

ST ACTION

The World's Only
ST Games Magazine

FULL REVIEW OF ISHAR 2

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What's got dragons?
What's got 90%?



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ST Games Magazine

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all mums all over the world!

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CON

REVIEWS

Ishar 2.....16

The sequel to one of the most popular role-playing games ever has arrived in true style. The French certainly know how to present a game and Ishar 2 is no exception to that rule. So, gather up your party and travel back to a far off land to do battle with the evil minions that once again threaten to dominate the world



Stone Age.....18

War in the Gulf.....20

MiG 29.....22

Bully's Sporting Darts.....23

It's everybody's favourite bendy bovine in his very own darts game. Plenty of sports are available to play and you can play darty versions of cricket, soccer, tennis, golf and even snooker. How? You may be asking yourself. You'd better turn to the page to find out why Bully's Sporting Darts got a whopping big 89%



D/Generation.....24

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Reach for the Skies.....28

Creatures.....30

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WIN!

Three compos for you this month. You have the chance to win either a video recorder, a cricket bat autographed by the England cricket team (!) or a smart book!

Pages 39,
44 & 50



WORK IN PROGRESS

Gremlin's amazing Zool finally makes an appearance on the ST and we give you the first look at everything that Sheffield's finest have to offer on the best platform game ever. There's also a look at Virgin's Apocalypse. The helicopter game with a difference.

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FEATURE

The History of Atari - the original kings

We take an in-depth look at what's happened to Atari right back from day one. Examining all their historic releases in both machine and software titles we reveal to you everything you ever needed to know about your trusty ST - where it came from, the people who work there and the original lads who kicked it all off in the early 70's. A trip back in time courtesy of STA and the former kings of the console!

REGULARS

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Three pages of top stories for you this month including hot news on the Atari Jaguar.

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It's all Paul "Chicken" McNally these days. Chicken this and Chicken that! I don't know!

Chicken's Feed-Back...60

A change to the format of your letters this month. Never fear, wit is still here!

Buyer's Guide.....62

Don't waste your money! Take a look at the ST Action Buyer's Guide to help you decide.

CHECK OUT OUR SUPER SUBS OFFERS ON PAGE 48

Cover disk...

- 1. NOSTRAM**
GOD-LIKE: Two different versions of the classic Gods clone.
- 2. BALLS**
BOUNCY: It's a scratchingly good puzzle game we've got our hands on.
- 3. GALAXIA**
TIMELESS TREAT: Classic space blast that'll keep you going for hours.
PLUS: ISSUE SIX OF FREESTYLE: It's still full of gags and is really quite good.



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

Page 7



Cover disk

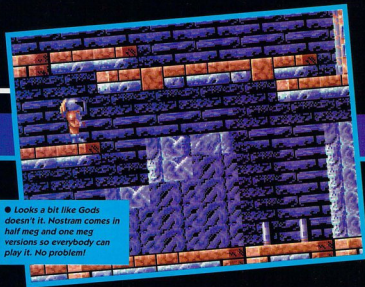


Another truly tremendous coverdisk in store for you. We've included the best in shareware games for you to have a go at...

1

NOSTRAM

When this dropped through the door, we loaded it up and were surprised to find out how good it is. The guys responsible - Powerlist say it took them a year to complete, and it's easy to see why. You have to remember that these people have done this not expecting much in return so do them a favour and register with them. There are two versions, one for half meg owners and a Nostram Deluxe for people with more memory available. Simply double-click on Menu.PRG and select the appropriate option and you're well on your way.



● Looks a bit like Gods doesn't it. Nostram comes in half meg and one meg versions so everybody can play it. No problem!

2

BALLS

Yes, we know there's many a joke we could do about the title of this game, but it's neither big nor clever so we'll leave 'em all to your imagination. Balls is a puzzle game where you must get your ball into the hole before the time runs out. All you need to know is that it's smart and that you must click on STABALL.PRG to run it!

3

GALAXIA

To tie in with our feature we thought we'd give you a bit of a blast from the past with a clone of the tremendously groovy Galaxians. Galaxia as it is imaginatively called can be loaded by double-clicking on Galaxia.PRG, but then you could probably have worked that out couldn't you?

4

FREESTYLE! 6

Half a year old today and getting bigger by the issue. Freestyle has really taken off and caught your imaginations. For the second month running we've got our trendy menu system up and running, so get to the disk right away and double-click on Free6.PRG then select what you want to read. However, you may find a slight problem on some 520STs. If so, then sorry but you'll have to read without the menu. Switch to Medium res and double-click on the files named Free1-4.TXT then on SHOW.

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),
T.I.B.,
T.I.B. House,
11 Edward Street,
Bradford,
BD4 7BH.**



NOSTRAM

Powerfist come good with their first game. An obvious clone of Gods but this in no way detracts from a great game...

This is really good this and comes from new boys Powerfist. In a lot of ways it looks similar to Gods, which as you can

imagine is certainly no bad thing. First thing's first, there are two different versions on the disk. One is for half meg owners and the Deluxe ver-

sion that can be used on one meg machines. The differences are that the half meg version cannot be completed, has a lot of other perks like high score tables missing and is, in effect, only a demo, so you'd better get your machines upgraded fast (come on, you know the time is right!).

The Deluxe version contains over 40 screens and this is more than enough to keep you busy for a good

while yet. The game is totally joystick controlled and all the expected movements apply.

You can look forward to some more class games from this up and coming crew within the next few months on ST Action's coverdisk. Enjoy the demo/game!



Leaping high in the air is only one of the things you can do in Nostram. Get groovy with the Gods!

Demo info

- **AUTHOR:** Powerfist
- **RELEASE DATE:** Out now!
- **GAME TYPE:** Platform
- **PRICE:** Register now!



The enemies are as nasty as they want to be. Killing some of them will open up passages for you to travel through

FREESTYLE! ISSUE 6

Oh yes indeed. One of the most popular features of the ST Action coverdisk is back with all sorts of articles including record reviews. This month Dr Dre's new 12" Dre Day is checked out. Cheap gags; what's the difference between a Postman and a Baker? Pointathon update, find out exactly what Dan Kelly from Kent sent us and why Chicken has been spending a considerable amount of his working day in the lavvy. Plus an exclusive story on the new Judge Dredd film. All this plus a the second helping of Jim's Triv corner - They don't come much blander than stout Yorkshireman Jim Eagers. It's fun in the sun with Freestyle - the first, the best and the only disk magazine on a coverdisk. STA - ahead as usual!

Demo info

- **AUTHOR:** Goth
- **RELEASE DATE:** Out now!
- **GAME TYPE:** Shoot 'em-up
- **PRICE:** PD so it's free!

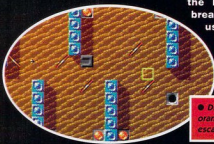
er disk

BALLS

Amusing title? Maybe not but the action's definitely there. The strict time limit is what will catch you out...

The title doesn't do this fine puzzle game any favours whatsoever. Set way into the next century Balls puts you inside a gigan-

tic metal arena. A ball is released into the play area and using your cursor you have to place walls onto the play area. These in turn send the ball hurtling around at break neck speeds. Only by using these steel walls will you hit all the said number of beacons that are dotted around the place. Once you man-



● Direct the ball to pick up the oranges and finally get to the escape hole on the right

Demo info

- **AUTHOR:** Simon Carter
- **RELEASE DATE:** Out now!
- **GAME TYPE:** Puzzle
- **PRICE:** £5 (registration)

age to destroy the allotted number of targets which is no easy task, it's onto another arena.

You'll find the clock timer that decreases with every second really puts you on the spot and the race against time is on right from the start in what is perhaps one of the

most original PD puzzlers on the market. There are over 30 levels to get through each getting increasingly more difficult although chances are you won't make it through the first few anyway (at least without tearing all your hair out first, amazingly frustrating game but top class.

GALAXIA

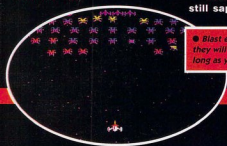
Let us take you back to a time where arcade games cost 10p and the girl in the Opal Fruit lolly advert had underwear on...

Who was it that said ST Action isn't value for money? We certainly know how to treat all our readers. Why not take a trip down chip memory lane with Galaxia, the best version of the

arcade classic of the 80's Galaxian. You know the plot; shoot as many of the blighters as possible and clear loads of screens. Even the original arcade classic was before your time.

There's no doubt you'll still sap plenty of enjoyment

● Blast everything in sight because they will get you eventually. Last as long as you possibly can



● Another wave of aliens make a move towards your home base. Fend them off as much as you can

out of this. As if the game wasn't difficult enough, I wonder if you can beat Brad's personal score of 49,000 points. (Write in and tell Brad all about it because he's really interested or should that be interesting! - Paul). Get your guns out.



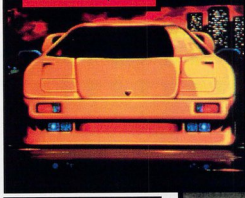
AMIGA CHECKED DISKS

news stories

Titus' top programmers try their best to FOLLOW THAT CAR

You may remember way back last year we reviewed Crazy Cars 3 – the ultimate driving game. It scored a whopping 93% and even knocked Gremlin's Lotus 3 off the top spot. Now nearly a year on Titus are all set to follow the success of their smash, with Lamborghini Challenge. Not so much as a sequel, but a re-hash of the ST A1 rated classic. Those lucky French programmers have a massive task ahead of them if they're to better what really is the most thrilling illegal road race game on the shelves. If we at STA have our way and with a bit of luck we'll hopefully have a preview for you to drool over next month. Available September.

● Were saving all the juicy screenshots for the preview.



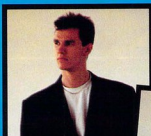
● Its just possible that we may have a competition that'll allow you to win a Lamborghini *



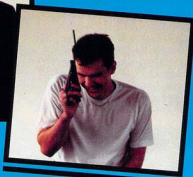
MicroProse poser

He's been called many things before – Gino, Dotty, Spawney, Lucky but never MicroProse's UK Public Relations Executive... Until now. Jason (I've got Italian blood – Yeah course you have!) Dutton, the man

solely responsible for the "smooth" running of STA over the last year, has left to join those flight sim gods. – MicroProse He's moved away from the paved streets of sunny Salford and into a reasonably sized bright orange bivouac on a field somewhere near Bristol. Anyway we're sure he'll do extremely well and we wish him all the luck in the world, but to be honest he's probably got it all already.



● These photos were found at the bottom of Jay's desk! What a complete...



Jail break

Can you keep a secret? It's rumoured the ST Action boys are planning an escape. The word on the street is that Paul "Chicken" McNally is planning to break away from his desk. Whilst attempting to liberate Brad "Where's my pager" Burton. The two then plan to make off with a bag full of software/joysticks and apparently plan to find refuge within Manchester's largest shopping centre - the

Arndale where they will hand out the booty to whoever catches them. If you would like to register as a Bounty Hunter and you think of yourself as a bit of a detective why not phone 0625-878888, ask for STA and give yourself the chance to meet the team and win smart prizes to boot. It should be a great day out and no doubt a super good laugh. Further details can be found in next month's STA. Don't be a fool, get on the 'dog' right now.

● One day we may actually explain how Paul got his nickname



● Brad's looking for a top chick, however Paul's a bit too f'emale for him

* Keyring



● Its head up display laughs all the way with GS2000, as we call it in the software industry



2000 guns and ships

Hurrah! Gunship 2000 is coming out. Yep, behind all the myths the first class Helicopter sim, which made its debut on the PC, is all set for release. We managed to twist Dotty's (see elsewhere) arm and he's allowed us a sneaky sneak (I shouldn't really do this) look as a sort of thanks to all STA's loyal readers. As you can no doubt see, the

graphics are spot on and the detail is stunning. As usual we'll be doing a preview in the forthcoming months, but if I were you I'd start saving right about now. It's going to be a killer! You'll find It'll be available about November.



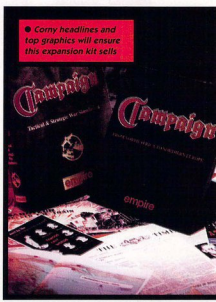
● Funny, an Apache Helicopter is not in fact a ship, yet it does have a plethora of guns on it

Locked on

It's good to hear that MicroProse are continuing to support the ST. It's even better to see that MicroProse are genuinely developing original titles. Dogfight is a rather fantastic flight sim with an interesting twist thrown in to confuse you. You see all the most famous warplanes of the past come together in a air battle that will sort out the real aces. Pitt a Second World War Fokker against a modern day F15, will the heat seekers lock on? Can radar pick up wooden planes? Anyway if you fancy getting your hands on a copy you'll have to wait until Christmas time(sigh).

Campaigning for more

It's been in the charts longer than a 2 Unlimited single. Campaign — the 3D tank-battle simulator has had a good innings within all the good computer stores. Empire the people responsible for this explosive game promised to enhance the life of the original package even more. How could they do that. We hear you say? By releasing extra missions in the form of expansion kits, that's how. The first one is on the verge of being shipped out. However you will need the original game to play these extra battles. Still it's not all bad news because the expansion kit only costs £15.99 (roughly half the cost of the original game) Don't fall for the mistake of buying the expansion kit if you've not got Campaign.



● Copy headlines and top graphics will ensure this expansion kit sells

STA'S FAVOURITE GAMES OF '93

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4	(-)	Lemmings 2	Psygnosis	£25.99
5	(-)	Reach for the Skies	Virgin	£29.99
6	(-)	Graham Gooch Cricket	Audiogenic	£30.99
7	(-)	Creatures	Thalamus	£25.99
8	(-)	All She Wants...	Ace of Base	£3.49
9	(-)	No Second Prize	Thalion	£25.99
10	(-)	Championship Manager '93	Domark	£29.99

We've got a new style of chart for you this month. What we want you to do is send in your fave top ten games of all time

and we'll compile a list of the most popular titles and print them next month. Watch out for other new charts soon.

In a Daze

Oops. Hands up apologising time to the guys at Daze. We inadvertently labelled Ishar for the Falcon Ishar 2. This was down to a bit of confusion on our part and for a proper Ishar 2 review, see elsewhere in this mag. Sorry guys!

news stories

Is the Jaguar Atari's saving Ark...

ANIMALS SAVE ATARI

Money!
What is it good for?



so they're not really animals, but the Falcon and Jaguar could be the prayer we've all been waiting for. Tens of lead-

ing software houses have started developing and some really big licences are scheduled. The rainbow doesn't stop here. The Jaguar - Atari's latest assault onto the console scene is by far superior to any currently available games machine on the market!

It's the last thing all those gloating Super Nintendo owners needed, promising a 64-bit RISC processor (four times the technology currently seen in the current market). With 16 million colours in 24-bit true colour graphics, this kind of power will enable programmers and graphic artist alike to create shaded polygons with ease.

The sound unit is perhaps the most advanced the gaming world is has yet heard, and the audio quality is comparable to that of a 16-bit CD system. One of the design problems with pretty much all consoles is the lack of useful expansion ports. Bar the odd RF socket and CD ROM port. Not Atari, they've seen the mistakes the other big corporations have made eg - Sega and Nintendo. That is why the Jaguar is has been

designed to accept input from the ultra trendy DAT (Digital Audio Tape) machines, which may even be used to save and load games! Also there is the addition of a port which will allow the console to connect to a phone socket, perhaps scope for a modem. All this helps to make the Jaguar a sort of bizarre computer/console hybrid. Included in the launch package will be a 10 button joystick, meaning games such as Street Fighter 2 and complicated flight sims will be able to be converted with ease. In the past Atari have been rapped for bad marketing. This time, they intend to make this launch the slickest and smoothest in the history of Atari. Combined with a massive TV advertising push. It's likely the Jaguar will rip the opposition to shreds!

The Jaguar is due for release in the States within the next few months at the surprisingly low price of \$200. At current rates of inflation and import, costs, we think it'll be retailing at around £160 for the full working unit, complete with the standard joystick/game combination. If the reports leaking back are bona fide, then we can expect a launch within the first quarter of '94 which in turn means bad news for Sega and even worse for their rivals Nintendo. Let the battle commence.

What's the picture?

The CD ROM unit will be following the release of the Jaguar and will be available Mid '94. Not only does the 16bit drive allow normal audio CD, but CD+G (Audio CD's with graphics) and the new Kodak photo CD's. Is this the end of the family photo album as we know and love it?

What's new pussycat

There's a whole catalogue of software lined up too. A lot of the classics of the 2600 are making the transition from those dated carts. For instance Battle Zone - the aged tank warfare game is one of the first 'oldies' to be given a facelift. Battle Zone 2000 promises 80's gameplay together with the graphics of the 22nd century. The same cosmetic surgery will be employed on the wire frame giant of the past 'Tempest'

which will also have 2000 tagged onto the end. The list of games doesn't stop there. Two of the worlds most famous and frightening xenomorphs, prepare for a deadly battle in Aliens V's Predator - The Jaguar's first movie license and potentially its first number one. One thing's for certain, with the interest being shown by the software companies, we don't think there'll be any problems getting hold of games.

COMPLY WITH ANY OF THESE TITLES AND GET A GOOD READ TO BOOT

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REVIEWS

THIS MONTH



PAUL McNALLY

The ST Action Reviews section takes the latest ST releases and thoroughly examines them to bring you all the impartial information you need to know. We tell you how they compare to other games of a similar genre and also score each game for graphical content, aural capability and the most important ingredient - which is undoubtably gameplay.

The Work In Progress section allows you to keep up to date with the forthcoming ST releases. We bring you exclusive screenshots on your favourite games and also tell you what's in the pipeline for the coming months. You can't match the dedication, quality and experience of the ST Action team and that becomes visually apparent when you open the magazine and start to read!



BRAD BURTON

FULL PRICE REVIEWS

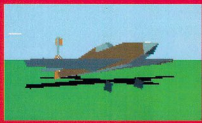


ISHAR 2...p.16

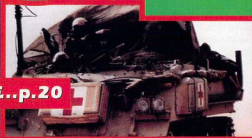
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REACH FOR THE SKIES...p.28



CREATURES...p.30



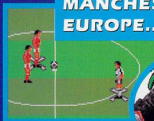
WAR IN THE GULF...p.20

MiG-29 FULCRUM...p.22



**D/GENERATION
...p.24**

**MANCHESTER UNITED
EUROPE...p.26**



**PREHISTORIK
...p.33**

**BULLY'S SPORTING
DARTS...p.23**



CRAZY CARS 2...p.27



BUDGET REVIEWS

ISHAR 2

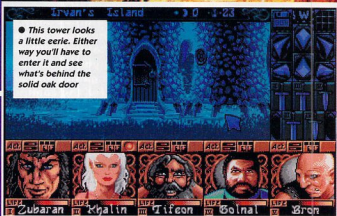
There's certainly no short supply of role-playing games on the ST. Ishar 2 is Silmarils/Daze's sequel to the acclaimed...well Ishar!

Words, sorcery you name it and we've seen it all before. That doesn't stop people coming out with more of the same, nor does it mean that this new stuff isn't better than ever. There's something that makes fanta-

sy of this type popular amongst the masses and without a doubt it sells, be it in book form or computer orientated entertainment.

Silmarils have made a bit of a name for themselves in this market with the already popular Crystals of Arborea and the original Ishar. Both games were daunting prospects for any player initially. The sheer size of the task at hand was enough to put some people off and that could once again be the problem with this sequel.

You see, no matter how much you'd like to sit down and play straight



away, you can't really do that. Doing so could mean you miss out on something very important. Starting off is always another nightmare but once you have an established party that is strong enough to survive you're on your way and the hours will begin to fly.

And that's what it's all

about. You have to be able and willing to put the work in to get anything back. This applies to any role-playing game but none more so than Ishar 2. Silmarils have come up with another huge, sprawling adventure set in the same mythical land as its predecessor and once again it's going to take you yonks to finish it.

Dressing up

Right, having said that, anybody who buys the game probably knows more or less what they're in for anyway. What they won't be sure of is what kind of treat to expect. Well, there's no point in dressing it all up, we may as well tell you now that Ishar 2 has some of the best graph-

ACTION

PRICE: £29.99

CONTROL METHOD:



NO. OF DISKS:



NO. OF PLAYERS:



PRODUCED BY:

DAZE/SILMARILS
☎ 071 490 2944

SOUND: 78%

GRAPHICS: 85%

OVERALL:

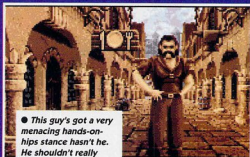
90%

INFO

**ST
ACTION**
AT RATED

Cracking stuff once again, if role-playing games ever got to Number one then this would get there. Unfortunately they never seem to get the attention they deserve and that must mean that a lot of people are missing out somewhere. The graphics are truly smart and the sound is equally as impressive. A super job that will keep role-players more than happy.

COMMENT



● This guy's got a very menacing hands-on-his stance hasn't he. He shouldn't really cause a problem



● You'll come across many strange characters on your travels. Thorn Island is a good place to start looking

STONE AGE

Duel format disks? What is the world coming to? You can play this game on your ST or even on a friend's Amiga if you like...



Well, A puzzle game's a puzzle game. Move the blocks, complete the puzzle

Anyway, enough chit-chat. Stone Age is a puzzle game which means it has to be really good before it gets noticed. If it isn't really good it gets shoved to the bottom of the pile and everybody digs out Lemmings 2 for the 900th time! There's no margin for error in this marketplace.

Stone Age succeeds in being a playable game, but fails in that it doesn't stand out enough and therefore does not create the necessary buzz.

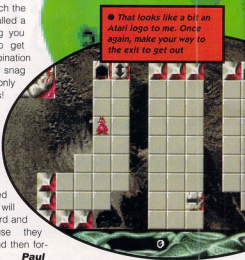
You may not be surprised to read that the main characters are dinosaurs and even less shocked that they are extremely cute in appearance. The aim of the game is to get the little dinos from one spot to another safely without messing up the puzzle.

Stone cold

All you have to do is reach the door. Of course it isn't called a puzzle game for nothing you know! The only way to get there is to move a combination of blocks around. The snag being that these blocks only move in certain directions!

Okay so Stone Age is cute. It's also as addictive as many other puzzle games out there. Some people lap this kind of stuff up and will play anything if it gets them frustrated enough. Other people will just stick it in the cupboard and only do that because they begrudge paying £26 and then formatting it!

Paul



That looks like a bit of an Atari logo to me. Once again, make your way to the exit to get out

I have to admit that this is only the second game I've ever seen on a disk that is formatted to run on either an ST or Amiga. The last one was Prehistorik Tale which was from the same guys. I'm not convinced that this is better value for the public, it just saves Eclipse a little money, which is fair enough.

Run-of-the-mill puzzle game would be a good way to describe this. It's certainly not the worst game ever, just nothing different from a million average games that have already been out. There's a definite market for stuff like this so they must have something going for 'em. It just doesn't stand out enough for me. Look first. £26 is a lot of money to blow if you feel like me about this.

COMMENT

ACTION

PRICE: £25.99

CONTROL METHOD:

NO. OF DISKS:

NO. OF PLAYERS:

PRODUCED BY:
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☎ 081 680 7044

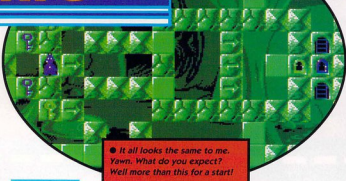
SOUND: 54%

GRAPHICS: 62%

OVERALL:

60%

INFO



It all looks the same to me. Yawn. What do you expect? Well more than this for a start!

The only thing big and clever about Stone Age is the clever dual format disk. As regards the title, how apt. The visuals are minimalistic and poor, the sound appalling. Still you can't have everything. Yet I would have liked a bit of a game to play. I'd expect even hardcore puzzle fans would turn their noses up at what really is nothing more than a simplistic budget puzzler. Brad

2ND OPINION

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War in the Gulf – a fictional yet frightening scenario, of what could happen if a military operation isn't initially succesful!



● This Armoured Personnel Carrier is used to transfer your men from base to base

His squadron had been wiped out, his gunner was alive - barely. He was in the middle of nowhere. PFC Bannon was at near breaking-point. He looked through the hatch on the back. He could just see several flaming metal shells. How many of his platoon were dead?

The tank's crippled engine whined as he pushed it to its Maximum. Where was he going? How long could his fuel last? Would the tanks that were involved in the ambush give chase?

A whole series of questions raced through his mind. Max, his gunner and friend was beginning to cough up blood. No amount of training and computer simulator time could prepare him for

this. The damaged engine spluttered, Bannon, in his desperation pushed his accelerator to the ground but it was no good. The motor had died, and so would he, if the Marines didn't come to the rescue... Hopefully that's set the scene. What is War in the Gulf really like? Read on, and find out the reality.



● Boom! A direct hit and the supply tent is history

Incoming...

With the knowledge of the war that took place in Kuwait in the early part of 1991, War in the Gulf launches itself into the near future, creating a hypothetical war. The gameplay puts you in charge of four separate tank platoons as they set

● This the area in which the allied Operation Desert Storm took place way back in that unhappy year of 1991



WAR IN



● Its amazing how the ST manages to handle all that complicated maths routines

out on a campaign that'll take them through 25 of the toughest battle grounds (if you survive that long) within the volatile state.

Making Tracks

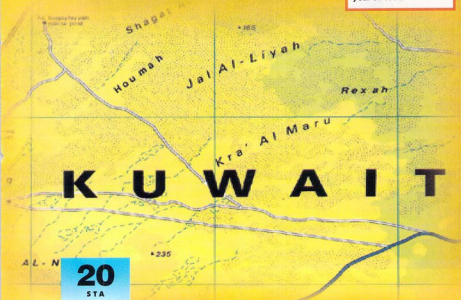
Basically a strategy game with shoot 'em up overtones, War in the Gulf's

main play screen consists of four small boxes, each of which shows a view from one vehicle from each platoon. Various icons hang above each of these windows and can be used to change between tanks, change weapons and to view the satellite map.

COMMENT With gameplay stronger than a glass of really strong Vimto, War in the Gulf is no doubt going to be a massive hit. With realism as good as this I've really got to wonder why real wars aren't resolved by computers. If this type of quality continues to come from this excellent software house, then you can rest assured this is one Empire that won't be brought down easily.

The mouse cursor is used to control the play but joystick fans shouldn't be upset because it'd be impossible any other way. From each of these windows you can choose to control any of the four tanks in the squadron. So it really is a case of reading through the manual. Only then will you know how to effectively use all 16 of the metal monsters.

Clicking on the Map icon calls up a satellite map. This can in turn be used to set way points for your team to head for. The beauty of this game is the ability to send





● Normal view, all quiet (left) using binoculars shows things that normal eyesight doesn't (right)

ACTION

PRICE: £29.99

CONTROL METHOD:



NO. OF DISKS:

NO. OF PLAYERS:



PRODUCED BY:

EMPIRE
☎ 081 343 7337

SOUND: 80%

GRAPHICS: 87%

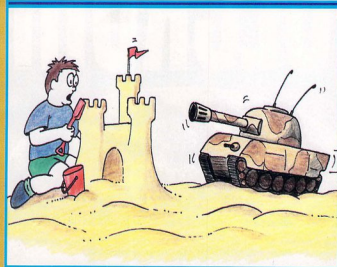
OVERALL:

86%

INFO

THE GULF

TANK-TASTIC



each squad off to its own different location to create your own ambushes and even new strategies.

On the first mission I thought I'd have no trouble, what with my experience with Team Yankee. How wrong could I be, within five minutes my whole platoon was wiped out. No

strategy you see, sixteen tanks all of which were motoring at 50mph, towards a couple of enemy armoured personnel carriers heading towards a small village. As we closed on them, several tanks, revealed themselves and came out of hiding, from behind the battle damaged buildings causing my heart to leap.

That wouldn't have been so bad, but another barrage of shells rained down from the company of T72's concealed behind the tree line. I struggled in vain, firing shells wildly, hitting more of my own than theirs. As my last tank exploded I vowed I would wreak my own terrible revenge.

A click on

another icon and the mission restarted. I wouldn't fall for that again. That really is the appeal of War in the Gulf – the will to go on and win. Maybe it's just the soldier in me, but gee this is one hell of a game and it really got me going.

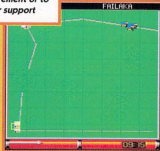
Casualties of war

War in the Gulf has many sides to it and can be played in several different ways. Either as a gung ho type shoot 'em up in which you won't get very far, but its fun none the less. Alternatively a deeply engrossing strategy with arcade overtones. The problem is, I can't really imagine many shop owners allowing you to hog their ST for half an hour whilst you decide if you like it. I'm certain a five minute look wouldn't sell it to you. That really is a shame as it may miss out on the audience it rightfully deserve. An awful lot of people may not be willing to risk parting with their hard earned cash if they're unsure whether it's worth the asking price. The choice is yours, after all it's your money. I didn't have to put my hand in my pocket to play. If you enjoyed Team Yankee then this is certainly a definite buy. Or perhaps you've always wanted to test out your leadership skills without getting dirty knees in the Territorial Army!

Brad



● The satellite map can be used to monitor enemy movement or to guide in all support



● This is what happens when the infra-red is turned on, or should that be infra-green



Empire release their latest tank game with a fictional war in mind. Fans of the other two games will plump for this but if battle/strategy games are not really what you like, you may struggle to get anything out of this. I have to say I'm one of these people but can see why others will happily sit down and spend nights blowing up enemy artillery. Recommended for followers. Paul

2ND OPINION



• The runway stretches out ahead of you. Up there somewhere are the enemy and you must destroy them all before they get to you first

MiG-29 FULCRUM

Originally from the boys at Domark, the two MiG 29 games claimed to take ST flight sims to a new higher plane (sorry!)...

Well now at £12.99 they have a second chance. Maybe I'm getting hard to please in my old age, but for me the MiG games were a bit of a lot down. The world of ST flight sims needed a bit of a boost and the guys at Simis (who also did the equally disappointing Harrier) came up with a product that was visually impressive but at the

same time was easy to complete and didn't really handle too well at all.

Thinking ahead

As you leaf through the manual (which isn't anywhere near the size it was nor is it as complicated as many others - although this to me is a definite plus point!) you get an impression that an awful lot of thought has gone into



• Down you go in a cascade of flames. You weren't good enough on the day and now you're dead for your troubles. Better luck next time!

Well, I'm still not keen, but I'm also tight-fisted so I can give it a little leeway because it's budget. I'd keep my £13 and put it towards either B-17 or Reach for the Skies, but if you want a cheap flight sim, go ahead!

COMMENT

the plots and scenarios in the game. Once you are ready to play, load up and each campaign is greeted with a nice bitmap picture depicting what's coming up.

Then it's into flight. The graphics are quite good really. An example of this is when you come to attack objects like oil rigs. These are excellently drawn and actually make you want to attack 'em.

Having said that, it can't really compare with today's

modern flight sims like B-17 Flying Fortress. In comparison, MiG-29 is dated. In value for money, it's also about 20 quid cheaper! When this first came out it was £30 so I suppose you're getting a pretty good deal now, even though you miss out on the extra Fighter book you got originally! Don't kid yourself into thinking that this is the best flight simulation ever. It isn't. For the price though it's worth it...probably! Paul

PUBLISHED BY KIXX PLATINUM

PRICE: £12.99 1 DISK

CONTROL METHOD: JOYSTICK/MOUSE 1 PLAYER

OVERALL

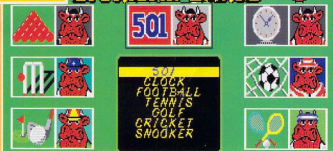
70%



BULLY'S SPORTING DARTS

● Bully, Bully sort the cap out, it just isn't you luvvi

BULLY'S SPORTING DARTS



You've got until the time it takes you to read this review to decide if this game is for your collection. It should be, and that's no bull!

Forget Harry Secombe and his second rate 'Highway' programme, Bullseye is THE number one programme to watch on Sunday evening. Just as the spuds and Yorkshire pudding start their journey through your intestines you can't be sure of that familiar di da da da da da di di da da da (you try singing it - Brad) title music tune.

So that's why those shrewd suits at Admiral have bought the rights to produce a darts game, loosely based upon the smashing show.

Two in the bed

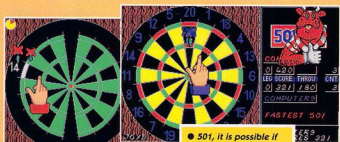
Alright, let's cut the waffle and talk about the game. Strangely BSD doesn't follow the same format as

the TV Quiz show. But that aside, what this smooth little game does, is inject a massive bolt of life into the whole concept behind darts.

You see there are a number of unique dart boards, each of which is tailored to a particular sporty event.

Let me explain the rules behind the football board. Half the board is blacked out and the top half remains. The idea is for two human or even computer players to throw darts in order to gain possession. Confused? The ball (lit segment) has to have a dart thrown in it, if the shot is accurate the ball moves towards your oppositions goal but if after your three throws of the darts

● If only I was on the TV show, I'd have won Bully's special prize



● 501, it is possible if your extremely skillful to do a nine dart finish. But I've never done it

you've not scored, the other player gains possession and so on. Cricket, Snooker and loads of others unconventional boards ensure that you'll still be playing a long time after Murder She Wrote goes off (obscure, but pretty funny! - Brad).

Three in the bed

With the addition of a computer player which has nine skill levels, even if you're a complete loner you can rest assured there's plenty of fun to be siphoned from this. I'll be

perfectly honest with you and say that the graphics and sound aren't really that clever. All a bit rough around the edges really, still the major selling point of this game has to be the dreamy way it plays. If like me, you've got loads of mates who don't invite them all around for a quick game of arra's and give 'em a good whooping, it's even better than thrashing the computer equivalent of Jocky (chips 'n' fish) Wilson.

Brad

“ A great deal of time has been put into BSD ensuring that this game is super playable. If you don't buy this, you could find yourself watching Murder She Wrote. Full price playability at budget price. Dart out now!

COMMENT ”

PUBLISHED BY ALTERNATIVE

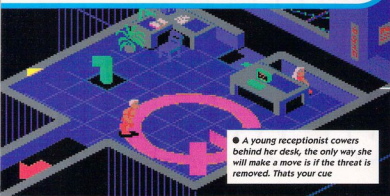
PRICE: £9.99 1 DISK

CONTROL METHOD: JOYSTICK 1 PLAYER

OVERALL

89%

BUDGET ACTION



● A young receptionist covers behind her desk, the only way she will make a move is if the threat is removed. That's your cue

D/GENERATION

An illegal experiment has accidentally created a killer. Known only as the D/Gen it's somewhere in a 90 storey tower block...

Banned by the United Nations authorities, biological weapons are very much a thing of society's shady history. Although most projects in this field were discontinued when the ruling became effective, there still remained some certain unscrupulous corporations who continue to create wealth by making and in turn selling these illegal weapons.

Genoq medical supplies is the cover, responsible for some pretty heavyweight deals in this area. Unbeknown to all but the most

important of employees, some of the high security areas within the 90 storey building are secretly being used to create biological weapons. Intelligent life forms, with the brain of a human, the speed of a computer and the strength of a bull are being developed.

What the hell are they?

Whoever controls these killers would have a massive advantage in any battle they're involved in. The problem is, they've grown to value life and have managed to escape from the confines of their secured laboratories, attacking and killing their creators. Now they're trying to leave the building... That's why man

shouldn't play at being God! Imagine the death and destruction these mutant military killing machines would leave behind.

From the off D/Gen succeeds in confusing you, beginning with the outlandish plot. When you first press the fire button you'll be surprised by the refreshing isometric angle the action is viewed from. Your role in this complex plot is as a courier. Granted it doesn't sound too hot. But you'll soon realise your importance when you discover the package you are meant to deliver

holds the secret to the termination of the dreaded D/Gen.

The situation is like this. The labs have been breached and the Gens now have access to the whole building. Fortunately the in-house security systems have been activated, targeting and firing at anything that moves.

Unfortunately that applies to all the remaining employees that have been trapped. As the game gets underway you'll realise what is required of you, rescuing and speaking with these peo-



PUBLISHED BY MINDSCAPE CLASSICS

PRICE: £9.99 2 DISKS

CONTROL METHOD: JOYSTICK 1 PLAYER

OVERALL

93%



You land on the 80th floor setback, finding nobody there to accept the package...



The door seals itself behind you, the bolts lock into place.



"Uh...excuse me, but I'm going to need a signature for this, ma'am. Ma'am???"

SO YOU WANT TO KNOW THE GEN?

There are four types of rogue organisms within the building, A,B,C and D Generations. The higher up the alphabet the deadlier the biological weapon is.



A/GEN

A red sphere shaped mass of living tissue. Behind its passive looks this bouncy ball is in fact a ruthless killer, consuming any human flesh it comes across.



B/GEN

This blue tube can jump 20ft into the air and can move at up to 70mph. If it lands on anything other than the concrete floor it'll squash it into total oblivion.



C/GEN

Now things take a sinister turn for the worst. This humanoid sized monster uses Virtual Reality to camouflage itself into any shape. Hint:- don't sit on the toilet!



D/GEN

I'm not going to be responsible for revealing what this monstrosity looks like, after all that would take the fun out of it. But don't worry it's as horrible as you'd expect!

ple. All is not what it seems and the plot twists and turns at every available avenue.

The user-terminals dotted around the place can be accessed and if you're clever enough it's possible to override and open locked blast doors! You'll soon discover that offence is the only sort of defence, so the grenades, lasers, and bombs that you

will come across help you progress with your mission.

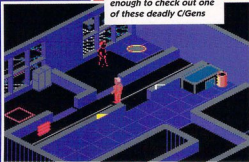
Only quick thinking and sharp reactions will save the Geno building in this computer game which could be equated to the classic appeal of the explosive Aliens and Diehard movies. Brad

COMMENT D/Gen is the stuff good games are made of. Do Mindscape a favour and buy this slick game. It's possible that it'll spur them on to release more ace ST software. Buy it - or are you scared of the D/Gen?

COMMENT



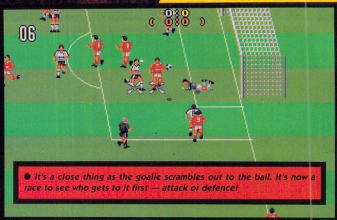
● That passive looking green periscope type thing, is in fact one hell of a deadly security system. Don't stand still for too long



● You'll have to get high up the towerblock before you're unfortunate enough to check out one of these deadly C/Gens

BUDGET ACTION

© SKY SPORTS



MANCHESTER UNITED EUROPE

It's hardly surprising that Krisalis have re-issued their Manchester United title after the team's recent Premier successes...

Cheap software labels are popping up all over the show. Krisalis have just launched their Buzz range and in many respects are fortunate to be able to start off with a title that is more relevant now than it ever was previously.

Anybody who's not dead will know that Manchester United have just picked up the inaugural FA Premier League Championship about five centuries after they last won something decent. Now for a couple of years Krisalis have had the

MUFC licence to play around with and have duly released two good footy games based around English soccer's most popular club. So it mustn't have been a very difficult decision to re-release Manchester United Europe with all the recent hype around the team.

Ooh ah!

The Europe game was the sequel and by far the better of the two products. Rather than take the over-head Kick-Off and Sensible Soccer perspective the action flows on a left to right basis. If you're used to the

other style it can be quite tricky to get to grips with at first, but unless you're dim you'll have no hassle sorting it out.

Graphically the game is good with the players moving fluently around. The only slight problem is that it could perhaps be accused of being a touch on the easy side.

The budget version of MUFCE appears slightly different to the original release in that all the club emblems and crests have been

removed from the program. This doesn't take anything from the gameplay, which is still good more than a year on, and is obviously down to some tricky legal reasons that would probably bore us all to tears. Anyway, it's good to see this one back again.

Paul

“ It's a nice little footy game this. It doesn't pretend to be a Kick Off which is probably a good job as it certainly isn't. It may not appeal to Aston Villa or Liverpool fans but for a kick about it's good fun!

COMMENT ”

PUBLISHED BY BUZZ

PRICE: £9.99 2 DISKS

CONTROL METHOD: JOYSTICK 1/2 PLAYERS

OVERALL

76%

**BUDGET
ACTION**

CRAZY CARS 2

Racing games have had a little flat tyre in recent months. Releases have been few and far between of late.

When Crazy Cars III was released last year it caught everybody off-guard by being so good. The previous two games in the series hadn't really been up to standard but suddenly

the third did the business and was described by many as being even better than the classic Lotus 3.

Poor corner

Now with CC3 about to come out again, re-hashed and tarted up as Lamborghini Challenge, Fox Hits have released the second game in the series at budget price. Now while the cost may not be as much, it tragically does not make this a good game.

Crazy Cars could quite easily have been called Sad Cars, and while the sequel was better it

failed to reach any great heights (in fact if you had a scale of great heights, this game wouldn't have got more than couple of feet off the ground!) Of course, to be fair both games are hardly new. The original was out back in 1987 and the second wasn't too long after.

However, age shows in the end and Crazy Cars 2 suf-

Poor, jerky graphics and dismal sound means that this title cannot possibly live against the likes of Lotus 2 in the budget marketplace.

Quite sad really

Unfortunately it doesn't even deserve to. In nature the runt of a litter is generally killed off by parents because it hasn't any hope of surviving.



Hmm. If I had the choice I'd probably rather lose my tenner than spend it on this. The thought of wasting my time makes me queasy. Some may like it. As you can tell I don't. 'Nuff said really!

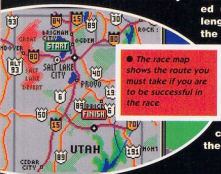
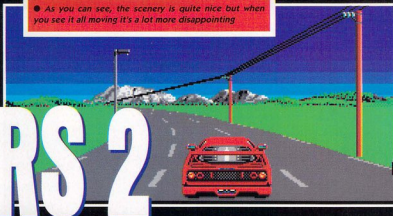
COMMENT

fers horrendously from wrinkles. You could immerse this disk in a tub of Ulay for three months and it wouldn't halt the ageing process. It's old and boy, does it show! It's a definite trip to the past.

Titus should adopt this policy and stop re-hashing games for the sake of it. When such good re-releases like Prehistorik are also coming out on the same budget label, it seems a shame to spoil it by putting out trash in the same week. Crazy Cars 2 is one to avoid unless there is no other option!

Paul

● As you can see, the scenery is quite nice but when you see it all moving it's a lot more disappointing



● The race map shows the route you must take if you are to be successful in the race



PUBLISHED BY FOX HITS

PRICE: £9.99 1 DISK

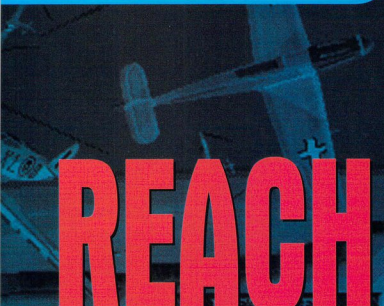
CONTROL METHOD: JOYSTICK 1 PLAYER

OVERALL

44%

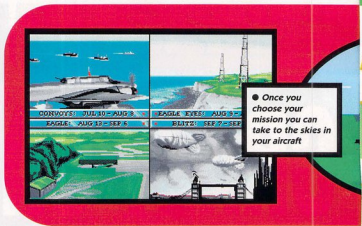
27
SIA

ACTION REVIEW



REACH FOR THE SKIES

World War II flight sims are very popular at the moment. Now you can climb into a Spitfire as well as your big, old B-17...



Once you choose your mission you can take to the skies in your aircraft

It's been nearly fifty years since the war ended and a bit of a revival in war-time simulations seems to be underway. For the time-being at least, software houses seem content to ditch the glamour of jet fighters for more sedate (but still almost as deadly) propeller-powered fighter aircraft.

1ST ACTION AT RATED

So in come the Spitfires, Hurricanes and the like, each with their own form of nostalgia and appeal. Reach for the Skies supplies you with some of the most famous aeroplanes from the time when dog-

fighting was still conducted in a gentlemanly fashion and not from four miles away by computer.

It obviously helps to have a pedigree team behind the coding of your game and Virgin have enlisted Rowan, famous for the classic Flight of the Intruder, perhaps one of the best flight sims to date. Along with a string of other top titles, Rowan have built up a reputation for quality products that run smoothly whatever machine they are on.

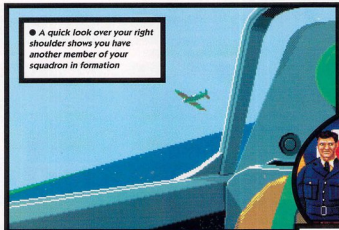
Reach for the Skies is no exception. From the second you get the box open and see the impressive array of books and disks, you almost know that the game's going to be good. It just gets better as you load up (okay, the music's a little iffy to say the least!) and are

greeted by some nice still intro screens. Once all the formalities have been done away with, you can get down to business and enter yourself in the Pilot's Log. The game is saved directly to the game disks,

COMMENT This is the second reason why you should get into flight sims. It is a field which is constantly improving even though the technology stays the same. Look at the standard three years ago. We've still got the same machines today but the quality has improved ten-fold. It's nice to see a game that treats sonics well too. It comes on three disks but swapping isn't a hassle and it's worth it.

so there is no protection system preventing you backing the disks up. In fact you are encouraged to do so. However, manual protection helps to prevent the pirate problem.

So, by this time, you're registered and it's now a case of choosing whether you want to practice or go straight into things. If you know what you're doing then you may as



A quick look over your right shoulder shows you have another member of your squadron in formation



The rank you choose at the beginning of each game determines how good you must be

ACTION

PRICE: £34.99

CONTROL METHOD: 

NO. OF DISKS: 

NO. OF PLAYERS: 

PRODUCED BY:
VIRGIN
☎ 081 960 2255

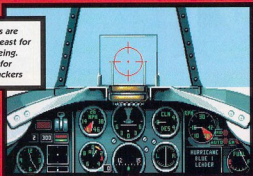
SOUND: 74%

GRAPHICS: 80%

OVERALL:
89%

INFO

● The skies are empty, at least for the time being. Watch out for enemy attackers



E SKIES

"DON'T FLAP"



well go for it and choose a campaign. If you've ever fancied flying a Spitfire (or even a German fighter for that matter) in the Blitz, then now's your chance. At the beginning of each game you choose which airforce you wish to represent and can then take it from there.

Nearly the best

The campaigns on offer vary depending on how whether you choose to be a member of either the Allies or Axis forces. It may be that you end up defending British shores from the likes of eight or more Junta fighters all intent on protecting their bombers to their industrial targets.

For a change, the sonics of a game seem to have been treated with as much respect as the rest of the programming. As long as you

have the good grace to ignore the "lune" at the beginning, once you get into flight you'll be offered a wealth of sound options (which you can turn off if you're strange) including digitised engine noises and sampled speech. Yep, that's right, I said speech. Don't be surprised to hear Control tell you that "You've got trade approaching" (that's macho talk for enemy fighters!).

Graphically the game is superior to most other flight sims with the possible exception of B-17. There is an option in the menu to turn off bits and pieces of the detail to make it run even faster, but we didn't have any major problems with the default settings. The way the plane handles is smart and the number of external views and options to flick between other planes in your squad all add



to the tension.

There's a whole host of features we haven't the space to mention in this review, but trust us when we say that if you like a good flight sim, you'll be more than happy with Reach for the Skies.

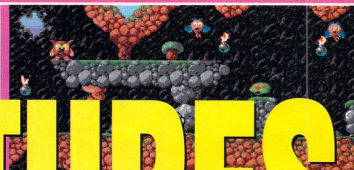
Paul

● Along the way you will encounter many an aircraft – both good and bad!

“ Another tremendous flight simulation from the other big boys in the business. Microprose will have to stay on their toes if they wish to stay at the head of the field. Rowan and Virgin have got their act well and truly together and have come up with a good game that takes a little getting used to but once you have, you certainly won't be disappointed. Recommended. Brad

2ND OPINION ”

CREATURES



ACTION

PRICE: £25.99

CONTROL METHOD: 

NO. OF DISKS: 

NO. OF PLAYERS: 

PRODUCED BY:
THALAMUS
☎ 0494 474713

SOUND: 75%

GRAPHICS: 90%

OVERALL:
87%

INFO

**All creatures great and small.
But rest assured we won't
crack any second rate
country vet jokes (probably)**



unbeknown to these cutesy things on the far side of the island was a group of not so hip demons. That's when the problems started. Fuzzy Wuzzies and demons find it very difficult to co-exist. So this devil's decide to kidnap them all and subject them to torture. Only one Fuzzy escaped capture - Clyde - that's you.

James Herriot

In true Rambo style, you embark on a dangerous mission to liberate your chums and bring the evil gang to an end. When you do actually get around to pressing the fire button you'll be shown a map of the level.

This is an ideal time to plan a route that'll avoid contact with the hordes of baddies. One press on, and you'll be into the main game. Clyde has to avoid touching with any enemies; if he does he'll flash briefly, showing he's wounded. One more hit and its curtains! Don't worry too much, because like all good platform games you get three men and by jimminy you'll need them. Yep there's no denying it, Creatures is a tough cookie.

A simple tap on the fire button will cause your strange looking sprite to fire a small lightning bolt. Most enemies require 

It's been a long time in the making, so does it live up to what is expected of it? After you've read the next couple of pages you should have your answer.

It's the usual story with a whole range of unusual characters. A whole planet of Fuzzy Wuzzies (trust me, that's what they're called) were forced to abandon their world. All because an Alien life form threatened to make these cute looking fluff and legs extinct. In order to

avoid bloodshed the Fuzzies all pile into a big spaceship and splutter off into space in the hope of finding a new planet to colonise.

Eventually they come across a planet called Earth, and guess which spaceship suddenly develops engine problems? Anyway they crash down on an undiscovered island (convenient!), instantly they start to build a village and name the island 'The hippest place in the known universe' (Hilarious). Yet,



● As you progress through the levels, your progress is shown on the map



● **BRAD'S TIP**
If it moves, shoot it. If it doesn't move pick it up.

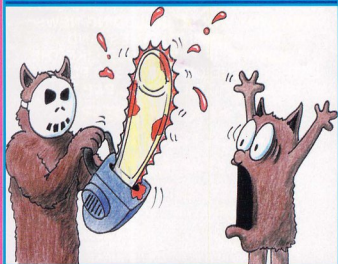


● This link shot, should show you the quality of a general level



● I think you'll agree *Creatures* is one of the most attractive ST games around

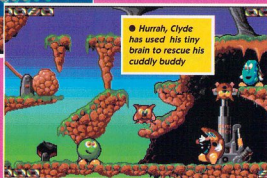
CUTE CARNAGE



three or more hits from this weapon before they are destroyed. But that's not the only trick our fluffy pal can perform. Holding the firebutton down for two seconds causes him to breathe in the lovely clean air. Upon depressing he then breathes out a long line of fiery breath! That's not all, certain objects picked up along the way can be traded at a witch's hut for superior weapons.

Visually, *Creatures* excels itself way above virtually any other ST platform game. It just goes to show there's life in the old dog yet. Who needs a Mega Drive when platform games are of this quality?

Brad



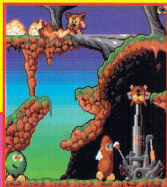
● Hurrah, Clyde has used his tiny brain to rescue his cuddly buddy

Creatures certainly isn't easy. The first few days will be extremely tricky. Persevere and you'll soon be on your way. The added bonus of the torture screens only helps to break-up the long levels. They also provide some pretty gruesome pleasure. I'm a bit annoyed about the lack of a password system or save game facility. Still in today's day and age you can't have everything.

COMMENT

TORTURE TIME

The beauty with *Creatures* is that the bonus games. The torture screens are totally different to the main feature. One of the abducted creatures is strapped onto a table whilst a demon slowly lowers a chainsaw towards the Fuzzie's stomach. Death for sure, unless you can somehow manage to stop the devil. Opposed to the multi screen levels, you'll find these single screen interim's require the use of brains more than that of a joystick because you have to start of a chain of events to complete the screen (similar to that of the old board game *Mouse Trap*). If you move the wrong thing you'll find your friend will be cut in two. It took four attempts before I managed to save my furry pal.



You probably won't find a cuter ST game around. A quick look at the screenshots should prove that to you. I really wouldn't have any hesitation recommending *Creatures* to you unless you're positive you hate platform games. The controls are a little iffy and at times it can be frustratingly hard but it's all good fun with some gory but amusing torture scenes included.

Paul

2ND OPINION

● *Creatures*, is a special game. A must for any self respecting platform fan

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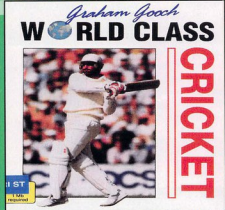
BRING CRICKET TO LIFE.....ON YOUR AMIGA OR ST !



Graham Gooch World Class Cricket is the cricket program that lovers of the game have been waiting for. At last there's a cricket simulation that looks, feels, and plays just like the real thing. No wonder Dominik Diamond awarded it a stunning 90% mark when he reviewed it on the Steve Wright Show.

Whether you're controlling the bowler, setting the field, or slashing outside the off stump, you'll appreciate the attention to detail, and the years of development that have gone into this game. All of the test-playing sides are there, from Australia to Zimbabwe. Authentic batting and bowling averages are included for the 20 players in each squad, together with bowling style, and whether they bat and bowl left or right handed.

Of course, you don't have to use the built-in teams. If you fancy opening the batting for England, or replaying that village cricket showdown, you can input your own teams and save them to disk. You can also save a partly-finished game, and reload it another day.



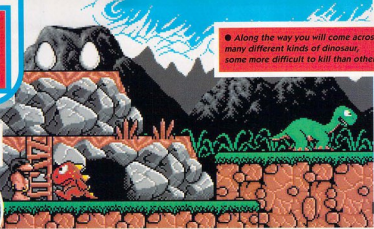
Choose from three skill levels:
Amateur Professional
and World Class.
Play a limited overs match or
a full five day test
(or anything in between),
and if you prefer to take a back
seat for a while, why not start up a
game between two computer
controlled teams?

Graham Gooch World Class Cricket requires a minimum of 1 meg of memory. It is available NOW for Amiga (500,500P,600 or 1200) and Atari (ST/STe) price £29.99. A version for IBM PC (256 colour VGA only) is in preparation.

BUDGET ACTION

● Along the way you will come across many different kinds of dinosaur, some more difficult to kill than others

● Losing your energy isn't a very bright idea. Lives are in short supply and you'll need a full complement to get through the game



PREHISTORIK

Yet another new budget label has arrived starring Titus the Fox as company leader. Fox Hits is going for it's first success here...

As budget software tightens its grip on the ST world, you have to wonder sometimes whether the buyers are getting value for money. In many cases the answer is no, but increasingly, companies have to make sure their budget releases are of a high quality to beat the competition. No longer can they re-release any old tripe (with the exception of Hot Rubber!) and expect to get away with it.

Titus are now going for the budget market and they have

at their disposal one of the cutest characters of recent times - that wily old Titus the Fox. Called Fox Hits, the label has quite a mixture of stuff lined up.

Prehistorik is one of their first releases. Originally this came out

at the same time as Core's Chuck Rock which was slightly strange as they both feature cavemen as the main characters. For me, Prehistorik was the better of the two. The sprites are so cute it's untrue and the whole game just has a more cuddly, playable feel to it.

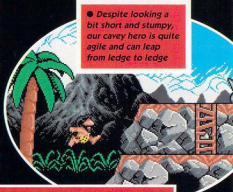
Cavey capers

You must feed your starving caveman by moving him through the levels collecting grub. Along the way there are plenty of prehistoric meanies to bash over the head with your trusty old club. Once you get to the end of level, if you have enough food you get the chance to progress. If not, then back you go. Collecting enough food allows you to have a shot at the dinosaur which could be one of the cutest

characters you'll ever see.

Simplicity was the order of the day for the programmers of this game. The idea is so uncomplicated it just has to work, and does so quite effectively. If you missed Prehistorik the first time around (which is quite possible because it was never a high profile title) then make sure you don't pass up this second chance. Paul

● Despite looking a bit short and stumpy, our cavey hero is quite agile and can leap from ledge to ledge



● Groovy stuff this. I liked it the first time around and now it's only a tenner. Worth that of anybody's money. It's so cute. You want to cuddle the the end of level beasties rather than bash 'em!

COMMENT

PUBLISHED BY FOX HITS

PRICE: £9.99 2 DISKS

CONTROL METHOD: JOYSTICK 1 PLAYER

OVERALL

83%

BUDGET ACTION

The last thing you want is to waste money on a sad piece of software. I guarantee you'll find no jive talk in this round-up...

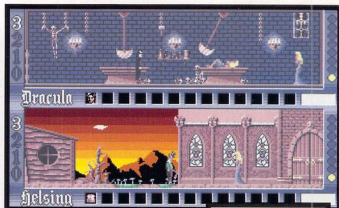
BRIDES OF DRACULA

Thirteen beautiful virgins wander aimlessly around the rather dull village of Bistriz. Dracula has decided to leave his dusty castle in order to enter the sleepy hamlet and take (in the biblical sense of the word) these women back to his home in order to lead them to a life (or death) of sin in this mongrel of every genre that has ever existed.

The small, well animated graphics do it for me, together with the

two player split screen game. One player plays Drac, whilst the other - that cockney Doctor bloke who set his sights on taking a stake to the dark ones 'apple tart'. It's a race against time as the vamp sucks the necks of his victims while the Physician attempts to save their souls from the evil wrath. Good fun, especially if you like sucking on virgins necks (Long story! I don't like talking about it-Paul)

81%



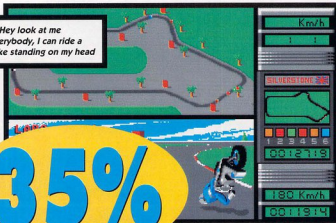
Do you come here often? Joanne, that was my mothers name. (Extracts from Weak chat up lines, Vol 1)



BY ZEPPELIN PRICE: £9.99

HOT RUBBER

Hey look at me everybody, I can ride a bike standing on my head



35%

The problem with French programmers is that they tend to produce cosmetically excellent games, but generally with the playability of a half brick. That same factor is quite obviously inherent within Hot Rubber. It's a one or two player bike racing game which uses a split screen, not a million miles away from that of the Lotus series.

The action (if that's what you'd call it) is viewed from directly behind the biker and, as you can see from the screenshots, it's graphically impressive. My initial elation turned into tears when the game actually started moving. A jerky movement routine really puts a dampener on things. On the plus side a rather attractive girl poses on an equally appealing motorbike for the photograph on the cover, although it hardly justifies spending your cash.

INTERNATIONAL TRUCK

It's good to see Zeppelin taking a break from the norm. Look how many overhead car games we've had in the past. Truck racing is not as high profile as the Formula 1, but to the drivers it's every bit as dangerous. How would you like 38 tonnes shunting your backside?

All the features you'd expect are in there including computer oppo-

BY FOX HITS PRICE: £7.99 BY ZEPPELIN

The man who knows all about having a limited budget 'Brad (Respect) Burton', checks out the l

BUDGET ACTION

DOC CROC'S OUTRAGEOUS ADVENTURES

All right so it's a bit rough around the edges, but behind those second rate graphics you've got a real cracker of a game. The plot's weaker than a glass of stupidly watery Ribena. But hey, you would have to be a real idiot if that put you off. It's just a case of jumping around the platforms and bricks picking objects up, whilst trying to avoid baddies.

Argh, one major downer in this middle of the road game, has to be the music. It's one of those tunes

that really does annoy. Still nothing a quick twist of the volume knob can't sort out. I spent a good hour or so, wandering around and what a good time I had. DC is great fun and should appeal to boring grown ups as much as it does to big kids, like myself. It's simple to get into and no doubt a bit easy to complete.

But fun while it lasts, however long that may be. I didn't know Doc Croc has his own TV show, did you?



● The not so impressive intro screen. But it does get better later on

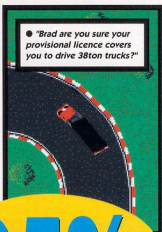


75%

BY ZEPPELIN PRICE: £9.99

NATIONAL RACING

ments, pit stops and realistic trailer movement. Whoa! Can't be bad and truth beknown it's rather neat. With the addition of the World Championships as well as single races it should last you some time. It's another one of those top little games you and a mate can play for even better value together!



● "Brad are you sure your provisional licence covers you to drive 38ton trucks?"

85%

BY LIN PRICE: £9.99

ERIK

76%

Looks a bit Codemastery this one. As a character Erik fares well amongst the heroes of the ST - Dizzy and Captain Dynamo. As a platform game the same applies. The evil Loki has taken over the world, our hero dons his helmet and his quest to remove the tyrant and restore peace begins.

One thing that is apparent from the off is how the background graphics draw inspiration off a whole myriad of classic platform games. This isn't a bad thing, and to an ST veteran such as myself it was a great trip down a chip memory

lane. Nostalgia aside, 28 levels provide more than a few hours of pleasure, and don't forget the secret rooms scattered around the place.



● This is one snail that isn't slow, if only I had some salt

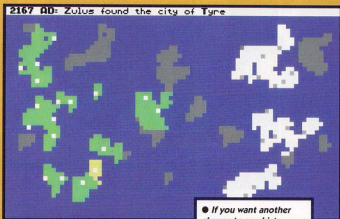
BY ATLANTIS PRICE: £9.99

...test, not necessarily the best software buys for under a tenner! 'Sound' advice, it certainly is.

PLAYER'S GUIDE

CIVIL

Well here's the concluding part of our Player's Guide. If the review didn't persuade you to buy the game hopefully the guide has...



● *If you want another chance to see history then you can watch the major events at the end of each game*

SPACE RACE

Over the past two months we've hopefully managed to teach you a little about most of the important aspects of the game. For the majority of each campaign it is matters such as governmental types and war-time strategies which will take up most of your valuable time. However as a game begins to near it's completion a new factor becomes apparent. Sooner or later you will have to start developing your very own space programme.

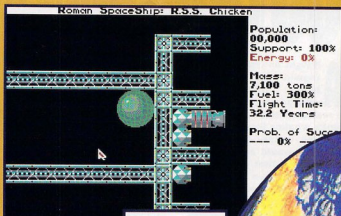
All this assumes that you have not won the game by wiping out all

the other civilisations in the game. This is extremely tricky to do, but does eliminate the need to worry about how far behind your opponents your quest for the stars actually is. Chances are though that you'll have to win the race for the stars if you want to pick up those lovely bonus points and win the game.

ON THE FIDDLE

Remember that there are an awful lot of scientific discoveries to be made before you can start work on your rocket. This should be consciously in your mind right from the beginning of a new game. If it isn't you'll find you've wasted valuable millennia fiddling about developing things that really aren't going to be of much use to you. As we've tried to stress all along, planning is the all-important key.

It is always an advan-



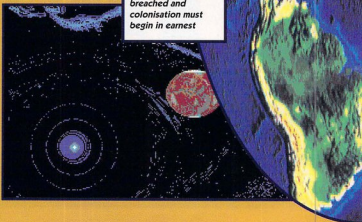
● *The RSS Chicken is nearly ready for launching. Will you get there first?*

lage to get your space programme up and running ahead of your enemies'. But by no means does this guarantee that you'll beat them to colonisation. There are a lot of factors including money, number of cities and even military defences that all play a part. Just because you have the technology, doesn't prove you have the resources!

Just like the rest of the game, the whole Space Race process is decision after decision. Chances are by this stage you'll be running out of time (or already run out of it and decided to continue your game). As you probably know already, after a certain date the game stops recording your scores and achievements and saves your name to the score table. Of course you can carry on, but you won't get any points for your efforts.

If you still have some

● *Well it's all over. The stars have been breached and colonisation must begin in earnest*



IZATION



ROCKETRY Civilization Advance

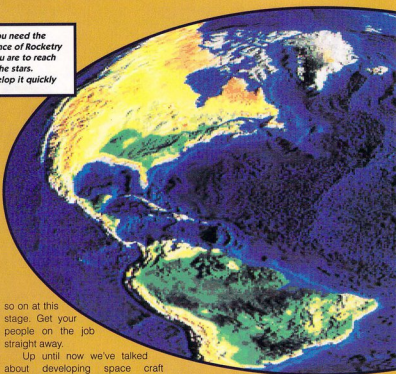
● You need the science of Rocketry if you are to reach for the stars. Develop it quickly

Although experiments with ROCKETRY trace back to Chinese fireworks powered by GUNPOWDER one thousand years ago, most of our current knowledge was developed in the 20th Century. A ROCKET is propelled by the ejection of gases created by the COMBUSTION of on-board fuel. The COMBUSTION creates pressure that is vented through the rear, and thrust against the front interior of the ROCKET CHAMBER pushes the ROCKET forward. The first guided ROCKETS were used in World War II. Recently, ROCKETS have been used to launch orbital ballistic weapons and launch

time then getting to Alpha Centauri first will give your final score a massive boost. It is worthwhile therefore trying to get these extra points by sending out the smallest possible size of craft that you can prepare in the allotted time. The bigger the craft, the more points you'll get, so it'll be down to your individual judgement as to how much you can get away with without getting beaten to it by the Zulus or some other equally competent race.

Always bear in mind that some parts of the ship take much, much longer to build than the others. It is therefore worth starting creating some of these at some of your cities long before your Apollo Programme is completed. This could give you the head start necessary to beat the other. One mistake you have to beware of making is not having the right technologies to construct one vital element. Check your manuals and the Civopedia carefully to see what technologies you still require to build the parts, then get your scientists working away to make these breakthroughs as quickly as possible.

If you are to have a decent chance you have to be prepared to drop everything as soon as your Apollo Programme is complete. Unless you have a very good reason for doing so, you should immediately put every one of your cities into producing parts for the space ship. It's a waste of time constructing libraries and



so on at this stage. Get your people on the job straight away.

Up until now we've talked about developing space craft assuming two (perhaps unrealistic) variables have not come into play. These are a) you are well behind another race in your development and b) you are at war with a particularly nasty aggressor. Let's deal with the first one of these straight away.

It could well be that for one ra-

son or another, somebody else is already well into their starship construction well ahead of you. This puts you at an obvious disadvantage as you are under serious threat of losing the game. One way to counter this is to locate your enemy's capital city (use your diplomats to great effect here) and get a load of your troops there as quickly as possible. If you have aircraft handy fly them there and attack and cap-

● Star-ship production is well underway. Another key component is completed in the captured city of Leipzig

TIP! You don't need your palace under this form of rule. So you can sell it for cash and also, if your palace is captured while you are building your space ship, you'll lose your Shuttle. If you haven't got a palace in the first place, then your ship is secure!

Leipzig Today
January 1, 2289 AD

EXTRA!
10 cents

Leipzig builds SS Component.

SS COMPONENT

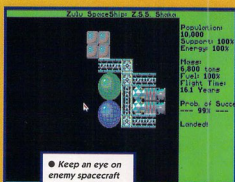
City Improvement

The COMPONENTS provide the motive power of your spaceship. There are two types: Propulsion and Fuel. Propulsion COMPONENTS are the spaceship engines, providing the acceleration and deceleration needed for the journey. Fuel COMPONENTS are supplies of fuel, each sufficient for one Propulsion COMPONENT. The minimum a spaceship requires is one of each COMPONENT, but to arrive at the best speed, it requires many more of each.

● A vital part of any spacecraft. Develop urgently



● The Romans are falling behind the times and Zulus!



● Keep an eye on enemy spacecraft being launched

ture the city. As soon as it's yours, fill it with your boys. The idea behind this is to capture the palace. If they (or you for that matter) lose their palace then the space ark goes with it and they have to

start over again!

Beware of leaving your own capital under-manned or there could well be a lot of tears before the end of the day! The last thing you want to do is waste 40 odd hours playing time by one stupid mistake. Try to leave about three strong defensive units fortified there at all times.

WIPE OUT!

If you're already being attacked it is vital that you keep your palace. Even if it means temporarily putting your space ship's parts on hold, develop enough military quickly to kill off any enemy threat. You can always catch up on your parts production by using monies from the treasury to buy extra bits (that is assuming you have any cash left in there in the first place).

A whole game can be won or lost on defending and attacking palaces at a late stage in the game. It's probably one of the best ways of crushing an enemy threat effectively as long as you have sufficient forces at hand to be able to do so.

Back to space business. As soon as you have enough necessary parts in place on your ship - launch it immediately and the race is well and truly on.

Never launch your craft if it will take more than 20 years to reach its destination, just build a few more propulsion and fuel units until it's right! The shorter it's in flight the less time there is to lose your palace or be beaten by a faster enemy ship. Stack the odds in your favour before you set out if you possibly can. See you in space!

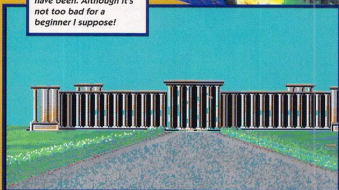
● Once you have the art of Space Flight you can then start to think about building up a decent spaceship

SPACE FLIGHT

Civilization Advance

Following the development of the first guided missiles in World War II, the science of ROCKETRY advanced to the point where direct space exploration became possible. SPACE FLIGHT advanced from simple, sub-orbital flights to manned missions to the Moon. Work continues today on building space stations and reusable space vehicles in the near future there may be a manned mission to Mars. In succeeding generations, new advances may make manned travel to other star systems practical.

● Your palace never did grow to what it might have been. Although it's not too bad for a beginner I suppose!



Well that's that! There's no way you can do anything but learn in Civilization. Even with all the tips in the world, you can still develop your own winning strategies that you will prefer to use. Sid Meier is nearing completion of Civilization 2 for the PC. Write to MicroProse and get it converted to the ST! In the mean time, why not enter the compo on the following page to win an official hint book?

THERE'S NOTHING QUITE LIKE SETTLING...

CIVILISED READING

BEDTIME READING FOR BEGINNERS

Even after three months of reading a Civilization Player's Guide you still won't know everything you could do. In fact you probably never will. But to help you along we've got our grubby little paws on 20 copies of a book called The Official Guide to Sid Meier's Civilization by Keith Ferrell.

We could never hope to reveal everything we want to because we could more than easily fill this entire magazine with hints and tips on the game. The book has over 200 pages jam-packed with information you won't find anywhere else so if you're a fan of Civilization you'd be stupid to miss out on this wonderful opportunity.

Besides an in-depth guide to playing the game there are also 175 tips and facts to help you while you play as well as a special interview with the creators of Civilization. So you get to find out all about the guys behind it too.

FILL IN AND POST OFF

To win one of the books all you have to do is design your own invention. Using the space opposite you must tell us all about the invention you would like to see in the world. Bear in mind you don't have to actually make your device so it can be as un-realistic or funny as you like. If you're particularly smart you could even send a couple of sketches in (on a separate piece of paper clearly marked with your name and address please). When we draw the best ones, we'll also print 'em within these pages for all to see.

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My mad invention would be this

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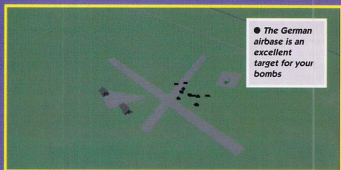
...DOWN WITH A GOOD BOOK!

PLAYER'S GUIDE

B-17 FLYING FORTRESS

Flight sims are tough at the best of times. Now, with the help of our B-17 guide, you should find yourself bombing ahead

- 1 Take out some time to observe how the gunners aim for the faster moving fighter planes.
- 2 Make regular checks on your outside view to check your engines. If your co-pilot has taken a bullet you do not get a warning message and could go down without knowing why!
- 3 When circling around Alconbury, use Shift F8 and the external views to line up on the field.
- 4 The Norden bomb sight usually gives you the release cue at about four notches of deflection but there is definitely no substitute for practice.
- 5 Have a go at diving between 350-400mph; this will become very useful on later levels when one fire extinguisher per engine is just not enough.
- 6 Fly over the big cities and press F8 to see the sights beneath you.

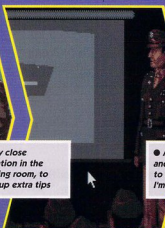


● The German airbase is an excellent target for your bombs

- 7 When navigating manually, use the rudder to steer the plane from the pilot's instrument view.
- 8 When making navigation checks use a combination of the navigators instrument and external views to orientate the map to give you an overall view.
- 9 Keep at least one pilot healthy as the plane can end up in a spin if they are in a turn when hit, giving you little time to bail out.
- 10 When you are being attacked use Z and X to change to a fighter, then Shift F1 to see the battle from the fighter pilot's view. If you prefer to taxi the aircraft manually avoid steering onto the grass; speeds above 30mph will snap the gear.



● Pay close attention in the briefing room, to pick up extra tips

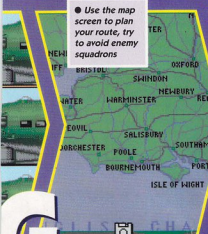


● Mission complete and no casualties to boot. Who said I'm no good at sims

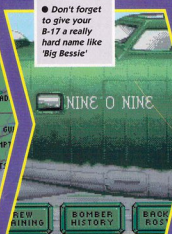


G RESS

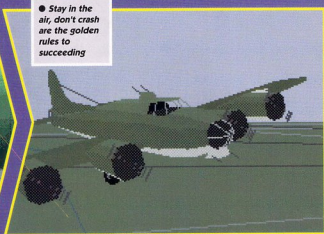
● Use the map screen to plan your route, try to avoid enemy squadrons



● Don't forget to give your B-17 a really hard name like 'Big Bessie'



● Stay in the air, don't crash are the golden rules to success



11 If you make a mess of taxiing use ALT-T to get you into the air and up with the formation.

12 Regularly check that the crew is OK and that the guns aren't jammed. It's easy to miss messages in the heat of combat.

13 Using your radio operator to send a MayDay message will improve your chances of survival when bailing out over the channel.

14 Fuel leaks can be critical to the success of a mission. If necessary turn off an engine or two and drop out of formation to conserve valuable fuel.

15 If in doubt, bail out! Landing an engineless, bullet-riddled, flame scorched B-17 after the completion of a mission is risky and difficult. Bail out when you are over the channel to ensure mission success.

16 Remember, an engine left to burn is like a bomb waiting to go off!

17 Flying at very low altitude will help to avoid flak but remember to gain height before starting the bombing run.

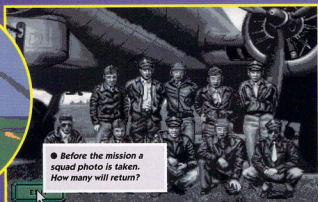
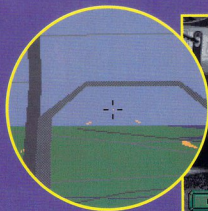
18 Flying manually to the target on a self-determined course will enable you to avoid enemy fighters, flak and other trouble. Get the formation to follow your lead, but don't get lost.

19 Let the computer controlled gunners track the target and then take over for the kill.

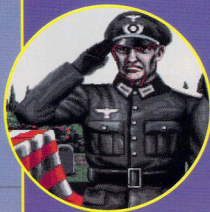
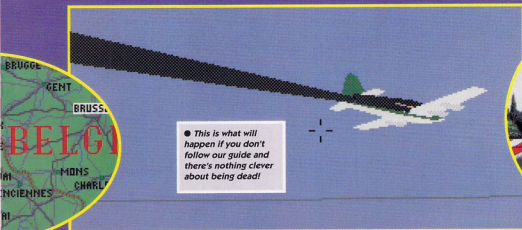
20 Before landing the plane attempt to heal injured crew otherwise they will be hospitalised and slow down your progress.

21 Having more than one crew member perform first aid on a casualty will increase the chances of saving peoples lives.

Using these tips you should hopefully be able to get further into your Tour of Duty. If you have any hints and tips for any game, send 'em in to us at the usual address. Be sure to mark your envelope 'Send me a game you fascist bullying boys'. You may win a spunky new game. As long as you've not copied them out of an inferior magazine!



● Before the mission a squad photo is taken. How many will return?



PLAYER'S GUIDE

GRAHAM WORLD C

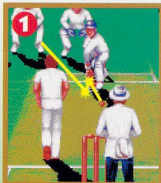
Last month we showed you the finest cricket simulation ever on any format. This month we show you how to beat it...

BATTING

When batting against the computer the most useful strokes are discovered relatively quickly:

1. The forward defensive

The most frequently played shot in the game, particularly at World Class level. Virtually any ball bouncing on the crease or beyond requires blocking. Be careful not to play this stroke too early though, as it can result in LBW, a catch behind or even bowled through the gate. Don't forget to look out for the odd single or two off this stroke.



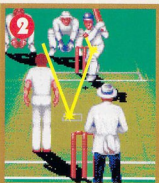
● The forward defensive is a shot worth mastering – timing is essential

2. The straight-drive

Effective for boundaries against short balls coming from either side of the wicket. If the ball is slanting down leg side and is short then you could try a hook. A straight drive is a safer shot than a cut to a short ball outside the off stump as there is less chance of giving a catch behind.

3. The on-drive

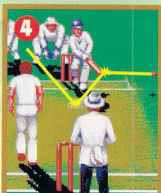
This is often a stronger and safer shot than the straight drive if the ball has a strong slant or is spinning/swinging. It's particularly useful for left handers who generally receive a more slanted delivery. Aim to hit the ball back in the direction of the bowler to score four or a six.



● Most short deliveries can be straight-driven to the boundary



● The on-drive is the left handers forte hitting back toward the bowler



● A leg glance is safer than a drive for deliveries going down leg side

4. The leg glance

A useful shot for acquiring occasional singles and boundaries from short deliveries on your leg stump. It can also be played quite safely to well pitched up deliveries if the LBW is disabled, as the batsman's pads act as a second line of defence if the ball is missed.

afford to be wasted. Just line up the batsman and play as late as you dare for an easy boundary. A hook or leg glance is best against balls angled down the leg side, depending on its length.

● Against swing bowling:

The amount of deviation a swing bowler can put on the ball is at times alarming, and catches behind are the greatest threat. Don't commit yourself to a stroke until you know exactly how much swing is being applied. Like fast bowling, well pitched up deliveries need blocking and short balls hitting. Anticipating the swing is the key and can actually help the ball fly to the boundary. Straight drives are usually the safest shot against this type of bowling.

● Against spin bowling:

This is the most playable type of bowling you will receive in a match so make the most of it. Spinners usually come on after sixteen overs in a test match once you've seen off the quicks. The only real danger is misjudging the quantity of spin applied to the ball, or perhaps playing too soon. A variety of strokes can be played against short deliveries, and playing against the direction of the spin is generally safest. Like all bowlers, spinners are at their best when they first come on but gradually lose some accuracy after while. Leg spinners are the most dangerous for catches behind so get well behind the ball and play an on-drive at the last second.

WHICH SHOT?

● Against fast bowling:

Obviously speed is the enemy here so timing is crucial. Shorter deliveries are easiest to score from, but the slant of the ball must be watched carefully whilst doing so. If the batsman is not far enough across, you give a catch behind, and if he's too far across you risk an L.B.W. Keep an eye out for the slower deliveries as these can make you play too early. A short, slow ball is an ideal scoring opportunity and cannot

SELECTION

Choosing the right players from your team squad doesn't affect the game that much, but the inclusion of a swing bowler for example does give your attack variation. This can make all the difference in a two player game. Be careful when opting for a best eleven side chosen by the computer

as it will automatically choose the best batsmen only. Bear in mind also that at least five bowlers are required for one day matches with a maximum of eight overs per bowler in a standard 40 over match. All rounders come in useful in these circumstances. Defensive batsmen make the best openers as they weather the harshest bowling the best.

England Squad Selection					
Player	Style	B. Av.	Strike B. Av.	B. Av.	Strike B. Av.
G. Gooch	Steady	12.62	10.67	12.67	10.67
M. Atherton	Leg	12.36	10.67	12.45	10.45
M. Cook	Off	12.43	10.67	12.49	10.49
G. Gower	Leg	12.89	10.67	12.49	10.49
M. Gatting	Off	12.56	10.67	12.49	10.49
G. Smith	Off	12.50	10.67	12.51	10.51
P. Pollock	Off	11.55	10.67	11.44	10.44
C. C. Clarke	Fast	12.28	10.67	12.23	10.23

● Careful selection and batting order maximise your teams assets

COMPUTER GOOCH CLASS CRICKET

BOWLING & FIELDING

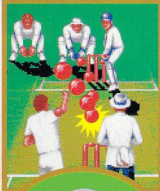
The computer's batsmen may at first seem invincible with their knack of hitting full length balls for four when your batsman can only block. The chink in their armour is a simple one though as they become completely baffled by slow, short pitched bowling, surprisingly enough.

The first temptation when bowling is to pitch the ball right up to the bat and sling it down as fast as humanly possible. It soon becomes apparent that the computer relishes this type of bowling and taking wickets in this way can be very expensive on runs.

● Bowling swingers:

Bounce the ball halfway down the pitch, aiming for arcing leg stump. Use only a fraction of the swing available (or occasionally none at all) as it is easy to get carried away and bowl a wide. Outswingers are more effective for catches behind as they swing away from the bat and towards the slip fielders. Avoid using inswingers though – it could cost you dearly.

● *Swing bowling is tricky to control but once mastered it's deadly*

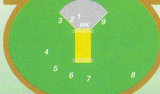
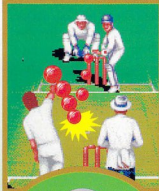


● *A heavy off side field for the outswinger which leaves the batsman. Two slips for the outside edge with plenty of men (3-6) to collect dropped catches*

● Bowling fast:

As with all types of bowling, make sure you bowl on the same side as the batsman. If he is left handed, bowl on the other side of the wicket. Make the ball bounce about half way down the pitch with the cursor, and aim for the off stump. Use around one quarter of full speed. Anything quicker could result in byes as the ball flies over the wicket keeper. This will confuse the batsman and make him give an outside edge to the slip fielders or 'keeper and a good chance of a catch.

● *Fast bowling doesn't have to be fast to be effective – try it*

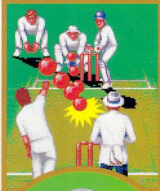


● *Two slips (1&2) for a fast bowler waiting for the catches behind. Numbers 3 & 9 are useful for run outs and the rest (4 - 8) are stopping the drives*

● Bowling spinners:

Easily the deadliest of all the bowlers at your disposal as they have the ability to completely bamboozle the computer. Pitch the ball just past halfway, so the batsman can't quite get on the front foot and aim between his off and middle stumps. Select a legbrake which will spin the ball away from the batsman and use a small amount of spin. The slip fielders will be inundated with catches and hopefully manage to hang on to a few. This method also stems the flow of runs dramatically.

● *Subtlety is the order of the day when it comes to bowling spin*



● *Keep the close fielders for the spinners and spread the outfield evenly to stop the singles. Have slightly more on the offside as the ball spins in this direction*

LEADING EDGE

To clean bowl a computer operated batsman is virtually impossible, so instead go for the catch behind. Arrange your slip fielders in the grey area behind the batsman on the left hand side of the bat. There's a maximum of two fielders in this area so position them with care. Keep the length of all your deliveries short as anything pitched up to the bat will get wacked.

MAIDEN OVER

Avoid overdoing the speed, swing or spin on the ball as this will result in the batsman simply missing it and giving away byes. Just apply enough to make the ball wobble away from the bat and catch the outside edge. Slip fielders tend to drop about 50% of all chances which can get frustrating but with a little perseverance and accuracy you'll get there in the end.



● *Bring the slips forward as catches usually drop in front of them*

Although fielding plays only a small part in the outcome of this game a few tweaks in the placings can make all the difference. Grab a fielder hanging round the boundary rope and put him as a second slip, slightly further forward than the first slip fielder. This

gives the wicketkeeper room to dive across if he fancies his chances. It also stops them getting tangled up with each other. Any fielder next to boundary is generally wasted as once the computer has timed a drive there's no stopping it crossing the rope.

Send in any tips, cheats, and top scores for this or any other game to the usual address on page 60

EVEN IF YOU'RE NOT A CRICKET FAN...



CRICKET BAT UP FOR GRABS

OR A BOTTLE OF LINSEED OIL...

● If you ask me cricket's just a load of bats and balls (cliche alert) there are however a fairly large portion of the ST gaming fraternity who would disagree. After last month's fine review of that fine game - Graham Gooch World Class Cricket - we at ST Action put our thinking caps on and tried to come up with a prize that every cricket fan would love to own.

● Aha! thought "Chicken", what about a piece of Old Trafford's turf? However, the idea was dropped shortly after I reminded him of the limited usage of a small square of rotting grass. But, never fear, before the day was out a little light bulb appeared above my head and the ideal prize was thought of... a bottle of linseed oil. Just think of all the hours you could while away rubbing your prized bat.

● Just when we had decided on this fine bottle of wood preservative for 1st prize, Audiogenic's main man Peter Carver offered a cricket bat for a prize. This bat would not be just any old bit of carved wood! No siree! It would come complete with the autographs of the entire England squad.



A MEAN DREAM BATTING MACHINE COULD BE YOURS

If you're a real fan, then you're in with a real chance to win this once in a lifetime, never to be repeated, best ever prize. All you have to do is answer these 3 simple questions.

Q1) How many runs did Graham Gooch score altogether in his first test match?

- A) 111
- B) 37
- C) 0

Q2) What sandwich filling is associated with the gentlemanly game of cricket?

- A) Thickly spread Princes crab paste
- B) Thinly sliced cucumber
- C) Some of that meat with the egg in the middle

Q3) "It's not cricket 'Arry" is the amusing catch phrase for which of these pantomime stars.

- A) Val Lehman ('Queen' Bea Smith from prisoner cell block H)
- B) Mighty Mo from those overweight, all singing, all dancing funsters and good time gals the Roly Polys
- C) Frank 'Buttons' Bruno, well known pugilist/chump who even though his attempts at the World title have ended up with him on his back, the British public still love him.

1st prize - A signed bat by all the English squad

2nd prize - A reasonably small bottle of linseed oil

3rd prize - A cucumber sandwich made by our very own culinary expert Jim Eagers

*Disclaimer - ST Action is not liable for any earache your mum gives you because you were playing cricket in the house, even if it was a tennis ball you were bowling with.

Name

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.....

.....

Send your entries to:

The Graham Gooch Competition, ST Action, Europress Interactive, Europa House, Adlington Park, Macclesfield, SK10 4NP. Your entries must reach us by 15th August.

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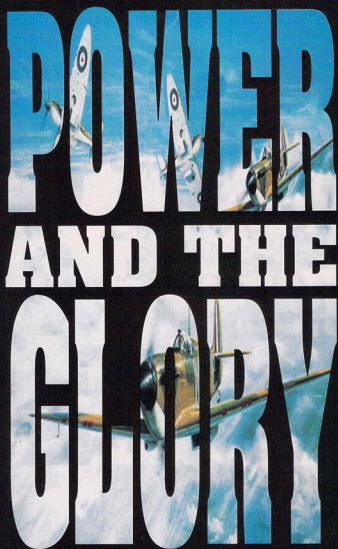
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CHICKEN GOES PUBLIC!



This month sees some of the best PD we've ever had in the office. The quality seems to be picking up at long last...

COARSE ANGLER



● It strikes me that if you have to fish you should do it outside rather than on your computer, but each to their own I suppose! Weird game though!



Nope, this isn't about a maths teacher who swears (and that wasn't a very good gag either!) but what we have here is a fishing game that claims to be as realistic as possible. Now the thing I want to know is, does that mean you can only play it at six 'o'clock on a Saturday morning while wearing green rubber trousers with a load of maggots in your mouth? I think not, but we won't hold it against the programmers.

You have to wonder about the logic behind a fishing game. If you're that into fishing there

seems little point in replacing your hobby with a computer simulation. You can hardly come home and slap a 31b Bass (it's almost as if I'm too knowledgeable isn't it? - mis-spent youth you see!) on the table and say "Look what I caught darling!".

Having said that it's also an unusual idea and will quite probably sell on novelty value alone. It does have some good plus points too. It's extremely well presented and it is something you'd put on when you're tired of blasting things in Chaos Engine.

KUBES

Digital Dimensions are the blokes responsible for this bizarre Tetris type game. You may remember them from their other exploits on the PD scene with Jiggers and Fruit Pursuit. At one stage these guys had big ambitions of setting themselves up as a budget type company but all that seems to have fallen through unfortunately, leaving them the opportunity to concentrate on the gear they can put out.

Kubes is an example of what presentation can do for a tired idea (however good a game Tetris is, it's been done a 101 times before, if not even more!).

As soon as it loads up there is impressive digitised sound (you may have guessed by now that the way to my heart is through the



● Kubes is an interesting variation on Tetris from the guys that brought us Jiggers and Fruit Pursuit

sonics of a game!) and a nice little intro. After that you've got Tetris. Well I suppose to be fair it isn't quite Tetris. There are a few changes to the rules which should challenge the "experts" out there. Give this one a try, you should like it. A nice effort indeed.

ALIENS

We popped this disk in the drive and thought we were going to be treated to another boring old slide-show when the Aliens title came up and was followed by some stills from the film. Playing over the top of these was a healthy amount of sampled sound, also taken straight from the film. Thankfully, this turns out to be just an intro to perhaps one of the best ST PD games ever.

Surprisingly the game is a war-game/strategy type thing rather than a shoot 'em-up. You take control of the group of marines on the alien planet. You know there are Aliens out there, but the number is concealed from you. Each marine has a turn in which he can move about, aim or fire his weapon. Perhaps it doesn't sound too impressive by all this but it's the game's presentation that takes it out away from the others.

Each marine in the game is accompanied by his/her character's face, digitised directly from the film. Besides that they also have a quote attached to them. For example, before unleashing a hail of bullets from her machine gun, Vasquez will scream out "Let's Rock!".

This game has obviously been put together by a guy who is a bit of an Aliens fanatic but that does it no harm whatsoever. A classic game that will keep you hooked for hours and all for only £1.50 from LAPD. Top notch gear.

● Perhaps the best ST PD game ever, certainly in the strategy area. Hours of fun in here — trust us!



● The presentation is second to none. Add digitised stills from the film to sampled speech and you're well away

ALIENS™ character artwork © Twentieth Century Fox Film Corporation.

CHICKEN'S SUPREME

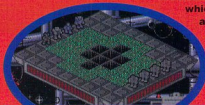
DARKLYTE

Strategy games have come to the fore this month. The thing is, it's not like they're of a poor quality either because they aren't. Both Aliens and Darklyte have had hours of thought put into them and their presentation is yet to be bettered in the ST Public Domain.

The first thing you notice about this when it loads is that it looks like Populous. Not much like Populous, but enough to let you know that it is where the inspiration came from.

The same isometric board in the middle of the screen is used, and used very effectively too. The idea behind the game is a sort of Space Marines versus some kind of alien thingie type battle. Similar in other ways to Space Crusade. Controls, idea and the general way in

which the game handles are all impressively done and this is yet another game worth it's asking price. There are four games on show over these two pages and even if you go 'em all, it wouldn't cost you as much as one sub-standard budget game!



● A Populous style game board is where you'll play your game of Darklyte



● The game takes a sort of Space Crusade look at marine warfare on an alien planet. And believe it or not it's rather good

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&

a home video is up for grabs



DONT...

- Eat any lollipops before your tea.
- Bite your Chupa chups.
- Roll it around the dogs back
- Store any half eaten lollipops in a glass of water, it'll disintegrate!
- Scratch your nose with the stick.

DO...

- Take the wrapper off before you start to suck.
- Suck, to prolong the pleasure.
- Tell your friends how nice they taste.
- Organize who can keep the lolly in their mouth the longest competitions.

As always the questions are stupidly easy so you've no excuse. To WIN A VIDEO!

Q1) The popular play ground tongue twister "Red lorry/yellow lorry" has been designed to make you say which of the following words by accident-

- A) Hallitosis
- B) Lolly
- C) Processed Cheese

Q2) My Girl Lolly Pop, was a top ten hit for which of these flash-in-the-pan solo songsters

- A) Millie "My Girl Lolly Pop" Jackson
- B) Bruce "Under the Board walk" Willis
- C) Joe "Wats a matta u eh" Dolce

Q3) Complete this classic song title "My Girl ***** Pop"

- A) Lolly
- B) Soda
- C) Blister

Tie breaker: As you all know STA are known for being generous so come on you tell us a lollipop related gag. The louder we laugh the more chance you have of winning, the winner will get to see his joke in print!

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Name:.....

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Send your entries to: I want to win a video and some lollies please! compo, ST Action's bag, Europa House, Adlington Park, Macclesfield, SK10 4NP. Your entries must reach us by 15th August.

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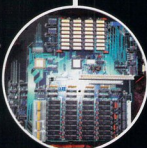
BE A SUCKER AND BUY A CHUPA CHUPS

THE HISTORY OF ATARI

With many exciting times ahead for Atari, Paul McNally and Jim Eagers take a rummage through history to find out how Atari arrived where they are in the video game world today



Crude but effective playability in the comfort of your own home



"We are lean, mean and ready to launch the best technology available both in the 16-bit handheld (Lynx), 32-bit home computer (Falcon) and 64-bit console (Jaguar) from a firm financial platform. Who else can come close?"

Darryl Still - Atari UK

It is a rare occurrence to come across a company that has been around for many years these days. In these hard times of recession and cut-backs, only the very strong companies have survived the pinch. The fact that Atari are still around says something about their position in the games market.

The name Nolan Bushnell might not mean very much to you but he's the guy that's responsible for you having an Atari machine in your home, and so, indirectly, for you reading this feature. When Nolan sat down, he knew he wanted to do something different. The thing is it was only 1972 when he did sit down so his options were extremely limited.

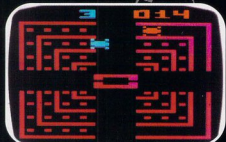
The result of his electrical findings was a game called Pong - the first ever video

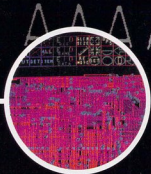
game. All it was just an extremely crude version of tennis that allowed you to knock a dot between two lines (with marketing these days it would probably be called Bjorn Borg's Pong!).

This game was obviously a bit of a phenomenon and so a format for marketing it was required. A company was needed so Bushnell formed Atari. Taking the name from his all-time favourite board game "Go!" he chose the word which is an expression of victory similar to Check-Mate in the game of chess.

Nolan Bushnell was quite an intelligent chap, and, despite Pong being revolutionary, he realised too that it was bobbins and limited. With the technology he had created he made yet more games before taking

"These days it would probably be called Bjorn Borg's Pong!"





● Above: Atari were the first company to have the circuitry that could handle the "mode seven" graphic routines which could be seen in the arcade driving game 'Pole position'

▶ the next obvious step which was to create a machine on which you could play more than one game. He called this the VCS2600 which, believe it or not, was the first ever console.

The world was then Atari's oyster and the company rapidly expanded in two separate directions - arcade games and console games. Nolan decided for one reason or another to sell up and managed to get a cool 40 million dollars from Warner brothers. Not bad for a young electrical engineer who started in his own garage!

At this stage another figure (one you'll have probably heard of this time!) - Jack Tramiel, who had started his Commodore company up as a typewriter repair company just after the war, was beginning to expand into computers. Shortly afterwards the Vic 20 was installed into the home marketplace and Sir Clive Sinclair had his ZX81 at the ready.

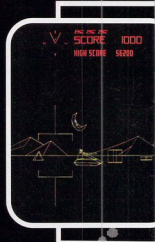
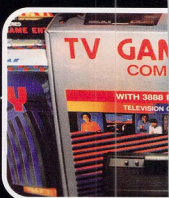
"Nolan sold up and got a cool 40 million dollars from Warner"

Arcade-wise Atari were coming up against heavy competition from the Orient. Space Invaders arrived and took the crown for a while, but Atari turned the tide back with Pacman.

It was 1985 before technology as we know it currently (16 bit) started to filter through. Tramiel sold his Commodore company and from the profits, bought the Home Computer side of Atari from Warner Brothers. Having

been involved in the design of the Amiga, Jack left because of certain internal decisions about the general marketing of the machine.

Once Jack arrived at Atari a project was quickly put into place that would create a computer that would beat Commodore's new Amiga. Named the Atari ST (for reasons explained elsewhere it was launched shortly after the Amiga to rave reviews. Following this, came magazines like this one, and you probably know the rest.



The VCS 2600 console

In many respects the current console craze is down to Nolan Bushnell and the Atari VCS 2600. When it was launched in the USA it sold phenomenally, beating off competition from later machines like the Mattel Intellivision and the Colecovision which, while technically superior, couldn't gain a stranglehold in the market despite huge advertising campaigns across the world.

Many people still have their VCS at home tucked away in a cupboard today, refusing to part with their very own little piece of history. What an awful lot of you out there won't know is that the VCS console is still available to buy at the bargain price of £39.99 (around one eighth



of the original sale price all those many years ago).

In the Middle East pirate versions of the machine are sold with over 3,500 games built in already! We've no idea how this set-up works but these little babies have no Atari badge in sight but bear a striking resemblance in all other respects! The things some people do!



● Gravitator was a hybrid of Asterioids and Lunar lander and was the most impressive game of its day.

● Adventure Slide was one of the original RPG's to be released for the 2600



● Dodge 'Em, was one of the best two player games and shied away from the likes of Pong





● *Tsk, lets just hope the pirates don't make a '3000' game version of the Jaguar console, that could kill it off.*

Atari and the arcades

As you'll know by now Pong was the first video game but Atari had to follow their own example and continue with more ground-breaking games. While the likes of Taito were taking the world by storm with Space Invaders which spawned more advanced clones such as Galaxians, Atari took games back to basics, proving even at this early stage that simple games were the most playable. Asteroids is believed by many to be the greatest arcade achievement ever. It was simplistic, under rated

and many years ahead of its time. Other Atari titles have become legends throughout the years - Battlezone, Star Wars and the amazing Pacman which could be considered to be the first cult game character in a similar way to Sonic the Hedgehog and Mario.

Even though their games have generally been bettered in the long run, Atari have always been there first with the classics, proving that they are the all-time Kings of Playability.

● *Two minutes silence for those great big rocks in the sky*



● *Defending Mother Earth in Missile command*



● *Centipede - the first shoot 'em up to use a trackball (and mushrooms)*

Over the years

1972 - 'Pong' - the first ever commercial video game was invented by Nolan Bushnell, the founder of Atari

1975 - The 'VCS2600' home video console was released - the first of its kind

1976 - 'Breakout' - released in arcades

1979 - 'Asteroids' - released in arcades using simplistic line graphics

1980 - 'Missile Command' - the first ever video game to use a tracker ball was released

1981 - 'Centipede' - the shoot'em up using a tracker ball

- Bucks Fizz win the Eurovision song contest with 'Making You're Mind Up'

1982 - 'Pole Position' - the arcade racing game released using mode seven graphics

1983 - 'Star Wars' - the revolutionary 3-D arcade game released using perspective and sampled speech

- 7800 released in America, the updated version of the 2600 console

- The Atari 800XL computer was introduced into hundreds of retail outlets worldwide, pushing the technological boundaries of computers that one step forward

1985 - The 7800 released in Britain

- The ST was unveiled for the first time at the Chicago exhibition

- The following week Chicago topped the British charts with their hit single "You're the Inspiration"

1992 - The launch of the Falcon. Atari's new wonder-machine designed to beat Commodore's A1200 in every department

1994 - A peek into the future sees the Jaguar released into an ageing console market where it cleans up due to its superior 64 bit technology

● *Below: It's big ST himself, Sam Tramiel, the brains behind Atari prepares to launch another machine onto an unsuspecting market. Once again consoles are the target just as they were in the early eighties. Will they succeed again?*



Many thanks to Darryl Still & Atari U.K. for their generous contributions on this feature

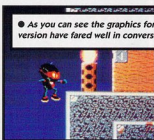
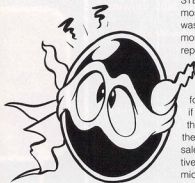
ZOO

You may often have wondered to yourself whether Zool would ever come out on the Atari ST machines. Now HERE HE IS...

They said it couldn't be done. They said he'd never come out. But now, to dumbfound them all, Zool is about to burst forth onto the Atari ST. The wait is almost over. The greatest character to ever grace a computer (and the only one to ever really challenge the console kings - Mario and Sonic!) has almost made the transition we've all been waiting for.

It's antastic

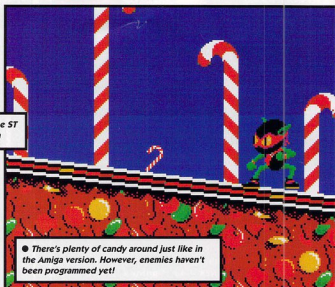
There's been a great deal of "Will it?", "Won't it?" regarding Zool. Gremlin themselves never really



● As you can see the graphics for the ST version have fared well in conversion

seemed overly sure. At one stage it looked like the ST simply wasn't going to be able to handle the speed necessary for a game such as Zool to work. At this stage an STE version perhaps seemed the most likely solution but even that was up in the air until about a month ago. Now we can happily report that STFM owners will also be able to enjoy the game as much as the next man.

Gremlin are apparently going for a September launch date and if Amiga and PC sales are anything to go by, this should give them three months of massive sales leading up to the festive period (Gawd! It's the middle of July and that's



● There's plenty of candy around just like in the Amiga version. However, enemies haven't been programmed yet!

the first mention of Christmas this year!). At one stage when the Amiga version was in its prime, and at Number One in the charts, it was selling five times the number of units that the game in second position was pushing out. That's pretty amazing by any standards and could

well be a contributing factor as to the reason to convert it onto as many formats as

possible before the popularity of the character dies off.

Zool 2 is on its way on the Amiga so it doesn't look like the phenomenon is about to end just yet. Before we start worrying about the sequel for the ST though, let's take a closer look at what'll be in the what'll be in a couple of months time.

To start off with we got Gremlin's PR bloke (and former ST

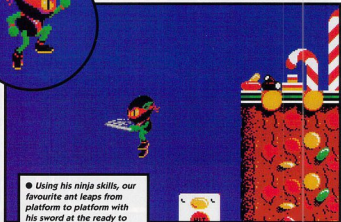
"He's lean, mean and really quite cute...for an ant anyway!"

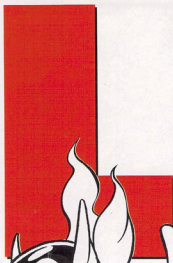


● Teetering on the brink of an enormous cavern, Zool desperately tries to maintain his balance without slipping over the edge to the spikes below



● Using his ninja skills, our favourite ant leaps from platform to platform with his sword at the ready to fend off potential killers. Oh don't forget the choccy!





PROJECT: Zool
PUBLISHER: Gremlin
PROGRAMMER: Mike Chiltern
GRAPHICS: Peter Daniels, Ade Carlos
SOUND: Pat Phelan
INITIATED: Early '93
RELEASE: September '93
PRICE: £25.99



over a month so a lot of the game has still to be added to the main engine which is virtually ship-shape and in full working order.

Where are they?

No enemies were in the version we saw so at the time of writing we're not really sure whether there will be any slow down if there is a lot of movement on screen at the same time. Having said that, with the efforts that have been put in up to now, it is unlikely Gremlin will let anything as silly as this spoil their baby. Especially when it's as high profile as this.

Action Editor to boot) - Nick Clarkson to bring up everything they had to these groovy offices. A version arrived that would run both on an STE and STFM. This disk was unbelievable - Zool on the ST? In our very hands?

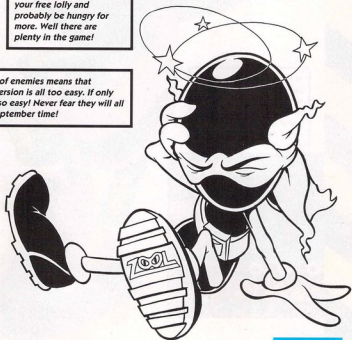
The copy we've got has, in fact, only been in development for just

● Climbing walls is just one of an ants skills. Collecting sweets and dispatching enemies are their others!



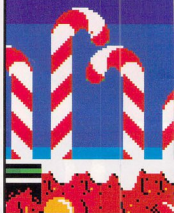
● By now you'll have munched your way through your free lolly and probably be hungry for more. Well there are plenty in the game!

● A distinct lack of enemies means that completing this version is all too easy. If only you would get it so easy! Never fear they will all be there come September time!



● Watch out for the razor sharp spikes firing out of the walls. Any contact with Zool will mean an instant tea-bag of a hero. No good to anybody really...

● The Zool sprite itself moves very fluently and looks like the Amiga one



As we mentioned before, speed is of the essence in this type of platform adventure. There's no point in having a character ambling around the screen at a snail's pace. All this succeeds in doing is frustrating the player and failing to test their reflexes as much as they should be tested.

"It's cool to be Zool as ST owners will find out in September!"

The STFM version looked a little slow at this early part of its life, but Gremlin are confident that this will be sorted out well before the game comes out. It is also worth noting that although the game was slow, it was still faster than the majority of games of this nature for the ST. Just not fast enough for the Zool we know and love!

An important difference between other versions of Zool and the ST incarnation is the character itself. Zool on the Amiga was criticised in some corners for not being cute enough (the main sprite that is!).

Cuddles corner

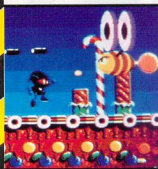
So for Zool 2, the art has been completely re-designed to cuddly (an achievement in itself). Rather than use the un-cute insect in the ST version and make the same

mistake, the decision has been taken to include the new Zool right from the beginning (you can have a good close look at him by looking at the front cover!). So you can rest assured the ST version will be totally unique compared to the others on the market!

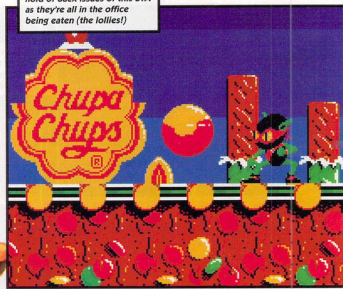
So what's next?

Other than that, the game will remain the same Zool that we all know and love. In doing a conversion, Gremlin has shown a willingness to back the ST market, and while they're a little cagey about what their next release will be it will hearten a lot of people out there to see another big company prepared to support their machine with a big-name title such as this at this stage in the day.

● Here's a shot from the latest version complete with enemies. They are all there, everything you've come to expect from a good game of Zool



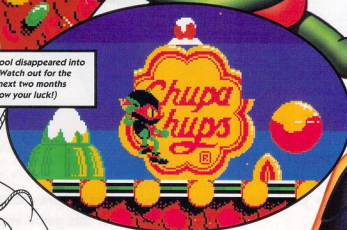
● It's the Chupa Chups. They're getting everywhere. Needless to say it'll be tricky to get hold of back issues of this STA as they're all in the office being eaten (the lollies!)



● For an ant Zool's quite an agile guy. You only have to wait until September before you'll be able to play this classic game for yourself on your own ST



● And then Zool disappeared into the distance. Watch out for the review in the next two months (you never know your luck!)



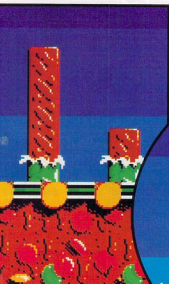
Now, what must happen is for gamers to back this move and show that a title can still sell well on the ST. We think they will. Quality usually prevails! It's not too difficult to see Zool becoming the biggest selling ST title of all time, if other sales are anything to go by. Watch out for the full review in the next two months if God shines on us. In the meantime we'd like to thank everyone at Gremlin for their help in putting this all together so smoothly.

Paul

JIM'S BLAND ANT TRIVIA

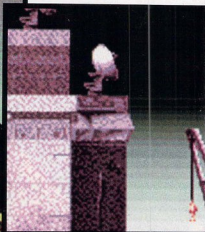
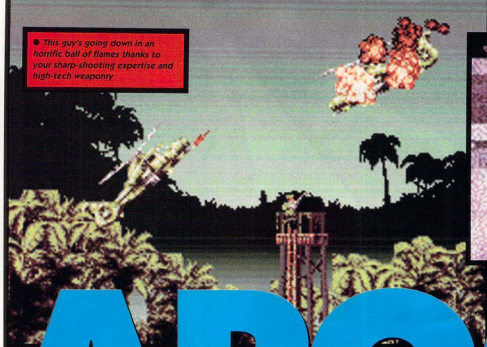
- The Zool character is loosely-based on an ant
- Proportionally the ant is the strongest creature in the world. It can lift 50 times its own bodyweight
- Adam Ant's real name was Stuart Goddard
- Winged ants have the ability to shed their wings once they have found a suitable partner
- The Queen egg-layer in Aliens was based on a Queen ant
- Bicarbonate of soda is a reasonably effective ant killer

● Tricky. Tricky. There's an awful lot of spikes to avoid here by leaping across from one biscuit to another without touching the ground



● The more colourful the better as far as Gremlin are concerned. Is Zool going to become the biggest selling ST title of all time?

● This guy's going down in an horrific ball of flames thanks to your sharp-shooting expertise and high-tech weaponry



APOCA

Gunship mayhem as Virgin load up the weapons onto the best arcade helicopter game yet on a home computer...

Well, that's all water under the bridge now and eventually the game is set to surface under the high-flying Virgin badge. At the time, it really didn't look like there would be an ST version produced, but now, in mid 1993, we are assured that one will follow its Amiga counterpart in another show of faith by a major software house.

"First impressions of this game are absolutely stunning"

seen the screenshots and been amazed by the quality of the graphics and may even have thought to yourself that they look like arcade shots. Well kids, you'd be wrong. Admittedly we haven't got any ST screens to show you just yet, but these piccies are from the humble old Amiga so the ST ones won't be too different from what you see here on these pages.

● **o** kay! Hands up. Who remembers *Mirrorsoft*? Go on, you must do. It's the company that went bust 18 months ago when old Robert M. departed leaving behind him a

huge controversy and financial heartache for a lot of people. Believe it or not, the first time we saw this game was two summers ago and it came along with the PR people from *Mirrorsoft*.

By now, you'll no doubt have

Majipoor corner

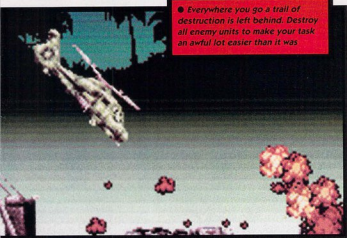
It's probably about time for a bit of plot now so here goes. Heavily armed rebel forces have arrived on the tiny Majipoor island and are holding hundreds of prisoners.



● The remains of a *Prisoner of War* camp make an ideal base to keep your supplies and drop off your rescued prisoners



● These choppers can pull off some pretty intricate moves in the heat of battle. Better be careful or you might get a bogey on your tale



● *Everywhere you go a trail of destruction is left behind. Destroy all enemy units to make your task an awful lot easier than it was*

PROJECT: Apocalypse

PUBLISHER: Virgin

PROGRAMMERS: Miracle Programmers

GRAPHICS: Miracle Programmers

SOUND: Miracle Programmers

INITIATED: Early 1991

RELEASE: Late summer

ALYPSE

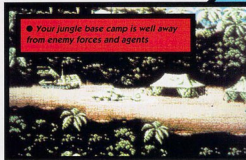
BANKRUPT STOCK

When Mirrorsoft went down they left a trail of problems behind them. Not only were great prospects like Apocalypse left out in the cold but massive distributor shortages arose for classics like First Samuri and Mega-lo-Mania. People were going to shops and not being able to get their hands on software which had just been reviewed.

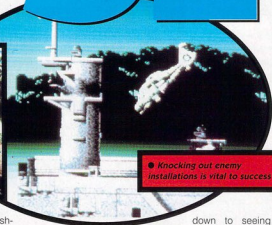
Something's obviously up and, as usual, it's you that's got to sort it all out. You'll have to fly your sexy new craft around collecting POW's and removing them to a safe haven. And while, you're doing all this, you could probably do with taking some of the enemy out of action too!

You'll have the usual array of mind-blowing high tech weaponry at your fingertips to unleash upon the enemy. However, there's also a little realism tucked away in there because it's all too easy to blow civilians out of existence by accident too!

The thing that will make this game stand out from the crowd is the attention to detail with



● *Your jungle base camp is well away from enemy forces and agents*



● *Knocking out enemy installations is vital to success*

the graphics. We're not sure what the ST sound will turn out like at this stage, but if it's got anywhere near the number of samples the Amiga version has, then it'll be pretty cool. Graphically the game is simply stunning. This is one of the few home computer titles that wouldn't look totally out of place down at the local arcade next to the big boys.

Miracle makers

It must be quite a task developing a game such as Apocalypse and the guys responsible - Miracle Games - seem to be working to their name. It's a difficult project to undertake but initial signs are extremely good.

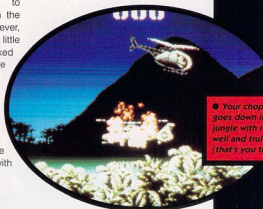
Without wishing to sound too optimistic it does seem to us that interest is picking up in the ST market. After months of doom-mongering from all corners, it looks as if people are starting to realise that a bit of an over-reaction could have taken place. Hopefully now we can all get

down to seeing some seriously good games in the future.

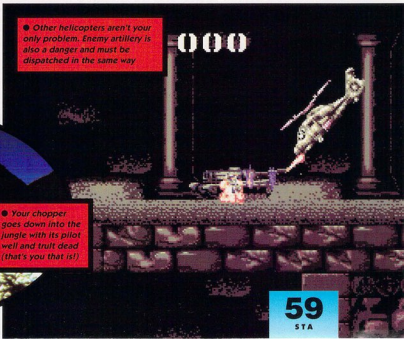
Watch out for an ST launch of Apocalypse hopefully in late summer. Being realistic though it could be a little later than that! Either way, it's not long to wait for a game as good as this could be.

Paul

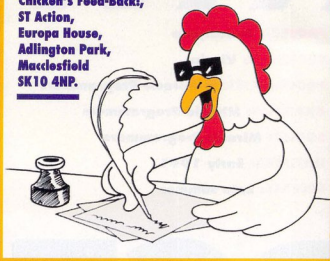
● *Other helicopters aren't your only problem. Enemy artillery is also a danger and must be dispatched in the same way*



● *Your chopper goes down into the jungle with its pilot well and truly dead (that's you that is!)*



Send your post to:
Chicken's Feed-Back,
ST Action,
Europa House,
Adlington Park,
Macclesfield
SK10 4NP.



CHI

Well there's a new style to your letters this month. All your mail now goes into the Feed-Back bag and the best is plucked out...

A pal for a pen!

We're two really sad and lonely girls who have only recently come across computers and over the past month have really got into playing arcade games. We're 17 and 18 years of age and can't keep off the ST. Anyway, we were wondering if anybody wants to write to us in a pen-pal kind of way to talk about life in general (or even Big Macs at McDonald's). We've only ever seen one copy of STA but think it's a great read and Freestyle really made us laugh. We'll be sending in some bits for the Pointathon shortly.

Joanne (MUFC) Matthews & Michelle (buy) Mee, Manchester.

Glad we can be of assistance. It's always nice to hear from new readers. Enjoy yourselves and we'll pass on the (doubtless) millions of letters you'll get straight to you. If anybody

STAR LETTER

Virtually perfect

Let me start off by saying that I doubt if you'll print this letter because it isn't totally to do with the ST. What I want to talk about is the way things have progressed from the old days of games to what we have today.

I was in an arcade in London last week and was drawn to a four-player linked up version of Sega's Virtua Racing. Here four people (to my knowledge we were all strangers) sat down, inserted their 50 pences and proceeded to take part in a Formula 1 race, the likes of which I've never seen before. At one point, two of my competitors collided and flew off the track. A mini-argument then ensued about who was to blame. I took my opportunity and came first. The graphics, sound and presentation of this game are quite simply gobsmacking. The best I've ever seen.

A monitor was placed above the four

linked machines and watching it later on I realised that it was like television coverage in the way it cleverly flicked to different camera views to keep track of the action. Every crash, every collision was highlighted for all to see!

My point (before you start editing my letter) is that when you look at where we were ten years ago with Hunchback and PacMan and where we are now. It is scary to imagine what we will be playing in the year 2000. Games these days are getting far more realistic and appealing more to people's competitive nature (the argument over Virtua Racing shows this up well). At the moment there is also a trend for violence, which I personally believe will die out as soon as the novelty wears off. Virtual Reality games are tripe at the moment, but in seven or so years who's to say what we'll be shovelling two-pound coins into?

The ultimate gaming experience is

no doubt just around the corner but don't you think it could change society for ever?

Robert Marshall, Braintree.

Oo-er that's a bit deep. I have to admit we've had a similar conversation in the office before now. Virtua Racing is probably one of the best non-violent arcade games ever and you are right in saying that there is a trend for violence in games at the mo.

Ever since the beginning there's always been killing in games. Even Space Invaders was about wiping out a race. It's just that the killing is far more graphic these days.

Who knows what things will be like by 2000? I guess that's part of the fun of being into computers (I'd just like to point out that I'm not bland and do have interests aside from games. I have a normal interest in girls and enjoy going out and drinking beer too!).

does want to write to Joanne and Michelle, send your letters to me and I'll send 'em on to the girls for you. If anybody else wants fixing up, drop us a line.

A good kicking

I have a few questions to ask about football games:

- 1) When is Dino Dini's Goal coming out?
- 2) Will you be reviewing it?
- 3) Will you be updating your Top 10 football games chart soon?
- 4) About three years ago, the Computer Football Association ran a competition to find the UK's No. 1 at Kick Off and Kick Off 2. What I want to know is if a similar competition will be run for Goal?
- 5) I own Kick Off 2 and Sensi Soccer V1.1 and I think KO2 is by far the superior game of the two. What do you and anyone else think about this matter?

Gerry Leahy, Shrewsbury.

Well Gerry. No sense in hanging around. Here are the answer you need:

- 1) *Within the next few weeks.*
- 2) *Yes, of course we will.*
- 3) *Probably not. It was just a part of a feature we did.*
- 4) *I've no idea actually.*
- 5) *Personally I prefer Sensi Soccer. I never had a big Kick Off fan but I got really into the Sensible game. I just found it much more playable and far easier to pick up than Dino's game, great as it is.*

CHICKEN'S FEED-BACK!

Bright side

I am writing to you in concern over the games available for the ST. I bought my ST this time last year and am wondering whether I should have bought an Amiga!

I was looking in town the other day. All the shops I looked in only had Amiga and console games which are a bit lame. The shops I went into were as follows: Boots, John Menzies, Woolworths and WH Smiths. It seems the only way I can get games is through these "Buy three games a month" places which I don't really want to do as some times I don't have enough money or I just don't want any of the games on offer!

Please, please, please can you tell me what the hell is going on in the software companies?

One final point. What is the bet F1 game out on the ST (that is if you can get it!) Thanks a lot!

Matthew Walters, Bath.

Here at ST Action we really don't believe things are as bad as people have been making out. True, there has been a rough patch in software, but it's really picked up now. Just looking at the number of reviews in this very mag shows that.

I disagree totally that budget games are lame. Okay there's some rubbish comes out but the majority of such games are classics and worth every penny of the tennor you'll pay for them. It seems like good value to me!

In one week last month B-17, Lemmings 2, Graham Gooch, Reach for the Skies, War in the Gulf and more I can't remember all appeared on the shelves of Game in Manchester. Nobody could afford to buy all these games at once. I don't know what the games shops are like down in Bath, but certainly the ST isn't dead in the larger chain stores.

We think that to an extent, software companies are starting to realise that there is still money to be made on the ST if the game is good enough. Gremlin's decision to do Zool and Virgin with Apocalypse show that there is still great interest in producing for the Atari.

Don't be fooled into thinking that everything's rosy on the other side of the garden either. Commodore recently announced huge losses over the past year because of failures like the CDTV and Amiga 600.

Atari sales of the Falcon are picking up and they've just announced the details for the Jaguar so things are genuinely looking up. Just keep your chin up!

Contaminate to eliminate

Once again I write to you, but this time it may be of interest. I want to bring up the age old subject of piracy but not to drone on about it but maybe offer a possible solution.

You know most of the problem comes from Amiga owners who get all the games there are going while us ST owners have to suffer on with the lack of games and the high prices (I won't say exorbitant as no matter what price, I still buy). I know a fairly big group of Amiga owners who buy a game between them every month and then copy it. Criminal! I also know a big group of STE owners who buy games between

them at the same rate and are happy to share the game; and not by copying it. The problem is, even manual protection can be copied, and easily at that. Here may be the solution.

On the one hand you have programmers who are exasperated at the fact that no matter what they do, piracy is still rife and on the other hand you have virus programmers who think nothing of ruining your piece of software. In a nutshell, put the two together. Get the virus writer to produce an on-disk virus that will destroy the master copy if someone tries to copy it. The pirates wouldn't dare risk it if they knew what it would do to their £30 quid's worth.

Let us know what you think. Even a virus programmer we know says it is remotely feasible. Keep up the good work with the mag. I'm sure if we haven't gone into it deep enough then someone out there could build on the idea.

Stevy Shane, Semilong.

It's definitely an interesting theory but realistically the main pirates are all programmers themselves so anything that someone puts in can always be taken out. It also stops people legitimately backing up their own software. If anyone has any other ideas write in and let us know.

POOR CORNER

Poor poem - The Owl

Hush,

I cock my head from side to side,
Is that a noise amongst the brush?
In this tree my nocturnal hours I'll abide,
Until my prey comes into view,
My eyes focusing in the moons light,
But until then, this branch is my pew,
Soon, not long, a mouse will meet it's plight,
As I descend upon it whilst it's in its state of fright.

I see the mouse now, 20 metres away,
I inhale deeply with anticipation,
Now's the time the mouse should pray,
There will be no reconciliation,
My traj.....Whoah let's round it off there - Chicken
David Davy, Royston.

Ermmm! Right, where do we start. Don't get us wrong Dave. Your poem's smart mate and it probably does impress the girls no end, but...well...we were thinking of poems more related to computers. Bland as it sounds, we thought we might get a few awful ones like those last month. So if you want to do another, but mention another kind of mouse, send it in! (By the way, if you've got any decent love poems, send 'em in because Brad needs a little help with his chat-up routine).

Buyer's

So you just don't know what to do with spare cash then? Well there are two things you can do. One is to

send it to us or the second is to choose a game from our Buyer's Guide and get to the shop now!

ADAMS FAMILY

Ocean: £25.99 Platform

They're creepy and they're gooky, positively spooky - the Amiga Action team! Well maybe not! Platform game with plenty to do **86%**

AMBERSTAR

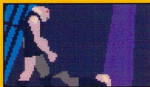
Thalion: £29.99 RPG

Scrumptious Role-player from Germany. Massive task, smart music and top quality graphics all add up to a groovy old game. **92%**

ANOTHER WORLD

US Gold: £25.99 Action Adventure

It took two years to make and a couple of hours to finish. Stunning to look at but too easy at the end of the day. **87%**



ARKANOID II

Mit 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). **87%**

ARMOUR GEDDON

Psygnosis: £29.99 Arcade Strategy

Clever little play-on-words don't you think? Psygnosis do the business with one of the best linked games yet. Well worth it. **90%**

B-17 FLYING FORTRESS

MicroProse: £34.99 Flight Sim

Big flight-sim action of a big bomber. MicroProse's attempt to get back to the big time succeeds admirably. Good stuff. **88%**

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. **86%**

BATTLE OF BRITAIN

Lucasfilm: £24.99 Flight Sim

"Chocks away cheps!" (Intentional spelling mistayke - don't worry about it!). Lucasfilm do their stuff against the mighty Luftwaffe. **88%**

BLOOD MONEY

Sizlers: £7.99 Shoot'em-up

Blasting game that is as old as the hills. A good two-player option and oodles of playability make this a worthwhile buy if you can. **86%**

BUBBLE BOBBLE

Mit Squad: £7.99 Platform

So old it's got grey hair sprouting from it! Ancient platform game that is still good to give the kids when you fancy a pint. **88%**

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! **88%**

CIVILIZATION

MicroProse: £34.99 Strategy

Awww, what a game. One of the best games ever and also one of the most in-depth. Totally smart - buy it! **94%**



CHAMPIONSHIP MANAGER '93

Damark: £25.99 Sports and Leisure

If you want a football management game and don't mind wading through tons of stats, this has to be it. Updated for '93. Yum! **92%**

CHAOS ENGINE

Bitmap Brothers: £25.99 Shoot'em-up

The Bitmaps are back with their two-player Ikari Warriors type game. Set in a freaky Victorian setting this one is good - real good! **88%**

CHAOS STRIKES BACK

Psygnosis: £25.99 Arcade Advent.

There's a smart bundle from Psygnosis containing both this and Dungeon Master. Classics not to be missed. **85%**



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 HD. **90%**

CRAZY CARS 3

Titus: £25.99 Racing

The Lotus 2 bared with from Titus. Nobody thought that Gremlin could be knocked from the top but it's been done! **86%**

D/GENERATION

Mindscape: £19.99 Action Adventure

Slip into your genes in what has to be the best puzzle game for years. Back to when gamplay counted for everything. **90%**

DISC

Action 16: £7.99 Arcade

Sort of Tron style disc game where the idea is to maim your opponent. Frantic frisbee throwing for psycholic beach-bums. **80%**

DOODLEBUG

Core: £25.99 Arcade

Go bug-bashing with the boys from Derby Get your fly-spray at the ready and squirt those pests where it hurts. **84%**



DUNGEON MASTER

Psygnosis: £25.99 Arcade Adventure

It's been re-released with Chaos Strikes Back. Many of you will have it. Many of us bought our ST's to play it! **93%**



DYNABLASTER

Ulti-Soft: £30.99 Arcade

Up to five people can play at once so get your friends round for the most playable multi-person game ever to appear anywhere. **93%**

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. **93%**

ELVIRA II

Accolade: £29.99 Adventure

Relying heavily on two rather major selling points, this sequel takes a very similar line in style to the successful first game. **90%**

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. **86%**



FIRE AND ICE

Roque: £25.99 Platform

Another console-style platform game with a character that looked a bit too Sonic for its own good really. Good though. **88%**

Guide

FIRE FORCE

ICE: £25.99 Shoot'em-up

Excellent effort that took over a year to come out due to legal wrangles. Very violent, soldier action well worth having. **93%**

FIREHAWK

Codemasters: £19.99 Shoot'em-up

Codemasters recent spate of more expensive titles continues with this helicopter shoot 'em-up. Action all the way! Recommended. **89%**

FIRST SAMURAI

Microsoft: £25.99 Beat'em-up

A classic beat 'em-up in its own right. Well programmed and well executed. Well worth digging out and buying. **84%**



FLIGHT OF THE INTRUDER

Microsoft: £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. **91%**

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! **93%**

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 out there mind. **82%**

GOBLIINS 2

Coktel Vision: £25.99 Puzzle and Skill
More of the same Gallic style of humour that's too heavy for me to cope with! A lot of you seem to like it though. **85%**



GRAHAM GOOCH CRICKET

Autogenix: £25.99 Sports Sim

Far and away the best cricket game to date. Delicious presentation and gorgeous gameplay make this a sporting feast. **89%**

GRAHAM TAYLOR

Krisalis: £25.99 Sports and Leisure

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

HEAD OVER HEELS

Hit Squads: £7.99 Puzzle and Skill

Bizarre 8-bit game where two animals have to join together to make one big body. No fancy effects, just playable. **90%**



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 to do. **90%**

IK+

Hit Squads: £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 years. **86%**



INDY JONES CRUSADE

Lucasfilm: £29.99 Adventure

You can only get respect for so long wearing the same clothes throughout three films! All that money and no new wardrobe! **88%**

JAMES POND

GBI: £7.99 Platform

How can I be expected to think up fish jokes month in month out? It's giving me a right haddock trying, it really is. Honestly! **88%**

JIMMY WHITE'S SNOOKER

Virgin: £29.99 Sports and Leisure

Yep, it's a fine snooker sim, it's just a pity snooker is as boring as golf! Excellent if you like balls and pockets. **91%**



KICK OFF 2

Ancw: £24.99 Sports and Leisure

A stonking arcade style football game with the emphasis on pace and passing. Wondrous in every sense. Hard to control. **92%**

KLAX

Demarc: £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. **78%**

KNIGHTMARE

Mindscape: £25.99 Arcade Adventure

Lots of mazes to get lost in. Tony Crowther is Yorkshire's best programmer but the competition isn't too stiff! **91%**



LEGEND

Mindscape: £29.99 RPG

Classic RPG in the style of HeroQuest. Much better and worth a look for any dice-roller worth his or her salt. Recommended. **93%**

LEMMINGS

Psygnosis: £25.99 Puzzle and Skill

Will a software house please make a game better than Lemmings because we're sick of the green haired gits! **93%**



LEMMINGS 2

Psygnosis: £25.99 Puzzle and Skill

They're back, they're better and they're still got that green hair! This is a smart sequel with loads more than the first one. **94%**



LOTUS

GBI: £7.99 Racing

Still worth getting your hands on this classic especially if you can't afford the latest in the series. An all time great! Smart! **88%**

LOTUS III

Granville: £25.99 Racing

It's got all the features of the first two games combined plus rather top track editor too. Renders the others pointless really. **93%**



LURE OF THE TEMPTRESS

Virgin: £29.99 Adventure

A right top treat this. Revolution throw down the gauntlet to the yanks. Beat this for a graphic adventure game! **91%**

METAL MUTANT

Baze: £9.99 Arcade

Robotic wanderings in this arcade masterpiece. Old but not dated and for a tenner you can't knock it can you? Get it now! **92%**

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! **88%**

MEGA LO MANIA

Mirrorsoft: £25.99 Strategy

"The production run's completed!" Aaaaarrggghhhhhhh. If I hear that bloody sample one more time there'll be tears! **90%**



MEGATRAVELLER

Empire: £29.99 RPG

Character generation was the strong point in this game. Precise and accurate to the real game. Could be tedious though. **82%**

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. By far the best effort yet. **90%**



MIDWINTER 2

Rainbird: £29.99 Arcade Strategy

The ice has melted in this Mike Singleton sequel. Massive play area and a ridiculously large task make this unmissable. **90%**

NITRO

Sizzlers: £7.99 Racing

The best Super Sprint clone and up to three players can play at any one time. Unlimited levels means unlimited gameplay. **83%**

NO SECOND PRIZE

Thalions: £30.99 Racing

Yum! Yum! Yum! Yum! Yum! Yum! German cycle racing and it's so very very fast! Set to be the classic race game of all time. **94%**

PACIFIC ISLANDS

Empire: £24.99 Land and Sea Sim
Tanks for the memories. A 20mm barrel of fun. You really should shell out for this superb combat simulation. **88%**



PANG

Hit Squads: £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 beat 'em up that has yet to be beaten. **92%**

PARASOL STARS

Ocean: £25.99 Platform

So what is this? Rainbow Islands 2 or Bubble Bobble 3? We've seen it all before and it still works. **89%**



PLAN 9 FROM OUTER SPACE

Gremlin: £34.99 Adventure

It's supposedly the worst film ever and that's why Gremlin wanted this notorious license. The game's okay though. Worth a look. **85%**

POOL

Virgin: £29.99 Sports

Don your swimming cossy and take a dip in Archer Maclean's Pool simulation. Oh, hang on, wrong pool! **93%**



POPULOUS II

Electronic Arts: £25.99 Strategy

Stunning tank, but then there has been a lot of stunning stuff arrived this year. Huge game, but can get 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. **88%**

PRINCE OF PERSIA

Hit Squads: £7.99 Platform

A true classic in every sense. Addictive gameplay, groovy graphics and a high puzzle factor! Yummy! **92%**



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 Squads: £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. **90%**

RAMPART

Demarc: £24.99 Arcade

Simple but addictive conversion of a game originally by Atari. Try to repel the invaders from your castle. **84%**



RICK DANGEROUS 2

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. **86%**

ROBOCO

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. **92%**



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 the SAS this is for you. **92%**

SENSIBLE SOCCER V1.1

Renegade: £25.99 Sports and Leisure

The game for fans who don't like Kick Off. Precision passing is possible! A tremendous sports game that's now been updated! **91%**

SHADOWWORLDS

Krisalis: £25.99 RPG

The sequel to Demarc's Shadowlands. As you'd expect it's a lot better. We played it for ages in the office. Good stuff. **82%**



SHADOW WARRIORS

Hit Squads: £7.99 Beat'em-up

Ninja time again. Lots of weaponry and oriental baddies launching attack after attack in this middle-aged beat 'em-up. **84%**

SHUTTLE

Virgin: £30.99 Flight Sim

Scary game when all is said and done. It's got a manual thicker than the Bible. Technically stunning flight simulator. **90%**



SILENT SERVICE

Microprose: £24.99 Land and Sea Sim

Up periscopes for the first time with Microprose. Hard to get hold of and there's a sequel out now that polishes this up. Worth having. **82%**

SILENT SERVICE II

Microprose: £24.99 Land and Sea Sim

Blip...Blip...Blip...Blipity Blop...Fire One...whoosh...whoosh...Boom!!!...Blip...Blip. Who said life under the ocean waves was silent? **83%**

SLEEPWALKER

Queen: £25.99 Platform

"They'll be many a late night with this platform romp". Brad said with a weary look in his eyes. Ocean's Comic Relief. **92%**



SMASH TV

Hit Squad: £7.99 Shoot'em-up

Kind of based on the Arnie film called The Running Man. It's time to kill thugs for cash in the most violent gameshow ever. **83%**

SPACE CRUSADE

Gremite: £25.99 RPG

Based on the Games Workshop boardgame, it combined great atmospheric graphics with lobby gameplay. **83%**



SPACE QUEST SERIES

Sierra: £29.99 Adventure

Time has moved technology past what Sierra produced. Still a series full of classics in their own right. **89%**



SPECIAL FORCES

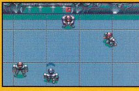
Microprose: £29.99 Arcade Strategy

Get your platoon of marines mercilessly slaughtered in impossible missions in foreign countries. Sort of strategy for beginners. **90%**

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? **90%**



STEG

Codemasters: £7.99 Puzzle

Slithering around may not be your idea of fun, but in Codemasters slug game you get the chance to lead baby slugs too! Yum! **80%**

STORM MASTER

Silmarils: £29.99 Strategy

French game presentation at it's very best! Top graphics and sound in this novel approach to the god-game genre. **92%**

STREETFIGHTER 2

US Gold: £25.99 Beat'em-up

Possibly the greatest arcade game of all time. US Gold did a fine job but it can't compare to the real thing. **81%**



STRIKER

Rage: £25.99 Sports and Leisure

A footy game that didn't try to take on Kick Off 2 to its credit. A novel 3D approach and super fast graphics made this what it is. **86%**

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. **90%**

SUPERCARS II

Microstyle: £9.99 Racing

Get in the 'low', brake into corners... Sod that! Pedal to the floor and launch those missiles at the opposition. **86%**



SWIV

Salos Curves: £24.99 Shoot'em-up

Vertically scrolling blast that was the unofficial sequel to Silkworm. Scrumptious graphics and sound creates a huge pile of fun! **89%**

TEST DRIVE II

Hit Squad: £7.99 Racing

Take part in The Duel across the roadways of America. Extra data disks are available to add cars and courses. Good stuff. **83%**

THUNDERHAWK

Core Design: £29.99 Flight Sim

Core's stunning helicopter sim based on a mythical gunship. Smooth vector graphics make this worth the cash. **90%**



TRANSARCTICA

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. **84%**

TURRICAN

Kixx: £7.99 Shoot'em-up

This game bears a remarkable similarity to the sequel (see below). Worth having any one of 'em or even both! **84%**



TURRICAN II

Kixx: £7.99 Shoot'em-up

Classic blast that's out on budget for under eight quid! It's the equivalent of four pints and it'll last you about three years longer. **82%**

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 would be handy. **80%**

UTOPIA

Gremite: £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. **86%**



VROOM

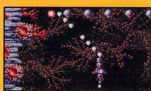
Lankhor: £24.99 Racing

So fast you'll think there's something wrong with your machine! Speedy routines make this the smoothest, fastest race game out. **86%**

XENON II - MEGABLAST

Imageworks: £9.99 Shoot'em-up

Ch Ch Che Check this out! Bitmap shoot'em-up with Bomb the Bass soundtrack. Hardcore U know the score. **89%**



s Guide

ST ACTION MAGAZINE

AVAILABLE AT ALL GOOD NEWSAGENTS



We promise next month's ST Action will be jam-packed with more of the same groovy stuff as this month...well not exactly the same, otherwise you'd already have it wouldn't you? There will be the odd difference including reviews of **The Ancient Art of War in the Skies** from MicroProse, **F1** from Domark, **Nick Faldo's Golf** from Grand Slam and a preview of Sensible Software's **Cannon Fodder**. On top of all this there'll be a Player's Guide for **Creatures** done for you by the GamesMaster Champion himself...Dave Goodyear and your usual coverdisk crammed full of quality gear to while those long hours away... Plus **FREE** fly-swatter with every rolled-up issue purchased.

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All the arcade action in your own home

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The latest SNES action game can be yours

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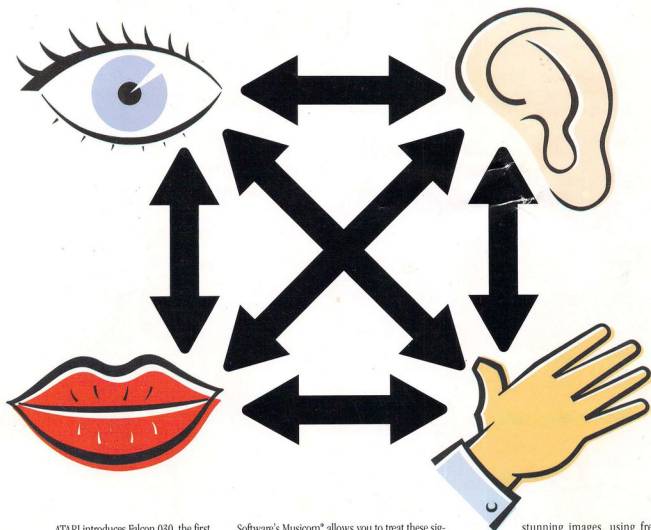


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