

# ST ACTION

THE WORLD'S MOST DEDICATED  
ST GAMES MAGAZINE

**Reviewed:**

**Wonderland, Logical,  
Pro Tennis Tour 2,  
Midwinter II, Gods**

**plus demos of three  
great new releases**

## Wonderful Wizardry

***Magic and Mystery in  
the world of Hero Quest***



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**Game of the  
month**



**Win your own portable arcade machine**

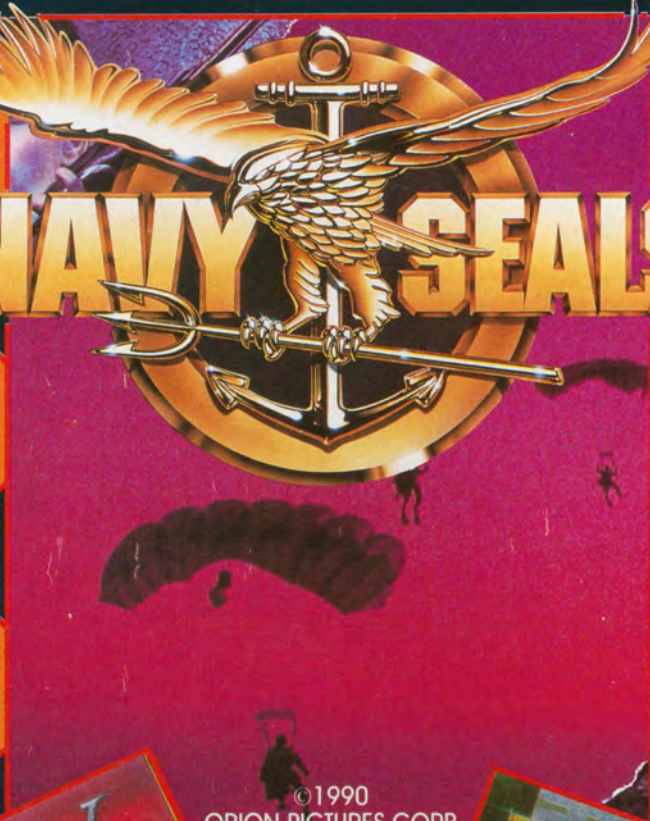
**EUROPRESS  
INTERACTIVE**



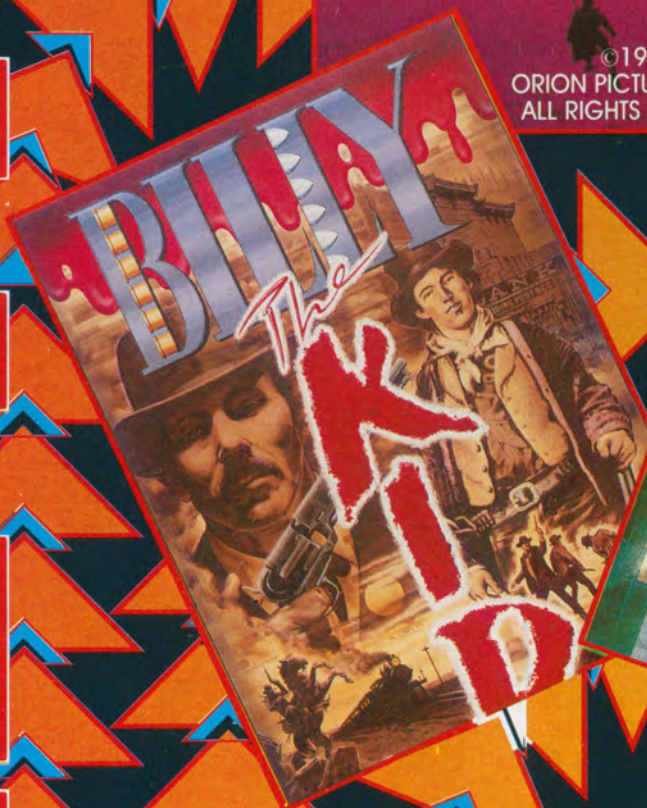
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AND  
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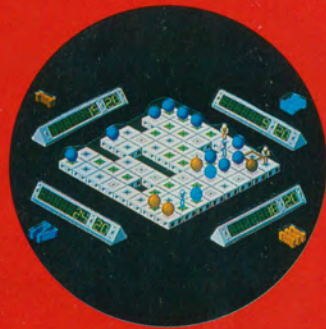
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the end of May*



# ST ACTION

THE WORLD'S MOST DEDICATED  
ST GAMES MAGAZINE

ST Action is the single biggest source of high-quality news, reviews, interviews and playing tips for Atari ST games players. Not only is ST Action's coverage the most complete, it is also the most sophisticated featuring as it does, the unique Punter-Power™ reviewing system.

## FEATURES

Psychnosis Special .....72

## REVIEWS

Awesome .....84

Cougar Force .....43

Encounter .....68

European Super League / Atomino .....47

Gods .....82

Hero Quest .....36

Hydra .....52

Jahangir Khan Squash .....28

Lemmings .....30

Logical .....66

Lords of Chaos .....38

Mercs .....34

Midwinter 2 .....48

Othello Killer / Quadrel .....46

Outzone .....81

Pro Tennis Tour 2 .....54

Stormball .....33

Superskweek .....70

Toki .....40

Warzone .....88

Wonderland .....44

3-D Construction Kit .....74

3-D Soccer .....72

# Contents

JULY 1991

## SPECIALS

### SIZZLING WITH SUCCESS!

23

Top software developers, Psychnosis, are currently working on a number of red hot titles for the ST. We at ST Action bring you the first real glimpses of their latest projects which include Barbarian II, Shadow of the Beast II, Carthage and Obitus so you can make up your own minds as to what you think will come out on top.

### MONKEY BUSINESS IN YOUR OWN HOME 50

That's exactly what you'll be getting up to if you are lucky enough to be the winner of our fantastic Toki competition. Thanks to Ocean, you could win a terrific arcade machine of their latest software stunner, put together specially for this compo. If you are not familiar with the game Toki, read the review on page 40 in this issue and see what a fabulous prize we are giving away.

### THE ST TOP TWENTY 27

Check out the ups and downs, new entries and re-entries in the new Gallup ST charts. Find out just how well your favourite game is performing on a national level. Expect to see the games we rate, up near the top soon!

## REGULARS

### ACTION NEWS 04

Even more news than usual with all the latest gossip about the industry. Mentioned is the next exciting simulation from Microprose, Empire's exhilarating efforts, a new sure-to-be cracker from Krisalis and much more.



### COVERDISK SPECIAL 15

Three of the most playable demos we've ever commissioned make an appearance on this month's coverdisk. Exclusive to ST Action is Grem-lin's Hero Quest. Don't miss Lords of Chaos from Blade Software and a great blast with Core Design's Warzone. Boot the disk up immediately for hours of guaranteed fun and excitement!

### LEARN TO CHEAT THE STA WAY 57

No need to dance with despair for ST Action's comprehensive Giving The Game Away section helps you through all those tricky gaming situations that you are bound to come across. Exposed this month are U.S. Gold's amazing Secret of Monkey Island, this issue's Game of the Month - Lemmings from Psychnosis, and the final part to Sierra's vast adventure game, Codename: Iceman.

### DUNGEONS AND DISK DRIVES 77

The Troll's back in his regular spot (or is it with his regular spot?) to help out all the poor, unfortunate lost souls, stuck down a dungeon or somewhere equally inhospitable. If you can survive his barbed tongue, why not ask for his help? You never know, he could have the answer you've been waiting for right at his fingertips.

### BACK PASSAGE 96

Featuring our world famous cutie series and containing news of Europress' epic first football match against Ocean, the Back Passage continues to be a source of totally useless information for all our readers. It also contains the vital answer to the question - did you or didn't you win a prize in our great Colditz compo?





# THE ACTION MEN... AND A WOMAN



*Sue's really getting into her stride now. It's almost as if she's getting used to those long hours and mass panic at the end of the month.*



*Alan's recently upped his roots and moved away from the bustle of busy Mancunian life, right into exciting Cheshire! The TV's pretty good though!*



*Jason's been out and about in his car a lot recently. When something's gone wrong, he's caught the bus...with his fancy XR3i! Nice shot Dotty!*



*Since his appearance in the Back Passage a couple of months back, Paul's been inundated with modelling offers...for Mothercare!*



## LAST BATTLE - ELITE

Elite have been out and about shopping for licences recently and the first of these is to be launched shortly. Last Battle is a conversion of the popular Sega coin-op machine and tells the story of the Quest of Aarzak who, along with his comrades - Alyssa and Max, set out to reclaim their homeland.

At first they were successful, but the three most evil warriors escaped the first battle and have now returned to kidnap Alyssa. Taking control of Aarzak you must set out on your mission and rescue the fair maiden, defeating the three invincible foes along the way.

Aarzak must use his Jet Kwon Do martial art skills to succeed against a whole host of enemies carrying swords and daggers, as well as experts of Tae Kung Fu. The game is due out on the 26th of June and will cost £20.42 (don't you love the extra VAT!)

## CAPTAIN PLANET - MINDSCAPE

What's greener than a talking turtle and would never eat pizza? What would definitely not be found living in a sewer?

It could only be - Captain Planet and the Planeteers! Our children can choose to inherit a legacy of wastefulness and pollution, dead rivers and acid rain or follow Captain Planet in his fight to cleanse the fast deteriorating world and save everybody from everything.

Old Captain Planet, one of the newest comic strip heroes around, is about to arrive on our computer screens courtesy of Mindscape. Billed as the first ever environmentally conscious and thought-provoking challenge, Captain Planet and the Planeteers should be available any time now. We have no details of the price as yet.



## BANDIT KINGS OF ANCIENT CHINA - INFOGRAMES

The year is 1101 and the evil minister Gao Qiu has just seized all imperial authority. The emperor has one chance to restore the glory of bygone days finding the last great hero in China.

You are the Bandit King and you must roam the countryside striking terror into the hearts of the authorities and soldiers alike. If you are ambitious enough, the Emperor may make you his personal champion and this will lead you into direct conflict with Gao Qiu.

Bandit Kings of Ancient China will include everything from recruiting the local innkeeper to swearing eternal brotherhood with the infamous Blue Eyed Tiger.

The game will be programmed by Japanese company Koei who also did Genghis Khan on the Amiga. We've no news yet of when it'll be available or of its price.

## EURO CHAMPIONSHIP 1992 - ELITE

The top coin-op in Europe for the past two years has been Tecmo's World Cup '90. Elite have picked up the licence and are currently converting it for home computers.

In case you hadn't noticed, the World Cup has been and gone, and as a prudent marketing ploy, the game will be published as European Championship 1992. It will feature all the teams who will challenge for top honours next summer in Sweden.

In full co-operation with Tecmo, Elite will be using the source code and graphic data from the coin-op original to produce an arcade conversion of the very highest quality for the ST.

It's not scheduled for release until the autumn of this year but take a look at these screenshots of the arcade version to help whet your appetite a little.

Away the lads and so on. Let's hope they get some practice in first!





# WAR ZONE



The year is 1999, World peace is being threatened by an unknown enemy force. You and your accomplice have been chosen to lead an allied attack which will take you through eight different scenarios.

War zone can be played by two players simultaneously, or as a single player game. The two player game centres around the interaction between both players, developing a need for team work and a 'cover my back' style of strategy.



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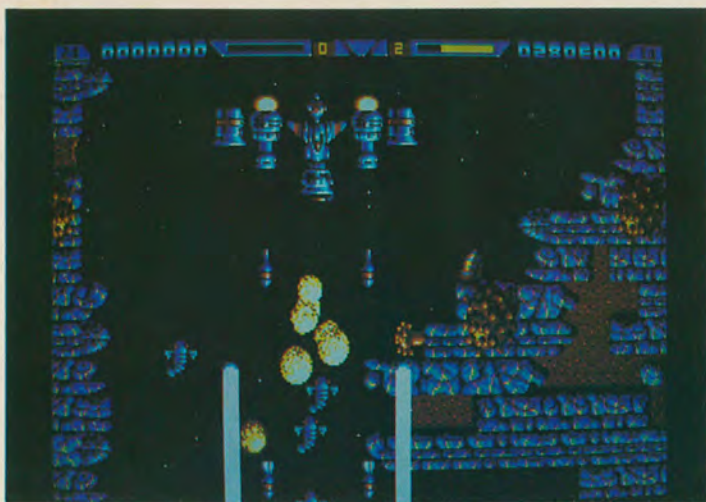
## TETRIS - INFOGRAMES

Tetris has to be one of the best known games in the world. A reason for this could be that it appears so many times in various versions on home computer format. The latest version comes from French firm Infogrames who have obviously seen a gap in the market (again!) for Tetris.

For those of you who have never played the game the aim is to create horizontal layers of bricks at the bottom of the screen. When you complete a whole line it disappears, clearing the space on the screen.

The problems lie in that the bricks are all different shapes and must be rotated to fit into the holes you create. Therefore a couple of badly placed bricks means that the screen begins to fill up and the game ends when the layers of bricks reach the top.

Tetris should be in the shops anytime now and will cost £19.99. If you haven't got a version this should be well worth a look.



## XENON 2 - MIRROR IMAGE

One of the greatest shoot 'em-ups of all time has to be Xenon 2. Now this classic Bitmap Brothers game is about to be re-released onto the unsuspecting budget market.

Combining tough gameplay with great graphics and a soundtrack from funky house band - Bomb the Bass (for those in the know it's Megablast!), Xenon 2 has been widely acclaimed by people like us as being the best there is.

It's two years since the game originally came out and during that time it certainly hasn't been bettered. You can get your hands on a piece of the action now for only £9.99.



## MANCHESTER UNITED EUROPE - KRISALIS

Back in February 1990, Krisalis released the original Manchester United football game on the ST. Since then, it has sold over 110,000 copies over the world.

Now Manchester United Europe takes this world famous football club into the European arena of club knockout competitions, featuring the European Cup, Cup Winners' Cup and the UEFA Cup.

There is also an opportunity to play in the European Super Cup and the World Club Championship held each year in Japan.

Many of the ideas incorporated in the new game have come from customers who sent back the reply cards that came with the original. All the ideas that Krisalis received have been collated, refined and included in the finished product to make this a game that should appeal to football fans worldwide.

Manchester United Europe should be out by the time you read this and will cost you £25.99.



## EYE OF THE STORM - EMPIRE

Some 216 years in the future, mankind has at last defeated disease, poverty and hunger. In an effort to boost flagging viewing figures, the three huge holo-vision stations have lobbied the interplanetary governments for many months and have finally got their way...

Law-free zones have now been created - areas where anything can happen and does. By law, all activity in these zones must be filmed for use on the networks so that the millions of slaving viewers can now see death and destruction live and exclusive.

You have been sent into one of these zones on a kill or be killed mission near the boiling depths of Jupiter. Featuring solid 3D graphics with light source illumination, depth cueing and smooth shading, Eye of the storm looks like a hot product.





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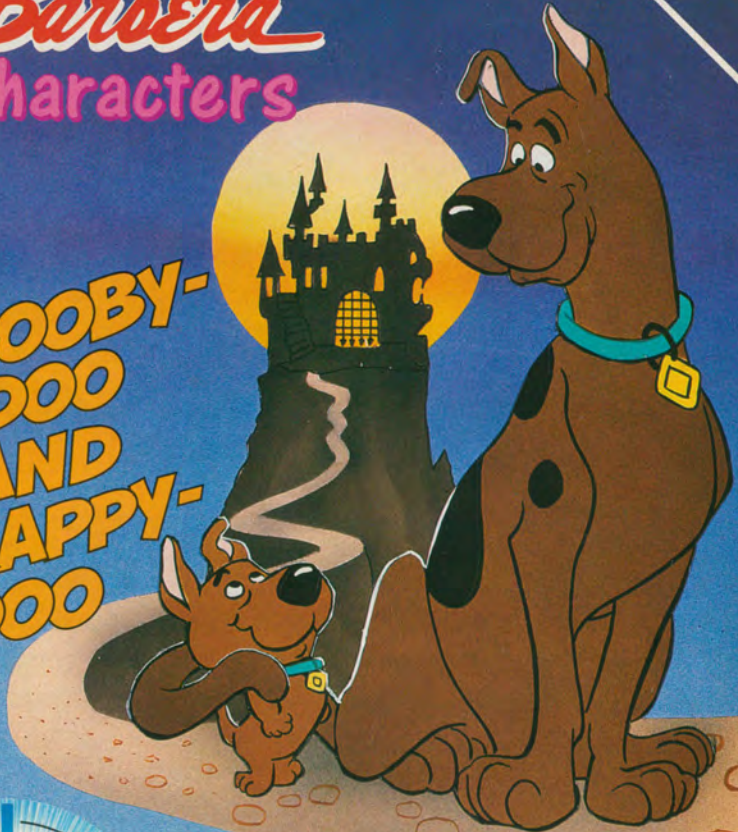
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## DEATHBRINGER - EMPIRE

The sword - Deathbringer - has been created by a committee of evil wizards in order to destroy Karn the Barbarian, who up to now has thwarted all their plans for death and destruction.

As destiny dictates, the sword has *accidentally* fallen into the hands of Karn and he sets out to destroy the wizards knowing little of their plans.

The game contains 30 inter-connecting levels and horizontal scrolling across 20 scenes per level. Each level

offers the option to exit in either direction through over 600 scenes of graphics.

These days, the bigger the end of level guardians the better and Deathbringer boasts full screen baddies at the end of the levels. There's also a 10 screen high Ice Giant for you to play with!

Deathbringer will be available anytime now and will probably cost just under £26. Look out for a full review once we can get our hands on it.



## JET PACK STICKS HOLD PRICE

With loads of silly prices knocking about due to the Chancellor's VAT increases, Product 2000 have just announced that the prices for all their range of joysticks are to remain static at their pre-budget prices.

The popular Delta joystick is one of 10 controllers in the current Jet Pack range from Product 2000 and two new models have recently been unveiled - the Microjet and Superjet. They are both microswitched and have unique "comfort grips".

Prices for the Jet Pack range between £4.95 and £19.95 and are worth a look if you're in the market for a new weapon.

The sticks are available from your local computer store or if all else fails you can contact Product 2000 on 081 644 0033.



## 3D GOLF - MICROPROSE

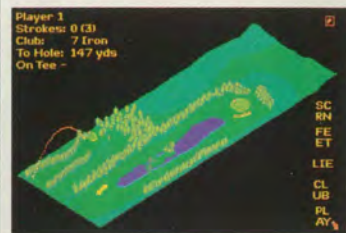
Along with some other really nice looking products at the moment, Microprose are working on a new golf game, going under the imaginative (but likely to be changed) working title of 3D Golf.

Featuring a full selection of clubs with the usual rising and falling of bars to illustrate power, slice and hook, 3D Golf could well be the ultimate golf simulation to date.

There isn't much else we can say about it apart from it's good fun to play. It is however quite a way off from being completed and certain aspects (including some of the graphics) will be changed slightly.

If all goes according to plan, the game will be available later this year for, hopefully, a reasonable price!

Also, look out for Railroad Tycoon which is coming to the ST very soon and F15 Strike Eagle II. We'll keep you posted.

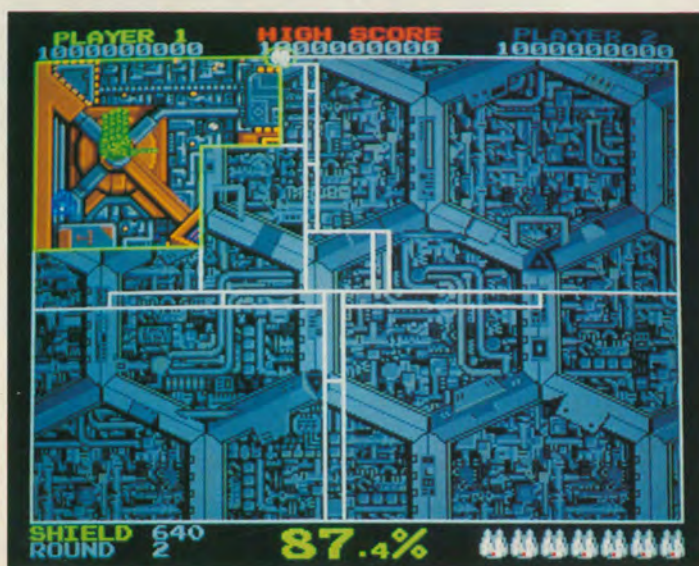
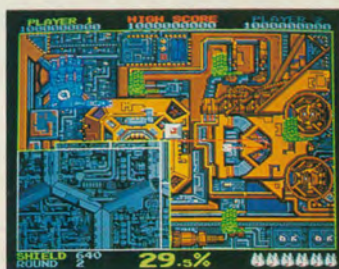
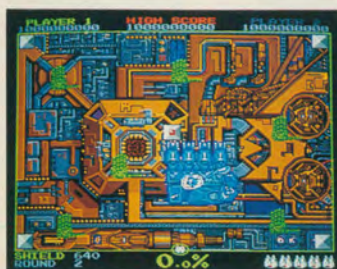


## VOLFIED - EMPIRE

Empire have got quite a few products lined up for the coming months. One of them is the coin-op conversion of Volfied, Taito's smash hit arcade machine. It features incredibly detailed 16-colour backdrops on every screen and massive "boss" alien sprites features.

There are 16 rounds of enemy-packed, blasting action for you to get through against a huge variety of baddies including giant crabs, violent insects and an eyeball spewing head!

The final five levels take place inside the Master Alien's head and you can be sure that completing them is going to be no easy task.





# Is your brain big enough for SWAP



## IS YOUR BRAIN BIG ENOUGH FOR SWAP?

Are you a budding Einstein, or are you only good at lifting heavy things?

Find out – test your **brain-power** with SWAP, a compulsive puzzle game that requires **thought, planning and concentration**.

Presented with a board of **coloured tiles** you must swap pairs around to create clusters of the same colour which then **vanish**, the final aim is to **clear the board completely**.

No problem... are you sure you should have made that move? SWAP also features:

- Three different tile shapes, different sizes and six different colours so you can customise the level of difficulty.
- Full competition mode, with hi-score table.
- Extra game features – debits for stupid moves, "avalanche" facility and supplementary tiles for when your brain-power begins to flag.

ST-AMIGA-PC

PALACE

## TAKE THE SWAP TEST – HOW BIG IS YOUR BRAIN?

1. What is the next number in the sequence:  
2, 3, 5, 9, 17, 33, ?

2. Complete the next figure:

A	3	F	27	?
1	C	9	J	?

3. Insert the same three letters to make five words:

F  
 SH  
 L  
 D  
 FR

4. Insert the shapes that complete the box:

■	▲	●	▮	=	18
▲	▲	▲	▮	=	19
■	▮	▮	▮	=	23
■	●	?	?	=	15

5. Supply the missing number:



## HOW YOU SCORED

0-1. Your brain-power is severely under-utilised. Buy SWAP and get some much needed practice in.

2-3. Pretty good. Buy SWAP – A few sessions of brain-pulsing action could radically re-model your cranial capabilities.

4. Wow! Your mind is definitely kickin'! Buy SWAP and your already huge brain will soon be spilling out of your ears!

5. Cheat! You can't possibly have a brain that big, buy SWAP and check.

## ANSWERS

1. 65 2. 0 3. AME 4. ▲▲ 5. 10



## MYTH - SYSTEM 3

Drawing on the influences of the greatest Hollywood film makers, System 3 have decided to produce a game of epic proportions by previous computer standards. Myth was an exceptional 8-bit hit, picking up such accolades as Game of the Year. It's now been revamped and reworked for the 16-bit machines as System 3 push forward their claims to become one of the leading software houses in the country.

Whereas on the 8-bits the characters were called Jeans and T-Shirt, they have now been replaced by a new mean and hunky Conan the Barbarian type of chap and the storyline has been rewritten to suit this.

Myth will come on three disks and should have a huge introduction sequence plus stunning graphics and sound.

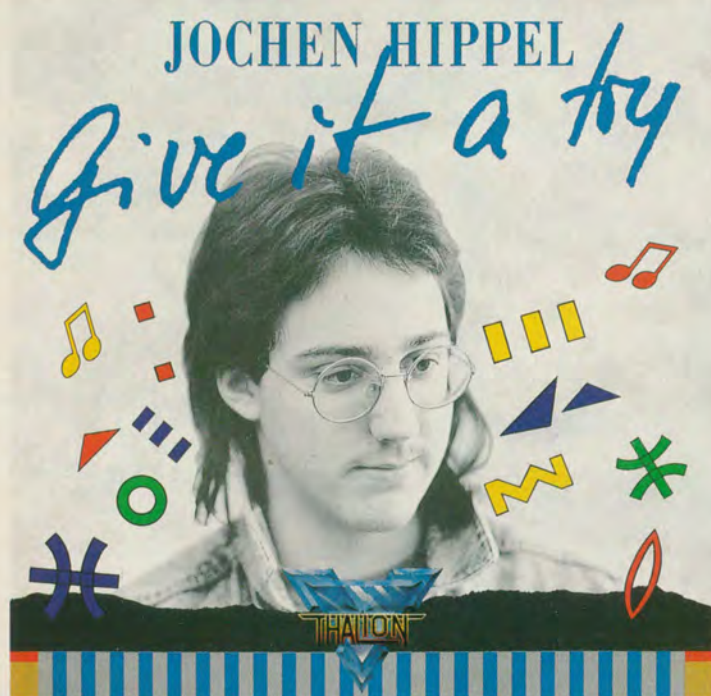
We've no release date as yet but the product will set you back £25.99. It looks as though it'll be worth the wait.



## TURBO CHALLENGE II - GREMLIN

We can now update you further on the sequel to Gremlin's incredible smash hit. Turbo II will feature a full playing screen in one-player mode. Two-player mode can be either via link-up with two full screens or by split screen. There will also be a fantastic four-player option, achieved by split screen link-up.

Tunnels and weather conditions will also be introduced with the usual 20 cars competing. In true Outrun style, all drivers have the chance to take different routes which adds a new and interesting dimension to the original theme. Turbo II is due out around the end of October.



## JOCHEN HIPPEL - GIVE IT A TRY

No, it's not a game but a CD. Jochen Hippel is renowned for his computerised musical masterpieces on Wings of Death and other Thalio titles and now you can relax with the Hippel sound drifting through your sitting room.

There are seven songs/melodies in all with an overall playing length of nearly 40 minutes including excerpts from Dragonflight, Glory and unheard of before titles like The Wizard. However, the best music comes from Wings of Death with a fantastic up-tempo beat and emotive electric guitar.

If you are a big fan of computerised music 'give it a try'. If you would like more details, contact us and we will forward your message on to Thalio. The CD will cost you £6.99.



## DOUBLE DRAGON 3 - THE SALES CURVE

What more is there to say after the title? It's a beat'em-up, it's two player and it's the third in a series of well known titles.

To expand slightly, the action takes place in locations all over the world from America to Japan. On your travels, you must find the stones of Rosetta. Once the stones have been collected, you then have to do battle with a mighty foe to finally complete the game.

Double Dragon 3 will consist of 14 levels and non-stop action. The way things are looking, the game will probably be released at Christmas at a time when people are usually quite spendthrift. The cost should be within the usual £20-30 bracket.



## LAST NINJA III - SYSTEM 3

Claimed to be a vast improvement upon the first two, Ninja III maintains the same sort of gameplay as its predecessors but possesses graphical and sound improvements.

There will be a number of ways to complete the final game which should provoke more enthusiasm and add even more hours of fun for the player. Take

a look at the screenshots and savour the flavour of what is sure to be a massive hit for System 3 and development team Eldritch The Cat.

The game should be complete and in the shops within one or two months. Of course, we will bring you a full review as soon as possible, so keep your eyes open!





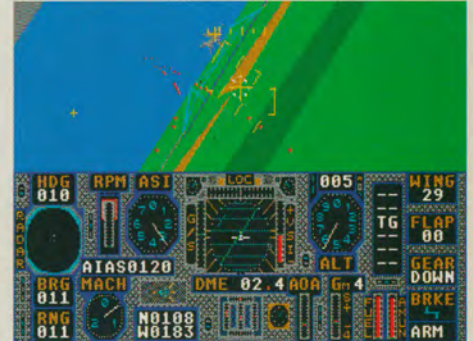
# ProFlight

from  
HiSoft



Fuel up, weapons loaded...let's fly...

*The Tornado Flight  
Simulator for your  
Amiga and Atari ST*



...target spotted...try your cannon...

## Some comments from ProFlight Customers

- "The best simulator on the ST by far."
- "Very well done, the only flight simulator that gets it right! Thanks."
- "Well done!!! It is real!"
- "Superb - without exception the best on the market."
- "Very impressive - brilliant manual."
- "At last - a real flight sim for the purist."
- "Your usual high standard of software. Excellent."
- "For realism, beats anything I have ever seen on a home computer."
- "Good fun & makes me nervous when flying dangerously - 10 out of 10."
- "Brilliant manual, brilliant simulator."
- "Another HiSoft winner!"

These are all unsolicited comments from users of the Atari ST version of ProFlight.



## and the Reviews ...

"The sheer range of things to do makes this a winner and with future expansions planned this one could become as popular as the now classic Flight Simulator II."

"A great deal of thought has gone into how the plane handles and the controls are very responsive."

ST Action, March 1991.

"ProFlight isn't the same as other fighter sims - it really does feel real."

"ProFlight is addictive ... if you've got the hang of less realistic simulators, moving on to ProFlight will give many more months of exciting flying. Very complex but enjoyable and well worth the clams!"

Atari ST User February 1991.



...change to missiles...locked on...



...heat-seeking missile launched...



...target destroyed...back to base...

HiSoft is delighted to announce the immediate availability of ProFlight for the Atari ST and Amiga.

ProFlight; a supremely accurate simulation of the Panavia Tornado military aircraft, a plane that is the fastest aircraft in the world at ground level (Mach 1.2) and one of the fastest at any level (Mach 2.2) with advanced swing-wing technology that gives it a truly multi-role capability. ProFlight uses complex and exact flight equations that allow you to fly this powerful fighter just like its pilots.

Everything is there ... you can fly peaceful reconnaissance missions or roar into full attack with cannons, bombs, heat-seeking Sidewinder and radar-guided Sky Flash missiles.

ProFlight comes complete with a professional 170-page, ring-bound flight manual which details every aspect of flying this exciting aircraft together with a pull-out specification sheet of the Tornado.

ProFlight is available from all good computer stores and costs only £39.95 inclusive (UK only); if you have difficulty locating your copy, please call HiSoft on 0525 718181 and ask to speak to Julie.

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## TEAM TALK

In Team Talk we'll be checking up on what those unsung heroes of the software biz are up to. News on what projects development teams are doing for which software houses:

### Digital Magic Software

As *Escape from Colditz* is about to hit the ST screens, we have news that Digital Magic have almost completed another project. Little Beau has been under production for over a year and is the first in a new line of cutie games that DMS are working on.

Bod the Alien is still under development and more games with Little Beau as the star have already been started. From what we've seen so far it looks rather impressive.

### ocean

The Manchester giants have got a number of top releases planned throughout the year including DID's Epic and Sim Earth. They're also working on a nice looking game going under the working title of Elf (although this is likely to be changed).

We went down to the centre of Manchester to see how Elf was coming along. Gameplay involves you moving your elf-like character around the screen using the platforms and spells to complete each level. It isn't too far away from completion and you can expect to see a review within the next couple of issues.

### DOMARK

Domark have teamed up once again with Simis who are currently working on the follow-up to MiG-29 Fulcrum. Other news from Domark concerns another flight sim called Harrier Assault – based on the American Harrier AV-8B, and features a high level of artificial intelligence. You get the chance to prove your flying skills and control your task force on a global scale.

Harrier Assault features a combination of strategy and role-playing and as the commander of the Rapid Response force you will be able to set troop objectives and fly support on attack missions.

The game isn't going to be ready until the end of 1992, so this is your advance warning if you're a flight sims fanatic.

## MiG-29M SUPERFULCRUM – DOMARK

Simis – the team behind Domark's MiG-29 Fulcrum have just started work on the follow up. Industry rumours are that Soviet jet designers Mikoyan are nearing completion of a dramatically enhanced version of the MiG-29. Insiders have hinted that it will sneak-previewed at September's Paris airshow.

Based on information gleaned from various sources, the game will be launched later this year, hopefully to coincide with the plane's first flight in the West.

The cockpit and instrument panel have been totally re-designed with the old analogue instruments being replaced with a new three-screen video system. The game scenario has also been changed, this time taking place in a South American country. You are a crack soviet pilot drafted into a multi-national force trying to secure the stability of a state under control of a drug cartel.

It's available in September but the final price has yet to be announced.



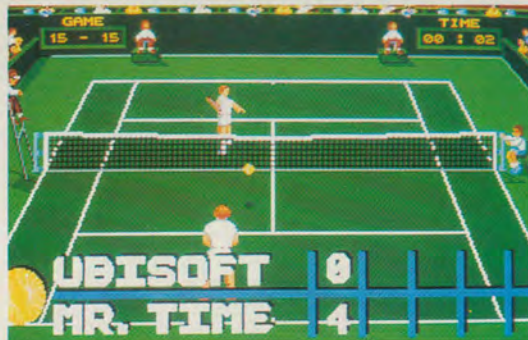
## UBI SOFT COMPILATIONS

Following on with the success of their other high-quality compilations such as Challengers, Ubi Soft have just announced plans for two new offerings to be released over the slack summer period.

The first is the Winning 5 which contains Iron Lord, Night Hunter, Twin World, Puffy's Saga and Sir Fred and will cost £29.99.

The second is the Magnum compilation and features RVF Honda, Pro Tennis Tour, Oriental Games, Satan and After the War. This one will cost £26.99.

Both packages should be available by the time you read this (honest!).



## BRIDES OF DRACULA – GONZO GAMES

We've actually got very few details of this at the moment but as you can see from the screenshot it looks quite impressive. The game follows closely the old style of horror film and even includes a full two and a half minute Hammer Horror introduction sequence to scare you half to death before you get going.

We should have a full review in the next issue of ST Action so tune in this time next month for the low down on it.



## THE EXECUTIONER – HAWK

The first game from any new software company is always interesting to look at. Hawk's first offering is The Executioner, set in a time when the Inter-Galactic wars have been going on for 3 millennia and the Federation is nearly done for.

The troops and starfighters are demoralised and section after section are falling to the rebel Gargaroths. Taking control of senior starship commander Ed Firman you must seek and kill the Gargoroth leader.

The game takes the form of a shoot 'em-up and sees you fighting on a variety of different planets testing your reflexes and firebutton finger to the limits.

There are loads of other extras far too numerous to mention here but it looks like a promising product. It will cost £25.99 and will be out in the shops anytime now.





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### ST FORMAT

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### STRATEGY PLUS

This is a game and a half!  
The use of four screens in  
one is simply brilliant - at  
times it's almost like  
playing on four  
computers at once!  
I quickly found  
myself hooked on a  
genre of game  
which previously  
held no interest.

### AMIGA ACTION

The tanks have been superbly  
animated, with great attention to detail!  
This has to be a must for everyone!



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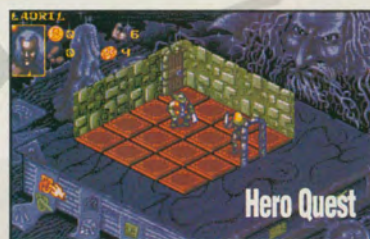
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# Probably the world's most playable coverdisk



*The fantastic board game makes a smashing conversion to the ST!*



***This month, three outstanding demos make an appearance on the coverdisk. You can play Hero Quest from Gremlin Graphics, Lords of Chaos from Blade and Warzone from Core Design. Just to demonstrate that the ST Action coverdisk is probably the best, the reviews of the above games have all been STA1 rated!***

## HERO QUEST

This has been one of the most eagerly awaited conversions for quite some time. Gremlin have now finished the product and we have an exclusive demo for you to play.

We're sure you'll agree that the atmosphere has been well captured with a level of playability that surpasses all other games of a similar style. The demo consists of one complete level which we hope you will enjoy – we're certain you will!

## LORDS OF CHAOS

Programmed by the same person who designed and developed Laser Squad, Lords of Chaos is similar but enhanced in terms of gameplay. This is your chance to experience a terrific theme in software and will be of great interest to role playing fanatics and everybody else for that matter!

The success of Lords of Chaos will determine whether expansion kits will be developed. We think the game will be extremely popular and the demo will give you a real taste of what the final version is like. Again, the review appears later in this issue so check it out once you've drained all the fun to be had from the demo. (On second thoughts, you'd better read the review now as you won't want to end the game once you've loaded it!)

## WARZONE

The Commando style game makes an impressive return to the home computer thanks to Core Design. Their latest thriller, Warzone, takes inspiration from the Golden Oldie, resulting in a smooth scrolling shoot 'em-up that sets a new high standard for this type of game.

Feeling the sweat, taking a bullet and biting the dust are all possible! It just makes you want to load the demo immediately to be subjected to the hardship and suffering – and to kick some butt!

## SINGLE-SIDED OWNERS...

Format a blank disk and label it. Insert the original coverdisk into the drive and select all the icons except the folder labelled SIDE2. Drag the icons onto the DISK B icon and follow the on-screen prompts, inserting your newly formatted disk when the computer asks for disk B. When the copy process has finished you will have backed up side one of the coverdisk.

## FOR DOUBLE-SIDED OWNERS...

Double-sided disk drive owners will be able to open up the SIDE2 folder and copy these files onto their back-up disk. Unfortunately, single-sided owners will not be able to access side 2. Keep your original coverdisk in a safe place and use a backup at all times.

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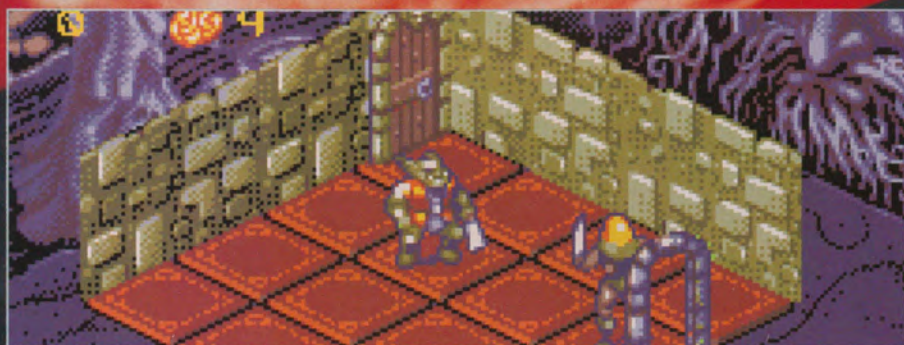
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**SIDE  
1**



# HERO QUEST



Gremlin's conversion of Hero Quest is taken from the hugely popular board game from MB and Games Workshop. You must battle your way through loads of previously arranged scenarios, battling all manner of evil creatures and searching for lost treasures and riches beyond your wildest dreams.

Up to four players can attempt to discover what lies behind the dungeon doors. Each must choose a character from the four available: Warrior, Wizard, Dwarf and Elf. After choosing your character, you must arm them with weapons obtainable from the well-stocked shop.

The shop contains all the weapons you could ever need. Crossbows, axes, daggers and swords are all in abundance and, more to the point, available. All weapons have a fixed value and can be bought for each of the players. Shields and helmets can also be purchased to increase your defensive capabilities.

After you have armed your group, you must venture forth into the unknown dungeon. To move around, you must roll a die and progress the indicated number of moves in your chosen direction. After your party has completed its turn, your enemies can then move around the playing area without being seen.

Each time you enter the dungeon, you are on a previously chosen mission. Whether it be the rescuing of a Princess or the felling of a giant, you can be sure of a warm reception. Each mission usually offers a reward for successful completion and any treasure you find on the way can be kept and used for better weapons and armour.

Occasionally, the inevitable is going to happen and you will be forced into combat. Combat is a

simple affair: rolling the die will give the attacker a random number of skulls and the defender must then cancel out the skulls by rolling shields. If the attacker rolls more than the defender, the defender loses energy. Simple eh?

When purchased, certain weapons will allow the attacker to add a couple of dice to his roll, which will increase the chances of a fatal attack. To make things fair, the defender can also purchase useful items like shields, helmets and armour. These objects will add to his defence roll, making him harder to hit.

Some characters are not as good in combat as others, the Wizard in particular. Fortunately, at the beginning of a mission he has a selection of spells he can choose and utilise to great effect. Most are helpful such as: Pass through rock, Open door and Sleep, but there are some attacking spells available like Fireball, Lightning and Genie (a powerful Genie attacks the foe of your choice inflicting incredible damage).

The computer adaptation of Hero Quest is almost identical to the board game. Each character has been drawn and animated extremely well – even the fight scenes look real. A computer-controlled spinning coin has been included to substitute the die and the computer randomly rolls it to allow your party to move.

The dungeons have been split up into various screens and each screen is accessible from any side via a door or pathway. Some doors are locked but these can be opened using the Dwarf's lock-picking equipment.

Hidden traps are, well, hidden and these can be activated by walking over certain stones or removing objects from their initial place.







## LOADING AND PLAYING YOUR DEMO

Double click on the **HERO DEMO.PRQ** folder and the demo should now load. Once it has loaded, you will be presented with an options screen and three squares. Clicking on the first square will take you into the game, the second will allow you to select your characters for the mission ahead and the third will transport you to the shop. Unfortunately, you can't buy anything from the shop but you can have a good look around.

When you have appeared in the dungeon, clicking the left mouse button will spin the coin and allocate a certain number of moves to each player. To move your character, position the square cursor on the space you wish to occupy and press the left mouse button again. You will now move to the square and control will change to the next character available.



SIDE  
2



# LORDS OF CHAOS



## HOW TO PLAY THE DEMO

Well, Mythos have left me with a slight problem with this section. I mean, when they put most of the instructions on the initial in-game screens, what am I supposed to write about? Oh well, here goes...To load the demo, double-click on the CHAOS.PRG file. To move your character, click on him and then click on where you want to go. Icons are self-explanatory and the right mouse button accesses different menus after highlighting yourself.

That's it, really. Read the review later on in this issue and then don't waste any more time - get out to your local computer shop with a small wad of cash! The final version is ready and waiting.



It's been dubbed as the sequel to Laser Squad, but the team behind Lords of Chaos are the first to say that it's not. This is mainly because they are currently working on Laser Squad II while you are still playing this month's Chaos demo!

There are three parties involved with Chaos. Mythos Games are the programmers, Blade Software the publishers, while Software Business will be marketing the product.

Mythos have only been established for a year but game designer and programmer, Julian Gollop, has been around for much longer. He was actually involved with the 8-bit version back in 1984 and the game was released the following year. Julian assured me that the upgrade was different from the original and certainly didn't look or play with a dated feeling to it.

As for Chaos itself, you may be a little confused about what sort of game it should be classed as. Is it strategy? Arcade? Julian explained: "Lords of Chaos

can be treated as a strategy game although I think it will tend to appeal to role players more." With Gremlin's Hero Quest in strong contention, Chaos is up against some stiff competition.

The 16-bit version of Chaos has been in development for a year and has been programmed by Julian, brother Nick and Martin Beadle. Now the team are just putting the finishing touches to the first expansion kit and are sitting around their monitors with cups of coffee waiting for what they hope will be a success story for them. Should Chaos prove popular, further expansion kits can be expected, available at a very reasonable price.

Play the demo and enjoy taking the role of a wizard, combatting evil with all your might. Thanks go to Mythos and Software Business for their immense help and co-operation. Meanwhile, look out for Laser Squad II around September!





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M. D. Office Supplies would like to apologise to all its competitors in this magazine. As ever we shall be offering Diskettes, Storage Boxes, etc at prices which are simply INCREDIBLE

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**SIDE  
2**

**ST ACTION  
• SPECIAL  
FEATURE**

# WAR ZONE



The world is in turmoil. Across all continents an invading task force has arrived with world domination their overall plan. Governments across the planet have been falling to the battle plans of a well prepared enemy.

In a desperate attempt to cease the anarchy a special anti-terrorist task force has been rushed into action. Unfortunately all except two have been killed or captured and it's now up to you.

With the enemy closing in on all sides you must shoot anything that moves (and most things that don't). Lying around the jungle you'll find better weapons (rocket launchers, flame throwers and so on) and extra power-ups for these. Shoot the boxes and pick up the contents.

Courtesy of ST Action and Core Design you can now have a bash at our fully playable demo of this Ikari Warriors style shoot 'em-up. The demo can even be played by two players if you have an extra joystick handy.

What you've got here is the first level of War-zone to play to your heart's content. Pick up the extra weapons and blow up the baddies. Oh and by the way, don't forget to take a look at the full review within these pages.



## HOW TO PLAY THE DEMO

Open the the **SIDE2** folder and find the **WARZONE.PR** file. Double click on this and sit back and wait. The game is joystick controlled with the usual up, down, left, right and fire controls. To play a two-player game press the fire button on Joystick 2 when prompted.

Most things can be shot and some reveal extra goodies to pick up. Any rockets or smart bombs can be released by holding the fire button down for a few seconds or so. Some of the enemies can be killed off with one shot but others take a lot of blasting to get rid of, so aim carefully!





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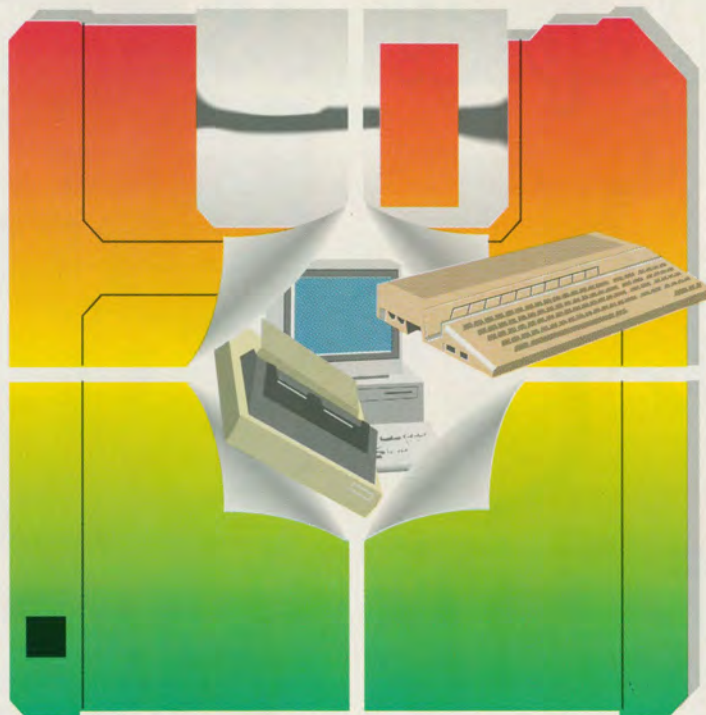
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# We are the Champions



Liverpool has been the launchpad for many famous careers – the Beatles, Bill Shankly and Ken Dodd to name but three. How fitting then that it should be the birthplace of one of the most well-known leisure software houses – Psygnosis, who, over the last few years, have brought you some of the most original top-quality software on the market.



Developers on an international scale, their reputation is respected throughout the industry and this has been achieved by sheer guts and hard work. Probably their most famous titles, the Amiga versions of *Shadow of the Beast I* and *II*, have been awarded some of the industry's most prestigious prizes including Game of the Year for 1990.

Read on as Jason Dutton digs into the archives of Psygnosis' history to reveal a success story in the making.



**P**sygnosis first saw the light of day in October 1985, and was the brainchild of the present MDs Ian Hetherington and Jonathan Ellis.

From humble beginnings in a tiny office with a staff of three, rapid expansion necessitated two moves, the latest, in the winter of 1988, to their current multi-office docklands accommodation. They now have more than 40 specialists on their 17 development teams: software engineers, graphic artists, animators, musicians and writers.

Their first release for the increasing 16-bit Atari and Amiga market was Brataccas, followed rapidly by such best sellers as Barbarian, Menace. Recent releases The Killing Game Show and Lemmings look set to continue the success story.

There are also several other major products currently under development for the Atari ST.

## SHADOW OF THE BEAST II

*Following your battle for freedom against the vile Beast Lord, you have no time to adjust to your newly-won human form before your amazing fighting skills are called on once again. Your sister has been kidnapped by the evil Beast Lord and taken to the land of Kara-Moon. You must embark on the perilous journey and save her before it's too late.*

I talked to the programmers behind Beast II, Donovan and Javon Prince:

### How long has Beast II been in development?



We started Beast back in October last year, so I'd say about seven or eight months in total, give or take a few coffee breaks!

### What differences will there be between the two versions?

Mainly the amount of character interaction available to the player. You can talk to other characters you

meet, swap objects with them and basically treat them like human beings. Of course, you now play a human character so you are a little more presentable to the ladies!

### Who has been responsible for the graphics and animation?

The graphics have been ported across directly from the Amiga and then we touched them up and added a few minor details.

### Will the ST version contain the Amiga intro?

Unfortunately, no. Due to memory restrictions the intro has been cut down to a few credit screens at the beginning of the game.

### Does the program need 1 meg of memory or will it run on a standard 520?

Beast will run on any machine and only takes up one double-sided disk (two for single-sided owners).

### Can you give us some specifications for Beast II?

Multi-directional parallax scrolling, character interaction, hordes of demonic adversaries, challenging and addictive gameplay, 2 megabytes of graphics and a 16 colour palette. Will that do?

## OBITUS

*You awake and find yourself lost and alone in a world of no meaning or consequence. You must escape from this desolate planet and find your way home...*

The team that brought you The Krystal have joined forces with Psygnosis to create a role playing game full of mystery and wonder that is graphically spectacular and intriguing to play. Obitus is being programmed at this very moment and it looks very good.

Smoothly animated first person perspective, three diverse game styles, highly detailed parallax scrolling, game area featuring dungeons, mazes, caves and castles, over 400 in-game characters, easy to use icon driven control system and a Roger Dean t-shirt! Can you control yourself? Keep your eyes peeled.

## ARMOUR-GEDDON

*A high-powered particle beam is about to be used on an unsuspecting population. You are the only hope for mankind.*

*You have at your disposal a large range of high-tec weapons*

*and vehicles that can be used to rid the world of this in-human disaster: Hovercraft, Light Tanks, Heavy Tanks, Helicopters, Stealth Bombers and Bombers are all available in your quest to stop world domination.*



With Armour-Geddon, Psygnosis hope to provide computer simulation on a new plane of realism. It boasts super-fast filled polygon graphics, a massive 80 x 80 kms playing area, representational vehicle control, command of up to six vehicles at once and a serial-link option for two-player action.

## BARBARIAN II

*Taking the role of Hegor, you must once again drag yourself away from the snug world of wine, women and more women to face the magical malevolence of the evil Necron. Your journey begins in the dark forest of Thelston and culminates in the Temple for the final confrontation with the vile Necron himself.*

Psygnosis hope to follow the success of the original Barbarian with the aptly named sequel – Barbarian II, due for release in the Autumn.

Featuring 2,000 frames of sprite animation, 32 colours on-screen, parallax scrolling and six levels of arcade action, Barbarian II should be a cracker.

## CARTHAGE

Written in-house by Dave Worrall (of Lombard RAC fame), Carthage is an arcade-action strategy game that uses impressive fractal graphics to display the African territory. You must assess the ever-changing situation and deploy your troops to maximum effect.

Carthaginian characteristics include: Highly detailed three dimensional maps of North Africa, randomly generated Roman attack forces, elaborate strategic elements, user-

friendly interface and chariot racing sections.

We managed to interrupt Dave's heavy work schedule and snatch a few words.

### Carthage is an interestingly original title, but whose idea was it?

Myself and the graphics artist, Jeff, were the two people responsible for the game. Jeff was devising some graphics for a chariot race and I was called in to add the strategy element. It was a joint effort really.

### What other titles can you lay claim to?

I wrote Lombard RAC Rally for Manderin Software and another product called Kswitch, which was a long time ago.

### Who is the team responsible for the game?

I did the programming and Jeff Bramfitt did all the graphics and artwork.

### The game is packed full of historical facts. Where did you get all the information from and did you go into extensive research?

I can't actually recall the exact titles but we called in at several libraries and battled our way through loads of books on Carthaginian history.

### What products can we expect to see from you later in the year?

Most of my time will be spent developing programs on CDTV for Psygnosis.

Having enjoyed an enormous rate of growth the company now has offices in North America and Europe and has established comprehensive distribution networks covering these areas and Australasia. During the next 12 months world-wide retail sales of directly published and licensed products are projected to generate \$80,000,000.

It's a far cry from three chaps beaver away in a pokey Liverpool office.







Above are the forthcoming major releases from 'Software House of the Year'. OK, own up, who stole the Barbarian II screenshots? Those shown here, from left to right (top level first) are: Beast II, Carthage, Obitus and Armour-Geddon.



I'd like to take this opportunity to thank Mr. Nik Wild, Psygnosis' PR executive, for all his help in making this dream a reality (steady on - Ed.). Unfortunately, we don't seem to have a photograph of him but here's one of a distant relative perhaps? Nice legs.



Plush? This place could be the Hilton Hotel! Look how spacious and stylish it is and you thought it was because they couldn't afford any furniture. You'll never see breeze-blocks and roof girders like that anywhere else in the country. You make us all so incredibly jealous! Do we really believe it's always that tidy or have they just cleaned the place for the photo? Make up your own minds!



To stop Psygnosis' marvellous in-house team of developers becoming too big-headed, we decided to portray them from our Art Editors' view after a night out drinking. We're sure you'll actually be more interested in the developed lady (rather than the development team) in the top corner of the page!



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**That's what's involved in producing the most entertaining and informative review pages around. Here's the low down on how it's done**

ST Action is keen to acknowledge the fact that you the consumers are the most important judges of whether software is good, bad, indifferent or downright dreadful.

We have therefore developed the ultimate in games rating systems, a system like no other before. No longer do you have to place your trust in the hands of a single reviewer. All ST Action's scores are now decided by the people for the people (with a little help from the editorial team).

## Punter-panelist open sessions

STA holds regular open sessions during which ST owners are invited to play the very latest games for their machine. Having played the game and seen what it has to offer, panelists are asked to fill in a detailed questionnaire indicating their thoughts about the game. When undertaking the reviews our team of writers uses these questionnaires as a primary source of information.

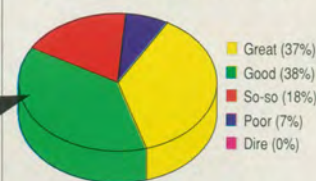
Of course there's an overall rating, but we've also managed to include a summarising comment; gameplay, sound and graphics indicators; and details of the game's official title, publisher and price. Finally there's the Punter-Power Pie Chart (see below).

We've also improved the presentation of reviews by including the best quality screenshots you're ever likely to see. And our perfectly joined Digi-Scape sequences show how the detailed mechanics of a game work. Add to this the enlarged sprites we've christened Role-Call, the labelled screen shots and informative captions, and you've got the best guide possible to buying entertainment software.

## THE SCORE PANEL...

*The Punter-Power Pie Chart. By looking at how large each section is you can tell what proportion of our panelists had what opinions. The key alongside indicates the level of appeal for each coloured sector.*

## PUNTER-POWER™



**GAME: SAMPLE GAME**  
**PRICE: £19.99**

*The comment text summarises what our reviewers and panelists thought of the game.*

*Through our testing the thing that became obvious about Sample game is that it has real depth of gameplay. No sooner have you completed one brain teaser than the next is upon you. The game play is enhanced by excellent 3D graphics with stunning backdrops to add a touch of realism.*

*Gameplay is above sound and graphics for a reason - we know it's more important.*

*How good the sound and graphics are - from 0 (none) to 10 (state of the art).*

**GAMEPLAY:**

**SOUND:**

**GRAPHICS:**

*If you're after a snappy answer to "Is this game worth buying?" check out the overall rating. Scores of 80%+ are excellent games, 70-79% rate from average to good, and below 70% you should try before you buy.*

**RATING = %**



# ST GALLUP CHARTS

## CHART CHAT

Storming up the charts is Mirrorsoft's *The Killing Cloud* (88% STA1) which should make an impressive entry next month. Mirrorsoft's other highly rated game, *Brat* (86% STA1), has made an appearance further down the chart while Gremlin's *Supercars 2* (86% STA1) achieves a new entry at number 61. Also, keep an eye open for Empire's *Mega Traveller* (83% STA1) which is selling extremely well.

THIS CHART IS COMPILED BY GALLUP LTD  
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# World Championship Squash

KRISALIS

If you're going to program a squash game, you may as well go all the way and obtain the best possible endorsement to accompany it. The name of the master himself is associated with this one and it's sure to provoke great interest among squash fanatics.

To begin with, you must select from mouse controlled menus the type of game you would like to play. This could either be competing in a league or attempting to win the title of World Champion by entering into a knockout tournament. Whatever you choose, your opponents are equally tough to beat.

You manoeuvre your character about the court in two ways. First, you can run about the court by pushing the joystick in whichever direction you want to move, or alternatively, you can opt to have the computer control the dashing about of your man.

Controlling the strike of your shot is done by pressing the fire button and pushing or pulling the joystick in a particular direction. An up move-

ment executes a power shot while pulling back reduces the speed of the ball quite dramatically to produce a very soft shot. Left and right joystick movement influences the direction of the ball.

Just as in real life, there are a variety of match balls to choose from, ranging from soft to hard. Depending upon your ball selection, the relevant momentum is apparent so you will have to adjust your tactics slightly to take into account the bounce of the ball.

A summary of each opponent's strengths can be studied including speed, fitness, touch, judgement and tactics. The ability to watch them play against others is also possible, allowing you to analyse their play more closely and perhaps presenting you with a few new playing tips for yourself!

Alan



The game reaches a critical stage where both players tie in points. A winner eventually emerges, accomplishing a remarkably tough 9-8 victory.



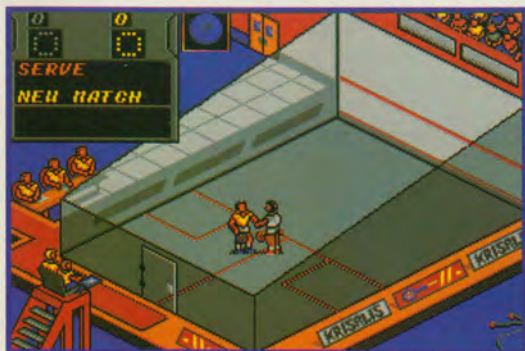
## JAHANGIR 'KHAN' HALF HIT 'EM!

Born in Pakistan, Jahangir is now 28 years old. He has won the World Squash Championship six times and remarkably achieved nine successive British Open squash titles. In actual fact squash is an important part of the Khan's family life as Jahangir's father, Rossan, was British champion in 1957.

Jahangir has won every squash title in the world and once played over 500 international games without defeat. As you can obviously appreciate, his talent in the world of squash is quite unique.



Nice to see good sportsmanship is still present even when players are about to enter into such a prestigious championship. Once the match gets underway though, there's certainly no love lost between the two totally committed competitors.



The game is under way. Both players find themselves forced to the corner of the court and tight against the wall.



After a long rally, a winning shot is played. Now play is slowed down a little as the next service is awaited.

## PUNTER-POWER™



GAME: JAHANGIR KHAN SQUASH  
PRICE: £25.53

This is probably the best squash game around (admittedly competition is scarce). Its speed conveys the fast pace of the sport in real life very well. Ball control can take a while to get used to but if you persist, the rewards are great and the fun aspect of the game really begins to show through. Interestingly enough, the sound of the ball smashing against the walls is extremely realistic! While concentrating on the action, the managerial side of the sport is also included sufficiently. The league and knock-out tournament options add a little extra spice to the gameplay, especially as the computer opponents are particularly difficult. You can also play against your friends. It should appeal to all racquet and ball sports fans.

GAMEPLAY:   
SOUND:   
GRAPHICS:

RATING=82%



CITIZEN

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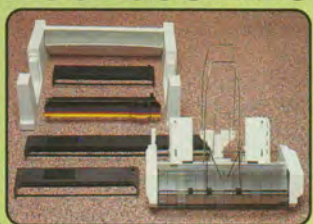
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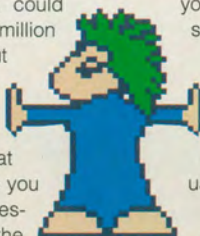


Lemmings ahoy! The start of yet another wicked intro sequence from *Psygnosis*.



The lemmings begin their perilous journey to find peace and a good chippie!

**H**ave you ever been depressed? Have you just been told that you could have won a million pounds on the pools, but you forgot to post the coupon? Does the day that you received a hiding for setting fire to the cat spring to mind? Next time you suffer from a fit of depression, spare a thought for the poor, mindless Lemmings.



Due to a rather powerful sex drive, the population of Lemmings has increased tenfold. Now, there is just no more room at the inn (well, at their campsite anyway). Lemmings are being turned away in their hundreds and strewn callously over hostile environments.

In *Psygnosis'* latest fun release the Lemmings will drop through a trapdoor onto your screen and walk immediately towards the exit. Unfortunately, they will not attempt to avoid any of the dangers hidden within the level, that's your job! You will have a strict time limit in which to get the required number of Lemmings safely to the exit.



To help you in your task to assist these cute, but suicidal, creatures you must use the mouse to select a skill from the nine icons at the bottom of the screen. Each icon allows a single Lemming to perform a certain skill that will be useful in different situations.

The icons allow Lemmings to Climb, Float, Explode, Block, Build Bridges, Bash, Mine and Dig. Each skill will become apparent in the later levels and you will need to be quick if you are to rescue every Lemming. On some levels, only certain icons will be available to complete that particular section.

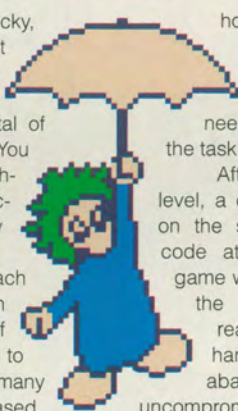
After loading (and seeing another wicked intro), you will be presented with an options screen. From here you can choose whether to have a one or two player game, toggle the sound effects or just enter a password and start on a previously reached level. You can also choose the skill level for your next game. *Lemmings* has been divided up

into four skill levels: Fun, Tricky, Taxing and the hardest level, Mayhem. Each skill level contains 30 individual screens, making a total of 120 levels for you to play. You can start on any of the higher challenges but Fun is recommended if you are only a beginner.

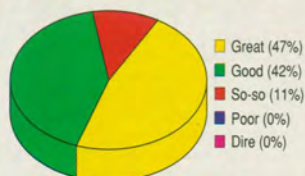
At the beginning of each level, a small information screen will..., inform you of certain things you will need to know. You will learn how many Lemmings have been released,

how many are currently occupying the level and the percentage of Lemmings you need to rescue to complete the task.

After you complete a level, a code will be displayed on the screen. Typing in this code at the beginning of a game will allow you to start on the level that you last reached. This proves very handy if you are forced to abandon your game by an uncompromising parent. **Jason**



## PUNTER-POWER™



GAME: **LEMMINGS**  
PRICE: £25.99

**RATING=92%**

Although not very big, the graphics have been expertly animated and the backdrops are colourful and bright. While watching the entertaining escapades of the Lemmings on screen, you are treated to a nice 'boppy' tune to set the atmosphere. With a crazy idea and a weird plot, *Lemmings* has to be one of the most playable games ever to be released on the unsuspecting public. No matter what you have to do, get yourself a copy now!

GAMEPLAY:

SOUND:

GRAPHICS:





An obstacle is in the way. A lemming must use his skill to overcome it.



The end of the intro displays a lemming on top of the world.

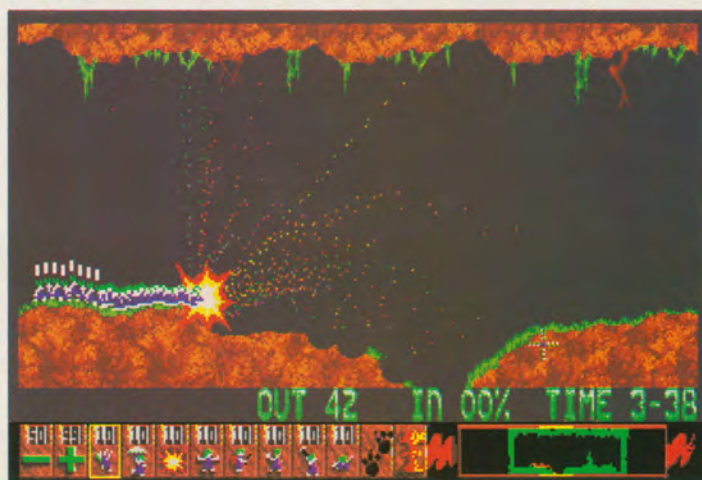


# Lemmings

PSYGNOSIS



The first level is nice and easy. Just dig your way through the floor.



In the event of a mistake, you detonate the lemmings to view mass destruction.







The tension has been steadily rising as the annual Stormball championships have been getting nearer. Media hype has been at fever pitch for several weeks and speculation over the eventual winner has been great.

This year the competitors range from hardmen such as Dan Trent who has had his body rebuilt after an accident at last year's finals, to the world's strongest woman - none other than Montanna County. All have one thing in common. They want to grind you into the dirt!

Stormball is played on an electronic pitch and its shape is changed randomly before the game. Several areas of this pitch are given special values (for example double points) and the idea is to get the steel ball over these and outscore your opponent.

Points are obtained by getting the ball into the other half of the field. One point is scored for each tile that

the ball passes over in the opposite end. If this happens to be a special tile (which can be worth a couple of hundred points) you will get that value instead.

Also from time to time special bonus tiles appear. These include Scatterball which splits up the ball and scores you lots of points, Mega which will instantly credits you with 500 points and Stun which will freeze your opponent for a limited period of time.

Each match is played in quarters and the duration of these can be set by you from the options menu at the beginning of the game. From here you can also choose to practice against SIDD (Simulated Inertia Driven Droid) affect-



tionately known as Trashcan. You can set the speed and skill levels of the android so you can either push yourself to the limits or just give yourself a morale boosting victory.

Stormball can also be played as a two-player game. If this mode is selected the screen is split into halves, with player one taking the top half and player two using the bottom. This method works well and allows the extra competitive edge to creep in.

Before each match you will bump into a shady character called Sinister Dexter. With him you can place various bets on yourself to win loads of cash. You can then amass a fortune from your superior playing skills and make this rather ugly chap very unhappy.

Money is important to your game as it costs cash to take on an opponent. Thus a healthy bank account has to be built up before you can challenge the top ranks. **Paul**



# Stormball

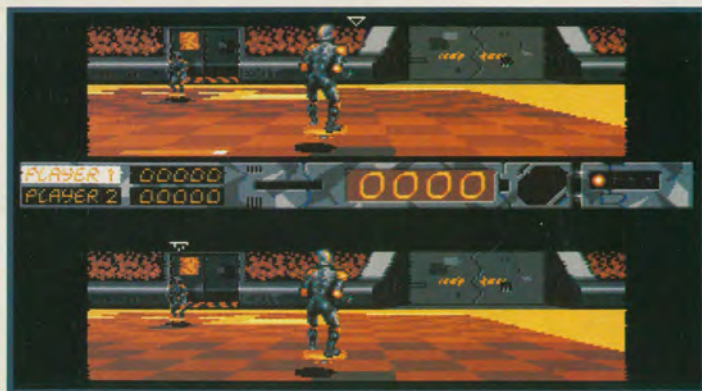
M I L L E N N I U M



You can choose your opponent from this screen. The better ones cost more to play against.



Zooming around the pitch on your hoverboard frantically trying to get the ball takes a bit of getting used to.



Stormball can be played in two-player mode with the screen split in half.

## PUNTER-POWER™



GAME: STORMBALL  
PRICE: £25.99

**RATING=80%**

You may initially think that Stormball is just a Speedball rip-off. There is, however, a lot more to it than that. Controlling your player can prove a little tricky at first, but after that, flying around on your hoverboard becomes second nature. Stormball is fun to play and pretty addictive. The only gripe really is the poor sound but as this is often the case with ST products it can be forgiven. Certainly worth adding to your collection.

GAMEPLAY:   
SOUND:   
GRAPHICS:





# Mercs

U.S. GOLD



The men at the Whitehouse have chosen to employ the Mercs to undertake this delicate political task.

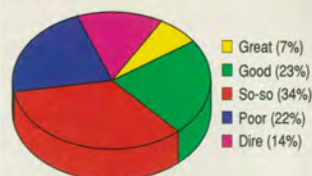


Joseph Gibson, top Merc and former Green Beret. Considered most suitable for the forthcoming job.



Howard Powell, Gibson's partner and a former member of an elite special terrorist task force.

## PUNTER-POWER™



GAME: MERCS  
PRICE: £25.99

Right from the start Mercs is reminiscent of the old 8-bit classic - Ikari Warriors. To be fair, the sprites are bigger and there is now 8-way scrolling, but other than that little has changed. With Core's Warzone also on the way it would seem that this type of game is coming back in time for Christmas. It's a pity there isn't anything more original on offer. Mercs isn't a totally awful game but it isn't a brilliant arcade conversion either. Poor sound and dodgy animation make this one to try out first. It is quite fun for starters, but it seems a little too easy to keep the hardened gamer at it for long. Eight levels may just not be enough to keep you going.

GAMEPLAY:   
SOUND:   
GRAPHICS:

**RATING=76%**

Diplomatic life is never easy. As if to underline this point, a former president of the United States has just been taken hostage by a ruthless group of revolutionaries while on a world peace mission in central Africa.

For obvious military and diplomatic reasons, a full-scale war cannot be started and the army must be kept out of it, so that the government can save face and keep the news away from the public and prying eyes of the press.

In their efforts to keep it quiet, the mission is to be taken up by an elite mercenary group, known only as the Mercs.

The game can be played by either one or two players and takes

the form of a multi-directional scrolling blast'em-up through the scorching deserts of Africa. In the two-player game you're going to have to help one another as there's no room for competition here.

Using your combat training and anti-terrorist tactics you will land deep behind enemy lines, wipe out the advancing tank battalion and neutralise the special attacking force, known only as Scorpion. Once this simple little task has been achieved you must try and rescue the ex-Presy from the enemy's HQ.

Anybody who's ever played Commando or Ikari Warriors will recognise the style of gameplay and be immediately at home. Eight levels of attacking military troops and weaponry lie ahead of you in your quest and you must move through the desert and jungle landscapes avoiding the enemy fire, while blowing the soldiers out of sight.

Along the way you'll find

extra pick-ups that are of tremendous use as they will usually increase either your firepower or your energy level. Any food you can find lying around can also be consumed and will boost your life-force.

At the end of each stage you will be confronted by an end-of-level guardian which must be destroyed before you carry on. These are usually pretty large and will take an awful lot of killing and dodging before you finally destroy them.

At certain points of the game you can dive into a nearby vehicle and traverse the terrain that way. This is similar to the tanks in Ikari Warriors and helps protect your soldier against injury - at least until the jeep is damaged. Then you must dive out of it again and continue on your tired feet.

Paul

Launching into your attack, you are immediately greeted by enemy soldiers. Watch out behind you!



By collecting the little icons around the screen, you can build up your muscle-bound soldier with extra firepower. This gives you more power.



At the end of each level, a large guardian comes to get you. This time it's a Harrier Jet.



This big tank can be found in the middle of a level, pumping out its large shells directly at you.



The guardians blow up in spectacular style if you manage to hit them long and hard enough.



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Here our heroes are in a bit of a fix! Do they take the left door or the right?



Combat takes place in a one-on-one situation. That Zombie looks mean!



After a thorough search, our lads find a pouch containing loads o' dosh.

People have spent many hours gathered around the living room table, eyes keenly glued to the small board situated in the middle. Board games have been the foundry for the gaming world and this has been noticed by Gremlin, who have just put the finishing touches to their conversion of the Hero Quest board game.

The plot to Hero Quest is quite complex: The foul legions of Morcar, Lord of Chaos, have swept all that came before them. Even the bravest of warriors fled at the merest sight of the black banner and the hordes of Chaos Warriors. The land was laid waste and all men were destroyed.

A mighty warrior, Rogar the Barbarian, came from the south bearing a glittering diamond in his brow. Hope returned for the people and they left their hiding places and joined forces hopefully to drive out the evil that had befallen this once great land.

After a great battle, the hordes of Chaos Warriors were destroyed and the light of day steadily crept through. Unfortunately, Morcar and his general escaped across the Sea of Claws and now plot their revenge. The people have need for a new Rogar. You will have to learn much if you are to become as great as Rogar and his fearless companions. Good luck, brave warrior!

Hero Quest is a fantasy role playing game in which you can choose to play either Wizard, Elf, Barbarian or Dwarf. Each character has its own strengths and weaknesses. The Barbarian and Dwarf, for example, can't cast spells, and the Magician is unable to use certain weapons and types of armour.

At the start of the game, you have the option of creating your own characters. Each is displayed and by using the mouse, you can change



The Barbarian: a man of little patience.



The Dwarf: a man of little everything.



# Hero

G R E

certain aspects of the players. The most important of these is the Active/Inactive option. Clicking on this will allow you to include certain characters in your next adventure.

After setting your preferences, you can enter the quest and buy equipment for your characters. This is done by entering the shop, providing you have enough money that is. The shop is reasonably well stocked and you can buy anything from armour and helmets to swords and axes. Each *objet de violence* has a price and you will need quite a few bob if you want the best.

In each game, the evil Wizard, Morcar, is represented by the computer. Each of your players moves in turn, starting with a randomly chosen character and commences the game at the top of the stairway, which is also the exit to any of the scenarios.

When it is your turn, you can perform two actions. You are allowed to move, and either fight, search or cast a spell. You can move first, then carry out another action, or act first and then move. You can't move, then carry out an action, then continue to move. You don't have to carry

## QUEST KEY

- Your statistics (1)
- Next character (2)
- Enter combat (3)
- Find traps (4)
- Locate gold (5)
- Examine Inventory (6)
- Open door (7)
- Control pointer (8)
- The Heroes (9)
- Spells icon (10)







The Elf: a man of extremely large ears.



The Wizard: a man of superior intellect.

# Quest

out an action on your turn, and you may just want to move.

When it is the Wizard's turn to play, which happens after every player has taken his turn, he may move some, or all, of his characters. The movements and actions of the evil Wizard are controlled by the computer and will be displayed on screen as soon as they are complete.

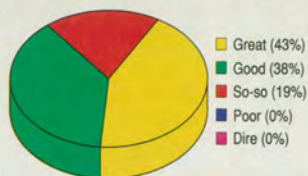
Combat takes place in two stages: Attack and defence, both of which are carried out by the computer. The attacker rolls his dice once to score as many skulls as he can. The

defender must then roll his dice to cancel the skulls out by rolling shields. Certain characters have the ability to roll more dice due to extra strength or powerful weapons and armour.

As well as the usual weapons, two of your characters, the Elf and the Wizard, have a wide range of spells to choose from. These have been divided up into four categories: Fire, Earth, Water and Air. Each category contains different spells that could help you in various circumstances and will prove invaluable in the missions to come.

**Jason**

## PUNTER-POWER™



**GAME: HERO QUEST**

**PRICE: £25.99**

With *Hero Quest*, Gremlin have managed to keep the computer adaptation as close as possible to the board game. The control method is simple and easy to use and all other commands are easily accessible via a selection of click-on icons. The graphics are excellent and have been portrayed in the same fashion as you would expect from the dark ages: Colourful, atmospheric and very butch! A nice title tune and in-game music add to the general atmosphere and make the game a joy to play. Lastability is not a problem either, the game comes with sixteen missions to complete and after the first few, the going really gets tough! Another thing that makes the game so good is the inclusion of a detailed spell list. Each spell can be used on any level and most of them are very effective. With a whole host of monsters to battle against, and loads of treasure to find, Gremlin have put the finishing touches to an already excellent product. You can't seem to go wrong with Gremlin these days.

**GAMEPLAY:**

**SOUND:**

**GRAPHICS:**

**RATING=90%**



The start of your adventure. The steps will also provide you with an exit.



The skeleton is obviously guarding something. The throne perhaps?



Our heroes part with a handshake... and a legshake if the truth be known.

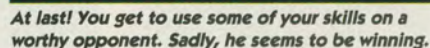
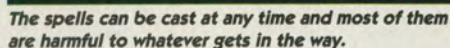
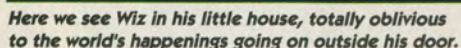


Nearing the end of their quest, the boys decide on their next move.



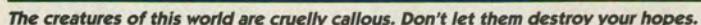
Left: After completing some of the missions, you will find plenty of gold to use in the shop. The shop stocks all manner of things from armour to weapons. Each item is different in cost but all of them are of invaluable use in the missions to come.





Lords of Chaos is a fantasy strategy game for one to four players from the makers of Laser Squad. Each player must take control of a wizard and help him to become the Lord of the land.

Each game is split into a previously allocated series of moves, upon completion of which the game is over and a winner will be announced. The winner is the one who finishes the gamewith the most points. Points are gained via combat in the arts of sword and sorcery.



- Great (27%)
- Good (42%)
- So-so (24%)
- Poor (7%)
- Dire (0%)

**RATING=84%**

**GAMEPLAY:**  **SOUND:**  **GRAPHICS:** 



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**T**oki is a bit of a Jack the Lad, a man about town with an eye for trouble and a good woman. A man whose luck recently changed when he captured the heart of the fair maiden, Miho. Strolling proudly along the seafront, Toki showed off his woman to the admiring crowds that gathered everywhere he went.

Unfortunately, a cloaked figure was watching through the hordes of people and this man fell instantly in love with Miho. Bashtar, an evil wizard of immense power and shroud-

ed in mystery, assembled a plan to capture the beautiful girl and rid the land of the brave warrior, Toki.

With his evil hands ablaze with the utmost evil, Bashtar spoke an age-old incantation and transformed the once majestic Toki into a lowly Neanderthal ape. Only now could the cruel wizard kidnap Miho.

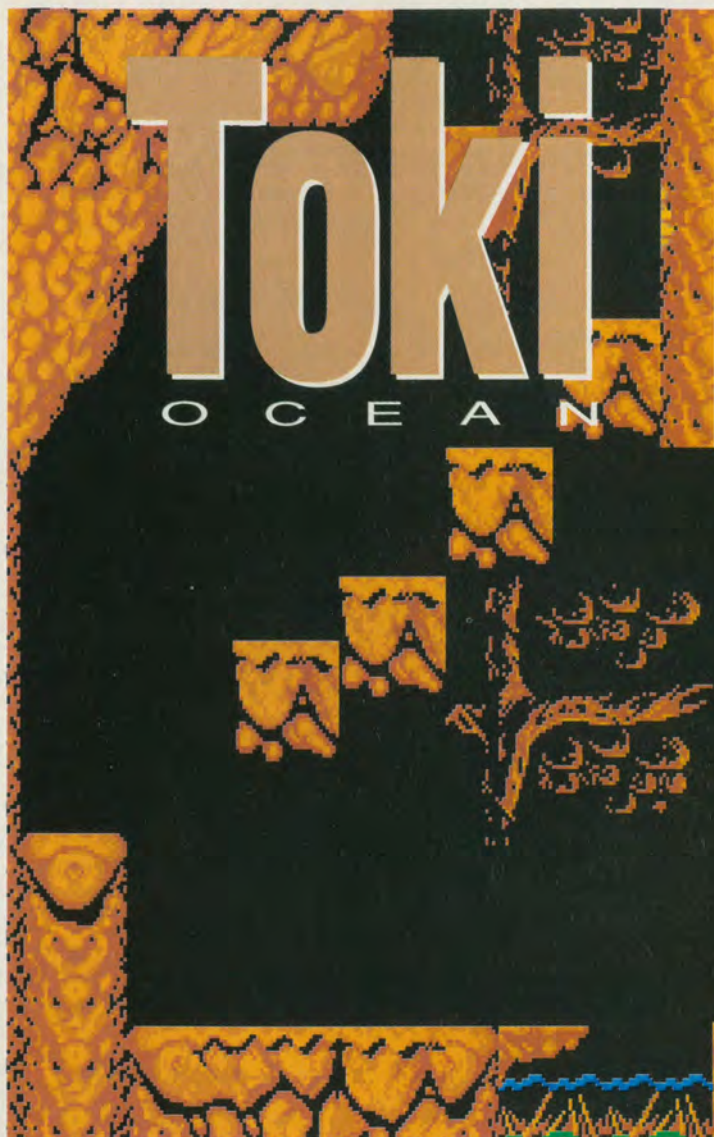
Toki always considered himself to be a calm, forgiving type of man, but when someone nicks his bit of skirt, that's it, now he's peeved. A man in an ape's body, Toki will not relent. He must pursue Bashtar, con-

quering all manner of demonic challenges before he can rescue his beloved and finally regain his manhood.

You play the role of Toki and must battle your way through the six levels of frenzied action as you attempt to rescue your beloved Miho from the clutches of the evil Bashtar. Toki is a one player game controlled by the usual joystick move-

There are six levels: Mountains, Water, Fire, Ice, Forest and, finally, Voodkimeldo Castle. Each is a horizontally scrolling platform escapade.

You must negotiate each one, avoiding the monsters and collecting the bonuses and make your way to the evil wizard himself. A motley collection of creatures will try to halt your progress but jumping on them or a



## PUNTER-POWER™



GAME: TOKI  
PRICE: £24.99

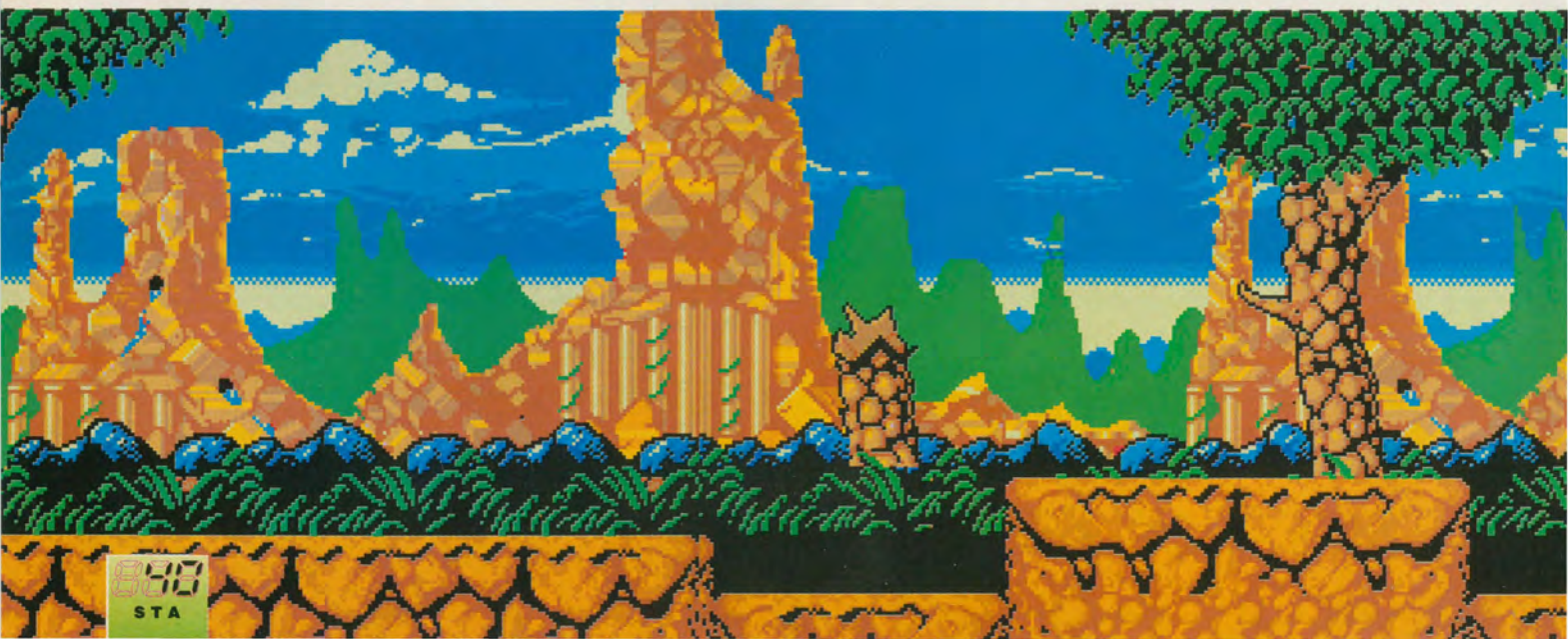
**RATING=87%**

*Ocean's conversion is almost perfect beside the obvious graphical and audible superiority of the arcade machine. The graphics are nice, colourful and well drawn and the in-game music changes after each level. The only flaw in playability is the slightly dodgy collision detection sometimes responsible for an unnecessary loss of lives. Don't let this one complaint put you off buying Toki as it is a worthwhile addition to any software collection.*

GAMEPLAY:

SOUND:

GRAPHICS:





quick stab of the fire button will rid you of these.

At the end of each level, a vicious guardian must be defeated to allow you to go onto the next. Each guardian has its own special abilities and strategic movements. An energy bar will represent the life-line of your enemy and, once it's depleted, you will be taken to the next part of your journey.

Fortunately, not everything is against you. There are five weapon icons that can be collected for five different types of fire: Power shot, Two-way fire, Three-way fire, Rotating fire and the Flame Thrower. Once collected, each weapon has a time limit and you will revert to the standard weapon when this has expired.

Bonus icons can also be picked up to assist you: a helmet for your head (temporary invulnerability), a watch for extra time, a baby Toki for an extra life and collecting 30 coins will also grant you an extra life. Bonus points are awarded for killing certain baddies depending on their strengths.

Once you have managed to battle your way through the six levels, you will be taken to the final confrontation with the notorious wizard, Bashtar. You must battle to the death and, if you are victorious, you will be treated to one of the most vomit-provoking end sequences to ever be seen on the ST. Will it be worth it? You'll have to find out for yourself.

**Jason**



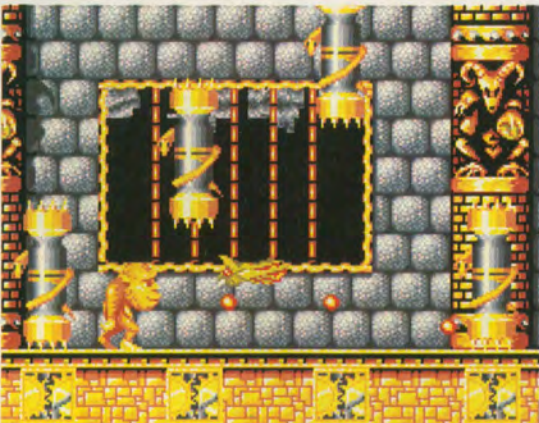
Here we see our hero Toki at the beginning of the second level. He must find some way of ridding himself of the rocket-launching ape above. That extra weapon looks tempting!



Toki has managed to acquire a magic helmet that provides him with temporary invulnerability. The monster below can't harm him unless Toki loses the helmet and walks in front of it.



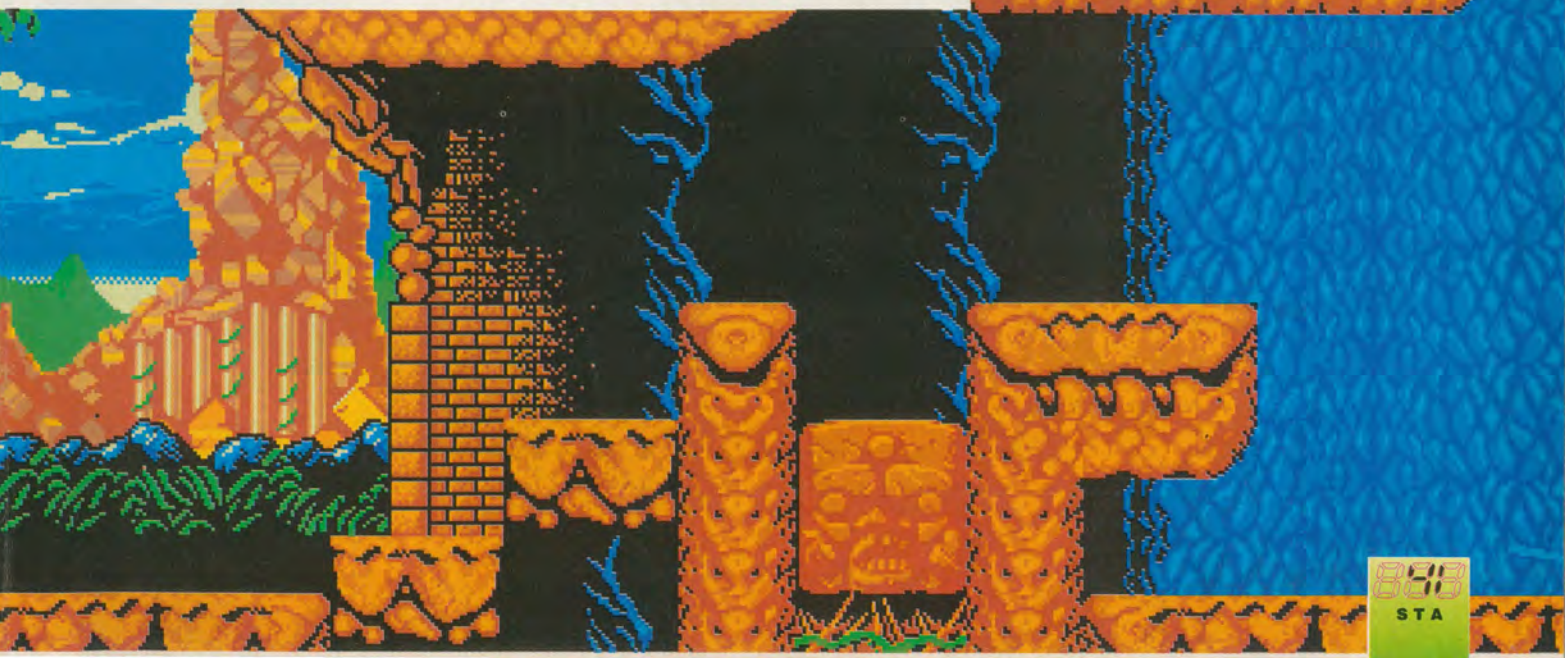
The forest level is full of nasties. The spiky columns can be shot, but watch out – they fire spikey balls. The extra weapon can be collected by jumping on an alien to gain height.



The last level is complicated with the addition of deadly spikes. These can't be shot and must be avoided. The flying creature can be shot to reveal a possible bonus or extra life.



The ice level is quite difficult to begin with. The platforms disappear and are slippery to the touch. The monsters above can be shot to reveal magic coins.







# Cougar Force

## ELECTRONIC ZOO

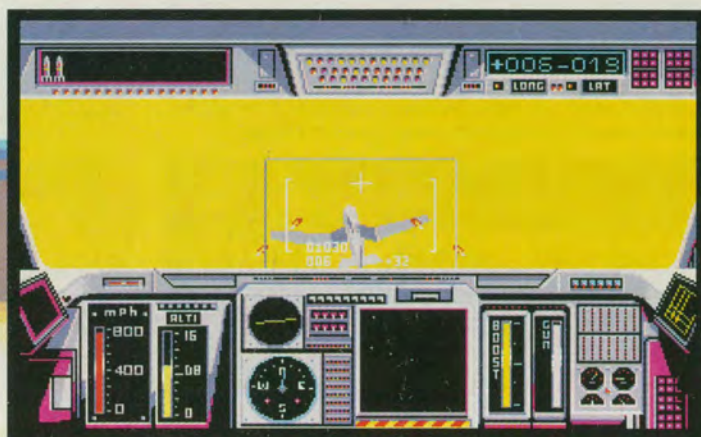
**J**ames Bond looks tame compared to 'The Cougar'. As a top secret agent, you get the chance to take part in all those activities you've only seen in the movies. Unfortunately, Cougar Force does lack the most important aspect of a secret agent's life – women.

Upon analysis, the game is a compilation of ideas. Each concept isn't really linked to the previous or following sub-game. This means you don't have to worry about completing levels exceptionally well so, for example, you have sufficient energy and ammo to take with you on the next stage. The various stages should be treated individually.

The first objective is to devise a plan of how to escape from the prison you are being held in. Eventually, you should arrive at the perfect solution: kick and beat the brains out of the prison guards! In true heroic style, surge forth, discover a key to let you out of the compound, then flee to your fully fuelled, fully operative jet fighter craft that just happens to be somewhere nearby.

Scream through enemy airspace, unleashing an array of deadly rockets and machine-gun fire at your foes. Knock-out ground targets and generally cause as much destruction and confusion as possible among the enemy! Other levels include infiltrating enemy territory even further by means of motorbike, hovercraft and anything else you may be qualified to drive!

Controlling your character both on foot and in transportation is done via joystick and keyboard. Although not particularly tricky, quick coordination is required.



**Your bullets rip into the fuselage of the fighter as you fly by with all guns blazing!**

On foot, combining joystick movement with the firebutton executes high kicks, low kicks and punches. When manoeuvring a vehicle of some description, you could find yourself activating radar displays, selecting weapons and

monitoring ammunition and fuel levels, among a variety of other meaningful tasks.

All you ever imagined a top agent to do is here in Cougar Force. Maybe some of your dreams can now become reality... **Alan**



**Motorbikes and armed hovercraft loom up in front as you skim quickly across the rough terrain. Fight your way through, collecting vital fuel supplies as you go.**

### PUNTER-POWER™



**GAME: COUGAR FORCE**  
**PRICE: £25.99**

"Fight with your bare hands...Pilot a fully armed jet...Use an agent's special skills...in a multi-action software package..." It all sounds very promising but the whole game fails to fulfil its potential. When on foot, your character refuses to stand still, insisting on doing a jig on the spot which is all very annoying. The shoot'em-up scenarios, such as on the boat or motorbike, take far too long to complete. As for the difficulty level, most of the stages are too easy to complete, not offering much in the way of a challenge. Actually, Cougar Force seems to get progressively easier whereas you would think it should get harder. Sound effects are included throughout the game with cries of 'Ouch!' and 'Aagh!' each time you get hit, along with explosions and engine noises. In all, you'd be better sticking to the movies.

**GAMEPLAY:** [Progress bar]  
**SOUND:** [Progress bar]  
**GRAPHICS:** [Progress bar]

**RATING=71%**



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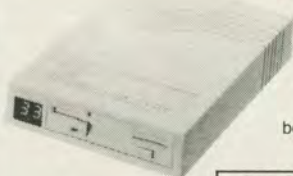
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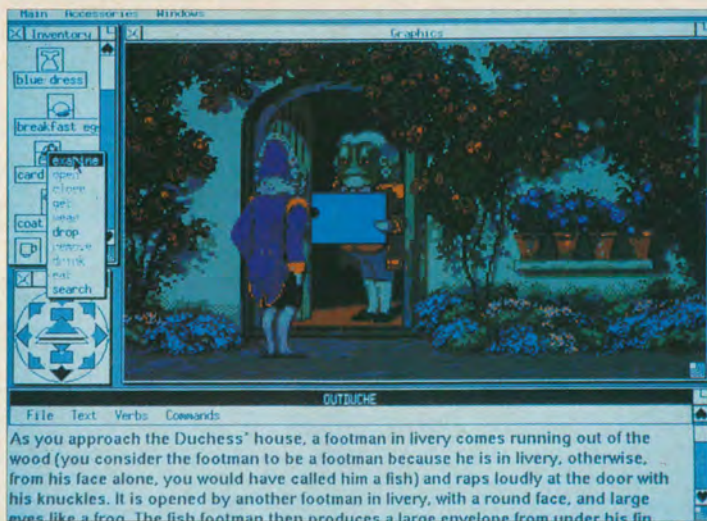
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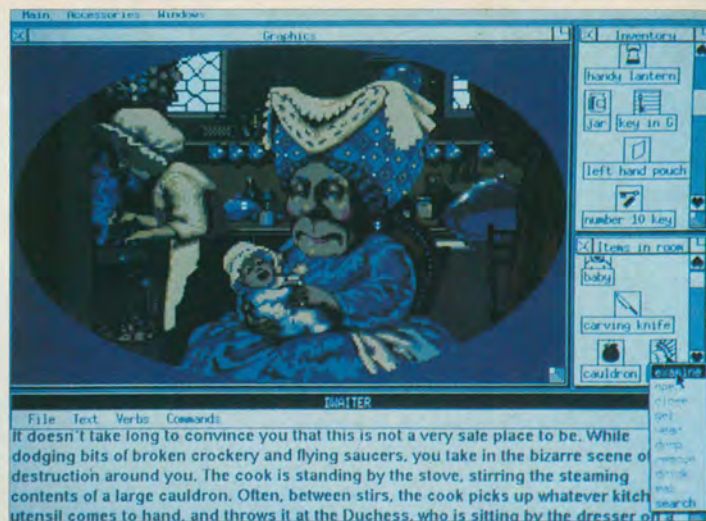
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As you approach the Duchess's house, a footman asks you your business.



The cook isn't happy at your arrival and lets loose with some crockery.

# Wonderland

## VIRGIN MASTERTRONIC

**P**icture this scene... A young, innocent girl sits beneath a large, shaded tree under the watchful eye of her elder sister, Emily. Staring aimlessly into space, she notices a small, yet agile, hare disappear down a readily built hole. After a quick glance at her sister, who appears to have her head buried in a book, she takes off in search of the hare and discovers a magical world of fun and danger.

That is the story behind Lewis Carroll's extremely successful book and Virgin's latest release - Wonderland. You take the role of Emily's young, but inquisitive, sister - Alice. You must guide her through the many mysteries of Wonderland and help her find the way back to the real world and the shaded oak tree.

Magnetic Scrolls are the programming team responsible for Wonderland and are renowned for their excellence in previous attempts

at adventure games. Wonderland boasts maps, windows, on-screen icons, puns, puzzles, conundrums, challenges and even a giant puppy! Have you the power to wake up from the dream?

Wonderland has been written in Magnetic Windows, a new adventuring environment from Magnetic Scrolls, giving you over 100 graphical representations of your surrounding area and some of them are even animated! You can meet the Mad Hatter and the March Hare, the Queen of Hearts, the giant caterpillar and the rest of the book's main characters.

To control Alice's adventure through Wonderland, you need to use a mouse and the keyboard. Clicking on an illustration with the mouse button will reveal all the information you need to know about the objects shown. To minimise typing,



My, doesn't that bed look comfy?

most of your verbal replies can be made through a series of pull down menus, but if you do feel the need, the keyboard is always available for use.

On certain occasions, when you enter a new location, an illustration will be shown giving you a glimpse of what Wonderland really looks like. These pictures can be turned on or off via the menus depending on your taste. Each picture is worth studying at least once; vital clues can be found if you look hard enough.



'Thistle' be comfier. I'll bet.

An updated vocabulary has been included into the package, making it easier for the computer to understand you. Certain sentences, normally taking twice as long, can be joined together making progression easier. For example, "Get the bag", "Open the bag", "Take the box", "Open the box" and "Take the jewel" can be shortened to: "Get the jewel from the glass box which is in the bag", drastically reducing the frustration often caused by the computer's 'lack of English'.

Jason



After being locked in the bedroom, you decide to examine the dresser.

### PUNTER-POWER™



GAME: WONDERLAND  
PRICE: £29.99

RATING=84%

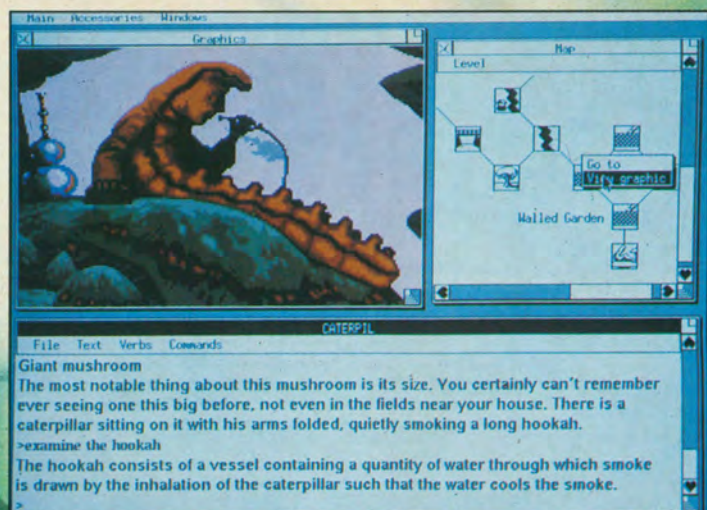
Graphic adventure games aren't everybody's cup of tea. Most of you would rather just fly through space blasting everything to smithereens. Anyway, Wonderland is a fine example of a graphic adventure game. The graphics have been well drawn and most of them animate quite well. The sound is nice and cheerful and this makes the game a lot nicer to play. A good, sound product that is a worthwhile addition to any software collection.

GAMEPLAY:

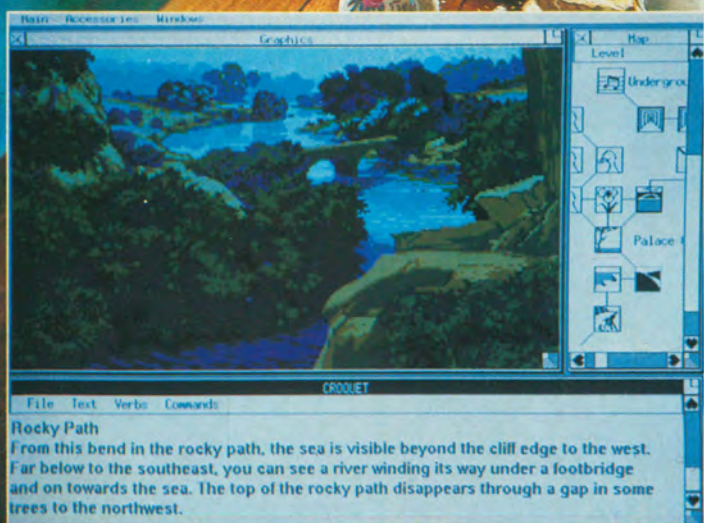
SOUND:

GRAPHICS:

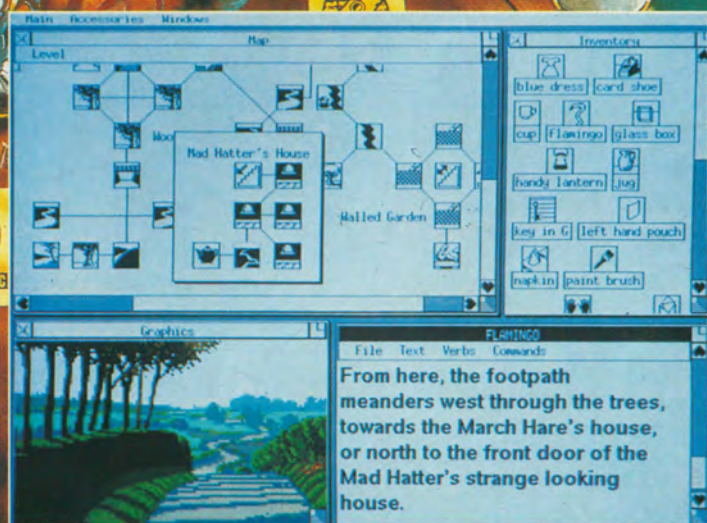




*You notice a large caterpillar sitting on a mushroom and ask him for directions.*



*From the rocky path the sea is visible and my doesn't it look nice?*



*Inventory screens and icons abound in this adventure through Wonderland.*



# Thinking Matters

*There comes a time in the life of every alien blaster and platform ace when he or she has to step back and consider: "There must be more to life than this". Well there is! And to prove it, here is a small selection of recent releases that will test the old grey matter and help pass away some of your quieter moments.*

## OTHELLO KILLER

UBI SOFT £19.99

Othello has to be one of the easiest board games in the world to pick up and that's probably why it has so many followers worldwide. Created in the mid-19th century, the game already has more than 20 million players in Japan alone.

In this computer version, the game takes place on a board of 64 squares, all the same colour. The two players use pieces which are red one side and grey on the other. Each player chooses one colour, and four pieces (two of each players') are placed in the centre of the board. After this, players take turns to place their next piece.

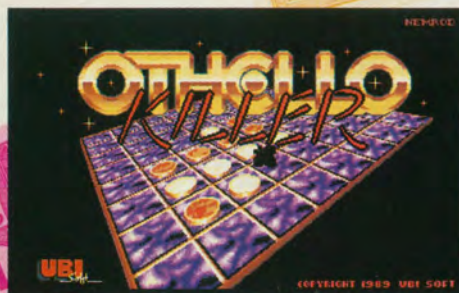
You can only play a piece that traps one or more of your opponent's pieces between it and another on the board. These pieces are then turned over to become your colour.

When all legal moves have been made, the player with the most pieces on the board is the winner. Ubi Soft's Othello Killer features a really tough computer opponent and sampled speech telling you who's move it is. It's a pretty good version of the board game favourite.

*This version of the board game classic is pretty faithful to the original. If you like Othello, you'll like this too.*



*The brown spaces left on the Quadrel board are the ones that are still to be filled in with your colours. The pots at the bottom left tell you how much you've remaining.*



*(below) It's a pretty even contest so far, but one well placed piece could turn the game around in either player's favour. It is a keen battle to get to the corners of the board first as the game can be controlled from here.*



## QUADREL

LORICIEL £19.99

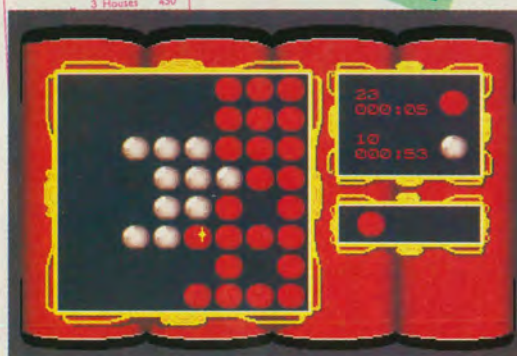
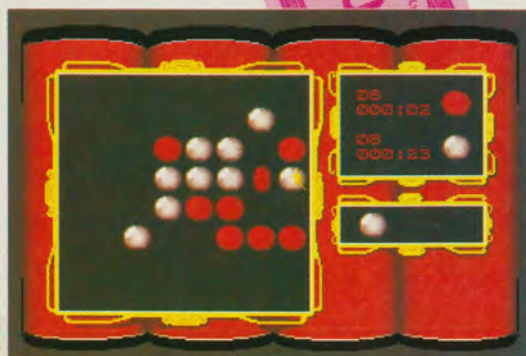
Puzzle games with simple rules seem to be the rage at the moment, and Quadrel is no exception. Apparently the game is inspired by the theory of four colours. This theory states that you can fill any type of map with only four colours without ever having two of the same colours touching.

This is true for any type of map, be it geographical or whatever. Many people have tried to contradict this, but so far all have failed.

You may be thinking that it all sounds pretty easy to do anyway. The difficulty lies in that you only have a limited amount of each colour to play with and that no two shapes on the map can touch each other if their colours are the same.

In Quadrel there are three types of game you can play: The Free mode (where you can choose the map you wish to use); The Controlled mode (where the computer tells you what spaces you must fill and the two-player mode where you must force your opponent into a situation where they can no longer paint a shape.

*Quadrel is an interesting concept that will provide lots of frustrating fun for the ardent puzzle addict*





# European Superleague

One of the most popular genres of game has always been the football manager type. It all started in the early 80s with Addictive's Football Manager on the Spectrum and has progressed up to the top standard of games such as Player Manager from Anco.

The latest offering comes from Doncaster-based CDS Games and sees you in the role of team manager in the newly created European Super League. Choose which of the eight teams to manage. Will it be AC Milan or Liverpool? Real Madrid or Arsenal?

Once you're settled in the hot-seat you can delve into the transfer market and strengthen your squad with players from around Europe. Keep checking your diary to make sure you're not going to miss any important appointments – especially your weekly meeting with the club's chairman.

You have the option to completely control your players' training for the whole week and prepare them for the big matches ahead.

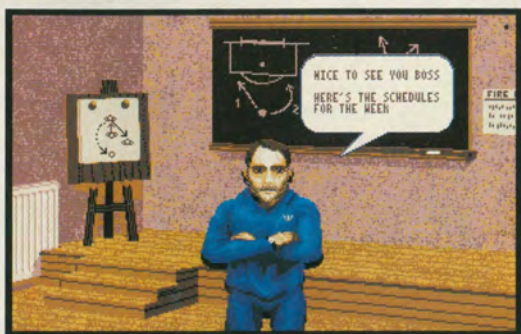
Then you and your men must travel to the venue where you watch the game being played in front of you. This is a series of still pictures shown in quick succession (exciting stuff!)

## EUROPEAN SUPERLEAGUE

CDS

£24.99

*European Superleague just doesn't come up to par with the top games in its category. Waiting for the matches can get pretty tedious (even if you keep re-setting the tactics) and the way they're presented could have been better.*

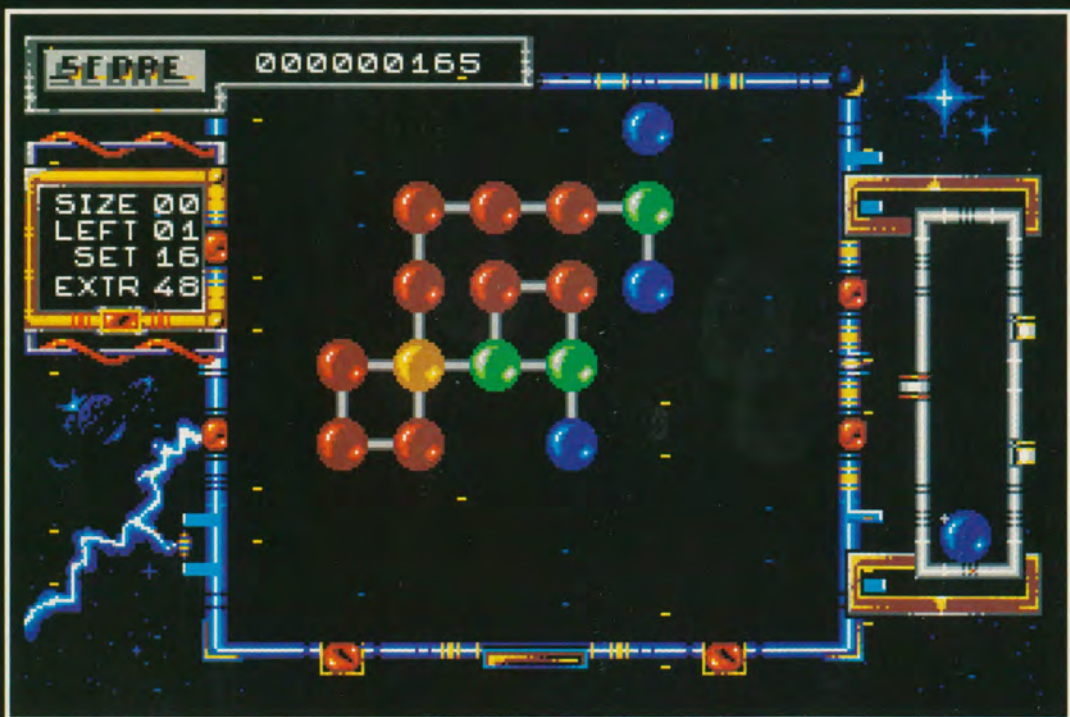


Known more for their graphical extravaganzas than their simple puzzle games, Psygnosis have just released Atomino on an unsuspecting general public. In this you must race against the clock to build lots of lovely molecules out of the atoms provided.

If that all sounds a little complicated it'll soon bring all those chemistry lessons over burning bunsens flooding back into memory. The atoms are given to you in random order so you'll often find yourself with one of the little beasts to get rid of and nowhere to put it.

Occasionally if you're very lucky you'll get a Joker atom which can be placed anywhere to finish off your masterpiece. Then it's up an atom to the next level!

Atomino has loads of levels that'll keep you coming back time after time for another go. It's just another one of those addictive puzzle games that are currently sweeping the ST market.



ATOMINO  
PSYGNOSIS  
£25.99

*Simple puzzle games are making their mark in the 16-bit market these days. They can usually be relied upon to provide addictive gameplay and Atomino is no exception. If you're a fan of this type of thing, try it out.*

# Atomino

PSYGNOSIS



**M**any years have passed since the enemy forces were defeated in the battle of Shining Hollow. Folk stories of the Resistance heroics are still regularly told around camp fires to youngsters, eager to learn more about their people's liberation.

The years have seen more than just a change in people's attitudes towards freedom. Since the war the polar ice caps have melted away and the whole land of Midwinter has been submerged under water. The face of the planet has been changed.

All that remains now is an archipelago of over 40 islands, one of which the refugees and survivors of Shining Hollow, have made their home. When the tides rose, the nation of Verde took the people of Midwinter into their homes and cared for them.

From this early bonding grew the Atlantic Federation. It was the first official, political unification of the nations of Verde and

Midwinter. As an act of peace the island of Verde was renamed Agora – from the meeting place in ancient Athens, the birthplace of democracy.

Agora is the most westerly of 42 islands which stretch in a band across to the African mainland. Many of the neighbouring islands have been controlled by the dark forces of the Saharan Empire. Atlantic Federation intelligence reports now suggest that the island of Agora may be next on the list for occupation.

Life on any of the Saharan islands is atrocious. Many of the inhabitants have been transported back to the African mainland as slaves and the people of Agora are anxious not to become the next in line.

As an agent of Cobra – the Atlantic Federation Security Council's underground network, you must try to sabotage this planned invasion and give your people the chance to fight for their freedom once more.

All you know is that the invasion will take place within the year – no exact date can be provided. You must liberate as many of the neighbouring islands as possible to disrupt the path that the Saharans will take to your homeland.

There is no effective way of preventing the Saharan Armada from invading. You must therefore try to make its route as difficult as possible. If you get the chance you should destroy the supply outposts so that when the invading task force arrives three old grannies with large sticks should be able to repel



From this section you can choose what kind of game you're going to play. Choices range from training to full-blooded campaigns where it becomes survival of the fittest.



The aim is to liberate as many of the islands as possible before the invasion begins. This will cause problems for the Saharans as it cuts their supply routes.



From here you can select which individual island you wish to raid. The more skulls an island has, the more difficult it will be to overcome.



# Midwinter II:

R A I

them, let alone your highly trained soldiers.

Before you can get into the thick of the action you must either take control of the agent given to you by the game or choose to create your own.

The agent creation process is a simple matter of designing the face you want your persona to have. You can choose from all different types of hair, face, skin colour, eyes and other facial features and can even top it all off with a fetching pair of shades.

Once your agent is ready for the off you must choose a mission to undertake. This is where you start to liberate the islands. An example of a mission

would be to assassinate the island's commander. If you achieve this aim, you will be rewarded by the grateful islanders.

Upon choosing your task you are then transported to your destination and given the name of your contact, who you must find to get help and equipment from. You will then pick up your mode of transport which can be anything from a biplane to a submarine.

You can then choose to travel manually to your destination or set it on Autoroute in which case you can sit back and relax. If you achieve your objective on this island it's onto the next and so on until the invasion begins and you see just how well you've done.

Paul







One of the modes of transport is the flying sub. Besides this there are another 21 vehicles to find and operate in order to get around.



If there's no transport about or you've just wrecked your vehicle, you can always get about on foot. This is slower and uses up more energy.



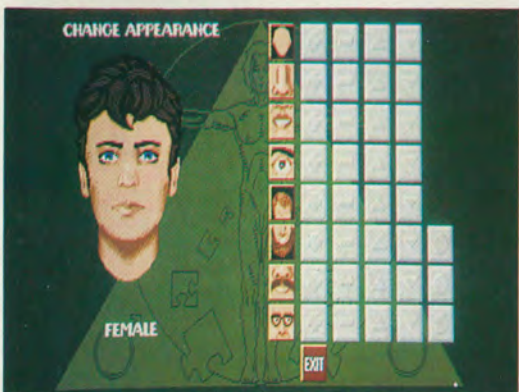
The bus is a fairly sturdy vehicle that you can rely on for getting around. It will be your only transport on some of the islands.



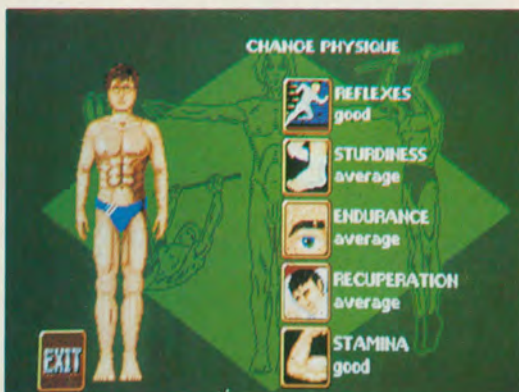
The minisub allows you to get around the island without drawing attention to yourself.



Careful attention must be paid to the relief of the sea-bed or you're in for a damp ride.



Midwinter II has its own unique character generation system where you can choose what your agent looks like.



The characteristics of your agent can be altered slightly and this in turn affects the way you must play the game.

## PUNTER-POWER™



GAME: MIDWINTER II  
PRICE: £29.99

It's a couple of years now since the original Midwinter took the ST by storm and now the sequel - *Flames of Freedom* - looks set to do the same. Gone are all the ice and snow and in their place are the blue skies and rolling green landscapes. Certain people criticised Midwinter as being a little easy once you got started but this has been corrected here with the phenomenal number of tasks to be completed. The 3D travel sections have also been improved and now seem to run at a much faster speed than the original. Interaction with the program is simple and most of the common commands are assigned to a Function key so they can be accessed easily. If you were a fan of Midwinter, the wait is finally over. Go out and get this immediately. If you weren't, or if you missed it this is still worth adding to your collection.

GAMEPLAY:

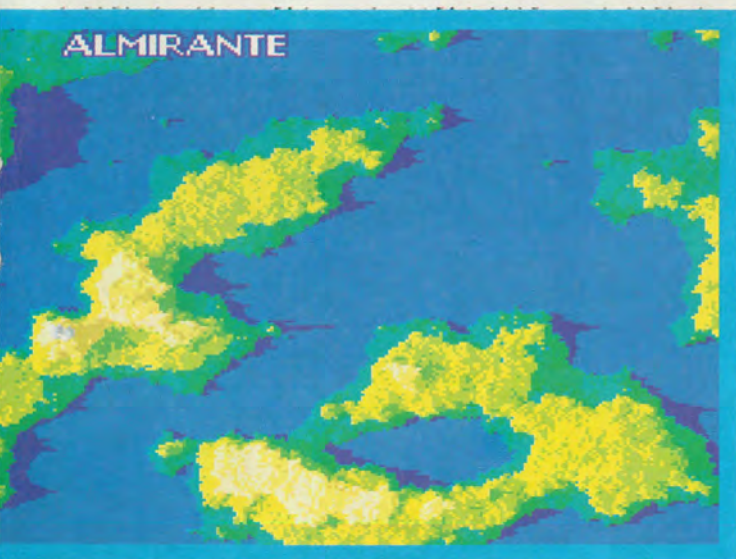
SOUND:

GRAPHICS:

**RATING=90%**

# Flames of Freedom

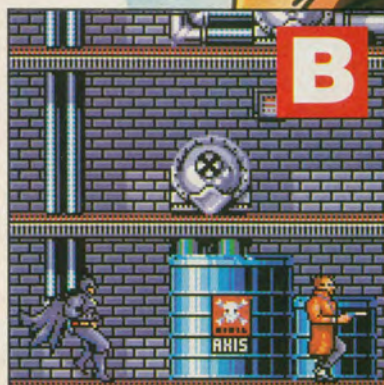
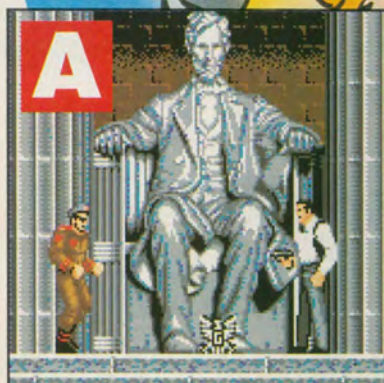
N B I R D



Left: This is the island you have chosen to liberate first. Now you can get some different information on it and find out who your contact will be.

Above: Every now and then you need to rest or you will collapse from exhaustion. Electing to sleep will help you recuperate from your injuries.







***Your girl has been kidnapped and you have been transformed into a lowly ape. Not the best of days really. You must battle your way through six levels of arcade action and rescue your beloved from a fate worse than death. . .***

**We at ST Action, in conjunction with Ocean Software, are proud to offer you the chance to win a complete arcade version of their latest licencing deal - Toki. Even as you read this, Ocean's in-house team of technicians are putting together a metallic case containing the PCB game board and a complete monitor screen as a prize for you to win. Five lucky runners up will each receive a copy of the game.**

**To have a chance of winning one of these amazing prizes, all you have to do is examine the enlarged sceenshots of previous Ocean titles. Now match the screenshots to the titles listed below and enter the correct letter in the box next to the name. It's as easy as that.**

**The first all-correct entry out of the hat will receive the major prize and the runners-up prizes will go to the next five.**

**Send all your completed entry forms to reach us no later than 16th August to: Toki Compo, ST Action, Europa House, Adlington Park, Adlington, Macclesfield SK10 4NP.**

## **ANSWERS TO THE TOKI COMPETITION ARE:**

**Dragon Ninja**

☐

**Nightbreed - The arcade game**

☐

**Batman the Movie**

☐

**Sly Spy Secret Agent**

☐

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**.....Postcode.....**

**My Disk Drive is Single/Double sided (delete as applicable)**

# **Competition**





*In the air, you can collect the most valuable cash bonuses. This will enable you to buy more devastating weaponry.*

In a time when terrorism has become an accepted part of everyday life, the Hydra remains uncorrupted. He stands as a symbol of hope for the citizens of the world. He is the only man that the authorities can fully trust to complete errands of importance. You are the Hydra.

With a specially equipped Hydracraft, you must courier a host of invaluable and top secret items between locations. Your Hydracraft is a flying boat, armed with Uzi machine-guns and limited Nuke missiles.

If you progress far enough into the game, you'll meet a Bob Marley lookalike shopkeeper who you can buy extra firepower from. Cash should have been collected from along the route in the form of money bags. Depending on how much you are willing to spend will determine the amount of weaponry you take on board. Flame throwers, bombs and other death-dealing devices can be bought and fired by pulling back on the joystick in conjunction with the fire button.

Although your Hydracraft is, basically a boat, you can take-off by pressing the spacebar which activates an engine boost. This will fling



*You skim over the surface of the water, disposing of all that opposes you. Your Uzi does make matters a touch easier!*

# Hydra

## DOMARK

you into the air for a short while, enabling you to avoid rocks and enemy craft in the water below. Also, floating money bags can then be gathered. Unfortunately, boosts are limited and must be collected by running into spherical objects left behind by destroyed opponents and the same applies for collecting fuel.

Should your Hydracraft make impact with rocks or be hit by enemy fire, the item you are transporting will be hurled into the air and land in the water some distance ahead. When this happens, a mysterious aircraft, known only as the *Shadow*, appears. It will swoop down and try to steal the item before you can reach it. You must shoot the *Shadow* before this happens or you will fail in your mission.

There are nine daring missions and 31 levels in all, amounting to a lot of potential death and destruction with the prospect of an aching trigger-finger. Taking the role of Code-name Hydra certainly isn't a task to be taken lightly.

**Alan**



*After a collision, your cargo is thrown overboard causing the Shadow to pounce. You must react quickly and destroy your meanest foe.*



**GAME: HYDRA**  
**PRICE: £25.99**

Converted from a Tengen coin-op, Hydra now makes a very disappointing appearance on the ST. While scrolling is relatively fast and smooth, the detail paid to graphics is quite terrible and sound achieves absolutely nothing. In terms of gameplay, Hydra is far too repetitive and far too easy to complete with a distinct lack of variety in your enemies. It's a fast blast but that doesn't mean it is a worthwhile buy. Keep well away and invest in something that offers much more value for money.

**GAMEPLAY:**

**SOUND:**

**GRAPHICS:**

**RATING=59%**



*Complete a mission successfully and the women will never cease to swoon over you! That combat gear is a little kinky, don't you think?*

## CODENAME HYDRA TAKING THE WORLD BY STORM!

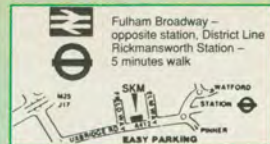






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## COURT IN THE ACT



# Pro Tennis Tour 2

U B I S O F T

**T**he sequel to a fantastic original has arrived in time to reap the benefit of the forthcoming Wimbledon hype. This isn't meant in a derogatory sense but it does add a little extra to whatever marketing strategy Ubi Soft may be employing.

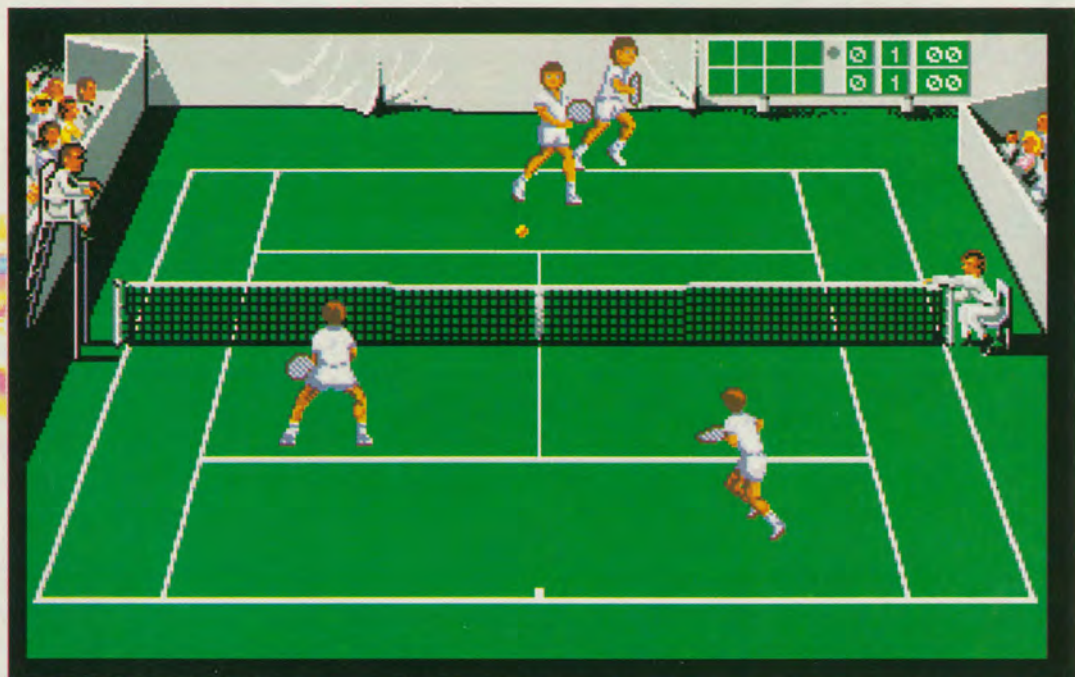
Pro Tennis 2 is a straightforward tennis sim, incorporating a number of features. Competing against the computer or a human opponent is an option that can be executed in either singles or doubles mode.

A variety of playing surfaces is available for you to test your skills upon. Clay, grass, and indoor surfaces affect strategy and ball control accordingly. For example, a clay court slows down the ball whereas a grass court is faster and demands from you a serve and volley game rather than baseline tactics.

You can participate in all the tournaments that the professionals compete in. From the minor tournaments such as the New Zealand Open to the major events like Wimbledon are all in the game. Improve your ranking and earn as much money as possible. For those of you who are less adventurous, friendly matches can be played!

Each player, be they human or computer controlled, have their own characteristics. The degree of how well you can hit forehand and backhand shots, along with smashes and many others, are measured by a percentage. This should allow you to assess players' weaknesses and use the information to your advantage during a game.

Manoeuvring your character (male or female) about the court is done by simply moving your joystick. As you hit the ball, depending on the direction of your joystick at



**Many of you may find doubles matches more fun. They require faster reflexes than singles games, along with more accurate striking of the ball as you have to find open areas in your opponents' court.**

that moment, the return shot is determined. Pulling back produces a lob, left and right direct the ball in the appropriate direction, while pushing up hits a short length shot. Shots can be combined so pulling back and left hits a diagonal left lob, if you know what I mean!

The programmers responsible for Pro Tennis 2 are Blue Byte. In particular, Lothar Schmitt and Thomas Hertzler with the task of creating the realistic animation in the capable hands of Uwe Meier. Assistance came from Thorsten Knop and Thomas Hauser who worked on the carefully detailed backgrounds. Janos Toth also programmed the graphics.

Although Thorsten Knop and Thomas Hauser aren't yet officially employed by Blue Byte, they hope to have permanent positions within the company by July of this year.

What about Blue Byte as a company? Well, they were founded in the latter half of 1988. Although, at present, a small team, they are eager to expand and hope to increase their numbers with Knop and Hauser being the first step in that direction. They declare (concerning Pro Tennis 2) that: "The main objective was to create the best possible combination of gameplay and simulation...Thanks to a spirit of co-operation and lots of hard work, we managed to accomplish our objec-

tive within a reasonable time limit."

In all, Pro Tennis 2 took nearly 10 months to complete on all 16-bit versions. That surely illustrates that 'lots of hard work' is a modest comment to make. A large amount of time and effort has gone into the game and the result is a great credit to what must surely be regarded as a great development team.

You can look forward to Blue Byte's next exciting project, entitled Battle Isle. The team expects to spend a year in developing the product from paper to program and claims it will "...revolutionise the field of strategic games." If such a claim can be upheld in 12 months time, we can be assured of a game of quality and great playability which Pro Tennis 2 demonstrates they are certainly capable of.

**Alan**

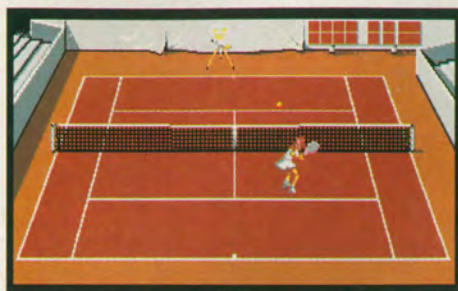
**1**  
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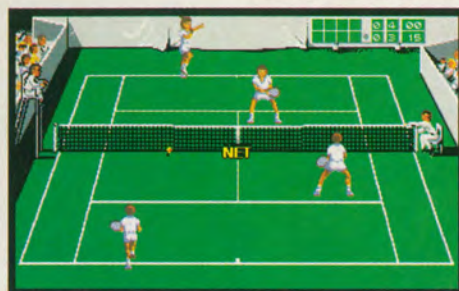
	MAY	JUNE	JUL
JUN 4.	GRAND SLAM: French Open Paris		
JUN 11.	Stella Artois London (G) \$500,000 SINGLE	Continental CS Rosmalen (G) \$250,000 SINGLE DOUBLE	Torneo Inter. Florence (C) \$225,000 SINGLE
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JUN 25.	GRAND SLAM: British Open Wimbledon SINGLE DOUBLE		

**EXIT**

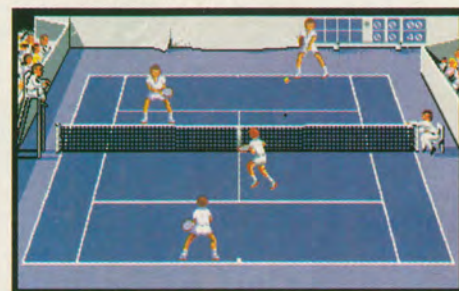
There are many tournaments in one year. By accessing a calendar, you can decide which competitions you wish to take part in. However, the tournaments with more cash prizes on offer are more difficult to win.



You can practice various shots by utilising the automatic ball server. The machine will launch balls into different areas on your side of the court. All you have to do is hit them back!



Lobbing a ball to the very back of the court may sound a good idea, but when your opponent is exceptionally fast on his feet, a return smash may be imminent and totally effective.



Back and forth, side to side, you must be alert and on your toes at all times, responding to the fastest of cross-court shots and returning the deadliest of down the line drives.

## YOUR OPPONENT

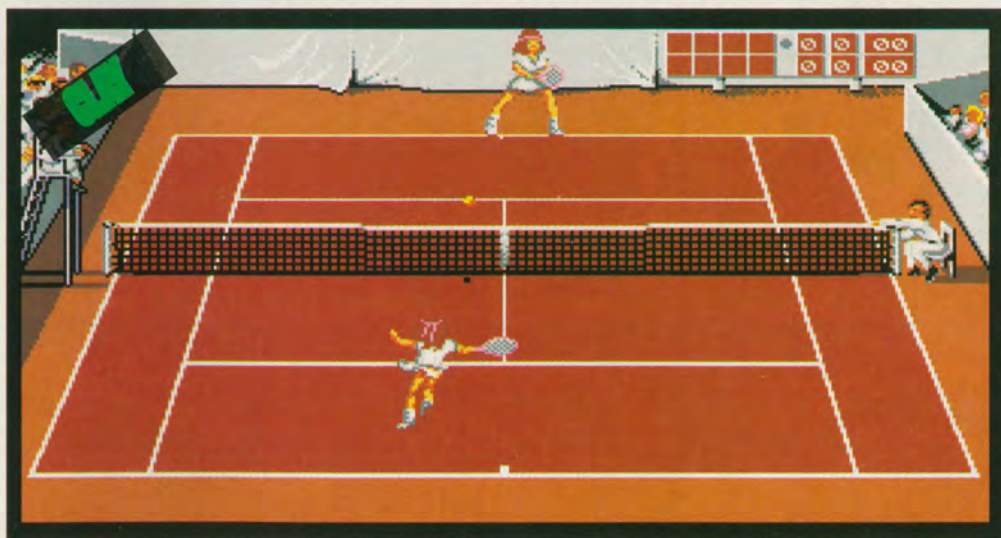
PLAYERS NAME	COUNTRY	RANK
MIGUEL MEREZ	ARGENTINA	24

FOREHAND	BACKHAND	FORE VOLLEY	BACK VOLLEY	SMASH	SERVICE	CONDITION
27 %	35 %	21 %	33 %	29 %	41 %	34 %

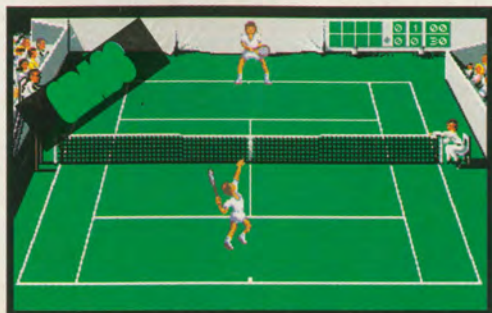
**EXIT**

Every character within PTT2 have their own particular qualities which are measured in percentages. These measurements indicate where your opponents' strongpoints are and which areas of their tennis are vulnerable.

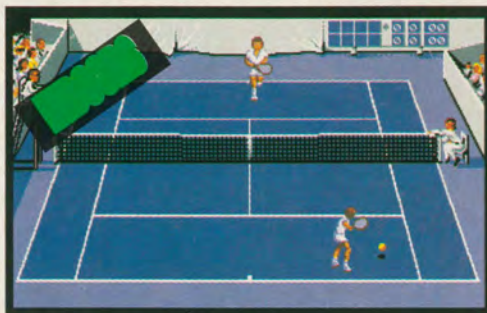
## CHAMPIONSHIP COURTS OF THE WORLD



Drastically stops the momentum of the ball when it hits the ground leading to last-second feet adjustment from you.

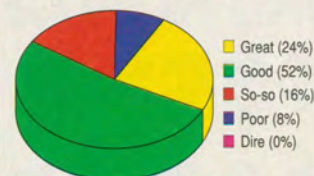


The fastest court of all. Speed and agility about the tennis court is vital when playing on this type of surface.



As this is the hardest court, the tennis ball travels relatively quickly. Again, speed and agility are a necessity.

## PUNTER-POWER™



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Most noticeably, the animation in PTT2 is excellent. Both male and female characters shift smoothly about the court and twitch pleasingly when at a standstill. The action is always intense but many of you may prefer playing doubles as the feeling of teamwork is strong and enhances the enjoyment to be gained. Doubles also requires that you think quicker which you will probably find more appealing, although the speed just loses its edge in this mode. Challenging the computer and hoping to win at the same time will most definitely need a lot of practice on your part. The synthesised speech with a curious French accent is excusable! PTT2 is a winner all the way and is, without a doubt, the best tennis game on the ST.

**GAMEPLAY:**   
**SOUND:**   
**GRAPHICS:**

**RATING=90%**



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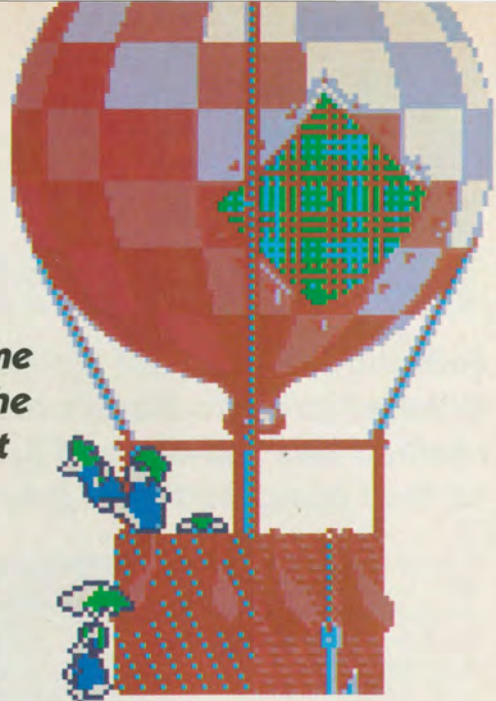


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# GTGA...

*Don't be driven crazy by this frustratingly addictive game – let Alan Bunker and Jason Dutton help you through the Tricky level by providing all the codes you'll need. Next month, the levels Taxing and Mayhem will be solved!*



# ...LEMMINGS



# GTGA...

**Following on from last month comes the final part of our detailed guide to Sierra's toughie – Codename Iceman. We chained Paul McNally and Stockport's very own Nic Moran to their computers until they finally managed to complete it.**



So Bond, even after our help last month, you still can't crack this. Looks like we'll have to reluctantly give you even more help! Where are you lost now?

## ? Well, I've read the microfilm from the ear-ring, but I can't understand what it means?

Don't they teach you anything at spy school these days? The A, N, AF and M mean Army, Navy, Air Force and Marines respectively. These are the CIA number offsets for decoding messages. Use N when decoding a message from the CIA.



This is where it gets complicated. Add the offset to the number you get from the decoding book. The Navy offset is 3. Say you have 8 as standard code digit. Add three, giving you 11. If the number is greater than 10 (as in this case), subtract 10. The result is what you need. Then use your manual to get the code words. Enter the words into your decoding computer.

## ? When I'm in control of the sub, how do I plot a course?

Well you can either work out the waypoints using the chart you found and reading about Charts in your tech manual. If you can't work it out then typing LOOK MAP while standing next to the table will allow you to plot points.



Enter these waypoints: 72 degrees North; 170 West; 86 North; 86 West; 83 North; 2 West; 65 North; 23 West; 36 North and 12 West.



## ? During an enemy attack, my weapons keep malfunctioning, leaving me in tricky situations!

You'll have to restore to a position before encountering the enemy ship. Explore the Torpedo room. Talk to the man and type: CYCLE EQUIPMENT. Then examine the conveyor and repair cylinder.

## ? How do I repair it?

Measure the sheared cylinder and conveyor belt with a vernier caliper. Go to the Machine Room and get a new cylinder. Use the lathe, drill press and grinder to make a new cylinder exactly like the old one. Fix the conveyor, install a new cotter pin and cycle the equipment.



## ? How do I sink the Russian destroyer?

Dive below 600 feet. Turn off your sonar and turn on the Silent Running Transducer. Set engine speed to Ahead slow. Watch the top line on your screen and don't fire until that

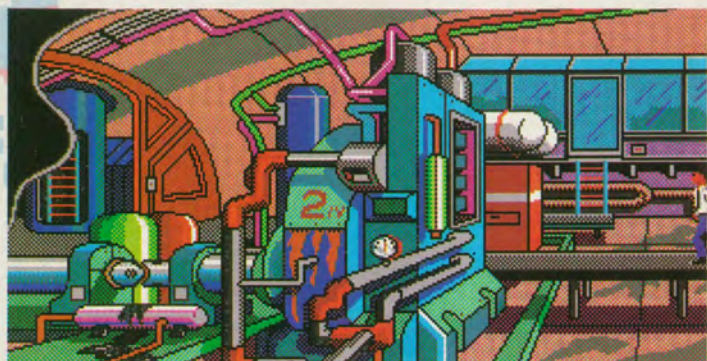
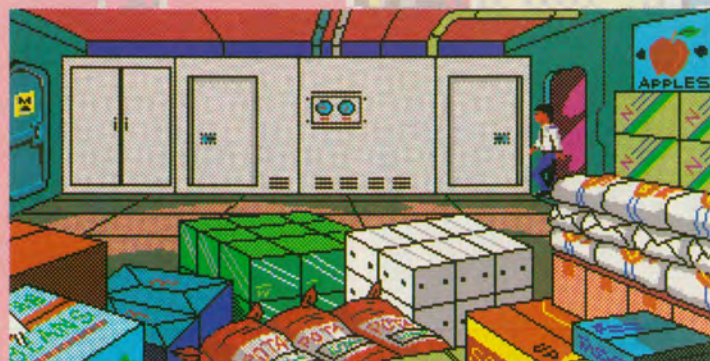


line is half-way across the screen. Launch decoys to draw the incoming torpedoes away. Lock on and fire your Harpoon missiles (not Stinger torpedoes). you must hit the destroyer three times to sink her.

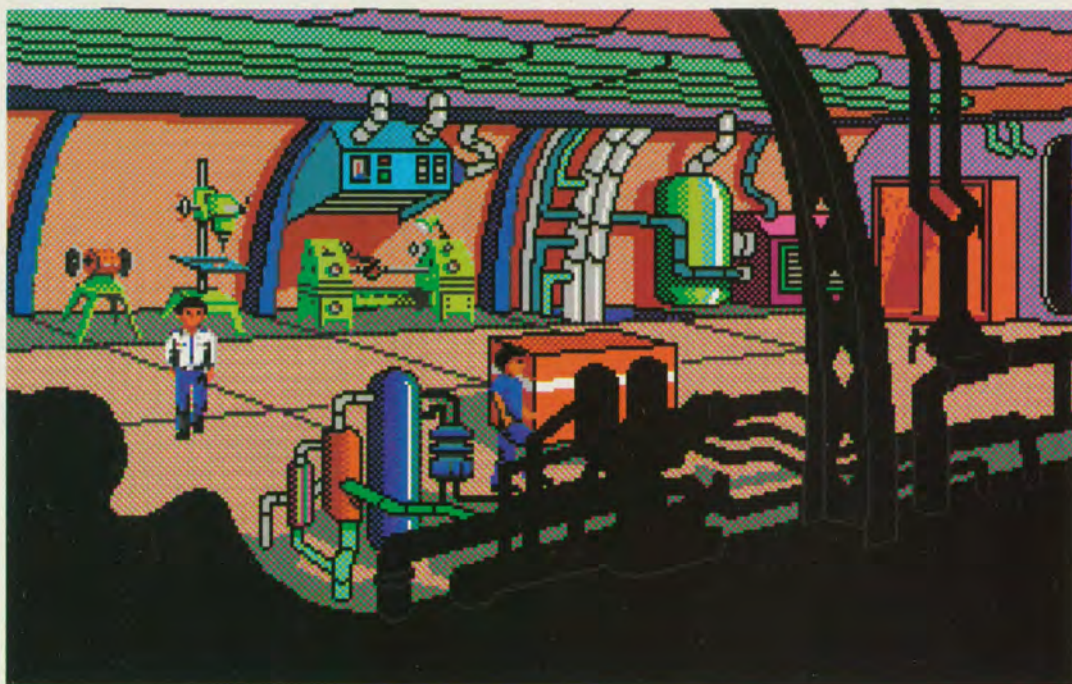
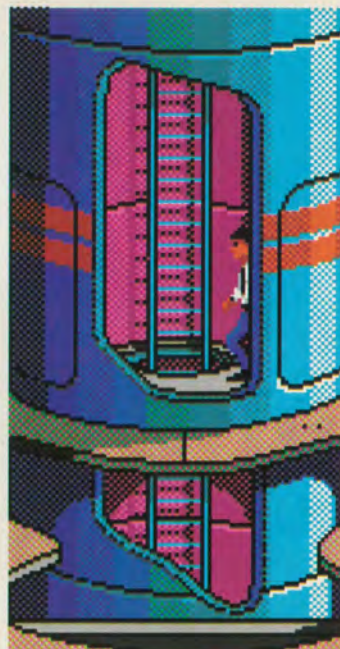
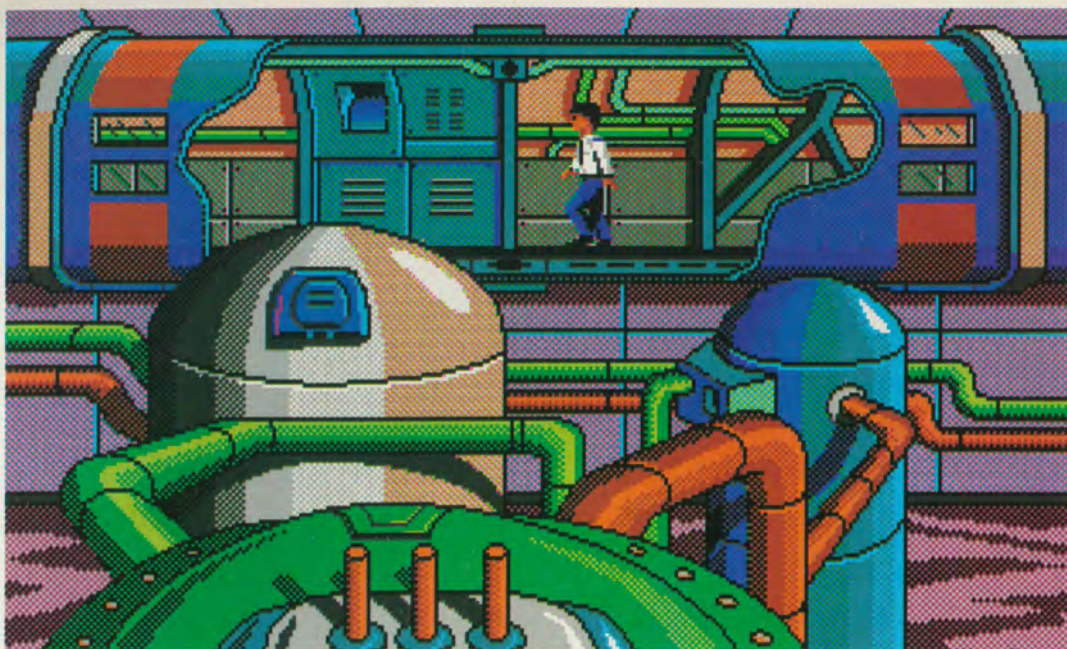
## What do I do?

First you must wait for the fisherman to lower his net near you. Put the bottle in the net. Wait until the net goes up and comes down again. (Don't leave the scene while this happens) The coast will be clear when you surface. Oh by the way don't forget to hide the dive vehicle before you put the bottle in the net or it won't work.

## ? Once I'm out in the dive vehicle I keep getting killed every time I surface.







**? Later on, after I've met the woman at the oasis and I've got back to her apartment. What do I do?**

Find the weapon hidden in the false bottom of the sugar container. Look out the window. Read the note in the butter container. Get the card next to the phone and call both numbers. Respond to the first man with TALK MAN and to the caterer with ORDER

FOOD. Finally get the tape from the top of the fridge.

**? When I get right to the end Stacy tells me they've moved the ambassador. Have I failed?**

You certainly have. You probably took too long to complete your mission. Oops! Looks like it's time you dig out those savegames.



# ...CODENAME ICEMAN



# GTGA...



Welcome to yet another amazing ST Action GTGA. This month's literary extravaganza comes in the shape of the first part of a two-part players' guide on Lucasfilm's *Secret of Monkey Island*. Follow the sound advice of Jason Captain Hook Dutton as he unravels the mysteries embedded deep in the sea and sand that surround Monkey Island. Part two will follow next month.

## THE THREE TRIALS

### ? Are the pirates in the Scumm bar worth talking to?

If you speak to the right people, you could come away with some interesting facts. The pirate at the middle table will tell you about Captain LeChuck and the chap near the door will disclose all the information he knows about the Governor. The dog next to the curtain will tell you the complete story including some hints about various puzzles that need solving around the island.

Talk to the important-looking pirates in the back room. They will tell you how to become a pirate.

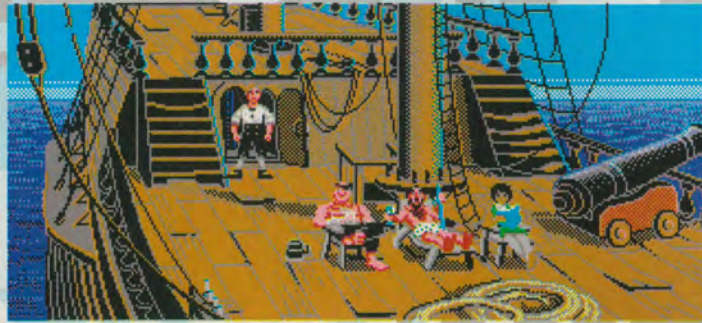
### ? What should I ask the important-looking pirates?

Tell them you wish to be a pirate. They will let you know what to do in order to qualify. Listen carefully to what they have to say and then ask them to elaborate on each trial. If you get in a sticky situation, you can come back and get some more information.

### ? I know that the door by the fireplace leads to the kitchen but the cook keeps stopping me from entering!

If you try and enter the kitchen while the cook is still in the back room he will stop you. Try entering after he has gone into the main bar to collect the glasses. He can't put a stop to what he can't see!

### ? What must I take from the kitchen?



Take everything. Pick up the pot from under the table, and the meat from the top. Make sure you go outside and collect the fish. Take note of the barrel of grog, you'll never know when it could come in handy.

### ? The seagull won't let me pick up the fish!

Trying walking to the end of the jetty and taking advantage of what happens.

### ? The citizen asks stupid questions!

Tell him your brother is called Dominique and he will offer to sell you a map. But you'll need money.

### ? Are the Men of Low Moral Fibre totally insane?

They are extremely knowledgeable about rats and circuses. They will also give you two pieces of eight if you agree to take a copy of the last Mellee Island PTA meeting.

### ? I have found a chicken in the Voodoo Shop. What is it's use?



The rubber chicken contains a pulley in the middle of it. You can use it to cross the cable to Meathook's tourist trap. There will also be another use for it once you leave Melee Island.

### ? Do I need to say anything special to the fortune teller?

Say anything. Try asking her about your future!

### ? I've been told that I need a treasure map. Where can I get one from?

The shady citizen on the street cor-



ner will sell you one if you use the aforementioned replies to his questions. You still need money.

### ? To defend myself, I am in desperate need of a sword. Can I get one from anywhere?

You will need to buy one from the storekeeper. The sword is on the top of the trunk nearest to the counter. Pick it up and ask the storekeeper about it. You still need money!

### ? Okay, okay, I'm broke. Where can I get some dosh from?







There is a circus in the clearing looking for some volunteers. Go to the big top and talk to the Fettucini Brothers.

**After speaking to the brothers, they say I need a helmet. Where can I get one from?**

You don't actually need a helmet, just some sort of protection for your head. Try using the pot you took from the Scumm bar.

**So I've got the cash but what should I do with it?**

Do what you'd normally do, spend it. Buy the sword and the shovel from the store keeper. The dodgy citizen will sell you a treasure map.

## THE FIRST TRIAL: MASTERING THE SWORD

**I've got the sword but how do I learn to use it?**

You need training. Go and see Captain Smirk. He lives on the south side of the island.

**When I try and get to the house, I get stopped by the troll. How do I get past?**

You must give the troll what he asks for. Listen carefully and think like Agatha Christie. A plot device that attracts attention, but has no real importance: a red herring.

**I got to the captain but he keeps laughing and turning me away!**

Be assertive. He obviously wants money for his talent. Show him your sword and tell him you want to be as good as the Sword Master. Keep talking until he agrees to train you.

**How do I practice my sword fighting?**

Try picking a fight with a wandering pirate. If you stand still and he bumps into you, he will stop and a fight will take place.

**I am useless! The wandering pirates keep beating me!**

Every time a pirate uses an insult or comeback you haven't heard before, it will be added to your vocabulary. Try deliberately losing a few fights to hear some good insults.

**I can't find the Sword Master!**

The Sword Master is in the forest. You will need a guide to get there. Talk to the shop keeper about the Sword Master and follow him when he leaves to talk to her.

**I've got to the Sword Master but she says I am not worth the bother and won't duel with me!**

You can only fight the Sword Master when one of the wandering pirates says: "Wow, you're good enough to fight the Sword Master".

**I keep getting hammered off the Sword Master!**

You will need a good line of insults if you are to conquer her. Try a little

more practice on the wandering pirates.

## SECOND TRIAL: THIEVERY

**Where is the idol?**

The Governor has the idol in her mansion. Her mansion is on the far side of town, past the dock, through the arch, up the street, around the corner, down the street, past the cliff, past the deadly piranha poodles and to the right.

**How do I get past the dogs?**

You have to give them the poisoned meat from the bar. To poison the meat, pick up a petal from the yellow flowers in the forest and apply it to the meat. Don't worry, it only puts them to sleep.

**I'm inside the mansion. Now what?**

Enter the door on Guy's left and watch the show.

**Where do I get the file from?**

Ask Otis in prison. Take him a cake

and then open it.

**I can't speak to the prisoner!**

He obviously needs his breath freshened. Go to the shop keeper, he sells mints.

**I need some rat repellent!**

There isn't any, try a substitute. Give the gopher repellent to Otis (you should have collected this from your first visit to the mansion).

**I've made my way back to the mansion but all the doors are locked. How do I get out?**

Don't use the doors. Try the hole in the wall.

**Fester tossed me in the water. Now what do I do?**

You can hold your breath for 10 minutes, so hurry. Don't forget to pick up the idol.

**Who is standing on the dock?**

Your common criminal and felonious types. Just ignore them.





## THIRD TRIAL: TREASURE HUNTERY

**? How do I find the treasure?**  
Use the map from the citizen and the shovel from the shop keeper.

**? The map is just some stupid dancing lessons. I want a refund!**

Don't worry. The dance steps are the disguised directions to the treasure. Go to the forest and follow the instructions on the map. Ignore the "two-three-four!"s (unless you fancy a song). *Right* and *Left* refer to the right of left sides of the screen. *Back* means the central path towards the top of the screen.

**? I've found the "X"! Now what do I do?**  
Dig, my boy, dig! "Use shovel with X"

## FOURTH (somewhat unexpected) TRIAL

**? I've completed the three trials. Now how do I become a pirate?**

Go back to the bar and celebrate with the boys.

**? What has happened to the Governor?**

She's been kidnapped and taken to Monkey Island. To rescue her, you will need a boat and a crew.

**? Okay, how do I get a ship?**  
Go to Stan's Used Ship Emporium. You can find him at the lights outside of town.

**? I don't seem to have enough money to buy a ship!**

You must try and arrange credit with Stan. The shopkeeper extends credit. Ask Stan for credit, then go and visit the shop keeper.

**? The shopkeeper won't give me credit!**

Tell him you have a job, even if you haven't. Pay close attention when

when he opens the safe (count the clicks and watch the direction of the handle).

**? Even though I have lied, the shop keeper doesn't believe I have a job!**

Just get rid of the shop keeper and open the safe using his combination.

**? How do I get rid of him?**

Distract him with an outside interest. Ask him to visit the Sword Master again.

**? I've got the credit note but it isn't for the boat I want!**

Take him round. Bargain with him, plead with him, beg with him. Keep talking and he will sell you his cheapest boat.

## ASSEMBLING A CREW

**? I need a crew. Where can I find one?**

You have already met two of the three people needed. You need the prisoner, the Sword Master and Meathook.

**? How can I persuade the Sword Master to come on the journey?**

Telling her that the Governor has been kidnapped will do the trick.

**? How do I get the prisoner to join me?**

You must help him to escape from jail.

**? How do I perform this minor miracle?**

I don't know, always the pessimist. You must melt the lock of his cell. You need an acidic substance. Try using the grog from the bar.

**? How do I get the grog from the bar to the prison, it keeps melting the mug?**

Collect all the mugs available and when the message says *Mug near death* transfer the grog by using the



mug near death with a new mug. You will probably need about three mugs.

**? I freed Otis but he just walked past me and disappeared. I thought he was going to join me!**

He'll be back. At the moment, he's just glad to be free again.

**? Who is Meathook?**

Meathook is the guy with the wicked tattoo who lives on the north side of the island.

**? I'm near the shore but I can't get through the water to Meathook's house!**

Use the rubber chicken with the pul-

ley in the middle of the cable.

**? How do I convince Meathook to join my expedition?**

Meathook must be shown that you are a competent leader. Offer to face his beast and when the door opens, taunt his parrot. Meathook will be impressed and join you immediately.

**? I think I've done everything. How do I set sail?**

Go to the dock. Stan and your crew members will meet you there.

Well, that's all folks. Check out next month's issue for the second part to this amazing GTGA. Bye for now.



# ...MONKEY ISLAND



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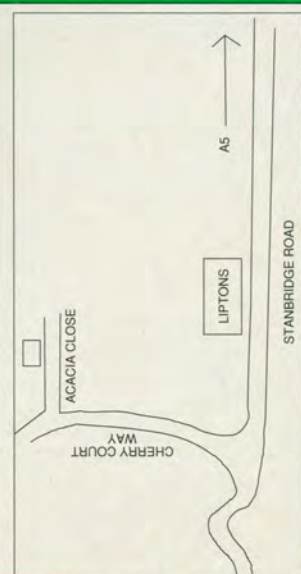
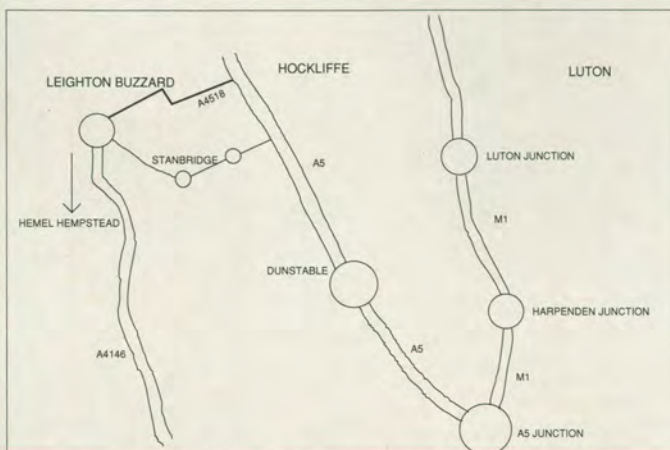
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**HOW TO FIND US.....**



Maps showing direct routes from the motorway and A5



Logical is an action man's thinking game and a thinking man's action game. In attempting to attract both types of gamer, Rainbow Arts have produced a puzzle game requiring quick reflexes and an in-gear brain!

In the simplest possible way, I'll try to explain to you just how the game works (this is where you have to concentrate!). The object is to go from one level to another. You want to know how? I was hoping you wouldn't say that.

The screen consists of a number of receptacles linked by a number of channels. Each container can hold up to four marbles. There are four differently coloured marbles in total. You must fill each on-screen receptacle with the same coloured marble which will then cause the container to explode. Once each container has exploded, you will be given the relevant code for the next level of which there are 99 altogether.

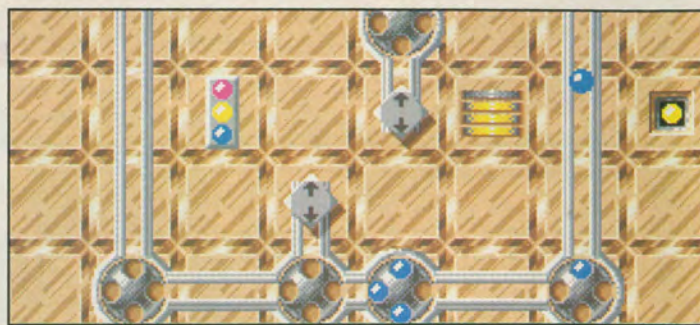
The marbles appear at the top of the screen, rolling horizontally along a channel. They will then either fall into a receptacle or down a vertical channel into another receptacle in a lower position on the screen. To move marbles between receptacles (remember, they have to be linked by channels), you can rotate them by clicking on the particular receptacle with the right mouse button. Press the left mouse button to then fire a marble in whichever direction it's facing.

Marbles can be influenced by certain items that are present at different positions on the level. For example, arrow icons will push the ball away from its original course and along another channel. This isn't as bad as it seems as they can be used to access difficult parts of the screen. There are many other

objects that affect your game, too. See the screenshots for more information as to what they are.

All levels are played against the clock and as they become more complex, your time limit never seems enough. Once you finish the game, which will take a lot of time, you will then be given a code for a game editor, allowing you to design and save your own levels which means, logically, that you will never stop having fun with Logical.

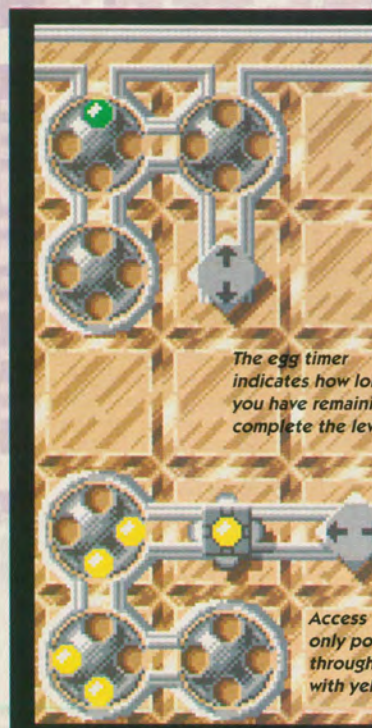
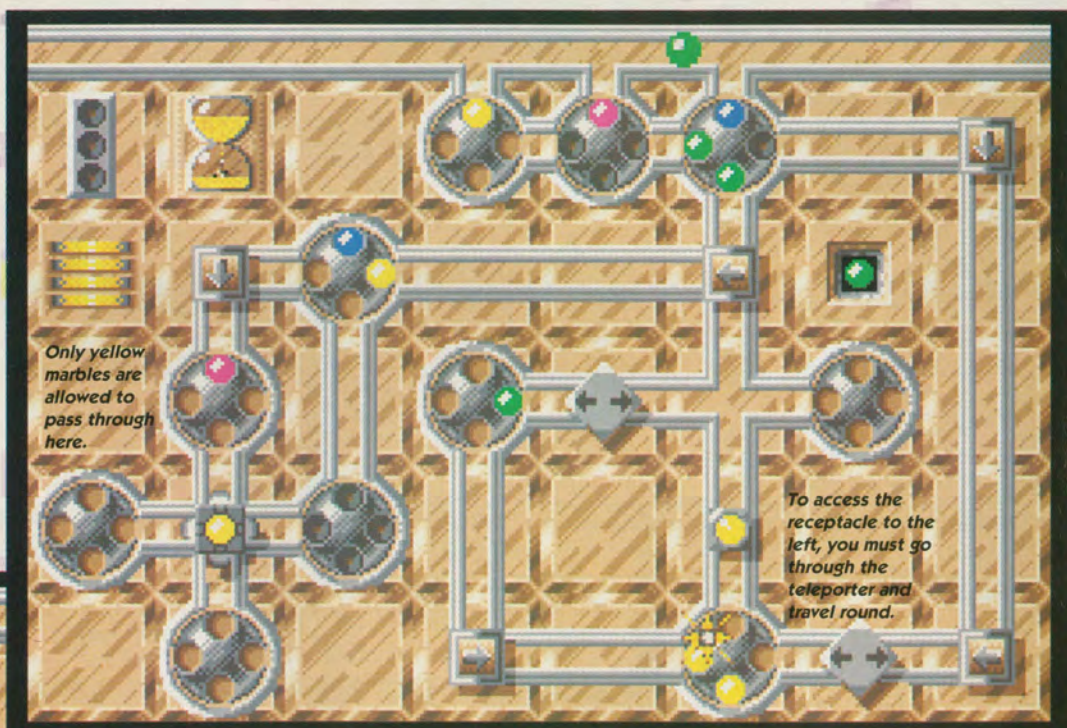
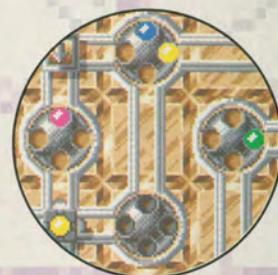
Alan



Teleporters and traffic lights make life quite difficult in Logical.

# Logical

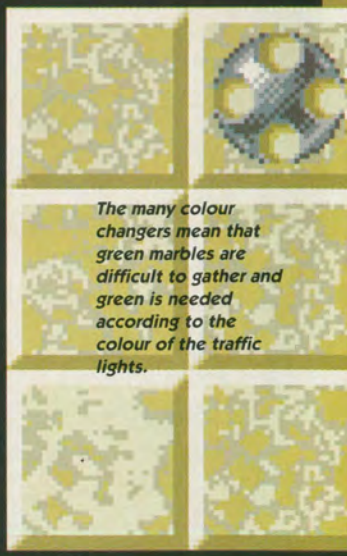
RAINBOW ARTS



The egg timer indicates how long you have remaining to complete the level.

A difficult section to fill due to the teleporter and colour stopper.

Access to this section is only possible by moving through the teleporter with yellow marbles.

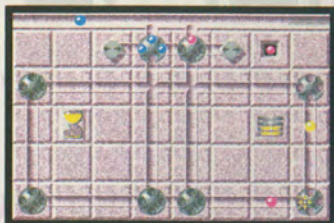


The many colour changers mean that green marbles are difficult to gather and green is needed according to the colour of the traffic lights.





Here, you're restricted by stoppers.



A nice change in background colour!



Traffic lights indicate a specific order for you to colour receptacles. Until the order has been completed, you cannot expect other filled receptacles to explode. The order varies between levels.



Arrows re-direct marbles and determine the direction of them along certain channels.



Colour changers alter the colour of the marbles to that of the changer when they pass through.



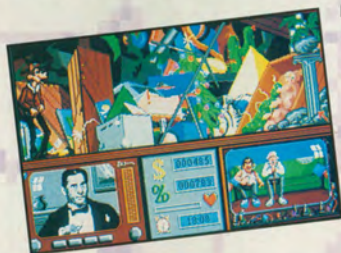
Colour stoppers only allow marbles past them that are the same colour as that of the blockage. Wrongly coloured marbles will rebound back to their origin.



Teleporters transport marbles from one area of the screen to another. You can tell where marbles will re-appear as they come out of the identical looking teleporter elsewhere on the level.

## COMING SOON TO ST ACTION

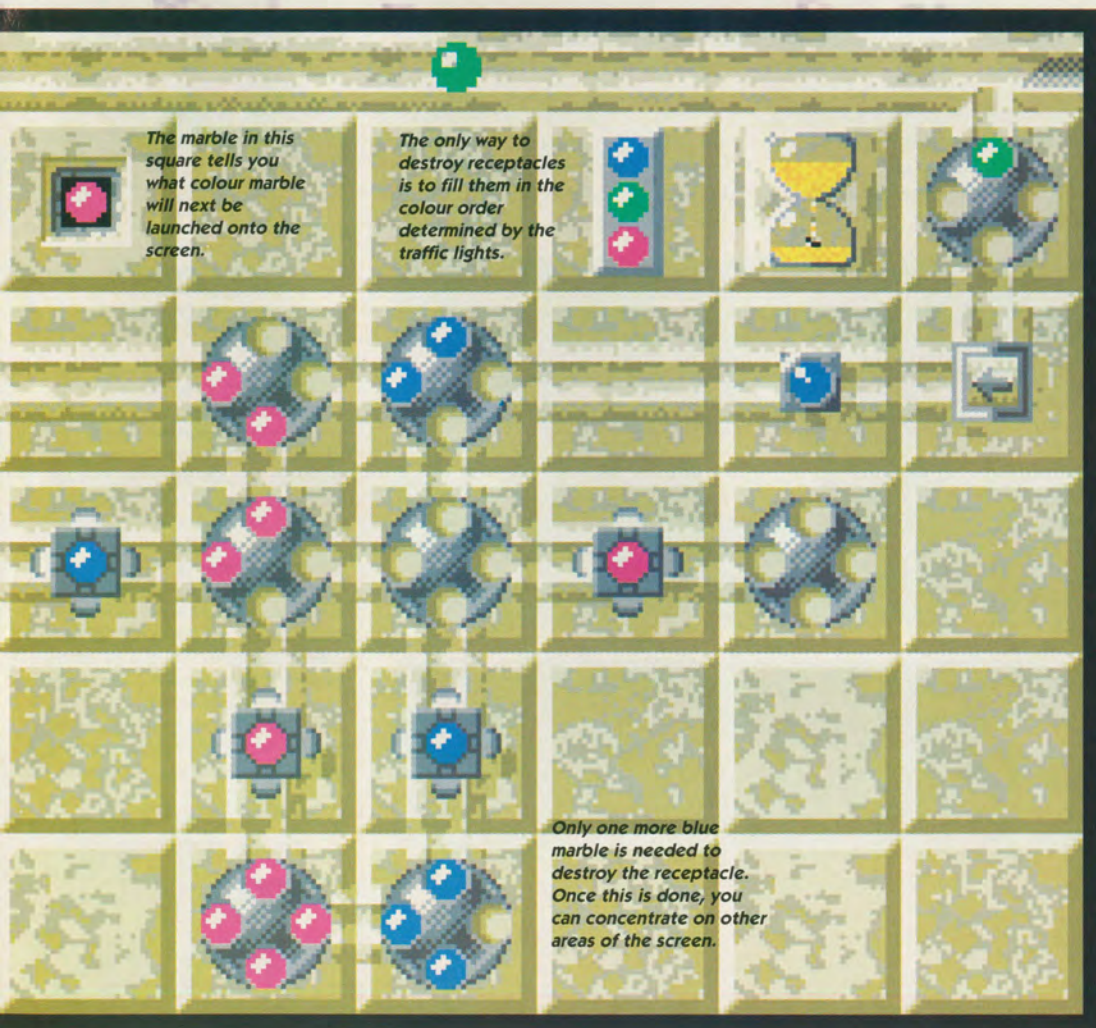
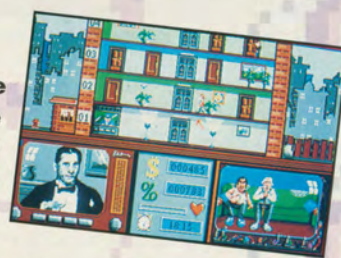
After Rainbow Arts' fantastic game, Logical, we bring you news of another highly promising offering entitled MAD TV. In this original product, you take the role of innocent Archie who gets mistaken as a TV director.



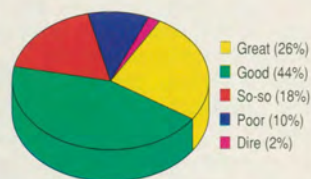
Soon, Archie loses his innocence to become the devious man who aims to increase the TV station's viewing figures and pop-

ularity. This may seem like an unusual task to take but Archie has an ulterior motive. By pretending to be someone else, he can see more of sexy TV announcer, Betty Botterblom.

If Archie makes a success of his new career, Betty will notice him more so the incentive to do a good job is certainly there. Look out for a full review as soon as we get our hands on a copy.



## PUNTER-POWER™



GAME: LOGICAL  
PRICE: £19.99

Relatively quiet since Turrican II, Rainbow Arts' have tackled something different from the usual puzzle game by attempting to capture every type of gamers' interest. It's fast and furious but requires a considerable amount of thought to complete the later levels, preventing the gameplay from being utterly chaotic. Graphics are clear and colourful while the in-game music is energetic and exciting. The complexity of the later levels is incredible but rather than deterring you, this just makes you come back for more and more. Logical is confusing, frustrating, addictive and outstanding!

GAMEPLAY:   
SOUND:   
GRAPHICS:

RATING=89%





All appears normal but the fighting will soon begin.



Enemy cannon fire starts screaming towards you.



You're now within close range of the enemy craft.



By taking careful aim, you destroy your foe.



The Time Gate to the next level appears.



Negotiate the meteor storm to find another Gate.

N ovagen haven't even tried to write a plot for Encounter, and don't try to disguise the fact that the game is pure shoot'em-up. There's no end-of-level nasty to gun for but instead, a whole host of bad guys to dismiss from the large playing area that you are free to travel about.

You are free to concentrate on the blast and manoeuvre tactics due to a craft that is extremely simple to control. There are no complicated gauges to analyse or incomprehensible flashing lights to distract you. All that is required is a simple push up of the joystick to accelerate and pull back to reverse. Left and right executes the relevant turn.

A radar at the base of the screen indicates where the enemy craft are. Track them and then go for the kill. You have unlimited cannon rounds with which to destroy your foes and to stop incoming missiles. If your craft should be hit too many times, the end is imminent.

Each zone must be cleared. Scattered about the land are indestructible cylinders fixed to the ground. These rebound you and your enemies' fire which can either be a help or hindrance depending upon how well you use the shapes to your advantage.

Once a zone is emptied of all evil, you must travel through a Time Gate to another world. During your travel, you will have to weave in and out of meteor storms. The rocks are too large for you to disintegrate with your weapon hence the need to improve your dodging skills.

Reach the next zone and the action starts all over again with foes

# Encounter

N O V A G E N

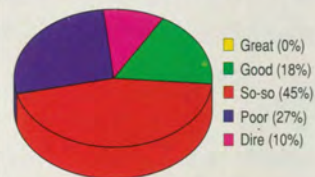
that are even more difficult to defeat. Unfortunately, the enemy is equipped with homing missiles and you aren't. However, a red light will alert you of impending disaster so keep a watchful eye on your craft's console.

Encounter is a conversion of a very old 8-bit

game. Paul Woakes, the author, wrote the original game design in 1984 and has only recently decided to present it to 16-bit ST owners. If you bought the 8-bit version before you upgraded to an ST, this is the game you will probably have been waiting for. Six or seven years isn't that long!

Alan

## PUNTER-POWER™



GAME: ENCOUNTER  
PRICE: £20.42

The 3-D landscape shifts smoothly as you change speed and turn. Altogether, it's a very colourful affair with adequate detail on enemy craft and your own, although it is not overly impressive. Sound is minimal but, again, adequate. A few more satisfying explosions could have been added. The actual gameplay is quite reasonable for a time but you eventually begin to feel that more could have been made out of what already exists. The power of the ST hasn't been fully utilised and this becomes obvious the more you play. The result is a disappointing blast that looks dated among today's more complex products.

GAMEPLAY:   
SOUND:   
GRAPHICS:

**RATING=68%**





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**B**ack in the mists of time (well a couple of years ago anyway) a small fluffy chap by the name of Skweek, saved his world from the evil nasties who had contaminated it with their filthy poison. The usual pink landscape had been covered by the slime and Skweek had to de-contaminate it by painting it pink again.

Having succeeded in this mission, Skweek became a worldwide hero, whose name was sung merrily in folk songs. Now the same has happened again, this time to his cousin's - Super Skweek - world. The islands have lost their pinkness and worst of all, some of the Skweezettes have been kidnapped and must be rescued by you. The world is ready for a new hero!

At first sight Super Skweek is very similar to its predecessor. The same layout of the levels has been used and you still have to move Super Skweek around the coloured squares turning them back to their original pink. This is achieved by simply moving over them.

Some of the squares have special features such as explosions or shops. If you step on a Boom square, it causes an explosion which will destroy both that piece and several surrounding it. If you are not quick you will find yourself plummeting to your death through the hole you've just created.

By moving onto a Shop square and pressing fire, you will enter a room where you can re-supply Super Skweek and kit him out with some top weaponry. Anything you want must be paid for and items can include eight-way fire, shields and turbo boost!

Before you can purchase anything though, you have to collect cash. This is obtained by shooting the meanies as you move around the level. Each normal monster usually yields 20 credits for you to spend.

The major difference between this game and the original is the option to play it with two players. This increases the playability as it allows you to join forces with your friend Skouch in an effort to complete the levels. In this mode it is important to co-operate with each other. This is especially true if one of you loses all your lives as the survivor can then give you some of his so that you can carry on together.

At the start of each level you will be told whether the mission is to de-contaminate the world (by turning the tiles pink), rescue the Skweezettes or kill all the monsters. On either of the last two, you needn't worry about colouring the tiles. When you're de-contaminating the worlds, you have to colour every tile pink before the time limit runs out. Failing to do so will cost you one of your lives.

Also included is the Super Skweek Construction Kit. This allows you to edit the levels to your heart's content. This gives the game infinite variations if you take a little time to design your own levels.

You can also choose to play the game in either Normal or random mode. In Normal you must choose which island to start on so you can effectively set the difficulty. In Random you don't choose an island and all the levels are mixed up. This is more difficult to complete.

Every now and then you can pick up a bonus icon. This will transport you to a bonus stage where you may get the chance to pick up either loads of cash or a certain number of special weapons and so on.

These levels are an invaluable method of collecting the money that you will need to complete the later levels in the game.

On most levels you can purchase a map so you can see where those elusive tiles are that you haven't yet found. This can be called up by tapping the F5 key once. These maps must be bought from the shops but on some levels they're not available so you must struggle through yourself.

Paul



## PUNTER-POWER™



**GAME: SUPER SKWEEK**  
**PRICE: £24.99**

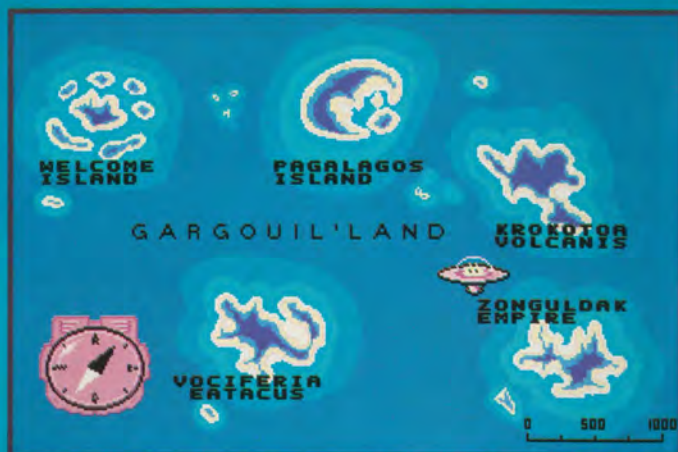
*Anyone who played the original Skweek is immediately going to be at home with the sequel. At first there doesn't seem to be much added but once you delve beneath the surface into the depths of the two-player mode and the construction kit you begin to realise just how much playability this follow-up has got. Super-Skweek could be described as Pac-Man with puzzles and from the moment you play it you'll be hooked. The option to play it with a friend takes it out on its own as far as gameplay is concerned and with the graphics being so cute and the sound pleasant Loricel have got a very addictive product on their hands here. It deserves to be even more successful than the original was. Well worth taking a look at.*

**GAMEPLAY:**

**SOUND:**

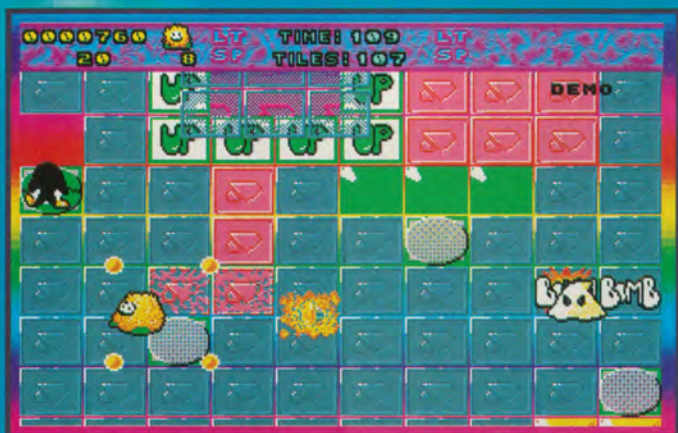
**GRAPHICS:**

**RATING=83%**



Choosing an island dictates which set of levels you will begin on. This is like choosing your skill level.

# Super



Super Skweek (the cute furry one) must move around the levels shooting monsters and painting all the tiles pink.



Super Skweek is surrounded by the evil meanies as they try to relieve him of some of his life points.







Once inside the shop you can re-arm your fluffy vigilante to the teeth with lots of devastating goodies.



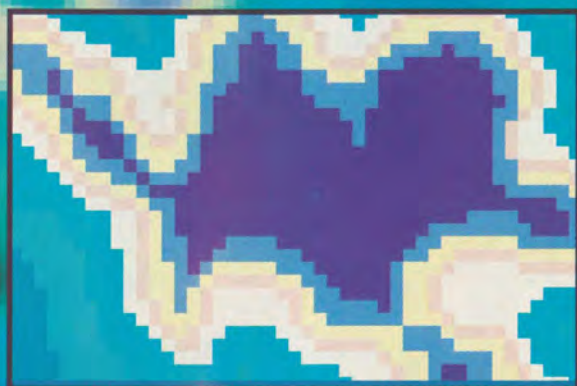
The Super Skweek editor allows you to alter any of the levels to suit your individual tastes

# Skweek

R I C I E L



All the levels must be totally completed before you can progress to the next. Lose all your lives and it's back to the start.



This level is called Glasnox and negotiating the icy terrain may prove to be your downfall!



There are over 200 different levels and you can start randomly on any of them. This allows you great variation in gameplay.



Crazy Land is one of the later levels in Super Skweek and will take some thought (and many lives)!



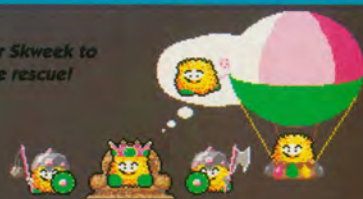
Some of the levels are pretty difficult. Here, for instance, you'll have to make a path through the tiles to complete it.



The question mark here will give you a secret power which isn't always good.

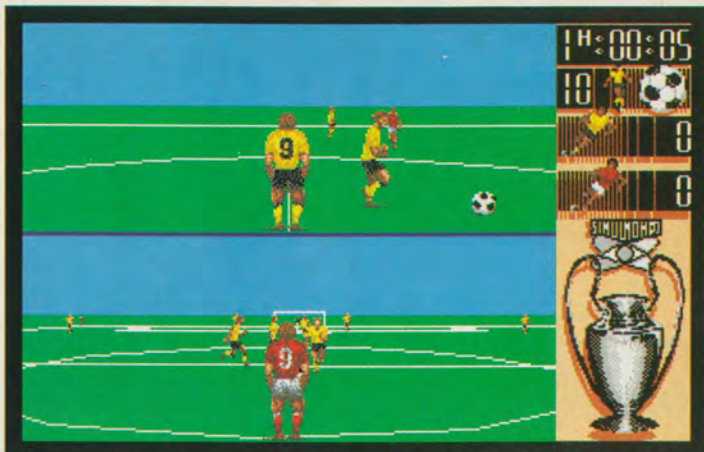


Super Skweek to the rescue!

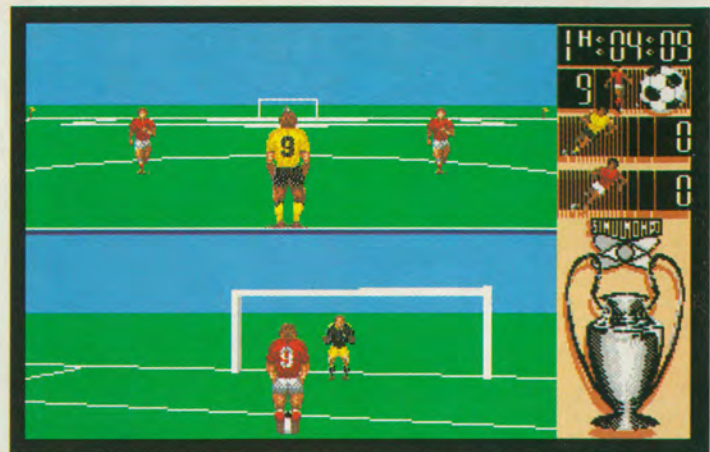


Our hero arrives in his balloon, poised for action.





You stroll into the centre circle feeling cocky at the prospect of another easy win.



Straight from the kick off, you storm up-field and head straight for the goal.

# I Play 3D Soccer

## SIMULMONDO

Football has to be one of the most popular sports games to be converted to the home computer. You can almost guarantee a new release whenever there is a competition or major footballing event taking place. The World Cup always sees an increase in football games and this is sure to put a smile on the face of every sports fan who owns a computer.

The game itself can be anything from an overhead view (Kick Off 1 and 2, Microprose Soccer) to the left and right scrolling versions such as Emllyn Hughes's International Soccer and Manchester United. Each game has its own different advantages and will appeal to the individual.

Simulmondo have tried to come up with a newer variation on an ageing theme. Their 3-D version of football is viewed from behind the player that you control. Unfortunately, unlike many of its predecessors, you are only able to control one player and not the whole team. This sometimes leads to confusion if the ball is at one end of the field and you are at the other!

Upon loading, you are presented with a detailed options screen that allows you to set the game to your own preferences. The most useful of these options are: Time (how fast the game time goes), Level of Difficulty (how good the other team is), Change Position (allows you to change your position when the ball goes out of play) and the Intro option (allows you to see the

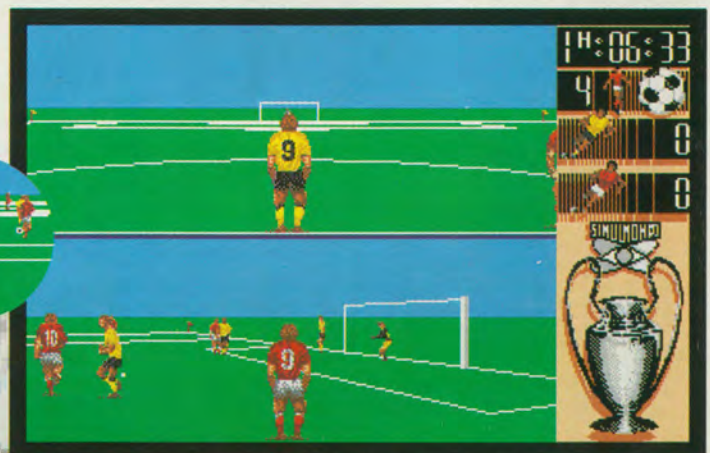
introduction screens at the beginning of a match).

After setting the options to your requirements, you can start a two player game or go straight into a full-blooded battle against the computer. The teams include the best from all the European leagues as well as our own English clubs. Each team can also choose what colour kit they are going to play in.

Once you are on the field, you can run around and receive possession from almost every corner. If you find yourself in a good, spacious position, by pressing fire you can raise your arm and indicate to your team-mates that you want the ball. They will try their best to give you possession and evade as many tackles as they possibly can.

If you choose to play as a forward, you will eventually find yourself in a good shooting position. When this occurs, a small square will appear in the goalmouth and you must position it where you want the ball to go. This can be quite difficult when there is a bunch of burly defenders closing in on you from behind.

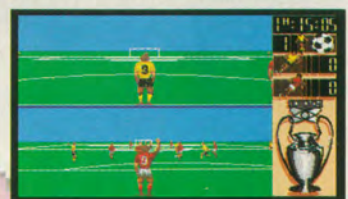
Jason



A solitary forward waits for the ball as his defenders do their job down-field.

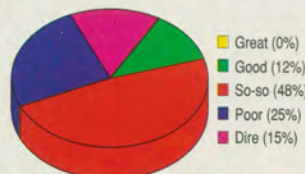


You choose the 'Reds' of Manchester to lead your European campaign.



To gain possession, player nine holds up his hand to alert his team-mates.

### PUNTER-POWER™



GAME: I PLAY 3D SOCCER  
PRICE: £24.99

RATING=66%

Most people are quite partial to a good football game and this has considerably increased the market. The graphics are quite realistic and they add to the overall feel of the game. Sound has been restricted to the usual beep of the whistle and the 'humph' when the ball is kicked. The downfall of this product is the fact that there is nothing to keep you playing. No league or cup facility has been included and this greatly reduces its lasting appeal.

GAMEPLAY:   
SOUND:   
GRAPHICS:





# Passing an exam . . . applying for a job . . . whatever you want to do in life you need to be able to SPELL!

There's mounting alarm about the appalling standards of spelling among Britain's schoolchildren. MPs, teachers, parents and employers are all stressing the vital importance of being able to spell correctly.

Yet most homes have what could be the ideal means of teaching spelling – the computer.

Instead of zapping aliens it could be turned into the best weapon of all to deal a body blow to bad spelling. With the help of a brilliant new software package that not only makes practising spelling painless but also loads of fun as well.

## FIVE ways to improve your spelling

**In a Flash:** Read the word as it flashes on the screen, then type it in. For practice runs, the word is left on the screen as it is typed.

**Rocket:** Hidden words have to be discovered in this hi-tech version of the old favourite Hangman. If they are guessed correctly the rocket will blast-off. Fail and all that's left is a load of scrap.

**Lunar Buggy:** Type fast for fun. The aim is to key in the word as it's pulled across the screen by the buggy. It has to be completed before the letters drop down a crater.

**All Mixed Up:** Jumbled letters have to be sorted out to find the scrambled word. To help beginners – and anyone else who is stuck – clues can be obtained at the press of a key.

**Conveyor Belt:** Words pass by on the screen and have to be remembered. Then they must be typed in – spelt correctly. This is a challenging test of both spelling and memory.

All the programs have several options for extra flexibility – like a timer with on/off option to add that extra challenge.

In addition to using the 5,000 words provided, parents – or children – can create their own word lists for using with SPELL! This makes the package ideal for practising those hard-to-learn words, or for "Learn these spellings" homework.

SPELL! is unique. It lets the user learn at his or her own pace. They can take as long as they like – or take on the computer in a high-speed challenge!

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**Domark's 3D Construction Kit will probably be the most expensive piece of software you'll consider buying for a while. The £40 asking price seems a lot and many of you may be a little apprehensive about spending so much money.**

**Getting into it isn't easy and not everyone will find it to their liking, but if you really fancy trying your hand at creating some top-quality products it's definitely worth checking out.**

**3D Construction Kit is an excellent product for anyone seeking to get away from game playing for a while. Paul McNally takes a well-earned break from blasting aliens to put it through its paces for you.**

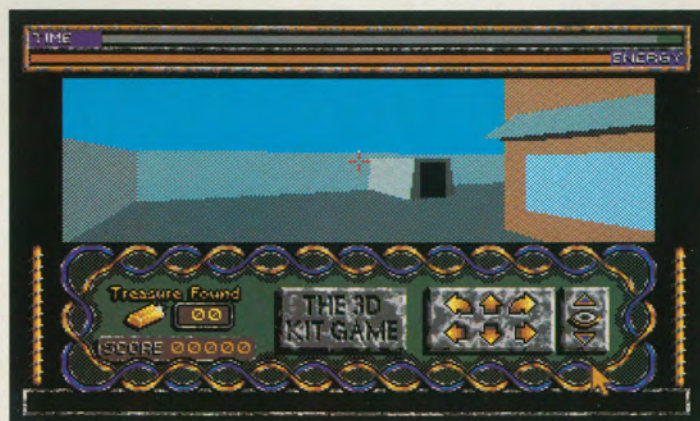


# 3D Construction

D O M A R K



**This shop is an example of a number of polygons that have been put together to make an object.**



**There is an example game contained on the disk which allows you to see first hand the things you can do with the kit.**



Every now and then a product comes along that has been eagerly awaited by anybody who wants to use their computer for more than just games playing. One such product is Domark's latest offering, 3D Construction Kit, which allows you to create your own games by making an alternative world.

Similar in concept to the fast-growing Virtual Reality, the kit can be used for many different purposes, but if you seriously want to make a game and can't program at all this could be just what you're looking for.

Anybody who's seen any of the Freespace series (for example Driller) will immediately recognise the type of landscapes you can create. With a little imagination, whole projects can be planned out before you undertake any of the expense involved only to find that it doesn't work.

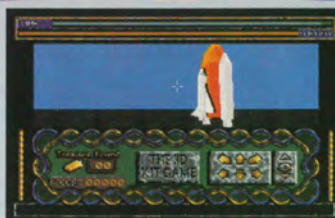
For example - If game-making isn't your scene, you may want to check out how the room will look after you've re-arranged all the furniture and added that new brown couch. By using the Construction kit you can place the objects in your newly created room and then walk round it in true Virtual Reality style. You can then examine it from every possible angle, and change it if you don't like it.

Using the kit is described as being like building Lego blocks for adults. This is pretty close to the truth except you can have whatever shape, size and colour you want. The pieces can then be placed where you want in your new world, and therefore any object can be built by using different polygons and putting them together.

If you think this all sounds a little confusing you'd be right. At least until you've waded through the hefty instruction manual. Then, just when you're thinking of giving up, things will start clicking into place and you'll start developing a larger, more complex world to walk around.

An example game is included to show you what you can do with the program. This is very much in the Driller vein and involves lots of exploration and a bit of task solving.

While the game may inspire you with some ideas for your own pro-



Another example of what you can do with a little time and effort. This space shuttle has been created by joining lots of different shapes.



You can go into the shop and purchase some scuba gear off the strange alien creature. But only if you've got five gold bars.



Just by playing around you can put lots of shapes together to make many weird objects. All it needs is a little patience and ingenuity.



The colours of any face of any object can be changed to your liking. This allows you to get an idea of shading on a block.



Objects can be added within other objects. Here we have now put a hexagon within a square and coloured it. Basic but effective!

jects, 3D Construction Kit also comes complete with a short tutorial video cassette, which (if you have a video recorder!) will ease you into the techniques used within the program.

This is a really good idea and makes the task of starting out using the program a whole lot less daunting. The basic methods of controlling the kit are all explained and you'll find life simpler if you take the time to watch through it before you load up.

Perhaps the best feature is the ability to create a land inside a land. For example, you can put rooms inside houses and link them up with other rooms. You could even put a sideboard in a bedroom and look

inside the drawers. In effect then, you could design a whole city, complete with road networks and everything.

You're going to need plenty of time and practice before you come up with what you originally planned but with a little effort your results will be rewarding.

The kit is designed around the new Freespace 2 system and the average ST owner can now get his hands on a very powerful Virtual Reality tool for little over the price of an average game. And you get a video thrown in. The manual is concise and tells you all you need to know and that makes using the program much easier.

Paul

# Kit

K



By exploring the world created in the game, you must discover the location of the treasure. Try shooting those boxes!



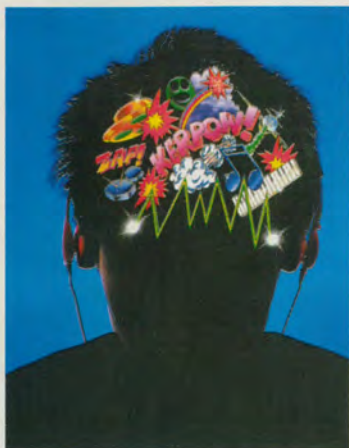
Having travelled through an entrance, the landscape changes into this one. Now you must traverse the bridge without falling off.



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The cartridge has two settings; Stereo, which plays stereo sound from compatible programs, and Sample, which plays high quality 8 bit samples through the hi-fi.

Also included are a stereo demo program and the source code so that you can write software to play through the Monster Stereo Cartridge!



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Connect your compact disc player or personal stereo and digitise sounds to incorporate into your own games and tunes.

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Best of all, the comprehensive instructions will soon have you creating your own public domain demo disks complete with IFF picture files. The perfect sound sampling package for beginners and experts alike.

Master Sound 2 is a complete hardware and software sampling system for only **£34.95** (RRP £39.95).



**"Is it real or is it Master Sound?"**

— Amiga Computing, May 1990

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# Dungeons & Disk Drives

**Hi there! We've just got back from our holiday in the Canary Islands. Evil Edna got some new earrings, Dragon bought a solid, gold Rolex watch for five pounds (at least the man in the bar said it was gold!) and the Troll did his bit for British-Spanish relations by bashing a Time-Share Tout!**

We were only gone for a week, but it took quite a bit of pushing to get the Dungeon door open on our return. Mail and new software had been piling up since we left. Still the Troll had a week's worth of sour yogurt to eat – we forgot to cancel the milk again.

## HERO QUEST

Hero Quest from Gremlin Software gave us all a nice welcome back and provided quite a few evenings of squabbling as we each controlled a different character in this computerised board game.

The game is made up of a number of quests set in dungeons filled with traps and monsters. Each player can select either a fighter or magic user, and start each game with a limited number of weapons, spells and potions. Taking turns, the little animated figures act out the movements as you select them. Troll wanted to be in charge of the monsters which wander around the rooms and corridors but this job is done by the computer.

The combat sequences, whether by fighters or magicians, are very simple affairs and you need only to select the attack option, to carry them out. The actual fighting is automated and the result decided by the roll of the computer dice. Nearly all of the rooms contain gold and at the end of each quest you can use this to buy more weaponry and spells.

The game has deliberately been written to be a copy of the original board game with its dice rolling and 'turns', so like chess or draughts it's important to watch the enemy and figure out what they might do when it's their turn.

This is a fun game which calls for a bit of strategy, but nothing too mind-boggling, (perhaps that's why the Troll liked it so much!). We certainly all had fun with it and it filled lots of hours with laughs and fights.

## WONDERLAND

It's been over a year since we first saw the previews of Wonderland from Magnetic Scrolls, but as the Troll's granny used to say: "Wet

monkeys never fly at night". No, I don't know what the silly, old bat was talking about either!

This game is a great leap forward from the old-style text adventure which Magnetic Scrolls first pioneered so many years ago. Apart from the pretty pictures and the music, which we liked a lot, all true techies will be excited by the mouse and window system which the player uses to control the game.

Apart from the new 'Wonder' system, the game is similar to the traditional Magnetic Scroll's adventures which means you have to nip around chatting to the well-known characters and helping them to solve their little problems.

If you do get stuck, the game also has a built-in hint system which progressively gives you more and more information until you solve your problem. You can install the game on a hard disk and, while it will work with 512k, it is recommended that you have a full 1Meg.

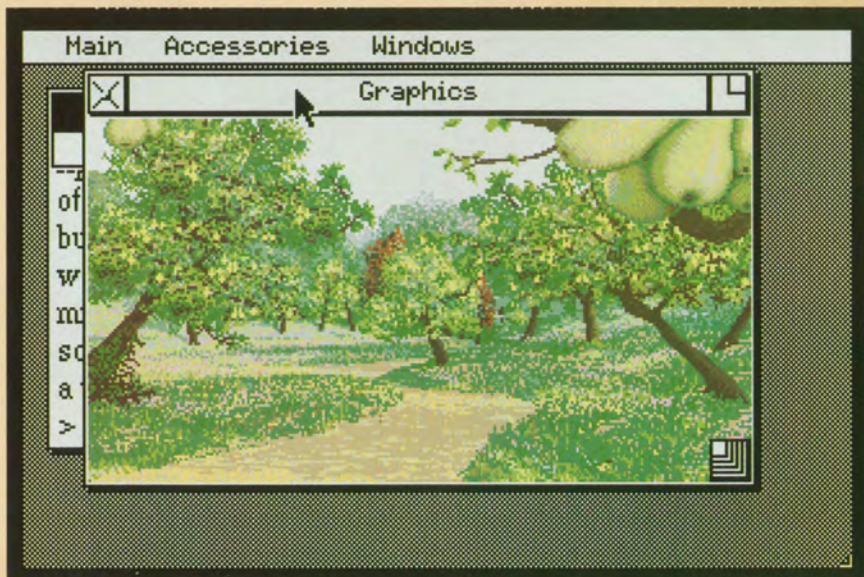
No matter what is done to make text adventures easier and more fun to play. I don't suppose they will ever make a great comeback with the mainstream gamer, but this game must be as good as they will ever get.

## FIVE ON A TREASURE ISLAND

In the next box we found a 'nice' game after all those mindless Orc-bashing sessions. It seems that Enid Blyton is not dead after all, she's just been re-trained as a computer programmer and to start her new career she's re-written *Five on a Treasure Island*.

Now it's fair to say that we were prejudiced about this game before we even opened the box, (what grizzled adventurer wants to be caught reading Enid Blyton?) so we decided to give it a fair trial before finding it guilty.

Perhaps for that reason it will come as no surprise that we found it rotten.



**Big beautiful graphic screens are still in evidence in Magnetic Scrolls' latest masterpiece. Animation has also been added to the pictures. Hang around in the orchard until the White Rabbit appears and watch those pears turn into lanterns.**





*The Famous Five are back and looking for adventure. All dressed in the latest trainers and fashion clothes they are hoping to jog into the 90s with a new lease of life.*

Granted, it does have the same addictive quality which all adventures have for us, but it's a cheap cardboard replica of the likes of Wonderland. The gameplay is as old-fashioned as the book from which it comes. The text descriptions are as sparse as those which we put up with 10 years ago and the game never understood a fraction of the commands we gave it.

When an adventure game doesn't understand what you say, an older player appreciates the problem and tries to rephrase the command, but as this game can only be of interest to young players it needs to be smarter than normal. It's a cop-out to produce a less sophisticated parser – 'as it's just meant for kids'. If you think we're prejudiced I'll let the game speak for itself. Here are some typical sessions:

#### LOOK

*You are inside the girl's bedroom. You can see two comfortable beds and wonderful views of Kirrin Bay and the moors.*

#### EXAMINE BED

*You can't see the bed.*

#### LOOK UNDER BED.

*I do not understand the word 'under'*

#### LIE DOWN.

*I do not understand the word 'lie'.*

#### SLEEP

*I do not understand the word 'sleep'.*

#### KISS ME

*I do not understand the word 'kiss'*

#### BLOW YOUR NOSE

*I do not understand the word 'blow'*

And if you think the last two commands were unfair, we reloaded Wonderland and gave it the same silly commands:

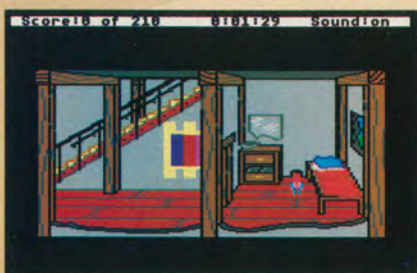
#### KISS ME

*I refuse.*

#### BLOW YOUR NOSE

*Puff, puff.*

As you can see there is more to producing a



*In King's Quest III, our hero has found the perfect place to hide his secret treasures. If you want your secrets to stay secret, stash them under your bed.*

credible text adventure than you might think. Most players don't like typing commands at the best of times, but if the game is 'thick', then frustration kills your interest pretty quickly.

## TROLL LETTERS

### PLAYING WITH FIRE IN KING'S QUEST III

I have completed Kings Quest 1 and 2 with a little help from Dungeons and Disks Drives. Now I have taken on the challenge of Kings Quest III and I need your help.

I have made a cat cookie and put it in the porridge which I got from the Bear's House, and then I tried to get to the dining room to give it to the wizard. I put the wand back in the safe, shut the trap door, hid any magical items under my bed and then I try to race for the dining room. However quick I am the wizard always appears and zaps me saying I'm up to no good. I don't understand. How does he know?

**Ferhaan Mahmood, Luton**

*Maybe you're just a shifty-looking, little bleeder! It is possible you know. Whenever Dragon steals something from me I know it was him just by looking at him. Mind you whenever anything goes missing around here it's always him!*

To escape the wizard's wrath, you mustn't have anything magical on you (indicated by an asterisk in the inventory). The items must be hidden under your bed. You mustn't be found in any place that the wizard doesn't like, either. You could save time by not returning the wand to the safe, or you could get home earlier by turning yourself into an eagle and flying back.

### BREAKING THE CODE WITH CODENAME ICEMAN

Last time I wrote, you replied with a lot of insults about us Scots Adventurers. How would you like me to gather a few warriors and come down and hang you over the moat by your dangley bits? No I thought not!

My question concerns Codename Iceman. When you are driving the submarine, how or what do you say to receive the coded messages in exact words.

P.S. If you don't answer I'll get Dragon to barbecue your bum.

**??? Scotland**

*Now this is what a call a typical piece of Scottish prose. For a start the plonker forgot to include his name and address! Secondly, hands up anyone who understands what he's asking for?*

*If you are asking if it is possible to receive the messages in English rather than code, then the answer is no. This part of the game is the anti-piracy protection which ensures that you have the manual which came with the game.*

To complete this section you need the code-book which is found in the bookshelf. You have to say OPEN BOOKSHELF to get it. Now I know that anyone who has the slightest grasp of English knows that you can't OPEN a shelf, but this game was written by your American cousins and they have as much trouble with the English language as the Scots.

*When decoding messages use the fol-*

*lowing rules: For Washington, codes are as shown in the book. For the CIA add 3. If the number becomes greater than 10, then subtract 10. The number you are left with relates to the shaded boxes in the manual (i.e. Page No. Line No. Word) You should now have two words for each message. USE COMPUTER then input words when prompted.*

*For any foreigners who may be interested in knowing what a haggis is, let me explain. It is a Scottish sausage which looks something like a football, but you don't kick it, you eat it. However after you've eaten it, you'll wish that you had kicked it.*

### WEAVE SOME UNUSUAL SPELLS IN LOOM

I need your help Wartyness with the adventure, Loom. I have dyed the sheep green, set fire to the Dragon's hoard and finally met Rusty. Now I find myself trying to enter the Blacksmith's Guild, but I can't get past the guard. How do I get in?

**Sebastian Emina, London**

*Did you try the Terrify spell on the cute, baby lamb? Oh yes, there are lots of wicked things to try in this game. It's much too easy if you just rush through trying to finish it. I suggest you try being deliberately bad as it's much more fun.*

*As for your trivial problem, that's easy. Inside the Dragon Mountain there is a pool of water which will reveal the reflection spell. Try this spell on the sleeping Rusty and you'll look just like him. Of course a Bimbo like you should really be using this spell on a sleeping sheep.*

### POLICE QUEST II - MOTEL DOOR ENTRY

Firstly thanks for your advice in the May Issue where you gave help in getting out of the Police Station. I notice from the column that other people have the same problem as me. However when I tried your solution the Captain still wouldn't let me leave.

I finally worked what my problem was. Once you have been told that you can leave the station you can only give 'one' order when you get in the car. If you type 'start engine' then 'drive to jail' you'll be called back.

That being said, I'm stuck again. I have tracked Bains to the Motel, but each time I kick the door down I get blown away.

**M. Hunt, Sutton**

*All brawn and no brain I see. Have you never heard of a key? Really useful things keys, they are used to open doors. It ain't as much fun as kicking doors down, but you'll find that your friends tend to invite you back to play Trivial Pursuits more often if you don't kick their doors in. •*

*You can get a key to the door by radioing for a search warrant then giving it to the Motel boss. Bains has left a booby-trap aimed at the centre of the door. With a key you can open the door while standing to one side.*

### HANDY HINTS FOR ULTIMA V

I am a tired and worried knight. My liege has overworked me for little or no reward and the current shortage of valiant warriors in the kingdom has meant that I have been given more than my usual quota of quests.

*In the Land of Ultima V I am baffled by a*





**Many a trusty adventurer has been baffled by some of the devious puzzles in Ultima V. The Troll has a full solution – but you'll have to be nice to him and grovel if you want to see it.**

mere box. I have discovered its location by magical scrying to be in the private chambers of Lord British. I also know that it is necessary to play a tune on the nearby harpsichord to gain access to this artifact, but no matter what commands I enter I find this task impossible.

Pray tell, what are the exact commands necessary to obtain this item because I cannot get the harpsichord to sound.

I have a handy hint for all others who venture into the world of Ultima V. At the bottom of Dungeon Hythloth (Word of Power 'IGNAVUS', found just East of Codex) in the eastern-most room is a fortune to be found. Enter the room with care, retreat your team, leaving only one member protected by an Invisibility Ring. Have him collect the treasure and then kill most of the gargoyles that prevent your escape, but not all of them.

If you now exit the room and then return you'll find that the room has been replenished. This is an excellent way to build up experience and stores.

**S. King, Berks**

*Well I have been to Lord British's room many moons ago and carried out the actions required, but I don't remember exactly what I said. All I can offer is the solution which I have in my book of scrolls and hope that it helps.*

On the second level you will find Lord British's quarters (use a Skull Key to enter, or blow the door off with a cannon). Here lies the Magic Carpet at the entrance and a secret door that opens if you play the harpsichord. The secret door permits you to obtain the Sandalwood Box. (DO NOT SAVE THE GAME HERE!!).

You may also meet Saduj, who may offer to join you. (DON'T let him – he may cause you to lose the Sandalwood Box). In this room you can also go through the fireplace to a secret place. Going through fireplaces costs you hit points so be sure you can take a few hits coming and going. The stairway in Lord British's quarters leads to an Observatory with a telescope. Don't go to the roof unless you have Skull Keys.

Just to prove what a really nice Troll I am, I'll send you a prezzie for your hint.

### **ZAK'S RIDDLE OF THE SPHINX EXPLAINED**

I'm stuck in Zak McKraken. What do you do in the secret room inside the Sphinx? I've tried pressing every button on the wall in every order, but I still fall down and the beast eats me alive.

**Tonio Lia, Malta**

What do you expect the beast to do – wait until you die of natural causes and then eat

you? If you were to investigate the wall you would find that the combination for the buttons is written there. Of course there is the problem that it's written in ancient writing which you can't read, but I never promised you that things were going to be easy. What you must do is get Annie to help, as she is a wiz at old writing.

### **ON THE LAM IN DEJA VU II**

Yo, cool dude, please help a couple of ST adventurers. We are wandering around Chicago in Deja Vu II lost...

We have got to the Mortuary, and by wearing the Policeman's suit and reading the toe tags, managed to persuade the clerk to give us the box belong to the corpse. However we ain't got a clue what to do next.

**Sasha Popsavin and Joe Morris**

Not content with being on the run from a load of gangsters, you've now taken up impersonating a police officer and robbing corpses. I can foresee that you are going to come to a bad end my friend. Still I suppose your parents have been telling you that for years.

If you open the box you'll find that there is a wallet inside. You can visit the burnt-out ruins of Bondwell's house by operating the driver's licence in Bondwell's wallet on Gabby, though this is not crucial to the game. What you must do is get the train back to Las Vegas. To achieve this: ENTER TAXI – DRAG UNIFORM TO INSIDE OF TAXI – TAKE PANTS AND TRENCHCOAT – OPERATE PANTS AND TRENCHCOAT ON SELF – OPERATE TRAIN SCHEDULE ON GABBY.

Once you get back there, pay a visit to the Baggage Claim Department. Inside the wallet that you pinched is a claim ticket. Who knows what's waiting for you there?

### **BLOODWYCH'S DRAGON TOWER DEFEATED**

Me and my friend were happily storming through the Bloodwych Dungeons killing monsters and the like. We completed the Moon and Serpent Towers (easy!), but all good things come to an end and we eventually stumbled on the Dragon Tower. We were happily storming through this until (dramatic pause) we arrived at a room where a sign on the wall read: TO UNDO THE LOCK, TURN THE BLOCK.

From that point on things went downhill. After many fruitless hours we sadly switched off the overheated computer and gave up.

My friend is now in an institution because he went so nuts he thinks he's a dog. Please help.

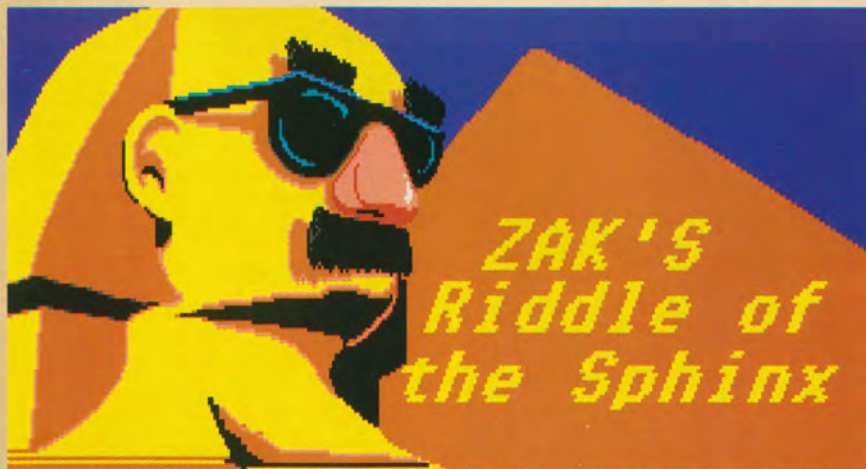
**Graham Hunter and Fido**

I am sending you a box of Bonio Biscuits and a tin of Pedigree Chum. Plus the following info: There is one difficult room in this tower and that's the one with the green pad on the floor and three buttons, (two red, one yellow).

There is a blue button through a portcullis but you can't reach it. The yellow button makes a pillar disappear from in front of a door, but it returns if you approach it.

Well you can forget the yellow button and the door with the pillar because they are red herrings. (Pardon, did you say a rude word?)

The solution involves going backwards and forwards between the two red buttons,



**Zak McKraken needs to solve the ancient riddle of the Sphinx if he is ever to save the world from the creeping lunacy which is turning everyone into Sun readers. Check out the Troll's advice.**





Elvira's pets play rough with strangers who wander around the castle gardens. Keep an eye out for this bird (ouch!). There's a key in its talons and murder in its eyes.

but it is complicated because of the two invisible pads in the floor which reset the sequence.

First locate the pads by using a Firepath spell. Follow the left wall round and press the red button. Return to the door. Now follow the right wall round (going around a pillar) and press the red button. The pillar will now disappear.

Return to the door (going through the spot where the pillar was. Follow the left wall again and press the button. Return to the right button – a section of wall will have disappeared revealing a key to the portcullis. Go through the portcullis and press the blue button.

Return to the left button and you will find a key to exit the whole area. Remember that if you step on one of the pads the whole sequence will have to be repeated.

### TAKE A POT-SHOT AT ELVIRA'S PET CANARY

I have killed the Captain of the Guard in Elvira – Mistress of The Dark and killed the fat cook with the salt. I have even staked out the vampire and what have I got out of it all? Nothing!

I've got enough weapons to frighten Rambo, been all over the Castle. I've been in the Chapel (got the cross and candlesticks, and Chalice). Been in the Pub (booze). I've tried to get around the grounds, but I get attacked by some idiot with a canary which

kills me. I cannot get Elvira to do a thing even although I give her everything she could ask for.

**George Cruickshank,  
Glasgow**

Mitch promised to give Elvira everything she asked for, but she still wouldn't do what he wanted!

It's obvious to me that what you need is something to take out that bird. It's got some eye-catching talons hasn't it! In the Vampire's Room there is a crossbow bolt which fits nicely into the crossbow from the Armory. Give Tweety Pie one in the eye and he'll suddenly find better things to do than bother you. Incidentally, once the Vampire is dead remember to grab the dusty remains.

Have you tried going down the well?

### CAN'T EVEN GET STARTED WITH SHADOWGATE?

Oh Most Wondrous of Trolls, at my great age it is hard to grovel – but I most humbly BEG your help. I assure you I am on my knees writing this! I have just bought Shadowgate and it is driving me crazy.

In magazine screen-shots, the inventory shows two torches and a key. I only have one torch. I have examined everything (I think) but cannot find a key anywhere and I'm fed up stumbling in the dark and breaking my neck. Is my game faulty or is it the way I play it? I admit to not being the greatest 'gamer' in the

world – who else could play Wizball for 18 months before finding the way down to the third level? I got great scores though, killing off those beady caterpillars, they jst kept-a-com-ing!

Please answer quickly my knees are killing me. I think ST Action is a great magazine and your contribution (grovel, grovel) the best in it. Your very 'umble' servant.

**Elsa Hammond (67 yr. old granny)  
Anglesey**

And what's so unusual about an adventuring Granny? My old Granny could bash an Orc with the best of them. Mind you she bashed them with her cat, so she was a little unusual.

If you can't even find the key to get past the hallway of Shadowgate Castle I suspect we are going to be hearing more from you before long. You'll have to learn to 'click' on every part of the main screen to play this game. If something changes colour then you are 'cooking with gas'.

Right at the start before you enter the castle, 'click' on the skull above the front door. You'll find that someone has thoughtfully left the key under it. I suppose it makes a change from being under the mat.

By the way, Dragon says that all of his socks have now got holes in them, (comes from smoking in bed) If you are a proper, rosy-cheeked granny perhaps you could knit him a new pair?

### ESCAPE FROM THE WALLBOTS IN SPACE QUEST

I'm in a very large mess with Space Quest II. I have arrived at Vohaul's Asteroid Fortress and I'm stuck on how to get off.

I found the plunger and attached it to the wall, so I escaped the Acid bath.

I've been kissed by a large Lizard Creature. (That wasn't a very nice experience. I've explored the toilets. I've come close to death with the robots which line the walls of a corridor. I've found a Waste-paper basket, a glass cutter, overalls and a lighter. What do I do next?

**Bridget Willets, Norfolk**

I've got bad news for you Miss – you're pregnant. Are you going to tell your Dad, or am I?

Getting yucky kisses from aliens does have unfortunate side effects and unless you have an old save game position you are a girl in trouble.

Once you get over that problem I suggest you return to the toilets because you missed something. Two things actually. For a start, inspect the drains (the lighter will provide illumination). Secondly, (after you reload) get some paper from the cubicle. Now return to the corridor which is lined with robots and examine the ceiling. Just to remind you, you now have a waste-paper bin, paper and a lighter. I'll leave the rest to you.

Send your letters with an S.A.E. to :

**HIS WARTYNESS THE TROLL  
C/O THE DUNGEON  
29, BLACKTHORN DRIVE  
LARKFIELD  
AYLESFORD  
KENT ME20 6NR**

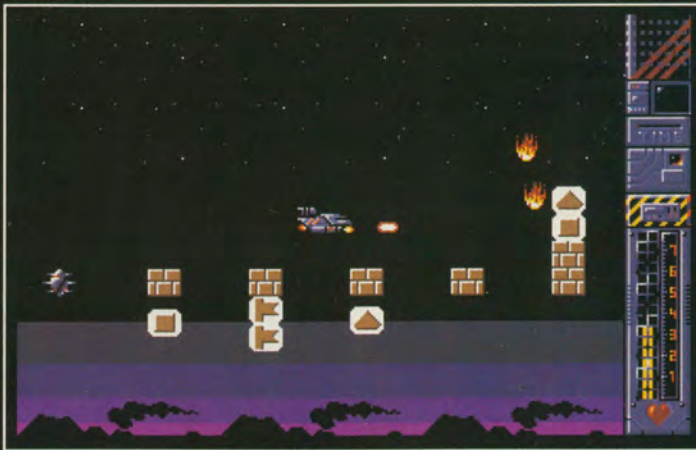


Troll's latest fan is a dragon-bashing granny, but even she can't get the inner door of Shadowgate Castle open. The answer lies in the skull above the front door.





Two identical shapes must be touched in succession in order to remove them from the screen. This allows the ship to pass through harmlessly.



All the screens are pretty similar and involve you removing blocks in a set order. Failure to do so will result in your client getting mashed.

It's tough being a space rescue hero but you've always done the job well. Now you've been called into action once again to save the lives of the innocent space traders whose crafts have broken down on them.

It's funny the way they always seem to stop working when they're in a forbidden zone. That's what makes your task harder. All those aliens zapping around. It's not fair blowing them away but you've got to do your job haven't you?

Luckily you have a powerfully armed spaceship at your disposal with nice large lasers mounted on the front. The spaceship you must assist does not have any armour and can't withstand a collision so you must make sure it doesn't hit anything en route.

The guidance system on board the distressed space craft is also out of control so it is resigned to ploughing endlessly forward unless you redirect it in a different way through gaps in the terrain, which you must make yourself.

The ship will always have either indestructible or marked blocks ahead of it and you must guide your client through the marked ones. To do this you have to remove these by touching them with the nose of your

You'll find all manner of shapes along the way, most of which have to be got rid of.



Various weapons can be picked up en route. Here you've got five-way fire to play with.

craft. Each block has a geometric shape on it and when two blocks containing the same shape are touched consecutively, they both disappear.

This is easier said than done as sometimes the identical blocks can be several screens away. This means you must dash around like a lunatic before the damaged craft reaches what's in front of it.

Should you manage to get it through 20 screens you'll have completed the level and will move to the next, more difficult one. Complete 28 of them and you've finished the game. Of course life isn't that simple.

On the later levels you will be attacked by all manner of alien creatures and contact with any of these will deplete your ship's shield. Too much contact and you'll blow up and it's back to the start again.

Occasionally you'll find some special blocks with letters of the alphabet on them. Touching both corresponding letters will give your ship a bonus ranging from extra weapons and energy reinforcements for your shield. Should you come across blocks with the letter S in them you can halt the progress of the distressed ship for a short period to clear the way ahead

Paul



As you move a shower of fireballs rains down on you damaging your shield.

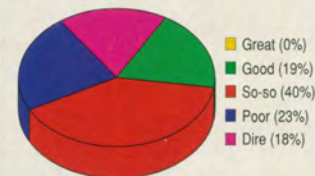
# Outzone

L A N K H O R



Picking up the small circular capsules will give your ship extra power.

## PUNTER-POWER™



GAME: OUTZONE  
PRICE: £19.99

At first sight *Outzone* isn't really that impressive. Its main problem is the dated graphics and sound which are rather *Defenderish*. Unfortunately the gameplay isn't up to scratch either and although its novel puzzle element is quite interesting at first, *Outzone* has no real lasting appeal. It is original and that is its only real plus point. If you're looking for something different it may be worth having a look at, but try and play it before you spend your cash.

GAMEPLAY: ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐  
SOUND: ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐  
GRAPHICS: ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

RATING=66%

The smaller craft tucked in behind is the client that you must guide out of the forbidden zone.



You can touch the letter blocks to pick up extra bonuses for your ship, such as new weapons.



**H**ercules: A hero among heroes, a man of unrivalled skill, power and deathly callousness. Nerves of steel and wits to match make him the ultimate fighting machine among mortal men. Never before has a challenge been laid that was too great for Hercules. Until now.....

The Gods mocked as they laid their challenge. Unthinkingly, they thought no-one would hear their foolish words: Any man may earn through skill and courage a single favour of the Gods if he will face the fear of the ancient city and slay the four great guardians who have stolen our citadel from us.

Through their own contempt for the human race did they not bring about their own undoing? Never before had such a reward been offered to man - a chance to become one with the Gods. To live out eternity on Mount Olympus. To be immortal. What man would face mass destruction at such short odds? Who do you think?

Secluded on their great mountain, the Gods knew nothing of the exploits of our hero. Hercules stood before the Gods showing neither fear nor respect, telling them of his inevitable return and asking that they fulfil their part of the deal to grant him his only wish. To join them as an equal. To be a God.

Gods is a game of adventure and excitement set in the mystical world of Greece. You take on the role of Hercules who has foolishly taken up the challenge of the Gods. To attain the ultimate prize of immortality, you must battle your way through four levels, slay the guardians of the city and return to face the reluctant praise of the Gods.

The four guardians rule over an ancient city full of traps and demons. The city, once the citadel of the Gods, consists of four levels each protected by a guardian and their many servants. The levels are: the City, the Temple, the Labyrinth and the Underworld. Each level has been split up into three sections called worlds.



**1ST ACTION A1 RATED**

For you to fulfil your quest, you must find your way through the levels of the city that are infested with creatures too diabolical to speak of and battle the guardian at the end. To do this you must learn to fight. Scattered throughout the levels are powerful weapons that can be collected and utilised, some better than others, but all of them do the job in hand.

Over the past hundred years, the city has become the home of several chaotic creatures. Some of the monsters you will meet are stronger than others and some will be more intelligent. Creatures on the first level will just try to kill you but as you progress, you will come across some that will try and steal your possessions.

The Gods placed many doors throughout the city in an attempt to stop intruders from discovering the secrets of the citadel. These doors are crafted from a fine material that is indestructible, so it is necessary to have the correct key in your possession if you are to get them open. As well as doors, the inhabitants have placed their valuables in chests. These may also be opened if the correct key is found.

If you manage to keep alive for long enough, a shopkeeper will appear and offer to sell you certain objects of use.

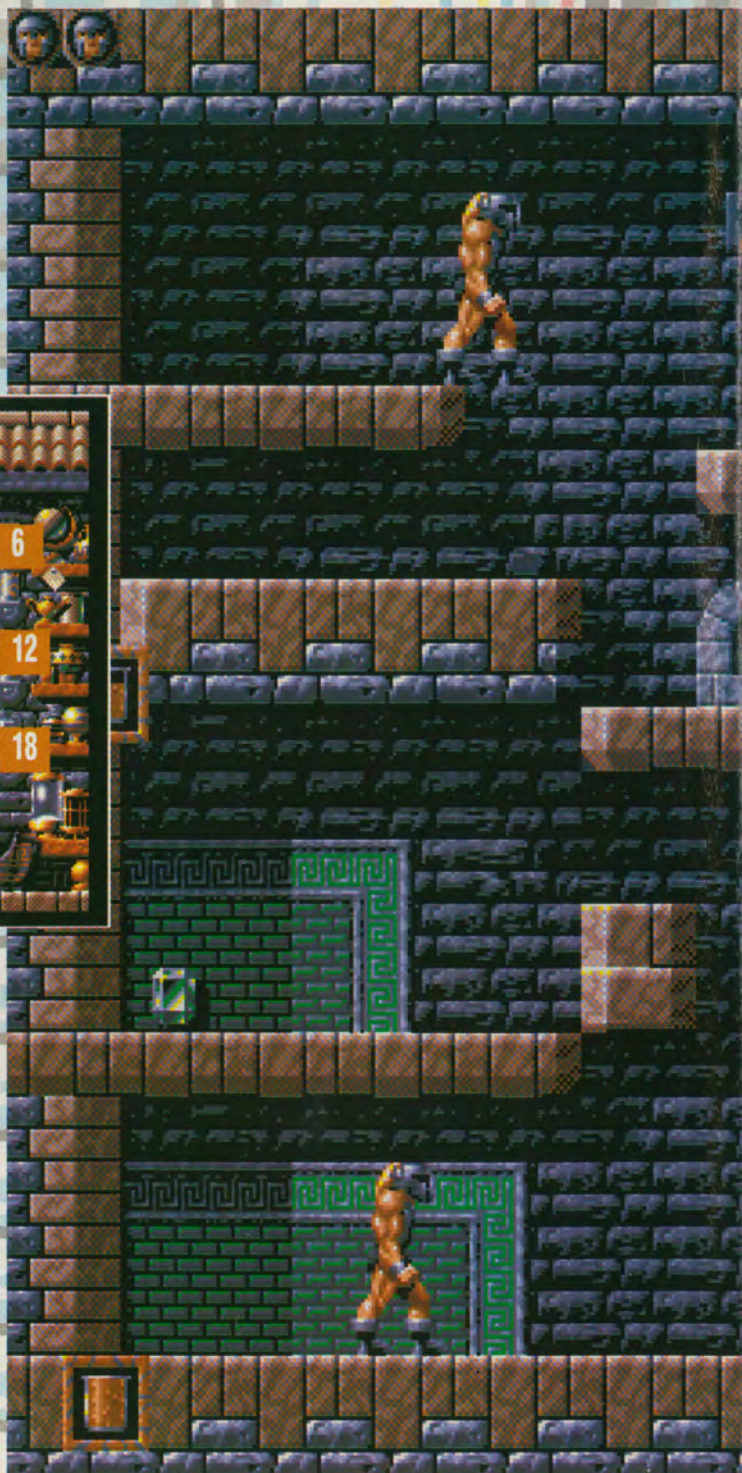
These objects range from much needed weapons to energy restoring food. Unfortunately, there's no such thing as a free lunch, so you'd better have lots of cash before you enter the shop.

**Jason**

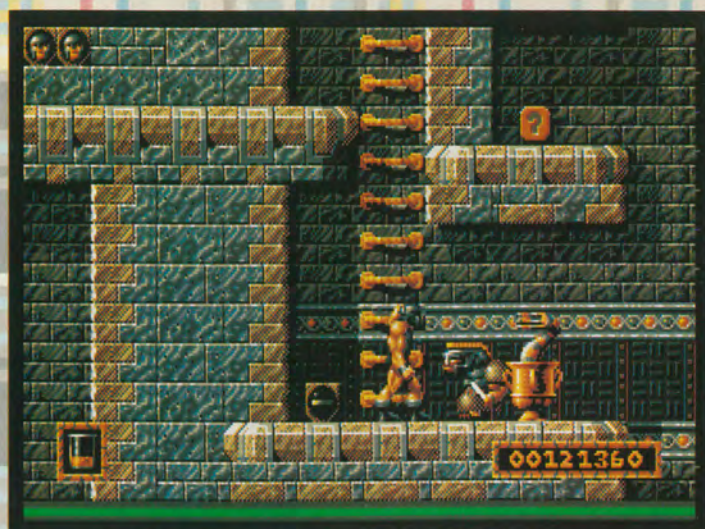


## KEY

- |                            |                            |
|----------------------------|----------------------------|
| (1) FOOD (BAD)             | (10) SHIELD                |
| (2) FOOD (GOOD)            | (11) INCREASE POWER        |
| (3) ARC (WIDE)             | (12) RESTORE FULL ENERGY   |
| (4) ARC (GROUPED)          | (13) STARBURST (WEAPON)    |
| (5) ARC (STANDARD)         | (14) FIREBALL (WEAPON)     |
| (6) FOOD (GOOD)            | (15) MAGIC HAMMER          |
| (7) MAGIC (FREEZE POTION)  | (16) EXTRA LIFE            |
| (8) HEART (RESTORE ENERGY) | (17) NOTHING AVAILABLE     |
| (9) SHURIKEN (GOOD WEAPON) | (18) EXIT (RETURN TO GAME) |







After descending the stairs, you come across a couple of nasty characters.

## PUNTER-POWER™



GAME: GODS  
PRICE: £25.99

**RATING=92%**

Gods has to be one of the most graphically spectacular games to appear on the ST. Expertly drawn and brilliantly coloured, they could easily be from an arcade. The sound isn't to be sniffed at either. A wicked title tune of 'Into the Wonderful' by Nation 12 has been sampled and the in-game effects are spot on. The gameplay is also worth a mention. Puzzles, traps, money, might and magic make a game that should undoubtedly be in your collection.

GAMEPLAY:

SOUND:

GRAPHICS:

# Gods

## RENEGADE

At the end of level one, a gigantic gladiator appears to confront you.



After entering the shop, you purchase some fireballs and put them to use.



After a long and painful battle, you have to be victorious against the end of level two guardian. Shooting the beast in the belly is the quickest method of destruction but watch out for his breath!



You notice the closed door and see a few levers. Try pulling one perhaps?



00000218

00000577





*Under attack in the middle of space is not one of the situations you prefer to be in. Still, who said galactic space trading was easy?*



*Mutant monsters roam menacingly about the stars in the hope of perhaps catching a weary space traveller like yourself unawares.*



*You search for a landing pad as you skim across the surface of the planet. The arrow at the bottom of the screen will direct you.*



*Once on land, the rush to find the underground exit is on as your oxygen supply is strictly limited. Without any oxygen, you're dead.*



# Awesome

P S Y G N O S I S



*You can trade with planet inhabitants to gain fuel and weapons. Next, you must select which planet to visit that is within your fuel restrictions.*

Space – the final frontier. Dare you venture where no man has dared venture before? Dare you explore into the depths of space? Dare you face the most powerful adversary you are ever likely to meet? Dare you read any more of this drivel?

You, as Captain of a starship, are about to embark upon a dangerous mission. The planet Octaria is about to be disintegrated into space dust by the Homikahns and you happen to be nearby. Now you might be strongly considering leaving the area with some speed. However, should you remain in the locality for a while, you might be able to spend your time, profitably.

Octaria is a wealthy region. By trading and battling through the many enemies that cruise through the galaxy, you could earn quite a large sum of money. Of course, fuel will also have to be purchased, otherwise you'll be doomed to float in space for the rest of your life.

There is a variety of gaming styles incorporated into Awesome. Essentially, though, the game is a shoot'em-up. From flying your spacecraft through meteor belts where large rocks have to be blown apart, to roaming the surface of a planet, eliminating all that attempts to stop you, being a sharp shooter is a must!

Space-hopping from planet to planet and finding the best prices for your cargo is an integral part of the game. Information regarding the inhabitants of each planet and what particular planets have to offer in terms of resources is all available once you are on the ground and mingling.

Accessing computers and their files can present you with all sorts of valuable information, including the cost of hotel fees should you have to stay for a day or two.

Extra firepower for your ship can also be bought. Flame throwers, Plasma cannons, and even mining

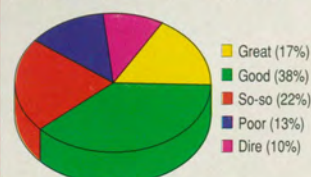
lasers allowing you to mine meteors, are all possibilities.

In total, there are eight planets. Your objective is to make money and reach home in one piece. As you struggle to gain sufficient fuel, part of your mind is on money while the other is on the green, green grass of home.

**Alan**



## PUNTER-POWER™



GAME: AWESOME  
PRICE: £25.99

**RATING=79%**

*Awesome has all the ingredients of a classic game and it even brings back memories of one of the most successful space trading games ever, Elite. The graphics could have been much more refined although the in-game music is executed excellently. The levels could have demanded more from the player while the depth of gameplay is minimal and the atmosphere isn't as intense as it could, or should, have been. It's good but not that good.*

GAMEPLAY:

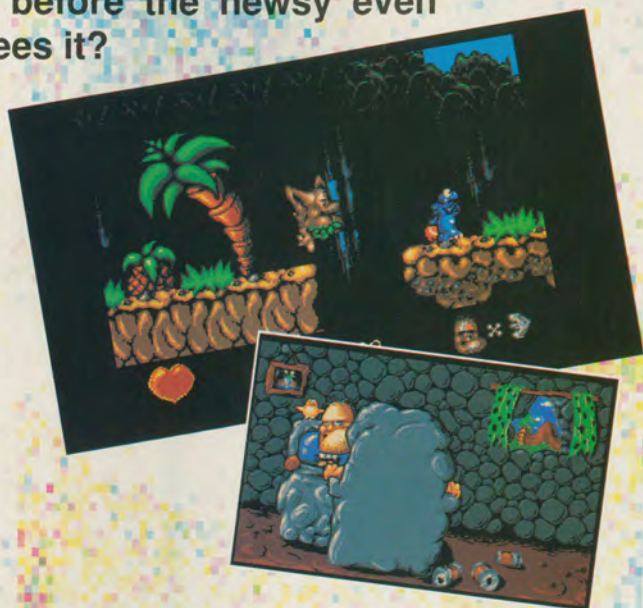
SOUND:

GRAPHICS:



# Don't be a dinosaur. Treat yourself to an annual subscription to ST Action

Chomping down to the local newsagent's cave each month to get a copy of your favourite ST magazine can be a bit of a drag. Why not have it delivered by the post office pterodactyl – before the newsy even sees it?



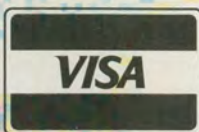
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Who are the people behind this new game? Which games have they created in the past? How far is the project down the road? How do things look so far? What makes them think it will be any different than other releases? No need to worry *Games-X* is there as the news happens, asking the people who matter (games developers themselves) the questions that matter!



# FROM START TO WEEKLY PARTS...

The game is great and is bound to be a big seller. You buy a copy at your local shop and watch the game's chart rating soar! And of course *Games-X* is the only magazine to print all of the weekly charts exclusively compiled for us by Gallup.

5

## GAMES-X TOP 20

1	▲	TEENAGE MUTANT HERO TURTLES	House: MICROSOFT Team: PROBE
2	▲	ARMOUR-GEDDON	House: PSYGNOSIS Team: P HUNTER AND ED SCIO
3	▲	DIZZY COLLECTION	House: CODEMASTERS Team: OLIVER TWINS
4	▼	LEMMINGS	House: PSYGNOSIS Team: DMA DESIGN
5	▲	BIG BOX	House: BEAU JOLLY Team: VARIOUS
6	★	BACK TO THE FUTURE	House: MICROSOFT Team: PROBE
7	▲	MICKEY MOUSE	House: SEGA Team: SEGA JAPAN
8	▲	KILLING CLOUD	House: IMAGEWORKS Team: VIKTOR-GRAFIX
9	▼	POWER UP	House: OCEAN Team: VARIOUS
10	▼	GODS	House: RENEGADE/MINDSCAPE Team: BITMAP BROTHERS
11	▼	CHUCK ROCK	House: CODE DESIGN Team: L PULLEN
12	★	ROBOCOP 2	House: OCEAN Team: SPECIAL FX
13	▼	PGA TOUR GOLF	House: ELECTRONIC ARTS Team: LEE ACTOR
14	▲	VIZ	House: VIRGIN Team: PROBE
15	★	HOLLYWOOD COLLECTION	House: OCEAN Team: VARIOUS
16	▼	SCI	House: OCEAN Team: ICE
17	◆	SUPERCARS 2	House: GREMLIN GRAPHICS Team: MAGNETIC FIELDS
18	★	FINAL WHISTLE	House: ANCO Team: STEVE SCREECH
19	★	SUPER MONACO GRAND PRIX	House: EA GOLD Team: ZEXU
20	★	MEGATRAVELLER	House: EMPIRE Team: OXFORD DIGITAL ENTERPRISES

17TH-22ND MAY 1991 GAMES-X 5

★ New Entry  
▲ Climber  
◆ Non mover  
▼ Faller  
★ Re-entry

Turn to page 38 for our specially compiled machine specific charts

## MERCS

**GAMES-X SCORING SYSTEM EXPLAINED!**

**CHART FAX**

**RELEASE INFO**

12 GAMES-X 17TH-22ND MAY 1991

**FACT FILE**

**RELEASE INFO**

17TH-22ND MAY 1991 GAMES-X 13

By now it's becoming obvious that *Games-X* is the mag to watch for 'firsts'. So it is of no surprise when *GX* prints the first review of this game you've been following - the monthlies can only lamely follow weeks later.

## BRAT PLAYER'S GUIDE

10TH-10TH MAY 1991 GAMES-X 29

You've bought the game but it really is difficult. What you need is a friendly player's guide to help you in your quest. No problem because one week later *Games-X* prints the definitive guide complete with joined digital landscape and helpful annotations. Remember *Games-X* prints more pages of tips than any other games mag

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LYNX VS GAMEBOY VS GAMEGEAR VS PC ENGINE OT

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OFFICIAL WEEKLY GALLUP CHARTS - ONLY IN GAMES-X

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Before you can progress any further you must destroy this enemy train which is blocking your path.

It is 1999. Once again the peace and harmony of the world is being threatened. This time the aggressor is an unknown enemy force. They have landed at various points all over the world with the sole intention of wiping out governments and installing their own. Obviously world domination is very much in their plans!

A special anti-terrorist force is immediately mobilised and you are chosen to lead it along with your friend. Everything was going fine until the rest of your back-up team was either killed or captured leaving you and your chum alone to do battle against the superior numbers of the enemy.

This is the plot behind Warzone, the latest product of Derby-based Core Design and takes the form of the old Ikari Warriors style games. These days it is normal for the games to include a two-player option so you can get a friend to help you out and this one is no exception.

The two-player option is designed to encourage team-work between the players with one of the soldiers having to watch the back of the other. This usually isn't how it works out as there is always a mad dash to get the extra health, regardless of who needs it the most.

Gameplay takes place on a vertically scrolling screen and one or both soldiers must advance further into enemy territory blowing away everything that gets in the way. This can range from standard enemy troops and bazooka carrying commandos, right up to helicopter gunships.

While you are wandering about shooting things you will also come across supply boxes and crates of weapons. The supplies usually contain extra power-ups as each weapon can be increased in effectiveness up to three times. Different weapons can also be claimed along the way and these range from rocket launchers to flame throwers so you can fry your enemies to your heart's content.

All extras are picked up by shooting the container and collect-

ing the contents as you battle your way through the hectic terrain of the jungle. You then get to keep the extras until you lose a certain amount of energy at which point you revert to your standard issue weapon.

As you traverse the terrain you will encounter some of your own POWs who have been tied to posts and left to rot in the steaming jungle. Freeing these will give you an extra bonus as they wave and make their escape.

Every time you take a hit your energy goes down. This is represented by four coloured boxes at the top of the screen. The more you get hit, the less colour the boxes contain. When all four are black you lose one of your precious lives. These health boxes can be replenished by picking up first aid kits which are revealed sometimes after shooting the enemy or freeing a POW.

Each of the various levels is played as different missions which all take place over different terrain. These include jungles, swamps, sewers and enemy warships. Along each you will encounter the enemy in large quantities, sometimes dug into their positions or hiding inside huts and buildings.

Depending on the individual foes they may be dispatched with either a single shot or it may take many rounds of ammo before you see them off. During all this you are still under heavy fire so progression into the game is tough.

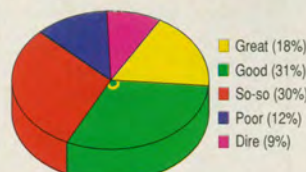
Game sound is restricted to the odd gunshot and exploding noise but the graphics are nicely drawn and animated, as well as being cartoon-like and detailed.

Paul



As you make your way up the terrain you've encountered these two bridges. Which way will you choose to go.

## PUNTER-POWER™



GAME: WARZONE  
PRICE: £20.99

RATING=83%

Commando clones are back with a vengeance this month and Core have definitely won the battle with this nice little shoot 'em-up. Warzone is not intended to be complicated – just a good blast and it scores highly on this point. The two-player option is well implemented and adds to the game considerably. Graphics are excellent and move about smoothly with no problem.. Warzone is really playable and deserves to sell well.

GAMEPLAY:

SOUND:

GRAPHICS:





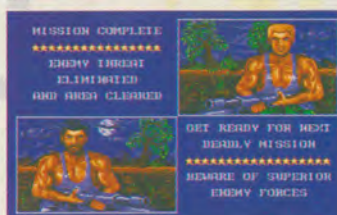
Just as you reach the end of the level you take one hit too many and die. Now it's back to the start.

# Warzone

CORE DESIGN



It's like closing time at the Manchester pubs on board this ship. Loads of bullets and guns everywhere!



After each mission is completed the boys appear to tell you to get ready for the next one.





# BUDGET BASEMENT

## PLATOON

THE HIT SQUAD £7.99

Taken from the film, Platoon follows the plot fairly closely by allowing you to play a number of stages relating to certain periods in the movie. You must trek through dense jungle combatting Vietnamese armed soldiers and negotiating hidden booby traps. You are even allowed to change who you are controlling from various members of your platoon. If one member of your group is waning, it becomes necessary to change to take over as somebody else!

Confrontations are commonplace. Grenades must be used sparingly but, fortunately, extra ammunition can be collected as can food to rejuvenate your energy.

There are six sections in total. They include finding a village deep in the middle of the jungle and then trying to discover a trapdoor to a tunnel network where you must next venture. Other levels are all of a similar arcade style, with you controlling characters by joystick.

### ACTION ANALYSIS

Liked by some, hated by others, Platoon has the same affect on people today. The game can be quite frustrating at times as progression seems to be too slow for pleasure. The graphics aren't anything to rave about but they are sufficiently detailed and animated. Compared with today's more modern titles, Platoon tends to look a little dated.

ENJOYABILITY  
RATING  
70%

VALUE FOR  
MONEY  
7/10



## IK+

THE HIT SQUAD £7.99

International Karate+ is a non-stop affair of beating the living daylight out of two other guys clad in designer pyjamas. It features 16 different moves by combining the movement of your joystick with the fire button in both of its possible positions, and you will need to spend quite some time becoming totally familiar with all you can do.

The object of the game is to gain more points than the people you are fighting, and to earn the top coloured belt which is, obviously, black. Out of the three karate kids on the screen, you have to come either first or second to be able to continue. Fail to beat just one of the opposition, and you will have to start all over again. Any belts you may have earned will be taken away from you.

IK+ is a thoroughly tried formula and was released amid a range of other similar beat-'em-ups. It is now being re-released in a karate-starved gaming world so look out for it if you're a fan of this type of action.

### ACTION ANALYSIS

It may sound to be a repetitive game, just punching and kicking people until they drop. However, IK+ is remarkably compelling. Fans of karate beat-'em-ups from the mid 80s will probably remember the appeal of such games and not hesitate in going out to buy this. For those who haven't had the opportunity to experience pure violence in this form, now's your chance!

ENJOYABILITY  
RATING  
82%

VALUE FOR  
MONEY  
7/10



## SHERMAN M4

ACTION SIXTEEN £7.99

Not to be mistaken for a tank simulation, Sherman M4 should be regarded as a shoot-'em-up with a touch of strategy. Some levels require more thinking than others so tactics should change according to the circumstances.

There are a number of missions to embark upon such as destroying enemy bunkers or gunning for enemy vehicles. Your tank is equipped with explosive shells where the barrel elevation can be adjusted by moving your joystick up and down with the fire button depressed.

Military maps can be accessed, showing troop and armour movement of both enemy and allied forces. External views are also available along with damage reports. Summoning artillery support and instructing the movement of your own troops is made possible by using your radio. There may seem to be a daunting number of controls to learn, but it is all relatively simple.

### ACTION ANALYSIS

Sherman M4, with its clearly defined and highly colourful graphics, is quite enjoyable to sit back and play. As it isn't too demanding and you don't get lost in a stodgy instruction book (which is all too common, these days), the game's appeal is well maintained. Due to this, M4 resembles Team Yankee and competes strongly alongside it as a budget title.

ENJOYABILITY  
RATING  
80%

VALUE FOR  
MONEY  
9/10







## JOHN LOWE'S ULTIMATE DARTS

KIXX £7.99

Endorsed by the master himself, John Lowe's Darts tries to capture the atmosphere of the pub favourite. In an effort to create a cleaner image, you don't get to see boisterous beer-bellied men or lager-lustful top heavy women. All you see is a dart board with a wavering arrow under your limited control. Press fire to throw a dart and the score will register in the top corner of the screen.

To make the proceedings slightly different, you can compete against the computer or another human opponent where the best score after each player has thrown his darts affects the outcome of a football or cricket match. The relevance of this makes it the Eighth Wonder of the World.

On a more usual basis, you can compete in friendly, club, or town tournaments with opposition whose difficulty depends on the standard of competition you decide to tackle.



### ACTION ANALYSIS

Totally unsuitable for computer conversions, darts games have never really got a grip on the market. John Lowe's Ultimate Darts is yet another failure and a budget release adds insult to injury as most people thought they had seen the last of it. Remove your old dart board from the bottom of your cupboard and use that rather than wasting your money on this.

ENJOYABILITY  
RATING  
38%

VALUE FOR  
MONEY  
2/10



## KULT

ACTION SIXTEEN £7.99

You are a man with a mission – a mission that will only be successful if you use all the skill and courage you acquired in the academy. Your friend, Sci-Fi, was out on a routine inspection when she was ruthlessly captured by the Protozorg army. You must rescue her at all costs!

Sci-Fi has been incarcerated inside a small fortress guarded by many armed Protozorgs. After attempting to rescue her, you were captured and placed inside the Temple of Ordeals. The temple is run by a master who has given you the chance of freedom on the condition that you complete five chosen tasks.

To help you in your mission, you have certain PSI powers at your disposal. These can do anything from allowing you to walk on the ceiling to scrambling the brain of a Protozorg guard. Unfortunately, your powers are limited and you must rest frequently to regenerate your energy.

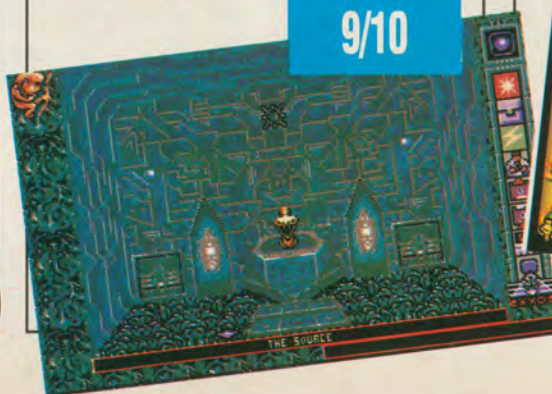


### ACTION ANALYSIS

Kult was envisaged as quite a classic when it was first released and it will still be seen as a great game today. The graphics are reasonable and the sound is restricted to the incoherent grumbles of the guards. A good product that many will find entertaining.

ENJOYABILITY  
RATING  
84%

VALUE FOR  
MONEY  
9/10



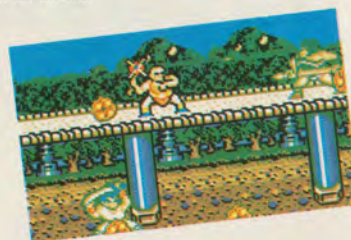
## TIGER ROAD

KIXX £7.99

This is one of those games where all that thinking matter in your head is allowed to have a rest. Basically, you must rush from left to right, wielding a mighty battleaxe with which to chop your foes to their death.

By smashing vases and chests open, you can discover even deadlier weapons such as maces which you can hurl at all the tough guys that come at you. The available weapons increase in power the further you reach in the game. The hack 'n' slash theme is here in force!

Not only does Tiger Road scroll horizontally, it is also possible to scroll upwards to a certain degree where you can hop from cloud to cloud. This doesn't mean you're safe from attack, though, so stay alert and aware at all times!



### ACTION ANALYSIS

Tiger Road looks distinctly like a mid-80s game and plays with the same dated feel. The graphics are plain while the animation is not particularly good. These days, people tend to want more than a basic hack 'n' slash game such as large, over-the-top sprites or weapons that show fantastic results when used. It isn't even worthwhile on budget.

VALUE FOR  
MONEY  
5/10

ENJOYABILITY  
RATING  
64%



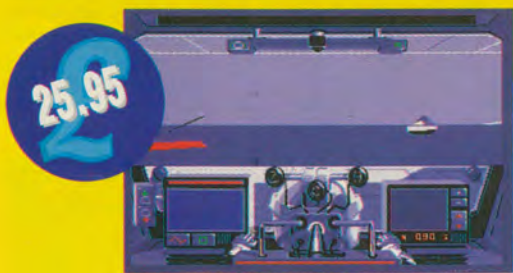


# JUSTIN...

I was just on my way to Barbados for a couple of weeks when the Action lads grabbed me from the airport, bundled me into the back of a car and whisked me to their offices. *"You're not going anywhere until you've looked at these games,"* they said and dumped three brand new titles at my feet. Here, then, is a quick analysis of the games and a star rating where 5 stars is fantastic and 1 star is quite bad. I'm not so keen on flying, anyway...

... ..

## Galactic Empire: Electronic Zoo



Civil war has been raging on the small planet of Ether for a long, long time. You must visit the planet to discover why the war started and what the present situation is.

The game is mouse controlled and features solid 3-D graphics. Your movement is done within a special suit that supplies you with oxygen and food. It also prevents you from being crushed by the heavy gravity.

Keyboard commands are also necessary, allowing you to access an in-built radar, select and fire an array of weapons, and enables you to manipulate objects in various ways.

Interaction with over 100 different characters from military personnel to thieves is also possible. Some animals can be tamed to fight alongside you while others pay no respect to you at all. Learn to blend into Etherian life and uncover the mysteries.

As is probably apparent, Galactic Empire requires that you read the instructions thoroughly before you actually begin playing. You can't launch yourself into this game, unprepared. Being an undercover agent in a strange world is a very ominous situation.

Star Rating ★★

## Afrika Korps: Impressions



Impressions are well known for their strategy games and Afrika Korps follows in that vein of gaming style.

It's set in the midst of the Second World War, and you can take control of either Rommel's Korps or the Eighth Army to defeat the opposition in a strategic battle.

As is expected from Impressions' games, a lot of interesting historical background is given regarding Rommel and Montgomery as well as the overall African campaign. The

educational element should appeal to young people who would like to learn about the events of this particular period in time.

You must maintain supplies to your troops and make the correct decision of when to attack and when to defend.

Good morale is also important for success. Lose too many battles and morale will take a considerable dive and low morale is doomed to lead to disaster.

Star Rating ★★

... ..

## Cadaver - The Payoff: Bitmaps



About six months ago, ST Action reviewed Cadaver which earned our greatest accolade - an STA1 rating. The Bitmap Brothers have now decided to expand their original program with a levels disk that provides all those that own Cadaver the chance to explore more rooms and to solve even harder puzzles. Be warned that the extra disk cannot be played without the original Cadaver.

There are four new levels in total and over 200 rooms to explore. The

action takes place in village streets, houses, temples and caverns that have taken three months to design. It is claimed that the typical Cadaver player who has completed the game could easily spend another month trying to complete The Payoff. In other words, Cadaver fanatics should absolutely adore the new levels.

The Payoff should be available now and there is the possibility of more levels to follow in the future.

Star Rating ★★★★★

# ...CHECKEDOUT



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As the old saying goes, "a problem shared is a problem halved". If you've got any old moans, parcel them up and send them in to:  
**Paul McNally, Write On!, ST Action, Europa House, Adlington Park, Macclesfield, Cheshire. SK10 4NP.**

#### TOO MANY GOOD GAMES?

Although I find Punter-Power the ultimate in rating systems, something bugs me. In the March issue of ST Action, Team Suzuki received 86% and STA1 but upon browsing through my friends ST Format I found it was given a measly 69%.

The reviews from Action and Format in the past have been almost the same (usually!). For example Future Wars got 87% from Format and 83% from Action. Xenophobe got 55% from Format and 61% from you. Because the reviews were so close you instantly knew whether the game was good or not, but this has left me in the lurch.

In the February issue 22 games were reviewed. In the March edition 17 were reviewed. In each magazine eight games got 80%+ and five got an STA1. I have missed a couple of issues, but never have I seen so many games get such high ratings. Are they all really that good?

Finally: In the joystick survey I didn't notice the Konix Navigator. I am thinking of getting one, so could you tell me how responsive and durable it is?

**Sunil Rawal, North Harrow**

*It's always going to be the case that different people enjoy different games. Just because someone likes a game doesn't mean that their best mate will. Team Suzuki was Punter-Powered as usual and went down very well indeed. The fact that Format's reviewer did not like the product does not mean everybody won't.*

*Both magazines have teams of skilled reviewers (Ahem!) and that's why the scores are usually pretty similar. As far as we're concerned, Team Suzuki is worth having if you like race games.*

*On to your other point. If we didn't think the games deserved their STAs they wouldn't have got them. The quality of software is improving all the time for the ST and this is being reflected in more games with better scores to their credit.*

*The Konix Navigator is a good joystick that is very responsive. It's not the sturdiest in the world but it's not the easiest to break either.*

#### PD PIRATES

I would just like to point out the silliness of software piracy. It's very tempting to copy programs from friends. Piracy does not actually seem like theft, but months of work can be ripped off in seconds without the programmer gaining any profit. The cause of all this mainly comes from PD shops because they have back-ups of disks.

Piracy is very silly though, as you have still got to pay at least 50 pence for just a blank disk. Piracy is the cause of high prices in software, if it all stopped next year, software prices would probably drop 10%.

**Edward Monger, Trowbridge**



## STAR LETTER



#### WHERE HAVE YOUR PLATFORMS GONE?

I have bought the last 10 issues of ST Action and think it's absolutely brilliant. I have however noticed that the type of games you are reviewing have changed slightly.

Over these issues there has been a steady decrease in the number of RPGs reviewed and an increase in shoot 'em-ups. Is this due to the fact that you prefer to review the latter or that software houses prefer to produce them?

Don't get me wrong. I enjoy shoot 'em-ups and hardly ever play RPGs but the point I'm making is that different types of game review are decreasing. For example - you seem to be reviewing less platform games, which I quite enjoy. Do you think that shoot 'em-ups and adventures will take over the games industry and platform games and RPGs will be lost forever?

**William Etheridge, West Wickham**

*It is good to see someone pointing out that piracy is a form of theft. People who copy games should not be under the illusion that it is a harmless act and perfectly legal. When a kid gives copied disks to his mate in the playground, he is breaking the law and technically can be prosecuted.*

*I'm not sure what you mean when you say that PD libraries are the cause of piracy. Public Domain programs can legally be copied and distributed among friends. That's what PD is all about. Therefore they have nothing to do with commercial software at all.*

*It is unlikely that software prices would drop even if piracy stopped now. It's a vicious circle really because lower software prices would encourage people to buy the product rather than rip it off. Besides a decrease of 10% is only about £2.50. A lot of customers would prefer to see the prices down to around £15.*

#### VIRAL INFECTION

I have had my Atari ST for about a year and have been buying ST Action since then. All I can say is that it is one hell of a magazine. On a scale of 1 to 10, I'll give it 20!

I mainly use my computer for games and was reading about Virus Killers in the April edition and am still confused. Please could you explain a little about what they are and how to avoid them?

I know I'm pushing my luck but is it possible to repeat some of the old game cheats? I have been buying popular old games on your recommenda-

*It would be interesting to know what you class as adventures and what you class as RPGs. There have been quite a few RPG reviews in recent months (for example Curse of the Azure Bonds and Megatraveller).*

*We always try to review every item of software that comes into the office - if we haven't time then it's given to Justin.*

*So it's not that we prefer not to review a certain type of game. Between the three of us, we'll play anything at all.*

*The reason we're not reviewing many platform games is that there aren't many being released at the moment (although Chuck Rock made an appearance last month).*

*I don't think that platform games will disappear into oblivion and RPGs are certainly beginning to take off. If anything RPGs are the way computer gaming will go in the future.*

*You're my last hope, I've even tried the appropriate software houses and had no joy.*

*Finally, what in your opinion is the best Flight Simulation dog-fighting game available on the ST?*

**Scott Ireland, Sutton**

*It's not actually virus killers you want to avoid, but viruses. A virus killer is what you should have to get rid of the nasty little beggars! Viruses are short sections of code written by sad men of a warped disposition. Their aim is to disrupt your disks and in the nastier cases, destroy programs on them.*

*The code is automatically written onto non write-protected disks if you unknowingly load it into your machine off another disk.*

*Sometimes these viruses are harmless pieces of fun. For example the Ghost Virus reverses your mouse controls. They cease being fun when they write themselves onto a game disk and prevent it loading again.*

*The best way to prevent viruses are: not to use copied software; leave ALL your disks with the write-protect tab open and turn your machine off for 30 seconds before loading a game. You could also invest a couple of quid in a virus killer (maybe from a PD library). We use AVK 3.9 as it's one of the best going. Let's be careful out there!*

**Each month there's a prize awaiting the writer of the best letter published**

# Write On!



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ADVERTISERS' INDEX	
Analogic.....	93
Castle.....	32
Core.....	5
Deltronics.....	56
Dial a Quiz.....	93
Electronic Zoo.....	2
Europress Direct.....	73, 76
Europress Interactive.....	86, 87
Europress Publications.....	56, 63
Evesham.....	43
Guiding Light.....	56
Hart Micro.....	95
HiSoft.....	11
HiTec.....	7
Lancastrian.....	35
Legend.....	69
MD Office.....	19
Microdeal.....	21
Ocean.....	IFC, 1, IBC
Palace.....	9
PD ST.....	95
Pepperoni.....	22, 26
PLC.....	93
Sidmouth Software.....	95
Silica Shop.....	29
SK Marketing.....	53
Software City.....	39
Special Reserve/Official Secrets.....	14
Turbosoft.....	64, 65
US Gold.....	0BC
WTS.....	56

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Macclesfield, Cheshire, SK10 4NP.  
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**Subscriptions enquiries:**  
Database Direct Tel (051) 357 2813

**Reprographics:** Granville Repro Ltd  
**Printed by:** Carlisle Web Offset

**Please note:** No material from this publication may be reproduced in any form without the publishers written consent.

**Correspondence:** All enquiries and requests for information must be made by letter.

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## CUTIE CORNER

Well we have an apology to make to all fans of this popular section. This month we have neither Alan or Paul as promised in the last ish. Instead we decided to give the male readers and horse fanatics everywhere a treat with this photo of our stunning advertising executive Nikki Taylor. Modelling a fine bow tie we couldn't work out what that child was doing on her back!

We'll hopefully have more for you next month to complete your series so watch out then!



## OCEAN DEVASTATED BY STARS

Over the past few weeks the lads have knocked up a football team combining players from ST and Amiga Action as well as the boys from various other publications and advertising.

Their first match was played in sunny conditions at a famous Manchester location and was against a team from somewhere called Ocean Software. Needless to say the outcome was inevitable and the newly formed Europress Interactive crushed these giants of the football world 5-2.

The game was not for the faint-hearted as right from the start the blood was gushing, after a high foot from Design Assistant Paul McIntyre mutilated one of the Ocean team. In the end though, class told but a rematch is planned.



## COLDITZ COMPO WINNERS

There were 30 prizes on offer in this mega competition and the lucky winners are: The video – Rita Solomon, Chiswick; P Sennett, Harlington; J Bayliss, Achareidh; John Hardy, Canvey; TJ Bates, Blackpool; Paul Symonds, Rochester; Steven Bell, Blyth; Justin Davies, Hull; Stephen Dickenson; Billericay; Philip Turner, Coventry.

The book: Alan Bauder, St. Annes; Neale Harding, Bristol; Bryn Jones, Telford; Alaric Gillard, Bradford; Stuart Cameron, Guernsey; M Lockyer, Haverfordwest; Iain Etchells, West Boldon; SC Minall, Great Miss Endon; Matthew Pearson, Leeds; Richard Bell, Cheltenham.

The Boardgame: Mark Martin, Glasgow; Jason Claw, Eastleigh; Miss JA Morris, Bristol; Lyndon Smith, Leeds; Paul Harrison, Fife; Dylan Cross, Needham Market; Alan Wheeler, Plymouth; Stephen Lynch, Nelson; Paul Steer, Woolavington; Richard Temple, Watford.

## NEXT MONTH...

### MUSIC MASTER – UBI SOFT

Next month we bring you the low-down on Ubi Soft's new Music Master. For anyone who wants to make their own funk tunes using a variety of instruments and sample this seems like it could be worth more than a look. We're going to give it a good going over between now and then so take a peek in the next issue.



### PREHISTORIK – EMPIRE

More caveman capers, this time from Empire. The game's being developed by French-based Titus software who did the recent Dick Tracy among others. The graphics look cute and overall it looks like a sound product, but will it be another Chuck Rock? Find out next month.

### MONKEY ISLAND PART 2

We've also got part two of Dotty's mega GTGA on Lucasfilm's classic release – The Secret of Monkey Island. So if you're struggling and don't know what to next, there's only one magazine to get hold of next month. We'll also have part two of our Lemmings codes as well!



**The next rather good  
issue of ST Action hits  
the shelves on July 11th.**

### WHOOOPS!

When we introduced Sue, our Art Editor, to you in the May issue, we jokingly intimated that ST User is not a decent mag. Of course it is and we apologise.

## STOP PRESS:

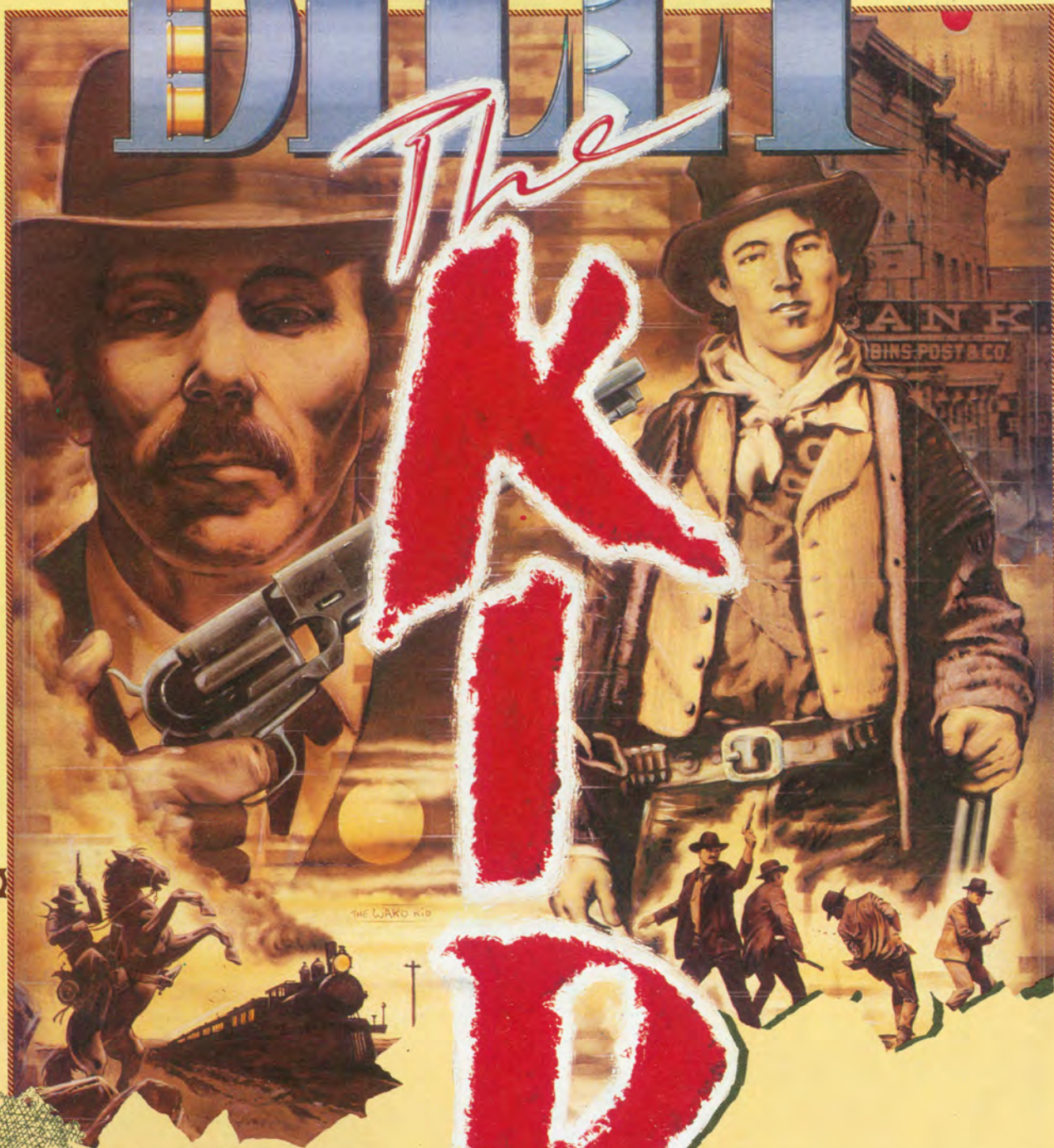
The recession has just got a further grip on the mail order business with the news that Worldwide Software are in the hands of the receiver. If you're experiencing problems with receiving goods from the Nottingham-based company contact The Official Receiver's Office, Severns House, 20 Middle Pavement, Nottingham, NG1 7EP.





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