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Advertising Department:
Tel (04625) 878888 Fax (04625) 876669
Ser Advertising Manager: Nadia Lawlor
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EUROPRESS
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REVIEWS

Plan 9 From Outer Space 20

An adventure game based on the worst film of all time. How will the transition to disk compare? It can't really be any worse, can it?

Accelerator 22

This Super Sprint clone is also featured on this month's cover disk. The full game is a one player speed frenzy that definitely brings back the memories.

California Games II 24

Lots of surf, sun and sand. Well, sort of! You can at least get to participate in some radical events like canoe skating, snow boarding and hand gliding.

Super All-Stars 26

Another lousy Commodore compilation that includes some pretty nifty budget games. Captain Dynamo, Stag and Magicland Diary all make an appearance.

G-Loc 28

Hoos! This combat pilot simulation is not the best of games when it's sold and done! A pretty terrible conversion of an amazingly bad arcade game.

Doodlebug 29

Some of you will remember the playable demo we had a while ago called Bug Bash. Well, this is the sequel and it offers you even more playability and fun.

WIN!

An exclusive trip to France where you will visit Cocktail Vision - the creators of Goblins 2.

Page 46



WORK IN PROGRESS

Five smart games feature this month. The amazing Goblins 2, Saber Team, Motorhead, Hero Quest 2 and Pinball Dreams all face the toughest possible examination.

Page 49



Don't forget you can now
contact STA via a modem
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TENTS

FEATURE

Joining Forces

Games have a tendency to be more fun when you can play against your friends. More and more companies are now using the ST's capability to link machines together to provide the users with multi-player options. We take a long hard look at some of the best link-up games that have emerged so far.

Page 33

• The power of your ST can be doubled by linking machines together for two-player matches. Find out how.



REGULARS

News10

Ties of new releases as Xmas draws near. Includes a special feature on the Alzari Falcon.

Chicken Goes Public ..30

The public domain libraries are examined by our feathered friend to bring you the best available.

Tips and Cheats38

If you're stuck on Space Crusade, Goblins or Championship Manager, this is the place to be!

Write On!60

Your chance to air your views on any ST related subject. The Editor sits with replies at the ready!

Buyer's Guide62

Have you got money to burn but no idea of what you want? Look no further than the ST Action Buyer's Guide for all your purchasing needs.

Cover disk...

2

FULL GAMES!

PLUS A SUPERB PLAYABLE DEMO

- FRYING FRIENDS
- TETERI
- ACCELERATOR



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

Page 7

CHECK OUT OUR
SUPER SUBS OFFERS ON
PAGE 39

Well, we've been promising you a special disk for the last month and here it is. ST Action have joined together with up and coming programming team Digital Reality to bring you a compilation of their top stuff.

1 FRYING FRIENDS

Ubi Soft have been promising Dynablaster for yonks now, but so far ST owners haven't had the chance to have a go for themselves. The Digital Reality boys Frying Friends changes all that and it's brilliant, there's nothing else you can say about it! It has to be played with two players to get anything out of it but the fun of all games like this is in the multi-player element. So get a mate round and blow him to smithereens!

◆ Dynablaster on the ST? No it isn't. It's Frying Friends in all their glory. Bomb your enemies out of existence in this two-player fun



2 ACCELERATOR

We had this in our news a good year ago but now it's ready for launch. The lads are marketing it themselves and the address where you can get it from is elsewhere within these pages. After you've played this exclusive track, we feel you'll be digging out the cheque book and waiting for the post for the next week. If this is the standard of games we can expect from them, things are definitely looking up for ST owners everywhere!

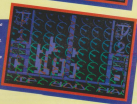
◆ Accelerate away from the competition in this one-track jolly race arena from the Digital Reality boys from Barry AACIT



3 TETERI

Yep, it's a Tetris clone. The difference with this one is that it can be played with either one or two players. If two joysticks are used, the game employs the same technique as the linked Gameboy version. That is, when you get couple of lines together they drop into your opponents half, thus making life tremendously difficult for him when he suddenly finds himself a lot further up the screen than he was twenty seconds ago!

◆ This is one seriously tricky background. It really will give you a monster of a big, bad headache if you're not careful



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:

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COVER DISK



Apologies

Let's get this out of the way with right at the start. Many apologies to all those 520 owners who couldn't run the *Ultrakullas* game on last month's cover disk. We neglected to mention that the game would only run on a one meg machine. So sorry about all that. This month's coverdisk should more than make up for it!

WHO ARE 1

Digital Reality have been coding together now for a good few years. ST Action first came into contact with these guys at Punter Power back in 1990. Coming from Macclesfield it was only a short journey down the freezing roads that winter to play the latest stuff. It was way back then we got our first glimpse of *Accelerator*.

As the months went by we saw more of their stuff. Teteri was almost on a disk a few months back, but there was a last minute change of plan and the Digital Reality compilation idea was born. Sitting down together, it was decided that a *Bomber Man/Dynablast* game would go down well, so the lads sat down and began doing their elec-

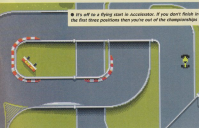
ACCELERATOR

Mr. Mansell may be retiring. Here's your chance to take his place earning a healthy fortune...

For more information on this playable demo, don't forget there's also a one and a half page review tucked away starting on page 22. All you need to know here though is that the game is similar to *Super Sprint* but much faster and only one player. You've got an exclusive track which you first have to race around to get a fast qualifying time before the clock runs out. This determines your place on the grid. Then it's the proper race. Keeping the button pressed will speed up your car and then it's just



It's off to a flying start in *Accelerator*. If you don't finish in the first three positions then you're out of the championships.



DISK INFO

COMPANY: Digital Reality
RELEASE DATE: Out Now!
GAME TYPE: Racing
PRICE: £10

THESE DODGY BLOKES?

tronic stuff. The results are here for you all to play. These guys have got a lot of promise so if you're a rich software house you could do a lot worse than snapping these guys up!

So who are they anyway?

Hamish Cooper and Pete Thorp are the brains behind DR. Hamish is responsible for anything arty, while Pete makes sure that there's a program in there somewhere. Both are only in their late teens and have many good years of programming ahead of them (that is unless they find a girl and a decent social life!). These are the most Bitmap Brothersish photos we could get of them but the lads are available for modelling a variety of clothes (no topless stuff mind!).

Hamish Cooper



Pete Thorp



If you've missed out on Dynabuster (which is entirely possible if you haven't got a mate with an Amiga) you've been missing out on one of the most addictive games ever. Frying Friends sorts all that out.

The idea is simple to drop bombs and destroy your opponent who of course is doing exactly the same to you. It's two player only and if you can't get someone else round then the game will be a lot easier to finish! Pressing the fire-button will drop your bombs. Once one's been placed you must get out of the way before it explodes and kills you. Work your way towards your opponent by blowing the obstacles out of the way fast! Your total time limit is shown by the lava running around the side of the screen! Have fun!



FRYING FRIENDS

It's time to set a few of those nasty bombs around the mazes and blast your opponent into space...



► That's your little character in the top left hand corner, dressed in the smart green dungarees. Where does he keep all those bombs though?

TETERI

The closest thing you'll get to Game Boy Tetris on the ST...



► Pretty off-putting backgrounds are the order of the day here. Fit the pieces in and make those lines up

Anyone who's linked up two Gameboys will be immediately at home with the system of knocking lines from one player to another. When you manage to get rid of some of yours they go into your opponent's! Excuse the heaky background, it is designed to put you off, not to give you eyestrain! To be honest, it does a bit of both. Control is with the joystick and pressing the fire button will rotate the falling blocks by 90 degrees.

Many thanks to Hamish and Pete who talked endlessly to get this ready in time.

LOADING YOUR DISK

It's dead easy this month. The disk will boot automatically and should (hey well) come up with a menu. By pushing your joystick up and down you can scroll through the three programs. When the item you want is highlighted, press your fire button and you'll soon be playing the game of your choice!

STORIES



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Ronald McDonald cashes in his chips!

HAMBURGER HEAVEN

Ronald McDonald's magic bag has been stolen by his arch-enemy Hamburglar. You must make your way through over 30 levels of platform and puzzle-solving action.

Get over seven worlds, each with their own complex and creative puzzles, you will also have to combat the appearances of weird creatures such as Goforit and Psycho.

There will be lots to pick up and use and you will also be able to beat people up! Looks like a huge hit from Virgin. Release date has been scheduled for late October. Price has yet to be confirmed.

This has to be one of the most bizarre Se-ins I have ever heard of. Virgin recently announced their release of a Motorhead game and they have now strengthened their reputation for being unique with this next release. Their latest acquisition is MC Kids, based around the exploits of two young heroes called Mick and Mack.



● The MC Kids is one of the strangest licences to hit the ST. Looks as though it's going to special.

Bad Influence!

The head think-thinks up at Yorkshire TV are just about to finalise their new TV show based around computer games. Going by the name of *Bad Influence*, the show will concentrate on all aspects of computer entertainment and bring you the best news, reviews and previews ever seen.

A debut is scheduled for the 29th October and it will be presented by former children's TV host Andy Crane and Vincent Berlin. A regular panel of teenagers will be given the chance to offer their opinions on the games along with some tempting class of what you can expect in the future.

•CHART•



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- 9 Striker £25.99
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Weening out the bad points

French based Coktel Vision are hitting the ST market with some incredible titles to bring in the New Year. Their latest game is a huge graphic adventure called *Ween - The Prophecy*. You are a young man who has to grow up very quickly when told about the problems that face your world. You receive a message that informs you of an evil that is rapidly spreading across the land.

You must find the *Weenas* and master its magic powers because the future of the world depends on it. The journey takes you to the very heart of the kingdom, through the Blue Woods and many other places you've only ever heard of up to now.

Fortunately, you're not on your own as you have the help of a witty and mischievous vampire bat who also has an alarming fetish for fruit. He must occasionally be called on to help you in certain situations. He will only help you if you can offer him some fruit as a kind of bribe. Looks excellent and it's due out in October. The price has yet to be announced.



● The graphical content of *Ween* has to be seen to be believed. It offers you some of the best animation and backdrops ever seen on the ST. Can't wait!

A320

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STORIES

Hare today, gone tomorrow!

HARE-RAISING EXPERIENCE



● *Bunsy Bricks* is one of the weirdest titles to be released this century. Looks pretty good though!

Heem, unique is definitely a good word to describe this next offering from Daze. *Bunsy Bricks* is billed as the first "cartoon-style, arcade, brick-breaking baseball game to star a rabbit!" Well, I won't argue with that. The idea is pretty simple. You must destroy every brick on screen with the help of your baseball bat while avoiding the attentions of his dastardly chums Sharky, Haf Naf, Cocky the Villain and Angol Einstein.



You can also utilize various extras including multi-bats, machine guns, superbats and many more. There are also lots of tricky puzzles for you to solve and bags of arcade action. *Bunsy Bricks* should be out late October. Price to be announced.



ECTS show report

It seems like only yesterday that we were telling you of all the fabulous releases planned for the summer period of '92. After visiting the European Computer Entertainment Show for the second time this year, we have seen most of the Christmas releases and even some planned for the middle of next year.

There's lots to look forward to including the release of Akai's new yonder machine, the Falcon (check out the special news piece on page 16). On the games front, there's quite a lot of activity from the major software houses as well as some excellent offerings from abroad.



● Craig Charles at the opening of the European Computer Trade Show



● *ST Action's* Shelby Barker bottles to the death with Dominik Diamond

Gamesmaster? Almost!

ST Action searched high and low for a gameslayer of epic proportions to represent them in the *Conrad/Gamesmaster* Streetfighter II Challenge. We persuaded industry ace-god and ST Action wordie reviewer, Brad Burton, to make his presence felt.

He displayed the same impressive qualities that have made him a

understandable industry and social legend. His substantial abilities combined well with his cat-like reflexes to take him to the final where he came face to face with his last enemy. The pressure of the occasion and a few subtle misadventures from Dominik Diamond (who was just jealous because Brad beat him... easily!) took their toll. The international playboy and ex-action man model had met his match, but only just.

Transarctic training

The 28th of December 2022 is an important date for many people who have been continually subjected to the horrifying consequences of the Greenhouse Effect. This is the day that a unique scientific experiment took place. Unfortunately, things worked too well and the populace were subjected to a terrible nuclear winter. The civilisation perished under mountains of ice that will eventually cover the entire surface of the world.

You play the part of an idealist, a man who has always believed that he can bring back the sun. You decide to take your train, the "Transarctica", on a journey to find the sun. You will have to combat many evils including the Viking Union who will do anything they can to protect the hold they have on the world. Looks like a smashing fest-

cystrategy game from the creators of *Storm Master* and *Ishtar*. Due for release in January by Daze Marketing at £29.95.



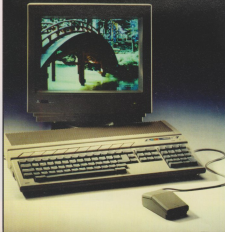
STORIES

Is it the end of an era?

WATCH THE BIRDIE?

Atari are about to stir up the computer market once more with the Falcon. Paul McNally was at the ECTS to see the finished item. There wasn't much software on show but what there was, was enough to impress the thousands of people who saw the machine in operation for the first time. Two of the beasts were set up, demonstrating the machine's 3D capabilities whilst another was there to show off a new art package from Hisoft which really does look the business.

As press photos go this isn't the most exciting that Atari could have come up with. The machine itself though is a bit special and looks like it'll be well worth the £200 price tag!



There hasn't been a significant new launch in the world of home computers for a good few years now. Yes, we've all seen the consoles and know exactly how well they're doing, and how many are being sold, but if you want to do something more with your machine, or even play a wider range of games, then you need a "serious" computer.

I'm certainly not slagging consoles off. The Super Nintendo is the best gaming device so far. But remember, you're talking generally around £20 a game as well. The Atari Falcon 030 is the new machine that is designed to better Commodore's Amiga into submission.

Fresh egg

Unveiled at the show, it certainly attracted crowds of both interested onlookers as well as software developers (hello to Phlange Software!). Excitement is building up quite nicely before Christmas and Atari are looking to have around 10,000 machines in people's homes before the end of the year. That's a bold prediction when you consider that the machine is only due to be shipped early this month, in the hope of catching the pre-Christmas shopping market.

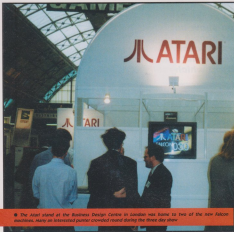
The big question is, will the new machine sell? There's certainly a lot of enthusiasm and a lot of people will upgrade simply because they see it as a new ST. Of course it isn't, but the best thing about the Falcon 030 is that it isn't just hype. The quality of the product isn't in any doubt, and as long as Atari make sure they haven't any bugs in the operating system (as there was in the ST) they shouldn't have too many problems persuading their loyal followers to upgrade to the new computer immediately.

However you look at it, the Falcon will probably be another success story for Atari, as the ST was in the late eighties. However we all know how fast things change in this industry!

STORIES

Atari's wonder-machine

THE FALCON HAS LANDED



● The Atari stand at the Business Design Centre in London was home to two of the new Falcon machines. Many an interested punter crowded round during the three day show



Bye bye games collection

None for the statement that will disappoint a lot of you. The Falcon 030 will not be compatible with your current ST games collection. Many applications should run unaltered but the completely new architecture and expanded operating system that includes multi-tasking will power most games running in the new environment. So you're going to have to buy a totally new machine if you want it for game playing. Let's have a look at what you'll get for the money, and whether it's worth changing machines.

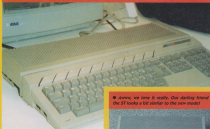
Well, first of all the basic model will set you

back a nice little £699.99. For that you'll get a 1 meg Falcon with no real trimmings, other than a 1.44 meg disk drive, but it will most probably be the version which gets into people's houses. There is another configuration that costs slightly more at £899.99 (!). For the extra four hundred quid you'll get 4 megabytes of RAM as well as a 64 Meg Hard Drive. That's a fairly large HD so you can't complain at that. Of course, cynics will say that if you're prepared to splash out that much cash, you should get a PC, but that will eventually come down to personal preference.

Tekky bit

This next bit may well give you a heart attack if you don't know what it is you're talking about. The Falcon features the Motorola 68030 central processor as well as the powerful Digital Signal Processor, with true colour graphics and a sophisticated DMA stereo sound engine, that will take it above any current home computer in the market. A SCSI II port with Direct Memory Access (DMA) is also included which will let you connect it to CD devices.

◆ Separated at birth? The Atari Falcon and the Atari ST: the only noticeable distinguishing feature is the new multi-coloured badge. But then, you can't judge a book by its cover!



◆ Above, we love it really. Our darling friend the ST looks a bit similar to the new model!



Sad case

Initially the Falcon will come in a 1040 STE case which has been tarted up. This tarting up is basically just a new badge which shows the new multi-colour logo for the machine.

The case is virtually the same colour, whereas early pre-production models were at least in a smart black case. What the reasoning behind this is, we can't quite understand. Atari seem to be constantly going on about how the machine isn't an ST, and then they go and shove it in what is, after all's said and done, an ST casing with a different badge.

Whether this will cause confusion amongst the general buying public remains to be seen, but for the first couple of months at least this is how it will be packaged.

Fortunately, a redesign is already on the designer's boards. By the first quarter of 1992, the machine will hopefully come in a more PC-ish type box, with the keyboard being separate from the main computer box, connected by a lead.

Why this new shape and design hasn't already been approved, prepared and ready for shipping is beyond us. You can only say that old Atari have always had their little

quirks. This new design isn't definite yet, but it's what we were told at the time by the gags in the know! It's quite possible that this last factor will put off some people from buying the machine until it comes out in its smarter form. It may only seem a minor detail to some, but if that's the case why are they changing it at all?

Having said that some of the machines will have to house a \$4 meg hard drive, so there could well be a change there, but glorious things like the joystick ports (and we all love them really) are set to remain until the design is changed.

Fortunately it's what's inside that counts for everything and it is here that the Falcon really does wipe the floor with its opposition. If the early signs all prove to be true then Atari have got a machine here that will lead them marching on towards the end of the century at least.

With the speed that technology is advancing (I sound like a presenter from Tomorrow's World), it won't be long before yet another machine is needed - the FalconE77?



ECTS
European Computer
Trade Show

Show of support

Everybody wants to know about software support when a new machine is launched. Generally good software is a bit thin on the ground to start off with. Atari have tried to get around this by commissioning work off certain houses by giving them a machine to develop on. Any software which is to be released has to first be shown to Atari for their approval. Several developers have apparently shown a lot of interest though, and have expressed that they will be purchasing the machine when it becomes available, so they can then develop on it independently!

Our overall opinion of the new machine was excellent and if all goes well it will turn Atari back into the major home computer manufacturer in this country. Many thanks and hellos to Gavin and Lee, as well as all the other guys on the Atari stand for all the info and dirty jokes!



◆ It's all very well having some of the most advanced hardware in the business but will the Falcon get the software support to show off its technology to the full?



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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

As a sort of bizarre/outlandish kind of experiment, we gave the ST Action boys a pound each to spend and got the help of top German (if slightly eccentric) psychologist, Professor Hans Gruhn, to evaluate the things they came back with.

Brad 'Black Jack' Burton

Within seconds of receiving his pound, the William Hill of STA bought a copy of Racing Post. For the rest of the day, "Magic Friend" in the 2:30 at Chapstow were the only coherent words that could be heard from him. Fear scrunched up betting slips later, he managed to successfully place the bet.

Prof Gruhn says: "A gambler loses an tree die one. Vat would be interesting would be to know the colour of his T-fronts!"

Paul 'Swizzles' McNally

Clutching pound in hand, our very own industry wild boy entered his local shop, 99p, a glass and a thank you later, he emerged with his white paper bag full of the following stash: Two black cat lucky bags, three chocolate legs, a quarter of broken dark chocolate toasts and a tube of Love Mearls.

Prof Gruhn says: "Nenn, dis tells us dat dis person always likes a gamble yea, especially ven it comes to vimen."

THIS MONTH...

There really isn't any other 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 the benchmark to whether a game's worth buying or not.

Jason 'Tutti-Fruitti' Dutton

Our illustrious Editor took a trip to the local supermarket and spent his shiny one pound as a superfluity of various cakes and confectionery. After much deliberation, he purchased a well built slab of Spotted Dick and a large portion of Jamaican Ginger Cake...

Total cost £1.00p. The extra money went nothing to this modern day international playboy!

Prof Gruhn says: "Vat with de waterless cakes, I would say dat dis person is of a very dry nature and wears pin stripe flares."



Plan Nine.....	20
Accelerator.....	22
California Games II.....	24
Super All-Stars.....	26
G-Loc.....	28
Doodlebug.....	29



FROM SPACE



▲ A trip to the local bar is your next move. You decide to chat up a shady investigative in order to wear some vital clues

Movement is by positioning the cursor over a particular spot on the action screen. If an exit is vacant, the cursor will change into a signpost along with a description of where it will lead such as "Go to Study", or "Go to plane". If you are happy with the route, simply click the left mouse button.

Fortunately a save game has been included due to the size. This can be used by simply pressing the F1 key. A menu will then appear, prompting a name for your save file. Loading is easy too. All you do is press F2 and click on the file to resume where you left off. **Jason**



Playing by numbers

1. This window is where all the action takes place
2. Any conversations or descriptions appear here
3. You can do anything by clicking on these commands
4. This is your inventory where your objects are stored
5. Congratulations! You have found one piece of the film

ACTION ANALYSIS

As I said from the beginning, the odds were definitely against them and Grenin should be commended for their attempt. Fortunately, they appear to have pulled it off. Plan 9 is quite a difficult adventure that is made easier due to an extremely friendly control system. Combine this with some nice graphics, atmospheric sound and devious puzzles and you have a game that is well worth getting.



87%



◆ **Spending your credits to their best potential will allow you to win the race and progress further.**



◆ **A good time on the practice lap is important if you're after a decent place on the starting grid.**



◆ **The results of your qualification attempt are there for all to see. How did you perform?**

ACCELERATOR

ACTION

£10.00



1 PLAYER

Produced by
Digital Reality

INFO

Slam the pedal to the floor and prepare for the race of your life! A clone to bring back the memories!

Well most of you will have played the coverdisk by now and will know how good these guys actually are. Their first commercially available game only costs you a tenner, and when you look at some of the bludge that's knocking about on the market at the moment that can't be bad for the industry.

What you've got here is a clone of Super Sprint but it's much, much faster. The overhead car racing perspective has been attempted before, but with the notable excep-

tion of Supercars 2, they've all been pretty naïf. DR manage to pull off quite an acceptable title game with some excellent scrolling and awkward tracks.

Success in Accelerator lies in being able to use the credit system to good effect. This could have been made simpler for me.

You are awarded extra credits to upgrade your car, depending on your success level. These are then spent using a ratio system which isn't worth going into in any great detail! Suffice to say that if you don't get your car

right you've chances will be greatly reduced!

The qualifying section comes next. There's one minute of time to get around the track as quickly as possible in order to determine the starting position on the grid. Then comes the bit you've been waiting for - the race.

It's five other against five other cars and you have to finish in the top three to qualify for the next race. It's standard Super Sprint controls with the fire button pressed to speed up and releasing it will cause you to brake. The front-end and menu

"A well executed Super Sprint clone that brings the old memories flooding back!"

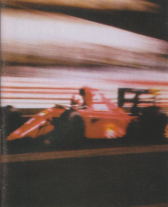


ACTION ANALYSIS

Accelerator certainly isn't anything new to the world of race games. Realistic, it is a fun, enjoyable Super Sprint clone that is placed at the correct end of the price scale. Scrolling is smooth and the game is certainly difficult and challenging enough to warrant playing it again. It's a pity about collision detection not being included for the cars and a two player option would have been nice.



79%



graphics are extremely nice and although the cars themselves are only small, they do the job more than adequately.

One thing I wasn't overly keen on was the lack of collision detection between the cars. You can quite happily drive over your opponents and suffer no penalty or damage!

Hard Drive!

This is deliberate as it would make the game really hard (that's not to say it's easy now!) but perhaps an option to turn it on and off would have been better.

Sound is best left unmentioned unfortunately. A couple of not very good samples make it up, and one second the volume is low (while racing) then you get to the menu screens and you get complaints from the neigh-

bours, before you can reach the volume control.

All the races take place on fictitious tracks in different countries on Earth. Digital Reality tell us that there is also a data disk planned soon. **Paul**

WHERE TO GET IT FROM

Accelerator is being stocked by Digital Reality themselves and is available from this address:

**Digital Reality Limited,
21 Salmon Road,
Macclesfield,
Cheshire,
SK10 2PG.**

For further information telephone 0625 610893. Don't forget to check what machine you have!



• The race is on. Only the top three drivers will be allowed to proceed to the next, more difficult track

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MEMORY UPGRADES

520 ST/516 to 1 Meg	£56.95
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POWER SUPPLIES

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◆ *Deep*: Someone appears to have collided with a series of steep, deadly rocks. Ah well, so not for the faintest!



◆ *The jet ski might allow you to zoom about the water with your handy outboard. Top rubberneckers' treat!*

ACTION

\$25.99



1-8 PLAYERS

Produced by
U.S. Gold/Egypt

INFO

THE CALIFORNIA
GAMES II

CALIFORNIA

Take to the waves as you try to surf your way across the world.

A few years ago, California games was released and proved to be a huge success with sports fans. Gone were the conventional events such as hurdles, pole vault and so on. Instead the sports trends of the day were covered, such as BMX riding and surfing. Now that the Olympic hype has died down, California Games II has been released. As with its predecessor, it includes some really mad and wacky events. Sewer skating, snowboarding and hanggliding to name a select few.

In the same vein as the first game, you can have up to eight players competing in all five of the "radical" events. California Games II

differs from your usual sports sim in a lot of respects. For example, certain events are very different and some are even so deadly but more about that later. The graphics are well drawn and quite slick. Take for instance the skate boarding event. If you collide with a sewer wall you'll see exactly what I mean.

The sight of squashed skulls isn't very pretty (yikes anyone? - sick Ed).

Manual skateboard breaks would just mess about on the pavement in front of your house but, ah ha, not in California! These crazy dudes take great pleasure in skating at high velocity down sewer tunnels!

Even though you're killed out with a gas mask and it

GAMES II

gives you a pair of knee pads, it doesn't stop you hitting your head when you collide with a concrete post. Just one of the bizarre sporting challenges that have been included.

Snow fun really!

Another weird event is the Snowboarding. A bit like surfing this one, apart from the fact that you're on a snow covered hill.

Jump over all the dry patches of grass and avoid any ledgers that are in your way. Hanggliding involves lots of aerial stunts in the air. Bungee jumping is for wimps. All you have to do is tie on a seatboard and ride that wave.

Jet surfing gives you the chance to earn lots of bonus points by riding a 50000 jet-ski around several different race tracks. *Brad*



ACTION ANALYSIS

To be honest, if you're going to be stuck in front of your machine alone, I'd probably avoid this. If, on the other hand, you have loads of mates who'll participate in the activities with you, this maybe for you. Nice graphics and adequate sound combine to make this appealing. Sports sims come and go, but if its predecessor is anything to go on, I reckon we may see this series run and run.



◆ *The hanggliding event gives you the chance to soar above the sea with only a small sheet for company. Sounds scary, huh? How should try it for real!*

CITIZEN

DOT MATRIX INK JET AND NOTEBOOK

PRINTERS

ALWAYS A GOOD IDEA

Silica presents some great offers on the award winning range of high quality matrix printers from Citizen. Each Citizen printer is built in the UK to exacting standards, ensuring superb reliability and output. Our confidence in Citizen's quality is such that we are pleased to include a 2 year guarantee with every printer. Plus, if you buy a Citizen dot matrix printer from us, we will give you the Silica Printer Starter Kit (worth £29.99), FREE OF CHARGE!

FREE DELIVERY

Free delivery to your door

FREE STARTER KIT

Worth £29.99. With installation of home impact printer from Silica.

2 YEAR WARRANTY

Guarantee a 2 year warranty including on-site printer breakdown. Citizen print.

WINDOWS 3.0

Included with all Silica printers.

FREE COLOUR KIT

Includes letters in both 1 and 2 fonts.

FREE HELPLINE

Technical support team available 9am-5pm UK time.

MADE IN THE UK

Citizen printers manufactured to high standards.

LOW PRICE 9 PIN PRINTER



- 1440 CPS
- Column 1200+ - 9 pin - 80 column
- 1440x Draft, 30cps NLD
- 4K Printer Buffer + 2 Fonts
- Parallel or Serial Interface
- Graphics Resolution: 240 x 240dpi
- Canon and IBM Emulation
- Full tractor & ribbon feed
- FREE Silica Printer Starter Kit

£115

The Citizen 1440 printer comes supplied with a parallel interface as standard. If you require a serial interface, please specify this when placing your order with Silica.

9 PIN PRINTERS

24 PIN PRINTER

NEW LOW PRICE

FREE COLOUR KIT

300 CPS 80 COLUMN

- Column Print 9 - 9 pin - 80 column
- 300cps Draft, 30cps NLD
- 4K Printer Buffer + 2 Fonts
- Parallel Interface
- Graphics Resolution: 240 x 240dpi
- Canon and IBM Emulation
- FREE Colour Kit
- FREE Silica Printer Starter Kit

£179

FREE COLOUR KIT

192 CPS 80 COLUMN

- Column Print 9 - 9 pin - 80 column
- 192cps Draft, 30cps NLD
- 4K Printer Buffer + 2 Fonts
- Parallel Interface
- Graphics Resolution: 240 x 240dpi
- Canon and IBM Emulation
- FREE Colour Kit
- FREE Silica Printer Starter Kit

£189

192 CPS 136 COLUMN

- Column Print 9 - 9 pin - 136 column
- 192cps Draft, 30cps NLD
- 4K Printer Buffer + 2 Fonts
- Parallel Interface
- Graphics Resolution: 240 x 240dpi
- Canon and IBM Emulation
- FREE Colour Kit
- FREE Silica Printer Starter Kit

£249

NEW! SWIFT 2 SERIES

SWIFT 240M MONO PRINTER

SOLOIDER OPTION AVAILABLE

SWIFT 240C COLOUR PRINTER

£239

SWIFT 240C COLOUR

£259

24 PIN PRINTERS

INKJET PRINTER

NOTEBOOK PRINTER

FREE! STARTER KIT

FREE COLOUR KIT

192 CPS 80 COLUMN

- Column Print 24 - 24 pin - 80 column
- 192cps Draft, 30cps NLD
- 4K Printer Buffer + 2 Fonts
- Parallel Interface
- Graphics Resolution: 240 x 240dpi
- Canon and IBM Emulation
- FREE Colour Kit
- FREE Silica Printer Starter Kit

£199

FREE COLOUR KIT

192 CPS 136 COLUMN

- Column Print 24 - 24 pin - 136 column
- 192cps Draft, 30cps NLD
- 4K Printer Buffer + 2 Fonts
- Parallel Interface
- Graphics Resolution: 240 x 240dpi
- Canon and IBM Emulation
- FREE Colour Kit
- FREE Silica Printer Starter Kit

£349

360 CPS 80 COLUMN

- Column Print 24 - 24 pin - 80 column
- 360cps Draft, 30cps NLD
- 4K Printer Buffer + 2 Fonts
- Parallel Interface
- Graphics Resolution: 240 x 240dpi
- Canon and IBM Emulation
- FREE Colour Kit
- FREE Silica Printer Starter Kit

£359

NEW LOW PRICE

64 CPS 80 COLUMN

- Column Print Notebook Printer
- Non-impact Printing on 80 Column
- 4K Buffer - UK Buffer + 2 Fonts
- Parallel Interface
- Graphics Resolution: 240 x 240dpi
- Canon and IBM Emulation
- Free Silica Printer Starter Kit

£219

ACCESSORIES BEST PRICES

SERIAL INTERFACES

INK CARTRIDGES

INKJET PRINTERS

NOTEBOOK PRINTERS

9 PIN PRINTERS

24 PIN PRINTERS

SWIFT 240C COLOUR

SWIFT 240M MONO

SWIFT 240C COLOUR

SWIFT 240M MONO

SILICA SYSTEMS OFFER YOU

- FREE DELIVERY: On all hardware orders shipped in the UK mainland.
- TECHNICAL SUPPORT HELPLINE: Team of technical experts at your service.
- PRICE MATCH: We happily match competitors on a 'Same product - Same good' basis.
- ESTABLISHED 14 YEARS: Proven track record in professional computer sales.
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Which computer, if any, do you use?

SUPER AL

What has more cute characters than an entire episode of the Flumps? Another Codies compilation. Hurrah!

1 Robin Hood - Legend Quest

The first game to look at is **Robin Hood - Legend Quest**. You play the part of the Earl of Nottingham, also known as Robin Hood. Your tranquil existence in the Forest of Sherwood with your wife Marian has been broken in a fit of rage by the Sheriff. He has kidnapped Marian in an attempt to stop you stealing his taxes and force you to burn yourself in.

Fortunately, you have located the Sheriff's castle and the lair for your beloved legions.

Set over one huge castle level, you must help Robin to find his sweetheart while avoiding the various thugs that inhabit his



• This chap is the hero. Robin Hood is his name and wearing dodgy tights is his game!

domain. Great troll-like guards, armed with deadly crossbows, will be out to get you. You will also have to deal with many fiendish traps and collect valuable treasure as you try to keep

your three lives. Various collectables are scattered about the playing area so you will have a lot to do. Most of them just boost up your points but some of them can give you extra energy and lives.

2 CJ in the USA 3 Steg the Slug



• Anyone that wears red sunglasses and flies peanuts at his enemies is alright by me! Join CJ as he tours the United States!

Next on the list is **CJ in the USA**. A pretty well known character is our CJ. He is by far the most popular elephant adventurer in the industry. This time, his family has been kidnapped and taken to the United States of America. Somehow, they have managed to escape but they are now trapped in various states.

You must reach the end of the levels and take on one of the captors. If you defeat him, you can collect one of your family members. The only weapon you have is the ability to fire peanuts at your aggressors. This will stun or destroy your opponents. Lots of different enemies to avoid and quite difficult puzzles make this reasonably entertaining.

Heeee! A game where the main character is a slug. Novel idea, I must say. The storyline is as unbelievable as the main spirit! You are a one parent family whose children do nothing but eat. As you are limbless, catching grubs isn't the easiest thing for you to do so you pick up a catalogue and order some gear.

Catching the grubs is done by blowing a bubble. This sucks them in and sends them off to your family. You can walk up or down, and also stick to the walls if you need to. There will also be various bellows and blowing devices that, when activated, will push the bubbles away from any dangerous looking things they may come into contact with. This should hopefully give you the chance to feed your children.



• Sluggo goes on with Steg the Slug. Capture the grubs and send them up to your kids so they can have lunch!

L-STARS



• Dizzy! I'm so Dizzy! My head is spinning. Like a wheel (enough - Ed). About the Codemasters compilation would be the same without a Dizzy game, would it?

4 Magicland Dizzy

I know, there couldn't be a Codemasters compilation without a Dizzy game. This time it's Magicland Dizzy that makes its way on to the pack. You must play the egg with attitude as he tries to rescue his family members from the evil spell of Zak, he has imprisoned them in Magicland - a weird and wonderful place where everything is not as it seems. Using your amazing box-

ing skills to solve any misunderstandings, you must overcome the devilish traps and puzzles that have been laid out for you. The usual game design is here in full effect - picking up objects and using them in the correct place to open up new avenues to explore. This is the concept that made the Dizzy games so popular all these years ago. Lots of fun and no egg yolks please!



5 Captain Dynamo

Last but definitely not least is the amusing antics of the ferocious hero, Captain Dynamo. Recently received a huge ST Action rating for being one of the best original platform games to appear on the ST budget scene. An evil force has once again invaded the peaceful world (happens all the time!) and made off with loads of diamonds.



You must avoid the cunning traps that have been placed while collecting the diamonds that have been scattered about the playing area. You must make use of the various conveyor belts, rope slides, pinball bouncers and rising platforms and also look out for the continue options and secret rooms. Lots of things to do and plenty to see make this great!



• Captain Dynamo to the rescue! Well, sort of. Here we see our gnomish hero as he tries to overcome the forces of evil. That extra life could come in handy.

Super All-Stars Codemasters £24.99

Compilations are a good source of value for money, especially when they emerge from the Codemasters stable. They are well known for their ability to provide enthralling and challenging games for next to nothing. They've come through again with their latest offering - Super All-Stars. A five game compilation that captures some of their finest releases to date.

Five good, strong games make this collection well worth the money. The best offerings are definitely Captain Dynamo and Steg but you could do a lot worse than Magicland Dizzy. The toady of the bunch has to be CJ in the USA but only because the other games are so good. Overall, hours of fun.

85%

ACTION

£25.99



1 PLAYER

Produced by
U.S. Gold

INFO

In the arcades it comes in two different models. The first is the standard upright cabinet. The second is a huge sphere that you strap yourself into before being spun around, upside down and generally all over and getting a headache.

All this costs cash. How would you like your very own G-Loc at home in the comfort and safety of your own Atari? You'd like it very much wouldn't you? Have US Gold come to the rescue of all those arcade addicts? The answer is yes - as long as you're prepared to pay more than 20 quid on the barge.

Let's be realistic, a game like G-Loc is always going to be right on impossible to port across accurate-



• Oops. There's a bogie behind you with only one thing on his mind. Now's the time to shake him off!



• The intro sequence is quite impressive as you are shown all your aircraft's weaponry.

G-LOC R360

Take the controls of a high-powered jet as you embark on a deadly mission of daring and danger

ly I can accept that, and as long as the finished game is up to being played for days on end, that's no problem. Unfortunately, you know you're in for a real "bief" when you open the large box to find one disk and a small leaflet.

Imagine a folded up piece of

paper, little bigger than A4, and imagine a quarter of it being in English, the rest in other languages. Then divide this quarter into three sections, the first loading instructions (mainly for other machines like the Amstrad CPC), the second, a useless control guide and the third a small paragraph about the game.

It really does make you feel like you've got your money's worth eh? Oops, to be fair the game hardly warrants a Microprobe manual, but this thing is just a token gesture! You may think I'm being overly harsh, but give me the benefit of the doubt, I've played it. It's hard to drum up enthusiasm for something that's as bad as that!

The graphics could have been based on the Spectrum version, never mind an expensive arcade machine. Sound is, well, turn offable thankfully!

If you're interested, the game sees you in the pilot seat of an experimental super plane as you fly through 26 suicide missions. Exciting stuff. You have a set time limit to destroy a certain number of enemies. Succeed and it's straight to the next mission. Fail and you're back to the start again. A limited number of missiles is carried on your aircraft which will lock onto your targets and destroy 'em when you tap the button, without you having to chase them all round the skies first.

The initial G-LOC stand for Loss of Consciousness by G-Force. It should really stand for Loss of Consciousness by boredom. **Paul**



• A tutorial runs through the introduction and shows you exactly what the instructions don't bother telling you.



• It's night time and the skies are packed with enemy aircraft. It must be either dawn here or you'll have to fly home with your tail between your legs.

ACTION ANALYSIS

Why do the big companies persist in pumping out this stuff? Surely they realise it isn't of a high enough standard to warrant the price tag it carries. Two or three years ago this would have got slated, where does that leave it now? If you've never played the arcade, save your cash and go and have 25 goes on it. You won't play this 25 times, of that I can be sure!



47%

DOODLEBUG

More cute characters than you can shake a stick at! Bug Bash 2 hits the scene!



• You take a flying leap down the stairs and come face to face with a huge, hungry-looking sploit!



• This icy level holds many secret rooms and springs. You'll get loads of points if you can find them all!

More and more console style games are appearing on the ST due to the recent boom in platform and puzzle related products. This is no bad thing as most of the recent offerings are on par with their console counterparts. Core have recognised this increase in interest and have decided to launch their latest game into this area.

Again, remaining consistent with the consoles, much emphasis is based on the main character. He is cute, colourful and incredibly agile! Doodlebug is a combination of Sonic the Hedgehog, Mario, Zool and many other great arcade sprites. His abilities include leaping from great heights, performing aerial acrobatics and generally making a nuisance of himself whenever possible.

One of his other attributes is the ability to



pencil his way out of alarming situations. If he comes across a little trouble, he can fire a pencil across the screen where it will stop and turn into something of use.

For instance, if you are faced with a big drop, firing a pencil will make an umbrella appear, enabling you to safely descend and balloons will allow you to drift over awkward obstacles. Other useful bits include smart bombs, shields and alien freezers.

Lady in distress

Now you've met the hero, I suppose you want to know why you've been dragged into this mess in the first place, don't you? Well, it all started like this...

On a lovely, tranquil day in the magical land of Cartoonia, the peaceful atmosphere was suddenly shattered by a distressing plea for help. "Help! Save me!" cried the Princess Lady Bug. "It's the evil..."

The cry disappeared along with the hearts of all the bugs as the beautiful Princess was carried off by

an evil, black figure. The King was distraught. He bravely stepped forward and asked for a volunteer to rescue his daughter.

A little bug stepped forward and offered his life to save the next queen.



• This evil witch is one of the end of level guardians you must defeat!

ACTION

£25.99



1 PLAYER

Produced by
Core Design

INFO

The King was delighted. He presented the bug with the magic pencils and eraser and wished him luck. The quest had begun!

Doodlebug is set over 20 levels of platform fun spreading across five individually themed worlds. You will come across various helpful characters on your mission who will offer to sell you goods and advice. Buggies, submarines, helicopters and dragons can be purchased to help you as you try to save the Princess.

Evil intentions

The minions of evil will be out to thwart your progress. Contact with them will result in a loss of energy that eventually causes you to lose one of your valuable lives.

You can find extra hearts that will improve your longevity but they are hidden well so you will have to look carefully.

Jason

ACTION ANALYSIS

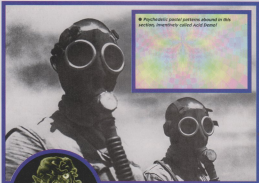
The levels are beautifully illustrated and provide you with some stunning backgrounds and sprites. The animation is also worth a word of praise. As for flaws, it's difficult to put my finger on it. There isn't anything wrong, it's just a feeling that the longevity is questionable. After a few levels, I felt as though I'd seen all the game had to offer. Overall, a good game that will provide some genuine challenge and also while away those long, Christmas holidays!



84%

And lo, on the seventh day, God created Chicken. The eighth day was consumed with the construction of the Public Domain, and thus our feathered friend had a job...

PANDEMONIUM DEMO



● Psychedelic paint patterns abound in this section, ingeniously called Acid Demo!



Another mega demo - it doesn't look like they'll ever stop producing them. This one is okay at least. There's a good acid music demo (we all know I'm a bit partial to a good rave tune every now and then!). The music's actually pretty naff but the psychedelic graphics and freaky effects are well worth seeing. All parts of the demo are accessed by moving a character around the platforms. Other bits of the demo are standard scrollers and moving bitmap planes. You know the score! LAPD disk D325 if you collect this sort of thing.

REGA

Wield puzzle games always seem to squirm their way onto these pages and here's another one that's made it. It's all about tile-swapping and stuff like that. The thought of swapping all those colours around may well put a lot of people off, but there's always a market for this sort of thing, especially in the Public Domain. Love 'em or hate 'em they're here to stay, and they do only cost a couple of quid too! Bargain! Disk L15 from LAPD if you fancy your chances though.



● More Public Domain puzzle mayhem, this time in the form of Rega. The swapping is the name of the game here (but you just said it was Rego...)

GRAV 2

Whuhey! A Thrust style game. You know, guide a triangle all over the show. Not everybody is into these dexterity-testing games. I was one of the few people who avoided Asteroids like the plague while other people crowded around the machine down at the local dodgy arcade, because my fingers aren't fast enough anymore! The graphics are good and scroll smoothly and a lot of people will love it to bits as it will remind them of the good old days of 8-bit glory. If this is your sort of thing, you'll find it on disk number G851 from LAPD.



You need someone else to play this one with, so if you haven't got a brother or sister, it's time to get onto your mum and try and do something about it (that's not supposed to sound as bad as it did).

Two joysticks, two people and a lot of sweat are what go into making this game what it is. Each player takes control of a chap holding one end of a rope. Wiggling as fast as humanly possible gives your guy more power, the idea being to pull the flag in the middle of the rope over your own line! There is also a booster power, activated by the fire button which, although limited, gives you extra power. Good two-player fun and frolics to be getting on with. Disk G218 from LAPD.

GET THE FOKKER



Two guys called S & K O'Connor sent this in with another game called Guy Fawkes which is extremely

impressive. Get the Fokker is a simple game of Bi-planes. I first saw this game back in 1979 on the Intellivision console. To be honest, we couldn't get ours to work 100% properly, but what we did manage to see looked fairly average fun if you were into that kinda thing. Guy Fawkes really did stand out though, but that's not PD so I'll stop talking about it!



• A good old version of the classic bi-planes. Watch out for something else from these guys called Guy Fawkes within these pages in the near future

HOP AND POP

Two games on the same disk, again from LAPD (special thanks to them for supplying me with most of the gear in this ish). Hop is a version of the classic Frogger. A good version is always worth having. This one is unfortunately a tad slow, but it is still fun to play nonetheless.

Pop is a version of Atoms (you may remember we had it on one of our cover-disks a few months back!). This one is more colourful but is still as addictive. It is after all the same game. Disk G219.



• Name-the-lads. It's the return of Simon Templear as The Bird. Except this time his job isn't quite as glamorous!

FAST FREDDY

People keep trying to produce good platform games on PD. I've not come across one I like yet. Jerky, flick screen scrolling is what lets Fast Freddy down. You must guide FF around the platforms collecting hearts to rescue his abducted wife and batter the kidnappers. It's okay, don't get me wrong, just not spectacular! Disk G208b from LAPD.

ASSORTED KIDS STUFF

Every parent buys a computer for their kids so they can do stuff other than play games, then they moan constantly about the lack of decent educational software. Four programs that Merlin sent us this month are all very impressive, both in ease of use and presentation. Match, In the Park, In the House and a strange one called 1st are all aimed at very young children but they way they are carried out is second to none.

I WANT IT RIGHT NOW!

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

LAPD, 80 Lec Lane, Langley, Heanor, Derbyshire, DE75 7HN

MISSING LINK



Following on from last month's multi-user gaming feature, it seemed like a good idea to continue the thought and extend it to games that can be linked by placing two ST's together and physically joining them with a cable.

It is now possible to link an ST and an Amiga together and play some of your favourite games in tandem, even if your friend doesn't have the same make of computer as you do.

The following feature gives you a brief run-down of some of the best you can get your hands on as long as you've got a cable.

DOUBLE ...with th

POPULOUS II

The first of the Bullfrog classics was also linkable, but the extra playability of the sequel means it is a must if you want to pound a friend into submission rather than the measly old computer-generated opponents.

A standard lead connects the two parts together, and as with all games of this nature, selecting link-up will turn one machine into the "master" and the other ST becomes the "slave". The master then controls all the actions and the pair of you can then settle into a good old war.

MIDI MAZE

Wow PD! 16 players. You've got to be kidding! Connect it through the MIDI ports. You've got to be kidding. Maybe it's me but for some reason this game reminded me of paintballing. Don't ask me why cos I don't know!

You have to guide your smiley face around the maze shooting other smiley faces, all played by other characters. Every time you hit someone, you get money. Money which can be used to buy better weaponry. You can even make your face transparent to make it harder to see.

The best thing about it is that it doesn't slow-down no matter how many players join. The original Midi Maze was good, but this German remake could become a PD classic. It's a brilliant game, but only if you have access to a lot of STs - if you're part of a user group perhaps. Available from most Public Domain libraries across the country.

STUNT CAR RACER

One of the best link-up games ever. All you need is two computers and the right lead and you can begin to drive dirty by removing your mate off the track.

There's something about this one that makes it my fave link game ever. You can't beat a bit of SCR. The head on competition provided is second to none. There are a few rumours flying about concerning a sequel.

If this comes true, don't hesitate to buy it as Geoff Crammond continues to amaze us with his racing games. As it stands, the original only costs you £7.99 now anyway.

• Falcon has the first decent flight sim to appear on the ST although it is looking slightly dated now



• Night of the Intruder is quite a difficult game to get hold of nowadays. It's definitely worth the money if you can find it



TROUBLE

e rebel MC

LOTUS II

A fine racing game turned into a classic if you had a link-up cable. The lead turned this into a four-player game and then doubled its competitive value. The option was also there to link up both ST and Amigas which was also pretty clever.

Four players all trying to stay in the race was hectic but to say the least. Unfortunately, Lotus III has had this option removed for technical reasons.

Whatever the reasons behind this, it's a great shame that it's gone from the new version. Ah well, never mind!

FLIGHT OF THE INTRUDER

A linked up flight sim seems like a good idea doesn't it. This one was executed to perfection. Its downfall was that it came from Mirrosoft who disappeared with a bit of splash at the end of last year.

Linked up, this game gave you the opportunity to pit your self in the skies against your best friend in a dogfight to the death. There's nothing like a little friendly rivalry, is there?

The entire array of weapons were at your disposal and efficient use of the radar was the only thing that would keep you alive and flying. This game is well worth seeking out even though it may take you a little while to find it!

FALCON

Probably the first decent ST flight sim and it was also linkable. There was nothing to beat it at the time although, as flight simulators go, this Spectrum/Mobytoy effort now looks a little dated compared to some of the newer titles.

The game can now be bought along with the two extra mission disks on the Action 16 budget label and for the knock-down price it has to be a bit of a bargain and one to get hold of if you are new to the ST scene.



● Beat your friend into submission with a heavily game of Populous II. All you need is a couple of STs and a few hours to spare!



● Lotus II gives you the opportunity to play against three other players simultaneously. Fabulous racing fun!



"My Ideal Compilation"

NICK CLARKSON



Nick Clarkson is one of the few people in the computer industry who has seen both sides of the coin. On one hand, he's been editor of several magazines (including this very title) and has had to use his judgement to mark games. Now, as PR representative at Sheffield's Grenfin Graphics, he now has to sell those same products to the journalists he once worked with!

Starting off in these far distant hazy days gone by with Gollner Publishing, Nick was one of the loyal band of "south-ersers" who upped their roots and relocated to sunny Macclesfield when Gollner joined forces with Europress. As editor of *ST Action*, he was on the publication for almost three and a half years and saw the *ST* boom. Moving off to be Games Editor on Europress' other *ST* mag - *Atari ST User*, old "Crispy" was soon recruited to be Northern News Ed. on the popular weekly title *Games-X*.

Earlier this year *Games-X* evolved into the massively successful *GB Action*, and Clarkson steered the good ship *Game Boy* through the turbulent first few months of a new mag's life. However, all good things came to an end (or at least for now), when Grenfin realised that the man they wanted for their vacancy lived just 60 miles down the road. Now, a couple of months into a whole new career across the Pennines, we tracked down our old friend Nick "Crispy, Scoop, Befefe, GH" Clarkson and forced him to reveal his Ideal Compilation to the waiting masses out there.

From humble roots as a journalist to the heights of PR Executive for one of the world's leading software houses. That's "Our Nick"...

CLARKY SAYS...

"My favourite type of game is definitely strategy/role-playing. You know, something you can really get your teeth into. I am partial to the odd game of *Kick Off 2*, and I did have a brief flatter with *Sensible Soccer*, but it's always strategy games that I come back to."

DUNGEON MASTER/CHAOS STRIKES BACK

Published by: FTL/Microsoft
Released: 1989

When this game first came out, everyone wanted a copy. If they didn't have an *ST* then they wanted one of those too. It's rare for a game to create such a buzz, but when it does there's a reason. The reason for *Dungeon Master's* success was down to its brilliance. Nick got caught up in it all just like thousands of other people did when it was released.



"You can't beat this. It's the original maze game and can't really be touched. A classic and I love it to bits! Ahh!"

Dungeon Master

RAILROAD TYCOON

Published by: Microprose
Released: 1991

One of the all-time classic strategy games, and not a military unit in sight. For all the stick people who are interested in trains get, *RT* proved that there were more people interested in railways than were prepared to admit it. Constructing lines across the various countries seemed to appeal to everyone and Sid Meier and Microprose were on to a winner once again.

"I may seem like a tedious train-spotting anarak to most people but I actually like a good train now and then. There's nothing like sitting on Macclesfield station eyeing up a new diesel."



KLAX

Published by: Demark
Released: 1989

A strange Tangen/Demark collaboration took place in the form of Klax. Never particularly popular at the best of times, Klax took the Russian phenomenon of Tetris a step further and introduced a new system where the coloured blocks had to be removed by grouping them together (believe me, the explanation is a lot more complicated than the game itself!). When a group of sufficient number was created, the blocks disappeared thus freeing you a bit of space. Played in 3D, this all added to make it an unexpected hit with most of the people that ever got to play it whatever the format was.

"This is a game that's always set at the back of my disk dos behind all the boring utilities and spell checkers, and one I usually dig out when I'm bored (not that that's meant to put it down in any way!). I don't know what it is about it, but I keep coming back to it again and again."



CAPTIVE

Published by: Mindscape
Released: 1990

Captive was one of those games that came totally out of the blue. It shot to success only when stunned jounos realised what an epic game it really was. Excellent reviews ensured its success in the marketplace and programmer Tony Crowther went on to produce Knightsmare just before last Christmas. *Captive II* is well on the way and is rumored to be different to the first, although other details are sketchy.

"I like Tony Crowther's games, although I much prefer this to *Knightsmare*. I played both of them to death but it was *Captive* that first caught my attention because it was a really good game that kept you at it for weeks."

MEGA-LO-MANIA

Published by: Sensible Software
Released: 1992

Sensible Software's entry into the Godgame market was only marred by distributors, Mirrorsoft, going bust, and hindering availability. It's not the easiest game to get hold of, but is well worth tracking down and spending that cash on. A truly classic game, packed full of ridiculous, annoying sampled speech and sound effects.

"The Production run's completed! Oh, the fun of it all. A really crazy God game that had a lot more to offer than some of the others. Nowhere near as accessible as games like *Populous* it, but once you got playing it - well enough said!"



LEGEND

Published by: Mindscape
Released: 1992

Old Clarkson likes his Role-playing games doesn't he? Mindscape's Legend is next on his list of goodies. The most recent of all of the games on here, Legend received rave reviews from all across the press when it was released earlier in the year. For a change the ST version was as good as it's Amiga and PC counterparts. Many people believe it is what Green's Hero Quest should've been like, although old Nick might not agree so fast now he's working for 'em!

"I did like this one and got quite far into it. I'll admit to not having finished it though, although I'd like to one day!"



NEXT MONTH

The last thing Saturn Suzuki wrote got him into awful trouble. Next month he reveals his Ideal Compilation, hoping he won't incur the wrath of the software industry!



1

● The scanner option is pretty redundant as it only covers you more problems. Just don't use it unless you really have to.

SPACE CRUSADE

Being the commander of an elite troop of space marines can be quite difficult at times as deadly missions require skill, strength and luck.

Scanning for Beginners

1

The first thing you must remember is don't use the scanner. Using it only alerts the alien robots and marines to your present location and allows them to plan their assault. Not using it will stop the flow of aliens so you will only encounter aliens who are within five or six spaces of your position instead of herds of unidentified aliens closing in.

2

Solitaire

If you are playing a solo game, don't try and be masochist by taking only one team into the battle zone. Use all three teams for more manoeuvring ability and fire power. This approach will guarantee your survival for a little bit longer.

Guns 'N' Roses

3

Choosing the right weapon for your commander can be the difference between a successful mission or failure. As he is by far the most powerful of your warriors, the best weapon for him is the Power-axe and Bolt Pistol combination. This way he can fight reasonably well in close quarters combat but also take shots at distant enemies.

One of the easiest ways to kill a collection of aliens is to wait until they are standing in a diagonal or straight line and use the Plasma Gun. If you collect the targeter as one of your special weapons, it is best used with the Plasma Gun or the Missile Launcher.

Equipment Check

The best equipment to use is the Bolt Pistol, Targeter, Sensors, Combi-Weapon, Digital Weapons and Blind Grenades. Using these correctly will give you good close quarter combat skills but also increase your chances in long range exchanges. The best orders are Fire, Move II and by Selections.

Marines 1 Dreadnoughts 0

The Dreadnought is one of the hardest creatures to kill. His expert use of weaponry combined with a healthy supply of life points make him a worthy adversary. The best tactic to use when confronted with one of these awesome killing machines is to wait until you get the Master Control and lure the sucker into a vacant doorway. When he steps into the door, close it and watch him squirm! This will get rid of him pretty quickly and it also has the added advantage of you not being anywhere near at the time.



2

● Don't try to take them all on by yourself. Use the extra teams to help you.



3

● Combat is made easier once you get some of the more powerful and persuasive weapons.

Most of you will remember the excellent rating this game received when it was reviewed a couple of issues ago. Although immensely enthralling, it has proved very difficult to complete. Well, not any more it isn't, as Mark Chamberlin from Norwich has sent in the complete solution. Take it away Mark...

LEVEL 1



The first level is pretty simple and serves as a kind of introduction to the controls and abilities of your three axes. How thoughtful!

Level 1

Use Horry to punch the archway and a horn should fall to the ground. Use Oups to pick it up and blow it. A branch should now fall from the nearby tree. Use the old geccor to do some magic on it and it will turn into a pick-axe. Pick up the pick-axe with Oups.

Level 2

Use the Magician to magic apples one and three (reading from right to left) and then use Horry to punch them both. Use Oups to pick up apple one and drop it into the hole in the bridge, followed by apple three. Use the pick-axe on the flashing gold light on the left of the screen and a diamond should appear. Pick up the diamond.

Level 3

Pretty simple this one. Just use Oups to give the diamond to the door where a bloke will gratefully accept it and let you in.

Level 4

Pick up the pet on the left hand side and use it twice on the plant to the right of the screen. Now magic the plant on the left of the screen and it should grow. Use Horry to punch the big book on the right of the screen which should fall to the floor. Now use Oups to give the diamond to the wizard.

Level 5

Use the Magician to zap the small cane shaped thing in the bottom right of the screen. Use Horry to climb up the pole you have just created. Punch the big face in the eye and its tongue should drop out. Move Oups to stand on the tongue and use

the Magician to zap the symbol once on the coffin, quickly moving him back onto the tongue when he has finished. At this point, a monster will appear from the coffin and start to walk around. Use Horry to punch the eye again and the tongue should lift up in the air so the monster will miss you and scare him, revealing a washroom. Wait until the monster has gone and then punch the eye again and use Oups to pick up the monster by walking over it.

LEVEL 2



The second level involves lots of tricky positioning and magic spells. Your chops must work out how to get the diamond on the other side of the bridge.

LEVEL 3



The wizard wants the diamond but how do you get onto his table to give it to him? Perhaps you should be reading the guide instead of this then!

LEINS

• This level is pretty tricky as you must use the face to your advantage. Your objective is a magic mushroom that is hidden somewhere on this screen.



LEVEL 3

Level 3

Use Horry to climb the big spider's thread. Now pull the right hand thread and this should pull up the spider. Pick up the pistol and stand underneath the spider on the far left of the screen and fire it. Now stand under the spider on the right side and shoot him as well. The spider on the left should now move and reveal a pillow. Pick this up and put it under the spider in the middle and a piston should fall on to it. Use Oups to pick this up by walking over it.

Level 7

Use magic on the small peach in the tree and then pick it up. The next bit is a little bit tricky. Sow the seeds in front of the scarecrow and then magic the cloud on the right in the tree which should cause rain to fall on the seeds. The birds can be scared away by punching the scarecrow before they eat the seeds. It's all a matter of timing. Keep doing this until the plant grows. Pick it up and give it to the wizard.

Level 10

Ignore the vase and the button. More red herrings! Use magic on the skeleton and then magic the bone that appears which will turn it into a flute. Pick up the flute and use it on the snake on the left hand side of the screen which should turn it into a pain. Use Horry to climb the pole and punch the besiflor on the right which will make a rock fall onto a plank. Stand each of the others in turn on the plank and punch the boulder until both of your remaining guys are up above.

Level 8

Retrieve the meat at the top of the screen but don't walk too near to the dog. When you have the meat you must feed the



LEVEL 7

• Magic plays a great part in your success. If you use it right it can perform several mystical attacks for you.

dog. This is done by walking in front of him and waving the meat. Don't get too close but keep trying until you succeed.

Level 10

Just to your right is a large hole with a monster inside. Feed the monster with the meat you have. Now magic the long branch on the right. Stand the Magician on the end and use Horry to pull the branch free underneath. This should fling him to the top of the tree. Now magic the cork on the left. Pick up the windsock with Oups and do the same thing to him so he ends up at the top of the tree with your Magician. Drop the windsock and pick up the cork which shouldn't be stuck anymore and put it in the middle hole. Pick up the windsock and stand next to the right hand hole. Punch the little heret who keeps popping out of the tree and quickly use the windsock to catch the bird that flies out of the hole at the top. Ob, ignore the butterfly, it's another red herring!

• The funny skeleton looks as though he might have something you need. The question is, how do you get to him?



LEVEL 8

◆ How do you possibly do with a Buddha? Maybe he will offer spiritual healing or advice how the higher spirits. Then again, maybe not!



LEVEL 16

◆ The handy-looking dragon can be used to roast some of your items. The best outcome will be a flaming dagger that can be used on the next level!



LEVEL 17

Level 11

Stand Oppo next to the dog and throw the bird in the air. If this doesn't work, keep edging towards the dog, repeating the manoeuvre until the bird stays in the air. Now magic the dog so he grows wings and flies away after the bird.

Level 12

Pick up the feather and use it to tickle the skeleton's foot. Now drop the feather and magic it. Pick up the hot 'n' ball and glue it to the skeleton. Pick up the key and give it to the hand in the cage. Now pick up the flycatcher and snare the fly when it lands. Magic the dead fly and pick up the dart. Use the dart on the picture of the wizard. Walk over the idol which appears and finally pick up the bottle of Bizar on the left of the screen.

Level 13

Magic the rat by the wall on the left of the screen. Pick up the bird call and use it on the bird's nest. Wait until the bird flies off then punch the egg with the legs. Now magic the egg and it should pick up the Magician and fly him to the right of the screen. Magic the hooter and pick up the elastic. Stand to the left of the hooter and use it (this will turn you invisible). Now move to where the carrot is. You will then re-appear. Pick up the carrot and drop it near the rat trap hole. Magic the rat who is interested in the carrot. He will then turn into a naked lady allowing Harry to creep past the indisposed wizard.

Level 14

Pick up the stick and magic the flat rock. Climb the steps and put the stick in the small hole on the right of the phallic rocks. A water can should now appear so pick it up. Water the far left hand bush and the middle one. After they have grown, magic them both. Punch the carrot with the key on his nose. The key will fall to the floor. Pick up the key and unlock the other carrot. Now go through the hole.

Level 15

Punch the cannon and the pile of cannon balls. Pick up the loose cannon ball and put it into the cannon. Now punch the cannon again. Get the matches and light the cannon. Now light a fire under the cooking pot. Pick up the carrot and put it into the cannon. Punch the cannon so it's pointing level. Get the matches and light the cannon. Punch the cannon balls again and pick up the loose cannon ball again. Punch cannon and load it again then punch it again so it points up in the air. Get the matches and light it again. Magic the carrot and pick up the ear trumpet and use it on the old bloke. Pick up the gang beater that appears and hit the gang. Now pick up the pendulum that appears.

Level 16

Pick up the small stone and put it on the cross. Magic the stone twice. Climb the ladder and magic the little gain tree on the left. Punch the pick-axe that appears. Pick up the pendulum that appears and use it in the middle of the screen underneath the floating island. Use the pick-axe on the spot where the pendulum spins round (four times).

Level 17

Punch the logs and pick up the log that you can use. Now use it on the bear trap. Drop the log and magic the seeds. Pick up the seeds and magic the log. Move the deodorant and use it on the hopping foot when it steps. Pick up the foot and



LEVEL 19

On this level you must use the bananas, the soap and the false nose on the guy to the left. He will drop a book of witchcraft that you can then use on a ghost on the next level!

drop it in front of the dragon. Now wait. Pick up the roasted foot and use it on the middle red platform. Pick up the dagger and drop it in front of the dragon. Wait. Pick up the dagger. Don't forget to move out of the way when you are waiting for something to be roasted or you'll be torched yourself!

Level 19

Walk on the right hand of the statue and then use the dagger on the chest. Pick up the goat and use it in the left ear. Move all three characters to the right hand. The right and left directions mean your left and right, not his!

Level 19

Punch the bananas and pick up the soap. Now use the soap, false nose and banana on the bloke who is at the left of the screen. He will drop a book of witchcraft. Pick it up. Now use the Magician to magic the gate.

Level 19

Magic the very small object at the bottom of the platform with the statue on it. Punch the goat which appears and magic the cork in the giant's ear. Read the witchcraft book into his ear. He will then allow you to pass. Pick up the bowl in the top right of the screen and place it under the giant's eye where the tears fell and read the witchcraft book to him again. The bowl you placed should catch his tears. Go to the small tower at the top left of the screen and pick up the ball. Place the ball in the dark area in the top right of the screen, but be careful not to go too far in. Pick up the tears and throw them at the monster that appears. Pick up the catapult.

Level 19

Stand under the bananas and use the catapult on them. Punch the lever which will open the gate and let the shark in. Now make all three elves stand on the shark's back.

Level 19

Magic the boulder near the skeleton's foot which will turn into a ladder. Use Oops to climb the ladder and use the catapult on the top of the rope which will fall to the ground. Pick up the rope. Stand on the skeleton's tail and throw the rope up into the air at the top hook. Get the catapult. Use the catapult on the wizard's head and he will fall into the pot. Magic the bat. Climb the rope and punch the beetles. Use the catapult to break the spider's thread. Get the empty bag and put it on the floor directly under the spider. Magic the spider and three small spiders will fall into the bag. Pick up the bag and put it into the pot. Phew! THE END!



LEVEL 20



The giant's tears are vital if you are to progress onto the next level. They must be used to lighten the monster who lives in the bottom of the cave.



THE CODES

These codes will allow you to start on a chosen level if you can't be bothered to play them all.

05 - VQVQFDE	09 - ICVGCCT	16 - TCVQRPB
03 - ICIGCAA	10 - LQPQUM	17 - IQDNNQO
04 - ECFQPCC	11 - HNVVGRB	18 - KKKPURE
05 - FTWRFEN	13 - FTQKYLE	19 - NGOGESP
06 - HQWTFW	13 - DCPQMH	20 - NNGWITTO
07 - DWNDGBW	14 - EWDGPNL	21 - LGWYGUS
08 - JCGJHM	15 - TCNGTOV	22 - TQNGPVC



VIVE LA

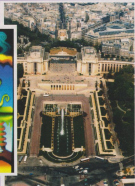
We've had some brilliant competitions over the last year. TVs, videos, satellite systems, a complete multi-gym - we've given you the chance to win them all. This time, we've even outdone ourselves. This is the big one. Your chance to win something really special. Interested? I thought you would be!

To coincide with the in-depth preview of *Gobblins 2* featured this month, this is your chance to win an all-expenses paid trip to spend the day with *Gobblins 2* developers Coktel Vision in France. Upon arrival, you will be greeted by a most dreamy PR executive who will take you around their offices and show you how things run. You will also be allowed exclusive looks at

some of their top-secret forthcoming products as well as picking up some juicy freebies on the way.

How to win

To stand a chance of winning this prize, all we want you to do is draw a picture of the funniest Goblin you can and send it to us. You can give him funny ears, a daft hat, a big nose or whatever takes your fancy.



A FRANCE



The funnier he is, the more chance you have of winning.

Games galore!

There are also some fantastic runners-up prizes up for grabs. The first five runners-



up will receive 2 Cocktail Vision games and a Gobblins 2 t-shirt. The next five out of the proverbial hat will win one game and a t-shirt. The lucky winner will be notified immediately by post.



DON'T FORGET TO INCLUDE YOUR PICCY

Name

Address

Postcode.....Age

Send your completed entry forms and piccies to:
ST Action, Europress Direct, Ellesmere Port, South Wirral,
L65 3EB. Don't forget! The closing date is November
15th so any entries received after that date will be
discarded. Sorry, but that's the rules. Oh, and the
Editor's decision is final cos he's dead smart!

Tick this box if you do not wish to receive promotional material from other companies

BAD ATTITUDE...

BAD MANNERS...

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For The Competition



...BAD

INFLUENCE!

THE MAGAZINE

On the news stands

November 19



■ This screen is difficult as you have to somehow bribe the big chap into helping you. Perhaps you could find a way to offer him an apple off the tree?



■ The rug holds the key to your exit. You must make Fingus stand on its tail and see if Winkle can get it.

GOBLIINS 2

Gobliins II - more fun than the back seat of a Fiat Panda! French based Coktel Vision look set to flood the market with top stuff!

The name Coktel Vision won't ring many bells to most of you when it comes to incredible computer software.

Their reputation is impressive in France where they are based, but across the channel,

they aren't as well known. Fortunately, following on from the success of Gobliins, they have decided to dive into the ST market again with some more stunning titles for you to collect.

Three's a crowd!

Most of you will remember the amusing antics of the three lovely elves in the first Gobliins game. They had to try and cure the King who had gone a little crazy due to a rather unfortunate mishap with a wooden priest.

Well, these little guys have retired now but the King is once again in need of some help.

This time, as you can see by the number of 'T's in the title, there are only two elves, Winkle and Fingus. They are summoned to the house of a powerful magician where they meet the king who explains his problem.

His much loved (but slightly dim) son has been kidnapped by an evil Demon King who has incarcerated him in a castle far, far away. It's now up to you to find him and bring him home to

his worried father who has promised to reward you if you are successful.

The two main characters are completely different from the original and they are also much calmer! Fingus is a serious, wary and kinda polite chap who will ask for something before taking it. Winkle on the other hand is a strange chap who is also an impulsive joker.

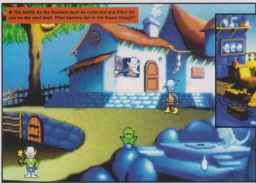
Elves with attitude

He will always try and steal something rather than asking for it so he usually ends up in more trouble than Fingus.

Deciding which character is the correct one to use for a particular puzzle is of paramount importance. If you don't pick the right chap, you will



■ He looks as though he's a little bit stuck. You must somehow distract the guard so you can get across the bridge.



and up completely lost and have no idea of what to do.
 Don't give up though, always try to use both characters when you are attempting something new. At least this way you can explore all possibilities before using one of your valuable hints.

The ideas behind the game remains the same. You must make

your way around 30 screens of increasing difficulty by solving various complex puzzles and solving the many objects you can collect. Each screen will have a few puzzles and a couple of objects for you to solve. Most of them are common sense but you may occasionally get a little stuck.

Unlike the first game, there is

a large element of communication and co-operation needed. Some of the puzzles can't be solved on your own so you will need to use the skills of both elves along with several transferable objects. This will become more obvious and extremely necessary as you progress into the later levels of the game.

Hold your horses

Not all of the objects you find on screen must be used where you found them. You might have to keep hold of them for a couple of screens until it becomes obvious where you need them.

You may even have to give one of your objects to someone

rather than just using it in a particular place or time.

To give you an example, on one of the screens you have to take a sausage from a guy who is sitting on a chair. Sounds pretty easy, doesn't it? Yeh, right!

First you have to collect a bottle that is being guarded by a chase. To get this you must get Winkle to 'try and steal the sausage. This will make the guy on the chair knock him across the screen, distracting the other two chaps who all about laughing.

Now you can steal the bottle. Next thing you must do is fill the bottle with water from the fountain on the previous screen. You can change screens at any time.

"The sequel holds even more humour than the original."



● This looks quite complicated doesn't it? You could try talking to the other people as they may be able to offer you some assistance

FRENCH CONNECTION

France is popular for many things. The Eiffel Tower - a daunting structure that has been the cause for much mirth by people who find it fascinating to climb down it with a piece of rope and a ridiculous hat on. Escargot - the French delicacy that is also reputed to be a form of mild aphrodisiac (although the snails don't think so!). And finally, French people called Jacques - also unkindly referred to as frogs. These people have a reputation for being artistic, pleasant and also running off with your girlfriend while you are being sick in the hotel bar! Ah well, only kidding chaps. I love you all really!





● The executor doesn't look too happy with your presence. Maybe you could get to the axe before him and cut the rope. This should cover his escape route.

QU'EST-CE QUE'ON PENSE DU JEU?

Okay, we've told you all about the game but we haven't really passed any form of judgement on it have we? Although this is only a preview to show you what you can expect, we feel it is necessary to tell you just what we think. The idea behind the game is similar to the first version but there's a lot more humour and interaction between characters. The graphical content has been improved and appears almost like a cartoon. Some of the expressions have to be seen to be believed! The controls have to be accurately implemented for success but, when this has been achieved, you will find yourself whizzing around the screens. Again, the puzzle element is difficult at first but you will find progression is natural rather than impossible. Overall, it looks beautiful!

Once you have done this, you must go back to the sausage screen and use the bottle to water a bowl of flowers. When they have grown, you can pick one and give it to the guy on the chair. He will sniff it and become drowsy.

You must then stand Winkle on a mat and get Pingus to press a button near the sleepy guy. This will send him on to the roof where he can then get the sausage without being hit off the drowsy chip.

A menu bar can be accessed at the top of the screen from which you can select different options. The usual disk options are here along with the ability to switch objects between your two characters.

Helpful hints

You can also use a thoughtfully included hint option. This will, well, give you a hint if you are stuck! Be careful though, as you can only use this option three times!

When selected, it will give you some kind of visual clue to help you on a particular screen. It may highlight an object or allow you to skip a certain section without having too much trouble.

It's worth using as you will be stuck pretty early on in the game so this allows you to keep your enjoyment without the frustration.



● How weird is this screen? An underwater adventure with dodgy green birds. You could try an old chat-up line!

PROJECT: Goblins 2 - The Prince Buffoon

PUBLISHER: Coktel Vision

AUTHOR: Pierre Gilhodes

GRAPHICS: Pierre Gilhodes

SOUND: Charles Callet

INITIATED: October '91

RELEASE: November '92



● Ooh! Look at the size of his teeth! All the better to eat you with my dear. Okay, stop messing about and get us off this screen, you idiot!





● DON'T overlook anything. There could be a terrorist hiding behind that jeep. Remember, you can only see something that's in your line of sight.



● Next we see the scenario based upon the Libyan Embassy siege of the eighties. Check out the line attention to detail, even on the pavement.

SABRE

They do the job they're paid for and disappear... Join "Sabre Team" and gain an insight into the world's deadliest killers.

There has always been an aura associated with the SAS, an aura of fear and professionalism.

In July 1980, the world witnessed a live simultaneous SAS assault upon the Libyan Embassy. Seven of the eight terrorists in various locations throughout the building were killed within 15 seconds of their entrance, with only one of the many hostages injured - just one example of the skill and

bravery of the elite SAS.

With that and previous less well known clandestine missions in mind, Kissalis employed a crack squad of programmers, graphic artists and musicians to design the ultimate strategy game based on the exploits of these sinister men in black.

Code named "Sabre Team", you have to choose four SAS men out of a list of eight. Simply scan each of their personnel files to find

out their strengths and weaknesses and decide on a team.

The SAS is the only regiment in the whole British army that allows its soldiers to choose their own armaments and so, true to real life, you're then taken to the armory. From this screen, you can kit your men out with all manner of machine guns, assault rifles and sniper rifles. Not content with a whole plethora of arms, other bits that can be signed for are bullet-proof jackets, respirators, flash suppressor masks, grenades, CS gas and stun grenades.

The Missions

Liner Hijack: In the deep waters of the Mediterranean, terrorists have hidden a bomb somewhere on a large passenger liner. Not only has the SAS got to find and defuse the bomb, the threat of the ruthless terrorists hiding among the passengers is also a

factor to be considered.

Embassy Siege: Loosely based upon the Libyan Embassy terrorist take-over, it's up to your squad to prevent the terrorist coup and load any/all of the terror-stricken hostages to safety.

Jungle POW: The war is over - or at least it's supposed to be - but deep in the jungle lies a prison camp. The enemy have decided to keep some of the more valuable prisoners, probably to use for bartering purposes. This sort of action cannot be ignored.

War Games: Imagine the implications if a fascist dictator managed to gain the access codes to the computers that held the launch instructions for an ICBM missile (nuclear, to you and me!). Envisage gardeners, the distinct danger if that same fascist takes over the base, killing off all the guards and employees. It's only a matter of time before he

SAS TACTICS

As we all know, the SAS work in pairs, which is especially useful when clearing rooms of potential danger. This strategy has been tried and tested for many years and can be used in the game. Take for instance a room with a closed door. Man #1 primes a stun grenade, man#2 readies his gun and kicks the door open, then #1 throws the grenade. One loud bang and a searchlight flash later, #2 bursts in to the room, targets and neutralises any would be aggressors while #1 covers with his weapon.





● The guard is obviously unaware of his impending death. One Sab team uses all his years of training to silently sneak up on the other oblivious sentry.

PROJECT: Sabre Team

PUBLISHER: Krisalis

PROGRAMMER: Richard Teather

GRAPHICS: Phil Hackney

INITIATED: December '91

RELEASE: November '92

PRICE: £25.99

TEAM



uses the codes to gain access and destroy the launch computers.

The Arms Factory: Once fully armed, the team can then black out and it's off to the plane to be deployed into the combat zone. This is when all those hours of work pay off. Because, unlike conventional strategy games, the graphics are amazing and on par with some of the best games I've ever seen. The main game screen is viewed in an isometric mode and really works well. At the start of each mission, there are certain positions for parachuting and landing in which are highlighted by squares.

Once your team hits the ground, it's a question of using their skills to achieve your objective without alerting the guards.

Judging by the version I played, which needed some cut screens and more music added, it seems as though the Krisalis boys have pulled out all the stops in creating the ultimate strategy game. A game that fans of the genre and even novices can enjoy.

Ultimately, we'll have to wait to see a 100 per cent review copy before we can make any definite comments, but believe me, what we've seen looks pretty amazing!



● Our Sab team has used a CE gas grenade to divert attention from himself. It allows our hero to make good his escape, undetected.



● "Put your hands where I can see them!" Our black clad assassin brings the genetic terrorist to a sudden stop.



● This is the main man himself. You must take Lemmy through a tour of the industry to find his band members and make it to the gig on time.

MOTORHEAD

Ever wanted to be a world famous rock star? Well, I suppose Lemmy will have to do then!

Some people could say that Virgin were limiting their audience slightly with their next release based on the consistently sexist exploits of heavy metal kings Motorhead, Lemmy and Co., who boast such classic hits as Ace Of Spades and Motorhead, are apparently well known for the rather low regard they hold for the female species. As Alex Dayle once said, "I went to a Motorhead concert once. Somebody shouted out "sexual crap" and they thought it was a request". See what I mean?

Oh no more Lemmy!

Anytime the gang have just released their latest album (called March or Die) and judging by some of the suggestive lyrical content, they're not going to make it to the top of too many best friends lists. Incidentally, this latest musical masterpiece features three bastions of rock: Ozzy Osbourne and Slash (out of Guns N' Roses). Limited versions of the

game will come bundled free with a copy of March Or Die. Good eh?

The game revolves around a slight disaster that occurs while the group are on their way to their next gig. While Lemmy is answering the call of nature at a nearby service station, the rest of the guys are kidnapped and tied up. As the gig time draws near, only Lemmy can rescue his band and

get them all to the church, an sorry pub, on time!

You play Lemmy and you must lead him to each of his incarcerated band members and set them free. The playing area has been divided up into six increasingly difficult levels set over various different kinds of musical taste: Karaoke Land, Nashville Land, Hippy Land,



Gothic Land, Hip-Hop Land and finally Rave Land. The puzzles and traps will correspond with each level title so E-Heads will be out to get you in Rave Land and Stonehenge worshippers will be after your blood in Hippy Land.

Groupie grabbing

If you successfully complete a level, you will be taken to a bonus section where you can gain extra lives or points. These sections are extremely funny and explore such topics as: Grab-a-Groupie, Trash That Hotel Room, Stonehenge Donkeys and Light-weight Hippy's, and a rather strange game that requires you to slap a small, oriental chat around the head with a large wet fish. Very normal, I don't think!

BUSINESS VENTURES

Here's a couple of ideas for other celebrities to make more cash. **Rapper Chuck D** could make his \$1Ws guard a local Tesco's branch - any shoplifters will be subjected to a radical new, kickin' rap tune! **Cher** could open an amusement arcade - ideal for meeting young boys looking for a good

time and something to play with! **Prisca** could start a kindergarten - an ideal situation to mix with people of similar proportions and **Carter USM** could open up a boxing school so he could continue their act without the tiresome need for a TV presenter like Philip Sheffield!



● Motorhead is graphically very nice with a lot of attention on the main quote of Lemmy. The likeness to the greaser is very close.



● You seem to be taking some stick from this pair of dodgy birds. I don't think they want your autograph. Humpf, no taste in guys these days!



Did you know that the Michael Jackson Video - Thriller was developed on the ST. No, that's because it's lying through its teeth...again. © Lying Bill Ltd



An example of how Hero Quest II was produced. Check out that lovely chair set. They can be yours for a mere £123, cheque to the usual address.



HERO

Hero Quest ruled the Christmas charts last year. Gremlin are hoping for a similar success with the sequel - The Legacy of Sorasil.

Well, the same marketing team behind the first game are being employed to the forthcoming sequel 'The Legacy of Sorasil'.

The original 'Quest' saw our 'heroes' launched into ten damp dungeons in search of the mystical Stormblade. The only weapon in the land powerful enough to kill the villainous Witch Lord.

You see, the evil lord had been terrorising the land in all manner of wicked ways, so he had to be dispatched if you will.

There are several major differences in this sequel including the plot, but more on that later.

For a start off there are four new character classes: a Paladin, a Mystic, a Cleric and a Ranger. All of which have different skills and attributes.

Only by a successful configuration of team members will this second larger quest be successfully completed.

Deeper dungeons

As we all know, the original game was set in several dungeons, the 'Legacy' however offers much more variation to that theme as some of the missions are waged in the dark forests of the land.

Under normal circumstances, an army of knights wouldn't try to negotiate these treacherous forests, never mind a party of four, but the situation is grave and several magic items essential to the quest may be found here. The choice is entirely yours.

As well as decayed dungeons and eerie woods, to search on your quest for a solution to the

problems of the land, the large sequel has yet another equally lethal area to traverse - the deadly boggy marshes.

This quagmire area spans many miles and only a mad or desperate man would enter this treacherous area.

On the graphics front, as you can see from all the beautiful screen shots, it has even more incredible graphical variation than its predecessor.

All the different landscapes

are complemented with a plethora of nasty bad guys who will do their best to hinder you.

While in the forest, stay alert because it's not only little worms that hide under the ground, there's the greater threat of zombies.

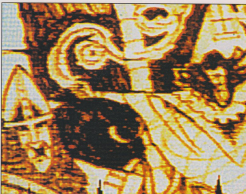
These rare flesh-eaters will climb from their shallow graves and attack you in the hope of stripping your body of any remaining living flesh.

On the role playing side, the game incorporates a simple rules system that allows even the dimmest of would-be players to get stuck into the quest straight away.

On the other side of the coin, the veteran adventurers will also be well pleased with the gargantuan size and difficulty of the quest at hand.

Alright calm down, I'll tell you everything about the plot.

"The dimmest of RPG'ers can get stuck in..."





● Alight you've got 30 seconds to name all the items in the conveyer belt...A dangerous crossbow, a large sword, a cuddly teddy, etc. etc.

PROJECT: The Legacy of Sorasil -
Hero Quest II

PUBLISHER: Gremlin

AUTHOR: Kevin Dudley

GRAPHICS: Matt Furniss

INITIATED: April '92

RELEASE: Jan '93

QUEST II



● Beware! Danger comes from all sides as well as under the ground. They don't bury people as well as they did in my day...Gumble, gumble.

A few years after the victory over the Witch Lord, an even greater evil has fell upon the land calling upon the posse to be united

once again to save the world from peril. Normally this type of problem wouldn't require the help of a good old-fashioned party of warriors.

However, the reason for these awful things are not due to any non-natural means. The accusing finger is pointing towards a mysterious power, a force not of this Earth, a friend of the now departed Witch Lord perhaps? Who knows? Only successfully completing the game will reveal that dark secret.

Gremlin do, but even they won't let the fat cat out of the bag... I suppose we'll all just have to wait until big old Father C comes to find out.



GAMEPLAY

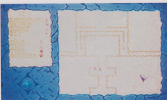
Games Workshop, the people behind the original board game "Hero Quest" have since followed on their fantasy land hit with Space Crusade - a futuristic sequel if you will. Instead of battling with boring old fashioned weapons in some nasty dungeons, "Crusade" pitted your squad against all manner of adversaries. Again, Gremlin converted this over to the home computer end, as with Hero Quest, the gerbils paid off. So much so that a rumour is circling that a sequel may also be on the cards.



● 'Geroni' Could we start with a bottle of 'Most Chandon?' And I'll have the prawn cocktail to start. Do you have oysters? I like oysters you know!



● A taste of things to come! This is exactly the kind of combat you can look forward to. Big ones, fiery swarms, ghosts. Everything you could ever wish for.



● Nuns! Who needs pencils? The Legacy of Sorasil comes complete with a handy autopenner. Well, I don't think Wot Smiths will be too happy!



Each pinball table has a load of different bonuses and special features for you to explore. You can score millions of points if you hit the Jackpot!



Sending the ball through the targets marked with the letters will highlight them individually. Light these all to receive a huge points bonus.

PINBALL

Experience the joys of the pinball tables without ever having to leave the comfort of your own home, courtesy of 21st Century.



With all the numbers and flashing lights on the tables, you'd think you were in a seedy arcade in the middle of town. The good thing is it doesn't cost you a single penny of your hard earned cash.

In the old days, pinball tables used to be pretty redundant in the amusement arcades. Their simple, addictive qualities never seemed to overpower the flashing lights and blaring sounds of the arcade machines.

Kids by the bucket load would game around the latest coin-op but you'd never see more than one kid on the pinball tables. Thankfully, that has all changed nowadays and the software industry is quickly coming round to the idea that people actually like pinball as much as other games.

21st Century realised the potential and launched Pinball Dreams into an unsuspecting Amiga market. The successful sales figures proved that there really was a market out there looking for the decent pinball game they had created.

Judging by this information, it is safe to say that an EP version would sell considerably well so they put a development team into it straight away.

Spidersoft Ltd, the software subsidiary of 21st Century Entertainment, have been given this honour. To meet the stringent deadlines, they have grown from two to six staff members since they formed in May.

Talented team

"We now have team strength and depth," says Managing Director Steve Marsden, "and we expect to complete all our current projects on time."

The original game design came from a small team called Digital Blasters. This is what they told us about how it all began...

"We were a couple of guys in

"The Slaves" demo group who were having a party in a summerhouse in Sweden.

Some of us had been thinking of doing some serious projects as a complement to our demos and at this party we got our hands on some pictures of pinball games one of our Danish friends had drawn for fun. For nearly a year we worked on the project now and then as a hobby.

After the European Computer Entertainment Show (ECTS) in 1986, we began to work on the game with real determination.

We had brought a very early experimental table to show the software companies. It had no sound and nearly no effects running but the ball movement was

already in place. We were surprised and pleased that some companies actually showed genuine interest in the game even in its rudimentary form and we began to believe we could maybe sell the game to the public.

We worked for another year with much more vigour and determination and by the time the ECTS '91 came around, we had two tables with sound and effects up and running.

Dodgy Dreams

We had already decided to call our masterpiece Pinball Dreams. The software companies were now much more interested as it looked a more complete and professional product and after some thought we signed with 21st Century Entertainment.

We completed the game for them in March 1992. As for the future - after seeing the reviews and initial sales reports for Pinball Dreams, the decision to continue making games was not too hard!

Well, that's enough about the team responsible, it's time to get on with the game. I give this hint of going in and on going out about nothing at all.

"Quite possibly the best pinball game of all time!"

import...through, enough, already - Ed! Sorry!

Right, describing the fundamentals of pinball would be a waste of time as most of you will already be aware of how to play it and what it's all about with.

Pinball Dreams can be played by up to eight players, uses 16 colour graphics and has four tables, each with their own differ-



• The Ignition table is one of our favorites. We've had some absolutely incredible scores in the office. The record stands at 149,456,809! Phew!

PROJECT: Pinball Dreams
PUBLISHER: 21st Century
AUTHOR: Matthew Taylor
GRAPHICS: Robert Lever
INITIATED: Early '90
RELEASE: End of '92

DREAMS

PAST PROJECTS

Spidersoft have been responsible for a number of conversions across a wide range of formats. Some of their more memorable successes are the Gameboy versions of *Cave-man Ninja* and *Speedball II*, Amstrad and Spectrum versions of *Indiana Jones* and *The Fate of Atlantis*, *Shadow of the Beast*, *Super Cars*, *Ninja Spirit* and *Atomic Robo-Kid* and a couple of unfamiliar titles such as *Cosmic Capers* and *U.K.D.* on the Amstrad. Quite impressive, don't you agree?

ent graphics, music, sound effects, themes and difficulty levels.

There are various bonuses for you to collect and a savable high-score facility for each table so you can tip on your ego for a while!

The varied themes relate to the bonuses available and the graphical content of each level.

You can choose to play any one of the following four tables: Ignition, Steel Wheel, Beat Box and Night-mass. Each table is controlled pretty easily. You only have three keys - one for each flipper and the third to fire the ball if you lose a life.

You play each table purely for points. There are special features like jackpots and lighting the rocket, but these usually only award you bonus balls or loads more points.

Most of the jackpots require you to do certain things before you receive them. It can be anything from hitting a certain object a couple of times to lighting all the flashing word bits.

From what we have seen of the ST conversion, it definitely looks as though this will be a tremendous hit when it comes out towards the end of the year.

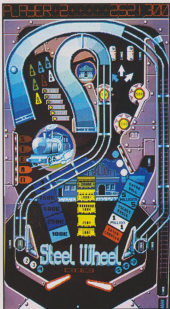
It's quite fun to play on your own but it gets even better if you can grab a couple of your mates and hold a kind of tournament.

It's quite fun to play on your own but it gets even better if you can grab a couple of your mates and hold a kind of tournament.

"Multi-player fun of the highest calibre!"



• You will occasionally receive bonuses if you somehow manage to let the ball slip past the flippers. This doesn't happen too often though, so keep alert!



• This should give you some indication of the detail that has gone into each table. Everything is there, down to the way last flashing light



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.

SAD CASE

I have been buying your wonderful magazine for a year now and I love it. I was very happy with the September issue of **ST Action** with all your wonderful reviews and demos. When I got to the Write On! section, I started on the Star Letter. When I read it I was very sad to see what is happening (to: readers) in the computer world. I would be very grateful (well almost - Ed!) if you could give me the address or phone number of **Joanne Rowe from Minehead**.

When I read her piece, I fell in love. Please could you do this for me. I would pay you a thousand pounds. Money is no problem for me and I would buy your magazine for the rest of my life.

V Davakson, London.

How sad are you? You fell in love from a letter printed in a mag? Get me a break! You can't honestly

believe for one second that I'm going to hand out Joanne's phone number to anyone who asks (Rod's too busy singing it anyway!). Tempting as the thousand pounds is, you'd probably be better spending it eating and doing a charming young lady who actually knows you exist!

THANKS GUYS

Having seen Richard Johnson's letter last month, we realised that we should have thanked **ST Action** for publishing our game a couple of months ago - International Cricket.

We would like to take this opportunity to thank **ST Action**, Diary! Still of Atari (who helped us a lot) and everyone who has registered with us. We've had a great response and without everyone it wouldn't have been possible.

We have now completed the third version, which includes more sprites, edit tools, save

facility, million of slots, declarations and follow-ons, bowling fatigue, pitch variables and NO BUGS! These all add up to a much better game. Could you please tell everybody that the version is available for £4 and a blank disk from the address below.

Peter Campbell,
3 Leaches Way,
Cheddington,
Nr. Leighton Buzzard,
Beds,
LU7 0SA.

Glad you got a desirable response. Put games with the option to register for better versions are proving a mammoth success on **ST Action**, if you've written any decent games and would like to publish them on our disk, be sure to get in touch. Just look at the month's disk for an example of some brilliant stuff. Meanwhile thanks to

SHOT IN THE FOOT

To start off this letter I would like to note that a few of your reviewers are quite fond of the .357 Magnum in issue 52. One of them even said it was the most powerful hand gun! Just to prove them wrong, the .357 is a low-powered pistol and will not "blow a head clean off", that's a job for the .45 Magnum, the most powerful shooter in the world.

Anyway, I completely agree with Mr. MacKenzie's views concerning **ST** support, especially since I own an **ST** in North America. The ever growing popularity of other computers like the Mac and PC make Canadian **ST** punters very jealous of the competition, leaving us with only our favourite **FTL** game to boast about.

Having an Atari 2600 in the beginning, then an **ST** and now an **STE** (I still have all three), I think purchasing the **STE** wasn't really worthwhile as changing from a 2600 to an **ST**, I and a lot of others are a bit peeved that such a fabulous machine so far has only had one specific game made for it - Palace's **Sliders**.

Secondly, forgive me because the last issue I bought since **ST** was 46. You can understand my surprise when your updated **STA** is once more updated. I don't know about you, but the new look seems very similar to The One for **ST** games. What do you have to say about this heehee?

Thirdly, this regards Mr. Bickel's problem with his RVF Handle game. I believe **ST Direct**, the mail order company can-

ries RVF. Although I can't be sure of this, so here is their address for you to check them out yourself: Unit 3, Cross Keys Shopping Mall, St. Neots, Cambridgeshire, PE19 2AU.

Finally, here is a tipcheat for all Atari punters out there. When Christmas comes around, send a card to Sonyvale (Atari's HQ). I have noticed this makes the people over in the States very mushy. Therefore they become grateful and are liable to answer any questions you have about secret Atari stuff! A great way to suck-up to the Sunnyvale staff!

Jeffrey C, Toronto, Canada



Okay hands up, we were wrong (joke) gun-type play on words there). Our gun reference was a mistake, but then, we don't have as much contact with dangerous weaponry in this country as you do (unless you live near Post!).

With regard to your query about us looking a bit "one-ish", by missing the issues that you did, you may not know that we actually merged with The One for **ST** games more than six months ago. **STA** became **ST Action** incorporating The One for **ST** Games! You learn something everyday!

We don't believe that the overall look of the mag is anything like The One's used to be, if it is, it certainly isn't intentional. Although we do use some logos of theirs, but only because they are good.

Stop mentioning Christmas. It's a dirty word around here. All that beer, those office parties and students selling rag-mags dressed up as Mrs. Christmas! Bah! Numbag!

you Peter (and also to Dany) for supplying us with the game in the first place. Nice one later!

BIRDS OF A FEATHER

I will start off my letter with a few questions about the new machine Atari will be launching some time hopefully this year.

1. When will the new Falcon machine be released?
2. How much will it cost?
3. Will the games I've got for my ST/M work on the Falcon? I have got some fairly recent games such as Goblins, Learnings, Roboed and Barbarian 2.
4. In the long run, which would be of the best value for money out of getting loads of upgrades or just buying the Falcon?
5. Will the magazine dedicated to reviewing Falcon games to be called **ST Action** or Falcon Action?

And finally, with so many games on the horizon, it's difficult to just go out to a shop and buy one. At the moment you see people standing in front of a row of games, playing very, very, very, very no to see which one they're going to have!

I was really pleased by the terrific Buyer's Guide in last month's issue which helped me decide to buy Goblins, but I'm still not positive what I want.

Out of these few games, which would you recommend? - **Esko, Jaguar XJ220 and Indy Heat?**

Craig Wolburn, Whitchurch.

The Falcon is a strange beast, so we'll hold you over to the **Darren Evans, Technical Ed** on our alter mag **ST User**, although you will find a preview of the machine within these pages.

Right **Craig**, to answer your questions:

1. It may well be in the shops as you read this. It was due to be shipped in early October.
2. Either £899 or £999 depending on which version you want.
3. Nope, because it is a completely different machine to the ST games won't work. All tested programs should run without a problem though (all being well).
4. Like I've said the Falcon is totally different, it's like choosing between two separate computers. The ST is established but the Falcon is a new and exciting project.
5. (Back to the Ed): It's very early in the day and decisions like that haven't been made yet.

ST Action will be keeping an eye on the Falcon situation though.

As to your request about which game is best, Jag isn't out yet, Epic is class but a lot of people don't like it too and Indy Heat is a lot of fun. (I'd plump for Epic but that's just me!)

STAR LETTER

I must admit that I'm a real game-addict. I especially love role-playing games (since I also play D&D and have done for the past nine years).

My love for games however was not the reason I bought my Atari 520 ST, now almost five years ago. I was studying Artificial Intelligence at the time of the University of Ulster; it happened that I had to program in languages like Lisp and Prolog, both of which were supported by the ST.

Since Atari's machine was (and still is) a lot cheaper than any PC, my decision was quickly made. Of course I was supported in my decision by seeing such games as Star Trek and Defender of the Crown, both of which still make me feel kind of sentimental. At the time Atari were doing very well in the leisure-wares market. Unfortunately things have changed since then. For one, my eyes got worse due to hour after hour of intense staring at the monitor; and of course Atari is not the leading company it used to be.

In my opinion the one major flaw in the politics of Atari is the fact that it combines the benefits of two worlds, namely the leisure-wares and the professional use of a computer. The idea is good really, but it seems that Atari is now lost. On the leisure side people seem to embrace the Amiga by masses while on the other side the "professionals" turn to PCs.

To make things even worse, the PC now seems to have evolved into an all-round machine with bulks and bulks of games which do not even appear anymore for my Atari (which is now a 1040 ST with a spoiler, four-wheel drive and glow-in-the-dark reflectors!).

The prices of the various PCs have become much more acceptable, although they remain a lot more expensive than an ST or Amiga and the sound is kind of ridiculous compared to Atari if you're not willing to

pour a great deal of money into the bargain. Anyway, I'm not rich but things have changed since I lived on a bread and water student budget. I could afford any machine I like.

The thing is that, logically speaking (in which I do have a degree you know!), I could just stop the testing of my blood-pressure (every time I discover a game I fancy isn't to be made available for the ST) by simply buying a PC or an Amiga. Unfortunately, I'm not much of a Doctor Spock, actually I'm quite emotional when it comes to trading in my old Atari ST.

I was very glad to hear of the new imminent introduction of the Falcon. From what I understand it seems to be almost totally compatible with my present machine, but offers a real tickling amount of astonishing improvements that will leave the Amiga looking like a 19th century steam engine. I just hope that Atari will be wise enough to introduce not only the machine but a whole heap of software, both leisure and professional.

It is also obvious that the Falcon should be quickly pushed ahead of the ST in priority where it concerns the development of software. Otherwise the Falcon will only be slowed down by the ST as the STE was.

Could you please tell me whether the software houses are really interested enough? I would really like to stick with Atari and I can understand that the evolution of a system does pose its periods of commercial up and downs (and let's face it, Atari users have had to look up to see the bottom of their heads!).

By the way, could you tell me if Cune is to be made available soon (and think about its blood pressure).

Sam Jawad, Dordrecht.

The Falcon will not be compatible with your ST. The new machine is coming into a competitive market with PC prices falling at the time, and the A600 now costing a measly £299. Only with excellent support can the Falcon hope to get the grip on the market that Alan wants. The STE wasn't the success it should've been, surely Atari have learnt and will make the new launch something a bit special!



LONELY HEARTS

Thank you for printing my letter a couple of months back, since then I've unfortunately split up with my boyfriend because he was getting on my nerves. I was wondering if you nice chaps at **ST Action** could help get me a new lella. A kind and considerate young man, who could possibly fall in love with a girl who writes letters all the time. Please help me find the man of my dream! Photo if poss. Reply guaranteed!

Joanna Rowe, Minehead

Dooh, you've just missed out there Joanna. Only two seconds ago we had this young lad asking about you. He'd fell in love and come over all mushy. Maybe if he gets back in touch, we can do our Cliffs Blad impressions and get you two lovebirds together... probably! The **ST Action** dating service can be contacted at the address at the top of the page!



© THE WARRIOR CHANNELS

That thirty quid 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...

ADDAMS FAMILY

Ocean £25.99
Platform

Nice little platform game that's as tough but easy to control as it is overboard. Sure you can come away back to back though.

AMBERSTAR

Thalion £25.99
RPG

Tasty german RPG with a huge play area, several warring quests and completely unique settings. An Windows purchase!

ANOTHER WORLD

US Gold £25.99
Action Adventure

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



87%

ARKANOID II

Hit Squad £7.99
Puzzle and Skill

Cheaper than it looks and Burton's sale, you don't beat it out of ball and ball (repeat quickly for the SFA longwinded).

ARMOUR GEDDON

Pygnocle £29.99
Arcade Strategy

A good link up game from ocean line Pygnocle. Also included for their lovely green-haired robots that do anything else.

BARBARIAN 2

Pygnocle £29.99
Action Adventure

Good and platform. The winning combination. There's even a few puzzles, solved easy in some of the most interesting way.

BARD'S TALE

Electronic Arts £7.99
EPG

The grand daddy of role-playing games and a classic in its own right. It's well worth adding to your shelves, if you really fit it out.

BATTLE OF BRITAIN

Lucasfilm £24.99
Flight Sim

Take to the skies as one of our boys in the middle of the century. We've got a good link to the adventure Actol Haze in this two game!

BLOOD MONEY

Sizzlers £7.99
Shoo'em-up

When two players get together on this baby there's nothing but a lot of equal addictions. Truly dynamic dueller Psychosis!

BUBBLE BOBBLE

Hit Squad £7.99
Platform

So did it get away, has sprouted from its roots. Another platform game that is still good to give the kids when you sleep a pat.

CAPTIVE

Mindscape £29.99
Arcade Adventure

Tony Green's first masterpiece. Set on a prison planet, you must control your robots and get them out of there!

CHAMPIONSHIP MANAGER

Demark £25.99
Sports and Leisure

If you want a football management game and don't mind wading through loads of stats, the best to be the one. Trust!



93%

CHAOS STRIKES BACK

FTL £25.99
Arcade Adventure

Your soon to be able to get your hands on a limited package of this and DM, to wait around and give your games.

CODENAME ICEMAN

Sierra £29.99
Adventure

Amazingly slow but riveting graphic adventure from Sierra. Best again to load each screen and taking a day again will not be a problem.

CRAZY CARS 3

Time £25.99
Racing

The latest 3.2 version from Time. Nobody thought that Games could be wrapped from the top but it has been done!



92%

D/GENERATION

Mindscape £19.99
Action Adventure

So did your genes in what has to be one of the best games for years. Back to the good old days when gameplay counted for everything.

DISC

Action 14 £7.99
Arcade

Set of 3.2m space style disc. Thrilling game where the odds to return your opponent. Frakes through your previous.

DUNGEON MASTER

FTL £24.99
Arcade Adventure

It's about to go back to the original. Bunch of new Chaos Strikes Back. Many of you will love it, you may have to wait for your SFA if it.

Buyer's Guide

ELF

Ocean **£25.99**
Action Adventure

You never finish big bloody things without the chest! Don't take you all. It's still a brilliant game. **84%**
Please to give us some code.

ELITE

Firebird **£25.99**
Arcade Strategy

Why Elite? It's on the horizon, there's bound to be a new model in its present classic. **88%** (the greatest game of all time).

ELVIRA II

Accolade **£29.99**
Adventure

Nothing heavier on two rather than three, this issue takes a whole lot in spite to be successful first game.



EPIC

Ocean **£25.99**
Arcade Strategy

Classic ST game, but by a lot of sectors. We like it though and it's helped by its presentation which is second to none. **90%**

F-19 STEALTH FIGHTER

Microprose **£29.99**
Flight Sim

Still one of the best ST flight sim ever, though its clocking up the years now. Loads of fun to be had by shooting down the enemy.

FALCON

Spectrum Holobyte **£9.99**
Flight Sim

Doesn't fly like a plane, but should be in a museum by now. Comes wrapped in cardboard and was found buried in Egypt. **92%**

FIRE AND ICE

Renegade **£25.99**
Platform

Another console-style platform game with a character that lives a bit to Tony for its own good. Really good though. **83%**

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.



FLIGHT OF THE INTRUDER

Mirrorsoft **£29.99**
Flight Sim

Considered as one of the best flying games around by one and all. Play it either a day or a year. **84%**
Please to give us some code.

FORMULA 1 GRAND PRIX

Microprose **£34.99**
Racing

Great Grand Prix racing everyone out with just two good bits game ever. Destined to be a classic for ever and ever. **92%**

GOBLIINS

Colstel Vision **£25.99**
Puzzle and Skill

It's bench, what more can you say? The tower is anything like a first game, enough to expect of everyone. **92%**

GODS

Renegade **£25.99**
Action Adventure

All the end of the day, a total people like this game because it's from the Group Games. It's good played that good. **92%**

GRAHAM TAYLOR

Krisalis **£25.99**
Sports and Leisure

It takes years to get anywhere as you sit through tedious match highlights. It does get you involved though. **83%**



HEAD OVER HEELS

Mit Squad **£7.99**
Puzzle and Skill

Some cute 3-bit game where two animals have to join together to make one big body. No fancy effects and dead plastic. **92%**

HEIMDALL

Core Design **£30.99**
Arcade Adventure

Plunge a village in, Core, Viking (classic). High quality, colorful, well-designed, good all-round game. **92%**
Please to give us some code.

IK+

Mit Squad **£7.99**
Beat-'em-up

Acher, Michael, beat, the best of beat-'em-ups in the past and although dated now, this rules the road for some years. **92%**

INDY JONES CRUSADE

Lucasfilm **£29.99**
Adventure

You can only get respect for so long looking the same, don't, though-out these first. All the money, they made and no new warble! **92%**

JAMES POND

GBH **£7.99**
Platform

How on earth can this be expected to rank so high, given that it's more than 10 years old. It's a right hack job, really. **88%**



JIMMY WHITE'S SNOOKER

Virgin **£29.99**
Sports and Leisure

Yes, it's a, first representation of snooker. It's just a pro-labourer is as being as good really. Excellent if you like snooker. **92%**

NICK OFF 2

Anco **£24.99**
Sports and Leisure

A necessarily stocking arcade style football game with the emphasis on pace and passing. Wonderful and eye-catching. **92%**

KLAX

Domark **£7.99**
Puzzle and Skill

Simple to play, on our disk (the most), except you've gotta pay for this one. Good but aging, really. **92%**
Please to give us some code.

KNIGHTMARE

Mindscape **£25.99**
Arcade Adventure

Lots of music to get lost in. Tony Crowther is probably the best programmer and designer. **92%**
Please to give us some code.



LEGEND

Mindscape **£29.99**
RPG

Classic RPG in the style of HerQuest. Much, much better and worth a look for any die-caster who has a soft. **92%**

LEMMINGS

Pygnosis **£25.99**
Puzzle and Skill

With a kind software house please make a puzzle game better than Lemmings because we're sick to death of the green haired guy! **92%**



LOTUS

GBH **£29.99**
Racing

Lotus represents two players, some thrill in its ultimate form. Smooth action and realistic car handling. **92%**
Please to give us some code.

LOTUS TURBO CHALLENGE 2

Gremlin **£25.99**
Racing

With the Magnific, Gremlin says leaving only at Lotus 2, this respect, infer to the first game but it's good. Will be lucky to finish. **92%**

Buyer's Guide

LURE OF THE TEMPTRESS

Virgin **£95.99**
Adventure

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



91%

M1 TANK PLATOON

Microprose **£99.99**
Land and Sea Sim

The game that sounds like a war on the cabinet! Microprose's galaxy tank simulator isn't quite high-tech, but it's out to find these days tough.

THE MANAGER

US Gold **£35.99**
Sports and Leisure

Good games management game with just about everything included as well as unlimited match replays. Up to 4 players!

MEGA LO MANIA

Mirrorsoft **£25.99**
Strategy

The production isn't complete! Astounding graphics. It's new, the troops, simple and more new. Needs to be tested.

MEGATRAVELLER

Empire **£99.99**
RPG

Character generation was the strong point in this game. Realistic and accurate to the real game. Don't be misled to not believe.

MICROPROSE GOLF

Microprose **£34.99**
Sports and Leisure

Play as golf is really tedious but Microprose managed to make a really good game out of it. Far and away the best effort.



90%

MIDWINTER 2

Rainbird **£99.99**
Arcade Strategy

The ice has melted in this Mike Spector designed sequel. Massive new areas and a ridiculous new hero make this exceptional.

NINJA WARRIORS

Sales Curve **£7.99**
Beat'em-up

What is it that makes naga sell games by the bucketload? This really is nothing like a good action beat'em-up is there!

NITRO

Sizzlers **£7.99**
Racing

Easily the best Beater Sprint clone out there and up to 1280 players can play it any one time. Unlimited treatments unless participants.

PACIFIC ISLANDS

Empire **£54.99**
Land and Sea Sim

Takes for the memories. A 20mp band of fun. You really should shed out the cash for this superb strategy simulation.

PANG

Hi Drom **£7.99**
Arcade

Freshly Japanese coin-up style game tries as addictive as hell. Especially when it's played in the two-player mode.



80%

PANZA KICK BOXING

Kixx **£9.99**
Beat'em-up

Get the chance to wear red, trousers and beat a scurvy Irish jill of a kickboxing baddie. A tremendously fast hit up this is a great effort.

PARASOL STARS

Ocean **£25.99**
Platform

So what is this Rainbow Islands II or Parasol Stars? Well, it's a really really. We've seen it all before and it still looks.

POPULOUS

Star Performers **£9.99**
Strategy

It's getting more solidly by the month. Worth playing if you like strategy, otherwise some of our customise sequel.

POPULOUS II

Electronic Arts **£25.99**
Strategy

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



94%

POWERMONGER

Electronic Arts **£39.99**
Strategy

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

PUSHOVER

Ocean **£35.99**
Puzzle and Skill

Wife all awards for wisest to it ever. Thankful the puzzle aspect remains firm and Pushover is definitely fair!



87%

RAINBOW ISLANDS

Hi Squad **£7.99**
Platform

Home-then's bestie. Freshly colour in the ageing, but classic, platform genre that it's sure to captivate very well done to play.

RICK DANGEROUS

Kixx **£7.99**
Platform

Join Ned, basher Rick to the 'game of the back' around the platform to perform with game. Doing to be the day.

ROBODOD

Millionaire £25.99

Shoot'em-up

Control your platform, dodge mines to the left with a long. Guided by the twin who wins the first ever 3D game. Great fun.



ROBOCOP 3

Ocean £25.99
Action Adventure

Digital Image Design give us a bit more with this third RoboCop game. Based on the first but not necessarily the country.

SECRET OF MONKEY ISLAND

Lucasfilm/US Gold £29.99
Adventure

Has-been-has-reborn. Treasure hunt with jokes. A tad easy but good to go back to because of its unique atmosphere.

SENSIBLE SOCCER

Renegade £25.99
Sports and Leisure

This game for football fans that don't like Kick Off. Provides something possible but a truly tremendous sports game.

SHADOWLANDS

Domark £25.99
RPG

Not everybody liked this. Sierra do appear only to contain better. Anyway critics make this one difficult to get into mind.

SHADOW WARRIORS

Midway £27.99
Shoot'em-up

It's long time again. Lots of weaponry and oriental buddies launching attack after attack in this middle-aged beat 'em up.



SHUTTLE

Virgin £30.99
Flight Sim

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

SILENT SERVICE

Microprose £25.99
Land and Sea Sim

Bip...Bip...Oh no you don't. Not again! More submarine simulation from Microprose. Launch these boats and hit the enemy!

SILENT SERVICE II

Microprose £24.99
Land and Sea Sim

Bip...Bip...Bip...Bip...Bip...Bip...One...shoot...shoot...shoot...Bip...Bip...Bip...Whoever said the water the ocean would see this!

SPACE CRUSADE

Gremlin £25.99
RPG

Based on the Games Workshop boardgame of the same name. It combines great atmospheric graphics with lobby games.



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.

SPECIAL FORCES

Microprose £29.99
Arcade Strategy

Get your platoon of marines, mindlessly slaughtered in horrible numbers in foreign countries. Some strategy for beginners.

SPEEDBALL 2

Imageworks £29.99
Sports and Leisure

Futuristic, bloodshed from the Street Fighters. Dismissed but never new like that before. Where's Jimmy Hat?

STEG

Codemasters £7.99
Puzzle

Gathering around may not be your idea of fun, but in Codemasters you game you get the chance to lead baby steps too, fun!

STORM MASTER

Silmarils £29.99
Strategy

French game presentation at its very best. Top graphics and sound create novel approach to the grand strategy game.

STRIKER

Rage £25.99
Sports and Leisure

A loose game that doesn't attempt to be on Kick Off 2. It's great. A novel 3D approach and superb graphics make the whole job.

STUNT CAR RACER

Microstyle £9.99
Racing

What's the first thing you'd do when you spent all your cash on a new road? Drive it 100 feet in a lane. That's what.

SUPERCARS II

Gremlin £24.99
Racing

Get in the 'fast' brake into corners... See that? Pedal down to the floor and launch those missiles at the opposition.



SWIV

Sales Curve £24.99
Shoot'em-up

Vertically scrolling blast that uses the tactical edge to its own. Some plots, graphics and sound create a unique play of fun.

THUNDERHAWK

Core Design £29.99
Flight Sim

Careful, stunning, helicopter simulation based on a real life gunship. Smooth vector graphics make this well worth the cash.

TURRICAN

Rainbow Arts £7.99
Shoot'em-up

A healthy dose of spooling never did anybody any harm. Expect the people you're shooting at. A good shout-out!

TURRICAN II

Rainbow Arts £7.99
Shoot'em-up

Classic shoot 'em up on budget. It's a little more than the equivalent of four games and it's not too bad. Three years longer!



ULTIMA VI

Mindscape £29.99
RPG

Yet another game for the role playing fanatics to get to grips with. Play it soon but again a hard drive will really come in handy.

UTOPIA

Gremlin £29.99
Strategy

There's a data disk-out for this one which helps to combine the challenge by adding to the original words and plot.

VROOM

Lankhor £24.99
Racing

So fast you'll think there's something wrong with your monitor! Amazing speedily routine make this the most fun, fastest race game out.

XENON II - MEGABLAST

Imageworks £27.99
Shoot'em-up

Oh...Oh...The...Check...the...out! Blast shoot 'em-up with Bombs the Boss soundtrack. Hardcore U know the score (not).



NEXT ISSUE

On sale **November 12th**

THE BEST REVIEWS

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

Next month's action-packed issue will include:



Campaign, Liverpool, Nick Faldo's Golf, Lethal Weapon, Archer Maclean's Pool, Streetfighter II, Battletoads, Sabre Team and lots, lots more!

COVER DISK

The **ST Action** cover disk is a legend in its own right. More superb playable demos than you can shake a stick at!

SUPER FEATURE

We take a look at the future of the **ST** and bring you some of the most outstanding new game developments ever seen!

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

CAN YOU AFFORD TO MISS OUR NEXT ISSUE?

No Second Prize



WIZBALL got married, had a kid...



WIZKID



And just like his pop, he can't resist a challenge!
Wizball, the feline family friend, has been catnapped, along with Wizard and
who has been imprisoned in the Turtle Jail. Got all that? Good, and that's just the
start of your adventure in this totally original... well, it's a kinda cute, a bit of arcade.

Go for it!
Gorge yourself on a feast of crazy, zany graphics and a game-play that will have your joystick
pleading for mercy and your mic screaming, "Your tea is still hot 'cos the bin's on fire!"

WIZKID
A GREAT GAME
FOR THE
ATARI ST AND
COMMODORE
AMIGA