

# ST ACTION

The World's Only  
ST Games Magazine

ISSUE 60 • APRIL 1993 • £3.95

**EXCLUSIVE PREVIEW!**



Ishar 2 – possibly the finest  
RPG sequel to hit the ST!

Burn rubber with Nigel Mansell's  
World Championship and win the  
chance to race on any one of the  
world's Formula One race tracks!



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**FAST FOOD**

**EASTER EGGSTRANGANZA**

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holiday swap!

**ST  
ACTION**

**PLUS!**

Issue 2 of ST's diskmag - freebie!

5 YEARS OLD TODAY. GREAT BIRTHDAY COVERDISK!

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

## Lemmings 2

**EXCLUSIVE  
FULL REVIEW!**



**GREAT COMPOS  
INSIDE!**



The Bitmaps's  
latest hit  
is unveiled.  
Chaos Engine –  
it's amazing!

**5 YEARS  
OLD!**  
With your special  
birthday disk

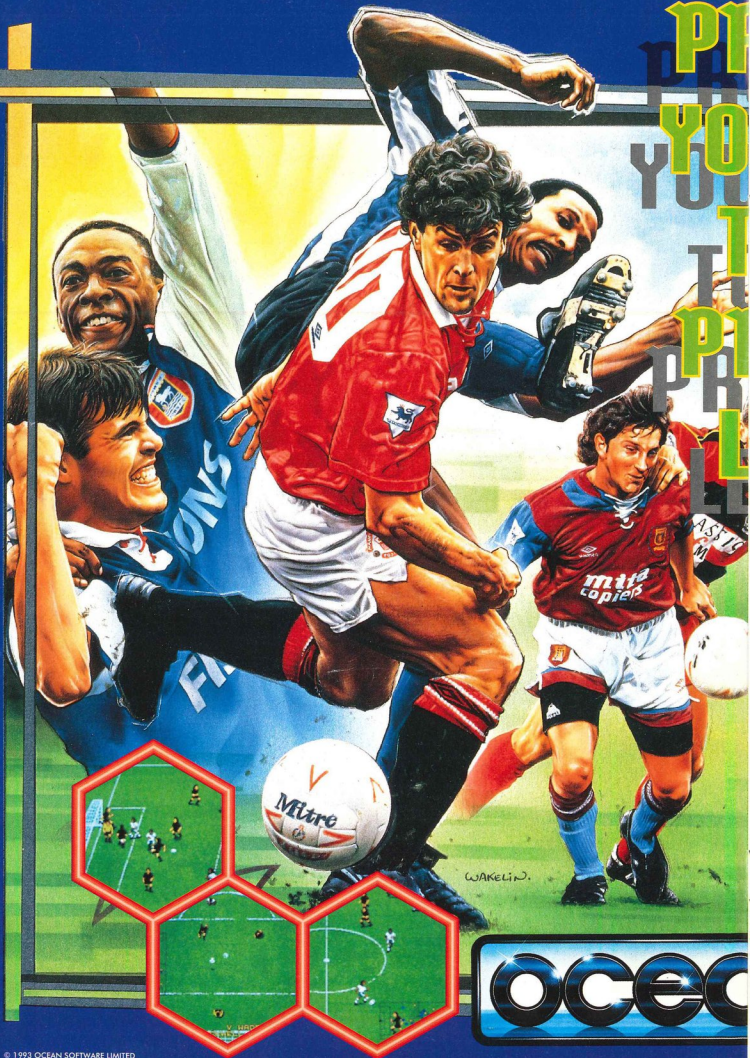
**WIN: A fabulous PGL adventure holiday giving you the  
chance to windsurf, abseil and much, much more!**

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# ST ACTION

The World's Only  
ST Games Magazine

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# GO ON

## REVIEWS

### Lemmings 2.....18

Time for another helping of Lemmingade as the green brigade are back and in more danger than ever. Psygnosis are once again set to blast their way to the pinnacle of the ST charts for months to come with their almost inevitably successful sequel. Our exclusive review gives you the details you need FIRST!



### Nigel Mansell's World Championship.....22

### Chaos Engine.....26

Another monster of a game gets an ST debut. The Bitmap Brothers are back after a few months absence. The reason for their low profile can be discovered by playing Chaos Engine. It's what they've been beavering away at for the majority of last year. Jason Spiller takes a look at how it's turned out.



### Crystal Dizzy .....30

### Action Sport Compilation.....32

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## WIN!

Your chance to get yourself on a PGL Adventure weekend where you do everything you've been scared of doing!

## Page 10

A really groovy Tomy car racing game is up for grabs as well as signed Nigel Mansell gear courtesy of Gremlin.

## Page 24



## WORK IN PROGRESS

Championship Manager '93, Ishar 2 and D-Day are all previewed in this month's smart Work In Progress bit!



## Page 54

**CHECK OUT OUR NEW SUPER  
SUBS OFFERS ON PAGE 40**

# INTENTS

● The shady character below goes under the pseudonym of "Mr X" just one link in a certain games copying syndicate. He came out of the closet to talk to STA.



Page 42

## FEATURE

### Piracy - the truth! We examine the scourge

Apparently there are 10 pirate copies for every original game bought! Is copying games biting the hand that feeds? We contacted some of the big nobs in the industry and got their views on this touchy subject. Why not make your own mind up, then let us know what you think.



## REGULARS

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The best way to keep up-to-date with what's happening where in the ST world is via our Stories section. Hot gossip starts here...

### Chicken Goes Public ..36

We send the funky Chicken out into the Public Domain to see what he can come up with for a couple of pounds. Find the results on 36!

### Going Cheap.....38

Budget bargains abound as the re-releases and new releases go under the microscope. What exactly is worth eight quid these days?

### Tips and Cheats.....44

Two pages of Small Tips for all the latest stuff on the market. Plus Player's Guides for Goblins II and the final section of Ork.

### Write On!.....60

The mail sack keeps bulging with all your correspondence. We get the best and most controversial on these pages for all to see!

### Buyer's Guide.....62

Don't waste your money! Take a look at the ST Action Buyer's Guide to help you make that essential purchase more easily.

## Cover disk...

# FULL GAME FAST FOOD

**BIRTHDAY PRESSIE:** In conjunction with those smart guys at CodeMasters, ST Action are proud to give you something special because it's our birthday! Okay so maybe you should be sending us presents but here's a little thank you for your support over the years.

**PLUS: ISSUE TWO OF FREESTYLE:** Our diskmag returns for more of the same.

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

Page 7





If you've just bought this magazine - Congratulations! If on the other hand you're in the newsagents browsing through this fine magazine, read through the next few pages and let's see if we can persuade you.

## ISSUE 2 OF FREESTYLE - MOVIE NEWS SPECIAL !

We've gone completely bonkers, can you believe it? This month's coverdisk contains a completely FREE game, and also FREESTYLE #2 our very own smart disk magazine.

This month in the fun packed edition of FS, it contains two of the hottest box office hits movie reviews. Also some hot gossip just in from the states, regarding Arnold Schwarzeneg-

ger forthcoming film, but you'll have to boot the disk up to get this top bit of juicy gossip. A brand new feature is the Pointathon, your chance to convert all that crap you've got lying about at the bottom of cupboards into brand spanking new ST Software!

I can tell you can't wait to load this brilliant magazine, so what are you waiting for? Put

the disk in the drive and double click on the FREESTYLE icon, and away you go. Remember Freestyle is your magazine, if you've got any constructive ideas or any feedback whatsoever then don't hesitate in sending them to us, at the usual address. Clearly marking the envelope 'Freestyle'. We'll be giving out games as prizes for the best stuff we receive.

## EASTER EGGSTRAVAGANZA

By now you're probably fully aware that tucked away on our coverdisk is a full game courtesy of Codemasters. Those of you who remember Fast Food will recognise this immediately. However we've made one or two vital changes.

As it's almost Easter and everybody will be getting loads of eggs we wanted to get you all an egg. A choccoy one was a little impractical as we couldn't find a way of sticking it on the front, so we've got you the next best thing - Dizzy. The world's favourite egg-shaped hero. So all the usual sprites (excluding Diz himself) have been changed to Easter eggs to make you feel a bit more festive (if you can feel festive at Easter).

● Run around the maze catching all the eggs and picking up the bonus items. You've only got three lives so don't lose 'em



**Faulty disk?**

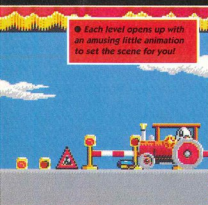
If you do happen to have any problems with your cover disk, pop it in a jiffy bag and send to this address:

**Faulty Disk (ST Action),  
Stanley Precision Data Systems,  
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Cavendish Courtyard,  
Sallow Road,  
Weldon North Industrial Estate,  
Corby,  
Northants NN17**

## FAST

Here we go with the giveaway of the year. You won't find quality like this on any other disks!

Each level opens up with an amusing little animation to set the scene for you!



Last month we gave you "Un-Sensible Soccer" the playable demo that made apples and oranges household names. How on earth could we top that classic binary treat? To celebrate Easter

and our most excellent 5th birthday we got together with those masters of code, the "CodeMasters" and produced a full game, for you to play all the way through to Easter Sunday.

Not bad eh, then as an added Easter treat for all those game players who reckon they're a bit of a whizz with the joystick. You see if you complete the game you'll be given a special code, if you turn to the compo page, simply answer the questions and if your answers and your code are correct you could find yourself on the way to some top secret adventure holiday!

Anyway if you're sitting at home in front of your ST with the disk loading up, well done. But if you still browsing, then I suggest

you make your mind up before the shop keeper throws you out. I know where the smart money is, I mean what can you buy for four pounds nowadays anyway? Certainly not a holiday and a freebie game!

## HOW TO LOAD YOUR EASTER EGGSTRAVAGANZA!

- **WARNING:-** Be sure to remove the external disk drive otherwise your demo will not work!
- Double-click several times on the FastFood.PRG icon and after a short wait the menu will appear.

Frantically running around the garden trying to catch the goodies is sometimes easier said than done. It's all worth it though because you can then enter our compo!



are proud to present as a birthday gift...

# T FOOD

If you fancy your chances of winning that smart holiday, then plug your joystick in. Or if you're a bit of a pauper you could use keys.

- Z - WALK LEFT
- X - WALK RIGHT
- K - WALK UP
- M - WALK DOWN

● Press P to pause or ESC to quit.

What you'll find in the mazes, Dizzy must eat all the Easter eggs so that move onto the next level. watch out for:-

● **HOT CROSS BUNS** - These are blind, so they travel around the maze not knowing where Dizzy is. This makes them easy to avoid.

● **BABY CHICKS IN EGGS** - Just DON'T want to be eaten. They're fast and will run away from you! The only way to catch them is to head them off.

Sometimes other mysterious things fall into the maze, like:

## HOW TO LAY YOUR EASTER EGGSTRAVAGANZA!

- **MAGIC BOOTS** - Which double Dizzy's running speed. You'll have to think fast, but you can outrun everything.
- **SLOW SIGN** - Slows the monsters right down.
- **TNT BOMB** - Wave bye-bye to those horrible monsters!

Also look out for axes which when collected allow you to eat the monsters, tokens will make you invisible and certain ones slow and speed up the game.

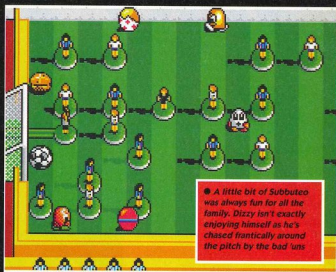
These are just some of the features you'll come across in Dizzy's Easter Eggstravaganza.

The code that you are given when you complete the game is.... Oh no you don't you'll have to use your skill to get that.

● Dizzy is chased to his boat by one of the bad guys. Steer well clear of these dudes or your shell will get well cracked!



YOUR PULLING MY LEG!



● A little bit of Subbuteo was always fun for all the family. Dizzy isn't exactly enjoying himself as he's chased frantically around the pitch by the bad 'uns

## DEMO INFO

**COMPANY:** Codemasters

**RELEASE DATE:** Out now!

**GAME TYPE:** Arcade

**PRICE:** ABSOLUTELY FREE!

## Still Un-Sensible

Oops! Rearrange these words **FAULT SORRY OUR**. We accidentally cocked-up the Un-sensible demo for 520ST users. You could run it but it involved a little messing about with the disk. So for those of you who didn't suss it out, here's the demo again in a form you should be able to just click on and run. Enjoy the demo, even though it's a month late!

# HEAD SPINNIN

● Kayak may sound like a noise you make when you're being ill after the pub, but here it means something completely different

## GINGER BEARDS

**H**ow do you spend your weekend? I myself go to night clubs, drink lots of beer, slur my words, wave at girls and fall down several flights of stairs! As we all know there's nothing big or clever about this. But for the younger members of the ST fraternity what do you do?

Perhaps you go down to the local youth club, have a game of Ping pong, quaff down a few cartons of orange squash, dance to Cyndi Laupers "Girls just wanna have fun". Go home have a quickie on Sensi Soccer, then at 9:30 get told to turn your lights out?

I can understand why you wouldn't want to give those exciting "club" nights up? I mean, who on earth wants to stay in a big mansion type building, especially one thats in the middle of nowhere anyway?

So what if they've got those 4 wheeler bikes that they have in Baywatch, and who cares if you can try your hand at fencing? I don't want to go canoeing down Canadian type rapids anyway.

Well this is just a few of the activities that those "boring" people at the PGL holiday centre in Wales will be doing this weekend. Those k-razy dudes at Codemasters have decided to offer a fabulous adventure weekend away for one lucky ST Action reader.

## WAXY JACKET

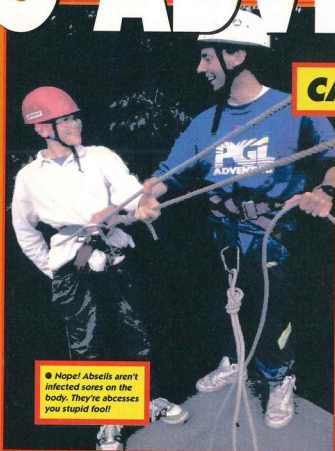
Firstly, to enter you must be between the ages of 12 and 16. Play the coverdisk, then after completing a few levels you'll get a code. Jot this down. Then simply answer the 4

easy questions and bung it in an envelope to the usual address, not forgetting to mark it 'My weekends are really boring competition'.

● Here we see a class at one of Manchester's leading comprehensive schools! Homework in armed robbery is totally obligatory!



# G ADVENTURE



● Nope! Absells aren't infected sores on the body. They're abscesses you stupid fool!

## CAMP CONUNDRUMS

**Q1)** Bivowac, is quite a funny word, jot down two other Camping/Orienteering words that we might find amusing. (Tent peg, doesn't count because it's two words.)

**Q2)** If you were going to buy an anorak or cagoul what type would it be?

- A) A navy blue 'Parka' complete with that eskimo type furry rim on the hood.
- B) An awful bright orange coloured one, with two pull cords on the hood.
- C) A dead expensive, really trendy, yet absolutely no-use-what-so-ever-in-the-rain 'Raiders' jacket!

**Q3)** If you had a cagoul for every Dizzy game that was reviewed in the December issue of ST Action, how many of these wonderful water resistant beauties would you have?

- A) 1
- B) 2
- C) 3

**Q4)** What's the code that is revealed on completion of the 'Dizzy Easter eggstravaganza' cover disk game?

## I WANT TO WIN THE PGL ADVENTURE HOLIDAY COMPETITION PLEASE!

**Q1:** .....

**Name:** .....

**Q2:** A

**Address:** .....

B

.....

C

.....Age.....

**Q3:** A

**Send your completed entry forms to:**

B

**My Weekends Are Really Boring Competition, ST Action, Europa House, Adlington Park, Macclesfield SK10 4NP.**

C

**All entries must reach us by April 15th and the Editor's decision is final, so there!**

**Q4:** .....

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





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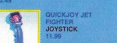
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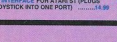
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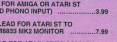
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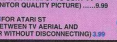
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# STORIES

**Stop monkeying around! Will the real Code Monkeys**

## PLEASE STEP FORWARD

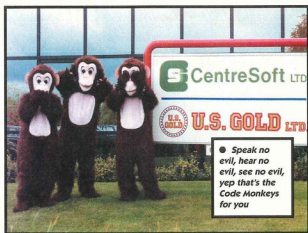
**Y**ou may remember a couple of coverdisk demos we published a few months ago in conjunction with a programming group called the Code Monkeys. We then printed an apology to another group, headed by a Mr Elliot Gay, that possessed all legal rights to the name who felt they were, or may, be confused with this other team who had

done these two disk demos. We'd just like to clarify the situation and also tell you a little something about the real "Monkeys" who are based in Leeds (tel. 0532-710996).

Formed in 1989 by three programmers, the Code Monkeys have had a long and successful career over a wide range of formats in the computer entertainment industry to date. Their first ST

game was The Games-Summer Edition for US Gold and it was recently released on the Megaports compilation. Both this and another one of their titles, Mean Streets, received STA-1 ratings when they were reviewed in ST Action.

We'd just like to apologise to Mr Gay, his company and his associates for any inconvenience caused. Sorry for all the hassle!



### Animal magic

News has just surfaced in the computer Trade press about the "Jaguar" Atari's re-entry into the console market. The details circulating the trade press are sketchy, but we'll tell you what we know.

It incorporates a 32-bit 68030 processor with 32-bit graphics and sound processor. It's rumoured to be encased in a shiny black box, it'll be the first time technology this advanced has been available in anything other than in arcade machines. The Launch is in Autumn at £199.

### Sub-standard commando?

The second licence to be secured from those 'alternative' sort of guys at Admiral is Suburban Commando. It follows a plot similar to that of the movie flop of last year. If their past record is anything to go on, the

chances are the platform game will be a bigger hit than the second rate movie which starred the glamorous Hulk Hogan. Expect Suburban Commando sometime in that lovely warm month of June this year.



Computer comedy fans will love Suburban Commando, as it's sure to feature all manner of binary gags and laffs!

### Altern8 upd-8

Nexus 21, the programming team behind what will possibly be a first for the computer game industry, a rave group making a game. The latest news from the underground market, where it's being programmed is regarding the bizarre storyline. Stafford has been taken over by Mr Big, a bloke who has been selling dodgy love pills to the Altern-8 fans! Without further ado our radiated heroes embark on a quest to bring Mr Big down. Their first aim is to organise a rave. Once the A-8 fans hear the music they'll be drawn in to the warehouse, from there the cleansing process can begin! Strange, huh. Anyway STA will keep you up to date with all the juicy gossip as we go t!



### French tart

You've really got to wonder if this licence thing has gone a bit too far when you hear that Admiral Software have secured the licence for that hit comedy programme "Allo Allo". It's

scheduled for release late July, and will be a platform game full of all manner of wacky features you'll also have the opportunity to control a bald bartender or even sleazy French tart.

# You'll get filthy rolling in the M.U.D.

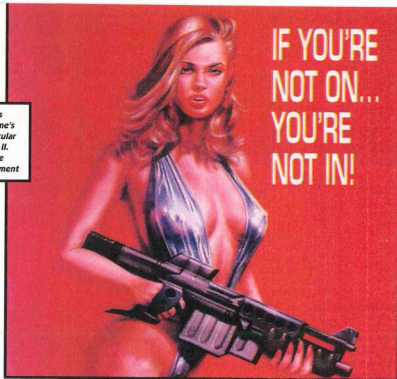
Everyone has heard about Multi-User games, but how many of you have experienced what can only be described as an "experience"? Well, now you have the chance! All you need are four ingredients,

a computer, a phone, a modem and this number, go grab a pen. Simply phone this number 081-558-6114 (On-line Entertainment Ltd) and ask to speak to Jon. He'll then give you all the details about playing games against loads of other people situated all over the country. When/if you do eventually log-on you'll be able to play Federation II - a sort of Elite type game - and Air Warrior, a air to air combat simulator.

Finally there's MUD II, the best Multi-User-Dungeon ever created. Yep, it's fun, fun, fun all the way.

Speaking about going all the way, every week on the multi-user chat-line there's a special evening where loads of users log on and talk about their strangest fantasies! Yikes, over 18's only I'm afraid. Next month we'll have a full feature and a smashing compo in which you'll have the chance to win your very own modem so you'll be able to play until your heart's content!

● Advertising like this should ensure the game's popularity. This particular piece of art is for Fed II. The latest masterpiece from Online Entertainment



IF YOU'RE NOT ON... YOU'RE NOT IN!

## Platform pumpkin

Maybe there's a few 8-bit computer owners who remember the classic Palace platform game 'Cauldron' and its sequel 'Cauldron II'. If you enjoyed the original games then you're going to love this little snippet. Titus has started on producing Super Cauldron - a sort of hybrid of those two first-rate games. Unfortunately for all those pumpkin fans no release date has been confirmed as yet, ho hum.



● This smashing shot should keep you happy until the full game is reviewed

## Heads together

A number of leading software houses have joined in with the development of Falcon software. Household names like, Electronic Arts, Ocean, US Gold, Digital Integration and Psygnosis have already started on projects, surprising-ly they're all keeping tight lipped about them. Perhaps Sleepwalker and Lemmings may rear their attractive heads on this fantastic machine! Hmm, don't worry our reporters are working on it so you can look forward to some more juicy Falcon news soon.

## ST GALLUP CHART.

1	(1)	Streelfighter II	US Gold	£25.99
2	(2)	Sensible Soccer	Renegade	£25.99
3	(5)	Premier Manager	Gremlin Graphics	£25.99
4	(4)	James Pond	GBH	£7.99
5	NE	Prince of Persia	Hit Squad	£7.99
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8	(7)	Trivial Pursuit	Hit Squad	£7.99
9	NE	F16 Combat Pilot	Action 16	£9.99
10	NE	Campaign	Empire	£34.99

Holding firm in the Number One slot is US Gold's Streelfighter II. Check out how well the new entries are doing next month - same time, same place!



## Tornado dogfights with Falcon!!

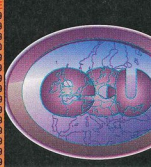
3D polygon routines that have to be seen to be believed, digitised music, realistic flight model, no it's not a brand new Falcon game. Just a few features that are included in the latest game from Digital Integration. Tornado will be available for review late March, but you'll have to make do with this sneaky screen shot we managed to get our hands on. For all those perspective Falcon buyers they too can look forward to getting an enhanced version of this excellent piece of software.



● Using the latest 3D polygon routines, Tornado could become STA's favourite flight sim!

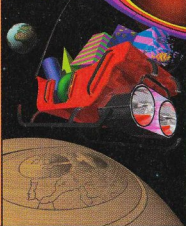
# SOMETHING FOR THE WEEKEND, SIR?

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## European computer user



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BT ACTUARY APRIL 88



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

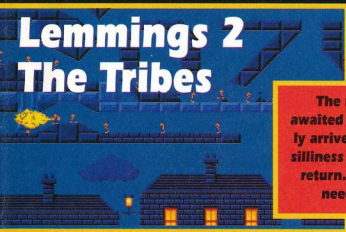
**T**here really isn't any choice when it comes to finding out what's a good game and what isn't. Every latest title we get our hands on undergoes the rigorous Action Test and our STA1 rating should be your benchmark to whether a game's worth buying or not.

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

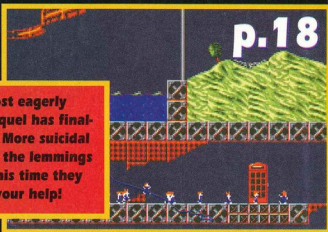
detailing the best in forthcoming products that we believe will be well worth looking out for in the near future. You really can't beat ST Action for its quality coverage of the ST games market. The pack aren't even closing in.

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

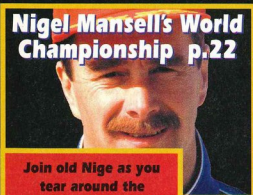
## Lemmings 2 The Tribes



The most eagerly awaited sequel has finally arrived. More suicidal silliness as the lemmings return. This time they need your help!



## Nigel Mansell's World Championship p.22



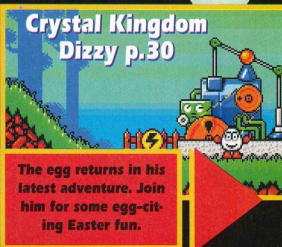
Join old Nige as you tear around the world's most famous formula 1 race tracks

Smart two player blast'em-up. Victorian fun ahoj as you take on the Chaos Engine.



## Chaos Engine p.26

## Crystal Kingdom Dizzy p.30



The egg returns in his latest adventure. Join him for some egg-citing Easter fun.

**PLUS:** ● Action Sport compilation featuring four of the best ST games p.32  
● AV-8B Harrier Jump Jet flies on to the ST but is it any good? p.34

# LEMMINGS 2

## THE TRIBES

*The manic depressive rodents return for more suicidal silliness!*

**N**o one can forget the incredible success of the original Lemmings. After being released across a variety of formats, it scooped an astonishing number of awards that included: Game of the Year 1991, Game of the Year 1992, Most Original game 1991, Best Entertainment Product 1991, Action Strategy Game of the Year and even Puzzle Game of the Year.

With such impressive titles under its belt, it's no surprise that a sequel would eventually surface. But can anything match the addictiveness of the original?

After spending the day with developers DMA, I am glad to say that the sequel is good, ney, superb! All aspects

of gameplay, graphics, music and, well, everything has been improved.

There is now lots more to do and more to do it with! There is even a splendid story book included in the package that details the lemmings fight for the right to survive.

The overall idea remains the same: you must direct the lemmings across several screens, overcoming various obstacles before you finally reach the exit that takes you to the next screen. This has to be done in a specific time limit or you will have to start the level again.

As you start each level, you will be given a

**ST**  
**ACTION**  
**AI RATED**



● Just in case you're finding things too easy, some of the levels will have two starting points. This means you have to keep your eye on two sets of lemmings

● After making a few necessary holes, you have carefully mapped out the level so you can just sit back, speed things up and watch your guys romp home



name, a diagram and a starting quota of lemmings. The name usually contains a clue to help you complete the level and the diagram just lets you know what you're up against.

### Lucky Charm

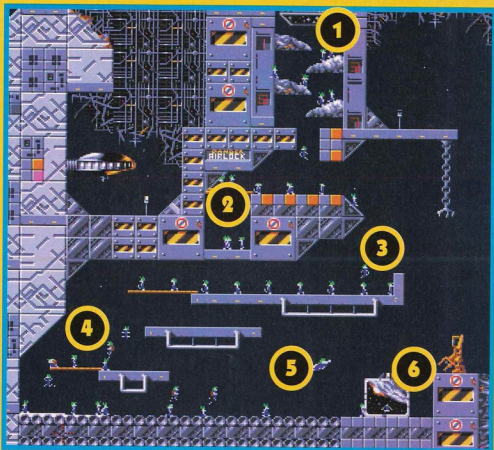
Unlike the first game, there is now an overall objective. Years ago, there was peace, tranquility and general harmony among the lemmings. This was credited to an exquisite talisman that has now been destroyed. Well, not destroyed altogether, but shattered into 12 pieces and scattered about the land.

The lemmings have called upon your services again to find the twelve pieces, join them together and reunite their world with peace once more.

Unfortunately, there is now a kind of rating system after each level that dictates which piece of talisman you



## ORANGES AND LEMMINGS!



**1) ENTRANCE:** This is the starting point for this particular level. There will always be one of these but sometimes there could even be two or three.

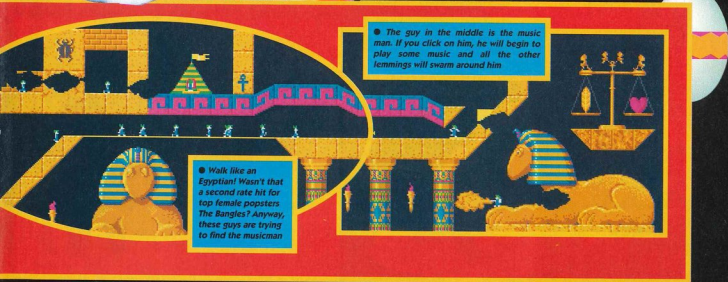
**2) PLATFORMER:** This is one of the special skills that allows you to build a bridge over an obstacle. This stops your lemmings from falling into the hole.

**3) JUMPER:** A jumper will start once he's been activated. The distance he jumps will depend on his previous skill - a runner will jump further than a walker.

**4) JET-PACK:** The jet-pack lemming flies into the air and can then be moved by using the fan option from the icons at the bottom of the screen.

**5) SUPER LEMMING:** Easily one of the best available. This guy will fly up into the air and follow your cursor around the screen until he makes contact with the floor.

**6) EXIT:** This is the place you are trying to get your lemmings to. Only by successfully negotiating the obstacles can you hope to reach this safe haven.



• The guy in the middle is the music man. If you click on him, he will begin to play some music and all the other lemmings will swarm around him

• Walk like an Egyptian! Wasn't that a second rate hit for top female popsters The Bangles? Anyway, these guys are trying to find the musician

# ACTION

PRICE: £29.99

CONTROL METHOD:



NO. OF DISKS:

NO. OF PLAYERS:



PRODUCED BY: PSYGNOSIS  
☎ 051 709 5755

SOUND: 91%

GRAPHICS: 90%

OVERALL:

# 94%

## INFO



receive. If you have done extremely well and rescued every lemming, you will be awarded a golden section of the talisman.

### Medal of honour

A good performance will gain you a silver piece and completing the level (no matter how many lemmings you lose) will gain you a bronze piece of talisman.

What this boils down to is this: to successfully com-

The 12 levels: Egyptian, Classic (both of these feature in the original), Sports, Outdoor, Space, Cavelem, Shadowlem, Highland, Polar, Beach, Medieval and Circus, all feature a variety of lemmings that can perform various impressive tasks.

### Super lemmings

There are also some particular lemmings that are "specialists". For instance, the Space level has jet-packs

“As a fan of the original, it's difficult to say that it has been bettered, but it's true. After spending hours playing, I could still start another level and be immediately faced with something new and funny. The animation has been improved along with the overall "friendliness" of the game. There is even a quick start option in case you make a mistake. Lemmings 2 is a tribute to the dedication and talent of design team DMA and also proves that the ST is still a force to be reckoned with!”

plete the game, you will have to complete every level without losing a single lemming. Easy, eh?

There are 12 tribes split over 100 or more levels. You can start on any tribe but you must then complete each level to successfully reconstruct the talisman.

instead of floaters and the Polar level includes skaters and skiers.

As well as the normal icons for control via the mouse, there is also a unique fan that can be used to blow your lemmings around the screen. This is mainly used to direct them over obstacles but in some cases it can be used to blow your lemmings through the scenery!

### User friendly

The control method remains similar to the first bar a few additions like the fan option. They are displayed as a series of icons along the bottom of the screen.

Using the mouse, you must select a particular icon (the cursor will change to a square) and place it over the



Here we have the 12 lemmings tribes. Each tribe must be completed with at least one lemming if you are to successfully complete the talisman

lemming you wish to endow special powers on.

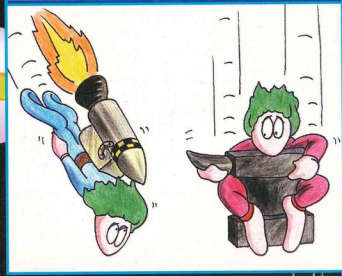
This lemming will now begin to use his powers whenever relevant. The powers usually end after a short period of time and you may only have limited use of each icon on certain levels.

It's pretty difficult to list all 52 of the lemmings you can now control but some of the strange ones include: Polo-vaulters, Tazmanians, surfers, planters, swimmers, bazooka-carriers, skiers, skaters, magic carpet users, jumpers and more, even wackier abilities.

### A problem shared...

As well as the obvious directional difficulties, you will also have to contend with plenty of obstructions along

## FOWL JOKES!





the way. The animation of these is pretty smart as you watch in dismay as your lemmings are turned into blocks of ice or squashed under big hammers.

**...Is a problem solved!**

There is always a way around them but trying to find it is incredibly frustrating to begin with.

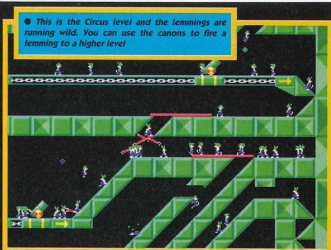
Graphically, not much has changed as far as the lemmings are concerned although they seem more

colourful and are definitely better animated.

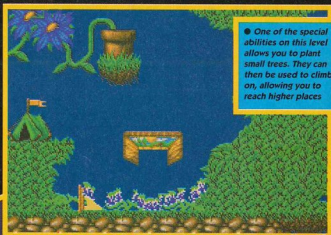
The backdrops have been improved with welcome splashes of colour and even the exits to each level differ depending on your scenario.

Oh, look out for the animation as they jump into the exit as it's good for a laugh. Each level gives you a different fun graphic.

Jason



● This is the Circus level and the lemmings are running wild. You can use the canons to fire a lemming to a higher level



● One of the special abilities on this level allows you to plant small trees. They can then be used to climb on, allowing you to reach higher places



● The Tasmanian lemming is the guy doing the damage on this level. He can spin right through the scenery using the fan icon from the control panel at the bottom

## DIRECT MIND ACCESS

DMA were formed in 1988 by programmer David Jones. Since it began, it has rapidly grown in stature and reputation to become one of the finest development teams in the country. Situated on a huge technology park in lovely Dundee, they have been involved in a number of computer games over the years which includes: Menace, Blood Money and the incredible Lemmings.



● These fine figures of manhood are responsible for Lemmings 2. They have been going for almost five years now and their games just keep getting better



<p>RACE SINGLE CIRCUIT</p>		<p>FULL RACE SEASON</p>
<p>IMPROVE WITH MANSSELL</p>		<p>DRIVING SCHOOL</p>
		<p>CONTROL SELECTION</p>

● There are five options to pick from ranging from a full season all the way to a Nigel Mansell driving lesson

# NIGEL MANSSELL WORLD CHAMPIONSHIP

Now Gremlin have stooped so low they're signing up men with moustaches to endorse their racing titles!

**N**ot that we have a problem with moustaches. In fact our Commercial Director has one, and a very nice one it is too! But anyway, that's not really the point is it? Gremlin have gone for racing game success once again.

They couldn't really have timed it better. Our Nige has just streaked

away with the World Formula 1 title and has quit the sport in a blaze of publicity to go to Indy car racing in the states. Free publicity rarely harms things, so Gremlin have struck lucky here.

There's an awful lot of competition in the racing field (a lot of it provided by Gremlin themselves!). However, only one other Formula 1 game leaps to mind and that's the

Geoff Crammond/Microprose collaboration - More of a simulation than a pick-up-and-play style game.

Everybody's aware of just how good that particular title is, so what have Gremlin got to offer us? Well

for a start, Nigel Mansell is the only game officially endorsed by the governing body of Formula 1 and therefore can use the names of all the drivers and circuits that are raced on. That saves loads of annoying

## FOWL JOKES!

CANCEL	RESET	QUALIFY	RACE CIRCUIT
WIND	RUB	MEDIUM	WIND
TYRES	AEROFOILS	GEAR RATIOS	GEARS

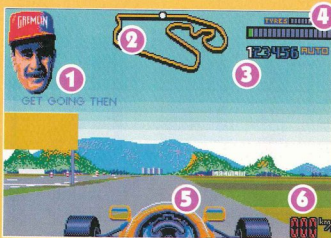
● Tuning your car up is pretty important if you are to compete successfully with the other guys

● We're almost ready for the off. A good clean start is what's required here

12/12 1/73

11/12 1/73

# MANSSELL'S SCHOOL OF MOTORING



1. Nigel's helpful hints
2. Plan view
3. Your gearbox
4. Tyre wear
5. The car itself
6. Your speed

There's something not quite right about *MMWC*. It seems to have everything, a big name, playability, good presentation, but there's something that just stops me liking it 100 percent, and I can't put my finger on it. The graphics are nothing overly special and the sound is, well just that really! A good effort I suppose, but maybe racing games need a new direction and a bit of originality to breathe life into a tired genre. Although God knows where from though!

typing in of names if you're a race fanatic. (If you're not, like me, then you probably wouldn't bother anyway, would you?)

## Dull accent

There are several options which you can choose from at the beginning. The most humorous of these has to be the Learn with Nigel bit. This is like a practice session, but you have the added bonus of a digitised Mansell in the top left hand corner of the screen. The game's worst seeing just to check out the way the lips move while our hero says tremendous useful things like "Keep on the road", "Turn left here" and "For God's sake don't die!". It all smacks of a case of desperately trying to justify the licence!

The racing section itself isn't too bad really. The graphics aren't the prettiest you'll have seen, and the sound of the engine hardly throbs from the monitor but in general the

car handles well and the scrolling is smooth. Weather is included and you might be driving around a sunny track and a couple of minutes later you'll be pulling into the pits for wet grip tyres.

Nigel Mansell gains a lot of points for its presentation. Bright, colourful and professional looking. Just what you might expect from Gremlin, but this game really does look the part from the word go. There are three difficulty levels that you can choose between and depending which one you go for may have you doing extra stuff like changing through the gears yourself. Also the higher the difficulty level, the more laps you have to do before the race ends.

There is a pit-stop area you can drive into but the only need for this is

All the circuits are faithfully represented and are chosen by watching the world rotate around and then clicking



Each track has a little bit of historical data about it that isn't too useful but is a nice touch all the same

when it's time to change your tyres. You'll know just when to do this by keeping an eye on the gauge in the top right.

## Furry lips

Aside from your actual race, you can choose to set up your car to its maximum potential before each race. Everything from tyres to your aerofoil can be altered to match the conditions for the forthcoming race!

Nigel Mansell's World Championship is another addition to a competitive market that Gremlin have made their own. Whether it'll achieve any more success than their other games is debatable. It's up against pretty stiff competition in the Lotus games. Maybe it's time the Sheffield boys made a break. **Paul**

All graphics scroll by smoothly enough, and the screen update is good enough to be okay

There's a couple of million pounds worth of technology just in front of you waiting to be rammed off the road

The home straight. Unfortunately for you, you won't be the first past the chequered flag this time around

## ACTION

PRICE: £25.99

CONTROL METHOD:

NO. OF DISKS:

NO. OF PLAYERS:

PRODUCED BY:

GREMLIN

0742 753423

SOUND: 70%

GRAPHICS: 74%

OVERALL:

# 78%

## INFO

WIN A TOMY AFX F1 WORLD SERIES CAR

# GET INTO



● This is probably as close as you're going to get to real-life Formula One racing. Be Nige on both your ST and on your living room floor!

● Honest boss this wasn't in work time. It was at least six o'clock at night when we set it up. We stayed late...course we did! It's a hard life sometimes!

PLUS A SIGNED COPY OF THE SUPERB N



RACING GAME COURTESY OF GREMLIN!

# 1ST GEAR

## WHAT CAN I GET MY HANDS ON?

Well in the words of someone dead famous, "A compo wouldn't be a compo without prizes!". And they were right weren't they? So we thought we'd better get some prizes for our competition, so we did! In conjunction with Gremlin and Nigel Mansell, ST Action are proud to offer frankly quite a bit of stuff!

**1st Prize:** A Tomy AFX Formula One World Series car racing game which has enough track to allow you to construct and race on any of the 16 F1 circuits! (and it's good they said!) + an autographed copy of Nigel Mansell's World Championship (the computer game from Gremlin) + (yes + again!) a Williams T-shirt and cap!

**5 Runners-up prizes** of an autographed copy of the computer game plus a Williams baseball cap and T-Shirt.

## WHAT DO I NEED TO DO?

To get your grubby little hands on these top prizes simply answer the following questions.

- 1) Which Formula One team did Mansell have a brief fling with before returning to Williams?
- 2) Who owns the Indy car team that Mansell has just transferred to?

3) Name John Noakes' dog on Blue Peter?

**Tie-Breaker:** How many easter eggs can be found within the pages of our Easter Eggstravaganza  
A) 5 B) 20 C) 99



## I QUITE LIKE NIGEL'S MOUSTACHE ACTUALLY COMPETITION

Q1: .....

Name:.....

Q2: .....

Address:.....

Q2: .....

.....Age.....

**TIE-BREAKER:** How many easter eggs can be found within the pages of this copy of ST Action's totally amazing Easter Eggstravaganza

Send your entry forms to: I quite like Nigel's moustache actually compo, ST Action, Europa House, Adlington Park, Macclesfield, SK10 4NP. All entries must reach us by April 15th and chances are the Editor's decision will be final (if we let him come off his medication in time!).

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

GEL MANSELL'S WORLD CHAMPIONSHIP!

# CHAOS ENGINE

The Bitmap Brothers return at last with a game that demonstrates conclusively the teams unwavering commitment to the ST.

**A** most three years in the making, some 40,000 man-hours have gone into The Bitmap Brothers' long-awaited eighth title, The Chaos Engine. The Bitmaps freely admit it has been the most exhausting, difficult and in some cases revealing project they ever undertook.

The Bitmap level of perfectionism was the cause of three delayed release dates...if ever there was a game to put the Brothers back up on the award winner podium it's this one.

Set in the swirling cloak of fog lurked beneath behind the white, starched linen of Victorian

respectability, Chaos Engine is a Dr Jekyll-like concoction, steeped in Victorian mystery, splicing EA Poe's feverish scribble with the naive, heroic adventures of Jules Verne and H.G. Wells.

While scientist, scholars and luminaries of the time argued the feasibility of Man travelling to the moon, an incredible experiment was taking place so powerful that unteathered it would destroy the very fabric of life.

Based at the estate of the fabulously-wealthy Fortesque seat, Chaos Engine is a colossal machine able to produce the "Primeval soup", the matter from which all life derives.

The machine became corrupted by a scientist meddling with the



Each weapon can be powered up to provide you with the chance to do some serious alien blasting! Make sure you use them to their best advantage

**1**  
**ST**  
**ACTION**  
**01 RATED**

controlling matrices and the engine began to generate a spontaneous corruption of time and matter which was uncontrollable producing mutated, crazed beasts without sense or meaning, save an urge to protect the engine.

A monster the size of a Tyrannosaurus-rex is discovered in Kent. Dubbed by the press as the "Maidenhead Monster", the beast met its end after feasting on cattle in a quarry and was unable to climb

from the deep pit.

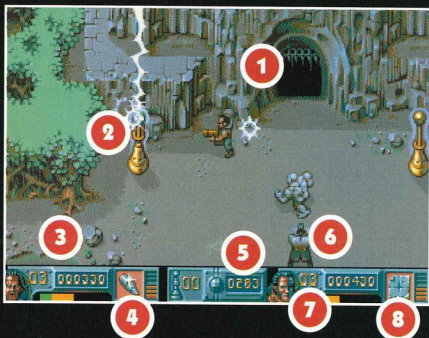
Spurred on by this story, a group of mercenaries and adventurers convince an ex-Fortesque scientist to tell all.

At a smoky dimly-lit inn, in an opium and alcohol-induced delirium, the wretch relayed the story. In the flickering firelight, eyes glistening like rats at the thought of the trea-

There are lots of special items to pick up on each level so try to keep your eyes open. Collect the money to power-up your weapons



# GENTLEMEN, PLEASE START YOUR ENGINE!



1. After you have blasted enough nodes, the entrance will be revealed.
2. The nodes must be blasted by one of your team members before they will be activated.
3. Any collected treasure will be shared out among the team allowing them to improve.
4. Various special weapons can be found scattered among the levels.
5. A total of enemies killed will be displayed on this panel so you can keep score.
6. The other two players will be controlled by the computer in a one player game.
7. Keep a close eye on your lives as they can easily be lost when the enemy arrive.
8. A map can be called up giving you details of your current surroundings as you play.

sure within Fortesque manor.

A series of selection screens looking like the control fascia of Captain Nemo's submarine Nautilus, introduces the motley crew, each displaying a variety of physical and mental attributes as well as character and motivations.

## The Viti-con!

Corrupt, criminal, untrustworthy, a defrocked priest who maintains his creepy, clergy appearance for respectability, but beneath the soap-scrubbed facade and starched dog-collar lurks a sinister, evil man.

Fast, quick-witted, but physically weak, he carries the first aid box... would you trust him with scissors and syringes?

In contrast, a thuggish, dim-witted but powerful and with great stopping-power. Then a typical Jules Verne adventurer, brave

and adventurous driven by danger and excitement. Not forgetting Brigande, the unofficial leader of the team. Each character has a different level of power, endurance and physical strength although strength and powerful weaponry is at the sacri-

els and potentials of skill, stamina, speed and wisdom, which refers more to the computer-controlled character in the one-player mode.

Speaking of which, the concept of the game was based around the quest to produce really intelligent

and even forage for objects and clues. Add to this the facility to set the CPU's stamina, intelligence and strength.

Bitmap weaponry is legendary, the policy being if you're going to blast something, do it with style.

Fire-power is never short of explosive with each character carrying his own weaponry from the thug's holy sten-gun to the priest's weird and evil little lightning blaster that inflicts incredible damage.

## Piles of pain?

In true Bitmap style, there's a veritable arsenal of power-ups from Dynamite and Molotovs to outrageous Shot-bursts – an awesome ring of fire which encircles a character and destroys all that stands in its way.

Non-weaponry collectables include such usable items as a complete map of the Fortesque estate which displays the mercenaries position of the so-called 'Nodes'.

**“A highly-polished game that is destined to put the Bitmaps well and truly back on the map. They have never been frightened to try something new but “a Victorian adventure” is not immediately attractive. My only criticism is the limited use of colours on many of the levels, despite boasts of a full Amiga colour pallet, but there's enough explosions and change to catch the eye. Ultra-intelligent CPU and great action all the way. My bet is it's one of the best ST games you'll see this year.”**

fice of sluggishness. Whereas a quicker, more-intelligent team member lacks stopping power and will quickly weaken if attacked.

Another Nautilus-style fascia displays individual attributes in the form of icons depicting current lev-

el and potentials of skill, stamina, speed and wisdom, which refers more to the computer-controlled character in the one-player mode.

In Chaos, the Bitmaps are boasting the most intelligent, responsive and human CPU's ever able to fight with uncanny intelli-

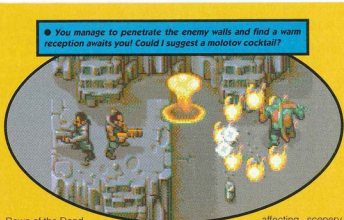
● Yin - dark and feminine. Yang - light and masculine. Only a perfect combination of both can allow that chap to make that ridiculous advert!



● The frenzied action never stops as you battle against the evil onslaught of enemy soldiers. Try to save ammo for the later levels.



● Super fire power plays a major part in your attempted mission. Your success could depend on the ability to destroy anything in sight



● You manage to penetrate the enemy walls and find a warm reception awaits you! Could I suggest a molotov cocktail?

Dawn of the Dead.

Blindly clawing at the air vast numbers and ceaseless attention make a constant barrage which is at once unpredictable and deadly.

There's rich booty every step of the way but let greed become your guide and perish. As a part of the pact all riches are equally distributed around the team although there are many bonuses for the amount of monsters killed, treasure collected and puzzles solved.

The primary objective however is to locate and activate the nodes in order to progress closer to the Engine.

There are two types of key to collect gold and silver, the former

affecting scenery or revealing objects the latter allowing escape from a seemingly impossible situation.

### Food for thought

Rudimentary collectables include energy and a 'player safe' feature in the shape of a Yin Yang sign where the character returns if killed. The primary objective is to activate it but the closer to the engine you get the more difficult your mission becomes.

From the periphery of the Fortesque land, the terrain changes to a series of derelict buildings which used to be the laboratories now they are inhabited by mutants and zombies.

## ACTION

PRICE: £25.99

CONTROL METHOD:



NO. OF DISKS:



NO. OF PLAYERS:



PRODUCED BY:  
RENEGADE/BITMAPS  
☎ 071-702-3643

SOUND: 85%

GRAPHICS: 87%

OVERALL:

89%

INFO

These nodes are power current controllers connected to the Chaos Engine and the primary objective is to locate every node and blast it until it hums and pulsates into life.

Once the Nodes have been activated the characters can move onto the next section of the Fortesque estate ever closer to the all-powerful Chaos Engine.

Its eight-way scroll viewed from a 'Commando' perspective above and behind the field of action. Every team member is a mercenary with their individual motivations (mostly greed) although the structure of the mission has been cleverly designed to make teamwork imperative to survival and success.

### Mayhem and chaos

Entering the frenzied world of chaos, the two chosen team members are positioned randomly on the periphery of the estate.

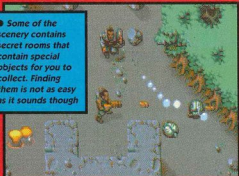
In one-player mode, you control a character who becomes the leader and the CPU follows intelligently and gives cover by attacking the enemy to varying degrees of ferocity and accuracy, depending on specific status... the effect is spookily realistic.

Meanwhile, the Chaos Engine has been producing mutation after mutation each more powerful than the last. Beasts and mutations lurch from underbrush and emerge from derelict buildings like a scene from

● After a particularly nasty accident with an exploding toaster, you are now reduced to two. Maybe this is the time to think about that apartment in Spain?



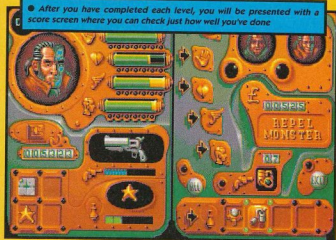
● Some of the scenery contains secret rooms that contain special objects for you to collect. Finding them is not as easy as it sounds though



● Each level is split into various heights. You can climb up ladders to different levels and then throw your molotov cocktails off to great effect



● After you have completed each level, you will be presented with a score screen where you can check just how well you've done



A clever effect here as the action takes place on three different levels. The puzzles are ingenious requiring a sharp eye, guile and then brute force to discover or activate your current problem.

An example might be a seemingly insurmountable cliff-face with a section that doesn't cast a shadow, or something in the architecture that looks strangely different.

The atmosphere of the game is at once eerie, then electric with a constantly changing pace of action,

explosive, challenging and changeable at every step.

Incredible enemy sprite animation, beguiling attack patterns not blindly wandering into the path of your guns. Eight-way scroll presents great sense of freedom and scroll pace maintains the pace of the game well.

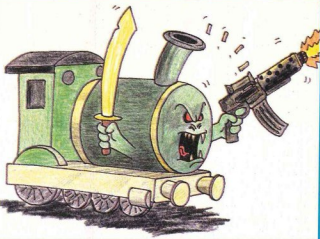
Difficulty is well balanced and intelligently set to keep up sides with your skill and understanding as you begin to explore the game.

Plenty of icing on the cake here with some typical Bitmap traits such as over-dramatic explosions which all adds to the spectacle.

And then a grand finale which defies description! The engine is massive - many screens big and requires a gigantic effort to stop its chaotic consequences... truly an exhausting arcade mission.

**Jason Spiller**

## FOWL JOKES!



● You can choose your character from the available party members at the beginning of the game. Each warrior offers different abilities that can be used to great effect



# CRYSTAL KINGDOM DIZZY

**An intro for Dizzy that doesn't mention Vic Reeves. Good eh?**

**B**y this late stage in the magazine you should already be more than familiar with Dizzy. Even if you're new to the ST market, this month's amazing coverdisk pressie should have left you in no doubt whatsoever about our excellent eggy friend.

With us fast approaching Easter already it's no major surprise that

budget kings Codemasters have got a game featuring eggs on the market. What is a surprise is that this one is actually full-price, where the others have all retailed for under a tenner. Whether this proves to be a shrewd move or not, only time will tell, but for now at least we'll get to find out how popular Dizzy really is!

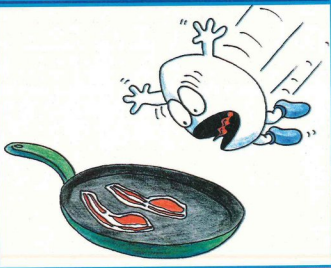
## Poaching for success!

Dizzy is the kind of character that can be placed in almost any style of game. His most popular exploits to date have been in arcade adventures, where exploration and object manipulation have been the order of the day. The Codeys have returned to this idea for CKD and have quite possibly come up with their best adventure up to now!

Those mystical crystal treasures of the Yoik Folk have been stolen for the magical Temple of Zelfar. Dizzy must set out on his merry way and return them as quickly as possible before the whole land is cast under the shadow of darkness for eternity (and we don't want that do we?) Hardly the most original of plots to start off with but when a game is as fun as this to play you have to ask yourself "Does it really matter these days anyway?".

To be fair the total plot does

## FOWL JOKES!



● The man himself ready for action as always. Guide Dizzy through the numerous levels to get back the treasure!

● Here's Dizzy in his egg-craft, desperately wondering where he is!

## ACTION

**PRICE:** £19.99

**CONTROL METHOD:**



**NO. OF DISKS:**



**NO. OF PLAYERS:**



**PRODUCED BY:**

**CODEMASTERS**  
☎ 0926 814132

**SOUND:** 68%

**GRAPHICS:** 72%

**OVERALL:**

**80%**

**INFO**

include things like dying Grandfathers and the like, but the real plus point of this game is that it has ability to make you want to play and progress. Any objects that you find on your travels can be picked up for use at a later stage in the game. Finding out when and where to use 'em is the trick! Veteran Dizzy players will know what I mean.

## Fried eggs

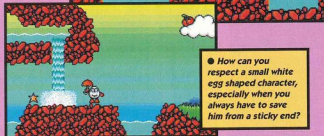
As far as the graphics go, well you've got Dizzy the egg as the main character (well what did you expect?) as well as all his cronies

that you'll no doubt no by now. The game plays well and the controls are responsive and smooth. No problems here.

As happy as the tune is, at the end of the day it's only ST chip music and as usual there is a limit to what can be done without having billions of K full of digitised, sampled, harmonised, synthesised stuff on the disk. It really will be interesting to see what all the programmers make with the Falcon's sound capabilities where there are no excuses to be had! Time will tell what will happen!

**Paul**

● More platform mayhem abound with our eggy friend. Here we find Dizzy deep in the caves. Just make sure you don't get lost while out and about



● How can you respect a small white egg shaped character, especially when you always have to save him from a sticky end?

“ Dizzy has built up a bit of a cult following on the ST. The only disappointment for a lot of people will be the increased price tag. It has almost become expected that you'll get a good Dizzy adventure for next to nothing. But it's done now. Graphically it's attractive and the sound is standard ST fare. It's certainly the best Dizzy game yet. A lot of effort has been put into it and for that reason alone it deserves success. Go out and give it a try, you might like it! ”

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Real initial, surname, League career records, height and age preferred for all players as at the start of the 92/93 Season. Seven skill ratings per player, separate ones for goalkeepers. Plus 15 other special attributes like Captain, Super Subs & Mobility. Players **Preferred Foot**

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Quick game data load and save. All screens updated quickly and displayed in a pleasant format, which is easy to use and comfortable to read. Fully mouse operated. Printed instruction booklet with plenty of diagrams. An Editor is available (as an extra) to add flexibility to the new or saved games.

An options screen allows some of the above to be switched off if so desired. Others not mentioned above include **Show All Goalscorers** (when possible) and **Show Transfer News**.

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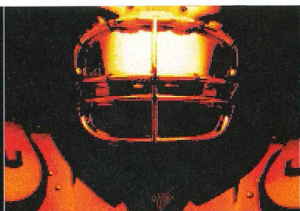
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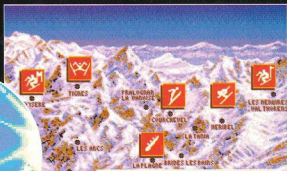
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So what do we have here? Eight disks. Four games. Promising already. Does it come up to scratch though?

## 1 Superski 2

Once again we've hardly had any snow in this country so if you feel as though you're missing out then Microids came out with a winter sports simulator. Originally released in the middle of last summer (!) it is without a doubt one of the stars on this particular little bundle. Don't ask us what happened to Superski 1 but this sequel contains six events for you to get your poles into. Five of 'em include hurtling down a mountain with planks on your feet, the sixth involves you hurtling down a mountain in a small metal tube. Yep you've got Downhill (guess!), Slalom (downhill with flags to ski through), Giant Slalom (big slalom), Ski Jumping

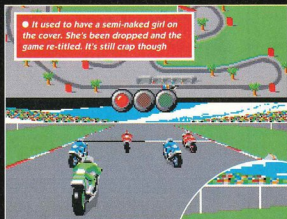


• This mountain range is the venue for many exciting snow-bound events that will take place shortly

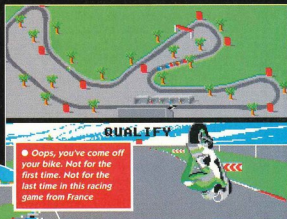
(falling off a ramp) and Hot Dog (a small meaty sausage served with onions and relish).

The graphics are top, the sound is good and most of all the gameplay is up to it. This is well worth a place on any compilation and along with Advantage Tennis form the strongest partnership on here.

## 2 Grand Prix 500 II

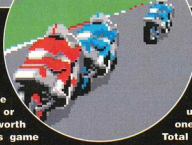


• It used to have a semi-naked girl on the cover. She's been dropped and the game re-titled. It's still crap though



• Dogs, you've come off your bike. Not for the first time. Not for the last time in this racing game from France

If the box had said "Three games plus free save game disks for Advantage Tennis" it would have been nearer the mark. This really isn't very good. A race game has to be done correctly or they usually aren't worth bothering about. This game was called Hot Rubber first time

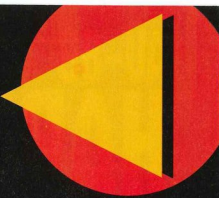


and it certainly wasn't worth bothering about!

It all revolves around motorcycles and can be played by one or two players. If a two-player game is in operation the screen becomes split with one rider playing in the top half while the other uses the bottom of the screen. In a normal one-player game, the top becomes a map. Total dross to be honest! Avoid at all costs. Trust us it isn't worth it!



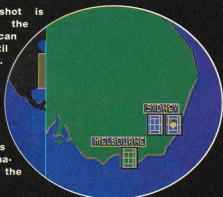
# ON SPORT



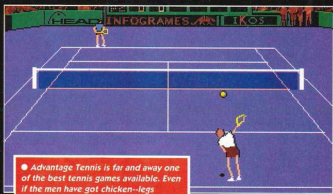
## 3 Advantage Tennis

It wasn't as popular as some of the other tennis games but for some reason Advantage Tennis was one of the most playable and realistic. Originally marketed by Infogrames the graphics looked a little strange mainly because the players were stick-like. The way they moved however was totally dreamy. Smooth and fast, just how we like it!

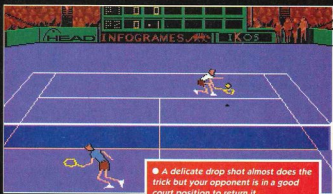
Every tennis shot is incorporated into the game and you can practice them until you perfect them. Once you feel as though your wrist is strong enough you can take to the professional tennis circuit and compete against the world's best players in tournaments all around the world.



Presentation is spot on, if you're into sampled speech then you certainly won't be disappointed when you here the umpire calling out the score. A smart game well worth playing! As tennis games go this is a fine effort that Microids should be proud of. Worth £25 on it's own. If you haven't got it then the other games are just a bonus.



● Advantage Tennis is far and away one of the best tennis games available. Even if the men have got chicken-legs



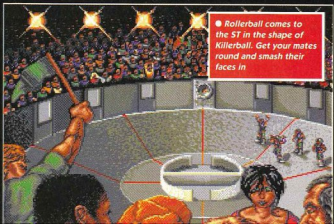
● A delicate drop shot almost does the trick but your opponent is in a good court position to return it

## 4 Killerball

Now it's on to the pleasantly titled Killerball. Anyone who's seen the film Rollerball will immediately be at home with the general theme. You must put on a pair of roller-skates, pick up a small, metal ball and punch the other team's lights out whilst skating around an arena trying to ram

the ball in the opposing goal.

This game can go two ways, as a one player game it's hardly worth the wear and tear on your disk drive Eject button but if you get a couple of mates around you could find yourself getting horribly addicted to maiming them. Not the best game on here but not the worst.



● Rollerball comes to the ST in the shape of Killerball. Get your mates round and smash their faces in

## Action Sport Microids £29.99

**This really is a pretty good compilation. You can't expect every game to be of 90% standard but what you do expect is a series of products that you will come back to and play again. Action Sport is just that. It hasn't got any massive names to bolster it and make it stand out on the shelf but it is a more than solid package that deserves to do very well indeed.**

# 87%

# AV-8B

# HARRIER ASSAULT

Yet another flight sim jets in on the ST this time from Domark. Does it manage to do anything different than what has gone before it?

**A**nbody who can remember back to the days of the early eighties will remember what an important role the Harrier Jump Jet played during the Falklands War.

Now while there have been many a flight sim based on the likes of the lightning fast American fighter craft, nobody has ever really concentrated on getting a Harrier sim up and running.

Domark in conjunction with Simis have changed all that with AV-8B. From that catchy little title alone an entire game has been built. But this is no ordinary flight

simulation. Not at all!

Here you have a choice of just controlling your plane like in conventional games or taking over the entire campaign and directing your strike forces where you like.

### Straight up!

Impressive sounding indeed! In fact the whole thing is nicely put together. The deep blue packaging with the Harrier emerging from the clouds is one of the best photos for the job and the screenshots on the back (while not being from the ST version but then you're never too sure until you load it up are you?) really do look a bit special.

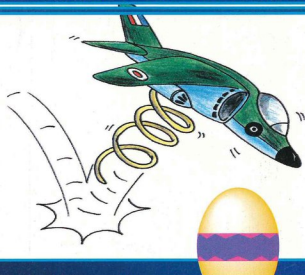
As with a lot of things though reality hits hard! The ST graphics aren't particularly that smart unless blockiness is your forte! General presentation is okay and at first you start believing that this could be really special.

Maybe I'm being too harsh but I just didn't like Harrier very much. At first I thought I did but the more I played it, the more it began to irritate me and I can't quite put my finger on why.

### Sound as a pound!

I think that Domark's idea is sound enough, they've tried to take what would have been a standard flight sim

## FOWL JOKES!



“ Hmm, bit of a shame this. First impressions are good but once you start paying more attention to it you may well find yourself getting rather disappointed at what you have. Scrolling is slow and jerky, graphics aren't really that good and the external views are a nightmare to access until you get used to the system. Possibly a case of nice try shame about the game! Everything's getting more complex these days and unfortunately Harrier can't quite keep up with the pace being set. ”

and tart it up into something different giving you a combination of game styles.

To an extent it's almost worked too! At the end of the day though, Harrier Assault doesn't quite make a mark as big as it should have done!

Apparently the PC version was good. It would be quite nice to maybe see a sequel that could iron out the problems that this conversion unfortunately has.

If I had to, I'd say it would be better waiting for Reach For The Skies. Paul

## ACTION

PRICE: £29.99

CONTROL METHOD:

NO. OF DISKS:

NO. OF PLAYERS:

PRODUCED BY: DOMARK  
☎ 081 780 2222

SOUND: 62%

GRAPHICS: 70%

OVERALL: **68%**

## INFO

MK-81	MK-81/LCB	HYDRA/8	AGM-65E	E.C.M.	O.K.
MK-82	MK-82/LCB	HYDRA/1E	AIM-9M	THRM	DEFAULT
MK-84	MK-84/LCB	HYDRA/1B	ROCKEYE-20	FLARE	CLEAR

Weapon Weight = 1200    Total Weight = 22150

**MK-81 'Iron' bomb**  
250 lb (113.4 kg)  
low drag, free-fall bomb

• Choosing what to take up into the skies with you is most important. You don't want to be running out of key weaponry in a dog-fight

• Don't forget you can take off and land in a Harrier Jump Jet vertically as well!

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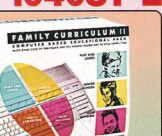
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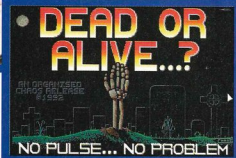
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**SILICA SYSTEMS**

Everybody moans about the price of games software these days yet Animalsoft have still had no buyers for their quality gear. Thanks to LAPD, Tumblevane and Animalsoft for this month's stuff!

## DEAD OR ALIVE

• No this game is nothing to do with the band or indeed the lead singer (?) of the band - Dead or Alive. It's all about death and other creepy stuff like that!



Text adventurers are certainly alive and well in the Public Domain and Dead or Alive is another prime example of what can be done with a little time and effort, plus bags of incredibly creative talent.

What makes a good adventure game is generally the originality of the plot. The parser and text can be a right pile of kak but if the storyline keeps you interested then the programmers are on to a winner.

This plot behind this one is more than a little spooky and involves you collapsing and then waking up and walking around your town but everything's desolate and closed up. Weird! Certainly is, but have a look if you fancy a little bit more of a challenge. Look out for Disk L21 from LAPD.

## HOVERJET SIMULATOR

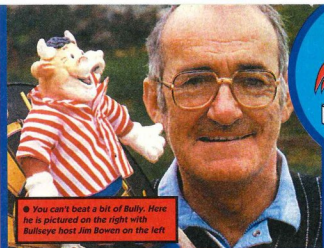
I get the feeling I should have heard of this for one reason or another. It is after all a demo of a very polished product. You get to drive around a sort of polygon type scenario similar in many ways to that of Mercenary and if you can actually work out what you are supposed to be doing and where, you should have quite a good time with this disk. The graphics and sound are good, in fact the only problem is that it is only a demo! But then again, for a couple of quid you can't really ask for more.

I'm sure this must be a commercial game somewhere along the line and if anyone knows any details, drop me a note and I'll give it a good plugging in the next PD pages. If you want to have a nosey look then you'll be after Disk GM083 once again from Tumblevane.



• This polished looking game can be obtained from Tumblevane. Don't forget to send in your PD for review if you are a library or even if you've programmed something yourself.





● You can't beat a bit of Bullseye. Here he is pictured on the right with Bullseye host Jim Bowen on the left



Oh what. Animalsoft come up trumps yet again. They've had games based around pigs, ant-eaters and now the latest title revolves completely around a chameleon placed in a puzzle game environment. It's nothing if not novel and some of the screens are fiendishly difficult to complete.

A password system allows you to get back to the last level you failed on at a later date, so make sure you jot 'em down as you go. Just get your little chummy to the next level within the time and using the resources supplied and you'll be okay. Get in touch with Animalsoft through the address at the end of these rather splendid pages if you fancy a bash at this!

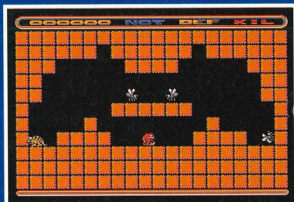
CHICKEN'S SUPREME

## PUB GAMES - DARTS

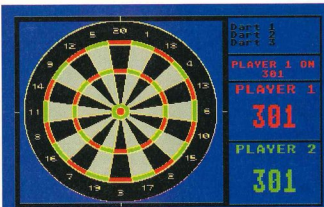
Now the games I generally play in pubs are "Chat the girl up and get a pint in the face". "Stagger home" and "Aim just right or my mam'll make me clean it up in the morning!". This disk is a compilation of games played in pubs before knifings and shootings were commonplace (I'm an old cynic aren't I?) and includes Pool, Darts, Cribbage, Pontoon and Checkers. For now let's play darts!

There's nothing like a game of arrows to while away a Sunday night my uncle used to say (trust me, there is - Chick). I've never seen the point of Bullseye myself. Apparently I live in Granadaland according to Jim Bowen, but anyway...Surely darts on a computer is completely pointless as there's no way to introduce skill. All you ever have to do is position a couple of cross-hairs and press fire. The rest is largely down to luck.

This is no exception, but it still manages to be fun with it. A good disk this one considering the price. Try out Disk no GM087 from Tumblevane.



● Game of the month once again comes from Animalsoft and highly recommended once again. Get in touch with these guys!



● Innit one - A dodgy darts game that you'll find yourself playing even though you're not totally sure why you're even bothering!

## CIRCUIT

Hmmm, I'm not too sure about how many people will have a legitimate use for a circuit board designer program. There may well be the odd Do-It-Yourself bod out there who may find it handy but other than that I'd say the programmers have seriously limited their target audience!

If you are one of the above mentioned people then you can't go wrong with this. A selection of pre-drawn symbols can be selected and placed on the screen and linked in whatever manner your circuit requires. Once you have finished a printout may be obtained (providing you have a printer naturally!) for you to refer to. If you want it get L18 from LAPD.

## ARTIST FREEHAND

For some strange reason absolutely everyone who buys a computer wants an art package at some stage. This want seems to be completely irrespective of whether they have any drawing talent whatsoever. The common thought is that once you have a keyboard and a mouse for a bit of practice, you'll soon be progressing onto decorating churches and so on!

This is all a completely myth and generally everybody is crap at drawing, especially on a computer! So what's the point in spending a wad on a package that will let you humiliate yourself in front of your family? What you are better off doing is buying Artist Freehand from LAPD (disk L 16) for a couple of quid and seeing if you have that extra-special natural flair needed to make a worthwhile mark with a mouse (Sue, our Art-Ed, would have benefited from this test!!).

## I WANT IT RIGHT NOW!

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

Tumblevane PDL, 6 West Road, Emsworth,  
Hampshire, PO10 7JT

Animalsoft, Rubensstraat 54, 1077 MT  
Amsterdam, Holland

# GOING

**It's time for a big, hearty welcome to the return of the budget pages. But they're back now and boy, have we been missing out!**

**70%**

## **VIDEO KID** *GBH Gold - £9.99*

Oh no! What a personal disaster! While sitting at home, watching some new video tapes, Billy has been unwillingly pulled into the crazy world of TV tubes. Appearing fully dressed as a magician, Billy must now find his way out of this weird environment by battling all manner of monsters and hazards.

There are five worlds: Medieval, Western, Science Fiction, Gangster and Horror. Each one is full of traps, puzzles and devious creatures. They are all made up of four sections and a guardian will meet you at the end of the fourth. Once you have completed the fifth world, you must then face your biggest fear. You have the usual array of weapons and power-ups at your disposal ranging from missiles and flame throwers to three-way vertical fire and ripple arrows. Good for a few hours but soon becomes tedious.



● *Video Kid* defies all evil as he battles through five worlds of puzzling fun

## **HUDSON HAWK** *Hit Squad - £7.99*

**89%**

Based on the film starring Bruce Willis, Hudson Hawk is an entertaining platform romp that contains some excellent comic animation and devious, challenging puzzles. You must climb into the shoes of Mr Hawk who has recently come out of prison. Unscrupulous criminals are trying to get him working again but he refused until they kidnapped his best friend.

They want you to make your way through the various levels, avoiding the obstacles and gang members, to finally steal three valuable artifacts from the Da Vinci era. They want to restart the Alchemy Project - a huge, gold-making machine that requires the objects to make it run.

You must steal them for yourself to blackmail the gang into releasing your pal and destroying their plans for good. Excellently challenging and extremely absorbing fun that should keep you busy for weeks.



● *The man himself. Mr Bruce Willis who plays Hudson Hawk in the film of the same name. (Doh! - Ed)*

## **INTERNATIONAL TRUCK RACING** *Zeppelin Platinum - £7.99*

Participate in 40 tonnes of articulated truck racing as you attempt to overcome a series of world class racing circuits. Compete in a full season against five other drivers. Complete a full lap to gain your qualifying time and then pit your driving wits against the others as you battle for places on the thin, winding road. Features a one or two player game, intelligent computer controlled trucks, tyre selections, championship ratings and lost of good, clean aggression! Control of the trucks can occasionally become frustrating but like most things, it's good with a friend!

**81%**

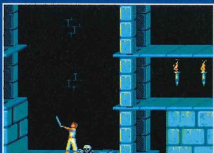


● *Each track location is displayed on screen along with the current lap record*

## **PRINCE OF PERSIA** *Hit Squad - £7.99*

This has to be one of the smartest games around for the ST. You play the part of a foreign adventurer who has won the heart of the Sultan's daughter. Unfortunately, while the Sultan is off fighting a great battle, Jaffar, his Grand Vizier, has taken the throne and is trying to force the Princess to marry him. To stop your protests, he has thrown you deep into the dungeons, leaving the Princess only an hour to make her decision - marry him or die.

As you are understandably upset at this, you must use all your wits to make it through the various levels of the dungeon, killing the guards and collecting useful potions as you go, before finally reaching the tower and the Princess. Each level is a combination of devious traps and puzzling platforms that must be negotiated if you are to succeed. This is possibly the finest example of ST animation you're likely to see. Incredible!



● *Prince of Persia* contains some of the best animation you're likely to see on the ST

**BUDGET GAME OF THE MONTH**  
**92%**

# CHEAP!

## HERO QUEST

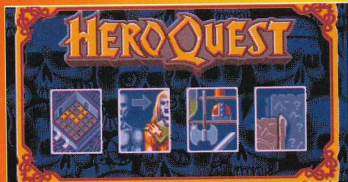
GBH Gold - £9.99

This offering should definitely appeal to fans of the board game. Hero Quest gives you the chance to control up to four heroes as you battle against the evil Wizard Morcar. He has set out 12 deadly missions that you must complete before finally challenging him in his lair.

Each level is viewed using the popular 3-D isometric perspective and gives you the chance to search for treasure, battle the opposing forces of evil and even upgrade your characters by purchasing extra weapons, armour and spells. Money can be gained by searching rooms and finding the various chests that are scattered about the levels.

A fine example of ST gaming that will have you hooked immediately.

90%



● Hero Quest is definitely worth the money and you can also buy an expansion disk. Called the Return of the Witchlord, it offers another 12 missions of danger.

## SKIDZ

Kixx - £7.99

Your town has just been given a special award - the scruffiest town in the world! After waking up and feeling particularly good about yourself, you decide it's time someone did something about the dirt.

Armed with only your skateboard and trusty BMX bike, you set about the town, collecting rubbish as you go. The sleepy residents don't share your enthusiasm and tend to get in the way.

Each level must be completed within a special time limit and there will be plenty of obstacles to overcome. Nice graphics combine with fun gameplay to make this worth looking at.

80%



● BMX boys have a lot of fun! Unless of course they come screaming around a corner into an oncoming lorry!

## ARCADE FRUIT MACHINE

Zeppelin Platinum - £7.99

I haven't seen a fruit machine simulator for ages. This tries to recreate the thrills of losing money without actually having to remortgage your house! All the usual features are there including: multi-wheel hold, skill stop, repeats, cash 'n' grab, shuffle, cash pot, nudge pot, win spins, pick a win and fruit step. To gain access to the features, you must light up the nine letters that make the Cash 'N' Grab logo.

Numbers on the win-line will light up the letters until you finally reach the "B". You must then choose one of the many features.

The features will then win you some more cash to add to the bank. Would be very good except for one small bug when you get the cashpot feature that keeps it repeating.

72%



● This fruit sim would be very impressive if it wasn't for a particularly nasty "Cashpot" bug

## 1943

Kixx - £7.99

A shoot-em-up that tries to capture the excitement of World War II. Some people say the most significant area of the war was the Battle of Midway.

You are now put in the seat of a P38 twin-engined fighter plane and thrust straight into the Midway war.

Level after level of enemy fighters will advance down onto your plane, unloading their guns onto your tiny plane.

You can do nothing but fire back and attempt to knock them out of the sky. Various power-ups will appear after you have shot down special waves of planes. They can be shot to reveal different choices of bonus ranging from three-way super shot to high powered laser fire.

Picking them up will award you with faster and deadlier fire power. You are one man against an army. Can you survive? A good, but very difficult shoot-em-up that definitely keeps the adrenalin pumping.

84%



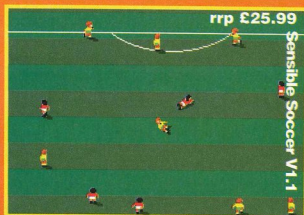
● Not a bad little shoot-em-up this. Very difficult but persevere and you're on to a winner

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get one of these games for **free!**

## Sensible Soccer V1.1

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## Dynablaster

Combines exciting graphics with incredible gameplay to produce one of the best multi-player gaming experiences ever! Rescue your beautiful babe in an enthralling one player game or grab four friends and battle it out against each other in a best-of-five knockout tournament. The best five player game available - courtesy of ST Action!

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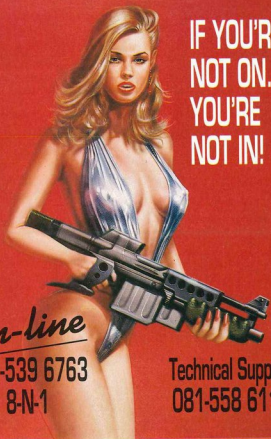
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# CUT-THRO PIRACY

Common as it is, not a lot of people take the criminal offence of piracy seriously. Maybe the problem lies with the software houses, or perhaps with the attitude of the opportunist pirate. STA's unstoppable man on the street "Brad Burton" arranged a secret interview with one of the ST scene's biggest pirates, Mr X. Together with the views of some of the software industry's leading figures, we'll uncover some answers and perhaps even reveal the truth behind piracy. Read on and learn the truth!

- **NAME:** Paul Saunders
- **COMPANY:** Daze Marketing
- **JOB TITLE:** Production Manager

“Piracy costs jobs and as a former employee of Palace Software, (the company responsible for classics games such as the Barbarian series and Cauldron, both of which soared high in the charts.) to me a massive factor of the company's fall from the top spot was definitely due to the fact that piracy in the home and playground exists. The country is in a bad enough state as it is and the last thing we need is software companies folding. The situation on the ST is grave enough without piracy killing off jobs. Stop it now, that's the only solution!”

- **NAME:** James Lamorticelli
- **COMPANY:** Cyber Dreams
- **JOB TITLE:** PR & Marketing Manager

“Piracy hurts the entertainment software industry on every level. It hurts the developer, publisher, distributor and ultimately the consumer. Each individual that is involved in the development and marketing of a game devotes a great deal of time and energy to ensure the product is the best quality it can be for the consumer. When piracy occurs, it takes away from the efforts that went into making the game. As a publisher, we try to protect the consumer from piracy by including manual and key disk protection in our software. This sometimes frustrates consumers because they have to take time out to deal with these various forms of protection and this takes away from game play. Ultimately piracy costs the consumer and puts companies in a more vulnerable position from a business standpoint.”



- **NAME:** Danielle Woodyatt
- **COMPANY:** US Gold
- **JOB TITLE:** Public Relations

“It's rather disturbing when you first hear that one of your games is being spread around the copying circuits, it certainly knocks you for six. I mean how would you feel if you worked for a year building up the contents in your house only for some burglar to break in and take everything you own. Alright it's not exactly the same, but it certainly doesn't do anybody any favours. With games such as "Another World" it took a team of programmers two years to program, they put loads of effort into it, and it wasn't released until it was absolutely faultless. It really upsets me to know these pirate people still copied it, without any thought for those guys who slaved over hot computers for many late nights. Do they not know that people lose jobs because of piracy?”

# OAT CY

- **NAME:** James Hunter
- **COMPANY:** Impressions
- **JOB TITLE:** Marketing Manager

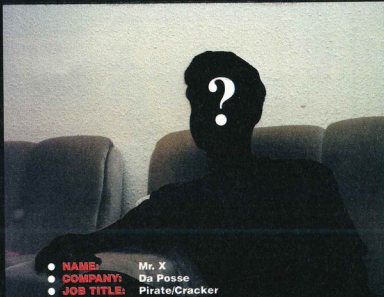
“After having had little opportunity to deal with the problem for so long, it is great to see ELSPA and FAST really getting some results. I think games players today have a much more mature attitude to the subject of piracy; many people can see the damage it does to their own suppliers and so hopefully will not allow it to continue and get any worse than it is now.”

- **NAME:** Kevin Riley
- **COMPANY:** None
- **JOB TITLE:** Unemployed

“I saw a documentary on piracy once on the BBC. I never really understood how vindictive and cut-throat it was until this programme. It depicted, quite graphically, a large number of Philipinos boarding another ship with the intent to take the cargo. I thought this kind of behaviour had been stopped hundreds of years ago. How on earth are an organisation like FAST possibly expected to combat this crime. As far as I'm aware they haven't even got a boat to follow them in!”

- **NAME:** Nick Clarkson
- **COMPANY:** Gremlin
- **JOB TITLE:** Marketing Manager

“I've been in this game quite a few years now. I've seen many people come and go, but one thing is for certain the pirates won't give up. Ever since the early days of computers the pirates have been there. Just like the pirates of old they prey on the weak and think nothing of the trail of unhappiness they leave behind. Without a shadow of a doubt they are damaging the industry we all work in! Something has to give and it won't ever be the software houses who lose out!”



- **NAME:** Mr. X
- **COMPANY:** Da Posse
- **JOB TITLE:** Pirate/Cracker

“Why should I pay for games? The majority of games are rubbish, they don't even bother protecting them, that's how sad they are. I've read in your magazine and numerous others, try before you buy you say. But have you ever tried to ask a shop keeper to try a game? No way man! They just think you're a little kid who's wasting their time! Maybe if the retailers spent a bit more time showing potential buyers games as opposed to hoping you'll be persuaded by fancy packaging. I get a buzz stripping the protection out of games. One game came on three disks and I managed to squeeze it all onto two disks, no problem. If you ask me I'd say a lot of these professional programmers are lazy and deserve everything they get. Anyway regardless of what the result is of your debate, I'll still continue to do what I'm doing, it's a way of life.”

- **NAME:** Sue McCabe
- **COMPANY:** Titus Software
- **JOB TITLE:** UK/European Marketing Manager

“It is important for end-users to understand the implications of buying pirated software. Far too often publishers are viewed as making too much profit anyway and deserve exactly what they get because of the high prices charged. But the situation is a catch 22. Publishers charge prices that reflect the high development costs incurred in producing a new product, not targeting that distributors and retailers must make a reasonable margin. With prices like £29.99 or £34.99 or even higher it is understandable that some end-users will find pirated software, the more pirated copies that are sold means less revenue to the publishers, ultimately meaning prices staying at the same level and in some cases increasing. Games players quite rightly demand new and ever more sophisticated products for their money - publishers pay for this, not pirates. The only people to gain out of piracy are the pirates themselves - they steal goods, that are the outcome of some very talented and hardworking programmers efforts.”

Well that's that over with, we'll leave you to make your own mind up on a debate that could run and run. However you can look forward to a full feedback report on this touchy subject in next month's Freestyle! So what are you waiting for let's hear your views.

# SMALL TIPS & CHEATS

Well eager readers, here's the first installment of **Small Tips in 1993**. Remember if you find any decent cheats or tips, send them in to us. The best one will win a bundle of free software. See, it is worth the effort!

## TITUS THE FOX

We've been asked by an extremely charming young lady called Heather McMahon from Leeds for some help on Titus the Fox. Never one to ignore a plea for help here are the level codes you require for success!

- |         |          |          |
|---------|----------|----------|
| 1: 2625 | 6: 0738  | 11: 4187 |
| 2: 8455 | 7: 2237  | 12: 1350 |
| 3: 2974 | 8: 5648  | 13: 9813 |
| 4: 4916 | 9: 6390  | 14: 5052 |
| 5: 1933 | 10: 8612 | 15: 2045 |



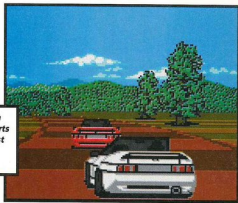
● We didn't think we'd be seeing much of old Titus again but here he is with a whole lot of level codes



## LOTUS III

There's no real codes needed for this game because you can set the course difficulty and length. What we can do though is give you a load of interesting codes you can type into RECS, then get back to us with your highest scores and the eventual winner will get a sexy old prize.

- ST ACTION.60**  
**COVERDISK.83**  
**DREAMDATE.43**  
**TOOTHACHE.99**  
**SMALLTIPS.17**  
**UNLIMITED.2**  
**DEADLINE .50**  
**NOLIMITS .29**

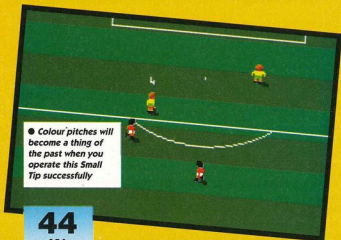


● The grand ST Action Lotus competition starts here. Send in your best scores to the usual address

## SENSIBLE SOCCER V1.1

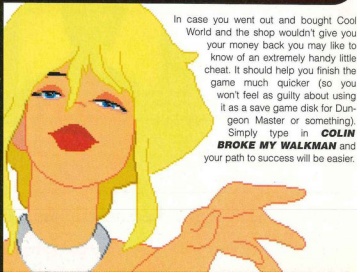
Here's an interesting one you may not have heard yet for the best footy game yet to come out on the ST. Load up the custom teams and choose the **ENGLAND** and **WEST GERMAN** teams from the 1966 World Cup Final. When you choose Play Match the teams will all run out as normal, except for one thing. The screen will be black and white. Don't worry, it isn't a bug, you're just seeing the game as all the viewers did back in '66. If you find any other little touches be sure to let us know.

● Colour pitches will become a thing of the past when you operate this Small Tip successfully

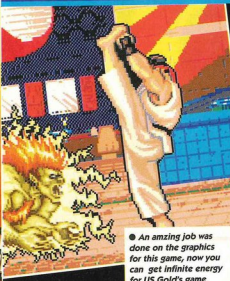


## COOL WORLD

In case you went out and bought Cool World and the shop wouldn't give you your money back you may like to know of an extremely handy little cheat. It should help you finish the game much quicker (so you won't feel as guilty about using it as a save game disk for Dungeon Master or something). Simply type in **COLIN BROKE MY WALKMAN** and your path to success will be easier.



# TOP CHEAT!



● An amazing job was done on the graphics for this game, now you can get infinite energy for US Gold's game

The first cheat we've received for US Gold's massive release comes from a guy called Adrian Easthorpe and he comes from Harrogate in North Yorkshire. There's two different ones so we may as well start now.

Go to the character selection screen. Place the cursor over Blanka and type in the word **PATIENCE** slowly, but make sure you do it within the time limit. If you manage to do it correctly the border should then flash yellow. If that's the case then press **F10** at any time during the game to top up your energy reserves.

The second one is used during a two-player bout. Pause the game and type in **7KIDS**. (Don't use the keypad for the seven). Finish the match you're involved in and from then on you'll be able to choose the same characters on the selection screen. That should even up your battles no end!

## STREET FIGHTER II

### GUY SPY

Empire's over-rated spy thriller has come under the cosh this month courtesy of Tony Forster of Cleethorpes. Apparently, and this is all vicious rumour you understand, if you type in **GET BARON VON MAX** whilst on the title screen you'll be able to flick through to any section by simply pressing the **F1** key. This should enable you to finish it!

### PARASOL STARS

As top tips go this one definitely is (that just about makes sense!). Simply start up the game as normal and while playing type in **A WORD**. Pressing the following keys will then give the following effects:

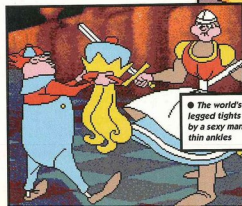
- T** or **Z** = Kills everything
- 1-7** = Select round
- X** = Go to hidden level
- D** = Lose all your lives
- L** = Extra life
- C** = Extra credit
- B** = Change to bonus screen
- F1 - F10** = Select world



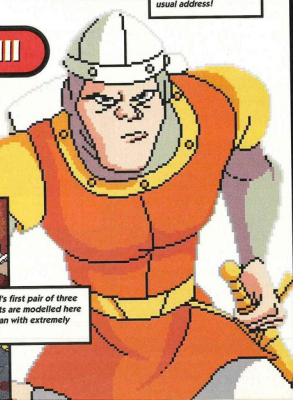
● Don't forget to bring your broly if you want to be able operate this top cheat effectively. Send your cheats to the usual address!

### DRAGON'S LAIR III

If the latest Dirk the Daring game is getting too frustrating and all you want to do is see how it ends you can type in the following to turn it into a sort of mini cartoon. On the title screen type in **TIME** and press the fire button. The whole thing should then begin to reveal itself in front of your very eyes! You can interrupt at any time but the cheat stops then!



● The world's first pair of three legged tights are modelled here by a sexy man with extremely thin ankles



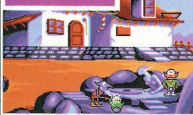
# small tips & cheats

# PLAYER'S GUIDE

# GOB

If you're having problems with this latest smash hit from Coktel Vision, look no further. This fabulous two part solution comes from beautiful Paris and the effervescent Emmanuelle. There are several stages to each world and seven worlds in total.

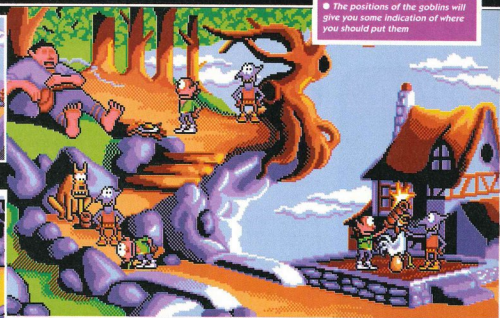
● The goblins must use various things if they're to be successful



● This chappie must be convinced to let you pass



● The positions of the goblins will give you some indication of where you should put them



## WORLD 1

### VILLAGE

Speak to the two old men. Try and steal the bottle with Fingus or Winkle. Try to steal the sausage from the notable with Fingus first and then Winkle. Place Winkle on the platform and press the button with Fingus.

Try to steal the sausage with Winkle when he is on the roof. Pick the flowers with Winkle. To get the bottle, Winkle must try to steal the sausage.

While the two old men laugh, Fingus can take the bottle. Don't forget to use the

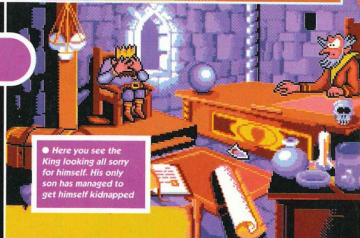
bottle in order to make sure that it is empty.

### FOUNTAIN

Tickle the frog with Fingus and Winkle. Press on the fountain with Fingus and use Winkle to place the bottle under the water jet when the water comes out. Now return to the village.

### VILLAGE

Water the flowers. Give a flower to the notable with Fingus. Steal the sausage with Fingus. Steal the



● Here you see the King looking all sorry for himself. His only son has managed to get himself kidnapped

sausage off the roof with Winkle. Return to the fountain.

### FOUNTAIN

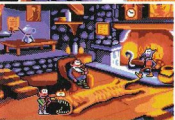
Use the full bottle on the frog with Fingus. Use the full bot-

tle on the frog with Winkle. Use the stone with Winkle, directing it at the chimney and then the window.

Use the stone with Fingus, directing it at the chimney. Knock on the wizard's

# LIINS 2

● You must make the old fella laugh before he will relinquish the sausage



door. Talk to him. Use the stone with Fingus on the mechanism. Make Fingus pull down the rung and make Winkle go up on the roof. Go to the window with Winkle, then Fingus. Go to the chimney with Winkle. Now enter the wizard's home.

## WIZARD

Talk to the wizard with Winkle, then with Fingus. Touch the tiger's tail with Fingus then with Winkle. Now touch its mouth with Winkle.

Use Fingus to take the matches from the tiger's mouth while Winkle stands on his tail. Light the teapot and pour the water in it.



● Tickle the chicken and use Fingus to hit him with the sausage

the poster will fall. Try to take the key behind the poster. Touch the teapot in order to blow at it. Take the spring key and use it with Winkle on the cuckoo-clock. Now use the spring key on Fingus with the cuckoo-clock. While the cuckoo comes out with the big key, throw the stone with Winkle - if you do it too late, the stone will fall on the wizard's head.

While the cuckoo comes out with the big key, throw the stone with Winkle in order to make it fall. Take the big key and leave the room.

## FOUNTAIN

Open the door to the cellar with the big key. Take the wine. Use the wine with Fingus and Winkle. Go directly to the Giant using the "Movement" option on the menu.

## GIANT

Try to pass by the dog with Fingus and Winkle. Now you must use the sausage on the rut with Winkle.

Use the sausage on the rut with Fingus and take advan-

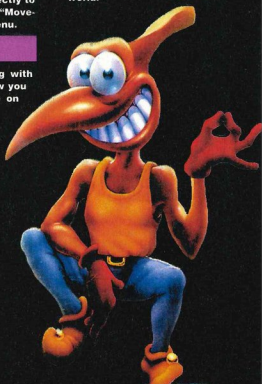
tage of this moment to let Winkle pass.

Open up the burrow with Winkle by passing through the hole in the tree. Talk to the giant with Winkle and Fingus. Tickle the chicken with Winkle, then with Fingus.

While Winkle tickles the chicken, use Fingus to hit it on the head with the sausage. Now use Fingus to take the egg and then use it. Give the egg to Winkle using the "Exchange of Objects" option from the top.


Change controls so you are using Winkle and use the egg. Take another egg and light the wood with Fingus or Winkle. Place the egg on the fire with Fingus.

Speak to the awakened giant a few times until he notices you. Give him the bottle of water and then offer him the wine. All you need to do now is give him the sausage and you can leave the first world.





● Pretty tricky this one. You have to make use of the houses and also collect the ball at the beginning



● After you've put the mushroom in, the machine will start so you'll need the clothes peg

## WORLD 2



● Enter the small tower, making sure you take the bomb when you go

### TOM

Make the ball drop with the help of the stone. The little boy catches it and goes to the window of a house. Make Winkle enter the house through the door.

The little boy disappears and reappears through the door on the bottom right. During this brief appearance, Fingus must go out through the door in the top right in order to come out behind the boy and catch him by the collar.

The ball is now recovered. Fingus must give the ball to the basketball player who throws it in the basket.

As the ball bounces, Winkle must move the basket to intercept the ball with his head, hitting it through the mayor's window.

Talk to the mayor when he comes out. You can now go to Tom's, the master clock-maker, who lives in the house to the top right, and talk to him to obtain an hourglass. He will demand a melody.

### KAEL

Winkle uses the bottle on the nymph to wake her up. Use

Winkle to give the tree a drink and climb up on his hand. Place Fingus on the rock under the branch. Shake the branch with Winkle to knock down a flower which Fingus catches.

Use the flower on the stone under the beehive. Act on the stone with Fingus. A bee flies out and Fingus will be able to get its honey.

Place Fingus on the big rock to the left of the stone. Select Winkle and use the bicycle pump to pump up the saxophone player, so Fingus can catch the mosquito coming out of the sax.

Now use Fingus on the bicycle pump to pump up the sax player, so Winkle can catch the note coming out of the sax with the net.

Use the mosquito on the headlight with Winkle - the drummer will begin to play. Fin catches the last note and you now have the melody.

### VIVALZART

Put the mushroom into the machine with Winkle and turn it on with Fingus. The machine starts and the liquid is blocked by the clothes peg.

Take a worm from the jar with Winkle. Now place Fingus on the trapdoor to the left under the vulture. Activate the shelf button with Winkle - this tosses Fingus to the vulture.

While Fingus is hanging, throw the worm to the vulture with Winkle. Fingus will now drop with a piece of meat. Give the meat to the piranha who spits out the bone.

Place a goblin on the trash can. Take the bone and give it to Vivalzart who

throws it into the trash can, bouncing a goblin on to the shelf. Collect the kindelixir and remove the clothes peg blocking the pipe.

The liquid will go into the container. Use the bottle to give each one a few drops to drink. The goblins will now disappear (into a dream).

### JAZZ

Put a hand on the headlight with Winkle to recover the drumstick. Winkle activates the drumstick on the hood to get the butterfly net.

Use Fingus to activate the spring - a bicycle pump appears for a short time. During this brief moment, put a hand on the headlight and take it with Winkle.

Place a goblin on the spring without activating it. Activate the spring with the other one - the two will jump in turn. The left door will now open. Go through the door. You'll find the way blocked by a water hose. Use the clothes peg on the base of the hose with the other goblin. Go through the bottom right hole to get to the top right.

Speak to the guitarist; he plays, and a note divides out of the top right. Capture it with the butterfly net.

### TOM

Use the melody on the door at the bottom left - it enters the clock. Go and see Tom who will give the hourglass.

### TRENCH

Use the hourglass on the trench and go through the now visible opening.

### TRENCH

Enter the small tower with Fingus. Take up the bomb with him, and then light the fuse while Winkle is holding it - the guard will explode.

Enter the small tower with Winkle. Take up the bomb with Fingus and light the fuse while Winkle is holding it. The carpet drops and a hand catches it.

Enter the small tower with Fingus. Take up the bomb with Winkle and light the fuse while Fingus is holding it. The hand drops the carpet. Get onto the carpet to go and talk to Soka.

Look for "the sands of time" to cross the trench.



● Use the bottle on the nymph to wake her from her peaceful sleep



## WORLD 3

**Objective:** to get the blacksmith to forge the key to the chest of diving suits which allows the goblins to go down a well to the sea.

### GUARDS

Get the mayonnaise and put it next to Gromelon. Put Fingus on the shelf and make him jump on the mayonnaise. While Gromelon is drenched, use Win to pick up the sword.

Activate Winkle on Rustik and use Fingus to take the chewing gum when Stalopicus's mouth is open. Use the chewing gum on the chest lock to take the imprint.

### FORGE

Give the dwarf blacksmith the imprint followed by the sword. He asks for the bellows to be activated. Use the stool with Winkle on Oto to make him grimace.

When he shakes his lance, hang Fingus on it. Fingus can then jump on the bellows and the dwarf blacksmith can forge the key.

Take the key and use the

mayonnaise on Focus with Winkle.

When the meat is lowered, use the stool with Winkle on it to take a piece.

Take the anvil before exiting on to the next screen.

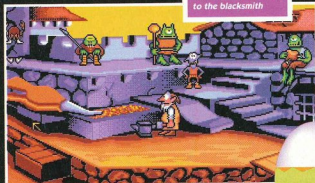
Use Winkle to make the bee come out. Throw Fingus onto its back as soon as it comes out. The bee should take Fingus and drop him next to the little nymph.

Make Fingus give the honey to the elf, who will give him a clue about the right mushroom. Pick up the mushroom and knock on Vivalzart's door with Win. Offer him the mushroom and he will allow you to enter.

### GUARDS

Make Fingus use the meat on the Amidal so he will be able to get his false teeth.

● You must give the imprint and the sword to the blacksmith



● You have to use the key on the chest to pick up the diving suits



● This monstrosity is the dreaded Schwarzly. Use Winkle's voice to stun him and open the well

Use the key on the chest. Each goblin can now take a diving suit.

### WELL

Enter the tunnel with Winkle. He will press the button which reveals a door that is near the monster.

Lift the hatchet with Winkle, it reveals a button. Press it with Fingus before the hatchet drops back.

Enter the tunnel with Fingus and go through the door with Winkle when the monster starts to speak. The combination of the monster's paw moving and Winkle's voice stuns Schwarzly.

Use the stool on the hoist, with Fingus, to hitch him. Use the false teeth with Winkle on Schwarzly before he comes up. He goes down to lift the well cover. Each one uses the diving suit on the well.

**Well, that should be enough to keep you going for now. Join us next month for the final installment. See ya!**



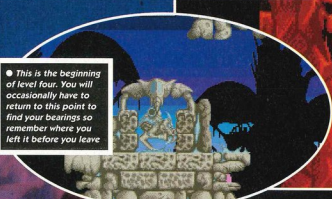
# PLAYER'S GUIDE

# ORK

**Good day to you. Glad you could join us. This month we're back with the second and final part of our epic Ork solution courtesy of those incredibly nice people at Psygnosis. You should be pretty familiar with the occasionally awkward controls by now so no more excuses!**

## LEVEL 4

Jump on to the left hand lift and ascend to the top. Climb the steps to get the scanner and the laser key. Place the key in the receptacle to the lower left. Drop down on to the platform to the left where you first started. Go through the opened laser barrier to collect the sandbag. Travel back up on the lift and collect your laser key. Jump up the steps and on to the next lift, which takes you up. Jump right on to a platform, then right again to a smaller platform. When a lift comes up to your right, jump on it. When it descends, quickly jump off. Walk right then jump across the gap firing at the creatures. From the second step keep firing at the eyeball while dodging its minions. When it's destroyed, walk right and fire at the lever until it goes down, then walk left until just before the gap in the floor. Go up on the lift to put the laser key in the receptacle. Descend on the



• This is the beginning of level four. You will occasionally have to return to this point to find your bearings so remember where you left it before you leave


lift and drop through the gap in the floor. Jump up through the open laser barrier to collect the cutters. Use them on the rope holding up the stone block. Drop down after the block and follow it along the conveyor belt. Cross the bridge at the end and collect the coin off the pedestal. Ascend on the lift and

jump off to the right. Pick up the bomb and jump on to the lift. As it ascends, grab the laser key and disembark before hitting the laser barrier. Jump back on to the lift and immediately jump off to the left platform. Walk left and drop down to the laser key receptacle. Insert the key then climb back up to the left side of the


platform, until you are prevented from travelling further by the rocks. Drop the bomb.

Travel back right, across the gap and you can now ascend on the lift safely as the laser barrier will be open. Jump off to the left at the top and place the sandbag on the tray. Jump up to the left and collect the Hex-key then descend onto the lift again. Jump up to the platform on the left and collect the laser key. Exit through to where you planted the bomb and keep going right, shooting creatures as you go.

Jump across the gap then climb the steps to the lift on the left. When the lift ascends, jump to the right. Go right and jump on to the lift - get off when it descends. Walk right and cross the gap, firing as you go. Go up on the lift and retrieve your first laser key. Make your way to the teleport (indicated by an arrow) and walk in. You should now be in the second section.



• This is one of the receptacles you will need to find. They are used to hold the keys that will open the doors



• Objects play a big part in your quest as you will need to find and use a lot of them to be successful. The two on show at the moment are used to open doors



● The electric force fields can't be passed unless you turn them off with the correct laser key. Once you have the key, you must then find the hole



● Well Mr Ugg, this cave comes with all mod cons including rock garden, fully operational central heating and a nice little stream all round!

Drop down to the left and then walk right until you find a lift. Jump to the platform on which lies a health potion and place the laser key in the receptacle (to the right). Jump back to the lift and head for the lift in the scaffolding. Climb it and jump to fire at the switch, top right. Descend the scaffolding and move to the right until you find some staggered steps. Climb to the top, avoiding the bullets. Walk right and jump over the gap.

Descend on the lift but be wary of the flames at the bottom. Jump on to the lift to the right just as it begins its ascent. Ascend one platform higher and jump off to the right. Climb the steps and kill the monster by dropping down and shooting at the snake's head. When the monster is dead, walk to the right and jump up off the step to get the coin. Descend on the lift, again being wary of the flames at the bottom. Walk through the open laser barrier

and descend on the lift. Place the Hex-key in the holder and the two trapdoors will open. Drop through one of them and enter the teleport.

Walk to the left and get on the lift. Cross the three stepping stones to get another laser key. Come back across the stepping stones to the platform on the right. Jump on to the lift and then immediately jump off again to the platform above left. If you're not quick enough, you will hit a spike and die. Climb up the stepping stones and cross to the laser barrier. Jump on to the ascending lift then on to the platform at the top left. Place a laser key in the receptacle then go back through the laser barrier below.

Walk to the right and jump on to the last lift before the step. Get the coin then leave the lift and place the laser key in the receptacle on the step. Go back through the laser barrier and retrieve the

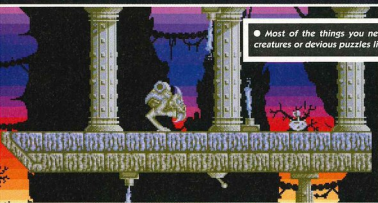
first laser key from the platform above. Drop down to the platform on the left beneath the laser key receptacle. Drop on to the lift when it is at the bottom and use it to cross to the platform on the right, being careful not to hit the spike.

Place the three coins in the coin holder and the gate

will lift. Go through the gate and jump over the gap. Walk through the laser barrier and collect the bonuses. Now go back to the left and drop through the gap. A quick way to defeat the end guardian and avoid a battle is to simply run between his legs to the exit. That's level four over!

● This screen tells you how much of the game you have managed to complete when you die. It should bloody well read 100% if you've followed our guide correctly unless you've cheated of course!





● Most of the things you need to collect are guarded by creatures or devious puzzles like these steam jets



## LEVEL 5



● This is one of the doors that needs a special key to open it. You can find the keys scattered about the levels so look hard

Walk to the left and drop to the platform below by pulling to the right. Dodge the flame jets and pick up Key 1. Drop down to the left and pick up the scanner. Use the step to get to the platform above right. Open the door with Key 1. Hit the switch on the ceiling to start the wheel moving. Hit it again, when the wheel is directly below the second step, to stop it. You will now be able to jump up the steps and past the wheel. Go left and collect Key 3.

Jump on to the lift and immediately jump and hit the switch. As the lift takes you up, hit the switch again as it goes past. As the lift descends again, hit the

switch as it goes past and hit it again as the lift ascends - this should leave the wheel above the pit to the left. Jump on to the lift by the door on the right.

Stay on the lift and keep hitting the switch until the wheel on the left is low enough to leap over. Jump over the wheel to collect Key 2 and then jump back again and descend on the lift to the door. Open the door with Key 2 and go through. Drop down on to the steps but be wary of the rotating spikes below.

**NOTE:** All of the following steps should be done quickly while your shield is still active.

Collect the shield and go back up to the top of the steps which you recently descended. Jump on to the lift to your left and go through the force field. Go up the three steps at the top and jump across the three platforms above the laser barrier below. Quickly make your way down and left by keeping the joystick pushed to the upper left. This will take you



● These large, spiky wheels can be moved using various switches that can be found on the walls. Moving them is important as objects lie behind

across some steps to a door by a monitor. Open the door with Key 3.

Jump over the gap to the rotating spikes, go through them and collect Key 4. Drop down to the platform below and, avoiding the ape, jump on to the launch pad.

*At this point, your shield will probably expire!*

Fly up through the gap and hit the switch at the top right to remove a large, rotating spike, land on the pad to the left below the ammo clip. Avoiding the flying creatures, use the steps to reach the platform where the switch is located. Run right, avoid the flame jets and the rotating spikes. Collect the laser key at the end of the passage then go back left and drop to the passage below. Walk to the right and open the door with Key 4.

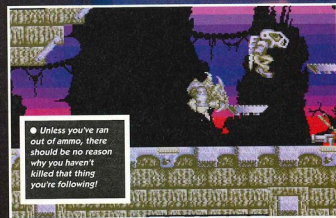
Jump up the step and collect the laser key while avoiding the jet. Walk left and drop to the platform with the three rotating spikes. Jump through the spikes and place the laser key in the receptacle. Jump back through and drop on to the lift. Go to the bottom, jump to the right, put a laser key in the receptacle and take the health potion. Jump back on the lift, travel up to the platform opposite the three rotating spikes and mount the platform. Go through the door and up the step then drop down through the gap in the floor.

Avoid the ape, collect Key 5 and climb back out. Jump up the steps, walk right and up the next two steps. Jump across the three platforms over the now open laser barrier. Drop off the third platform to the right and collect the first tablet. Jump left across the rotating spikes and back to the three rotating spikes where you put the first laser key.

Descend on the lift, jump to the right and retrieve the laser key. Use the lift as a

stepping stone to get over the spikes to the left side of the platform. Collect the shield and go back up on the lift to retrieve the first laser key from behind the spikes. Jump across to the platform on the right and go through the door. Go to the right and up the steps until you find a door. Open the door with Key 5 and jump the gap to collect a shield. Drop down the gap and hit the switch to the left.

Run to the right and drop down the gap to collect the second tablet. Jump in the lift and go up until you see a laser key. Collect the key, jump back onboard and go up to the top. Kill the trolley monster by shooting its muzzle. This will remove spies which would otherwise block your progress.



● Unless you've ran out of ammo, there should be no reason why you haven't killed that thing you're following!

Continue walking right and insert both of the tablets in the rectangular receptacle set in the wall. You will now be teleported to the second section of level 5. Go right and don't collect the shield, jump over the gap and go past the launch pad. Jump the second gap and pick up Key 7. Descend on the lift through the gap and insert the laser key in the receptacle - this opens a barrier over to the right.

Drop off the platform to the left and avoid the apes while walking left to collect Key 6. Go right and climb up the steps and through the opened laser barrier to the

right. Climb up some more steps to the right and open the door with Key 6. Go right and drop through the gap. Jump up the steps to the left and open the door with Key 7. Collect the power tube from behind the door and go back to the lift at the bottom.

Jump up and fire at the switch to make the lift ascend and jump onboard. Go all the way to the top and hit the switch to the left - this sends the lift back down. Insert a laser key in the receptacle. Drop down through the gap whilst pushing the joystick to the right so that you pass through the opened laser door to collect Key 8. Drop down the gap on to the lift and insert the laser key in the receptacle near the switch.

Jump back on the lift, hit

the switch to make it go up. Go right to the top and collect the power tube to the right. Press the button to send the lift back down again. Jump off the lift to the platform below to collect the cannonball. Drop off the platform whilst pushing the joystick left in order to go through the laser barrier again.

Jump on to the lift again while activating the switch to make it rise. Jump off to the left at the first platform you reach. Go back through

the door to the left and drop down and through the open laser barrier. Jump over the gap and use the platforms as steps to get on to the lift. At the top, walk to the left and jump across the gap to collect the shield.

Go down through the gap, down the steps and open the door with Key 8. Drop down through the gap whilst pushing the joystick to the left so you can land on the platform to the left of an ammo clip. Run to the left and drop down through the gap to collect the fuse. Place a power tube in the receptacle just to the left then climb up and out. Collect the ammo clip at the top and drop down through the gap whilst pushing the joystick to the left. Collect the energy potion then jump over the spiked posts. Jump over the rotating spikes to the right of the launch pad.

Jump on to the platform and up the staggered steps to the platform above. Run to the right and jump up the steps to the top to face the guardian. Jump continuously whilst firing at his face. When his head explodes, a ball will appear in his hand. Jump over the ball to land to the right of it. Jump up and down continually firing at the ball. When it explodes, take Key 9.

Drop back down through the gap on the staggered steps. Go to the right and place a power tube in the receptacle. Climb over the obstacle to the right and pass through the open laser barrier. Use Key 9 to now open the door. Run to the right and collect the shield and climb a few steps. Shoot the four flying creatures to cause the wall behind to explode. Walk to the cannon and position yourself behind its wheel. Insert the cannonball followed by the fuse. When the cannon destroys the door, walk through to complete the game.

**Congratulations you have completed Ork!**

# ISHAR

**Yet another RPG sequel is about to arrive. This time it's from the Anglo-French collaboration!**

**D**aze Marketing are taking a stand in the british software marketplace. Fronted by former Palace Software's top guy Richard Hennerly, Daze have a deal with classy french software developers Silaris. Their last game, Transarctica, received 90% only last month in ST Action. Other excellent titles they've had include Storm Master

and an RPG called Ishar - Legend of the Fortress.

All good games deserve a sequel and now it's the turn of Ishar. Originally a massive sprawling adventure in its own right, Legend of the Fortress has apparently been bettered in a number of different ways. One of the most important is perhaps the playing area. Boasting

a landscape some three time larger than the original, Ishar 2 looks set to have thousands of adventures well and truly lost for a long time to come.

## AI-Ishar

After defeating Krogh and his minions, Ishar entered a golden age of peace and prosperity (or so the press release tells us!). Now unless this adventure game was to be the blandest RPG ever, we need a bit of evil to spice things up. Enter one demonic mad thing



terrorising seven nearby islands (all of which you can travel to!) and supplying mind-numbing drugs to the populace. Yep, that's right, it's all an elaborate plan to control the world!

## AI-Ishar

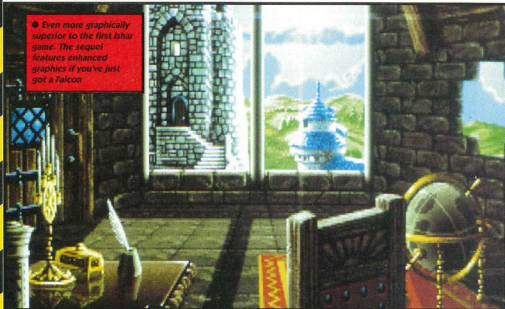
If you played Ishar and enjoyed it, then you'll be pleased to know that a facility will be included in this sequel that will allow you to port over your party from the first game and carry on with them. Of course, you'll still be able to play even if you've never even clapped eyes on the initial release.

Each island that you will have to travel to will feature a different landscape that could be anything from a swamp, dungeon, plain, arctic, castle or so on and so forth.

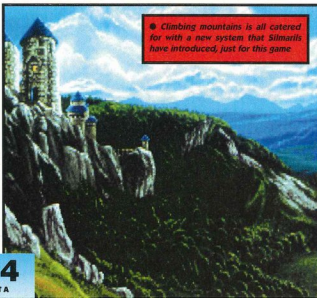
Another new feature can be seen in the mountain landscape. A totally new technique has been developed by Silaris where the ground is actually graded to simulate climbing altitude.

Now what that really means is anybody's guess but it sounds quite good don't you think?

● Even more graphically superior to the first Ishar game. The sequel features enhanced graphics if you've just got a Falcon



● Climbing mountains is all catered for with a new system that Silaris have introduced, just for this game



● As you can see the characters are much more detailed in Ishar 2. There are also loads more to interact and fight with





**PROJECT:** Ishar 2

**PUBLISHER:** Daze

**AUTHOR:** Michel Pernot, Pascal Einswiliier

**GRAPHICS:** J.C. Charter, Eric Galland

**SOUND:** Fabrice Hatecloque

**INITIATED:** Summer '92

**RELEASE:** April/Early May

A role-playing game is only as good as the characters you can bump into and interact with. Ishar 2 sees the introductions of more than 30 new cast members who will all be happy to either talk or you or lop your head off.

Some of them you may well even be able to recruit. Besides these new guys there are another 70+ of new enemies to contend with. More than a handful for even the most skillful of Ishar RPG-ers!

One of the most original (and certainly most annoying) features in Ishar has thankfully been taken out of this latest version.

Paying a certain amount of gold to allow you to save the game might have stopped any cheating and re-loading of parties after a save-game but still caused problems.

This was more than a little annoying if you suddenly found you had to go for a beer with your mates and you couldn't save because you didn't have enough cash stored up. So you ended up staying in and getting really depressed.

### We all fall down

One of the things you can be assured of with any Silmarils game is the quality of graphics and sound. This is no exception with Ishar 2. The French really do put an awful lot into the presentation of their games and a lot of the time, this is where their games pick up a lot of points. Polished looking and professional, Ishar 2 looks set to make RPG fans happy when it finally arrives later this year. Something to really get your teeth into! **Paul**

● There are still plenty of trees in this sequel and a lot of the locations are easy to get lost in. Here you wander through the forest of Ursburk.



● There are plenty of characters you can stumble across and this young lady is just one that you may be able to recruit

● Well, here are some trees! Remember all the trees in the first one? Well they're back in action a second time around

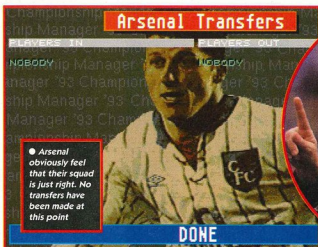


### FALCON FACTS

A bit of great news for Atari and also for owners of the new Falcon machine is that a version of Ishar 2 will be produced for the machine. The ST version will feature 32 colours on screen but the mighty Falcon will take the honours as expected by having a 256 colour version. This obviously puts it in the same league as both the PC and Amiga 1200 offerings. So go out and buy your new machines right away!

# CHAMPIONSHIP MANAGER

Football management games can come in three varieties. Good ones, bad ones and Championship Manager!



NAME	CLUB
WALLACE	MAN UTD
HENTERS	IPSWICH
WHELAN	IPSWICH
QUIGLEY	IPSWICH
STAPSON	MAN CITY
INGEBRIGSTE	MAN CITY
TURNER	TOTTENHA
ROBSON	TOTTENHA
ROBSON	TOTTENHA
CAMPBELL	TOTTENHA
SOUTHGATE	C. PALACE
ANTHROBUS	WIMBLEDO
ANTHROBUS	WIMBLEDO

The only way to describe the first Championship Manager game from Domark was "in a league of its own". (That's the first and last football cliché you're going to get in this preview - honest!)

Surprisingly it even got a bit of flak from some corners. True, it was horrendously slow but for those prepared to put up with that there was the best and most comprehensive football management game ever created tucked away in there for all to see.

ST Action hitch-hiked to Leeds having heard rumours that an updated version was on the

way. Once we'd asked all the right people and discovered where the secret location was hidden we found the guys responsible (Oliver and Paul Collyer and Andy Haynes) and found out exactly just what changes they were making to make a great game better.

It's probably a waste of time going into detail about what the first game was like. But for the sake of making this easier if you've never seen the original, it would be handy to know that it had a constantly updating database of players and clubs that kept a record of all the achievements.

In '93 this has been upgraded greatly and the new version will

start off with all the correct players names, ages and stats for all the clubs in all four divisions of the English league.

Add onto that a realistic player generator which will keep good quality players coming into the game for years to come and you have the basis of a good, strong, statistical management game to really get your teeth into.

**Dib dib dib**

This time around you'll also have more than your standard first team squad. You'll now be in charge of

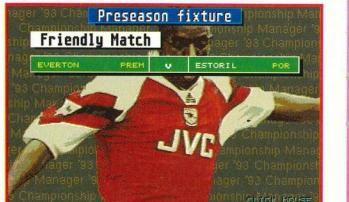
a reserve team as well that must be built up in order to preserve the future of the club.

A factor that was included in the first game but wasn't used to any great extent was that of the team scouts. Now these guys are to be given the job they deserve and you'll find yourself using them to look for certain types of player and to come back with weekly progress reports on 'em! So obviously the importance of having a good team of scouts becomes of paramount importance.

The competitions included

## MORE OF THE SAME

The only question in our minds is whether the game will be sufficiently different from the original to make it worth another asking price of the same amount. Thankfully this has all been thought of and if you are an existing owner you'll be able to upgrade by sending your disks back with £7.99. In the meanwhile rumours are abound that after this the lads will be working on a proper sequel but we have no details about that just yet! Watch this space!



● The backgrounds have been enhanced for this follow-up game. Although how many will make the final version is anyone's guess



# SHIP R '93

**PROJECT: Championship Manager '93**

**PUBLISHER: Domark**

**AUTHOR: Paul & Oliver Collyer**

**GRAPHICS: The Kremlin**

**DATA RESEARCH: Andy Haynes**

**INITIATED: November 1992**

**RELEASE: April 1993**



## Kevin Sheedy - aged 33

### FOOTBALL LEAGUE CAREER SINCE 1976

YEAR	CLUB	AP	GL	AV	R	VF	PTS	GOALS	CAREER SEASONS	CAREER AP	CAREER GL	CAREER AV	CAREER R	CAREER VF	CAREER PTS	CAREER GOALS
1976	HEREFORD	31	00	4.00					017							
1977		16	01	6.34					341							
1978		24	03	5.44					072							
1979	LIVERPOOL	00	00						6.2							
1980		00	00													
1981		01	00	7.00												
1982		02	00	6.50												
1983	EVERTON	40	11	5.48												
1984		23	04	6.96												
1985		29	11	6.10												
1986		31	05	6.87												
1987		26	13	6.64												
1988		17	01	7.00												
1989		35	7	7.22												
1990		39	5	8.27												
1991		34	5	8.64												

● Republic of Ireland star Kevin Sheedy's career is highlighted for all potential managers to browse through before they buy

tucked away in there. Player prices reflect the current marketplace and the spices of realism are added by the fact that players of the quality of Blackburn's Alan Shearer are unlikely to switch clubs for a while so you'll need a stupidly heavy wallet to be able to go in for them and not be laughed out of the boardroom.

All in all, Championship Manager '93 covers every statistical aspect that the first one missed out. There may not be fancy graphics as you know they aren't always necessary when absorbing gameplay is guaranteed! Watch out for the full review in the very near future! Who knows it could be next ish!

CAREER SEASONS

017

CAREER AP

341

CAREER GL

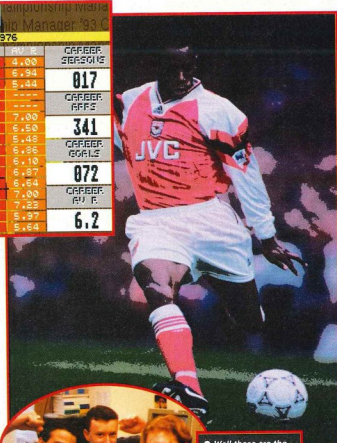
072

CAREER AV

6.2

CAREER R

6.2



● Well these are the guys responsible for '93. At least they look like they're enjoying the hard work!

● A delve into the transfer market can be quite fruitful if you're looking for a bargain!

AP	GL	AV	R	VF
0	0	---	---	---
0	0	---	---	---
2	2	6.00	---	---
5	0	6.50	---	---
11	1	6.64	---	---
0	0	---	---	---
35	0	6.43	---	---
0	0	---	---	---
0	0	---	---	---
3	1	6.33	---	---
0	0	---	---	---
30	0	6.00	---	---
15	2	7.51	---	---
10	0	7.00	---	---

have also been altered slightly. The new Premier League is catered for and the useless Domark Trophy has been replaced by the much more respectable Anglo-Italian Cup.

### On the market

Internationally now also account for more than just a couple of players being called into the squad now. Each player will have a record detailing his number of caps and the games will now actually be played rather than just imagined in your own little head!

Transfer fees and realism is also

### Approach Player

Everton

Board limit on spending: 3400000

Approach Jason Winters?

Exit

Approach To Buy

Approach To Loan

HOLSTEN

● Jason Winters is on your target list. The question now is whether you want to take a risk on buying him for ever or just borrowing his services for a while

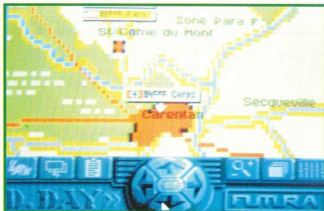
### Newcastle Squad

Trns	Staff	Leag	Fixt	Accs	Info	Rsr
TJ	BERESFORD J	DM	L	SCOTT K		D C
TJ	BRACEHELL P	M	C	SHEEDOV K		H L
L	CLARK F	A	R	SHICEK P		C C
DE	HOMEX S	M	L	SWOORE K		C C
10	KELLY D	A	C	THOMPSON A		H C
04	KILCLINE B	D	C	VENISON E		D RL
L	KRISTENSEN B	D	C	WATSON S		D RC
07	LEE R	M	E	WHIGHT T		G
07	MASON P	D	L			
08	O'BIEN L	DM	C			
10	PEACOCK G	M	E/C			
	RANSON R	D	RC			

GOAL    DISP    AV R    TEAM

● Here's the Newcastle squad in all its glory. All major names are included and updated as they change by a guy employed to type in stats

● Careful management of your troops and resources is the only way you're ever going to push the German army back to where they came from

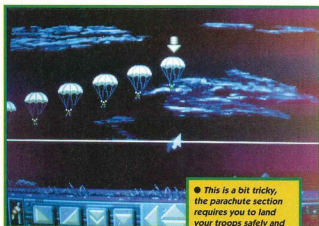


● Can you believe there's even a full flight simulator sub-game in there. Well as we all know US Gold don't do anything in half measures



# D-DAY

**"We will fight them on the beaches!" Well the choice of joining in the assault is yours, with US Gold's maritime simulator!**



● This is a bit tricky, the parachute section requires you to land your troops safely and out of harm's way

On the 6th June 1944, Operation Overlord was initiated. It was the biggest allied offensive the world has ever witnessed. Dawn started to break, the morning light signalled the start of one of the most important days in history.

Had Germany's world domination plan not been thwarted and the operation unsuccessful, the chances are our world would have been a much darker place.

As the troops poured onto the beaches of Normandy, little did they realise that almost 50 years on, US Gold would be producing a game based around their exploits. And that, dear friends, brings me into a nice little link between that history lesson and the matter in

hand at the moment. The first thing that's worth mentioning is that D-Day is being programmed by the same guys responsible for Panza Kick Boxing.

Now as amazing as that title undoubtedly was, I'm not too sure it's an entirely relevant type of game to harp back to!

## Dodgy moustache

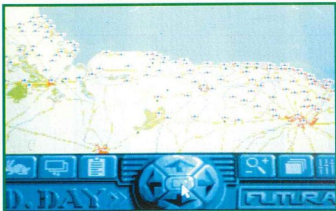
US Gold describe the game as "a totally original combination of strategy and simulation". Now we've all heard that kind of comment before and know full well that it still tells us absolutely nothing whatsoever about what kind of game it is! Let's now dig a little deeper shall we?

With D-Day the game, you'll



● With a combination of luck and skill your motor shells should rain down upon the enemy tanks

● The zoom out feature gives you an overview of the map. Perhaps a pincer movement tactic would work, but be careful not to spread your troops too thinly



**PROJECT: D-Day**

**PUBLISHER: Ventura**

**AUTHOR: Pascal Jarry**

**GRAPHICS: Christopher Terrofin**

**SOUND: Michel Winogradoff**

**INITIATED: August '91**

**RELEASE: April '93**

# Y

get the chance to re-enact the famous Operation Overlord, when the combined air, land and sea forces of the allies were put into good use when they began the liberation of France. You actually take over from General Eisenhower on the evening of the 5th June 1944 and get ready to control all the mighty forces at your disposal during the forthcoming operation.

There are basically four different simulations to take part in with this game: bomber raids, big tank manoeuvres, parachuting and general ground war/infantry battles. All four have a training mode to help the beginner get to used to the system at first.

Each of these contain seven

missions of increasing complexity. So by the time it comes around to campaign time, you should have no problem defeating the Axis forces.

When you get down the serious business of the campaign itself, you might be interested to know that it involves 144 different locations to battle in - 129 of which have to be disputed and battled out between the troops themselves. Up to 42 simultaneous engagements can be handled by the computer at any one time.

The only way to succeed in

**"Be careful not to injure any of the French resistance in the fray"**

● Just one of the several digitised pictures featured throughout the game

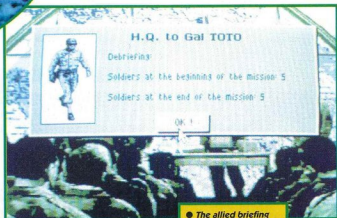


## THAT'LL TEACH YOU

One of the most surprising things that happened during the invasion was the fact that the assault was not considered sufficiently important for the fascist leader Hitler to be awoken from his much needed beauty sleep!



● A direct hit. That Nazi controlled Panza tank didn't have a chance



● The allied briefing room is where you'll first hear about the next dangerous mission in line

Overlord is to participate in 100 missions and do well enough to drive the Germans back to their own land.

A ranking system operates throughout the game. You'll start off ranked as an ordinary soldier, but if you perform beyond all expectations, you may well soon find yourself being promoted, eventually to a General.

### Suspect haircut

The tank battle simulation, using the latest in 3D graphic routines to create that war time environment. You

can even take your platoon down the streets of Paris. Taking pot shots at the buildings that are occupied by Nazi's, be careful not to injure any of the resistance, in the fray. Don't forget 80mm shells have a massive strapnel range.

One thing's for sure, it looks as though D-Day may be as much fun to arcade fans as it is for the strategic players out there.

The big question is, can US Gold's marketing department execute a strategy plan that'll ensure that this box storms into every ST owners home? We think the answer is probably yes. Even so, don't forget to wait for the review!

**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

## BALANCED REVIEWING

I was only too glad to complete and return the STA questionnaire in February's magazine. As the other ST magazines, such as ST Format and ST User tend to concentrate on the technical side of the ST, STA is the only ST games dedicated magazine commonly available for the ST gamer. This lack of competition has I feel led to the content of STA being considerably reduced. The other magazines compare favourably in price to STA, usually have one or two freebie games and demos on the cover disk and very often review as many games as STA. Plus they have all their hardware and technical pages.

Granted, the reviews in the other magazines aren't as good or as in-depth as STA. I realise, as STA has stated in past letters pages, that you can only review as many games as there are being released and that the ST sadly seems to be falling behind in this respect. How about returning to the old review system of one in-depth review and at least two other smaller reviews to act as a comparison?

This old system I felt gave me a much more balanced view of the game as the views quite often varied considerably. Of course this would mean more space required for each game reviewed but would give us, the customer, a much better review and value for money.

Also I would request that future reviews could clearly state whether or not the game is double-sided, 1 meg only etc. As some of the companies do not always make the technical requirements clear on the packaging. Joystick and mouse response should also be examined much more as some games can prove frustrating if the mouse/joystick response is too slow or jerky (Cohort was one such game I had problems with).

On the subject of the lack of games support for the ST, it seems to be a vicious circle of less games being stocked by retailers as there is a low demand and less demand for ST games because they are not supported and stocked!

I'm sure there must be hundreds if not more ST gamers who are getting increasingly frustrated as the choice of games seems to be dwindling on the retailers shelves, or is everyone turning to good mail order companies these days? I for one do not want to shelve my ST in favour of an over-rated games console with incredibly expensive games which are often inferior to the STs. God forbid, I'd rather buy an Amiga! The ST is an excellent machine and should be supported by retailers and let's face it, Atari itself, which, let's face it at present is almost non-existent who are far too interested in their Falcon project.

Steve Matchett, Hendon.

# STAR LETTER

## GOOD INFLUENCE!

Now that Yorkshire TV's computer show *Bad Influence!* has just ended its first run, now seems as good a time as any to put forward some views and maybe ideas on it. The reason I chose to write to you guys is because I saw all your names in the magazine as contributors and so I thought I'd use ST Action's letters page (I'm a regular reader anyway) to make my stand!

First, let's look at the time slot the show was given. This to me was just plain ridiculous. I'm 17 years old and in full-time employment. There's no way I could see it without having to go through messing about with the video. Big deal, you might say, that's what the videos are for, but the whole programme for me was aimed at the wrong audience.

Now I've no problem with under-14's. I was one myself not too long ago, but to restrict your audience in this way was plain crazy. You can't tell me that a healthy wedge of *GamesMaster* viewers aren't under 14, yet *Hewland's* show caters for all.

I'm not saying *Bad Influence!* should copy *GM*, but a little more thought about the audience would have been nice. After all, the viewing figures would have been much greater had it not been screened on Children's ITV. The format would have had to have been changed very little to allow it to get a "proper slot". Saturday morning around *Chart Show* time would have been ideally suited.

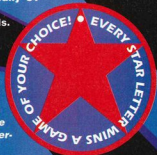
Regarding the magazine I have to say that the second issue was far superior to the first and I especially enjoyed the large number of interesting features that were included (perhaps an idea for STA itself!).

Well thanks for listening to me wittering on about something that isn't really ST related. Keep up the good work for us ST owners.

Tony Hutchison, Leeds.

*Bad Influence* was designed as a children's programme. I agree that it did end up as something that could appeal to a much wider audience. That Saturday morning slot would have been ideal. If not for the original screening but maybe a repeat of the Thursday show.

Regarding *Bad Influence!* Magazine, an awful lot of hard work was put into it and the second ish was much better than the first as everybody began to get into the swing of things. Feature-wise we've been trying to widen the appeal of those within STA recently. If you've any ideas for features that'd interest you, send 'em in. We always like your input.



# THE OPINION!

There is a lot of discussion at the moment about the possibility of putting more than one opinion on a review. Our major problem is, believe it or not, time. To do this we'd all have to play each game that comes in fairly extensively and what with one thing or another, we generally can't manage it. Deadlines are extremely strict these days. So we are trying to work out a system that'll allow us to do so effectively.

We usually mention if a game has a poor control method as part of the review. If it isn't mentioned then generally we haven't had a problem with it. Technical details we try and include when we know them. Sometimes we don't mention double-sidedness as we have to assume that the majority of readers have a double-sided drive fitted by now. An awful lot of games now require this, even our coverdisks do, so it's unlikely that this affects many readers.

## OBNOXIOUS/RUDE

I am writing to tell you that the artwork on the front cover of all your mags, especially the February issue is most excellent (not!). For example, what happened to Chun Li's gob? It looks like an unhappy ape that sucks lemons for a living. And why do I pay £3.50 for 65 pages of utter turd? Cos it's the only gaming mag out. Also why are most of those 65 pages taken up by adverts for other computers like Super NES? How many of the six buyers of your mag would want to buy something for the SNES? The answer is none, because they all spend their cash on a rip-off magazine like yours really.

Please print my letter as a lot of people will agree. Also a questionnaire is enclosed which my mate did showing me I'm not the only one telling you that your mag is rubbish.

**Ash Haworth, Warrington.**

*Wrong side of bed this morning was it mate? I only wish the rest of you guys out there would send in surveys half as humorous as funny old Ash and Mark's. Oh we had a chuckle. So then, ST Action's as good as my mother in bed is it? Well I don't know about that but it was a very amusing answer anyway. Despite your childish rantings it seems that you'll continue to buy this "utter turd" regardless. Maybe you weren't complaining as much as you were appealing for attention. Regarding adverts, yep you're right again. STA is packed full of Super NES adverts (well one for our sister mag Super Action actually), and I don't know how you do it, but yep, we have got only six readers and would you believe none of them have a £130 console. Oh and cheers for calling us d'ckheads. Does your mother know that you can pronounce words like that! You must be extremely intelligent for your year in school. Sad child!*

## HILARIOUS READING

As an avid reader of ST Action I am of the opinion that it is generally brilliant, especially compared to some of the other pathetic computer mags around at the mo! Write on! however is particularly hilarious at the moment with the sexist, but completely deluded comments of Dave Payton and the saga of love-hungry David Vine or Devasken or whatever he's called.



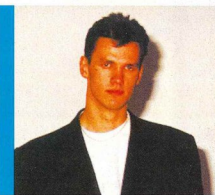
Anyway I'm writing because of Micheal Leak and Brian Ossermans' letter. They were both criticising your reviewing system and I'm afraid I have to agree. You did say that enough people think we should change it then we'll definitely consider it. Well here I am. I think that you bring back the comment boxes from other reviewers where they give their opinions.

My reason, I love Street Fighter II on the arcade. However, fed up with shoveling 30p into it everytime I fancied a game, I eagerly awaited its release onto the ST (hoping that the usual arcade to computer botches wouldn't be made). As per usual, your review was excellent and packed with screen shots, but sadly lacking in comment from the reviewer. There was comment on the good graphics and sound and the not particularly good gameplay, but no mention was given as to whether it was worth getting. It was rated at 84%. On turning to page 33 I saw Premier Manager rated 82% and seemingly worth getting. I was baffled! Can you help? Is Street Fighter II worth getting or not?

**K.Bessell, Taunton**

As we said earlier we are looking at revising the review system ever so slightly. As to Street Fighter II, it is the best you could get on the ST but sadly the arcade game it certainly isn't. If you get a chance to try it first then do so or you may well come away disappointed. Premier Manager was reviewed by a different guy who compared it to other football management games. It got a score reflecting what it was worth as a game and against others of its ilk. Its graphics and sound aren't as good as SF II so that's where it lost marks. No two reviewers opinions are ever the same. There is bound to be some conflict whatever computer magazine you choose to read. Hope that helps.

**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...**

### ADAMS 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 again.

### 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**

If 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.



**87%**

### 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

**Psygnosis £29.99**  
**Arcade Strategy**

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

### BARBARIAN 2

**Psygnosis £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

**Sizzlers £7.99**  
**Shoot'em-up**

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

### 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

**Demark £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. Yum!



**93%**

### 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

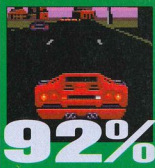
**Sierra £29.99**  
**Adventure**

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!



**92%**

### 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 gameplay 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

## DYNABLASTER

**Ubi-Soft £30.99**  
Arcade

Up to five people can play at one go so get your friends round for the most playable multi-person game ever. An all-time classic.

## 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.



## EPIC

**Ocean £25.99**  
Arcade Strategy

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

## 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 £30.99**  
Beat 'em up

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



## FLIGHT OF THE INTRUDER

**Mirrorsoft £29.99**  
Flight Sim

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

Geoff Crammond 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

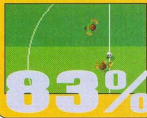
**Renegade £25.99**  
Action Adventure

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

**Krisalis £25.99**  
Sports and Leisure

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



## 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 £7.99**  
Platform

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



## 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.



## LEGEND

**Mindscape £29.99**  
RPG

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

## LEMMINGS

**Psygnosis £35.99**  
Puzzle and Skill

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



## 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

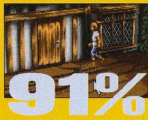
**Gremlin £25.99**  
Racing

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 £39.99  
Adventure

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



91%

## 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!' Aaaarrggghhhhh. 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.



90%

## MIDWINTER 2

Rainbird £29.99  
Arcade Strategy

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



80%

## 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.

## POOL

Virgin £29.99  
Sports

Don your swimming costume and take a dip outside in Archer Maclean's Pool simulation...Oh, hang on, wrong pool!

## POPULOUS II

Electronic Arts £33.99  
Strategy

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



94%

## 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!



87%

## RAINBOW ISLANDS

Hit Squad £7.99  
Platform

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

## 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.

## SABRE TEAM

Krisalis £25.99  
Arcade Strategy

Join the men in black as they conquer world problems with the press of a trigger. If you fancy a term in the SAS this is for you.

## SENSIBLE SOCCER V1.1

Renegade £25.99  
Sports and Leisure

The game for footy fans who don't like Kick Off. Precision passing is possible too! A tremendous sports game that's now been updated!

## SHADOWWORLDS

Krisalis £25.99  
RPG

The sequel to Domark's Shadowlands. As you'd expect it's a lot better. We played it for ages in the office. Good stuff.

## SHADOW WARRIORS

Hit Squad £7.99  
Beat'em-up

It's ninja time again. Lots of weaponry and original 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 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?

## SLEEPWALKER

Ocean £25.99  
Platform

'They'll be many a late night with this platform romp' - Brad said with a weary look in his tired eyes. Ocean's Comic Relief title.

## SPACE CRUSADE

Gremlin £25.99  
RPG

Based on the Games Workshop boardgame of the same name, it combined great atmospheric graphics with lousy 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 its very best! Top graphics and sound in this novel approach to the god-game genre.

## STRIKER

Rage £25.99  
Sports and Leisure

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

## 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 triff 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.

## TRANSACTICA

Daze £29.99  
Strategy

The only game you'll find if you want to do a bit of train fighting. Originality is the key here, as it is with a lot of Daze/Silmarils games.

## 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

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



89%

# BUYER'S GUIDE

# NEXT ISSUE

On sale April 15th

## THE BEST REVIEWS FIRST



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

Next month's action packed issue will include:

International Rugby Challenge, A320 Airbus USA, Armour Geddon 2, No Second Prize, Legends of Valour, Darkmere, Universal Monsters and lots more!

## COVER DISK

There are all sorts planned for next month's coverdisk. You'll have to tune in as usual to find out what, but you'll definitely find an abundance of smart games.

## SPECIAL FEATURES

A follow up report on the evils of piracy and we also give you the low down on the booming arcade industry. Plus, lots more facts, fiction and boyish good looks!

**PLUS** all our regular goodies including tips, cheats, previews and fabulous competitions...

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