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TIPS SPECIAL**

Lure of the Temptress, Heimdall
and Hook take a thorough beating!

ELITE 2

- At last the sequel is here. But is it worth the wait..?

Online Explosion!

- A new dimension in multi-player gaming



- **PREVIEWED:** Archer Maclean's Pool and Lotus 3 – The Ultimate Challenge!

HOURS OF PLAYABILITY...

3 FULL GAMES

BLISTERING PD STYLE

ST ACTION

- Smash Hit
- Entombed
- Unkullian

Woah! No disk alert..?
See that newsagent now

CRAZY CARS 3 overtakes Lotus 2 as the ultimate driving game!

QUIPPRESS INTERACTIVE

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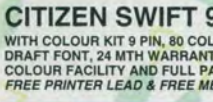
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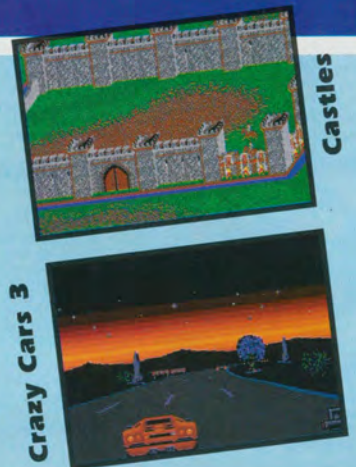
**CHECK OUT
OUR SUPER
SUBS OFFERS
ON PAGE 38**

GO ON

100% ST Games

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HOT OFF THE PRESS!

**A chance to see some delicious
screenshots and read about the most
eagerly-awaited preview of all time in our
Elite 2 Work In Progress. Page 52**

WIN

Your can win exclusive
membership to the Flicks
Film Club that gives
you first refusal on all
the top movie
premieres in
our totally fab
competition.



Page 14

COMPO

WORK IN PROGRESS

The Aquatic Games,
Archer Maclean's Pool,
Legends of Valour and
Lotus 3 all arrived on
time to be examined by
our team of experts.

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REGULARS

STORIES

This is the only place to look if you want all the top gossip on the ST games scene. No room for shoddy imitations, you've bought the best so stay with it!

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REVIEWS INTRO

Find out what our team of intrepid heroes have been up to this month. You also get another chance to check out the best reviews in the country.

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PD OR NOT PD

You've got three smart demos on the coverdisk and two pages full of the best additions to the biggest library in the world. What more could you want?

30

SMALL STAKES

My old gran used to say that money doesn't grow on trees! With that in mind, we rip apart the latest budget releases to make sure you don't lose out.

36

TIPS AND CHEATS

41

Absolutely huge is the only way to describe this month's Tips section. We've got 11 fantastic pages including a Hook player's guide followed by two complete solutions - the amazing Heimdall and Lure of the Temptress.

WRITE ON!

60

Our Ed settles down with his hot chocolate to try and answer your queries. Is there anything this international playboy doesn't know?

BUYER'S GUIDE

62

Well, it's getting closer to Christmas everyday. There will soon be lots of games to choose from but not enough money to buy them all. So, to make your decision a little easier, a four page Buyer's Guide of the best ST games available has been included for you. Now you can buy the game you really want without the disappointment a festive turkey often brings.

NEXT MONTH

66

Gives you the low-down on what you can expect to see in next month's issue. Lots of fabby reviews, news, tips, compos and previews for you all courtesy of the best ST games magazine in the world!

FEATURE

Phone Frolics Page 34

EuroLink
MULTI-SPEED
MODEM

Link
SPEED
DEM

NicoLink
UAL-SPEED
MODEM

The low-down on the world
of communication

Uncover the ultimate multi-player gaming experience. We uncover the fascination behind Bulletin Boards.

Cover disk

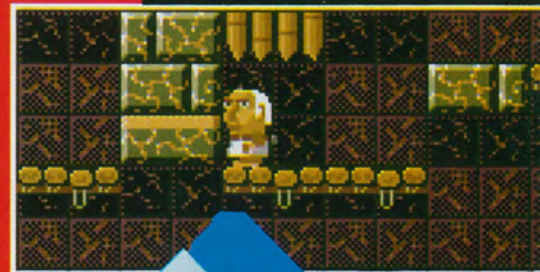
3

FULL GAMES!
PD STYLE

- SMASH HIT
- ENTOMBED
- UNNKULIAN

Don't miss the truly amazing cover disk pages bringing you the latest and best game demos!

Page 7



No Second Prize

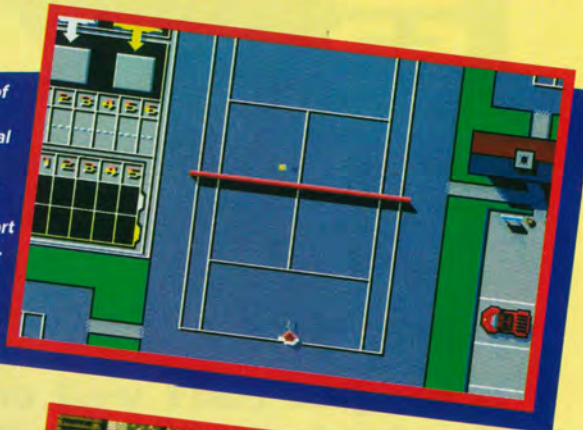


Wow! re you lucky or what? Sports fans are catered for with a fabulous tennis game called Smash Hit. Entombed takes you on a romp through ancient Egypt and finally there's Unnkulian - an excellent text only adventure.

1 SMASH HIT

The Swedes have always been noted for producing rather good tennis players. Now they're producing really good tennis games. Go into the Smashhit folder and then double-click on Smashhit.PRG to load the game. Press fire when the title screen loads and then keep clicking to select through the option screens. Then it's on to the court and time to outplay your opponent. Just move to the ball and time and direct your shot!

● The life of the best international tennis playboys is never easy! All that sport and women. What can you do? Poor guys!



2 ENTOMBED

Loads of ancient antics abound in Entombed. A full instruction file is included on disk and your best bet is to read that. But to load it, all you have to do is double-click on the Entombed folder and then again on the Entombed.PRG inside. Once you've gone through all the title screens you'll be asked to choose a tomb to die in. These are really all the different levels in the game, with each one increasing in difficulty.

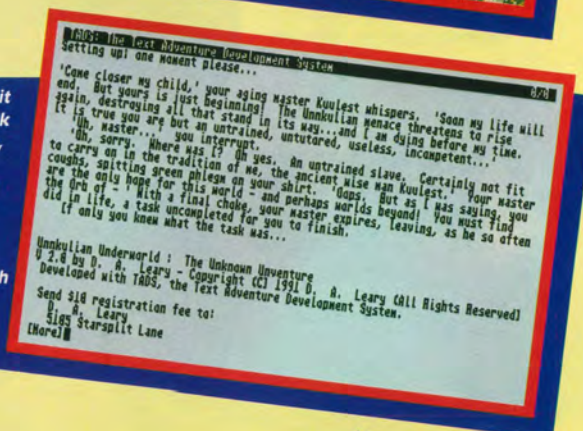
● Don't start crying for your mummy if things start to go wrong in Entombed. Preserve your own life and escape from the tombs



3 UNNKULIAN

One for the diehard fans of the Infocom way of doing things. Text only, just the way we like it! To load this large sprawling PD adventure game simply open up the Unnkulian folder and then double-click on the Unnkul.PRG to start adventuring. Fans of this type of game have long been neglected on coverdisks, but that's all changing now. There are hours and hours of adventuring packed in this well put together game.

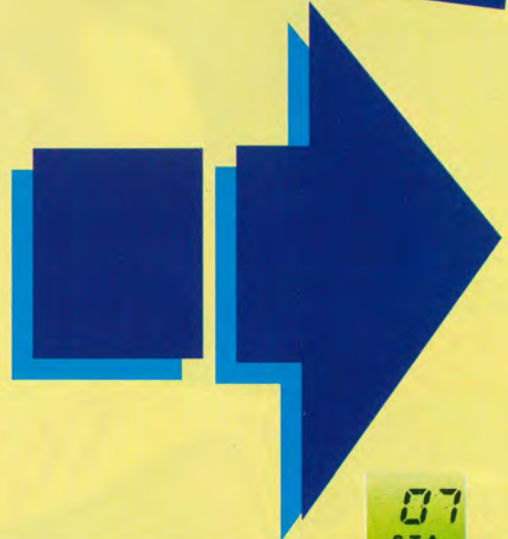
● Yeah, so it doesn't look up to much, but then neither did any of the classic Infocom games which sold millions



Faulty disk?

If you do happen to have any problems with your cover disk, pop it in a jiffy bag and send to this address:

**Faulty Disk (ST Action),
Prosoft,
5 River Gardens Business Centre,
Spur Road,
Feltham,
Middlesex TW14 OSN**



COVER DISK



SMASH HIT

If you just can't wait until Wimbledon next year, this offering from Sweden just might help to tide you over until then...

Yep, so Wimbledon's out of the window for another year. Didn't even rain that much really. In the high flying playboy world of the international tennis circuit, life is never dull and play goes on all year round! This Swedish tennis game allows you to bash balls around courts as much as you like. The control method is joystick only and there are different options such as difficulty and number of sets to be played. Depending what level you set it on, a yellow

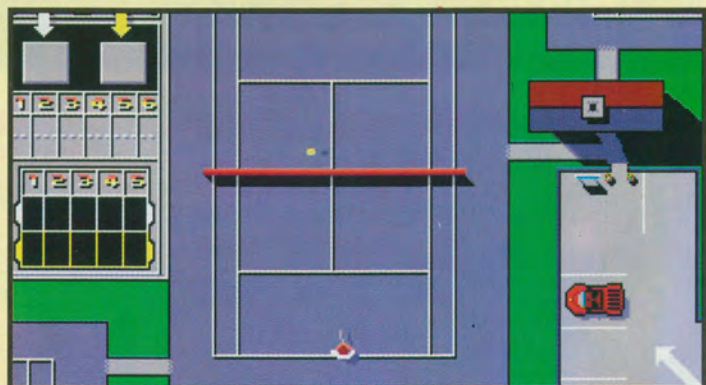
box will appear around your player when it's time to hit it back. Don't forget to read the text file in the folder too as it will give you some useful information about the author and his other titles so far!



● Whichever style of opponent you choose will affect whether you win the whole match or just a few measly points. So choose carefully

GETTING ON COURT

Plug your joystick in and press your button when the title has scrolled to the top of the screen. You'll then go through a series of option screens where you can fine tune the game you are about to play. Once you're on to the court it's all down to moving your man around and timing your shots. Be warned. It isn't easy!



● Fit, exciting, clever. You don't have to be any of these to get to grips with Smash Hit. That's probably a very good job indeed



COVER DISK



DEMO INFO

COMPANY: PD

RELEASE DATE: Out Now!

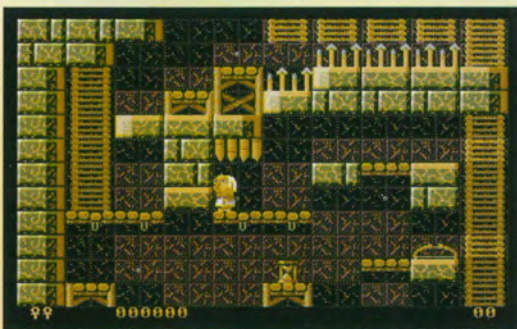
GAME TYPE: Various

PRICE: Don't be daft

There are plenty of chances to go running to mummy in this game (right okay, that's enough of those ridiculous Carry on Cleo jokes!). There is a collection of different tombs to get through, none of which are particularly easy. Choosing them is just a matter of moving your character up and down and pressing the firebutton. If you wait long enough at the start, scrolling lists will appear showing you what to collect and what not to touch. Just press the button to get out. There are millions of traps and unexpected surprises hiding around nearly every corner, most of which will kill you off quickly if you're not careful. You only have a limited number of lives so you can't really afford to toss them away. Good clean platform fun on the Public Domain. It'll keep you at it for ages. Just don't get frustrated and keep persevering. Patience is a virtue!

ENTOMBED

I want my mummy! Ancient antics abound in the land of the Pyramids. Go for a wander...



● Platforms and ladders all over the show. Make sure you can make that jump before you attempt it!

GETTING MOVING

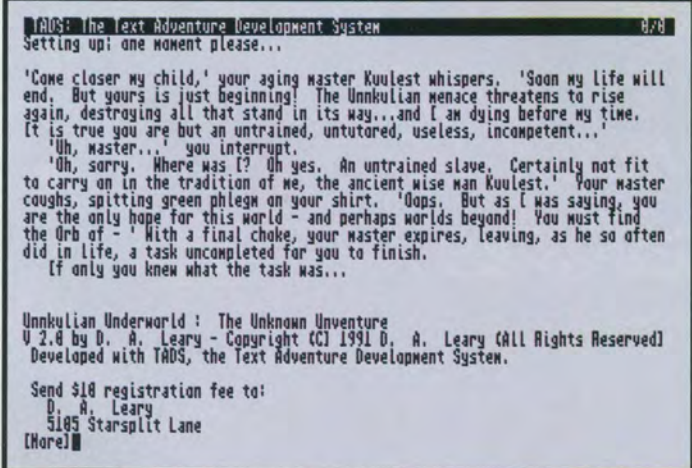
There's a big text file on the disk that should help you out if you take the time to read it. If you just want a quick start then normal joystick procedure is what's required to move your little chap. Picking objects up is just a simple matter of running over them and they will instantly be added to your inventory bar at the bottom of the screen. Items like keys then have to be used to get through doors. Again these work automatically. Easy peasy really!

UNNKULIAN

A text adventure? On a coverdisk? What! A whole game that'll take ages to complete? Yep...

TACKLING THE TEXT

If you haven't played a text adventure before then a) you're a bit sad and b) you'll need to read this. Standard adventure commands apply. N S E W Look and Examine being obvious ones. The game understands a lot more than this obviously but half the fun is in finding what the words are so we're not printing a whole list here.



● It's definitely got that familiar mid-'80s look to it hasn't it? Thankfully there's a good story and plenty of rooms to map out in there for you

Whahey! Text only adventures. Get all your mapping stuff out. You know a large piece of paper, sharp pencil and a very big table and start tracking your progress throughout this large adventure game written with the aid of the TADS system. Once you've loaded it all up, it'll take about a minute to set itself up. Don't worry, it hasn't crashed. Just be patient and everything should sort itself out. If you get a Corrupt Data message something's gone wrong, try again! If you still have no luck, send your disk to Prosoft. The story revolves around your master dying and you being left with a load of his problems to sort out as you try to complete your training. It's got a fairly standard

parsar that accepts some complex sentences. We're not going to give anything more than that away. As you know that's one of the fun aspects of this type of program. There's nothing like being frustrated for hours and then finding that you were using the wrong word in the first place. It's an experience everyone should have to go through!

A320

A·I·R·B·U·S



*On final approach to
the United States*

Developed in corporation with



Lufthansa and Deutsche Airbus

STORIES

Two-player orgy?

STREETS OF GOLD



If any of you are familiar with the console or arcade scene, the name Street Fighter II will know doubt cause stirs in your brain. It recently caused a storm and almost brought the whole magazine industry to a standstill when it was released on the Super Nintendo. Its display of sheer graphical brilliance, beautifully animation and enthralling gameplay are one of the true gaming joys. If I was to say that it will soon be available on your ST, it may well cause stirs in your



underwear. Yes, that's right! Street Fighter II, the most popular two playing experience ever, is soon to kick and punch its way onto the beloved Atari.

After your success in the original, you head off around the world to perfect your fighting skills. All the characters from the arcade are here: Ryu - the Japanese boy and master of Karate, Ken - Ryu's training partner who returns to America to perfect his art, Honda - a most dodgy fat geezer and grandmaster Sumo warrior, Blanka - a result of some extremely weird mating sessions in an American rainforest and

Guile - a vain soldier who cares more about his hair than his opponents.

You can choose any of these characters in a one player game that is great fun but you should really play it with a friend. Looks great and should be with us by Christmas from US Gold.

•CHART•



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Cracked fighting unit deployed

If crack military outfits designed for dangerous missions are your cup of tea, you'll be pleased to hear that Sabre Team is soon to be released by Krisalis. You will control an elite group of four SAS members over five increasingly difficult missions. An Embassy hostage situation, attacking a liner, missile bunkers, jungles and Middle East arms factories are all on your mission briefing.

At the start of each mission, you must choose you

group of four from the eight available. Each member has their own individual strengths and weaknesses, so you won't be using the same four all the time. After your team has been assembled, it's off to the weapons store where you can get down to some serious arms acquisition. A very heavy strategy element has been included so this isn't your regular shoot'em-up! Released date has been set as late October for one meg owners only.



● Bags of things to do as you lead your Sabre Team of crack, military soldiers in various global hostage situations



● If you look for lots of violence and a dazzling array of weapons, you could do a lot worse than Sabre Team

STORIES

Heroes wanted: Apply within

Attic signs with US Gold

Geoff Brown, US Gold chairman and all-round nice guy, is pleased to announce the exclusive rights to market and distribute several different Attic products throughout a number of countries including the UK. The first game will be *Blade of Destiny*, part of the hugely successful *Realms of Arkania* series, and it should be out towards the end of the year.

The game begins with the usual choice of character including race, culture, background and profession. There are plenty to choose from and they all have their own individual starting attributes, skill bonuses and abilities. A pretty good combat system and loads of locations look set to make this well worth the wait.

Last year saw the domination of the charts by *Hero Quest*, Gremlin's conversion of the popular board game. People have been clamouring for a sequel the week after its release, and Gremlin are only too happy to oblige. The sequel, *The Legacy of Sorasil*, has been designed to go one step further and one small step sideways in its approach this time. The game consists of 10 specific scenarios and various cameos link

each of the adventures together.

This new legacy is not confined to the walls of a single dungeon as you can now go on to explore deep forests and various parts of this new and exciting world. Up to four players can take part, each controlling a separate character. You can choose from a Mystic, a Paladin, a Ranger or a Cleric, each have their own strengths and weaknesses. Release date is November so start saving.



● It looks like we're in for a treat with Gremlin's *Hero Quest 2*



● Our 'ard warriors ignore the delights of the chest in search for combat



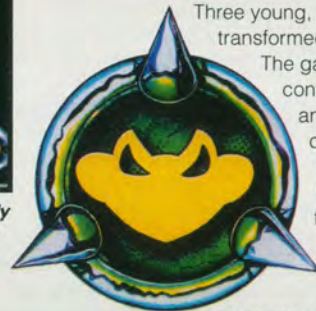
● *Shadowworlds* is the sequel to the incredibly popular *Shadowlands*. This time you're in the future

Land of shadow

After some intense negotiations, the follow up to the hugely successful *Shadowlands* is finally about to surface. The original caused waves with its enthralling gameplay and complex puzzles, and these factors and many others have been included in the sequel. *Shadow Worlds* is set in an 3-D isometric environment similar in design and looks to the *Alien* movie sets.

Your job is to lead a team of mercenary space marines on a mission to infiltrate a huge base over-run by alien scum. The sequel looks like it is going to be another spectacular game-playing experience. Due in December by Krisalis.

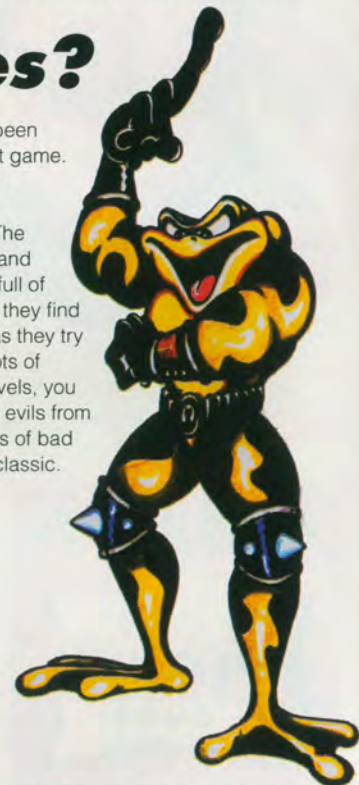
Toads not turtles?



Three young, American video-game testers have been transformed into heroes when testing their latest game.

The game in question is *Battletoads*, and it contains a deadly virus that transforms anything it touches into living heroes. The characters have now been pixelated and thrust into a new gaming dimension full of terror and adventure. The new world they find themselves in is thwart with danger as they try to rescue a beautiful girl. Set over lots of horizontal and vertical scrolling levels, you must control the trio and stop the evils from infesting the real world. Tons of levels, masses of bad guys and some excellent graphics look set to make this a definite classic.

Mindscape have announced a release date around Christmas.



● Looks like a cross between *Golden Axe* and *Turtles* doesn't it? *Battletoads* promise great things

Daemons and dungeons

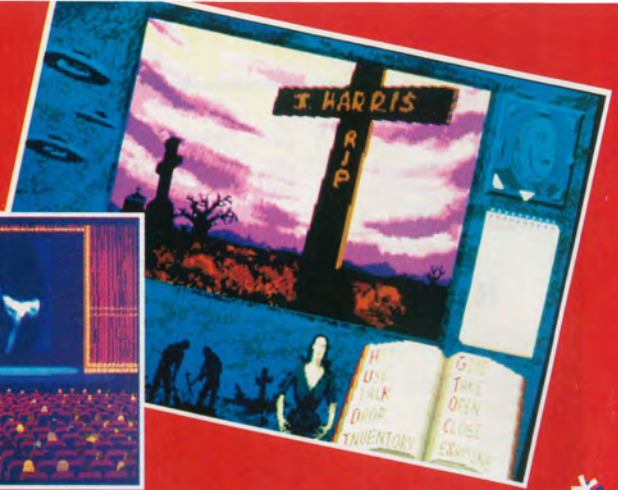
Things are definitely looking up for RPG fanatics this year. *Daemonsgate* is the latest game from the Gremlin stable that revolves around the antics of our hero, Captain Gustavus, of the Imperial Tormishan guard. You have been summoned by the Imperial Council who explain the increasingly worrying state of Tormis, a neighbouring city.

You must control eight characters as they roam around the world solving puzzles and fighting the minions of evil. A different aspect of these characters is their ability to live their own lives. If you are not in control of them, they will go about their business as best they can. Looks great and should be with us by Christmas from Gremlin.



● Judging by the graphics, *Daemonsgate* looks sure to be a winner when it is released

WIN



A FERRARI!

KEYRING

Ever wondered how Barry Norman gets in to see all the new films, while you're left in the queue outside wishing you had an Access card? He's a member of the Flicks Film Crew isn't he? (probably!). Well okay, he might not be a member but there's no reason why you shouldn't be.

they go on general release.

We've got 20 memberships to the FFC courtesy of Gremlin, who are in the process of converting "the worst film ever" - Plan 9 from Outer Space, to your computer screens. You'll probably never see a worse film, but if you do, at least you won't have had to pay for it!

All you have to do is answer the three toughie questions on the entry form and send them off to the NEW compo address!



Flicks members all receive a monthly copy of the Flicks magazine, an exclusive Flicks T-shirt and, wait for it (gasp), free entry to screenings of forthcoming blockbusters. Every member also gets to take a friend along to attend the area premieres before

1: If you were asked to make a sequel to Plan 9 from Outer Space would you call it Plan 10 from Outer Space?

2: If you were Boris Karloff would you have died during filming or been more considerate and waited until the end?

3: Have you any intention of sending in large quantities of cash in a vain attempt to bribe us into letting you win?

"I wanna be on the Back-row regularly compo"

* Okay, so it was a cheap shot but it did get your attention, didn't it

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Games are what **ST Action's** all about and as usual we've got some juicy old titbits for you this month...

REVIEWS

In a recent newspaper poll, it became apparent that readers thrive on the scandal of international celebrities. After leafing through some of the less reputable Sunday newspapers, we secretly hired the help of one of Fleet Street's most ruthless hacks to follow our top team to try and dig up some dirt on each of them or at least something that'll embarrass them.

Jason 'Italian Stallion' Dutton



This month our reporter/investigator discovered a horrible secret about our Milk Tray man-esque Ed. It appears the Ed is labouring under the mis-apprehension that he's of Italian blood, going under the Pseudonym of Gino Ciccone. We caught up with "Gino" in one of Manchester's top night-spots, chatting up some top treat chicks!

Paul 'Hardcore NOT' McNally

Our bespectacled resident hardcore rave DJ has been a bit bogus this month. Our hack discretely tailed "MC Chicken" throughout one of his famous record/shopping sprees. As soon as he left each shop, our journo asked the sales person exactly what he'd bought. The answer - a R.S.F album and a Take That 12!



Brad 'CMYK' Burton



Our very own modern day James Brown made many a girl swoon last month with his gyrating hips and MC Hammer style dancing. We also received a rather disturbing report that our very own top industry bad boy resorted to picking a fight with a very large nightclub bouncer. 23 stitches and 2 pints of blood later the report was confirmed. Please send grapes/flowers etc. to the usual address.

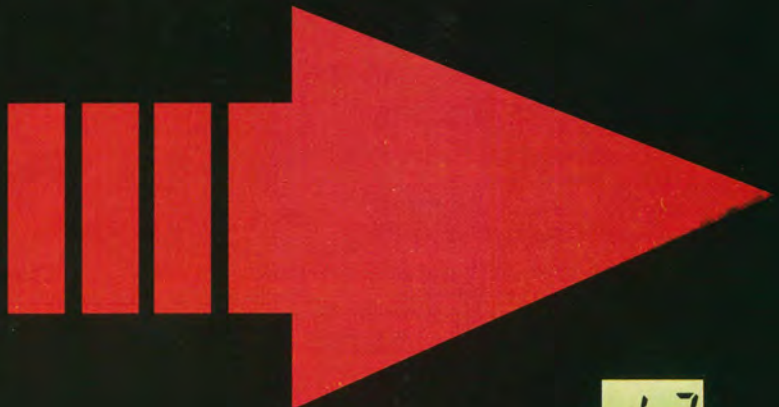
THIS MONTH...

There really isn't any choice when it comes to finding out what's a good game and what isn't. Every latest title we get our hands on undergoes the rigorous Action Test and our STA1 rating should be your benchmark to whether a game's worth buying or not.

On top of the regular reviews you'll find pages packed with previews detailing the best in forthcoming products that we believe will be well worth looking out for in the near future. You really can't beat **ST Action** for its quality coverage of the **ST** games market. The pack aren't even closing in.

Let's face facts, if you don't find everything you're looking for (on the **ST** games front) in this magazine, then you are a sad blundering geek.

Crazy Cars 3	18
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CJ in the USA	28



CRAZY

Crazy Cars 3 kicks Lotus 2 ass, and that's a fact....read on

1

● The race is on and the super sports car goes into first place. Nifty gear changing is essential if you're to be successful



2

● The push and shove has started as two high performance cars strive for that all important placing



3

● The illegal race takes you through the various states in America. Here we're tackling the Alaskan mountain ranges



4

● If you're losing, do yourself a favour and let the turbo kick in. Remember, it only lasts for 10 seconds



5

● Taking a sharp corner causes you to leave half your tires stuck to the road. Can't you just smell that burnin' rubber?



Following on from Titus' two previous vehicular binary hits, I could hardly wait to load this one!

Alright, the game's up. I'll be honest, the first two games were both crocks of crap and I was hardly buzzing with enthusiasm when asked (told - Ed) to review this latest offering. However, I threw the disks in and was instantly greeted with a lovely loading screen.

After this, you're then presented with a gorgeous option screen that allows you to change all the various parameters in the game.

Once the the character you wish to control is chosen, it's off to the map of America. From this map, you'll be able to see if there are any police present and the level of driving skills the other illegal pro-drivers are at.

Choose which race you want to compete in, but remember, each race requires an entrance fee. This then allows you to be in the running for a cash prize but only if you come within the first three finishing places.

If you have any spare cash remaining, maybe it's

ACTION

£25.99



1 PLAYER

Produced by
Titus

INFO



● Plan your races carefully because if you run out of money you'll have no option but to sell your pride and joy.... your beloved red Lamborghini Diablo

CARS 3

worthwhile having a side bet with your rivals. This in itself is a joy and even though you're only wagering pretend money against computer rivals, you can find yourself becoming deeply involved because each of your rival racers have an individual name, different skills and attributes.

Herbie goes bananas

Imagine how angry you would be if a certain person rams you into a tree on the final straight causing you to lose a race. Well, unlike normal car games where a drone car just flies past, you are able to avenge any grievance you have by knocking them off

"Even though you're only wagering pretend money against computer rivals, you can find yourself becoming deeply involved..."

the road or driving at high speed right up their ass. This pressures them into making a mistake or rushing a police roadblock, causing them to be pursued by the police.

Once the police see someone speeding or ramming other cars, the chase is on as the offender is pursued by two or even three

high performance police cars intent on bringing them to a halt and saving the day! When ramming or being rammed, your car takes damage. If the damage exceeds more than

50% then your top speed is lowered. If the destruction of your car persists then eventually the engine will fail and bring you to a stop. Make sure you're not caught or photographed by the law.

If you have committed an offence you'll face a heavy fine. Bear in mind the fine could be the difference between a new bit for your car and losing the next race.

Chitty Chitty Bang Bang

At the end of each race you can visit a garage where your dream machine can be patched up. A motorshop is only around the corner so why not give it a visit?

Various bits and bobs can be bought from the store, including radar detectors/jammers and amongst other things the highly volatile substance, nitro-oxide, which sends your

car along at an amazing speed of 352 k/mh! When travelling at this speed handling isn't very good and this really should only be used on straights or as a last resort.

Back to the gambling aspect. If you need twenty grand to buy a new top speed gear box, and you've not got enough cash, you could bet loads of cash in a view to come off laughing.

The three other drivers all get together at an illegal drinking den where they each bet a certain amount and it's then up to you if you wish to match their bet or raise it, same rules as poker really.

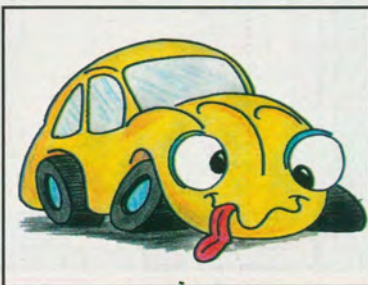
Using this method of gambling it's possible to have quite a little hustle going, making money left, right and centre. Hopefully, you'll soon have the car you've always dreamed about. *Brad*



● The star of the game, touch my car and I'll break your face. The ticket to success or the doorway to ruin? Only you can decide your future

ACTION ANALYSIS

Shock, horror! The yellow cabriolet has been knocked off the top spot. Who would have thought a Crazy Cars game would have done it? As a child I dreamed of driving fast cars and out-running police blockades just like Burt Reynolds did in "Smokey & the Bandit". This has been my first opportunity, and what a delight it is. The best driving game on the scene, and don't let anyone tell you different.





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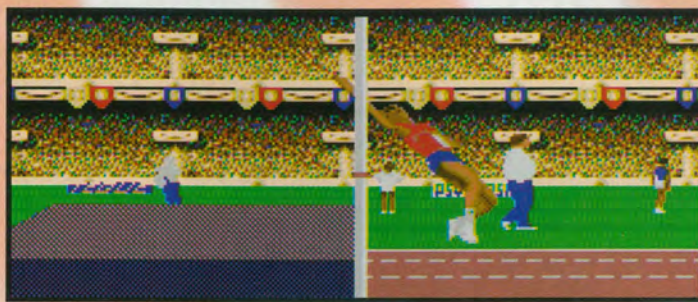
1-4 PLAYERS

Produced by
Psygnosis

INFO

Psygnosis knew they were in for some stick when, after they'd tied up one large Mr. Lewis to a nice little game licence, the aforementioned athlete failed to qualify for both the Olympic 100 and 200 metres races. He narrowly qualified for the Long Jump, only then with the aid of a powerful springboard!

Even though he had to pay for his ticket to Barcelona with monies he raised from busking and other dodgy behaviour, we all now know that he went on to take the gold medal in the Long Jump and has since slaughtered everyone in the 100 metres at the other track meetings around Europe.



● The high jump is an event that needs a lot of patience and timing. The precision required to perfect your jump has to be experienced to be believed

So it looks like the Liverpool based company have got themselves a good deal after all. Enough of all this trivial banter, what about the game? Well, it's only got five events for a start off (not exactly many is it?), three of those are nothing to do with Carl Lewis but we can't have everything now can we? The events included are 100 metre sprint, 110 metre hurdles, Javelin, High Jump and the Long Jump.

Now you may be expecting the standard waggle as fast as you can to get anywhere, but fortunately that doesn't have to be the case here as one of several control methods can be used to play.

The one which may appeal to most people is the Rhythm method, which allows you to build up speed by timing a click as a line slides along a bar. Clicking as it reaches the middle will increase your speed.



ACTION ANALYSIS

There's only five events which you'll have played within 20 minutes. The animation, while nice, is slow, and you don't get to watch it really anyway. It just didn't strike me as being as professional as the other releases from the same company. Our copy won't autoboot and I thought only PD still did that! The Carl Lewis Challenge is above average, but I for one certainly expected a lot better.



76%

PLAYER 1				360			
L. Christie	59	39	46	30			
J. Page	95	45	97	35			
R. Black	94	37	47	45			
D. Elliot	95	54	47	35			
C. Jackson	80	45	45	37			
J. Brown	97	47	90	39			
L. Grant	37	47	49	39			
S. Buckley	33	47	97	43			
L. MacLellan	47	47	90	46			
S. Gordon	80	37	53	37			

Task 1	F	I	T
Isometrics			
Isometrics			
Assistance			
Hollow running			
Circle training			
Football training			
Circle stretching			
Interval training			
Repetition training			
Ballistic stretches			

● The statistics screens are extremely well detailed. From here, you must choose your athletes and designate their strict training schedules

LEWIS



● Various options screens will allow you to set up your game to your own liking. The trainers and country representatives can be chosen from here

There are three ways to play Carl Lewis – Arcade Only, Training Only or Full Simulation. The latter incorporates the first two and allows you to train up a squad of athletes with the view to getting them to take a medal in the forthcoming events. If you do decide to go through all the training, you'll have five weeks to provide a decent programme for your team and get them to world beating potential. Each week you can alter the work your people will do on methods like Stretching and Running.

Psygnosis have tried to be clever by animating large sprites of the athletes and for me it hasn't quite worked. The animation is fluid enough and the movements

seem to glide nicely, it's just at first everything seems to be in a slow motion. It's like watching the Bionic Man participating in the Olympics. You don't really get time to watch the graphics anyway, especially if you're using a control

"The animation is fluid enough and the characters seem to glide nicely"

method like Rhythm, where your eyes are firmly glued on the bar at the top of the screen (hurdlings is nigh on impossible in this case). It's a pity you can't change your control method for each event.

Once all your people have been knocked out of the competition or won medals, that's it, so it doesn't take a really long time to play the game. Nothing has beaten DT's Decathlon yet, and this doesn't get to the final. **Paul**



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ACTION

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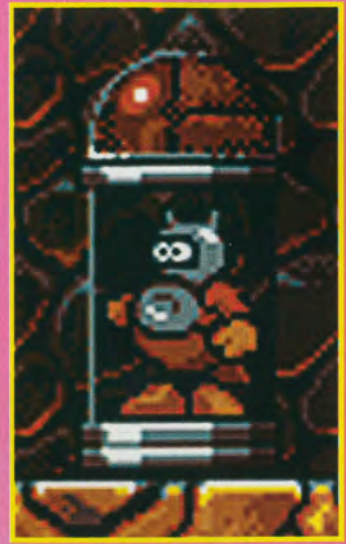


1 PLAYER

Produced by
Codemasters

INFO

CAPTAIN DYNAMO



Super heroes have come in many guises. Men of steel, women of wonder and various animals have all shed their normal skins to become saviours of the people, protectors of the faith and all-round good guys!

The latest breed to join the elite is somewhat unexpected. Mr Ernest P Dynamo is a 75 year old geriatric who is happily living out the rest of his days in the Happyvale Nursing Home. Happy that is until he is called back into active service due to the tyrannical rise of a certain mad professor.

Austen Von Flyswatter (who! - Ed), a man of many nefarious activities including the odd case of attempted world domination, has decided to retire and hang up his boots. His chosen place of retirement is the moon and he plans to get there using a newly constructed rocket. The price of living on the moon has risen with inflation, so to combat this he has stolen the largest collection of diamonds in the world (Boooo! - Ed) to help him finance it. So, stopping only to check his pulse and take his vitamins, Captain Dynamo must fly to the rescue as all good heroes should (Hurrah! - Ed).

Based over six levels of fiendish puzzle action, you must control the Captain as he tries to foil the evil

Don the guise of a geriatric pensioner as you try to thwart the evil plans of Austen Von Flyswatter.

plans of the mad professor. Each level is set inside the chambers that make up the rocket. You have two lives to begin with and contact with anything other than the floor will result in the loss of a life. Your game is over when your quota has been completely depleted.



Your task is to make your way up each chamber, avoiding all that is evil and finally locating the entrance to the next level. As always, a super hero's life is everything but simple and you'll have to deal with a host of traps and puzzles if you're to be successful.

Flying platforms, dangerous spikes, electrical charges, huge mechanical squatters and lots of



● The huge spring underneath you will allow you to reach high platforms. Maybe you can find a way to that extra life on the other side

nasty creatures all lie in wait. The little creatures can be killed by a simple jumping manoeuvre but the traps must be avoided. Diamonds can be collected to add extra points to your score. Various warp bonuses have been included in each level too They will allow you to jump from level to

level, bypassing stages and gaining you extra lives. They are carefully hidden on each level so you'll have to search around before you find them. Collecting the 'S' symbols will allow you to restart if you lose a life. There is usually only one on each level, positioned about half way up the stage.

Jason



● Here we see our dynamic hero in one of his more relaxed poses. Collecting the spinning S next to the door will allow you to continue if you fall foul of a trap

ACTION ANALYSIS

Captain Dynamo offers instant addiction followed by a surprising ability to entertain. The puzzle and trap element has been set perfectly offering a relatively stiff challenge but still allowing progress after a while. The graphical content is colourful and cute, combining excellent backdrops with a visually impressive main character. Overall, an impressive and extremely cheap way to pass your day.



86%

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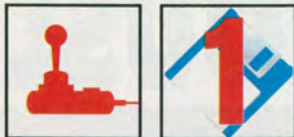
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ACTION

£25.99



1 PLAYER

Produced by
Ocean

INFO

WIZKID

And now for something completely different. The prodigal son has arrived...



● This wishing well can be used to get loads of extra bonuses out by turning the handle. This will release bubbles that can be burst for points and musical notes



● The roof tiles are what you want to hit things with this time. Make sure you don't use them all too soon or you could end up in serious trouble

Hands up who remembers Wizball? Ocean's weird and wonderful game was launched way back in the early days of the ST in 1987 and was one of the company's first major successes on the machine. It's taken five years before a sequel has been done, and it's been coded by the totally

balmy Sensible Software.

Wizkid is the child of Wizball, or something like that. Anyway, the game is so totally bizarre it doesn't really matter about storylines and plot. All you need to know is that you control a green ball as it whizzes around the screen doing...well, stuff!

Virtually every screen has

some form of blocks on it. There are also numerous enemies flying around and the idea is to knock the blocks onto the flying enemies to kill 'em. Once you have used all the blocks if you still have enemies left you'll still progress to the next screen, one life down.

As well as this enemy

killing thing, there are loads of puzzles, mazes and stuff to get completely stuck in (probably forever). While some of these are logical, the majority of them are completely mental. The guys at Sensible really are off their heads.

Containing nine different sections which can be traversed in any order, the only

● Top freaky stuff. Bounce these strange symbols around the screen to kill off the enemies. Precision timing is the order of the day



ACTION ANALYSIS

Oh my God! Well, that was my first thoughts on playing this. I've never seen such a ridiculous, mad game. The thing is, it's really fun to play to, and that's what counts. It's as addictive as hell and as such, comes highly recommended, but only if you're a nutter. The only gripe I have is that it's sometimes a little hard to see where your character is, but if you can put up with this, you're on to a winner.



84%



stipulation on each is that you collect a cat at the end of each (obviously, you're probably telling yourself).

Comic relief

There is an option right at the beginning of each new game to go into Training Camp. This army course gives you lessons in how to knock blocks in different directions, and also how to use the various objects you can pick up. Items such as red noses and big teeth can often be found and these let you perform such stunts as juggling blocks on your head or carrying them around.

The only other important

thing you need to know is that the game places a heavy emphasis on music. At the top of the screen there is a bar of coloured notes. While buzzing around the screens, you will occasionally kill an enemy who will release a bubble containing one such note. Pick it up and the colour will fill in at the top. Complete the bar and you'll get to hear the choon, plus loads of bonus points.



● This red nose will let you juggle the blocks and direct where you fire them to. This is pretty handy as you can now be more precise

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CASTLES

A few bricks and a little bit of mortar and you've got a castle - not a pile of building material...

We've been promising a review for what seems like years. The first time we said we'd have this next month was when Castles was set in the future! Anyway, all the delays are over and done with and Interplay's construction masterpiece is finally ready for you to play.

Set way back in the 13th century when big houses were in fashion, you are the king of a small celtic province with high aspirations of spreading forth into the depths of rural Wales. The only way to do this is to expand your empire by building fortresses and protecting them with your army. The main focus is

not a combat one, but is more based on the design and construction of each castle with a few bloody battles thrown in for good measure.

Right at the start you have the option to customise the game to your own personal requirements. After entering your own name and the name of your castle, you can then set the difficulty level and change the game from Real World to Fantasy World if you wish. The difference being that in Fantasy World you can be attacked by all the mythical creatures that peasants believed were real at the time - Ogres, Dragons and Matthew Kelly as well as berserk Welshmen.

Once all the preliminaries have been done away with it's time to start designing your very own ideal home. Choosing an appropriate site is of paramount importance. Building on a section of hilly or marshy land will severely restrict any plans you might well have. A nice flat, green piece will do adequately. Then it's entirely up to you what shape you want your project to be. By laying pieces on a plan view you can determine things like how high the walls are and so on.

The view can be changed to show a 3D view of the castle which, for now at least, is just foundations. The next thing to do is get some of

"You can be attacked by mythical creatures such as dragons..."

ACTION

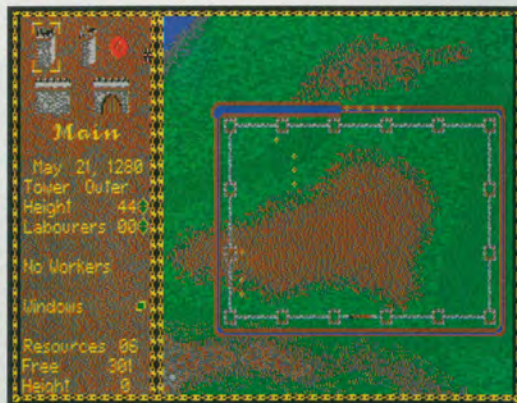
£25.99



1 PLAYER

Produced by
Interplay /EA

INFO



● Congratulations on purchasing your new MFI castle. With a little care and attention it should provide years of comfort



● Oh my God, Arthur! I've stuck my fist to my left cheek with that damn super glue stuff! New fangled devices!



● This looks like one of those dodgy Spanish hotels that aren't quite finished when you arrive and you end up sleeping on the beach!



● The gate has been completed and your army is there waiting to repel the psychotic Celtic invaders who are intent on halting your construction



● This isn't your ordinary employment office. Recruit as many workers as your treasury can afford to pay for



● It'll take more than these three guys to finish work on your new ideal home before the winter sets in

the local labour force rounded up and in your employment. Skilled workers are as important as the peasants who'll happily work for a penny a day. Masons are probably the most important blokes in the castle game. The more of them you have, the quicker the stones for the walls can be fashioned.

When a few of the local population have been cajoled into working for you, you have to set them to work building a section of the castle, be it walls or one of the towers. If it's a wall, you can choose whether the wall will have arrow slits and cauldrons of oil built in. Slits will protect your archers from attack while cauldrons of oil will make enemies trying think twice..

King of the Castle

When one section is finished, it's just a case of setting your guys to work on another until the castle is completed. Should your castle take ages to complete, building will cease for the winter when the snow begins to settle in. It is vitally important to stock up with food for this season or when you come back a lot of your workforce will have starved, thus reducing their output!

Running through the game while all the work is going on, there are several subplots which pop up from time to time. Multiple choice questions will allow you to solve disputes and make decisions but whatever you choose in these sections could well have far-reaching repercussions in the future!

Paul

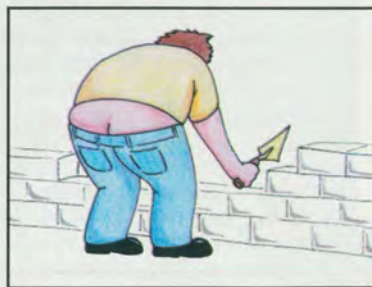


● The scaffolding has been erected and the workers continue on digging a deeper moat. Life in general is good for the workers on the great castle Chicken



ACTION ANALYSIS

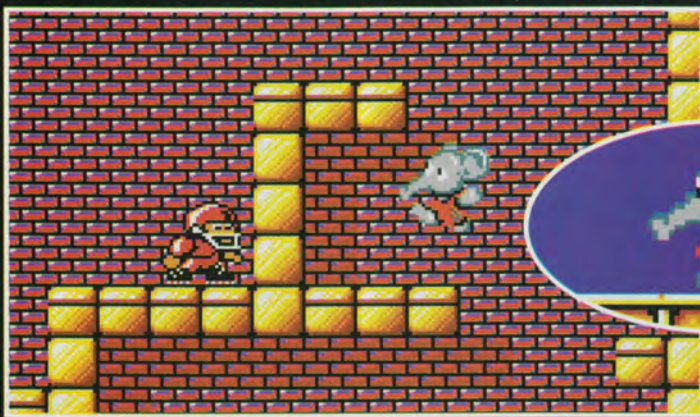
I spent the best part of a day building a fairly average size castle, so don't expect to be able to pop in, build a couple of fortresses, and go again. Thankfully there is a save game facility, but I did enjoy the time I spent. Castles may well bore a lot of people into watching Eldorado, but there is a definite market for this sort of thing. Electronic Arts should have another big-seller on their hands.



83%



● It's a bit open to attack isn't it? I'm not sure that the walls at the side will repel too many enemy attacks. They may be Welsh but they're not daft!



● Oh no! A dead end. How are you going to get around this little obstruction? There must be some way over there. But how are you going to manage it?



● Thankfully, you have a handy supply of peanuts which you can fire at your enemies to kill them before they get anywhere near you

Imagine how ridiculous a computer game would be if the hero of the game was an athletic, shell-suit wearing elephant. Pah, what a farce! Well now you can see for yourself in the latest in the long, long line of platform games from those plucky budgets boys.

The second CJ's game to hit the ST takes our mammal type friend on a mission to rescue all his fat leathery family members from the evil clutches of a ruthless Ivory dealer (probably). Who, when he gets around to power-sawing the tusks off them all, is going to take a big elephant gun and shoot them all at close range.

Toy Dolls

CJ's doesn't fancy the prospect of living his life alone, so he takes it upon himself to jump from platform to platform in an attempt to save his family from imminent extinction? Loosely based in America, it involves you reaching the end of three mammoth levels (Oh yes very droll indeed - Ed).

Basically what you've got here is your run of the mill platform game, the back-

CJ IN THE USA

African or Indian. The great debate continues with the world's most unlikely platform hero...

ground graphics are quite well drawn with loads of America's main attractions being pixelated for the background scenery.

The foreground graphics on the other hand are very poor and all the platforms look like they've been constructed using a small box of yellow Lego. The main sprite "CJ" isn't particularly well animated and any movement injected into the elephant character was probably an after-thought.

The numerous baddies littered around the platforms are quite cool, but once again these fall foul of the dreaded Block sprite syndrome. One of the more noticeable enemies is the cute cloud that flies about the screen now and again.

Cuddly nasties

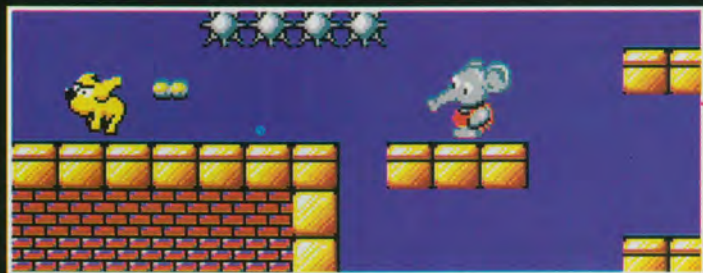
Don't stare for too long at this cuddly sprite because it'll fire deadly bolts of lightning at our fine fat friend. One of the freak/nice things about the CJ game series is the wealth of passive looking sprites that are real nasty when you get close to them, that's the beauty of both this and many other of Codemasters games in recent years.

Although the game isn't the most attractive or slick program available on the market, the main appeal of the previous CJ game was the amazing playability/fun angle that the programmers

deemed priority when knocking this it up.

The team behind the original have now tweaked the routines of the first one to take the playability one level

higher. The only real problem lies with the awful music, which is about as good as the acting in the sunny soap "Eldorado" (honest BBC, that was only a joke!). *Brad*



● Off goes another KP Dry Roasted in the general direction of an enemy. Be careful not to jump into any of those mines

ACTION

£7.99



1 PLAYER

Produced by
Codemasters

INFO

ACTION ANALYSIS

Take into consideration the most-excellent low price and you'll find it a worthwhile buy. If on the other hand you have already bought the prequel, I must recommend that you avoid this sequel because they are far too similar. Fun to play, but nothing original or special to offer. Codemasters continue to release a steady flow of original budget quality games, for which they should be commended.



66%

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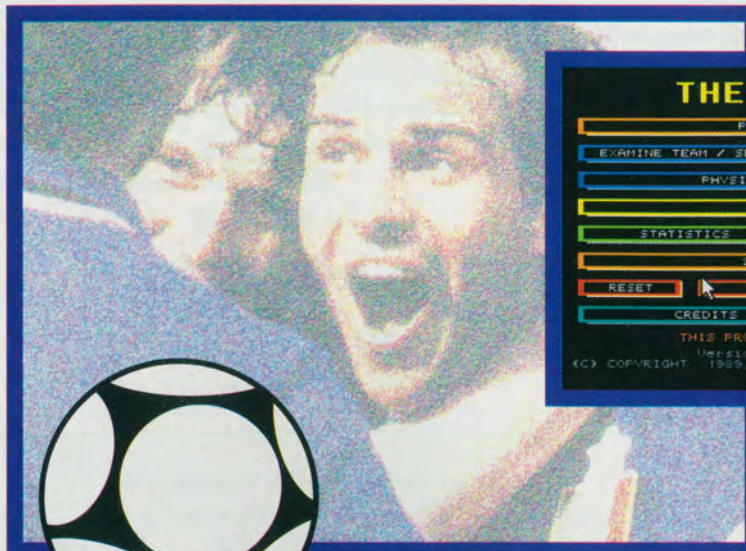
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Two more pages packed with PD as Chicken Goes Public for the very first time. Send any PD stuff you have to the address at the front!



● The latest and greatest version of *The Manager* by Richard Johnson. We had a one season demo on the coverdisk a couple of months back and the response to it was phenomenal

THE MANAGER V3.1

After its resounding success on our coverdisk, programmer Richard Johnson has sent us the latest version of his soccer management game for me to have a look at. Many enhancements have been added since the one we gave you. The game now features all four divisions and over 1300 players, all with individual skills and attributes. The matches have all been

enhanced too. Now extra time and playoffs are all bundled into the bargain.

As with the first version an unregistered version allowing you to play one season is available from the address in the mag for £2.50, while the full complete registered version will set you back a measly tenner. Thanks to Richard for supplying the disk.



GRANDAD AND THE QUEST FOR THE HOLY VEST

This raised quite a few eyebrows when it came into the office. Codemasters have already released one game this month where the hero is an old aged pensioner. In this shareware title you have to control a grumpy old git in his quest across over 150 locations to find his smelly old vest, which he's put in that proverbial "safe place", where there's no chance of finding it.

Your sprite roams around in his battery powered wheelchair and is joystick controlled. Pressing the fire button brings up a sub menu that allows you to pick up, use and drop things. The shareware version of the game only allows you to roam around the ground floor level, but for a fiver you can obtain a six digit code that will allow you access to the rest of the game. 1mb only! Thanks to Caledonia PDL for that one.

FANTASIA DEMO

Hmmm, rotating shapes and a tune (which for a change isn't a sort of house thing but a rendition of an old Cure song. The money in the office is on it being "In Between Days"). To be honest this is all old hat but if people insist on watching pyramids spinning around then fair enough. It'd be interesting to see how many get bought though. Thanks to Nightshift.

● These pages look like Smash Hits this month. How many photos of poppy people can we squash in?



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- U010 STE BOOT UP, boot medium res
- U014 ARC file compiler, BI CLOCK set time/date, MONOEMUlator v5.0
- U016 IBM compatible disk formatter, ARC SHELL v1.91, MEGA formatter
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- U023 Packed with various progs for printing all kinds of labels *M*
- U024 CHK 2.3, All you'd need to know about a disk, IBM MODIFIER, alter DS Atari disks for use on IBMs.
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GRAPHIC, FONT AND ART/DRAWING DISKS

- A005 PALART, excellent art program with full doc files. *C*
- A009 COLUMBIA, Drawing prog, some 3D elements. Studio ("X"), Drawing package, Both German
- A012 DODDLE, mono & colour versions. Also some Mandelzooom pics.
- A013 ST GRAPH, Comprehensive graph prog, handles bar, horizontal/stacked bar, line & dot charts.
- A015 FOMT52, 7 screen/desktop fonts, inc. Columbia, Devolli, Hudson
- A018 CANVAS, great art package
- A020 PALETTE MASTER, art package, up to 512 colours. *C*
- A024 FRACKTAL drawing program from Germany, Mono/Col.
- A025 FONTKIT 3.51 "D"
- A027 ANI-ST, ex-commercial package, quality animation system
- A029 MASTERPAINT drawing package, excellent, Mono & Col.
- A030 PICWORKS, enlarge/reformat pics up to 3 times normal size. *M*
- A034 PUBLIC PAINTER, *M*
- A036 SNOOPY cartoon pics. *C*
- A042 ST CAD v2.1, a med/high res CAD package. Full docs. CALC-PLOT, scientific calculator.
- A043 THE ARTIST, Great drawing package with many options. *M*
- A048 JIL CAD, Shareware. *XD*
- A055 MOVIE CONSTRUCTOR, FACE ANIMATOR. *M*
- A054 SIMPLE DRAW v3.4, art package. Docs foreign, Med/Hi-res
- A059 MASTER DODDLE, shareware art package for the younger user.

CLIP ART

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| C002 Human figures, cartoons, titles | C013 Humorous clips, Letters A-Z |
| C003 Sports figures, July 4th logos | C016 Babies, boys and girls |
| C010 Occasional Clips, Characters etc. | C016 Girls, Scrolls and Occasional Clips |
| C011 Loads more fruit, vegetables. | C017 Artdeco, Baby boy & girl |
| C012 Herbs & Kitchen plants. | C018 Varied Humorous Clips. |

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- S001 DATABASE 1, GEM driven database
- S002 ST SHEET, quality spreadsheet *C*
- S005 B/STAT v2.01, sophisticated graphing & stat analysis. *DX*
- S007 OPUS v2.2, GEM based spreadsheet & charting program. *DX*
- S009 WG DATA, high quality DTB. Full docs.
- S011 DOUBLE SENTRY, fully working accounts package (no VAT)
- S012 PERSONNEL DTB, Names & addresses DTB.
- S013 INVENTORY PRO V2.0 stock control system.
- S014 TCOS, tree structured DTB.
- S015 ZAPCARD easy to use card type DTB.
- S016 SHEET V2, spreadsheet. Similar to Lotus 123. docs.
- S017 DATAPLOT, sophisticated data plotting package.
- S019 FASTBASE, absolutely brilliant, sophisticated shareware database. Excellent features.

WORDPROCESSING & DESKTOP PUBLISHING

- W001-006 TEX, 6 Disk Pack, document processor. *M*
- W008 1st WORD wordprocessor. Professional full GEM based
- W009 Easy Text v1.2 fully working DTB. demo (w010 for DS users)
- W010 STPAGE, super fast editor
- W015 HYPERTEXT, Shareware prog. Produce professional docs. *MD*
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PROGRAMMING/LANGUAGE DISKS

- P001 68000 Assembler
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- P012 CPM EMULATOR, CPM-8 v 2.0.
- P013 CPM UTILITIES for P012.
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- P019 Nigel Smith's ST 6800 pop-up ref. guide.
- P020 SIZORBON C, Great C compiler "D"
- P022 SPRITE EDITOR, Create and save sprites.
- P023 C TUTORIAL, disk manual
- P026 MKRSC a simple GEM resource construction utility.
- P027 MODPAS, Pascal Compiler. *D*
- P029 GFA EXPERT, all you need to know about GFA v3 basic.

GAMES DISKS (colour unless stated)

- G001 Warzone, Daleks, etc.
- G014 SUPERBREAKOUT, 40+ brick types with special features. *M*
- G016 NAPOLEON, wargame sim. *M*
- G017 EMPIRE BUILDER property developer. LOST TREASURE & JUMPSTER
- G018 RUSH, move bricks to create a way out for the ball.
- G020 YAHTZEE, popular game.
- G021 UPSTARTshoot cherries. *S*
- G022 COMPANION shoot 'em up in outer space
- G025 ENGLAND Team Manager
- G027 DIE ALIEN BLOB, a great shoot 'em up, excellent graphics.
- G028 TREASURE SEARCH, find the hidden treasure. *SD*
- G033 ADVENTURE WRITING SYSTEM
- G037 TUNNEL VISION, maze game
- G038 BERMUDA RACE 2
- G039 INVASION, adventure
- G041 Hack! is a D&D adv.
- G045 AYATOLLA, terrorists attack. *S*
- G046 ROBOTZ, 40 levels, great
- G047 FRUIT MACHINE, simulator
- G056 SLIDE, 3 levels, puzzle. *S*
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- G113 CHANGE, battle the Archons
- G114 ESCAPE FROM THE TOMB OF RA.
- G115 MUTANT, reactor out of control, workers mutate.
- G116 KEY TO ATLANTIS, underwater scrolling shoot 'em up.
- G118 MARS MAZE, platform game.
- G119 STEEL, battle everything.
- G122 HEDGEHOG, Frogger clone. *S*
- G123 THE NAME GAME - editor.
- G128 TARK, great text adventure
- G129 BATTLE FOR THE THRONE.
- G130 LLAMATRON, a great Shareware game by Geoff Minter. *D*
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- G178 MAZE split screen, 2 players + editor, great.
- G181 OZONE, platform/puzzle, many enemies, shareware game.
- G182 PDBOLO, excellent Arkanoid clone, colour & mono. *DX*
- G183 INFILTRATION, defeat the aliens, shareware.

COMMUNICATIONS DISKS

- CD001 PACK-ET-TERM v3.3a, radio package with docs.
- CD005 UNITERM v2.0a with auto-dialler & phone book.
- CD006 VANITERM 3.71 & 3.8 great communications package.
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MUSIC

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- M035 ACCOMPANIST 2.4, 16 voice shareware sequencer.
- M040 EDSYNTH 1.2 music synthesiser.

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- E015 KIDPUBLISHER, KIDSONG
- E016 DOT 2 DOT, includes creator.
- E019 SOLAR SYSTEM GEOGRAPHY
- E020 GEOGRAPHY TUTOR
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DEMO'S

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- D006 SLATATANIC CULT, Music Demo 1 & II. *D*
- D007 ALEXTRIX DEMO.
- D008 BOMB THE BASS
- D009 PENNSYLVANIA DEMO. *D*
- D010 SOUND CONNEXIONS. *D*
- D011 THE NEW YEAR DEMO. *D*
- D012 STINGRAY DEMO.
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NS 15 ** YOU SHOULDN'T HAVE BURIED ME! (I'm not dead)! (1Mb)
STE 8 ** FANTASIA 1 MEG Brilliant STE only demo!!!
DEMO 129 ** PEEKS & POKES MOD DISK 1
DEMO 128 ** HARDCORE DANCE FLOOR
DEMO 17 WHAT TIME IS IT??? Party demo!
DEMO 60 THE DARK SIDE OF THE SPOON U.L.M. Mega demo
DEMO 81 STONACTION DEMO All the way from Finland!
DEMO 96 MUSIC FOR THE MASSES Vol.4 excellent!
DEMO 102 THE SAFE SEX DEMO!
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DEMO 114 TOM & JERRY CARTOON Brought to life on your ST!
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MINDLOCK

We reviewed a quiz game called Quizical a good few months back and since then the author has been busy beavering away on this new 1 megabyte trivia quiz. The idea being to get loads of points. You start off with five lives represented by little men and by getting questions continually wrong you will be told by one of them in crisp digitised speech to "be careful because his neck is on the line."

Get another wrong and your chap will plunge to a gory death in the pit of spikes below. There are plenty of bonus sections too that involve guessing the meanings of words and also a maths section (erk!). This is a really smart quiz game that'll keep you going for ages! Thanks to Caledonia once again.

HARDCORE DANCEFLOOR

Dash down to the chemist and buy your tubs of Vicks's Vapo-rub, connect your ST up to the stereo and blow the neighbours out of bed. Five remixes of hard techno which are pretty good quality. Includes a few old faves like Charly and Quadrophonia as well as an ear-drum wobbler called Groove which is a remix of something else. If you're a techno fan looking for a disk to add to your collection this'll do quite nicely. I like it anyway! Non dance fans aren't going to be impressed though. Cheers to Nightshift for that one. They know the score!

PEEK AND POKES MODULE DISK 1

Here's a pleasant little selection of tunes ripped straight from their Amiga counterparts. Each is accompanied by a piccy too. Some of the music comes from games such as First Samurai, but most of it is taken from other PD demos and the reproduction is nice and clear.

At the end of the day all it is is another five pieces of music and although some people collect 'em there really is very limited appeal and this'll get turned into a save game disc before you can say "I need a save game disk!". Thanks to Nightshift.



GENOCIDE

New Age PDL really are coming on leaps and bounds and they've now got guys writing stuff specifically for them. Their own label is called Creative Influence and the gear that comes out on it cannot be distributed by any other library as it is exclusive to these guys. Genocide is an involved strategy game with lots of different levels included, ranging from easy to extremely complicated. It's all about collecting enough money and developing your own little army and turning them into a dominant force in the land. Then you can go on to try out a different level and challenge.

I was impressed with this game and hopefully the CI label will continue to encourage talented programmers to strut their stuff! As for New Age, as long as they keep pumping out fresh new quality stuff they'll soon be up there with the best ST libraries in the land. Excellent product.



● Not much to look at but easily one of the best trivia quizzes about, certainly on PD. 1mb only though. Worth upgrading for!

MICHAEL'S BIG ADVENTURE

Hmmm, there might be a lack of educational software but I hardly think dodgy point and click stories made with Talespin are going to solve the problem. To be fair it is aimed at a very young audience and we didn't have the facilities to test it out on that age group. There's sampled speech in there and graphics that look like they've been drawn by the kids themselves.

If you've got a sprog who's at that fiddling age then you could do worse than have a look. Many thanks to Merlin.

WHERE TO GET IT

Nightshift, 50 Averill Road, Highfields, Stafford, ST17 9XX.

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

Merlin PD, 11 Grange Close, Minchinhampton, Stroud, Glos, GL6 9DF.

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

Richard Johnson, 116 Longlands Park Cres, Sidcup, Kent, DA15 7NQ.

CHICKEN'S SUPREME

FEATURE

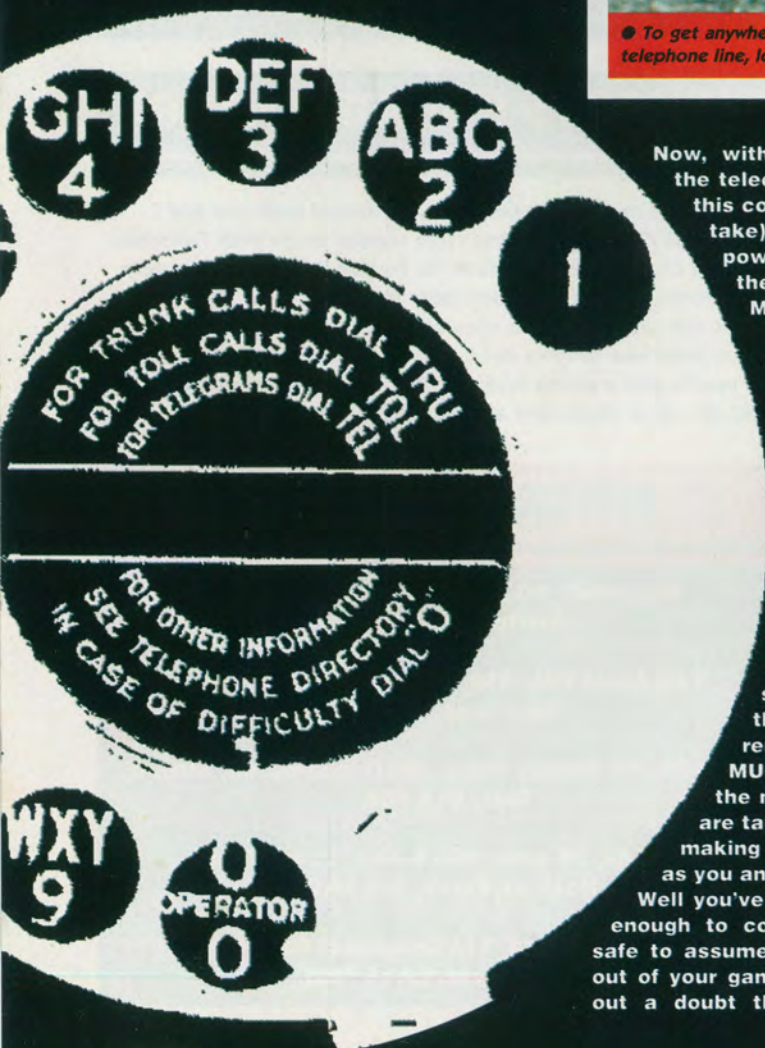
A few years ago the only way to play games was to buy a joystick adaptor for your Speccy or plug a cartridge into your Intellivision.

Technology has advanced a lot since then and although it is only 10 years ago, it seems as dated as *Top of the Pops!*

Playing computer games with hundreds of other people who were spread all over the country (or world even!) was something that probably wasn't even dreamed of.



● To get anywhere you're going to need one of these (or something similar anyway). Connect it to your telephone line, load some suitable software and dial a number of your nearest BBS



Now, with the advanced state of the telecommunication system in this country (for all the stick BT take), and the ever-increasing power of the home computer, the new era could soon be Multi-User games.

Virtual Reality now has a system where machines are linked up and people can play together, but even this exciting new step forward cannot match the ability to play games with people all around the planet.

Don't be fooled into thinking that games played using your telephone are naff. Expensive they may be, bobbins they're not. All you must remember when playing a MUG on a system, is that for the most part, the people you are talking to, fighting with and making friends with are as real as you and me...

Well you've obviously been intrigued enough to continue reading, so is it safe to assume you're looking for more out of your gaming. Probably. Yes! Without a doubt the attraction of playing

Multi-User-Games (or MUGS) comes from meeting other people and making new friends (as well as the odd enemy or 60!). In this article Paul McNally will tell you how to get on-line and what to do when you're there.

As these games are all played by connecting your computer to the phone, which in turn connects you to another computer. Usually there are other people connected who you can interact with. It stands to reason that you need a device that will enable your ST to do this. This little thingie is known as a Modem and plugs into one of the ports at the back of your machine.

Telephonic tomfoolery

Stick your phone in the socket at the back of this little piece of hardware and stick the protruding wire into the BT socket on the wall. Load up some suitable software, dial a number and run up a daft phone bill.

It's not that easy, but that's the general gist of things. The most popular MUGS that people could use were Shades and MUD (which was the original). Shades was mostly accessible on the massive Micronet Network which sadly closed last year. Prices and lack of interest and awareness could be blamed for its demise.

I used Micronet for two years and

● There's a huge range of Modems on the market, and choosing one can turn into a bit of a nightmare. Try to get one with a transfer speed of at least 2400 baud or you're wasting your time (and telephone bill!)



PHONE FROLICS

still have friends all around the country from my time on it. Then a new price structure was introduced and it was downhill from there.

With the 'Net gone there isn't really a replacement service but there are thousands of privately run Bulletin Board Systems around the country which run along the same principle.

Dial into STA

Other numbers for games can usually be obtained off BBS, if you have a modem. ST Action now has it's own section on a board called King of the Castle where you can leave messages and whatever you want. Just log on (the number runs 24 hours a day and is 0223 620228. Your Sysop is Chris King, drop him a note and tell him where you heard of his board. Any mail to us will be answered regularly.

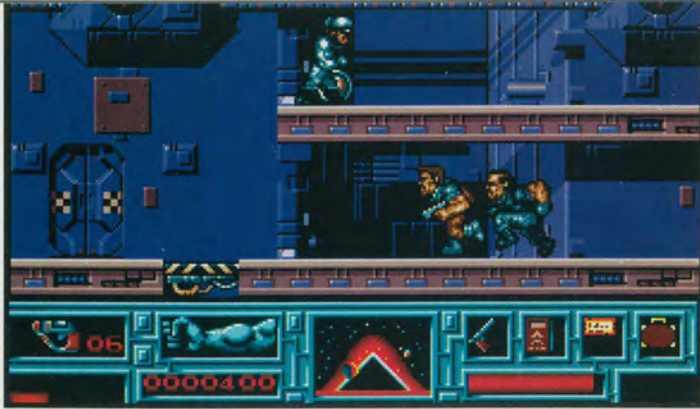
Air Warrior

On-line games are a little harder to find. The newest and one of the best is called Air Warrior and is run by a London based company called On-Line. It's actually a flight simulator that can link up to forty players across Europe together. 23 war-planes can be flown from time periods between the First, Second and Korean wars. On-line have recently signed a deal with BT's Tymnet Network that allows people from all over Europe to call in at local rate. Each user has to buy time on the system which, on top of the phone bill costs, adds up to an expensive hobby. It is worth it though.

An Air Warrior starter pack will cost you £35 and contains a map, 3 disks and two manuals. Further information can be obtained on 081 558 6114



● Air Warrior is a new concept that allows 40 players to link up from all over Europe and try and shoot each other out of the skies



● Join big Arnie as he battles against all odds to regain his own mind. Each level must be completed in a set time limit or you may never see your memories again

NARC

The Hit Squad - £7.99

Oh God! Another Mister Big is causing problems again. Don't you get a little tired of these kind of people ruining our lives? Anyway, this time your mission is to seek him out and put a stop to his nefarious activities. Before you get to him, you'll have to contend with his army of trenchcoat-wearing henchmen who will do anything they can to stop you. The back of the box tries to create atmosphere with statements such as "It's not all bad" but they aren't looking at it from my point of view. It is that bad, and statements such as "Wow, this is pretty crap!" would be more appropriate. You can spend your eight quid on something a lot more useful than this - like a frontal lobotomy!

42%



● Hmm, pretty crap this! There is definitely better things to spend your eight quid on

TOTAL RECALL

The Hit Squad - £7.99

79%

Although most people slagged this off when it was first released, I must admit to having a soft spot for it in my heart. Although it is only set over a few stages, the main problem is the game's difficulty. It's divided up into five levels, two driving and three platform, and they are all very hard to complete. This does tend to put people off but if you persevere, you find a quite decent game. The levels all have an objective that must be completed before you progress. It can be anything from reaching a particular destination to collecting certain objects. Richter's men will try to stop you with anything they have at their disposal. They will use guns and also try to utilise the lifts and platforms. Nice graphics, average sound and difficult but exciting playability combine to make this a pretty good game.

EMLYN HUGHES

INTERNATIONAL SOCCER

Touch Down - £9.99

72%



● Emlyn Hughes storms through the defence with an unusual set of pre-70s side burns

Hmm, there seems to be a lot of footy games around at the moment but not all of them are any good. Emlyn Hughes is one of the games that appeared brilliant upon its initial release but now seems to pall into insignificance alongside the excellent Sensible Soccer and Kick Off series. The idea behind the game is pretty sound and also quite engrossing. You must control the team of your choice and try to lead them to league or cup triumph against several human or computer controlled opponents. Action is viewed from left to right and has lots of special moves such as lobs, sliding tackles and flying headers. Unfortunately, it's a bit dated now and can really only be recommended if you're a dedicated fan or a keen follower of the new Premier League.

KWIK SNAX

Codemasters - £7.99

Whaaay, another Dizzy game to play! How top are they? Most top indeed! This one is a little bit different as it involves puzzles instead of exploration and manipulation like the others. You play Dizzy once more and come back off your holiday to find out that all of your family have disappeared. You've got to negotiate several levels of puzzle fun to release each member from their captor and get them to safety. Each level must be cleared of fruit before you can progress. There are various blocks that can be pushed about the screen to free the pieces of fruit or incarcerate the nasties busily running around after you. Lots of top class puzzles that will keep you wide awake for hours. Endless fun for all the family. And it is under a tenner!

80%



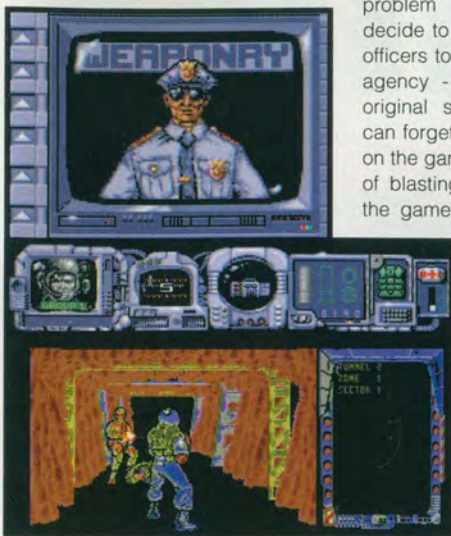
● A nice, easy puzzle game to while away the hours. Can you guide Dizzy around the mazes?

SMALL

NARCO POLICE

GBH - £7.99

Here we have another game set in the future when the drug business is doing particularly well. The heads of state have recognised this



● The Narco Police are a group of elite fighters, trained in all aspects of close combat situations

80%

problem and decide to send their two best police officers to form an elite drug busting agency - The Narco Police. Nice, original story - NOT! Anyway, if you can forget the story and concentrate on the game, you'll have a good deal of blasting on your hands. Most of the game is set in the sewers and corridors that lead to the headquarters. There are lots of guards to worry about and plenty of frenzied action. You get to choose your weapons from loads available including powerful missiles. A good blast that will keep the hardened gamer happy for quite a while.

MANCHESTER UNITED

GBH Gold - £9.99

Although they didn't do too well in the league, they still managed to make their way into a computer game. The mighty reds of Manchester (top place!) are here in full effect giving you the chance to take them through to league and cup success. The game is viewed from left to right and all players are controlled via the joystick. The actual game is graphically excellent and plays as well as it looks. Lots of options and various skill levels ensure continued playability. A lot better than the human counterparts!

82%



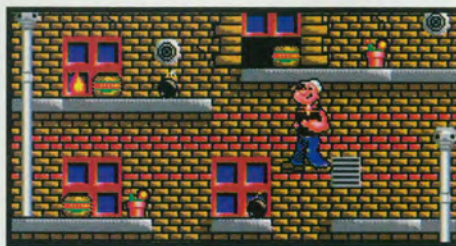
● Man United FC. We're by far the carpest team the world has ever seen. Losing 3-0 to Everton, humph!

POPEYE 2

Alternative Software - £7.99

This takes you back to the days of old when you actually thought this guy was kinda cool. This illusion is totally destroyed if you break it down to the point where he is nothing more than a cartoon with tattoos. The storyline is as sad as the rest of it. Your missus (you remember Olive Oyl, the sad, thin bird that looked like a clothes peg) has been kidnapped by the nasty Brutus and you've got to get her back (why, I don't know!). This is done by climbing various pieces of scaffolding, avoiding the various obstacles such as falling rivets and exploding bombs, and finally locating the evil kidnapper. A likely story! I tried to like this game out of sympathy but I just couldn't. An absolute turkey that should be avoided.

25%



● It isn't very good is it? Let's be honest, we can all think of better ways to spend your last tenner

PANZA KICK BOXING

Kixx - £7.99

Wow, this is by far the best kick boxing game I've ever seen. Okay, I hold my hands up, it's the only kick boxing game I've ever seen but it's still the best. Highly under-rated by several corners of the media, Panza contains some of the best animation ever seen on the ST. The fighters move like real life and the shouts of pain as a direct hit lands in the groin has to be heard to be believed. You must take your naive young fighter through the ranks by beating the other opponents until you can try out for some serious money in the title bouts. After a few successes, you might even get the chance to take on the master himself - Andre Panza. An absolutely incredible piece of software.



● Easily the best game to appear on the budget labels this month is the amazing Panza Kick Boxing

BUDGET GAME OF THE MONTH • 94%

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You take control of a crack troop of marines as they negotiate various missions on board an alien spaceship. Tons of superb weapons, multiple choice orders and lots of enticing missions. Startling graphical effects and atmospheric sound make this a must.

Far superior to Heroquest in design, Space Crusade is most definitely worth getting - an excellent arcade style RPG
Reviewed in STA July '92



This is easily one of the best platform games to ever appear on the home computer. Guide Gomez Addams over lots of intriguing levels, past devious nasties and uncover absolutely loads of secret rooms.

Graphically cute, expertly animated and very colourful. A definite contender for game of the year. This is the STs equivalent to Sonic and Mario.
Reviewed in STA June '92

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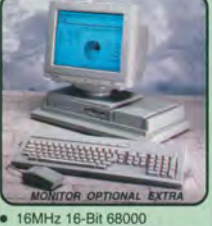
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TIPS AND CHEATS

After a courageous journey to the top of Mount Olympus, we searched for knowledge on how, if humanly possible, we could make **ST Action** any better. After careful thought and deliberation, a booming, all-knowing voice replied, "Give unto the needy a small tips page of universal brilliance." And so it was done!

CARL LEWIS CHALLENGE

Not a particularly useful cheat or tip, but one that's quite amusing. If you set the control method on Speed and then get two mates round. One waggles the joystick, the other waggles the mouse and the third can bash away at the keyboard. If you do it correctly you should finish the hundred metres in about six seconds. Thanks to Mark Thomas from Gwynedd for that one.



PARASOL STARS

TOP CHEAT



More general hints from Kevin Walsh, this time for the Ocean platform game. Kev says get the gold rods and yellow lamps. The rods make every creature you kill turn into a magic coin, while the lamps turn secret food into magic coins. Many thanks to Kevin for the large wad of tips he sent in. See more of his hard work next month.

CHAMPIONSHIP MANAGER



Not a cheat, just a tip from Kevin Walsh of the Wirral. He advises that you make sure you examine each player's history before signing them, especially if they cost money. Don't be fooled into thinking that they're no good just by looking at last season's form. Remember they could have been out through injury, or maybe they didn't get on with their coach. Always try and buy a prolific goalscorer early on too!

E P I C

If you're still struggling to get to the end of Epic, these codes courtesy of Tim Jones from Newcastle could come in handy.

- | | |
|----------------------------|------------------|
| 2: Cepheus and Apis | 5: Cetus |
| 3: Musca | 6: Fornax |
| 4: Pyxis | 7: Caelum |
| | 8: Corvus |

JIMMY WHITE'S WHIRLWIND SNOOKER

Seeing as we've got a Pool preview in this month, and also we've had Archer Maclean in the office, we decided to give you this golden oldie for the classic snooker game. To see a 147 break, go into Trick Shot mode and press F7, F4 and F1. Then, when you go into demo mode, you'll have the option to watch Jimmy wipe the table clean.



TIPS AND CHEATS

HEIMD

Mr Zach Veitch of Kent played this so much that he completed it and sent in the solution to help all you failing vikings in need do the same. Send all your games solutions in to Tips and Cheats.

Island Hints

First thing to do is brief you on some general notes that will prove invaluable in your forthcoming quest.

1: Choose only three people to travel to the islands as this will allow them to advance a lot quicker. Take Heimdall, the best fighter and the best wizard as this gives you a good, overall party for any situation that may arise.

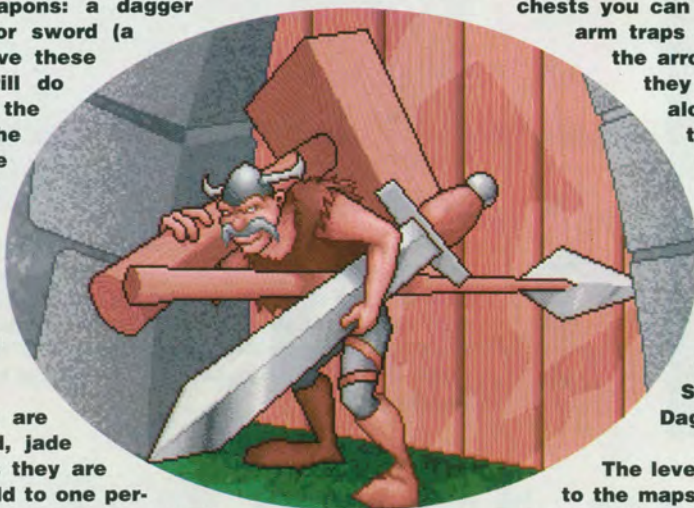
2: You will find yourself drastically running short of room to carry your equipment so be prepared to discard some of your items. You only need two weapons: a dagger (preferably silver) and an axe or sword (a Storm Blade would be nice). Give these weapons to Heimdall as he will do most of your fighting. Some of the spells are not really worth the space. For example, spells like Aesir's Dexterity and Vanir's Strength should be discarded as they only slightly improve your performance. Plain rings and circlets are only to be used for selling material in shops so they should be thrown away if you have enough money.

3: The only types of key used are plain, gold, silver, iron, diamond, jade and stone. Discard all others as they are useless and give all keys and gold to one person. Also, make sure you get rid of any power runes

you collect on the first level as they only serve to weigh you down on the later stages.

4: Battles are inevitable but easy to deal with if you follow one simple rule. The easiest way to kill them is to continually throw daggers at them as this reduces their energy but gives them no time to retaliate.

5: Last but not least is experience. To gain experience you must kill every monster you come across and open all the chests you can find. Don't bother with the disarm traps spell, it's pretty easy to dodge the arrows. Just go to the point where they come out of the wall and walk along. You'll suffer no damage as the collision detection is only in the tip of the arrow.



Weapons are pretty hard to come across but here they are in order of power and ability should you find them.

Axe-RunicAxe-AdamantAxe-Stone Axe.

Sword-Runesword-Crystal Sword-Thunderblade-Storm Blade. Dagger-Silver Dagger.

The levels are all numbered in reference to the maps along with any items you need to successfully complete them.



● An important part of the mission is the correct selection of your weapons before you begin. Failure to do so could result in an early demise

OPTIONS	Heimdall chieftain	Aeigr warrior	Orror wizard	
Use	SWORD	AXE	DAGGER	
Examine	Sword	Axe	Dagger	
Distribute	Gold (35)	Gold (10)	Gold (3)	
Discard	Food	Food	Food	
Eat/Drink				
Give				
Use Spell	Yimna shipwright	Jarner navigator	Olaf druid	
SaveGame	GOLD	GOLD	FOOD	
LoadGame	Gold (8)	Gold (20)	Food	
Text Stats	Food	Food	Gold (23)	
Bar Stats				
Exit				

● Choosing the right commander isn't an essential part of your strategy. Only skill, courage and a bit of luck will see you through what is to come

ALL

Quest One – The Search for Thor's Hammer

ISLAND ONE – Requires nothing

Make your way around the island picking up everything and killing the orc. When you get to the chasm, cast the Revelation spell to make a bridge appear.

ISLAND TWO – Requires nothing

First go through the door on the right wall nearest the chest. Explore these two rooms and then return to the first room. You should be in possession of a disarm traps spell. Cast it and then open the chest. Now enter the other door on the right hand wall. Make your way around the walls of the second room to avoid the traps in the middle. A normal key opens the door in the next corridor. Now go through the door at the bottom of the screen. In the room with the orc in, cast remove walls at the far right of the room. Now return to the first room and exit through the final door. In the room with mantraps, cast disarm traps and then tread on the switch. The exit is the central door of the next room.

ISLAND THREE – Requires 1 normal key, Hemlock and Descension spell

Number the switches 1 to 6 from left to right and step on them in this order: 2,6,1. If you make a mistake, number five is a reset button. The locked door in the next room is unlocked with a normal key. Use the Descension spell to lower the block in the next room. Take the sapphire and discard it or sell it to the shopkeeper. In the next room you will find a man. Give him the Hemlock.

ISLAND FOUR – Requires Disarm Traps spell

Use Disarm Traps spell in the first room and go through the door on the right hand wall. Explore the corridors, gathering as much as possible before returning to the first room and going through the other door. Collect the contents of the chest before leaving the island.

ISLAND FIVE – Requires nothing

Cast a Disarm Traps spell in the first room and then open the chests. Make your way around the island until you reach the last room with the man suspended in mid-air. Walk to the altar and drink from the chalice. The man will now give you a market pass.

ISLAND SIX – Requires Market Pass

Travel around the island until you find the two magic portals. Change your character to either a wizard or a fighter and go through the corresponding portals. Give the pass to the man at the end if you need to go into the shop.

ISLAND SEVEN – Requires a Normal Key and a lovely Silver Key

Walk around the island collecting everything you can. The first locked door is opened with a normal key and the second requires the silver key. Make sure you have the diamond before you leave the island.

ISLAND EIGHT – Requires a Normal Key and a quite delicious Silver Key

Explore the island before attempting anything. The first door is opened with the silver key and the second requires the normal key. In the room after the second door, take the first path to get lots of useful items. Fight the two men with clubs and explore their paths before leaving the island.

ISLAND NINE – Requires a Silver Coin and a Diamond

Find the two chests with the runestone and then locate the tree with three branches. Place the diamond on the nearest, the silver coin in the centre and the runestone on the other branch. This will give you the Serpent Killer spell.

ISLAND TEN – Requires a Gold Key, two Normal Keys and a Silver Key

Use the silver key to unlock the left hand door in the first room. The other two doors need normal keys to open them. The bulky door is unlocked with the gold key. Take the runestone and go through each corridor pushing all five switches. Now go through the door and tread on the magic symbol. Now exit the island.

ISLAND ELEVEN – Requires nothing

Go around collecting everything as before. Make sure you have the Shrinking spell before you leave.

ISLAND TWELVE – Requires a Jade Key and the Shrinking Spell

Kill the serpent with the serpent killer. Now go on the island and kill the alien on the left and the Druid to get the Stone Key. Return to the first room and kill the central alien. Open the door with the jade key. In the next room, go along the wall clockwise and open the





● You'll have to deal with lots of creepy creatures if you are to survive the quest for the Gods. Who knows, if things don't go too well, you may join them!

Quest Two – The Search for Frey's Spear

ISLAND ONE – Requires nothing

Look around the island and find the chest which contains the Helmet and the Revelation Spell.

ISLAND TWO – Requires nothing

Find Mimir's well which increases runelore of anyone who drinks there by 10. Get your three main characters to drink from the well. Look around the island and make sure you find the Water and Teleportation Spell. Attack the Dwarf in the first room for the signet with God's symbol on it and give it to the orc on this island.

ISLAND THREE – Requires Helmet

First find the chest with the Iron Key for the next island. Then look for the altar with the two helmets on it. Place the helmet on the altar and get the Diamond Key from the far right of the room. Now exit the island.

ISLAND FOUR – Requires an Iron Key, a Silver Key and a Water Spell

The first door you come across will be unlocked by an iron key. Use the silver key to unlock the second door and use the water spell to put out the fire. The third door is unlocked by the normal key but don't go through this door until you've been through the unlocked door in this room and killed the two wizards. Make sure you collect the Ruby and the Disenchant Spell.



● Various chests can be found on the many islands you have to explore. The contents can vary from deadly traps to untold riches

ISLAND FIVE – Requires Revelation Spell

Use the giant killer spell if you have one. Some of the holes in the wall contain giant rats or spiders and others are doors that you can use. If you choose the correct ones you will eventually end up on a giant's bookshelf. Kill him, go to the end book and cast revelation. Have a look around and you should find a Shrinking Spell.

ISLAND SIX – Requires nothing

Simple this one. Just go round killing all the monsters and collecting anything you can.

ISLAND SEVEN – Requires a Ruby, a Normal Key and a Diamond Key

Go through the door on the far left and unlock the door at the end of the corridor using the diamond key. Give the goddess the ruby and she will give you the Apple to give to the Wisest sister of Fate. A normal key unlocks the other door should you wish to explore.

ISLAND EIGHT – Requires a Silver Key and Two Normal Keys

The first door you come to is unlocked with the silver key. The other two doors require normal keys to open them. Go into the right building on the island and a kind dwarf will give you a Necklace to give to one of the sisters of fate.



ISLAND NINE – Requires nothing

Cast a Detect Doors spell in the end room of the cellar of the left hut. Go through the door that appears to find some dragon's eggs for the final sister of fate.

ISLAND TEN – Requires the three gifts for the sisters of fate and a Disenchant Spell

Go down each path giving the sisters their gifts. Then, as they tell you, go to the temple in the centre of the island. Now cast the disenchant spell to get the mouthpiece.

ISLAND ELEVEN – Requires Teleportation Spell and the Mouthpiece

Work your way around the island until you come to the room with the horn in it. Cast teleportation to get to the other side. Kill the three monsters and blow the horn to transport your ship to the final island.

ISLAND TWELVE – Requires Shrinking Spell

Go round the island and stand between the two tall stones before casting the spell. The quest is now complete.

ISLAND ONE - Requires nothing

Explore the island and find the Revelation Spell. Some useful runestones can be found on the other paths.

ISLAND TWO - Requires Runestones (as many as possible!)

In the second room, throw some runestones into the water and then press pause. You will see that two routes appear. Take the one on the right hand side. Move as far as you can before falling into the water. When this happens, don't move the joystick until after you've used some more runestones. When you get to the other side, open the chest and take the Revelation Spell and the Ring.

ISLAND THREE - Requires Two Revelation Spells

Kill the wizard and collect the third Revelation Spell. Make all three bridges appear (by using the spells) and collect all the items at the end of each path. Make sure you have the Bag Of Stones before leaving.

ISLAND FOUR - Requires The Bag Of Stones

Find the room with the enchanted pouch and the empty shelf. Put the Bag Of Stones in the empty shelf and collect the Pepper.

ISLAND FIVE - Requires Pepper Bag

Find the harbour and throw the bag at the mast-head with the ring through its nose to make it sneeze. Take the ring when it drops and leave.



ISLAND SIX - Requires nothing

There are eight switches in the second room. Number them one to eight counting the one in the centre as three (the one that fires the arrows). Now tread on the switches in this order: 3,4,3,5,3,6.

ISLAND SEVEN - Requires the Water Spell and three Silver Rings

Cast the water spell in the second room. In the third room place each of the three rings on the runic circles. The statue will then hand you a sword. Now leave the island through the unlocked door.

ISLAND EIGHT

Just sail to this island to finish the game.

CONGRATULATIONS!



TIPS AND CHEATS

HOOK

Robin Williams didn't have any real trouble battling against the evil Captain Hook but some of you would-be pirates may still be having some minor problems. Well, that's what we're here for so read on...

A Pirate's Life for Me...

The first thing on the agenda is to acquire a pirate's uniform. This consists of a hat, a coat and a pair of trousers.

When you first appear next to the clock in the main square, go through the door on the left that leads to Mrs Smeedle's washing line. Take the washing pole and the anchor that lies

on the bottom left-hand side of the screen.

Go back to the square and continue through the right hand doorway and take the rope that lies at the bottom right of the pier.

Now go into the Bait and Tackle pub, up the stairway and out onto the balcony that overlooks the square.

1. Use the rope on the anchor to create a grappling hook. Use the hook on the right of the crocodile, trying again for a second time when Peter refuses.

Now wait until a man in a black hat walks past the crocodile and use the hook for a third time. If all goes well you should now be on the opposite balcony with the hat in your possession.

Getting the jacket isn't as easy as it looks as it involves some nifty timing.

Knock on the door you are now standing by and then swing back across to the other side. Rush back to Mrs Smeedle's washing line and use the washing pole on the jacket to pull it off.

Next is the tricky bit! The

acquisition of the pants is quite difficult.

2. Go to Muggers Alley and visit Dr. Chop. Ask him how to earn some money and give him one of your gold teeth. Now ask him again and give him a second tooth.

Dr. Chop will give you two pieces of gold in return for the molars. Check your jacket and you should find another gold piece, giving you a total of three.

3. Now go to the Bait and Tackle and collect the mug off the table. Nip into the Crossed Swords pub and take the two mugs off the table and return to Muggers Alley.

Enter the Jolliest Roger's Place and speak to Fake Jake who is sitting next to the bar. After he has told you how thirsty he is, give the mugs and gold to the guy behind the bar.

He will now give you three mugs of cocoa in exchange for your gold. Now give them to Jake and steal his trousers when he falls asleep.

Go back to Dr. Chop and take the roller blind from the window. Take it back to Mrs Smeedle's washing line and use it in front of the clothes, making sure that you are in the middle of the screen.

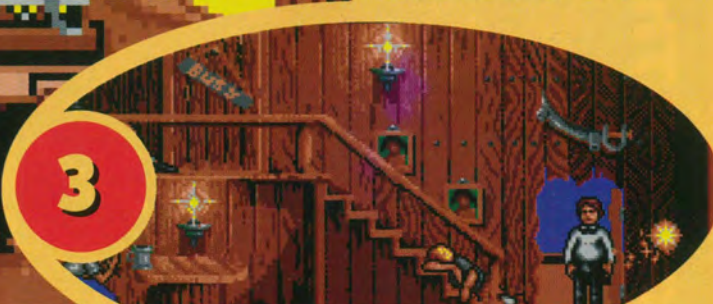
You will now be disguised as a fierce looking pirate.



1 ● The grappling hook must be used to swing across the square and steal the pirate's hat



2 ● Dr Chop will offer you some money in exchange for one of your gold teeth. Take the cash to the pub and buy some cocoa for Fake Jake



3 ● The pubs can be a good source of information. You might be able to extract some tips from the regulars



5

● The mermaids point to the pulley and you wonder what they are trying to tell you



4

● Your first encounter with Hook goes without incident. Search the pots to find some gold

The Quest Begins...

4. Go to Good Form Pier (just off Muggers' Alley) and board Captain Hook's ship. Examine the pots to the right of the portcullis and take some of the gold you discover for use later on.

Now go back to the tailors shop in Pirate Square. Ask him for a metal detector but he will offer you some magnets instead.

Buy a magnet off him and go to Good Form Beach. Use the magnet on the 'X' and take the old clock. Board the ship again and walk to the end until you find Hook.

After a lengthy animation, you'll find yourself deep under the sea.

Hook, line and sinking!

When you appear under the sea, use the washing pole on the left hand rope.

5. Look at the clam, you'll find a conch shell, then walk into it and use it. You will be elevated to a large branch. Take a last look at Neverland and then walk right into Never forest.

There are many ways to get out of the forest and you can't really get lost. You will eventually come to a large tree with a hole in the middle that you must walk upto.

You will get caught in a trap that Tinkerbell will release you from. Now walk into the hole.

Walk up the left hand flight of stairs, go left and left again to the Avenger.

Pick up the net under the bell and examine it to find a piece of string. Go right and take the top left path to the Four Seasons.

Take the big yellow flower in the summer section and walk up to the chicken in the spring section. Use the

conch shell you got from the clam. Take the eggs while the chicken is hovering.

Now go left back to the jogging area and then proceed to the workshop. Give the boy the eggs in exchange for some elastic.

Elasticated mishaps

Go back to the dining area and go up the right hand stairs. Use the elastic on the broken slingshot.

Go to the round pond (found to the right of the dining area) and give the flower to Tinkerbell. Take the large branch off the tree to the right and use the string on it to make a bow.

6. Pick up the arrow on the table in the workshop and use the bow on the pan pipes that are hanging up there. Pick them up when they fall down.

Go to the slingshot and walk up to the top of the cliff. Jump off the cliff by using the 'Use' command.

Do this again twice and then ask Thudbutt what he thinks of you. He will tell you that you are ready to use the slingshot.


7. Use the slingshot and then ask Thudbutt what his happy thoughts are.

Food fight

8. Go back to the dining area and talk to Rufio. You can use all the insults for a laugh but the important thing to say is "Oh Rufio!".

Go to the round pond and stand in the middle of the screen where you will be across over the water.

9. Walk into the tree where you will appear inside. Spend some time looking at the dolls house, the beds, the broken chair and the fire




● You must use the bow and arrow to knock the Pan Pipes off the wall. You can find the arrow on the right hand side of the table

ARE THOSE MY PAN PIPES UP THERE?



6

● When you have found the piece of elastic you must use it on the broken slingshot



CAVITY FILLED, SCAB-RIDDEN IRRITANT!

8

● The insult-throwing session with Rufio is just for fun really. The most important thing to say is "Oh Rufio"



TINK! I'VE FOUND MY HAPPY THOUGHTS! MY FAMILY!!

9

● When you finally make your way into Tinkerbell's tree you can look around and try to find your happy thoughts

place. Now talk to Tinkerbell.

10. If you've examined enough, you will have to watch a big sequence before appearing to fight with Captain Hook.

You must fight him using the various correct insults and replies. This is what to say:

"Peter Pan the Avenger!"

"Good form, James."

"Tick-tock-tick-tock. Hook's afraid of a dead old croc."

"You kidnapped my kids. You deserve to die James Hook."

"Put up you swords. It's Hook or me this time."

"Peter Pan the Avenger!"

You will now see a lengthy animation sequence to signify the end.



10

● The battle with Hook is the last part of your rescue mission

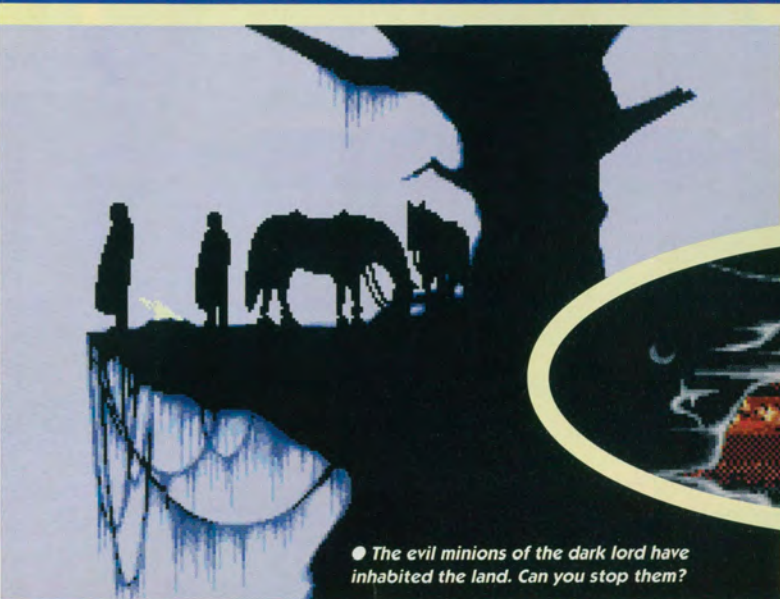
CONGRATULATIONS!!!!

Next month we'll be bringing you a complete guide to Goblins by Coktel Vision, so keep your eyes glued to these most impressive pages or you could miss out!

TIPS AND CHEATS

LURE OF THE TEMPTRESS

One of the best adventure games to appear on the ST even though it is difficult. Join Brian Sharp as he takes you on a stroll through the Lure Of The Temptress.



● The evil minions of the dark lord have inhabited the land. Can you stop them?



Escaping from Skorl Prison

As soon as you start, walk over to the flaming torch on the wall and either get it or pull it, both will have the same effect as your bed will now burst into flames.

Walk to the top left hand corner of the room and wait for the Skorl guard to enter the room, as soon as he does, exit the room.

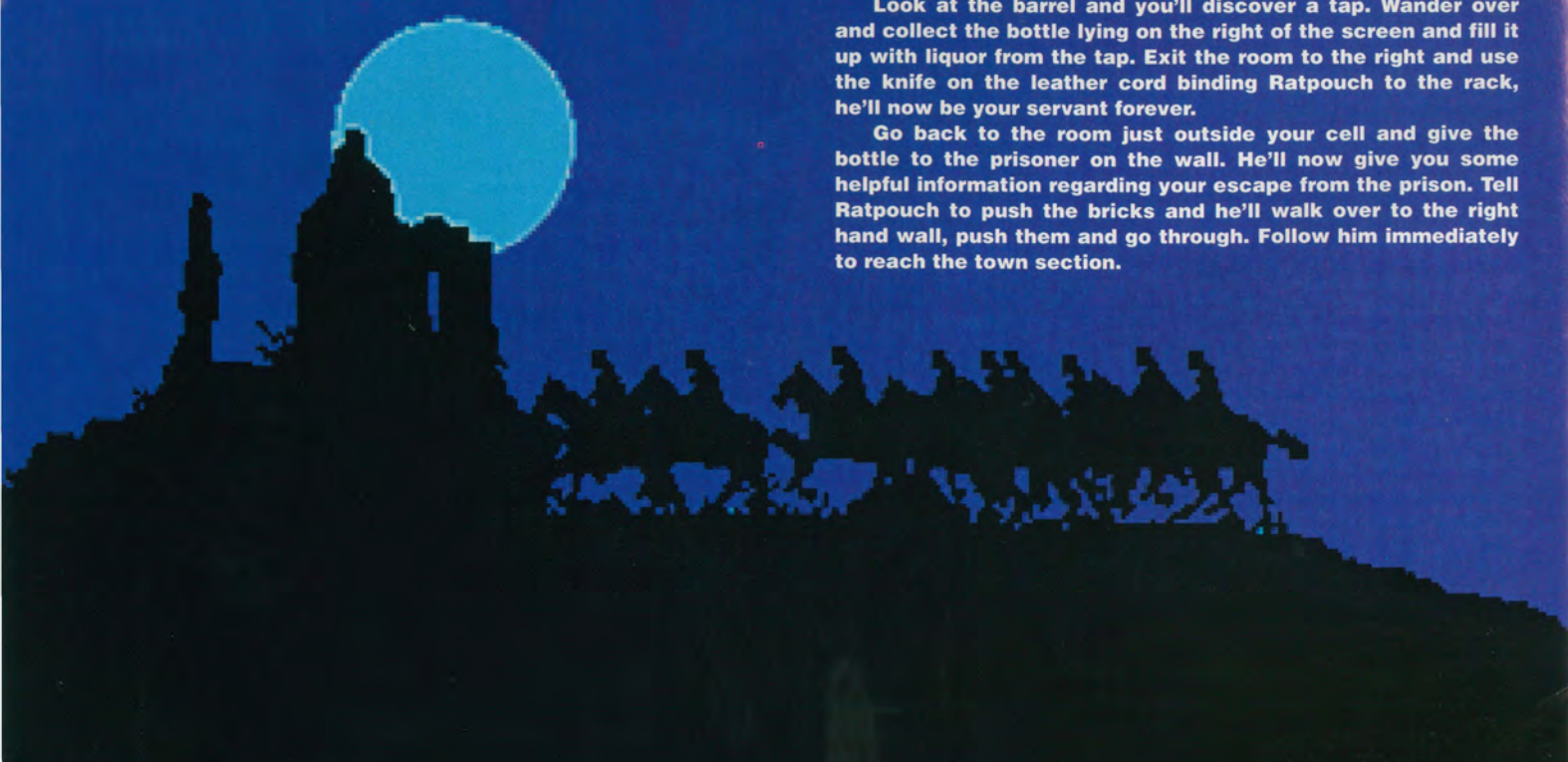
Close and lock the door behind you to shut the guard in, this means he cannot hassle you any more. Go over and talk

to the prisoner hanging on the wall, he'll tell you that he wants a drink of water. Leave the room via the right hand door and when in the next room collect the knife from on top of the barrel.

PART 1

Look at the barrel and you'll discover a tap. Wander over and collect the bottle lying on the right of the screen and fill it up with liquor from the tap. Exit the room to the right and use the knife on the leather cord binding Ratpouch to the rack, he'll now be your servant forever.

Go back to the room just outside your cell and give the bottle to the prisoner on the wall. He'll now give you some helpful information regarding your escape from the prison. Tell Ratpouch to push the bricks and he'll walk over to the right hand wall, push them and go through. Follow him immediately to reach the town section.



THE TEMPTRESS

Rescuing Goewin

The first thing you need to do is find the Blacksmith, Luthern. He'll be found at the forge and you'll be able to hear him bashing away when you get nearby. Talk to him and tell him about Wulf to receive some information. Now walk around the town and talk to everyone you meet and ask them about Goewin.

Find the bloke in the long green coat and ask him about a job, he'll tell you to take a metal bar to the shop keeper. If you do this you'll be awarded with some groats to spend around town and be given a blue gem on a chain. Take this gem to the barmaid at the Magpie bar, in return you'll receive a flask of strong ale from the serving lady.

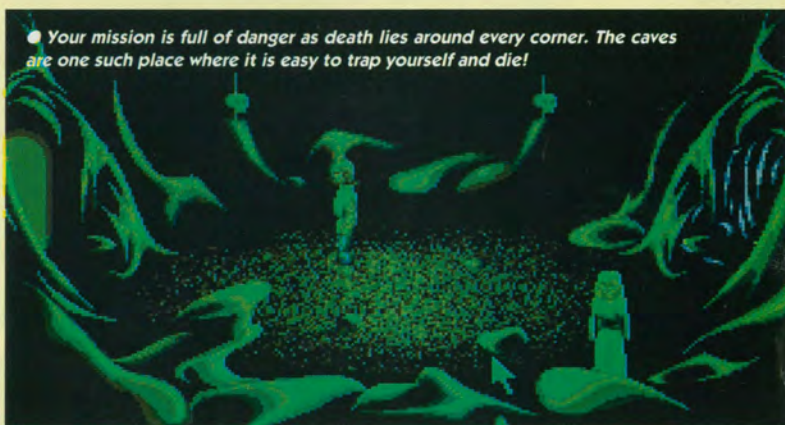
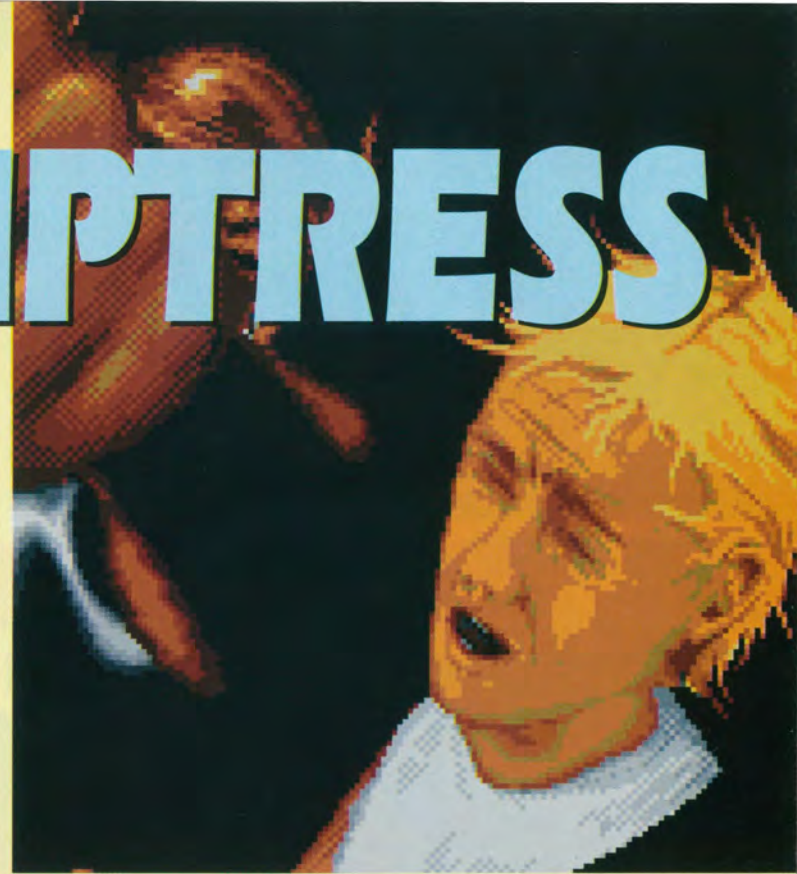
Go and find Luthern once again and tell him about Goewin, he'll refer you to Grub who can be found sitting in Magpie square. Before you go off to find him give the flask to Luthern and he'll drink the contents. Then go and talk to Grub as you have been told.

PART 2

Ask him about the Dragon and he'll spin you a yarn about the Wizard before giving you a lock pick. Give this handy device to Ratpouch as you cannot use it but he can. Go to the Severed Arms and talk to the lady knitting by the fire. She'll let it slip that she knows something about the Wizard and give you his diary.

Go to the Wizard's house, across the square from Ewan's shop and tell Ratpouch to pick the lock on the door. He'll gladly obey your request. Read the diary then go inside the house and take a look at the apparatus on the table. Use the tinderbox on the gas burner and wait for the liquid to boil before using the empty flask on the tap. Now exit the house before a Skorl guard enters and beats you up!

Go to the Cave entrance, (there is a big door with a dragon on it!) and drink from the flask. You'll magically turn into Selena. Now walk right and talk to the Skorl guard standing by the town hall door, he'll let you inside where you can tell the other Skorl to release Goewin.



● Your mission is full of danger as death lies around every corner. The caves are one such place where it is easy to trap yourself and die!



● The first part of the game is a kind of tutorial. You must knock the torch off the wall to set fire to your bed. This will alert the guard so you can escape



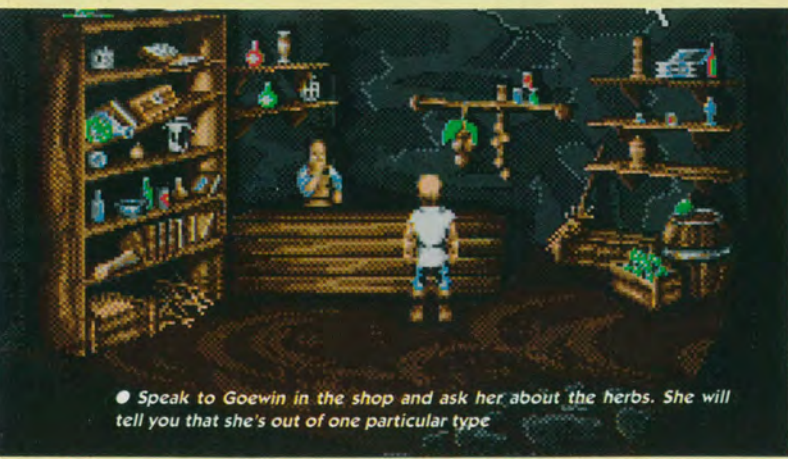
● Inside the cave entrance, you must drink from the flask to turn into Selena. She will be able to order the Skorl guard to release Goewin

The Dragon's Cavern

Wander around outside until the potion wears off. Now talk to Goewin and you'll find that Luthern is plotting against Selena. Go and talk to him and find out what he plans to do. It doesn't matter if you tell him you're in or out. Exit the Forge and wander around the town to find Mallin who'll offer you a job.

Accept this job and he'll give you a book which he asks you to take to someone but don't do as he says. Take the book to the Monks instead and ask them about the dragon. They'll tell you about the potion you need to slay him.

Go to see Goewin in the herb shop and ask her about the herbs the Monks mentioned. She'll tell you that she is out of one particular type. You can find some of this herb in the flowerbed in front of the forge. Go and collect some and return it to Goewin who'll mix up the potion you need.



● Speak to Goewin in the shop and ask her about the herbs. She will tell you that she's out of one particular type

PART 3



● The Skorl guard seems to be keeping watch over something important. Perhaps you should try speaking to him or getting some help



Go to the Severed Arms and talk to the Barbarian.

Ask him how to get into the cave past the Gargoyles then go and do as he says. Unfortunately, you still won't be able

to get in as only a lady can open the door. Go and find Goewin and ask her if she'll help. Now go to the cave and tell her what to do. She'll do her bit and the doors will swing open allowing you to go inside.

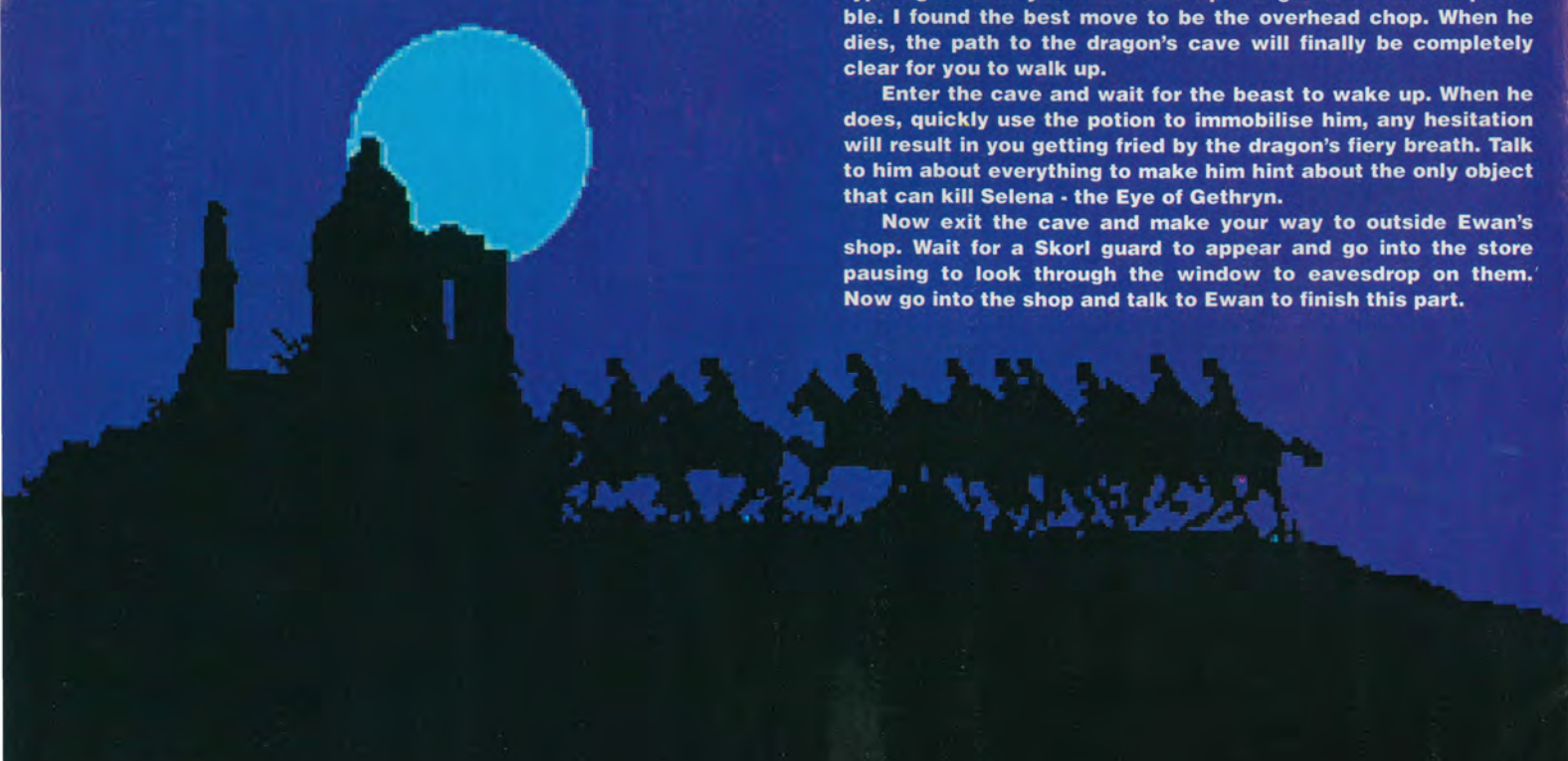
This next bit is a bit complicated, so I hope I can remember how to do it! In the first cave activate either one of the two skulls to open the door to the next cave. When you are stood in the next cave tell Goewin to go back and activate the left skull. This should open the next door.

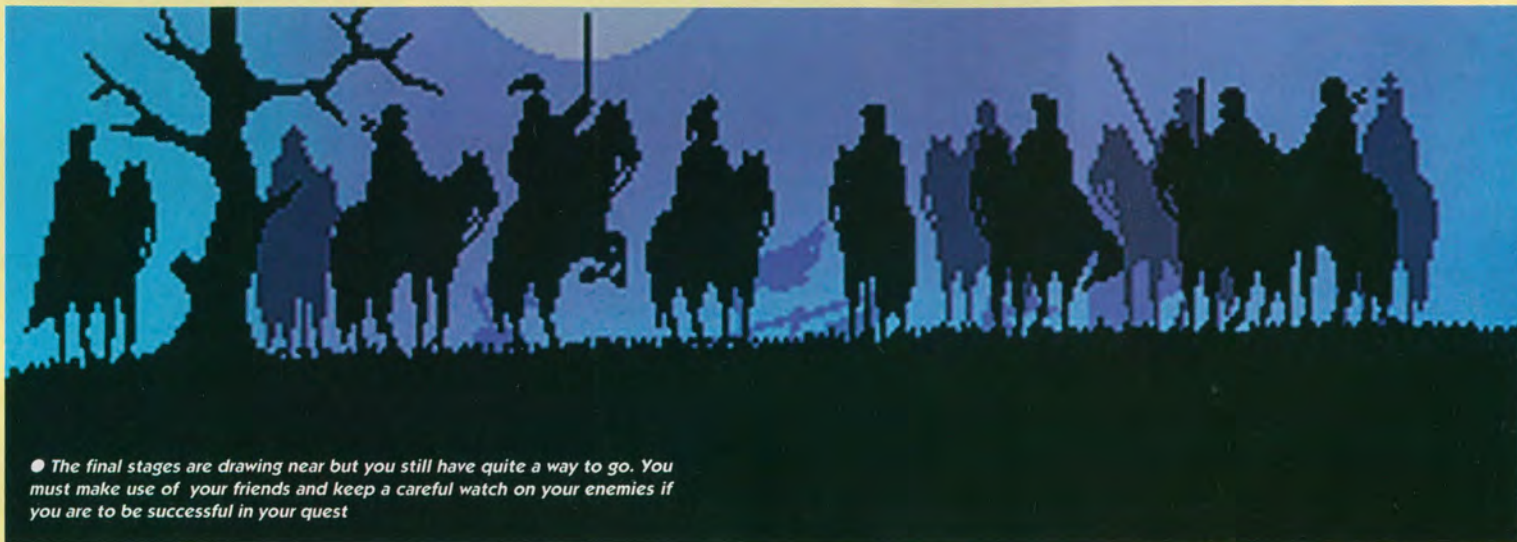
Shut yourself into the next cave and wait a few seconds before opening the right hand door again. Goewin should now appear in your area. Tell her to go back and pull the right skull. Your way will now (hopefully) be perfectly clear.

Two screens further on you'll have to do the first arcade type fight. Here you must beat up the guard as fast as possible. I found the best move to be the overhead chop. When he dies, the path to the dragon's cave will finally be completely clear for you to walk up.

Enter the cave and wait for the beast to wake up. When he does, quickly use the potion to immobilise him, any hesitation will result in you getting fried by the dragon's fiery breath. Talk to him about everything to make him hint about the only object that can kill Selena - the Eye of Gethryn.

Now exit the cave and make your way to outside Ewan's shop. Wait for a Skorl guard to appear and go into the store pausing to look through the window to eavesdrop on them. Now go into the shop and talk to Ewan to finish this part.





● The final stages are drawing near but you still have quite a way to go. You must make use of your friends and keep a careful watch on your enemies if you are to be successful in your quest

The Final Confrontation

After the animated sequence, go right into the kitchen and pick up the tongs and a lump of fat off the hunk of meat.

Then go back to the right and use the tongs to pull the bung out of a barrel, spilling ale all over the floor. Now

talk to the slave boy walking about. When it is possible, get him to tell the Skorl about the leaky cask!

Now follow him through the kitchen and head up the stairs to the left. Wait for the Skorl to disappear and head back down the stairs and into the dining room. Wander over to the far right and into the room with the winch. Use the fat on the lever and then tell the slave boy to pull the lever while you move to the other side and operate the winch.

When you have finished, head left to the stairs then go up and right across the balcony. Once outside you'll have to beat up another guard in an arcade sequence then run left to finish the game and see the ending sequence!



● You must use your cunning manipulatory skills to convince the slave boy to help you. He might agree and offer to operate the winch lever



PART 4



● Communicating with Ratpouch is an important part of the game. He will be able to do things for you so make sure you keep him happy at all times



● The huge double doors hold many secrets that are vital to your quest but how on earth do you get inside?



● The universe is mapped out with strategic charts but it isn't as complicated as it looks



● Here we see Saturn in all its glory. Every detail has been included down to the surrounding rings



● This chart shows the planets and moons around Saturn so you can choose your destination

ELITE 2

Can the incredible Elite be bettered? With David Braben and Konami at the helm, the answer's got to be YES.

About eight years ago, a game was released that would change the computer world as we knew it. The original Elite was the ultimate battle for supremacy.

Your objective was to achieve the rank of "Elite" by successfully destroying, trading and out-maneuvring your opponents. Money and weapons played a

great part in this strategy/action game that eventually went on to become one of the greatest attractions of all time.

To say this is the most awaited sequel ever would be an understatement. It is almost eight whole years since the original hit the streets and talk of a sequel has been almost forgotten by the masses out there.

Being marketed as Frontier - Elite 2, things are looking good for the gaming population as it contains everything you loved about the first Elite and lots, lots more.

Landing on planets, flying through cities, negotiating mountain ranges and you even get to fly battleships that are over 20 miles long!

Set in a galaxy with over 100 astronomically correct star systems, you must pilot a small space craft and set out on various deadly missions against pirates and enemies of the federation.

The presence of the planets has been determined using the current information available and each one is so detailed you can actually land on it and communicate with its inhabitants.

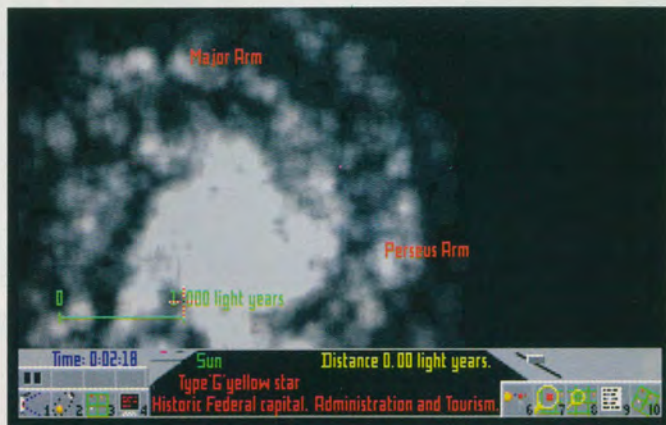
The storyline puts you in the future (approximately 3200 AD), in a galaxy that humans have pretty much controlled but still left a

great deal unexplored. There are two main factions that you will no doubt come into contact with fairly early - The Federation, which is

"Elite 2 looks set to be elevated to a higher platform than the original classic of eight years ago"

based on Earth, and The Empire. These two parties differ greatly and you may have to choose one of them to stay alive.

To tie in with the original Elite, you will still be able to buy and sell goods between different planets to allow



● Each system comes with its own screen that gives you all the details you could wish for. The distance in light years will tell you how far away it is



● The planets all look just like the real thing. A small moon begins to rotate around Saturn as you set up your gun targets



● The panel at the bottom of the screen keeps you informed of any changes and also warns you of any incoming enemy ships





● Two alien fighters make their way to the space station in the top corner and you wonder whether to attack or just follow them in

you to improve your ship, weaponry and cargo. This however, is not the main part of the game as it was eight years ago. Most of your awards and monetary gains will come from special "jobs".

Message in a bottle

A bulletin board is at your disposal and it will contain messages from people asking for your services. They can be anything from guarding a ship to performing a passenger delivery service for those of a dubious nature. Be careful as some of your employees may not be as willing when it comes to payment.

The adventure side of the game will offer numerous endings or goals to aim for. Entering the military will allow you to embark on a mercenary mission, earning you a medal and promotion in rank if you are successful. This will allow you to upgrade your ship with faster and more powerful weapons.

The hyperspace utility is still operational but there is another new tweak to the laws of time. As it would physically take weeks to cross a solar system, there are three different time settings you can utilise. This allows you to alter the clock so you can play the game thousands of times faster than normal but still revert back to real time when you reach your destination or come under heavy alien attack from the forces out there.

PROJECT: Frontier - Elite 2

PUBLISHER: Konami

AUTHOR: David Braben

GRAPHICS: Paul Mitchell, Jon Griffiths

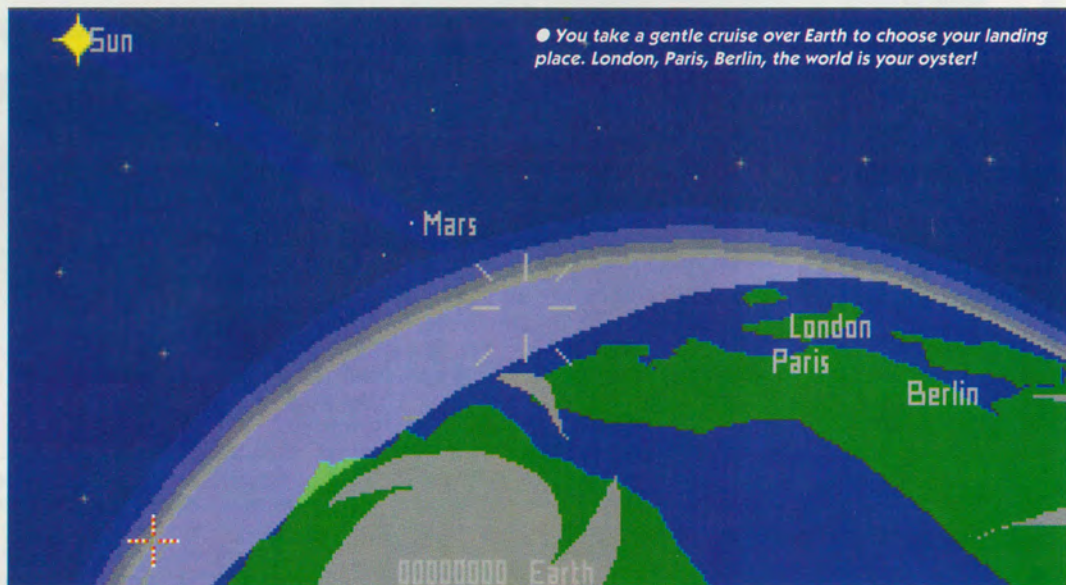
SOUND: Michael Powell

INITIATED: Late '89

RELEASE: November '92

DOCKING'S A DODDLE NOW!

The docking routine caused quite a few problems in the original and its "fixing" will be one of the first questions asked by many people. Although there was nothing wrong with it, no-one seemed to get the hang of it until they could afford a docking computer which didn't come cheap. Well, we can safely say that docking in Frontier is one of the easiest things in the world. We sat and watched a demonstration by someone who had never played the game before and he managed it first time without a hitch. So no more excuses!



● You take a gentle cruise over Earth to choose your landing place. London, Paris, Berlin, the world is your oyster!





● More watery escapades with the most sure-finned agent of all time. This event looks like a cross between fishing and the backstroke

THE AQUATIC GAMES

Join James Pond as he tries to skate (groan) past his pals.



● That little box with the "?" mark on it looks interesting. Could it contain some useful piece of top, military equipment...or just a bag of chips!



● Good cod! What are we up to here? A spot of frog hopping seems to be in operation. If he misses the target, he'll be a toad in the hole!

Most of you are aware of the phenomenal success of the James Pond games. The first one sold incredibly well setting a huge platform (sic) for the follow up, Robocod, to leap off.

When released late last year, Robocod surpassed all expectations and became a cult classic that built up a solid reputation for publishers Millennium who couldn't believe what a spectacle they had created.

Rumours have been spreading like wildfire about the possibi-

ty of a third game in the series but a cover-up seems to be in operation. The senior members of FISH, the agency behind the aquatic antics of James Pond, have sent their top agent on a "training mission" for the third game along with his pals, the Aquabat Team. Only after undergoing this rigorous training will you have a chance of success.

Take your place

The practice mission is code-named The Aquatic Games and it has been arranged to test the skills

of the agents to their limits and beyond. The games are to take place in the lost city of Atlantis under the watchful eye of "F" (the top brass at the FISH headquarters, and your boss!)

There are eight sporting events and two bonus sections in all for you to take part in. The events included in Aquatics are: 100 Metre Splash, Kipper Watching, Hop, Skip and Jump, Bouncy Castle, Feeding Time, Shell Shooting, Tour De Grass and Leap Frog.

The two bonus events are Ball Catching (penguin juggling stage) and Long Jump. As you can see from the titles, the events are all humour based with some excellent comic animations.

The basic idea is an athletics game based in water which includes a four player option. It is not the third James Pond game but a kind of break until the third one does surface. All the events are controlled with the joystick, so expect some waggling.



● Our aquatic hero is indulging in a spot of uni-cycling. He seems to be doing well as he zooms past the finishing line in first place (most poor joke!)

TOP TEAM

The guys behind The Aquatic Games are the same team responsible for Robocod, Steve Bak and Chris Sorrell. Their reputation precedes them as they are well known for their excellent conversions of the Pond games. This, coupled with the musical genius of Richard Joseph, looks set to produce one of the all time great athletic games involving fish and their friends.



● The usual trick-shot mode has been incorporated so you can set up your own super tricks and impress your friends. If you have any of course!

Everybody knows all about Jimmy White's Whirlwind Snooker. How it was originally going to be named 147 and all the stories around it about signing up by Mr. White at the last minute. After the phenomenal success of this snooker simulation, Archer Maclean's Pool has been eagerly awaited in all corners. We had the privilege of having the man himself in the office to show us around his new spherical extravaganza.

At first glance, the only things that have changed are the balls. Once you get into Pool the same balls are easier to pot into bigger pockets and the table naturally is smaller, the game being Pool!

Using the same graphic and user interfaces as the snooker game, players of Jimmy White will instantly feel at home with the system. They'll more or less be able to go straight into it.

Best of the best

Archer insists he's made some good intelligent improvements to the icon system though, which helps to make the game more playable. Three sets of Pool rules will be included in the final game. 8 Ball USA rules, UK Pool and USA 9 Ball are all tucked away in there somewhere. Another new feature is that instead of just playing single games there is the option to play a "Best Of" series of up to nine frames. There's even a full blown eight player tournament mode included!

20 computer opponents are all there to be played against and all of these are intelligent and more than capable of beating the pants off



● This is the best way to view a swerve shot - in perfect freeze frame. The blur represents the direction of the ball



● The options and icons have been improved to make it even easier for you to find your way around the table

POOL

The green baize draws many a person to the table. Pool is definitely a game for the Hustler

you! They're so good they're even capable of pulling off spectacular three ball cannons!

Once again, the way the balls move can be tracked in a number of different ways. No doubt the game will be up for numerous awards in the future, but you'll have to wait for the full ST Action review (hopefully next month) to see whether it'll get a coveted STA1 rating!

NEW BALLS PLEASE

All the correct coloured balls are present in Pool, from the standard red and yellow balls, to ones with perfectly scaled numbers on depending on what kind of rules you're playing at the time. All the graphics scroll as smoothly as they did in Jimmy White's Whirlwind Snooker, so there's no problem there either. Be warned, it's gonna be good.



● Okay, even a great programmer needs some way of relieving the stress. These funny faces will make fun of you if you take too long over a particular shot



● This beautiful dream machine is Archer's pride and joy. Check out the top number plate that apparently even Jimmy White wants to own



● The officials get ready to wave the flag and you're off again in the new Lotus game. How different from the first two is it? It isn't. Not really!



● And here it is. The new car. The Lotus M200 looks rather sleek doesn't it. I know what I want for Christmas mum. Are you reading this?

LOTUS III

A track designer, a new car and five new racing scenarios. It has to be the new Lotus game. Will this be the last though?

It's back! Just when Titus thought they had the race game all wrapped up, Gremlin have hit back with the next Lotus – The Ultimate Challenge, it is intended to incorporate all the good bits out of both the first and second games in the series to produce a masterpiece.

As you can imagine, that could cause serious problems for the lagging competition, who have only just managed to catch up.

Gremlin reckon that this combination of two of the biggest ever sellers on the ST is a sure-fire winner and from what we've seen, their claims do not seem misleading.

Tarted up?

If you think about it, you have to wonder what else programming team Magnetic Fields could add to it that wasn't just superficial "tarting up". Well, to put your mind at ease, here's a brief run-down of the bits and bobs you'll find in

Lotus 3 that haven't appeared anywhere before.

For starters, there'll be a brand new car, the Lotus M200 Concept as well as the boring old Esprit and tedious Elan! There isn't the option to race these cars against each other as it wouldn't really be fair because the Elan (as we all know) isn't as fast as the Esprit!

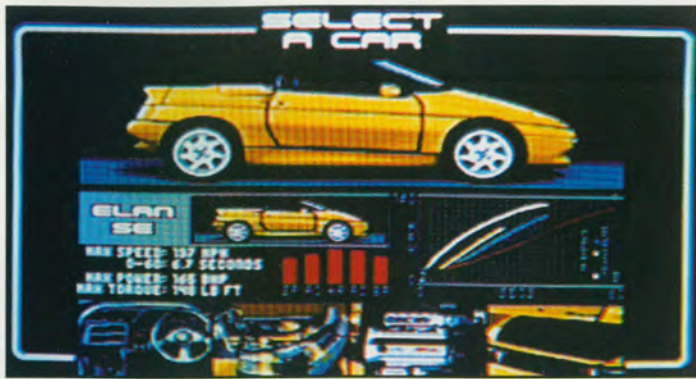
This new car will be put to the test over five new scenarios which have been added to the existing snow, forest, desert, motorway, fog, night, swamp and storm levels on the last game. Attempting to widen the game even further, these new bits are titled Wind, Roadworks, Mud Rally, Mountain and Future. Most are self-explanatory except for the last

"There'll be a brand new car – the Lotus Concept M200"

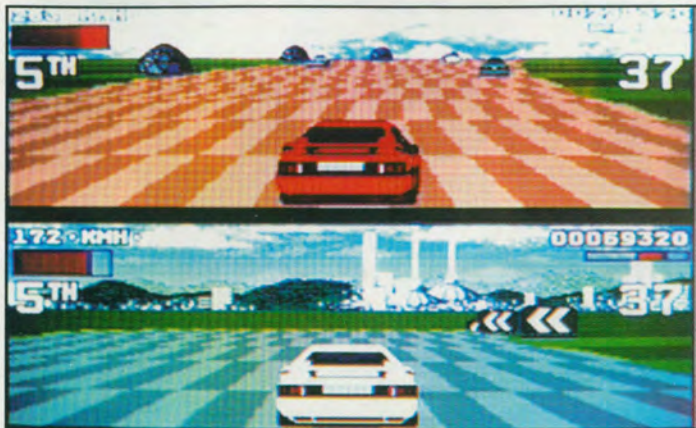


ULTIMATELY FINAL?

Come on, own up lads! This was supposed to be called Lotus – The Final Challenge, now it's the Ultimate Challenge. Looks like the old Hollywood trick of leaving the ending open for another one. So then, how many Lotus games will there be? It's difficult to see where Southern/Morris can take the project next. It already looks like re-taking the best ST race game crown from Crazy Cars III, but we will hopefully be able to confirm this when we have the full review soon!



● The Elan SE may not be the fastest car on the planet, but it is one of the sleekest, sexiest machines on four wheels.



● These Amiga screenshots show that the split screen has been retained. So has all the playability of the others too! Trust us, it's gonna be good

one, where we are promised "weird and wonderful effects – wait and see!"

The beauty of The Final Challenge is in the ease with which you can customise it to your own tastes. It may be that you liked the system in the first one where you had to finish in the top 10. You may have preferred the "finish the stage within a set time limit" approach of the sequel. In Lotus 3 it won't matter because you now have a choice!

Five Trillion Tracks

You may have heard rumours that Lotus 3 has five trillion tracks. You probably had a sly smirk to yourself thinking "No way!". Let's hope you didn't bet on it, if you did it's time to get those tenners out. The track editor, which isn't really an editor as

such, more a generator is known as RECS (Racing Environment Construction System) and uses an 11 digit code which you choose to give you a track.

It works by combining several letters (which affect the curves and hills) and two numbers (the higher the number the more difficult the track is!). So you can enter your best friend's name and make a track just for him.! For example, entering HELLOPAUL 75 or LISAWAUGH 12 will generate two totally different courses of varying difficulty.

This track will be the same next time you load the game as long as you use the same code as the last time! Smart or wot? You could in theory race an entire championship over courses made up from your group of friends.

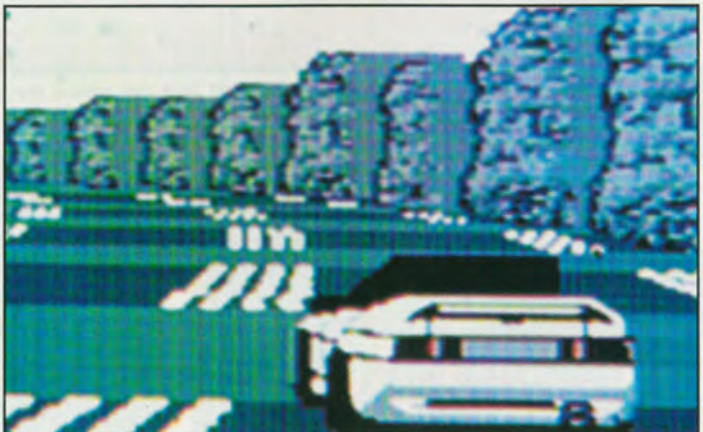


● Here we see two top cars racing for the number one spot. Who will be the victor and will the loser be able to hold his head up again at the owner's club?

PROJECT: Lotus III - The Ultimate Challenge
PUBLISHER: Gremlin
PROGRAMMERS: Shaun Southern
 Andrew Morris
INITIATED: First Quarter '92
RELEASE: End of September '92



● The graphics have been beefed up a little. Make sure that you don't crash into that nice new bridge that's been built especially for you to crash into!



● Lotus III doesn't really look or play that much differently to the first couple. Five new scenarios give you more to race over though



● The graphical content has to be seen to be believed. These shots show you just what is capable with a little thought and effort



● This rippling hunk of flesh is you. Your statistics are displayed on the right so you can check out your capabilities before you commit yourself

LEGENDS OF

Another RPG to battle it out with the likes of **Ultima VI** and **Amberstar**. Can anything be as good as the German masterpiece?

US Gold have a history of amazing RPGs from an early age. In 1988 they were responsible for the launch of *Pools Of Radiance*, the translation of the best selling fantasy Role Playing Game, that, along with its sequels, went on to sell over a million copies.

After this initial success, they decided to try again and unleashed the *Might and Magic* series in 1989 and *The Eye Of The Beholder* in 1990. Both titles sold well and this led to *The Legend Of*

Darkmoon, *Eye Of The Beholder 2*, being released in '91. Now that 1992 is upon us, US Gold have got something quite special up their sleeves which they believe will be the best RPG ever.

Legends Of Valour is being designed by Kevin Bulmer, the man responsible for the amazing *Corporation*, and his team of talented programmers and artists. They are hoping to create a game of such intense and realistic gameplay that users could return to the worlds of *Valour* in five years

and still find something new to do. Quite an achievement, don't you think?

As with most games of this genre, a story line involving the death of your family or the incarceration of your loved one is usually the reason behind your wish to set off into the world of mystery. In this case you have received a letter from a

distant relative after coming into an inheritance following your fathers tragic death. You decide to load up your backpack, collect your few belongings and head off to the town of *Mitteldorf* to find your cousin.

As you begin the game, there are quite a few decisions to make before you can begin. You must first decide what gender and race

"RPG fans are going to love Christmas this year with some outstanding releases planned"



● Oh, that pillar looks interesting doesn't it? Your way around the game world is made easy with some directional arrows and a speedy cursor



● If you enter a building or town, it will be mapped out so you can see where you are going. No need to get lost or confused with this handy auto-mapper



● This chappie looks mighty aggressive. The combat system allows you to retreat if necessary



● If you decide not to run, you will see your feeble attempts at fighting displayed as a large arm



● Anything you need to do such as searching or moving is done via this control screen.



● This is where you get the chance to gamble your profits for more money and food. You could just decide to rent a room for the night instead!

PROJECT: Legends Of Valour

PUBLISHER: U.S.Gold

AUTHOR: Kevin Bulmer

GRAPHICS: Chris Gibbs

SOUND: John Williams

INITIATED: Early '92

RELEASE: Fourth quarter of '92

VALOUR



CONTROLS

L.O.V. is control via the mouse and a series of user-friendly icons on the main status panel. One section is dedicated to movement using the well known directional arrows and a small compass. Another small piece displays your current health, wealth and gives you the chance to search your present location. The last two sections of the screen take up your inventory and the main play area.

you wish to be. You may be a male or female, Human, Elf or Dwarf. After this, you must then choose your body size from Endomorph (fat), Ectomorph (skinny) or Mes-morph (muscular), bearing in mind that you can't have a fat elf or a skinny dwarf.

The statistical side of the game is very thorough as it incorporates many of the characteristics from all the favourite role playing games. The main ones used are: Strength, memory, manipulation, health and appeal. Ratings range from 1 to 16. Values below eight are penalised and scores above 12 receive a bonus. Choice of race will also effect your scores slightly.

Dangerous liasons

The path you take will be thwart with danger and many creatures will try to halt your progress. Childhood tales of ghosts, goblins and werewolves will be realised and the stories of such creatures as the Bor-gon, Minotaur and Satyr may well be proved. You will also encounter the more common adversaries from this type of game such as skeleton, zombie, troll, vampire and many other abnormalities that remain un-named for your protection!

The actual world of Legends Of Valour is described as a Virtual World. You have the chance to explore single or double storey buildings as well as the many dungeons that litter the land.

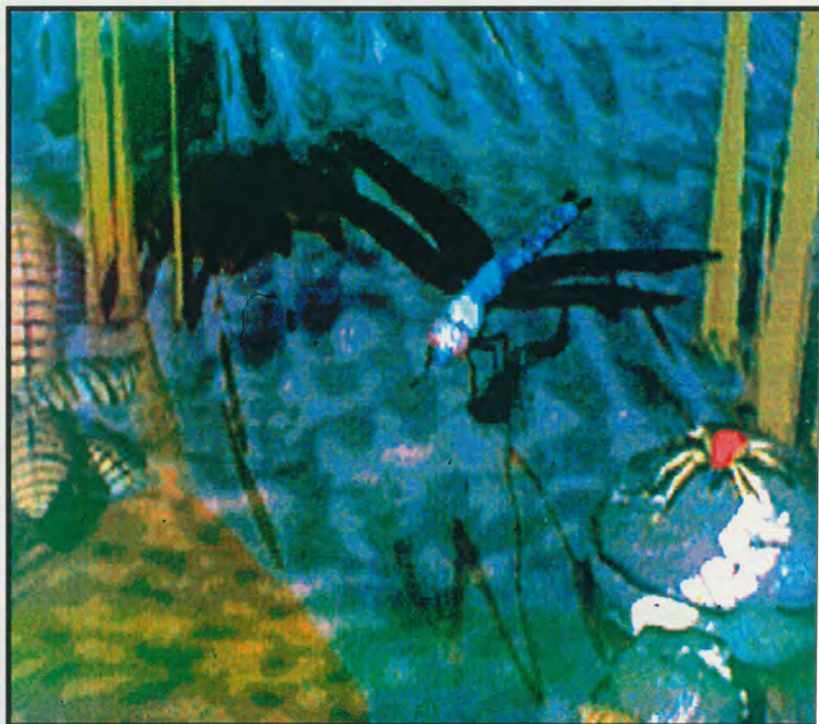
A large variety of location sprites like trees, lights, furniture, fungi and other forms of recognition are used to create a totally unique area. This allows you to familiarise yourself with the present surroundings and make a kind of mental map of the area. There is also an auto-mapping feature included, so don't get too worried if you're a bit thick!

All the inhabitants of the various towns and villages have their own unique traits and personalities. The trader's daughter for instance isn't too happy about her father as he cons naive traders into selling their wares for a ridiculously cheap price. If you can find her, she will buy from you at an enormous profit.

As combat is inevitable in these trying days, it is wise to purchase a suitable means of defence. Combat is done in one of two ways, real-time or auto combat. Strength and manipulation skills are combined with your strength and weapon skill to calculate a final attack score. This is compared with a defensive skill, acquired in the same way, to decide the outcome of a round. The winner of the round will successfully inflict damage onto his (or her) opponent.

From what we've seen, Legends Of Valour looks absolutely stunning. The 3-D environment creates incredible atmosphere and the personalities and attitudes of the people somehow make it all seem real.

We'll have a review as soon as we possibly can.



● Okay. Hands up these are PC 256 VGA colour graphics and there will be the odd difference between this £1000 pound machine and the ST



● The shops give you a chance to trade anything you have found for more valuable commodities. gems, grain, ale and spices can all be purchased



WRITE ON!

It's that time of the month again when all your points get made public for the whole world to read.

Send your post to: The Editor, Write On! ST Action Europa House,
Adlington Park, Macclesfield SK10 4NP.

TAKE TWICE A DAY BEFORE MEALS

This concerns the coverdisk on **STA52**, the one with the brilliant The Manager game on it. Before I carry on I would just like to say that up until now all the cover disks have been perfectly excellent in every way. After a few plays of the game, it kept crashing during loading so I ran a different game to check that my machine was not faulty. This disk happened to have a virus killer on it and I was very surprised to see it had found and killed one that was lurking in my machine's memory.

I checked out the cover disk further and indeed it did have a virus on it. After examining the virus, I figured it was supposed to print "The little green goblin strikes again" on the screen. This bears a big resemblance to the Green Goblin virus which appeared a while ago on a different magazine's cover disk. Fortunately only two other disks were infected so the virus can easily be wiped when I get around to it.

I am assuming that the virus came from the cover disk because I had not seen it before. I therefore considered it my duty to warn you of the virus so other **STA** readers can be informed. Hopefully this will be the last virus seen on a cover disk, but I think it would be wise to be a bit more security conscious next time.

I'll still keep buying **STA** but I don't want to keep having to kill viruses. On a different note, I found that on The Manager if I played Liverpool and then bought 3 or 4 of the top players, an extra player would appear. This player had no name and a skill of -10! However he could be sold for £1304,000,000. This enabled me to buy an invincible team that won everything. Care must be taken however because possession of too much cash causes an arithmetic overflow which makes the game crash.

Jason Downard, North Walsham

Hmm, I'd better hand you over to Paul who is our resident coverdisk expert.

*Sorry to disappoint you Jason but the old Green Goblin virus was NOT from our coverdisk. Wherever you've picked it up from it wasn't **STA**. Before the disks are duplicated the Master is extremely well checked by me for every possible kind of virus using the latest and best programs in the world. That's not to say we're infallible, nobody is. New viruses are being created all the time by clever people, but I can say for certain that there was no coverdisk virus on The Manager disk.*

Since your letter, I've checked the Master again and also several disks off the magazine, all were clear. Your infection must have come from another source. The easiest way to beat viruses is to turn your machine off for 30 seconds before

20 QUESTIONS (NEARLY!)

Well done! The new ST Action is even better than before. It is the best move since the birth of the world's best ST magazine. I would also like to tell you how your report on football games in issue 51 was brilliant and informative. There should be one every month.

Could you please, please, please answer the following questions for me?

1. What is the best American Football game available on the ST?
2. When is ST Action going to review or preview John Madden's American Football?
3. What is the best golf game on the ST?
4. Is PGA Golf Tour coming out on the ST. If it is, when do you think it will be released?
5. What is the best Basketball game on the ST and is it worth getting?
6. Is Wayne Gretzky Ice Hockey worth getting?
7. Why do brothers use your computer more than you do?



every load and remember to keep what you can write-protected, especially games. Remember people, let's be careful out there.

'AVE I GOT A DEAL FOR YOU MISTER

Having read the September edition of **ST Action** I am happy to say that it confirms this mag as the best of the games mags across any format! However, my letter is in answer to some of the points made in September's Write On!

I have to agree with **J. Rowe** on her point that computer games are considered not to be for females, but I suggest that any of my fellow males

8. Why do all other ST magazines bother to compete with ST Action when they know they can't beat it?

9. What is 7x3?

10. Why do art teachers wear sandals and tasteless ties?

11. Why does my bulldog take up three quarters of my bed and snore so loud?

By the way, the time at the moment is 2am, my dog is snoring away on my bed. I am absolutely knackered. I have to be up at 6.30am to do my paper round and there is nothing on TV. Lucky for me I can lie on my bedroom floor and read my latest **ST Action**.

James Findlay, West Parley

Thanks for the compliments James. Let's answer your questions for you.

1. *TV Sports Football (it's out on budget).*
2. *John Madden's isn't out and isn't likely to appear on the ST, so we won't bother reviewing it just at the moment!*
3. *Microprose Golf without a shadow of a doubt. It's the best around.*
4. *Nope!*
5. *We've racked our brains and can't actually come up with a game worth having of this sport, don't bother!*
6. *It's old hat now. It is quite an involved game though and one of the best you'll get..*
7. *Because you let them!*
8. *All the ST mags have their own advantages and disadvantages. We don't really compete, we just share the same marketplace.*
9. *I bet you're the kind of person who cheats in exams. Buy a calculator from Argos!*
10. *My old art teacher used to be quite tasty actually. There's something about sandals and showing a healthy bit of foot!*
11. *Because it's hard and it can*

There, you can go and do your paper round. Try not to get 'em wet and all soggy eh?

do not stand in their way. My experience of the female lust for games left me with a head bashed in with a ruler and a friend shivering in a corner, screaming and dribbling (which judging by the average IQ of my class is par for the course!).

There were a couple of letters complaining about the ailing software fortunes. Well, after going on a holiday and viewing the problem from a distance (geddit?), I believe I have found and answer to the problem. The problem is that games are being produced for the Amiga and not for the ST. The solution? Well that is to make STE only games. I know it is short-changing owners of STs but these are now obsolete and the only ST in the

range that is better than the Amiga is the STE. As an all-round computer, it beats its Commodore counterpart hands down.

If people see the cheaper STE with games involving 512 on-screen colours and hardware scrolling, they will buy the computers and games in greater numbers and their actions will make companies see it is worth producing for the Atari.

If Atari had any sense they'd allow people to trade in their old STs. It might not be for Atari's profits, but it would be for the ST's future.

Marc Ross, Clywd

Thanks for your comments Marc. Sorry I had to trim your letter but we haven't got a lot of space as you may have noticed. A lot of people have been saying for ages that Atari should run some sort of trade-in deal. As yet, nothing has emerged and if we're realistic, we can all see the reasons why. Every company needs to make a profit and sometimes that may mean treading on the toes of its customers a little. As far as home computers are concerned the ST is a better all-round machine than it's Commodore counterpart, but as with competitors in any field, each has different advantages over each other, if you know what I mean. For example, how good is the Amiga at sequencing musical scores? Not very!

GOING PUBLIC

Just a quick letter to say how much I enjoy you putting full games on your coverdisk rather than those dreary demos of things that aren't finished yet and generally get formatted after only a few minutes. It'd be nice if you'd occasionally put big games on, you know ones from a few months ago that were in the shops. Imagine how many copies of **ST Action** you'd sell if you had a game worth £25.99 taped to the cover. Would this be possible or does it cost you too much money? Duplicating it shouldn't be a problem because the companies must be able to help you out.

David Lake, Bowness

Glad you enjoy playing the full games. A lot of people slag PD off needlessly, but there are a lot of good games out there. They just need weeding out from the crap ones. Unfortunately we can't put commercial games on the coverdisk because of a ruling last year by ELSPA banning their use because it was affecting software sales. All the top publishers agreed to abide by the new laws and that's life! Ah well, never mind.

STAR LETTER

OFFICE OLYMPICS

Being an ST owner and user, I have in my possession a number of games which I play a great deal. Some of these games include Robocop 3, Nightmare and Mega lo Mania to name but a few!

The reason why I am writing this letter is not to complain about the actual games but rather about the way they are packaged. Am I the only person who feels that computer games are grossly over packaged? I don't think so, as judging from conversations with some of my friends who also own computers they all seem to agree with me.

The boxes which a lot of games come in are more often than not twice the size that they need to be, for example Robocop 3. Why do most manufacturers insist on doing this? The game boxes may look impressive initially, but personally, they can soon become a nuisance. From my own experience the boxes end up gathering dust in a corner of my bedroom, cluttering up the place and taking up valuable space. I'd much rather keep all my game disks stored in a series of plastic disk boxes

which can hold hundreds of disks, rather than being forced to rent a small warehouse on the outskirts of my local town! If you know what I mean.

Why can't

manufacturers design the box to fit the actual contents, rather than making them twice the size they need to be? I realise it's all a big marketing ploy, but do they really think we are stupid enough to be fooled all the time can they?

Better still, why don't they come up with an alternative to a bulky box. ie a plastic pouch or wallet, just big enough to hold the contents? This would surely be cheaper to manufacture and therefore perhaps cheaper for the public to buy in the first place (which can only be a good thing for everybody concerned!).

What matters in the end is the quality of the game, rather than the packaging - surely others must agree? The old adage of not being able to judge a book by its cover seems to ring true here. It's a pity that companies seem to think the target audience is so immature that they can fool them with substandard products in large glossy boxes.

Steven B, Stockport

The old packaging debate rears its head again. A lot of people prefer games when they come in a big box with lots of bits inside. They feel that they've got more for their cash.

While it's nice to believe that smaller boxes would mean lower prices, realistically that is rather unlikely. People are prepared to cough up that amount of cash now, and the companies know it.

No company is going to take the brave step of putting their product in a little plastic wallet if no others follow suit. It would leave their game on the sidelines surrounded by potentially naff software outselling it.



BUDGET BOBBINS

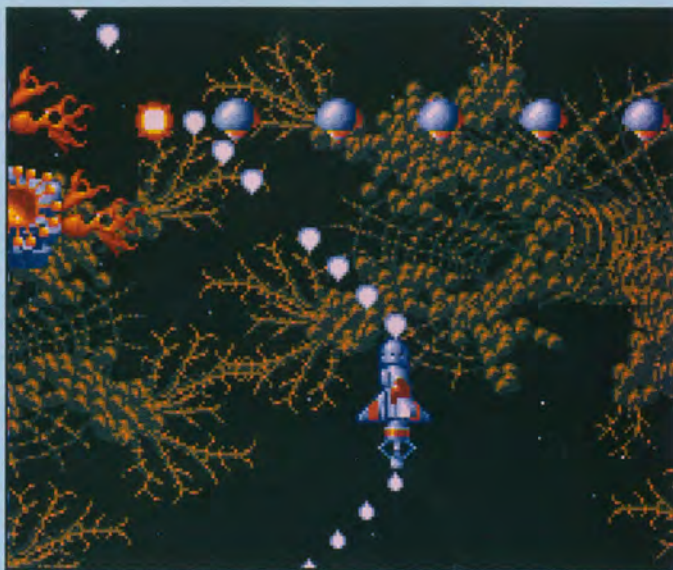
Please can you tell me why budget games become budget games? I bought New Zealand Story on budget and it was great, but looking at your Small Stakes pages in issue 56, not many of the new batch are up to much.

I must admit a lot of really good top price games have gone on to a cheaper label. James Pond, Golden Axe and Xenon 2 for example. But aren't software companies just trying to earn a bit more money by putting badly rated games into budget and expecting people to buy them because they are cheaper? Surely a few publishers are taking advantage of people who can't get the money to buy a full price game?

John Stanbury, Aston

Budget software really has been a godsend to everybody out there who can't keep affording to shell out on new stuff all the time. True, there is a combination of good and bad software that comes out on the budget label. The best thing you can do is to keep an eye on the Small Stakes pages as they'll keep you informed of what's good.

People will always buy something they think is a bargain, so to an extent software companies know that they are generally on to a winner when they release something again that seems to be good value for money. Even if it only appears that way because of the excessive charge in the first place. You can't really expect the companies to pass up the chance of making more certain cash. We'd all do it.



That thirty quid is still burning a hole in your pocket is it? Well look no further. The ST Action Buyer's Guide will tell you everything you need to know before making that decision...

BARBARIAN 2

Psygnosis £25.99
Action Adventure

Blood and platforms. The winning combination. There's even a few puzzles tucked away in there for good measure as well.

LEMMINGS

Psygnosis £25.99
Puzzle and Skill

Will a kind software house please make a puzzle game better than Lemmings because we're sick to death of the green haired gits!



BSS JANE SEYMOUR

GBH Gold £9.99
Arcade Adventure

New out on budget for a tenner is a game that has been called Dungeon Master in space. Awkward to get into mind, be warned!

DUNGEON MASTER

FTL £24.99
Arcade Adventure

It's about to go under re-release bundled with Chaos Strikes Back. Many of you will have it. You may even have bought your ST for it!

JIMMY WHITE'S SNOOKER

Virgin £29.99
Sports and Leisure

Yep it's a fine representation of snooker, it's just a pity snooker is as boring as golf really. Excellent if you like balls and pockets.

LURE OF THE TEMPTRESS

Virgin £29.99
Adventure

A right top treat this. Revolution throw down the gauntlet to the yanks. Beat this for a graphic adventure game.

XENON II — MEGABLAST

Imageworks £9.99
Shoot'em-up

Ch Ch Che Check this out! Bitmap shoot 'em-up with Bomb the Bass soundtrack. Hardcore U know the score (not!).

M1 TANK PLATOON

Microprose £29.99
Land and Sea Sims

The game that sounds like a war on the motorway! Microprose's classy tank simulator still rates high. Difficult to find these days though.

HEAD OVER HEELS

Hit Squad £7.99
Puzzle and Skill

Bizarre cute 8-bit game where two animals have to join together to make one big body. No fancy effects, just dead playable.

FORMULA ONE GRAND PRIX

Microprose £34.99
Racing

Geoff Crammond caught everyone out with just how good this game was. Destined to be a classic forever and ever Amen!

THE ADDAMS FAMILY

Ocean £25.99
Platform

Nice little platform game that's a touch too easy to complete for its own good. Still one you could come back to though.



ARKANOID 2 — REVENGE OF DOH

Hit Squad £7.99
Puzzle and Skill

Cheaper than a V-neck in a Burton's sale. You can't beat a bit of bat and ball (repeat quickly for the STA tongue twister).

JAMES POND

GBH £7.99
Platform

How on earth can I be expected to think up fish jokes month in month out? It's giving me a right haddock trying, it really is.

ROBOCOP 3

Ocean £25.99
Action Adventure

Digital Image Design got a bit fruity with this third Robocop game. Based on the film not yet released in this country.



LEGEND

Mindscape £29.99
RPG

Classic RPG in the style of Hero-Quest. Much, much better and worth a look for any dice-roller worth her or her salt.

ELF

Ocean £25.99
Action Adventure

You'll never finish the bloody thing without the cheat. Don't think you will. It's still a brilliant game though. Few in its genre can come close.

CHAOS STRIKES BACK

FTL £25.99
Arcade Adventure

You'll soon be able to get your hands on a bundled package of this and DM, so wait around and save your pennies.

SECRET OF MONKEY ISLAND

Lucasfilm\US Gold £29.99
Adventure

Har-har-har-har me harties. Treasure Island with jokes. A tad easy but good to go back to because of its humour element.

BUYER'S GUIDE

MIDWINTER 2

Rainbird £29.99
Arcade Strategy

The ice has melted in this Mike Singleton designed sequel. Massive play area and a ridiculously large task make this unmissable.

KICK OFF 2

Anco £24.99
Sports and Leisure

A monstrously stonking arcade style football game with the emphasis on pace and passing. Wondrous in every exciting sense.

BLOOD MONEY

Sizzlers £7.99
Shoot'em-up

When two players get together on this baby, there's hardly anything of equal addictiveness. Truly dynamite stuff from Psygnosis!

SILENT SERVICE II

Microprose £24.99
Land and Sea Sims

Blip...Blip...Blip...Blipity Blop...Fire One...whoosh...whoosh...Boom!!!... Blip...Blip. Whoever said life under the ocean waves was silent?

RICK DANGEROUS

Kixx £7.99
Platform

Join Nazi basher Rick in this "Game of the facist". Bound from platform to platform with guns blazing to save the day.



RAINBOW ISLANDS

Hit Squad £7.99
Platform

Hmm, there's loadsa freaky colours in this ageing but classic platform caper that is sure to captivate any who dare to play it.

SUPERCARS II

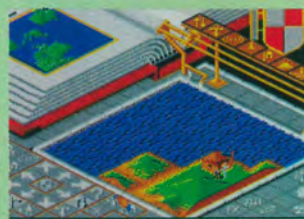
Gremlin £24.99
Racing

Get in the 'tow', brake into corners... Sod that! Pedal down to the floor and launch those missiles at the opposition. A deadly racing game.

POPULOUS

Star Performers £9.99
Strategy

It's getting more dated by the month. Worth buying if you like antiques otherwise spend your cash on the sequel.



FLIGHT OF THE INTRUDER

Mirrorsoft £29.99
Flight Sims

Confirmed as one of the finest flying games around by one and all. Play as either a sim or shoot'em-up. Either way, it's marvellous.

LOTUS

GBH £7.99
Racing

Lotus represents two player speed thrills in its ultimate form. Smooth action and realistic car handling place it high above its competition.

NITRO

Sizzlers £7.99
Racing

Easily the best Super Sprint clone out there and up to three players can play at any one time. Unlimited levels means unlimited gameplay.

GODS

Renegade £25.99
Action Adventure

At the end of the day a lot of people like this game because it's from the Bitmap Brothers. It's good but not that good.

PUSHOVER

Ocean £25.99
Puzzle and Skill

Wins all awards for weakest tie-in ever. Thankfully the puzzle aspect remains firm and Pushover is definitely fab!



EPIC

Ocean £25.99
Arcade Strategy

Classy ST game hated by a lot of people. We like it though and it's helped by it's presentation which is second to none.

BUBBLE BOBBLE

Hit Squad £7.99
Platform

So old it's got grey hair sprouting from its insides. Ancient platform game that is still good to give the kids when you want a pint!

SWIV

Sales Curve £24.99
Shoot'em-up

Vertically scrolling blast that was the unofficial sequel to Silkworm. Scrumptious graphics and triff sound creates a whopping pile of fun!

PARASOL STARS

Ocean £25.99
Platform

So what is this? Rainbow Islands 2 or Bubble Bobble 3. I don't care really. We've seen it all before and it still works.

PACIFIC ISLANDS

Empire £24.99
Land and Sea Sims

Tanks for the memories. A 20mm barrel of fun. You really should shell out the cash for this superb combat simulation.



STUNT CAR RAGER

Microstyle £9.99
Racing

What's the first thing you'd do when you spend all your cash on a new car? Drive it 100 feet off a ramp that's what.

FALCON

Spectrum Holobyte £9.99
Flight Sims

Slow jerky flight sim that should be in a museum by now. Comes wrapped in bandages and was found buried in Egypt.

MEGA LO MANIA

Mirrorsoft £25.99
Strategy

"The production run's completed!" Aaaaarrggggghhhhh. If I hear that bloody sample one more time there'll be tears!



INDY JONES CRUSADE

Lucasfilm £29.99
Adventure

You can only get respect for so long wearing the same clothes throughout three films! All the money they made and no new wardrobe!

SHADOW WARRIORS

Hit Squad £7.99
Beat'em-up

It's ninja time again. Lots of throwing stars and oriental baddies launching attack after attack in this middle-aged beat 'em-up.

D/GENERATION

Mindscape £19.99
Action Adventure

Slip into your genes in what has to be one of the best games for years. Back to the good old days when gamplay counted for everything.

POPULOUS II

Electronic Arts £25.99
Strategy

Stunning stuff, but then there has been a lot of stunning stuff arrived this year. Huge game, but can get a little repetitive.

GOBLIINS

Coktel Vision £25.99
Puzzle and Skill

It's french, what more can you say. I've never seen anything like it. Not logical enough to appeal to everyone.



BUYER'S GUIDE

SPEEDBALL 2

Imageworks £9.99
Sports and Leisure

Futuristic bloodshed from the Bitmap Brothers. Brutality has never been like this before. Where's Jimmy Hill?



ELVIRA II — JAWS OF CERBERUS

Accolade £29.99
Adventure

Relying heavily on two rather major selling points, this sequel takes a similar line in style to the successful first game.

SPECIAL FORCES

Microprose £29.99
Arcade Strategy

Get your platoon of marines mercilessly slaughtered in impossible missions in foreign countries. Sort of strategy for beginners.

KNIGHTMARE

Mindscape £25.99
Arcade Adventure

Lots of mazes to get lost in. Tony Crowther is Yorkshire's best programmer and Dungeon Master style games are his forte.

TURRICAN II

Rainbow Arts £7.99
Shoot'em-up

Classic blast now out on budget. Under eight quid! That's about four pints and it'll last you about three years longer.

ROBOCOD

Millennium £25.99
Platform

Console style platform games come to the ST with a bang. Coded by the man who wrote the first ever ST game - Steve Bak.



AMBERSTAR

Thalion £25.99
RPG

Tasty german RPG with a huge play area, several varying quests and exceedingly smooth scrolling. An immediate purchase!

FIRST SAMURAI

Mirrorsoft £25.99
Beat'em-up

A classic beat 'em-up in its own right. Well programmed and well executed. Well worth digging out and buying.

STORM MASTER

Silmarils £29.99
Strategy

French game presentation at it's very best! Top graphics and sound in this novel approach to the God-game genre.

SHADOWLANDS

Domark £25.99
RPG

Not everybody liked this. Seems to appeal only to certain tastes. Awkward controls made this one difficult to get into mind.

ANOTHER WORLD

US Gold £25.99
Action Adventure

It took two years to make and a couple of hours to finish. Stunning to look at but too easy at the end of the day.



KLAX

Domark £7.99
Puzzle and Skill

Similar to what's on our disk this month, except you've gotta pay for this one. Good but ageing rapidly really. Fans only.

ARMOUR GEDDON

Psygnosis £25.99
Arcade Strategy

There's work being done on a sequel to this arcade/strategy crossover. Make your weapons then use them in battle.

HEIMDALL

Core Design £30.99
Arcade Adventure

Pillage a village in Core's viking classic. Huge quest, classy graphics, good all round island exploring for you to do.



F-19 STEALTH FIGHTER

Microprose £29.99
Flight Sim

Still one of the best ST flight sims even though it's clocking up the years now. Lots of shooting down the enemy to be done.

THE MANAGER

US Gold £25.99
Sports and Leisure

Good german management game with just about everything included as well as animated match highlights. Up to 4 players!

SPACE QUEST SERIES

Sierra £29.99
Adventure

Time has moved technology past what Sierra produced in the past. Still a series full of classics in their own right.

SILENT SERVICE

Microprose £25.99
Land and Sea Sim

Blip...Blip...Oh no you don't. Not again! More submarine mayhem from Microprose. Launch those torps and kill the enemy!

TURRICAN

Rainbow Arts £7.99
Shoot'em-up

A healthy dose of shooting never did anybody any harm. Except the people you're shooting at. A good all round blast.



BATTLE OF BRITAIN

Lucasfilm £24.99
Flight Sim

Take to the skies as one of our boys in the middle of the century. Save our shores from the advancing Adolf Hitler in this fine game!

UROOM

Lankhor £24.99
Racing

So fast you'll think there's something wrong with your machine! Amazing speedy routines make this the smoothest, fastest race game out.

NINJA WARRIORS

Sales Curve £7.99
Beat'em-up

What is it that makes ninjas sell games by the bucketload? There really is nothing like a good oriental beat'em-up is there?

UTOPIA

Gremlin £29.99
Strategy

There's a data disk out for this now which helps to increase the challenge by adding to the original 10 worlds supplied.

FIRE AND ICE

Renegade £25.99
Platform

Another console style platform game with a character that looked a bit to Sonic for its own good really. Good though.



MEGATRAVELLER

Empire £29.99
RPG

Character generation was the strong point in this game. Precise and accurate to the real game. Could be tedious to non fans.

LOTUS TURBO CHALLENGE 2

Gremlin £25.99
Racing

With the Magnetic Fields boys beaver away at Lotus 3, this sequel, inferior to the first game but still good, will be lucky to survive.

PANZA KICK BOXING

Klax £9.99
Beat'em-up

Get the chance to wear red trousers in this kickboxing battle. A tremendous beat'em up that has yet to be beaten.



CHAMPIONSHIP MANAGER

Dokmark £25.99
Sports and Leisure

If you want a football management game and don't mind wading through loads of stats, this has to be the one you choose. Class.

ELITE

Firebird £25.99
Arcade Strategy

With Elite II on the horizon there's bound to be renewed interest in this ancient classic. Still the greatest game of all time.

CAPTIVE

Mindscape £29.99
Arcade Adventure

Tony Crowther's first masterpiece. Set on a prison planet you must control your robots and get the hell out of there.

THUNDERHAWK

Core Design £29.99
Flight Sims

Core's stunning helicopter simulation based on a mythical gunship. Smooth vector graphics make this well worth the cash.

SENSIBLE SOCCER

Renegade £25.99
Sports and Leisure

The game for football fans that don't like Kick Off. Precision passing is possible too! A truly tremendous sports game.



IK+

Hit Squad £7.99
Beat'em-up

Archer MacClean tried his hand at beat'em-ups in the past, and although dated now, this ruled the roost for some years.

POWERMONGER

Electronic Arts £29.99
Strategy

Complicated god game from the boys who brought us the Populous games. Loads of icons to get to grips with though.

BARD'S TALE

Electronic Arts £7.99
RPG

The grand-daddy of role playing games and a classic in its own right. If you can dig it out it's well worth adding to your shelves.

STEG

Codemasters £7.99
Puzzle

Slithering around may not be your idea of fun, but in Codemasters slug game you get the chance to feed baby slugs too! Yum!

SHUTTLE

Virgin £30.99
Flight Sims

Scary game when all said and done. It's got a manual thicker than the Bible. Technically stunning flight simulator.



DISC

Action 16 £7.99
Arcade

Sort of Tron-esque style disc throwing game where the idea is to maim your opponent. Frisbee throwing for psychotics

GRAHAM TAYLOR

Krisilis £25.99
Sports and Leisure

It takes years to get anywhere as you sit through tedious match highlights. It does get you involved though.

PANG

Hit Squad £7.99
Arcade

Freaky Japanese coin-op style game that's as addictive as hell. Especially when it's played in the two-player mode.



CODENAME ICEMAN

Sierra £29.99
Adventure

Amazingly slow, but involved graphic adventure from Sierra. Takes ages to load each screen and loads of disk swaps without a hard drive.

SPACE CRUSADE

Gremlin £25.99
RPG

Based on the Games Workshop boardgame of the same name, it was better than the prequel - HeroQuest by a long way.

ULTIMA VI

Mindscape £29.99
RPG

Yet another game for the role playing fraternity to get to grips with. Huge in size but again a hard drive will really come in handy.

MICROPROSE GOLF

Microprose £34.99
Sports and Leisure

Okay so golf is really tedious but Microprose managed to make a really good game out of it. Far and away the best golf game ever.

STRIKER

Rage £25.99
Sports and Leisure

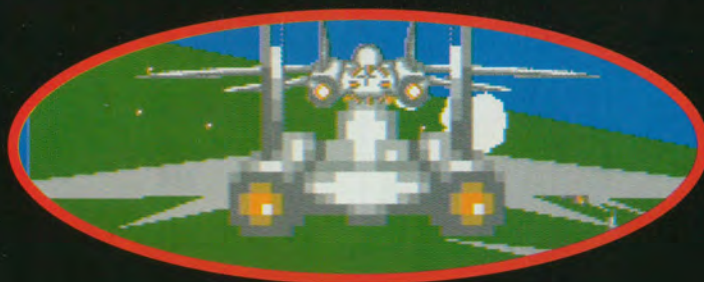
A footy game that didn't attempt to take on Kick Off 2 to its credit. A novel 3D approach and super fast graphics made this what it is.



NEXT ISSUE

On sale **October 8th**

THE BEST REVIEWS



ST Action features the best looking and most informative reviews in the gaming industry.

Next month's action-packed issue will include:

G-Loc R360, Traders, Megatraveller 2, Ween, Goblins 2 - The Prince Buffoon, Jim Power, Inca, Legend of Valour and many, many more!

THE DISK!

EXCLUSIVE FULL GAME
(and it's not PD!)

CAN YOU AFFORD TO MISS OUR NEXT ISSUE?

ACTION NEWS

European Computer Trade Show Report

We visit the show where all the new ST products are revealed and tell you about them

Plus our regular goodies including tips, cheats, previews and competitions...





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