

ST ACTION

THE WORLD'S MOST DEDICATED
ST GAMES MAGAZINE

Switchblade II - a cut above the rest?

Reviewed:

**Prehistorik, Hunter
R-Type II, Z-Out,
Life and Death,
Armour-Geddon**

plus much more!

***Gremlin's slash and
thrash sequel emerges
200 years on***



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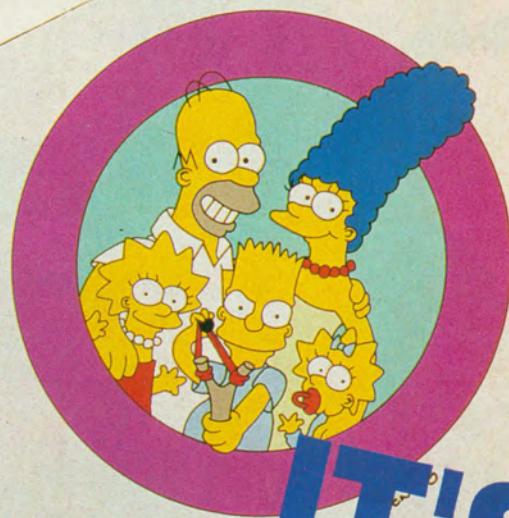
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ST GAMES MAGAZINE

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

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SPECIALS

FROM BIG SCREEN TO SMALL

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The success of any software house can depend on its ability to be at the head of the queue to obtain a licence to publish the latest film tie-in. We give you an insight into what's involved, survey the market and update you on what's in the pipeline.

GOING FOR A SONG

50

Whether you're a music fanatic or just a dabbler, this month's competition could provide you with just what you need to turn your ST into an all-singing all-dancing music machine. Ten copies of Ubi Soft's Music Master are up for grabs if you can wax lyrical.

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!

SNEAK PREVIEWS

80

We bring you an update on some of the major projects that didn't quite make it in time to be given the full review treatment. Ocean's Elf and Microprose's Railroad Tycoon take the spotlight for a quick butchers.

REGULARS

ACTION NEWS

04

All the latest industry gossip including previews on future releases from US Gold, Domark, Millennium, Electronic Zoo, Gremlin and Arc Developments. Plus what the Bitmap Brothers have been up to over the last few months.



COVERDISK SPECIAL

13

Boy have we got a treat in store for you on this month's coverdisk! First you can enjoy manic mayhem and non-stop action as you wreak Havoc in an exclusive playable first level demo of Gremlin's Switchblade II. And for seconds we've managed to get you a complete level of Titus' remarkable caveman adventure Prehistorik.

LEARN TO CHEAT THE STA WAY

52

Lots of extra help this month for those games that could be giving you a monster headache. We finish off the guide to The Secret of Monkey Island that we started last time and also provide the codes for Lemmings' Taxing and Mayhem levels. For RPG fans there's a comprehensive guide to completing Hero Quest. With Helpline and Small Tips you're on to a winner.

DUNGEONS AND DISK DRIVES

74

He is a Troll and he lives in a hole – well not quite, it's a tree actually but it wouldn't rhyme. Anyway he's back with a helping hand for adventurers stuck in far off lands or the darkest dungeon. And he's picked the winner from the hundreds and hundreds of artistic entries to his Design a Troll Compo. Yours could be there!

BACK PASSAGE

88

In our monthly source of totally useless information for all STA readers we feature the Art Editor in the Cutey series. There's a starring role for our Advertising Sales Executive's (gosh what a mouthful!) kitty cat and all the lucky winners in the Elvira competition from the May issue.



THE FAMOUS FIVE



Sue Beattie – Art Editor



Alan Bunker – Editor



Jason Dutton – Staff writer



Paul McNally – Staff writer



Allie West – Staff writer



WAGGLING IS BACK!

The disappearance of Daley's Decathlon from the shelves of shops has left many people weeping. Well weep no more for software publishers Hawk are about to enable us to relive the days of joystick wagglng and uncontrollable panting.

Do we really want to put ourselves through such torture again? Apparently, we do! You can take part in a number of thrilling and totally unoriginal athletic events because, let's face it, when did they last introduce a new event?

To be fair, Hawk's Championship Athletics features some outstanding graphics and promises to be one of the best sports sims ever to be seen on the ST. If you missed out on all the mid-80s computer athletics hype this could be a great opportunity to experience something that shouldn't be missed. Even if you were playing such games all those aeons ago, Championship Athletics could prove to be a gold medal in your collection.

As soon as a full review copy is available, we'll let you know.



FIGHTING FRENZY

Final Fight from U.S. Gold is a Capcom coin-op conversion. Anyone familiar with the arcade version will know about the huge sprites, two-player fist and foot fighting action, colourful backgrounds and great animation. Those of you who have never seen the coin-op now know what it's about, anyway!

If the conversion is accurate enough, U.S. Gold could be looking at a monster smash so keep your ears and eyes open for more information.



BUZBY IN BIRMINGHAM

Brummy based U.S. Gold have started a number of phone-in helplines for products marketed by themselves. Without further ado, here is what you need to know.

Lucasfilm Helpline – Tel. 0839 654123

Supports: Secret of Monkey Island, Indiana Jones and the Last Crusade, Zak McKracken, Manic Mansion and Loom.

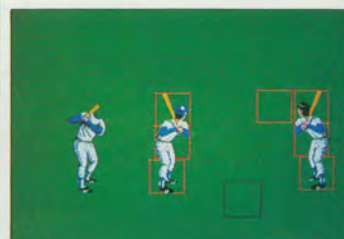
Delphine Helpline – Tel. 0839 654284

Supports: Operation Stealth, Future Wars and Cruise for a Corpse.

SSI Helpline – Tel. 0898 442026

Supports: Pool of Radiance, Curse of the Azure Bonds and Champions of Krynn.

There is also a phone line telling you all about U.S. Gold's forthcoming releases This can be called on 0839 654123. Please note that all calls are charged at 33p per minute off peak and 44p per minute any other time.



DOMARK PITCHING IN

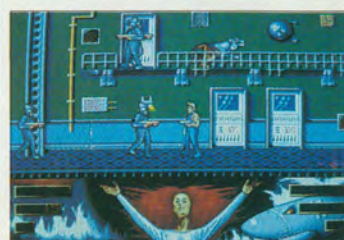
Domark claim RBI 2 Baseball to be so realistic you'll need an actual glove to play! But it's not just a whack 'em and run game, you have to use your brain.

Choose from 26 pro teams, each with 24 players and all with different averages, then try and master pitching, batting or fielding. You can try pitching slow or fast balls, or for the added touch add a curve to outwit your opponents.

When in play you look down on the pitch and the 'camera' follows the direction of the ball and then allows you to see your batter's progress around the diamond.

Full of close-up shots and instant replays RBI 2 Baseball will set you back £29.99.

Also soon to come from Domark is Thunderjaws which we reported a while ago (it's about secret underwater laboratories and maidens in distress). There's not much else to add as yet but we do have some tasty screenshots for you to look at.



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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AAAH SO, GRASSHOPPER!

Millennium's latest, *Chinto's Revenge*, is an action packed arcade adventure with plenty of fights and bonus weapons.

You are Chinto, an orphaned boy seeking revenge on the gang that slaughtered your family. With the help of some monks who gave you shelter, you've mastered the martial arts and now as a young man you are ready to carry out your mission.

Chinto's Revenge has 400 smooth scrolling screens littered with mazes, traps and hazards. You are able to travel through forests, gardens and a guarded city. Overall you must defeat the evil lord who has amazingly transformed into a fire-breathing dragon – that is if you can pass his hoards of minions, guards and ninjas!

Watch the stores for a release in July priced £25.99

ISN'T HE JUST A DREAM?

Now that we've all recovered from the trials and tribulations of Gods, it is about time that we tend our wounds ready for the next onslaught of mayhem. But we have got to recover much quicker than we originally intended. Why? Well the illustrious Bitmap Brothers don't let up, and they are ready to launch their new masterpiece onto the market.

The new stomper is entitled *Magic Pockets* and is a cute platform game, taking you around four worlds. You are the Bitmap Kid, a tough, cool little character in a baseball hat, shades and trainers who has lost his toys and needs to get them back. His magic pockets unfortunately had holes in them!

Battling frogs, bumble-bees, snakes and apes, you must test your wits in order to outsmart them and, in turn, reclaim your lost toys! You must travel across each level, collecting various bonus points and avoiding nasties, and try to find the toys that you lost on a previous journey. When you have found your toys, you must battle the guardian who has taken them for his own and be victorious to reclaim your prize.

The four toys, when collected, can be used to your advantage throughout each level. The bike can be used to knock down your enemies, the boxing glove has an obvious use and the scuba kit is very useful when your quest takes you beneath the waves.

But remember one thing: *Magic Pockets* is not easy and the Bitmaps have been ruthless to the last. This is one game where they don't want you to get to the end!



STRIKE ME DOWN WITH A LIGHTNING BOLT!

Zeus is a little miffed. Some guy came along, took Zeus' magical artefact and threw it over a cliff. Upon impact with the rocks, it broke into 12 pieces – things weren't made like they used to be.

All the Gods have now been rendered powerless.

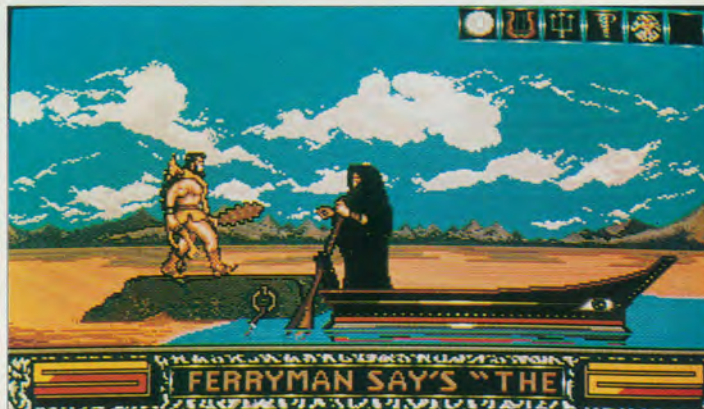
In *Electronic Zoo's Son of Zeus* you must find all 12 pieces and return them. Most

people would suggest you look at the base of the cliff, but no, the pieces miraculously became scattered about Mount Olympus. This

was fortunate or the game could have been over in a second!

Playing in 3-D where you actually walk into the screen, you are bound to meet unfriendly people and creatures. This takes you to a horizontal beat'em-up screen where you have to be quite nippy and very nasty to defeat your opponent.

The release date is set for some time in September at a retail price of £25.99. It should help to overcome those Autumn blues.



TWO JOYSTICKS AND A WHAT?

Take *Ikari Warriors*, *Mercs* and *Warzone* one step further and the result is a three-player blast and dash in the form of *Chaos Engine* from the Bitmap Brothers.

It utilises both joystick ports and the keyboard or you can play alone with two computer players battling alongside you. The usual enhanced weaponry is possible but when you know you have the talented Bitmaps working on the game, you can be assured of something special.

The release will not be for some time but we will keep you informed.



'ERE PAL, DID YER KNOW THERE'S A BRAND NEW
COMIC COMIN' OUT SOON?....WELL THERE IS,
'N' IT AINT LIKE YER ORDINARY PONCY

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ROB AND COD

The man with a bow and arrow is back on the big screens, with Kevin Costner prancing about in stylish green rags (they were all the rage in medieval days).

Not to be confused with the movie, Millennium are currently working on a game about the man with a quiver. Completely icon-driven with real speech interaction and the ability to listen in on others, Robin Hood holds a lot of promise and is certainly one to look out for.

Also currently in development is Robocod, the sequel to James Pond. This is all about our scaly superhero battering a few bad guys who have kidnapped Santa and sabotaged his toys with miniature bombs and then the incredibly evil Doctor Maybe will hold all the world's kids to ransom for a few jellybeans or something like that.

As part fish, part machine, you must venture forth and save all the little brats.

Robocod features 10 new levels and power-ups such as turbo power, wings for flying, the ability to freeze enemies and even the chance to test out Santa's sleigh.

The final version will also include two sub-games which are spoofs of the Robocop theme. One is a puzzle type section while the other is a shoot'em-up scene.

Robocod should be available for the Christmas period and we're sure will be a valuable asset to your stocking. Look out for a bomb though, and if you do see something suspicious, who are you gonna call? Robocod!



SYSTEM 3 WITH 4

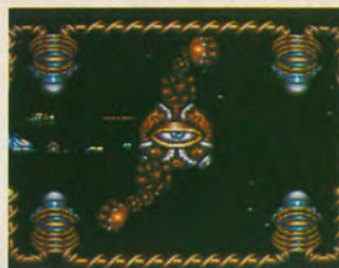
Another compilation hits the shops, this time from those wonderboys at System 3. For a mere £25.99, you

could become the attraction of your street by possessing copies of IK+ (very good chop and kick karate game), Last Ninja (maintaining the beat'em-up theme with a game never before released on the ST), Tusker (arcade adventure type

game), and Flimbo's Quest (a colourful platform caper) in a package named Premier Collection.



The diamonds of the cluster are IK+ and Last Ninja which are two invaluable titles to add to your collection. The two titles backing them up are relatively solid which, altogether, go to create what can be regarded as quite a decent package.



REMEMBER THE GOOD OL' 1980s?

Who's got the guts to say they owned a Commodore 64 in the good ol' days? Those of you who said 'I did' must surely have played the fantastic space blast, Armalyte. You know what's to follow, don't you? Yes, it's now being converted to the ST by Thalamus under the title, Armalyte - The Final Run.

Travel from planet to planet, creating havoc and destruction. On each planet you must eliminate the Aalan governor. When, or if, you reach the final fifth planet, you have a chance to save the universe (you hero, you) by disintegrating it.

Armalyte on the ST is being programmed by Arc Developments who were responsible for this year's big movie conversion, Predator 2. They hope to have the product finished and out on the shelves very soon. Make sure you have £25.99 handy.

A WINNING FORMULA?

Following hot on the heels of I Play 3-D Soccer, Italian software house Simulmondo are in the process of finishing Formula 1. With a distinct lack of top class Italian F1 drivers and Ferrari struggling in the constructors' championship, maybe Simulmondo should re-locate to Brazil and cash-in on Ayrton Senna and Nelson Piquet!

Nevertheless, Formula 1 appears to be a fast and thrilling racing game and allows two human players to compete simultaneously by means of a split screen. This makes the reasonable £25.99 price tag even more affordable as two of you can share the cost!

Claiming the game to be 'faster and smoother than any other racing game seen before', Simulmondo now have a lot to live up to. Let's hope they're right.



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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:



The people most renowned for producing high class flight sims are currently developing another flying title to add to their past achievements. Not much is known as yet but the game will be based on the Panavia Tornado. Digital Integration claim that there is no other flight sim that can match it and they sounded absolutely certain! Look out for a release around the beginning of next year.



All you ruffians out there, listen up! Those fab Southerners are working on Rugby World Cup, an arcade type of game. It's all about...rugby. Supposedly, it will possess the same scintillating gameplay that makes Kick Off as successful as it is. Rugby World Cup is played with Rugby Union rules and contains all the existing league teams. Look out for extensive coverage as we hear more.

Also soon to arrive from Domark is Pitfighter which Tech are currently developing. This is going to be a terrific beat'em-up with large and colourful sprites. It should be ready before the end of the year.



We have an update on Virgin's 147 3-D Snooker - it's no longer called 147 3-D Snooker. Instead, Virgin have acquired a rather spectacular endorsement. No longer do we have to put up with Steve Davis Snooker all alone in the charts because now we can soon expect Steve to be joined by Jimmy White as he is the name to be tagged onto the game. Yes, Jimmy White's 147 3-D Snooker will have your tongue tied in a second. Can you execute swerve and spin as well as the Whirlwind? More importantly, can you pot a ball? You'll have to wait for a month or two to find out.

HEWSON SHINE THROUGH

Quickly recovering from their financial hiccup, Hewson return to the scene with the announcement of three forthcoming titles.

The one that stands out is Nebulus II. The original was a platform exploration type of game that earned a large number of fans. As for the sequel, it remains in the same vein but offers even better gameplay, graphics and sound. Due for release in September, it is certainly one to keep your eyes open for.

Also in development is a shoot'em-up entitled Rubicon. You'll be able to see it in the shops around October and the New Year's release will be Deliverance but more on that nearer the time.



BATTLING BACK FOR A THIRD TIME

U.S. Gold's soon-to-come major title is Gauntlet III. The game is now nearing completion and the Manchester based Software Creations development team are busy putting the finishing touches to it.

The difference between this and the first two is that Gauntlet III is played in 3-D. The gaming style remains the same with plenty of blasting and magic casting and hundreds of bad guys just itching to stick a sword through you. For the ultimate in arcade action, Gauntlet III could come pretty close.

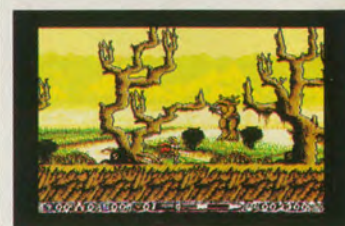
For the first review, make sure you keep buying ST Action as we hope to have it in our offices very soon.



GREMLIN HORISING AROUND

Sheffield had three claims to fame: steel, snooker and Def Leppard. Now the city has four in the form of Gremlin Graphics. They have a number of projects well underway. The first to expect is under the working title of Pegasus, an excellently animated shoot'em-up that is an elaborate Defender in some ways. Programming is scheduled to be completed in August so expect a review very shortly.

On a quicker note, August also promises a puzzle game called Jelly Bean and another product in September called Harlequin. We'll keep you up to date.



DOMARK GROUPIES?

Two new compilations have found their way into the shops. Domark is responsible for both the Grandstand and Virtual World collections. Sports fans will find Grandstand to their taste which includes Gazza Super Soccer, Pro Tennis Tour, World Class Leaderboard and Continental Circus.

For all those interested in the wonders of 3-D, Virtual World offers Driller, Total Eclipse, Castle Master and the follow-up, The Crypt. We suggest you give these a whirl as the actual Virtual Reality system is a long way off from being affordable to the average punter.

As for the asking price, both compilations retail at £29.99.



CITIZEN

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RRP £292.58

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TOTAL RRP: £322.53

SAVING: £112.20

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192 CPS DRAFT 9 PIN



SWIFT 9 - COLOUR!

The Citizen Swift 9 is perfect for those who require high quality dot matrix black or colour printing at a budget price. The print quality of Swift 9 rivals that of other manufacturer's 24-pin models.

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- Print Speed 192cps Draft
- 3 NLQ Fonts (48cps)
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RRP £280.83

STARTER KIT £29.95

COLOUR KIT £44.65

TOTAL RRP: £355.43

SAVING: £133.35

SILICA PRICE: £222.08

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192 CPS DRAFT 24 PIN



SWIFT 24 - COLOUR!

The Citizen Swift 24 is one of Europe's best selling printers and has won awards including Printer Of The Year 1990. Its rapid print speed, quality and black or colour options, make it a natural choice.

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- Epson, IBM & NEC P6+ Emulation
- Advanced Paper Parking
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RRP £428.88

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TOTAL RRP: £503.48

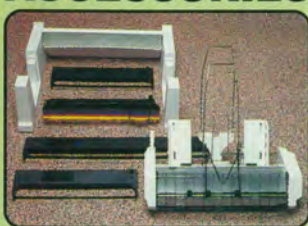
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Tel (Home): Tel (Work):
Company Name (if applicable):
Which computer(s), if any, do you own?

ST GALLUP CHARTS

CHART CHAT

Empire's *Mega Traveller* (83% STA1) looks like it won't make it into the Top 20 - it has slowly dropped into the 30s. *Gods* (92% STA1) just has the upper hand over *Hero Quest* (90% STA1) and we're sure that it will be a tough battle at the top. *Chuck Rock* (86% STA1) didn't last long and has dropped to 24. Ocean's *Toki* (87% STA1) appears at 40 while Virgin's *Wonderland* (84% STA1) breaks the 60 barrier jumping in at 57. Why isn't *Mirrorsoft's The Killing Cloud* (88% STA1) in there? Do it justice!

THIS CHART IS COMPILED BY GALLUP LTD
© ELSPA

1	NE	GODS	RENEGADE £25.55
2	4	FANTASY WORLD DIZZY	CODEMASTERS £6.99
3	NE	HERO QUEST	GREMLIN £25.99
4	2	STEVE DAVIS SNOOKER	CDS £9.99
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10	3	FINAL WHISTLE	ANCO £12.99
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12	NE	NORTH AND SOUTH	DIGITAL INT. £7.99
13	NE	ARMOUR-GEDDON	PSYGNOSIS £25.99
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18	6	KICK OFF EXTRA TIME	ANCO £9.99
19	NE	LOMBARD RAC RALLY	THE HIT SQUAD £7.99
20	12	TREASURE ISLAND DIZZY	CODE MASTERS £4.99

Probably the world's most playable coverdisk



Two stunning demos make an appearance this month. The first is a sequel from Gremlin Graphics who continue their success story with Switchblade II.

Also this month, Titus make their debut coverdisk appearance with Prehistorik whose cutie caveman character is sure to be a big hit among platform freaks. It's all fun and frolics with STA's coverdisk!

SWITCHBLADE II

Many moons ago, the typical ST owner could be found engrossed in a game that took the market by storm. The original Switchblade was immensely popular and Gremlin hope the sequel proves to be a worthy successor. (We think it is!)

As the latest in platform shoot'em-ups, Switchblade II is of a very high standard, extending its appeal to most types of gamer. The usual quality and polished feel that we have come to expect from Gremlin is apparent within the game, ensuring that you will want to experience the thrills and incredible spills that Switchblade II generously offers.

Maybe I should clarify the front cover heading! The Switchblade II scenario is set 200 years on from the original plot – it's nothing to do with long bearded, wrinkled programmers!

PREHISTORIK

Bop and bash your way through one whole level of Titus' remarkable caveman adventure. Leap from platform to platform, causing some serious headaches for your foes as you hit them on their heads with your chunky club.

Prehistorik is one of the best games to emerge from the French software publisher – the people behind the big movie licence Dick Tracy (the one that tried to set a new trend in raincoats). They were also responsible for the Crazy Cars series that were a big success at both full and budget prices. It has been in development for quite some time but the wait has certainly been worthwhile.

For a full appreciation, you can read the review in this very issue but the best possible way is to play the demo. With a very large level to play, you are guaranteed plenty of boisterous antics! Hesitate no further and load the game.

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...

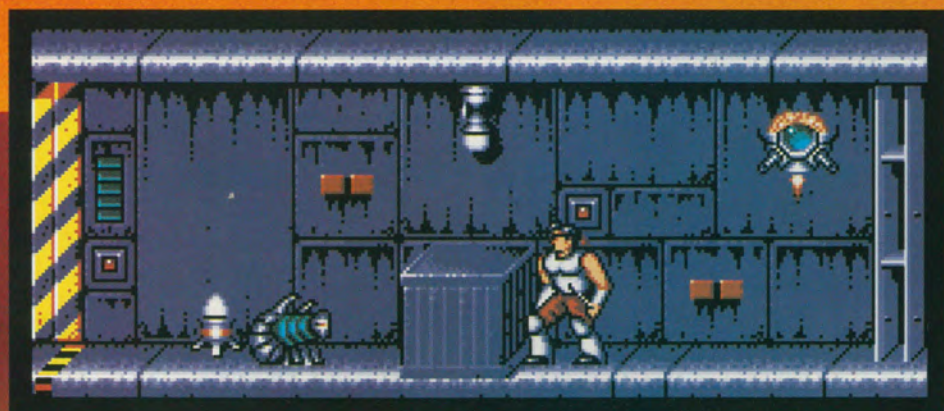
Double-sided disk drive owners will be able to open up the SIDE2 folder and copy these files onto their back-up disk. Unfortunately, single-sided owners will not be able to access side 2. Keep your original coverdisk in a safe place and use a backup at all times.

COVERDISK FAULTY?

We can't guarantee that all of our coverdisks are 100% fault free. However, the odds of you actually having a faulty disk are pretty slim. If you think your disk has genuine problem then please return it to:

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Welden North Industrial Estate, Corby,
Northants. NN17 1JX.**

SIDE
1



Switchblade II



The original Switchblade came onto the ST about a year ago and caused a storm with its excellent graphics and playability. Now the sequel has been released and in conjunction with Gremlin Graphics, ST Action is proud to give you an exclusive playable demo of the first level.

Legend told of a great demon who rose from the depths of hell about 200 years ago. Havoc was his name and pain was his game. The great demon continued to cause dismay, killing the population and destroying the crops. The city went down the drain and the people were crying out for a hero.

Havoc's reign continued unchallenged for years until he heard a rumour of a fabled sword that would bring about his destruction. Havoc located the Fireblade, shattered it into several pieces and distributed it across the land to satisfy himself that his power would remain unquestioned.

A hero was needed to recover the blade and use it to destroy Havoc. A young trainee knight by the name of Hiro was found, and with his new-found courage he set off into the night to find the sword and rescue his people. History would be re-written. The young man returned with the weapon and with it he destroyed the evil Havoc and brought peace back to the land.

Havoc has not been seen for 200 years, until now. He has once again reared his ugly head and set about the destruction of the great city. Again, a hero is needed. Someone with the skill, courage and guts of the legendary Hiro. Scouts were sent to the far corners of the world in the hope of finding a man capable of the mission ahead.

The scouts chose a farm for their final visit and questioned the young man inside. What luck! The man was a descendant of the great knight Hiro. He must take up the challenge and free the city from the inevitable destruction that will be caused by the tyrannical Havoc.

You take on the role of the young knight and must negotiate the level and its contents. You start your mission outside the city and must battle your way from left to right before you locate the secret entrance to the underground city. Once there, you can discover the secrets of Havoc's warped mind.

Each level has been filled with various enemies from Havoc's stable. These creatures of the night will stop at nothing in their attempts to halt your progress, so be careful. Various platforms will be accessible and they will allow you a bit of breathing space should things get too hot to handle.

Dotted around the landscape are small gems and other collectable items. Collecting the gems will award you with extra bonus points and the small pieces of food will provide you with extra energy to top up your resources.

To aid you in your quest, you have been provided with a small dagger and a machine gun. The dagger is useful in close combat and the gun is good for the slower enemies that take more hits. Unfortunately, the gun has a limited supply of ammo but this can be replenished by collecting the boxes that are lying around.

After they have been eliminated, some creatures will drop small coins. The coins will be used in the final version of the game to purchase better weapons and extra lives from a shop that can be located throughout each level. Unfortunately, the shop isn't included in this demo, so you'll have to buy the full game when it comes out, won't you?

HOW TO PLAY THE DEMO

Insert the coverdisk into the drive and switch on the computer. Double click on the SWITCH.PRГ file, the screen will go black for a few seconds, and the demo should now load. Press fire on the joystick to start the demo.

Controls throughout the demo are joystick only. Use it to move the knight and the fire button to activate his weapon. You have at your disposal two varying heights of jump. To do the small jump, push the joystick up. To activate the high jump (useful for overcoming high blocks and platforms), pull the joystick down, quickly followed by moving the joystick up.

SIDE 2

Why is it that Prehistorik ends in a *k*? Alright, so maybe the guys in Paris had a few translation problems! But even then, everybody here knows that polar bears are only found in the Arctic. What's wrong with that, you may ask? Nothing at all!

However, when you also find penguins tagging along with the rest of the crowd, you begin to wonder just exactly where you are. After all, penguins are only found in the Antarctic, unless they are very large pigeons wearing thermals, of course!

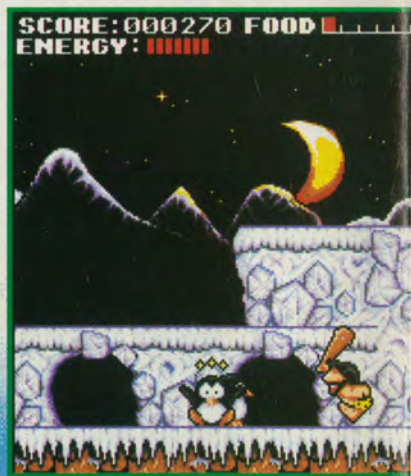
Then you begin to question the mentality of the caveman who has the starring role. Why would anyone bound about icy terrain wearing only a loincloth? This feller could be a triplet in the Blues Brothers. He could also learn one or two things from the Eskimos!

OK, no more revealing in-depth analysis! So what's it all about? Do you have to undertake a death-defying undercover mission into an enemy tribe's territory to rescue your beloved who has been captured by the dastardly foes? Nope! Simply collect food and survive.

In this level 3 demo, you must club to death the inhabitants of caves (very violent and recommended for youngsters) and then enter the caves to gather food. Watch out for the spiders and bats that hang around inside, though. They don't like to be disturbed but a caveman's got to do what a caveman's got to do. Food is a must for survival and you need to find all you can. In the final version, you need to fill your food meter to complete each level.

The finished Prehistorik product features 20 different type of enemies ranging from seals to maniac monkeys. End of level guardians are certainly present, taking up the full height of the screen and a significant proportion of the width! The everyday caveman would probably run a mile (more like two or three, actually) but with you being a tough, young hero, you have to stay and fight (you'd run if you had the choice!).

That's all you really need to know except that Prehistorik is totally addictive and will entertain you for a long, long time. Many thanks to Empire and Titus who gave us this month's fantastic demo.





**SIDE
2**



HOW TO PLAY THE DEMO

Place this month's coverdisk into your drive. Double-click on the PREHIS3.PRG file. From here, the game should automatically boot-up and you are ready to play. Pressing fire will start you off.

The controls are easy to use. Moving the joystick left and right will cause your character to walk, pushing up will make him jump, while pulling down when in front of a cave instructs him to enter. Collect as much food as you can and attempt to reach the end of the level. Luckily, you don't have to battle a guardian with this demo as things are difficult enough as it is!

Prehistorik



**KNOKK
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- IT'S
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over 50 workers will look to the same building with their own. Serapek Paint turns your site a vibrant, gleaming machine. It gives you the chance to make a statement of respect.

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By law, all activity in the New Jersey market must be done through the local offices of the various wireline carriers, and the networked land mobile air-to-air network has been established as a result of this legislation.

[illegible]

With only the very
Gambelton in all the
Kingsdon or Oxford these
days and you will be
greeted with a hot
straight out of a hot
strawberry. The Andromeda

As it's nicknamed, something bright, noisy and a bit of a pain in the neck. The beast is actually smaller, not to the customers to try out, but to the retailers to try out. The beast is actually smaller, not to the customers to try out, but to the retailers to try out. The beast is actually smaller, not to the customers to try out, but to the retailers to try out.

When Haggan, an erstwhile mayor of Chicago, thought he'd put his shady days behind him, he was wrong. However, the shrewd detective's daughter, by the leastest accident,

streets. Remember it's not
there. You can't trust anyone
cops are bent like you
know, even Makover took
the Mad Gears.



Amazing, this is the first you've heard about the game – and there's a screenshot as well! It looks impressive and is definitely worth keeping an eye out for. Still you'd expect to read exclusive news in a magazine that prints five pages of news every week!

FINAL FIGHT
When Haggard, an ex-
became the Mayor of
thought he'd put his s
days behind him
However, the abdu

delectable daughter
by the lawless and
Gear Gang
that.
You t
Haggard,
sidekicks
Guy, and
streets. Remember it's no
there. You can't trust anyone
cops are bent! Use your
knives, even Molotov cocktails
the Mad Gears.
All manner of hench
your tail. If you
survive the



Five lords of Mankind the dragon-slaying knights
 arrived on a weary last year. The winner of that
 was king of the five lords and reigned over the
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Strength and courage alone are not enough to win the victory. You must use both tactics and to use more powerful weapons. You must create a change game ahead in order to win the ultimate prize.

John will see the release of Dragon Fighter. With a wealth of features, the game will be a great skillful game.

John's Dragon Fighter will cost \$24.95.



Taking an evening class shows you want all your skills to use the championship. Intel's FV G.P. Courses will be available towards the end of May. There is also a limited edition pen-drive in game skins.

Shed
We have
the...



It's been 12 months in the making, the results are quite amazing. The produced a direct conversion from Kango, but has made a number of improvements to produce the CD ROM engine version.

Search of men of

[illegible]

STORM When the Sales Curve was founded in 1988 its aim was to develop and market games for software houses. In October 1990, after a string of hit titles the Sales Curve decided to launch its own software label. Storm with its first name being the only one

...and Storm in 1993's *Saints of the Desert*. More recently *SWIV* stormed up the charts, gaining critical acclaim all over the world. Storm's next release will be three coin-up licenses: *Jeetoo's Big Run*, *Technor Double Dragon III* and *Jeetoo's Red-Land*.

ROD-LAND
The ultimate games and big thrills with
the ultimate games and big thrills with
the ultimate games and big thrills with

[illegible]

11

20TH APRIL - 2ND MAY 1991 G

So just what is this new project going to turn out like? Can't wait? Well with *Games-X* you don't need to wait just read our sneak previews to find out what the latest games will be like.

2 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!

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17TH-23RD MAY 1991 GAMES-2

12 GAMES-X 17TH-23RD MAY 1991

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10th May 1991

Issue 10

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STORMBALL p.19 **TONY CROWTHER TELLS ALL p.38** **GALACTIC EMPIRE** **GO-GLOBAL - PREDATOR 2 p.44**

COMPUTER AND CONSOLE GAMES EVERY WEEK PRICED 60p

PD or not PD

PUBLIC
DOMAIN

This month's PD section has a few from Trust of 18 The Park, Halifax, W. Yorks and a couple from Goodman Enterprises of 16 Conrad Close, Meirhey Estate, Stoke-on-Trent, Staffs. They have both been responsible for some of the best demos to be seen on the ST. Well, I'll let you be the judge of these, so here goes!

PRESIDENT - GOODMAN (GD1193-GD1195)

President is a combination program - part factual, part audible and part exploration and comes on three disks.

The first part of the game is a complete run-down of all the facts and figures surrounding the controversial death of President John F Kennedy. The documentary contains digitised pictures of people, places and various incriminating pieces of evidence.

Disk two contains some sampled sound and allows you to listen to the interviews of witnesses and various members of the local constabulary.

The last disk is the most fun to play as it allows you to play the part of a budding investigative reporter who has just arrived at the scene of the crime and must now discover what really happened.

An excellent program. A worthy addition to your collection.



PONTOON AND CROSSWORDS - GOODMAN (GD1110)

The next disk from the Goodman stable is number GD1110 which contains a card game and something to test your general knowledge.

Pontoon is a relatively simple card game that sees you and a dealer both attempting to get as close to 21 as possible. Each card has to be bought and, if you win, your opponent's money is yours.

The other program is a crossword game. You can choose between different skill levels and must answer questions on all manner of categories including sport, history, geography, science and general knowledge. Each answer can be inserted via the mouse or keyboard and this allows you more time to think of the answers.

Not bad! You should really try before you buy.



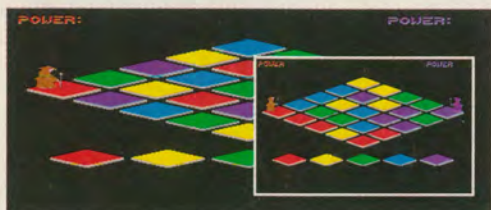
SPECTRAL SORCERY - TRUST (GAM 79)

This is a one or two player game based on wizards and magic. You take control of a young wizard and must battle with one of your own to gain power and respect. Combat takes place on a large multi-coloured board that strangely resembles a chess-board.

To win the game, you must change all the coloured squares on the board into your own colour, thus eliminating your opponent.

Fortunately, you have a large number of options at your disposal. You can move, think or even cast spells to activate the colour change. Spells include: Warp, Blitz, Teleport and Invisibility. Each spell has its own use and must be utilised at the correct moment in order to achieve maximum effect.

One to test the old grey matter for a spell!



SKULLDIGGERY - TRUST (GAM 71)

Boulderdash has to be one of the most well known and popular games of all time. Simple but extremely addictive gameplay made this a classic that everyone knew and loved. Skulldiggery is a clone and is very similar in gameplay and graphics.

You play the role of a handsome young chap who is in search of fame and fortune in the old, abandoned mines of a far off land. You must patrol the old caves and collect the diamonds that have been left scattered throughout. Skulls guard the diamonds and, should you unearth the ground below, they will tear after you hoping for some recompense for their untimely disturbance.

A really good conversion of an age-old classic.

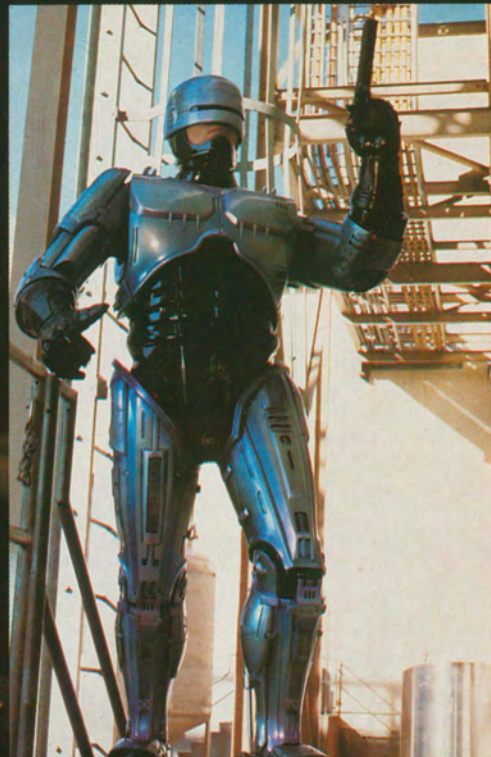
HOUSE AND PARK - TRUST (EDU 29)

This is an educational program that incorporates two search and discover ideas. The first is The House - you can wander around exploring the different rooms and activating various objects like the light switch, the fire and the doors and windows. Each action is displayed with a graphical representation on-screen, the windows will open, the lights will come on and the dog will bark.

The Park is another search and discover program. You explore a park, clicking on the various slides and roundabouts to reveal your friends. You can zoom in to each section of the park to reveal more information and show your pals in more detail. Other things of interest include the parading businessman and the children playing hide and seek.

Excellent for the younger computer enthusiast.





Licence to Thrill

Big movies have always been an attraction to the general public, who, on the whole, simply can't resist a little bit of hype. With the home computer revolution in full swing, it was hardly surprising that sooner or later you'd be able to take the role of your hero in a game designed around the same plot as the latest blockbuster film.

Now, as the software giants frequently battle it out to get the official rights to a new film starring Arnie or whoever – we send the one and only Paul "Spielburg" McNally to Hollywood (Fat chance – Ed. Well it was worth a try – Paul) to find out how the deals are struck up.



'...We just thought it would make a really good computer game that the kids would love.'



Photographs courtesy of: Kobal Collection Film Library, Warner Bros, Orion, Lucasfilm, Columbia, 20th Century, Carolco and Universal.

From Megahits to Megabits

Virtually no major film gets away from the software companies these days. Most of the top stars have been computerised at some point – Arnold Schwarzenegger, Michael J. Fox, Sean Connery.

Film licence games are big business because they sell (usually regardless of the quality of program) and therefore obtaining the latest licence is a matter of total secrecy, right up to when the deal is signed.

I talked to a spokesperson US Gold to see how their latest licence – The Godfather was coming along and also to try and get an insight into what it took to get the rights.

There will be two completely different versions of the Godfather game – the arcade version which will be out in a few weeks' time and the adventure game, which won't arrive until next year.

Which development teams are working on the games?

The arcade game is being developed by a team called Creative Materials and the adventure game by Delphine of Operation Stealth and Cruise for a Corpse fame.

Who else was chasing the Godfather licence?

There were a few other companies, Activision was one of the major ones.

Why have you done one game incorporating all three films instead of doing three separate games?

Personally I don't really think that sequels work and as a collection of films the Godfather has an awful lot more to offer.

Was the Godfather

licence one of your more expensive deals and how does it compare with the cost of other US Gold licences – both film and coin-op?

The Godfather isn't the most expensive licence we've ever acquired but in general all film licences are very expensive.

In general terms, which licenses cost more – films or coin-op?

I'd have to say films, although with a coin-op licence the deal is usually to convert a certain number of arcade games.

How long have the two games been under development?

The arcade game has been in progress for 12 months now, the adventure project for about two months.

Why did US Gold go for the Godfather licence?

We just thought it would make a really good computer game that the kids would love. Loads of shooting and stuff, you know!

How do US Gold hear about potential film licences and who decides what to go for?

We've all basically got our ears to the ground and we all have contacts within the film industry. The final decision is made by our 'Mr. Awareness' – Geoff Bryan. He decides what to chase.

How is the development team chosen for each project?

Firstly, we select about four teams who we think are capable of doing a good job and get them to submit a storyboard. Then we pick the most original and best and give them the contract.

Does the development team decide which bits of the film to use and how closely they resemble the original or are they given no freedom with the game?

Everything they do has to be sent to the film company for approval. We send it on video and then it comes back with a yes or no response. They have no control over what goes in the game at all unless it's a technical point.

What's the legal situation regarding showing actual characters' faces digitised within the game?

It all depends on the contract, we can't depict Brando or Pacino in the Godfather game at all. We can use anything else – stills or trailers of the film in advertising and so on, just no faces of the actors.

Do you think this detracts from the game at all?

No, not really.

Finally, I'd just like to say thank you to US Gold for all their time and trouble in providing the information for this feature.





Now let's take a look at some of the major films that have made it on to the ST in game form.

GREMLINS 2 - ELITE

One of my all-time favourite films made it onto the ST in the form of a platform/shoot 'em-up which was frustratingly difficult, even when you knew the cheat. A hard game, but good to get into.



ROBOCOP 1 & 2 - OCEAN

The two Robocop games saw the metallic hero leaping around the platforms blasting the baddies. The second was the best of the two but only because the first was too easy and could be completed in less than 15 minutes when you got good at it.



TOTAL RECALL - OCEAN

Ocean again plucked the prime licence of the time from under the noses of their rivals. The most expensive film ever arrived quietly on the computer scene and picked up pretty good reviews all round. It was fiendishly difficult but addictive if you kept going for long enough. It also contained a novel cheat mode!



INDIANA JONES - LUCASFILMS/US GOLD

There were two Indy games out at the time - an arcade game and an adventure version that was in a similar style to the recent Monkey Island. Well worth taking a look at as are all Lucasfilm games.



STAR WARS TRILOGY - DOMARK

Classic games from a series of classic films. All the games were good but are difficult to get hold of these days. Return of the Jedi was my personal favourite but if you can get hold of them they're worth checking out.



THE RUNNING MAN - GRANDSLAM

An Arnie film that was seriously botched up in computer form. For some reason young Arnold hasn't made it in style yet. This was probably one of the worst licence games ever. It's only worth buying if you've a taste for expensive blank disks. Big, colourful sprites but awful control and game-play make this one worth avoiding if at all possible.



BATMAN - OCEAN

One of Ocean's best efforts in the film licence business, fun to play, varied levels and following the film plot very closely. Graphics and sound were reasonably good too.



PREDATOR 1 & 2 - OCEAN & MIRRORSOFT/IMAGEWORKS

The original Predator is now out on budget format and takes the line of the film pretty closely in the form of a scrolling blast 'em away. The second has been recently released and is basically a Operation Wolf clone. Not very inspiring but not a bad game.



BACK TO THE FUTURE 2 & 3 - MIRRORSOFT/IMAGEWORKS

Marty and the Doc travelling around various aspects of time. What did you expect? BTTF 2 is set in the future world and includes all the hoverboards and so on, while the third takes you back to the wild west as in the film. The game of BTTF2 was nothing special and BTTF3 was distinctly poor.



THE BEST IS YET TO COME?

You can be sure that as long as they remain good sellers, film licences will be produced in the quantity that they have been so far. News has already come through that most of the next major releases have already been picked up by various companies.

Mirrorsoft/Imageworks are currently working on Turtles 2, which although not strictly based on the film, is set to arrive as Turtle fever begins to rise again.

They're also in the middle of Aliens 3, which is based on the film. Release dates are hard to come by, but you can expect it at the same time as the film so as to cash in on the popularity (around Christmas '91).

Ocean also have a few things in the pipeline. Robocop 3 is being worked on by Runcorn based DID of F-29 Retaliator fame and looks a bit special from what we've seen so far. Featuring filled 3D vector graphics Robo 3 will hopefully be as good as the previous two games.

The Manchester giants are also working on Terminator 2 which again will hopefully coincide with the launch of the film at the cinema. Previous Arnie games have not been of a mega-standard, but you never know this time round.

We'd like to know your opinions on these games of the film. Are they a good or bad thing? Drop me a note to Write On, at the usual address and we'll print the best ones.





The Red October sails out past the Russian warships on its first mission. Nobody knows its destination.



The map shows you the relative positions of the sub and Jack Ryan. The idea is to get them both to America.



Jack Ryan is lowered from the Sea King helicopter to the conning tower of the American sub.



The papers tell the full story, the defection has been halted and it's back to the beginning.

Russia's top secret, nearly undetectable, nuclear submarine – The Red October is about to defect to the West. Understandably, the Soviets would prefer it not to and they're going to do everything possible to stop it. Even if that means its destruction.

The Hunt For Red October sees you taking on a variety of roles both in the CIA and on the October itself as the United States bids to get the submarine to their side safely.

The US Government aren't really sure of the Captain's true intentions but have been persuaded by CIA official Jack Ryan that the defection is true. In the first level you must deliver Ryan on to the USS Dallas submarine in the mid-Atlantic and lower him down from the helicopter to the conning tower.

This is made slightly more difficult by the bad weather. Heavy rain and strong winds will continually

knock you off course. Successfully land on the craft and you'll get some nice bonus points. Miss and Ryan's dead.

Either way you'll progress on to the second level and this is where the fun starts. You take over as captain of the Red October and must steer it through the treacherous Reykjanes Ridge. You must navigate it through many deep and narrow channels, avoiding heat seeking automatic guided missiles and mines while remaining undetected.

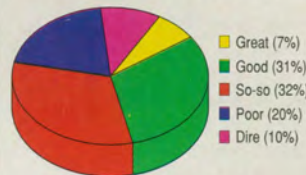
Upon reaching the end of the ridge you must guide Ryan to a rendezvous with the Red October in a mini-sub. This really is difficult and as you only get one chance, you'll soon find frustration setting in as you are repeatedly sent back to the beginning of the game.

If you manage to get past this you must face the full might of the Soviet Red Banner Fleet. They'll

throw everything at you in a last ditch effort to prevent your defection.

Along the levels you can pick up various bonuses by steering your submarine over them. These include extra energy to replenish your shields, extra lives, limited invulnerability and super homing torpedoes.

PUNTER-POWER™



GAME: RED OCTOBER
PRICE: £24.99

RATING=76%

This is quite a strange game. It's only got five levels yet levels 1 and 3 last less than 30 seconds each. In between is the lengthy level 2 which is frustratingly addictive. The submarine levels are the best parts of the game and once you've got used to the way the sub moves you'll be darting in and out of tricky situations like a true Russian captain. The graphics are quite nice and the sound is adequate for this type of game but is somewhat repetitive.

GAMEPLAY:
SOUND:
GRAPHICS:

The Hunt for Red October

G R A N D S L A M



Ryan must now land on the sub. If he misses he dies, if he makes it, the bonus points are all yours.



While guiding your sub around you must make sure you don't come into contact with anything.

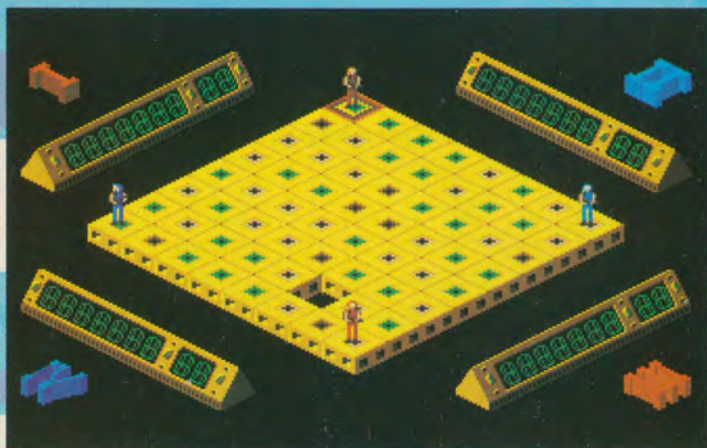


Having made it to relative safety you must dock Ryan's mini-sub with the Red October.



The Ball Game

ELECTRONIC ZOO



Thought and planning are required if you are to make any impression on your opponents' score.



After creating a few balls, you must try and stop the other players from reaching your level of excellence.



The four player option adds a little excitement to the game. The squares will go four times as quick.



Teleporting will allow you to get out of a sticky situation. Be careful though, you have a limited supply.



Things are hotting up on the other side of the board. Oohhh, doesn't it make your brain ache?

Every now and then, a game comes along that carries no storyline or any actual mission objective. In Electronic Zoo's latest, you have no increasing enemy hordes to obliterate, no giant mother ship to defend, not even a fair maiden to rescue. The Ball Game is about elements, possession, strategy and, well, balls!

You take control of an element, either Earth, Fire, Air or Water. Your objective is to wander around a board, strategically positioning your rather odd collection of balls (steady on - Ed) in the hope of outwitting your opponents.

Upon loading the game, you are presented with an options screen. From here you can choose how many players to have, which element to control, what to control it with, the difficulty level and even the

language. So yes, you too can play The Ball Game in Spanish or Italian!

Each game takes place on an eight by eight squared arena consisting of three types of platform each of which has a separate points value. The plain squares are worth a measly one point, green are worth two and the cream squares are worth a whopping three points. Points are acquired by successfully allocating your supply of spherical objects (that's better - Ed) to their relevant positions on the board.

The Ball Game can be played with up to four players, each controllable via the computer or a human player. Four small information displays surround the main playing area giving you such details as your score, moves left and time remaining. Each player has his own display so there's absolutely no confusion before a

move is finally taken.

Control is done via the mouse, keyboard or joystick. To position your balls, you move a square around the board within a set radius and choose the best place for deposit. Pressing the button will then drop a ball in the last place you visited and will also transform your opponent's balls into your colours if they are in proximity.

The winner of the game is the one who has the most points value of balls remaining, not necessarily the greatest number of balls on the board. The winner is decided when

all participating players teleport off the board. The computer will then count each player's point score and discover the victor.

Selecting the square you are presently on will cause your element to be teleported to a randomly chosen location on the board. You will only reappear if the desired location is free from blockage i.e. not occupied by any balls or other players. If all spaces are occupied, you will be teleported out of that level. Teleportation will also occur when there are no more occupiable spaces left on the board.

Jason



Pay attention to the information boards surrounding the main playing area. They will tell you how long you have to make your move.

PUNTER-POWER™



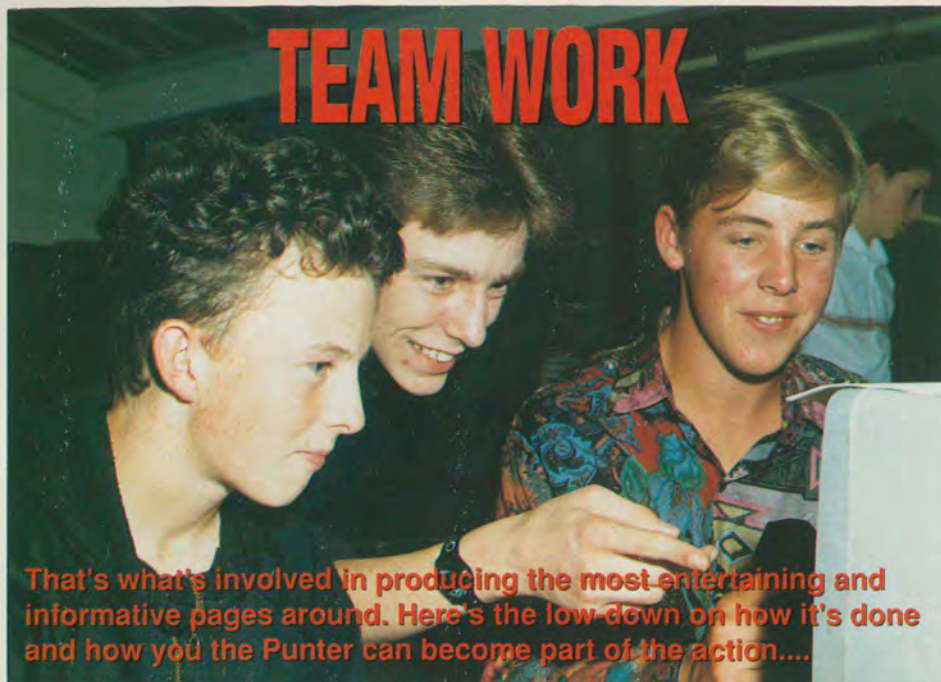
GAME: THE BALL GAME
PRICE: £25.99

RATING=72%

The Ball Game is for the serious gamers out there. There's no meanies to smash, no goals to score and no heavy wagging of the joystick allowed. It's a strategy game, one that requires you to tax some of your most precious grey matter. Yes, you have to think! Graphically, it's nothing special but what there is does the job adequately. Sound has been restricted to the creation of balls, you get a nasty sucking effect when each one is resurrected.

GAMEPLAY:
SOUND:
GRAPHICS:

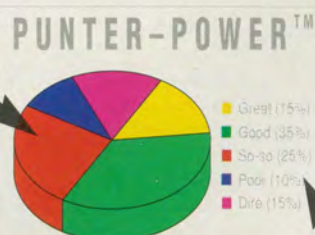
TEAM WORK



That's what's involved in producing the most entertaining and informative pages around. Here's the low-down on how it's done and how you the Punter can become part of the action....

THE SCORE PANEL EXPLAINED

The Punter-Power™ Pie Chart itself. The pie is divided into five colour coded sections. By looking at how large each pie section is you can tell what proportion of our panelists had what opinion of the game.



Not much explanation needed here. Name of the game under scrutiny and the all important price tag in pounds and pence including VAT.

GAME: SAMPLE GAME
PRICE: £19.99

Throughout 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. Some of the problems you may find are just a little bit irrational but for the most part they are gripping and challenging. The gameplay is enhanced by some excellent 3D graphics with stunning backdrops to add a touch of realism. The game is only marred by a lack of solid sound effect. Overall a very interesting game.

The key on the left of the pie chart details what level of appeal each sector colour represents. These appeal levels correspond to what each Punter-Panelist thought of the game in question from 'Great' right down to 'Dire'. The key also gives the exact percentage of panelists voting for each level of appeal. In this example, 15% of panelists thought the game was 'Great', 35% thought it was 'Good' and so on.

Gameplay is above sound and graphics for a reason – we know it's more important! Gameplay is the factor behind whether your £20+ investment will stand the test of time. Ratings from 1 (Noughts and Crosses ZX81 style) to 10 (More fun than a night with Kim Basinger!). The example here shows a score of 7 which is good.

GAMEPLAY:
SOUND:
GRAPHICS:

The comment text summarises what the reviewers and panelists thought of the game. This text has been designed to highlight reasons why games were marked up or down.

RATING=75%

Pretty simple really – it's the good old bar chart. How good the sound and graphics are – from 0 (none at all) up to 10 (state-of-the-art). The example here shows 3 for sound and 8 for graphics.

If you're after a snappy answer to 'is this game worth buying?', then check out the overall rating. Pie chart data is only one of the factors used in the overall rating. Scores of 75%+ are excellent games that will not disappoint. From 50-75% are games that are good solid products but maybe lack that state-of-the-art graphic sparkle or 'just-one-more-go' gameplay. Below 50% it's all downhill and we really would advise you to try before you buy. Remember the overall score is only one indicator – read the review as a whole to get the complete picture.

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 into the hands of a reviewer. All ST Action's scores are now decided by the people for the people (with a little help from our 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. During the gamesplaying sessions, ST Action reviewers are on hand to offer help and advice to anyone experiencing difficulties with a game, thus making sure everyone sees every possible aspect of the games under scrutiny.

Having played a game and seen all it has to offer, panelists are asked to fill in a detailed questionnaire detailing their thoughts about the game. When writing up reviews our team uses these questionnaires as a primary source of information.

So into each review goes countless hours of playtesting from not only our team but also a veritable army of punter panelists. The best of both worlds – a team of talented and experienced reviewers and an army of enthusiastic consumers who know what it's like to spend £20 or more on a piece of computer entertainment software.

The Punter-Power™ score panel

The ST Action Punter-Power™ score panel was created to best display the findings of the punters. By simply taking a quick glance at the panel, you'll be able to determine just how good a game is.

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 and price. Finally, you'll also notice the Punter-Power™ Pie Chart.

And there's more...

In addition to our revolutionary new scoring system we've also improved the presentation of the reviews. Using the most up-to-date technology, we can now offer you even more in the way of state-of-the-art layouts.

We've invested huge amounts of time and money to bring you the best quality screenshots you're ever likely to see. With this new technology you can now see even more aspects of the games in the form of our perfectly joined Digi-Scape™ sequences showing how the detailed mechanics of games work.

There's also the feature we've christened Roll Call™ – enlarged, colourful pictures of the major characters in the game, taken straight from the screen. A lot of time and effort goes into producing these to add to your enjoyment of the review.

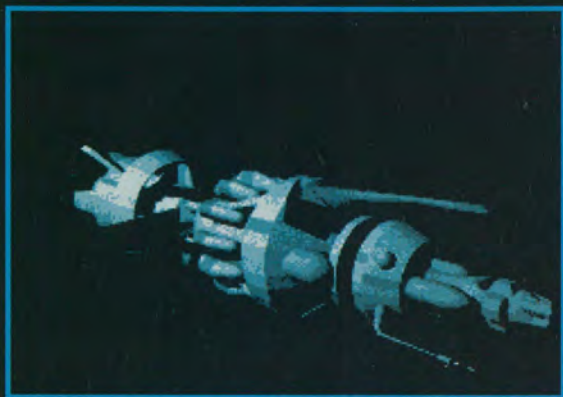
Labelled screen pictures are also used to point out important sprites, icons and other graphic detail. Combine these with the informative captions and body text and you've got the best guide to buying entertainment software possible.

Calling all potential panelists

If you live in the Manchester area and would like to be a Punter-Panelist why not drop us a line. We're currently creating a database of willing volunteers who would like to take part and everyone is welcome.

So, if you'd like further details write (including your phone number if you have one) to:

Alan McLachlan, STA Punter-Power™, Europa House, Adlington Park, Macclesfield, Cheshire. SK10 4NP.



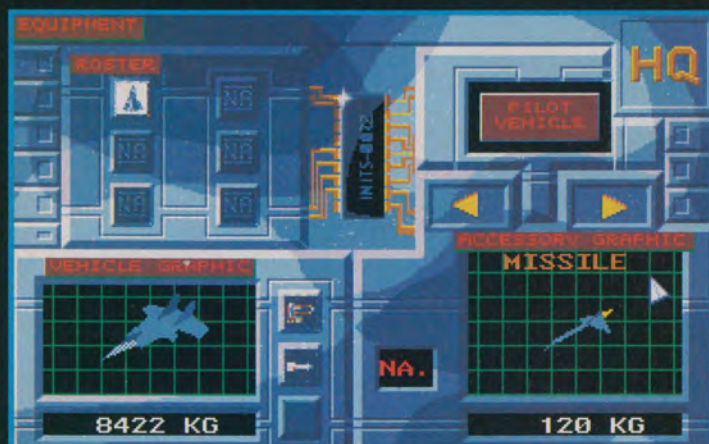
Attack! Enemy vessel approaches the MSS Orestruck and manoeuvres into threatening attack position.



MSS Orestruck jetison escape capsule but crew failed to embark.



Without further warning a nuclear warhead is unleashed directly at Orestruck.



Use the cursor to transfer the required craft and the necessary weapons into play. When ready Pilot Vehicle.



When you need to create a new weapon or craft, transfer scientists and engineers using the arrow icons. This will then manufacture your item.



External view of Fighter craft.

There was a time when the powers-that-be were not satisfied with peace and harmony. Instead, the only answer was to destroy all obstacles and strive for the ultimate totalitarian society. While cities burned to the ground and civilisations faded into oblivion, the fortunate and protected few plotted for the domination of post-holocaust Earth.

You, however, as a member of the Sheltered Ones, realise that to continue with the fighting is futile; it is now time to rebuild the world. But the Resistance Force disagree, and they have now developed a sophisticated Beam Cannon with a plan to destroy you and the rest of the world. It is now time to act...

Stationed in your headquarters deep beneath the enemy eye, you and your team of freedom fighters plan the retaliation mission. Your only chance of survival is to find and assemble an ancient weapon from pre-holocaust society, and use it to destroy the Beam Cannon. Due to security measures, however, the weapon was broken down into five pieces and scattered across the surrounding landscape. Unfortunately, you don't have the map references.

You do have a Research and Development team at your disposal ready to manufacture up to six assault vehicles and a numerous weapons. Manufacturing takes up valuable time so you must plan carefully, leaving you with enough hardware in stores.

Your command headquarters are a combination of sophisticated computer and radar technology, and allow you to follow the progress of both friend and foe. From here you can build and arm all allied machinery to any specification. Once you have developed and built your army you are ready to embark on the mission.

Minus 10 and counting.... Raise shields, engage engines, increase throttle, embark...

Once you are mobile, whether it is on land or in air, you are susceptible to enemy attack and more often than not they will creep up on you from behind so watch your radar screen at all times - the enemy craft will appear in red. But use your weapons sparingly because once they are gone, you have to spend time building more.

In order to find pieces of the Neutron Bomb, you must switch to your Waypoint Beacon. This will then allow you to home in on your target and destroy the surrounding base.

When all the bases have been destroyed, you are then able to launch either your Stealth Bomber or your Heavy Tank to recover the pieces. This is done by either flying or driving directly over the bomb and once the piece is onboard, transporting it back to stores using the onboard teleport.

Now you have all your valuable sections of the Neutron Bomb, assign your Research and Development

WELCOME TO THE THEATRE OF DESTRUCTION



BOMBER

ARMAMENT: Normal, Retarded and Neutron Bombs
PRIMARY USE: Neutron Bomb delivery and enemy installation attack



FIGHTER

ARMAMENT: Laser Missiles, Rockets and Retarded Bombs
PRIMARY USE: High speed ground and air attack



HEAVY TANK

ARMAMENT: Shells, Ground Vehicle Lasers, Rockets and Neutron Bombs
PRIMARY USE: Neutron Bomb Retrieval and enemy launcher destruction



The resistance force have destroyed the Orestruck. War has been declared!



Earth Date: Post Holocaust...

Situation: Critical...

Message: Underground resistance force has destroyed space station MSS Orestruck... Next target - Earth...

Armour-Geddon

P S Y G N O S I S

team to actually build it. This will take up precious time, so it is wise to arm an appropriate vehicle ready to carry the weapon to the designated target area.

Target minus 10 seconds and counting....

A bead of sweat begins to drip gently down your temples, and your palms begin to slip on the joystick. You shift uncomfortably and harness all your concentration on the success of your mission.

Target minus 5 seconds and counting....

The target is in sight and your stomach feels like it's in your throat. This is what all the hard work and frustration has been leading up to. **FIRE!!...**

Has the world been saved thanks to your skill and perseverance, or is it doomed to be blasted into infinite atoms? Only you can decide the fate of thousands. **Allie**



When on the runway first engage your shields and switch on your Waypoint Beacon. Now fire up your engines.



To ensure you hit something of importance, follow your missiles to their target.



HELICOPTER

ARMAMENT: Laser, Missiles and Rockets
PRIMARY USE: Ground attack and air defence of base

HOVERCRAFT



ARMAMENT: Ground Vehicle Lasers, Rockets and Missiles
PRIMARY USE: High speed ground attack

LIGHT TANK



ARMAMENT: Shells and Ground Vehicle Lasers
PRIMARY USE: High speed ground attack

PUNTER-POWER™



GAME: ARMOUR-GEDDON
PRICE: £25.99

Armour-Geddon is an excellent game of the highest quality. It contains some of the most advanced and smoothest solid vector graphics you could hope to see in a home computer game with atmospheric sound to complement. All methods of control are available to you, although the keyboard is the best, and the reactions are so realistic you actually feel as if you are flying or cruising over the 80km square playing area. The appeal will extend to both arcade and strategy gamers and when a product can successfully combine the avid interests of both, you know you've definitely got a classic on your hands. This game is well worth the asking price and is highly recommended. Don't find time to play Armour-Geddon, make time.

GAMEPLAY: ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
SOUND: ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
GRAPHICS: ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

RATING=90%



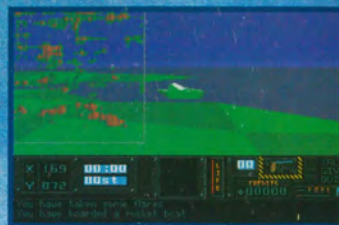
Before setting off into the unknown, you will probably find a visit to the nearby outpost quite useful! Don't forget to take your log book, timebomb and bazooka.

Hunter

ACTIVISION



You may be wise to swap your car for the armoured carrier.



Approaching the island, you find a harbour to hide your boat in.



You park the boat and head for the hangar, hoping to find a land vehicle.



Chat with, bribe and threaten people to prise information out of them.



A nice shiny tank, eh? No point in letting it rust. Aboard you go!



VORSPRUNG DURCH TECHNIK!



CAR: Quick and manoeuvrable. Recommended for fast recovery missions into enemy occupied territory.



AMBULANCE: Unarmed but quite nippy. Good if they're the only vehicles you can find unguarded.



ROCKET BOAT: Speed is this baby's middle name but it is totally defenceless.



TANK: Slow but equipped with a large cannon capable of destroying vehicles and buildings.

BICYCLE: Very slow and gradually reduces your energy level but you won't have to find fuel.



HELICOPTER: Very fast but difficult to handle at first. Also vulnerable to anti-aircraft fire and rockets.



1ST
ACTION
A1 RATED

the most pleasant of endings.

"He skimmed across the water and beached the craft in a small harbour. As he stood on firm ground, he had his priorities firmly fixed in his mind. First, he had to find some form of armed land transport: a tank or armoured carrier, perhaps. To travel around enemy territory without an armed or armoured vehicle was extremely treacherous and he knew it."

All modes of motorised transport require fuel. Fuel canisters can be collected from inside buildings as can other objects of use. Time bombs, flares, bazookas and many more items can all be found and utilised.

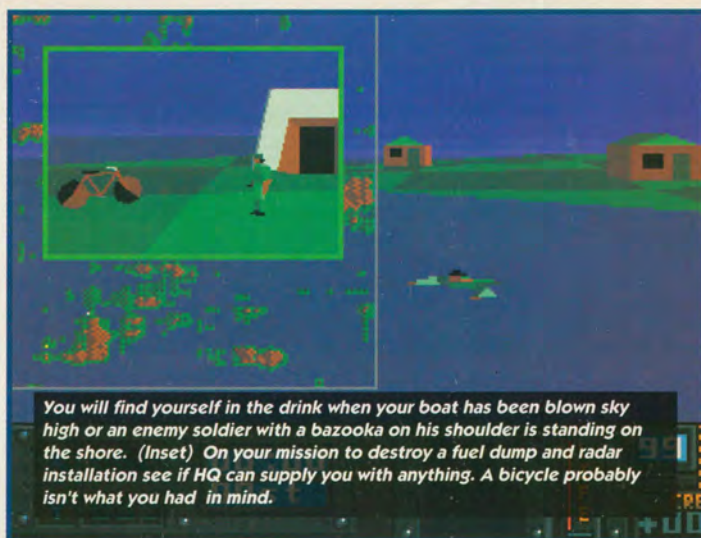
"A tank, eh? Not bad and it already has a half tank of fuel with eight shells in stock."

He grumbled over the rough terrain and arrived at his first destination. As he entered the lighthouse, he examined his inventory. Money was no problem as pillaging from houses had its financial rewards. A revolver was adequate protection on foot as a couple of carefully aimed bullets could kill an enemy soldier at quite some distance."

Buildings can be totally empty, contain certain items or even have friendly and unfriendly people present. Talking isn't regarded as a soldier's strong point so conversation is restricted to just clicking on a 'TALK' icon with the mouse. The response depends upon who exactly is facing you.

"He approached his contact who muttered something about cash. Money was transferred and information was given regarding the co-ordinates of more contacts and a security key that was hidden in a windmill on another island. Now things were really getting under way."

Alan



You will find yourself in the drink when your boat has been blown sky high or an enemy soldier with a bazooka on his shoulder is standing on the shore. (Inset) On your mission to destroy a fuel dump and radar installation see if HQ can supply you with anything. A bicycle probably isn't what you had in mind.

DON'T LEAVE HOME WITHOUT ONE



FUEL CANISTER : Enough juice to fill a quarter of your fuel tank.



FLARES : Used to light the surroundings at night time.



TIMEBOMBS : Has a short fuse so get away quickly!



LOG BOOK : Shows the co-ordinates of important positions.

GRENADES : Devastating if you throw them accurately enough.



SWAG : Necessary to bribe people for goods in return.



"He clambered into the car parked outside. Glimpsing at the log book, he turned on the engine and started off to the North. Somehow, he had to find a boat, preferably one that was armed with 80mm cannons. Thankfully, the short journey to the coast was uneventful and he soon found an unmanned enemy rocket boat. It had no weapons but it went like the wind."

Boats are important for travelling from island to island. The only other method is to fly by helicopter at the risk of being shot down by anti-aircraft guns or to swim, but exhaustion may soon set in and drowning isn't

PUNTER-POWER™



GAME: HUNTER
PRICE: £29.99

RATING=92%

The overall combination of stunningly great graphics, carefully created sound and simple but superlative gameplay make Hunter a quite outstanding product. Your designated role as an infiltrator is conveyed excellently and the joy at trying different modes of transport is never ending. Value for money is exceptional and once you begin playing, you'll probably never want to stop. Only a fool would miss out on such a classic. Don't delay, buy it today.

GAMEPLAY: [Progress bar]

SOUND: [Progress bar]

GRAPHICS: [Progress bar]

HOVERCRAFT: One of the best forms of transport as it moves quickly across land and water.



GUNBOAT: Not as fast as the rocket boat but is armed with a front mounted-cannon.



SCANNER VAN: A van with a scanner. Relatively fast but does struggle to defend itself during a confrontation

JEEP: Not bad in terms of speed and copes with rough terrain incredibly well. Unfortunately, they're unarmed.



SHIP: These are very large and, consequently, slow. However, fuel economy and armament is good.



TRUCK: One of the slowest land vehicles with no armament. Use only if nothing else is available.

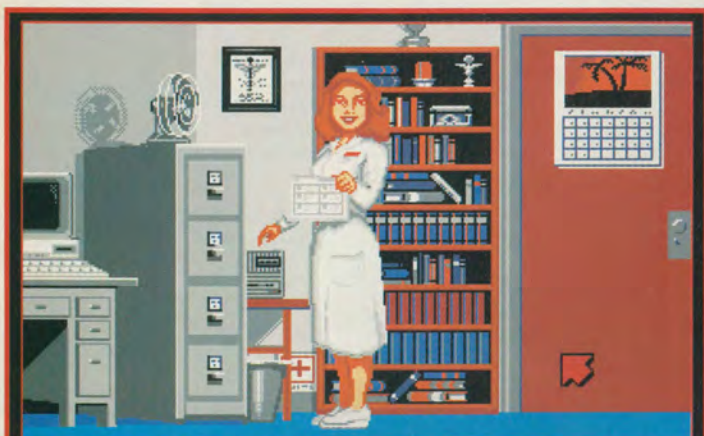
ARMOURD CARRIER: Ranks alongside jeeps in terms of speed but these are equipped with some form of firepower.





Life and Death

MINDSCAPE



When in the staff room you can choose which surgeons you wish to carry out the operation with you.



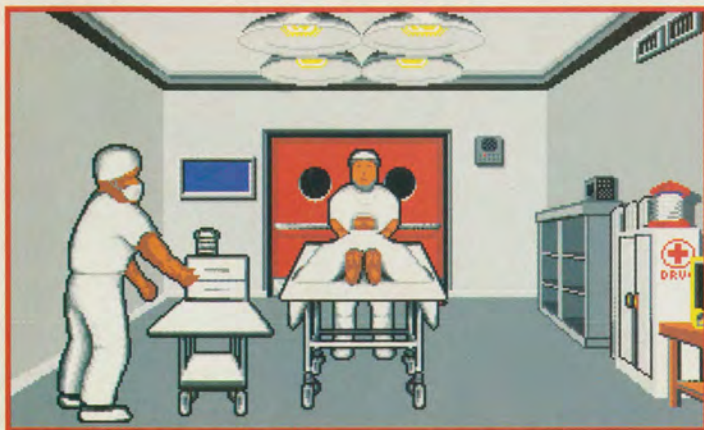
Kimberly Brewer
Title: Nurse
Specialty: Policies

Profile of Kimberly Brewer:

Technical: ms. Brewer is primarily an administrative nurse whose responsibilities include hospital policies and accepted practices. Her role in the operating room is to ensure that the patient is not exposed to unnecessary risk.

Personal: Ms. Brewer works well with Ken Shepherd. However, she and David Mangler were involved in a business deal that went sour, and some animosity remains.

Each member of staff has a dossier which provides details of their individual abilities and also confidential information on their relationship with doctors and other people at the hospital.



During final preparations the patient waits to be wheeled into theatre on a trolley. Once inside he's all yours, doc!

Have you ever wanted to perform major surgery or remove someone's appendix for a laugh? Now's your chance to cut people up with Mindscape's new operation game - Life and Death.

As a house doctor you must patrol the wards at the Toolworks General Hospital, hunting down illness and aiding the afflicted. You have complete power over what will happen to each individual patient, so you'll find yourself making important decisions on whether to operate or medicate!

As soon as you burst through the door for the first time, the attractive Nurse Pierce will hand you a clipboard so you can sign in. Once this task is accomplished you can then be assigned patients by the hospital.

As soon as you get a patient, you'll be told what room they're in and where it is. You must then hurry down the corridor to begin your examination.

Upon entering the room, you will be confronted by the sick patient. Reading the clipboard at the bottom of the bed will give you the necessary information - age, sex and why admitted. From this clipboard you can also choose what course of action to follow, (operation, X-ray and so on) but first it might be wise to carry out a full examination.

By clicking on the person in bed you will be given a close-up of the affected area. From here you must carry out an examination of the torso and find out where the patient is hurting. By moving the mouse around and clicking, the patient will tell you whether it is a sore point or not.

Should you touch a delicate bit you will be rewarded (sadist! - Ed) with a yelp of pain from your victim! By finding out exactly where it hurts you can begin to make an educated guess as to what's wrong. The more experience you get the better you'll get at guessing what's up and where.

If you're not sure you can order an X-ray that will show you whether the problem is kidney stones or not. If it is, then you must refer your patient

to a specialist as kidneys are not your area.

If no stones show up and you can't work out what else it is you may have to perform an appendectomy and this is where the fun starts. Once you get the patient on the slab you must scrub up and put him under the gas.

When that's done, inject some antibiotics, set up the plasma IV and you're ready to make your first incision. As soon as you make your cut it

PUNTER-POWER™



GAME: LIFE AND DEATH
PRICE: £29.99

Life and Death was first advertised over a year ago and it's finally made it onto the ST. Unfortunately, with the exception on the operation bits it can get a bit tedious as the number of illnesses is very small and can usually be dealt with by one click on the clipboard. The operations are really good but there are only two different ones so once you've perfected them, appeal will be limited. It's a nice, original idea that falls down slightly on gameplay but it's still definitely worth a look. The manual isn't the easiest to understand and is packed with technical terms that you must decipher if you are to succeed. You may find frustration setting in if you get stuck at a certain point. As the saying goes "try before you buy!"

GAMEPLAY:
SOUND:
GRAPHICS:

RATING=79%

will start to bleed from certain points. These must be clamped and sealed before the patient bleeds to death.

Once all the points have stopped you can retract the first layer of skin and make your next cut into the muscle tissue. Having repeated the same procedure several times you'll get down to the appendix. Whip this out, sew the wound up and it's off to recovery.

The package comes complete with a History of Surgery that takes a look at the way it used to be done and there's also a free pair of surgical gloves and an operating mask to help get you into the swing of things.

The game comes on three disks but swapping is thankfully minimal. The graphics (with the exception of the operation scene) are slightly blocky but are quite good. Sound is restricted to the screams of the patient and the bleeping of the machines in the theatre. It is important to listen out for these as you can immediately notice any irregularity in the patient's heartbeat or other vital signs.

You can choose which members of staff to operate with and your choice will decide how much in-theatre help you get.

There's also an options menu that allows you to select a Nightmare Mode where everything that can go horrendously wrong will!

Paul

Diagnosis...



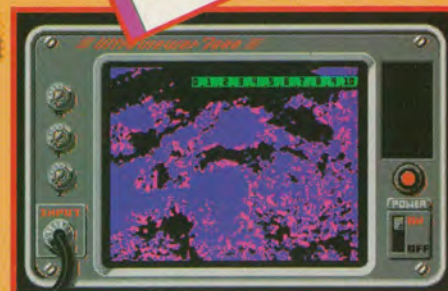
Will you please stop.

Patient is a 25 year old male. The patient was admitted complaining of acute abdominal pain, generalised weakness, and dizziness.

☐ Observe
☐ Medicate
☒ Operate

☐ X-Ray
☐ Ultrasound
☐ Refer

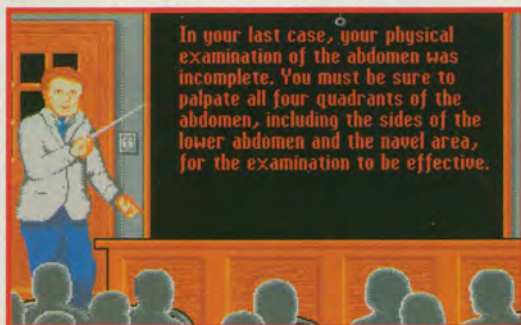
Initial *S. H. Smith*



The patient must be completely examined before you refer him/her for any further treatment. At the end of each patient's bed is a clipboard (top right). From here you can refer them for whatever treatment you deem necessary.

(Inset left) The x-ray shows that this patient has kidney stones. Do you think he should be referred to a specialist?

(Inset right) The ultrascan will reveal any abnormal lumps or bumps the patient may have allowing you to take the appropriate action.



Whenever you make a serious mistake you must return to medical school where you will be told where you went wrong.

Tools of the Trade



Syringe



Forceps



Scalpel



Clamp



Blood Plasma

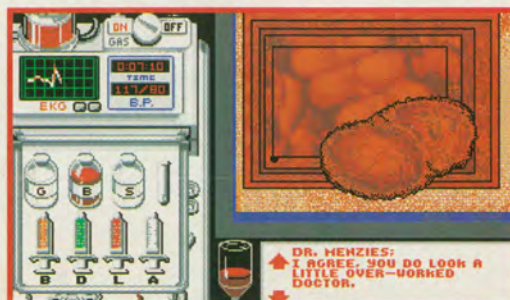
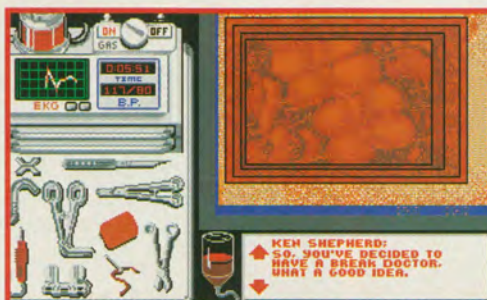
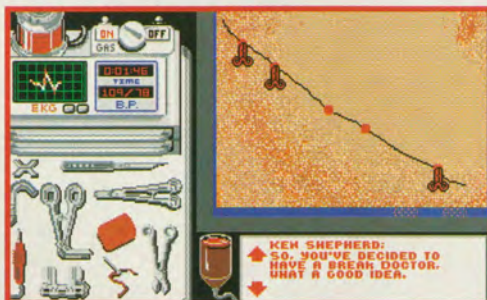
In the Operating Theatre

(Top left) The operation has begun. You have made your first incision and must now clamp off all the little bleeders.

(Top right) Having cut through the various layers of muscle tissue you can now see how steady your hand is and try to get at the appendix.

(Bottom left) The intestines and appendix are now visible and most of your task is now completed.

(Bottom right) The cecum is raised and the only thing left to do now is to get rid of the affected organ. A piece of cake for a surgeon of your amazing ability.



Select Your Starters														
PLAYER							PLAYER							
PLAYER	HR	B	R	E	S	P	LINE UP	PLAYER	HR	B	R	E	S	P
NECHAMER	1	210	20	10	10	10	EXIT	WILSON	1	210	20	10	10	10
JEFFRIES	5	250	10	10	10	10		NECH	1	210	20	10	10	10
STERNBERG	1	240	10	10	10	10		YOUNG	1	210	20	10	10	10
JOHNSON	5	240	10	10	10	10		M. HAYES	1	250	20	10	10	10
SAMUEL	1	230	10	10	10	10		JOHNS	1	210	20	10	10	10
HAGGARD	1	260	10	10	10	10		C. HAYES	1	210	20	10	10	10
LYONS	1	240	10	10	10	10		BRULTON	1	210	20	10	10	10
ELSTER	1	230	10	10	10	10		REDDY	1	210	20	10	10	10
CROOKER	1	240	10	10	10	10								
RESERVES							LINE							
SASSER	1	290	10	10	10	10	JELTZ	1	250	10	10	10	10	
TEUFEL	1	250	10	10	10	10	FORD	1	210	10	10	10	10	
H. HERNANDEZ	1	230	10	10	10	10	MURPHY	1	210	10	10	10	10	
MILLER	1	230	10	10	10	10	SENDER	1	210	10	10	10	10	
WILSON	1	250	10	10	10	10								

TIME	1	2	3	4	5	6	7	8	9	10	TOTAL
STRIKE											
BALL											
OUT											
INNING	1	2	3	4	5	6	7	8	9	10	TOTAL
ATTENDANCE											
DOMARK											



Choose your players by comparing the statistics in order for you to get the best team.

Yeah! A Home run. Any important move shows up on the scoreboard with a pretty little picture!

Always give it your best shot, whether your side is pitching or batting.



RBI 2 Baseball

This game came in right at the very last minute, and some of you will notice that it has also been included in our news section. But because we are so ultra cool and wonderful to our punters, we have included it in this issue instead of waiting until next month. Aren't we nice?... Enjoy....

Strike One.... Strike Two.... Strike Three....OUT!

For the uneducated among you, Baseball is not the equivalent of Rounders! In fact, if an American heard you make such a comparison I wouldn't blame him for his actions. The Americans are probably as proud as their baseball as they are with their Football, the Statue of Liberty and their Flag!

The idea of RBI 2 Baseball (which stands for Runs Batted In) is to get as many Home runs as possible. This is done by travelling around the bases, which are situated in a diamond, without getting caught out. You travel from home base to first, second, third and then make a dash for home again. Once home, a batter is awarded a Home run.

This is an incredibly realistic simulation that has you both batting and fielding, trying to outwit and outcatch your opposing team. Each team has different qualities and statistics, thus enabling you to have a strong batting, fielding, or all round team.

You can play against 25 other teams, with a roster of 24 players, so you can pick your best pitchers or batters, and either choose a two player function or battle against the computer. Which ever way, you're in for a tough fight!

When batting, you are allowed three attempts at hitting the ball. Each miss is called a strike, and a third strike renders your player out. Once three players are out it is then your turn to field. Sounds easy, but it's not! You will discover that when pitching (delivering the ball) you can spin or swerve the ball to the left or right in order to get a strike. The computer is as ruthless to you as you are to it, and it will spin the balls in order to catch your batters out too!

It is also possible, when batting, to change the length of your swing or position in the batter's box, so if the pitcher delivers a

wide ball you can attempt to return it. The wider your swing the more chance you have of hitting a home run ball. But it also increases your chance of missing it!

You've hit a perfect ball so now you run like hell to first base. The computer will only allow you to run a base at a time, but if you think you can make it to the next one then you can have a go. But be careful as the fielders throw at the base you're running to and catch you out, so sometimes it's better to play safe.

When your team members are waiting at bases to run, the computer shows you exactly how many are waiting and which bases they are at. This allows you to keep tabs on your team and how many you have close to home. For example, if a runner is on second or third you know that for one good ball you could have two home runs under your belt. Not bad eh?

Unfortunately you've batted dreadfully and it's now your turn to field and pitch. After deciding your delivery position, whether it's a spin, swerve, fast or slow ball, you first have to prepare to move your fielders.

A ball is hit! The computer switches to an aerial view, and by following the shadow on the ground you can evaluate where the ball will land. Now you can move a fielder into the area, ready to make an outstanding catch (ahem!).

However, your fielder might be suffering from a case of 'butter-fingers' and instead makes a stupendous foul-up by dropping the ball. Ha Ha! But, never fear for all is not lost. Quickly run to the ball and throw it at one of the base fielders, preferably one where an opposing runner is heading!

RBI 2 Baseball isn't just a whack-em-and-run simulation game, although it can be if you want. Instead, it can be turned into a serious strategy game choosing the right players against different teams. For the keen sportsmen (and women) among you it is possible to perfect your gameplay to such a level that you become totally invincible.

So don your hard hat, dig your heels in, grab a sturdy bat and battle your way to league champions. I mean, what's so hard about hitting a little leather ball? **Allie**





When a ball is hit you get this wonderful aerial view to show where it's going. Clever stuff!



When you have players at other bases the computer shows you with on screen visuals.

1ST
ACTION
A1 RATED

You have picked up the tactics so well that you have now scored a Home run. Yip!!



PUNTER-POWER™



GAME: RBI2 BASEBALL
PRICE: £25.95

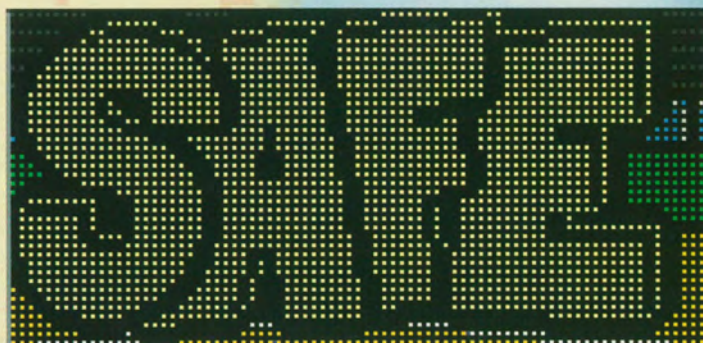
Sport simulation games can become very tedious and if you're not a fan of baseball then so can this. But RBI 2 Baseball has more thrills and spills than most, and with great graphics and atmospheric game sound it is hard not to sit on the edge of your seat biting your nails. The gameplay is extremely smooth and the controls are very easy to use, thus making this an incredibly playable game. It is hard not to get excited when playing, and the feeling of competitiveness furiously wells up, making you strive on forever higher! Unfortunately, it is a tad expensive and although very good, it is not quite worth the money. However, if you do have £30 burning a hole in your pockets, then this may just be the one you're looking for!

GAMEPLAY: ☒ ☒ ☒ ☒ ☒ ☐ ☐

SOUND: ☒ ☒ ☒ ☒ ☒ ☐ ☐

GRAPHICS: ☒ ☒ ☒ ☒ ☒ ☐ ☐

RATING=85%



Music Micro

Enter a state of meltdown as you jive to the tunes of the *Master* sound. . .

Rock 'n' Roll with Ubi Soft's magnificent music package, Music Master – a terrific, not-to-be-missed utility from the French company. It's great value for money at just under £40, and 10 lucky readers could win a copy for the mere cost of a stamp!

Music Master features:

- **100% assembly language**
- **Filtering functions**
- **Reverberation and vibrato**
- **Envelope modification**
- **100 professional sounds**

PLUS it is fully compatible with MIDI keyboards.

Paul McNally, ST Action's music maestro, says: "Professional sounding sequences can be strung together...you'll be suitably impressed with the results. To have 10 copies up for grabs is an ST owner's dream! This competition is a superb opportunity that everybody should take."

All answers should be in by the 13th September, 1991. The winners will be decided by ourselves and the top brass at Ubi Soft and yes, our decision is final and no, you can't appeal! Look out for your ditties appearing in one of our later issues.



To experience all the features of Music Master and much more, complete the following lyric, written by our very own musically talented STA team, telling us how magnificent you think Music Master probably is (and it is good!), what you intend to use the package for, and whatever else you can say about this terrific piece of software.

**My string of onions went and broke, my small black beret is a joke,
My zippy Renault got a flat, my frog's legs made me really fat,
But Music Master.....**

.....

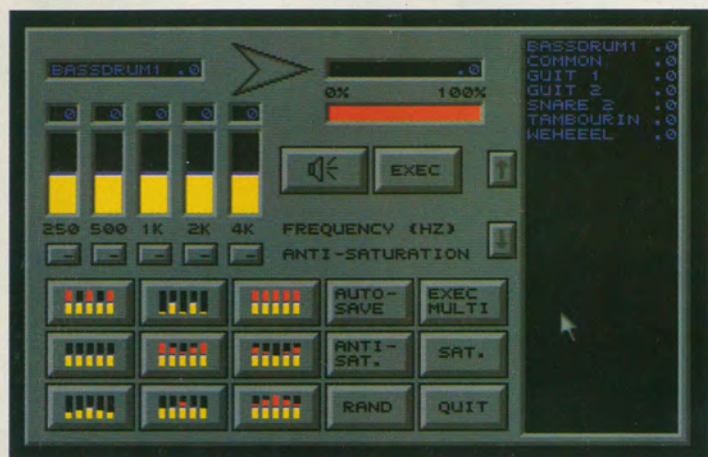
Name

Address

.....

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

Please





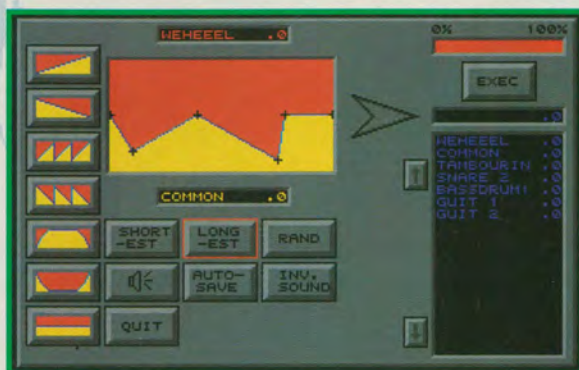
The main screen of the Music Master. From here you can access all points of the program.



The Reverb screen lets you set the reverberation of your samples (how they sound when they play back).

Music Master

U B I S O F T



The waveforms of things such as volume can be altered with the mouse by dragging the peaks around.



The saturation of the sample can be altered from here. At any time, clicking on the loud hailer symbol will play it to you.

Anybody who purchased Ubi Soft's excellent BAT may have noticed a small, black plug-in cartridge which produced rather good sound. The French giants have seen the potential of this little device and have decided to base their new music package around it.

For any of you who are unaware, the cartridge, known as the MV 16, is a sound output device. It's basically a small black cardboard (yes cardboard!) box containing a circuit board with a jack plug socket so you can connect headphones or a tape deck and so on.

This not surprisingly plugs into the cartridge port on the left hand side of your ST. You also get a protection *dongle* which plugs into the modem port. If you fail to connect this, the program will not run.

Music Master allows you to compose your own little ditties using a variety of sound samples. To get you started there are quite a few included on the disk and these can be altered to your heart's content by including different special effects.

Any melody that you create can be done note by note or in real-time

on the keyboard. If you're a lucky, rather rich ST owner you can even tap out your tunes on your 4-octave MIDI keyboard.

Any sound that you create can be manipulated in a number of different ways. These include time evolving mixing, by-pass filtering, frequency regulating and saturation control. Don't worry if you don't understand any of these terms, as they are all explained fully within the manual.

User control over the Music Mas-

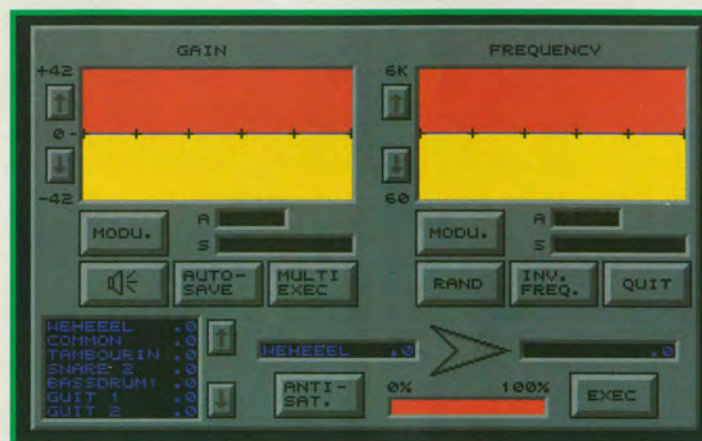
ter environment couldn't be simpler as it is all done with the mouse. The program has an easy-to-understand front end that also looks neat and stylish. The sounds can all be altered with the mouse too. Dragging the odd pointer here and there can alter certain parameters such as volume and pitch.

The manual included with the program is concise and tells you all you need to know from a user's point of view. It goes right through all the

explanations of everything you might not understand, so you don't need to be afraid of any of the technical terms you've never heard before.

A basic idea of what you're dabbling in does help, but isn't absolutely necessary although some effort is required. With a little care, professional sounding sequences can be strung together, and with the right use of samples and instruments you'll be suitably impressed with the results.

Paul



The Music Master is simple to control using this mouse driven front-end system.

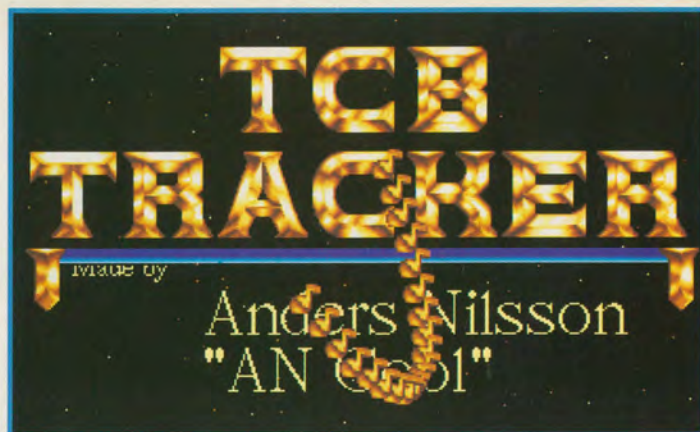
MUSIC MASTER UBI SOFT £39.99

Music Master is a brave attempt by Ubi Soft to forge into the sound market with their innovative MV 16 cartridge. It always had potential when it came with BAT and now there's a program to utilise it on your own. The package actually costs a tenner less if you already have a cartridge from the game so then you just get the dongle and disks. It's pretty easy to use and providing you don't expect to be producing instant masterpieces you'll be okay. The drawbacks are outweighed by the good points of a very interesting little package.

TCB TRACKER

MPH
£25.99

The TCB Tracker has been eagerly awaited by a lot of people keen to see how good Mr Cool's product would be. Thankfully they're not going to be disappointed. Once you can put up with the unfriendly mouse control you'll soon be knocking up some form of music. There's plenty of scope to make what you want as you can incorporate your own samples from Replay. You could do a lot worse than this for the price.



TCB Tracker

The Music Master is by no means the only music program worth looking for out there at a price nearly everybody can afford. The TCB Tracker has been around in demo form for a while and now you can get your hands on the latest version.

Programmed by AN Cool, a chap of Scandinavian persuasion who has done several very famous PD demos, the TCB Tracker allows you to compose your own songs or convert Amiga tunes to run on your machine.

The program can be run on a 520ST but for obvious reasons, a one meg machine will allow you to play around that little bit more. It does come on a double-sided disk though, so watch out for that if you can't accommodate it.

Included on the disk are a number of example modules and samples to help get you started. These are easily loaded into memory using a Gem-type window system. If you choose to load in a module (both samples and sequence data) you can play the composition by moving to the box at the top left. This will allow you to hear the tune in all its four-track glory.

If you want to be a bit more adventurous, you could try loading in a couple of samples yourself. Here you can use the ones included or if you're lucky enough to have an ST Replay cartridge as well, you can use your own captured sounds

instead. When each sound is loaded it is assigned to a key.

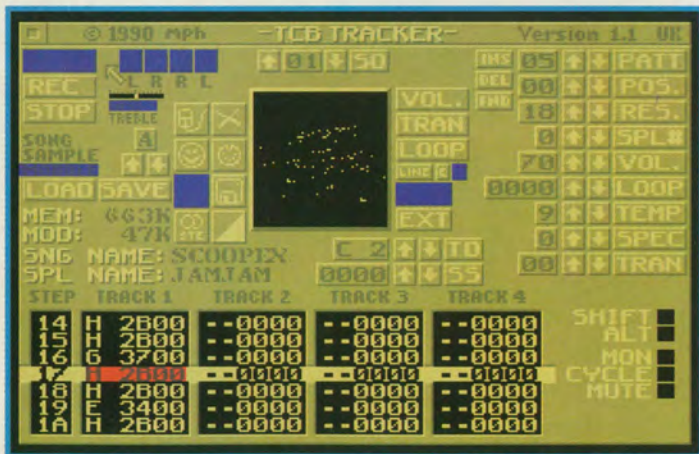
Pressing this key will then reproduce the sound. Different samples can be assigned to different keys by clicking the right mouse button and loading in the next one. Although it seems complicated at first, the Tracker can be treated in similar fashion to a normal tape deck. For example, all your own melodies can be stored by clicking on the Record button as you compose them. They can then be played back and tweaked until they are perfect. Don't expect symphonies or top house tunes instantly as the whole thing takes a little getting used to.

As time passes though, you will find yourself becoming more and more satisfied with your results and also getting more adventurous. The thing about this type of product is that you're either interested in it or you're not. If you are then the TCB Tracker is well worth checking out as a cheap entry into the music world, especially if you've got a MIDI keyboard.

There's a variety of deals available with the TCB Tracker. Firstly you can have the program complete with MPH's Monster Stereo Cartridge which (not surprisingly) gives you stereo sound through a hi-fi for a price of £35.00. Or if you're feeling adventurous you can have the above as well as a copy of Thalion's Wings of Death to have a blast on while blowing the neighbours away with the sound. This option costs £40.

MPH can be contacted by writing to 10 Chandlers Court, Eaton, Norwich, NR4 6EY or telephone 0603 503382.

Paul



(Above) The main screen from the Tracker. From here all the options can be selected. (Below) You can cut and paste parts of sequences together here.



Living Jigsaws

M I L E S C O M P U T I N G



The elf appears from behind the door to help you after you knocked on it. He wanders over to a jigsaw piece and will now travel to the playing area to place it for you.



Here we see a half completed jigsaw. The actual animation sequence is happening even while you're still putting the scene together.

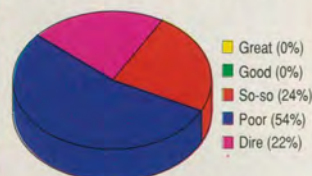


You've developed the jigsaw further but a chunk of road is missing. It shouldn't be too hard to finish with only three pieces left.



The completed picture! The sailing boat drifts along in the background, the seagulls soar over the sea, and the car moves slowly down the road.

PUNTER-POWER™



GAME: LIVING JIGSAWS
PRICE: £25.99

Living Jigsaws isn't the most inspiring of games to play. The principle is quite good as you can select the type of pieces to play with for a number of scenes. Consequently, the flexibility is there for a vast variety of jigsaws. However, the overall feel of the game is very amateurish. The artwork is poor as is the animation. Even jigsaw fanatics will find the results disappointing and you will probably end up favouring cardboard, table-top puzzles. The expensive price tag is completely over-the-top. Needless to say, you should invest your money elsewhere.

GAMEPLAY:
SOUND:
GRAPHICS:

RATING=48%

I remember, in the heart of Winter, when I would sit around the dining table with my Gran. On the table would be a mass of colour-crazy cardboard pieces, shaped into all sorts of weird and wonderful designs.

Those long and cold hours would be passed away by fitting together all the pieces to create an artistic or photographic masterpiece. The whole atmosphere was serene and pleasant. What was the appeal? Was it the feeling of cosiness at a time of year that can often lower the spirits? Maybe it was simply the pleasure and satisfaction of creating something out of nothing?

Whatever the reasons, Living Jigsaws appears on the ST in the hope of attracting people from the table to the computer. There's nothing complicated about the game. Just examine the pieces and then put them together.

The program contains a number of pictures. Any one can be attempted at varying levels of difficulty. The difficulty is implemented by the player having the ability to alter the intricacy of the pieces. They range from being traditional to totally outrageous shapes.

Hiding behind a door in the corner of the screen is an elf. It seems elves are the in-thing this month! By moving your cursor (which is illustrated in the form of a hand) over the door and clicking on the mouse button, you can distract the elf from whatever he's doing inside.

This doesn't cause him to come out wielding a frying pan in your direction but, instead, he strides over to a puzzle piece, takes it into his grasp, and then proceeds to place it in the correct position on the screen where you put the pictures together.

However, if you disturb the elf too often, he will refuse to emerge from inside and you will have to do it all on your own. In the end, though, you should really be doing it single-handedly so you can't complain.

The reward of completing a jigsaw isn't simply a picture as the title of the game is Living Jigsaws. In case you hadn't guessed, this means the pictures actually have animated sequences. You could be watching anything from hot-air balloons landing to dinosaurs snapping their jaws. The good ol' days were never like this! **Alan**

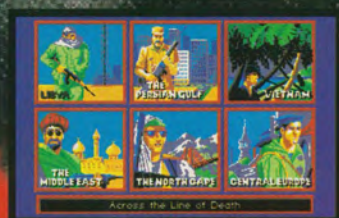
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The list of Top Guns contains some very impressive names. Now yours is tacked on the bottom!



The level you choose determines how good the enemy fighter pilots are. Pick the Ace and you'll get the best.



From here you can select which theatre you want to fight in. You have a different objective in each one.



You are now shown what you have to fly to and destroy. You are also given their co-ordinates.

F-15 Strike Eagle

Seven years ago, Microprose launched the original F-15 Strike Eagle in the United States, effectively launching with it, the flight simulator combat market. At the time the technology and programming was state of the art, but it is unlikely that you'll still be returning to it now.

As an example of how far they have come, Microprose have totally revamped their classic to bring it storming into the nineties. With the intention of taking the exciting gameplay of the original and adding it to their exciting 3-D technology, they set to work on the IBM version.

Now one year since then, the ST version is ready to take its place on the shelves, alongside the myriad of other combat flight sims. New scenarios have been added to the four already there (they are the North Cape and Central Europe theatres from F-19), but Microprose have resisted the temptation to include lots of Saddam bashing as they believe it would be "too painful, too close" for many people.

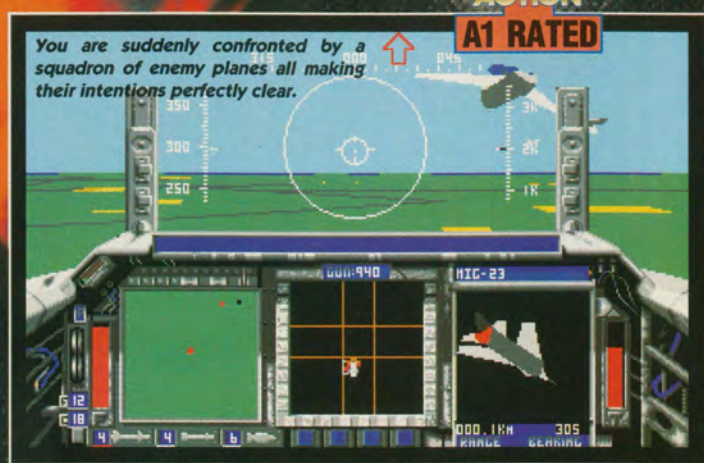
As usual with all combat flight simulators you'll find a large, intimidating manual cunningly concealed within the packaging. If you sort through all the stuff, you'll also find a helpful quick-key reference guide that you should immediately prop up against your monitor.

With all your bits ready, you can get ready to launch your F-15E Strike Eagle high into the sky to do battle with the enemy. Now you get to enter the name or call sign of your new pilot. Starting off at second lieutenant, promotion is possible, as is the collec-

tion of medals, but you'll have nothing at this stage.

After your pilot has been prepared, you must then choose which theatre of action you will take him into. Possibilities include, the Middle East, Persian Gulf and Libya, along with a couple of Soviet ones.

Each different theatre brings with it a different set of flying conditions and new targets to destroy. You will be given your base and a primary and secondary target and the waypoints to these destinations will be set in your flight





computer. Your primary target is obviously the most important, but you don't need to head there first if you don't want to.

The longer you're in the air, the more chance you have of bumping into a missile and going for a swim, so it's best to be up for as little time as possible.

A lot of the scenarios begin with you under direct attack from MiGs. This is especially true on the novice levels and allows you to immediately lock on and loose off a missile, thus get-

ting your first kill within a few seconds.

Then using a combination of your waypoints and radar, you must plot a careful path to your target. If you want an easier life, you can always engage the auto-pilot function which will set you on your correct course.

When flying to a target a long way off, you may wish to speed the action up and the now standard Accelerate Time function is also included to achieve this.

At any time you can be attacked by enemy planes

CONTINUED OVERLEAF

F-15 II (cont)



The target view shows yet another perspective of your plane. Watch out for the enemy.

and you must then bring all your Top Gun knowledge into use to shake them from your tail. It's pretty hard to get shot down on Novice, but put yourself on Ace and the cream of the world's pilots will be out to beat you.

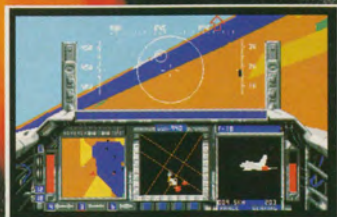
You have both medium and short range missiles loaded up when you take off and these are selected by hitting the M and S keys respectively. After achieving a good lock on a target, these missiles can be launched by bashing the Enter key.

Pressing F8 will then give you a missile view where you can see whether your target is destroyed or not. If you score a direct hit, you will see plumes of black smoke rising from the wreckage. If it's a plane that goes down a parachute will usually appear signifying the pilot's perfect ejection.

Each target successfully destroyed and each plane shot down will give you mission points. Anyone who's played Stealth will recognise this aspect. The total points accumulated after each successful mission are added to your pilot's record and may gain him a commendation.

Controls are the same as other flight sims and the plane handles pretty well. It's also really easy to get into if you're new to this type of thing and you'll soon be zipping around the skies blowing planes up like it was second nature.

Sound is nothing special, but the game does run slightly faster than the Amiga version. Graphics are filled 3-D and look quite impressive as the planes fly past. It does, however, bear a few similarities to F-19 Stealth Fighter, perhaps too many for its own good really. **Paul**



The desert landscape of the Persian Gulf is as uninviting as Siberia. You still have a job to do.

PUNTER-POWER™



GAME: F-15 STRIKE EAGLE II
PRICE: £35.99

RATING=86%

Although a good game, F-15 II is nothing different from all the others. This type of game really does need a new direction and a few original ideas. Unfortunately they don't arrive in this. It is pretty similar to Stealth in more ways than one and that is over a year old now. All this should not detract from the fact that F-15 II is a very solid product, it's just that the theme is becoming dated. Let's hope the next flight sim is injected with newer ideas.

GAMEPLAY:

SOUND:

GRAPHICS:

DIAL - A - QUIZ

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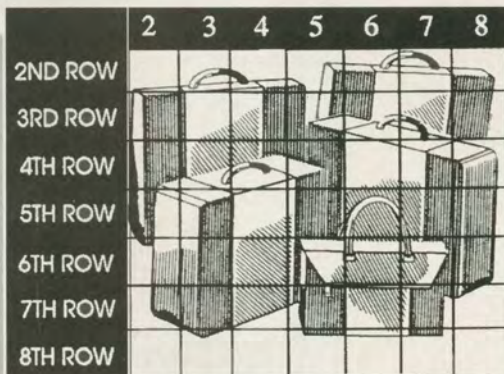
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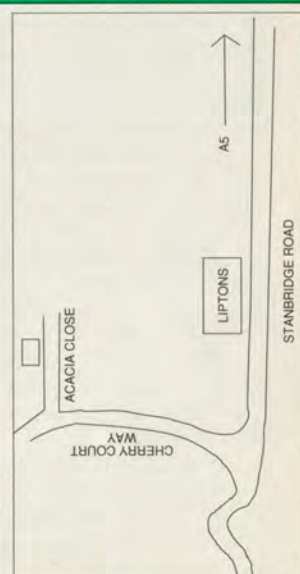
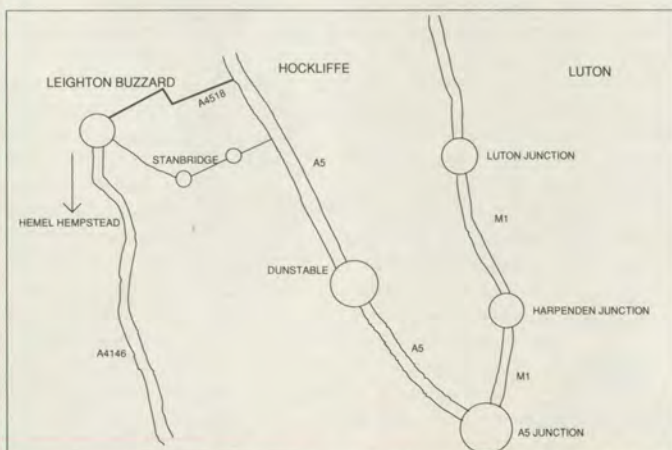
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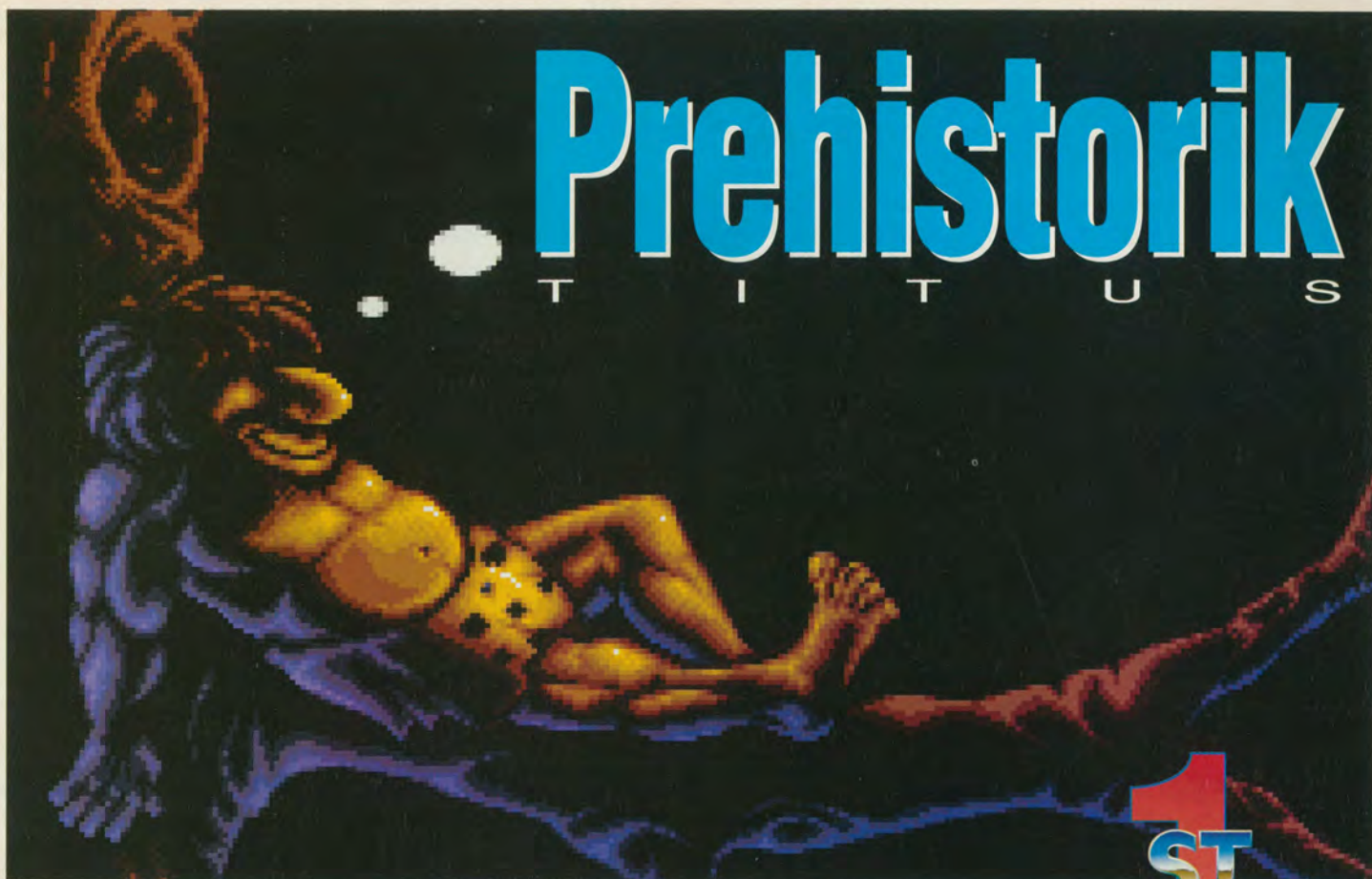
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HOW TO FIND US.....



Maps showing direct routes from the motorway and A5

Prehistorik

T I T U S



1
ST
ACTION



With a solid wap over the head the yellow furball is at your mercy. But don't take too long or the genie will disappear.



'Let's go fly a kite...' or in this case balloons. But that chimp has a good aim with his coconuts.

Lock your fridges, hide the stash of beer under the bed, and put your joints of meat back in the freezer. Why? Because Prehistorik (the Raider Of The Lost Nosh) is here, that's why, and he's really hungry! If you don't heed this warning, don't go running home to mummy because he whacked you with his big and mighty club.

But first, let me tell you a story. Are you sitting comfortably? Right I'll begin....

Once upon a time, there lived a tribe of fierce and mighty hunters, but this tribe was in a bit of a bad way. All the neighbouring dinosaurs had stolen their

food and no-one had the courage to get it back. The guys were like bears with sore heads and the dolls were nagging as usual – as you see nothing much has changed with time! But one little brave caveman had a brain-wave. So armed with his weapon he decided to retrieve the stolen food...

Ready. Steady. GO!! You're off and running, well walking fast anyway, and you decide the easiest way to find the food is to follow your nose. This of course is a good idea considering it's stuck on the front of your face, unless you're the kind who likes to walk backwards everywhere and then I'd think you were weird! But back to the story.

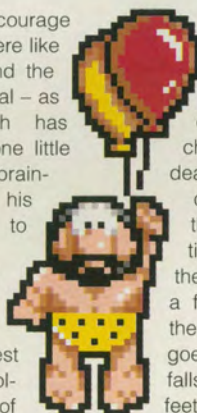
While happily stomping across the countryside minding your own business, you suddenly see a dino come charging towards you. Oh dear, thanks you. What shall I do? Then it springs to mind that these dinos are susceptible to a bit of bashing (over the head of course!), and that a few foul swoops could put them out of action. Bash, bash goes you and the nasty falls crumpled at your feet. Easy isn't it?

While the dino sits rubbing his head better, you notice how plump and tasty he'd be with boiled potatoes and three veg! So before he gets up you stomp over to him and

add him to your stores. Then in a flash you dive into his cave to recover the goodies he stole. But be careful, there might be a nasty hanging or flying around in there so watch your head.

With your belly getting fuller and your spirits getting higher, you carry on with the hunt, and it becomes apparent to you that dinos aren't the only nasties hoarding your food. How do you know this? Well, when an ugly bear and yellow fluffy hairball start attacking you, your solitary brain-cell goes into overdrive and all becomes logical!

Even though you're armed with the latest tech-





Once in the cave you may come across bats and spiders. Yuk! So grab the food and leave quickly.



The Ice Age... Bash the penguins, toothpaste the walrus, and don't forget to wake up the genie.



A quick stab from the swordfish could make you a very dead caveman.

nology in hand held bits of tree, you're not invincible or immortal. You are, unfortunately, susceptible to a mere upset in life called *Deathus Extinctionus*. But never mind! As long as you avoid the multi-coloured nasties, the coconut throwing chimps, and the very cute penguins to name but a few, you should be en route to a lavish feast!

All of this Prehistoric land now seems intent on thwarting your dinner plans and you appear to have no friends left to offer you help and encouragement. But wait! Who is this strange sleeping man floating around on a fluffy cloud? He's none other than the bonus Guru, who else? You decide that waking him up might be a good idea considering it's the middle of the day, and to your surprise he leaves you a little present with thanks. Things are looking up for you already!

Along the way you have the opportunity of raiding bonus levels, but these are not easy to find so I'll give you a hint: after the rigours of all this bonking and bashing maybe you'd like to take a swim, without the piranhas of course!

Allie

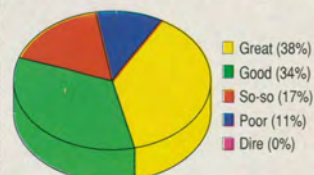


Left: They're closing in on all quarters now. Bash hard and furiously if you're to escape.

Below: Success! You've nearly made it. Steer the Alphaplane carefully or you could be taking a very cold swim.



PUNTER-POWER™



GAME: PREHISTORIK
PRICE: £25.53

Prehistorik isn't another Chuck Rock and should not be confused as such. It is, however, a cute platform game with a difference. The character is a scantily clad caveman with a big club, and it is impossible not to smile when he bashes his victim over the head. Even the nasties are infuriatingly cute especially when they're sitting down rubbing their heads better! The gameplay is excellent and consists of all the usual game traits. You have three lives, a decreasing energy level which depends on the number of times you get hit, a time limit, and the opportunity to gain bonuses including extra lives. The controls are very responsive and you don't have to worry about continuous disk swapping. All in all *Prehistorik* is an excellent game and guaranteed to give pleasure.

GAMEPLAY:
SOUND:
GRAPHICS:

RATING=86%

DOTTY'S...

Got a problem? Then you've come to the right place, with tips to top all others. I hope to solve all (well, almost all) your gaming problems in just one hint-packed page.



SUPERCARS II - GREMLIN (1)

The garage isn't as straightforward as it first seems. Each item in need of repair has a maximum level of damage that is different from the other items. They are as follows:

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Suspension	£1000

This means, for example, that repairing tyres at £380 will do much more good than fixing your suspension at £580.

On the last couple of tracks on the hardest level, here is a useful tip on how to finish in the top five. Buy a stock of homing missiles when they are selling at a very cheap price and then when you start the races, fire absolutely loads of them. The missiles will destroy all the cars in front, allowing you to race into first position. All you have to do then is stay there but your life is made much easier as you will now have a clear track.



KILLING CLOUD - MIRRORSOFT (2)

Mirrorsoft's latest masterpiece may be causing many of you some problems. If you haven't yet discovered the access code for levels 2 to 5, here they are:

Mission 2	A00TOOEV
Mission 3	255FA1E1
Mission 4	QII8A1EK
Mission 5	3KU6AZE3

If any of you know the codes for the later levels, please let me know!

AWESOME - PSYGNOSIS (3)

Here's a cheat for all those of you who went out and bought Awesome after reading the review. On the

screen where you can alter your energy levels, move the cursor over to *Shield*. If you hold down the + key on the numeric pad and press fire, you will be able to attain all possible weapons by pressing F1 to F10.

Also once this process is done, pressing F6 will replenish your energy supply. Is that really helpful or what?

LEMMINGS - PSYGNOSIS (4)

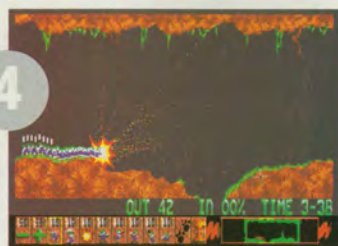
We've given you all the codes for the levels in one player mode but what about the two player game? Well, here are all the codes you'll need when competing against your friends:

2	IJHLDKJCMJ
3	NHLDKJADMW
4	HLDKJINEMP
5	LDKJAJCFMY
6	DKJIJLLGMR
7	KJANLCDHMO
8	JINLLDKIMX
9	JAJHMDKJMJ
10	IJHMDKJKMS
11	NHMDKJALMP
12	HMDKJINMMY
13	MDKJAJLNMR
14	DKJIJLMOMK
15	KJANLMDPMX
16	JINLMDKQMQ
17	JAJHLFKBNT
18	IJHLFKJCNM
19	NHLFKJADNJ
20	HLFKJINENS

SWIV - THE SALES CURVE (5)

This fantastic blast needs a cheat, otherwise you'll never reach the end. Did they have to make it so difficult? Still, fortunately I can help you considerably by informing you on how to get infinite lives but what's it worth? No need to threaten me! OK, here goes.

For infinite lives, pause the game and type in **NCC-1701** (don't forget the dash).



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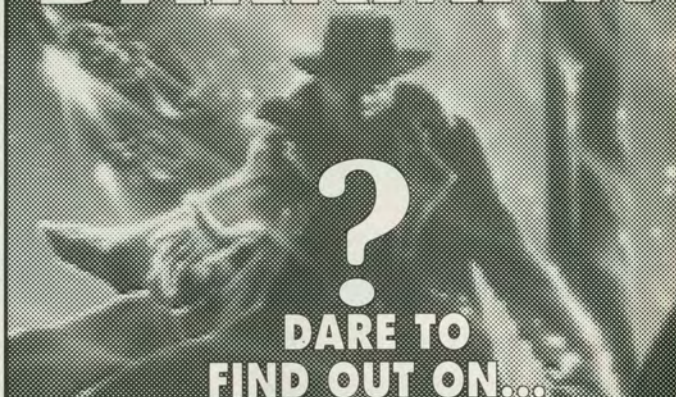
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GTGA...



Gremlin's Hero Quest received a 90% STA1 rated review in last month's issue. It's a cracking game that will keep gamers happy for months. Some of you out there might not have what it takes to be king of the lair, so I, Jason 'Goblin Slayer' Dutton, have decided to take you through it from start to finish.

QUEST 1



The exit to the maze is situated in its centre. Make your way to the set of stairs that are visible and try to search every room.



QUEST 2



Go to the room at the top right-hand corner of the map. Enter and search for secret doors. One will open on the left, enter the room to find Sir Ragnar.

Quest 1: The Maze

This is really an introductory level as it contains hardly any monsters or traps. The idea is to find your way out of a maze in which you have been incarcerated. Each player will start off in a different location so it isn't a case of one person finding the way out, everyone must escape.

Your entourage will start in each corner of the map. The maze exit is in the middle. So all you have to do is guide your party to the centre. Easy huh?

The first person to find the exit will be rewarded with 100 gold coins. As the wizard can't buy anything useful, make sure the barbarian or the dwarf is first to the exit. If the wizard arrives first, just make him wait until the others appear to collect the cash.

The inhabitants of this level are easily killed and hopefully you can find a couple of staves or daggers. Oh, and don't forget to search everywhere.

Quest 2: Rescue of Sir Ragnar

Sir Ragnar, the Emperor's most fierce knight, has been kidnapped by Ulag the Orc Warlord. He has been taken far beneath the city and is being guarded by two of Ulag's henchmen. You must find him and bring him back to the safety of the Emperor's castle. Whoever finds him will be

given 200 gold pieces. The reward can be split between each character, so don't worry about who gets to him first.

He can be found in a room surrounded by creatures. Once you have destroyed them, he will automatically follow whoever touches him first. Try and get the character with the best weapons, armour and hit points to him first as this will offer the best protection.

Sir Ragnar can be killed in combat with the creatures of the maze, so try and surround him with the party members to protect him. You will get nothing if he is killed.

Quest 3: Lair of the Orc Warlord

After the kidnap of Sir Ragnar, Prince Magnus has ordered the capture and death of the perpetrator – Ulag the Orc Warlord. Ulag is in hiding inside his lair and will be fiercely guarded by his own creatures of the night. Whoever delivers the final blow to Ulag will be given 100 gold coins.

Things start to get a little bit difficult from this level onwards. The creatures begin to learn how to fight and also grow in strength and courage. Ulag is hiding but can be found quite easily if you know where to look. Spend time on this level searching for gold and objects. By this time, you should have each character kitted out with a toolkit, an average weapon and some form of armour.

Ulag can be found in the room at the bottom-left corner of the map. The treasure chest is booby-trapped, so search for traps before you look for gold.



QUEST 3

Quest 4: Prince Magnus's Gold

Three treasure chests containing the year's taxes have been stolen en route to the Emperor. The culprits are a band of fearless Orcs who have taken to hiding in the perilous Black Mountains. Their leader and mastermind behind the robbery is Gulthor, a Chaos Warrior. The Emperor has offered a reward of 200 gold pieces to anyone who can return the chests and ALL the gold.

By now, you should be getting used to the position the enemy usually occupy. Towards the middle of each level is where you are likely to find your objective. The chests are in a small room guarded by two Orcs and Gulthor the Chaos Warrior. All must be defeated to recapture the chests.

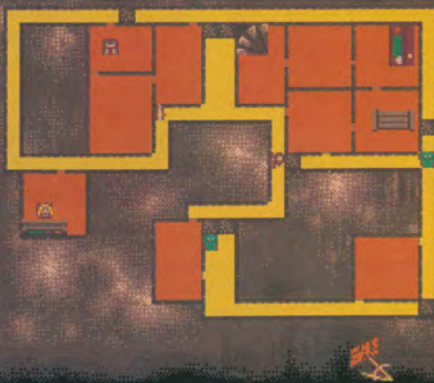
When you return to the exit, you will be given the chance to declare your find to Prince Magnus or keep the chests. If you keep the chests, you will make 600 gold pieces instead of just 200, so think about it.

QUEST 4



The gold can be found in the top left room in the bottom corner of the map. Exit the room by the other door and search for traps. A secret door should open making your journey a lot easier. Search regularly for traps.

QUEST 5



In the second room you enter, search for treasure and the throne will disappear. Now search for secret doors. The Talisman of Lore is in the bottom left room (with a bookcase).

Quest 5: The Maze of Melar

Long ago, a powerful wizard by the name of Melar created a magical Talisman. It is said that this would enhance the wearer's understanding of magic. Melar kept it on him at all times, fearing it might be stolen and used against him.

The Talisman is kept hidden on a book shelf in his laboratory, deep in the heart of the maze which has been filled with traps and magical adversaries. You will need to walk up to the shelf and touch it before the Talisman becomes your possession.

This level is quite difficult as it contains some rather hard enemies. They can all be killed using the normal weapons but it is advisable to avoid combat if possible. Use the map to locate the room containing the Talisman.

Quest 6: Orc Warlord Legacy

Remember Quest 3? Well, now Ulag's foul son, Grak, has decided to avenge his father's death. After

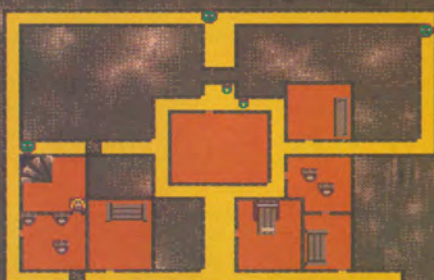
several months of tight planning, Grak has tracked you down and imprisoned you in his dungeon until he thinks of a way to get rid of you. Fortunately, as the guard sleeps, you manage to pick the lock of your cell. You must recover your equipment and escape the dungeon.

There are no rewards for the completion of this quest – only your life! To escape, you must first find your things that were confiscated on your capture and then locate the exit. The dungeon is full of Orcs, Goblins, Fimirs and Chaos Warriors who will need to be disposed of in order to escape. Don't forget to search as the dungeon contains some valuable treasure.

Quest 7: The Stone Hunter

The Emperor's favourite wizard, Karlen, has gone missing. Fears that he has been murdered or succumbed to the lure of Black Magic must be proven or revoked. The Emperor has ordered you to find out what has happened to Karlen and, if he is alive, bring him back to safety.

Your equipment can be found in the top right room (the room with a bookcase in it). Collect your equipment and return to the start.



QUEST 6

All survivors will receive 100 gold pieces on their return.

Karlen has been hidden deep in the dungeon. From your starting point, you must make your way towards the center of the map. Creatures abound in this quest and you should have decent armour and weapons by now. Try and keep the party together as most of the enemies attack in twos or threes and it's better to be prepared. Once found, Karlen will not follow you but it will be registered that you have freed him.

Quest 8: The Fire Mage.

The Orcs from the Black Mountains have been using fire magic in their recent raids on the townsfolk. They have the help of Balur the Fire Mage and it is he who is responsible for the magic. The Emperor's wizards have been unable to counter his spells as no fire magic can harm him. You must enter his lair situated deep within the Black Fire Crag and destroy him. Each survivor will collect 150 gold pieces.

This level is quite difficult as no fire magic can harm Balur. Give the fire magic to the wizard and the earth magic to the elf. This will hopefully give you more chance of catching the wizard off guard.

By now, your barbarian and dwarf should both possess broadswords or even battle axes. These weapons are the only thing that will kill the evil mage. Trap him in a room and hit him from all sides – even the wizard should have a go. Occasionally, Balur will not be guarded but most of the time he is, usually by two Orcs or a Chaos Warrior.

Balur can be found in the second from bottom left square of the map. The Wand of Recall is in the second from bottom right room. Search regularly, there are loads of secrets in this level.

Karlen has been transformed into a mindless zombie. He can be found lingering in the top right room. Borin's Armour can be found in the top left room.



QUEST 7



QUEST 8



...HERO QUEST

GTGA...



Quest 9: Race Against Time.

Aren't you a sucker for the green stuff? As soon as someone mentions the word money, you're off like a bat out of hell! A guide led you into a dungeon that was, supposedly, full of treasure. You were led down many twisting corridors and finally ended up in a room with three doors. Then, the guide extinguishes his torch and vanishes into the night amid a cackle of evil laughter. You must find your way out of the dungeon or face an eternity of hell.

This level is very similar to the first quest – the Maze, in the fact that you are not actually looking for an object, only the way out. Just to make things difficult for you the exit is situated near a large collection of Orcs. Most of the creatures on this level can be destroyed relatively easy but you will encounter the occasional hard case. Magic will help you on this level as will long-range weapons such as the bow and the spear, if you have them. No prizes for completing this quest, only your life.



QUEST 9



Plenty of gold can be found in the top right squares. The exit is located in the bottom left corner of the bottom right square.

Quest 10: Castle of Mystery

Years ago, an insane wizard, Ollar, found the entrance to an ancient gold mine. Using great magical powers, he erected a mystical castle above the mine to protect it. The castle was filled with many monsters and foul beings who were trapped inside by a force field. If you can find the entrance, all the treasure inside will be yours.

Quite a crazy one this. To find the entrance, you must patrol the outskirts of the castle until you find a break. Upon entry, you will be attacked by many creatures you

QUEST 11



You will find a chest containing 5,000 gold pieces. Don't pick it up as it is fool's gold – it will disappear on your exit. Search for traps as it is also booby-trapped.

haven't met before. Don't worry! They can all be killed by the usual means – a sword in the gut. There's not much treasure inside the castle but if you keep searching, you're bound to find something useful.

Quest 11: Bastion of Chaos

The lands to the East have been overthrown by battling Orcs and Goblins. You have been sent forth to destroy them. The Orcs are hiding out in a large underground fortress called the Bastion of Chaos. They are led by a small group of Chaos Warriors.

You must battle your way in and kill anything that you find. The Emperor has offered a bounty of 10 gold pieces for each Goblin killed, 20 for each Orc and 30 gold pieces for each Fimir or Chaos Warrior.

This level is basically a chance for you to try out any new weapons you have acquired. The monsters are pretty easy to kill but don't be too clever. Three Chaos Warriors can do

some pretty serious damage if they strike lucky.

The best creatures to go for are the Orcs as they are pretty soft but you get 20 gold for each carcass. Spells are pretty useless on Chaos Warriors so stick to combat.

Quest 12: Barak Tor

The raging war with the Orcs from the East is brewing, and the Emperor needs to unite the lesser kingdoms for the conflict to come. To do this, you must locate the Star of the West, the jewel worn by Rogar when he battled with Morcar years ago, and return it to the Emperor. The finder of the gem will be given 200 gold pieces. The gem is situated in Barak Tor, the resting place of the Witchlord.

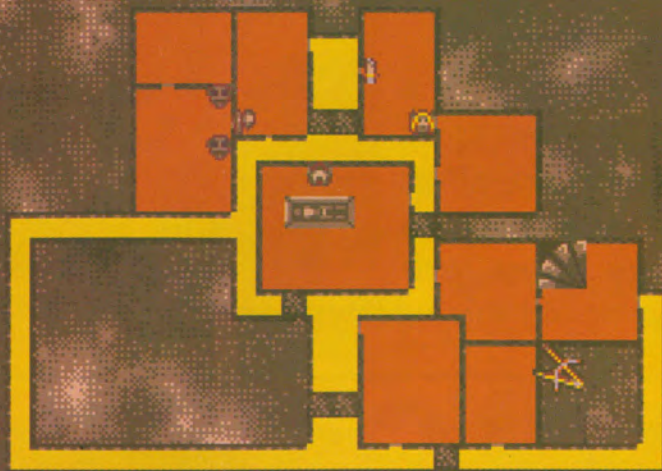
Barak Tor is infested with Orcs, so you'll not have to worry about fighting anything else. The gem is hidden inside a bookcase, deep within the territory of the Witchlord. You must find his chamber and

QUEST 10

Can't help you on this level. When you go through a door, you will be transported to a random square. Each character must find the exit.



QUEST 12



retrieve the gem. The Witchlord is guarded by two Chaos Warriors who will attack, but the Witchlord won't bother you. Collect the gem and find the exit.

Make sure the barbarian or the dwarf find the gem as 200 gold pieces will go a long way towards that suit of plate armour.

Quest 13: The Spirit Blade

After your successful robbery of the Star of the West, you have woken the Witchlord, also known as the King of the Dead, who is a powerful servant of the vile Morcar.

The Spirit Blade is the only weapon that can harm him and it lies in an ancient ruined temple. You must locate the weapon and defeat the Witchlord before he can unite his army of undead warriors and attack the Emperor's forces.

This is one of the hardest missions you will have to endure. The Witchlord's lair is full of Orcs, Goblins and Chaos Warriors. He is even guarded by three Chaos Warriors, so it's gonna be tough. The Witchlord will not attack you so don't pay any attention to him just yet.

The easiest way to defeat the Chaos Warriors is to send in your barbarian and dwarf and surround them. Keep your wizard and elf at a distance and keep those spells blazin'.

You should now see the end of the Warriors.



Quest 14: Return to Barak Tor.

Now that you have located the Spirit Blade, you must return to Barak Tor and destroy the Witchlord. The Emperor has ridden forth to meet the Eastern Orcs at Black Fire Pass. If you fail to defeat the Witchlord, he will creep up behind the Emperor's forces and attack them from behind.

Well, this is it. This is the last

(above) The Star of the West can be found in the possession of a Zombie in the top left room. Kill the creature and take the gem to the exit. The Witchlord is in the center room but you can't hit him, yet!

(left) The final test. The Witchlord can be found in the top right room. Go to the top squares and search for secret rooms. You should find one that leads directly to the Witchlord.

quest. The final battle – good against evil. Many powerful creatures will be in Barak Tor: Zombies, Skeletons, Mummies and all manner of evil. By now, you should have your party equipped with battle axes and plate armour. These objects will help you overcome the odds against the evil Witchlord. Use the Spirit Blade as it is the only weapon that can inflict damage on him.



QUEST 13

The Spirit Blade can be found in the bottom left square towards the right room. Collect it and return to the exit.



...HERO QUEST

GTGA...



As promised, this month sees the last pieces of the Monkey Island puzzle joined together (blimey, what a mouthful!). Join Jason 'Digs Deeper Than Most' Dutton as he takes you through the final stages of this trip across the Mediterranean.

UNARMED COMBAT

Combat takes place in the form of a heated argument. The idea is that you throw an insult at your opponent and, if his reply is rubbish, you win that round. If, however, he replies with a wittier insult, he wins the round.

Alongside is a list of the insults and the correct replies to use. The Sword Master's insults will be powerful, but you can still use the same replies. Use common sense and try experimenting.

IT'S JUST ONE INSULT AFTER ANOTHER

- This is the end for you, you gutter-crawling cur!
- Soon you'll be wearing my sword like a shish-kebab!
- My handkerchief will wipe up your spilt blood!
- People fall at my feet before they see me coming!
- I once owned a dog that was smarter than you are!
- You make me want to puke!
- Nobody's ever drawn blood from me and nobody will!
- You fight like a dairy farmer!
- I got this scar on my face during a mighty struggle!
- Have you stopped wearing diapers yet?
- I've heard you're a contemptible sneak!
- You're no match for my brains, you poor fool!
- You have the manners of a beggar!
- I'm not going to take your insolence sitting down.
- There are no words for how disgusting you are.
- I've spoken with apes more polite than you.

AND YOUR RIGHT TO REPLY

- And I've got a little tip for you. Get the point!
- You'd better stop waving it like a feather duster!
- So, you got that job as a janitor after all!
- Even before they smell your breath!
- He must have taught you everything you know!
- You make me think somebody has!
- What, you run that fast?
- How appropriate. You fight like a cow!
- I hope you've learned to stop picking your nose!
- Why, do you want to borrow one?
- Too bad no one's ever heard of you.
- I'd be in real trouble if you new how to use them!
- I wanted to make sure you'd feel comfortable with me!
- Why, are your haemorrhoids flaring up again?
- Yes there are. You just don't know them.
- I'm glad to hear you attended your family reunion.

PART II: THE PIRATE SHIP



The crew have decided to stop working and now won't respond to my commands!

You will have to threaten them to get them going. Unfortunately, they will now be of no use to you anymore.



Ok. I've done that. Now what?

You must explore the ship and collect everything you can. Go to the drawer in the Captain's desk and open it. Take the Captain's log, it has important information in it.



How do I open the cabinet in the Captain's cabin?

You need the key hidden in a box of cereal. You'll find the cupboard in the ship's galley.



I have found the recipe but I

can't find all the ingredients. What do I need?

You'll not find the exact ingredients, think substitutions!

Ingredients

- 1 Cinnamon Stick
- 4 Leaves of Mint
- 1 Human Skull (pressed)
- 1 squirt Squid Ink
- 2 pts Monkey Blood
- 1 Live Chicken
- 3 oz. Brimstone
- 1 or more of the following: Pyridoxine Hydrochloride, Zinc Oxide, Yellow 8, Mine mononitrate and BHA Cereal.

Substitute.

- Cinnamon Sticks
- Breath Mints
- Jolly Roger
- Ink
- Fine Wine
- Chicken
- Gunpowder

How do I make the recipe now that I have everything?

Try the kitchen. Most people cook in there. Put all the ingredients into the



Open
Close
Push
Pull

Walk to
Pick up
Talk to
Give

Use
Look at
Turn on
Turn off

cooking pot over the fire in the galley.

Don't worry. Any added stuff will only improve the flavour.

I seem to have included some of my own ingredients as well. Will this make a difference?

How do I get to Monkey Island?

Remember the Fettucini brothers? Shoot yourself out of the cannon.





? How do I get the cannon to work?

You need a fuse, a helmet, something to light the fuse, and some gunpowder.

Use the small pot from the galley as a helmet. Use the rope from the cargo hold as a fuse. Acquire some gunpowder by opening the kegs on the left-hand side of the cargo hold.

Use something flammable, such as the feather pen or the treasure map, in the fire under the cooking pot. Use it to light the fuse.

Use the rope on the cannon. Use the gunpowder in the cannon nozzle. Use the flaming mass on the fuse. Use the pot.

PART III: MONKEY ISLAND

? I've made my way to the island. Now what do I do?

You must find LeChuck's hideout and rescue the Governor. Try some exploring, take a walk around the jungle.

? How do I use the rowing boat?

You can't until you explore the island a bit. The rowing boat needs some oars. Try examining the crack.

? I've found a lot of memos. Are they important?

Read them all. Watch out for vital clues.

? How do I get down the crack?

Take the rope from the foot of the volcano and collect the other piece from the pond. Use one rope with the tree branch (that'll get you halfway down), then use the second piece with the sturdy stump.

? I'm at the pond. What must I do about the man hanging there?

You must take the piece of rope he has coiled in his hand. However, no matter how you try, you can't get up to him. This means that you need to get him down. You have to flood the pond. This is achieved by getting rid of the dam that has been construct-

ed at the fork in the river.

? How do I get rid of the dam?

You need to blow it up with the gunpowder and the spyglass from the fort.

? Why is Toothrot so annoying? What am I supposed to do with him?

Toothrot has information and a key that you will need. Talk to him and he will tell you that he wants his banana picker back from the natives. Go and get it for him.

? I'm at the fort but what do I do?

You need to collect three items. The rope, the spyglass and the gunpowder.

? What can the monkey do for me?

She can help you get into LeChuck's hideout. You will have to bribe her with five bananas. Give her the 'hanas' and she'll start to follow you.

? Why does the monkey stop following me after a while?

You haven't given her enough bananas. You must give her all five.

? Where should I lead the monkey?

Go to the big monkey head in the clearing on the round peninsula on the east side of the island. Leave her there.

? I'm at the river fork. What now?

There are footholds on the far side of the river. Climb them.

? What can I do with the primitive art?

Admire it and then move it by pushing and pulling.

? I'm at the panoramic view above the river fork. What do I do here?

You can see for absolutely miles around. Push the rock over the edge and aim it at the tree on the beach. You can now collect the extra bananas.

? I'm at the fence guarding the giant monkey head. How do I get through?

Pull the nose on the left-hand totem pole and a gate in the fence will open. The gate will close once you walk away from the totem pole... you need someone to hold the nose for you. Maybe the monkey will help?

? How do I get into the giant monkey head?

You have to use the key you acquired from Herman Toothrot.

? I'm at the natives' village. How do I get into the locked hut?

Take the bananas from the bowl of fruit. Now, leave the village.

? The natives caught me. What do I do?

The natives will throw you in the prison hut. Ask them about the maze.

? Now I'm stuck in the prison hut. How do I get out?

Pick up the skull in the middle of the

floor. Push the loose floorboard out of the way and make good your escape.

? I'm standing at the large monkey head and I have the key. How do I use the key?

Use the key on the gigantic monkey ear.

? I'm inside the catacombs under the head. Where do I go?

You must find LeChuck!

? I'm in the catacombs and I'm lost.

Use the head of the navigator to negotiate the maze. Every time you stop, the head will turn and point you in the right direction.

? Where can I get the head of the navigator?

You must go to the large monkey head on the island and you should see a collection of idols scattered around. The next step is simple enough. All you have to do is take the smallest idol from the group and give it to the natives in return for the head they possess.



...MONKEY ISLAND

CONTINUED OVERLEAF

GTGA...

? I found the ghost ship, but I keep getting chased off. How do I get past the ghosts?

The natives gave you a clue. Examine the head and wear the necklace. You'll have to convince the head to part with the necklace. Asking him politely five times will get him to part with it. After you get the necklace, wear it and walk to the ship.

? How do I open the door on the right side of the ship without getting caught by the ghosts?

You must eliminate the squeak by using some oil or grease. You will find the grease under the locked hatch in the room below deck.

? Do I need to do anything in the room with the chickens and pigs?

You do need something from this room... something very small. Pick up one of the chickens and collect the ghost feather.

? What do I need from the sleeping ghost crew?

That bottle of grog might come in handy. He might drop it if you can disturb him. Try tickling his feet with the feather.

? How do I open the glowing chest?

You must find the tools on the right-hand side of the ship deck, behind the squeaky door.

? How do I open the locked hatch?

You need the key from LeChuck's quarters. Use the magnetic com-

pass on the key to attract its attention.

? How do I get past the rat?

All his compatriots are drunk. Pour some grog into his dish.

? What can I do with the ghost tools?

You can use them to break chains and melt strong metal welds. Use the tools on the glowing chest.

? What do I do after I get the voodoo root?

Leave the ship and go back to the natives to make their voodoo root concoction.

? How do I get the Governor out of the brig?

You can't, yet. First, you'd better arm yourself with the voodoo root juice.

? What do I say to the ghost at the end of the catacombs?

Be nice. It's hard to intimidate a dead person. Ask him where the ghost ship went. Find out where the wedding is.

PART IV: GUYBRUSH KICKS BUTT

? What do I do about the ghost on the dock?

Anything. Try shooting him with the magic seltzer bottle.

? What about the ghost on the corner?

You can quietly sneak past him by entering the door just to the left of the arch, re-emerging behind him.



? What should I say to LeChuck when the Governor leaves?

Anything you say will anger him.

? I'm getting kicked all over the island and I've managed to lose my magic bottle. What should I do?

You must find a substitute from the grog machine in Stan's boat yard. Wait until you get punched to the machine and then take the bottle of Root Beer from the debris.

? LeChuck hit me before I could collect the Root Beer. What now?

You'll have infinite chances when he punches you back there.

? What do I do now I have the Root Beer?

Use it on LeChuck.

Well, that's it. You can now sit back and watch the amazing end sequence. Was it worth the wait? Probably. See you next month.



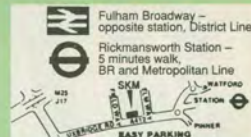
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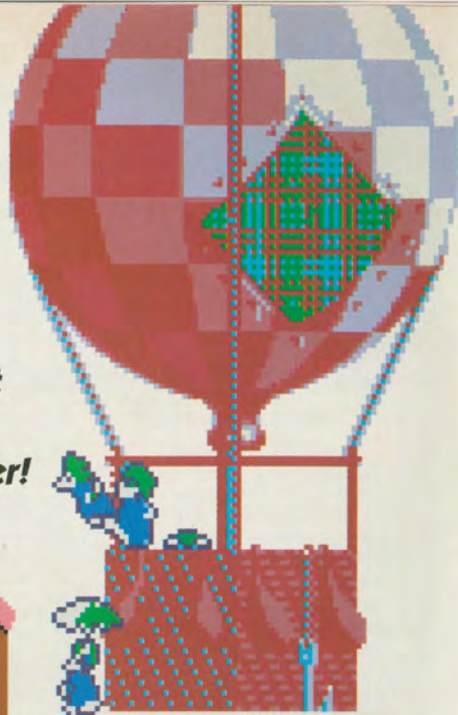
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GTGA...

Following on from last month, we are now able to present the codes for the final two levels: Taxing and Mayhem. This teaser of a game shouldn't pose a problem any longer!





...LEMMINGS

DOTTY'S...



Okay, it's time to stop biting those nails and tearing that hair out. Get ready for another packed page of Helpline. Dotty's wandered off somewhere this month, so we've left you in Paul's very capable hands.

ARMOUR-GEDDON DESPERATE

Dear Dotty (nice original start, but wrong! - Paul). I've just popped to the shop and purchased myself a gorgeous copy of Psygnosis' brilliant Armour-Geddon. Now I consider myself to be pretty good at games, but can't for the life of me find the first part of the bomb and I'm begging you for help because my life is in ruins!

Bradley Burton, M/c

Interesting name you've landed yourself with there young Bradley (sounds like a film star!!). Right, what you need to do is find the bomb co-ordinates via the Intelligence screen and write down the figures. Now arm up a bomber, making sure you include a teleportation pod in your configuration.

Next, pilot your craft to the aforementioned co-ordinates. When you arrive, drop the pod and return to your base. Now arm up a

Heavy Tank with two extra fuel pods. Go to the runway and you should see a small, triangular, floating shape off to the east, which you must drive to. On arrival, activate the teleportation module and you should reappear where you dropped the pod.

You should see the first section of the bomb. Drive over and collect it and the part will now be transported to your base. Next, try and drive your tank back, but don't worry if you don't make it! What's difficult about that!

SOUPING UP SUPERCARS

Being a great fan of the original Supercars, I was tempted by your review to buy the sequel. Good as it is, I'm not afraid to say I'm not very good at it and can't scrape enough cash together to arm my car to any decent degree.

As soon as the pace hots up I get blown up a couple of times because I haven't got full armour and then can't catch up into qualify-



ing position because my engine isn't fast enough. Please help because I'm dying to see the later tracks.

Paul Conduit, Lyme Regis

What you need to do here is a bit of wheeling and dealing. At the start of the game when even you must be able to win a few races, you should invest your winnings on things like super and homing missiles (while they're cheap).

Then when it all starts becoming a bit too much, you'll notice the price of armaments shoots up. Now's the time to sell, sell, sell and watch that cash roll in.

Kit yourself out with full armour, engines and so on (battering rams if possible too!) and prepare to storm to victory!



RED OCTOBER BLUES

I've just got Grandslam's Hunt for Red October for my birthday and I am having immense problems progressing past the second level (the one where you pilot the sub through the



ridge). I just can't get through with the three lives as I seem to lose most of my energy each time that I get hit.

Is my copy bugged or is it just ridiculously difficult to get onto level three?

Paul Gorton, Edinburgh

Level Two does take a bit of getting used to. The controls are a little unresponsive. The art is to always go for the D capsules that give you extra lives. Most of them are in positions impossible to get to without dying.

If you pick up the extra life and then die, you still have the same number of lives you had a second before, but your energy is now full and you'll move along a bit while you are invulnerable.

You do lose an awful lot of energy if you take a direct hit so take great care.



...HELPLINE

The original game of Tangram is of ancient Chinese origin and has been played for the last 4,000 years. It is based on seven pieces of wood, all cut in geometrical shapes, being placed on a board to create different figures and patterns.

However in the computer version you cannot make the shapes up yourself, instead you have to cover a series of patterns already laid out for you. Not as easy as it sounds!

The game has two levels of strategy, Novice and Expert. These not only state the obvious of differing skill levels but they also have varying time scales. The Novice level time block decreases once every two seconds, allowing the not-so-experienced that little extra time, whereas the Expert time falls every second; quick thought is the answer. Tangram also has the facility to play with one or two people to add the element of excitement.

You control the game using the mouse, a system that is very easy to use – the left button picks up the shapes and the right allows you to spin them into position. Don't worry about losing track of the shapes you've laid down as they all have their own colour making the placement easy to follow.

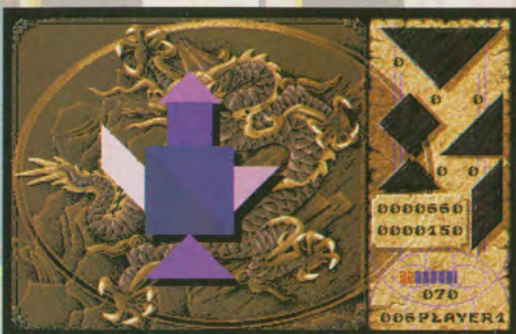
Be careful how long you take to complete each figure, as not only do you run out of time but you can also lose your bonus points when the time reaches zero. Once out of bonus points you end up right back at the beginning!

For the bright sparks among you there is the possibility of completing 200 levels but they all come in a totally random order so don't think you can memorise them! But there is the facility to use passwords in order to skip between levels you've already mastered. Also when you complete the 10th level there is a bonus point screen where all you have to do is match up pairs of icons – dead simple!

Allie



Using the cursor, carefully place the selected shape in the position you see most appropriate.



When you have placed all the pieces in the correct positions the remaining time will be transferred into bonus points.



Test your wits against time and match up the pairs for bonus points. Be careful as some pieces are very similar!

Tangram

THALION

PUNTER-POWER™

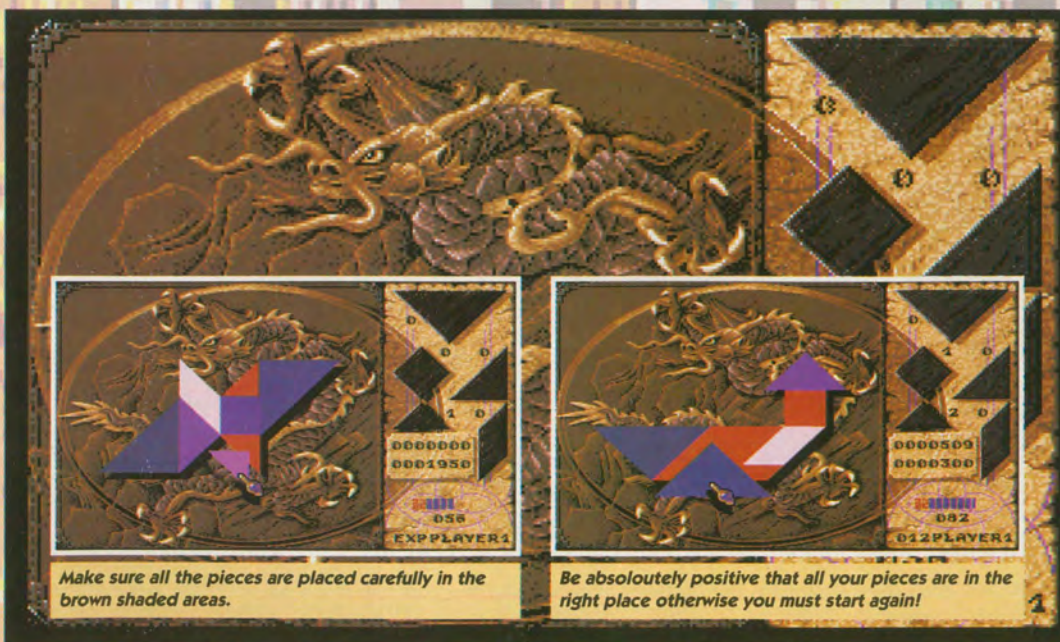


GAME: TANGRAM
PRICE: £19.99

This game is great for educational purposes, especially for the younger generation but it also has a therapeutic effect for the oldies. The graphics are fairly pleasing to the eye although they're not overly spectacular, and don't expect too much from the music. Unfortunately Tangram has very little lastability despite a reasonably large fun factor, which wears off quickly as not even the expert puzzles are taxing enough! However, if you don't want the frenzy of a shoot'em-up and want something simple and relaxing, this is the game for you.

GAMEPLAY:
SOUND:
GRAPHICS:

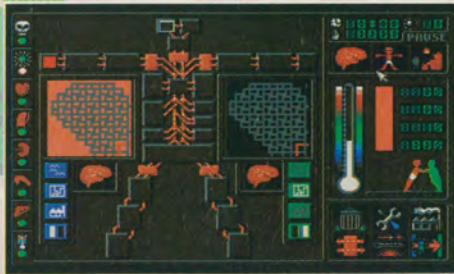
RATING=70%



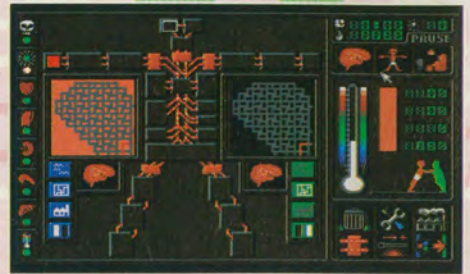
SNIFFLE! COUGH! SNEEZE!



To begin with, Bob is a strapping, healthy man but he won't stay that way for long.



On closer analysis, you notice that his right hand is infected. Get to work, doc.



The wretched germs are mutilating Bob's healthy pink cells. Can you save him?

The alien onslaught of the Universe brought the evil to planet Earth. They swarmed the surface, destroying everything and everyone with their ultra-mega-pulsar-lasers. You are Earth's last hope...

In your boat-car-plane-submarine-mobile, you venture forth to locate and assassinate the evil Doctor X. You can find him in a deep, dark, sinister fortress situated at the end of a journey littered with his minions who are intent on stopping you at all odds..."



Probably the two most common game scenarios are the two above but when do you get a concept like this: The death-dealing disease known as the common cold (it's deadly in the 21st Century) has overcome Bob. He's your brother and you just happen to be working on how to cure the cold. This is your first chance to practice your discoveries on a real, live human. Can you save Bob from all those nasty germs running about his body?

Not too radical you might think but you don't know how to play the game, yet.

Germ Crazy is a actually a complex strategy game but with an element of fast and confusing action. You must use all your medical knowledge as well as a lot of guessing as to how to stop the killer virus from spreading. If you can keep Bob alive long enough, his own body defences will develop their own immunity.

You are shown Bob in full half-naked form. His smiling face will soon change once the effects of the virus cause his limbs and internal organs to start deteriorating. You must examine the infected areas and assign various agents to attack an array of meanie microbes.

You will have to learn quickly what agents are most successful against which microbes as you can't afford to waste resources by send-



The body is succumbing to the virus. Already, Bob has lost most of his arm with more to disappear very soon.



Germ Crazy

ELECTRONIC ZOO

ing in totally ineffective agents especially as the cost of failure is your brother's life.

There are 10 types of enemy agent. Some are extremely weak and take very little time to destroy but quite a few others are strong and particularly nasty. It's not simply a case of launching an antibody attack on them — a much more carefully

planned tactic is required with the correct agent sent in to counter-attack. This action must be carried out rapidly or else arms and legs will begin to drop off!

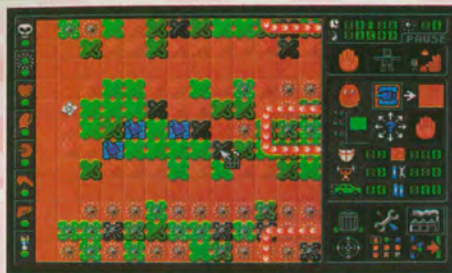
During battle, you must not forget to feed Bob. Supply him with anything from vegetarian meals to greasy burg-

er and chips. If you fail to maintain his health, matters will become much worse.

Buying drugs can be done via a private clinic but this all costs money of which you don't have unlimited amounts. Private clinics can



BOB'S NOT TOO WELL!



You send in agents in the form of some well 'ard tanks. Go get 'em, boys!



By placing spanners in Bob's body, they quickly begin to repair him.

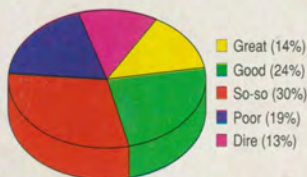


The disease spread and you failed to cure Bob. Now he is buried six feet underground.



You can see the germs raging throughout Bob's body. You'll have to storm the little nasties and quickly repel them.

PUNTER-POWER™



GAME: GERM CRAZY
PRICE: £25.99

The explanation of Germ Crazy in the review text has all been simplified but you can be assured, or warned even, that a thorough read of the manual is required before you can appreciate all the effort that's been put into making this game challenging. A strategical mind is necessary and much practice is important if you are to become entirely comfortable with all the options and icons available to you as a doctor. A clear negative point to the game is the detail in the manual. It takes a long time to read and understand – which many people detest. Fortunately, if you persevere with the instructions, most will find the end result is worthwhile and Germ Crazy's quality shines through. Satisfying for the patient player.

GAMEPLAY:
SOUND:
GRAPHICS:

RATING=81%



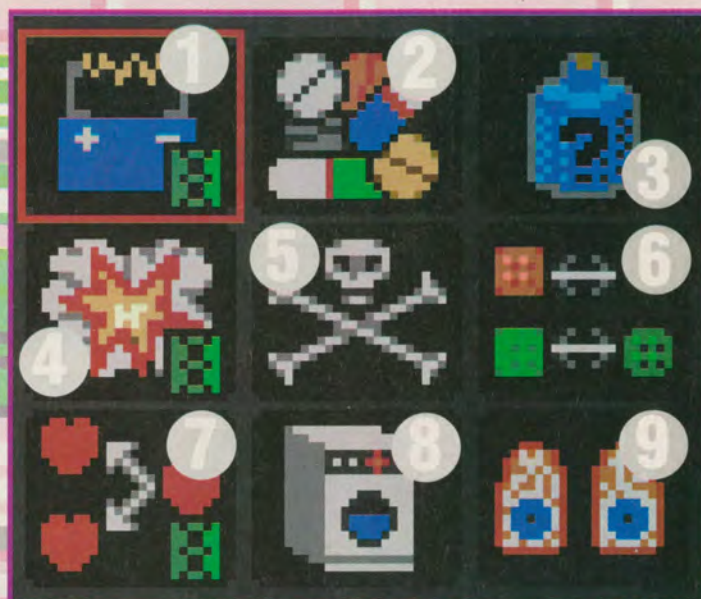
offer you pain killers, energy boosts and much more that affects Bob's health in various ways meaning spending should be done wisely.

The other alternatives are to buy from the Black Market which will prove easier on the wallet but many of the drugs are untested and may lead to serious repercussions if used.

You may be thinking: What about the NHS? Did you really think that a game of this type would forget to incorporate the NHS? It is possible to receive medical attention on the Health Service, but then again, maybe the Black Market isn't such a bad idea, after all!

The time limit in Germ Crazy is fairly long but the attack of the killer germs is certainly not slow and you'll need all the time you can get to dash about Bob's body, saving his vital parts (ooh!).

Alan

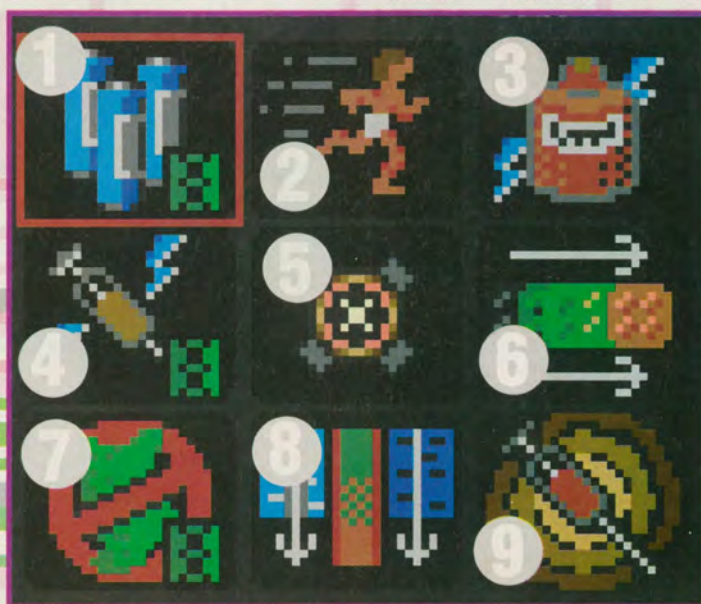


BLACK MARKET

- 1: Wonder pills will pep you up.
- 2: Cure all those headaches.
- 3: Weird oriental potion.
- 4: Injection of strength.
- 5: Dare you take the risk?
- 6: This'll get Bob up and jumping.
- 7: Split those germs apart.
- 8: Take a soothing herbal bath.
- 9: Heavy, man! Know what I mean?

NHS AND PRIVATE CLINIC

- 1: Energy giving pills.
- 2: Caffeine to keep Bob awake.
- 3: Reduces the pain level.
- 4: Temporarily alleviates pain.
- 5: Hunter Killer type agent.
- 6: Heal some infected cells.
- 7: Kills all enemy agents.
- 8: Cleans the blood veins.
- 9: Lowers Bob's hunger rating.





Switchblade

G R E M L I N

A long drop takes you past the laser and you stop to collect the food and ammunition. You take the ladder down towards the barrel of toxic waste, avoiding the various creatures that attempt to thwart you.

You see a long corridor straight ahead. As you enter, a series of laser beams appear in a blaze of light. You must de-activate them by hitting their bases.

The evil mage, Havoc, had not been seen for over 10,000 years. Throughout this period, the people of the Undercity lived in a peaceful, tranquil environment. Until, that is, Havoc re-emerged and unleashed a reign of terror onto the poor citizens of the city. A great battle was fought. The ancient Bladeknights fought well but were no match for the sheer strength of Havoc's dark forces. Havoc was victorious and the people fell into a bottomless depression.

The people had one chance! If they could use the feared blade of power - the Fireblade - on Havoc, maybe, just maybe, they could unbalance his throne of power and remove him from their once peaceful country. Havoc sensed his own weakness and scattered the broken pieces of the blade far across the lands.

Somebody must recover

the shattered artifact and use it to defeat the evil Havoc and free the population from a fate worse than death. A young, inexperienced knight called Hiro was chosen to undertake this mission. Fortunately, with the fabled weapon, he was to emerge victorious and the evil was banished forever. Or so they thought!

The great war was fought 200 years ago and the people of the city had long since forgotten the evil reign of Havoc. They continued their lives and rebuilt the city that had been destroyed. They were peaceful once again. Unfortunately, Havoc had not been destroyed, only further angered, and over the last two centuries he has been devising the ultimate plan to re-capture the city that he once reigned supreme.

Once again, the city is under the tyrannical reign of Havoc. A saviour is needed. Someone with the skill,

These deadly spikes appear as you get closer to them. Avoid them if possible.

courage and strength of the legendary knight - Hiro. After scouring the lands for such a man, they discovered a young chap living in a desolate part of the land. To their surprise, he was a descendant of Hiro and was immediately chosen to undertake the mission.

You take the role of the young, but devilishly handsome, Hiro. Your mission is to infiltrate Havoc's lair, negotiating tricky paths filled with danger, defeat his evil minions and finally meet him in a fight to the death. All in a day's work for an oriental hero like you!

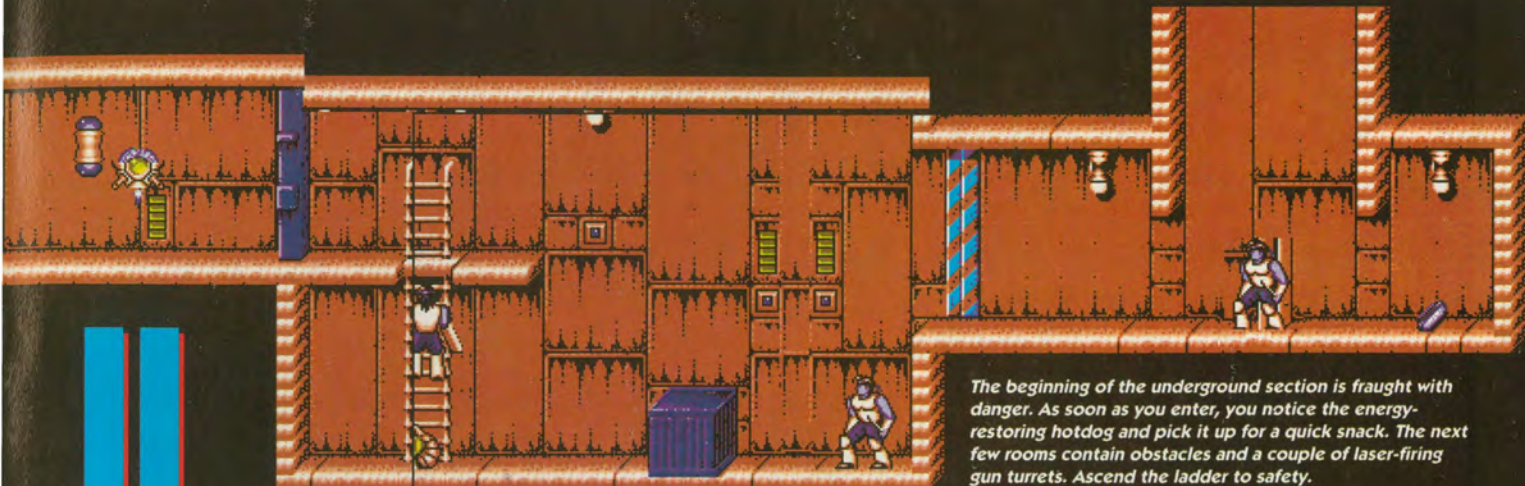
The long-awaited follow up to Switchblade is played over six huge, multi-directional scrolling levels. Each level has been filled with traps and is guarded by various evil incantations to thwart your progres-

sion. You control Hiro using the usual joystick movements and the keyboard. Only one key is used and this changes the weapon that you are currently using.

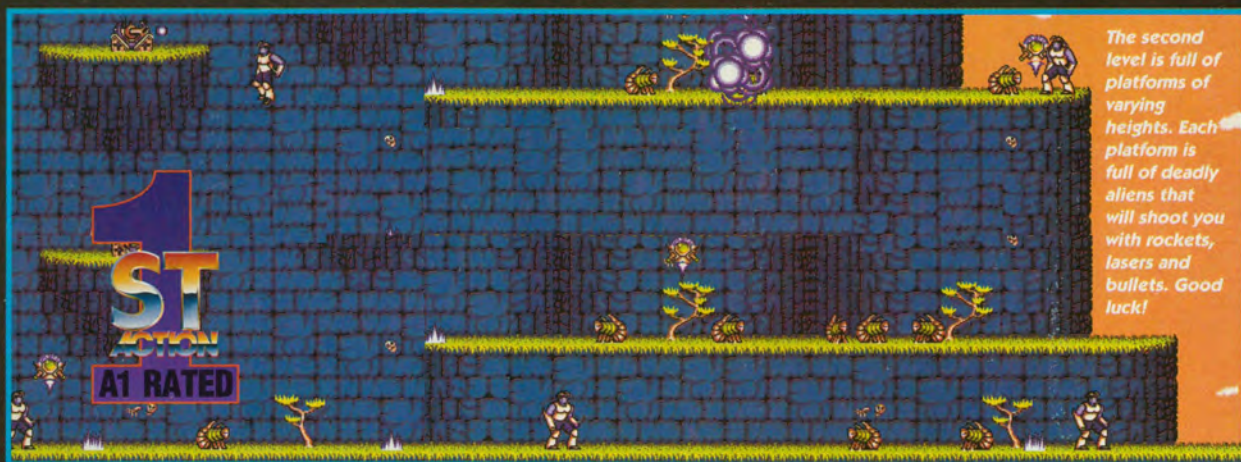
You begin your quest on the outside of the city. As you progress, the screen will scroll horizontally from left to right and will end as you reach the entrance to the underground. Once you are in the City, the screens will only appear as you enter them so you can't see what's up ahead. This can prove confusing as you can be suddenly attacked as soon as you enter a new room.

The City has been purposefully infested with enemy creatures whose sole intent is to make your life hell. Each creature can be shot or, if they are close, slashed with your sword.

Jason



The beginning of the underground section is fraught with danger. As soon as you enter, you notice the energy-restoring hotdog and pick it up for a quick snack. The next few rooms contain obstacles and a couple of laser-firing gun turrets. Ascend the ladder to safety.



The second level is full of platforms of varying heights. Each platform is full of deadly aliens that will shoot you with rockets, lasers and bullets. Good luck!



The later levels provide plenty of new problems. While negotiating the columns, you must avoid the deadly rockets that will randomly appear from beneath the surface.



The young adventurer skilfully avoids the hordes of enemy creatures only to be faced with a giant laser beam and nowhere to go. The hamburger gives you extra energy.



After a fierce battle against the odds, you meet another army of enemy creatures and face destruction. Collecting the extra energy has given you a fighting chance.



After killing certain creatures they will deposit a small credit. Collect the credits and use them in the shop to purchase better weapons and energy.

PUNTER-POWER™



GAME: SWITCHBLADE II
PRICE: £25.99

With the immense success of the original Switchblade, Gremlin will be hoping for a similar achievement with Switchblade II. Most people won't be disappointed as it combines all the elements of a good product: good graphics, sound and gameplay. The graphics are crisp and well drawn with nice colouring and detail which makes them good to look at. Sound is worth listening to - a nice title tune and slightly oriental in-game music give a great feeling of depth to the game. The gameplay is quite difficult at first but you'll manage to get the hang of it after a while. A continue option would have been well appreciated but overall, another sound product from Gremlin that should keep you busy for quite a while.

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

RATING=82%





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Crime Does Not Pay

The Mafia are about to undergo internal turmoil. Their leader the great Don C. is about to leave to pursue a crime-free life. You are his trusted nephew - Titus Jr and you must take over the family tradition and make your clan great again.

At the start of the game you can choose to head one of two different families. The first is the Italian family and is the easiest to play with. If you fancy a slightly harder challenge, you can choose the Chinese Mafia.

Whichever group you choose, they both comprise three members: the Godfather, the hitman and the pretty girl. Each of these people has different characteristics which you must find for yourself while making your way round town.

You can only control one of the gang members at a time - the remaining two must stay back at your headquarters. The character you have under your control can be moved through the streets and in and out of buildings in search of useful objects. As there are over 200 locations in the game, it sometimes takes a bit of searching out to find what you need.

Each character is armed with a small hand-gun for protection in the dangerous streets and this can be aimed in a variety of directions so you can fend off enemies from anywhere on the screen.

Your most pressing problems come from being attacked by punks and gypsies (who for some reason wander round the streets armed with heavy machine guns!). You can also be harassed by the police department if you break the law and kill someone. Their action varies in severity from shooting you in the back to arresting you and putting you away.

Many of the game's major char-



As you move about through the streets you control one of the members of the family. This is Sophia.



All the time you will be attacked by punks. These can be blown away with a well-aimed shot.

CRIME KEY

- (1) ENERGY BAR
- (2) A DEADLY ENEMY
- (3) CITY MAP
- (4) YOUR CHARACTER
- (5) REMAINING AMMO
- (6) GUN MAGAZINE



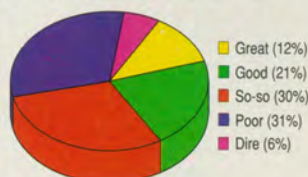
acters can be bribed into seeing your point of view. For example, the Judge can be *persuaded* to help if you threaten to reveal secrets about his wife's former affairs. An important aspect then is to find out who will react to what and use it to your advantage.

Perhaps the most important objects in the game are magazines of ammunition. Once you run out of bullets you haven't much chance of surviving too long in the open.

Ammo can be found lying about in the buildings or can be purchased from a rival gang's shop.

Paul

PUNTER-POWER™



GAME: CRIME DOES NOT PAY
PRICE: £25.53

RATING=73%

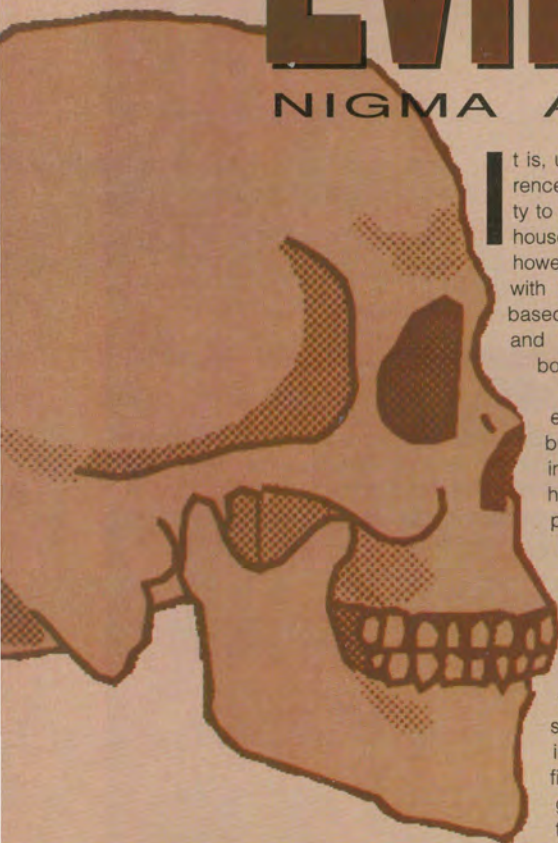
Crime Does Not Pay had the potential to be a really terrific product but falls down with slow scrolling and poor controls. The graphics are nicely drawn and colourful but the rate they move across screen is unbelievably slow and very annoying. Underneath all the problems though is a nice little game with plenty to do. Working out who to bribe with what is pretty good fun and if you take the time to get into it you'll find yourself loading it up for a while at least.

GAMEPLAY:
SOUND:
GRAPHICS:



Evilution

NIGMA ADVENTURES



It is, unfortunately, a rare occurrence for an independent faculty to challenge the top software houses. Nigma Adventures, however, are attempting just this with Evilution – an adventure based very closely on the RPGs and Fighting Fantasy game-books.

You take the role of a traveller searching for his lost brother and you know nothing of the devastation that has crippled the once peaceful land. Your starting point is an Inn, but totally oblivious to your impending adventure you indulge in the pleasures of fine ale.

This is mainly a text game but it does have still pictures roughly indicating your surroundings. The first step to completing the game is to draw a map of the co-ordinates you visit and what you find there. If you should take a wrong turn you will be able to retrace your steps using

the map. Obviously, it also helps keep you from getting lost.

The vocabulary used in Evilution is extremely limited and you must be very precise and basic in your decisions. The best method is to try every alternative to solve the problems that confront you and examine all searchable objects! Luckily the manual accompanying the game has key words which does make things slightly easier.

To finish the game it is vital to pick up every object you find no matter how trivial it seems – a lot of the spells can only work if you have a certain item. For example, a fireball spell can only be cast if you have a red ball. Also, cast a speak spell on any animals you come across as they can give you vital information to aid you in your quest.

This game is unavailable at normal retail outlets but can be obtained from the writers themselves. The price for two double-sided disks is £13.95, or for three single-sided disks, £14.95. Write to Nigma Adventures, 10 Greygoose Park, Harlow, Essex, CM19 4JH.

Allie

PUNTER-POWER™

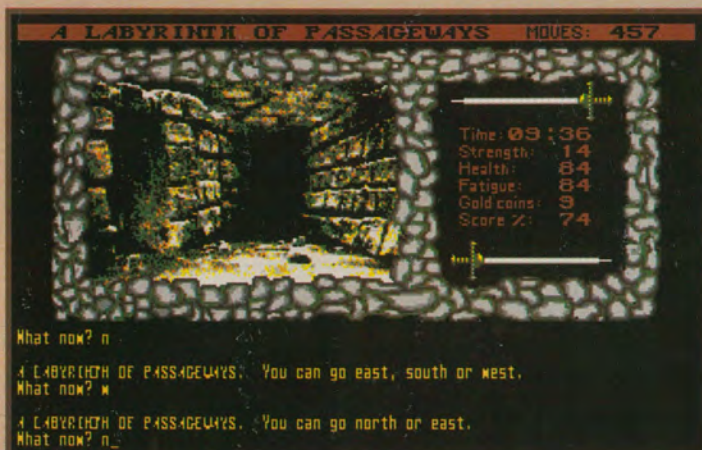


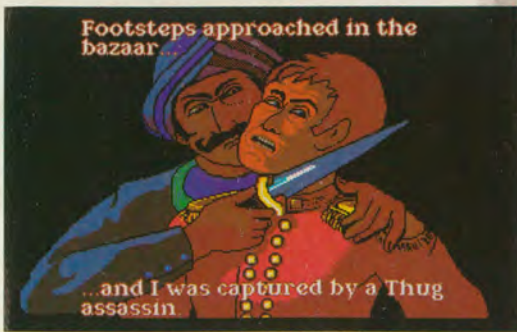
GAME: EVILUTION
PRICE: £13.95 & £14.95

Evilution doesn't have the arcade action of Gauntlet and certainly isn't the next King's Quest, but it is a good and complex text adventure which has been skillfully thought out. Lovers of the Dungeons and Dragons saga will be in their element playing this as it requires you to plot your course, fight demons, venture on tricky pathways, and battle in Medieval mayhem! But the game does have a downfall, this being the limited vocabulary. Be prepared to be very basic in your commands, for example, 'unlock door', 'open door' then a compass heading to pass through the door! Not difficult I know but it all takes time. Having said this, the game is not bad at all and should be commended for its complexity.

GAMEPLAY:
SOUND:
GRAPHICS:

RATING=62%





You arrive in India to find yourself at the mercy of a savage bandit. Now you've got problems.



Oh dear, you've only been in the country a few hours and already you're in trouble. But who is the beautiful woman?

Have you ever wanted to lead a lavish lifestyle where you can rule thousands from a magnificent palace, and live in one of the most exotic countries in the world? Yes? Well you can have the exotic country, but the rest you're going to have to work for.

You have been miraculously transported back to 19th century India where the Emperor is rapidly losing control over his kingdom. A wave of anarchy is now sweeping through the country and the trade, brought in by the French and English, is being severely hit by bandits and thugs. This is your big chance to prove how heroic and brave you are by fighting for your Queen and country. So what are you waiting for?

If you're patriotic you will fight under the pseudonym of the Viceroy of England, but if you want to be adventurous and add a little joy to a foreigner's life there are five other leaders to choose from. OK the introductions are over, now go and make India yours!

The object of the game is to capture rival states in order to have India completely and utterly wimpering under your powerful hand. But,



Luckily the woman is on your side and you run to freedom.

it's not going to be that simple – surprise, surprise! Unfortunately you can't just barge in and attack every country not flying your flag, instead you have to be tactful. A lot of the time the only option available to you is to talk to the leader of the country in question.

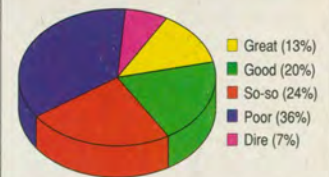
You control the welfare of English investments within India, and it is your job to ensure that England receives enough taxes and revenue to uphold its position. Should you lose a battle or attack someone when you really should have talked

to them, you could jeopardise your troops and lose valuable revenue. Once your troops and money reach zero the other factions fighting for control could overcome you and wipe you off the face of the planet!

This game is not just an adventure as it sports a little hidden excitement. It also contains arcade action in the form of controlling troops in battle, sword-fights, tiger hunting and elephant racing! Then it's back to cavorting across the country trying to win the favour of your adversaries.

Allie

PUNTER-POWER™



GAME: CHAMPION OF THE RAJ
PRICE: £24.99

Adventure games are not everyone's idea of a good time especially if you can't be a strapping muscle-bound barbarian wielding a mighty weapon. But *Champion Of The Raj* does have potential to be a good game. On first impressions it appears to be just another strategy game where you control troops in order to conquer the world. But although it does contain such factors it's not quite that straightforward. Instead, you have to impress your rivals in order for them to collaborate with you. The gameplay requires a lot of time and patience as with all adventures, but unlike others, this lacks the excitement and fails to hold your attention. The largest downfall is the continuous disk-swapping. This game requires hours of play, but after 20 minutes I had lost count of the number of times I had swapped disks! However, the graphics are reasonably impressive and the exotic landscapes of India have been well captured.

GAMEPLAY:
SOUND:
GRAPHICS:

RATING=70%

Champion of the Raj

MIRRORSOFT / PSS



The wise man tells you of the heartache within India. Will you help?



At Government House: a ball with all opposing leaders in attendance!



Use the mouse to click on one of the flags on the map. You will see the details of that country and the options available to you.



Test your wits against the ruthless assassin using the cursor keys to move.



Use the icons to determine your strategy. One wrong decision and ...

Extensive victory celebrations after the immense success of mission X-Out came to an abrupt halt when the long-range scanners detected intense activity on the faraway planet of Alpha Centauri. After being defeated by the great skill and courage of the young pilot, Centaurian forces had re-gathered and planned an immediate attack on the starbase being occupied by the regional commanders.

The leaders of the federation are looking for a volunteer to pilot a new craft, a plane that has been constructed out of the strongest material known to man. Your mission is simple - you must destroy Alpha Centauri. The plane and your wits are all that you can count on and you know what lies ahead is going to be dangerous, but what the heck! You only live once!

Z-Out consists of six worlds, each heavily populated with armed forces and giant adversaries. You must fight your way across each level, defeating the hordes of aliens and mid-level guardians, until you find the exit to the level. Each level is guarded by a giant alien that must be hit numerous times in

a certain place before you can progress to the next level.

To help you in your quest, seven different weapons systems are available throughout your journey. Destroyed aliens will deposit a small symbol which, when collected, will allocate you a certain weapon depending on your current level. Each weapon varies in power and range, and most of them can be used together to maximise fire-power.

Your ship also has a high-energy beam in its possession. Keeping the button pressed will collect energy for the beam shot and it will be accompanied by an acoustic signal to indicate its availability for firing. To fire the beam, release the button.

One of the most useful weapons is the Drone. After attaching itself to the front or back of your ship, this can then absorb enemy fire and act as a shield throughout each level. Pressing the space bar will release the Drone from the ship and it can then be positioned on-screen by cleverly manoeuvring the ship.

When three symbols have been collected, the Drone can be attached to your opponents and will absorb their energy until they die. This is very helpful on the end-of-level guardians.

Satellites can also be collected and placed around the ship using the cursor keys. They will offer limited protection from shots and aliens.

Two handy additions have been included in an attempt to increase the game's playability. The first is an auto fire mode. Pressing the 'A' key during the game will turn on the auto fire, thus saving your trigger finger. The second is a continue option. The continue option can be used a couple of times but unfortunately, it only starts you at the beginning of a level, making things slightly difficult.

Z-Out

RAINBOW ARTS



Your ship has been armed with the most up-to-date weapons available, so you can't blame the federation.



The Rock monsters are agile and quite difficult to kill.



Things start to get tougher on the next level as you can see. As soon as you appear, you are quickly surrounded by alien fighters.



These moving columns must be avoided as contact will result in loss of a life.



Guardians will appear when you reach the middle of each level. They must be killed to allow progression.



Collecting weapons is advisable to aid completion. The satellites can be positioned to stop bullets and kill aliens.

PUNTER-POWER™



GAME: Z-OUT
PRICE: £25.99

Many a good shoot'em-up has appeared on the ST, but unfortunately, this isn't one of them. The game is a total let down in the playability area. The graphics are okay but they move jerkily and slow down when there is a lot happening on-screen. The sound effects have been limited to the usual gun firing noise and alien explosions. Playability has to be the main area for improvement. The game is quite slow and when certain aliens take six or seven hits to be killed, you find your room for manoeuvre quickly running out and this allows several aliens to release their bullets before you can take them out. It has to be said that this is the first attempt for an up and coming development team, hopefully their next will be better.

GAMEPLAY:
SOUND:
GRAPHICS:

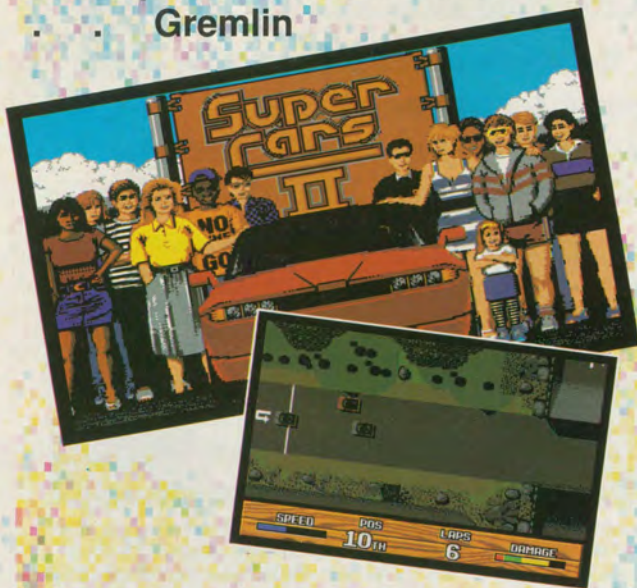
RATING=56%

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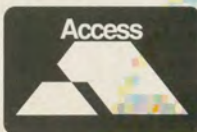
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STA Aug 91

Dungeons & Disk Drives

Because of all of the redecorating, Edna insisted that the Troll should change his underwear this year to prevent stains on the new furniture. Accordingly he and the Dragon have changed boxer shorts with each other, but Edna still isn't happy. Women!

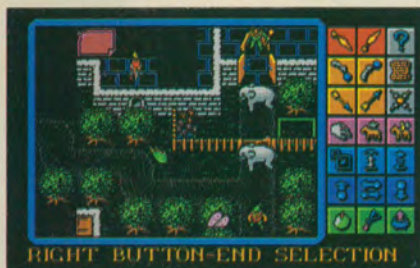
Aren't women a pest! We no sooner get the Dungeon looking just the way we want it, (spaghetti down the back of the settee and old pieces of pizza on the ceiling) than Edna wants to redecorate. Instead of playing games, we've spent the month arguing about what colour we should paint the walls, and needless to say that the Troll wants everything painted green.

I think the only thing we have all agreed on this month is that *The Secret of Monkey Island* from Lucasfilms is a great game. Of course there is the small problem that you must have 1Mbyte of memory to run it, but apart from that this game is perfect for everyone. The artwork is just as good as that found in *Loom*, and it has a lot more gameplay. When you compare its sound and graphics with those we were happy with only a few years ago, you'll be amazed at how far we have come.



Lucasfilm's swashbuckling, pirate adventure – *Secret of Monkey Island* – has been keeping the Dungeon Crew happy. Buried treasure, bottles of rum and loads of laughs have made this excellent game their pick of the month.

Of course if you want to really blow your mind, catch the Compact Disk version which has digitised speech and music as well. In that version the boy-hero has a cute American accent which made the Troll grind the enamel off his teeth, but it's still an experience with all the extras. Because *Monkey Island* requires no typing or mind-boggling puzzles to solve, you should be able to crack most of the problems, before you finally have to drop a line to old 'Wart Face'.



***Lords of Chaos* from Blade Software has all the makings of an interesting game. If you manage to get to grips with the awkward controls and understand the manual you'll probably enjoy this RPG as much as the *Dungeon Crew* did.**

In the little time which we did have to ourselves this month, between rearranging the furniture and painting the entrance bridge, we spent a few hours playing with *Lords of Chaos* from Blade Software. This is a case of *Nice game, Shame about the Manual*. Having your own team of monsters to control can be a lot of fun as each one of them has different skills – Vampires can fly, Unicorns can be ridden and so on. We also liked chucking spells around as this causes lots of nice zaps and other sound effects.

However, the controls are awkward and we spent a lot of time furiously clicking around trying to find the command we wanted. Part of the trouble is that the manual explains things by referring to the controls for a Spectrum (whatever that is!) and it takes quite a while to figure what you should actually be doing on an Atari. If I've bought a full price game, I want a manual that explains things for my computer.

At the end of each turn we found that sometimes we had gained points and sometimes the enemy had, but I'm afraid we never did understand what exactly was going on. If this game was sold at a cheaper price, we would recommend it as a fair buy, but I as it is, it's a bit overpriced.

It's all very well for us to get you excited about new games, but if you are as permanently short of cash as we are, (seen the price



***Dark Wars* is one of the budget RPGs on offer from the ST Adventures Library. If you are looking for software, and you are short of cash, this source of Adventure Games and Solution Disks may be just what the Cleric ordered.**

of green emulsion paint lately?) how can you afford to buy them?

Well there is one way to get cheap software – PD adventures. There is an ST Adventurer's Library which sells adventure games (mainly text-only, but there are a few graphic RPGs as well) for ridiculously cheap prices – mostly £1.50 each. In addition, they sell lots of solution disks and useful adventure utility programs.

All PD software is like the Curate's Egg (some bits are good and some are nasty), but the fun of buying an adventure from such a place, is that they are written by enthusiasts who generally are happy to hear from other souls who share their passion. Maybe you are looking for a pen-friend who is interested in writing a game, or just someone to swap ideas with.

Either way if you drop an SAE and a blank disk to the ST Adventures Library, 32, Merrivale Road, Rising Brook, Stafford ST17 9EB and ask for their catalogue of games, you'll get a list as long as a dragon's tail to choose from.

TROLL LETTERS

STUCK FOR CASH IN OPERATION STEALTH

My friend and I are having money troubles in *Operation Stealth*. We are both playing the



I want some red roses for a blue spy please'. Should you spend your hard won cash on a bunch of flowers, or save it for a rainy day? It's decision time in Operation Stealth.

game separately in a race to the finish, but we are both stuck in different places.

He is further on than me, but he won't tell me the answer to my problem. We have both been to the bank and exchanged our dollars for local money. I then bought some red carnations and went to the park to meet somebody, but although I have been sitting on the park bench for hours and hours, no-one has turned up.

My friend has got stuck later in the game as he needs some money to buy an inflatable bracelet, but he has no money left after buying the carnations. Should we have spent our money on the flowers?

Two Numb Brains, Oxford

With friends like yours, who needs enemies? I think you should have spent your money on a club, then you could have beaten up your friend to get the solution out of him.

When you first arrived at the airport you can use your electric razor to find out what to do in the park – **USE ELECTRIC CABLE ON PLUG SOCKET** – (you'll now get a message....."Meet at Mimosas Park, wear a red carnation". You'll see that the message says **WEAR the carnations**. It's no good just buying the flowers, you must also wear them.

As both of you have seem to have fallen into the trap at the bank, here is what you must do:

ENTER THE BANK – **USE NOTES ON BANK TELLER** – (he'll change it into Santa Paraguan currency) – **USE NOTES ON BANK TELLER** – (if you don't do this **TWICE** you won't have enough money for the bracelet).

MAKE GOOD YOUR ESCAPE FROM LARRY II'S CRUISE OF A LIFETIME

Please help me great Troll with Leisure Suit Larry II. I am on the cruise liner and do not know what to do. I think you have to escape using the lifeboat, but I cannot find anything to cut it off with.

John Burge, Upminster

Leave the bar, walk down the stairs, go **WEST** and climb the stairs to the Bridge. Enter the Bridge. Now be **VERY CAREFUL** here! You are not supposed to be here, so keep as far away from the Captain – and out

of his line of sight – as possible. Also, there is no access through the Bridge area as another KGB agent will blow a poisoned dart at you!

Walk **NORTH** – and as near to the **RIGHT** wall as you can – until you are standing near the large switch behind the Captain. **THROW THE LIFEBOAT SWITCH**. Leave the Bridge. Don't waste any time now and quickly climb down the stairs, go **EAST**, climb the stairs to the Lifeboat Deck. Walk near the chained opening in the railing and **JUMP INTO THE LIFEBOAT**.

UNINVITED'S LITTLE DEVIL OF A PROBLEM

The game I am playing is quite old, so I hope you can help me. I am stuck trying to get the key off the little creature in Uninvited. I've been told that you need to give him either the bird or the snake. Well I've tried with both (and the cat), but he won't keep still. How do I give him the animal?



Lookout, here comes Uninvited's Cookie Monster. It's no good trying to catch this little demon. He'll only stop and drop the silver key which he carries once you have solved the mystery of the cookie jar.

S. Walker, Cardiff

I don't know why you think anyone would like to eat a bird or a snake – Eeuck! On the other hand I don't know why he doesn't stop for a cat as they can be quite tasty. Either way, the little red demon isn't interested in anything like that. What you must do is drop a cookie on the floor and then he'll stop and drop the key.

To get the cookie you first need to find the axe, which is up the stairs and in through the second door on the right. Next you need the cookie jar which is inside the safe in the Laboratory. Operate the axe on the jar and you'll have the cookie.

A FOUR LEGGED FRIEND WILL NEVER LET YOU DOWN IN SIERRA'S COLONEL'S BEQUEST

The game I am having problems with is Sierra's mystery game – Colonel's Bequest. I have opened the trapdoor in the hedge garden, but when I go down there I break my neck because it's too dark. I think I need the lantern from the stable, but when I try to get it the horse kills me. I have tried to get the horse's harness down from the wall in the carriage house, but I can't.

Neil Aspinall, Liverpool

Nasty things horses – they kick, bite and fart horribly – almost as bad as Dragon. Unfortunately the only way to stop this evil beast kicking you to death is to become his friend. As you can't do this by swapping a Bart Simpson poster or lending him an adventure game I suggest you give him a carrot, (did I mention that horses were stupid as well!)

There are carrots to be found inside the Cook's shack and all you need do is go round and knock on the door a few times. She won't let you in straightaway, but then I wouldn't let you into our Dungeon if you came around banging on the door either. Persistence will pay off in the end.

'STUMPED' WITH THE PAWN'S POUCH OF JEWELS?

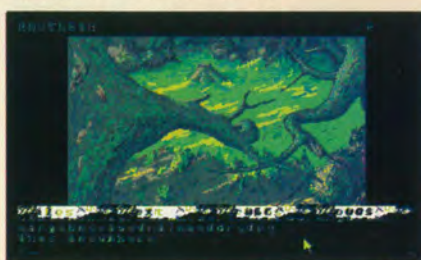
I bought the Pawn a few months ago and where I am usually good at adventures, (not brilliant, just good) this one is bugging me because I can't get any further than scoring 30 points.

I've done all the usual things, like showing the note to the guards and getting chucked out of the palace by the King. I went to the Ice Plateau and got some ice which I melted and gave to the Guru, but that's it. I know there is supposed to be a Pouch of Jewels which must be mixed to produce light, but I can't find it. I was told they were in a stump in the forest, but they ain't there because I looked. Is my game faulty?

Wesley White, Hants

You are right, there is a pouch to be found in the stump, but it doesn't appear until you have completed the first part of the game. I suspect that your problem is caused by being too nice, which is strange because your letter sounds like all the others I get from thieving humans.

Once you have given the water to the Guru he will tell you that some light in the Forest would help you. At this point you should display the gratitude for which all humans are noted and promptly steal his dinner – **TAKE RICE**. Now go to the forest **E,S,S,S** and **EXAMINE STUMP**.



Deep in the forest of Magnetic Scroll's Pawn adventure, a bag of mysterious jewels lies hidden in a hollow tree trunk. Search as much as you like, but they won't appear until you fulfill the Guru's task.

LOST WITHOUT A KNIFE IN THE BERMUDA TRIANGLE

Help, help, help. Does that sound dramatic enough?

I am STILL stuck in the Bermuda Triangle where I need to cut the last prisoner free from the rope cage. I know that I need a knife to do this, but I can't find it. You kindly sent me the solution (which I only peeked at three times), in which it says, *Use knife to free passenger* but it doesn't say where to get it. Does anyone out there know where the knife is? If so please phone me on 081-291 0181 and I'll be forever in your debt.

My son was chuffed to see his name in print last time I wrote. Would you mention his name (Sam) and wish him all the best or something?

Malcom Furneaux, London

This game is beginning to haunt me. We don't know where the silly knife is although we looked and looked, so I will offer a prize to the first greedy adventurer who comes up with the solution.

As for saying Hello to small, pink squidgy Sam - I'd rather kiss a witch, (excluding you Edna of course - Ehem!).

MANIAC MANSION'S METEOR MESS

Please help me with the impossible game Maniac Mansion. I have got the glowing key from the bottom of the swimming pool and have used it to open both of the locks on the Secret Lab, but to my dismay I can't open the inner door. Once I do get inside, what am I supposed to do?

James & Joel Harrison, Leeds

Your first problem is to get the envelope out of the safe. If you've got the combination, (use the telescope to find it) get the envelope and open it to get the quarter. Once you've unlocked the top and bottom padlocks with the glowing key, have Dave unlock the right Dungeon door with the rusty key. Now you can send Syd to the Arcade Room to play the Meteor Mess game with the quarter. Write down the high score.

Switch to Dave in the Secret Lab and have him open the inner door to the Secret Lab, using for the combination the high score from the Meteor Mess game.

As you haven't even got into the room yet, I don't see why I should tell you what to do when you get there. Lazy pig..

QUICK FUSE-FITTER FOR FUTURE WAR'S DUFF TELLY PROBLEM

I am well and truly stuck in Future Wars. I have reached the Paris Shuttle Port, but what do I do to get a ticket? I know Mr 'Constipation' in toilet Number 2 has a ticket. Do I nick it off him? I am carrying a Blowtorch, key, newspaper, lance, gas canister and documents. Do the floating TV screen and the fuse box have any use?

Alan Mountain, Redcar

In the ruined city, walk to the BOTTOM RIGHT of the screen and EXAMINE RUBBLE. You will get a Blowtorch. Walk up the screen a little to the right and onto the next screen. Walk to the WHITE DOT (named as rubble) and EXAMINE RUBBLE while standing very close and you will get a Box of Fuses. The TV set at the Shuttle port is broken, because the fuse is duff.

Which reminds me, my TV is broken too. I think water from the moat has seeped into it and blown it up. I have complained about the damp under this bridge, but I still ain't been given central heating like I asked for... (Get on with it! - Ed.)

USE FUSES ON FUSEBOX - they are on a fusebox on the wall. Now go upstairs and you'll find the Inspector is watching the TV, leaving you just enough room for to guide your character BEHIND him and into the 'arrowed' channel onto the escalator. It's a kind of: 'Don't let your pixels bump into his pixels while you're trying to sneak on board the Shuttle without a ticket' type of problem!

BLOW UP YOUR CAPTIVE GAS CANISTERS

Hey Troll, this has got to be worth a wart off your nose. Load up my saved game disk into Captive and look at one of the canisters of Flampos gas. Neat huh? I discovered this when I dropped one of them into a fire pit.

Bob Fukuda, U.S.A

Well I have looked at the canisters and they say 60 shots. Is that good? Being a foolish Yank you omitted to mention what was odd about them. I can only assume that they don't normally have 60 shots in them. Of course if you have deliberately been vague about this just to show me up because I never made it far enough into the game to buy a Flampos Gas Gun I'll tear your head off!



One reader's trusty hero is all geared up and ready to do battle in Captive's Dungeon, but take a look at his Gas Bottle. Can you spot anything unusual?

A BOLT FROM THE BLUE FOR ELVIRA

Having followed the guide to Elvira in the June edition of ST Action I found that I could not get past the werewolf in the stable. The reason for this is that I could not find a way to dip a crossbow bolt into the molten silver without burning the bolt. I have tried taking the crucible off the fire first, but the silver just sets solid.

Can you please tell me what I am doing wrong, so I can finish the game?

D. Wheatcroft, Newark

So you are having trouble dipping your bolt - well welcome to the Club! Perhaps you are dipping the wrong bolt. That could cause all sorts of painful problems! I can't remember having to do anything special when I dipped my bolt in Elvira (Dream on Troll - Mitch!). To make the bolt, get the silver crucifix from the Garden Shed, go to the Forge and look in the box on the right to find a crucible. Put the



Ridding yourself of the Cursed Azure Bonds is a long quest, but one reader's handy hints will see you well on the way to getting rid of the first of the troublesome tattoos.

cross in the crucible, the crucible on the fire and the bolt in the crucible. Shoot the wolf just as he starts to move towards you.

The only other things I can think of which may be the cause of your trouble is that the bolt found in the Vampire's room may be different. I don't really think that this is the problem though. I actually went so far as to contact the writer of the game and asked him what might be causing the trouble.

He said that he had never heard of anyone having a problem like that and he certainly didn't build in any such trap. His considered opinion is that you are probably a plonker who just can't do the simplest thing without messing things up. What can I add to that?

CURSE OF THE AZURE BONDS - QUICK START GUIDE

A kindly soul did send me this starting guide for the Curse of the Azure Bonds. Unfortunately the paper containing his name and address was used for something in an emergency, (don't ask!) but at least he will be rewarded in Heaven if not here.

The City: After equipping your characters and going up a few levels of experience, wait until the King's Procession arrives and attack it (you can't help yourself). Now stick to the back streets until a Thief finds you and takes you to the Guild.

Thieves' Guild: Aid the thieves against the Fire Knife Assassins, then head south to the Sewers.

Sewers: Once you've had your fill of fighting the monsters here, head South again to the Fire Knife's HQ.

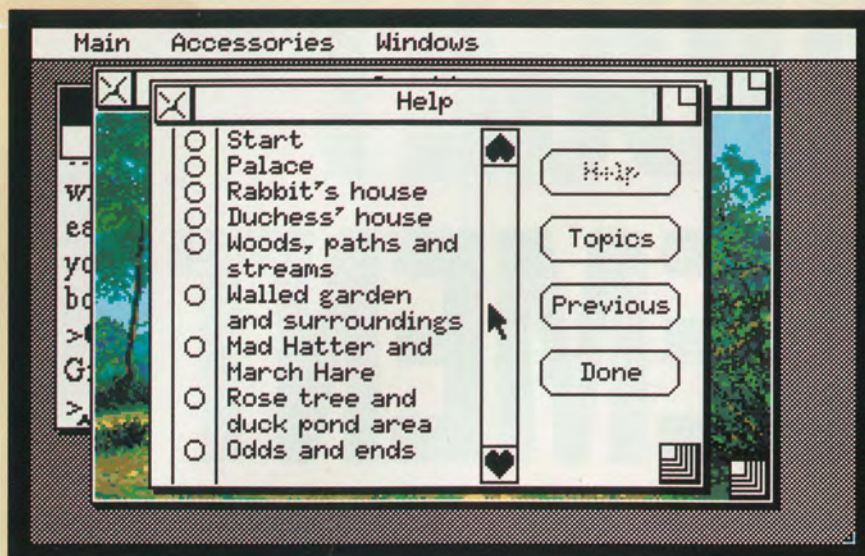
Fire Knife's HQ: Search for all the treasure then head for SW corner to find and fight the Leader. Once you defeat him, the first of the Azure Bonds will disappear and you will be sent to the Wilderness.

Wilderness: Head for the Village of Hap where you must overthrow the Drow. When you get there act meekly towards the patrols because you'll need all you've got to defeat the Drow and Efreit in the Barn at the far end of the village. After the battle you'll get a map which will lead you to the Caves.

WONDERLAND'S 3-CARD TRICK EXPLAINED

I am writing this out of pure desperation, hoping that of all the Trolls, you are the one who can help me. My problem is with Wonderland from Magnetic Scrolls. I have managed to get all the playing cards that I need to complete the suite except one - the 3 of diamonds. Apparently this card is secreted in the tree house by the walled garden inside a small hole, but each time I look, there is nothing there.

Unfortunately I am not one of the lucky ST



If you are one of the unfortunate ST owners with only 512K of memory this is the closest you are ever going to get to the Help section which is included in the Magnetic Scrolls' Wonderland adventure. Only 1Meg owners get all the goodies which have been crammed into this cracker of a game.

owners who have 1Mbyte of RAM, so my version does not supply the hints which are available to the others. I have tried various adventure helplines, such as the Guiding Light, but they were unable to help me: You are my last hope.

C. Baker, London

So, having tried everyone else, you finally write to me! Well that really makes me feel good. I know where all the cards are, but I ain't sure if you are looking in the right place. However here is how to get the card which is in that area.

The Walled Garden and Tree House: D - D - W - EXAMINE COAT OF ARMS - (it's hanging on a hook) - GET IT - DROP IT - GET HOOK - E - S - S - S - E - SE - SE - NE - SE - NE - (you see a loose brick in the wall) - GET BRICK WITH FORK - (there's a card in the hole it leaves) - GET CARD - (it blows through the hole into the garden) -SE

- U - PUT ARM THROUGH HOLE - (to get the card).

As for the hole in the tree, I think you should try looking at that hole through the telescope from the Castle.

ULTIMA V'S SANDLEWOOD BOX IS OPENED AT LAST

In answer to S. King's letter in the May Issue, the Sandlewood Box found in Lord British's Chamber cannot be opened by yourself, but it must be taken to Lord British. It contains an Orb that once given to Lord British will transport him and yourself out of the dungeon and back home to complete the game.

And here are some more tips. When entering Dungeon Shame, there may seem to be no way of exiting the first room. The secret is to KLIMB over the rocks and push the walls as this will open up further exits. In the Dungeon holding Lord British you really must have the Negate Time and Summon Demon scrolls as some rooms are really difficult.

Useful items:

Amulet is used to penetrate darkness surrounding gate to dungeon holding Lord British.

Sceptre is found in Shadowlords Fortress and will dispel all magic force fields.

Crown is found in Blackthorn's Castle and negates all enemy magic.

Spyglass is found with Lord Segal at Farthing and used to find location of Shadowlords.

Sextant is found with David in Lighthouse and used to find your present location.

Finally, when is Ultima VI going to be available on the ST?

A. Barber, Saxmundham

What a clever little human you are. I'm sure that there will be quite a few humans searching for a pen in W.H. Smiths to copy down those hints.

Of course to get the box you need to play the harpsichord first and to do that you need music lessons. Your Avatar must travel south to the lighthouse Greyhaven where Lord Kenneth will offer to teach you the secret note progression. The sequence you will learn is 678 987 8767653. You can thank Jonathan Gordon of Bath for that useful tip.

As for Ultima VI, you'll be pleased to know that September is the planned release date.

Send your queries and comments with an SAE to:

**His Wartyness the Troll,
C/O The Dungeon,
29, Blackthorn Drive,
Larkfield,
Aylesford,
Kent ME20 6NR.**

COMPETITION RESULTS



Our Warty hero in all his glory as portrayed by Mike Jones using Degas Elite on his Atari STE. A bundle of software for him, and many thanks to all of the other artists who sent in their disgusting drawings of our disgusting moat dweller.

Finally I'd like to thank all of you who took the trouble to send me drawings for the Handsome Troll Competition - although I think a few of you deserve a kick in the teeth rather than a prize. The winner (left) is Mike Jones of Rochester and he will be receiving the Corporation Adventure plus the new Data Disk. I have also awarded a runner-up prize to Gareth Jones of Wales (below).

Other budding artists who deserve a special mention for their efforts are:

Edward Lockwood, Tom White, Freddie Mack, Felix Mack, S y a z w a n Mohamad, Sophie Atkinson and Mathew Townsley. I will also thank Rory Stewart and Lewis Rodrick (even though they are Scottish).



BUDGET BASEMENT

XENON 2 MEGABLAST

MIRROR IMAGE £9.99

Yes! At long last it's here! One of the Bitmap Bros classics, Xenon 2 Megablast, is now available at a budget price for all us paupers. It's totally perfect for all you sadists who love to obliterate everything in your path!

Xenon basically allows you to put your autofire to good use and kill anything that moves, not forgetting of course to pick up the goodies that are thrown in your direction. Once a few nasties have been killed a bubble starts to bob around, allowing you to gain some money. The bright ones among you will realise that this is a pretty good idea and will dash off to collect your prize.

When you have zapped the level, you are transported to the local hyper-market to re-imburse your ship with the latest technology. This then makes you meaner than before. Now you are ready to wreak havoc on the next army of unfortunate nasties, but as with all good games, they're ready, waiting and eager to crush you to smithereens.

ACTION ANALYSIS

All out mayhem and chaos makes this a definite game to have in your collection. The music of Bomb The Bass is excellent and the graphics are top notch while playability cannot be faulted. Overall, this is a definite bargain buy if you missed it first time out.

ENJOYABILITY
RATING
95%

VALUE FOR
MONEY
10/10

3D POOL

MIRROR IMAGE £9.99

Practically every sport has been submitted to home computer conversion, usually with little success. However, now and then a few decent ones surface onto the market, such as Kick Off 2 and Daley Thompson's Olympic Challenge. 3D Pool has potential to reach the same status.

This game is mouse controlled and extremely easy to use, in fact it's practically idiot proof. You don't visibly see a cue, instead you use an imaginary line between the cue ball and an icon at the top of the screen. Because of this, 3D Pool is probably the first pool/snooker game where the table can rotate 360 degrees round the cue.

You have the option to play against seven different types of opponent, each with varying levels of ability. This then makes the game a little easier if you are a less experienced player. Also if you are the show-off type there are 20 or more trick shots for you to try your hand at.

ACTION ANALYSIS

If you can't be bothered to rush down to the local pub or snooker hall when you have a craving for a game of pool, then this is the ideal resort. However, if you haven't got a craving and are unlikely to ever get one, you're not going to lose sleep about not buying this.

ENJOYABILITY
RATING
70%

VALUE FOR
MONEY
7/10

LOMBARD RAC RALLY

THE HIT SQUAD £7.99

Have you ever wanted to buckle down and speed at 100 mph through rough terrain, back streets and mountain ranges? Yes, then strap yourself in front of your ST, grab your gear stick and plunge into the fast life of a rally driver.

Lombard RAC Rally has you driving a Ford Sierra RS Cosworth around the famous British racing tracks, with one ultimate objective - to get the quickest finishing time. Luckily there aren't any penalty points, but you can lose time if you crash into the objects at the side of the road. Also, to make things a little trickier, you can race in hazardous conditions such as night and fog.

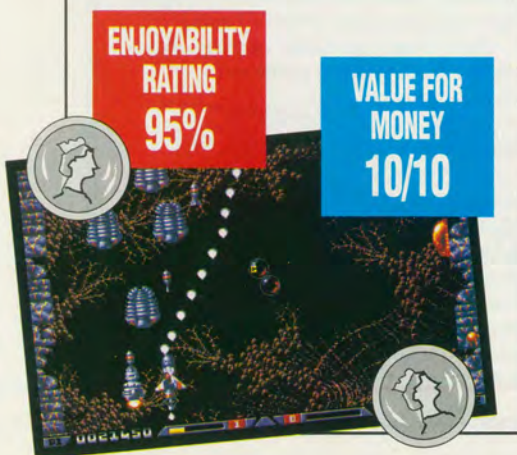
The graphics are boring and dull, and the scrolling is far from smooth, also the joystick control tends to lead to over-steering. Unfortunately, the sound doesn't compensate for the rest of the game as the high pitched whine far from resembles the roar of an RS Cosworth!

ACTION ANALYSIS

One of the better racing simulation games despite the difficulty of control, and if your eyes can stand the jerky graphics then your onto a winner. Overall, it's quite an enjoyable game but scour the market for something that little bit more exciting.

ENJOYABILITY
RATING
70%

VALUE FOR
MONEY
8/10





FLOOD

STAR PERFORMERS £10.99

Spare us the cute little bouncing fluffballs, the smiling pink bunnies and the nauseating little green things with silly expressions. Yes, at first impressions this looks like one of those yucky cute girly games. But, you couldn't be more wrong!

The idea of Flood is very simple. You are to guide Quiffy, a green blob with goggles, around flooding caverns to collect trash. Why? Well your guess is as good as mine but, when you've done so find the nearest teleporter and proceed to the next level.

As with all games you must have something to blast into atoms and this one won't disappoint you. Try and test your wits against Psycho Teddies, Plonkin Donkins, Vacuous Gombos and Bulbous Headed Vongs!! This cast of ridiculously named nasties will go to any lengths to stop you and your mission.

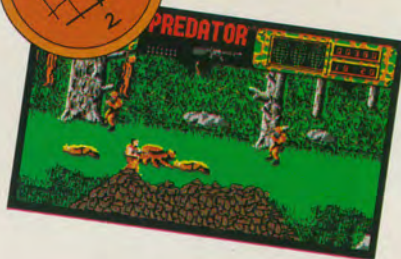


ACTION ANALYSIS

Once you've stopped laughing at the daft names and stopped trying to figure out what Quiffy actually is, then you're in for a fairly good platform game. With 42 different levels to complete you're sure not to get bored.

ENJOYABILITY
RATING
85%

VALUE FOR
MONEY
7/10



PREDATOR

THE HIT SQUAD £7.99

Arnie's films are in a world of their own, but somehow the conversions onto disk seem to fall little short of abysmal. Does Predator fall into the same category?

You play the part of Major Alan Schaefer (Arnie) who becomes the only surviving member of a mercenary team on a mission to rescue three presidential allies. Sadly it's not that simple. You now have an extremely ugly alien on your tail who's craving for your blood.

Considering you're supposed to be the great Arnold Schwarzenegger who carries the biggest weapons you've ever seen and always seems to attract trouble, you don't exactly find the enemy rushing to splatter your innards across the jungle floor. When eventually you do come across the enemy, use your ammo wisely because you don't get nearly enough.

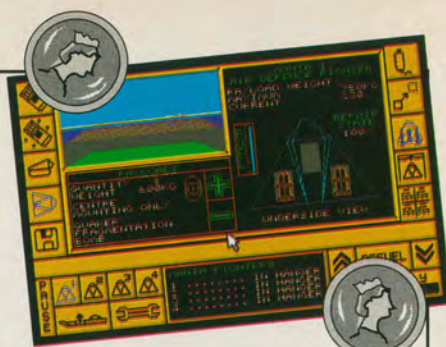


ACTION ANALYSIS

The only good points to Predator are the joystick controls, as these are extremely easy to use. The rest of the game, however, leaves an awful lot to be desired. Well, what can you expect for £7.99?

ENJOYABILITY
RATING
60%

VALUE FOR
MONEY
6/10



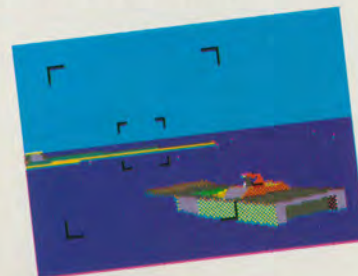
CARRIER COMMAND

MIRROR IMAGE £9.99

In a battle of metallic giants, you take control of a fully equipped high-tech aircraft carrier. Your aim is to completely obliterate an unfriendly carrier but a straightforward confrontation will probably lead to your downfall.

The strategy behind the game is to seize a chain of islands where you can develop weapons and other supplies with which to help you in your final goal. Islands that are occupied by the enemy must be attacked by means of aircraft and amphibious ground attack vehicles. These can be launched from your carrier and are under your control.

You must be able to cope in combat situations and run administrative and supply duties to a satisfactory degree.



ACTION ANALYSIS

This is one of the most complex and rewarding strategy/combat games available on the ST. To gain familiarity with all the jobs that need to be done takes time but is rarely deterring. Carrier Command is designed to be played over a number of months and that is exactly what will happen. An ST classic.

VALUE FOR
MONEY
10/10

ENJOYABILITY
RATING
91%



SNEAK PREVIEW

ELF



Is it a pixie? Is it a leprechaun? No, it's an elf and it's coming your way! Alan Bunker takes a sneak look at what will surely be one of this year's biggest releases - Ocean's *Elf*, and updates you on some of their other projects.

I've just seen a man with pointed ears. 'Was he a Vulcan?' is probably your first question. No, he certainly wasn't as everybody knows that Vulcans don't live in Macclesfield. He was, in fact, an elf. Try to withhold your

giggles and looks of disbelief because I happened to be in Manchester at the time and everybody knows that elves live in Manchester.

Ocean are currently adding the finishing touches to their latest product. If you haven't yet concluded what that game is then I'll tell you. It's *Elf* and the ST version is on the brink of completion. So dim the lights and let me draw you into a world of magic...

"Help Cornelius track his enemy through six incredible worlds of magic, action, adventure and very, very quirky humour."

You are Cornelius. Travel through a bright and colourful land, searching for your loved one who has been captured by a very nasty man - a very, very nasty man. He's so nasty that he is threatening to drop her in a vat.

You can imagine a Chocolate Dip with the stick thing as your girlfriend and the chocolate as something a little more potent that tends to dissolve everything it touches. As you can see, the situation is quite worrying.

DOG IS AN ELF'S BEST FRIEND

Dogs, rabbits, pets in general. Yep, pets certainly are important to Cornelius. In the world of *Elf*, the more pets you col-

lect, the better. Shopkeepers love to trade their magical aids with furry animals (excluding fleas). So remember, as you merrily leap from platform to platform, look out for your pets.

In shops, you can buy extra firepower (you begin the game with a simple energy bolt that shoots from a ring on your finger) and increase your health which is shown by means of a bar chart.

But with not being a stockist of the land's herbs, you have to gather as much plantlife as you can so potions and spells can be concocted by the shopkeeper.

The final version will consist of over 100 superbly detailed screens and a suitably large variety of friends and foes. Six thrilling levels go to make this platform shoot'em-up a pleasing puzzler.

Elf appears as though it's



going to be an incredible product and is a refreshing change to previous Ocean titles. Although their film and license releases have been of a high standard, to create a totally original and exciting idea is something to be welcomed.

What conversions are you waiting for? I'm sure that at least one of your fave coin-ops, film or TV series is being converted by Ocean Software.

TERMINATOR 2 - JUDGEMENT DAY

Remember the killing machine they called Terminator? Now Ocean are developing Terminator 2 in time for the film sequel which should be around Christmas.

You can take either the role of Terminator (Schwarzenegger) or the poor soul who's got to stop him. Expect a good blast which Ocean are relatively successful at (Robocop, Total Recall and so on).

DARKMAN

The official conversion of Sam Raimi's chilling movie is due for imminent release. Raimi is the man who brought the most horrific and frightening movie to the cinemas - Evil Dead. The censors have now banned the original Evil Dead from being shown but an edited version is on sale in video shops.

Darkman was more of a thriller than anything. He would run about a city, avenging those who scarred his face (and we're not talking a few scratches but a considerable amount of loose flesh!) and eliminating criminals.

The ability to alter his face into looking like someone else for a limited time helped Darkman move about the city freely. Sounds like a perfect plot for a computer game!

SMASH TV

Prepare to be blown out of your mind with this coin-op conversion. Combat opponents in front of a worldwide TV audience. The fighting takes place inside an arena in one or two player mode. Fire a variety of guns and launch grenades in a frenzied battle for survival.

We don't know too much about Smash TV as yet but as soon as we hear something, rest assured you'll be the first to know.

THE SIMPSONS

The most wacky family ever

known to Man will be coming to your STs courtesy of Ocean. All the characters will be incorporated into the game, including Bart, Homer, Marge, Lisa and Baby Maggie. We don't know exactly when The Simpsons will be available as the programmers are having trouble tracking them down after their singing success story.

We reckon they could be found in a villa on the Algarve because you can bet that's where we'd be after making mega-bucks.





Remember when you were little and you always wanted to be a train driver. The nearest you ever got was the Hornby set you got for Christmas and that awful Yellow Pages advert where the boy buys his dad a signal box.

Now (well very shortly at least) you can take over a whole railroad empire and build it into the world's greatest service. Travel back in time to the early 1800s, a time of industrial change and cobbled streets. A time when young children were spinning cotton and living in work-houses.

You must get in on the Industrial Revolution, and what better way to do it than in locomotives. The population is swelling and factories are rising. The people don't like the change but you know if you're clever you can make a good couple of quid.

You control exactly what goes where and using pull-down menus you can control everything you need. Spread your empire across a whole country, maybe even the whole world.

One of the places you can choose is England, and yes, Manchester and Macclesfield are on there somewhere! You may find obstacles in your path such as rivers and canyons, but nothing can stop your new-found drive for power. Get that bridge built and move into uncharted territory.

There's so much to do and

watch out for as you continually get reports in from all around the world that can affect trade and your industry. Make sure you build enough stations and have all enough engines to do the jobs, or you'll find yourself losing out on contracts and not getting paid.

Each town has cargo that other towns need, you have to which needs what and at what time. Get all that sorted and the cash will roll in, allowing you to expand further.

You even get the chance to chat to other rail barons and outwit them as you try to make your fortune. There's an awful lot to keep an eye on, but that's the idea of the game.

Railroad Tycoon has been acclaimed on both the PC and Amiga and the ST version is soon to join them. It looks as though it'll be pretty similar to the Amiga so it's definitely one for strategy fanatics to watch out for.

Expect to see a full review in ST Action very shortly and we'll see if it's as good as they say.



PERSONAL SOUND SYSTEM

Comprising:-

- A cleverly designed interface and the latest high-velocity lightweight headphones
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- Can be used in three different ways: headphones sound only, monitor sound only, sound on both headphones and monitor
- Interface features a tough plastic case with volume control
- You can also use the headphones with your personal stereo or hi-fi system
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MONSTER STEREO CARTRIDGE

At Last! True stereo sound from a standard ST! Simply plug the monster Stereo Cartridge into your ST and the two hi-fi leads into your hi-fi system and stereo sound is yours.

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!



Master Sound 2

Capture any sound you hear and replay it in seconds

It's so easy to use: Simply connect the sampler to your ST or STE, load the software and immediately you have the ability to capture sounds with amazing accuracy.

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

The supplied software provides complete control over the sampled sounds: Cut and paste them, flip and fade them and you're still only using a tiny fraction of the sound processing tools available.

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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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.

BACKSTREET BARGAINS?

I have just bought Their Finest Hour from a market in Manchester and was dearly disappointed to find only one disk (disk 1) was in the box. The game loads perfectly until you need the missing disk. Please say that you can help in some way. If you cannot would you please send me Lucasfilm's address so I can contact them for the missing disk.

I would advise anyone buying games to do so from a mail order company or a major computer shop. Don't make my mistake.

Colin Byrne, Altrincham, Cheshire

Oops! Unfortunately you've found out the hard way about being ripped off. If you're not going to buy your software from a reputable source you should at least have checked the box's contents before handing over your cash!

The game is distributed by US Gold in this country but if you really want Lucasfilm's address here it is: Lucasfilm Games, PO BOX 10307, San Rafael, CA 94912 USA. I'm not sure how sympathetic either will be though.

DOES ANYONE READ THIS?

Just a few points I'd like to make:

- Give Troll less space (four pages – Huh!)
- Can you guarantee every letter is read, if not you might not be reading this one (work it out!)?
- Do you produce Games-X?
- As time passes the mag is getting better and better. Soon the whole mag will be covered in disks (brill, fab, cool, ya beauty, smart, groovy, terrific).

Scott Thomson, Scotland

Give the Troll less space? Novel idea – but do you want to be the lucky chap who tells him we're cutting his pages down? I think not and neither do I!

Yes every letter is read (before it is filed carefully away!). I want to know if every answer I give is read. Otherwise you may not be reading the answer to your question about reading letters in the first place (don't try and be clever with me youngster!)

Yes, Games-X is another mag in the Europress Interactive stable. The boys and girls actually put it together a few feet away from the plush ST Action corner of the room! Those of you who've been reading STA for a while will probably notice one or two familiar names on their staff – Nick "Crispy" Clarkson and Jon "Pompey" Ross are just two.

TWO-DISK TRIUMPH

I am writing to congratulate you on last month's coverdisks and the previous ones. I've been buying ST Action since its very first issue and I consider STA 38 to have the best ever games given away on any issue of any magazine. These are just some of the reasons why:

- Armour-Geddon's intro sequence is the best ever seen on the 16-bit. I also found it highly enjoyable.
- Chuck Rock is a great refreshing new idea from Core Design, who, in my opinion are making some brilliant games at the moment.
- As for Supercars II, I feel that this is a magnificent game and I got it a week after playing your demo.

Well done and keep up the good work.

Daniel Dunleavy, Ashted, Surrey

We've had a really good response to our two-disk issue. So much so we're doing it again next month. So get to your newsie early! You can also check out the full review of Armour-Geddon in this issue and see it really is as good as you thought.

★ STAR LETTER ★

ST ACTION – AMIGA BIASED?

As an Atari STE owner I buy ST Action on a regular basis. However, recently while shopping in Asda, I happened on a copy of Amiga Action.

My query is, if you publish both magazines, why is it you think you can get away with short-changing ST owners by charging us the same price for our magazine and palming us off with pathetic playable demos yet giving Amiga owners a playable demo and a full price game?

How long have you been fronting the expense of these extravagant gifts for Amiga owners and when will we receive some incentive to continue buying your publication? I personally would think twice before buying another copy.

J. Ettles, Ramsbottom, Lancs

We're sorry you don't feel you're getting value for money with STA, but never have we short-changed the ST public just for Amiga owners.

A set of guidelines were recently introduced forbidding publishers of any ST/Amiga mags to put a full game on a cover disk. Unfortunately, this came into action for ST mags several weeks before the Amiga one. So we were in effect, unable to give out a full game although we did have a couple in line.

Most readers would disagree that the coverdisks contain pathetic demos. On recent surveys, they have been a major factor in boosting sales, and the extra price does not go to footing the bill for freebies to Amiga Action.

FULLY IMMUNISED AGAINST INFECTION

I normally have complete faith and trust in this incredibly good mag, but I was rather disappointed with the May issue coverdisk – it wouldn't load – so after a few tries. I packed it up to be sent off to good old Stanley PDS. During the few days that I waited for my new coverdisk I decided to use my present software. First I tried Hyperpaint and was presented with that thoroughly horrible *Data on drive A is damaged*.

About an hour later I remember that there was some art work I wanted to finish and again I got that nasty old message. The next day I wanted to play Elite, and guess what!

I have just bought the June edition of STA and I see that Ian Cheetham is also having difficulty with coverdisks. In your reply you said "no coverdisk from ST Action has been infected with a virus." but in my letter from Stanley PDS I was told my disk contained a virus.

Now come on, this is not an answer to just say it is not your fault, and don't come out with any more of this "they are all meticulously checked". Do you honestly believe that we think you test each and every one?

Paul Magee, Warley, West Midlands

Computer viruses are really easy to pick up these days because there are so many about. Unfortunately people always seem to blame magazines for this and that isn't always fair. I can assure you that when you took your disk off the mag it didn't have a virus.

We don't expect anyone to believe that we check all the disks. We don't have to. We check the Master Disk that we get back from Stanley. Everything on this disk goes onto the thousands of coverdisks that go onto the mags.

If there is no virus on it when it leaves the office, there's no way it can get one before it gets to you. If Stanley reported a virus on the disk you returned to them, you must have inadvertently infected it yourself.

Our master disk is ALWAYS checked several times by various people and they NEVER have a virus. It may be worthwhile checking your collection especially if you have a lot of PD from friends. It's worth remembering that you can get a virus from virtually anywhere and should check your collection regularly.

It may also be worthwhile getting your drive checked. I had a problem a couple of years back where a lot of my software was being corrupted. After changing the drive the problem vanished!

LUVERLY LABELS

I am a subscriber to your magazine and pleased to see the June edition with two demo disks with more colour shown on the labels to make it look more interesting. This may sound stupid but the plain old labels on the other disks were boring. I even prefer this month's cover because it shows just one single picture unlike the others showing people on them.

I thought the mag was about the Atari ST, not people, I would also like to see a larger review each month on the best game on the market.

I think this month's magazine is well worth the extra few pence and hope each new magazine will be just as exciting to read.

Paul Robinson, Sittingbourne, Kent

You all know by now that our aim is to provide you with the best magazine possible, and if that means spending huge lumps of cash left, right and centre on colour labels, then we're quite happy to let our boss do it!

You've got the most colourful ST mag on the planet in your hands, now you've got the most colourful labels on your disks. If anyone else has any suggestions, write in and tell us.

SOFTWARE SHORTAGE

Something which has been bugging me for quite a while now is that the STE has many extra capabilities compared to the STFM, for example: hardware scroll, increased palette and excellent 8-channel sound. But there is a problem – the chips lie redundant inside the machine as no software houses use the extra power. Some software uses some of the capabilities but companies have yet to use them all.

It is a bit of a waste of time having this technology if it isn't being used. Would it be possible for software houses to write games that would detect the extra power and then go on to use it? If not then maybe the game could be released for both STFM and STE formats so that the STE would be utilised to the full.

Ronan McMackan, Dungiven, N I

It's unfortunate that the STE's capabilities are ignored by many. True it had some teething problems but software houses are beginning to see its potential.

It's basically a matter of time waiting for people to develop games for the STE that will do it full justice.

I think it's unlikely that two versions of a game for different versions of ST will ever happen. The STs are made to be compatible so few companies are going to invest the extra cash for very few extra sales.

A LESSON THE HARD WAY

I have just ruined two games for my ST by saving a game to the program disk, so I would urge all your readers who have any software requiring a separate save disk to ensure that the master disk is write-protected.

The first game was replaced by Gremlin, my thanks to them, but the second is Dragon's Lair (disk two). Is there any way I can replace this without resorting to sending it back to Readysoft in Canada?

Stephen Moss, Cambs

Sounds silly telling you now but you should always write-protect your disks anyway, if only to prevent viruses being transferred. All Readysoft's products are distributed in this country by Entertainment International who can be contacted on 0268 541126.

PAYING THE PRICE

I live in Canada and bought my 520ST two and a half months ago. I have two issues of your magazine and I think it's great. But there is one thing that is bothering me. That is the price difference of software in the UK.

Here's an examples of what I mean: Here in Canada BAT costs \$85, compared to £25 in the UK. At the current exchange rate it should only cost \$50.

As you can see the price is much cheaper in the UK. I found the same thing with my ancient 8-Bit. Why is this so?

Ian Johansen, Canada

There are several reasons as to why you seem to be paying over the odds for your software. The first is that virtually all the games must be imported from Europe and this probably accounts for slapping the price up a bit.

The second is that because the ST doesn't have a particularly large user base in Canada, it is expensive to market a product at a sufficient profit so the price is upped a bit to allow for the anticipated low sales level. It's the old story of supply and demand. It does seem rather excessive though.

As an alternative, you could try ordering your games software from this country through the many reputable mail-order companies. Most of them provide an excellent overseas service for a little extra fee.

TRIGGER HAPPY

As a newcomer to the world of computers, I have just purchased an Atari 520ST machine to relieve myself from the boredom of TV and video.

The software I have been purchasing mostly consists of strategy and sports games, especially football management. But the two games which really caught my eye are two shoot'em-ups.

I have been buying your magazine for the last year in the hope that you may be able to tell me where I can obtain these two games. They are Truxton (which was available on most formats about two years ago) and Outzone (which is fairly new and I play it in the arcades).

I would be most grateful if you could supply me with any information. Incidentally, the whole magazine is very impressive overall, especially the GTGA section which is really useful.

Stephen Gaster, London

Having asked around the offices, nobody recalls ever having played an ST version of Truxton and it is unlikely you'll get one now (although if you're really rich there is a good Megadrive version knocking about).

Outzone has recently been released by Lankhor of France and was reviewed in last month's ST Action.



GIVE THE WHOLE GAME AWAY

I just wanted to say how much I enjoy your magazine and I think the Giving the Game Away section is by far the best bit of the mag. It's really useful for people like me, who aren't getting any younger and aren't the best games players in the world.

There's nothing more annoying than being told by your children that they've just finished another game when you can rarely get past the first couple of screens. To be able to tell them that you've finished it too and watch their jaws drop in amazement is a truly great feeling!

It does however, really annoy me when the solution to a game is in more than one part. It wouldn't be so bad, but ST Action does only come out once a month. That means if you buy it on the first day and get well into a game, you've got four whole weeks to go before you can finish it. I had this problem with both Monkey

Island and Codename Iceman (the latter of which I would probably never have finished if I'd carried on for a hundred years!).

I know space is obviously a problem, but couldn't you please try to get your full solutions in one issue, rather than making them carry on like Dallas.

J. Kirkwell (Mrs), Northampton



The idea behind a multi-part GTGA is to give the reader a chance to progress themselves. After they've got halfway into a game, they may be inspired into continuing with it themselves. Who knows, they may even go on to complete it.

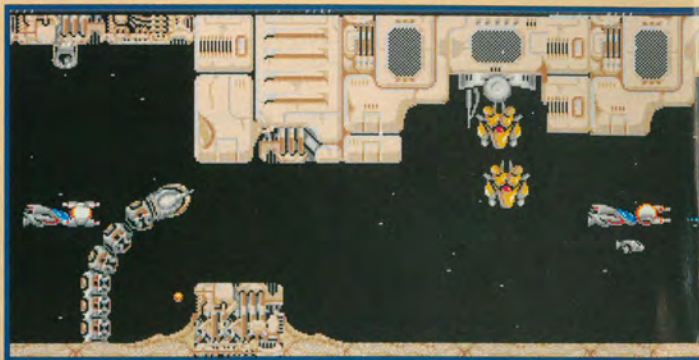
Alternatively, a lot of our readers only use a GTGA to get past a certain point in a game that's got them stumped. It must be terribly frustrating to have to wait a whole month to get your hands on the next part, but like you say, sometimes it just isn't possible to include all the juicy details that make up our GTGAs in one month's issue.

Each month there's a prize awaiting the writer of the best letter published

Write On!

R-Type II

A C T I V I S I O N



It was a hot and humid night. The acid rain beat all around the mega city leaving festering pools quietly bubbling in the neon lights. Music from a nearby bar drifted on the breeze, and sleazy laughter could be heard far above the towering city. A shadowy figure leaned against a derelict doorway lighting a cigarette, letting the smoke drift around his head.

The sound of footsteps grew steadily louder and the figure sank deeper into the gloom of the doorway, obscuring himself from view. The footsteps slowed almost to a halt as the approaching figure whispered a name. "Reese". No answer. "God-damn Reese, answer me!". The figure in the doorway tugged at his collar and stepped forward into the light.

"Its started. The whole Bydo Empire is on the move and they've already captured five planets, including the rebel outpost. You've got to do something. You're all we've got left...." His words trailed off. Reese took a final drag of his cigarette and dropped it to the floor, and without saying a word headed off towards his R9 fighter waiting on the nearby runway. It was time for action....

It is becoming very apparent that the market is being swamped by shoot'em and blast scrolling epics, and R-Type II is the next marvel to wait patiently on the launching pad. But do we really need yet another parallax venture that could very well take a crash dive in a market already conquered?

The original arcade R-Type amazed us mere mortals with its complexity and speed, and we waited with bated breath for a sequel. Now that it's arrived it has to be

something rather special to survive in the hands of reviewers such as yours truly!

Yet again you command your nippy little R9 fighter fully capable of carrying weapons so ridiculously large, it's a wonder it flies. But somehow it defies Newton's Law of gravity and ruthlessly speeds through the cosmos in search of unsuspecting aliens.

Of course it's the same old story. An evil empire has romped from planet to planet claiming everything for itself and now you (such a brave little person) decide that this is jolly unfair! What ho!! And being the hero, you now want to fire up your cannons and obliterate the aliens into atoms, as having them all for tea and biscuits is decidedly unmanly!

You have five manic levels to liberate, all totally swarming with evil beasties ready for the kill. Each level naturally gets harder until the final one is so difficult you feel the need to cut your hands off! This, ofcourse, is a totally radical measure so maybe it is best to gain some skill! Test your wits against the Refinery, the Underwater Caverns, the City, the Puzzle level, and finally the Bydo Home Planet.

As with all annihilation games, it's possible to pick up bonus weapons along the way to save you from devastation. For the taking you have shields which allow you to ram the enemy (ooh er!), ripple and bouncing lasers that (surprise, surprise) ripple and bounce, homing missiles, terrain hugging bombs, and to top it all, a deadly flame thrower! How could you fail?

Hopefully, it is quite apparent that should you fail, your street cred will hit the pits of the earth, and the alien faculties throughout the galaxy

will laugh at the mention of your name. Can you afford to be the laughing stock of the entire universe? I think not.

The galaxy is waiting my friend. Do your worst, or you may be reduced to a wobbling green blob of slime! Oh and your mum won't cook you any Count Duckula super-noodles for tea!... May The Force Be With You....

Allie



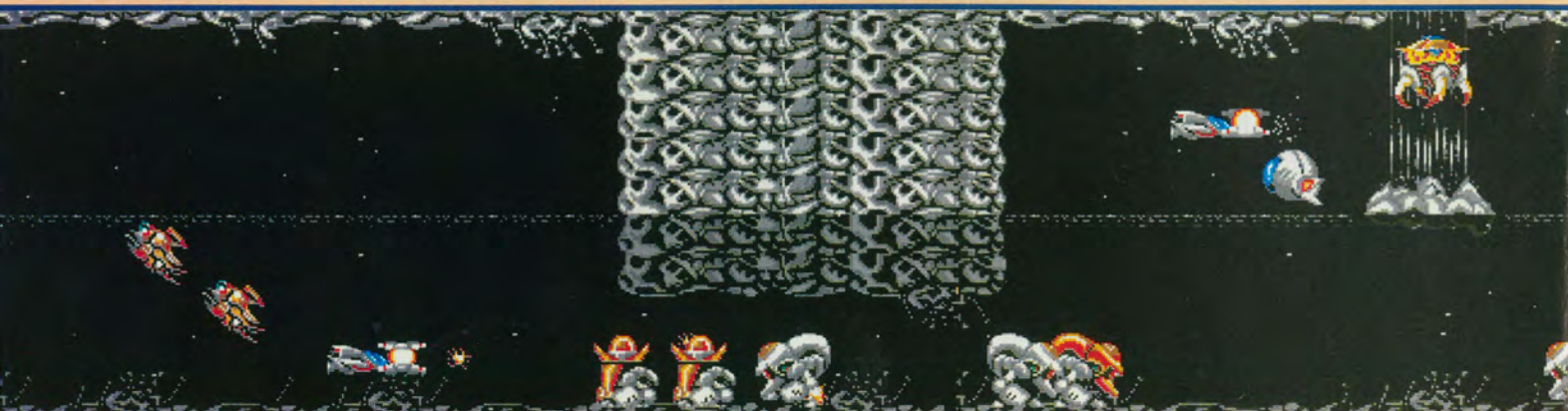
The white space pod is your ticket to a successful mission....bonus time!!

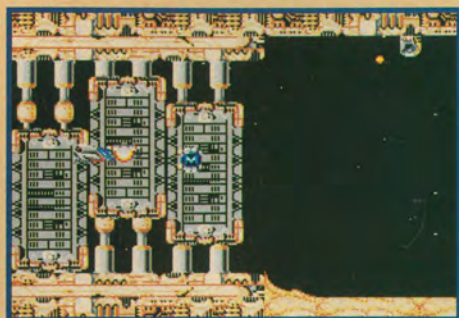


If you are extremely quick you can shoot the two outposts before all the aliens have time to launch, but are you quick enough?



These extremely ugly aliens jump from the floor at a very high speed, so stay to the left of the screen to avoid them.





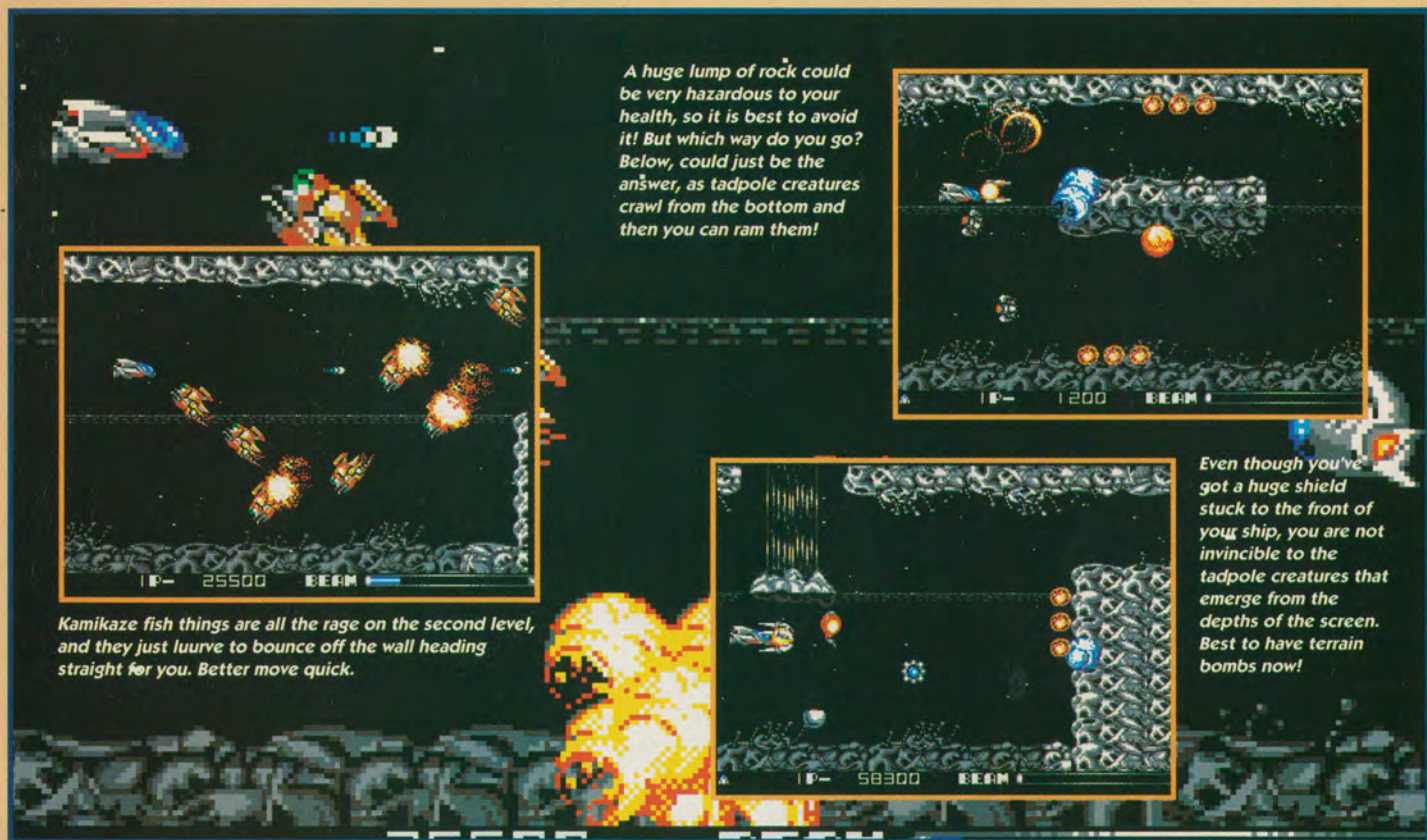
Quickly skim through this terrain as these moving pistons can easily crush your little ship.



Ground launchers release homing bombs at a fast rate so try and destroy them before passing through.



Be careful not to crash into the oncoming landscape as this can cause serious damage to your ship!



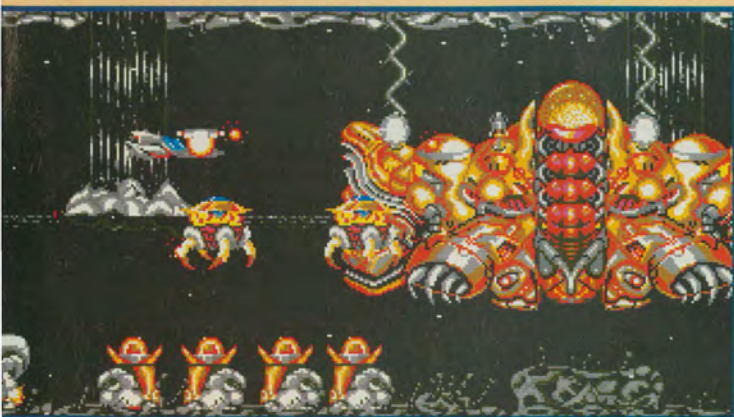
A huge lump of rock could be very hazardous to your health, so it is best to avoid it! But which way do you go? Below, could just be the answer, as tadpole creatures crawl from the bottom and then you can ram them!



Even though you've got a huge shield stuck to the front of your ship, you are not invincible to the tadpole creatures that emerge from the depths of the screen. Best to have terrain bombs now!



Kamikaze fish things are all the rage on the second level, and they just luvve to bounce off the wall heading straight for you. Better move quick.



PUNTER-POWER™



GAME: R-TYPE II
PRICE: £25.99

RATING=75%

R-Type II has all the typical characteristics of a scrolling shoot'em-up, with its arcade type graphics, annoying 'atmospheric' music, hundreds of strange aliens, and an unbelievably huge guardian at the end of each level. What's new? Having said that, this is a good blast but don't expect anything of the calibre of Xenon II. With poorish graphics and slow manoeuvrability it does fall short of the mark - make your own conclusions!

GAMEPLAY:
SOUND:
GRAPHICS:

BACK PASSAGE

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CUTIE COLLECTION

Wow! We've moved heaven and earth to get you this exclusive photo, deep from the depths of Sue's photo album. There's none quite like it anywhere else, and this is a prime example of why parents should be banned from using cameras until their babies are in their late teens at least (just kidding Sue!).

You may have noticed we're running out of staff to print embarrassing photos of, but we've still got Allie lined up for her debut next month, if she pulls through a late fitness test.



TOTALLY TALENTED

We get simply millions of photos in each month (honest) to go in the Back Passage, but this month's star of the show is Gameboy addict Nikki "my batteries have run out!" Taylor's (read the credits!) small furry chum.

At the first sound of any freaky Manchester music such as Northside or James, Sunny LX Coupe (Sunny for short!) gets up and boogies on down to the funky sounds. This cat should be frequenting warehouse parties in deepest Lancashire! If you've got any sad photographs of animals (preferably reading copies of STA) send them in to Posing Pets and we'll print the best.



ELVIRA COMPO WINNERS

Forty lucky people will have prizes winging their merry way towards them shortly, courtesy of ST Action and Accolade. The first five out of the hat all win a copy of Elvira's video and a copy of the game. Those lucky chaps and chapette are: David Martin, London; Ian Barras, Hull; Alan Purvis, Brighton; Mike Parifas, Greece; Elaine Helliwell, Accrington.

Five second prize winners of the video plus a copy of another Accolade release are Jamie McAdam, Troon; David Daniels, Atherton; Sarah Masters, Hounslow; Alex Kaam, Holland; D Colman, Bathgate.

Finally we've also got 30 (how many?) runners-up prizes of illuminated yo-yos and they go to: Michael Nottage, Basingstoke; Thomas Bellion, Wokingham; Richard Mallinson, Shipley; Adam Lee, South Ruislip; S Good, Hull; John Sparks, Beaminster; Andrew Browning, Northallerton; Mike Norton, London; JM Bottomley, Liverpool; Susan Carter, Neath; Kenneth Carden, Ipswich; Robert Holdford, Cirencester; Chris Westworth, Hale; Shaun Collins, Calne; Darren Cluroe, Penzance; Alastair Common, Kinross; WR Hastill, Kingswinford; Anthony Emson, South Chard; Gary Dale, West Bromwich; Darren Ponsford, Reading; Stuart T King, Nottingham; Bill Brand, Perth; Antony Paul Wadeson, Swinton; John Collins, Ilfracombe; Mrs CM Nicol, Fareham; Gordon Hutton, Strathaven; Ben Williment, Norwich; Bradley Holman, Steeple Claydon; Rod Johnson, Runcorn; Emma Vincent, London.

NEXT MONTH...

As usual the next issue of STA will be full of everything you've now come to expect. Top class reviews, up-to-date news and all the hints and cheats you've ever needed to complete that annoying game.

MAD DOG WILLIAMS

Hot from the States comes The adventures of Mad Dog Williams. ST Action has been working in close conjunction with Game Crafters in America to bring you loads of goodies and a hot review on a Sierra-style game that's taken the office by storm. It comes on a phenomenal number of disks, so prepare to get wrist ache swapping them as we bring you the lowdown on this new product!



GAUNTLET III

It almost made it this month, but wasn't quite ready in time. Next time around should see Software Creations/US Gold's collaboration getting the full treatment. Will it have the addictive qualities of Gauntlet 2? This time it's in 3-D, so prepare yourself for a visual treat as you wander through the new landscape battling with the meanies. There's still a choice of characters and all the original aspects of Gauntlet have been retained, so check it out next month (hopefully, touch wood, fingers crossed and so on!)

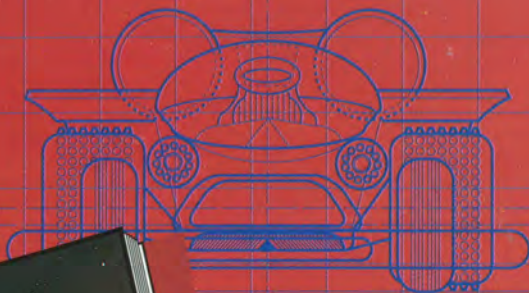
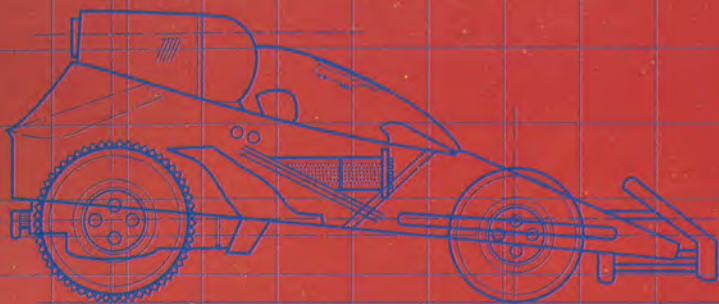


LAST NINJA 3 PREVIEW

We'll also have a huge, work in progress on System 3's expected mega-game Last Ninja 3. From everything we've seen it looks as though it'll surpass even their last effort, Ninja Remix. It could be that System 3 will be the ones to look out for come Christmas.



Watch out for the next STA available from August 8th at all smart newsagents!



**IBM PC &
Compatibles
CBM AMIGA
ATARI ST**



My head is thumpin', and my heart is pumping the adrenalin around every vessel of my hyper-tense body - the 'driving unit', that will be shoe-horned, wedged like a Colt 45 into it's holster, as I am placed into the command seat of my vehicle - ready to enter the arena of play... and combat.

"Wild Wheels" they call us. Combatants who play a "game" - a game where there are two ways to lose... down on points or down on fuel - the fuel of life! Our "kit" for action are the finely honed masterpieces of engineering... machines that will pole-axe the opposition, melt them, crush them, detonate them into a million white-hot, speeding grains of shrapnel. The 'kit of death' in which many of

us will experience our last, and final, blinding flash. In the arena, the game becomes a struggle to win, a fight for life. The noise from the screaming crowd is drowned by the incessant roar of the mighty heart of this mechanoid beast, it's engine pushing out every ounce of power to keep me just ahead, and delivering a heavy, sickening blow into my back as it accelerates at my command. Taking aim, I firm up every muscle ready for the great burst, the deafening scream as I unleash my lethal messenger... and its message - "GAME OVER!" But that's just half the game story. Now YOU enter the arena...

ENJOY THE SHOW!

OCEAN SOFTWARE LIMITED
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