

ST ACTION

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**HUGE CHRISTMAS
REVIEW SPECIAL
INCLUDING:**

Shadowlands,
Indiana Jones,
Leeds United, Cool World,
Sabre Team and much,
much more!

EXCLUSIVE!

FULLY-PLAYABLE DEMO OF ELECTRONIC
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RISKY WOODS

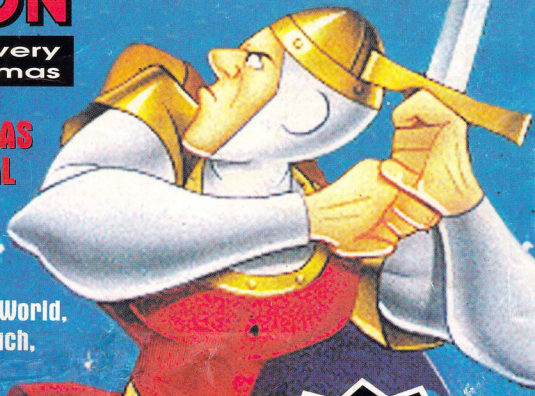
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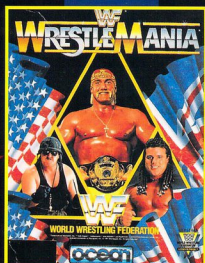
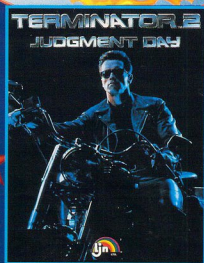
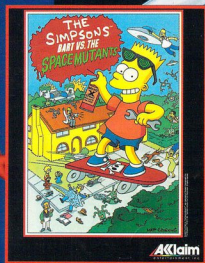
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EUROPRESS
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GO ON

REVIEWS

Shadowlands16

Guide your party of skilled space marines through an abandoned research facility in deep space. Many traps, puzzles and mutated space droids await you!

Dungeon Master/Chaos20

The best game ever plus the sequel! Christmas has definitely come early for you guys! Do yourself a favour and pick up a copy now!

Bunny Bricks.....22

Bricks, bats and bunnies! Not the first things you associate with computer games eh? But is it any good though, that is the question we need to answer?

Rampart.....24

Build a castle and try to stop the invading forces from destroying your home. Use the cannons to attack them before they reach the shores.

Leeds United Champions26

They're not doing too well at the moment but expect the usual increase in pace towards the New Year. Maybe you can help them regain their form?

Sabre Team.....28

Your chance to indulge in some top secret missions of danger, diversion and dodgy black outfits! Take your team through five difficult missions.

Cool World30

Kim Basinger as you've never seen her before! Taken from the film, Cool World puts you in the shoes of Policeman Harris as he tries to save the world.

Tiny Skweeks.....31

The third game in the Skweek series is based around the youngsters. They have all escaped and you must put them all back to sleep again.

Indiana Jones and the Fate of Atlantis.....32

The whip-cracking adventurer is back in possibly his last mission. This time he is trying to uncover the secrets behind the legendary city of Atlantis.

WIN!

Your chance to pick up a brand spanking new Atari Falcon thanks to the lovely Empire.

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WORK IN PROGRESS

Lots of previews this month including Transarctica, Ragnarok and the incredible cover special - Dragon's Lair III.

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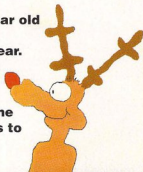
● *Push Over* received an excellent review when it was featured in *STA* a while ago. *Likkle Billy* was suitably impressed and included it in his top ten games of the year

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FEATURE

All I want for Christmas

STA's own adopted six year old returns to give you his favourite games of last year. You can win all ten if you can answer this simple question. What do you think Billy's favourite game of all time is? All answers to the usual address!



REGULARS

News12

We have absolutely loads to tell you about this month so turn the pages to be enlightened!

Tips and Cheats38

Two excellent player's guides this month on *Dizzy - Prince of the Yolkfolk* and *Fascination*.

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Some excellent Christmas budget titles are examined but are they worth the dosh?

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Our feathered friend is back to tell you about the excellent public domain games available.

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The Ed takes the chair and gets ready to answer your queries on life, the universe and everything!

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Looking for a game? Consult the definitive *ST* gaming bible before you hand over your money.

CHECK OUT OUR SUPER SUBS
OFFERS ON PAGE 42

Cover disk...

EXCLUSIVE! RISKY WOODS

Huge exclusive
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of this totally
awesome game!



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Page 7

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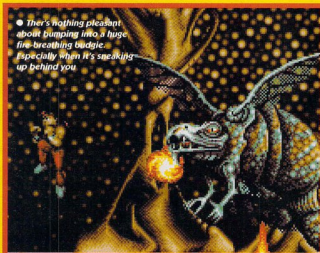
ST Action have teamed up this month with those awfully nice people at Electronic Arts to bring you an exclusive playable demo of their new platform stomper Risky Woods. Take control of the hero and enter the forest...

RISKY WOODS

Electronic Arts have decided to get a bit risky this month (would you believe that that's the only Risky Woods type pun I could come up with?). They're now following up successes earlier in the year with the stunning Populous II and the highly original strategy concept of Castles.

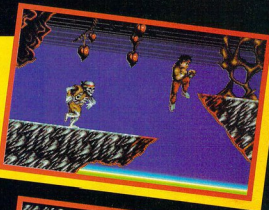
Now they've reverted to a more traditional platform approach to games with their newest title going under the name of Risky Woods. In this demo you must take control of the hero as he battles his way through the minions of evil, collecting coins on his journey through the magic and mystical world.

Loading the demo is simply a matter of shoving the disk into the drive (after you've write-protected it of course!). The demo will then auto-boot from there onwards.

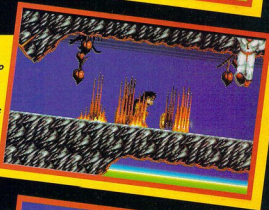


• There's nothing pleasanter about pumping into a huge fire-breathing Gudge. Especially when it's sneaking up behind you

• That bedraggled looking skeleton is out for your blood, so you'd better move swiftly through the trees and bushes



• Oops! You've gone and set a trap off haven't you. You won't last long if you're not more careful than that later in the game



• The world map shows you just how far you've got to go to your goal. Starting off on the left you progress as far as you can do



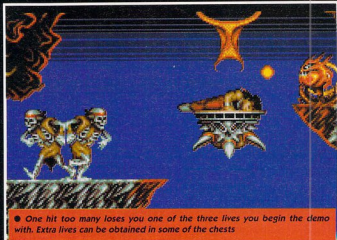
Faulty disk?

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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Unit B,
Dowlais Top Business Park,
Dowlais,
Merthyr Tydfil CF48 2YT

COVER DISK

DISKS CHECKED
KISS



● One hit too many loses you one of the three lives you begin the demo with. Extra lives can be obtained in some of the chests

RISKY W

If you go out in the woods today, you'll get a bigger surprise than you could ever expect in Electronic Arts new platform stromer...

We've got together with one of the leading software houses in the world - Electronic Arts to bring you this exclusive demo of their next ST release. So far this year they've scored massive success with the amazing Populous II from Bullfrog and at the same time achieved acclaim in the strategy market with the highly original Castles from Interplay. Now comes their latest game, in time for the New Year

Risky Woods has already taken it's bow on the Amiga to great acclaim. Pretty graphics and big beefy sprites were at the core of it's success and as you can see from this excellent demo all of this has been retained.

Wander in the woods

Thanks to those extremely helpful people at EA, you can now try out a healthy chunk of Risky Woods for yourselves. Try before you buy as you well know, but we know that you will be sufficiently

impressed enough to make the correct decision when it comes down to it.

You probably want to know what the game's about then, but first let's get the loading business out of the way with. This month it couldn't be simpler as EA have made it so that the disk will load itself. Simply write protect the disk (so you can see through the hole) and slide it into the drive. Switch on your machine and after a couple of seconds the screen should go black before com-

ing up with the title screen. Tapping the fire button after this will take you onto the stage map. Another press following this will take you straight into the demo.

Controlling the main sprite is simply a matter of using your joystick normally. Pressing the fire button will throw knives at your aggressors in quick succession. One shot is generally enough to kill 'em all off. The attack is relentless from all sides and you'll need quick, deft work to keep them all at bay all of

● Do you get the same feeling that our hero is about to get horribly scorched to death?



● Looking like a second rate Rambo kissagram, our main dude must wearily trek his way through Risky Woods



● Don't trust anyone who wears a red bandana especially when they've got no skin either!



● You've just opened the chest and found all sorts of goodies tucked away inside it. Watch out for the nasty old poison you can drink though!

● He's behind you! You'd better turn around quick or you'll lose your life points which you have to save



WOODS

the time.

You start the demo with three lives and an energy bar. Try to make sure you don't let the baddies get too close as even if you kill them then you'll still lose some energy.

Along the way it is possible you may dislodge some goodies from the trees. It's not impossible to find a treasure chest hidden away. As soon as you brush the tree the chest will fall to the ground and firing at it a few times will allow you to open it and collect the goodies hidden away inside it. Beware though as not everything in the chests are good for you. Some of the contents are poi-

son and will cost you a life. Having said that there are also potions that will send you to sleep and restore your energy. You will have to learn to distinguish between them.

Sloppy thanks

We'll give you a little hint now. If you come across an object you can't seem to get past, simply press and hold down the firebutton and your dude will unleash his special power that will destroy everything in its path.

All that remains now is enjoy the demo and for us to thank David Wilson at EA and everybody that helped put this demo together.

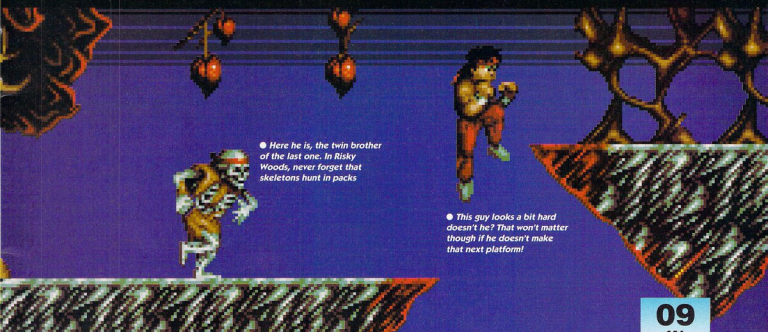
DEMO INFO

COMPANY: Electronic Arts

RELEASE DATE: Early Jan.

GAME TYPE: Platform

PRICE: £25.99



● Here he is, the twin brother of the last one. In Risky Woods, never forget that skeletons hunt in packs

● This guy looks a bit hard doesn't he? That won't matter though if he doesn't make that next platform!

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STORIES



● Violet and Andy are currently enjoying great success on telly with *Bad Influence!*

Bad Influence! record deal and compo! RIGHT SAID FRED EXCLUSIVE!

The *Bad Influence!* magazine that is directly related to the hit children's TV programme of the same name is covering an exclusive remix of Right Said Fred's "Love for all Seasons" cassette on their first issue.

Side B will contain a new release from Brooklyn called "Bad Influence" that is currently sweeping the US dance floors. At the end of the track will be a huge competition where you must identify 5 popular pieces of music taken from five of the most famous video games.

To enter, simply write your answers down on the special coupon inside the BI magazine and you could win the prize of a lifetime.

The winner will get to record a song with Brooklyn in Manchester

while enjoying two nights accommodation at the Britannia Country House Hotel. The recording session will be video taped and this, as well as 25 copies of the song on cassette, will be given to the winner.

Runners-up prizes include signed copies of the latest Right Said Fred album - UP, posters, autographed *Bad Influence!* t-shirts and signed exclusive white label 12" singles of *Bad Influence!*

Don't forget - if you can't find *Bad Influence!* in your newsagents, you can get a copy of the magazine and the tape by sending a cheque or postal order for £2.95 to: *Bad Influence!* Competition, Europress Direct, PO Box 2, Ellesmere Port, South Wirral, L65 3EA. The closing date is January 10th 1993.

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COLLECTABLE

The official magazine of ITV's top video entertainment show



● Hi there pop pickers. RSF are more famous for their chart hits, but now they also star in Europress' *Bad Influence!* mag.

Switchblade II hits the Lynx

Easily recognised by ST owners everywhere, the adventures of Hiro, the young oriental warrior, began in the first *Switchblade* when he confronted the evil forces that were invading his land. He must now rise again to take on the mighty forces of Lord Havok in this incredible *Lynx* offering.

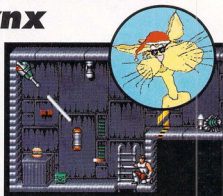
Written by Gremlin Graphics, it offers you bags of playability with lots of enthralling levels to tax your gaming skills. There are plenty of additional bonuses for you to collect that include extra lives, energy and weapons.

These all look set to make this one of the best *Lynx* games available. Should be out by the time you read this. Price will be £29.99.

● The *Lynx* is really taking off for Christmas as Atari launch a full frontal assault with their hand-held as well as the *Falcon 030*



12
STA



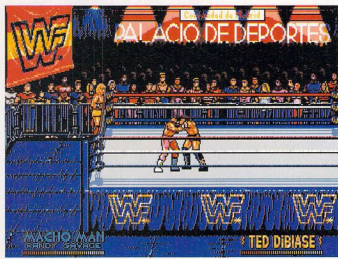
On a big, bad continental rampage!

Those kings of the ring are back! After the incredible success of the first WWF title, the World Wrestling Federation are grappling their way across your screens once more. This time such muscle-bound hunks as Hulk Hogan, The Nasty Boys, The Natural Disasters, The Legion of Doom

and The Ultimate Warrior return to take part in the European Rampage.

In a frightening display of brute force and aggression, you must battle and work with your team-mate to overcome each opponent until you can finally be crowned European Rampage Tag-

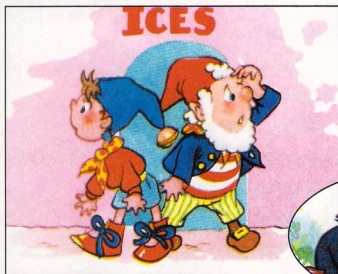
Team Champions. With over 62 individual moves for each player, two player simultaneous action, separate venues and sideline management, this is surely going to be a huge hit when it is released before Christmas. Price should be £25.99. Watch that Christmas number one spot go.



● Big hard Macho Man Randy Savage takes on Ted DiBiase in Ocean's follow-up to last year's big Christmas number one best seller - WWF2 European Rampage



● The ageing Hulkster has already shed his yellow vest in a show of machoism, but his opponent Hawk seems unflustered by his actions



● And when Noddy and Big-Ears came back, there was no car to be seen! "Where's my little car?" wailed poor old Noddy!

Where's Big Ears?

Noddy's Playtime is an educational program that offers some unique learning games that can be played on three levels. There are eight games in all - Railway Station, Noah's Ark, Farmyard, Four-Chimney House, Market Place, N & B Works, Post Office and finally the Police Station.

Each game allows you to learn a different skill from shape recognition to simple number and facts games. Each level can be played from the mouse, keyboard or joystick.

There is also a Paint Pot option that provides a complete art package. It can be used to colour-in or draw from any of the locations you have visited.

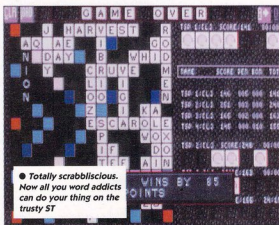
Looks like a very worthwhile purchase. Will be released before Christmas by the Jumping Bean Company. Price has yet to be confirmed.

Bored with games? Try Scrabble

After the successful transition of many popular board games to the ST, US Gold have announced the forthcoming release of Scrabble - one of the most popular games of this century.

Using a user-friendly menu system, everything you could think of has been included. Use the mouse or joystick to move your tiles about the board while making sure that your chosen "word" is legal and can be accepted.

Hold tournaments for up to four players or challenge the computer to a one-on-one game for an ultimate test of skill and intelligence. The dictionary holds over 126,000 words and a print out of the final board placings is available at the touch of a key. Should be out by the end of the year. Price will be £25.99.



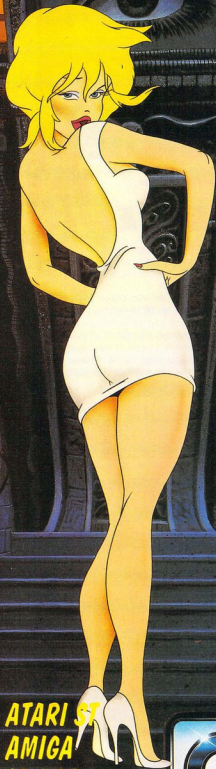
● Totally scrabblicious. Now all you word addicts can do your thing on the trusty ST

•CHART•

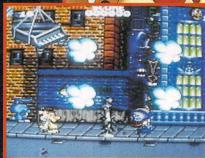
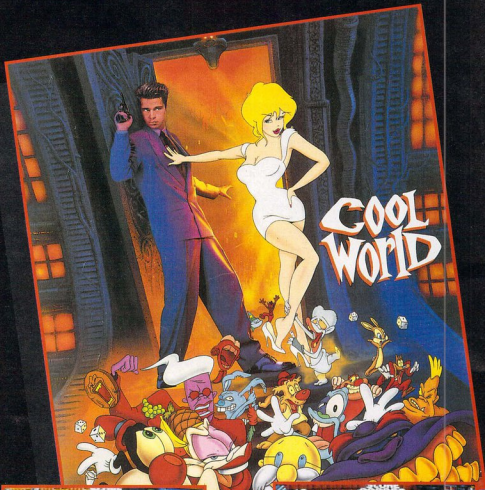


- 1 Sensible Soccer £25.99
- 2 James Pond £7.99
- 3 1st Div. Manager £7.99
- 4 Dizzy Yolkfolk £7.99
- 5 Lemmings £25.55
- 6 Lotus 3 £25.99
- 7 Jack Nicklaus £7.99
- 8 Captain Dynamo £7.99
- 9 Lotus Challenge £9.99
- 10 Panza Kick Boxing £9.99

HOLLI WOULD
IF SHE
COULD
...and she will



ATARI ST
AMIGA
IBM PC &
COMPATIBLES



CARTOON LAND GONE BAD!

Whilst publishing his underground comic Jack Deeks has unwittingly created a parallel universe inhabited by cartoon characters known as **DOODLES**. You are transported into **COOL WORLD** and seduced, through engaging messages, by the Doodle vamp... **HOLLI**. Visual jokes and gags punctuate your adventure as you hop to and fro between reality and **COOL WORLD**. But Holli's dream is to shed her Doodle identity... to become a real woman - with a real interest in Jack!

**A DREAM THAT COULD
DESTROY BOTH WORLDS!**



ocean

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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

THIS MONTH

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

On top of the regular reviews you'll find pages packed with previews detail-

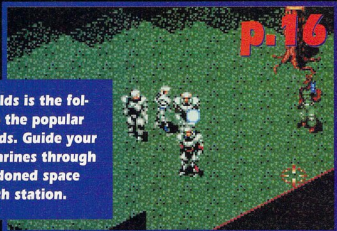
ing the best in forthcoming products that we believe will be well worth looking out for in the near future. You really can't beat **ST Action** for its quality coverage of the **ST** games market. The pack aren't even closing in.

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

Shadowlands



Shadowlands is the follow-up to the popular Shadowlands. Guide your party of marines through an abandoned space research station.



Dungeon Master/Chaos p.20



Dungeon Master and Chaos Strikes Back together for only £25.99! Wow!

Protect your castle from the invading enemy hordes in this coin-op conversion.



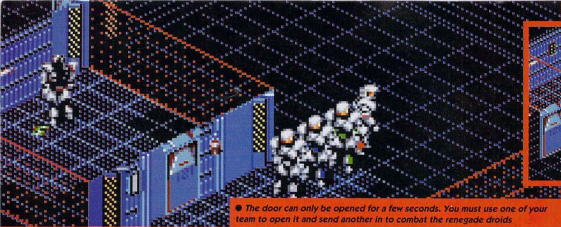
Rampart p.24

Sabre Team p.28



Control a team of top SAS assassins over five deadly missions in Sabre Team.

PLUS: Bunny Bricks...p.22, Leeds United Champions...p.26, Cool World...p.30, Tiny Skweeks...p.31 and Indiana Jones and the Fate of Atlantis...p.32



● The door can only be opened for a few seconds. You must use one of your team to open it and send another in to combat the renegade droids

SHADOWWORLDS

Take a team of top mercenaries through an abandoned space station as you try to uncover the deadly secrets about their experiments...

Sequels usually follow a similar trend even if they are not necessarily a follow up. Shadowlands is the unrecognised sequel to Shadowlands, the impressive action/strategy game from Krisalis.

Although some people claimed that it had a slightly flawed control system which proved awkward at times, it still became popular enough to warrant a second coming.

This time you are in charge of a group of highly trained space marines who have been ordered to travel to a weapons research facility.

All contact with this facility has been lost and you have been sent to explore the station, and other planets within the system, to find out

what has been going on.

Fortunately, the control system has been slightly improved to offer you easy and precise controls that also give you enough freedom of movement to allow even the most delicate of manoeuvres to be completed.

Using only the mouse, the left button does most of the work and the right is only used for two things - to centre the screen and switch between playing screen and inventory (more about that later).

The screen layout is split up into two sections - the gaming area and the control panel. The gaming area is viewed in the increasingly popular isometric 3-D style that gives you a solid, bird's eye view of the action. The screen will move around when you explore,

always keeping the characters in the middle of the screen at all times.

The panel contains five sections - a central control character (CCC) and four por-

so you know if they are in trouble.

A small box is also used to tell you what objects you have in your left and right hands. Two arrows will allow

After playing Shadowlands, I can understand the criticisms that were levelled at the control system. Fortunately, the Shadowlands control system is extremely easy to use and, combine this with the excellently atmospheric graphics and thoroughly absorbing sound, you get one of the best action strategy games to hit the ST. Buy it now!



traits. The four pictures represent the individual members of your squad and they can be clicked on to change leader control or switch to the inventory.

The CCC is also split up into five parts - two arms, two legs and a head. Each section represents a different command or instruction relating to an object or person visible on screen. Each portrait also has an energy bar that indicates their current status

you to quickly scroll through your whole inventory without much fuss.

Light fantastic

To create a realistic environment, each character can only see a certain way ahead of him which is reduced if the light is bad or any obstructions are, well, obstructing!

The commands are also real so you can't throw things through walls or fire your weapon at a

● The four marine commands under your command can be used to search the current location. They can also pick up and use any objects they find



● The forest level is inhabited by lots of grubs and droids. You must be quick if you're to survive

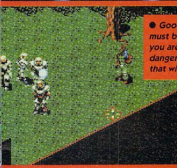
● These transporters will activate after 20 seconds and send you to another part of the outdoor section



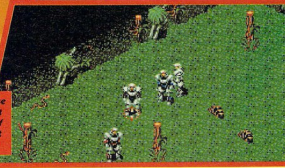
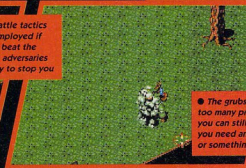
● The crosshair gives you the location of your intended target. If you see something that moves, shoot it!



● Good battle tactics must be employed if you are to beat the dangerous adversaries that will try to stop you



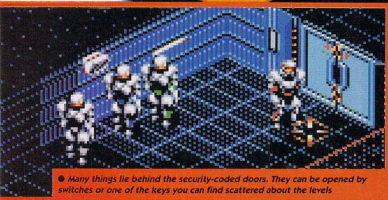
● The grubs don't cause too many problems but you can still kill them if you need an ego boost or something!





	STRENGTH 20 HEALTH 75 COMBAT 82 TECH 86	NAME: DOC HISTORY: REBEL LEADER IN BENE WAS EXPERT IN BOTH REPAIRS & COMPUTERS SPANISH TALK	AGE: 30
	STRENGTH 25 HEALTH 51 COMBAT 83 TECH 83	NAME: BRUNO HISTORY: SEMI-ORPHAN, HERO IN BOTH BENE WARS, DEVELOPS PAUSE FLICK LOGIC	AGE: 27
	STRENGTH 32 HEALTH 50 COMBAT 83 TECH 85	NAME: SA-2140 HISTORY: SCIENTIST/ROBOT TUNER WHO HAS START TO BENE WAR, WORKS ON PUNISHED PROGRAM CODE	AGE: 27
	STRENGTH 23 HEALTH 52 COMBAT 82 TECH 81	NAME: ST 3740 X HISTORY: OPERATIVE AFTER BENE WAR, STAYS LOYALTY TO BENE &	AGE: 27
CANCEL			
START MISSION			

● This is the character selection screen. You must choose four warriors from the many available. A good choice will ease your task slightly



● Many things lie behind the security-coded doors. They can be opened by switches or one of the keys you can find scattered about the levels

creature that is a very long way away.

Weapons are in plentiful supply as you begin to explore each level and they come in three forms - swung (eg light sabre), single-hand (eg pistols) and two-handed weapons (eg flamethrower).

Choose your weapon

They start off as puny light sabres but miraculously transform into flame-throwers and powerful laser beams. Each weapon has a limited number of shots but they can all be recharged from any of the battery

points when they start to get a little low.

Another neat idea is the ability to change your weapons. As each weapon comes in two pieces (barrel and stock), it is possible to swap them around and successfully combine the various pieces to make yourself a better weapon.

A multi-tasking system is also in operation from the start of the game. This allows you to individually command your squad to perform actions simultaneously.

For example, you can make one character open a

door, another pick up and search a chest, another collect an item while the last member of your party fires at an enemy marine.

Just issue each command and they will all go about their business until you order them to stop or their objective has been reached.

Each level requires a certain amount of combat brilliance and puzzle-solving talents before you will be successful.

Various keys must be collected and used in the right keyholes to allow progression and there will be lots of droids and renegade space marines out for your blood (or control GTX!).

As well as the plethora of weapons available, you can also find tons of useful objects scattered about the complex. These can be anything from pouches of energy restoring liquids to passkeys and credit cards that offer you better weapons and advice.

Alkaline aids

Another important object you can find are batteries. These portable power-packs must be used for several things including your helmet light. This light can be switched on to provide you with more illumination and also allow you to explore nooks and crannies with a better field of vision.

Battle strategy will play a major part in your success. You will often face situations that seem impossible to overcome but persevere, things will get better.

Rooms with only one way in and one way out will often contain two very annoyed



● The red numbers on your character portraits at the bottom of the screen tell you how much damage you have taken in combat

ACTION

£25.99



1040 ONLY

1 PLAYER

Produced by
Krisalis



INFO

space marines so you may have to adopt a plan.

Multi-tasking

This is where the multi-tasking option comes in handy. You can send one of your party to open the door while setting your other players up in strong firing positions. When the doors open, move your guy out of the way and start shooting with the other three. This should work (he says hopefully!). Jason

93%

"It's Medi-EVIL!.."



Combining the best of strategy puzzle games with dynamic action in a medieval battleground, Rampart allows multiplayer competition in a race against the clock. So fortify your castles, place your cannons and prepare for all out battle!

Available on: Amiga • Atari ST
CBM 64 Cass • CBM 64 Disc

RAMPART™



AMIGA SCREENSHOTS

DOMARK

TENGEN
VIDEO GAMES

© 1991 Tengen Inc.™ Atari Games Corporation.

Programmed by The Kremlin.

Published by Domark Software Ltd.

Ferry House, 51-57 Lacy Road, Putney, London SW15 1PR

• You have found a chest and a couple of scrolls. The parchments will give you clues and the chest will contain various items of use



• Your inventory screen details the objects you have collected and your vital statistics. The food and water bars must also be kept up at all times



DUNGEON



Pick a party of heroes and explore the evil infested dungeons of Chaos for under thirty quid!

Only a fool could fail to recognise and appreciate the excellent **Dungeon Master**. It was released a good few years ago and received some incredible press reactions.

It was billed as the best ever "dungeon" exploration game because of the sheer size, complexity and intense atmosphere it created.

About a year and a half after the original was pushed out to the world, a sequel was announced. Chaos Strikes Back offered more challenging levels that were a little more difficult than the first.

Not as many levels in total but they were a lot harder and the puzzles were much more taxing to the average human.

Pygnosis have cast their minds back to the days of old and remembered all the hype and electricity that surrounded DM.

They have aimed their latest pack at the old style adventurer who wants more than just a few levels for thirty quid. This combines the original **Dungeon Master** with the follow up **Chaos Strikes Back** for less than three tenners!

The storyline is a pretty complicated affair. You play Theron, a young apprentice wizard to the Grey Lord - a powerful magician and protector of all that is good and pure.

After an unsuccessful attempt to master the powers of the Firestaff, he has inadvertently caused the universe to explode and bring about an age of desolation and despair.

The Grey Lord comes to you in a dream and tells you of his latest failed experiment.



After the explosion that followed, his alter ego or dark side, split from him and locked itself away in the dungeon under his mountain.

Ruling with an evil hand, Lord Chaos, as he is now known, is trying to retrieve the Firestaff so he can harness its power and rule the world.

Mirror, Mirror

The Grey Lord has sent in many mortals to try and find the staff but they have all been killed by the evil Lord. This honour now falls in your trembling hands.

A while after the dream, you awake to find yourself in the Hall of Mirrors.

ACTION

£25.99

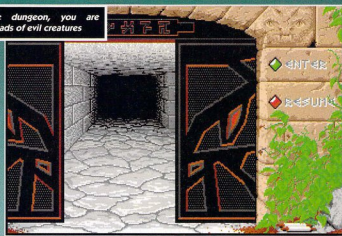


1 PLAYER

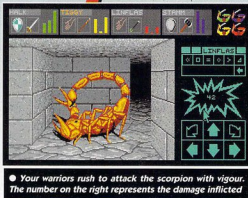
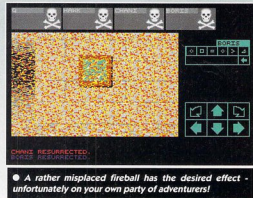
Produced by
Pygnosis



INFO



MASTER/CHAOS



the resting place for the 24 brave adventurers who died trying to battle the Dark Master.

You must first choose your four party members who will lead through the various levels of the dungeon. After this, you must then

offer short-cuts or magical weapons and objects.

Everything you see can be picked up and most of them can be used to help you as you travel through the dungeon.

The monsters come in all

Dungeon for a second time.

This time, he is trying to split from the Grey Lord by harnessing the power of the four Corbum Orbs. If he can use the four orbs, he will be one with all that is evil and the world will soon end.

Chaos Strikes Back!

Chaos Strikes Back can be played using the magic mirror selection system or by using a save game disk from Dungeon Master.

The Dungeon of Chaos harbours many things of evil and it

would be wise to use a saved party game if possible.

There are lots of things in Chaos that can be found in DM but there are also lots of new things including a handy hint oracle.

To use the oracle, you must travel to the point where you are having trouble, save the game and then quit back to desktop.

Now insert the "Utility" disk and consult the Hint Oracle when it has loaded. You can now insert your save game disk and it will offer you clues, advice and information about your current location.

This is an excellent addition that prolongs longevity and makes sure you don't get too frustrated on the later levels of the game. **Jason**

Wow! Dungeon Master and Chaos Strikes Back in one pack. Do the Gods love us or what? This has to be one of the best value for money packs you could ever buy. Lots of things to see and do, combined with incredibly atmospheric sound effects and absorbing gameplay make this a must for your collection. Go on, enjoy yourself, I know I will!

begin your quest for the Firestaff and ultimately Lord Chaos himself.

DM is set in the popular first-person perspective 3-D. You must lead your party of adventurers around the 14 levels of the maze, solving all the puzzles and combating the evil manifestations that Lord Chaos will send out.

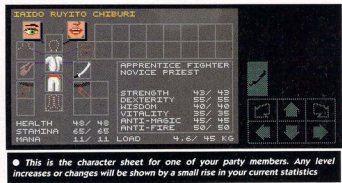
Pit your wits!

The puzzles can come in many forms - the most popular are hidden switches that control doors and pit-traps. There are also lots of secret rooms and illusionary walls that can

shapes and sizes. The first few levels are inhabited by simple creatures that possess no intelligence and little combat skills. They serve as a kind of warm-up to gently ease you in to what will follow.

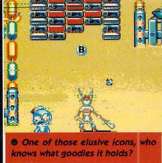
The later levels have incredibly powerful creatures like dragons and dark knights that will test your skills to the limit and beyond until you finally meet and battle with the Dark Lord himself.

If, after several years of playing, you finally manage to complete Dungeon Master, you can start all over again as you enter Chaos



BUNNY BRICKS

Bugs Bunny meets the National Baseball League is it as fun as it sounds? Read on for the low-down.



● One of those elusive icons, who knows what goodies it holds?

ACTION

£25.99



1 PLAYER

Produced by
Daze



INFO

With a main character called "Bunny" you could be forgiven for thinking that this had taken some influence from a certain dodgy soap opera set in Spain. Oh no not one overweight restaurant owner with a moustache in sight.

Take control of Bunny the rabbit through 30 levels of ball hitting fun. Armed with a baseball bat our floppy-eared friend has to destroy loads of bricks on each and every level similar in style to the Arkanoid games of previous years.

Watership Down

The main sprite, which is rather larger than you would expect taking up a quite a substantial amount of space, has to wallop the ball into the back of the field and into the wall of bricks which are found there. Each time the ball makes contact with a brick it disappears, usually. That's where the game gets a trifle tricky not all the bricks are destructible and you'll no doubt appreciate the problems that this can cause.

It's not all bad news for our bob-tailed



● Our bob-tailed batter hits the ball for six. The harder he bats the ball the more chance he has of destroying the all-important bricks that make a level.

buddy, because upon hitting certain special bricks they release icons which give our thumper special items. For example a baseball glove which allows the ball to be caught and thrown back in your own time all the way to

ball in play.

There are five sections each with six levels which follow a theme. These sections will take you to baseball arenas dotted all over the place from areas like the beach to the far out final

The sales blurb states it's an original product. I on the other hand think it's more of an unoriginal attempt at rehashing the old ping pong games. If it's fun of this style you're after then pound for pound I'd probably look towards buying the better value budget game Arkanoid. Hot cross bunny, you certainly will be if you end up buying this.

the bizarre acquisition of a sub-machine gun! Pull back and press fire and watch in glee as you loose off tens of rounds of bullets that blast into the remaining wall. Our gun-toting rabbit has more movement than your average mouse controlled dumb bat.

If the ball is in danger of going out of play it's possible to do a dramatic leap in all or nothing bid to keep the ball in play. Press fire and push in a high diagonal to launch yourself across the field in a desperate attempt to keep the

level on the moon! Moving the joystick in various positions will alter the way you swing your bat and thus allowing control over the direction in which the ball travels. **Brad**

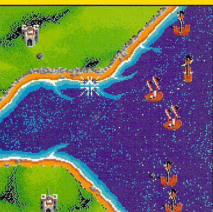
62%



● The referee watches over the play. He's basically just a piece of the scenery and doesn't really do anything



● The wall on the right is impenetrable until you hit the explosives switch which in turn causes the wall to blow up



RAMPART

Already a hit in the arcades and on the consoles, Rampart comes to the ST with a reputation...

Already a massive hit in the arcades and on the Super Nintendo, Atari's coin-op - Rampart - has undergone the conversion technique to the ST. Whereas companies have tried before and failed to get big arcade games onto home computers (Final Fight and G-Loc spring to mind), there are no real problems with Rampart as there's nothing technically brilliant about it

Its popularity stems completely from its playability and easy-to-pick-up-ness. It is no surprise therefore that Domark have done an excellent job in producing a top quality conversion that retains all the elements of the original (and I know that sounds like a quote from the back of a game box!).

Secret ramparter

Truth be known, I used to be a bit of a closet Ramparter around the Manchester arcades and I enjoyed

the SNES version, so I was slightly apprehensive about this one. Unfounded fears thankfully! The game is set in a type of medieval castle-building era where men were knights and women were...well women of course!

The game can be played by either one or two players and naturally enough, the two-player option is a lot more fun, but a good game can be gleaned from the computer after a bit of practice because you'll get murdered at first!

Starting off a game of Rampart involves choosing basic stuff like your skill level and then the battlefield you want to fight on. This is quite an important decision really as it can affect how easy it is to extend your territory later on in the game.

Cannon fodder

After all this has been sorted out you are given a number of cannons to place within the confines of your castle walls. Each cannon can have one cannonball in the air at any



● Once you've chosen your battlefield you must select your home castle from where you will fight



● The cannonballs have been launched and they wing their way towards their targets



● It's Tetris time as you struggle to put all your walls back together within the specified time limit



● As you prepare for battle the screen transforms to a view of the battlefield from the overhead plan view it was previously

After a set period of time a voice will yell out "cease fire!" and you will be taken to the rebuilding screen. This is the most awkward section of the game and, to an extent, based on Tetris.

Running out of time

You get a very limited time period with which to fill in all the gaps in your walls. Tetris style blocks can be

coloured. It is important to extend your castle as much as possible so as to fit all the extra cannons in if you start to progress further into the game, and they're far too important to waste away because of space.

Failing to complete the walls will lose you a life. Lose too many and it's all the way back to the beginning. By successfully completing the barricade and eventually wiping out all the enemy ships, you can progress to the next level.



ACTION

£25.99



1/2 PLAYERS

Produced by Domark



INFO

sprites allow the ST to handle Rampart easily. Sound too is good with good digitised speech thrown in to boot. Okay so it's only occasional shouts of "cease fire!" but it all adds to the end feeling that a little bit of care and time has been taken over this whole conversion.

Too simple for some but just right for others! **Paul**

given time, so it follows that the more cannons you have the more you can fire quickly. Extra cannons are obtained by doing well in the rounds. The better you do, the more weapons you get!

Simple but addictive is the theory here and it does work. Rampart is simple to pick up and play, and is also one of those games you can have a quick go at if you've only got a few minutes spare. There is a doubt over its stability though. It's unlikely Rampart will be the object of endless hours of gameplay but the conversion couldn't be better!

Once your cannons have been placed the battle begins in earnest with an attacking force attempting to breach your fortress' walls. The aggressors always come in ships, firing large cannonballs at your defences. These projectiles rarely miss and each hit reduces some of your castle walls to wreckage and rubble. All that hard work eh?

flipped around by clicking your mouse buttons and these have to be fitted into the holes to complete it. Once you've plugged all the gaps the floor of the castle will change

Faster and faster

This is more of the same except the ships get faster and more numerous and occasionally they will land ground troops that will attack you and make life even more difficult.

Graphically the game is impressive. Simple but effective use of



● A couple of good hits from the ammo and many men will be sent to a deep, watery grave

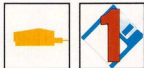


● The battle's in full swing and you're not doing too badly at this early stage



ACTION

£25.99



KEYBOARD

1 PLAYER

Produced by
CDS



INFO

Being a Manchester City fan, nobody smiled more than me when Leeds United pipped Man United to the League title last season. Having said that I wouldn't really have been inspired by it to go out and spend a load of cash on a footy game endorsed by the same title winners, but each to their own I suppose.

We've had games of Man United and Liverpool, with an Arsenal one on the way. It seems Premier League clubs are big business these days as far as computer games go.

Although marketed by Empire, this game comes out of the CDS stable and is programmed by the same guy responsible for D&H Games' Football Director series!

Trip back in time

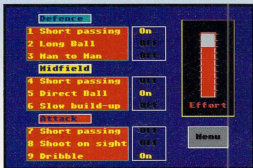
Now while the FD games were good for what they were, they did lack the sophistication of today's best offer-

LEEDS UNITED CHAMPIONS

Control the backroom scenes behind the League Champions as you try to get them more success...



Leeds are 1-2 down despite Eric Cantona's top goal. Are Aldershot going to pull off a shock result?



Setting up your tactics is the most important part of the game if you are to get any success whatsoever

ings like Championship Manager and Graham Taylor's Soccer Challenge. Leeds United is, when you scratch away at the surface, a slightly tarted up version of Football Director II. That would be no bad

doesn't generally matter for this style of game, and can generally be forgiven, it still doesn't have the polished look of one of the new generation of management games.

Most of the features you'd

Without wishing to be too harsh, Leeds Utd is like a step back in time for footy management. There are many similarities to this and FDII which is a couple of years old. Simply attaching the name of the league champions to it hardly justifies a further £25. Some may enjoy it but even so there are a lot better management offerings out there.

shot. Care must thus be taken that you don't get the team into financial ruins with silly spending.

Perhaps the one major difference with Leeds is the ability to design your own tactics from the 700+ that are included, and then train your players accordingly. This gives you some creative scope and if it does pay off then you do know it's your tactics that are doing the job and it isn't luck!

Paul

thing if it was 1989, but we're three years on now.

The game isn't particularly attractive to look at, and while this

expect are tucked away in there somewhere. There are nine trophies that you can get your hands on including all the major European titles. As with the other games of this ilk you'll start off in the lowest division possible and have to work your way up to become the champions of the league and maybe even pick up a European trophy or two along the way.

In the Leeds

You'll start off with Leeds' current squad. All the familiar names are there, Cantona, Batty, Lukic. The whole team is in there. Of course, you aren't prevented from dipping into the transfer market to strengthen your resources.

In fact you'll have to, because it seems the current crop of starlets cannot cope with the likes of Alder-



From this main menu you can access all areas of the game including yet another menu full of options where you can get to more complicated sections

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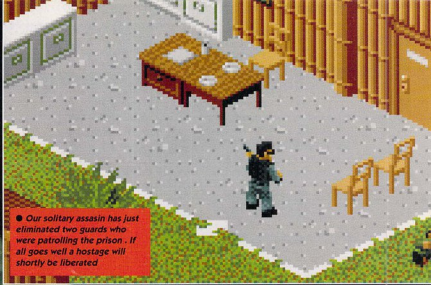
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● Our solitary assassin has just eliminated two guards who were patrolling the prison. If all goes well a hostage will shortly be liberated

SABRE TEAM

Terrorists are holding five British soldiers hostage STOP. Direct contact is required STOP. Sabre Team involvement imperative STOP.

The boys are back in town, in case you're wondering, Sabre Team is just one of several code-names a party of SAS men are referred as.

Five hot spots throughout the globe are causing the Government problems either

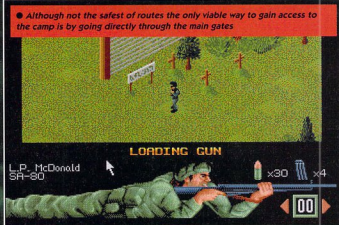
in the political or military sense of the word. 12 balding men sat around a desk, have decided they've gone too far.

Iron Rations

Within minutes of notification the helicopters are in the air, loaded with these iron men. If all goes to plan within a couple of hours the squad will be back at base, unnamed heroes. But as we all know with military operations they never go as planned... Put yourself in charge of such an operation in direct command of four of these paid killers. How would you cope?

Skinned Rabbits

Unlike an arcade game you can't just press fire and go running into a Rambo-esque battle, oh no! You'll have to study various character records from a total of eight



● Although not the safest of routes the only viable way to gain access to the camp is by going directly through the main gates

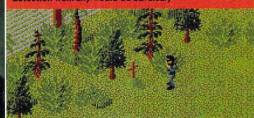
soldiers of which four lucky ones won't go into the combat zone.

Once the "Sabre Team" have been chosen, it's to the armoury you trot, from here you can choose from a plethora of specialist guns

and grenades. Lock and load your weapons and you're then whisked away to the dangerzone, the exact location is only known to the big nobs and helicopter pilot.

The five assignments take our squad to all manner

● Use the trees and any available scenery to avoid detection from any would be adversary



● Another one bites the dust, the SAS man targets an enemy. If he hits, heaven will have one more soul



ACTION

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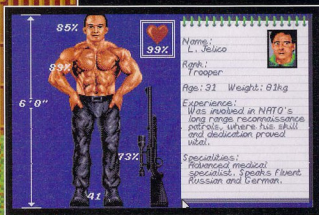


1 PLAYER

Produced by
Krisalis



INFO



● This character selection screen is important, the success of the mission could depend on it

of locations ranging from an embassy in set in several strange locations.

Aside from the normal type of duties required of SAS men you know jumping through Embassy windows and kickdown doors you'll find yourself having to parachute from a plane onto a moving Ocean Liner deep in the Mediterranean.

Why? Well terrorists have

Sabre Team is the best Strategy game you ever likely to see on the ST, the graphics are truly unbelievable and the sounds pretty damn hot as well. The five scenarios insure even the swtharskoph amongst us will have enough to chew on. Pay whatever ransom the shopkeeper demands if it means him releasing this excellent product.

taken over the passenger ship and have threatened to kill one passenger every hour until there demands are met. Unfortunately (for them) the authorities have no intentions of bowing down to there requests.

The Professionals

Once your feet hit the deck you'll have to secure the immediate area, then search the various rooms in a view to finding the hostages and terminating any would be

aggressors. Using whatever force needed. Just one example of what to expect if you play Sabre Team. Another cut throat situation sends our team deep into an underground nuclear missile bunker, which is controlled by a fascist dictator. I hope you realise the importance of success in this mission, the future of mankind could depend

on you. Now the really good bit, your team is controlled using the mouse and a row of

accessible at the click of a button.

Each of these activities takes up a certain amount of Actions Points (AP's), when your allotted AP's have expired its on to your next soldier, when all your team have finished there turn. Using the same method, the enemy has to move. As you can imagine the play gets pretty heated.

Jelly For Afters

If you get hit by a bullet the chances are you'll suffer an injury the severity of which is dependant on the bullet size as much as the

range from where you were shot from. Not only does this bring you nearer to death, but it'll also decrease your AP's and thus projecting the real atmosphere of being wounded!

Brad



● Within seconds the sentries will be lifeless, all down to one skilled SAS man armed with a silenced machine gun

● This is what you'll see when you decide to load your gun with a magazine of shiny bullets



● Our Sabre Team is sent deep into the Malayan Jungle to penetrate a highly armed P.O.W camp



● I've just decided what I want in my christmas stockings. Kim Basinger in some skimpy undies!

ACTION

£25.99



1 PLAYER

Produced by
Ocean



INFO

COOL WORLD

**It flopped at the box office, will it flop in the bedroom?(Groan!)
The big question is will it be a banging hit and shoot to the top?**

How many box office tielins can one machine have? Answer: Lots of them! The latest linsel town computer conversion puts you in full control of a character.

An artist creates a comic book world "Cool World" where the characters come to life and they want to come out of the pages of the comic

Nothing original to offer here. The puzzles are as bland as the graphics. Banality factor 10, the realisation that the gameplay is boring should set in within a few minutes of play. It's a real shame the programmers didn't capitalise a bit more on Miss Basinger's assets. Yet another game that is destined to sink in that deep, dark ocean.

book living like normal people. It's not as easy as that, because if this happens the whole universe will be thrown into a right old mess as you can probably imagine.

You must take control of Officer Harris, a policeman who is sent into the cartoon world to sort out all the problems. Rather than go too heavily into the storyline, let's suffice to say the Doodies - a bizarre group of cartoon characters are out to stop

you on your mission. A sort of Roger Rabbit for adults if you will (well it's got Kim Basinger in it and that's adult enough for me!). (Virgin - Ed!)

How does the movie plot translate into computer gameplay? The first level is set in Cool World. Chasing you will be, from one side of the screen to the other all the cartoon nasties that inhabit the place. You'll have to collect the coins that are left

sizes. By hitting these monstrosities they'll explode and leave a coin behind. Well now I've given the secret of the first level away I'll move on to something a little less revealing.

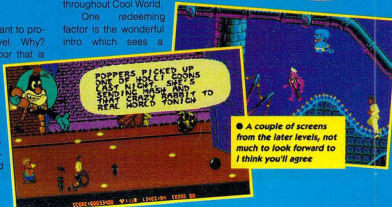
Bakewell tart

Like most games the difficulty increases with the levels as does the toughness of the puzzles that you have to solve. One plus point must be that the difficulty levels are well balanced and progression is simply a matter of practice. You can become quite proficient at navigating the various pit falls littered throughout Cool World.

One redeeming factor is the wonderful intro which sees a

subtly animated Kim Basinger dancing around the screen. This excellent spot of animation would easily fit in some of the seadier PD libraries but I'm sure this won't influence your decision to buy! **Brad**

57%





● Awwwww! All the little babies are crying because they're lost and don't want to go to bed. Bless their cotton socks!

TINY



SKWEEKS

You're probably expecting jokes about this being Skweezy clean fun. Well we aim to please...

● Just get the pink on the blue and the blue on the pink! Easy!



● By picking up icons like this alarm clock you will get loads of extra time and trust me you'll need it as what you already have just isn't enough!

Cuter than a particularly cute lemming. More appealing than Sonic, yep that's right the Skweeks are back for a third time. The first two games (Skweek and Super Skweek) have never really achieved much popularity, but their simple concept has made them a winner with most of the people who've played with 'em!

The other episodes in the Skweek saga had the little fluffy 'balls' desperately running around the levels turning the blue squares into pink ones (don't ask why, it's all a bit complicated!).

In Tiny Skweeks however there is a complete change of style. The children of the Skweeks have hijacked their school bus and flown to Earth to cause havoc. You have to go along and put them all to bed!

If that doesn't exactly

sound like the most exciting storyline ever, then you're certainly right there mate! Fortunately the game's well up to scratch though.

Tiny Skweeks is a puzzle game where forward thinking is everything. You are put in control of the TSC (Tiny Skweek Controller), which is basically a square cursor you can move about with the joystick.

Bouncing babies

By guiding it over a baby and clicking fire you can force him to move in the direction you wish. Now around the levels are objects called Sleepers. You must guide each Skweek to the sleeper that matches their colour. Click again and they're put fast asleep!

The difficulty occurs because once you start to move them in one direction, you can't alter it until they

I was a little surprised when I realised what type of game Tiny Skweeks actually was. That's not to say I didn't enjoy playing it. I played it for ages in fact. The graphics and sound are delicious with the animations of the baby skweeks being spot on! Control is so simple and you can literally pick up and play within seconds.

come to a stop against a wall or other obstruction.

This sometimes requires you to move other skweeks into position as blockers first! That's where the thought comes in as each of the 100+ levels are all against strict time limits.

Musical feast

You only have three lives, but each level begins with a password that you can type in when you reload, so you don't have to begin at the start of the game each time.

After every ten levels the scene will change to a different part of the

ACTION

£25.99

1 PLAYER

**Produced by
Loricel**

INFO

earth (although it's hardly noticeable) and a big screen sized Skweek will give you some indication of where you are!

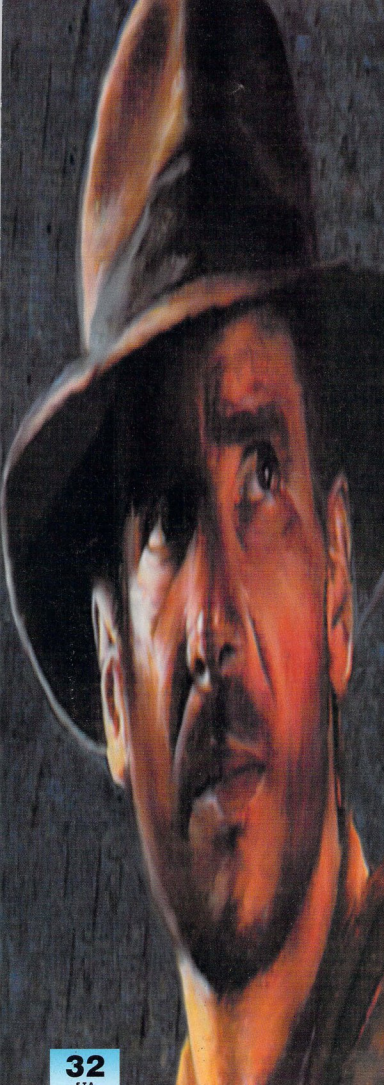
The graphics speak for themselves in the screenshots. The baby skweeks are really cute and are animated really well as they throw a tantrum while being put to bed!

Sound is all digitised! No chip

music here! You can turn the tune off if you like, but you may as well enjoy a rare occasion of decent music by programmers who could be bothered!

Paul





Exclusive to home computers, Indiana Jones, the famous archaeologist, is back on a quest that'll take him across land, sea and maybe even to a land under the sea! Yep bizarre, but maybe that's why the fourth Jones adventure is set to become a big hit.

Pre-war pandemonium

Set in the year just before the World War, the Nazis are gathering power and momentum. Their fanatical leader Adolf Hitler is intent on controlling the world using whatever unearthly powers he can get his hands on to sway the German people in his favour.

Recently, various artifacts

may be from the now deceased civilisation of the technologically advanced Atlantians.

Rigged roulette

Before you can say "that belongs in a museum" the professor cum archaeologist is on a race against time to reach the mystical land and discover the secret before the Nazis do, and use it to add power to the invasion that they are planning.

The game starts off in a casino somewhere in Monte Carlo. Indiana has to meet up with a man who has in his possession Plato's diary. This book is an essential factor in the quest, because it's

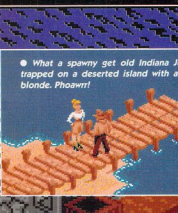
The fate of Atlantis - Action game, is a bit of an over statement. Basically the action comes in the form of communicating with the various characters throughout the game in a view to getting objects you need. The graphics are well drawn, and reminiscent of the old Spectrum games. A bit of a let-down really. Still, Indy fans may like it so give it a look.

have surfaced which are unlike anything the world has seen before, this has caused a great interest with the Nazi army as well as top spelunkers all over the world. Top experts believe the origin

rumoured the diary holds the information of the whereabouts of the sunken city as well. The isometric view that the arcade adventure is viewed in has been used many times before.

INDIANA JONES AND THE FATE OF ATLANTIS

Where ever there is trouble close behind you can count on the man with the stubble. Control Indiana on his last adventure. Probably.



● What a spawny get old Indiana Jones is, trapped on a deserted island with a buxom blonde. Phawwt!

much skill really. The main slab of gameplay is basically wandering around picking up objects which in itself is a bit boring. Throw in a few enemies to spice things up and it gets better.

Atlantian answers

The first level is the worst but once you get to grips with the plot it gets better and you should start asking yourself these questions - Does Atlantis exist? What do the Nazi's expect to find in Atlantis and why is it so important?

By the time you find the answers you'll be totally immersed in the plot. And you'll have been on an adventure that has included breaking into a naval base and stowing away in the hold of a German U-boat. **Brad**



ACTION

£25.99



1 PLAYER

Produced by
US Gold



INFO

As you progress around this casino it becomes apparent that the roulette tables dotted around the building are rigged. After meeting with Monsieur Trotter, the gentleman who holds the crucial diary, it's obvious he won't just hand it over.

Exceedingly good cakes

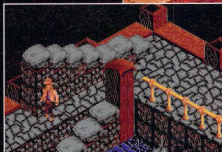
He wants cash for it, so using the few dollars you have in your inventory, you'll have to gamble it and win enough money to buy the diary. Stay in the casino too long and the German soldiers will try to capture you, so haste is important.

Fighting with the Germans doesn't really involve

62%



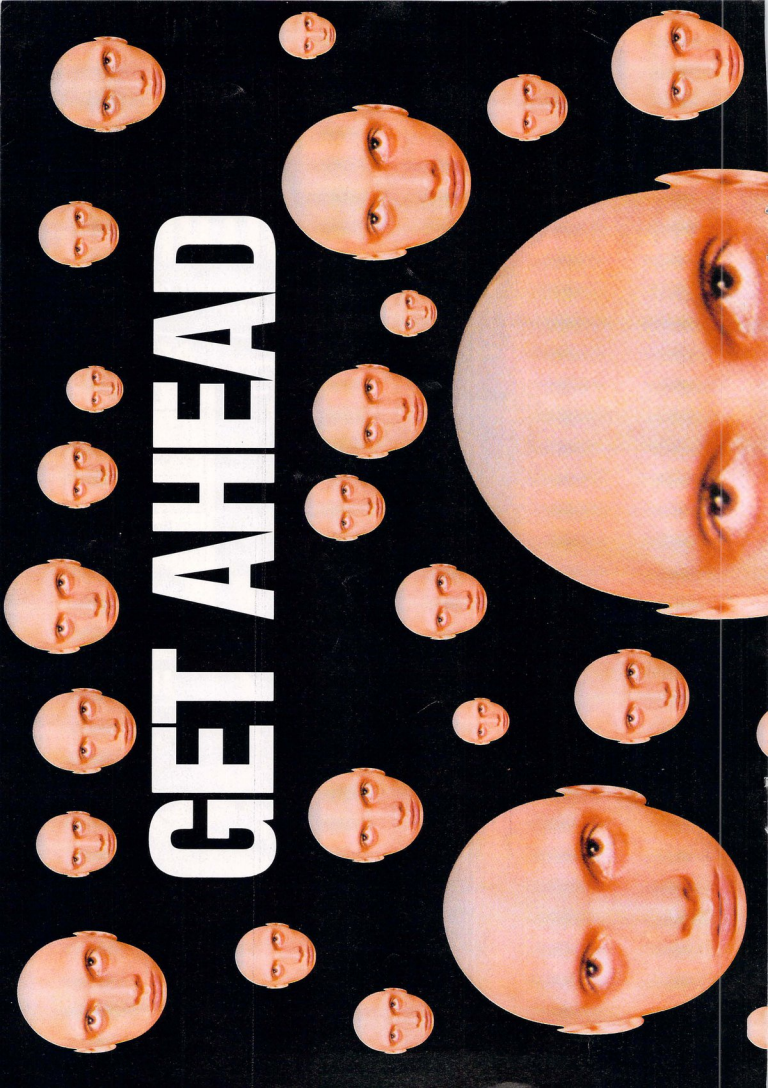
● Our hero dodges past a pair of searchlights. He's now at the entrance, but how does he gain access?

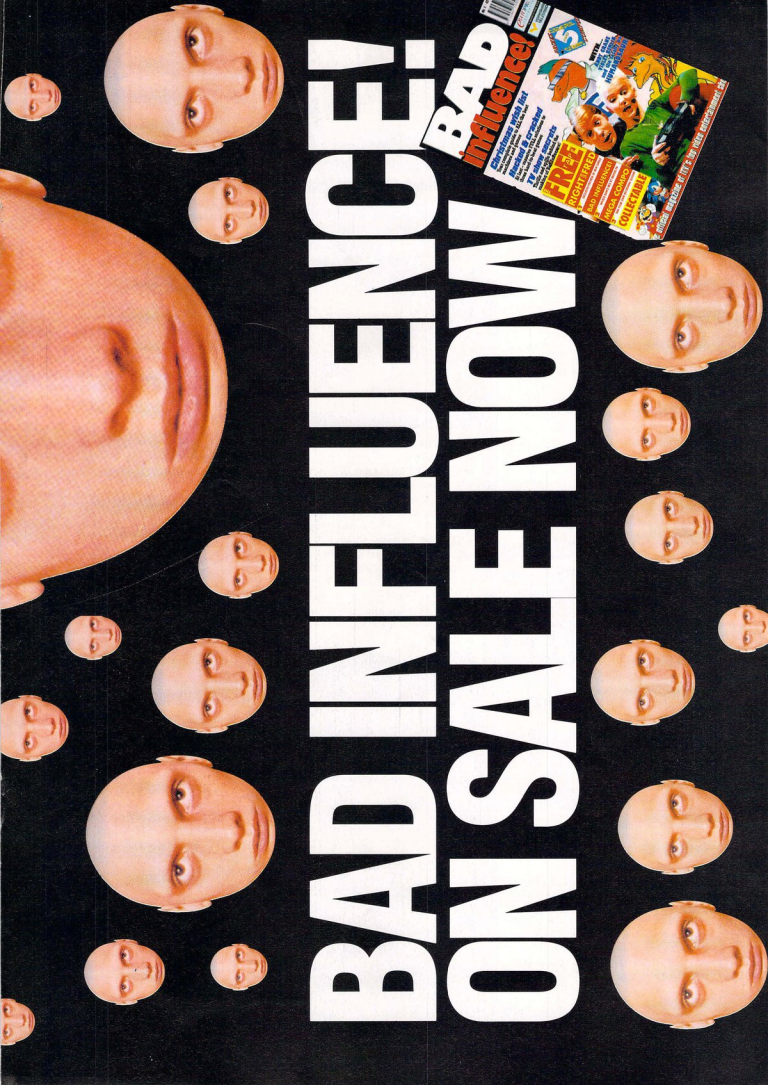


● Finding the Naval Base is the easy part, getting aboard the U-Boat is the tricky bit

● Can I have a bag of chips please? Would sir be wanting salt and vinegar with that? (Awful joke! Ltd)

GET AHEAD





BAD INFLUENCE! ON SALE NOW



Likkle Billy ... All!

It's that time of year again readers when we let STA's own adopted six year old free with his typewriter, as he tells us what his fave games of the year were. Introducing once again...Likkle Billy

dear father Kristmass, itt's me Billy again. You mite remember me frome last yeer. I wrot a letter too you askin for all the new games that were any good for my ST komputer. You mustent have gotten it though or you wouldntent have given me this daft tipewriter instead. please can i have some of these games for my pressies this yeer. Me and my mate Kev have satt down for 10 mints to get this list of the best games this yeer.

ps Could you please fix it for me to have a girlfrend. My mate Kev is goin out with a girl called lisa. shes been out with all the boys though. she even kisses some of them!!! eyed reely like to have a girlfrend like Lucy frome Neighbours coz shes reely nice lookin'g.



● this looks like a fight in are playground last tuesday. Scannie the bully won.

Panza Kick Boxing

Now santa, you, really have no exskewse not to get me this one coz it only kosts afe quid. I played this at my mates and preetended i woz beetin'g up lisa, kevs bird. they dont call me Billy Van Damn for nowt you know. only yesterday i double-roundhoused next doors cat into the bins but they sett there dog on me.



● wow! Populus 2. i got these pictures out of STA so you know what to look for

Populus II

when i got my first ST Action of this year i saw a hoooge 4 page review of this game. They sed it wos the best god game ever and thats why i wot it. Me mam and dad dont beleeve in god but i do. who else cud possibley have made that lisa fall inn luvve with kev???? she must have bin forced by someboddy coz noboddy else likes him. me mam says heel grow up to be an MP and then it wont matter!!!



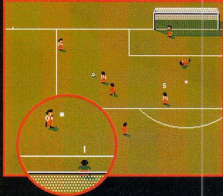
● santa, this is from amberstar from thalion. a reely good roll playing game



Sensible Soccer

its one of the best footy games out an thats why i wot it. i used to play fotty every nite after skool but now im into eldorado and kevs out with his "girlfrend" i dont have much time. this game has "sliok graphics, wonderful ball control, sexy sound and oodles of playability". well thats wot STA say. they're crapp at spelling. dunno how they get away with it.

● this game is pure top. The best fofball game there is on the ST. Smart!



Amberstar

My dad says that I shouldn't put this onn coz its from germany and they beut us in the world cup not long ago. I reely fancie the chance of bein'g a big solid worrier and walkin abowt killing wosnames. Ive heard peepale say that this game is reely big and hard so dont i really know if ill like it coz Scannie the skool bullie is reely big and hard and I dont like him at all! Sumone else said that this gayme is a roll-playin'g one, but i dont fancie rollin'g anyway. me mamwood kill me coz ive just got some new jeans to ware. ill probably after wait till im a bit older before i can play this proper.

Want for Christmas



● *His curly coon from the telly. He's dead, dead famous off that top crisp advert*

Push Over

I wood like this game very much coz it stars curly Kolin from the ~~Qax Qax~~ crisp adverts on the telly. i know its all about pushing over domininos and solving puzzels. my dad shown me how to play dominios last year. i fink that he didnt tell me all the rools coz he said the ideer was for me to get as many as i cood first. He even give me half of his to help me!!

● *this game is sposed to be reely, reely good and dead easy to play. its degeneration Santa*



D/Generation

ive been told that this game is dead surreel, and although i dont know what surreel it is, i do like other surreels like cornflakes and coco pops! i wood reely like to save that big bilding frome all the nasty fingles that have attacked it. its sposed to be one of the bestest games this year and itll only cost you 20 quid.



Robocod

this is annuvver game frome last JANury. the skreen was a bit small but i played a game of it in a shopp near our howse and i was hooked there and then. i reely like platfom games and my mate allison showed me how to play this one. By the way santa, mrs Morris my teacher says mi English is gettillg betterer what do you fink?

● *i hate fish but me mem sometimes makes me eat it for me tea. yuck! its not nice*



Lotus III

Ive got the other too Lotus games so i dont reely know if i want this but kev wants me to putt it down coz he says theres a reely great track maker in there that will let us bowth play millions and millions differant levels. As the first too are so good theirs no problem that it will be know good. its probably one of the bestest games to come out this year.



Lure of the Temptress

this gayme is sposed to beee even betterer than Monkey Island and thats why i wont it. its eezy to play coz the control method is dead simpl to get to grips with. The graffix on this game are well good. its a good job ive got a 1 megg komputer or i wouldnt be abel to play it. this is won of the games i want the most frome my list

● *thats the kind of car i want when i grow up santa. ill see you about that in a few years*



Microprose GP

wow! i remember Nigel Manssall winnin all his races this year but i know i can beet him. im the fastist in our class on my bike. only Wayne kerr can keep up with me for long. ive seen this one in a demo in the shops and thought it was well smart. all the traks are realistik as well.

well Santa, fanks for reedin this. ill leave you the mince pie and bottle of carlsberg that my dad drinks. ill also put out a carrot for rudolf. ill seeya next yeer...
love Billy xxx



● *you need one megg to play this game. its a good job my dad bort a big computer*



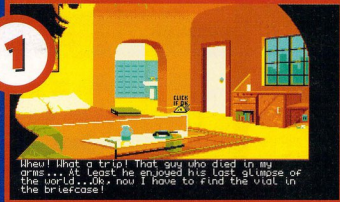
PLAYER'S GUIDE

FASCI

This slightly risqué adventure from the makers of Gblliins was quite well received by the media. Good strong visuals, atmospheric sound and the occasional shower scene combined well to make it a joy to play. Some of the puzzles were quite hard though so this two part solution will help all you would-be adventurers.

As there a usually a couple of objectives that must be completed in each scene, we'll take it room by room so there's no confusion.

● This is the lobby area where you can search the table for some interesting items. The magazines should be examined for some phone numbers.



1

Hiya! What a trip! That guy who died in my arms... At least he enjoyed his last glimpse of the world... Ok, now I have to find the vial in the briefcase!

1. FIRST ROOM

First thing you must do is open the suitcase. The combination is AARGH. Now open the drawer and take out the adaptor. Unplug the fridge and plug in the adaptor. Take the toothbrush and and plug it into the adaptor. Set the voltage to 110V and put the toothbrush on "start". Find the vial and take it. Now go down the hall.

2. HALL

Open the magazine on the table. Open the telephone

book hiding underneath it and note down Jeffrey Miller's telephone number. Now take the key holder from the table and show it to the receptionist. Examine the ashtray and take the token that you find. Now go up to the room.

ROOM

Pick up the phone and call Jeffrey Miller using the number you got from the telephone book. Remember the code number of his flat. Put the vial in the ice tank and fill it with water. Now hide it. Remove the adaptor and plug the fridge back in. Now leave the room.

3. SWIMMING POOL

First go into the cabin. Now use the pool's key on the door. Open the battery com-

2

● The receptionist has the key to a locker that contains something you need. You'll need to use the sugar cube to get past the vicious dog

● The pool is the home of all the layouts. Speaking to the members will reveal some positive facts about your case



Hi Dora, my darling little firefly! Haven't crashed your plane yet? Hmm! When will you marry me?

3

INATION



● This animal must be calmed with some sugar. If you collected the cube earlier, you can offer it to the hound and hope he isn't dieting!

partment with the token and take the battery. Speak to Prisca and then take the torch. Find the hat and give it to Prisca. There should be a switch under the hat - switch it on. Take the pendant that you can see in the pool. You can locate it by its reflection. Ask the barmaid for a cup of coffee. Take the sugar and then leave the pool through the gate.

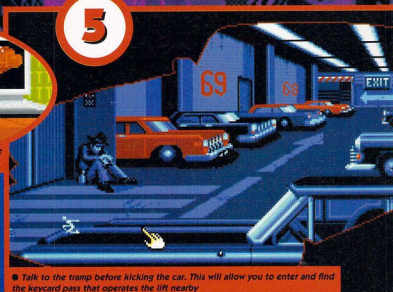
4. ROAD

Make the code given by Jeffrey Miller. Go to the reception area and try to take the key that's hanging on the

board. Give the sugar to the dog and try to take the key again. Now head out on to the road and call Jeffrey Miller in the phone box using the token. Note the access code and then go to the car park.

5. CAR PARK

Go to the storeroom and open the door with the key. Switch on the torch and unhook the hook that holds the door of the opened cupboard. Search the blouse and take the key from the pocket. Open the car of the housekeeper and talk to the tramp. Now kick



● Talk to the tramp before kicking the car. This will allow you to enter and find the keycard pass that operates the lift nearby

the tyre. Take the access card of the lift which hangs over. Enter the code and go up in it.

6. OFFICE

Examine the dead body and open the reverse of the jacket. Take out the silk handkerchief. Examine it and take the microcassette. Search the books and find the secret spring hiding place in one of them. Put the tape in the player and press the chest on the lamp. Go to the shop.

7. SHOP

Take the pointed high-heel shoes. Go back to the reverse. Loosen the chest bar with the shoes and open the chest door with the help of the magnetic label. Enter the code as "DOC". Now enter the operation hall and off you go!

Well, that's all you're getting out of us for this month. Join us same time next issue (Happy New Year!) for the final part of the solution.

● A bit of foreplay is needed here, I think. Press the nipple on the lamp to illuminate the bookcase where you can find a dictaphone



So the body count is rising! 2 deaths in 24 hours! Hello, Sir Jeffrey Miller... somebody's placed tape on your body! Intrusive... it's too late for me! Talk now... I have to find the informant he left for me... Where could he have put it?

● The lingerie shop is for all you closet perverts out there. Maybe you should search the undies for clues or something!



PLAYER'S GUIDE

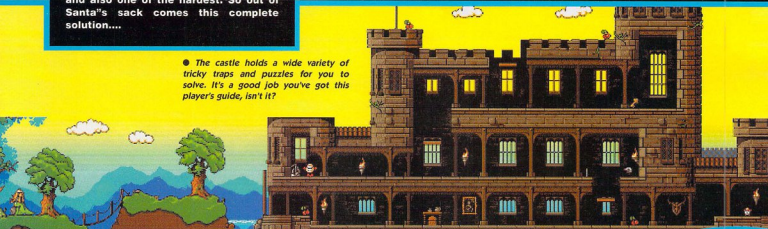
DIZZY

PRINCE OF THE YOLK

Lots of excellent budget games make an appearance as Christmas draws nearer. The Dizzy games are quite possibly the best loved games of all time. Prince of the Yolkfolk is one of the best and also one of the hardest. So out of Santa's sack comes this complete solution....

Help Dizzy rescue his family without over-egg-citing yourself with this super guide!

● The castle holds a wide variety of tricky traps and puzzles for you to solve. It's a good job you've got this player's guide, isn't it?



EVIL DIZZY

The prickly thorn must be left in the Double Trouble room. To kill the Evil Dizzy, you must get him to walk over it so you can then pick up the Spanner. After you have done this, you must then find and kiss Daisy who is in the Deserted Tower. She will ask you to find and return 20 cherries to make a pic for Grand-Dizzy.

The following rooms all contain one cherry:

Trapped!

A Few Trees!

Hillside

A Secret Cave!

Top of the Hill

The Ferryman (behind the stereo)

The Uppermost Branches

Awfully High Clouds

Enchanted Treetops (in the treehouse)

A Fluffy Cloud

The Enchanted Forest (behind the Fluffie)

Stairs and Landing

Castle Ramparts

Castle Drawbridge

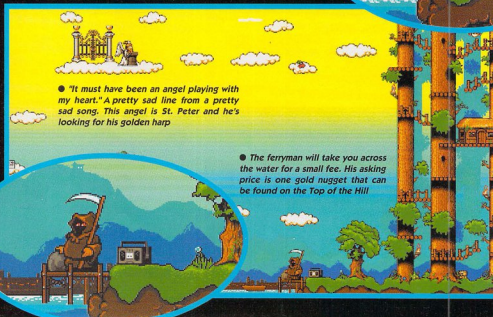
Tower Drawbridge

Edge of the Tower

The Deserted Tower

More Clouds

Double Trouble (behind the spanner)



● "It must have been an angel playing with my heart." A pretty sad line from a pretty sad song. This angel is St. Peter and he's looking for his golden harp

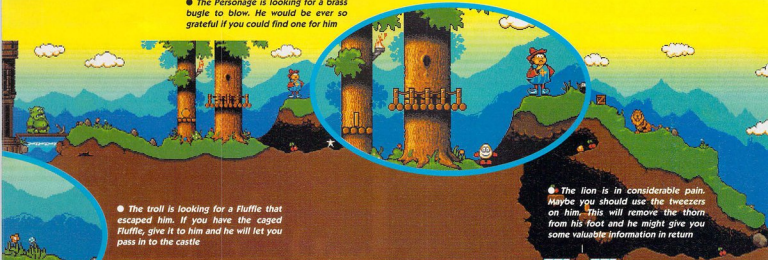
● The ferryman will take you across the water for a small fee. His asking price is one gold nugget that can be found on the Top of the Hill

TY KIDFOLK

Here is a complete list of all the objects, where you can find them and what you do with them.

<u>OBJECT</u>	<u>ROOM</u>	<u>USE ON</u>	<u>ROOM</u>
The Leaves	Trapped	The Door	Trapped
The Match	Trapped	The Leaves	Trapped
The Water	Trapped	The Burning Door	Trapped
The Pickaxe	The Rear Entrance	The Boulder	Hillside
A Gold Nugget	Top of the Hill	The Ferryman	The Ferryman
Acme Bridge Kit	Hello World!	The Ledge	Treetops
A Golden Harp	Tower Drawbridge	St. Peter	Heaven
Wooden Cage	Top of the Hill	Fluffie	Forest
Holy Cheese	Heaven	Cage	Forest
Caged Fluffie	Forest	The Troll	Rear Entrance
Outboard Motor	Stairs and Landing	The Ferryman	The Ferryman
The Scythe	The Ferryman	The Brambles	Tower Drawbridge
A Rusty Old Key	Castle Ramparts	The Door	Deserted Tower
A Brass Bugle	Tower Ballroom	The Personage	A Few Trees
Some Tweezers	Edge of the Tower	The Lion	Top of the Hill
The Thorn	Top of the Hill	The Floor	Double Trouble
The Spanner	Double Trouble	The Mechanism	Castle Drawerbridge
The Jokebook	A Few Trees	The Princess	Castle Gardens
The Regal Flag	Castle Gardens	The Flagpole	Castle Ramparts

● The Personage is looking for a brass bugle to blow. He would be ever so grateful if you could find one for him



● The troll is looking for a Fluffie that escaped him. If you have the caged Fluffie, give it to him and he will let you pass in to the castle

● The lion is in considerable pain. Maybe you should use the tweezers on him. This will remove the thorn from his foot and he might give you some valuable information in return



● A lot of the objects you will need can be found in the upper levels of the castle. Some of them may not be too obvious so you'll have to look hard

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GOING

It's Christmas and drunken people who you don't really know keep shaking hands with you. All that Crimbo money will come in handy.



● Oooh, that's a big scary tunnel up ahead. Make sure you don't crash into the walls or it could get a little messy in there. Ride hard Mr. Driver!

PICTIONARY

Ocean - The Hit Squad - £7.99

Based on the board game of the same name. You'll have hours of Christmas fun with grandma and grandpa playing this fun puzzle game. In the expensive boxed version you got some pencils and an egg timer and not much more really. In this binary version you get a single blue disk and a flimsy instruction leaflet. Good eh? You're supposed to draw your own pictures using the editor included in the game whilst your opponents try to guess what your drawing actually is. The faster you get it the better. But the question is, can you really be bothered with the whole tedious affair. This is a prime example of a bored game, most poor. I suppose I'm just upset because I didn't get an egg timer. Ho hum, now where is that figgy pudding?



● Salvador Dali really did have nothing on Brad and his revolutionary Pictionary skills

FLIGHT OF THE INTRUDER

Spectrum Holobyte - Action Sixteen - £14.99

Never judge a book by a cover, the same rule applies when buying computer games. The artwork that adorns the packaging is absolutely disgusting. And doesn't reflect the quality game you'll find on the two disks in the box. Set somewhere on the USS Shiloh in Chinese waters, you are in charge of planning and execute bombing missions



● Flight of the Intruder offers excellent value for money with some difficult missions thrown in too

91%

TEST DRIVE 2

Ocean - Hit Squad - £7.99

Read em and weep, that's what we all do when we scour the endless car magazines, showing off those high powered beauties imagine what it'd be like taking one of those beasts for a test drive? The best chance you'll get is with TD2, the two super cars you can choose between are a Porsche or a Ferrari check out the statistic page. And decide which vehicle you want to drive its behind the wheel and off you go, screeching around corners with a towering mountain face on one side and a deadly drop on the other. Race the clock, a computer controlled car or better still the police. For added effect, sellotape a pair of furry dice to your monitor!

41%



● SEUCK is now out on budget and worth a look if you want to make your own games

SHOOT EM-UP CONSTRUCTION KIT

Gremlin - GBH Gold - £12.99

When this game was initially released some years ago, I remember reading the blurb and thinking... Only as powerful as your mind, hey if this is as good as it sounds then we may see the end of commercial games software forever. Fortunately it was just hype.

73%

Although it is has all the makings of a good program it really is an impossible project the only type of game I could create after a few hours is a second rate PD game, regardless of how long you spent creating a game you'd still only have a dodgy PD game. The sprite editor is the strongest feature. Maybe a few years ago not any more. To an extent if you're interested in game design it's probably of some value to you none-the-less. Or maybe you're just a little egotistical and like other people playing your own funky creations.

87%

CHEAP!

BATTLEHAWKS 1942

Kixx XL - £12.99

Another of the many flight sims that are appearing on the budget scene. You take the role of a fighter pilot during the Pacific War and naturally enough you must help the war cause by killing huns. You'll fly one US plane in loads of different WWII type sorties, try your hand at dropping those torpedoes, or how about escorting a giant bomber to its dropzone so it reaches its target safely. Yep its got them all and many more, 30 to be exact. Included in the box is a nice weighty manual which adds to the value. The sound's alright, the graphics are well drawn but a tad too slow for me, still you can't have everything these days can you?

● You're in the cockpit of your fighter. But where are all those enemy planes coming from?



83%

INDIANA JONES AND THE LAST CRUSADE

US Gold - Kixx XL - £12.99

Arrgh, you can't get away from this guy his last film was made years ago. Anyway I'm not complaining now that this excellent game has been released. Forget about Monkey Island this is the closest you're going to get to it. Point and click adventure at its finest. Three disks crammed with loads of Nazi bashing and adventuring action and at the ridiculously low price of 12.99, this is one of those games which you can't afford to miss. Want to know how to rid yourself of post-Christmas melancholia? Simply shell out the nominal asking price and rest assured they'll be no more boring days and certainly no more lonely nights. Hmm, now where do I find that Grail?



● Indy and the Last Crusade wins the award for top Christmas budget game and is well worth getting

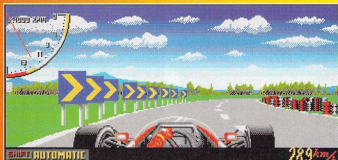
BUDGET GAME OF THE MONTH
94%

SUPER MONACO GP

US Gold - Kixx - £7.99

72%

If the thrill of driving high performance sports cars through two way traffic doesn't grab you then perhaps sitting behind the wheel of a multi-million pound F1 car is your forte then this is for you. Incorporating some pretty advance 3D scenery shifting routines and some great graphics is all an up and coming Nigel Mansell could want.



● Enter the world of Grand Prix racing and take those corners with the best of them. Come on then Mansell, let's get it on in the big league

CARRIER COMMAND

US Gold - Kixx - £9.99

Take a trip down memory lane, four years ago the whole computer world was sent barmy when this strategy/arcade

79%

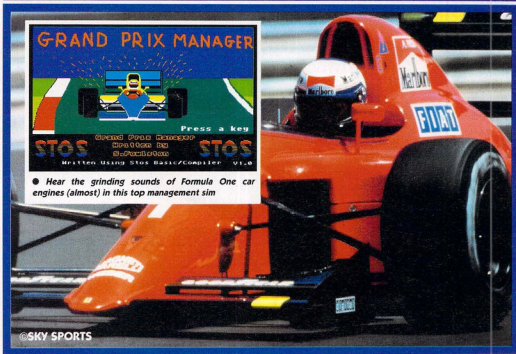
game hit the scene. That was then, this is now the basics behind the game, you are in command of a multi-role assault carrier and using whatever means necessary you have to destroy the enemy carrier. Like you, they also have the same plan, use your mouse to control your attack squad be sure to leave enough resources onboard to protect the ship. Graphics are reasonable the screen size is tiny, but the banality factor sets in after a short time. Dated.



● One of the original big time games on the ST. There were queues for this originally

This month sees our Chicken in a festive guise as he wades through the masses of PD that have arrived in the past few weeks. Happy Christmas from your favourite fowl!

GRAND PRIX MANAGER



● Hear the grinding sounds of Formula One car engines (almost) in this top management sim

There's some amazingly good PD games that have come through the letterbox this month. This one is actually licenceware and is programmed by a guy called Stephen Fowlston. It comes on two disks and puts you in the role of the manager of a Formula One Grand Prix team. You only have a set amount of cash and you must choose

which drivers to employ as well as all the behind the scenes guys like engine specialists and the like.

The races are depicted by a leaderboard that shows you the names of the current top eight drivers in the race as well as how your own two are faring. Whenever anything interesting happens like a blown engine or a pit-stop,

this is shown at the bottom of the screen.

The game does get quite involved with you having to set teams onto jobs to design new parts in order to keep up with the constant mechanical improvements of the other teams. In short this is an excellent piece of software well worth the £4 asking price. Get it from LAPD.

INSECTICIDE

The blurb with this one goes along the line of "Have you ever wondered what insects do in the winter when there's snow on the ground...". Well no to be brutally honest! Don't let that put you off though. The rest of

the document file is humorous and you'll probably find yourself reading through to the end of one for the first time in your life.

The game itself is sort of a Space Invaders with ladybirds and insects. You're the ladybird and you have to use your spit laser to kill off the swarms of insects coming at you. Nobody said that programmer Peter Hague wasn't strange! It's worth a look at as



● Any kind of game where a Ladybird is the main sprite is bound to be a little strange



it's only PD. There's more to it than meets the eye too as your ladybird can fly and do all sorts of intricate stuff too. You'll find it on disk G249 from LAPD.

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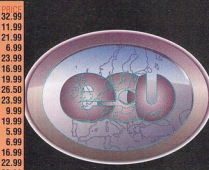
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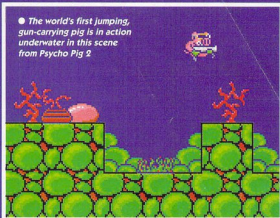


From the makers of the truly tremendous *Sim Pig* which we reviewed a few months back comes *Psycho Pig 2*. Now where exactly *Psycho Pig 1* went to is anybody's guess, but those guys at Animalsoft over in Holland

have definitely got an unhealthy interest in pigs!

The game comes on two disks and is complete with a top comic strip intro that depicts a helpless crocodile going to find *Psycho Pig* because her children have just been kidnapped!

Only PP can help her out and so he sets out in this platform game to save the kids. The graphics are cute and although the game may seem like it's a bit rough around the edges it is better than an awful lot of original budget offerings and that is obviously to its credit. These guys deserve all the help they can get so see if you can get your hands on this and register for it!



● The world's first jumping, gun-carrying pig is in action underwater in this scene from *Psycho Pig 2*



● This pig is well hard. You wouldn't want to bump into him on a dark night after a few beers!

IT'S REALLY BOO-FUL

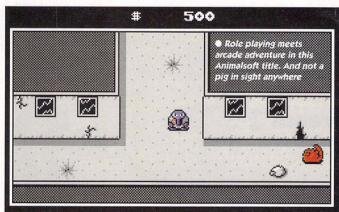
FATEMASTER

Coming from the same stable (or even trough) as *Psycho Pig 2* is *Fatemaster*. The accompanying letter we got with the two games said that FM hadn't really been a success and that Animalsoft had only had one registration. I suppose that's where the shareware thing falls down as not everybody is prepared to send money for something they've already got safe in their disk box.

Once again (despite the poor response from the general public) *Fatemaster* is a good piece of PD which in many respects is of budget quality. It's quite hard to put the game into a category. It's sort of a cross between an arcade adventure and a role-playing title. There are definite elements of both genres tucked away in there.

The plot involves you wandering around finding things, using them and then finding more things.

Yep, it's one of those types of games, and personally I think it's a little cracker (no Christmassy pun intended). See the address panel for further information.



● Role playing meets arcade adventure in this Animalsoft title. And not a pig in sight anywhere

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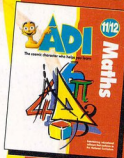
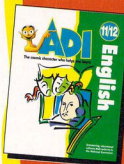
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● Our hero Dirk's about to dare where no man has dared before. That big sword looks a bit sharp mind. Be careful!

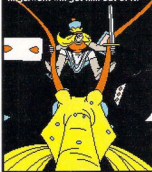


● Sporting the latest in rave fashion, our two models Darren and Andy proudly strut their stuff on our themed catwalk

DRAGON

Dirk's back and he's definitely still daring. It's the third outing for Don Bluth's boy as Readysoft enter the Dragon's Lair once more...

● It's another tricky situation for our boy again. Only deft fingerwork will get him out of it!



Most of you will remember the Dragon's Lair series that have hit the ST market over the last few years. The first Dragon's Lair saw the introduction of a new breed of super hero - a complete geek! Dirk the Daring as he was known wasn't the most useful of people.

He would stumble around the various stages trying to rescue his beloved Daphne from the terrible claws of Singe - the pernicious dragon who had kidnapped her and taken her off to his evil castle.

After this adventure came the Escape from Singe's Castle where

you were pitted against the Shapeshifter - the loyal servant of Singe who would do anything to thwart your progress. The last game in the series was Dragon's Lair II - Time Warp.

Again you decided to risk everything for the one woman you loved. This time you had to stop the amorous advances of Mordroc - the demented sorcerer. He had plans to marry your princess and ruin your life completely.

Well, you've packed up your sword and retired your armour to the back-bedroom! A couple of years and a few kids later, you almost convinced yourself that a normal life was on its way - ha! Fool that you were!

"This time Mordroc's sister has kidnapped your family."

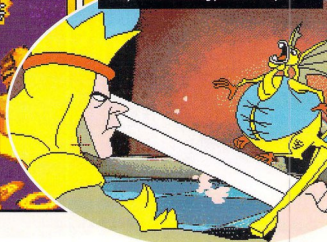
This time Mordroc's evil sister Mordread has kidnapped your family to repay you for the premature destruction of her beloved brother. She has created the Vortex of Eternity and is threatening to lose your family for ever! Can you save her once again?

Dragon's Lair III comes on six disks and features amazing full screen animation, digitised sound and 60 scenes of incredible interactive playing. You must overcome the evil creations Mordread

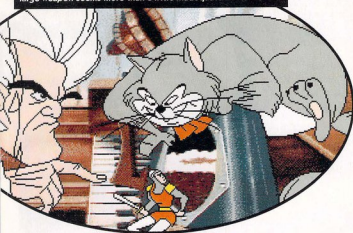
● All these cogs and wheels will cause more than minor bruising if Dirk doesn't choose the correct sequence of moves



● You can have a sword that size and be hard but when your nose is that big you lose all respect!



Things are getting a little strange around here. Your normally large weapon seems more than a little inadequate now!



PROJECT: Dragon's Lair III

- The Curse of Mordread

PUBLISHER: Readysoft/Empire

AUTHOR: David Foster

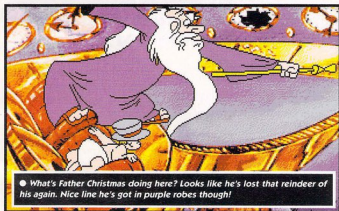
GRAPHICS: Tony Borzek, Dave Quesnelle

SOUND: Tony Borzek

INITIATED: January 1992

RELEASE: January 1993

'S LAIR III



What's Father Christmas doing here? Looks like he's lost that reindeer of his again. Nice line he's got in purple robes though!

will throw at you and finally find your family before it's too late.

Each screen will display a small section of your adventure. Providing you can complete each separate section, it will update be accessing the disk and offer you a new challenge straight away.

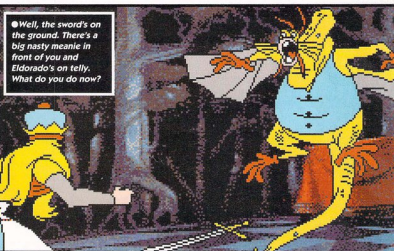
Under the broadsword

To complete a stage, you must perform a certain manoeuvre or collect a particular object within a specified time limit. Failure to do this will result in the loss of one of your precious lives.

Each screen is beautifully animated to correspond with your movements.

There will be things happening around that may or may not be part of the solution.

Creatures will no doubt make an appearance and try to halt your progress. The only form of defence is Old Faithful - the broadsword from your other encounters.



Well, the sword's on the ground. There's a big nasty meemie in front of you and Eldorado's on telly. What do you do now?

The first noticeable thing about the Dragon's Lair series are the beautiful graphics. You could easily be forgiven if you thought you were watching a cartoon. Each screen animates with speed and consistency making it a joy to watch and to show all your mates at parties.

PAY TO PLAY

One of the unpopular things that always seems to rear its ugly head is the lack of interaction in the playability department. Although the screens are usually difficult, they don't take much to complete once you figure out how. You may only have to move the joystick in two directions quickly to complete a stage. In some peoples minds, this doesn't warrant a price tag of thirty quid.



● Here's an early photograph of one of the Ragnarok programmers working hard on the code for the game. Technology these days is quite amazing isn't it?



● Ragnarok is due for a release come Christmas and should give Mirage their first ST hit

RAGNAROK

Chess may well be the game of champions but Ragnarok could be the strategy game to replace it on the throne on the ST...

Complicated strategy games certainly aren't everybody's cup of tea. They have always been known to appeal to a certain audience where strategic thought and advance planning are two natural abilities.

Chess is widely rated as the ultimate in complex and in-depth thought games but it may well have a challenger for the title in Mirage's latest masterpiece - Ragnarok.

The basic game is simple to learn but has a wide variety of options and abilities available. Played on a board that measures 11 squares by eleven, and contains six different types of tile (only one of these affects gameplay but more about that later!), you control one of two battling sides.

The Good (or White) side has eight pawns (known as the Ein-

herjar - the warriors that fight for the Gods at Ragnarok), four special pieces which are taken from a possible six (these are Odin's allies at Ragnarok, and they each have special powers) and the mighty Odin himself.

The Evil side (or Black in this case) has 20 pawns (the giants that oppose the Gods) and four of the special pieces that can be chosen from six.

Each side has a different goal to achieve throughout the game. White must try to move Odin from his starting square (positioned in the centre of the board) to one of the four safe corners. Black must prevent this by blocking his path and finally capturing him and ending the game.

Capture is done by surrounding a piece with two or more members of the opposing team. Pawns

must only be flanked by two pieces, North and South or East and West.

Some of the other pieces must be captured by three players (not including diagonals) and Odin must be surrounded on all four sides before you can claim victory.

You're probably wondering what all this talk about Odin and the other Gods is about, so I'll try to explain the story to you....

Good Gods

The term Ragnarok is apparently used to describe a time in Norse mythology when all the powerful Gods joined together to take part in a thunderous battle to signify the end of the old world and the beginning of the new one.

Odin, one of the soon to be sacrificed Gods, walks down into

a valley with a finely carved table under his arm. He knows he is to be killed but he is trying to cheat this fate by developing a strategy that can win him the battle.

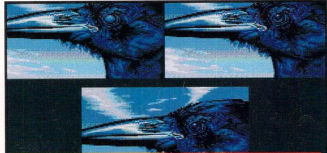
Getting board?

To aid this, he has created a board game that recreates the battle that is soon to take place. It uses special pieces to represent the powerful Gods who will take part. He has decided to approach the most unpredictable species in a view for an answer - man!

There you go! I hope that helped you a little? Now, back to the game!

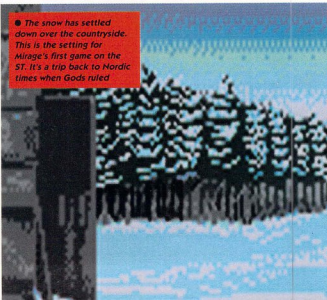
The special pieces can all move various distances in different directions. A detailed info sheet

"The powerful Gods joined together for a thunderous battle."



● Many hours have been spent on the game's graphics and this shows through with the quality and detail of the drawings

● The snow has settled down over the countryside. This is the setting for Mirage's first game on the ST. It's a trip back to Nordic times when Gods ruled



● Many different faces have been designed for Ragnarok ranging from the pleasant to the downright evil and scary expressions



PROJECT: Ragnarok
PUBLISHER: Mirage
AUTHOR: Kevin MacIntosh
GRAPHICS: Richard Lodge
DESIGNER: Nigel Kershaw
SOUND: Ian Howe
INITIATED: September '91
RELEASE: Christmas '92

R O K

can be called up at any time that will tell you what abilities your character has. Some of them have extra abilities such as killing opposing players or jumping over pieces that are blocking their path. It's full of surprises.

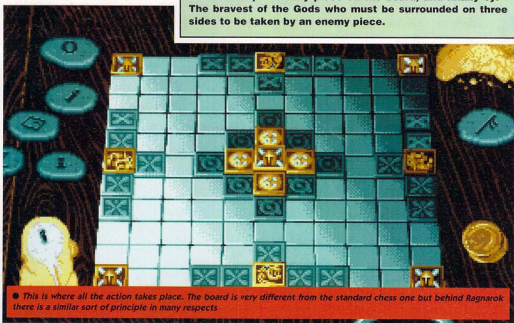
Although a lot of fun can be had in a ferocious two player game, there is also a lot of excitement in one player mode. This has you pitted against one of 12 extremely talented opponents. They all have flaws in their gameplay so don't worry if you get hammered the first few times you play.



● This nasty looking character is one of your opponents

GODS

Each team can choose four of six special Gods to help them as they play. The White team has a slight advantage as they can choose from Thor - The God of Thunder and possessor of the mighty hammer of Mjolnir, Frey - The agile God of fertility who can also move diagonally, Vidar - The son of Odin who is replaced in one of the starting squares if he is taken, Heimdall - Guardian of the Rainbow Bridge who can move one space in any direction, Valkyries - Fly through the air and can leap over any piece on the board, and finally Tyr - The bravest of the Gods who must be surrounded on three sides to be taken by an enemy piece.



● This is where all the action takes place. The board is very different from the standard chess one but behind Ragnarok there is a similar sort of principle in many respects





They never listened....Global ecological disaster was just around the corner.

Diary of Professor Hans Gruhn
Head of Ecostrat

24 December 2022

For years the incessant pleadings of the environmentalists have been ignored, the damage caused by the holes in the ozone layer is irreversible.

Cases of skin cancer have risen by 65% in the last 50 years, the Greenhouse effect is taking its

● *The Transartica, only by careful use of resources and manpower will you be able to restore light to the world.*



TRANSARTICA

No planes, automobiles, just trains in this post ice age adventure, Mad Max meets Blue Peter in this attractive strategy game

toll. Today is the day when "Operation Blind" is initiated after 15 months of the world's biggest nations negotiating. The day is getting ever nearer.

25 December 2022

Today is the day. The survival of

the human race is dependant on the two giant thermonuclear devices that have been installed at both the north & south poles exploding correctly. If all goes well the steam and dust thrown up in the stratosphere should create rain and in turn build a shield that will

deflect the heat and those lethal gamma rays.

This is the first time a controlled explosion of these mammoth proportions has been attempted but the people of the earth have been reassured that the project is perfectly safe and

there is no way it can fail. If only they knew.

26 December 2022

We must have miscalculated, the project has worked to a certain degree, but the amount of dust thrown into the air is of quantities not anticipated.

I know at this early stage that the sun's deadly rays will be deflected by the provisional layer. However, I fear that the project may have had the adverse effect and worked too well, and the new human made layer is of a magnitude which may even block out the suns light and worst still the warmth.

6 February 2023

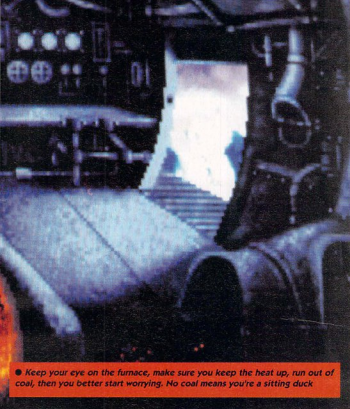
The Ice age is coming, the computer networks have crashed, the electric matrix has gone down. Cities all over the world are being covered in mountains of ice.

The cold here is unbearable, I fear not for my own life, but for the future of the human race. If only we had listened.

Centuries have past since the collapse of civilisation, now in the

● *This is the master bedroom, a lot of the operations are initiated here. One of the strangest is the option to commit suicide if the pressure gets to much or you realise defeat is inevitable, well thats life*





● Keep your eye on the furnace, make sure you keep the heat up, run out of coal, then you better start worrying. No coal means you're a sitting duck

PROJECT: Transarctica
PUBLISHER: Daze Marketing
AUTHOR: Louis Rocques, Andre Rocques
GRAPHICS: Jean Charter, Pascal Einsweiler
SOUND: Fabrice Hautecloque
INITIATED: Mid '92
RELEASE: January '93

● This carriage contains a model map of the railroads, choose your routes wisely, make sure you have enough coal and manpower to survive the journey



ARCTICA

snow covered world, huge trains travel between small towns trading goods and the like.

In this post technological world there is a definite contrast between the early days of steam and a definite Mad Max type input.

You are the captain of Transarctica, a locomotive of gigantic proportions, and among other goals your main aim is to restore the sun.

In this land where violence and coal is the only currency, you have to look for a way of achieving your purpose while protecting yourself, your train and the people who live on-board.

No sun of mine

Protect from who I hear you say. The Viking Union are a huge corporation and the only company making money, they'll do anything to make sure the sun isn't returned.

The V-corp owns the majority of trains and coal mines, the last thing they need is the sun returning, no more ice - no more money.

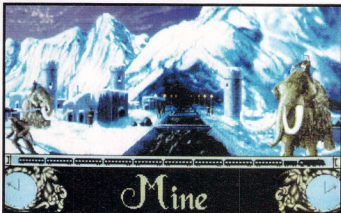
By talking to various people you may uncover rumours of semi shut-down coal mines which still have a fair amount of the black currency left in them. Or what about the left

luggage station that has been untouched for hundreds of years. What items does it hold and why have the V-corp got so much interest in finding it?

Perhaps the most important location for you to find is the Oasis town, for some strange reason it's the only area in the land where the sun manages to break through.

Why? If you do learn the answer to that question you'll be part way to completing the game. Transarctica is

set to deliver a much needed breath of fresh air into the genre that has been hard done to recently. It should appeal to adventurers and strategist alike.



● The mammoths are used to protect mines, and also as a deterrent to any would be raiders. The mines need to be robbed of coal if your train is to keep moving

FEATURES

- Corporation politics
- Spies and double agents
- Bartering and trade routes
- Adventure element
- Optional arcade sequences
- Suicide option
- Weather hazards
- Design and build train types, prison, living, war, storage.
- Real time

WIN A BRAND NEW ATARI FALCON COURT

LAIR OF TI

The Dragon's Lair games contain some of the most startling graphics you will ever see on the home computer. They animate with a beautiful smoothness and are incredibly detailed beyond belief.

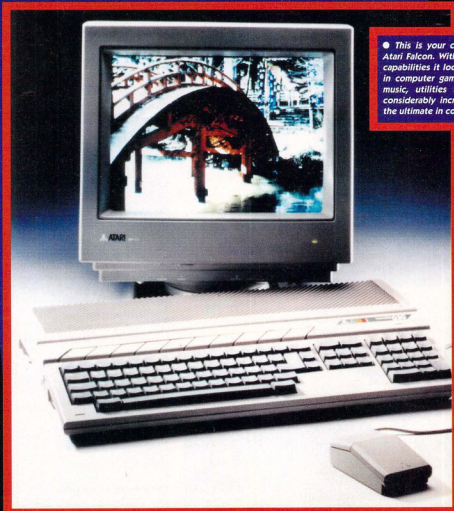
US based developers Readysoft are considering the translation to Atari's new machine - the Falcon 030. With its advanced capabilities, it would look and move like a film and offer some of the silkkest animation ever seen.

With this in mind, this is your chance to win a brand new Falcon the day it hits the shops. The lucky winner will receive a complete package worth over £400 that contains the new machine, all necessary connection cables and some brand new Falcon software. There are also ST copies of Dragon's Lair III available for the 10 lucky runners-up.

All you have to do to win is make up a funny five line Christmas verse includ-

ing as much as you can about ST Action and dragons. The funnier your carol, the more chance you have of finding a brand new Falcon in your stocking. The Editor's decision is final (he is open to large cash bribes, of course!) and no correspondence will be entered into.

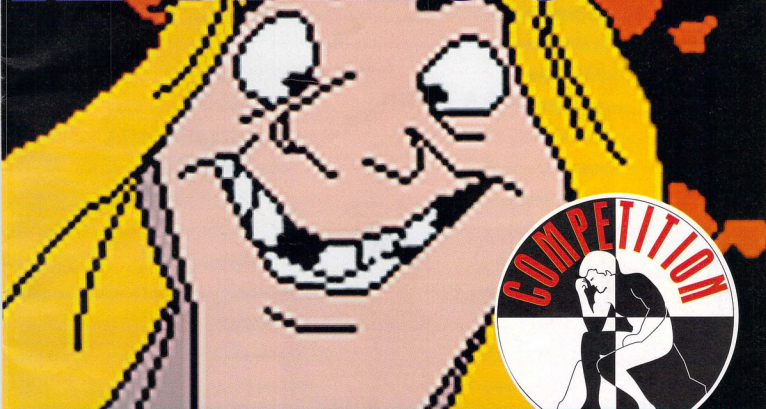
Any entries received after January 15th will be sautéed and eaten with a particularly large portion of stewed beef. You have been warned!



● *This is your chance to win a brand new Atari Falcon. With some absolutely awesome capabilities it looks set to become a legend in computer gaming history. All the games, music, utilities and art packages will be considerably increased to provide you with the ultimate in computer entertainment.*

WIN A BRAND NEW ATARI FALCON COURT

THE FALCON



I WANT TO WIN A FABBY ATARI FALCON PLEASE!

Name:.....

Address:.....

.....Age.....

My incredibly funny Christmas verse goes like this:

.....

.....

.....

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.....

We are constantly trying to improve an already incredible magazine so we need your help. By answering the following questions, you could help us to help you. Thanks.

- 1) Have you or are you considering upgrading to the Atari Falcon 030?.....
- 2) Have you or do you intend to buy any hardware or art/music packages in the near future? Title.....
- 3) Have you purchased or received a computer or console over the last few months? Format.....

Send your entries to: I want to win a fabby Atari Falcon please! compo, ST Action, Europress Direct, PO Box 2, Ellesmere Port, South Wirral. Your entries must reach us by 15th January.

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

It's that time of the month again when all your mail gets tipped out of the sack onto the table. Then it all goes through a tough sorting technique before we come up with the cream of the crop.

WRIT

WEIRDO

We get all sorts of weird and wonderful people writing into ST Action. As it's Christmas we've decided to let you see some of the letters we've received this year. Bring on the stars and peasants.

Ed. Itor, Macclesfield

LIKE A VIRGIN

I've been reading your excellent letters pages for the last few months and finally just had to write in with my own views and opinions. We girls need a bit more hunky male flesh on show to keep our interests up! Any of the lads on the team will do. Surely I'm not asking for much. Just a bit of thigh every now and then. You know me, I'm a

farly liberal girl as you know and I just need a man in my life (preferably from STA!). If you could do this it would really make my Christmas.

Madonna, USA

Hi there Maddy! Nice to hear from you again. You've still got my phone number yes? Give me a call on Friday night and we'll go out. As to more flesh within the pages we'll see what we can do. We've got a centrefold planned in the near future (full-colour of course).

MATERIAL GIRL

Hi guys, I'd just like to thank you for keeping the price of your magazine relatively low. In these days of recession it must be hard not to bang the price up a couple of pence! I recently splashed out £25 for one book alone. And I couldn't even read it first because it was in that silly foil wrapping (yes I did spend three days in hospital with finger lacerations!). If Madonna had priced her tome at £3.50 it would have attracted a lot more sales, even though it hasn't got a disk welded to the front. And of course there's more to read in ST Action, it's not all pictures!

Hans Dat Doodishes, Amsterdam

Thanks for your kind words Hans. Can't see why you bothered with the Madonna book. Just wait until they put it in the libraries! Here's a tip for parents this christmas - go down to WH Smith's and buy your son a Madonna calendar. Wrap it in Bacofoil and give it him on Christmas morning. He'll think you trust him enough to let him read smutty books, then he'll go to the newsie on Boxing Day and buy a couple of top shelf titles.

You can then catch him with them and throw him out of the house so you can save cooking time at New Year. Alternatively you can let him think he's got really modern parents for buying him it. He'll trust you completely and you'll be able to snoop around his room when he goes out with his mates! Either way, you're on to a winner!

POOR SANTA

Please could you answer the following questions for me? Who does Santa send his pressie list to and does he get bigger presents than everyone else?

Likkie Billy, Salford

Well Billy, we asked Brad if he knew the answer to this one because he is a firm believer in all things Santa. He thinks that the old chap's always too drunk to care about pressies on Christmas Day because of all the sherris he's been left and that by the time he sobers up it's too late and he's missed it all anyway!

QUALITY CONTROL

I have read ST Action from issue 1. I have every issue printed except 6, 7 and 34 and I have seen many different reviewing systems throughout the years. However, I think your current one is the worst you've had yet. It's no simpler to read than before. You have always had an overall percentage score in reviewing system.

STAR LETTER

WATCH THE BIRDIE

Of course I too have noticed that software houses are abandoning the ST and that less and less computer dealers support Atari; the ST has apparently grown too old.

Now, a few weeks ago I attended the introduction in Holland of the real successor of the ST, the new Falcon computer. Rumours about this computer have been around for a while, but now we know all its specifications I know that it has to be the computer to beat all others. As you can understand I'll buy one of these as soon as they're available.

But for two very important things I need your help. The first thing is compatibility with my old ST. Atari claims good compatibility, but I'd like to know from a reliable source like STA whether my ST games will work on the Falcon. I believe it has not been introduced in England yet, but Dutch mags got their hands on a Falcon before it's release, so you should be able to do the same.

My second request asks you to show your dedication to the ST and thus to its successor, the Falcon. We know that the STE is practically dying a silent death as software houses don't support it. Somehow I can understand that as the STE really isn't much better than the ST. But the Falcon is! So help make sure it won't be ignored like the STE. Do a bit of promoting for the Falcon. You know the people at the software houses and perhaps have some influence on them.

I know I ask a lot of you, but with all these people running off to Amiga and MS-Dos, the time calls for ACTION! Is the Falcon going to be Atari's Phoenix or not? I think that you, in your position as Atari's only real gaming mag, can have considerable influence on this matter.

Erich Scherer, Holland

Hopefully you'll have seen our big Falcon preview recently and if you did it should have answered both your questions. Firstly, there will be a problem with the compatibility of some games and secondly we intend to back the new machine to the hilt (can we have one please Daryl, please, please pretty please!)



THE ON!

Unfortunately, the new system gives us, the reader, almost no information, when this is really all we want.

The percent score and a single comment box are the only things that tell us about a game's quality, while much of the review is often copied out of manuals, advertisements or the backs of boxes. To remedy the situation, you could reinstate any number of things: Punter-Power would be a good idea, multiple comment boxes even or, at the very least, the Graphics, Sound and Gameplay department.

One thing is clear, you must do something. I can't afford to pay £4.58 an issue (I live in the US) for a magazine that only reviews nine or 10 games and doesn't even do that very well! You always were the best ST games magazine, and maybe you've decided that since you're now the only ST games magazine, you don't have to put out any effort!

Brian Osserman, Berkeley, USA

Co-er! a serious one. How did that sneak in here? Perhaps inevitably we're going to disagree quite strongly here Brian. We've had a lot of positive response about moulding the sound/graphics/playability scores into one percentage. Graphics and sound don't always make a game as you know. Would you deliberately avoid a 90%+ game just because it got a graphics score of 65%? I think not.

It's also completely untrue to suggest that our text is ripped off from manuals and packaging. The idea of this section is to inform you about the game in general while the comment box and score tells you whether it's worth buying or not. Simple and effective and a lot of people like it but it's obviously down to personal opinion in the long run. Most people like it, you don't. It's impossible to please all of the people all of the time. One final thing, we have toyed with the idea of bringing Punter Power back in a slightly different format. If anybody out there have any views or suggestions on the subject, then don't hesitate to write in and tell us. Your input would, as always, be greatly appreciated.

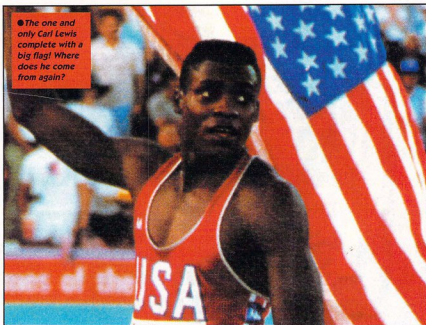
CARL'S COCK-UP

After re-reading the August edition of ST Action I have found a major fault with the Carl Lewis Challenge which was reviewed in this issue. The screen shots show the athlete moving in the wrong direction. If he was running to the left the crowd would be right behind and the grass on the other side of the track.

Although this does not matter for the javelin, long-jump or high-jump (because these take place in the middle of the arena and not on the running track itself) it does apply for all running events. This may not worry some owners of the game but I thought it was worthwhile pointing out. After all, Psygnosis should not have made this mistake in the first place. Things like this should be picked up on while they are still programming the code for the game and subsequently changed.

Stephen Lowe, Shrewsbury

You'll probably be amazed to hear this Stephen but you're the first one to point out the mistake! Keen-eyed Steve they call you round these parts! Seriously though, we didn't notice it and it doesn't really detract from the



game so let's just put it down to an honest mistake from Psygnosis who obviously see things in a different perspective from the rest of us (okay, okay crap joke I know that!). Has anyone else noticed any mistakes in games they want to tell us about. Let us know where they are and we'll have a sort of Bozo corner where we reveal all to everybody!

JOIN THE CUE

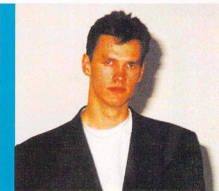
Please could you forward me one six foot snooker table as advertised in your brochure dated Winter 1992. I have always had satisfactory service with your company before and look forward to receiving the same standard once more. A speedy delivery would be appreciated as the item is required as a gift for my sons during the forthcoming festive period.

James Kirkannon, Glasgow

Erm, you seem to be a bit stupid James for sending your request for a big green table into the wrong address, this isn't a Grattan catalogue... Ah-hem, what I meant to say was the item you have ordered is currently out of stock. We have cashed your cheque and will forward your goods shortly as soon as they arrive in our warehouse. Until then we apologise for the delay in our usually efficient service.

Finally, let us take this opportunity to wish all our readers a Merry Christmas and a bit of a special New Year! Please keep writing in with your news, views and comments. These are after all your pages and it's your words that go on them. Remember too that there is a prize of £25 worth of ST games software up for grabs to the best letter writer each month!

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



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 a touch too easy to complete for its own good. Still one you could come back to though.

AMBERSTAR

Thalion **£25.99**
RPG

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

ANOTHER WORLD

US Gold **£25.99**
Action Adventure

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



ARKANOID II

Hit Squad **£7.99**
Puzzle and Skill

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

ARMOUR GEDDON

Psychosis **£29.99**
Arcade Strategy

A good link up game from scouse firm Psychosis. More renowned for their lovable green-haired rodents than anything else.

BARBARIAN 2

Psychosis **£29.99**
Action Adventure

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

BARD'S TALE

Electronic Arts **£7.99**
RPG

The grand-daddy of role-playing games and a classic in its own right. It's well worth adding to your shelves, if you can dig 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. Save our shores from the advancing Adolf Hitler in this fine game!

BLOOD MONEY

Sixtlers **£7.99**
Shoot'em-up

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

BUBBLE BOBBLE

Hit Squad **£7.99**
Platform

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

CAESAR

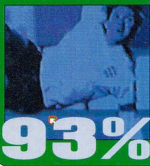
Impressions **£29.99**
Strategy

If you're bored with the challenges that Sim City and its ilk can give you then slip into your toga and step back into Roman times!

CHAMPIONSHIP MANAGER

Benchmark **£25.99**
Sports and Leisure

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



CHAOS STRIKES BACK

FTL **£25.99**
Arcade Adventure

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

CODENAME ICEMAN

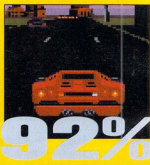
Sierra **£29.99**
Adventure

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

CRAZY CARS 3

Titus **£25.99**
Racing

The Lotus 2 beater from Titus. Nobody thought that Gremlin could be knocked from the top but it's been done!



D/GENERATION

Mindscape **£19.99**
Action Adventure

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

DISC

Action 16 **£7.99**
Arcade

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

DUNGEON MASTER

FTL **£24.99**
Arcade Adventure

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

Buyer's Guide

ELF

Ocean £25.99
Action Adventure

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

ELITE

Firebird £25.99
Arcade Strategy

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

ELVIRA II
Accolade £29.99
Adventure

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



90%

EPIC

Ocean £25.99
Adventure Strategy

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

F-19 STEALTH FIGHTER

Microprose £29.99
Flight Sim

Still one of the best ST flight sims even though it's clocking up the years now. Loads of fun to be had by shooting down the enemy.

FALCON

Spectrum Holobyte £9.99
Flight Sim

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

FIRE AND ICE

Renegade £25.99
Platform

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

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.



84%

FLIGHT OF THE INTRUDER

Mirrorsoft £29.99
Flight Sim

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

FORMULA 1 GRAND PRIX

Microprose £34.99
Racing

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

GOBLIINS

Coktel Vision £25.99
Puzzle and Skill

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

GODS

Renegade £25.99
Action Adventure

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

GRAHAM TAYLOR

Brillbits £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

Hit Squad £7.99
Puzzle and Skill

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

HEIMDALL

Core Design £30.99
Arcade Adventure

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

IK+

Hit Squad £7.99
Beat'em-up

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

INDY JONES CRUSADE

Lucasfilm £29.99
Adventure

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

JAMES POND
GBH £25.99
Puzzle and Skill

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



88%

JIMMY WHITE'S SNOOKER

Virgin £29.99
Sports and Leisure

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

KICK OFF 2

Anco £24.99
Sports and Leisure

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

KLAX

Domark £7.99
Puzzle and Skill

Similar to what was on our disk-a couple of months back, except you've gotta pay for this one. Good but ageing rapidly really. Fans only.

KNIGHTMARE

Mindscape £25.99
Arcade Adventure

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



91%

LEGEND

Mindscape £29.99
RPG

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

LEMMINGS

Psygnosis £25.99
Puzzle and Skill

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



92%

LOTUS

GBH £7.99
Racing

Still worth getting your hands on this ageing classic especially if you can't afford £26 for the new game in the series. All time great game!

LOTUS III

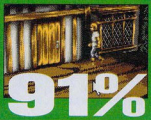
Gremlin £25.99
Racing

It's got most of the features of the first two games combined and a rather top track editor too. Renders the others pointless really.

LURE OF THE TEMPTRESS

Virgin £29.99
Adventure

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



M1 TANK PLATOON

Microprose £29.99
Land and Sea Sim

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

THE MANAGER

US Gold £25.99
Sports and Leisure

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

MEGA LO MANIA

Mirrorsoft £25.99
Strategy

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

MEGATRAVELLER

Empire £29.99
RPG

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

MICROPROSE GOLF

Microprose £34.99
Sports and Leisure

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



MIDWINTER 2

Rainbird £29.99
Arcade Strategy

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

NINJA WARRIORS

Sales Curve £7.99
Beat'em-up

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

NITRO

Sizzlers £7.99
Racing

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

PACIFIC ISLANDS

Empire £24.99
Land and Sea Sim

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

PANG

Hit Squad £7.99
Arcade

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



PANZA KICK BOXING

Kixx £9.99
Beat'em-up

Get the chance to wear red trousers and beat up your friend in this kick-boxing battle. A tremendous beat'em up that has yet to be beaten.

PARASOL STARS

Ocean £25.99
Platform

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

PLAN 9 FROM OUTER SPACE

Gremlin £29.99
Adventure

The game of the worst film ever, courtesy of Gremlin. Thankfully it isn't as bad as the original movie. But then again, is anything?

POPULOUS II

Electronic Arts £25.99
Strategy

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



POWERMONGER

Electronic Arts £29.99
Strategy

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

PUSHOVER

Ocean £25.99
Puzzle and Skill

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



RAINBOW ISLANDS

Hit Squad £7.99
Platform

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

RICK DANGEROUS

Kixx £7.99
Platform

Join Nazi basher Rick in this 'game of the fascist'. Bound from platform to platform with guns blazing to save the day.

ROBOCOD

Millennium £25.99
Platform

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



90%

ROBOCOP 3

Ocean £25.99
Action Adventure

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

SECRET OF MONKEY ISLAND

Lucasfilm/US Gold £29.99
Adventure

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

SENSIBLE SOCCER

Renegade £25.99
Sports and Leisure

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

SHADOWLANDS

Domark £25.99
RPG

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

SHADOW WARRIORS

Hit Squad £7.99
Beat'em-up

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



84%

SHUTTLE

Virgin £30.99
Flight Sim

Scary game when 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

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

SILENT SERVICE II

Microprose £24.99
Land and Sea Sim

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

SPACE CRUSADE

Gremlin £25.99
RPG

Based on the Games Workshop boardgame of the same name. It combined great atmospheric graphics with fobby gameplay.



83%

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, mercilessly slaughtered in impossible missions in foreign countries. Sort of strategy for beginners.

SPEEDBALL 2

Imageworks £9.99
Sports and Leisure

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

STEG

Codemasters £7.99
Puzzle

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

STORM MASTER

Silmarils £29.99
Strategy

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

STRIKER

Rage £25.99
Sports and Leisure

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

STUNT CAR RACER

Microstyle £9.99
Racing

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

SUPERCARS II

Gremlin £24.99
Racing

Get in the 'low', brake into corners. Sod that. Pedal down to the floor and launch those missiles at the opposition.



86%

SWIV

Sales Curve £24.99
Shoot'em-up

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

THUNDERHAWK

Core Design £29.99
Flight Sim

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

TURRICAN

Rainbow Arts £7.99
Shoot'em-up

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

TURRICAN II

Rainbow Arts £7.99
Shoot'em-up

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



80%

ULTIMA VI

Mindscape £29.99
RPG

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

UTOPIA

Gremlin £29.99
Strategy

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

VROOM

Lankhor £24.99
Racing

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

XENON II - MEGABLAST

Imageworks £9.99
Shoot'em-up

Ch Ch Ch! Check this out! Bitmap shoot 'em-up with Bomb the Bass soundtrack. Hardcore U know the score.



89%

**FESTIVE
FREEBIE**

BACK PASSAGE

CHRISTMAS EDITION

Hello, good evening and welcome to a special Yuletide edition of the Back Passage. Being the season of goodwill and going to your little brother's Nativity Play at school, we thought we'd take a little time out to wish all our readers an extremely top Christmas and an equally fruitful New Year. Happy hangovers! Come on!

THE CHEAP XMAS CARD CORNER

Just as we did last year we're now going to devote the next bit to ourselves while we give a brief hello to the people we can't be bothered to send cards to!

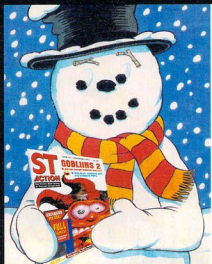
Jason: My gorgeous family (go Clayhouse!), Coral (she's dreamy!), Helen for being there, Paul, Jayton, Chris and the rest of the crew (word to your mother, peasee!), Little Paul and Joanne, Ken and his family, Emma from Cokte! Vision, all the ace P.R. people, everyone at work and the Royale posse! Merry Christmas everyone! Nice one!

Paul: As always my family, Joanne, Little Paul, Sonic the Hedgehog, Emma, Nichola and Caz, the Europress crew, Lisa, David, the twins and all the Salford rugby madheads (Where's yer pies gone?), plus the Manc hardcore raving massive (what am I talking about?). Sorted!

Brad: A big holiday hug to my Mum for being the boss, Joanne for being nice (sometimes!), Janet (lager) Rowcroft and the whinging sisters, Bernie (respect due!) Burton, Christine and the four little stooges, Paul (pager) Forsyth, my two Dads. Oh and I can't forget Cat and Jerry

Sue: To all my family (Happy Birthday Mum), Ashy ("I like this but I prefer the original"), Simon, Tina, Laura and Trixie, Gary, Kenny, Nikki and Ian, Simon and Andrea, Carol, Mr and Mrs Virgin (honest!) for selling us the house, to the dodgy woman at Main & Main (THAT!), Graham Bowerbank and to Ian Hamilton, the cheque's in the post...

Roger: To the folks, the guys (you know who you are!), a special hello and see you in the club to Meredith (you're still a trout) and the girls. Mustn't forget everyone at the shop for making last year memorable ("Just Stock Repair it if in doubt"), and of course the really smart Jules, who really is a great fat southern poof! Last but no means least to Jane ("get out of that wardrobe").



*Christmas Wishes
and many thanks
from all at*

**ST
ACTION**

NEXT MONTH AIR SUPPORT



Wars are a thing of the past - major conflicts are now carried out in simulation only. You must control a fleet of powerful, hi-tech vehicles from your command centre.

SENSIBLE SOCCER V1.1



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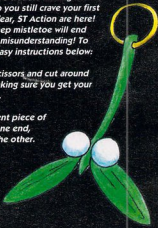
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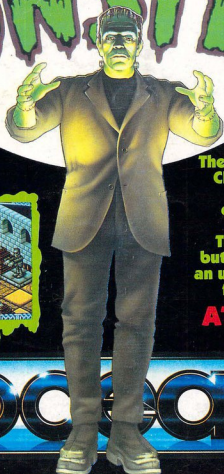
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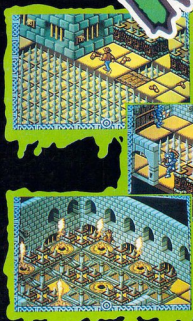
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