, get the three silver coins. Move over to the door and pull the switch. Proceed and collect the stick, bread and flask.

When you come across the skeleton, kill it with the sticks and get its empty flask. Drink from the fountain

Collect an additional flask by the gap in the wall by using the coins. Look for a secret switch on the wall, push it and collect the strength potion. Now open the lock leaving a torch by the gargoyle in order to open the double doors and proceed through them. Leave a weight on the floor switch ahead and enter the room.

Kill the skeleton and collect the shield and chest. Go around the corner, drink from the fountain, leave another weight on the floor switch and go through to the double doors avoiding the skeleton. Once at the doors, pull both switches and go through. Collect the apples.

At the double doors, avoid the skeleton and place a character on each of the floor pads. When the doors open, move through. Pull the secret switch by the side of the small door, get the Light scroll and exit. Collect the key by the fountain and open the double doors. Kill the skeleton, get the chest and go down.

# LEVEL 3

# LEVEL 3

## Dungeon 2

Collect the key, buy the light spell, pull the switch and go through the double doors. Pull the 'Pull' switch and send your strongest character through the teleporter. Collect key. Pull switch in the far corner and exit through the teleporter.

Open the portcullis with the new key. Do not pull the 'Do not pull' switch. Have a drink and collect the food. Throw everything over the middle pit onto the weight switch. This will cause the middle pit to disappear. Extinguish all light and collect the chest from the alcove. Exit the room via the portcullis, stand one pair of characters on the front switch and the others the back. The characters at the back of the room are teleported to the next room.

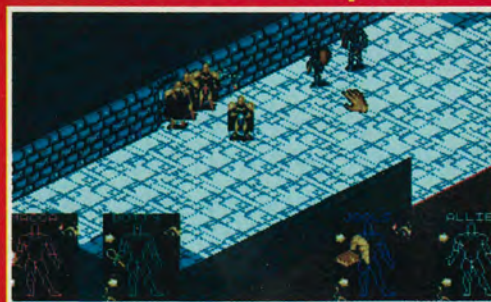
Go through the now open door with the first pair of characters. Collect the chest and then stand on the weight switch. Now go back and free the other pair of characters. Kill the skele-

ton get key, and exit. Kill both the skeletons and pull the secret switch which will open the next door.

Collect the shield and pass the gargoyle in the dark. You will find two pits. Throw a fireball over them. This activates a light teleporter. The pits will disappear and you can open the

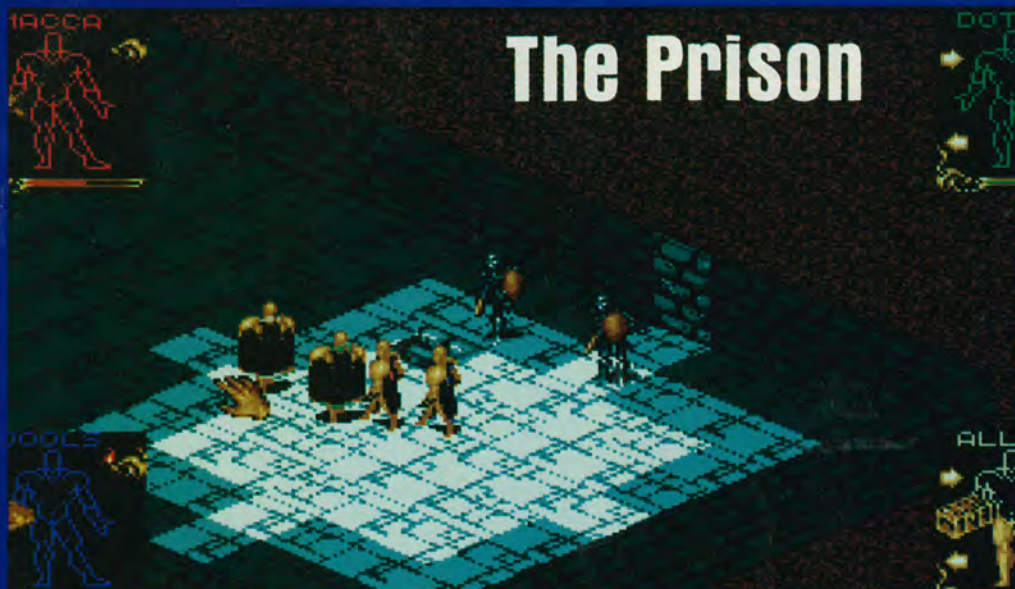
lock and the portcullis. Kill the Valkyrie with fireballs. Buy any item. Open the door by placing something on the weight switch. Pull switch and exit by pulling the switches on the outside of the door. Now either go past the Valkyries, kill them, collect the gold coin and open next door with it. Or go round

and stand the characters by the sign "Says nothing. Reveals much". A secret wall will now open and you must enter. Pull switch to open doors. Send a character down the right steps.





# LEVEL 4



## The Prison

Walk the single character all the way to the fountain (which is also a dead end). Now walk the other three over to a secret switch between the 2nd and 3rd wall torches. Don't bother with the floor switches.

Push the secret switch and rejoin the first member of your party after the secret wall has opened and you have collected all the items. Carry on down the corridor, avoiding the last floor switch (this will warp you back).

Make everyone read "This message is for everyone". Spend your coins and collect the chest when it appears.

Stand three of your party on the three floor switches. This will lead them to be kidnapped, but don't worry, you can rejoin them later. Check each of the three - one of them will have to kill his cell mate. Once in the cells, look out for rats. Food and water is available and can be obtained by getting the key by the door to the 'Bread and

Water' cell. Take the free character, collect the key that has appeared, open the leftmost door and collect the waterball spell. Have another drink and continue down the corridor. Go through the small gap in the wall, which is the first gap to the character's left, and kill the fire demon with the waterball spells.

When he dies, a cell will open and a previously imprisoned character will join you. Leave the room the same

way you entered but turn left and go right around to the portcullis and switch. Pull the switch and enter the room.

The switch also turns on the teleporter for a short period of time. Throw items into the teleporter. They will warp to the floor switch which closes pits. Retrieve your items and pull the switch that will open the cell. Exit with three characters.

Turn left out of the room (the character's left) and continue down the corridor until the T-junction where you should also turn left. Pull the switch, kill the minotaur and collect the chest which contains a key and some coins.

The key will open the last cell. Exit the room and turn right. Put the cell key in the lock and enter the dining room. Pull the switch in the corner which will open the door. Buy some food and collect the chest. Now have a drink. Go into the Master Switch room.

Don't pull switch four. Kill the minotaur in the room. Use switches one, two and three to open the rooms and collect the key (send someone in and wait for the key to appear). Use the last key on the last room and descend the steps to level five.

Open door by using the switch. Send one fighter into the room. The photoreceptor will pick him up and open the monster's doors. Try and let each monster out one at a time. Kill them and keep an eye open for any fire demons as they will light the photoreceptor themselves and let all the monsters out at once.

One of the fire demons carries the exit key. Kill him and get all of the group through. Spend a coin and use the altars. Buy refreshments, then send men through into the teleporter, leaving an item on the floor switch.

Extinguish all of the light and exit through the new teleporter. Now enter the "one each" room. Send your men into the corridors one at a time. Kill the skeleton and collect the remaining key.

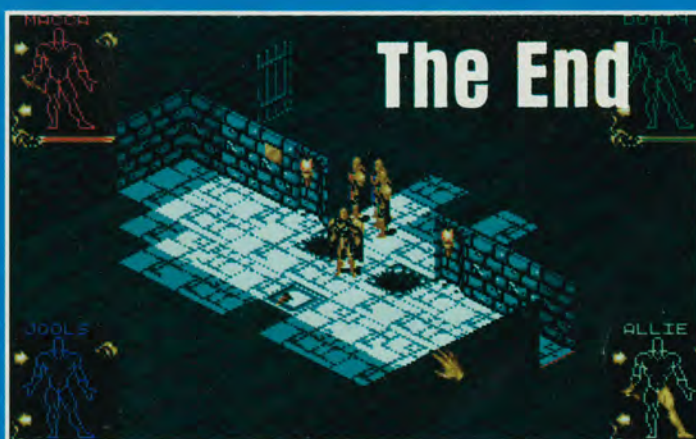
Use the following key combination in the four locks to solve this corridor:

- Key 1 = Lock Four
- Key 2 = Lock Three
- Key 3 = Lock Two
- Key 4 = Lock One

You can use the switches on the outside to free adjacent characters. You do not need all four keys to solve this. To solve the next corridors, two teams of two men are needed. Use the following:

- Switch 1 closes Pit A
- Switch 2 closes pit B

Get everyone through, stand together on the floor switch and enter the portcullis. Go through



## The End

to the "Mystery Tour" switches and take one switch each:

A - Light both photoreceptors. Keep light away from the doorway as invisible receptors create a skeleton.

B - Collect key, extinguish all torches and exit.

C - Collect the chest, kill the skeleton and leave all the items on "Please Give Generously". Go through the door and proceed through the second door (NB. No items can

be carried, but you'll find them all outside.)

D - Collect the chest. Throw fireball in the direction of the arrow. It will warp X-Y-Z and the door will open.

Use the collected keys on three locks, wait for the doors to open, then proceed down the steps to level six.

Well, that's it for now. Levels six to 10 will follow next few month, so keep your eyes peeled.

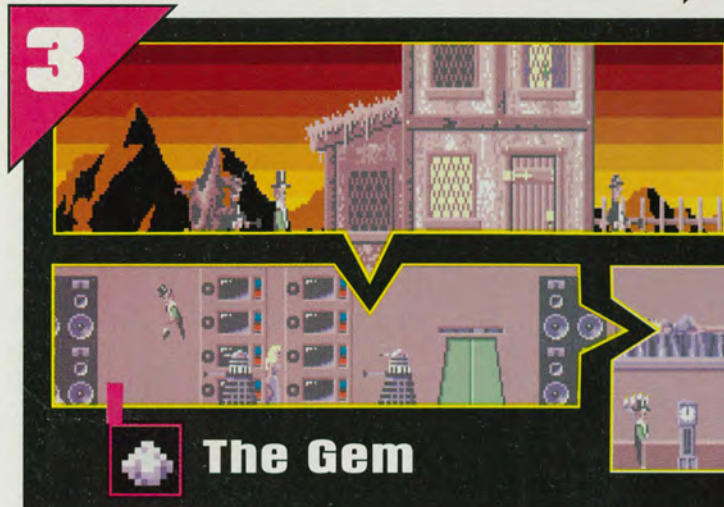
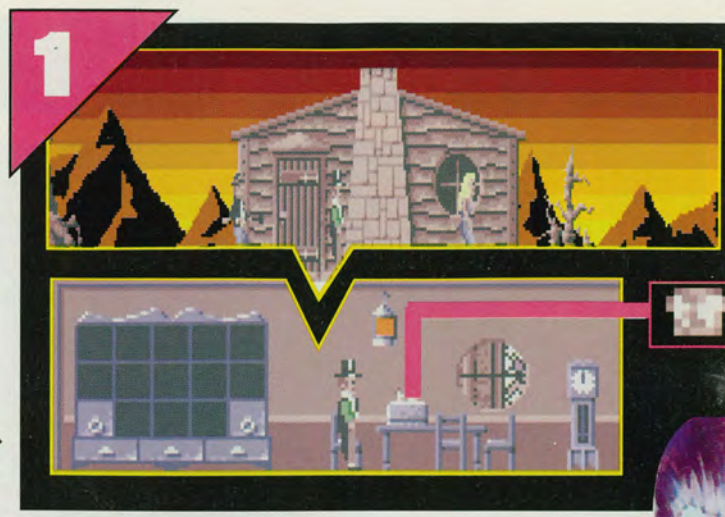
# LEVEL 5

# GTGA


## GIVING THE GAME AWAY

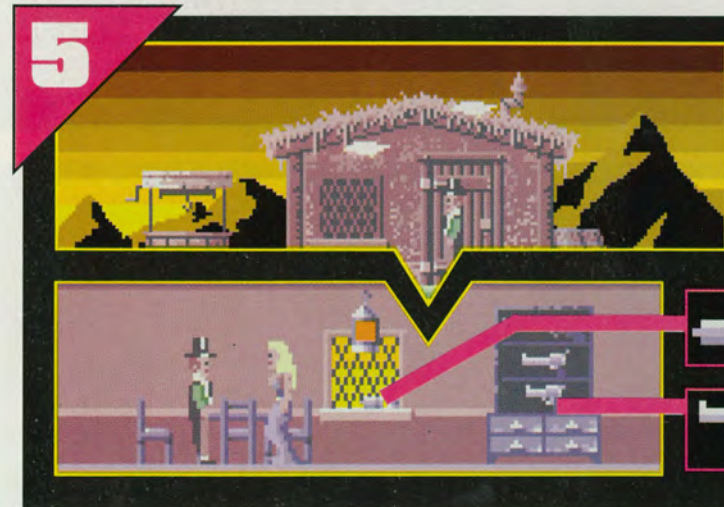
Brides of Dracula

The most difficult part of the game is finding Von Helsing's 13 objects. Here we show you how.





**The Daleks**  
Exit through the door to find the Dalek's secret haven. Collect the gem lying on the floor in the far corner, but avoid the Dalek's fire.

 **The Gem**

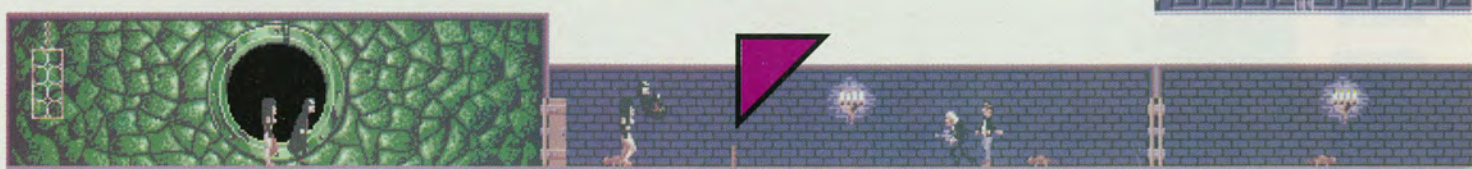


**The Lonesome swamp house**  
Inside the house are two items for collection. The first is a pile of bullets lying on the windowsill, the second item is one of the guns.

 **The bullets**  
 **The gun**



**To the Castle**



## Von Helsing

The start for Von Helsing. Your first object can be found lying on top of the table. The object closely resembles a piece of toast! Strange.

### The toast

# 2



### The Bible



### The cross

## Church

At first, it looks like the cross is the only thing collectable but the bible on top of the pulpit is also a precious item. Simply jump up to collect it.

# 4



### The chalice



### The potion

## The Pub

The first item is the chalice sitting on the cabinet at the end of the room. The second item is a potion bottle sitting on a shelf in the pub's cellar. Make a jump to claim it.

# 6

## Searching Dracula's Castle

### The balcony

Avoid the manic chainsaw collect the key hidden between the railings.



### The bedroom

Sadly no hanky panky here, collect the mirror that has been left on the floor.



### Pentacle room

Avoiding the laser pelting scantily clad statuette, jump up to collect the key.



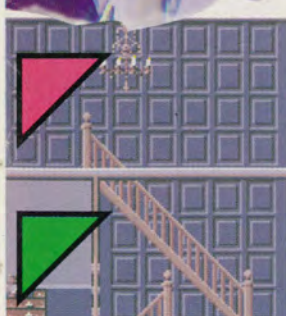
### Pit and the pendulum

Hanging on a chain in this chamber of horrors is a mallet. Not easy to see, is it?



### Castle passages

Just beyond the Castle's transporter you will find a stake among the rats!

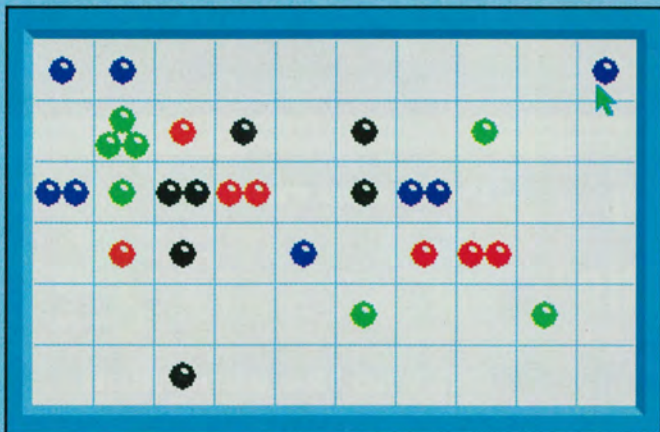


# PD or not PD

## 1. Atoms

Another older PD game but this took the ST Action mob by storm as you can play it with up to four players at a time. The concept is amazingly simple. Each player takes control of a colour of atoms and has to wipe out the other players by causing chain reactions, and clearing the board of all the colours.

The board is divided into squares and each square can only hold a certain number of these atoms. For example, if you put more than three in a middle square it will overload and cause atoms to fire out onto adjacent squares, wiping out whatever was there. Despite how it sounds the game is totally brilliant and very addictive, it can only be described as a "Top Game". Buy it immediately from PD ST, it's on disk GL241 along with a couple of others.



## 2. Lobotomy Invaders

Regular fans of STA may have seen that we Star Tested this title last month with the wonderful Sheep On Drugs and yes it did blow their minds. Was that such a great achievement?

What you've got in this STE only game is your basic Space Invaders thing but the whole screen continually scrolls up and down in a wavy way that is almost certain to make you seasick!

You must guide the crosshair over the aliens and kill 'em off before they reach the bottom and wipe out your city. It's pretty hard but the sound and graphics are well tasty. One of the best PD games ever on the ST. It'll blow your head off. Get it from Caledonia PDL.

## 3. Sub Hunt

Another title from PD ST is Sub Hunt and it can be found on their compilation disk Com 11. It's a two-player combat game where one takes control over the goodies and the other has the baddies.

To simplify it a little more, one of you will be controlling the helicopter at the top, the other will be in charge of the battleship at the bottom, the idea being to blow each other up.

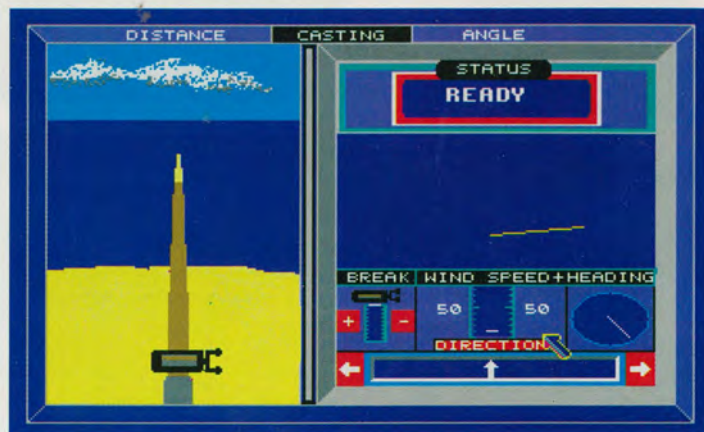
Across the middle of the screen there occasionally come other craft, some of which are good, some bad. They will help by attacking the other person for you. Destroy them and you'll get loads of points but if they were on your side to begin with your score will be reverted back to zero.

## 4. Sea Fisherman II

Here's the follow up to the hugely popular Sea Fisherman and what an improvement it is too! Only kidding, I've never even seen the original SF but what we have here is a little fishing competition that sees you out there, up against the 10 best fisherman in Britain and as you can imagine, that's some pretty stiff competition indeed.

It's all there, you'll have to change your tackle, make a good cast and reel the little beggars in when they bite. There's a choice of six different coastlines at which you can fish, all with different fish to catch and various weather conditions to experience and do battle with.

You'll have to reel them in at a spectacular rate to get to the top of the catch list. You won't be able to waste any of your time. I wouldn't want to be in your place (Boom Boom! Oh Cod, there's something fishy going on here. I can feel another one of my haddocks coming on... How come games with fish in always spawn (ahem) millions of fish jokes?).



## 5. Pipe Perfect

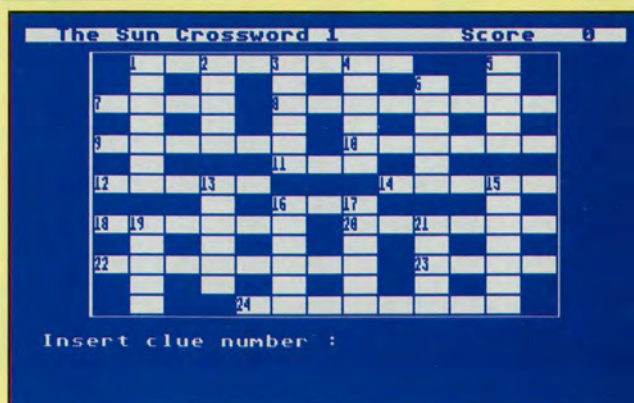
For some unfathomable reason pipes have been a popular topic in computer games for a couple of years. Pipemania was the biggest commercial title and easily the best. Pipe Perfect is a STOS game written by a chap called Martin Cubitts and takes some of the ideas from the all-time classic.

It's a one or two player game where you must build pipes through caverns to collect diamonds (like you do). But once you've started the pipe moving you can't stop it - only change its direction to go over the diamonds. You also have to make sure that the pipe doesn't run into itself or the walls.

The problem with the game is that the controls aren't too responsive and this detracts from the playability quite a bit.



## 6. Crossword

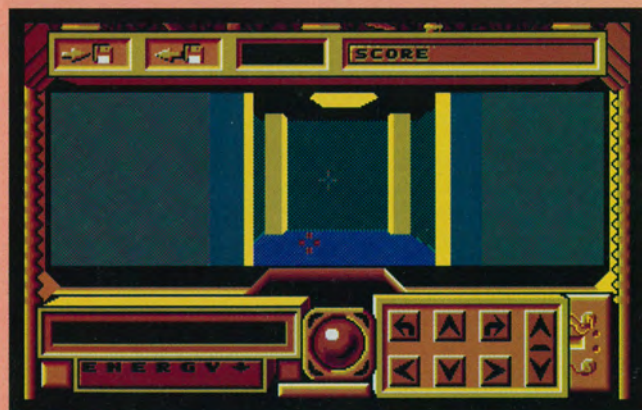


Aaaaargggghh! One for all the crossword addicts out there on disk GL241 from PD ST. If you just hate getting newsprint all over your luvverly clean fingers you now have a choice of your favourite wordy puzzles on this. There is a choice of either The Times crosswords for the interlekkchewal out there or there's a selection from The Sun as well.

Some of the clues are hard but I've never been one for anagrams and stuff like that anyway. Far too complicated, give me an eight letter happy rod any day, joystick y'know.

If you're looking for something to while away those long lazy summer hours (or if it's too wet to go out) you could do a lot worse than take a look at this disk.

## 7. Infiltration



There's quite a bit of stuff in the Public Domain that's been done with the help of Domark's 3D Construction Kit so let's take a look at a couple of titles that are on offer. Starting with Infiltration. The instruction file that comes on the disk tells you that you're not going to get any run of the mill plot involving wizards and so on here! Unfortunately what you do get is one set in the future instead, hardly an original twist is it?

For some reason huge transport ships have been disappearing and you are sent into the area to find out why. On your voyage you discover the spacecraft that is responsible lying dormant, so you take your chance to sneak aboard and must plant mines in key positions, marked by crosses. Control is via the mouse and the user interface in the lower half of the screen. Unfortunately the movement is rather slow and you'll probably find yourself quickly growing tired of the whole affair. Does PD need a new direction?

Standard stuff available from most decent PD libraries but you may want some examples of what the 3D package is capable of.

## 8. Labyrinth

Yep here's another 3D Construction Kit game and this is based largely around a Labyrinth! Labyrinth translated loosely from the Anglo Saxon word meaning: get lost stupidly easily and then get dead frustrated, break the disk and put your coffee mug on it!

It runs pretty slowly and doesn't really look that stunning but there are loads and save game facilities so you don't have to go right through from the start each time you load it up.

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Hi folks and welcome back to the hallowed halls of The Guild. I've got a preeetttty good bunch of stuff for you this month Lure of the Temptress interview, more games reviewed and more poor hapless adventurers put out of their misery in the help section [heh, heh].

Check out next month's issue for something a little different it's... nah, I'll let you stew for a while [cackle].

# The Guild

by Paul Rigby

## Will the lady lure you into her complex web – or would that be tempting fate?

One of the most popular types of game on the ST is the graphic adventure. The most famous exponents of this genre are Sierra and Lucasfilm. However, stand by for a UK challenger from Revolution Software, via Virgin, called Lure of the Temptress (LOT) – reviewed elsewhere. Check out the full review for the background story. However, suffice to say that as the unwilling hero, Dermott, you have to prevent a mysterious Enchantress taking over the town. Revolution's Charles Cecil explains how LOT came into being.

### Revolutionary Developments

"I used to work at Activision till its demise. While I was there we used to ship Sierra products. It occurred to me that the engine Sierra was using was, and still is, outdated. It introduced it five years ago and really hasn't developed it. However, we have looked at Lucasfilm's Monkey Island programs and we now have them in our sights."

What Revolution has developed is a system called Virtual Theatre. One of its better points is that it actually has people wandering around a 'real world'

as if they really exist. If, for example, you follow somebody from one room to the next, providing they have gone into that room and providing they haven't done something they will still be there.

"Which means," commented Cecil, "that you can stand where you are and everyone wanders around doing intelligent things, talking to each other and performing actions."

Another principle feature of Virtual Theatre is the intelligent characters. You can string together commands using the 'Tell' feature as well as certain 'servant' characters.

Also, characters have a memory of sorts so if you give a character instructions to talk to somebody who isn't there he will remember that he has been given the instructions. So when he is in the room when that person reappears, then he'll talk to them.

### Mind of his Own

Another plus for the Revolution system is something called 'autorouting'. This means that an independent character can walk from one point in the room to another and if somebody or something gets in his way then he works out the best way of walking around it.

Neither Lucasfilm, Sierra or Delphine do this because they don't have independent characters moving around. Instead they have 'tramlines'. This means if you point to an object on the screen, then the character will walk to the nearest tram line, follow that tram line and then get off again.

Instead of the tramline system, however, each one of the LOT characters is dynamically updating its path which

means that you could have five or six people on the screen and they'll all walk around each other sensibly. While they are doing this they may comment to each other such as 'get out of my way' or 'excuse me' and so on.

You can also overhear conversations, when you sit in the bar for example, as background information.

"Because we can't guarantee that you will be listening," Cecil said, "we don't give any vital information. Its relevant to the plot but not vital to progress through the game. It's written in a very humorous way so it is worth exploring."

"Text-wise, we've got lots of little gems hidden around, lots of funny situations. There's no way that everyone is going to see all of it since we've got well over 2000 sections of text. Most of which no one player will ever read. We want to reward the player for exploring."

### No White Stick Required

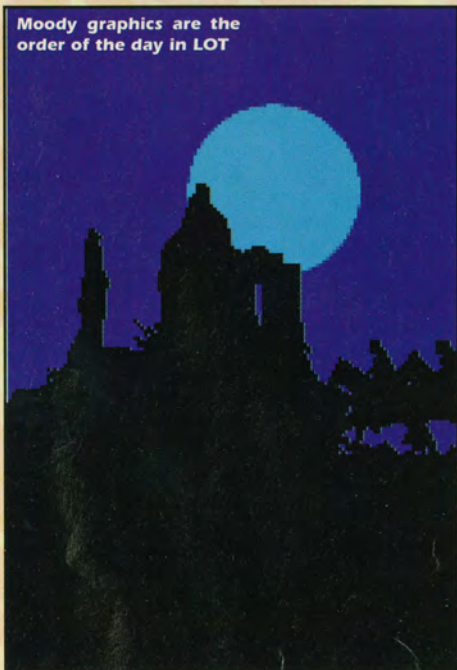
Another positive aspect of the LOT system is that, reportedly, there are no blind alleys. Cecil explains,

"Before the player moves to the next section we force them to have all the objects that they will need in the next section."

Also, where character interaction is concerned, the questions you ask are geared towards your objective and the more people you ask the clearer that objective becomes – which almost serves as a help function.

Revolution is already working on its next project, which should be out and about around the end of the year. Watch this space for more info.

Moody graphics are the order of the day in LOT



The choice of campsites available is breathtaking



# GILDED GAMES

## The Grimoire

A STAC'd adventure set in modern day times, the Grimoire is a bit of a treasure hunt, to wit: find said Grimoire, reading, for the use of. The book is required so that you can complete your college assignment.

Presentation is pretty good with a readable font forming the locations at the bottom half of the screen and simple graphics placed on the upper, they can be toggled off if required. A goodpoint, and one to watch out for, is the use of the graphics within the game itself.

Take the blackboard in location one, for example. Although seen in the location graphic it is never mentioned in the location description but it might be worth your while examining it to read what is written on it.

Features follow standard STAC conventions with Ramsave and Ram load, Oops, All and so on. A top-most data-bar displays the location and your score. The parser, which is pretty good, is also friendly; if you wish to examine an object and mistype the object's name you get a second chance to type in that word again.

The game puzzles are, not too difficult to solve but there are a few innovative twists to old chestnuts such as when you need a light source. Also, I did notice a maze but it didn't appear to be especially nasty.



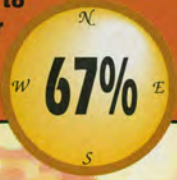
## The Ellisnore Diamond

The second STAC'd adventure of the month is from long-standing adventure author Jack Lockerby. The plot surrounds the search for the diamond itself, which was said to have been given to a traitorous 'friend' of King Charles, named Blackbeard, before he was shipped to the Roundheads. The sale of the diamond, proceeds going to a worthy cause, would ease the tormented ghost's spirit.

The main point that hit me playing this game was that, although the gameplay is certainly there and the puzzles came thick and fast, the atmosphere was lacking. Location descriptions were terse and the use of the 'exam' command was negligible with little or no memory restrictions on the ST, why?

I would have liked to have seen a bit more meat on this game, more padding to allow you to enjoy the game world. Fine, many of the problems are head-scratching examples and there's a maze in the church to deal with, but you feel that the plot has been grudgingly tagged on. The impression is that not one word more than is necessary is offered.

There are lots of other adventures which I could similarly criticise but this stands out because it displays excellent gameplay qualities. I would suggest that Jack talk to someone who could help to make his adventures rather more 'literary' events to tie to his puzzle skills.



## In the Shadow of the Gallows Pole

Ever seen those multi-choice adventure books? Y'know, where you read a paragraph and then, at the end of the paragraph you get a choice of actions.

Well, this is a computerised version of that system. A tough way to design games, this. The best implementation I've ever seen of this was on a PC, a series of games called Star Saga. Other than that? Nothing of note. So what of the Gewitzke's effort?

You're accused of a crime you didn't commit. However, if you complete a dangerous mission - to replace the mainframe motherboard into the artillery defence computer - the city will be saved and so will you, from the gallows.

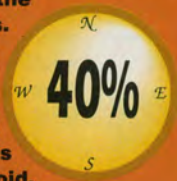
The game is very similar to the book originals, just select a choice of action at the end of each paragraph. Still there are a bunch of design decisions that doom this game to frustration. Firstly, the selected font (that seventies 'futuristic' style) is bad on the eyes.

Secondly, because this game is a form of RPG, instead of a computer generated statistics listing for your character you have to use a dice to manually produce your own stats on a piece of paper such as hit points, experience and... oh come on! That's what the ST is for! Barmy, I call it.

Even after you've died, you must press 'Z' to bring up the death screen. The computer can't do it, of course, because only YOU will know when your guy is dead since only you have the data written down on paper. Daft? Not 'alf.

The combat is just as silly for exactly the same reasons, more dice rolling and pencil scribbling.

Another bad point is the recommended deduction of hit points from your stats list, printed on-screen within the paragraph descriptions. They are very debatable, almost random in fact. All in all, despite having plenty of readable textual descriptions, this game is ultimately one for you to avoid.



## Contacts

All of the games reviewed this month can be purchased from The ST Adventurer's PD Library, JR Barnsley, 32 Merrivale Road, Rising Brook, Stafford, Staffs ST17 9EB.

## Recorded delivery

Good grief what an eager bunch you are!

Many thanks for all of your letters over this past month. Keep your calls for help coming but, if you are playing a game at the moment why not give me a hand and send in a few hints of your own?

I can use all the help I can get! I'll even print them in these here pages. Okay the first letter is from, erm, um, what's your name then, eh?

Dear Paul,

I am writing this letter (getaway - Paul) to ask you if you could help me in the adventure game Codename Iceman (maybe, what's it worth? - Paul). I came to the part were Johnny (Iceman) sleeps with the brunette (steady - Paul) that he meets in the ChiChi Bar. I find the earring with the film in it.

The problem is General Baxter wants me to phone him up. I dial 1-202-555-2729 but there is no answer. How can I call the General? Wrong telephone? Wrong time in game? Wrong number? Please help me.

PS: How do you phone the Nosinsky Dinghy Transportation?

A Reader, Somewhere

Well, my dear thingy - such clandestine and anonymous letters are not at all to be encouraged.

Now let me see. Have you searched your closet, clothes and pockets? You should find some bits and pieces there.

Also, use the change to get a newspaper, get a message from the clerk, read the message and return to the hut. Then use the phone (type in that number). Talk. Call the transport service (555-6969). Talk, go to the beach in front of the lobby and enter the boat.





Police Quest 2 is great nostalgia, look at these haircuts pure 70's

## Just the ticket

Dear Paul,

I must say I'm pleased with ST Action, I have been buying it for about five months now (*good man - Paul*).

I need some help with Police Quest 2. I just get past the incident at the Inn. Then I'm stuck. I can get on the plane but the stewardess always calls me back off. I've tried everything.

Also, does Keith, on Police Quest 2, do anything apart from smoke 60 fags a day? (*Don't try this at home kids - Paul*).

Thanks,

Mr D.E. Jennings, Southbenfleet

*Okay DEJ. At the Airport ticket counter buy a ticket to Steelton (Keith gets a purchase order from the Captain). Buy another ticket to Steelton. Go West up the escalator to security. Gate area, show ID. Walk to the man in the white suit. Talk to Larry. Go West to plane. Ta daaa!*

Dear Paul,

I am completely stuck on the excellent Sierra game, SpaceQuest 3. I have put the Warp Motivator in the Ship and have got the reactor in the wire. What do I do now?

I am also stuck on Larry 2. I have just been across the cliff and re-changed from the bikini into my suit but I can't get in the airport because the two KGB guards at the door keep arresting me. Please help me.

Edward Spink, Macclesfield

*Hi Edward. In SQ3 try returning to the hollow (go to the hole in the West wall) get the reactor and something will happen to you en route. Then return to the ladder, down, get reactor from same place in hollow, go to space ship - taking ladder with you.*

*In Larry 2, try walking past the KGB guards THEN changing.*

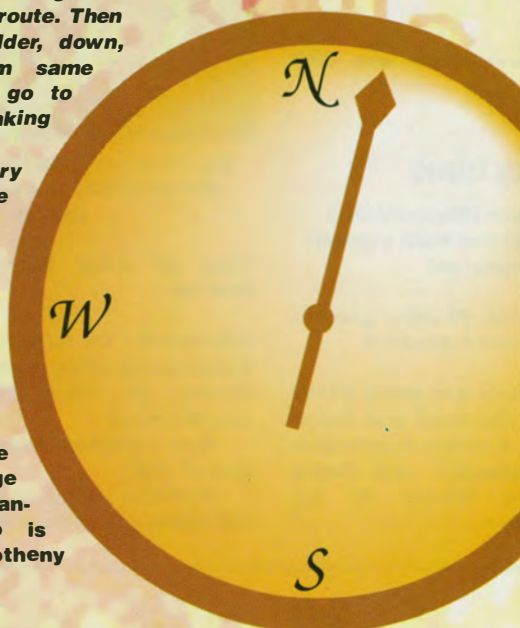
Dear Paul,

In the Uninvited, I've got past the zombie in the maze, found the secret tunnel and come across the huge bouncing 'Pac-Man-type' thing who is guarding the Biotheny

Gem which will open the Laboratory. However, I'm stuck there. How do I distract the thing so I can nick the Gem?

I'm also stuck in Ultima V. I'm at the bottom of Dungeon Doom where Lord British is being held but I've gone as far as I can go. I know there are corridors and rooms on level 8 which can be got to from above and I know there are rooms I've conquered that have exits to other corridors on both levels 7 & 8, but I can't get to them! Also, I can't find the Avatar's Mystic Arms. I really hope you can help me out.

Greg Lord, Brentwood



# Mapping out an answer for Dungeon Master

Dear Paul,

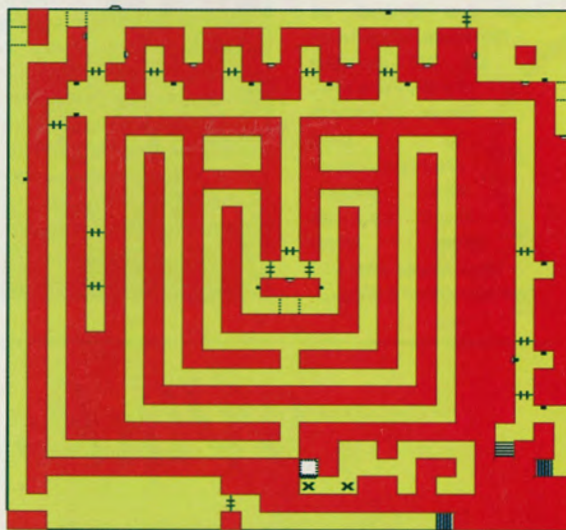
I have managed to reach the 7th level in Dungeon Master but I only have the Ra Key. I cannot enter the 7th level but I can progress into the 8th level. Where can I get other Ra keys from?

I'm also finding the 8th level very difficult. Can you give me any hints on how to complete this level? Are there, for instance, invaluable weapons on the 7th level which I need to complete the 8th level?

Michael Williams, London

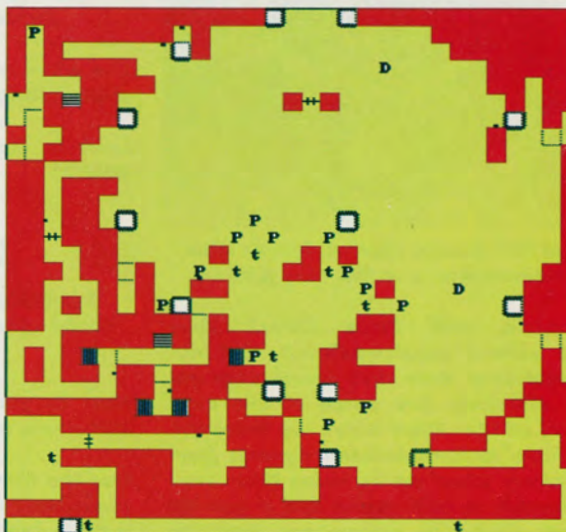
*Cast your eyes over the maps of Levels 7 & 8 printed below, Michael, they should give you a few hints to progress in the game.*

## LEVEL 7 - TOMB OF THE FIRESTAFF



Here it is the, complex labyrinthine layout of the torturous level 7. Equalled in its menace and challenge only by...

## LEVEL 8 - FIREBALL PINBALL



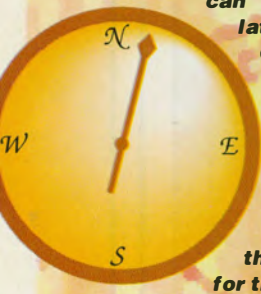
...you guessed it, level 8 and its vast veldt like open spaces, soak it all in Michael and give it another whirl.

You sound rather desperate Greg, but fear not for help is close at hand.

On The Uninvited, try operate amulet on the ghou, drop amulet, E twice, S twice, bouquet on cross, W, operate key on keyhole, operate cage on bird, S twice, open cage, get gem, not the Promethean task that it at first appeared is it?

Still, it's not over yet, here at The Guild however I have learnt to relax when faced by such challenges as on Ultima V. Try choosing one character to push around on the little niche up in the walls of the room's NW corner. There's a trip that opens an exit to the East.

Finally the Mystic Arms can be found at latitude/longitude OL NF in the Underworld, from Hythloth in lava Northcross the peaks. there you go Greg, I hope that sorts you out for the time being.



## Addressing the issue

Dear Paul,

I was very impressed by the new adventure column in STAction (pull up a chair Richard - Paul). I especially like the review section - keep it up! (...and have a drink - Paul). Also you should continue with the reviews on adventure-related products like the 'Leisure Suit Larry' books (certainly Richard, chocolate? - Paul).

These two things definitely add to your section, and make it much better than any of the previous adventure columns in ST Action (blush - Paul). In fact ST Action is the only magazine that's ever had a decent adventure section.

Finally, in your Synful article, you commented on Sue Medley's magazines: Syntax and Red Herring, which I found very interesting. However, you didn't put an address of telephone number for either of these.

Richard McMenamin, London

Thanks for your kind comments Richard. As for the addresses you search out: Syntax, the disk based adventure magazine costs £3.50 (£5.25 airmail) and is available from Sue Medley, Warwick Road, Sidcup, Kent DA14 6LJ.

Red Herring, a surprisingly professional adventure mag for all formats is priced at £3.50 (£4.50 airmail) from Marion Taylor (who is the co-editor), 504 Ben Jonson House, Barbican London EC2Y 8DL.



## 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.

### Curse of the Azure Bonds



For Tim Junkin (Derby), Farrah Mills (Manchester) and Bill Tony (Leeds).

Problem with Drow Elves? They are almost magic-resistant, but not completely. Your first spells may not be effective, but some of the next ones will be. Drow elves are most vulnerable in hand-to-hand combat (particularly when you're using their own weapons against them) and if you kill their cleric or magic-user first, he won't be able to cast his spells! Missile wands are usually effective against the Drow.

### Space Quest 3

For Sally Jones (London) and David Graham (Glasgow).

The wires are too short to connect the engine! Help!

Look in the narrow tunnel and GET WIRES.

### Monkey Island

For Craig Welburn (Shropshire) A Noakes (Keighley) and Ruth Coalart (Roehampton)

How do you kill the Piranha poodles and where is the sword master?

Use the flower petals and meat mixed together to drug the dogs and quickly slip past them, Ask the Shopkeeper about the Swordmaster and follow him through the woods to the Swordmaster's house

### Ultima 5



For Brian Farthing (Dover), M Ginty (Birmingham) and Joseph Killeen (Belfast)

They all want information on the Shards:

Falsehood - On island in large lake in Underworld, beyond Deceit: See two sisters in Cove (forgot to get coordinates!)

Hae - Beyond Covetous or Wrong at L'A", L'A"

Hythloth - Beyond Hythloth at L'A", L'I" (must use In Pora lot).



# Legend Software



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Fresh from the Killing Cloud and the imminent Shuttle for Virgin, Vektor Grafix are busy on a WWII bomber simulation for Microprose. Will it stand out from other flight sims?



Failure will bring a ceremonial funeral with full honours, and a very upset mother



tCover activities once you've been shot down behind enemy lines



You cocked up! And Mr Top Brass is not a happy bunny

The film *Memphis Belle* was something of a distortion of the actual truth. Yes the same crew did fly the same B-17 on 25 daylight missions, but the final mission they flew was nothing like the all action version seen in the film. The real life top brass were well aware of the morale boosting potential of having a crew successfully complete 25 missions, hence the 25th mission of the *Memphis Belle* was nothing more than a milk-run, a rather charming little day trip to Calais.

What the film did manage to convey truthfully though was the bravery and the courage of the American crews who went up in daylight, under the foolhardy orders of their bomber command. They lost hundreds of men and a fair few planes, their daytime bombing raids turned their planes into virtual sitting ducks for the anti-aircraft guns and the fast moving fighters sent up to try and blow them out of the sky.

### Bomber School

They weren't entirely defenceless though, the ten man crew consisted of six men who exclusively manned the six gun turrets positioned on the plane. The idea being these gunners would keep the fighters at bay while the remaining four crew members got on with their jobs of flying the plane and dropping the bombs.

This flight sim isn't really a flight sim, more a bomber simulation that introduces elements of strategy involved in managing, ordering, training and commanding a bomber flight crew of ten men.

To begin with the player selects which bomber to use during his campaign, replete with saucy nose artwork. From here the player will then have a choice of four options, choose the crew, go to mission briefing, fly a training mission or view the career history of the bomber.

Choosing to go to crew selection will pre-



You've been caught behind lines and will soon be doing time in a prison camp

sent the player with his crew in one of those football team-type poses, clicking on an individual member will bring up his stats, missions flown, medals won, skills gained etc.

### Jump Seats

Training missions will be fairly basic fare giving the player a chance to get to grips with managing the plane as a whole and jumping into computer controlled positions during flight. Each position on the plane is manned by a computer-controlled character with its own strengths and weaknesses that affect its performance, the human player can jump into these positions at any time and take control, be it the gunners

to take a few pots shots at the incoming Messerschmits, the bombardier to guide the launch of the bombs or perhaps the pilot to go on a completely different mission.

The advantage of this is that after mission briefings the plane and its crew will follow mission orders to the letter, as far as their abilities will allow them at least, unless you intervene to change things. For example if one of the gunners were to get shot you would choose to re-allocate one of the other crew members to the injured man's position, from the management screen, or you could take over yourself.

If you were to choose to take command of the bombardier's position you would be pre-



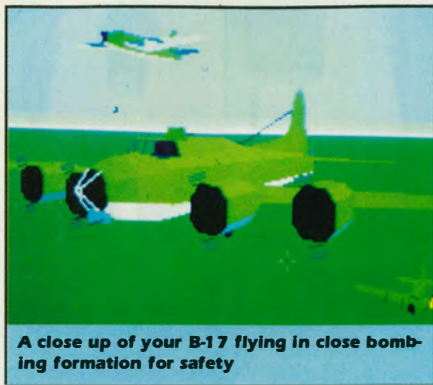
Your squadron's getting shot to bits, have you the skills to save their skins?



Some of the smaller information windows, which pop up to keep you in touch



A crash landing always feels better after a cup of tea



A close up of your B-17 flying in close bombing formation for safety



Glistening proudly in the sun your B-17 before it goes near a mission

# B-17

sented with a view straight down from the belly of the plane with a set of crosshairs in the centre. As in the real situation you will then have a little control over the direction of the plane so that you can make sure the crosshairs are as close to the target as possible when you drop several hundred pounds of destruction over that large German industrial installation.

What this all means is that while the flight sim is there you now have, unlike any previous Microprose games, the opportunity to almost ignore all that and take the role of a hands on manager of an aeroplane. What if two engines were shot to hell over France, do you crash land with a full load of bombs, or drop them on what is still friendly territory and try to limp home? As Squadron Commander it will be up to you to make these decisions and to promote, award medals, keep up morale and marshal resources.

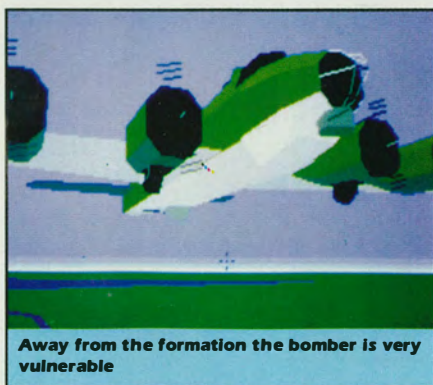
The enemy aircraft will all operate in real-time, that means that instead of the aircraft in, say, F-15 II just appearing from nowhere, the

attacking craft will trundle down the runway, build up speed and then fly towards you. The program allows you to watch any plane in the game do its stuff, so you could easily flick on to a taxiing German plane and watch it all the way through its mission as it attacks your squadron of B-17's.

This real time effect means that the game is not just a series of independent missions, but the success of previous missions in knocking out a factory or a dam will determine which targets you have left to wipe out on future assignments, not to mention the effect it will have on the strength of their defences. Naturally the flight sim will be up to the usual Microprose standard, although it isn't being programmed by Microprose's own chappies. It is in fact being done by Leeds' rather superb Vektor Grafix.

These guys have made a name on 3D routines and aerial dynamics so I would be very surprised if the graphics alone fail to impress. Still we'll have to wait a few months to find out for certain.

**"...if one of the gunners were to get shot you would choose to re-allocate one of the other crew members to the injured man's position, or you could to choose to take over yourself."**



Away from the formation the bomber is very vulnerable

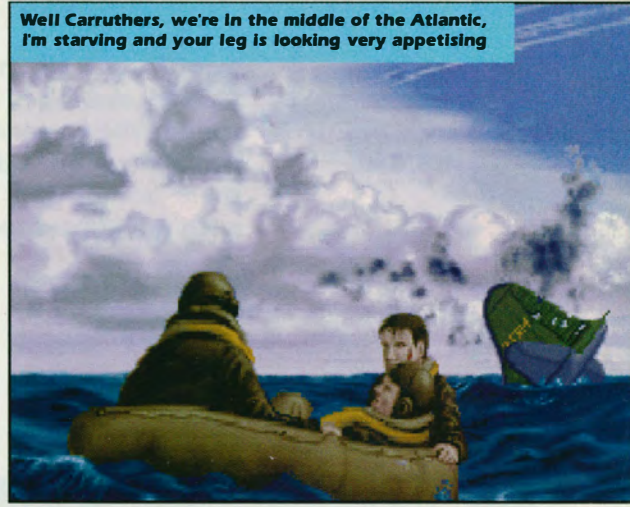


Operations are planned from this tactical map

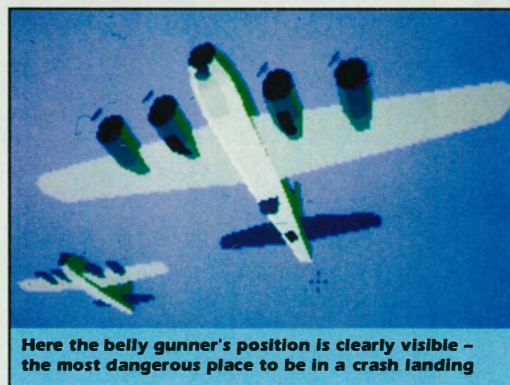
**PROJECT: B-17**  
**PUBLISHER: Vector Grafix**  
**AUTHOR: Dominic Robinson**  
**(coding)**  
**Mark Griffiths (2-D graphics)**  
**Derek Austin (3-D graphics)**  
**INITIATED: April '91**  
**RELEASE: August/September '92**

## GRAPHICS

The screenshots you see here are taken from the PC version running in 256 colours. Not quite the 16 colour palette of the ST you might say but if you look closely you'll see that all the 3D objects - planes etc - are rendered in less than 16 colours so they should remain untouched. Light sourcing is unlikely to occur but the programmers are going to give it a go if they can. The quality of the artwork on the static screens is clearly brilliant, and if they do it right, the 16 colour versions, while not having the potential to be so impressive, should retain a lot of the basic style. Bearing in mind the quality of their 16 colour work on games like The Killing Cloud there should be no problem.



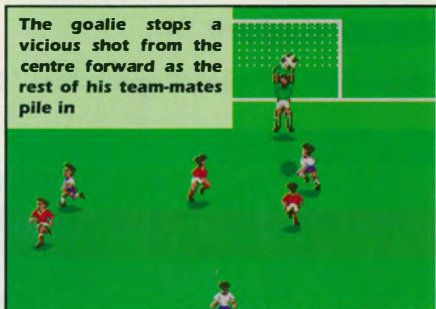
Well Carruthers, we're in the middle of the Atlantic, I'm starving and your leg is looking very appetising



Here the belly gunner's position is clearly visible - the most dangerous place to be in a crash landing

Rage Software used to produce classic games in the guise of Special FX. Now they have decided to go on their own with the release of a 3-D football game called Striker.

# STRIKER



The goalie stops a vicious shot from the centre forward as the rest of his team-mates pile in



You position your line and unleash a fierce drive past the defending wall. The goalie looks relieved that he didn't have to stop that one

Most of you will associate Special FX with Ocean Software. They were the team responsible for many a great game including the likes of Hudson Hawk, The Untouchables, Midnight Resistance and Robocop 2. Their games were always excellent to play and graphically perfect. Now the time has come to go it alone and Special FX are trading under the name of Rage Software. Their first product is a 3-D footy game and they told us all about it.

Striker is being programmed by a chap called George Christopheron who is relatively unknown in the software industry. Coming straight from college with a degree in Artificial Intelligence, George jumped at the chance of putting his creative imagination onto disk. The graphical side of the game is in the expert hands of Andy Rixon and Karen Davis. Andy has been involved in many projects including Batman: The Caped Crusader, The Untouchables, Robocop 2 and Lemmings on the Nintendo (due for release pretty soon).

Karen has had a hand in virtually every FX project from Hudson Hawk, Cabal and Robocop 2. The game is a 3-D football tournament based on the knockout rule of survival.

**"...different to the Kick Off games, Striker manages to retain all the speed the punters seem to want these days but still manages to give them something a little bit special with a 3-D perspective."**

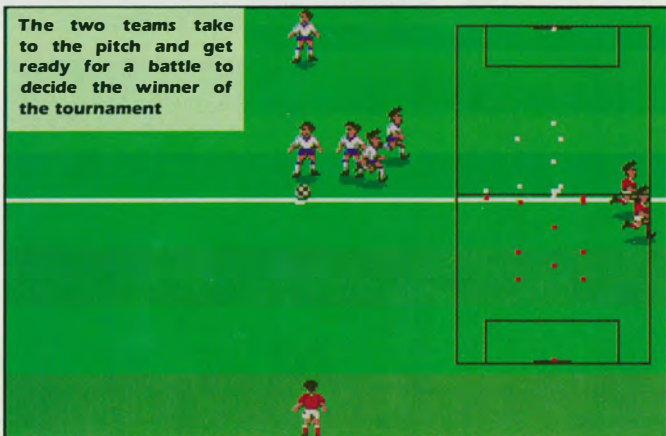
You can participate as any one of 64 European teams. Your team can come from any of the four continents of Asia, America, Europe or Australia and each team will be correctly displayed in their own team colours. You will take control of the player nearest to the ball and he can then be moved via the joystick.

Passing the ball is performed by a simple tap of the fire button and a hefty kick can be achieved by holding it down. The goalkeeper is computer controlled unless you are defending a free-kick or a penalty in which case your

destiny is in your own hands. The free-kicks are quite nice and easy to control as Paul Finnegan, Managing Director of Rage explained, "We decided to use a simple system in favour of a more complicated version that would only end up confusing people."

Whenever you get a free-kick, a trajectory line will appear showing you where the ball will go and what height it will travel at. Pressing fire will cause the ball to follow the line unless it hits another player or goes out of touch." As well as the usual pitch conditions like soggy, wet and so on, you will also get to choose your formation from a choice of six.

There is also a create formation option that allows you to design your own attacking or defensive strategies. These can then be implemented in the game by a simple press of a key. But what makes it different to the other footy games on the market? And will it be



The two teams take to the pitch and get ready for a battle to decide the winner of the tournament

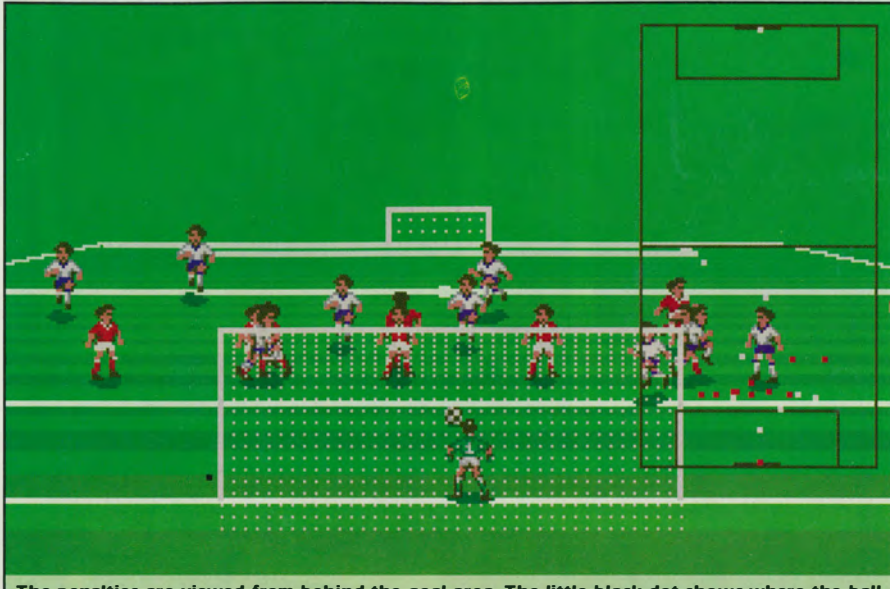
1 ALBANIA	17 AZERBAIDZHAN	33 HONGRY	49 R. OF IRELAND
2 ALGERIA	18 DENMARK	34 LIBERIA	50 ROMANIA
3 ANGOLA	19 ECUADOR	35 LUXEMBOURG	51 SAUDI ARABIA
4 ARGENTINA	20 EGYPT	36 MALTA	52 S. AFRICA
5 AUSTRALIA	21 EL SALVADOR	37 MALTA	53 S. KOREA
6 BELGIUM	22 ENGLAND	38 MEXICO	54 SPAIN
7 BOLIVIA	23 FINLAND	39 MOROCCO	55 SWEDEN
8 BRAZIL	24 FRANCE	40 NICARAGUA	56 SWITZERLAND
9 BULGARIA	25 GERMANY	41 N. IRELAND	57 TRINIDAD & TOBAGO
10 CAMBODIA	26 GREECE	42 MADRAGA	58 TURKEY
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15 CROATIA	31 ITALY	47 PORTUGAL	63 WALES
16 CYPRIUS	32 JAPAN	48 QATAR	64 YUGOSLAVIA

At the start of a tournament, you must choose your team from a choice of 64 continental teams

## CONTROL METHOD

Most of you who are familiar with the after-touch system on games such as Kick Off 2 and Speedball will recognise the inclusion of this feature in Striker. After pressing fire to shoot at goal, you apply swerve to

the ball by pulling the joystick left or right. This is very handy when you are taking free-kicks and penalties. Keeping your finger on the fire button when shooting will also determine how high the ball is kicked.



The penalties are viewed from behind the goal area. The little black dot shows where the ball will go, and it appears that the judgement of this penalty taker is a little less than accurate

successful? Paul Finnegan continued, "We have included some pretty unique features such as over-head kicks, diving headers and the slow-motion action replays are good to watch. We also allow you to view the rest of the pitch and locate your players when you are taking a free-kick or a dead ball situation. This is invaluable as you can spot unmarked teammates and players trying to make breaks.

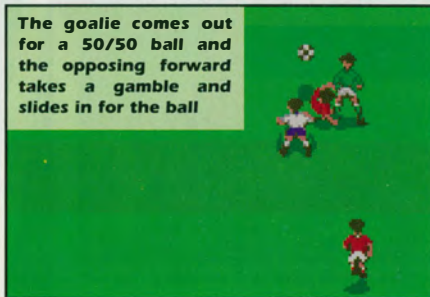
### Originality

We have also showed it to quite a number of people who were all considerably impressed particularly by the speed of the game. The main appeal is the different angle at which the gameplay is viewed. Definitely different to the Kick Off games, Striker manages to retain all the speed the punters seem to want these days but still manages to give them something a little bit special with a 3-D perspective."

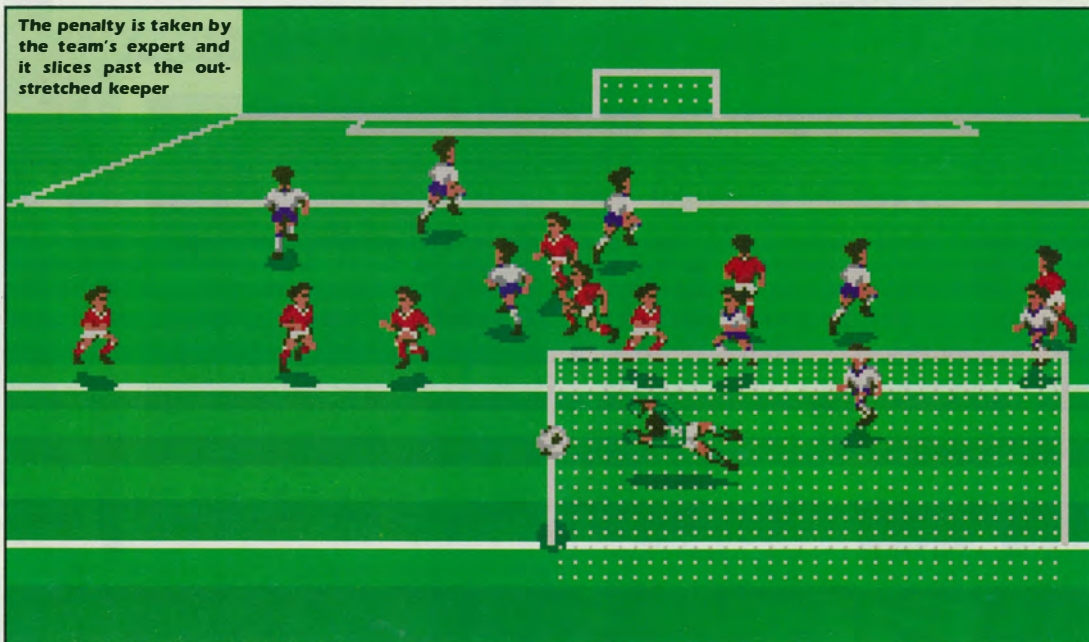
## FEATURES

All the other usual features you'd expect a soccer game are here: yellow and red cards, penalties, extra-time, penalty shoot-outs and the ever-present radar system. The scoreboard is also quite intricate and will provide you will an abundance of information. Which player has the ball, his number and position, time remaining in the current match and even little power bars giving you some indication of the strength of your shot.

The goalie comes out for a 50/50 ball and the opposing forward takes a gamble and slides in for the ball



The penalty is taken by the team's expert and it slices past the outstretched keeper



**PROJECT:** Striker

**PUBLISHER:** Rage Software

**AUTHOR:** George Christopherson  
(programmer)

Andy Rixon, Karen Davis

(graphics)

**INITIATED:** Late '91

**RELEASE:** June '92

## GRAPHICS

The graphical side to Striker is very nice to look at, as is the animation of the football players. The teams each have their own correct kits and they are all coloured very well. The pitch is nicely drawn with all the correct markings visible and the goals even have the netting at the back.

The animation of the players is nice and smooth and there is never a break up or reduction of speed in the action. Sliding tackles and goal action are all depicted correctly and an on-screen radar is visible and this allows you to identify the whereabouts of your players in a hurry.



The action replay option allows you to view any 15 seconds from your current match

# The Good, the Bad &

The development house responsible for games like Robocop2 and Hudson Hawk have decided to go it alone, developing and publishing under the moniker, Rage. Their first release on this label will be Striker, previewed on page 70, a 3-D football game.

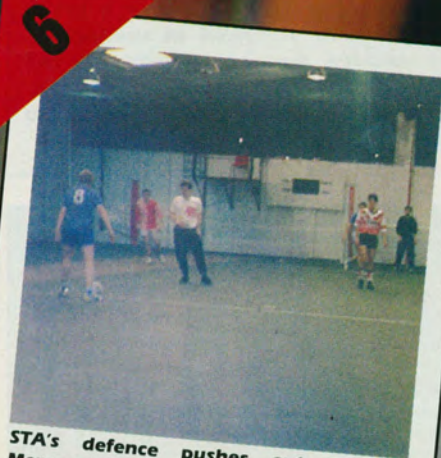
So in the ST Action spirit of, "We'll do anything for a laugh" we challenged them to a game of Five-a-side on their home turf in Liverpool. Could the ST Action all-stars do the business against the football dominated scousers? Or would it all end in ignominious defeat for the young pretenders from Macclesfield?



The STA team bus heads for sunny Liverpool at warp factor five.



It may not be Wembley but the pre-match warm-up goes well...



STA's defence pushes out as the Merseysiders maraude forward.



It's a 50-50 ball and a crunching tackle is about to come on!



Here goes young Marc Keating, the Busby-babe streaking along the field.



Chicken and Jools plead with a passerby to let them out.



With time ticking away the scores are relatively close, yeah right!



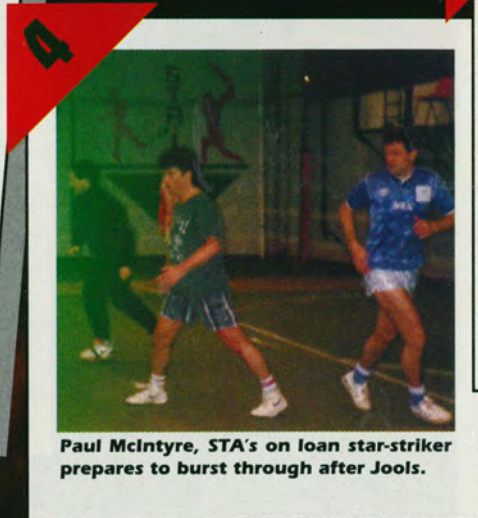
Another action shot as yet another goal flies in... for Rage.



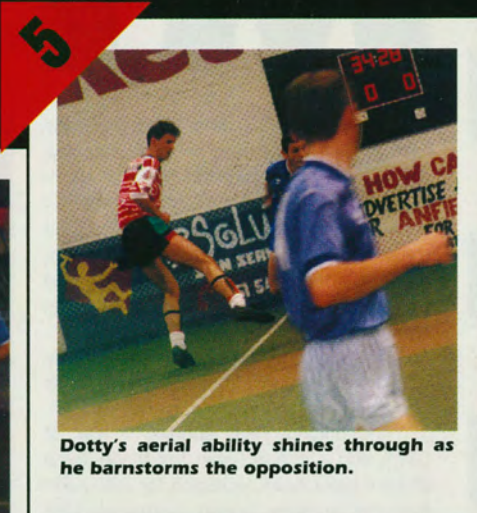
# the Extremely Unfit!



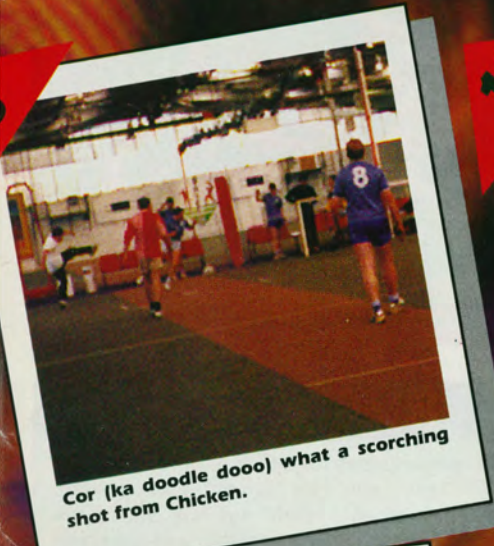
...and then the STA action team romp to a 3-0 lead. Well actually that's a lie!



Paul McIntyre, STA's on loan star-striker prepares to burst through after Jools.



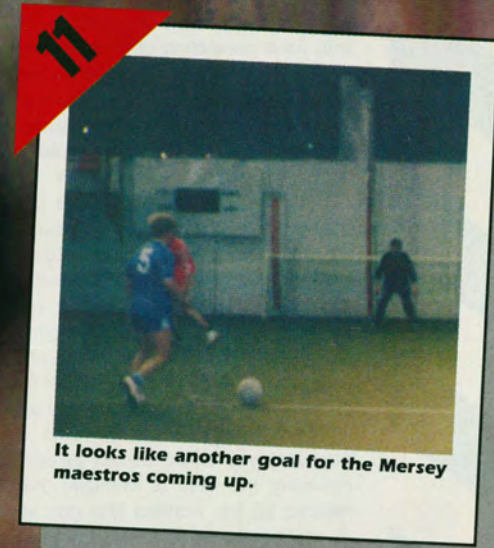
Dotty's aerial ability shines through as he barnstorms the opposition.



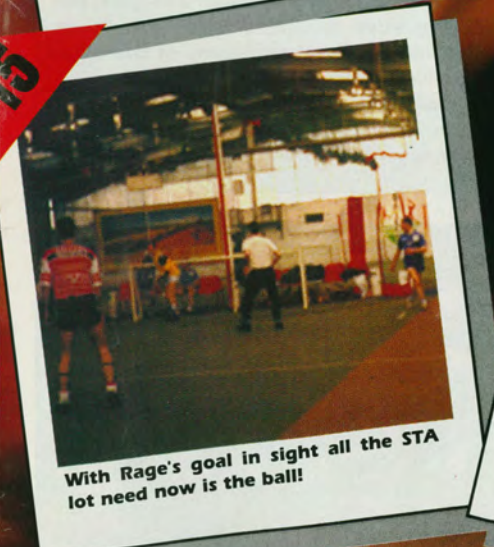
Cor (ka doodle dooo) what a scorching shot from Chicken.



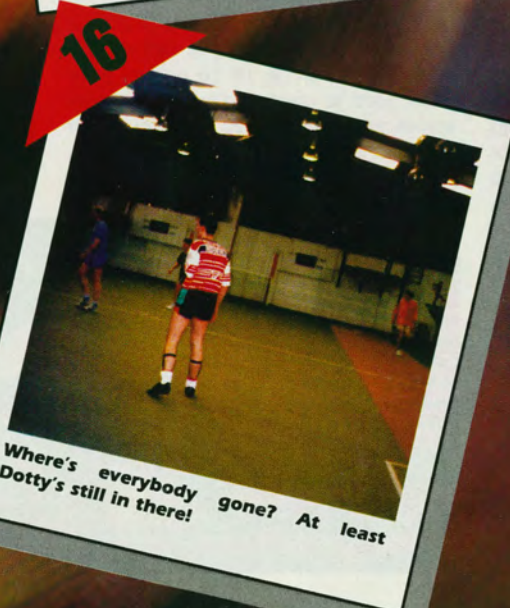
Jools wandering back dazed after one of his runs, takes another breather!



It looks like another goal for the Mersey maestros coming up.



With Rage's goal in sight all the STA lot need now is the ball!



Where's everybody gone? At least Dotty's still in there!



Sue, the photographer, resorts to a telephoto lens after the 30-17 defeat.

We thought we'd re-preview Myth due to the extensive graphical changes so here we go, Myth W.I.P. take two!

# MYTH

Any of you who have recently upgraded from an 8 bit machine will remember the name of Myth. The Spectrum and Commodore 64 versions received much acclaim for their exciting gameplay and impressive graphics. It has been almost two years since the 8 bit versions and the transition to the ST is almost complete.

The graphics have been drastically upgraded and the main character has undergone a notable change.

The original hero sported a pair of Levi's and a stylish t-shirt but these items of cool have been replaced for the much favoured muscle bound barbarian look complete with fur boots and undersized loincloth.

## The myths of man

The game has been split over five stages with each consisting of three levels. Each level is based around different periods of Mythology including Greek, Norse, Celtic and Egyptian, and gives the gamesplayer the chance to learn something as well as mindlessly slash things to pieces.

The aim of the game is to find and destroy an evil chappie by the name of Dameron. He is the guy responsible for the premature death of Herne the hunter, you know, the chap with the antlers that kept popping up in Robin of Sherwood, the TV show starring Michael Praed. So you have to guide the athletic hunk of meat towards the final confrontation with the evil one.

Each of the levels contains all the creatures you would expect to encounter including the likes of Medusa, the three headed Hydra, Achilles (the guy with the dodgy heel) and a Norse dragon called Nidhogg. Other monsters like skeletons, barbarians and creatures of the dead will also make a few guest appearances.

## Puzzling progress

Each level will include a variety of puzzles for you to complete in order for you to progress. The exit on the first level for instance is guarded by Cerberus, the three-headed canine guardian of the underworld. Unfortunately, he can only be defeated with the aid of a three-pronged trident that is being kept by a demon of immense power. You must find out how to make the demon appear before you can somehow acquire his weapon.

Now some of you may well be thinking, "Hang on, haven't I read something like this before in STA?" and you'd be right. We did do a pre-view quite a some time ago when the game was still in early



**PROJECT:** Myth

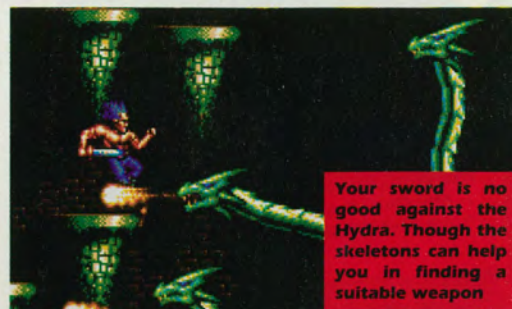
**PUBLISHER:** System 3

**AUTHOR:** Dave Colclough  
(programmer)

**Robin Levy** (graphics)

**INITIATED:** 1990

**RELEASE:** Mid June '92



development but things have changed since then so we thought we'd better enlighten you.

The main changes are the graphics of the main sprite and the background visuals. Since the last time you saw them, the colours have been souped up and the main sprite of the character you control has been beefed up to give him a more vicious approach. A full 16 colours have been used to create some crisp enemy sprites and some scenic backgrounds. It looks set to stun the ST world and bring a new era to gamesplaying everywhere.

## CREATURES

**Your adversaries in Myth will depend on which level you are currently occupying. The four levels each contain monsters relevant to that time period and you will encounter such nasties as Medusa, Greek warriors and several creatures of the dead such as skeletons and zombies.**

**Fortunately, all of your enemies can be dispersed by using you open hand combat skills or smacking them with your sword.**



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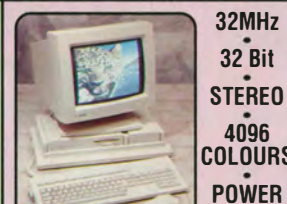
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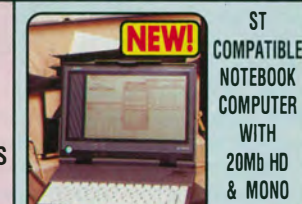
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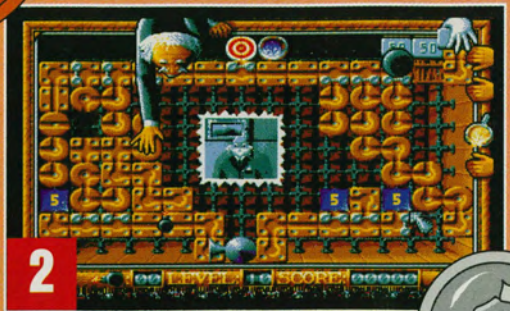
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# REVISION REVIEWERS



## FANTASYPAK COMPILATION

Silmaril/Daze Marketing £19.99

### Crystals of Arborea (1)

Taking charge of the role of Prince Jarel you must guide him and his faithful band of adventurers through the chaos infested island of Arborea, in search of the four crystals of harmony. These sacred crystals are the only way to rid the land of evil and restore both Jarel to the throne and peace to the kingdom.

Your faithful team can consist of warriors, magicians or rangers and you can have as many or as few as you wish in your party. Each member can be controlled separately from the others allowing you to send each adventurer in different directions. When one of your team members finds something important you will receive an on screen message.

Using your team carefully, you are able to defeat your foe with ease in the fight sequences. Your warriors perform well in close combat using their swords, the rangers can attack from afar with their trusty bows and arrows and your magicians can add that little extra spice with their fancy spells. Spells have to be used carefully and are, at times, limited.

In true RPG style you will come across fierce creatures, brain straining puzzles and underground caverns while searching for your treasure. With 16,000 different locations to visit, each a possible hiding place for the crystals, you will certainly have a hard task on your hands. This mission is not going to be an easy one. However, using simple icon commands, you will find it very easy to control the game and your party. The graphics are really colourful and clear, the gameplay is gripping and the sound is above average, all in all creating an exciting and impressive product.

Way back in May 1991 Crystals Of Arborea received an 85% STA1 rating when it cost £24.99, so you can imagine what the opinions in the office are now that it has been included on a compilation. This is a superb product and a fine RPG and most definitely the strong point of the compilation.

### Boston Bomb Club (2)

A bunch of weird individuals - the Boston Bomb Club - have devised a new and strange hobby involving, you guessed it, bombs! This bizarre new pastime involves outwitting opponents using fused bombs, cogs, wheels, runways, bridges, buckets of water and toilets.

Using the mouse, you must find the correct route around a maze for your bombs, to drench them in water and thus put out the burning fuse. You must use gates to change the course of the bombs and turn tables to help them on their way, but you always run the risk of them falling off the maze or even colliding into each other - should this happen then you should all duck, rather swiftly.

One of the major points in the game is that for each bomb that passes through the maze, you will probably have to re-organise the path that it will follow due to your opponents messing about with the cogs and wheels. To prevent a complete and utter hash-up, you will have to pay serious attention to each level that you come across if you're to win.

### Colorado

Weeeeeell, howdy partner! Welcome, y'awl to the wonderful world of the American West.

You play an American trapper in search of a Red Indian tribe's secret gold mine, as the dying wish of a Cheyenne chief. You have been given a map of hostile territory and using this you will be able to find the mine but not without first meeting the many dangers that stand in your path.

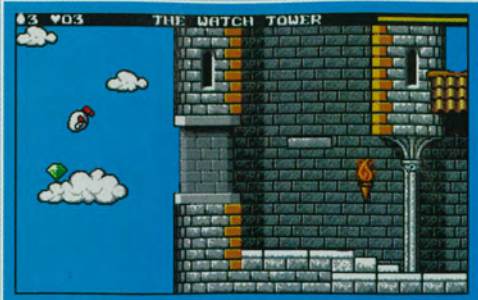
Along the way you find shops that provide you with extra weapons, food, ammunition and the like. Using the joystick and the 'F' keys you guide your character around the landscape, avoiding danger to find the gold.

### ACTION ANALYSIS

Two adventure games and one ridiculously manic brain teaser, not really a balanced combination. Still this is an entertaining 'pak' and worth the money.

### ACTION RATING

84%



## MAGICLAND DIZZY

Code Masters £7.99

Dizzy returns in yet another manic adventure, this time in Magicland, and things are not going smoothly for our yolky hero. Taking control of Dizzy, you must help him find his fellow yokfolk and kill the evil Zaks once and for all.

Unfortunately Zaks might just have the final laugh for he has cast spells on Dizzy's friends and imprisoned them. You now have a dilemma on your hands as only you can find the items that will release everyone from their nightmares.

In bright surroundings accompanied by a bouncy tune, Dizzy looks for tunnels and platforms. He takes the frog to Prince Charming and wakes up Dozy with a lightning bolt - puzzles and fun galore!

### ACTION ANALYSIS

One of the best Dizzy games ever to surface. Lots to do, plenty of places to visit, this little beauty should keep you happy for hours.

### ACTION RATING

94%



## HOVER SPRINT

Code Masters £7.99

Code Masters have released this really good vector racing game, without a Dizzy in sight. You are able to zoom around tricky courses in a futuristic hover vehicle during a battle of wits and skill.

You are able to choose from four hover cars, each one suited to different race tracks. All are easy to control using the joystick and hug the track so tightly that you should have no problems getting past even the most ardent of opponents.

The graphics update reasonably fast thus leaving the game smooth and playable, and with its brilliant use of the computers Midi ports you are able to link up with your mates and race against them on the same course!

### ACTION ANALYSIS

Lots of playability and nice graphics all lead to a really impressive cheap racing game. It's fast and smooth and will have you coming back for more.

### ACTION RATING

88%

## LOTUS ESPRIT TURBO CHALLENGE

Gbh £9.99

When it was originally released Lotus Turbo Challenge picked most of the critics up by the throats and shook them around a bit. Then dumped them heavily back to earth without even letting them get their breath back! That's how good it was for its time.

With its rivetting two player mode, fast action and 32 courses to race around, this game is brilliant now that it available at such an affordable price.

If you haven't got this in your collection then buy it now.



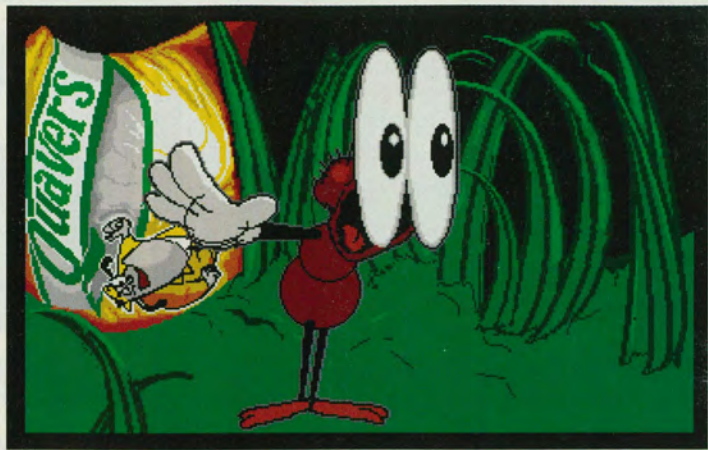
### ACTION ANALYSIS

It has been a long time coming but it's been worth the wait. Really fun to play time after time. Lots of action and lots to get involved in - brilliant!

### ACTION RATING

90%

RECESSION RELIEVERS



# MONITOR YOUR PROGRESS TO WIN WITH OCEAN

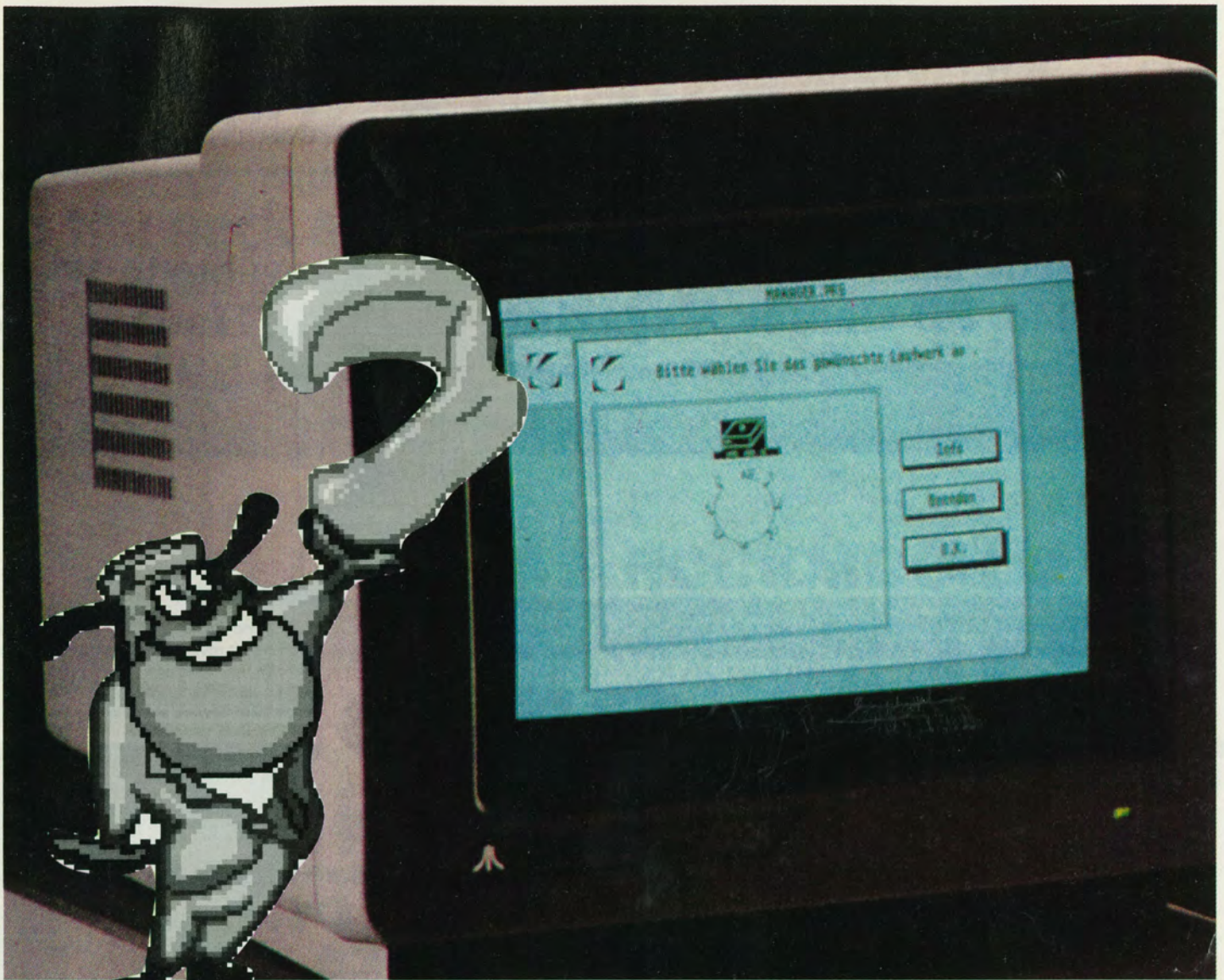
Push-Over is the latest game to come from Manchester software giants Ocean and is based loosely around the Curly Colin character made famous in the Quavers crisps adverts. To coincide with its impending release, we are giving you the chance to become the proud owner of a brand new monitor for your computer to allow

you to fully appreciate the great graphics and sound the game possesses. There are also copies of the ST version of Push-Over waiting for the 15 lucky runners-up.

To take advantage of this brilliant offer, all you have to do is think of a new name for the current star of the game who goes by the name of G.I. ant. Your new

name can be anything you want but try to make it as funny as possible as we really appreciate a good sense of humour.





## Curly Colin's Corking Crazy Competition

The, so funny you'd think I stole this name from a sit-com, name which I would like to re-christen G.I. ant is:.....

Name:.....

Address:.....

Send your completed entry forms to: ST Action, Europa House, Adlington Park, Adlington, Macclesfield SK10 4NP. All entries must be received by 11th June 1992. No correspondence will be entered into and the Editor's decision is final.

The monitor you receive may be different from the one illustrated.

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



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.

## BEAT'EM-UP BALONEY

In the April edition of **ST Action** you had a new article – The Super League. I quickly looked at the beat'em-up column and saw to my surprise that IK+ was top of the lot. So, being a beat'em-up fan I went down to my local dealer to order it. My dealer said he would have it in two days, however when I returned to the shop he said that IK+ was unavailable and couldn't be obtained. Why on earth did you include a game that the reader couldn't even buy? Don't get me wrong, I think the Super League is an excellent article and should have been included years ago.

Could you please tell me if what my dealer says is true because I have played IK+ on the Amiga and think it is an excellent game. Finally congratulations on producing the best **ST Action** I have ever read!

**Barron Finn, Wilnecote**

Strange that, IK+ only came out on Ocean's Hit Squad budget label a couple of months back, so you should be able to pick it up for £7.99.

There are probably a lot of games tucked away in the Leagues that you can't get hold of anymore. The idea is that readers can compare every new title with others in the same category. Obviously if we just kept erasing games there would be

no point in keeping them going.

Hope you like the new **ST Action**!

## PUNTER PLEAS

I have just read my new copy of ST Action and am disgusted. I have discovered that my favourite result system – Punter-Power has been replaced by some load of rubbish called Super-Leagues.

Don't get me wrong, I like some change but why get rid of the beloved Pie-Chart that showed us how people our age felt. Anyway back to the point. How can you seriously compile these Super Leagues?

What you've put down is complete rubbish. Let me show you:

In your Action Adventure league you put Barbarian 2 first. You gave it 86%, so how can you put Gods at number three? You gave that 92%.

You have done this many other times including putting Toyota Rally (86%) behind Test Drive 2 (77%). That's a difference of 9%!

Besides this your magazine is still looking great. Could you please re-organise your Super-Leagues to make it correct? By the way, your subscription offer is brill. Keep it up! But I bet you don't print this.

**Phil Cox, Birmingham**

Let's kill off any confusion once and for all. The Super Leagues are not charts based on percentage scores. They are the result of many, many hours of the entire **ST Action** staff being locked in a small dark room and forced to decide which games they preferred. Taking loads of other things into account, that simply cannot be considered at the time of the original review (such as whether a game has actually stood the test of time or not), we came up with what we consider to be an accurate listing of the best games in each category. Going off on a different tack, we've had a plethora of letters with

comments such as "Bet I don't win the Star Letter or get this printed". It won't work, absolutely not. Emotional blackmail will not work with me!

## BAD SPELL

Dear people from **ST Action**, I like your magazine and I buy it every month. But I'll miss one. Please send me demo disk 28 and 29. I'll pressitate that, if you want to do that. And can you give me a disk to crack games?

**Maurice Nonnekes, Holland**

No.

## RED DWARF RIP OFF

You've really gone to far this time. **ST Action** may have excellent reviews but that is no excuse to tamper with the structure of the rest of the magazine!

We are referring of course to the demise of a)



## LEMMING FREAKS

I'm writing to say something about coverdisks. It seems that every four months the Amiga magazines always have a three level game of Lemmings. I've always wanted to play this as all of my mates say what a brilliant game it is. I'm the sort of person that likes to "try before I buy!". Anyway, I know that it is possible to make a three level demo of Lemmings on the ST. Please could you do this for at least one month. Don't give me crap and say you can't.

I'm sure that there are other people (at least some) who want to try out Lemmings. The actual game in the shops needs a 512k. I have no idea what the hell this is, so if you are going to answer my prayers, please exclude this. I forgot to mention I own a single-sided drive with no upgrades.

**David Chong, Croydon**

I'm not sure which mags you're talking about that have a Lemmings demo every couple of months. Most mags put demos on their disks when a game comes out. That's why there were Lemmings demos knocking about recently with the launch of Oh No! More Lemmings. Unfortunately we simply haven't got the space on ours

to fit old demos on. Sorry! (You've already got a 512k, all STs are at least that. Make sure you don't buy the version that needs a double-sided drive though).



# Write On!



the Dungeon Crew and b) the Dungeon Crew. The first page we turn to in the mag is the Dungeon and now we find some poncey wizard called Wangali or something as if that who looks as he has a wand up his Back Passage!

Which reminds me... the last page used to contain the zarjazzy Yaks Yak which kept us informed of the latest hi-tech computer hardware, llamas and tea. Where's he gone? Up the Back Passage no doubt! To be perfectly honest, we don't care what you all looked like when you were three years old. When I was a lad, computer mags contained humorous articles about computers!

**D. Lister & AJ Rimmer BSC (Bronze Swimming Cert.) Llamatown**

*Interesting packaging your letter came in boys, nothing a quick course of psychotherapy wouldn't sort out. Ermm, when was the last time you read the mag? The Dungeon's been gone for months and there's been no Yak's Yak for a year and a half. Have all these pressures been welling up inside you for so long? We love the Back Passage. We've been fans for ages. In fact it's our favourite bit in the whole wide world.*

## MAIL ORDER MAYHEM

Around six months ago I decided to order Larry 3. I have used mail order companies before with no problems so on finding an advertisement in your magazine, I used TurboSoft. Four months later, after many phone calls and letters (out of stock they said), I asked for a refund. TurboSoft agreed. I'm still waiting and can no longer get through to them due to the lines being engaged.

I realise this happens to many people but what precisely are my options? In the March edition they have not advertised - have they gone bust? I joined Special Reserve and have found them to be very fast and helpful. How about a feature on the good, the bad and the ugly of mail order companies?

**Daniel Walters, Aldershot**

*Sorry to have to tell you that your fears are correct. TurboSoft have gone completely bust leaving hundreds of customers feeling ripped off and cheated. All we can suggest is that you contact the Office of Fair Trading.*

## DOLEFUL CHAP

Yo Dudes! As one of your longest subscribing readers I wish to complain, I have entered all of the competitions in the mag and have never won.

My problem, you see is that I was made redundant in July '91 and although I have bought the mag I can't afford to buy any games, so if you could see your way clear to letting me enter each comp a minimum of 100 times or better still let me be the only one to enter, I might have a new game to play for the 20 hours a day I waste beating every game I own, left handed and right handed! Please help me.

But seriously, great mag. The changes in the last months are smashin'. Shame about the Troll though. Can you answer a few questions?

- 1) Where can I get a copy of Bard's Tale? I have been everywhere.
- 2) Need anyone to play test games from home? I am keen to have a blast and have loads of time.
- 3) Does Sue waggle the joystick hard? If so will she come and waggle mine?

**Mark Southerton, Birmingham**

*A sure-fire way to win any competition you want is to write your entry on money as opposed to the*



# Star Letter



## ST SPECULATION

We're now well into 1992 and the gaming scene is a seemingly healthy one. We have the lower-end 8-bit computers where the biggest selling games are usually not more than a couple of pounds and the computers themselves can be bought at budget prices too.

Then there are the "new generation" 16 bit consoles - quite cheap to buy considering the excellent graphics and sound that they offer. The two big names - Sega and Nintendo are continuing to attempt to outdo each other by producing new products to enhance gaming even further.

No wonder the console market is booming, it's a game players dream. But what of the 16 bit computer market? Several years have passed since the ST was first revealed to an excited public, the Amiga being none too young itself. Since then, you can now buy one of these machines for not much more than an 8 bit cost in the early '80s. However there are signs that the 16 bit computer games market is beginning to stagnate in terms of reaching new boundaries of graphic and audio excellence.

After all, both the ST and Amiga can only produce a limited amount especially when compared to the consoles. The main problem is that during these years of 16 bit dominance, no one seems prepared to raise standards of computing similar to the transition from 8 to 16 bit. It's been all ST/Amiga. If this continues, the gaming

*supplied coupon, you'd be amazed at how often you strike it lucky (£20s and £50s only I'm afraid).*

*Bard's Tale you may be able to get mail order if you look around. As to the job situation, we currently have exactly the right amount of staff here and we're all worked very hard and there's no question of us being over staffed Mr Chairman sir! If you're any good it may be worth writing off to some of the software houses who may be looking for playtesters (you'll get to see the games even before we do), after all US Gold are based in Birmingham!*

*As to Sue, (NO! I won't. What an extremely dodgy bloke you are and you're from Birmingham! Sorry Mark you've not got a lot going for you, have you? Play with your own joystick, you've got the time on your hands - Sue) well such sad innuendo seldom reaches the pages of this glorious mag but I thought I'd let this through to illustrate the plight of the unemployed. You know what they say about idle hands. Mark, you're pitiful.*

## MR CONVERSATION

- 1) Is Trap Door going to be released for the ST?
- 2) Is there a cheat for Shadow Dancer?
- 3) Turtles the game is all hype and I finished it in half an hour.
- 4) Say Yo to everybody who loves Lemmings.
- 5) Is Suburban Commando going to be made into a game?
- 6) After a playing on a Texas computer, I wondered if those games would be made for the ST?

**Michael Morgan, Long Marston**

*May as well get straight into it as your letter isn't really a conversation starter!*

scene on these on these computers could get much worse in time. Same old graphics, sound, game. Yawn! May as well buy a console.

Someone has to produce a new computer with far better specifications than the current machines and more importantly it must be competitively priced. If the Archimedes had been cheaper, or the VGA PCs were more affordable things could be a lot different. Basically we need something new and we need it soon. Maybe even Atari or Commodore could come up with something... one day!

**Kevin Wright, Romford**

*Alright Kev, it's been a long time! I agree totally, the companies appear to have gotten lazy and have just left the two main contenders to slug it out until at the end of it all neither one's left standing. Fortunately Atari will be launching a couple of new machines in Europe pretty soon, so watch out for those exciting developments soon. It really does need the technology to be stepped up a little now.*

*People say that consoles aren't really a threat because you can only play games on them yet if you look at the phenomenal number of the little beasties sold and what the major companies are producing more and more for you see that some people are only kidding themselves! As with all things in this industry the direction could change overnight without any warning whatsoever. It keeps you on your toes I suppose!*

*1) I doubt it to be honest, although it was a "top game" on the Amstrad!*

*2) Try typing "give me infinites" after pausing it. If that doesn't work, try it without the spaces!*

*3) Congratulations.*

*4) Yo!*

*5) Not that we know of.*

*6) Hopefully not, no!*

## LOSING YOUR DRIVE

I recently bought an Atari from the ads in my local paper. Not knowing much about it I jumped at the first one I saw advertised. After a couple of months at playing the games I had with it, such as Dungeon Master, Bard's Tale, Kick Off and others, I decided to buy some software. After reading your mag's reviews on Utopia and Deuterios I decided to buy these. That's when my problems started.

I placed Utopia into the drive, the intro loaded but after I clicked for the rest of the program to load a sort of grinding noise sounded from the disk drive. The same happened with Deuterios. I took the software back to the shop but to my embarrassment it loaded in the shop.

The guy in the shop said mine may need cleaning or updating. Is it cheaper to update it or buy an external drive?

**P Hurlow, Swansea**

*I would have said that you only had a single-sided drive if you hadn't got the Utopia intro to load. This perhaps suggests (although don't take my word for it as I'm not an expert) that you're drive's a bit wonky. You're probably better off going for an internal replacement drive just to save all the hassle of an external. You should be able to pick one up for about £60.*



# BACK PASSAGE

## TEAM TALK

Seeing as it's Allie's last month, we'll get rid of her first. She has been nagging on recently about when she went down to Wembley for the Queen concert, lighting candles and so on while bawling into a pint of overpriced lager. We think the whole thing was a rip-off as only three quarters of the band turned up!

Gloria (or Jools) has been hitting the demon drink again, he was last seen waving his pink boa in the direction of a large group of army cadets during his increasingly popular drag act!

Chicken has been clucking around in disguise recently, we don't know the reasons but the fact remains that the crap hat he keeps wearing *must* be for reasons other than fashion

Simon is another of the missing minions as he's at home recuperating after a massive bout of the dreaded phlegm plague. Feargus from the other office is doing his job this week and would like to say that Simon is really ace and if it weren't for him he would be a real nonce!

Sue's just turned the ripe OLD age of 24, an event accompanied by her hair turning stark white, not related to the celebrations but to her attempts at getting the mag out on time against Jools' best efforts!

Marc is following the current trend of spending thousands of pounds on a new vehicle in an attempt to vie for Simon's affection.

Dotty's got hairy legs.

## Bye Bye Allie...

And so, the end is near... etc, etc It is with a sad smile, and perhaps a tear welling in the eye that we must say farewell to our blonde cockney bimbo as she makes the heart wrenching three second journey across the office to new and exciting Interactive projects, watch this space. Send us a postcard Allie and don't forget to wave, and ha, your side of the office hasn't got any window blinds so there.

Joking aside, the masses of ST Action staff all wish Allison Rojaann (sounds like a curry) West all the very best for the future and we all hope dearly that her life remains as fruity and fruitful as it has been while she's known us!



## Comic Capers...



The entire publishing world was stunned when we launched a new comic last week, but thankfully it's initial print run was limited to one copy which circulated the office. Catchily titled *Earypus Ultra-Laxative* the said vessel of slander featured several nasty, at times down right despicable caricature of everybody who works downstairs at Europa House. We thought we'd let you have a look though. The cast from left to right are Sue, Jools, Allie, Dotty, Simon and Chicken (or Turkey as he's now known). Marc is conspicuous by his absence because he was looking for something at Carpet World. The person responsible for all this was Amiga Actions's Jason Simmons.

## Competition Winner...

In an effort to get rid of at least one of the world's weaklings, we ran a compo in conjunction with Eletronic Arts to win a luvly Multi-Gym. As a tie-breaker you had to send in a photo of how puny you were. Out of the millions of entries there could be just one winner. Perhaps the saddest man on the planet. We can now reveal his name to you and we hope his moment of fame haunts him forever. He deserves it. Congratulations Mr. Jon Walker of Leigh-on-Sea, Essex. You should be able to start your intensive body-building course shortly. ST Action cannot be held responsible for any damage you do to yourself unpacking it!



## Next Month

Well children, here we are again at Play Skool. Let's see what's happening next month starting with a look through the Round Window.

### ELVIRA II

Have you ever wondered how those large pylons get up there? Well this picture shows just how those hard working men get the electricity to run straight into your homes (patronise, patronise).

### SPACE CRUSADE

Today through the Square Window we can have a look at the factory where milk bottles are cleaned out. This is

an interesting process that keeps us all safe and healthy.

### CASTLES

Now let's look through the Arched Window. This shows the renovation of a large castle before the public are charged £10 each to get in! There is a suit of armour over there by the stairs though, oh and a half asleep tour guide thrown in free!

All that and we didn't even mention Big Ted and Humpty! The next saucy little issue of STA will gently slide onto the shelves and make you feel really good on June 11th.

**FREE!  
FIVE GREAT  
POSTERS!!**

# 5 GAME PACK



**CLASSIC!**

**CLASSIC!**

**NEW!**

**NEW!**

**NEW!**



**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

**AMIGA £24.99  
ATARI ST £24.99**

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