

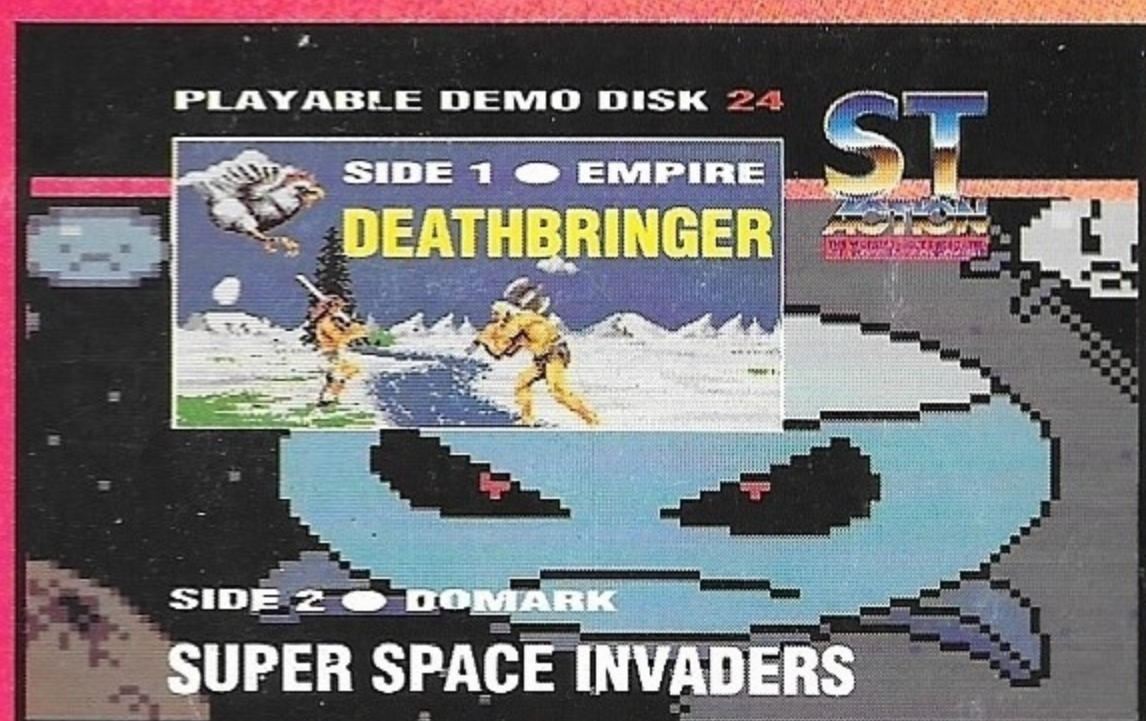
ST ACTION

THE WORLD'S MOST DEDICATED
ST GAMES MAGAZINE

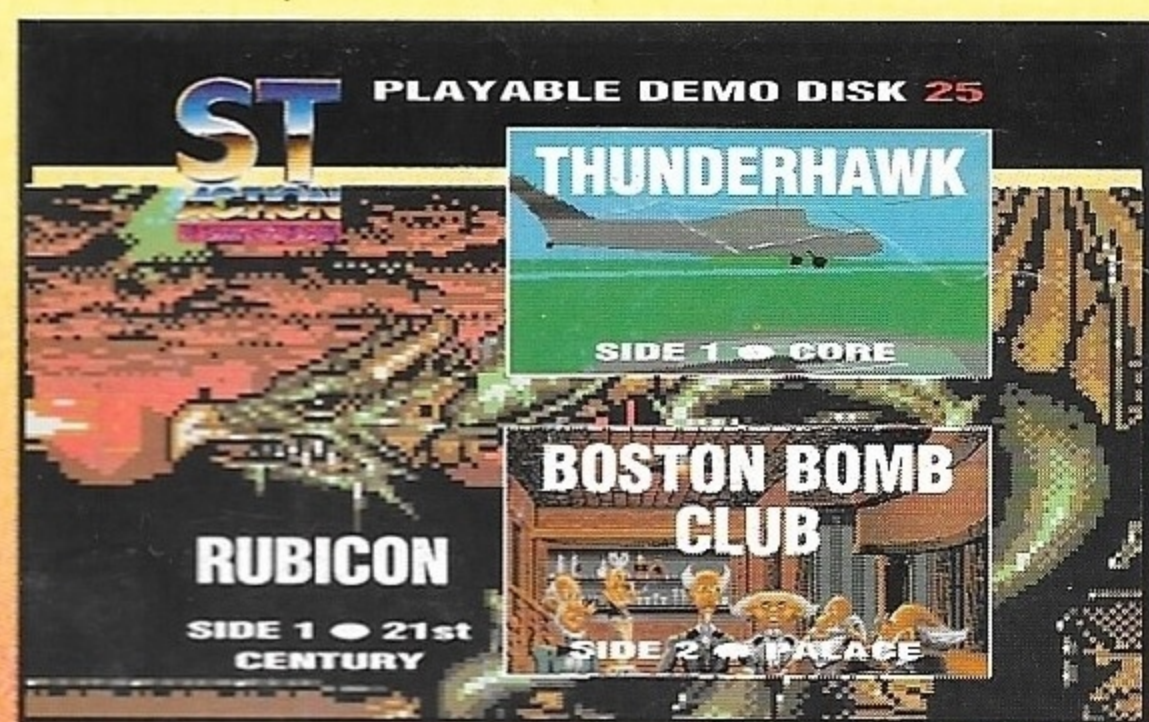
Issue 42 • October 1991 • £3.99

**MORE FULL COLOUR GAMES COVERAGE
THAN ANY OTHER MAGAZINE!**

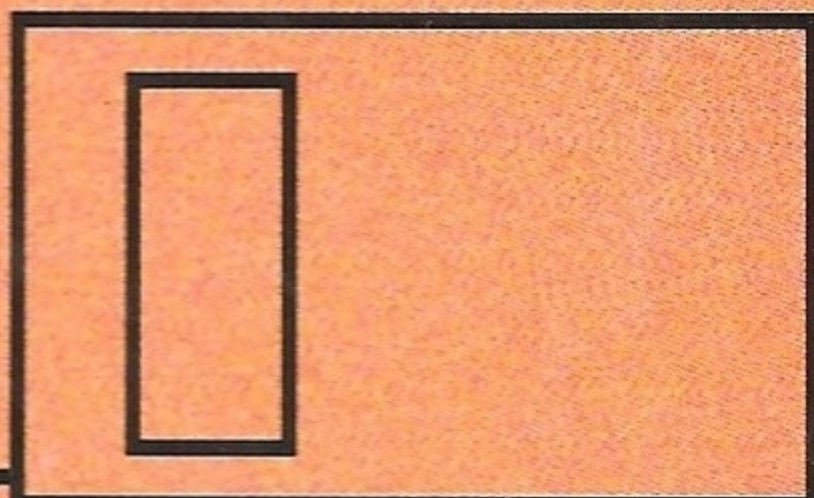
**Turtles 2, Laser Squad II, Microprose Golf,
Jimmy White's Snooker, Railroad Tycoon,
Outrun Europa and *CHILL OUT* TO EVEN MORE!**



**No disk?
Ask your newsagent for one now!**



**No disk?
Ask your newsagent for one now!**



**FILE:
IDENTITY: ?**

TARGET STATUS: ?

TERMINATE: ?

**AUDIBLE: I'M A T1000
TERMINATOR – WHO
THE HELL ARE YOU?**

europress
INTERACTIVE



WIN! US GOLDen opportunity to race at Silverstone!

THE MARK



THE SECRET OF MONKEY ISLAND™ 2 - LE CHUCK'S REVENGE

The Secret of Monkey Island witnessed the demise of the evil ghost pirate Le Chuck at the hands of young Guybrush, and an agitated bottle of root beer. Guybrush doesn't have long to rest on his laurels however, because blood is thicker than root beer, and Le Chuck's brother is out for revenge.

Available on: PC Compatibility: EGA, VGA, MCGA. Requires 640K Ram AT or better recommended. Hard disc recommended. Supports AdLib™ and Roland™ and CMS Gameblaster sound cards.

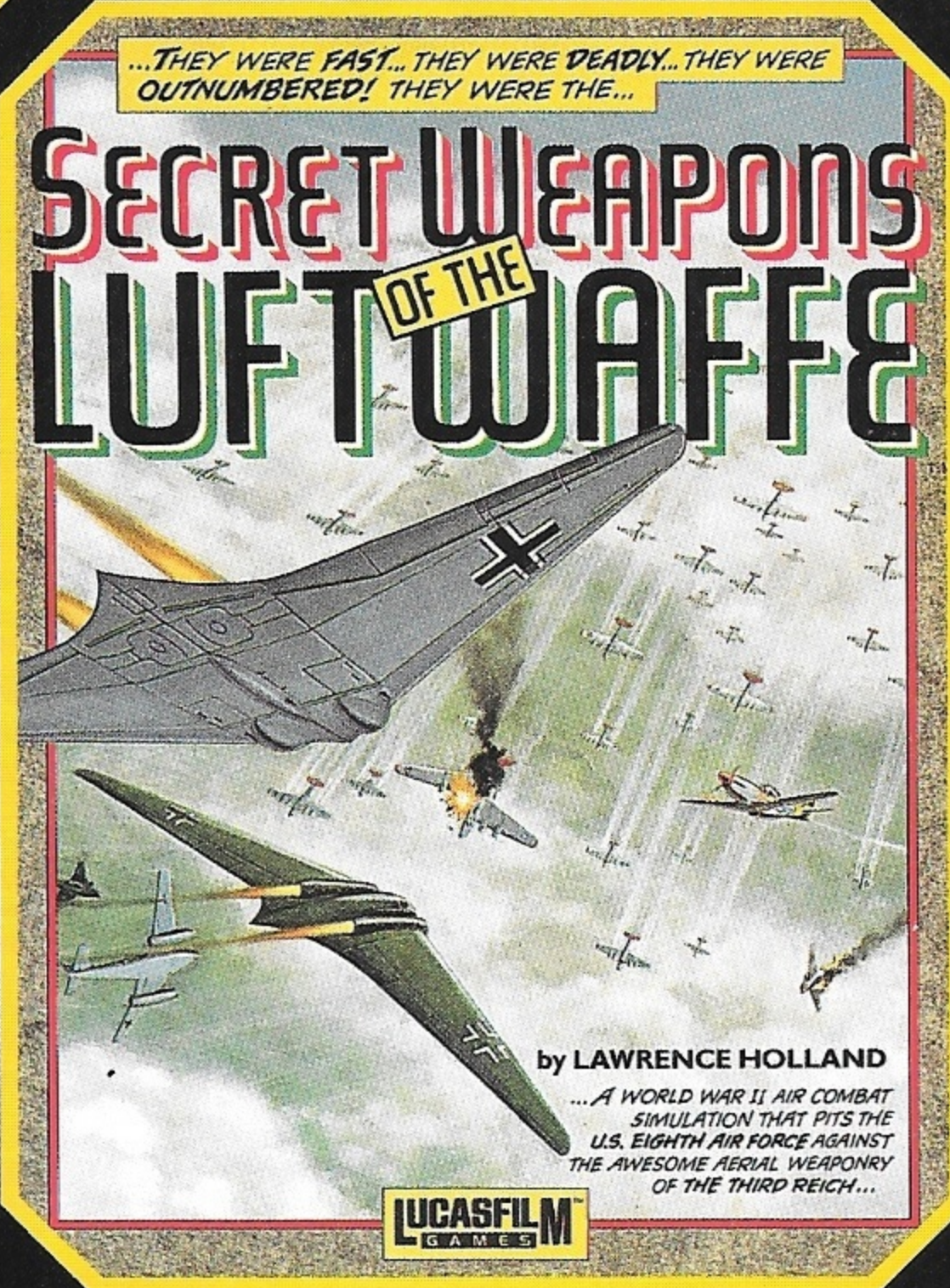


Screenshot from PC

™ & © LucasArts Entertainment Company. Lucasfilm Games is a trademark of Lucasfilm Ltd.

The Secret of Monkey Island is a trademark of LucasArts Entertainment Company. All rights reserved.

LUCASFILM
GAMES



SECRET WEAPONS OF THE LUFTWAFFE™

As American forces seized control of the skies over Germany, Nazi scientists

Screenshot from PC (VGA)

unleashed strange and powerful aerial weapons in a last desperate attempt to win the war. Secret Weapons of the Luftwaffe gives you a gripping, highly realistic experience of these extraordinary air battles, from the first daylight bombing raids in 1943, to the final days of The Third Reich.

Available on: PC Compatibility: VGA/MCGA 256-Colour, EGA, Tandy®, (AT) 80286 or faster recommended. Hard disk recommended.

Mouse or Joystick. Supports AdLib™ and Soundblaster™, Sound Cards™ and Roland™. © 1990 LucasArts Entertainment Company. All rights reserved.

LUCASFILM
GAMES



HILLSFAR • DRAGONS OF FLAME • HEROES OF THE LANCE TEL: 0898 442025
CURSE OF THE AZURE BONDS • POOL OF RADIANCE
CHAMPIONS OF KRYNN TEL: 0898 442026
BUCK ROGERS • SECRET OF THE SILVER BLADES •
EYE OF THE BEHOLDER TEL: 0898 442030
OPERATION STEALTH • FUTURE WARS • CRUISE FOR A CORPSE TEL: 0838 654284

NEED HELP? CALL THE
GOLD PHONE
HINTS & TIPS LINE

If you are under 18 please get permission to use the telephone. Calls cost 34p per minute cheap rate, 45p per minute all other times.

Service provided by U.S. GOLD LTD., UNITS 2/3, HOLFORD WAY, HOLFORD, BIRMINGHAM B6 7AX

LUCASFILM HELPLINE • COMPETITION • INDIANA JONES • ZAK MCKRACKEN •
MANIAC MANSION • LOOM • THE SECRET OF MONKEY ISLAND • BATTLE OF
BRITAIN TEL: 0839 654123
NEW RELEASES • COMPETITION TEL: 0839 654124
COMPETITION - £200.00 WORTH* OF
US GOLD GAMES TO BE WON EACH MONTH.

OF A WINNER

Might and Magic III

Isles of Terra



MIGHT & MAGIC® III

You've never SEEN or HEARD a game like this before!

ADVENTURE - A swashbuckling adventure for heroism and wizardry that will keep you riveted for hours and hours.

SOUNDS - Stunning music, sound fx and speech add a "3rd dimension" to play ...ominous voices and screams will seek to unnerve you!

HELPFUL - Automatic "help" is available to show you the way when you're stuck.

NOTE: Former experience with previous Might and Magic's not required.

Available on:
Amiga and PC
Compatibles.
(VGA/MCGA 256

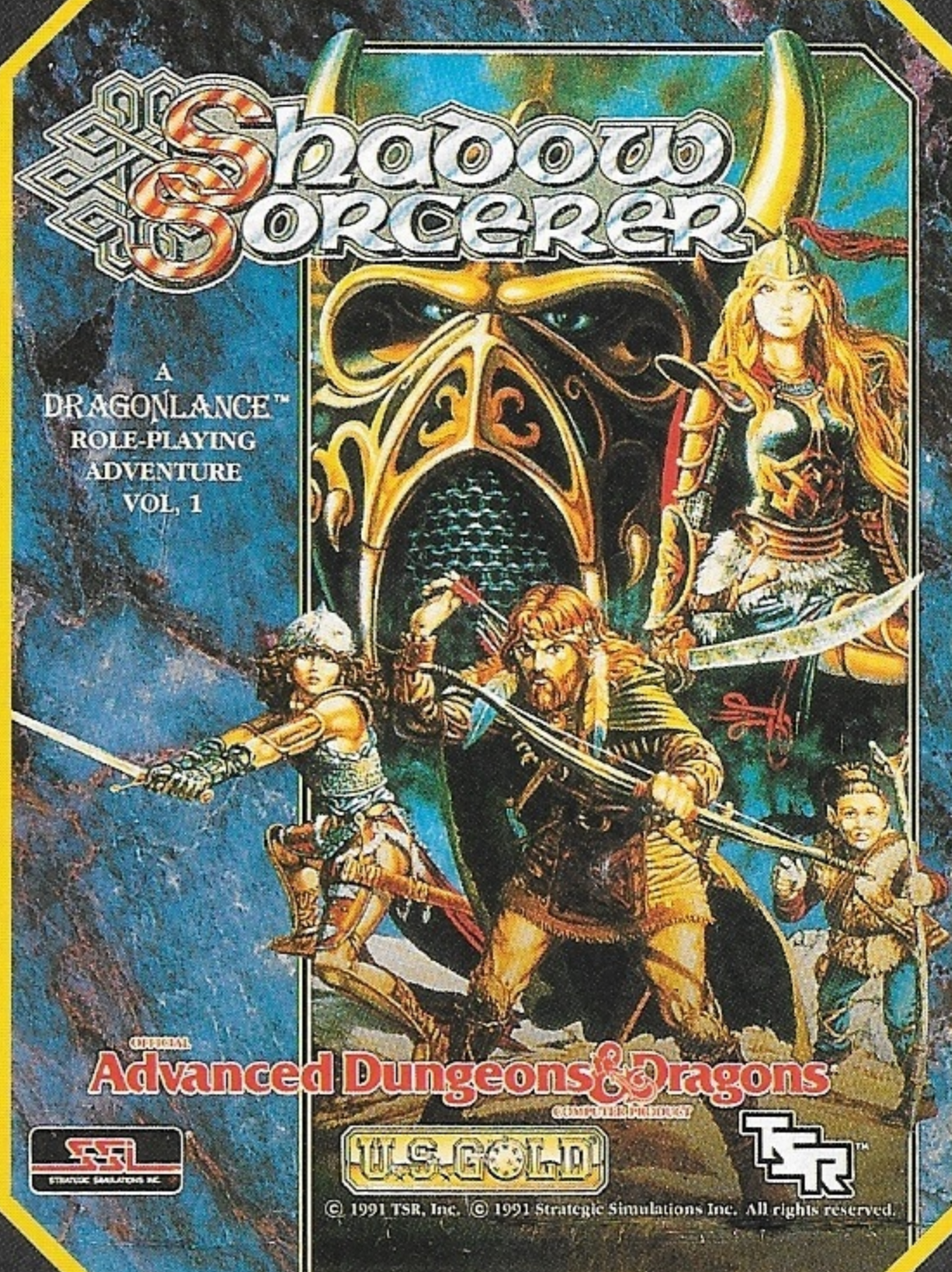
Colour, EGA
Supports Adlib™,
Soundblaster™ &
Roland™). Hard disk
required.

NEW WORLD COMPUTING, INC.
ENTERTAINMENT SOFTWARE

© 1991 New World Computing
Inc. All rights reserved.



Screenshot from PC



SHADOW SORCERER

This new concept in role-playing adventure means that in minutes you will find yourself in the thick of the action, facing many enemies not the least of which is the SHADOW SORCERER himself.

- 100% "Point 'n' click" icon control (no laborious typing).
- 3D isometric play area giving you more control in the playing environment.
- Control up to 4 characters in a life or death struggle against evil.
- Hexagonal grid, wilderness map for outdoor confrontations.
- 3D "animated miniatures" represent your cast of characters in real-time combat action.

Available on:
Atari ST,
Amiga & PC
(EGA, CGA,
VGA, TGA).

Screenshot from
Atari ST



AD&D, DRAGONLANCE and the TSR logo are trademarks owned by TSR, Inc. Lake Geneva, WI USA and used under license from Strategic Simulations, Inc. Sunnyvale, CA, USA. © 1991 Strategic Simulations, Inc. © 1991 TSR, Inc. All rights reserved.

Screen shots are only intended to be illustrative of the gameplay and not the screen graphics which vary considerably between different formats in quality and appearance and are subject to the computers specification.

U.S. Gold Ltd, Units 2/3 Holford Way, Holford, Birmingham B6 7AX. Tel: 021 625 3366

Pegasus



Screen shots
from Amiga
Version.



WING YOUR WAY TO VICTORY AGAINST SATAN'S HORDES



Gremlin Graphics Software Ltd., Carver
House, 2-4 Carver Street, Sheffield S1 4FS.

Satan has travelled the five planes of existence
and shattered the magical crystals which hold
the souls of the incarnations of each plane. Satan
now has ultimate rule over the planes and entire
mortal world. You are Percius, and with your
winged companion Pegasus your mission is to
collect all the fragments of the crystals and
revive the incarnations.

AVAILABLE ON: CBM AMIGA & ATARI ST/STE



ST ACTION

THE WORLD'S MOST DEDICATED
ST GAMES MAGAZINE

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

FEATURES

Return Of Virtuality.....	31
Silverstone Competition.....	50
Coverdisk Special.....	17
Sneak Previews.....	84
The New ST Top 20.....	14
Budget Basement.....	90
Wengeli The Wizard.....	75

REVIEWS

Armalyte.....	70
Challenge Golf.....	64
Championship Athletics.....	57
Darkman.....	81
Football Director II.....	66
Jimmy White's Whirlwind Snooker.....	46
Microprose Golf.....	42
Monster Business.....	40
Magic Pockets.....	44
Railroad Tycoon.....	68
Sarakon.....	55
Striker Manager.....	66
Terminator 2.....	38
The Simpsons.....	36
Thunderhawk.....	52
Zone Warrior.....	48

Contents

OCTOBER 1991

SPECIALS

VISIONS FROM VIRTUALITY

31

Do you know what the future of home entertainment is? Of course you do! The reason you know is because we talked about it in a special feature not so long ago! Well, we examine **the latest developments in the world of Virtual Reality** with the help of creators, W Industries Ltd.



U.S. GOLD TO BRITISH SILVER

50

Each month, we burn up the phone lines as we try to bring you a magnificent competition. Hopefully, our aims are achieved. We feel that this month's competition surpasses almost all our others! Thanks to U.S. Gold, **you have a chance to race around the famous Silverstone Formula 1 track.** For those who don't win the major prize, there are plenty of runners-up prizes that are sure to please. Miss it if you dare!

SNEAK PREVIEWS

84

Learn about the hottest titles in development through our preview pages. Examined this month is Mirrorsoft's **Turtles 2 - The Arcade Game**, **Laser Squad II** from Mythos Games, Empire's **Deathbringer**, plus plenty of juicy gossip and news on Ubi Soft's and Electronic Zoo's forthcoming games.



SUPER-DUPER IN-DEPTH SURVEY

80

It's that time of year again when we pry into your mind to try and fathom out just what you think of the magazine. **Please help us to help you** by completing the survey and returning it to us as soon as possible. You could even become the proud owner of your chosen game. Stunning!



REGULARS

ACTION NEWS

04

There's loads of news as software companies begin to release details of Christmas products. We've everything from **Gremlin and Mirrorsoft Specials** to joysticks and photographs of cheerful programmers!



ACTION-PACKED COVERDISKS

17

Two coverdisks have been compiled with the very latest games in development for you to play. **Deathbringer** is a **hack 'n' slash** type game while **Super Space Invaders** is a **laugh-a-second demo**. On the second disk, **Rubicon** is a **frantic shoot'em-up**, **Thunderhawk** a **thrilling combat flight simulation**, and **Boston Bomb Club** is a thoroughly **compelling puzzle game**. Load them immediately for hours of fun.



GIVING THE GAME AWAY

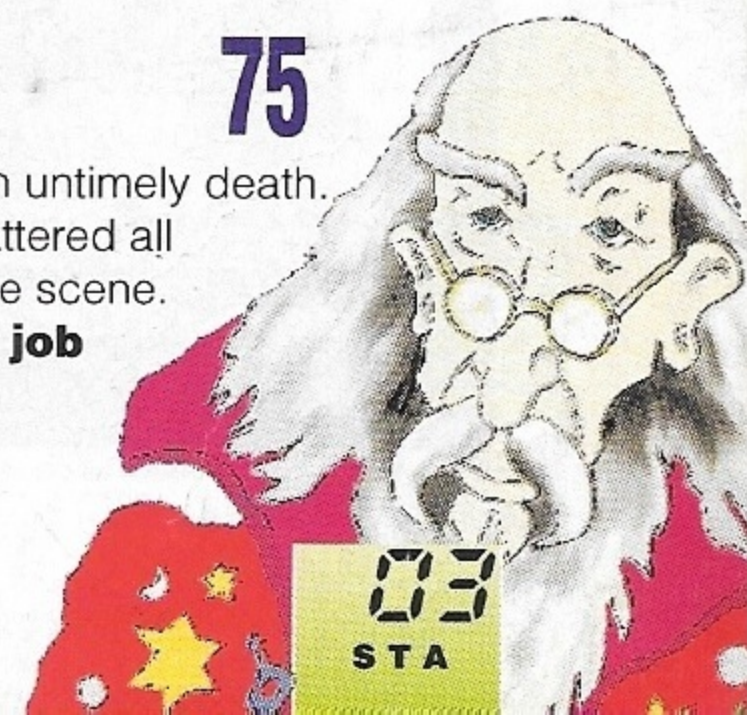
59

Cheats and tips galore in our renowned GTGA section! We break through the defences of **Navy SEALs** and defy the might of the **Gods** again. **Small Tips** has a large offering of cheats for those of you who are pleading for help in some of the most demanding games on the ST.

WENGELI THE WIZARD

75

Please can we spare a few moments for the Troll who came to an untimely death. But never fear, because no sooner had the Troll's limbs been splattered all over the countryside when Wengeli the aged wizard arrived on the scene. Hmm, very suspicious! Anyway, **he says he can do a better job than the Troll** so let's hear him out in his very own pages.



03
STA

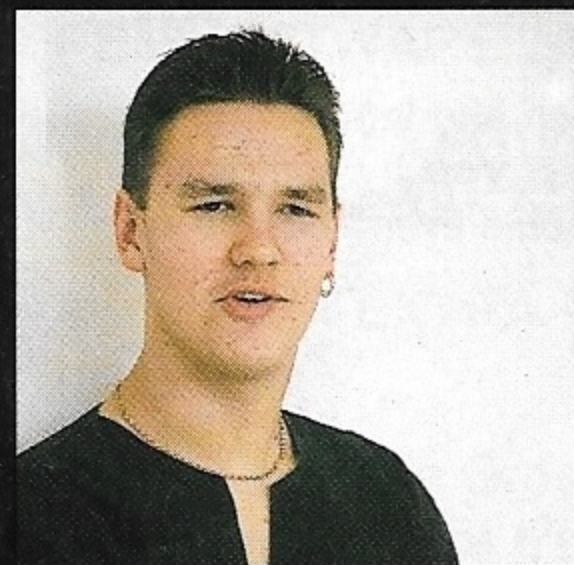
THE ACTION TEAM



Sue Beattie – Art Editor



Alan Bunker – Editor



Jason Dutton – Staff writer



Paul McNally – Staff writer



Allie West – Staff writer

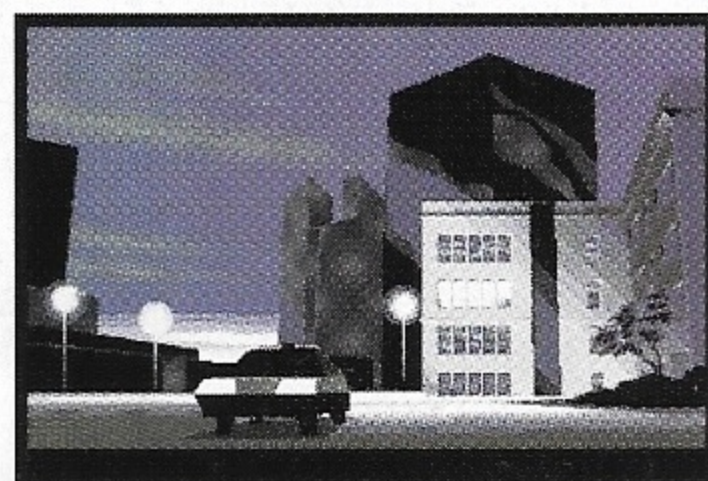
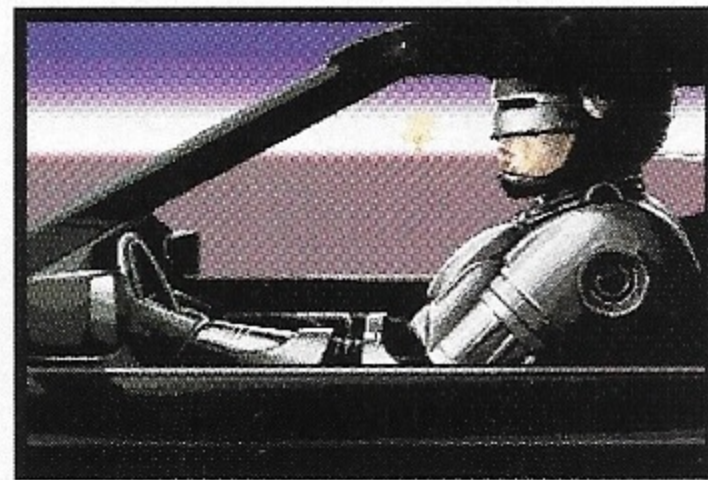
D.I.D. TURN 3D

One of the hottest licences this Christmas is definitely going to be Ocean's Robocop 3. Having already done the business with the previous two Robo films, turning them into platform type shoot'em-ups, the Manchester giants have this time turned to Runcorn based Digital Image Design (of F-29 Retaliator fame) to come up with something special.

The plot of the third film sees OCP bought out by the Japanese Kanemitsu Corporation just as they are finishing their ambitious Delta City project – a crime-free environment where everybody can prosper.

OCP must clean all the people off the streets in weeks or they stand to lose billions. To do this they employ a team of mercenaries known as Rehabilitation Officers, who set about forcibly removing the inhabitants. To cut a long story short, Robocop goes head-to-head with his employers once again to save the people of Detroit.

As you can see from the screenshots, this isn't another platform game. It features smooth, filled 3D vector graphics that are simply stunning. Make sure you ask Santa for a copy.



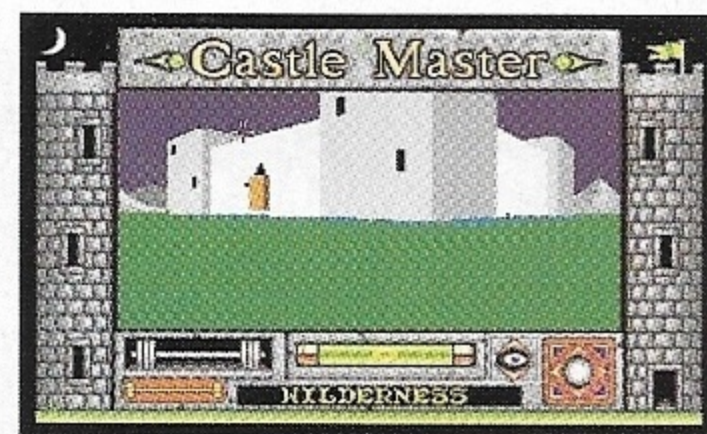
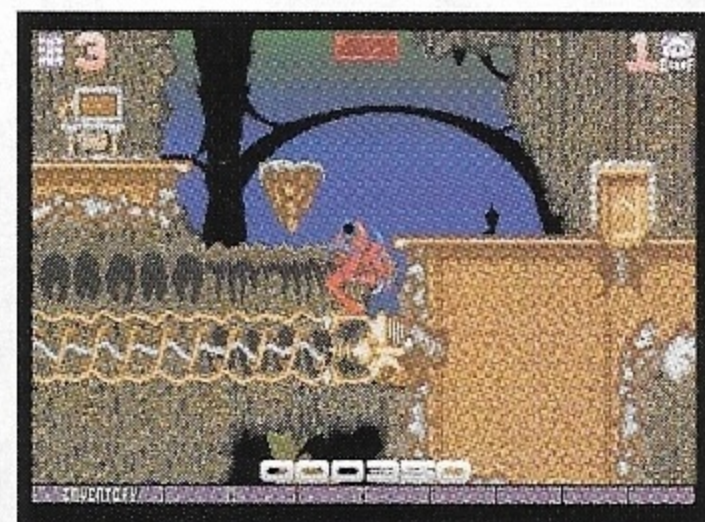
SHOOT TO KILL

In our all-covering search for games news, we abducted Nik Wild from Psygnosis and beat some interesting information out of him about their new title.

Currently known as Infiltrator, but this will be changed, the game has no storyline as such but it features a large, well-animated sprite that is slightly similar to that in the Killing Game Show. It's being programmed by Wayne Smithson who also did Baal, Anarchy and more recently Spellbound. The character moves around the various platforms blasting away the meanies and it does look rather nice.

The release isn't going to be for a while but all the major code has been put in. All that needs adding now are the nasties and a few other bits.

As with all Psygnosis games you can be sure it will be a polished product and well worth waiting for when it finally arrives.



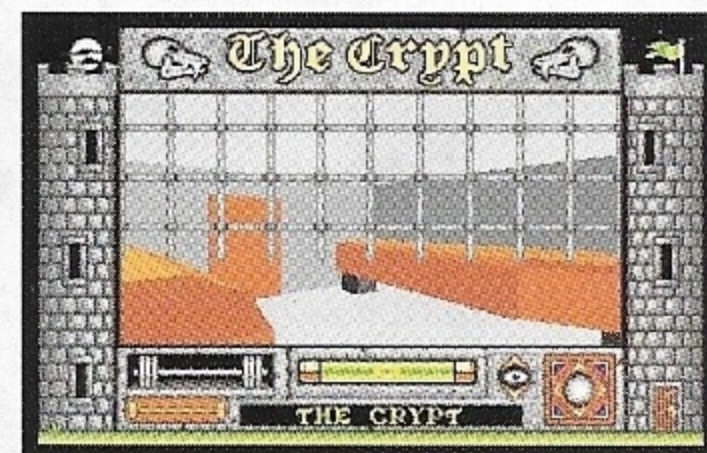
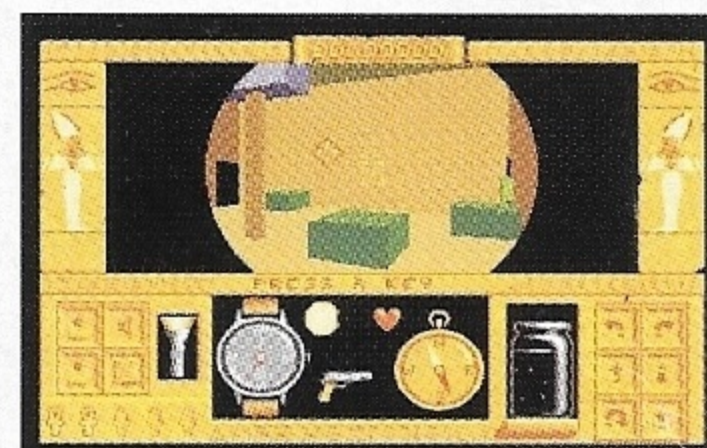
A WORLD APART

Domark have always been one for releasing good quality compilations and this offering is no exception.

Virtual Worlds contains four games from top designers Incentive (masters of the Freespace system that you can now get your hands on with the 3D Construction Kit).

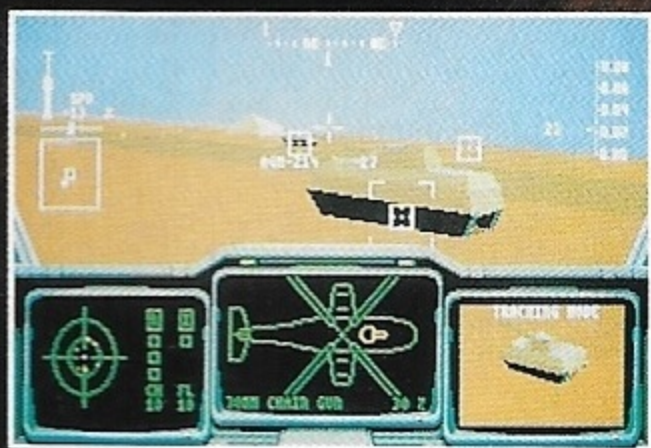
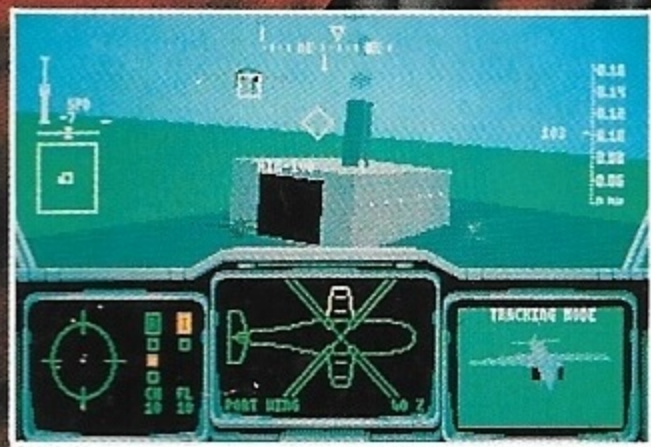
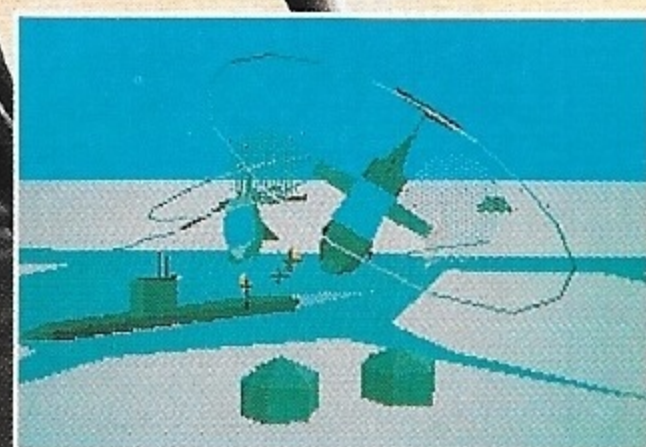
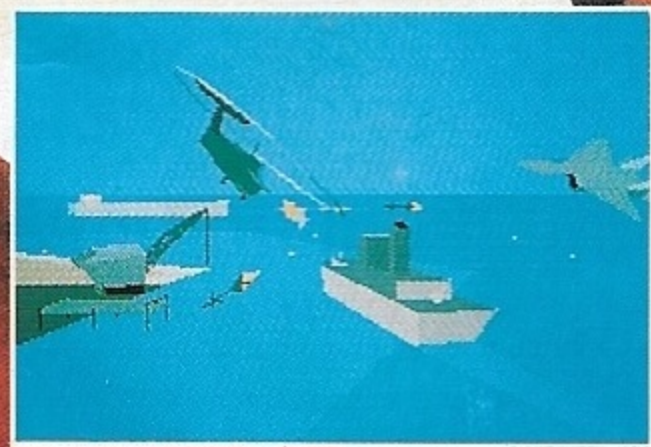
First up is Castle Master which was described as the best Freespace game yet when it came out and it sees you wandering around lots of castles! Also included are Driller and Total Eclipse which were also heavily awarded for their originality as well as playability.

The fourth game in the package is a new one – The Crypt. This follows on from Castle Master and puts you in Castle Eternity to face many terrors while avoiding fiendish traps. Freespace allows original and imaginative adventures to be created within a 3D element. Good stuff and well worth the £29.99 asking price.



THUNDERHAWK

AH-73M



As an élite member of 'MERLIN' you will be employed specifically to defuse crisis situations around the world without provoking full scale war. Control Thunderhawk in what is proclaimed to be "The fastest 3D graphic system to appear on any home computer".

Available on
ATARI ST,
COMMODORE AMIGA
and P.C.

CORE
DESIGN LIMITED



DIGGING OUT THE GREMLINS

Gremlin Graphics, who you shouldn't need any introduction to by now, have a number of exciting products forthcoming. You know a little about Pegasus and a lot about Lotus II . . . here's an update on some of their other projects in the pipeline.



VIDEOKID

What reason can you possibly think of to allow yourself to experience the worlds of horror, space, the 20s gangster period, medieval times and Westerns? Well, it could be because you've been sucked into a video cassette recorder (an everyday occurrence!), and have to battle through all five eras before you can free yourself from the hi-tech and rather unusual prison.

Extremely colourful and addictive to play, VideoKid's shoot'em-up adventure is sure to be a main attraction in the world of computers in the following months. Look out for a release date around Christmas, retailing at £25.99.



HARLEQUIN

While bounding between platforms and shooting unfriendly creatures, you must seek the four parts that will restore the broken heart of Chimerica. There are 20 levels to explore, amounting to 850 screens, so don't think the task is easy!

In our opinion, Harlequin could be a disappointment. Scrolling is slow and the movement of your character is sluggish but everybody else seems to disagree. Oh, well!

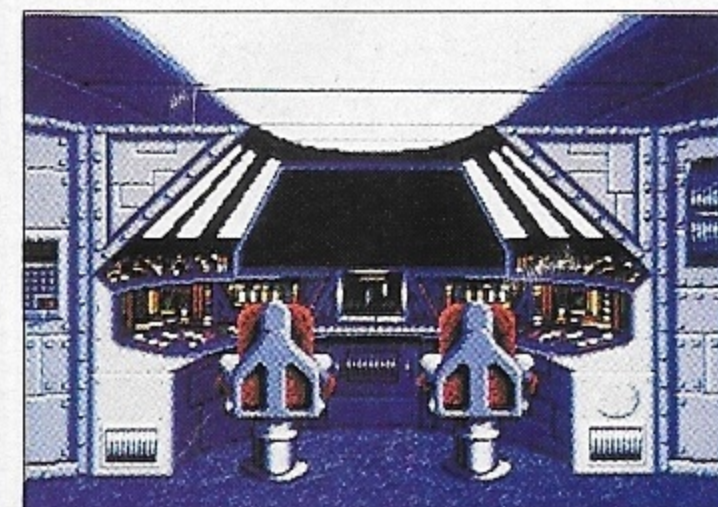
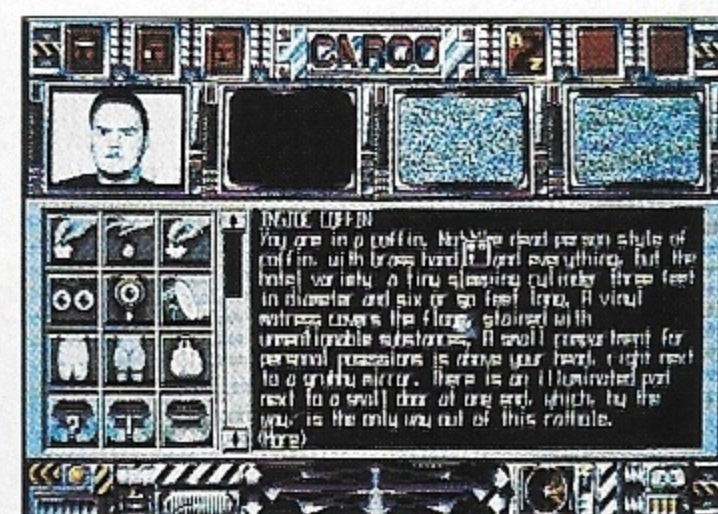


SUSPICIOUS CARGO

In a rough and tough business world set in the future (Gremlin are obviously obsessed with worlds at the moment), you are in danger of losing your spaceship. There's no need to go into the plot a great deal, but to survive and retain your craft you must smuggle a crate onto a planet, bypassing customs. Not only that but there are other parties interested in the cargo whom you must fend off.

Suspicious Cargo is in the text and graphics adventure vein with arcade sequences mingled in. It's all very moody and atmospheric but you'll have to wait a month or two before you can see it in its full form.

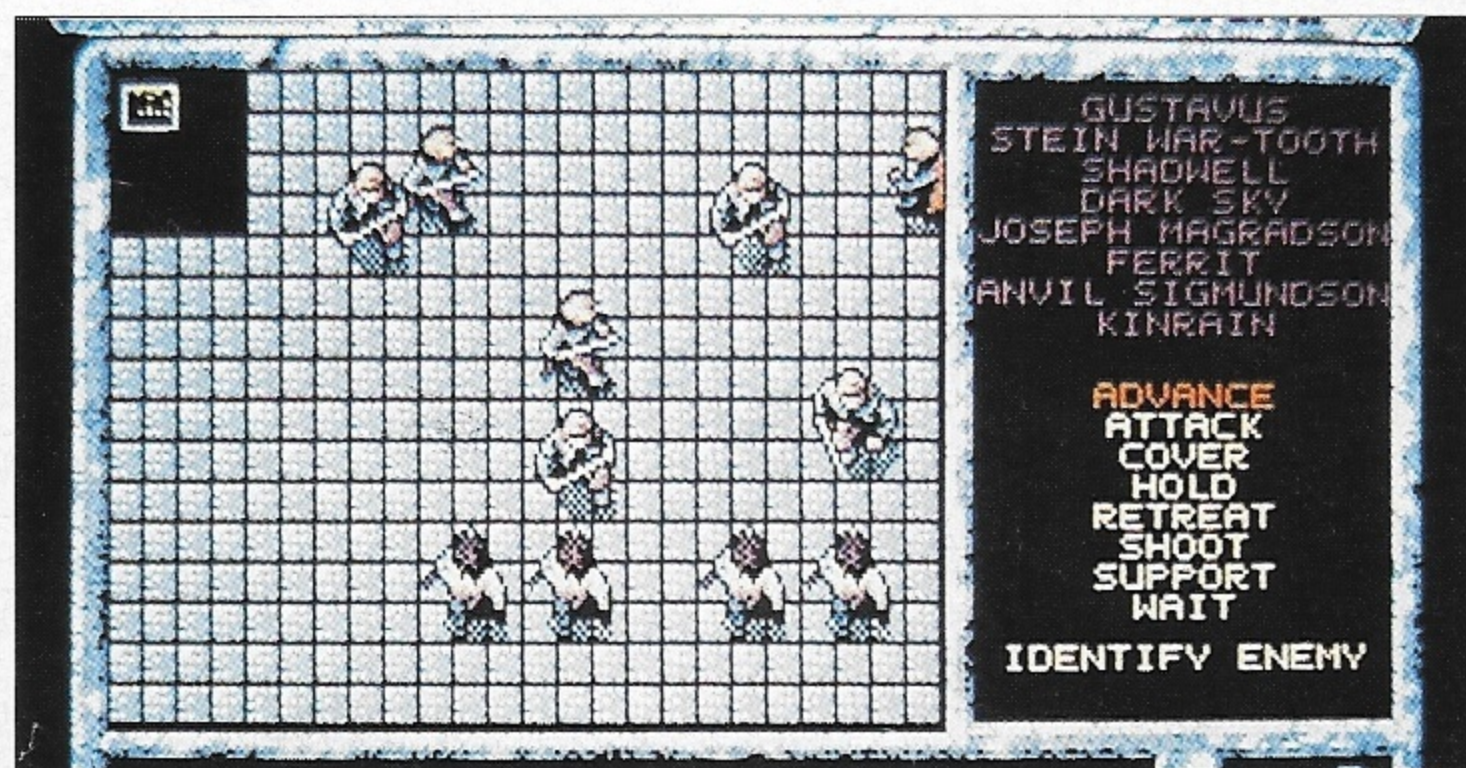
For £25.99, you will certainly be guaranteed hours of playing time.



DAEMONSGATE: DOROVAN'S KEY

Gremlin's next RPG after Hero Quest is Daemonsgate. Each character in the game has its own personality and strengths which affects their success in combat and negotiation – there are 128 characters to interact with.

You must set forth and recruit an army to defeat the creatures of evil. The size of the adventure is massive and Gremlin claim that Daemonsgate "will be at the cutting edge of computer role playing game technology." I think they are trying to say it will be quite good.

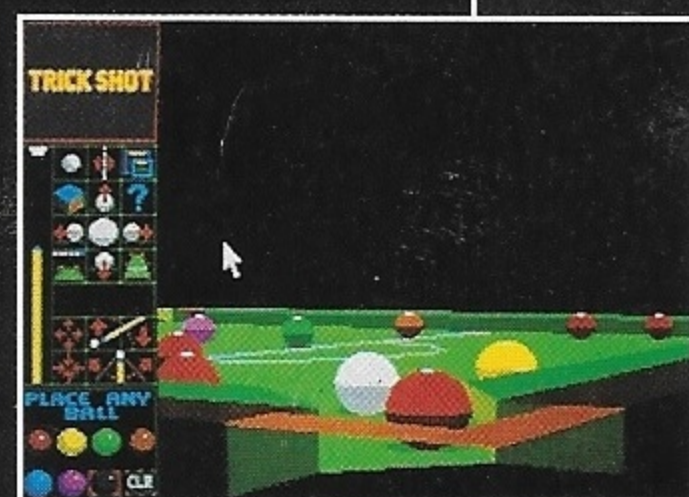


JIMMY WHITE'S

'WHIRLWIND'

SNOOKER

BY ARCHER MACLEAN



ACE 930



THE ONE - 95%



ZERO - 93%



C & VG - HIT



AMIGA POWER - 90%

JIMMY WHITE'S 'WHIRLWIND' SNOOKER
IS THE FASTEST, SMOOTHEST SNOOKER GAME EVER CREATED.

The only snooker game to achieve a maximum 147 break.

View the table from any angle.

Rotate and zoom in on any ball • Use swerve or spin, but chalk that cue!

4 skill levels • 1 or 2 player.

Practice, trick shot and demo modes • Every break off is unique.

Save games and highest breaks • Digitised applause and sound effects.

© Archer MacLean 1991 • P Virgin Games Ltd. 1991





BORN IN THE USA

Apparently, the most highly acclaimed joystick on the other side of the Atlantic goes under the name of the Gravis. And apparently it thrashes all British joysticks in tests time and time again.

Now for the first time, Spectravideo are to release it upon the gaming public in this country and to quote them "it takes about five seconds to feel its class."

Unfortunately, this class comes at a hefty price tag – almost £40 (considerably more than your average weapon!) but as many gamers buy more than one stick a year Spectravideo believe that price will not be an issue.

For the record, the Gravis boasts a full-size padded foam handle and the ability to pre-set the feel of the stick from floating to firm.

It'll be available with a black or translucent base for the price of £39.99 so if you're feeling flash....If we can get our hands on one we'll let you know what we think.



Way back in our April issue we reviewed Rainbird's Universal Military Simulator (UMS) II and mentioned that a planet editor was in their plans, as well as some more scenario disks.

Now we've got further details for you on what both these products contain. The Planet Editor provides you with the facility to create your

own world and fight within it.

It's up to you to establish the landscapes (land, sea, volcanoes and so on) and assign armies to various nations and allocate weapons. It will be completely menu driven and in the same format as the original game.

The two data disks will contain brand new scenarios for Universal

Military Simulator II. These will involve action in South East Asia 1946 to 1964 and the Pacific during World War II.

Now's the time to remind you that these products will only work on a 1 meg ST (as would the original). Prices and release dates are undecided as yet but watch out for them shortly.

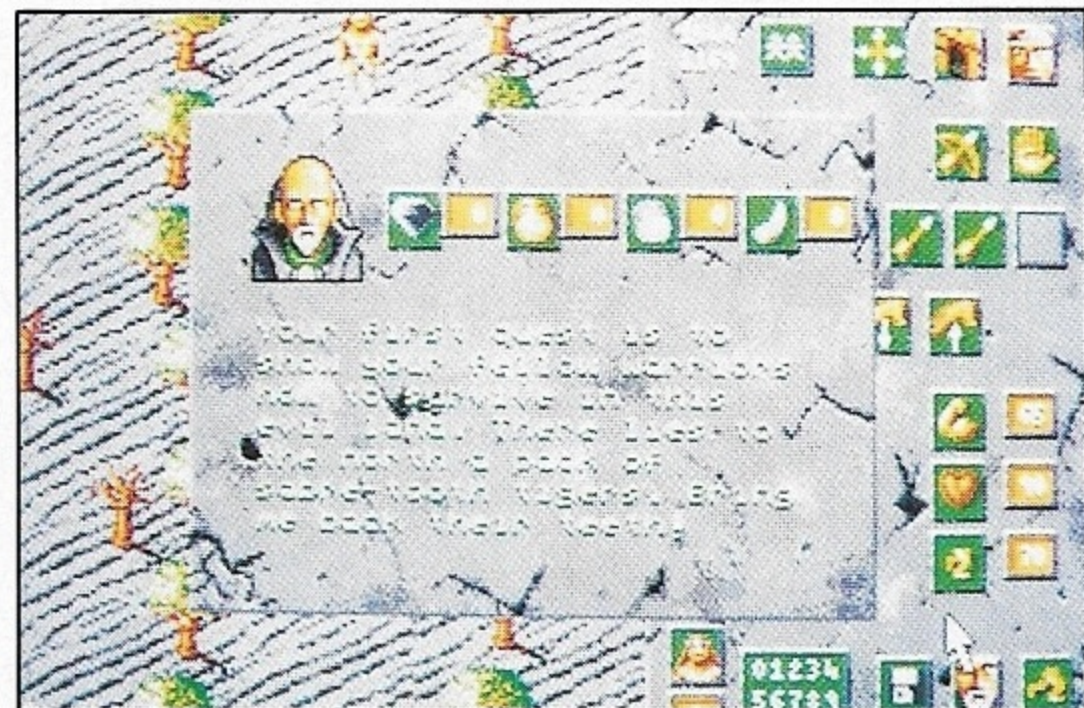
SIEGE YOUR CHANCE

Siegemaster is set in a time far distant when you are contacted by the spirit of your long-dead wizard father and asked to bring greatness back to your down-trodden people. He will lead you through 100 tasks designed to do this, culminating in the defeat of the evil lord at his own castle.

The only way to survive through this ordeal will be to learn the art of Siegemaster and how to live off the land.

The package is Vulture Publishing's latest offering into the ST market and brings you a 3D isometric view-point fantasy role-playing game. The finished version will feature the option to lead a party of up to 10 warriors, a friendly and easy to use command panel, over 10 different castles to besiege as well as the usual package of Goblins, Trolls and Elves.

Siegemaster will be out at the end of September priced at £25.99 so watch out for it then.



ACCEPT THE CHALLENGE

Athletics games seem to be coming back at the moment. The latest offering is International Sports Challenge from Empire and features six different sports and 21 separate events.

Swimming, cycling, show jumping, diving, shooting and the marathon are all recreated in colourful vector graphics, and as you can see from the screenshots of the diving, it looks pretty impressive.

All the events feature a unique control method that allows you to control more than you might usually expect. For example, in the swimming you will not only control the stroke, but also the breathing and end of lane turns as well.

Perhaps the most original event is the show jumping competition where you'll get a view from the horse's saddle in the four completely different courses you must compete in. Unfortunately we've yet to see this in action but it really does sound quite impressive!

International Sports Challenge will be available in mid October priced at £29.99, so it's time to save those pennies or be patient for Santa to bring you a copy during the festive season!



VIRTUALLY READY

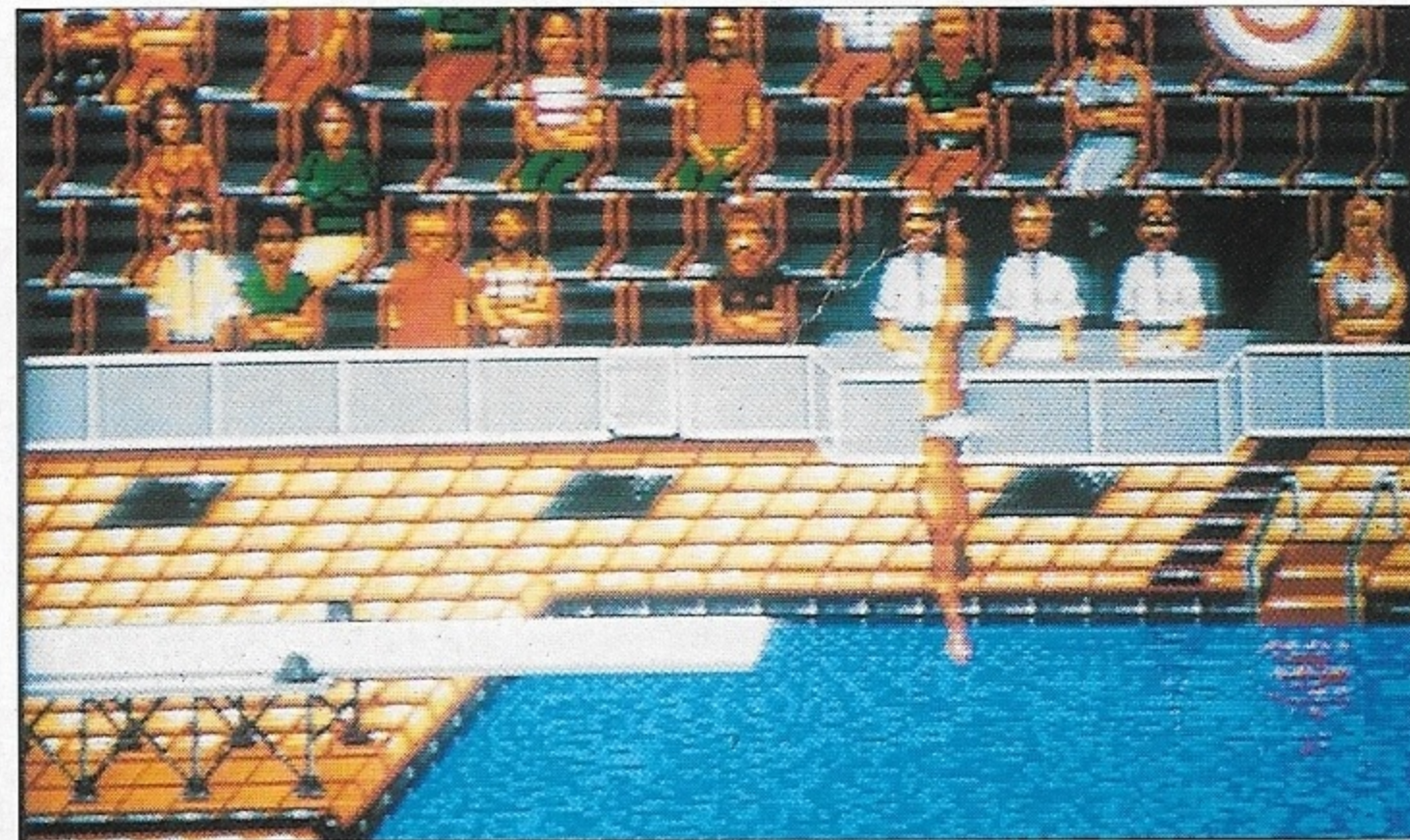
With all the talk recently being about the new Virtual Reality concept, Elite have announced two new compilations featuring what they consider to be the hottest vector games ever published on the 16-bit machines.

Going under the name of Virtual Reality 1 and 2, they contain some essential games if you're out Christmas shopping already.

The first of the two will set you back £29.99 and contains Midwinter, Carrier Command, Stunt Car Racer, Starglider 2 and International Soccer Challenge.

Virtual Reality Volume 2 only costs £25.99 and has the following games on it: Virus; Sentinel; Weird Dreams; Resolution 101 and Thunderstrike.

Both should be available by the time you read this.



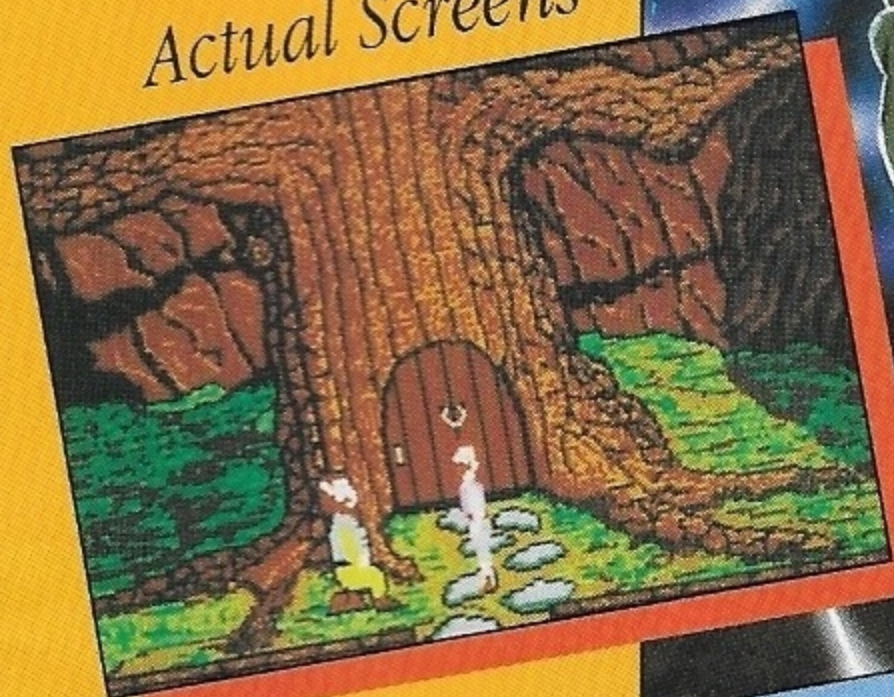
THE ADVENTURES OF MADDOG WILLIAMS

in the Dungeons of Duridian

Available for the
IBM, Tandy, Amiga
and ATARI ST

Supports Ad Lib,
Soundblaster, and
ROLAND MT-32
CM-64 PRO-E RA-50

Actual Screens



*"It's not just a quest,
it's an Adventure!"*

***A Fully-Animated
Interactive 3D
Adventure!***

"Maddog Williams is an endearing game, and we found it to be a very rewarding experience. If you like adventure, take a look at Maddog Williams!"

- Gantry Gappmayer
Game Reviewer
Quill Publishing

- Five Full Disks of Fun!
- Over 115 Breathtaking Scenes With Fantastic Animation.
- 3 Exciting Levels of Difficulty.

Brought to you by the Wizards at GAMECRAFTERS

Buy it now at your software dealer or call:
SMG on
(0274) 599-225

*Laugh your way through the toughest
adventure you'll ever love!*

REFLECTIONS FROM THE MIRROR

Mirrorsoft have produced some of this year's finest games: In particular, The Killing Cloud, Brat, and Flight Of The Intruder. As they establish themselves more and more as THE software company, this is what you can eagerly look forward to in the forthcoming months.



FIRST SAMURAI

We've all seen our fair share of smash hit titles but if you're wondering what's going to be big in the future then Mirrorsoft have the answer: First Samurai. Now we're not the sort of magazine that hypes any ol' game but we can tell you now, First Samurai is incredibly, remarkably, absolutely fantastic!

You take the role of a rather rough oriental chap who likes nothing better than chopping up the odd adversary or two. Battle your way to the Demon King and attempt to

slay him in a fight to the gruesome death.

Reminiscent of Gods and Beast in some respects, First Samurai will make chop suey out of them with its amazingly detailed, smooth, carefully animated graphics and quite superb sound effects. 'What about the playability?' you're asking. It's there and it's fantastic!

First Samurai features fantastic eight way scrolling with Mirrorsoft claiming that it will 'stun the industry'. We're already stunned!

MEGA-lo-MANIA

Drag yourself away from Populous and Powermonger for Mega-lo-Mania is the next game for all you power crazy people to play. Development team Sensible Software, (Microprose Soccer, Wizball) say that 'they are creating their most exciting and challenging program yet'.

The story tells about four people (of whom you are one) discovering an unspoilt planet with vast resources that, as yet, haven't been exploited. Simply defeat your competitors and become the wealthiest man in the world!

Various eras are incorporated into the game such as the Roman and World War periods. Throughout the years, you should be developing your industries to strengthen your position in society.

Mega-lo-Mania is completely icon-driven, making control of the game very easy but by no means less rewarding. Due soon!



BIT ON THE SIDE (OOER!)

Drop Soldier possesses a military theme where you have to complete a number of demanding missions in a first person perspective. Designed and developed by Graftgold, they will include a link-up option, enabling you to play with up to 16 human players in a single platoon. Drop Soldier should be available at the end of this year.

Duster has you destroying big, bad bug-eyed baddies. Dangerous pests and insects are destroying crops and it is your job to stop them in this combination of management and arcade gameplay. Realtime

and Rowan are the programming teams that are behind the game with this release coming out on the Imageworks label.

The final weeks of this year sees the release of Robozone, a sideways scrolling shoot'em-up. Your goal is to eradicate the Pollutants - robots who emerged from the dense pollution that was forcing people out of the cities. What else is there to say except that there are three massive levels and plenty of finger-breaking action?!

You'll see reviews as soon as humanly possible!



CISCO HEAT

Pin on your badge, slide on the shades, and embark upon the most exhilarating journey of your life through the city streets of San Francisco. Mirrorsoft's conversion of the popular Jaleco coin-op, Cisco Heat, is almost complete.

You take the wheel of a police car as you join the annual policeman's race. Sounds like any other racing game except that you are in San Francisco. This means extremely steep hills, and a tramway system that has no respect for the law and their speedy games. The route you race along is mapped to the specific details of the actual roads in the real city. Of course, we'll have to take the programmers' word for it!

Cisco Heat has already acquired a large following in the arcades. Now the computer version is hoping to achieve the same results. It's a strong possibility.





PHILIPS

LAND THE F-19 STEALTH FIGHTER FREE WITH THE N°1 GAMES MONITOR.



The US Air Force F19 Stealth Fighter.

Invisible to radar, and all ordinary
defence systems.

Impossible to miss on a Philips 8833/II
colour monitor.

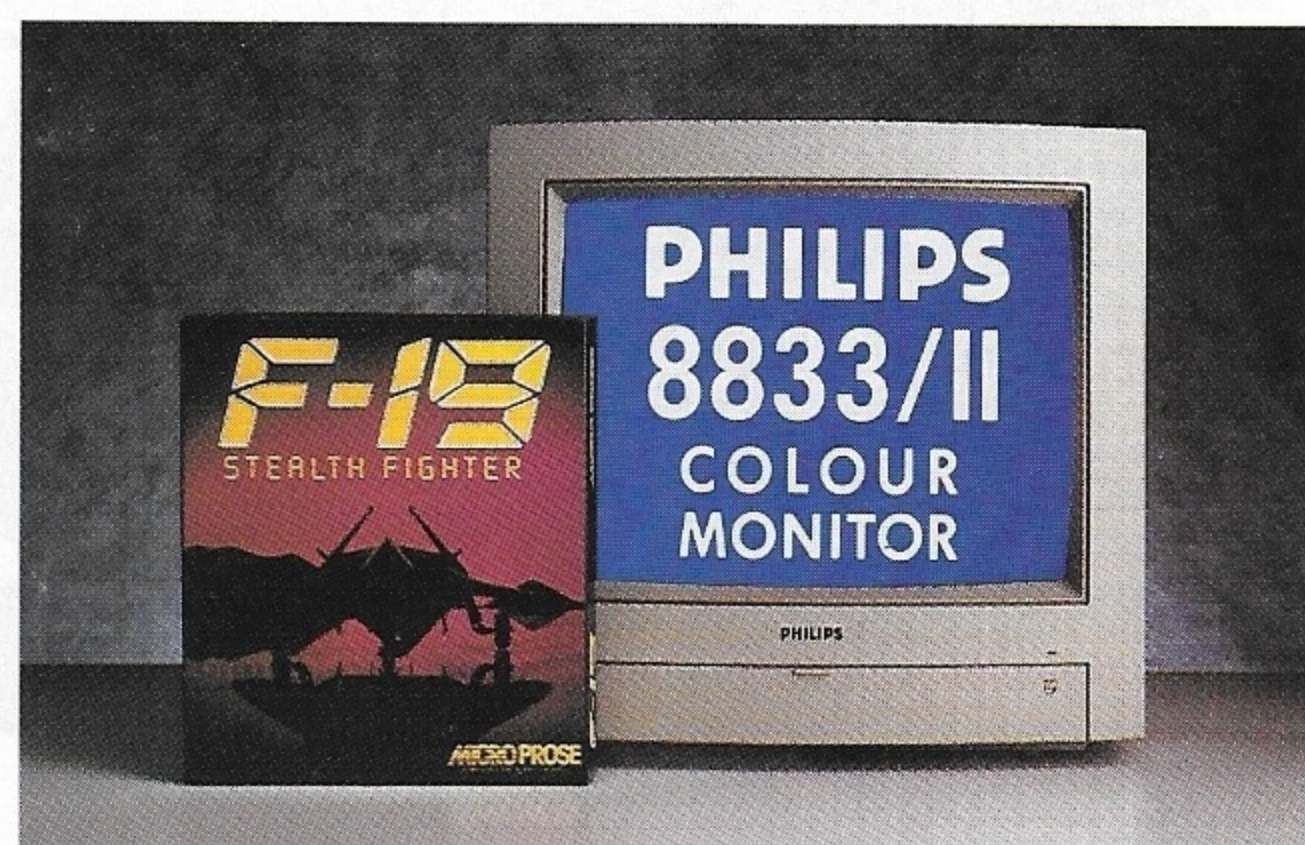
Buy the monitor, get the game free.

Enjoy the world's No.1 flight simulator
game on the world's No.1 games monitor.

Featuring superb reproduction, stereo
sound and hi-definition picture. Suddenly,
the best games look even better.

**PLUS! A CHANCE TO PILOT A REAL
737 FLIGHT SIMULATOR!**

Ask your 8833/II monitor stockist for
details – take off now!



Offer ends 31-12-1991.

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:



Over the past six months, two fantastic tank games have been battling it out on the shelves. Empire's Team Yankee and Microprose's M1 Tank Platoon both received STA1 accolades and now Empire are to follow on with Team Yankee 2. We don't want to give too much away but we can tell you that if you want to read the exclusive review, keep buying ST Action. The eagerly awaited Team Yankee 2 should be available in a month or two.

The other highly acclaimed Empire title from some time ago was MegaTraveller 1. It received 83% and was STA rated. It's no surprise to hear that the 1 is now a 2 upon the announcement of the sequel. Again, it should be another month or two before completion. We hope it will be as successful as the original which sold particularly well.



PALACE SOFTWARE

Remember Demoniak, the totally weird adventure game that was part of the Pure Fiction series? Well, Palace are continuing with the Pure Fiction series and hope to have their next product out in 1992. Not only that, but keep your eyes open for Super Barbarian which should have fans of the original also eagerly looking forward to next year. Watch out for more news as we get it.



From rather dubious sources, we are proud to inform you of Ocean's newest film licence - Hook. The film is based upon the children's novel, Peter Pan. All the favourite characters will be in it with Dustin Hoffman playing Hook, Julia Roberts will be the divine Tinkerbell and there's talk of an appearance by Phil Collins but that could be just speculation! The conversion should follow the film plot closely and will be available early next year.



MADDOG MARVELS

Unfortunately when we brought you all the Adventures of Maddog Williams stuff last month, we'd been waiting for a photograph of all the boys responsible. As happens with international post and so on (enough of the excuses!), it didn't arrive until about 30 seconds after the deadline had passed and STA 41 had just left our doors!

Now in glorious colour for their moment of fame (and hopefully fortune) are the lads at Gamecrafters in Utah, USA. Modelling a variety in top stateside fashions, all these clothes can be purchased from various retail outlets!

Now would be a good time to thank them all for their help and wonderful co-operation in the last issue. Good stuff boys, keep it up!

JETTING INTO THE WORLD OF JOYSTICKS

New from international company, Product 2000, is a range of joysticks that will set your ports on fire!

There are 3 models in all: the Microjet, Superjet, and Megajet. Each is fitted with microswitches and a quite unique ergonomic style that melts comfortably into your hands.

If you want to find out even more about the Product 2000 range, your local computer dealer should be able to help.

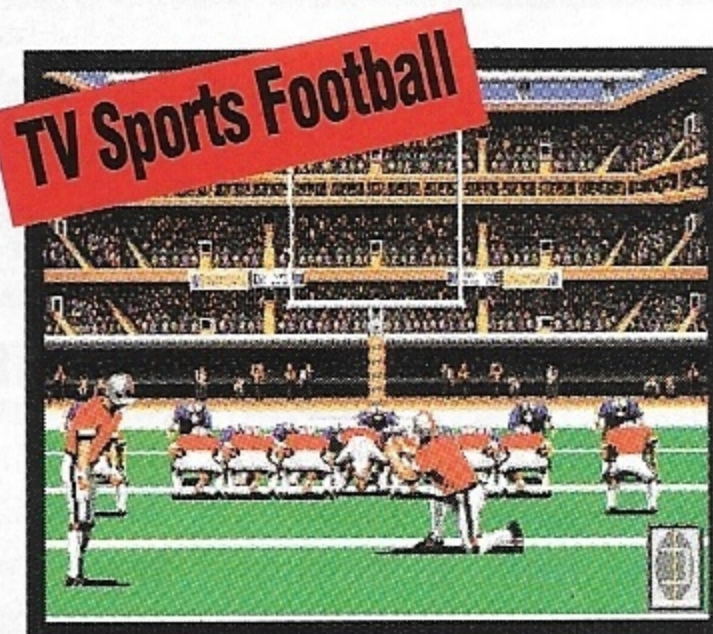


CONTRIVED RESPONSE

Okay, so we know that was a sad title but Contriver have just launched their new two in one Euromouse and very good it is too! The little beastie can be switched between an ST and Amiga and, for the more technical among you, covers a rather fruity 260dpi and tracks at 1100 millimetres per second.

The Euromouse has been developed for the new European market (hence the name I suppose) and this is apparently emphasised by the packaging, which comes in four different languages.

Another large selling point is that it comes bundled with a discount voucher for Mindscape. The first voucher on offer (and they will be changed with every new title!) will be for Life and Death II. If you're interested in getting your hands on one, you should get it through most dealers priced at a paltry £19.99.



A COMPILATION OF COMPILATIONS

Ubi Soft are about to launch five new compilations onto the market. In no particular order of preference (although we particularly like the second one), here they are:

Cadaver, Midwinter, Bloodwych, Iron Lord. Retail price: £29.99.

Speedball 2, Midwinter, TV Sports Football, Falcon, Rick Dangerous 2. Retail price: £29.99.

Air Combat Aces, Gunship, Fighter Bomber, Falcon. Retail price: £34.99.

Silent Service, Gunship, Carrier Command, F-15. Retail price: TBA.

Ferrari F1, Rick Dangerous, Xenon 2, Pick 'n' Pile, Chicago 90s, Carrier Command, Pro Tennis Tour, Satan. Retail price: TBA.

Look out for them coming soon at an outlet near you!



50,000 Members

No
obligation
to buy

Special Reserve

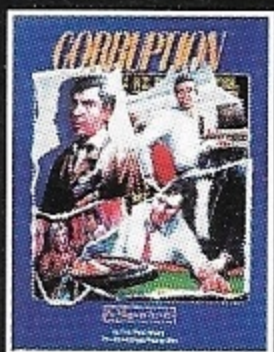
Games Club



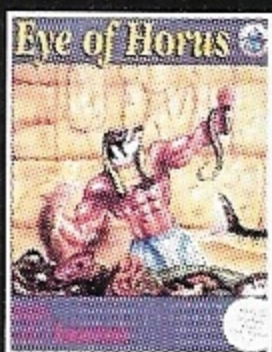
DUNGEON MASTER
10.99



CHAOS
9.99



CORRUPTION
3.99



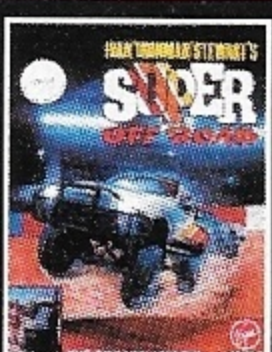
EYE OF HORUS
3.99



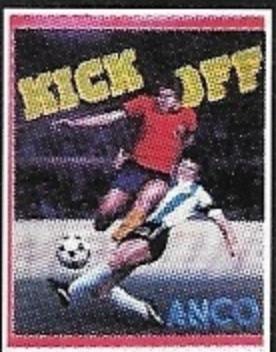
F16 FALCON
10.99



HILLSFAR
6.99



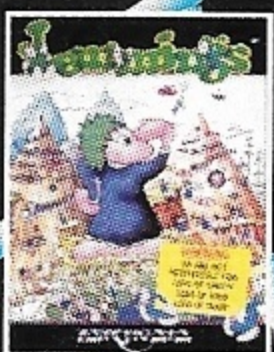
IVAN'S OFF ROAD
7.99



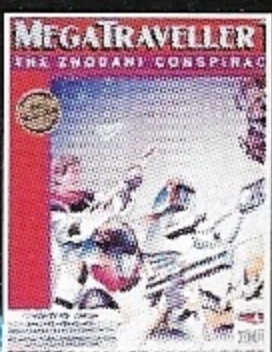
KICK OFF
3.99



KICK OFF 2
8.99



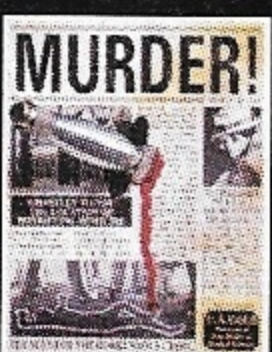
LEMMINGS
7.99



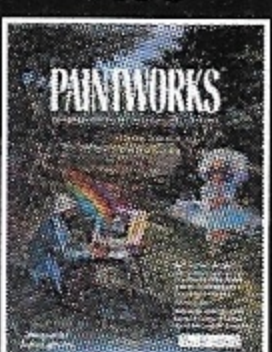
MEGATRAVELLER 1
11.99



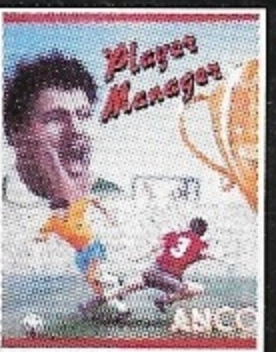
MIDWINTER
11.99



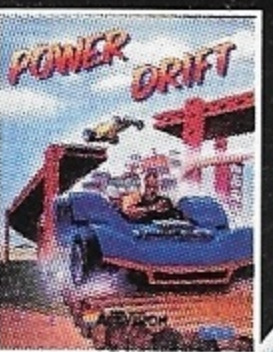
MURDER!
6.99



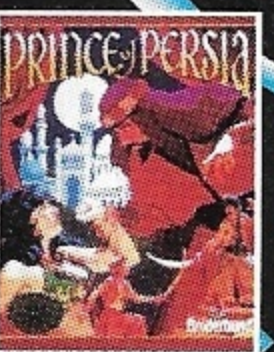
PAINTWORKS
6.99



PLAYER MGR
7.99



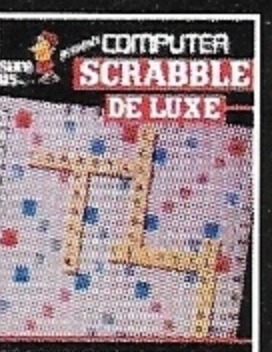
POWERDRIFT
2.99



PRINCE OF PERSIA
9.99



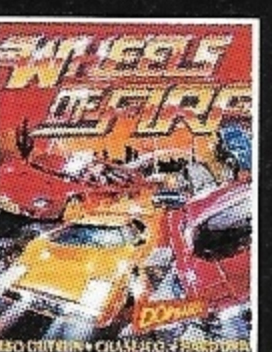
ROCKET RANGER
2.99



SCRABBLE
7.99



TURRICAN 2
8.49



WHEELS OF FIRE
6.99



Gameboy

etris, stereo headphones,
batteries, two player lead
FREE Gamelight
FREE Special Reserve
membership.....**69.99**



COMPETITION
PRO EXTRA
COMBAT WITH
SLOW MOTION
& AUTOFIRE
7.99



COMPETITION
PRO
5000 WHITE
6.99



QUICKSHOT
130F
PYTHON
9.99



QUICKSHOT
111A
TURBO 2
8.99



DELUXE
DISK BOX
(HOLDS 80)
10.99



ROCTEC
EXTERNAL
DRIVE FOR ST
54.99

Atari ST Software

3D CONSTRUCTION KIT	25.99
3D POOL	7.99
3D TENNIS	7.99
4D SPORTS BOXING	16.99
4D SPORTS DRIVING	16.99
AFTERBURNER	6.99
ALCATRAZ	15.49
AMERICAN ICE HOCKEY	5.99
ARKANOID 2	6.99
ARMOUR-GEDDON	16.99
ATOMINO	16.99
AWESOME	16.99
BAAL	3.99
BALANCE OF POWER	7.99
BALLISTIX	3.99
BARDS TALE 1	6.99
BATTLE OF BRITAIN D/S	19.99
BEAST BUSTERS	16.99
BETRAYAL	19.49
BILLY THE KID	16.99
BLACK CAULDRON	6.99
BLOOD MONEY	6.99
BLUE MAX	19.99
CADAVER	16.49
CADAVER LEVELS	11.99
THE PAY OFF	11.99
CAPTAIN PLANET	16.99
CAPTIVE	16.99
CARRIER COMMAND	7.99
CASHBOOK COMBO (CASHBOOK CONTROLLER & FINAL ACCOUNTS)	49.99
CHAMPIONS OF KRYNN	19.99
CHAOS STRIKES BACK	9.99
CHARGE OF THE	17.99
LIGHT BRIGADE	17.99
CHASE H.Q. 2 (SCI) D/S	16.99
CHUCK ROCK	15.49
COHORT FIGHTING	17.99
FOR ROME	17.99
CONFLICT EUROPE	7.99
CORPORATION	8.99
CORPORATION MISSION	10.99
CORRUPTION (M/SCROLLS)	3.99
CRACK DOWN	6.99
CRUISE FOR A CORPSE	19.99
CRYSTALS OF ARBorea	16.99
CURSE OF THE	19.99
AZURE BOND (1 MEG)	19.99
DAMOCLES PLUS	15.49
MISSION DISKS 1 & 2	7.99
DAMOCLES MISSION DISK 1	7.99
DEFENDER OF THE CROWN	7.99
DEJA VU	3.99
DEJA VU 2	7.99
DELUXE PAINT	42.99
DEMONIAK	19.49
DEUTEROS	16.99
DEVPAC V.2 (ASSEMBLER)	54.99
DGBASE (REL DATABASE)	34.99
DGCALC (SPREADSHEET)	29.99
DRILLER	6.99
DUNGEON MASTER	10.99
DYNASTY WARS	6.49
E-MOTION	6.49
ELF	16.49
ELITE	8.99
ELVIRA MISTRESS OF	19.99
THE DARK	19.99
EPIC	16.99
ESWAT D/S	16.99
EXILE	16.99
EYE OF HORUS	3.99
F15 STRIKE EAGLE	7.99
F15 STRIKE EAGLE 2	21.99
F16 FALCON	10.99
F16 FALCON MISSION 2	9.99
F19 STEALTH FIGHTER	19.49
F29 RETALIATOR	16.99
FERRARI FORMULA 1	8.99
FISH (M/SCROLLS)	3.99
FISTS OF FURY	19.49
FLAMES OF FREEDOM	21.99
FLIGHT OF THE INTRUDER	21.99
FRENETIC	12.99
FUN SCHOOL 2 (2-6, 6-8 or 8+)	13.99
FUN SCHOOL 3 (2-5, 5-7 or 7+)	15.49
GAUNTLET 2	6.99
GAUNTLET 3	16.99
GERM CRAZY	15.49

GODS	16.99
GOLDEN AXE	16.99
GOLF WORLD CLASS	6.99
LEADERBOARD	6.99
GRAHAM GOOCH WORLD	19.99
CLASS CRICKET	8.99
GRAVITY	8.99
GUILD OF THIEVES	7.99
HERO'S QUEST (GREMLIN)	16.99
HILL STREET BLUES	15.49
HILLSFAR	6.99
HITCH HIKERS GUIDE	7.99
HOLLYWOOD COLLECTION D/S	19.99
HOME ACCOUNTS (DIGITA)	19.99
HOUND OF SHADOW	8.99
HUNTER	19.49
IK+	6.99
IMMORTAL (1 MEG) D/S	16.99
INTERNATIONAL	15.49
CHAMPIONSHIP ATHLETICS	15.49
INTERNATIONAL SOCCER	16.99
IVAN STEWARTS	7.99
OFF-ROAD RACER	7.99
J. NICKLAUS GOLF	16.99
JIMMY WHITES SNOOKER	16.49
JINXTER (M/SCROLLS)	3.99
JUDGE DREDD	9.99
KICK OFF	3.99
KICK OFF 2 D/S	8.99
KICK OFF 2 FINAL WHISTLE D/S	7.99
KICK OFF 2 GIANTS OF EUROPE D/S	7.99
KICK OFF 2 RETURN TO EUROPE D/S	7.99
KICK OFF 2 WINNING TACTICS D/S	6.99
KILLING GAME SHOW	16.99
KINGS QUEST 4 D/S	12.99
KNIGHTS OF LEGEND	19.99
LAST NINJA 2	6.99
LEATHER GODDESSES	7.99
LEGEND OF THE SWORD	4.99
LEMMINGS	13.99
LEMMINGS DATA DISK	10.99
LIFE AND DEATH	16.99
LOGICAL	12.99
LOMBARD RAC RALLY	6.99
LOTUS ESPRIT TURBO	16.49
LURKING HORROR	4.99
MAGNETIC SCROLLS	19.49
COLLECTION VOL.1 (GUILD OF THIEVES, FISH AND CORRUPTION) (1 MEG)	19.49
MANCHESTER UNITED EUR	15.49
MAUPITI ISLAND	16.99
MEGATRAVELLER 1	11.99
MEGLOMANIA	19.99
MERCHANT COLONY	18.49
MERCS	16.99
METAL MUTANT	16.99
MIDWINTER	11.99
MIG 29 FULCRUM	22.99
MONSTER PACK 1 (SHADOW OF THE BEAST, INFESTATION, NITRO) D/S	16.99
MONTY PYTHON	8.99
MOONSHINE RACERS	16.99
MURDER D/S	6.99
N.A.R.C D/S	16.99
NAM 1965-75	19.49
NAVY S.E.A.L.S	16.99
NEBULUS 2	16.99
OPERATION STEALTH D/S	16.99
OPERATION WOLF	6.99
PAINTWORKS (ART)	6.99
PAWN (M/SCROLLS)	3.99
PLANETFALL (BUDGET)	7.99
PLAYER MANAGER	7.99
POOL OF RADIANCE (1 MEG)	19.99
POPULOUS & SIM CITY	16.99
POWER UP (CHASE H.Q., TURRICAN, X-OUT, ALTERED BEAST, RAINBOW ISLANDS)	19.99
POWERDRIFT	2.99
POWERMONGER D/S	19.49
POWERMONGER DATA 1	11.99
PREHISTORIC	16.99
PRESIDENT ELECT (SSI)	5.99
PRINCE OF PERSIA	9.99
PRO TENNIS TOUR 2	16.99
PROTECT W/PROCESSOR V5	94.99
R-TYPE	4.99
R-TYPE 2	16.99
RAILROAD TYCOON (1 MEG)	21.99
RAINBOW COLLECTION (BUBBLE BOBBLE, RAINBOW ISLANDS & N.Z. STORY)	13.99

Sony DS/DD
with labels
**59p each or
21.99 for 50**

NRG colour
mag with
Cybertoon



Bi-monthly
to members.
Don't miss it.

Biggest and Best.

Huge catalogue. Huge discounts.
Huge stocks. Huge staff.
Huge membership.
Biggest Value, Best Service
No obligation to buy

Free Colour Catalogue

Just phone our sales team on

0279 600204

**Open to 8pm Weekdays
and to 5pm Weekends**

ANNUAL MEMBERSHIP

UK £6.00 EEC £8.00 WORLD £10.00

We only supply members but you can order as you join.



**costs £9.99 extra but
saves you up to £120**

Annual subscription to XS NRG is just **£9.99** to
Special Reserve members only. The price includes:
6 demo disks of pre-release or latest titles.
6 sets of £20 money-off coupons, redeemable
against top items bought from Special Reserve.
6 issues of XS NRG colour review magazine for
Amiga, ST and PC users. Each issue is packed
with reviews of new games (and some of the best
older ones) and utilities.
18 reasons to buy XS NRG
Enter **XS NRG** on the coupon
below and pay **£9.99**.
UK only. Special Reserve
membership is not included.



Win a CDTV and 2 Game Gears

Members only. See catalogue for details.

INEVITABLY, SOME GAMES SHOWN MAY NOT YET BE RELEASED.
Inter-Mediate Ltd. Registered Office:
2 South Block, The Maltings, Sawbridgeworth, Herts CM21 9PG.

WE ONLY SUPPLY MEMBERS BUT YOU CAN ORDER AS YOU JOIN.
THERE IS A SURCHARGE OF 50p PER GAME ON TELEPHONED ORDERS.
(PLEASE PRINT IN BLOCK CAPITALS)

ST ACTION

Name _____

Address _____

Postcode _____

Telephone _____ Machine type _____

Enter membership number (if applicable) or
Membership fee £6 UK, £8 EEC, £10 World

item _____

item _____

item _____

item _____

ALL PRICES INCLUDE UK POSTAGE & VAT £

Cheque/P.O./Access/Mastercard/Switch/Visa











Credit card expiry date _____ Switch Issue Number _____

Cheques payable to: **SPECIAL RESERVE**
P.O. BOX 847, HARLOW, CM21 9PH






Overseas Orders: EEC software orders - no extra charge
World software orders please add £1.00 per item.
Non-software items please add 10% EEC or 25% World.
Overseas orders must be paid by credit card.

FULL PRICE

ST GALLUP CHARTS

- 1  **MIDWINTER II: FLAMES OF FREEDOM**
- 2  **MANCHESTER UNITED EUROPE**
- 3  **LEMMINGS**
- 4  **HERO QUEST**
- 5  **GODS**
- 6  **PRO TENNIS TOUR 2**
- 7  **TEENAGE MUTANT HERO TURTLES**
- 8  **SUPERCARS 2**
- 9  **KICK OFF 2**
- 10  **ARMOUR-GEDDON**
- 11  **SUPER MONACO GRAND PRIX**
- 12  **SECRET OF MONKEY ISLAND**
- 13  **LIFE AND DEATH**
- 14  **CHUCK ROCK**
- 15  **POWERMONGER**
- 16  **F-19 STEALTH FIGHTER**
- 17  **SPEEDBALL 2**
- 18  **ROBIN SMITH'S CRICKET**
- 19  **SIM CITY/POPULOUS**
- 20  **THE KILLING CLOUD**

RAINBIRD £29.99
KRISALIS £25.99
PSYGNOSIS £25.55
GREMLIN £25.99
RENEGADE £25.55
UBI SOFT £24.99
MIRRORSOFT £24.99
GREMLIN £19.99
ANCO £24.99
PSYGNOSIS £25.99
U.S. GOLD £25.53
U.S. GOLD £29.99
MINDSCAPE £25.53
CORE DESIGN £25.54
ELECTRONIC ARTS £29.99
MICROPROSE £29.99
MIRRORSOFT £24.99
CHALLENGE £25.99
INFOGRAMES £29.99
MIRRORSOFT £29.99

-  **NEW ENTRY**
-  **RE-ENTRY**
-  **NON MOVER**
-  **CLIMBER**
-  **FALLER**

FULL PRICE CHART

Old Trafford is the place to be in the forthcoming football season and you've shown that by pushing Manchester United Europe (80%) straight into the number two spot. Surprise, surprise (no, it's not a Cilla simulator), the Tur-

tles (78%) are back - obviously, you're getting back into Turtle mania again with the release of the sequel at the cinemas.

Domark's 3D Construction Kit (STA1) sits not far outside the Top Twenty, just as the company announces the product's first million pounds at retail.

- 1  LOMBARD RAC RALLY
- 2  FANTASY WORLD DIZZY
- 3  XENON 2
- 4  NINJA RABBITS
- 5  NORTH AND SOUTH
- 6  PRO BOXING
- 7  LITTLE PUFF
- 8  TREASURE ISLAND DIZZY
- 9  RUN THE GAUNTLET
- 10  CALIFORNIA GAMES
- 11  3D POOL
- 12  CLASSIC 4
- 13  TV SPORTS FOOTBALL
- 14  CARRIER COMMAND
- 15  STREET FIGHTER
- 16  WATERLOO
- 17  KICK OFF + EXTRA TIME
- 18  WORLD CLASS LEADERBOARD
- 19  FAST FOOD
- 20  PASSING SHOT

THE HIT SQUAD
£7.99

CODE MASTERS
£6.99

MIRROR IMAGE
£9.99

MICRO VALUE
£7.15

DIGITAL INTEGRATION
£7.99

CODE MASTERS
£7.99

CODE MASTERS
£6.99

CODE MASTERS
£4.99

THE HIT SQUAD
£7.99

KIXX
£9.99

MIRROR IMAGE
£9.99

ENERGIZE
£6.99

MIRROR IMAGE
£9.99

MIRROR IMAGE
£9.99

KIXX
£7.99

MIRROR IMAGE
£9.99

ANCO
£9.99

KIXX
£7.99

CODE MASTERS
£6.99

MIRROR IMAGE
£9.99

BUDGET

ST GALLUP CHARTS

BUDGET PRICE CHART

Still in top gear, The Hit Squad's Lombard RAC Rally refuses to be overtaken. Carrier Command makes an appearance - if you haven't already bought it, go and get it now! Mirrorsoft's Mirror Image label is getting a strong

foothold in the charts which is no wonder, considering the number of great titles they have at under £10 - Xenon 2, Passing Shot, and TV Sports Football to name a few. Virgin might jump in next month with Shinobi, Sorceror and Enchanter. Who will they oust? You'll have to wait four weeks to find out!



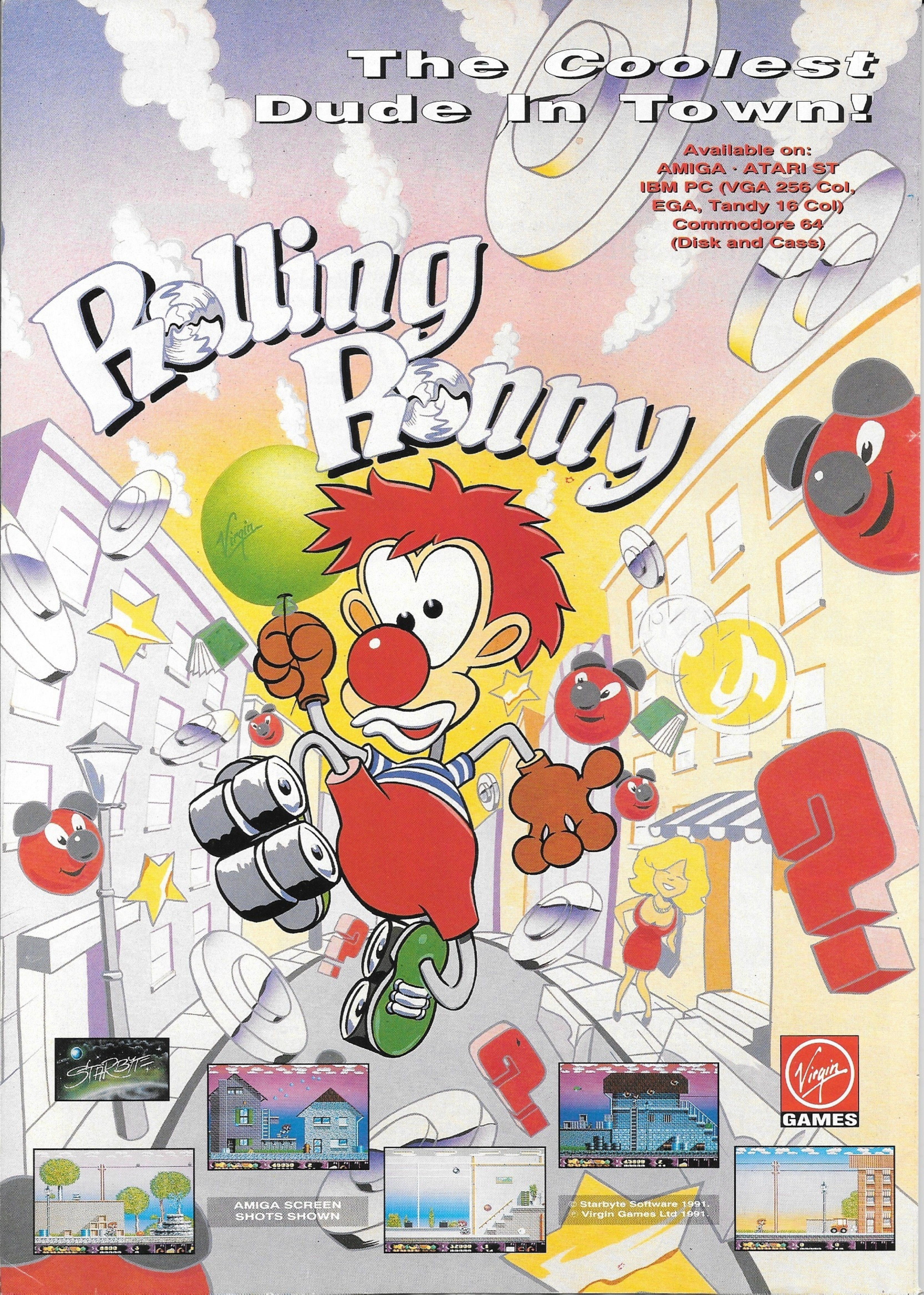
THIS CHART IS COMPILED BY GALLUP LTD

© ELSPA

The Coolest Dude In Town!

Available on:
AMIGA · ATARI ST
IBM PC (VGA 256 Col,
EGA, Tandy 16 Col)
Commodore 64
(Disk and Cass)

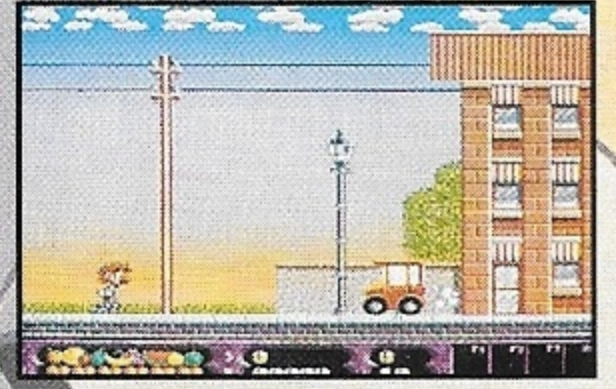
Rolling Ronny



AMIGA SCREEN
SHOTS SHOWN



© Starbyte Software 1991.
© Virgin Games Ltd 1991.



Probably the world's most playable coverdisk

A fabulous shoot'em-up way ahead of its time from 21st Century.



There's lot to see and play this month with two RAM packed disks. Enjoy the humour of Super Space Invaders from Domark and play Deathbringer from Empire, Rubicon from 21st Century, Thunderhawk from Core Design, and Boston Bomb Club from Palace.

DEATHBRINGER

Some of the most impressive parallax scrolling on the ST can be witnessed when you play Empire's Deathbringer. Not only that, but there's a strong playability element included. For more intimate details, read the relevant pages in both the coverdisk and preview sections of this month's fabulous magazine.

SUPER SPACE INVADERS

You all know how the game is played and just how addictive it is, so we, in conjunction with Domark, opted for a demo of a different kind. By loading the program, you can look in awe at one of the specially designed in-game sequences. Expect to see plenty more graphical extravaganzas in the full game. You can read more about it in next month's preview.

RUBICON

21st Century's effort at an exciting shoot'em-up

has succeeded greatly. Featuring fantastic graphics combined with intense, thoroughly absorbing gameplay, Rubicon deserves to be a big hit. Experience all the thrills of animated, mythological warfare by booting up this month's demo.

THUNDERHAWK

Not much else can be said about Core's combat helicopter simulation. Last month, we gave you the preview, this month the revealing review and disk page. The only thing left is to play the game and that is the opportunity we are presenting to you with this month's coverdisk!

BOSTON BOMB CLUB

Palace's demanding puzzle game defies the rule all parents give to their kids: Don't play with bombs. You must try and extinguish the high explosives by dousing them in water. However, you have to channel the bombs to the relevant place on the screen. It isn't easy when there are masses of various obstacles hindering you.

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:

**Stanley Precision Data Systems,
Unit F Cavendish Courtyard, Sallow Road,
Welden North Industrial Estate, Corby,
Northants. NN17 1JX.**

DISK
1



Calling all the heroes!!!

Question: Do you have the strength of an ox and the courage of an extremely courageous person who is feeling particularly courageous?

Answer: Oh yes mighty STA, we do! (O.K. Don't creep.)

Well what are you waiting for then? Strap on your leather thong, grab your mighty weapon in your two meaty sweaty hands and prepare to rape, pillage and maim, and maybe do the odd bit of ravaging every now and again!

But woah! Hold your rampant horses! What is this all in aid of? I hear you cry. Well, as we all sit huddled round a roaring fire sipping mugs of the finest ale, I will begin to explain...

All is not well in our secluded little area of our illustrious kingdom and evil forces are doing their thing in the worst possible way! A mighty warrior travelling under the name of Karn is trying to right the wrong, but it's a pretty big wrong so it is proving to be something of a problem.

Late at night, when the moon is filling the heavens, Karn prays that he will be guided by an entity of pure good and innocence. However, unfortunately for Karn, fair maidens don't roam the wilderness at night so instead he has to settle for a gleaming new brute of a sword!

But this is no ordinary sword (ooh what a surprise!). Karn's new found treasure was crafted by an evil melange of wizards intent on destroying our dumb hero and bringing Chaos back to the land. But, because this is one of those ridiculous fairytales, Karn has managed to change his destiny and acquired the sword for his own use.

Meanwhile, Melizon the Cruel, the leader of the estranged band of very dodgy wizards, is monitoring Karn's progress using magical means. To say that this chap is a bit miffed would be the grossest of understatements so I

feel it is best not to describe his present 'sombre' mood. However, just as Melizon thought his devious plan had been thwarted he suddenly remembered something of vital importance: the pact with the evil and nasty Abaddon!

Abaddon is an extremely disturbed demon and will do almost anything if it will result in chaos and mayhem, so when Melizon approached him with a plan to destroy evil's most ultimate foe, how could Abaddon refuse? The thought of transforming into a soul-sucking sword was something Abaddon just couldn't decline.

It is now very apparent to all you fellow warriors that a ghastly and cruel trick has been played on our dear friend Karn, for he is now destined to search the land for the evil wizards while his sword sucks his way to health and

power. But should the sword grow empty of souls then it will feed on Karn's own health, eventually leading to his demise. What a bitch!

This is where you come into the story. Deathbringer requires you to take control of the hero Karn, and guide him along a horizontally scrolling parallax landscape in search of the creators of the evil sword and ultimately destroy them. But as Karn grows weaker, the sword will become stronger so it is up to you to free Karn from his fate and keep him company along his journey.

Melizon now realises the danger that his backfired plan has left him in and has therefore littered the land with grotesque creatures to kill Karn before he reaches the wizards' haven. Everything is against Karn and his quest. We never said it would be easy!

Will you take the challenge to help?



HOW TO PLAY YOUR DEMO

Insert the demo disk into your drive and allow it to load. Once it has booted up click on DBRINGER.PRГ and Deathbringer will automatically load. Pressing the fire button will miraculously transport you on to an icy plain ready for your adventure.

Karn, because he's a very helpful chap, is incredibly easy to control and will run and jump, and slash his sword in three directions (towards the head, the feet, and the waist). A few good blows will kill virtually every creature.

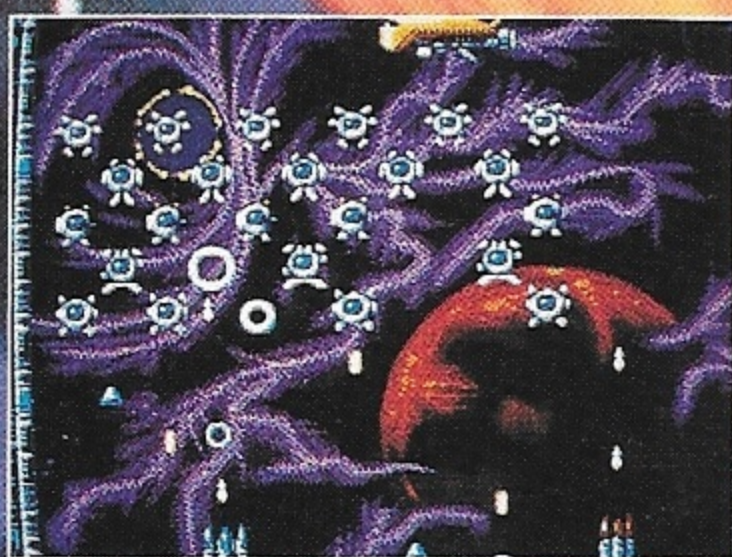
Deathbringer



DISK

1

STATION GAMES
DISK
SPECIAL
FEATURE



Super



Remember the funny coloured characters with wobbly legs that went thump-thump-splat across a video screen? They were invaders from space that were inviting you to zap them as they moved slowly back and forth in an easy to hit formation. Mindless blasting and total destruction! Just what people needed in order to relax.

Development supremos, The Kremlin are converting the game to the ST. I can tell you're aghast at the news. Well, alright, maybe it is a little dated as Space Invaders made its first appearance back in 1979. But don't panic for this isn't exactly Space Invaders - it's Super Space Invaders, the enhanced modern version that's recently been the big attraction in arcades, courtesy of Taito. The Kremlin and Domark are currently preparing to unleash the game into your own homes!

Super Space Invaders features clear, crisp, smooth graphics with a playability level that captures that of the original and adds a touch extra, enabling the game to come forth into the Nineties with plenty of pride.

Not satisfied with just a 'simple' conversion, The Kremlin/Domark have devised their own special sequences such as the intro one shown on the demo, a terrific end sequence, and a bonus level that is very different, very exciting, and very difficult to talk about as they threatened to brain me if I revealed anything about it.

Graphic artist, Jolyan Myers, explained that because the sprites aren't particularly difficult to recreate, he was able to improve upon them to a certain degree, as well as having time to produce original sequences.

His enjoyment at having the flexibility, which Taito must be thanked for as they have supported the improvements throughout development, was apparent and this is conveyed noticeably in the computer game.

Load the demo to see a prime example of the animated and outrageously hilarious work Jolyan has completed. "I'll be sorry to move on," he admitted.

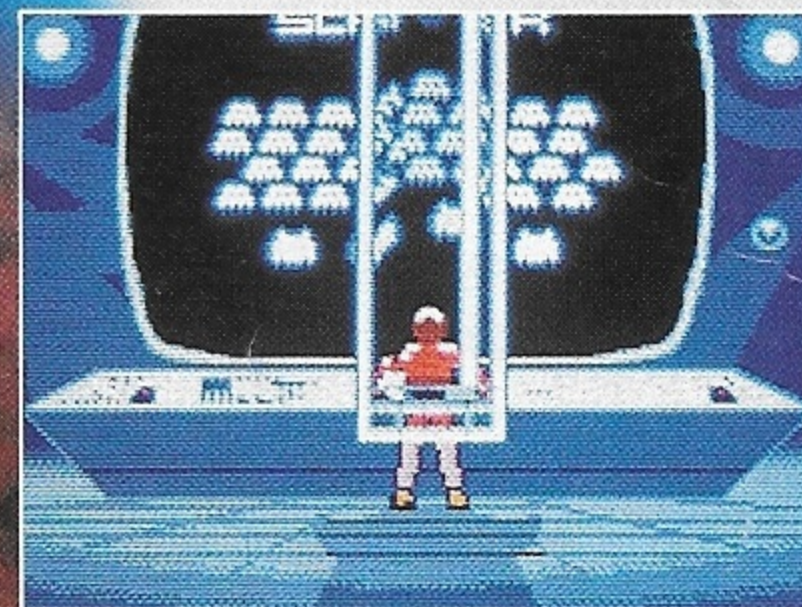
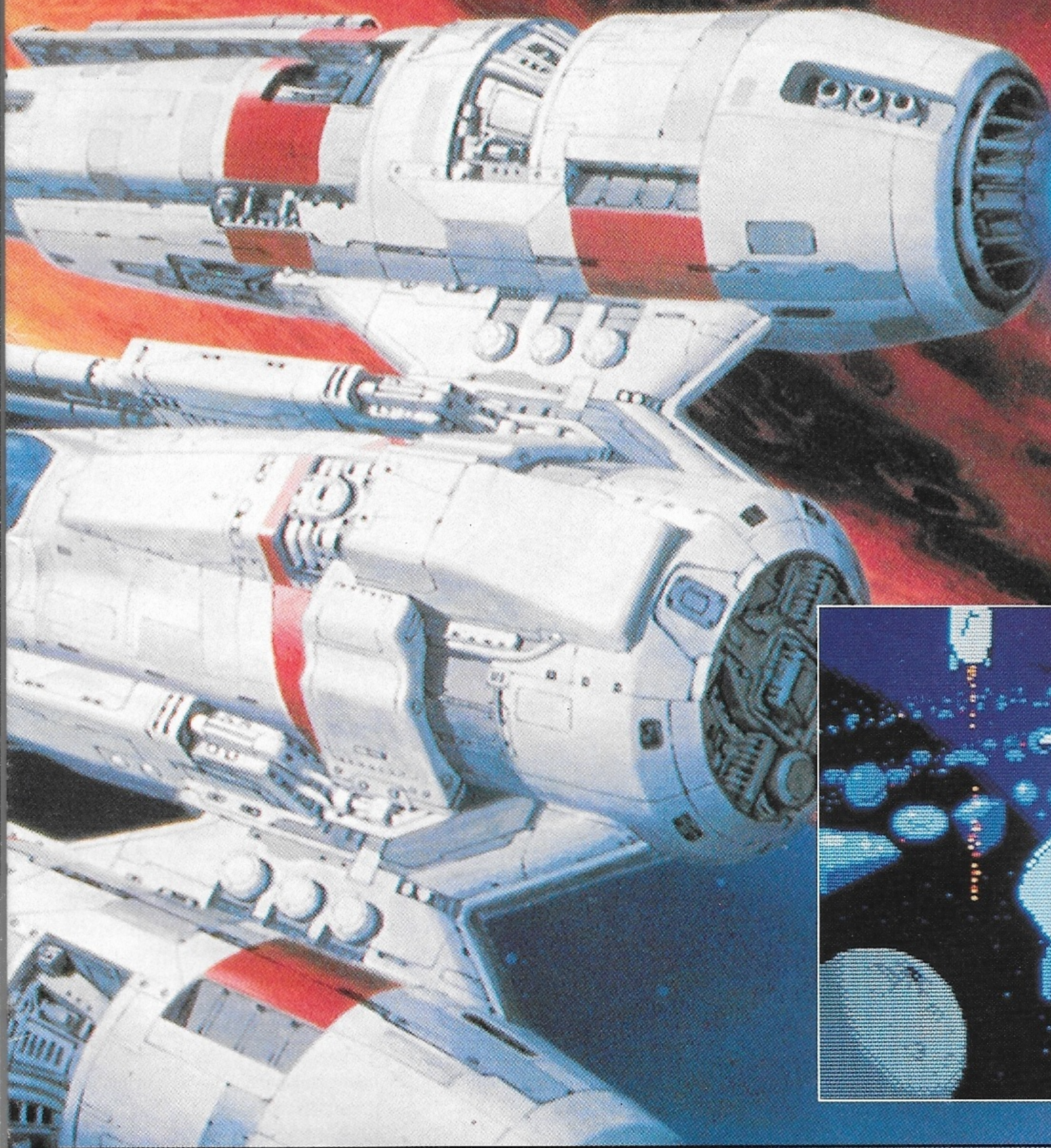
The demo illustrates the sighting of aliens, your leap to the planet's defence, and the obliteration of what are probably the ugliest creatures in the universe!

Look out for a fantastic preview appearing in next month's issue, where I'll talk about the origin of the game, cows, and everything you can expect to see in Super Space Invaders. It's well worth waiting for!

HOW TO PLAY THE DEMO

Right. This one's a bit different as we've had to split it up to fit it on. You'll need a blank formatted disk handy on which to copy all the files. The demo is split into two folders (Space1 and Side2). First, make sure your coverdisk is write-protected. Double click on Space1 and drag (click on the files and keep the button pressed) the contents of this folder onto the Disk B icon and swap the disks when instructed. Do exactly the same with the contents of Side2 and your demo is ready to run. Insert your newly-created disk into the drive and reset your machine. Double click on the Intro520.PRQ file to sit back and watch this thoroughly enjoyable demo.

Space Invaders



WHERE I COME FROM, THAT'S PITFIGHTING TALK MISTER!



Ed: "Are they still reading?"

Dotty: "I think so."

Ed: "Should I tell them?"

Dotty: "Yeah! And don't let anybody stop you!"

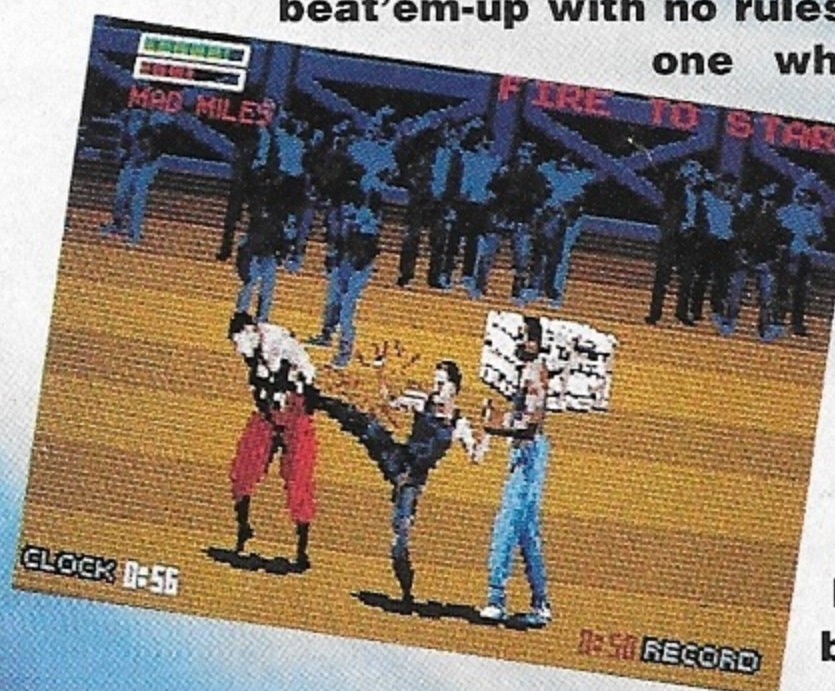
OK, OK! We'll bring it all out into the open. We don't usually include items of news in the disk pages but we learned about it after the news pages had been written.

It concerns Domark's other promising product: Pitfighter. I will try to be as brief as I can...

It's a coin-op conversion. It's tough. It's violent. It's utter chaos. Most importantly, it's fun. Pitfighter is a two player beat'em-up with no rules except the winner is the one who leaves the pit alive.

There are loads of moves to execute on your opponents, and if you're playing with a friend, the final moments are spent kicking and punching the hell out of him. Really great stuff!

Ed's final say: "Was that brief enough?"



DISK 2



Well, well, well! ST Action are working overtime this month. Just look at this, yet another absolutely fantastic cover disk with another absolutely brilliant game on! By jove, now look at the incredibly wonderful art work and screen shots! It has to be Rubicon from 21st Century Entertainment.

The Scenario: 20 years into the future in 2011, a power plant situated on Koala Island had a major disaster causing widespread radiation activity. The radiation has spread over a 300 square mile area with the intensity of 1,230,000 rad! (That's Chernobyl hundreds of times over to you and me!). Unfortunately, because of the accident's swiftness there was no time to evacuate the Soviet nuclear bases: hundreds of deadly nuclear weapons were still lying in underground stockpiles.

A few months later, reports started coming in about terrifying animal mutations that had begun to terrorize the infected area, some possessing human intelligence. It was only a matter of time before the mutations would penetrate the underground vaults and use the weapons for their own gains. Naturally, something had to be done.

So far, so good! Paul Chamberlain, the P.R. Executive at 21st Century Entertainment, explained about the scenario:

"The original idea came from the C64 programmer, Frederick Kahn, who was influenced by the Chernobyl disaster. The whole idea of the mutations thing might not be too far fetched so we

adapted the concept and played on it."

So, the plot thickens! Armed with a powerful canon rifle, you have to blast your way through the infected levels, killing everything in your path, to ultimately reach the nuclear weapons and disarm them all. Not an easy task by any counts. Paul continued:

"Rubicon isn't just another scrolling shoot'em-up. In the later levels you can see some of the largest sprites ever seen on an ST with both vertical and horizontally scrolling landscapes. We've also included a puzzle element that increases in intensity throughout the game, thus taking the emphasis away

from basic shooting."

Filled with oodles of really evil creatures and a dramatic scrolling landscape, Rubicon will certainly test your wits. Don't delay, try it today! Slam in the disk and be totally trigger-happy with this stunning new product from 21st Century Entertainment. Be awestruck by the detailed graphics and have your gash well and truly flabbered by the exciting gameplay.

However, as this is only a one level demo copy certain things have been left out in order to fit the game on the disk. Paul explained:

"The final version will have more

HOW TO PLAY THE DEMO

Place the disk into your drive and click on RUBICON.PRQ, then wait for the game to load. You will be transported to Koala Island armed with your single shot rifle ready to embark on your mission. Pressing the space bar will change the weapon specification (top left corner) allowing you to collect a new weapon. For example, if you want to collect napalm, press the space bar until the napalm icon appears and then collect the bonus pod when it floats down the screen on a parachute. Try to make your way to the end of the level, making good use of the 10 lives you're given and basically enjoy yourself!

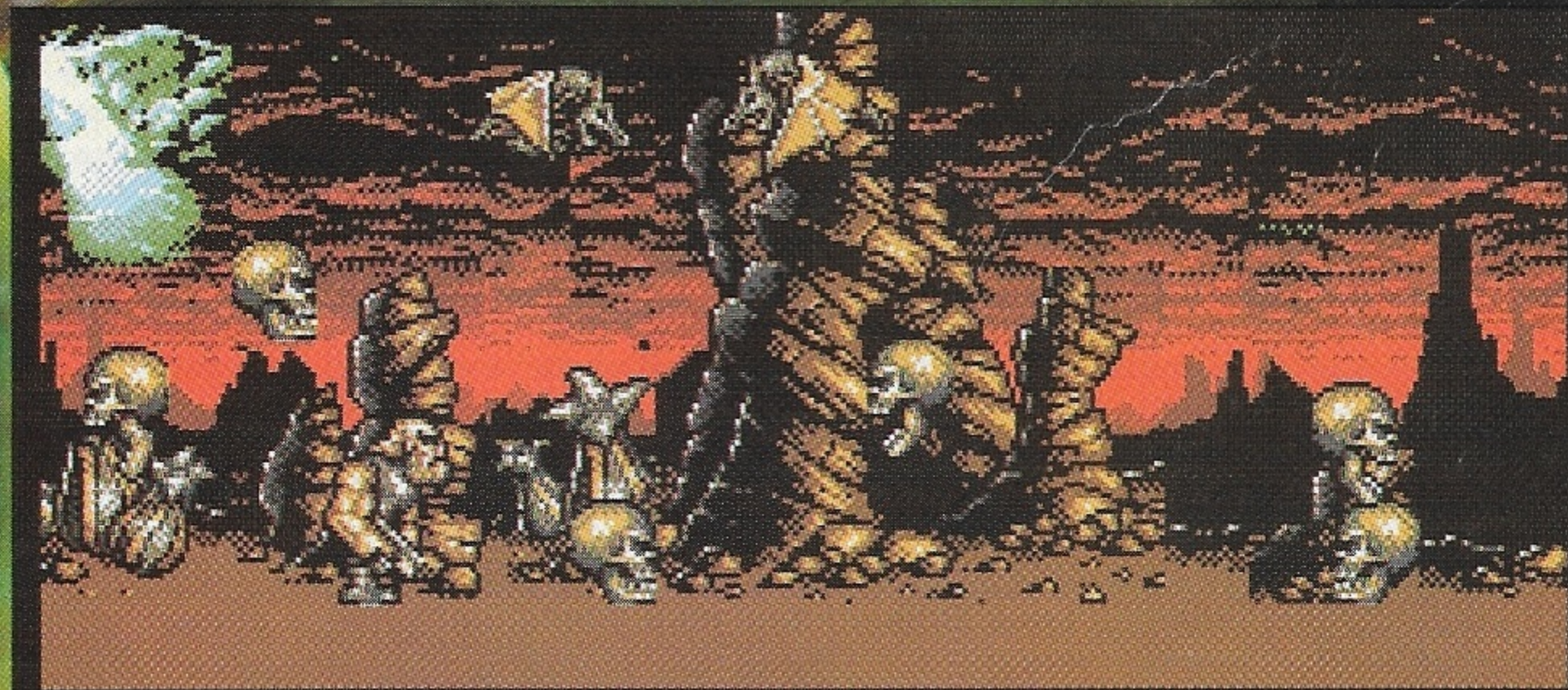




gameplay in each of the levels and the sound effects are being totally re-written. The final version should be quite spectacular, however at least the demo will give you a feel for the game."

Rubicon has been in development for nearly a year and is ready for release at the end of October priced £25.99. Paul continued:

"The programmers for the 16-bit versions are Stewart Gilray and Andrew Buchanan, with Mark Jones working on the graphics. It's the first full game that they've attempted as they've been demo programmers up until now, but everything is going according to plan."



Rubicon

DISK
2

Boston Bomb Club



Welcome to the world of maniacs, mayhem and complete and utter madness: the BBC to you and me! No, we're not talking about Terry Wogan (mad as he is!), instead we're talking about the infamous Boston Bomb Club. What do you mean you've never heard of them, where have you been for the last century? Prepare to be enlightened.

In the trailing years of the Nineteenth century there existed a strange group of mad individuals who called themselves the Boston Bomb Club. These weird old scientists had a passion for bombs, assault courses, cogs and traps, and a peculiar invention called the puzzle game. Don't worry, everything will become very clear.

Gathered in a colonial olde-worlde saloon, the wild eyed scientists devised and plotted mazes that would totally baffle their colleagues. These creations were extremely complex and had numerous hidden traps that could, if remained unnoticed, cause one hell of an explosion. It is a wonder that the old saloon is still standing after all the mishaps!

Through long evenings, the BBC

tried to outwit each other with their incredibly bizarre mazes while competing against the time limit of a bomb's fuse. Using cogs, switches, bridges and trampolines, they had to find a perfect route for the bombs and ultimately put the fuse out with a bucket of water. It's strange the kind of things people do in their spare time!

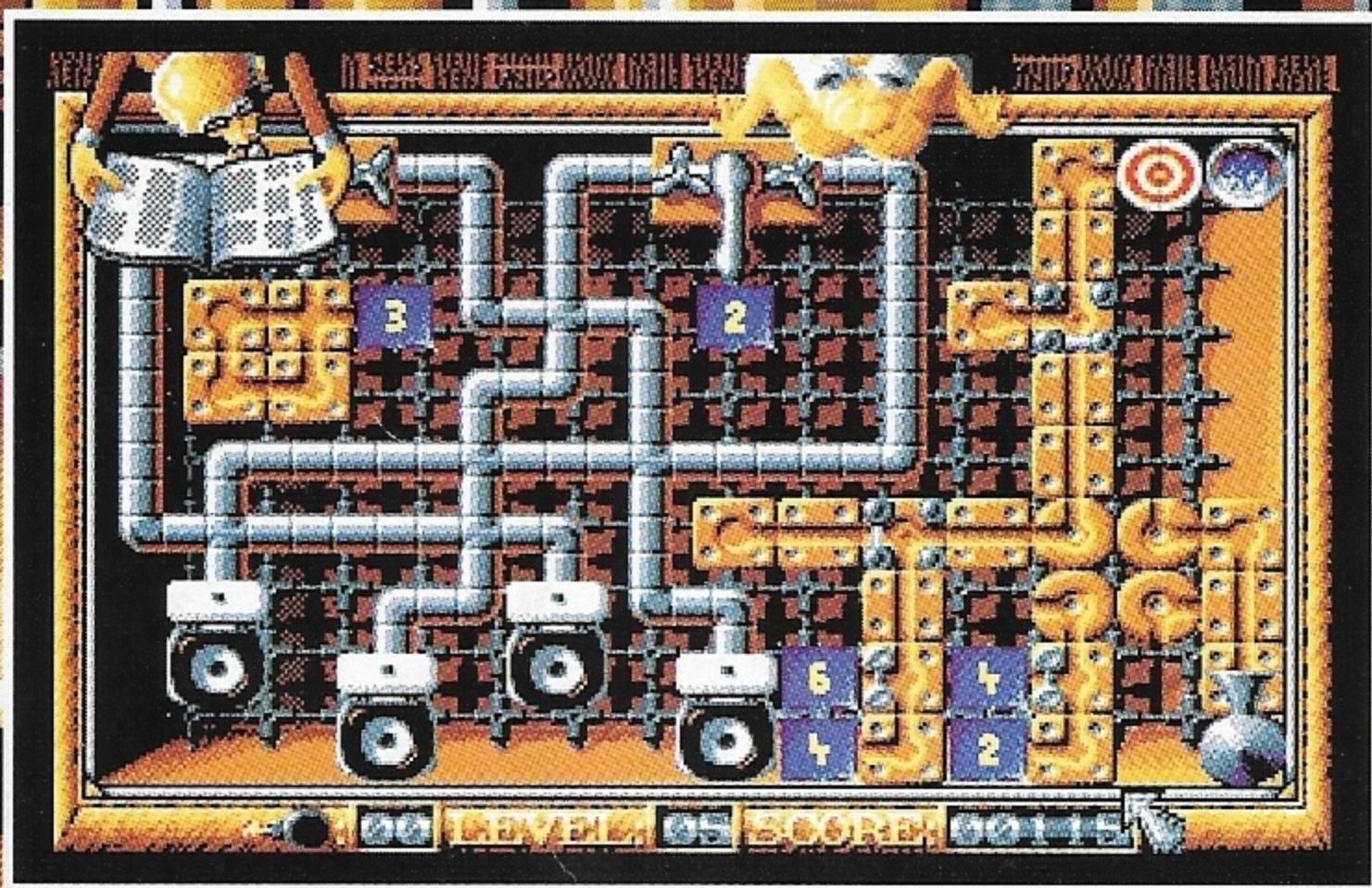
Now, thanks to Palace Software's amazing research team, 30 brain boggling mazes have been unearthed from the archives and converted onto our beloved ST for posterity. The BBC will be most contented in their eternal resting places, knowing that their lifelong passion is once more thriving and causing the utmost confusion!

The idea of the game is to put out the fuses on your bombs without them crashing into each other or exploding prematurely. The routes are not obvious and the cogs and switches keep changing but as long as you keep your cool then you will surely find the correct path. Clicking on the barriers and the revolving tiles will open up new paths and allow you to get closer to your bucket of water.



HOW TO PLAY THE DEMO

To start with, stand on our pretty little disk and clap your hands while shouting 'Bang!' at the top of your voice, then repeatedly write 'BOMB.PR' all over the walls! Seriously, though, it's pretty obvious that you load your disk into your computer drive after first taking it off the front of the mag, then find the BOMB.PR icon and click on it a couple of times until it loads! You'd be surprised how many people have problems with this menial little task!!! Click on one of our mad scientists on the loading screen and then using the mouse, experiment with the cogs and switches until your bomb lands on the target. Dead simple...



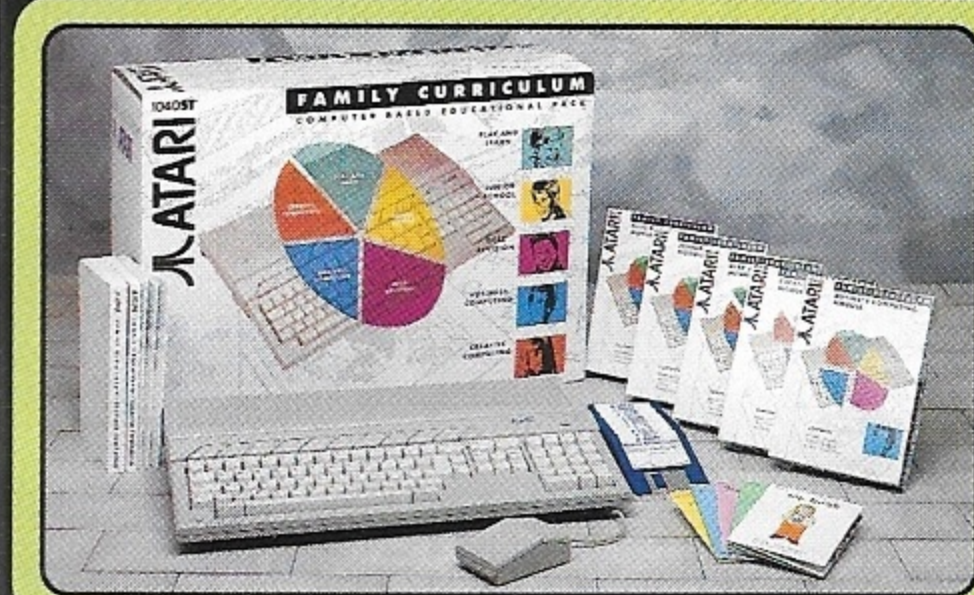


ATARI ST

520ST-E DISCOVERY XTRA PACK

RETURN THE COUPON FOR A
FREE! COLOUR CATALOGUE

HARDWARE:	
512K 520ST-E + MOUSE	£329.99
ENTERTAINMENT SOFTWARE:	
ANARCHY - Arcade Game	£19.99
DRAGONS BREATH - Adventure	£29.95
INDIANA JONES - Arcade Adv	£19.95
SUPER CYCLE - Racing Game	£19.95
PRODUCTIVITY SOFTWARE:	
CONTROL.ACC - Utility Software	FREE
EMULATOR.ACC - Utility Software	FREE
FIRST BASIC - Programming	£49.99
NEOCHROME - Art Package	£29.99
ST TOUR - Tutorial	£4.99
JOYSTICK CONTROLLER:	
ATARI CX40 JOYSTICK	£4.99
PLUS! FREE FROM SILICA:	
TENSTAR GAMES PACK	£219.78
PRODUCTIVITY PACK	£104.97
TOTAL VALUE:	£834.54
YOU SAVE:	£505.54
SILICA: £329	
PLUS! FREE HOLIDAY ACCOMMODATION	



1040ST-E FAMILY CURRICULUM PACK

The Family Curriculum Pack comes with a 1040ST-E computer and mouse plus 5 software modules (3 titles in each), one for every age range. The combination of education, creative and business software from Atari, plus the FREE entertainment and productivity packs from Silica, makes for a package the whole family can enjoy!

PLUS! FREE HOLIDAY ACCOM

1Mb 1040ST-E + MOUSE	£399.99
1. PLAY & LEARN	£76.59
2. JUNIOR SCHOOL	£58.54
3. GCSE REVISION	£55.54
4. BUSINESS COMPUTING	£159.85
5. CREATIVE COMPUTING	£134.97
PLUS! FREE FROM SILICA	
TENSTAR PACK	£219.78
PRODUCTIVITY PACK	£104.97
TOTAL VALUE:	£1210.23
YOU SAVE:	£811.23

£399

SILICA PRICE - INC VAT + FREE DELIVERY

ATARI 520ST-FM DISCOVERY PACK

£279

INC VAT + FREE DELIVERY + FREE TENSTAR & PRODUCTIVITY PACKS

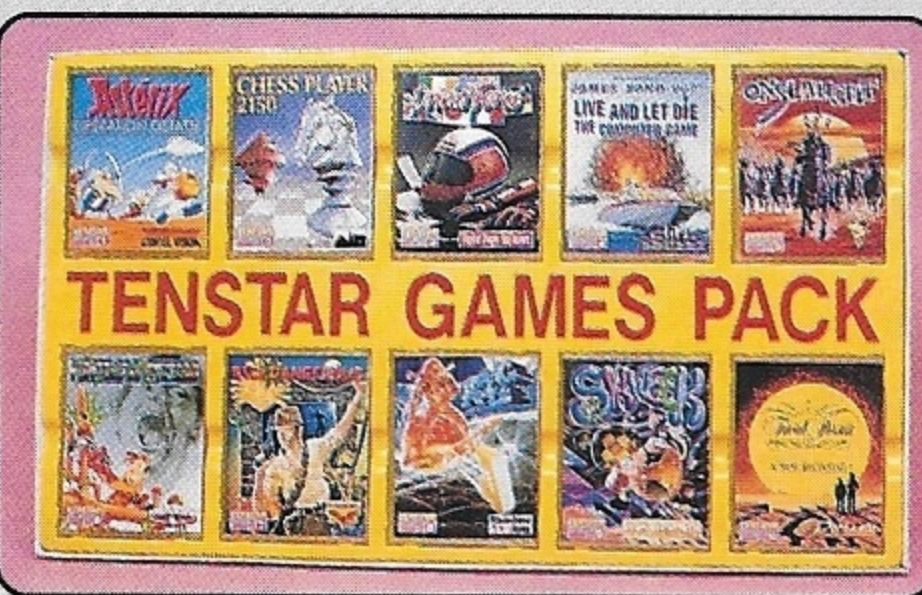
ATARI ST - MORE THAN JUST GREAT GAMES!

FREE! FROM WITH SILICA EVERY ATARI ST

TENSTAR GAMES PACK

The TenStar Games Pack is THE software compendium for Atari ST owners, featuring ten top titles with a variety of different types of games for you to enjoy. Each title is packaged in its own plastic case, with a colour sleeve and full instructions. The TenStar Games Pack is FREE! when you buy your ST from Silica Systems.

FREE! WORTH: £219.78



FREE! SILICA SYSTEMS ST PRODUCTIVITY PACK

Every Atari ST from Silica comes with a FREE Silica ST Productivity Pack, worth over £100. This pack has been specially put together by Silica to help you to get to grips with the productive side of computing from day one. Each title has been tried and tested by tens of thousands of Atari ST owners, who have begun word processing with 1st Word and programming with Atari ST Basic.

1st WORD - from GST	£59.99
SPELL IT! - for use with 1st WORD	£19.99
ST BASIC - with tutorial	£24.99

TOTAL RRP: £104.97



FREE! 16 NIGHTS HOLIDAY HOTEL ACCOMMODATION

Every Atari ST from Silica comes with a FREE 72 page, full colour brochure with accommodation vouchers. These vouchers entitle 2 people to stay up to 16 nights in one hotel (or any number of hotels to a total of 16 nights) with accommodation FREE (you could take up to six nights for four people, or other options). Choose from the 250 hotels featured in the catalogue. All you have to pay for are your meals (prices are listed in the brochure). Reduced rates in top London hotels and hotels in France are also featured.



TOTAL FREE PACKAGE

TENSTAR GAMES PACK - £219.78:	
Asterix - By Coktel Vision	£24.99
Chess Player 2150 - By CP Software	£24.95
Drivin' Force - By Digital Magic	£19.95
Live & Let Die - By Elite	£19.99
Onslaught - By Hewson	£19.99
Pipe Mania - By Empire Software	£24.99
Rick Dangerous - By Firebird	£24.99
Rock 'n' Roll - By Rainbow Arts	£19.99
Skweek - By US Gold	£19.99
Trivial Pursuit - By Domark	£19.95
PRODUCTIVITY PACK - £104.97:	
1st Word - Word Processor	£59.99
Spell It! - Spell Checker	£19.99
ST Basic - Programming Language	£24.99

TOTAL RRP: £324.75

FREE! WORTH NEARLY: £325

PLUS! FREE HOLIDAY ACCOMMODATION

SILICA SYSTEMS OFFER YOU

- **FREE OVERNIGHT COURIER DELIVERY:** On all hardware orders shipped in the UK.
- **TECHNICAL SUPPORT HELPLINE:** Team of Atari technical experts at your service.
- **PRICE MATCH:** We normally match competitors on a "Same product - Same price" basis.
- **ESTABLISHED 12 YEARS:** Proven track record in professional computer sales.
- **BUSINESS + EDUCATION + GOVERNMENT:** Volume discounts available for large orders.
- **SHOWROOMS:** Demonstration and training facilities at our London & Sidcup branches.
- **THE FULL STOCK RANGE:** All of your Atari requirements from one supplier.
- **FREE CATALOGUES:** Will be mailed to you with offers and software/peripheral details.
- **PAYMENT:** By cash, cheque and all major credit cards.

Before you decide when to buy your new Atari ST computer, we suggest you think very carefully about WHERE you buy it. Consider what it will be like a few months after buying your ST, when you may require additional peripherals or software, or help and advice with your new purchase. And, will the company you buy from contact you with details of new products? At Silica Systems, we ensure that you will have nothing to worry about. We have been established for over 12 years and, with our unrivalled experience and expertise, we can now claim to meet our customers requirements with an understanding which is second to none. But don't just take our word for it. Complete and return the coupon now for our latest Free literature and begin to experience the "Silica Systems Service".

MAIL ORDER HOTLINE
081-309 1111

SILICA SYSTEMS

MAIL ORDER:	1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX	Tel: 081-309 1111
Order Lines Open: Mon-Sat 9.00am-6.00pm	No Late Night Opening	Fax No: 081-308 0608
LONDON SHOP:	52 Tottenham Court Road, London, W1P 0BA	Tel: 071-580 4000
Opening Hours: Mon-Sat 9.30am-6.00pm	Late Night: Thursday until 8pm	Fax No: 071-323 4737
LONDON (SELFRIDGES):	1st Floor, 369 Oxford Street, London, W1A 1AB	Tel: 071-629 1234
Opening Hours: Mon-Sat 9.30am-6.00pm	Late Night: Thursday until 8pm	Ask for extension 3914
SIDCUP SHOP:	1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX	Tel: 081-302 8811
Opening Hours: Mon-Sat 9.00am-5.30pm	Late Night: Friday until 7pm	Fax No: 081-309 0017

To: Silica Systems Ltd, Dept STACT-1091-63, 1-4 The Mews, Hatherley Rd, Sidcup, Kent DA14 4DX

PLEASE SEND FREE ATARI COLOUR CATALOGUE

Mr/Mrs/Ms: Initials: Surname:

Address:

Postcode: Tel:

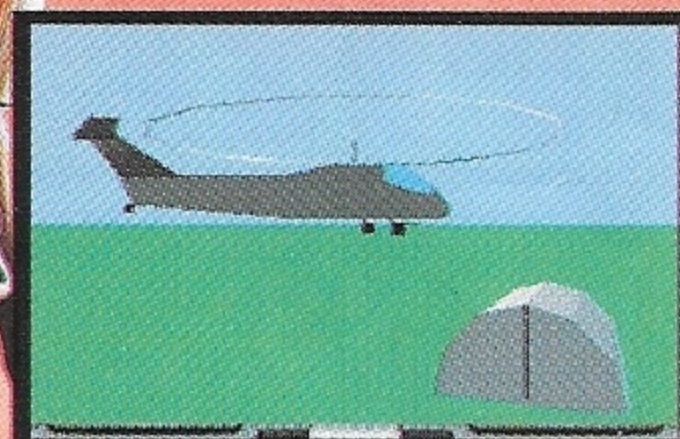
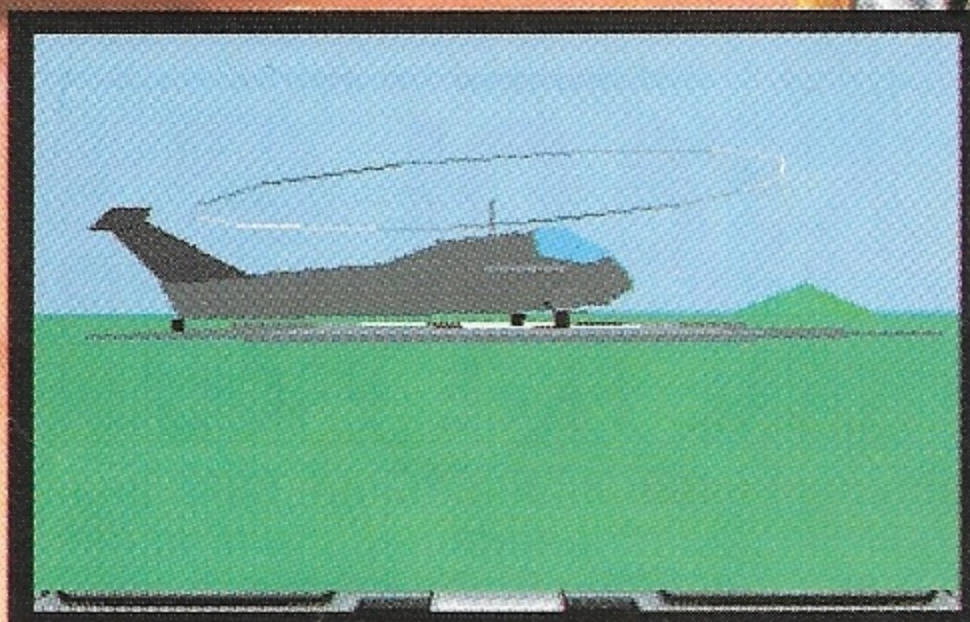
Which computer(s), if any, do you own?

E&OE - Advertised prices and specifications may change - please return the coupon for the latest information.

**DISK
2**



Thunderhawk



With a flick of the switch the engine began to hum and the rotors started slowly twirling round, gradually building up speed until the long blades were only a blur through the air.

Blue Hawk was armed and ready for take off on another Merlin mission. Those ammunition dumps had been causing worries over at the UN for a while now. It was only a matter of time before their contents were used to overthrow the local government, thus creating a new dangerous dictatorship.

"We want you to fly in low along the river and blow 'em up!". That's what Marshall had said. Of course then he'd reeled off a list of "problems" we'd encounter. The missile sites and jet fighters were only the beginning.

The rain was just starting to beat down as I made the final system check before take-off. Green lights all over the place. Good.

The ground started to recede as I eased the Thunderhawk into the skies and headed out towards the river.

Not knowing what to expect I primed a couple of Mavericks - just to be on the safe side!

Having been instructed to maintain a radio silence I settled down for a few minutes until I knew I was within strik-

ing distance. A short, sharp bleep from my threat indicator snapped me out of my momentary daydream.

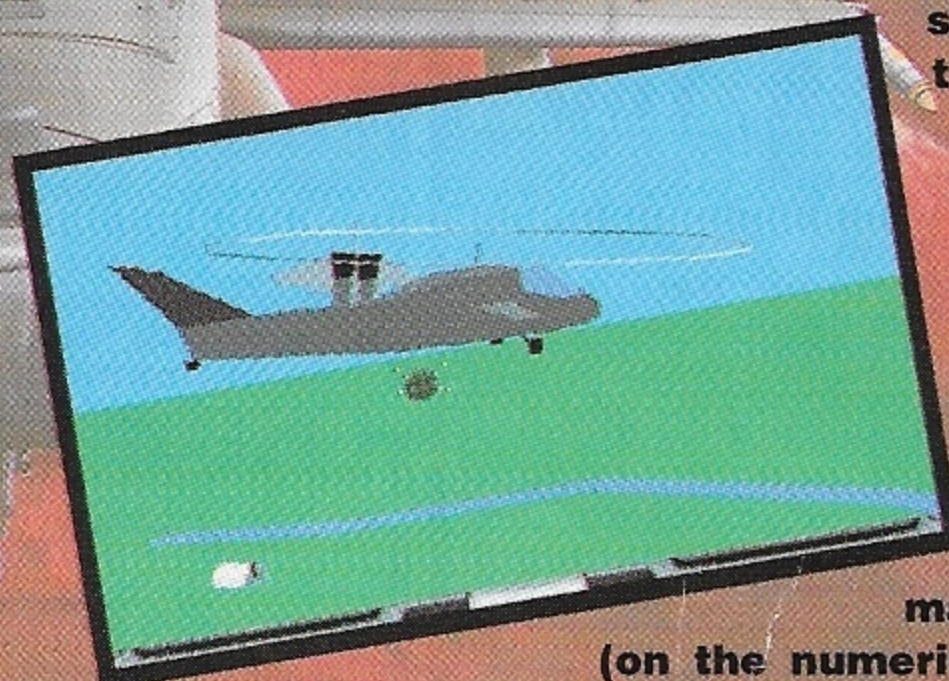
Without having time to wonder how they'd found me so quickly I engaged my targetting sytem and swung round to face my foe. My computer identified it as a MiG but before I'd had time to think, a missile screeched its way past me to the right.

Two quick squeezes on the trigger sent a couple of my babies back in response. The MiG pilot was obviously new to the combat zone as a tricky move to avoid the first missile led him right into the path of the second. I felt slightly sorry for him as his aircraft disintegrated in an orange cloud.

Now it was onto the target and a chance to make a real name for myself.

HOW TO PLAY THE DEMO

Wow! How to play a flight sim in a paragraph! First you want to double-click on the Hawk.PRG file. This will take you to the intro screen where you should read your mission objective. Clicking either mouse button will take you to the helipad.



To start up your engine press and hold the right mouse button while pushing it forwards. This is also how you speed up (and right and back slows you down obviously!). The left button fires your selected weapon and the right one changes your current selection (shown in the middle of the screen).

Finally here's a few keys you may want to try: F10 for night vision; Enter (on the numeric keypad) for an outside view which can then be altered with the other keypad keys (try it for yourself). Enter again takes you back to the cockpit.

UNDER NEW MANAGEMENT

0782 575043



Corporation	9.49
Conqueror	9.49
Carrier Command.....	9.99
Music Con. Kit.....	6.50
Hammerfist.....	5.99
Oil Imperium	6.99
Jet	9.49
Tailspin	7.49
Fun School II Under 6.....	11.49
Ancient Battles	9.49
Vulcan	9.49
Front Line	8.49
Waterloo	9.49
Rick Dangerous.....	8.49
APB	6.99
Turrican	8.49
Warhead.....	8.49
Treasure Trap.....	8.49
Grand Monster Slam	5.99

Thunderhawk	21.49
Tom & Jerry	6.50
Storm Trooper.....	3.50
Blue Angel 69	4.50
Quartz.....	4.50
J. Lowe's Darts	5.50
Hellfire Attack	2.00
Crackdown.....	5.50
Flintstones	4.50
Kick Off	7.99
Corruption.....	6.50
Fighting Soccer.....	3.50
Fallen Angel.....	4.50
Last Ninja II.....	6.49
Cybernoid II	3.50
Adv Rugby Sim.....	4.50
Captain Blood	4.50
Custodian	2.50
Crystal Castles	4.50
Chariots of Wrath.....	2.50
X Out	8.49
Savage	2.99
Gato.....	5.50
Tournament Golf	9.49
World Soccer	9.49
Joe Blade.....	2.50
Joe Blade II.....	2.50
Live & Let Die	3.50
Interphase.....	4.50
Pro Tennis.....	4.50
Pub Trivia.....	4.50
Last Duel	2.50
Flimbo's Quest.....	9.49
Nitro Boost.....	4.50
Nebulus	2.50
Ninja Spirit	6.50
Rock Star Ate Hamster	4.50
Roller Coaster Rumbler	4.50
Seconds Out.....	3.50
Scramble Spirits	5.50
Sonic Boom	3.50
Shadow Gate.....	4.50
Uninvited.....	4.50
Weird Dreams.....	4.50
Speedball.....	8.50
Fast Food Dizzy.....	5.99
Tracksuit Manager	6.50
7 Gates of Jambala	4.50
Tower of Babel.....	4.50

STA OCTOBER

IT'S NOTHING...

YOU ARE T-800

IN THE ACTION
PACKED GAME-PLAY
OF TERMINATOR 2,
THE YEAR'S HIT MOVIE,
AS IT EXPLODES
ON TO YOUR
COMPUTER SCREEN.
SPECTACULAR
GRAPHICS AND

FIERCE ANIMATION
THROW YOU
HEADLONG INTO
THE FURIOUS
STORYLINE OF THE
BOX OFFICE SMASH....

AND A GAME YOU
WILL NEVER FORGET.

CBM AMIGA
ATARI ST
COMMODORE 64
AMSTRAD
SPECTRUM



TERMINATOR 2 JUDGMENT DAY™

© 1991 CAROLCO INTERNATIONAL N.V.
ALL RIGHTS RESERVED

...PERSONAL



Acclaim™
e n t e r t a i n m e n t , i n c.

ACCLAIM™ AND MASTERS OF THE GAME™
ARE TRADEMARKS OF ACCLAIM ENTERTAINMENT INC.

ocean®

6 CENTRAL STREET · MANCHESTER · M2 5NS
TELEPHONE: 061 832 6633 · FAX: 061 834 0650

WIN!

AFTERBURNER

GET IN, SIT DOWN, START
HER UP AND
HANG ON!

IT'S
MASSIVE!

GET IN!

LET'S FLY!

IT'S
AWESOME!



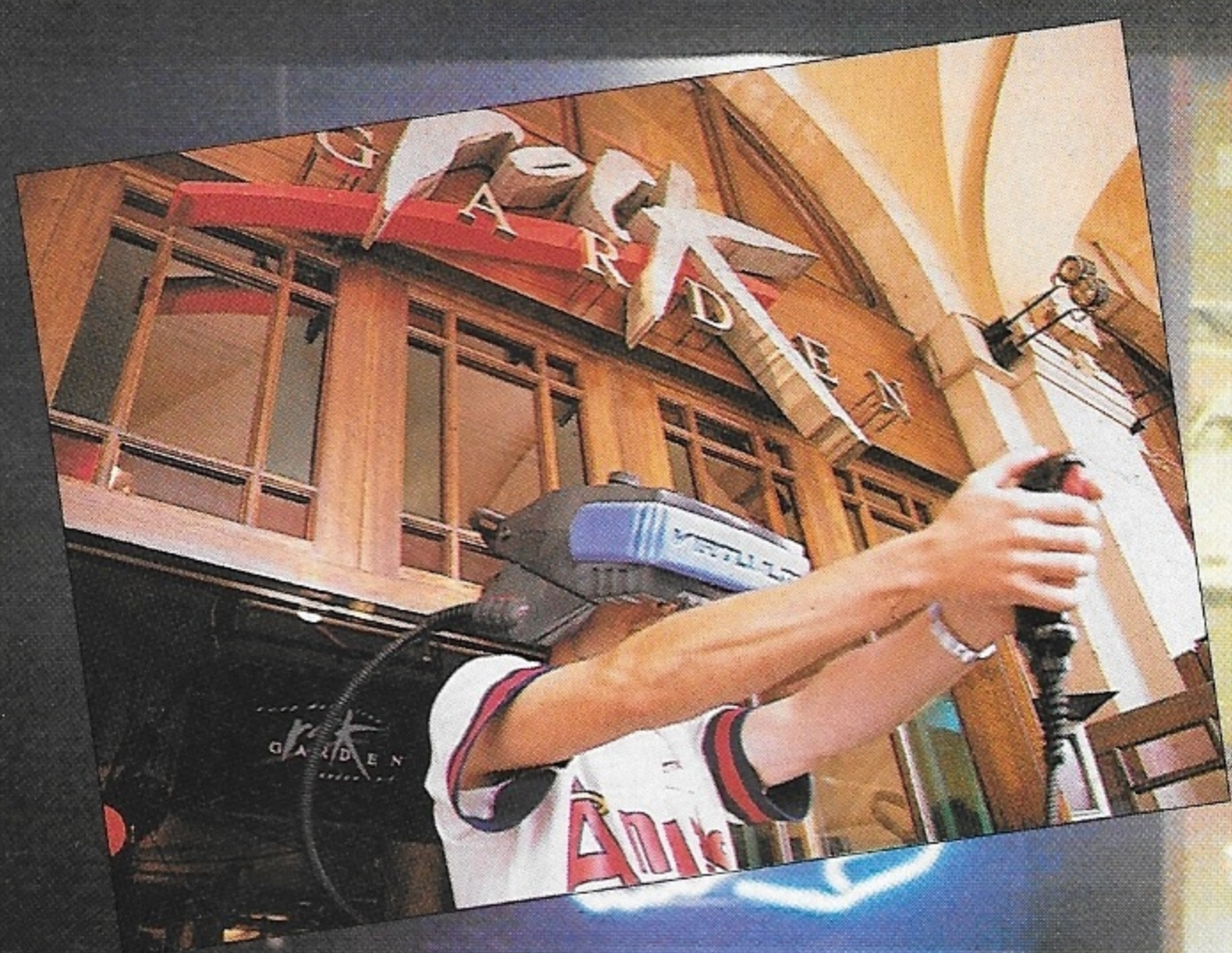
THE
ULTIMATE
ARCADE
GAME!

- IT MOVES!
- IT'S THE CLOSEST THING TO FLYING!
- IT COULD BE YOURS!

**CALL
0839
550004
NOW!**

Calls cost 34p (cheap rate) and 45p (at all other times) per minute inc. VAT. For winners list send SAE to Megafone Ltd., Sandylands House, Morecambe, LA3 1DG. Average call duration 5.5 minutes. Ask your parents' permission before you call.

VIRTUALITY CENTRE



Was it the Experience of a Lifetime?

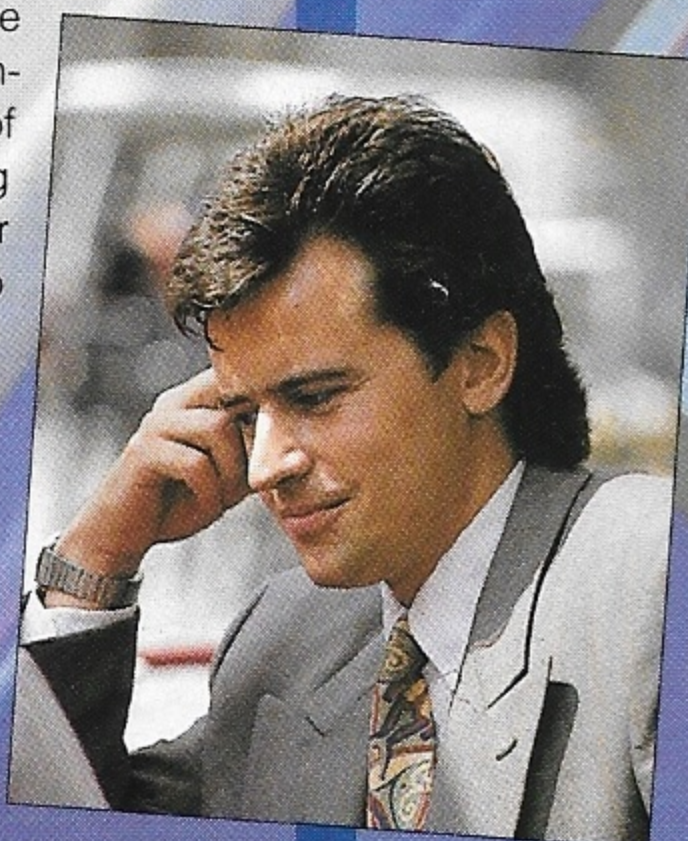
In the June 1991 edition of ST Action, we brought you up-to-date with the development of Virtuality. Designed by Leicester based W Industries Ltd, Virtuality offered you, the user, unlimited freedom and a realistic playing environment. Now they are proud to announce the release of two new systems – Total Destruction and Cyberspace. So, not to miss the chance of a day out in sunny London, our Jason and Allie decided to hitch a lift and check things out.



THE STORY SO FAR!

W Industries is a young company, founded in 1987, which has developed a range of low cost, high performance Virtual Reality machines. Manufacturing both commercial and entertainment systems, they hope to maintain a constant programme of product developing and upgrading their present systems to keep them at the forefront of the Virtual Reality era.

Managing Director and the founder, Doctor Jonathan Waldern, is recognised as one of the world's leading authorities on Virtual Reality and his company is the first to manufacture affordable systems for academic research establishments, the architectural design profession and the entertainment industry.



TWO NEW TOYS

The launch of the first new development from W Industries, the Virtuality 1000CS (Cyberspace) system, took place in the Rock Garden Restaurant, Covent Garden, London. Said Rock Garden Managing Director Arthur Wickson:

"The Rock Garden is proud to be associated with W Industries and such ground-breaking technology as the 1000CS. We are known for being far more than just a place to eat, the installation of the Cyberspace network confirms our commitment to serving our customers the best of everything, not just great food!"

Virtual Reality will be a perma-

nent part of Rock Garden by day and the Gardening Club by night, providing the clientele with the latest in computer entertainment.

The term 'Cyberspace' was first used by science fiction writer William Gibson in the late 80s. He used it to describe how two, or perhaps more, people could share a computer-generated world in the far future. W Industries have already made this fantasy a reality in the early 90s.

A new software experience has been specially written by W Industries for Zona Ltd, suppliers to the Rock Garden, to coincide with the launch of the machine, exploiting its unique features to the full. Within 'Nightmare', the player is surrounded by a surreal landscape of graphics and sound, with only one way out - to do battle with his enemy, a replica of himself.

GUNS 'N' STUFF

Armed with only a gun and your wits, you must explore the scenario and concoct your battle plans to outwit your opponent who has the same thing in mind - your destruction! As you explore the landscape, you'll be able to climb stairs to reach higher playing areas while using various objects to provide cover from your opponent's gunfire.

As well as the other player, you must also watch out for a pterodactyl that acts as a deterrent

against time wasting. If you stand still for too long, it will swoop down, carry you off and drop you back down elsewhere to continue your mission. The objective is to be cautious but not act like a tortoise!

BAD DREAMS!

The control method to Nightmare is rather strange to look at. You must strap on a futuristic backpack, hold a joystick in one hand and wear a helmet that bears an uncanny resemblance to Jedi Stormtroopers.

Then, while trying to hide the obvious embarrassment felt, pretend to block out the real world and embark on a mission into the unknown.

The Visette (the correct name for the helmet) is the main interface between a Virtuality operator and the virtual world. Once it has been plonked on your head, you can view the action around you by looking in the appropriate direction and believe me, this confuses you as much as the Jedi mind trick!

The joystick is used initially to control your aim for the gun. It also

allows you to move forwards and backwards. To face any direction, you must actually turn your body to the relevant position. This could make you look a bit dodgy in an arcade full of people! To elevate or lower the gun, you must move your arm as you would expect to in a real-life situation.

TOTAL EXHILARATION

The machine that I (Jason) looked forward to trying most was the second new release from Virtuality - Total Destruction.

'Total' is a stock-car racing simulator that puts you in the driving seat of a battered old vehicle that you can destroy to your heart's content.

W Industries, in conjunction with Family Leisure Ltd, announced the opening of the first Virtual Reality simulation centre at the Trocadero entertainment centre in Piccadilly, London. The Trocadero is home to many exciting pastimes for adults and children alike, including the immensely popular Guinness World of Records Exhibition.





LINK UP

The Trocadero entertainment centre consists of four linked Virtuality 1000SD units that have been modified to incorporate conventional driving controls to an already successful system that allows up to four players to compete within a Virtual World. Dr Jon Waldern explained:

"The Simulation Centre is more than just another arcade game. We call the programmes that run on our Virtuality machines 'Experiences' rather than games. Once you've been in one, you'll understand why!"

Up to four drivers can take part in Total Destruction simultaneously with the frenzied action displayed on large TV screens above the participants.

A custom software/hardware combination displays not only the views from the contestants' cars, but also highlights the best of the race action from 'camera' viewpoints around the track, allowing you or the audience to view the other players.

Waldern continued:

"Using our Virtual Reality technology, we can make an Experience that truly mimics the real world. Add to that our system's ability to generate CD quality sound and the imagination of our designers - we can actually make it feel like you're in the thick of the action!"

As a race progresses and the tempo of the action begins to rise, a situation of pure theatre develops, with the waiting crowds shouting for their favourite to win and booing the spoiling tactics of the backmarkers. With added explosions and revving noises, this crunching car experience is a must for driving enthusiasts.

Said Alan Rawlinson, Manager of the Trocadero's Simulation Centre:

"Certainly the centre is at the forefront of entertainment technology and will provide players with the best gaming experience available in the world, but more than that, we expect the Centre to become a spectacle in itself, uniquely providing entertainment for participants and spectators alike."



ALLIE'S ANALYSIS

Upon reaching London's prestigious Covent Garden, I was full of anticipation for the new wonder toy, Virtual Reality. Everything looked incredibly impressive under the 'Rock Garden' banner and coupled with waiters forcing Buck's Fizzes into our eager hands Virtuality looked promising to say the least. Then the moment of truth! It was time to have a go and see what all the fuss was about.

The first version we tried was the stand-up kind. With cumbersome amounts of hardware strapped very tightly to your person you experience "Nightmare". The game requires you to walk round a Salvador Dali-esque landscape trying to shoot your doppelganger opponent with a pistol.

Sound is quite outstanding, with its quadrophonic surround and CD quality you can easily get lost in your new world. Also the 3D visual is crystal clear and very effective. Altogether, "Nightmare" was extremely entertaining and most impressive, but unfortunately the Stock Car sim was almost the complete opposite.



Dotty's quote of the day, "Don't mess my hair up you sad southerner!"

The initial impression was one of grandeur but the actual game was clumsy and made you feel really drunk. I can't understand why anyone would want to look around while playing a driving game - the whole idea is to keep your

eyes on the road!

We eventually found one of the new Sega R-360 arcade machines hiding in a corner and that confirmed my opinion on the whole Virtuality thing: with something as good as the R-360 being launched at the same time as V.R., I think W. Industries is seriously going to lose out. Sorry guys but I'll vouch for the Sega every time!

DOTTY'S DIAGNOSIS

As I attended the official launch in May, I knew what to look out for. The main reason I was gracing them with my presence was the launch of the Total Destruction stock car racing simulator. As a maniac driver, I looked forward to destroying someone else's car!

Unfortunately, I wasn't particularly impressed with the whole thing. The view from inside the helmet was one of slight discomfort and the feeling of claustrophobia was very heavy. The view from the screens was rather blurred and seemed to flicker slightly, making it pretty difficult to turn corners. The main emphasis on Virtuality is the ability to view everything from any conceivable angle by a simple turn of the head.

My argument is: When do you look behind if you are turning a corner? You don't! It isn't feasible. Besides that, it remains quite a good game to play but still quite difficult to get the hang of. Overall, a faster version of Hard Drivin'!

Ha! Laugh, I almost died! When our Allie went up to try the walk-around Cyberspace version of Virtuality, I could've cried. She looked a right idiot! There she stood, wearing a Batman Back-Pack, matching belt and stupid helmet. Is this the future of our arcades? Oh well, never mind, back to the serious stuff.

The Cyberspace kit is used in conjunction with the Nightmare program to transport you into a world of colour and danger. You must fend off the unwanted amorous advances of an ageing Pterodactyl while dodging the bullets of your enemy! Fun, eh? Although it's very good to play and unequalled in the audio department, I just don't think the playing area is big enough to hold any lasting appeal.

WELCOME TO THE PUNTER POWER SCORE PANEL



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

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

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

Punter-panelist open sessions

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

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

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

THE PUNTER POWER SCORE PANEL . . .

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

PUNTER-POWER™



**GAME: SAMPLE GAME
PRICE: £19.99**

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

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

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

GAMEPLAY:
SOUND:
GRAPHICS:

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

RATING = %

If you're after a snappy answer to "Is this game worth buying?" check out the overall rating. Scores of 75%+ are excellent games, from 50-75% are good solid products, below 50% you should try before you buy.

10



TRADEMARK OF TITAN SPORTS INC.
ALL RIGHTS RESERVED

NEBULUS II

21st CENTURY

Here's just a quick snippet about 21st Century Entertainment's next game after Rubicon. The original Nebulus was devised way back in 1987. After masses and masses of quantities being sold, the sequel should be welcome news to thousands of you. For those of you who aren't familiar with the game, you soon will be and we guarantee you'll be totally hooked.

Nebulus II is a lively and completely whacky platform adventure.

You have to bound all the way to the top of towers and then all the way down again, repairing them upon your descent.

There are plenty of hostile creatures whose aim is to send you hurtling to your death - awareness is a must if you are to survive and complete every single intricate level.

Fortunately for our hero, he can shoot back. Not only that, but by collecting the necessary items, he can fly, launch himself into unseen heights, and even teleport.

'When will it be ready?' I can hear you all ask with bated breath. Rather soon actually! And... wait for it... we hope to be able to bring you a fantastic playable coverdisk demo with next month's issue of ST Action. Wow!



The Simpsons

Bart Versus The Space Mutants

Yo dudes! Bartholomew J. Simpson here, coming to you crude, loud and thrashing! I got something really important to tell you guys: there's a bunch of slimy, horrible, Space Mutants invading my home town of Springfield and I gotta stop 'em. That's right, man! They're gonna take over the world by taking control of the bodies of the friendly citizens of Springfield and build a super weapon that's gonna fill the entire world with fear. Pretty rad, huh?

Anyway, I'm the only person who can stop them with my extra-cool X-ray specs.

I gotta go around the town spraying things, chillin' out on my skateboard, using my wicked sling shot and generally behave like a nuisance, man. Plus, to make things worse, my arch enemies, Nelson the Bully and Sideshow Bob will be constantly getting in my way.

So, if you're a patriot and you like a good brawl, you gotta do the right thing and save the world from the inevitable alien domination! Oh, and just you make sure that you get back home in time for dinner!

This is a one player game controlled by the joystick only. To move Bart, push the joystick left or right. To jump, push the joystick up and to jump higher, keep pushing up. For a super-long jump, press fire and push the joystick up. Weapons gathered can be

fired by pressing the fire button. The Simpsons will run on all half and one meg machines including the STE.

The game is split up into five different levels set in various locations around Springfield. Each level has an objective that must be completed to guarantee progression. The aliens' objective is to collect various ingredients they require to create their weapon. To save the world, Bart must collect, hide, change or destroy the objects so the aliens can't gather them.

He must collect the required number of items each level (shown on the status screen) and then do battle with the feared end-of-level guardian. If Bart manages to complete a whole level, the aliens will modify their machine so it can use another ingredient.

Level one is set in the majestic streets of Springfield. Purple objects are the first of the five ingredients the aliens require. Be on the lookout for anything purple. Bart must use spray paint on this level to change the purple objects into red, thus confusing the aliens. A creative streak is handy for this level as some of the objects can't be reached by normal means.

Level two sees a welcome change to the scenery. Set in the Springfield Shopping Mall, various hats are the main objective to the aliens this time. Bart must collect as many hats as he can, but if you come across people wearing hats in the street, Bart must

knock the hat off before he can collect it.

An end-of-level guardian must also be overcome.

The Krustyland Amusement Park is the scene for level three. After their recent disasters on the two previous levels, the aliens have decided to go for something simple to power their ultimate weapon.

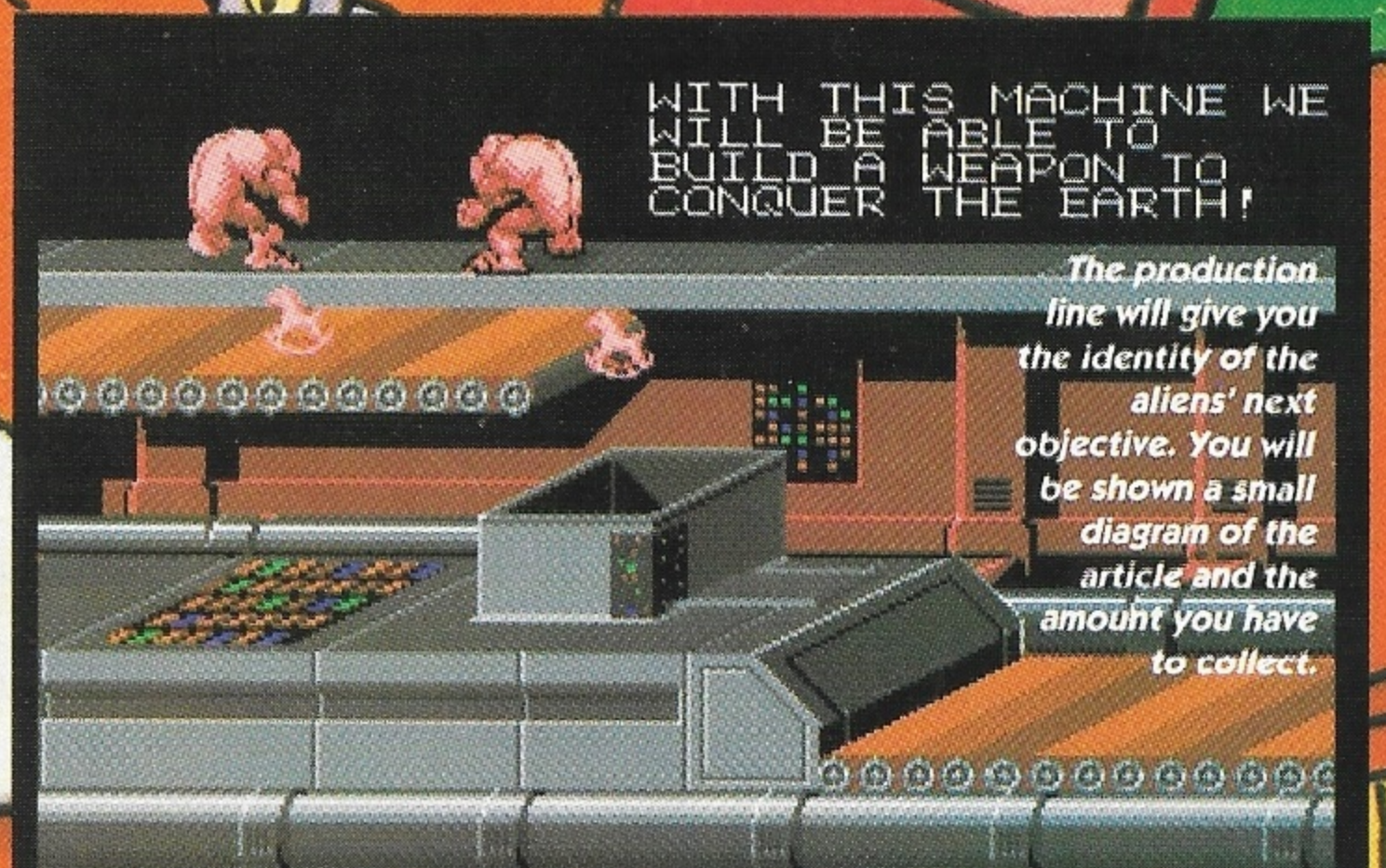
Balloons, man! Bart can find the balloons or shoot them with his trusty sling-shot (a lot easier) but first he must find the weapon of destruction in question.

On this level, Bart can also participate in various games of skill and chance. Push up when Bart is in front of a stall to activate the game, and a list of instructions will appear. If he has to shoot, press the fire button. If he has to place a bet, move the joystick left and right to move the coin and press fire to start the wheel spinning. Remember to have enough

coins to play, and also remember that Bart might have to jump to hit a target.

A trip through time is the setting for level four. Bart must thoroughly investigate the Museum of Natural History and collect all the exit signs. He must touch the signs to collect them but some of them are too high up. If he can't reach, he must use his dart gun which he can pick up along the way. Watch out for the security alarm system. Keep your eyes on the exhibits - some of them have a life of their own after closing!

The last level takes place in the Nuclear Power Plant. Nuclear power rods are the final ingredient the mutants can use to finish their machine. Bart must make his way around the power plant (where his father, Homer, works), collecting all the rods he can find. He must then negotiate the stairs and elevators and take them to the basement and put them back in the reactor. Jason



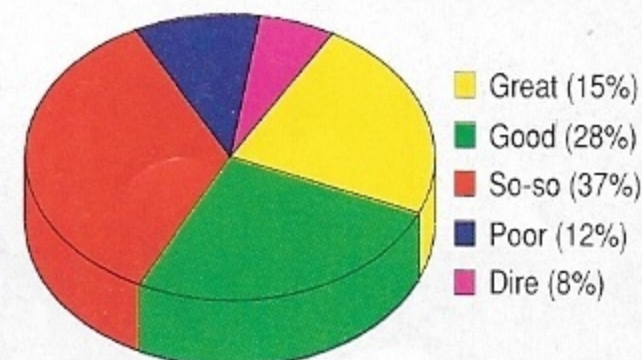


(Above) Bart must negotiate his way across the deadly cement using the available platforms. That second platform looks a bit unstable, perhaps you could try jumping on it!



(Above right) The objective for level two is to collect enough hats to thwart the plans of the aliens. The girl behind has lost her hat to Bart but the spinning hoops could present a problem.

PUNTER-POWER™



GAME: THE SIMPSONS
PRICE: £25.99

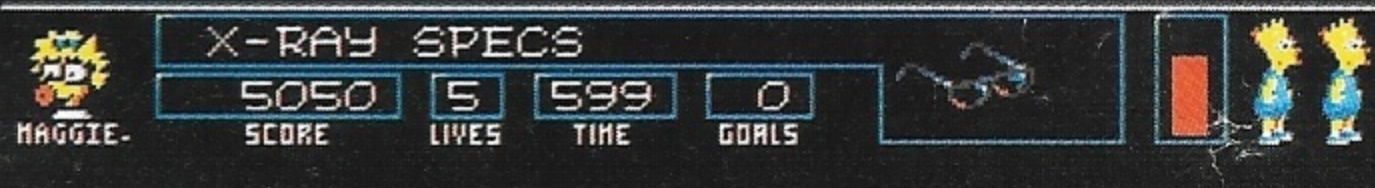
As with most licences of this genre, *The Simpsons* has been generally over-hyped. Most fans of the cartoon will be expecting amazing things from this Ocean conversion but, unfortunately, most of you will be slightly disappointed. The graphics are nothing special, they look like the Simpsons but they don't do justice to the ST's capabilities. You're left with the feeling that the main sprite should have been bigger. The sound is nothing brilliant, but it does take your mind off the rather dull characters. The good thing about the game is the number of puzzles that you have to solve. Most of them can be completed with a little thought and common sense. Unfortunately, this is a conversion that will only appeal to ardent fans of the series, so don't expect to be too shocked.

GAMEPLAY:
SOUND:
GRAPHICS:

RATING=77%

MATT GROENING

The end of level one sees Bart take on the ferocious end-of-level guardian in a fight to the death. His sister Maggie helps out because she loves her little bruvver!



On the first level, Bart must use his magic spray can to re-paint all the purple objects, making them useless to the aliens. The aliens aren't too happy and decide to confront our radical hero.



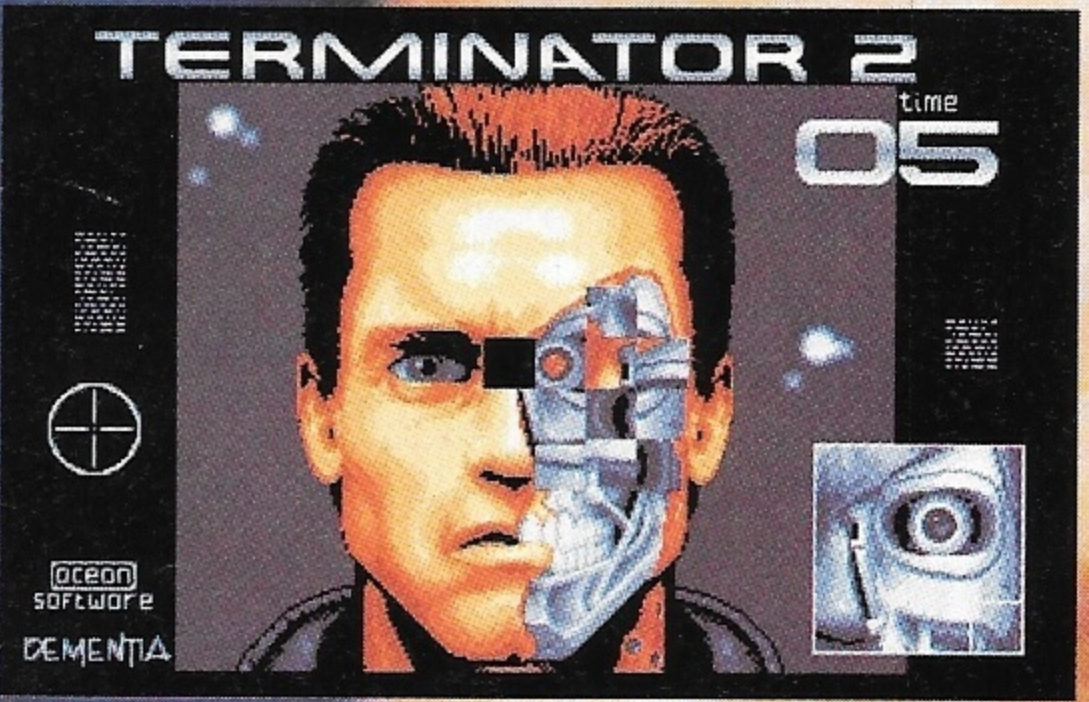
© 1991 CAROLCO PICTURES INC. (U.S. & CANADA); CAROLCO INTERNATIONAL N.V. (ALL OTHER COUNTRIES). ALL RIGHTS RESERVED.



Amie must steer his way through the daisies on his Harley Davidson motorcycle. Little John is hanging on the back.



This is the first of the two bonus screens. You must re-arrange the disconnected wires to fix your circuits.



The second bonus section has you trying to piece together Amie's busted eye. Both sections are under a time limit.

Terminator 2TM

- Judgment DayTM

O C E A N





To allow John and Sarah to escape, Arnie must temporarily stop the T1000 in hand-to-hand combat.



Arnie is armed with an assault rifle and he must use it to get past the waiting S.W.A.T. team. Careful shots are required.



Arnie has stolen a S.W.A.T. van and is driving it up the highway. Sarah must shoot the tailing helicopter to pieces.



The final battle between Arnie and the T1000. He must defeat it and drive it into a vat of molten steel.

It was the near future. A great battle to the death raged on between the technically superior machines and the ever-repressive mankind.

Despite the overwhelming power of the machines, the rebels were gaining control of the war until the computer which controlled the machines sent a robotic warrior through time to destroy the rebel leader's mother, Sarah Connor, thus eliminating the influential rebel leader in time to come. It failed!!!

In 1994, another Terminator was sent. This time, its objective was to kill the now pre-pubescent John Connor. Again, it was up to the resistance to send forth a lone warrior to protect him and secure their peaceful future. The only question to be asked was – who would succeed?

After the mass destruction caused by the original T101 cyborg, John Connor chose a clone of the prototype cyborg (A certain Arnie Schwarzenegger to you and me!) and re-programmed it to jump back through time and protect him. His adversary is the newly-designed T1000 cyborg, capable of extremely violent behaviour to say the least!

In this one player only computer conversion, you play the part of the T800 Terminator (codename – T101) and you must keep the T100 cyborg (codename – T1000) from inflicting any harm on the young boy John Connor.

The game takes place over nine levels, each controllable via the joystick. On most of the levels you control Arnie and on the rest

you are either responsible for the welfare of the other principal goodies or completing various tasks for bonus points and extra energy.

Level one sees you in control of the T800 Terminator and you must battle with the T100, temporarily defeating him to allow John time to make his escape. This level is a short beat'em-up where you must use your terminating tactics to destroy your opponent and help the boy make good his escape.

On level two, you are again in control of the T800 but this time you are cruising on a Harley Davidson motorbike with John riding pillion. You must manoeuvre your way through a storm drain, while being chased by the T1000 in an articulated lorry. Every time you crash into something, you will lose energy and crashing into the lorry will cause John's energy to be depleted.

Level three is one of the bonus sections that you must complete. You must perform minor surgery on the T800's arm. This can be achieved by moving a flashing cursor over the square you wish to move and pressing fire, thus arranging the blocks in the correct order.

Level four has you in control of Sarah Connor for the first time. You are armed with only a broom handle and you must negotiate a maze of corridors and lifts to escape from the mental institute.

On level five, you must take control of the T800 and gain enough time for Sarah and John to escape in the lift to the car park. This is another of the

scrolling beat'em-up sections of the game where you must use Arnie's obvious fighting skills to good effect.

Level six is the second of the bonus sections of the game. This time, your task is to rearrange the blocks on the T800's face until they match up with the original picture. This level is timed and gaining a 100% result will award you with maximum energy.

Level seven is a left to right horizontal scrolling affair that, once again, puts you in the rather tired shoes of our Arnold. You must shoot your way out of the Cyberdyne laboratories, skilfully dodging the heavily armed S.W.A.T. team.

On level eight, the T800 is in control of a stolen S.W.A.T. van making its escape with Sarah and John, while the T1000 chases them in a helicopter. Sarah can fire at the helicopter from the back of the van. You must shoot it enough times to disable its controls and cause it to plummet to the ground.

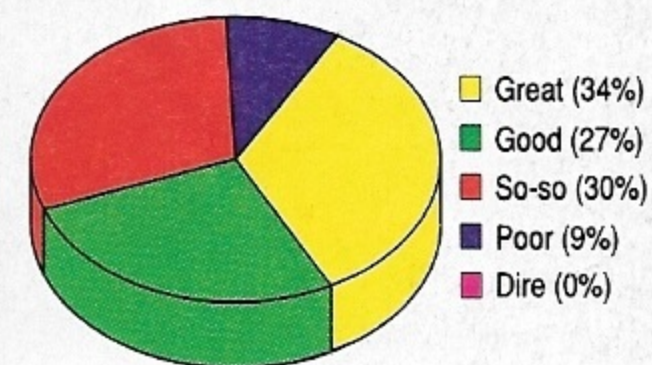
The last level is a fight to the death with the T1000. You must drain its energy and also force it into a vat of molten steel. This will bring about its ultimate destruction. Level nine is similar in play to the first level in the fact that it is merely yet another one-on-one fight section.

On all of the levels, you only have one life that is shown via an energy bar. Getting hit will reduce the bar until the game over message is shown when it is totally depleted. Extra energy can be gained if you successfully complete a bonus level. **Jason**

ARNIE'S DIGITISED DISGUISES



PUNTER-POWER™



GAME: TERMINATOR 2
PRICE: £25.99

The film *Terminator 2* is surely going to be one of the biggest box office smashes in movie history. Ocean realised this and immediately procured the licence and set about the game's development. The graphics have been drawn to the usual high standards that are expected from the likes of Messrs Martin McDonald and Don McDermott, Ocean's in-house graphics artists. The levels offer different and varied challenges and are difficult enough to keep you playing for some time, but you'll soon get the hang of most of them. The sound is nice to listen to and makes a good attempt to smooth down the violent edge of the game. An accurate conversion that will definitely appeal to fans of the film or the muscle-bound hero himself.

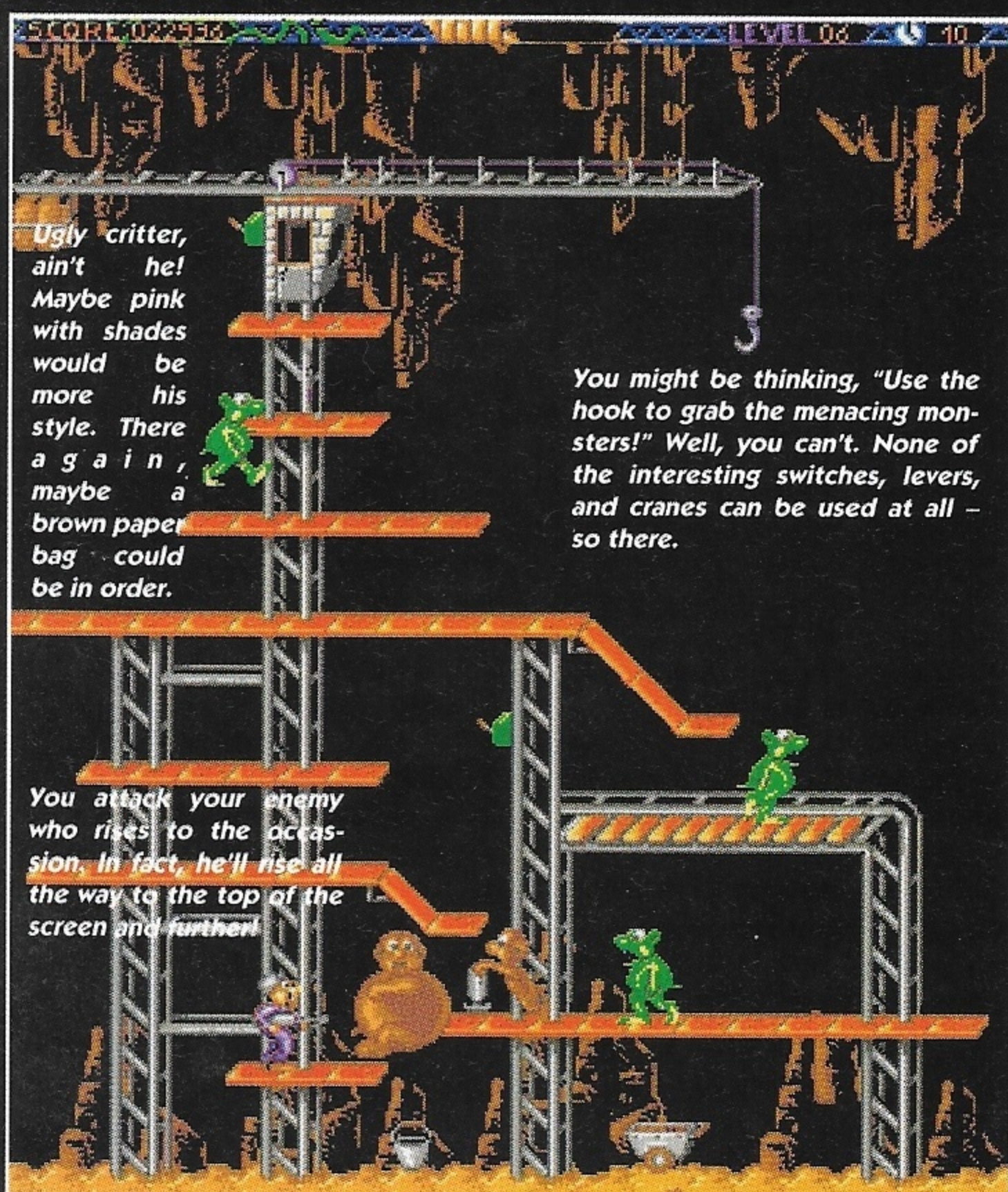
GAMEPLAY:
SOUND:
GRAPHICS:

RATING=80%

Monster Business

E C L I P S E

PUMP UP THE BEASTIE



'There's something strange in the neighbourhood, Who ya gonna call? Beastie Busters!'

The neighbourhood: Tin Town. The Beastie Buster: Leroy. Cash tills registered in Leroy's eyes when Mr Bob asked him to clean out his Tin Town mine. A race of Mad Meanies has overrun his underground operations and it needs a special kind of guy to run them out of town. You are Leroy - Mad Meanie exterminator extraordinaire. You are the one who can do the job, venturing through 45 nasty infested levels.

Leroy's platform caper demands speed and sharp shooting. As you bound about the screen, you must zap every one of your foes and keep shooting them. This causes them to be inflated like a balloon and eventually they will float helplessly off the top of the screen. For a faster removal of Mad Meanies, you can push them out to the sides of the screen once they have been blasted into their large, light and comical form.

Some creatures will drop

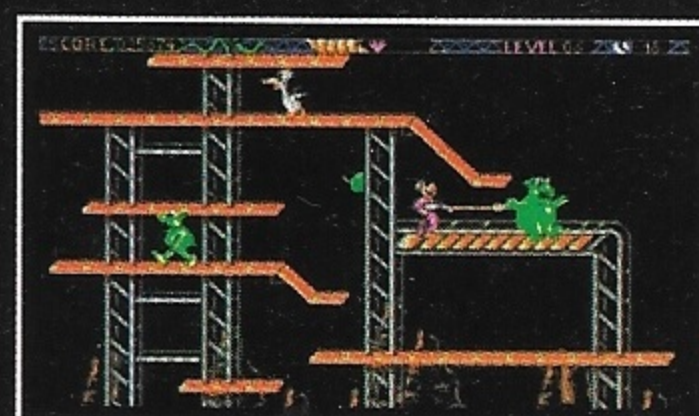
mining equipment once they have been destroyed. These are stolen items that you can recover for bonus points at the end of the level. Each level must be completed within a strict time limit. The only other way you can be unsuccessful is if you come into contact with an enemy. This causes you to lose one of your few and extremely precious lives.

It sounds straightforward which it is. There are minor complications such as chickens that lay exploding eggs. Also, you can only run up slopes and not down them - you have to slide down slopes which means it's impossible to stop until you reach the bottom. Should there be something lurking at the base of a decline, then you're in trouble!

The team responsible for Monster Business is Eclipse. In the past, they have developed Wings Of Death (an underrated shoot'em-up) and some members had input on A Prehistoric Tale. Those of you familiar with Tale will recognise the similarity in both graphics and gameplay. This should give you an idea of what to expect. Alan

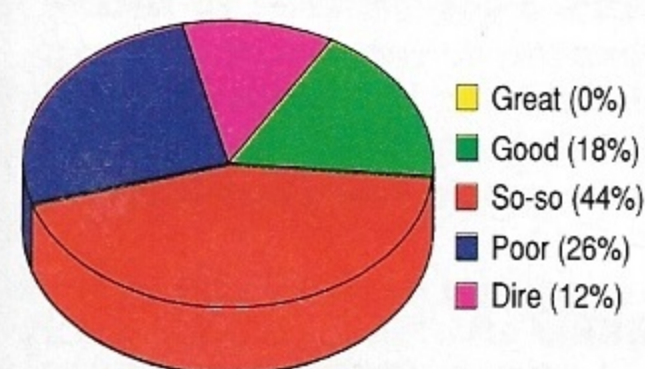


Don't forget: Chicken lays egg, egg explodes. It's the obvious occurrence! In fact, that egg blew-up a little too close to your face for comfort.



By jove, you've got one! Just keep pressing fire to pump him up. Then you can watch him harmlessly float away or bump him off to the side.

PUNTER-POWER™



GAME: MONSTER BUSINESS
PRICE: £19.99

RATING=74%

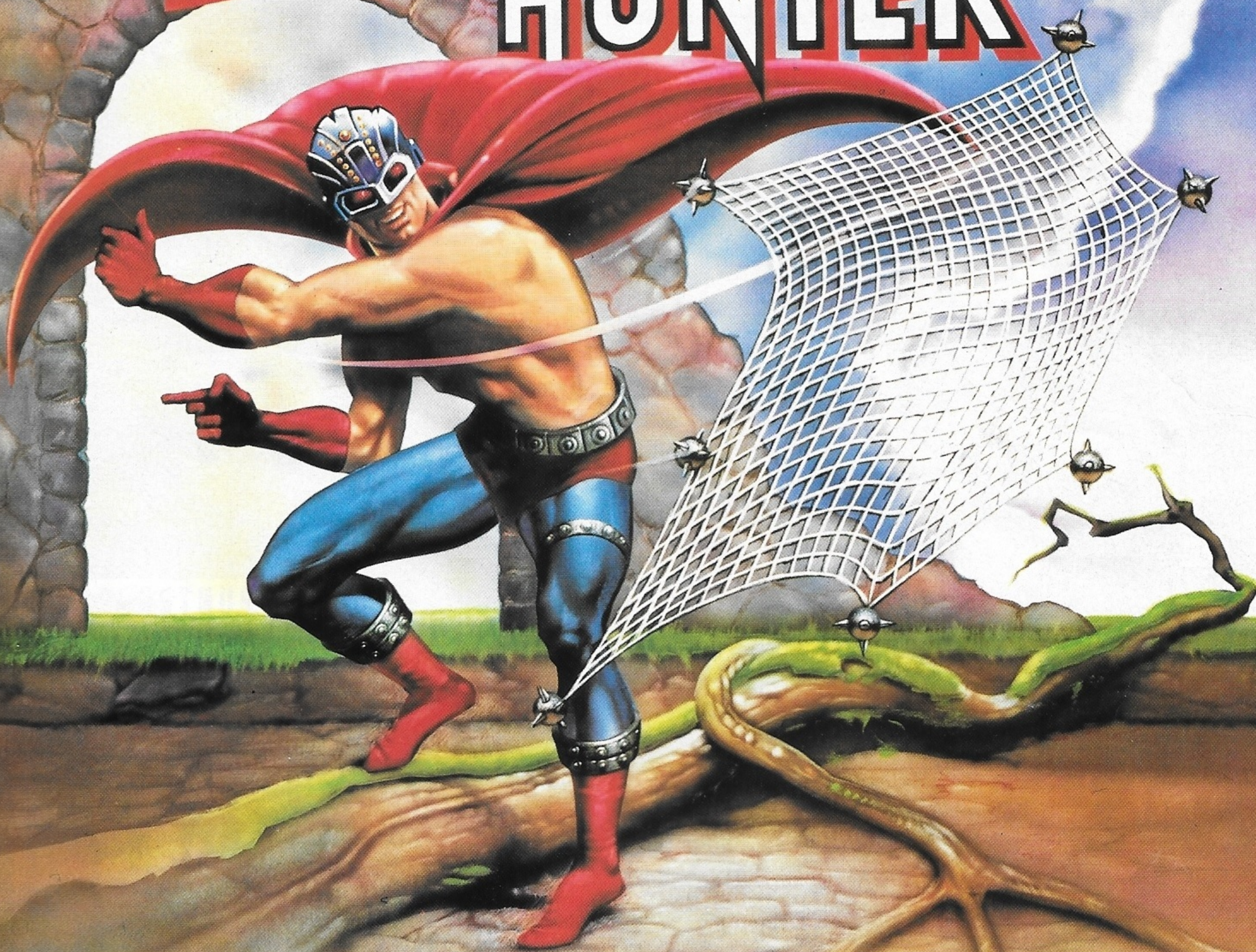
Monster Business is an attempt to create a fun game, suitable for everyone of all ages. Controls are easy to use and, for a while, an addictive quality is maintained. However, when you are playing to complete 45 levels, you begin to realise how dull the graphics begin to look and how monotonous the whole affair becomes. Monster Business needs a larger variety of sprites, more changeable in-game music, and gameplay that's just a shade more inventive.

GAMEPLAY:

SOUND:

GRAPHICS:

BARGAIN HUNTER



YOUR MISSION

- ▶ This game's a doddle. Even for the inexperienced player.
- ▶ Simply track down the thousands of computer games equipment bargains at the Christmas Computer Shopper Show at Wembley.
- ▶ Select transport option: train (BR Wembley Central) tube (Wembley Park: Jubilee and Metropolitan lines) bus or car (ample parking).
- ▶ Arrive at the newly extended Wembley Exhibition Centre between 10.00 hours and 18.00 hours during the period:

Thursday 5th December to Sunday 8th December.

- ▶ Once inside you'll find yourself in a maze of over 200 stands brimming with bargains.
- ▶ Now the real task begins: net more than you could ever dream of for your money.
- ▶ Bonus points: buy your tickets today and save money (up to £5.00) on the admission price and get a time bonus (beat the queues).
- ▶ You can't lose, but good luck anyway.

**THE CHRISTMAS
COMPUTER
SHOPPER
SHOW
1991**

5-8 DECEMBER · WEMBLEY
EXHIBITION CENTRE

Please send me: ☐ Adult tickets at £4.50 (save £1.50). ☐ Under 16's tickets at £3.00 (save £1.00).
☐ Family tickets at £13.00 (save £5.00), admits up to 2 adults and 2 children.

I would like to pay by (please tick): ☐ Cheque made payable to BLENHEIM PEL, ☐ Visa
☐ Access ☐ Amex ☐ Diners

Card no. _____ Expiry date _____ Signature _____

Name _____ Address _____

Postcode _____

Please return your completed order and full payment to: The Christmas Computer Shopper Show, BLENHEIM PEL, PO Box 2, Ellesmere Port, South Wirral, L65 3EA. Closing date for ticket application 29th November 1991.



STA1

SPONSORED BY COMPUTER SHOPPER MAGAZINE

Microprose Golf

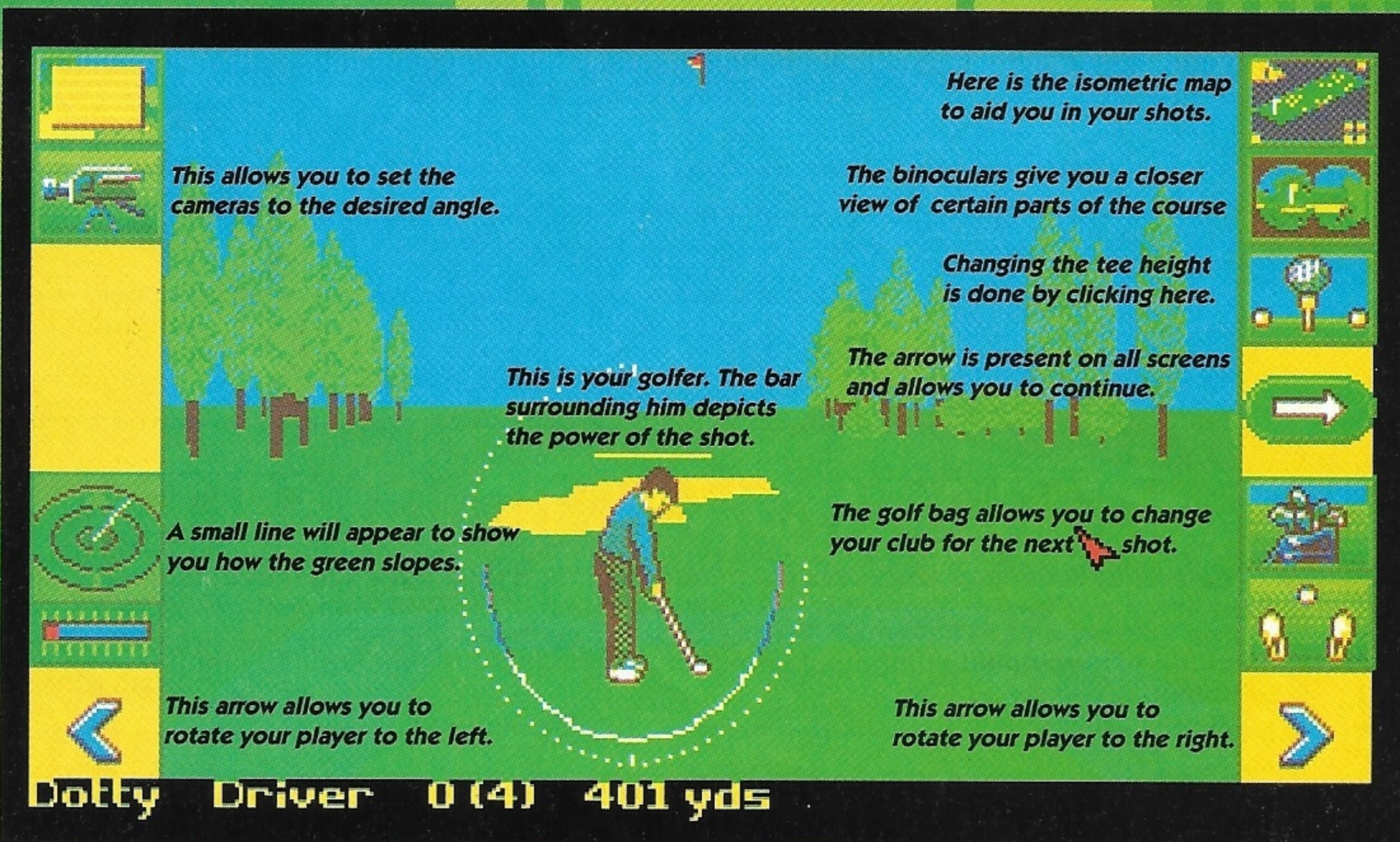
M I C R O P R O S E



This is the options screen. From here, you can choose to play a new round, practise on the driving range (but I thought this was a golf game - Ed.), practise putting or even replay some of your saved shots.



When you are within 20 yards of the green, you have several options available to you. Most of them are information about the green but you are also informed about your current lie.



Golf simulations are becoming more familiar after the phenomenal success of the original Leaderboard. Unfortunately, none ever managed to come close in terms of gameplay and good, clean fun! Simulation experts, Microprose, have decided to venture into this market with the release of their Golf sim, which is aptly titled Microprose Golf.

A game for up to four players, this can be played on one of six specially designed golf courses in a range of different competitions. You can compete in the usual 18, 36 or 72 hole tournaments or try something different and take on the best for money! Each tournament can be played either against a computer or a human controlled opponent with or without a handicap.

The first thing you must do after loading is give your player a suitable name - for those of you who can't spell Seve Ballesteros, try Nick Faldo! After you have done this, you must decide which tournament you wish to take part in. From the options available, you can have a one to four player singles game; a single player against the computer game or even four teams playing against each other. A practise putting option is also available for the perfectionists among you!

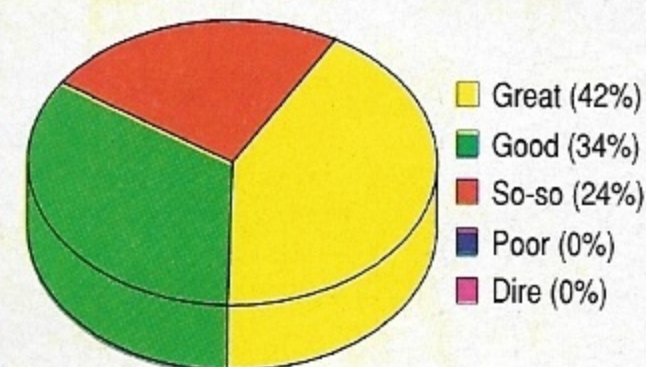
Now it's time for you to choose your weapons! Each player can choose a maximum of 14 clubs from the 17 available to take around the course. Certain clubs will be more

applicable to each course but it's up to you to find out which clubs go with what course! Players can also choose the colour of their jumper (blimey, that's useful - Ed.) and whether to have the distance from the hole measured in imperial yards or metric metres.

The next thing you get to see is an isometric map of the hole you are about to play based on real 3D landscape. This map can be viewed and rotated from any of the four corners. All the relevant information about the hole will also be displayed on this screen. Your choice of club and power can also be selected via this screen.




Once all this has been set to your requirements, you will be switched to a 3D landscape view from down the fairway. The wind direction and strength are always displayed for you to judge your

PUNTER-POWER™



GAME: MICROPROSE GOLF
PRICE: £25.99

Golf games are becoming increasingly popular among the once-ardent arcade fans. Microprose have produced a golf sim that will change the way people think of golf games. Gone are the days of bad graphics, poor sound and tedious gameplay. Microprose Golf has managed to capture the skill, fun and luck that is involved in the real sport with an excellently detailed adaptation to the home computer. The playing area has been drawn to an extremely high standard with a great attention having been paid to detail. Great graphics, excellent sound effects and enthralling gameplay make this one of, if not the, best golf simulation available. Whether you are a golf fan or not, buy, beg or steal yourself a copy immediately.

GAMEPLAY: 
SOUND: 
GRAPHICS: 

RATING=89%



This is the first view you will receive of the fairway for the hole you have chosen to play. The wind direction and strength are always displayed to make your shots easier and lessen the probability of a hook or slice shot.

shots. Your power bar, the swingmeter, follows the animation of the golfer and displays areas of hook, slice and clean shots.

On all shots, you can choose one of six different camera options for following the ball. After the camera has traced your ball (right into the hole, hopefully!), the screen displays your shot distance and what sort of lie your ball has landed in. You will now have the option to save or replay it on screen.

Whenever you are on the tee, you have the option to adjust your stance or the height of the ball. The ball can be moved backwards or forwards in the stance, and your feet position can be opened or closed. You can also adjust the height of the tee. Tee height is also reflected in the size of the hook and slice areas on the swingmeter.

Once you are within 20 yards of the green, you can call up several options. View the contours of the green by use of an overlaid grid; view the green from behind the flag or call up information about the

green speed. You are also given the usual information about your current lie and wind speed.

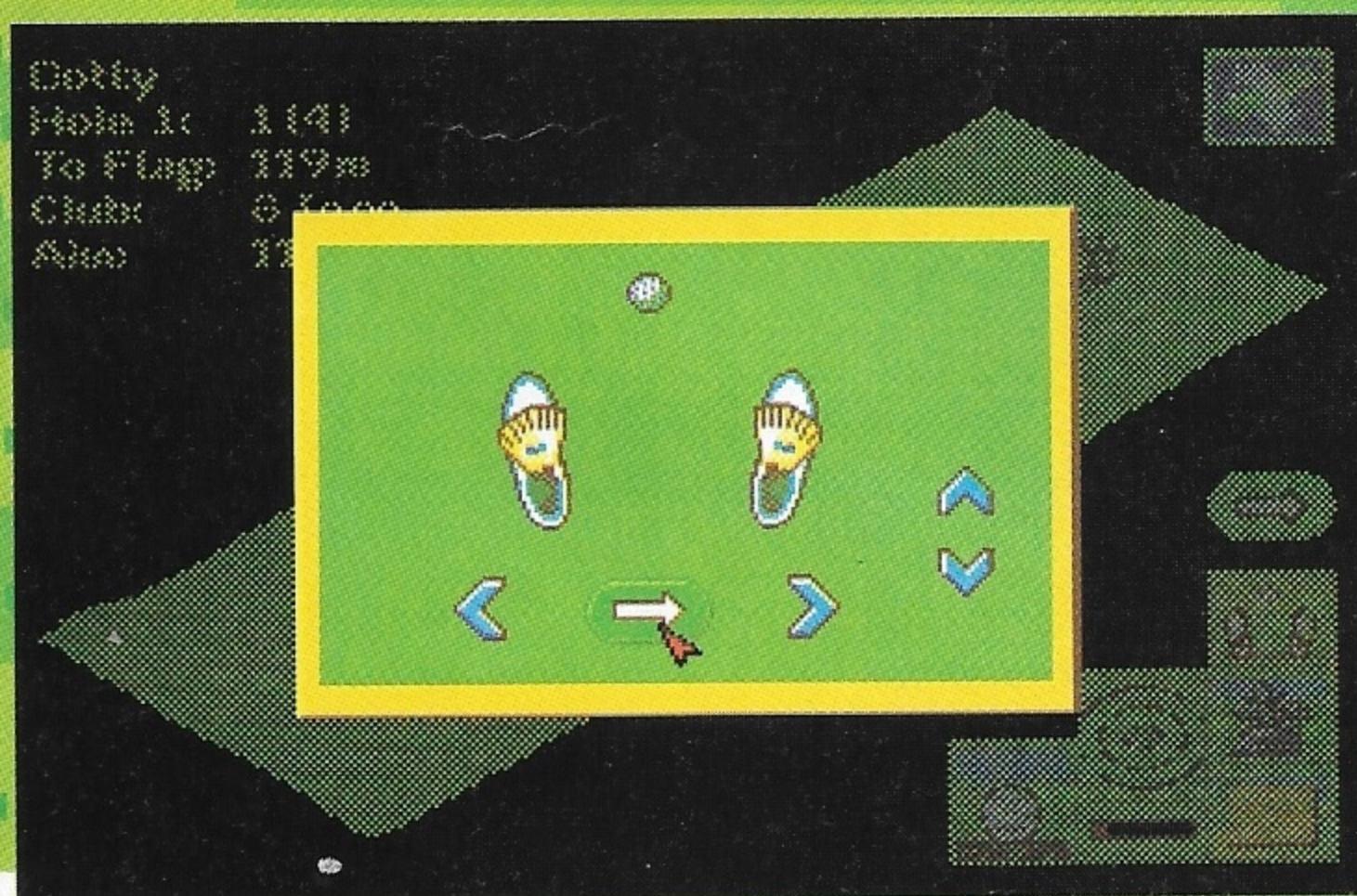
Putting has been made as easy as possible to make the game more appealing to the less patient among you. Once in the correct position, a power bar is displayed. A mark in the middle represents the required strength for a straight, flat putt. All you have to do is read the green contours, aim your shot and then decide the correct power to reach the hole. Simple, eh?

After each hole, the scorecard is displayed. This shows Par, Yardage and Stroke Index for each hole.

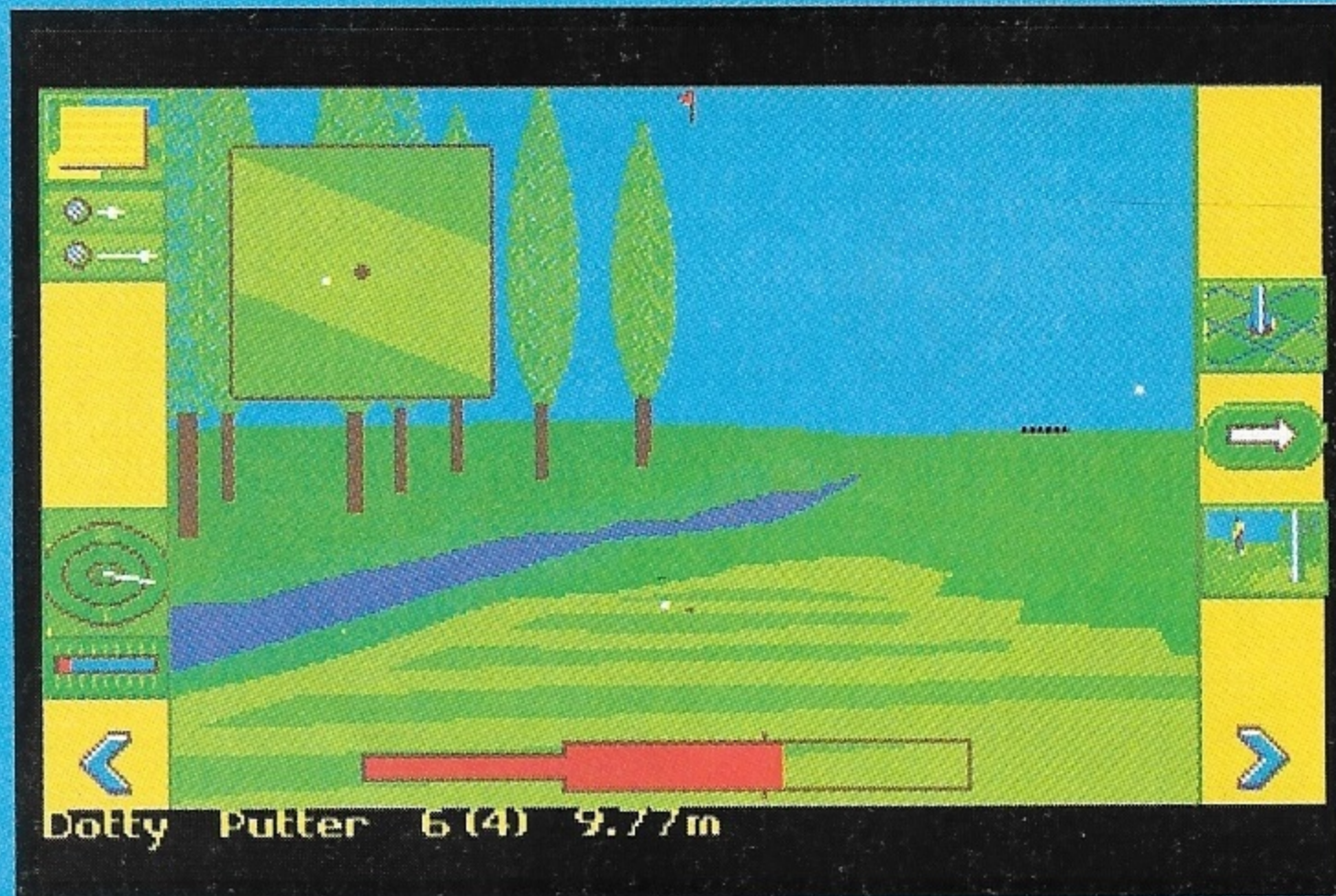
From here you can examine your progression or check the leaderboard if you are in a tournament. Also, if you are lucky enough to win a head-to-head challenge, a tournament or even get a hole-in-one, you will be rewarded with a digitised picture of your celebratory ecstasy. You will then be given the chance to save your once in a lifetime shot. After all its complexities, Microprose Golf still runs on all makes of ST.

Jason

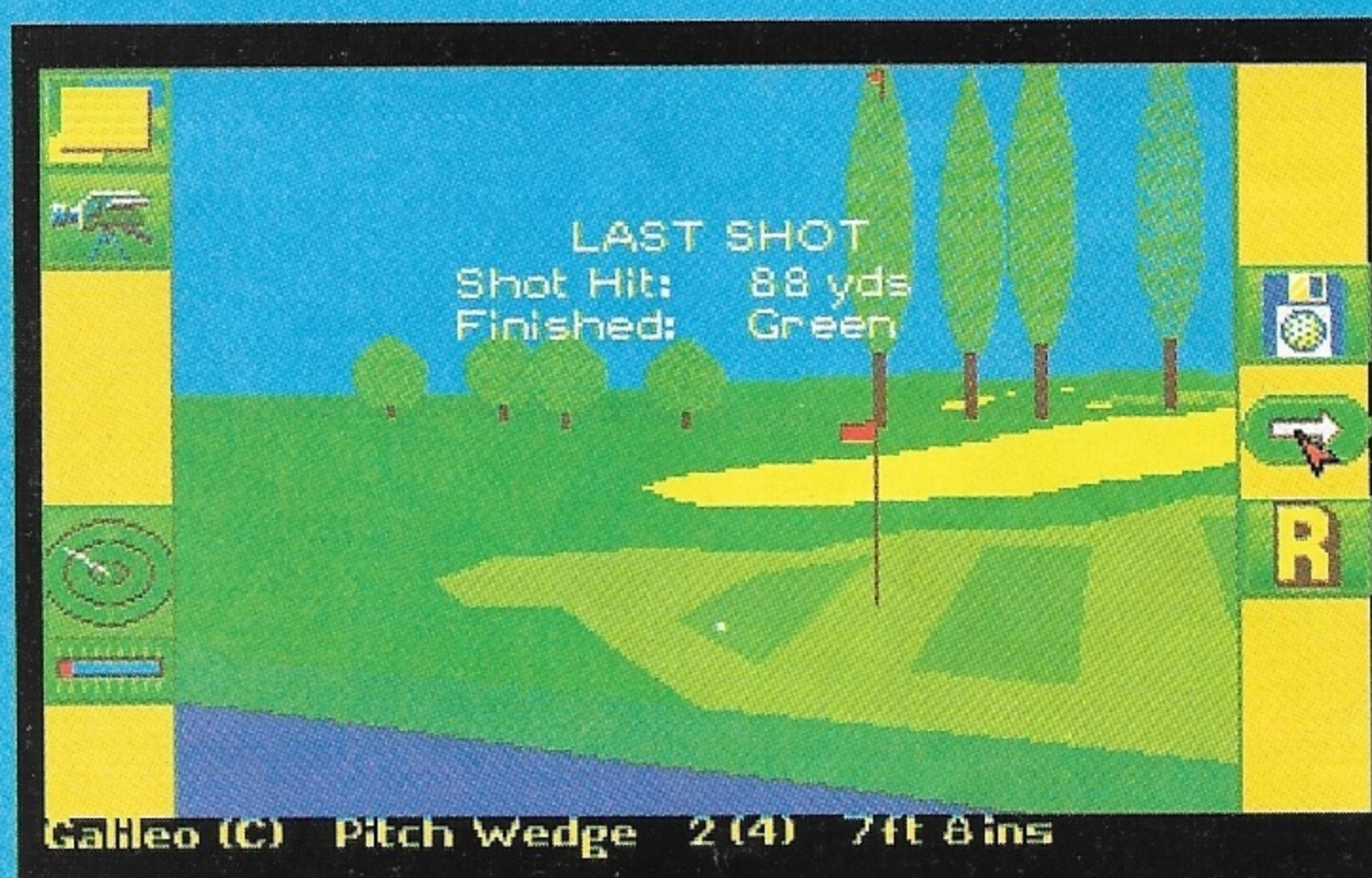
1ST ACTION
A1 RATED



After you have opened the isometric map screen, you can choose to adjust your stance or the height of the tee. Both of these will have an effect on the amount of slice or hook you will get on your next shot. Unfortunately, the height of the ball can only be adjusted when you are on the tee, so if you're in the rough - tough!!!



As your ball approaches the hole, a small overhead window appears showing exactly how close your shot has been. You are also told how far your putt went and whether the ball is in the hole or not.



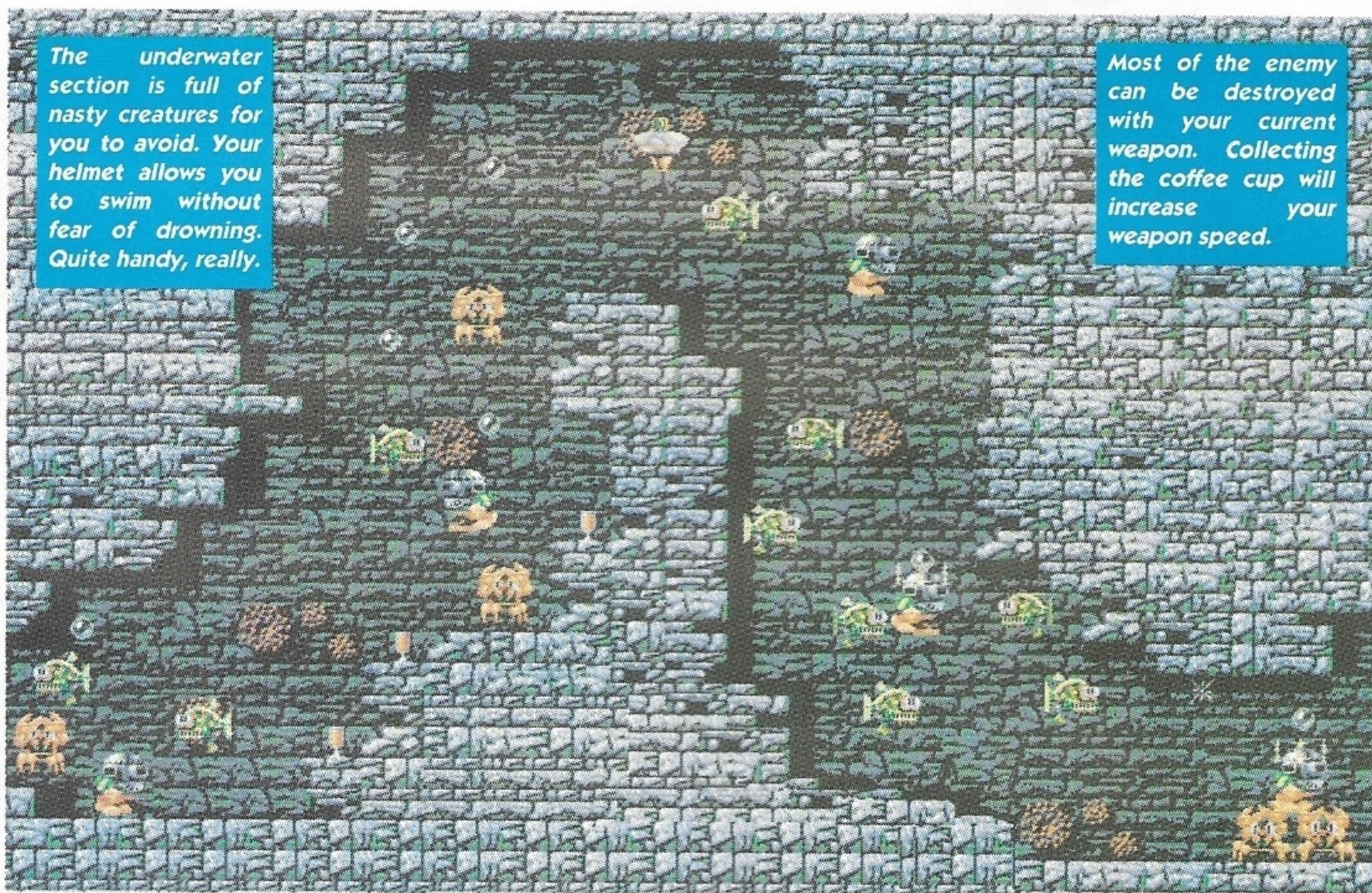
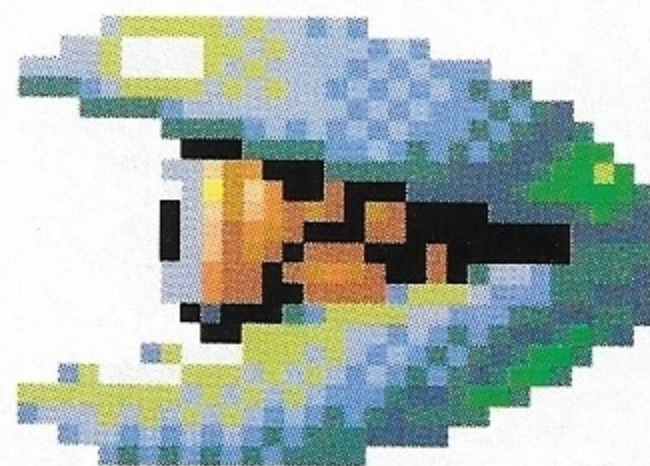
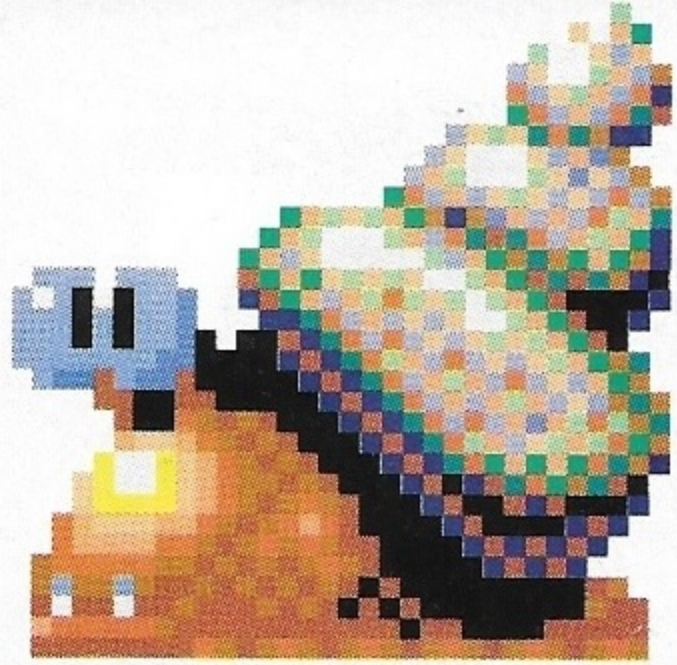
After the camera has followed your ball, the screen displays your shot distance and where your ball has ended up. It will also tell you the all-important data of how far away from the flag you are.



After a rather disappointing shot that ended up in the bunker, a stunning recovery shot was called for. A devastating chip right into the hole has restored my faith in these sticks!



The isometric map is based on real 3D landscape so every detail is correct. This map can be rotated or viewed from all four corners. Any relevant hole information is also shown.



The underwater section is full of nasty creatures for you to avoid. Your helmet allows you to swim without fear of drowning. Quite handy, really.

Most of the enemy can be destroyed with your current weapon. Collecting the coffee cup will increase your weapon speed.

Magic Pockets

BITMAP BROTHERS

Some of you will recognise the main character from the latest Bitmap game to be the star from ITV's Motor Mouth. Programmed by Sean Griffiths, a newcomer to the Bitmap stable, Pockets also includes graphics by Mark Coleman – the main man behind Speedball, Xenon II and the Bitmaps' last release, Gods.

Pockets takes place over five multi-directional scrolling levels, each filled with loads of monsters, goodies and bonus objects for you to obliterate or collect. Pockets will

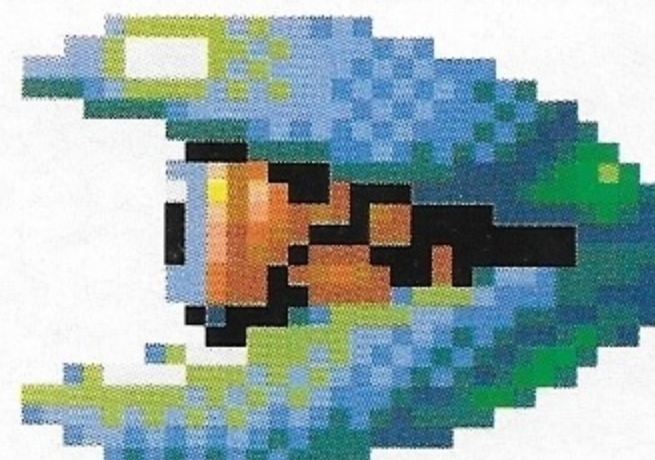
run on all STs including the STE. Control is via the joystick and the normal pause and resume keys.

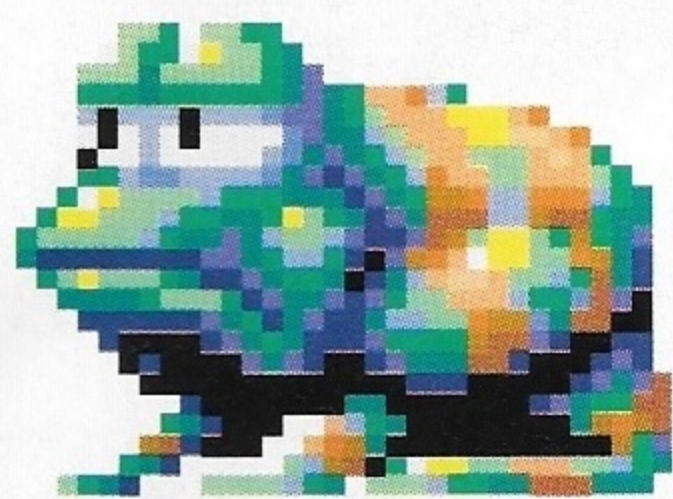
You are the amazingly crucial Bitmap Kid and what can only be described as the best dresser in the land. You stroll the streets in your reversed cap (a la Beastie Boys), strut your stuff in your Troop trainers (tongues flapping) and rule the roost wearing dazzling Ray Ban shades. You are cool, hip, trendy... and a bit sad round the edges to be honest.

The thing that really makes you special is what you contain in your

rather remarkable trousers (no perverted innuendo please, this is a family mag). Having trousers with bottomless pockets could be handy in many uncompromising situations, such as hiding your friends from rather unfriendly adversaries or storing your back issues of ST Action without the need of a binder.

Unfortunately, having deposited some of your favourite toys into your pockets of never-ending depth, you discover that they have become unretrievable and are lurking within the darkest corners of the fabric.





The Bitmap Kid is having a spot of bother with some rather unfriendly slimy chaps. Somewhat dazed, he retaliates.



The jungle section is full of monkeys, bees and snakes. You must learn to make use of the branches if you are to survive.

Tears well up in your eyes as you think of life without your beloved possessions. Can you rescue them or will they remain lost till the end of time? Only you can decide.

After your initial bout of tears, you wipe your eyes and dig deep into one of your pockets in a last-ditch attempt to find your treasured possessions. What luck! You retract your arm to reveal a black hole which you spread across your bedroom floor. You take a long, last-ing look at your room before you plunge into the murky darkness that soon envelops you making you part of your pocket.

Weapons are probably the most complicated part of the game. On each level, you will be able to control one of the elements – earth, fire, water etc. Pressing fire will release either a whirlwind, a snowball, a fireball or even an ice cube. A direct hit will cause your enemy to

disappear, but some are stronger than others. Holding and releasing fire will let loose with an enlarged version of your element that is capable of trapping your target. Jumping on the incarcerated creature will release a bonus object.

All things have a meaning! Collecting lost toys will not only bring a smile to your character's lovely face but it will also give the angelic cherub an advantage when he comes up against the end-of-level guardians. The boxing glove must be used to fight the giant gorilla, the space hopper can be used to squash your opponents and the pedal bike makes a good battering ram. The Bitmap Brothers have managed to get a fairly decent tune to accompany the game. All in-game music is from Betty Boo's chart-topping hit, Dooin' The Do. There are also quite a few samples from the track played throughout the game.

Jason

1
ST
ACTION
A1 RATED

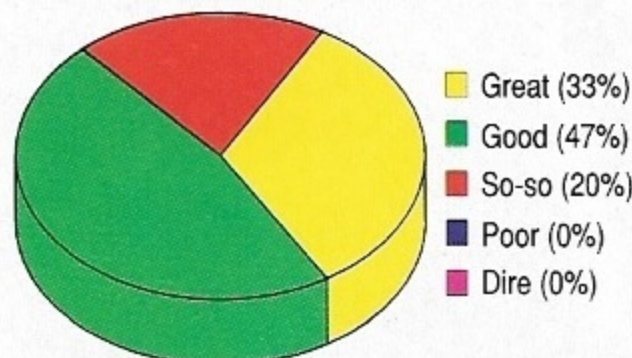


'Kid' is in deep trouble. He is being attacked by several baddies. He makes a jump, grabs his knees and takes to the air.



Crabs and oysters are in abundance in the latest level of his watery escapade. Watch the oysters carefully. If you are lucky, they might drop a pearl.

PUNTER-POWER™

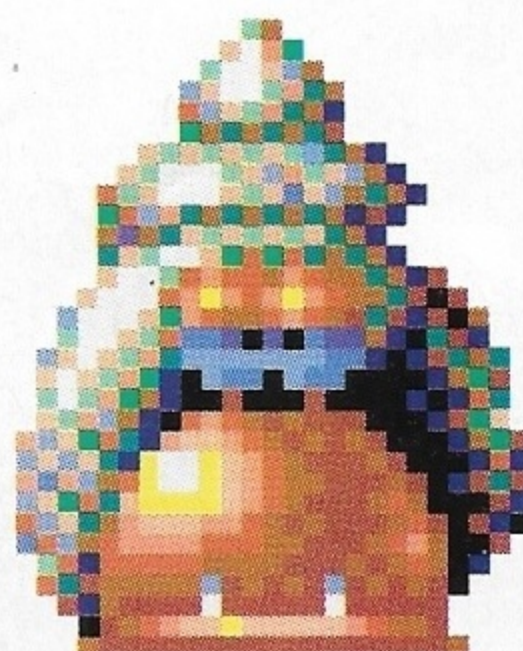
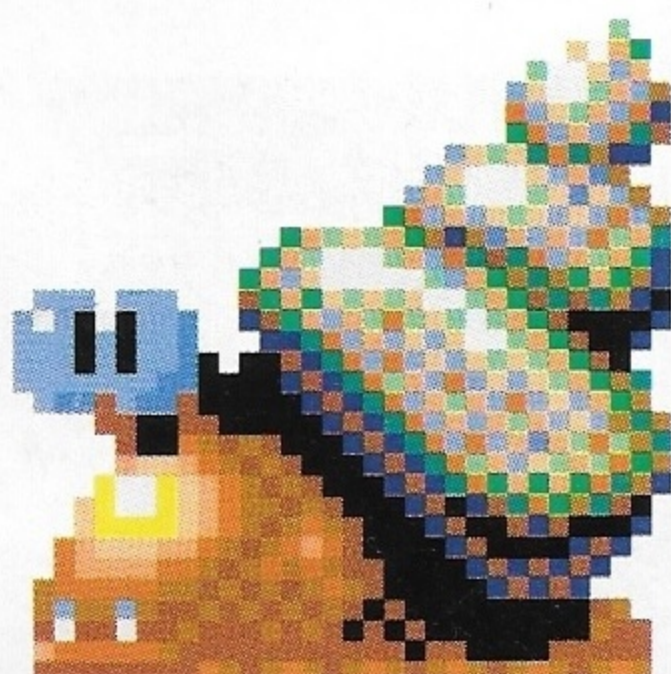
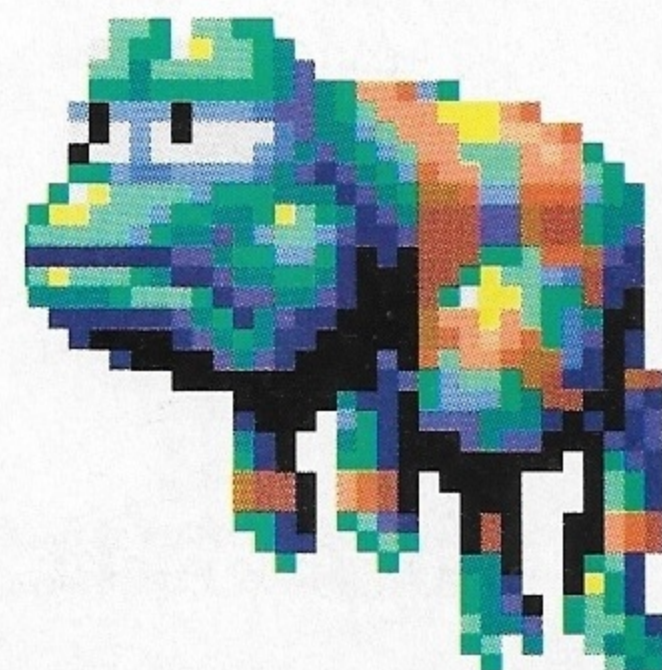
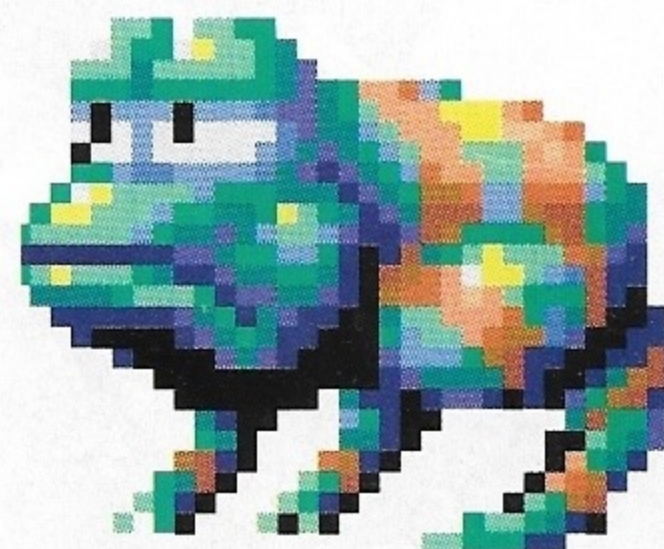


GAME: MAGIC POCKETS
PRICE: £25.99

Magic Pockets is similar in some aspects to Gods as the bonus icons need a lot of thought if you are to succeed. The graphics are up to the same high standards you would expect from someone with a previous track record similar to that of Mark Coleman. The sound is really 'boppy' and makes you feel as though the world has lost all its troubles, so you can just sit down and enjoy the game. My main gripe would be the lastability of the product. The first few levels are easy and this makes the game slightly boring after a while. Another good release from the Bitmaps who continue where they left off.

GAMEPLAY:
SOUND:
GRAPHICS:

RATING=85%



Jimmy White's

Whirlwind Snooker

V I R G I N

Jimmy White is one of the world's most sensational snooker players, delighting audiences everywhere. Virgin have taken his name to endorse their latest sporting simulation but does the game match up to the name?

Everything you can possibly do on baize, you can do on screen. Viewing the different angles about the table can be done by clicking on the relevant icons, which include zooming in and out, rotating left and right, as well as elevating to the most favourable height.

A plan view which displays the whole table and ball positions is also possible. As the views can be altered and scrolled very quickly, there is no hassle factor involved.

Good cue ball control is vital in the game of snooker. Virgin haven't forgotten that and allow the player to have great influence over the white ball. Top, side and back spin are achieved by positioning a cursor on a small picture of a ball to the side of the screen. This then indicates where, exactly, the cue will strike the ball. You can even mis-hit the white ball if you try to execute a shot with too much side spin.

One particularly pleasing touch is that when the cue ball is resting against a cushion, your choice of shot is actually restricted as the program takes into account that in this situation you can't achieve back-spin but only top-spin.

Power? No, of course they haven't forgotten about power! By means of a diagram, you simply adjust the distance between a cue and a ball. This determines the power of the shot and, soon enough, you'll be judging distances reason-

ably accurately.

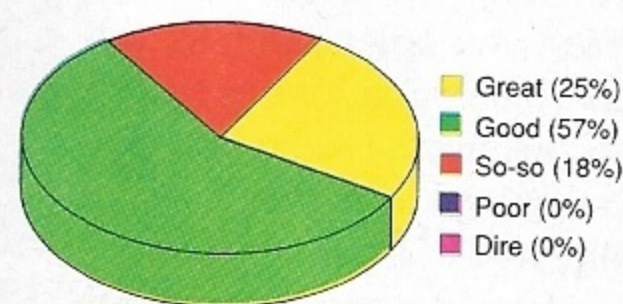
During and at the end of each match, statistics showing the highest break are displayed and which player has potted what balls. So even if you lose, you might be able to claim the highest break!

Jimmy White has got his name endorsed to a very accurate and playable simulation that certainly reflects the game of snooker.

Alan



PUNTER-POWER™



GAME: WHIRLWIND SNOOKER
PRICE: £24.99

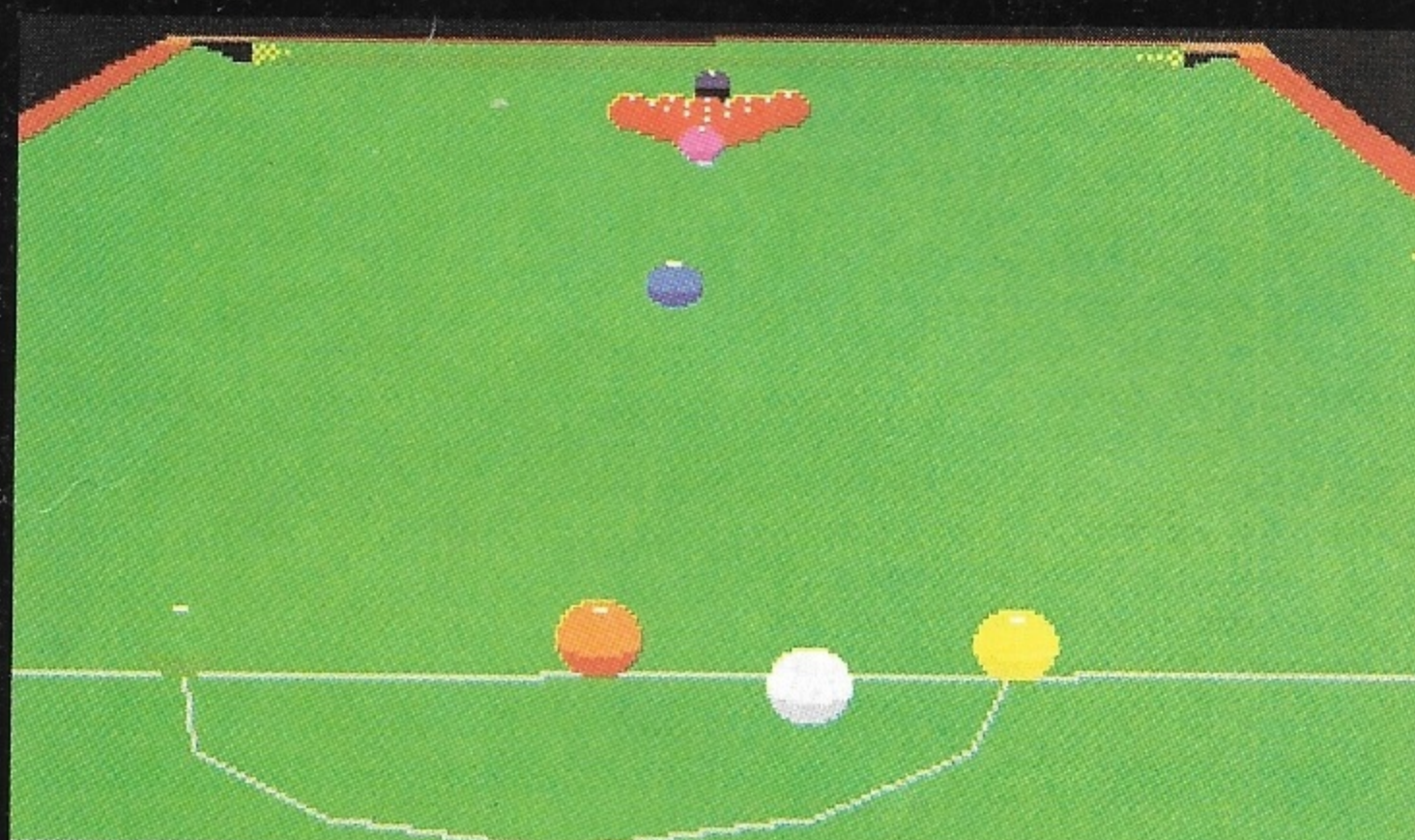
Totally realistic and highly addictive, Jimmy White's Whirlwind Snooker rates as one of the finest sports games ever to be seen on the ST. With all the options to satisfy even the most professional players, JW's Snooker is a remarkably accurate representation of the popular sport. Momentum and aiming of the balls is no problem which can't be said for previous snooker and pool sims. There is also the possibility to set-up your own trick shots which adds to the appeal to some extent, allowing you to relax after a hard-fought match. Virgin have done a marvellous job with JW's Snooker and have, without doubt, set a standard that will certainly be hard to beat. Absolutely excellent and thoroughly recommended.

GAMEPLAY:

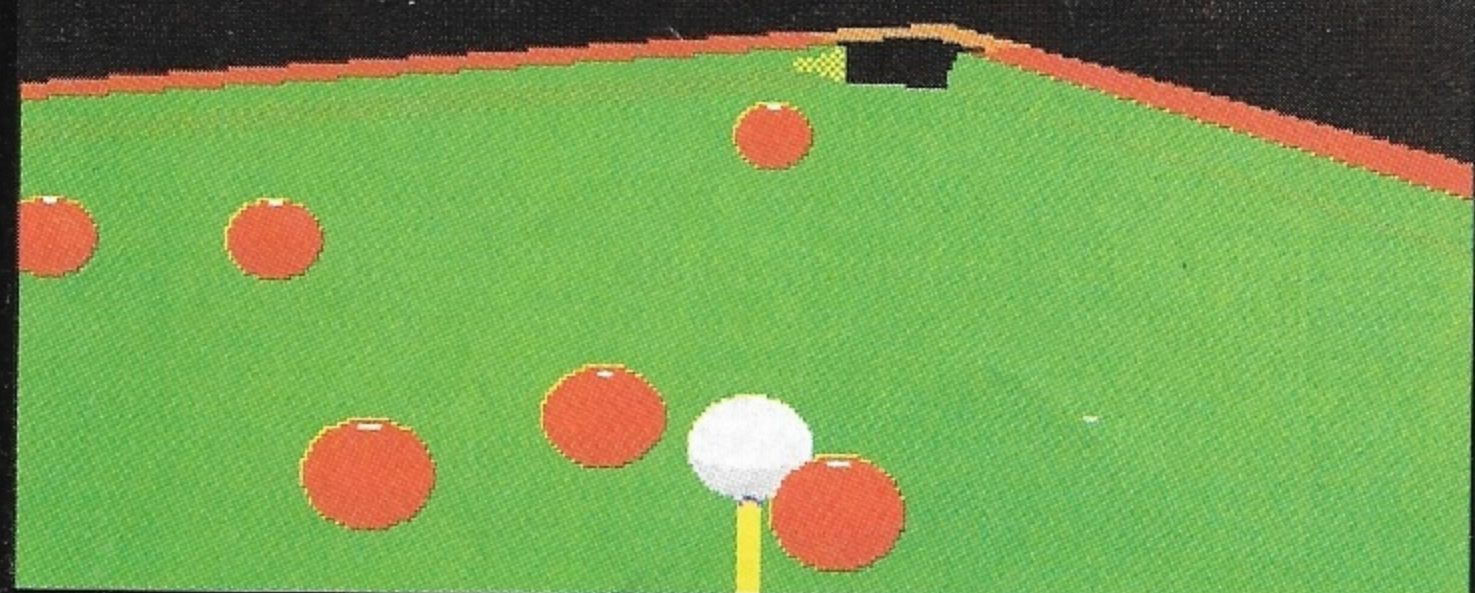
SOUND:

GRAPHICS:

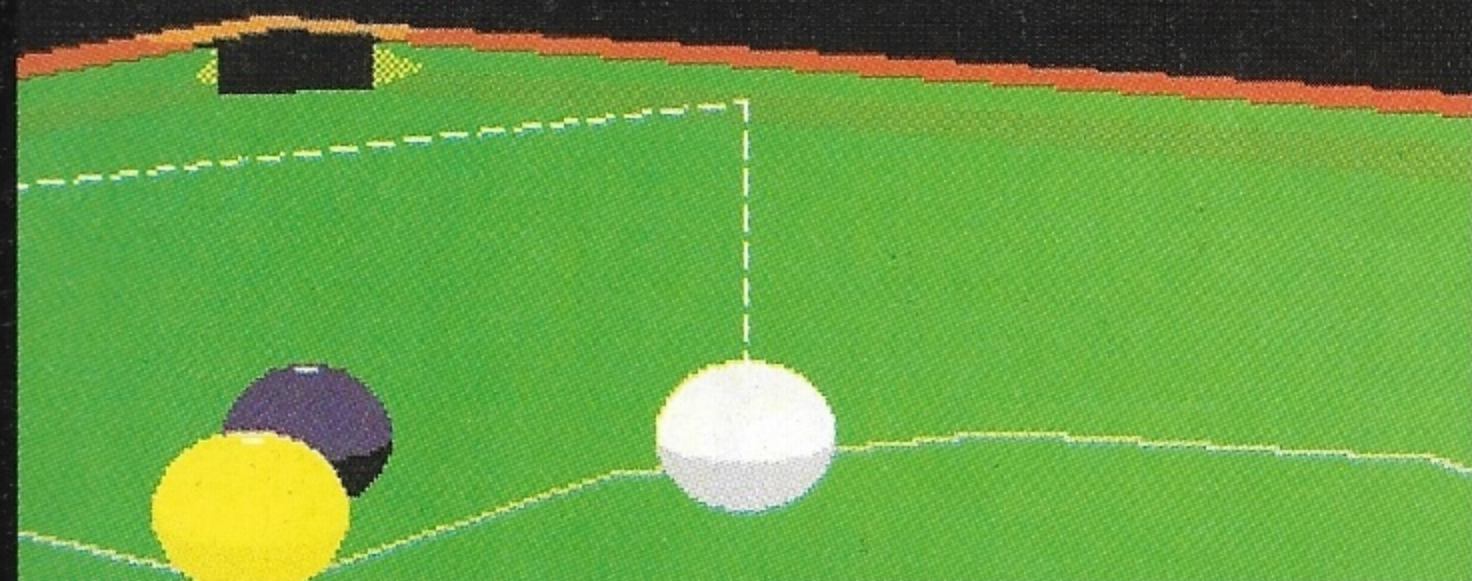
RATING=91%



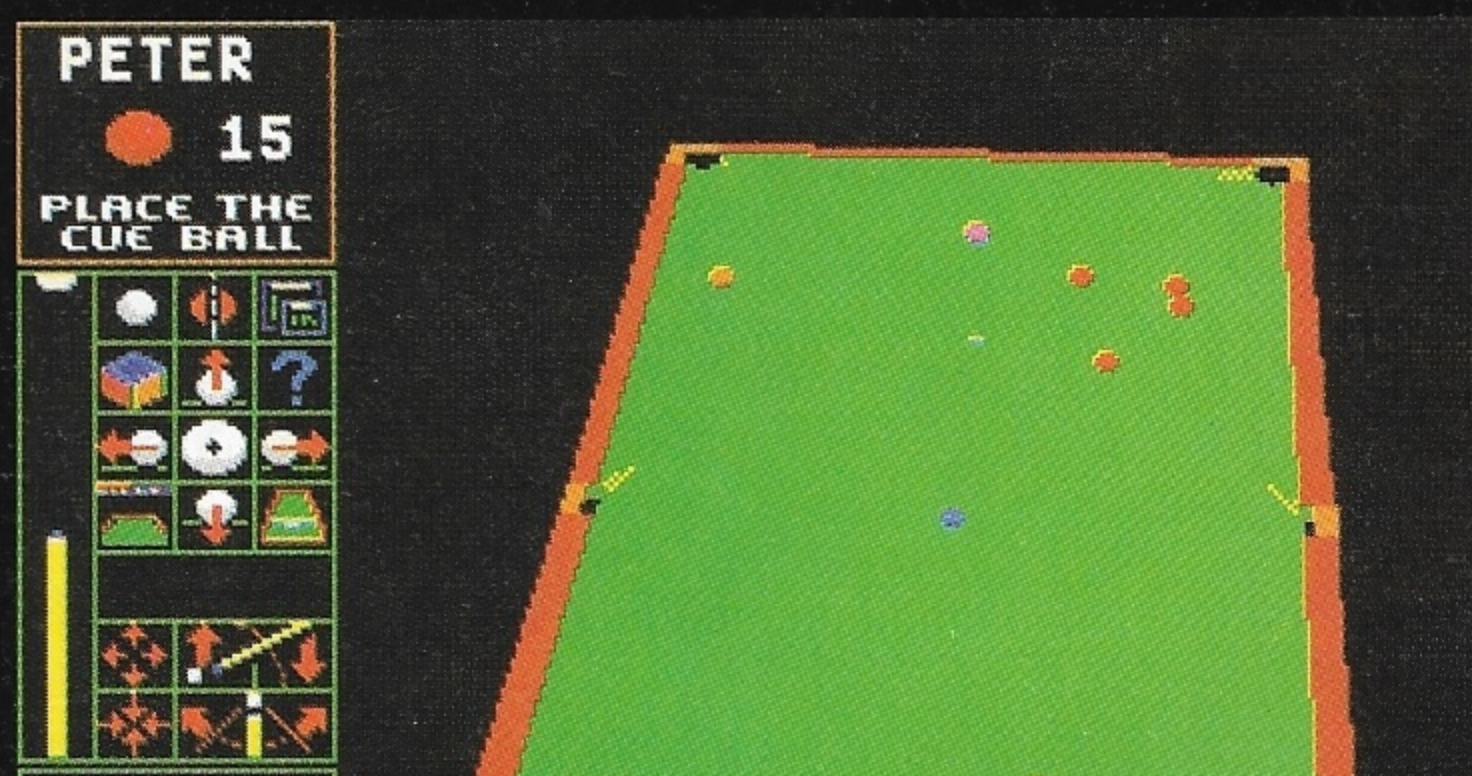
Breaking off is spectacularly realistic. The mathematics are calculated so quickly that the overall effect is very convincing.



With the reds nicely scattered about the table and the coloureds still sitting on their respective spots, a high break looks favourable. Over to you, hotshot!



Quite often in the game you'll find yourself snookered behind a coloured ball, but using the view line you can easily get out of these tricky situations.



Various overhead views of the table can be accessed, allowing you to assess the overall situation with a lot more accuracy.



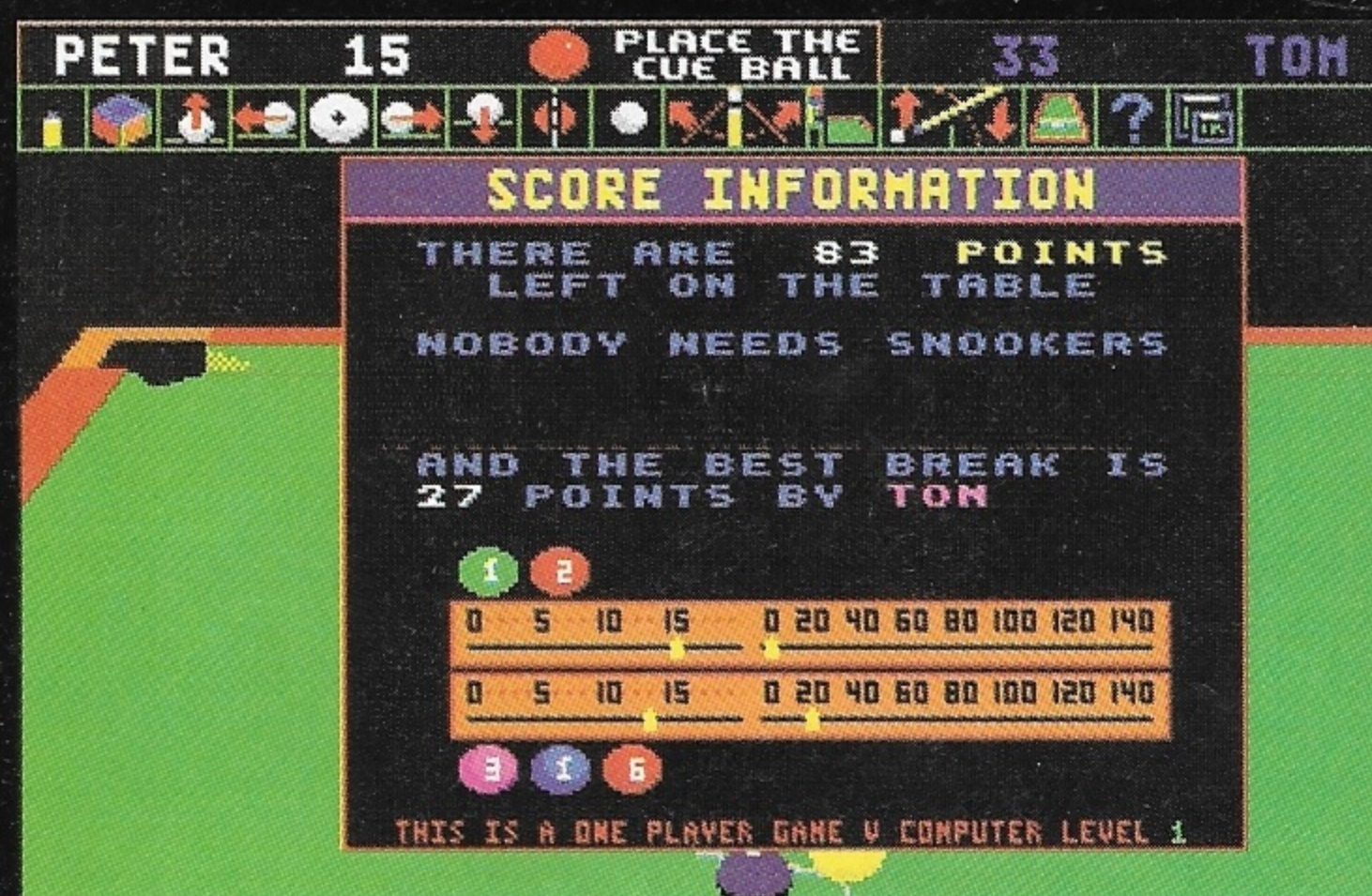
Lining up a shot is a cinch using the ball line feature. Using the rotation icon, simply move the table until the desired line is reached then strike the ball.



If you take too long over your shot or leave the table for a while, Archer Maclean injects a little fun into the game by introducing a swarm of flies and giving some of the visible balls facial features to jeer at you.

- 1) Adjust power of the shot by moving the cue up and down.
- 2) Remember to chalk the cue before you take the shot.
- 3) Put top-spin on the cue ball.
- 4) Put left side on the cue ball.
- 5) Strike the cue ball.
- 6) Put right side on the cue ball.
- 7) Put backspin on the cue ball.
- 8) Show view line.
- 9) Zoom in on the cue ball

- 10) Changes view by spinning table left or right.
- 11) Re-position the icons to the top or left of the screen.
- 12) View the snooker table from another perspective.
- 13) Icons allowing you to adjust elevation and to zoom in and out.
- 14) Have a look at specific details such as which balls you have potted.
- 15) The Help menu which will guide you on how to play the computer game.



Clicking on the information icon during the game will bring up this panel showing which balls have been potted, the amount of points left and the highest break.

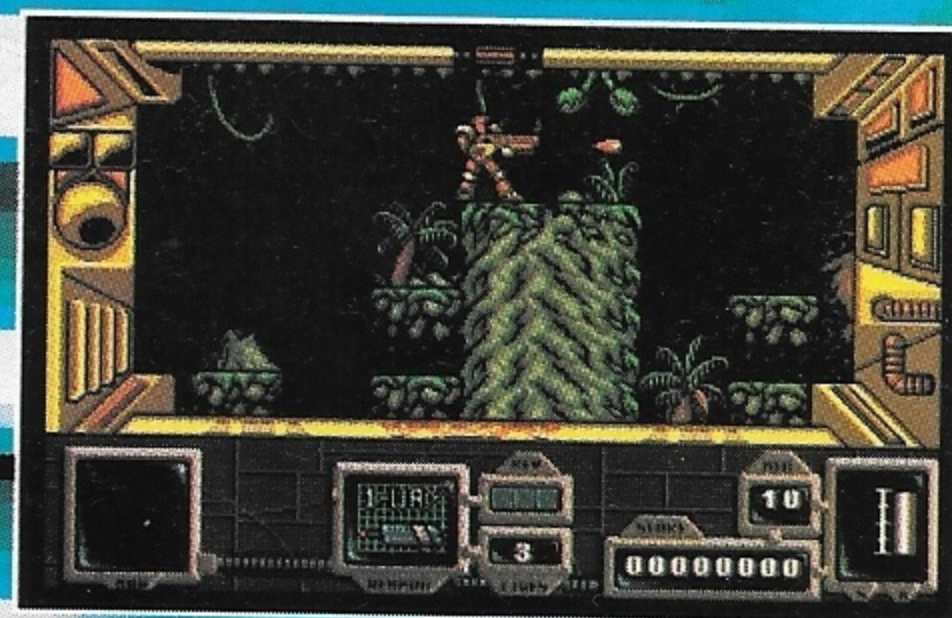




You enter your ship and blast off in search of the Geeks destroying the earth's history.



You've locked on to some Geeks, way back in Prehistoric Africa. So step into your ship...



You start off with a single shot laser but other better weapons can be found.

They just arrived. Pouring out of the sky in all manner of shapes and breeds. Their creators had many weird and wonderful names for them all but to the Earth Stormtroopers they were all known as Geeks.

They'd been here for over a decade now, killing and maiming the people and now the United People and Other Lifeforms of Earth have finally had enough. The Geeks have stolen a time machine in a recent assault on a space station and have gone back in time capturing the inventors of certain key objects before they've finished in a bid to destroy Earth's history.

Only a single Stormtrooper can journey back through time and mend the broken fabric of history. You've got that particular job - you are the Zone Warrior.

Electronic Arts have been a bit quiet on the ST front recently, but they've got a few products lined up for release in the coming weeks. Zone Warrior is a platform shoot'em-up style thing rather reminiscent of Turrican (remarkably so in fact!).

The idea is that you must travel to the different time-zones, rescue all the hostages before rescuing the main man (who could be the inventor of the wheel or something). Once that's done with it's off to kill the Geek Commander for that period (easier said than done).

Your trooper starts off in the Prehistoric period armed with a bog-standard laser rifle. This can be upgraded by collecting power-ups along the way. Other weapons can also be picked up or swapped with a press of the space bar.

The area to cover in each zone is huge and we found that it takes about three quarters of an hour to get to the end of level one.

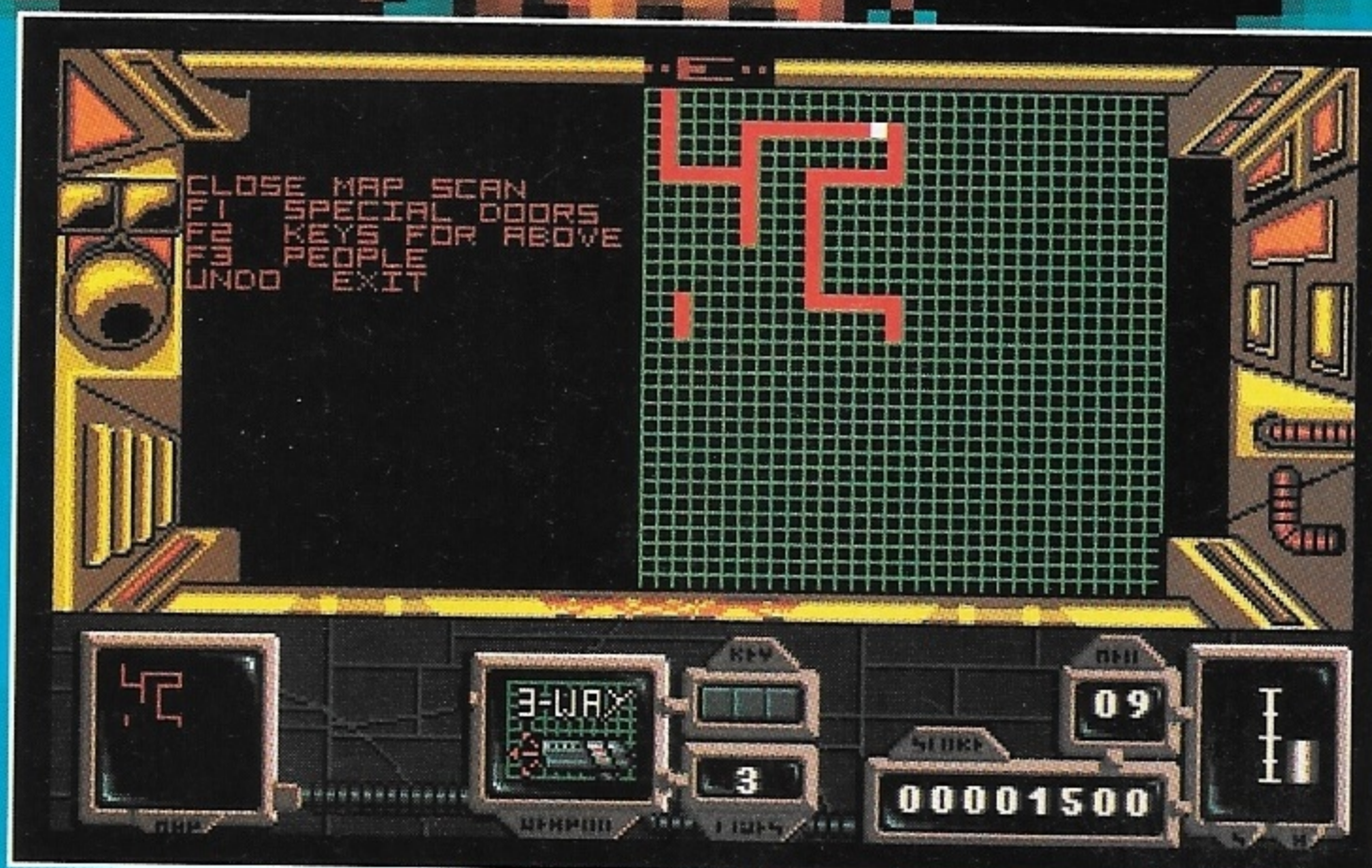
Along the way you can pick up four parts of a map which makes life infinitely

Zone Warrior

ELECTRONIC ARTS



Here you've located three-way fire but are prevented from getting it because of the unwanted attentions of a cave creature.



You can consult your electronic map by pressing the Help key. Here you've only found a quarter of it so far.

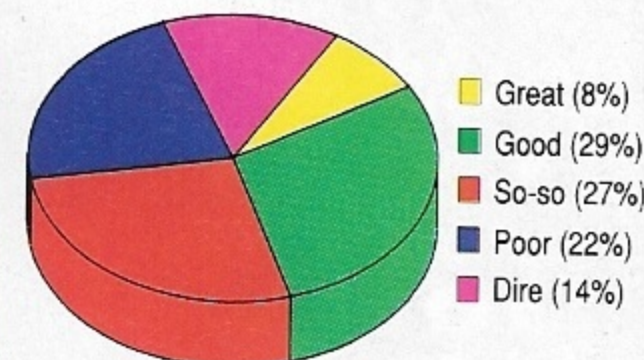
easier as it will show you where all the secret rooms and hostages are.

As you move around the platforms you must watch out for the indestructible Venus fly-trap-like plants as well as all the meanies that will attack you. To have a chance of completing a level you must find the three keys, one

of which will let you delve into the Geek armoury.

Once inside you'll be able to open one of three caskets. In one you'll find an X-Bomb which will help you kill the Geek Commander, in another there's an extra life and in the third there's a Geek assassin. Open this and you'll lose one of your lives. Paul

PUNTER-POWER™



GAME: ZONE WARRIOR
PRICE: £25.99

Anybody who's played Turrican will notice the similarities between the two games immediately. Not that this is a bad thing though. The problems with Zone Warrior are that although it is nice to play it isn't really that exciting graphically and the sound is pretty naff. The levels are a tiny bit on the long side too but you will play it for a while and probably come back to it every now and then. It should have been a lot better but if you want a long term arcade challenge then it's waiting for you here. You won't finish this in 10 minutes, but you'll be frustrated when it takes ages to reach the end of a level only to finish up being quickly wasted.

GAMEPLAY:

SOUND:

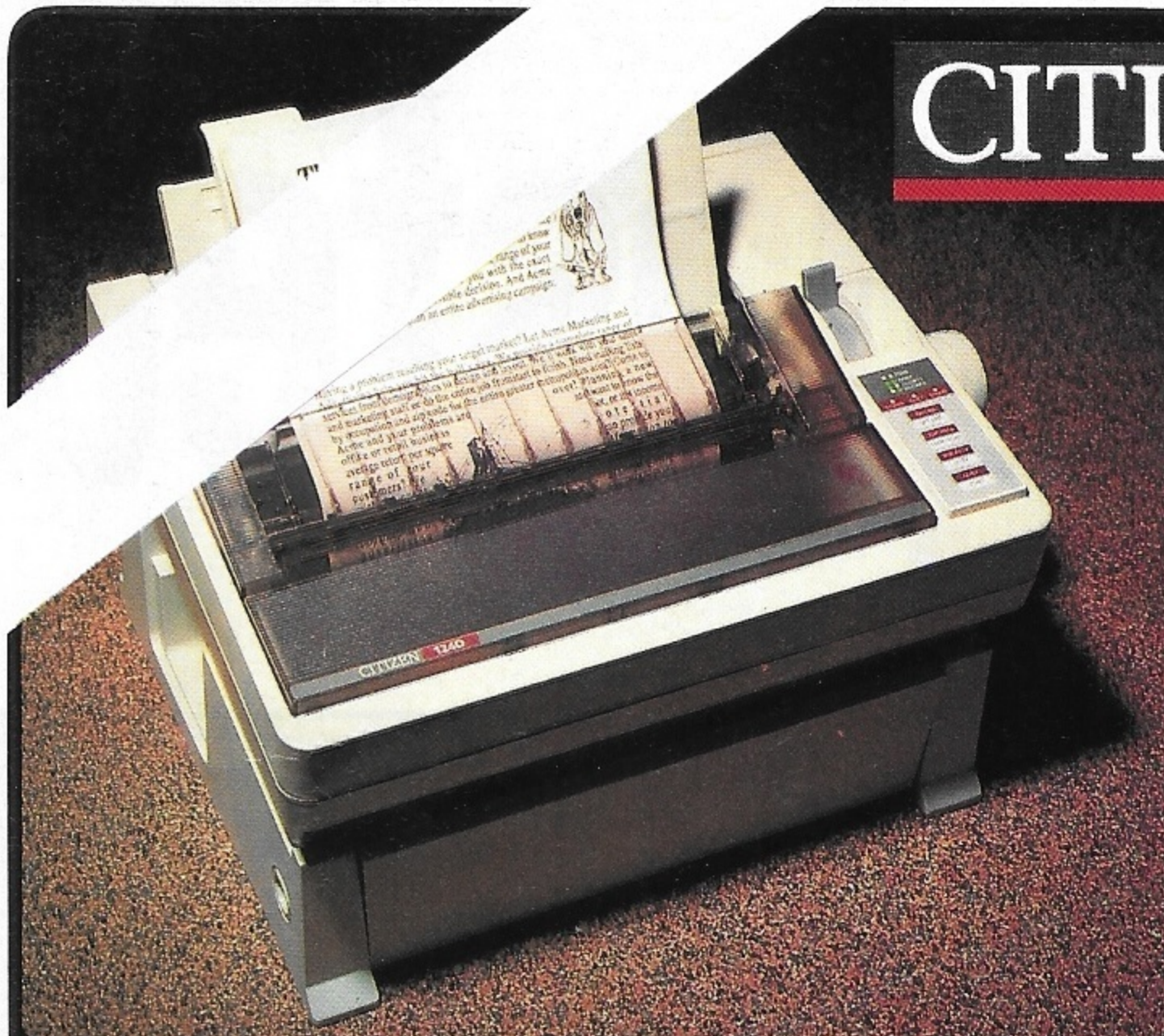
GRAPHICS:

RATING=76%



CITIZEN

PRINTERS



Silica presents some great offers on the award winning range of high quality dot matrix printers from Citizen. Each Citizen printer is built in the UK to exacting standards, ensuring superb reliability and a very high quality of output. Our confidence in the quality of Citizen printers is such that we are pleased to offer a unique two year guarantee with every printer. Plus, if you purchase your Citizen printer from us, we will give you a Silica Printer Starter Kit (worth £29.95), **FREE OF CHARGE!**

FREE DELIVERY

Next Day - Anywhere in the UK mainland

FREE STARTER KIT

Worth £29.95 - With every Citizen printer from Silica.

FREE COLOUR KIT

Worth £39.95 - With Swift 9 and Swift 24 printers.

2 YEAR WARRANTY

Silica offer a 2 year warranty (including the printer head) with every Citizen printer purchased from Silica.

WINDOWS 3.0

Free Windows 3.0 driver - In the Silica Starter Kit.

FREE HELPLINE

Technical support helpline open during office hours.

MADE IN THE UK

Citizen printers are manufactured to high standards.

144 CPS DRAFT 9 PIN



CITIZEN 120D+

The Citizen 120D+ is one of the UK's best selling printers. It has a stylish appearance and excellent features and performance for such an inexpensive printer. The 120D+ is available with either a serial or parallel interface and is an ideal first printer.

- 9-pin Printhead
- Print Speed 144cps Draft
- 30cps NLQ
- Epson & IBM Graphics Emulation
- Pull Tractor & Bottom Feed
- Superior Graphics - 240x216dpi
- FREE Starter Kit

RRP £233.83

STARTER KIT £29.95

TOTAL RRP: £263.78

SAVING: £112.20

SILICA PRICE: £151.58

£129

+VAT = £151.58

144 CPS DRAFT 24 PIN



CITIZEN 124D

The award winning Citizen 124D brings high quality 24-pin dot matrix printing within every computer users reach. It is the ideal choice where high quality printing is required at a budget price.

- 24-pin Impact Printer
- Print Speed 144cps Draft
- 2 LQ Fonts (48cps)
- 8K Buffer
- Epson, IBM & NEC P6+ Emulation
- Advanced Paper Parking
- Superior Graphics - 360x360dpi
- FREE Starter Kit

RRP £292.58

STARTER KIT £29.95

TOTAL RRP: £322.53

SAVING: £112.20

SILICA PRICE: £210.33

£179

+VAT = £210.33

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.

- 9-pin Impact Printer

FREE!

192 CPS DRAFT 24 PIN



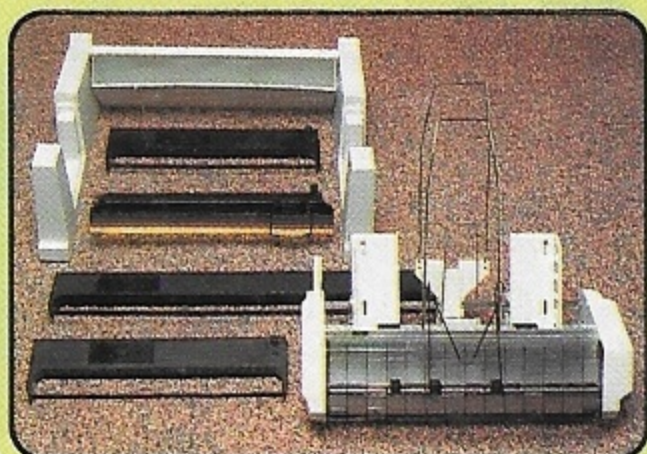
SWIFT 24 - COLOUR!

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.

- 24-pin Impact Printer

FREE!

PRINTER ACCESSORIES



SHEET FEEDERS

PRA 1200	120D	£71.38
PRA 1215	124D/Swift 9/24	£88.70
PRA 1228	124D/Swift 9/24	£42.00

SERIAL INTERFACES

PRA 1189	120D+	£56.45
PRA 1209	Swift 9/124D	£32.25
PRA 1709	Swift 24	£26.38

PRINTER STAND

PRA 1242	124D/Swift 9/24	£24.03
----------	-----------------	--------

ORIGINAL RIBBONS

RIB 3520	120D/Swift 9 Black	£4.11
RIB 3924	124D/Swift 24 Black	£4.70
RIB 3936	Swift 9/24 Colour	£15.63

COLOUR KITS

PRA 1236	Swift 9/24	£39.65
----------	------------	--------

All prices include VAT and Free delivery.

F

Every C
Printer
ning wi

- 3 1/2"
- 3 1/2"
- 2 M
- 200
- 200
- 5 C

If you alr
Starter Ki
Silica pri

SILICA SYSTEMS OFFERS YOU

- **FREE OVERNIGHT COURIER DELIVERY:** On all hardware orders shipped in the UK.
- **TECHNICAL SUPPORT HELPLINE:** Team of PC technical experts at your service.
- **PRICE MATCH:** We normally match competitors on a "Same product - Same price" basis.
- **ESTABLISHED 12 YEARS:** Proven track record in professional computer sales.
- **£13M TURNOVER (with 60 staff):** Solid and reliable with maintained growth.
- **BUSINESS/EDUCATION/GOVERNMENT:** Volume discounts available for large orders.
- **SHOWROOMS:** Demonstration and training facilities at our London & Sidcup branches.
- **THE FULL STOCK RANGE:** All of your PC requirements from one supplier.
- **FREE CATALOGUES:** Will be mailed to you with offers and software/peripheral details.
- **PAYMENT:** By cash, cheque and all major credit cards.

Before you decide when to buy your new printer, we suggest you think very carefully about WHERE you buy it. Consider what it will be like a few months after you have made your purchase, when you may require additional peripherals or software, or some technical help and advice. And, will the company you buy from contact you with details of new products? At Silica Systems, we ensure that you will have nothing to worry about. Silica Systems is one of the UK's leading independent computer dealers and provides a quality service to users at home, in education and in business throughout the nation. Silica have been established for over 12 years, and have an annual turnover of £13 million. With our unrivalled experience and expertise, we can now claim to meet our customers requirements with an understanding which is second to none. But don't just take our word for it. Complete and return the coupon now, for our latest Free literature on the Citizen printer range and begin to experience the "Silica Systems Service".

SILICA SYSTEMS



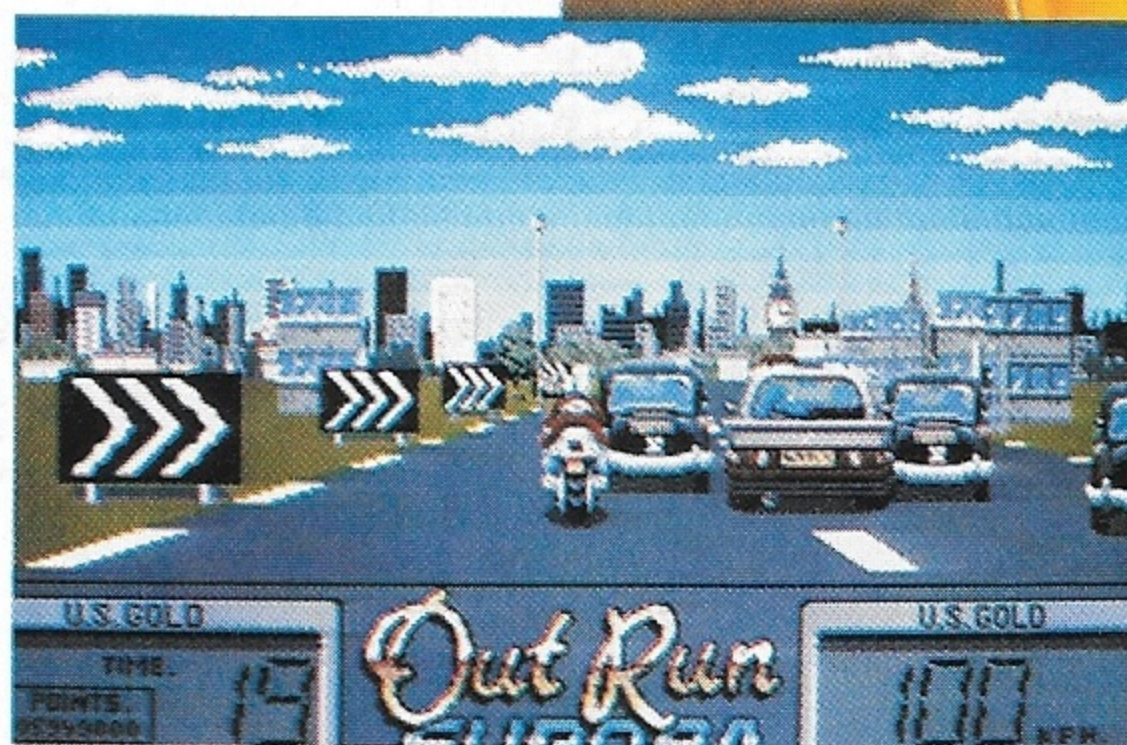
Signposted

The original Outrun caused a storm in the arcades when it was released a couple of years ago. US Gold signed the papers and produced an accurate conversion. Now, to coincide with their release of Outrun Europa, US Gold are offering two lucky readers the chance to drive around Silverstone racetrack with a choice of two high-performance cars. The John Watson Racing Introduction experience is not to be missed!

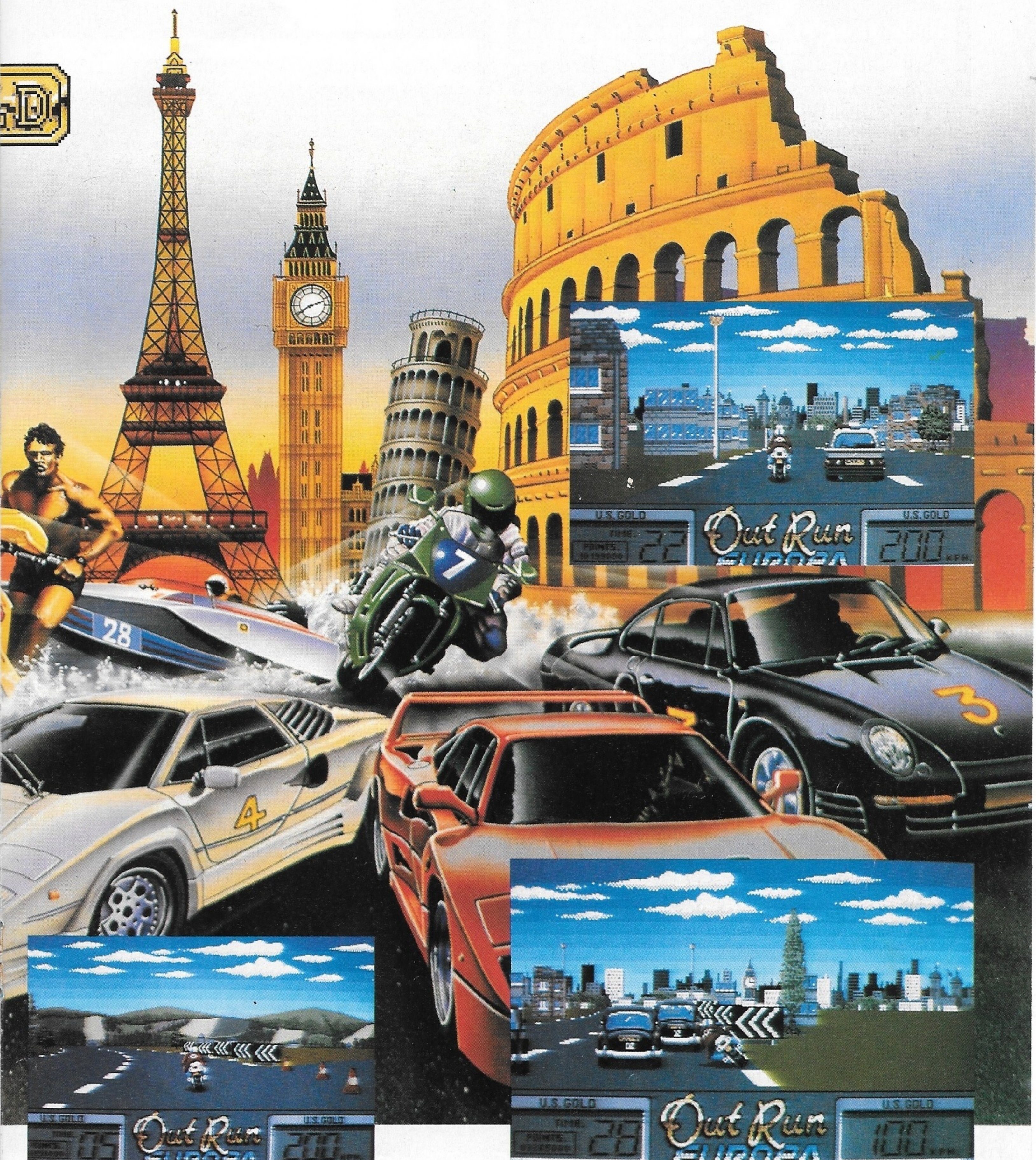
Would you believe that's not all? Ten lucky runners-up will also receive a US Gold goody bag containing a T-shirt, a US Gold game of their choice and loads of other fab gear. Aren't Brummies great?

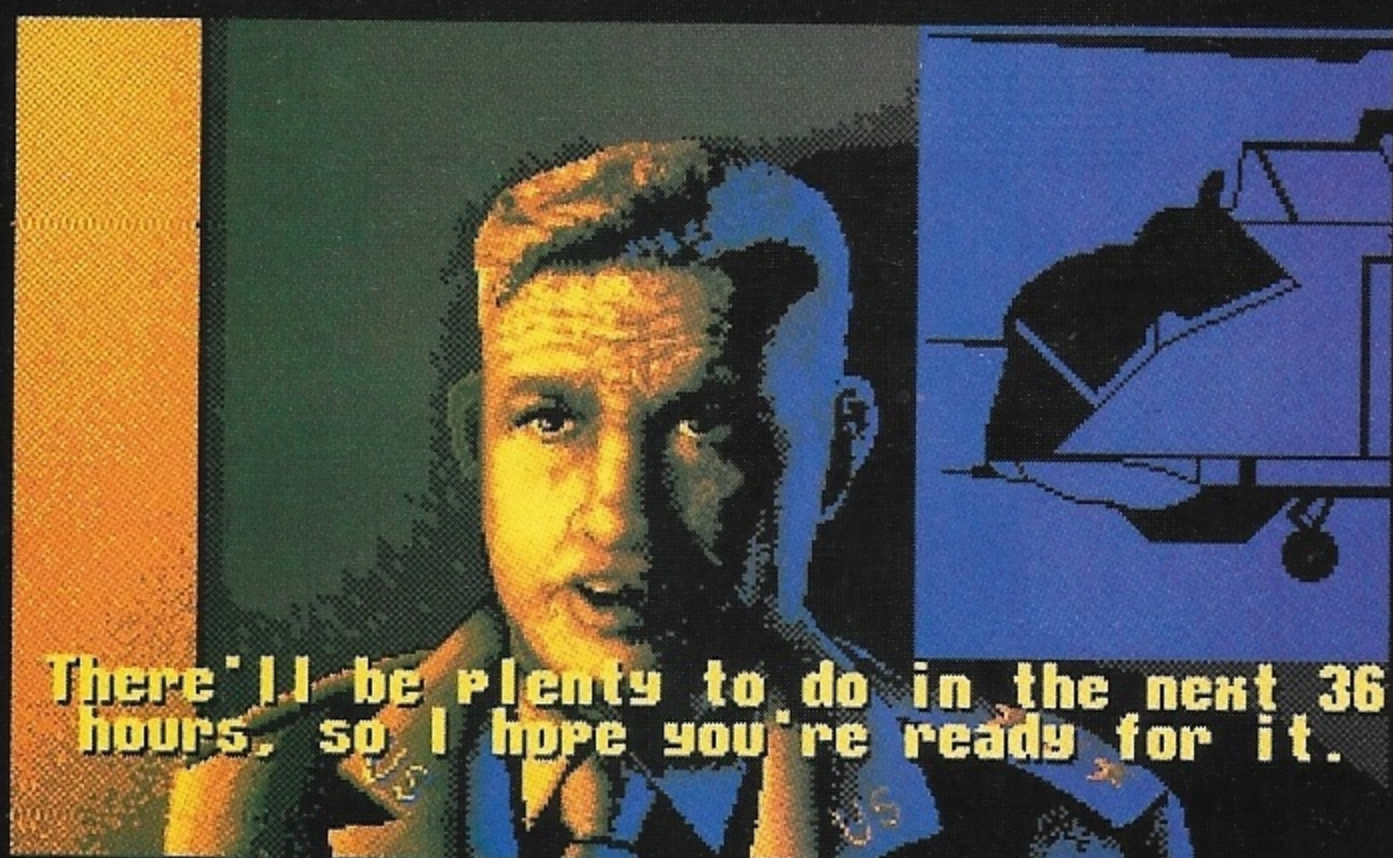
To win one of these wonderful prizes, all you have to do is examine the three road signs below. Choose the correct meaning for each one (the answers can all be found in the highway code manual) and tick the appropriate box. Next, complete the tie-breaker with the wittiest caption you can think of. Then cut out and send the coupon to the usual address:

Outrun Europa Compo, ST Action, Europa House, Adlington Park, Adlington, Macclesfield SK10 4NP. All entries must be in by November 15th. The winners and date of the event will be in the Back Passage of the January 1992 issue so keep your eyes open!



To Silverstone



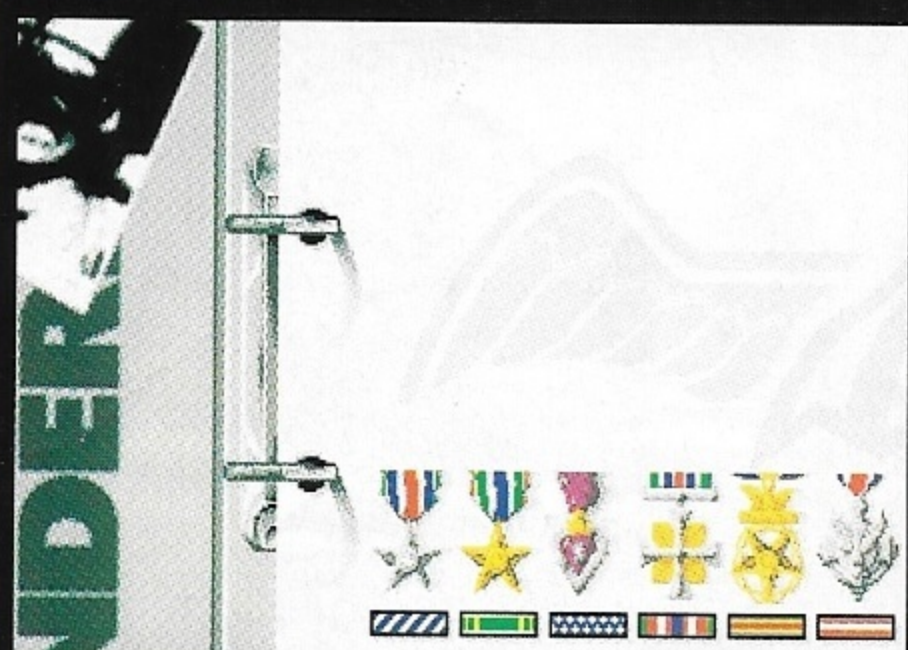


There'll be plenty to do in the next 36 hours, so I hope you're ready for it.

Your Commanding Officer Jack Marshall will brief you with your forthcoming objectives before each mission.



Pilots who don't make the grade usually end up in this situation. Just a tiny little bit on the dead side.

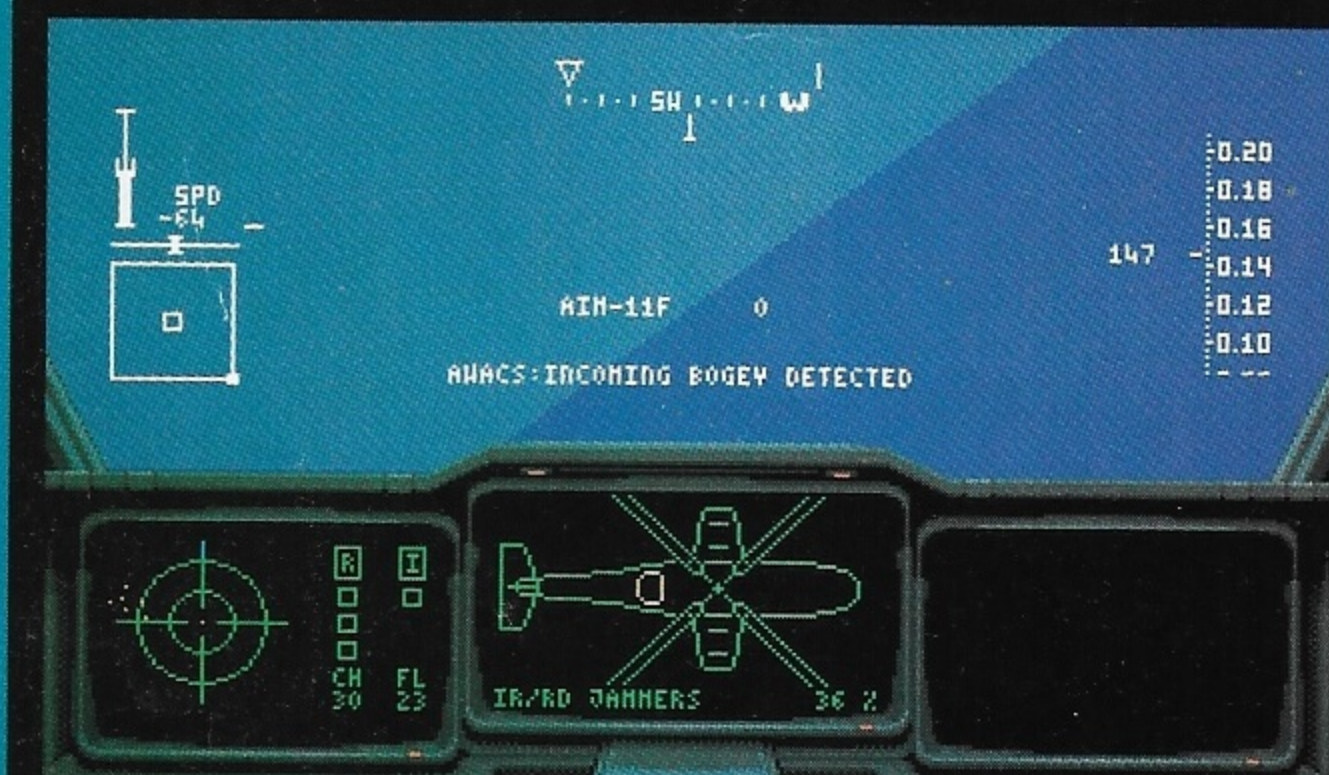


That's a fine collection of medals you've picked up from somewhere. Better keep them polished.



This is the location of a Soviet advanced warning station which covers this sector.

Once in the briefing room you'll be shown your target in a variety of different ways. Study it.



There doesn't appear to be an immediate threat to you here, but danger can strike anytime when you're a member of the Merlin team so keep a careful eye on your threat indicator.



The oil rig is proving more of a problem than you'd hoped. Now they've got a lock on you it's time to use your chaff and flares to confuse your enemies weapons systems.

Thunder Hawk

C O R E

The beat of computer combat flight-sims has been patrolled for ages by the major simulation specialists such as Microprose, Digital Integration and Mirrorsoft. Now it looks like that's all about to change.

It might seem unusual that Derby based Core Design have decided to take the plunge into a highly competitive market when they've had so much success already in other areas of the computer gaming world.

There's a narrow line between success and failure with a flight sim as any such product is likely to be looked at through very critical eyes. Thunderhawk has been in development for yonks and has always looked something special,

but now the totally finished, never again to be altered version has arrived and is set to be one of the smash hits over the fast-approaching festive period.

One of the first questions anyone asks about a flight sim is "Is it realistic?" Core have set about making this less of a problem for themselves by basing it around a fictional helicopter gun ship, commissioned with a fictional United Nations assault team called Merlin.

The idea behind the Merlin unit is that it will only be used to defuse crisis situations around the world, without provoking a war.

There are six different theatres within Thunderhawk and each of these campaigns are split into a further 10 missions. This effectively totals 60 missions for you to fly in.

At the beginning of the game you can choose from a map of the world which combat zone to fly into. These include Alaska, northern Europe, south east Asia and the Middle East, plus a couple more for good measure.

Once this has been established you'll be taken into the briefing room by your Commanding Officer - Jack Marshall, and given a run-down of the first mission.

This will involve a combination of recon photographs and black and white surveillance film that is projected onto a screen in front of you.

You'll be shown in detail your targets and warned of the likely resistance, then it's off to your Thunderhawk helicopter to arm the baby for the flight.

Now it's time to play around with the various bombs and stuff and choose what to take with you. If you can't be bothered with all this and just want to get up and blast some baddies then you can select the Auto option which will do everything for you.

Once you've got what you want it's off into battle. Depending on the time of your flight you may want to engage some of your chopper's special features. For example, if you're

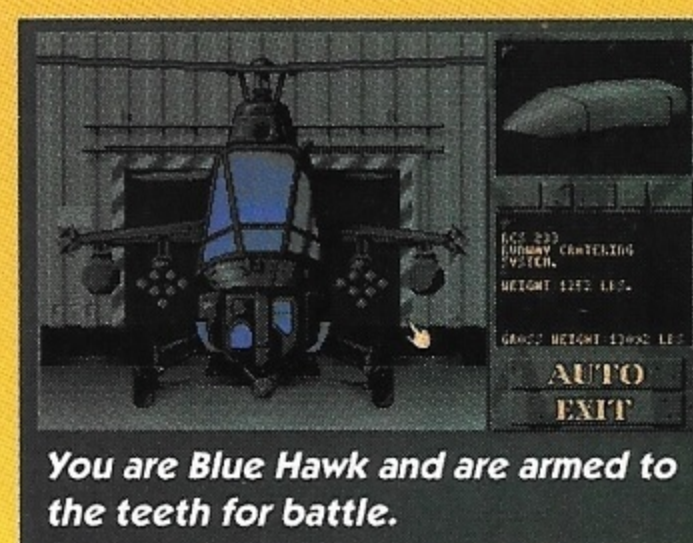
trying to sneak in at night a quick press of the button will activate your infra-red vision that will make flying around in the pitch black that little bit more bearable.

The helicopter is completely mouse controlled (weapons, speed and everything) and once you've got the hang of this there's very little else to remember. You've still got all the usual outside views which can be zoomed in on, spun round and so on. There's also a weapon view so you can keep track of the progress of your missiles.

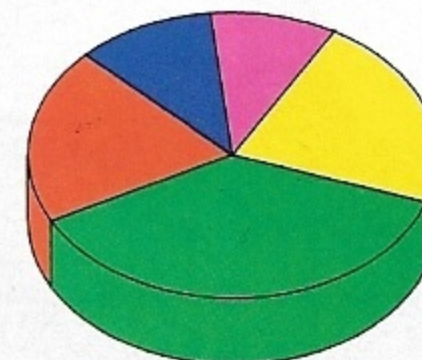
The most outstanding feature of Thunderhawk is the graphics. You're not going to find smoother scrolling anywhere else. The aircraft and targets are all well drawn polygon style graphics, while the introduction sequence and pre-flight screens are all done with a cartoon feel to them.

Sound is basically all you'd expect to hear from a helicopter gun ship - engines, rotor blades and explosions. All very nicely done with no frills, but it is adequate for a flight simulator.

Paul



PUNTER-POWER™

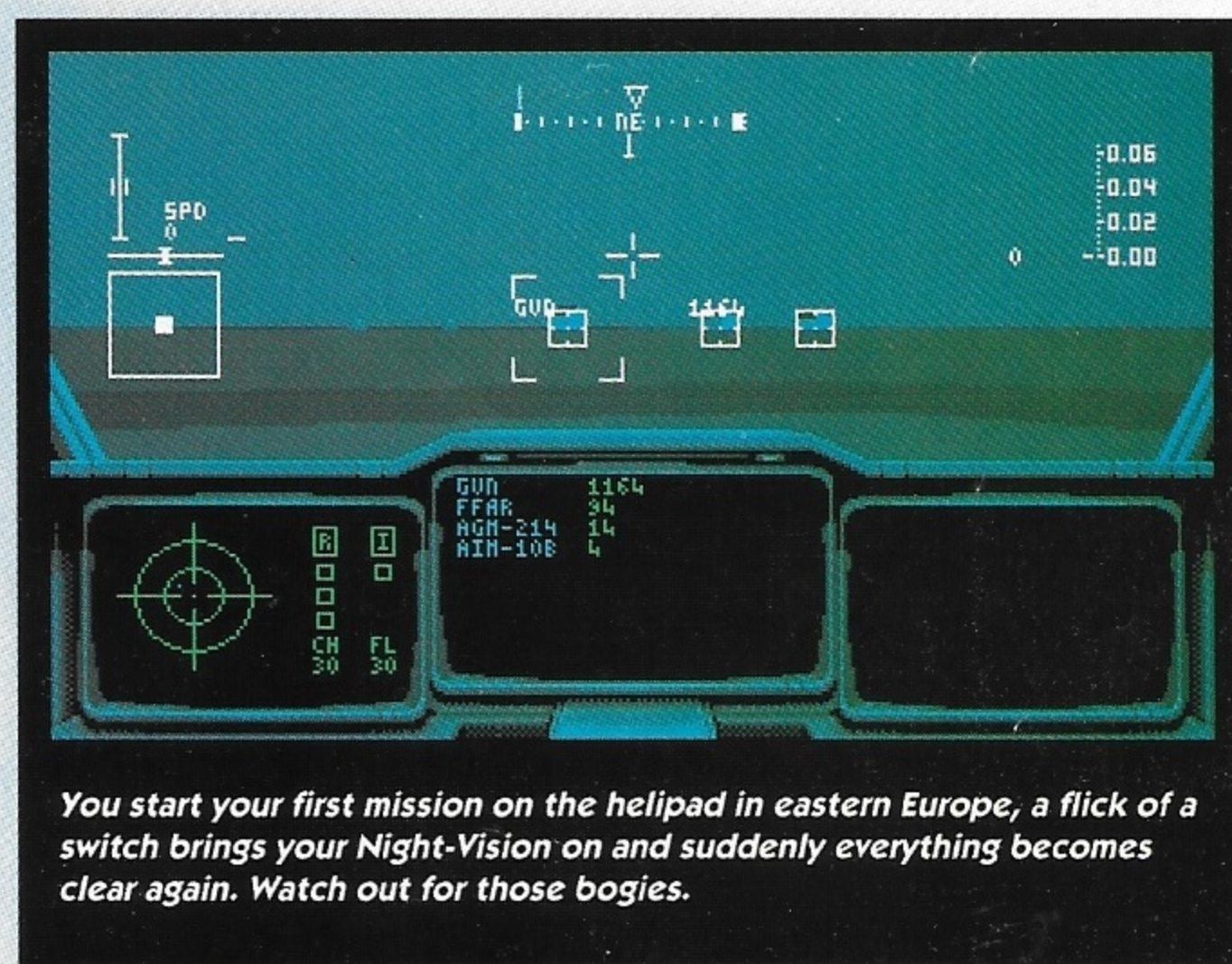


GAME: THUNDER HAWK
PRICE: £29.99

Core are at it again. Yet another top-quality product this time in the flight-sim market. There's an awfully big audience out there for this type of product and it is not going to be disappointed with Thunderhawk. The thing that sets this game apart from most of the others in its genre is the easy control method. You don't need six hands to play this one. The large quantity of missions will keep you at it for a while and the way they are structured into the six campaigns gives you a long-term objective. An excellent package well worth looking at even if you're not a combat fiend! Basically if you want to fly a plane you want *Flight of the Intruder*, if you want to pilot a chopper it's *Thunderhawk*. If you like really good air-combat games, get them both.

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

RATING=88%



STA10

Sarakon

V I R G I N

Puzzle games are funny old things. They have you close to tears with frustration and climbing the walls over that all-elusive last level, yet you still continue to play until you brag about your inevitable victory.

Gone are the good ol' days when six youngsters used to gather around the front-room table, each trying to outwit the others and find the dice that have rolled elusively under the settee. In the present era of high-technology computers, the board game is all but dead.

The ancient Chinese game, Mah Jong, has been emulated time and time again in card, board and computer game formats, yet still never seems to lose its addictive qualities. The most likely reason for this is the fact that winning a game has nothing to do with Lady Luck. To be suc-

cessful, all you need is a keen eye, a logical mind and a responsive hand (oer - Ed.).

The latest clone to hit the ST market is Sarakon by Virgin. Programmed by Starbyte (of Clowna-mania and Rings Of Medusa fame), the rules follow as close to the original as possible with the addition of two skill levels to give the beginners a chance!

The objective of the game is to remove various pairs of stones from a gridded board that has been laid out in front of you. When attempting to remove a selection of the stones, there are two rules that must be abided by. The stones have to be either adjacent vertically or horizontally, or joinable by an imaginary line with a clear path and no more than two corners.

As you battle your way through,

the 40 levels will become progressively difficult. The stone layout will be more complex and they will be often piled up to three high, so the lower stones won't come into prominence until the higher ones have been removed.

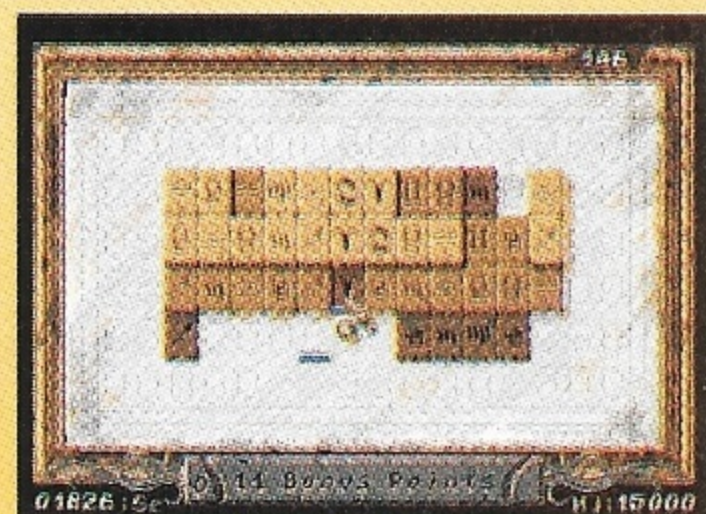
To remove stones, click on the first one with the left mouse button and then click on the second to remove the two. They should then disappear, revealing the stones below if applicable.

Helping you are two stones called Jokers. When selected, these allow you to remove all stones of a particular type from the current game. To use a Joker, position the cursor over the type of stone you wish to eradicate and press the right mouse button.

Each level has a strict time limit that has to be adhered to. You will be notified if you are running low on time as the computer chimes out the last 20 seconds. If you fail to complete a level within the current time limit, your game is over and the obligatory 'enter your name' message

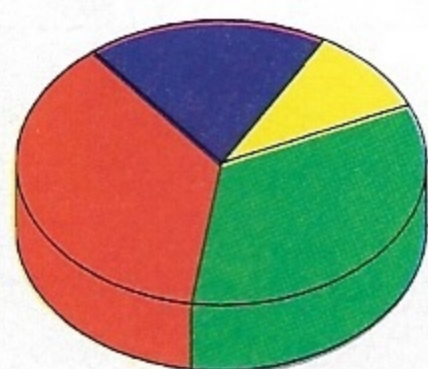
will be displayed, if you have scored enough points that is.

During the game, various bonuses will be available to you. When selected and removed, they will grant you an extra 15 seconds or a Joker. The Yin/Yang symbol will give you the Joker. Collecting either the Seahorse, the Mask, the Magician or the Butterfly will give you extra time. Some stones will flash for a brief period and if you can remove them while still flashing, 10 seconds will be added to your time. And that, my friends, is Sarakon! **Jason**



As you get better, things get harder. Now the squares are positioned on top of each other making it extremely difficult to plan ahead.

PUNTER-POWER™

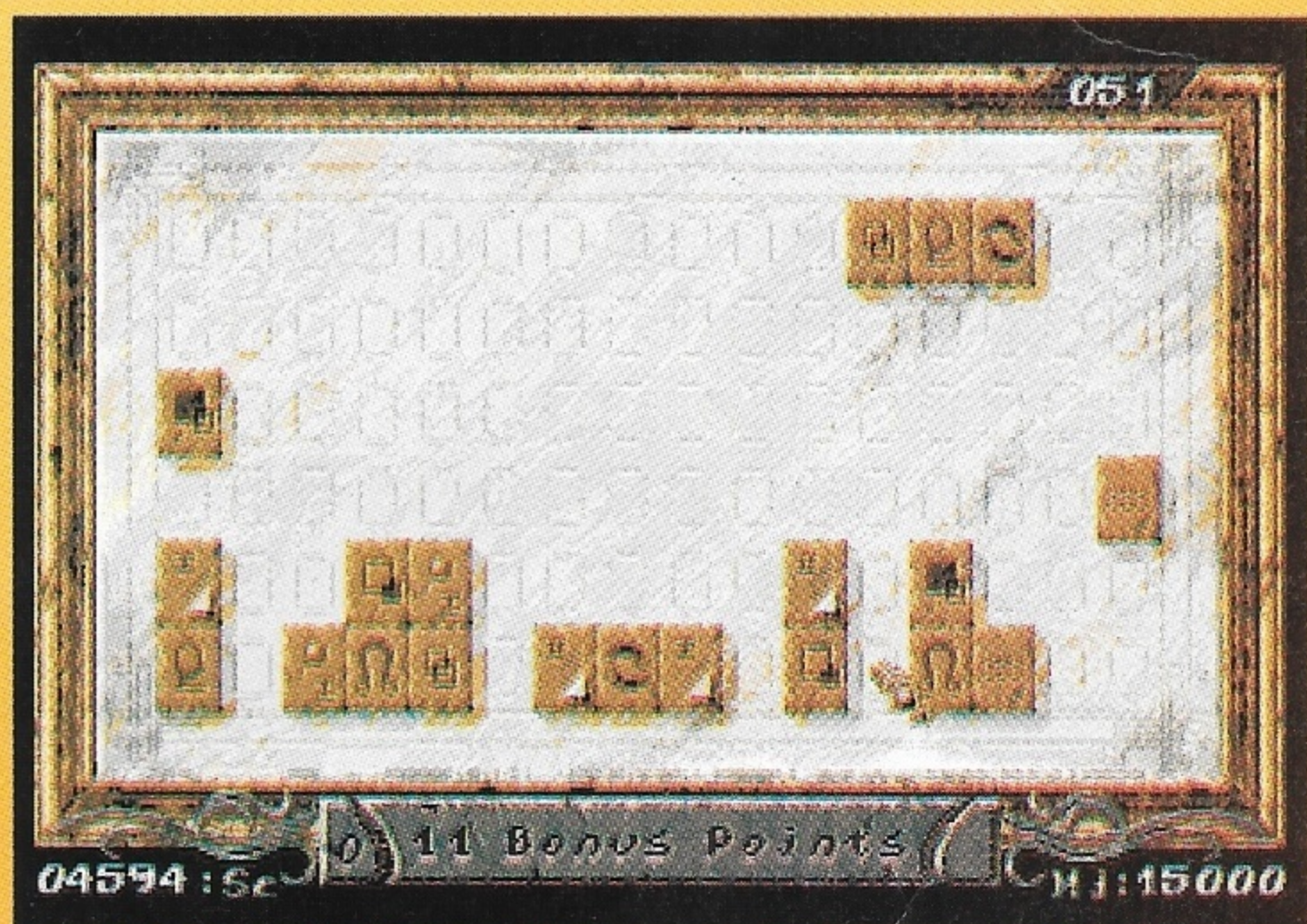


GAME: SARAKON
PRICE: £19.99

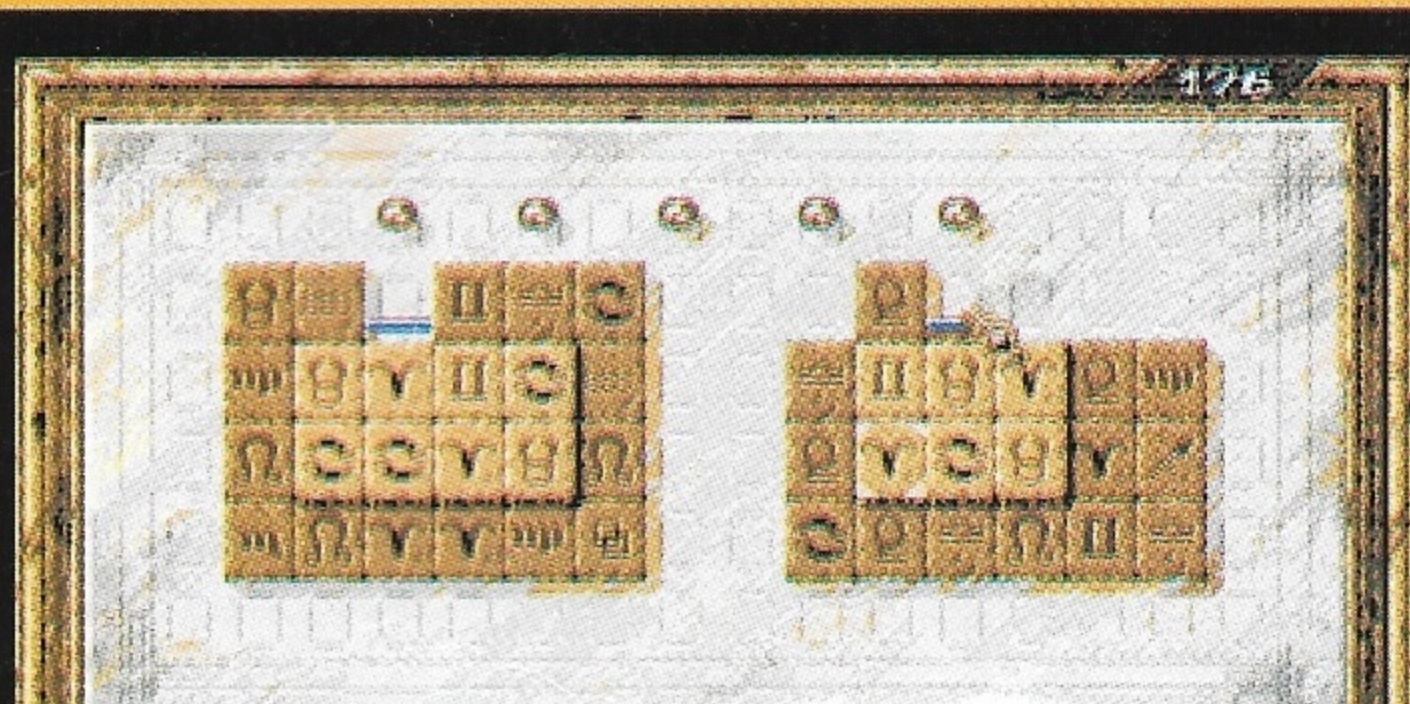
RATING=76%

The easy-to-use control system and the addition of a beginners level make it Sarakon fun to play. The graphical representation of the tiles has been done as well as can be expected but with rather dullish colours. The sound has been limited to the inevitable 'plink' of the tiles but this doesn't make that much difference to the overall playability. With four bonus sections and a password system, Sarakon should keep all you puzzlers out there very happy.

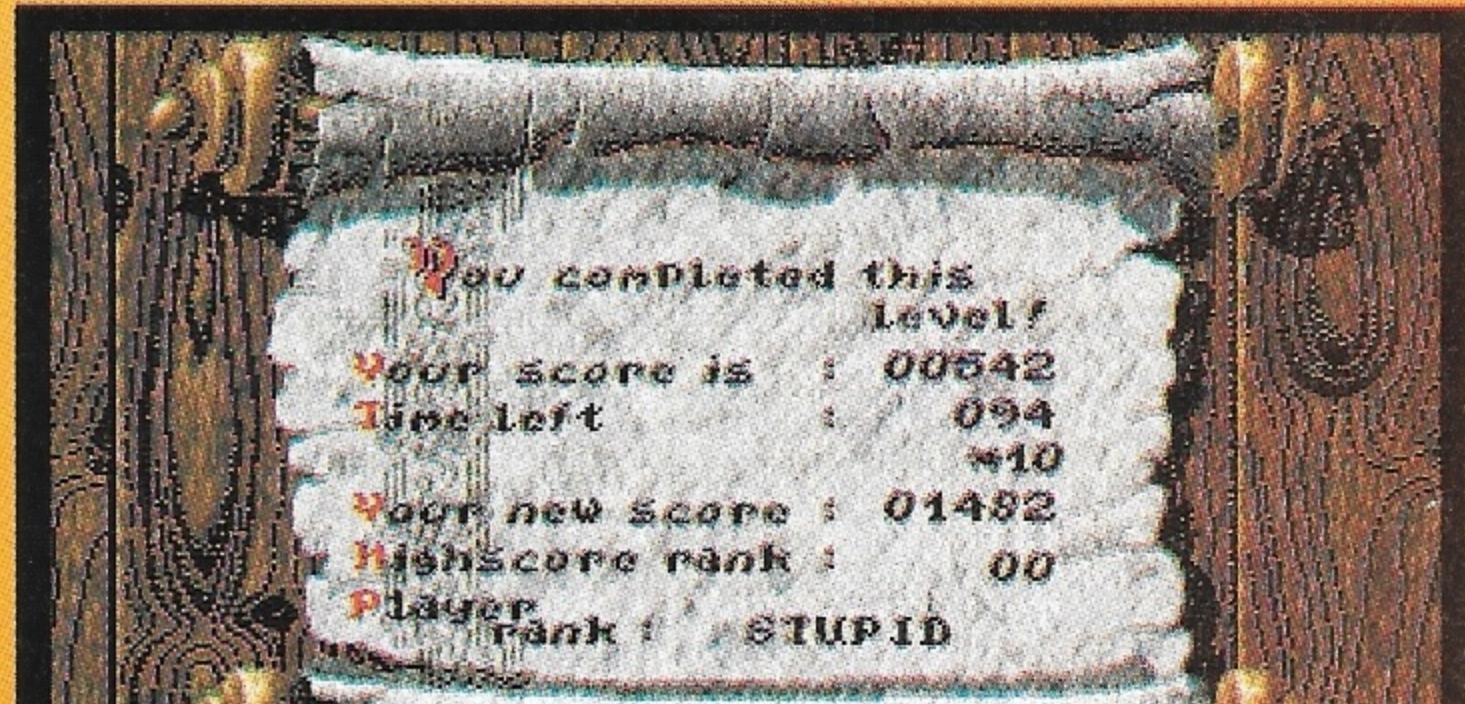
GAMEPLAY:
SOUND:
GRAPHICS:



The bonus sections allows you to gain some extra points and time. Match the squares up for a bonus.



Things start to hot up as you manage to get rid of a few easy squares. No, I haven't been practicing.



Matching up the tiles isn't as easy as it sounds. Most of the opposites to a pair are positioned right across the other side of the board.

You've seen the film...



You've seen the film...

MILLENNIUM



Legend Software



16 Linden Gardens, Chiswick, London W4 2EQ

Fax: 081-995 1325

Opening Hours 10-6pm, Monday-Saturday

Enquiry No. Tel: 081-747 4757/0898-666416

TOP TITLES

TITLE	ST	AMIGA
Half Meg Upgrade	N/A	29.99
1 Meg Cricket	N/A	16.99
3D Construction Kit	26.99	26.99
3D Golf	23.99	23.99
4D Sports Boxing	16.99	16.99
688 Sub Attack	N/A	16.99
A10 Tank Killer	22.99	22.99
Action Station	N/A	21.99
Advanced Destroyer Sim (A.D.S.)	16.99	16.99
Addidas Golden Shoe	15.99	15.99
Afrika Korps	16.99	16.99
ATF II	16.99	16.99
Agony	18.99	18.99
Alcatraz	16.99	16.99
Amnios	15.99	15.99
Armalyte	16.99	16.99
Armour Geddon	16.99	16.99
Aquaventure	15.99	15.99
A.W.E.S.O.M.E.	16.99	16.99
Back to the Golden Age	16.99	16.99
Bandit King of Ancient China	21.99	21.99
Barbarian II (Psygnosis)	16.99	16.99
Bard Tale III	16.99	16.99
B.A.T.	22.99	18.99
Battle Bound	16.99	16.99
Battle Chess	15.99	15.99
Battle Chess II	16.99	16.99
Battle Command	14.99	14.99
Battle Master	18.99	18.99
Beat Buster	16.99	16.99
Bill Elliotts Nascar Challenge	17.99	17.99
Billy the Kid	15.99	15.99
Blade Warrior	15.99	15.99
Blue Max	18.99	18.99
Buck Rogers	18.99	18.99
Cadaver	16.99	16.99
Cadaver Levels (Pay off)	10.99	10.99
Captive	15.99	15.99
Carve Up	14.99	14.99
Centurion	16.99	16.99
Chaos Strikes Back	16.99	16.99
Chase HQ	15.99	15.99
Chase HQ II	15.99	15.99
Chintoo Revenge	15.99	15.99
Chuck Rock	15.99	15.99
Chuck Yeagers ATF	16.99	16.99
Corporation	9.99	14.99
Cruise for the Corpse	16.99	16.99
Cybercon III	16.99	16.99
Cyber Fight	15.99	15.99
Darkman	15.99	15.99
Das Boot	21.99	21.99
Deuterious	19.99	19.99
Dick Tracy	15.99	15.99
Disc	15.99	15.99
Double Dragon 3 (The Rosetta)	16.99	16.99
Dragon Lair	26.99	26.99
Dragon Lair II (Timewarp)	26.99	26.99
Dragon Wars	16.99	16.99
Dynamite Debugger	15.99	15.99
Elf	15.99	15.99
Elvira Mistress of the Dark	21.99	21.99
Elvira Mistress of the Dark II	23.99	23.99
Epic	15.99	15.99
Euro Superleague	15.99	15.99
Eye of the Beholder	18.99	18.99
F15 Strike Eagle II	23.99	23.99
F19 Stealth Fighter	19.99	19.99
F16 Combat Pilot	16.99	16.99
F29 Retaliator	15.99	15.99
F117A	21.99	21.99
Frenetic	16.99	16.99
Final Fight	16.99	16.99
Final Whistle	8.99	8.99
Flight of the Intruder	19.99	19.99
Formula One	16.99	16.99
Future Basketball	16.99	16.99
Gauntlet III	16.99	16.99
Genghis Khan	21.99	21.99
Geisha (18 years only)	16.99	16.99
Gods	15.99	15.99
Golden Axe	16.99	16.99
Gun Boat	16.99	16.99
Gunship 2000	21.99	21.99
Hard Drivin II	14.99	14.99
Harpoon (1 Meg)	19.99	19.99
Hawk	19.99	19.99
Heros Quest (1 Meg)	21.99	21.99
Hill Street Blues	15.99	15.99
Home Alone	16.99	16.99
Indianapolis 500	16.99	16.99
International Ice Hockey	16.99	16.99
I Play 3D Soccer	16.99	16.99
Ivanhoe	14.99	14.99
Jahangir Khan	16.99	16.99
James Pond	14.99	14.99
Jimmy White Snooker	18.99	18.99
Joe Montana Football	16.99	16.99
Jupiters Masterdrive	15.99	15.99
Keys of Marramon	15.99	15.99
Kick Off II (Half Meg)	12.99	12.99
Kick Off II (1 Meg)	15.99	15.99
Killing Cloud	15.99	15.99
Kings Quest V	26.99	26.99
Last Ninja III	15.99	15.99
Leander	16.99	16.99

TOP TITLES

TITLE	ST	AMIGA
Leisure Suit Larry III	26.99	26.99
Lemmings	15.99	15.99
Lemmings Data Disk	9.99	9.99
Lost Patrol	14.99	14.99
Lotus Esprit	15.99	15.99
M1 Tank Platoon	19.99	19.99
Magic Pocket	16.99	16.99
Magnetic Scroll	18.99	18.99
Manchester United Europe	15.99	15.99
Master Golf	23.99	23.99
Mega Traveller 1	19.99	19.99
Mercs	14.99	16.99
Metal Master	15.99	15.99
Metal Mutant	15.99	15.99
Midnight Resistance	14.99	14.99
Midwinter	19.99	19.99
Mig 29 (Fulcrum)	21.99	21.99
Midwinter II	19.99	19.99
Moonbase	22.99	22.99
Moonstone	21.99	21.99
Monkey Island	16.99	16.99
Myth	15.99	15.99
Nam 1965-1975	18.99	18.99
Narc	15.99	15.99
Navy Seals	15.99	15.99
Neverending Story II	16.99	16.99
Nightshift	16.99	16.99
Ninja Remix	14.99	14.99
Obitus	21.99	21.99
Operation Stealth	16.99	16.99
Operation Thunderbolt	15.99	15.99
Out Run Europa	16.99	16.99
Pang	15.99	15.99
Panza Kick Boxing	16.99	16.99
PGA Tour Golf	16.99	16.99
Plotting	15.99	15.99
Populous + Sim City	21.99	21.99
Powermonger	18.99	18.99
Predator II	15.99	15.99
Prehistoric	16.99	16.99
Prince of Persia	15.99	15.99
Puznic	15.99	15.99
Railroad Tycoon	23.99	23.99
R.B.I. Baseball II	17.99	17.99
Realms	19.99	19.99
Retro	15.99	15.99
Rick Dangerous II	16.99	16.99
Robocod	15.99	15.99
Robocop	14.99	14.99
Robocop II	15.99	15.99
R-Type II	16.99	16.99
Savage Empire	19.99	19.99
Search for the King	19.99	19.99
Secret Weapon of the Luftwaffe	19.99	19.99
Shadow of the Beast II	15.99	21.99
Shadow Dancer	16.99	16.99
Shadow Warrior	15.99	15.99
Silent Service II	23.99	23.99
Sim Earth	16.99	16.99
Simpsons	15.99	15.99
Ski or Die	16.99	16.99
Skull & Crossbones	15.99	15.99
Sly Spy	15.99	15.99
Snow Joke	15.99	15.99
Space Ace	26.99	26.99
Speedball II	15.99	15.99
Spirit of Excalibur	19.99	19.99
Spindizzy Worlds	16.99	16.99
Star Control	16.99	16.99
Star Trek V	16.99	16.99
Super Cars II	15.99	15.99
Super Monaco GP	16.99	16.99
Supremacy	19.99	19.99
Swap	16.99	16.99
Switch Blade II	15.99	15.99
SWIV	16.99	16.99
Team Suzuki	15.99	15.99
Team Yankee	19.99	19.99
Terminator II	14.99	14.99
Test Drive III	15.99	15.99
Teenage Mutant Heroes	16.99	16.99
The Adventures of Robin Hood	16.99	16.99
Their Finest Hour	19.99	19.99
Thunderhawk	19.99	19.99
The Punisher	16.99	16.99
Toki	15.99	15.99
Total Recall	15.99	15.99
Tournament Golf	16.99	16.99
Turrican	19.99	19.99
Turrican II	15.99	15.99
Ultimate Ride	16.99	16.99
Ultimate V	18.99	18.99
UMS II	19.99	19.99
USS John Young	16.99	16.99
Wild Wheels	15.99	15.99
Wings (Half Meg)	N/A	18.99
Wings (1 Meg)	N/A	18.99
White Death (1 Meg)	18.99	20.99
Wolfpack	18.99	18.99
Wonderland	18.99	18.99
Worlds at War	16.99	16.99
Wrath of the Demon	19.99	19.99
Zeus	16.99	16.99
Zone Warrior	15.99	15.99

COMPILATIONS

HOLLYWOOD COLLECTION
RoboCop, Ghostbusters 2, Indiana Jones and Batman the Movie
ALL FOUR GAMES FOR ONLY £17.99

POWER PACK
Xenon 2, TV Sports Football, Bloodwych and Lombard Rally
ALL FOUR GAMES FOR ONLY £14.99

TNT
Hard Drivin, APB, Xybots, Toobin and Dragon Spirit
ALL FIVE GAMES FOR ONLY £15.99

LIGHT FORCE
Bio Challenge, IK+, Voyager and R Type
ALL FOUR GAMES FOR ONLY £14.99

GRANDSTAND
Gazza Super Soccer, Pro Tennis Tour, World Class Leaderboard, Continental Circus
ONLY £17.99

VIRTUAL REALITY VOL 1
Midwinter, Carrier Command, Stuntcar Racer, Starglider 2, Int. Soccer Challenge
ONLY £23.99

PLATINUM
Black Tiger, Strider, Forgotten Worlds and Ghouls & Ghosts
ALL FOUR GAMES FOR ONLY £16.99

RAINBOW COLLECTION
New Zealand Story, Rainbow Islands, Bubble Bobble
ALL THREE GAMES FOR ONLY £12.99

MAGNUM 4
Afterburner, Double Dragon, Operation Wolf and Batman Caper
ALL FOUR GAMES FOR ONLY £17.99

WHEELS OF FIRE
Hard Drivin, Chase HQ, Powerdrift and Turbo Outrun
ALL FOUR GAMES FOR ONLY £10.99

PRECIOUS METAL
Xenon, Captain Blood, Crazy Cars and Arkonoid
ALL FOUR GAMES FOR ONLY £14.99

WINNING TEAM
APB, Klax, Vindicators, Cyberball & Escape from the Robot Monsters
ONLY £19.99

SOCCER MANIA
Football Manager 2, Gazza's Soccer, Microprose Soccer and Fball Manager 2 World Cup Edition
ALL FOUR GAMES FOR ONLY £16.99

FULL BLAST
Chicago 90, Rick Dangerous, Highway Patrol 2, P47, Carrier Command and Ferrari Formula One
ALL SIX GAMES FOR ONLY £17.99

CHALLENGERS
Kick Off, Super Ski, Fighter Bomber, Great Courts and Stunt Car Racer
ALL FIVE GAMES FOR ONLY £17.99

FLIGHT COMMAND
Eliminator, Strike Force Harrier, Lancaster, Sky Fox and Sky Chase
ALL FIVE GAMES FOR ONLY £12.99

COMPUTER HITS VOL 2
Tetris, Joe Blade, Golden Path and Black Shadow
ALL FOUR GAMES FOR ONLY £6.99

MIND GAMES
Austerlitz, Waterloo and Conflict in Europe
ALL THREE GAMES FOR ONLY £14.99

BIG BOX
Captain Blood, Safari Guns, Teenage Queen, Bubble Plus, Tin Tin on the Moon, Purple Saturn Day, Krypton Egg, Jumping Jackson, Bo Bo, Hostages
ALL TEN GAMES FOR ONLY £16.99

FIST OF FURY
Dynamite Dux, Shinobi, Ninja Warriors and Double Dragon II
ALL FOUR GAMES FOR ONLY £16.99

POWER UP
Altered Beast, Rainbow Island, X Out, Chase HQ and Turrican
ALL FIVE GAMES FOR ONLY £17.99

BUDGET TITLES UNDER £10.00

3 Stooges	8.99	8.99	Gremlin II	N/A	7.99	Rambo 3	6.99	6.99
3D Pool	7.99	7.99	Hard Drivin	6.99	6.99	Red Heat	6.99	6.99
Adv Fruit Machine	6.99	6.99	Hitch Hikers Guide to Galaxy	8.99	8.99	Road Blaster	6.99	6.99
Afterburner	6.99	6.99	IK+	6.99	6.99	R-Type	6.99	6.99
Arkonoid II	6.99	6.99	Impact	6.99	6.99	Run the Gauntlet	6.99	6.99
Axel Magic (Hammer)	6.99	6.99	Infestation	8.99	8.99	Shadow of the Beast	8.99	8.99
Baal	8.99	8.99	Italia 1990	6.99	6.99	Sherman M4	6.99	6.99
Balistix	8.99	8.99	Kamakazi	7.99	7.99	Silk Worm	6.99	6.99
Barbarian II	6.99	6.99	Kick Off+Extra Time	6.99	6.99	Sorcerer (Infocom)	8.99	8.99
Batman Caped Crusader	6.99	6.99	Little Puff	6.99	6.99	Speedball	7.99	7.99
Blasteroid	6.99	8.99	Last Ninja II	6.99	6.99	Summer Olympiad	6.99	6.99
Blood Money	8.99	8.99	Leather Goddess of Phobos	8.99	8.99	Super Offroad Racer	9.99	9.99
Cabal	6.99	6.99	Licence to Kill	6.99	6.99	Switchblade	6.99	6.99
Carrier Command	7.99	7.99	Miami Chase	6.99	6.99	Sword And The Rose	6.99	6.99
Centrefold Squares	6.99	6.99	Michael Jackson Moonwalker	6.99	6.99	Sword of Sodan	N/A	8.99
Chuckie Egg 1	8.99	8.99	Mig 29 Soviet Fighter	6.99	6.99	Table Tennis Simulation	6.99	6.99
Chuckie Egg 2	8.99	8.99	Nitro Boost	6.99	6.99	Tank Attack	7.99	7.99
Colossus Chess	7.99	7.99	North + South	6.99	6.99	Targan	6.99	6.99
Continental Circus	6.99	6.99	New Zealand Story	6.99	6.99	Tennis Cup	6.99	6.99
Corporation + Mission Disk	N/A	9.99	Pro Box	6.99	6.99	Thunderblade	6.99	6.99
Crazy Cars	6.99	6.99	Pro Tennis Sim	6.99	6.99	Treasure Island Dizzy	4.99	4.99
Daily Double Horse Racing	6.99	6.99	Super Grand Prix	6.99	6.99	Trivial Pursuit	N/A	8.99
Daley Thompson Olympic Challenge	6.99	6.99	Tiger Road	6.99	6.99	TV Sports (U.S.) Football	7.99	7.99
Deadline	8.99	8.99	Toobin	6.99	6.99	Typhoon Thompson	6.99	6.99
Def of the Earth	6.99	6.99	Treasure Island Dizzy	4.99	4.99	Vigilante	6.99	6.99
Defender of the Crown	7.99	7.99	Operation Wolf	6.99	6.99	Wacky Darts	6.99	6.99
Deluxe Strip Poker	6.99	6.99	Outrun	6.99	6.99	WC Leaderboard	6.99	6.99
Double Dragon	6.99	6.99	Passing Shot	8.99	8.99	Winter Olympiad	6.99	6.99
Enchanter (Infocom)	8.99	8.99	Phantasy World Dizzy	6.99	6.99	Wishbringer (Infocom)	8.99	8.99
Fantasy World Dizzy	6.99	6.99	Planetfall (Infocom)	8.99	8.99	Wizball	6.99	6.99
Fast Food	6.99	6.99	Predator	6.99	6.99	Xenon	8.99	8.99
Flood	8.99	8.99	RAC Lombard Rally	6.99	6.99	Zork 1	8.99	8.99
Forgotten Worlds	6.99	6.99				Zork 2	8.99	8.99
Gauntlet II	6.99	6.99				Zork 3	8.99	8.99
Guardian Angel	6.99	6.99						

08393-00606 24 HOUR CREDIT CARD LINE

(44p peak period 33p off peak period)

Please make cheques/PO's payable to Legend Software

Existing members please enter your Account Number

Computer

Title Price Title Price

Some games may not be released on scheduled time

Access ☐ Visa ☐ STA 10

Date

Name

Address

Postcode

Telephone

Championship Athletics

During the day of the 8-bit machine, athletics games were all the rage. Superstars such as Daley Thompson had their names plastered all over computer cassettes. In the arcade the crowd of people would often be stood around Track and Field, trying to beat each other's times.

Now new software house Hawk have released Championship Athletics featuring 16 different events ranging from Hammer-throwing to the 5,000m. You'll have to take your country through the championships in a bid to take the glory.

All your victories and successes will be recorded for posterity on the medals table, which can be brought up at any time to give you an idea of how well you're doing.

Each of the events is linked by an ugly presenter, who'll tell you who's currently winning the championships and whether it's worth you giving up or not.

The strategies and control methods in the events vary dramatically. For example, races like the 100m

revert to the age-old computer tradition of joystick waggling, whereas the 5,000m is a tactical matter where you must decide how fast to go while not losing too much energy. This is achieved by moving your stick up or down to change speed.

The throwing events (with the exception of the javelin) portray the athlete in the cage with the field ahead of him. A combination of waggling and timing must be employed if you are to throw in front of you. Release the object too soon and it will go crashing into the wire mesh.

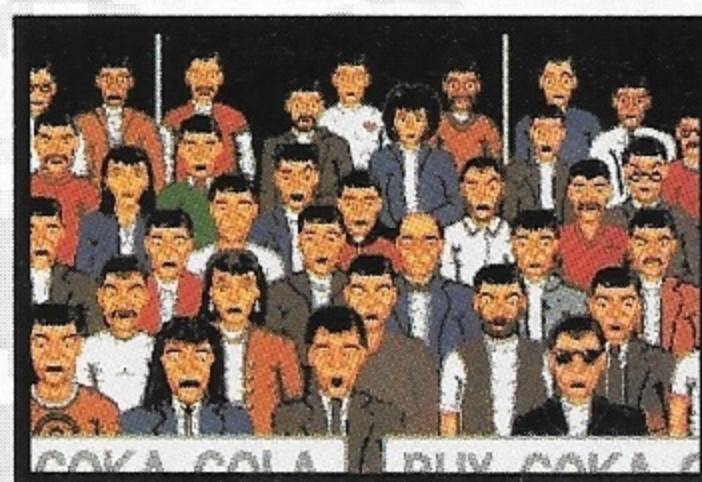
You should have no problems picking up gold medals in all the sprint events. You may find the long-distance running more difficult to succeed in as your timing must be totally perfect if you're to reach the finish line without collapsing.

There are one or two flaws, mainly the gameplay and instability. Also, on the long distance running, your athlete moves faster if you move into the right-hand lane but if you move him back to the far left he stops altogether!

Paul



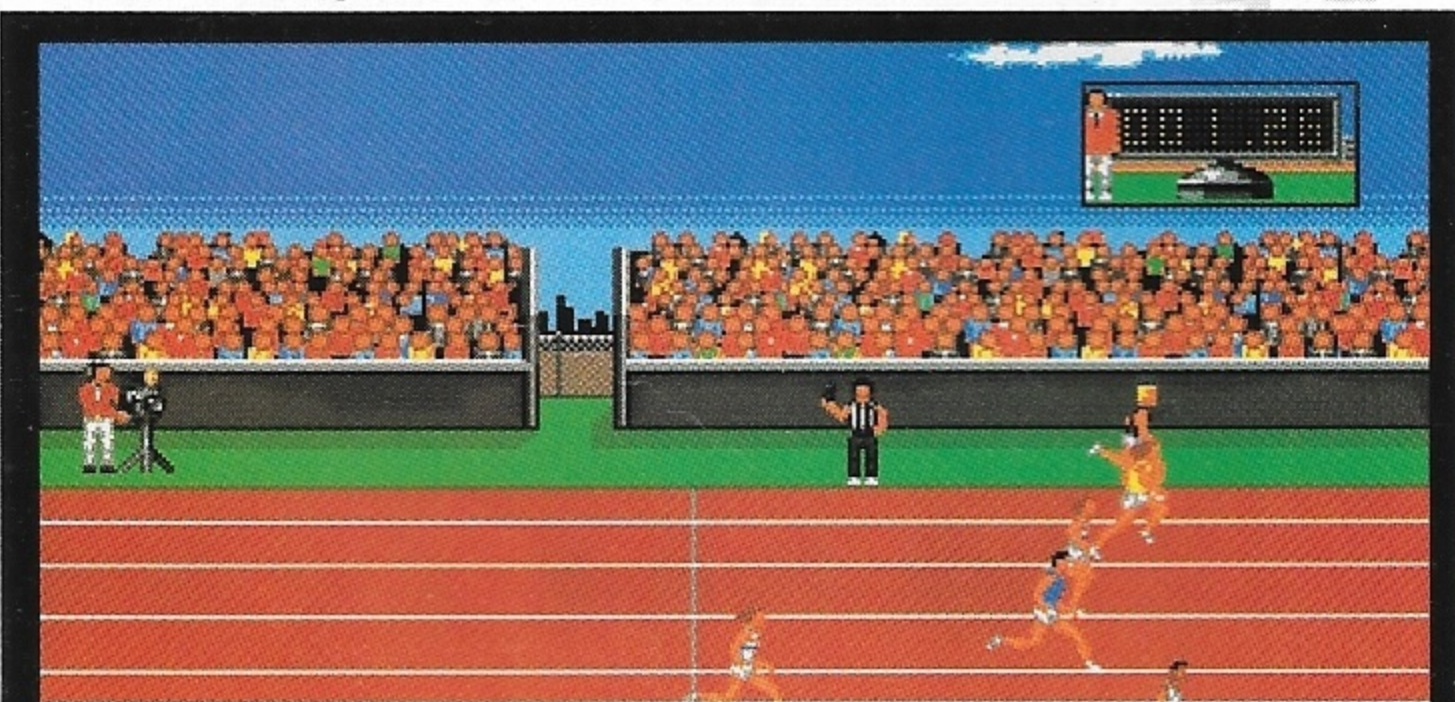
The arduous 1,500m is one of the three long distance events in Championship Athletics.



After each event the crowd will either acknowledge you as a hero or boo you off the field.

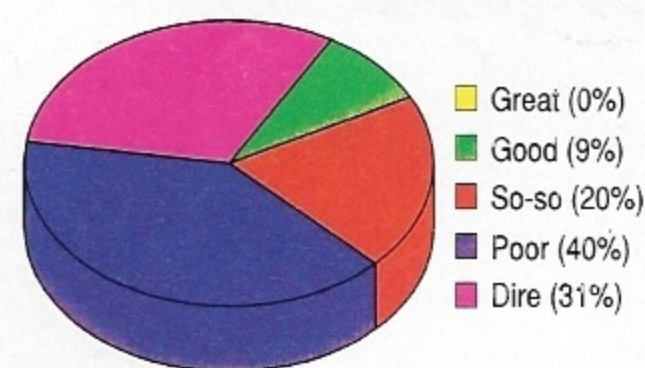


The athlete runs up the steps and lights the flame that officially opens the games.



It's time for 10 seconds of pure power as the athletes set off in the 100 metre sprint.

PUNTER-POWER™



GAME: ATHLETICS
PRICE: £24.99

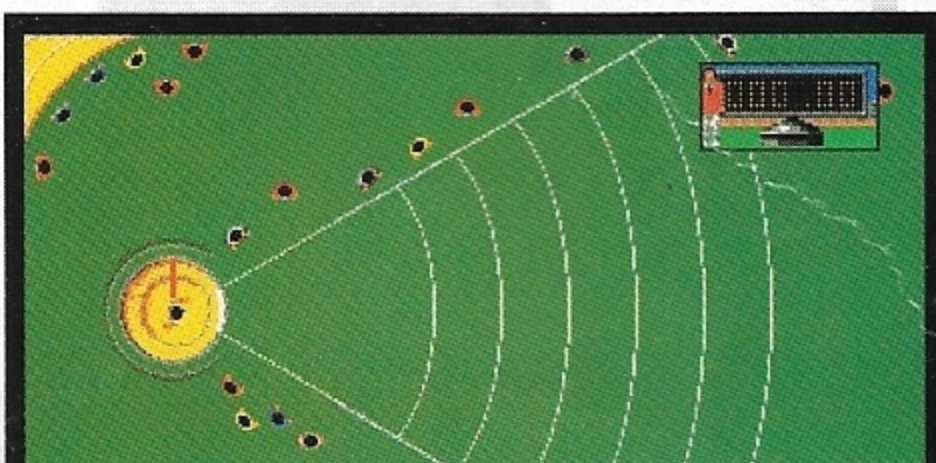
RATING=69%

This is the first effort at an athletics game for some time. It does differ from the standard decathlon style game in that you get 16 events and the choice to compete in whichever you want. It's a pity you're going to be completing some events easily within seconds (it's possible to finish the 100m in around eight) while getting frustrated at others (like the 5,000m). It isn't an overly bad product but it's not that special either. Definitely worth asking to see first.

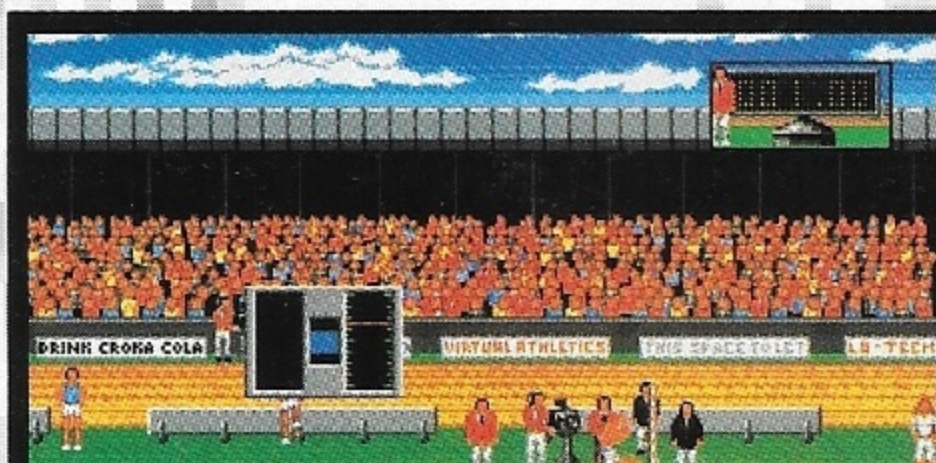
GAMEPLAY:

SOUND:

GRAPHICS:



Having spun round, you release the hammer and watch it sail into the mesh fence two feet away!

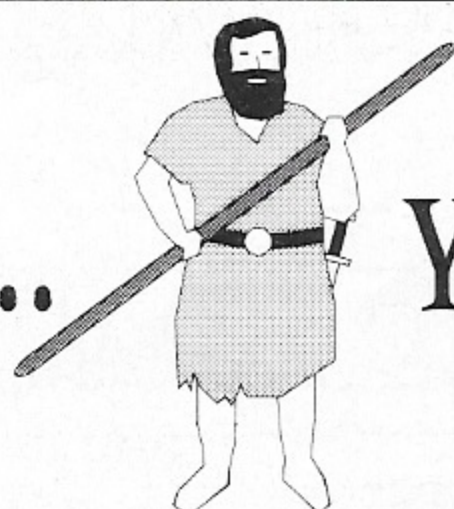


It's not difficult to work out the rules of the High Jump. Just set the bar at a reasonable height.



Its 400m of hurdling hell in the steeplechase! Hit one obstacle and your speed will drop.

You've seen the film...



You've seen the film...

MILLENNIUM

DIAL - A - TIP CHEATLINE

FOR ALL THE LATEST : POKES, CHEATS, TIPS, ETC.

FOR COMPUTERS AND CONSOLES RING NOW ON:

0898 101234

UPDATED WEEKLY

0898 338933

LIVE COMPUTER HELPLINE



From Ireland dial : 03000 21244 All lines open between 12 noon & midnight 7 days a week

PRIZES EACH MONTH FOR THE BEST CHEATS, HINTS, TIPS & SOLUTIONS

PLEASE GET PERMISSION TO RING. CALLS CHARGED AT 33p PER MINUTE CHEAP RATE AND 44p PER MINUTE AT ALL OTHER TIMES.

PROPRIETOR: J. C. WRIGHT, PO BOX 54, S.W. MANCHESTER, M15 4LS

Rubysoft

RUBY CHARTBUSTERS		ST	AMIGA
3D Construction Kit.....	£28.99	£34.99	
Armour Geddon.....	£18.50	£19.99	
Chuck Rock.....	£18.50	£18.50	
F19 Stealth Eagle 2.....	£25.50	£25.50	
F19 Stealth Fighter.....	£19.50	£19.50	
Gods.....	£18.50	£18.50	
Golden Axe.....	£18.50	£18.50	
Hero's Quest.....	£18.50	£18.50	
Hunter.....	N/A	£21.50	
Kick Off 2.....	£13.50	£13.50	
Kick Off 2 (1 Meg).....	N/A	£18.50	
Lemmings.....	£18.50	£18.50	
Life And Death.....	£18.50	£18.50	
Man Utd. Europe.....	£18.50	£18.50	
Navy Seals.....	£18.50	£18.50	
Powermonger.....	£20.50	£21.50	
Proflight.....	N/A	£31.50	
R.B.12 Baseball.....	£21.50	£21.50	
R Type 2.....	£18.50	£18.50	
S.W.I.V.....	£18.50	£18.50	
Search for the King.....	N/A	£18.50	
Secret Monkey Island.....	£18.50	£18.50	
Shadow Dancer.....	£18.50	£18.50	
Skull and Crossbones.....	£18.50	£18.50	
Speedball 2.....	£17.50	£18.50	
Supercars 2.....	£18.50	£18.50	
Swap.....	£18.50	£18.50	
Switchblade 2.....	£18.50	£18.50	
Toki Goes Wild.....	£18.50	£18.50	
Total Recall.....	£17.50	£18.50	
Turrican.....	£17.50	£18.50	
War Zone.....	N/A	£18.50	
Wrath of the Demon.....	£21.50	£21.50	

Please note: Some titles not released at press date. Despatched within 24 hours of release subject to availability

RUBY OFFERS		ST	AMIGA
Airborne Ranger.....	£9.99	£9.99	
Atomic Robo Kid.....	£7.99	£7.99	
Boulderdash Con. Kit.....	£4.99	£4.99	
Brian Clough's Football.....	£6.99	£6.99	
California Games.....	£8.99	£8.99	
C.J.'s Elephant Antics.....	£6.99	£6.99	
Colorado.....	£4.99	£4.99	
D. Double Horseshoe.....	£9.99	£7.99	
Deluxe Strip Poker.....	£7.99	£7.99	
Defenders of the Crown.....	N/A	£7.99	
Football Manager II + exp kit.....	£9.99	£9.99	
Full Metal Planet.....	N/A	£9.99	
Gauntlet II.....	£7.99	£7.99	
Gremlins 2.....	N/A	£7.99	
I.K. +.....	N/A	£8.99	
Indy Jones The Adv.....	£9.99	£9.99	
Lombard RAC Rally.....	£7.99	£7.99	
Loom.....	£9.99	£9.99	
North & South.....	£7.99	£7.99	
Operation Wolf.....	£7.99	£7.99	
Persian Gulf Inferno.....	N/A	£7.99	
Powerdrome.....	£7.99	£7.99	
Search for the Timebird.....	£4.99	£6.99	
R. Type.....	£7.99	£7.99	
R.V.F. Honda.....	N/A	£9.99	
Rocket Ranger.....	£8.99	£8.99	
Sherman M4.....	£7.99	£7.99	
Shinobi.....	£7.99	£7.99	
Sim City.....	£14.99	£14.99	
Spin Dizzy Worlds.....	£7.99	£7.99	
Sword of Sodan.....	N/A	£7.99	
Tennis Cup.....	£7.99	£7.99	
TV Sports Football.....	£9.99	£7.99	
Turrican.....	£9.99	£7.99	
Zenon 2.....	£9.99	£7.99	
Zak McKracken.....	£9.99	£7.99	

Lots More - Phone us!!

RUBY CLASSICS		ST	AMIGA
3D Pool.....	£9.50	£9.50	
688 Attack Sub.....	N/A	£18.50	
B.A.T.....	£25.50	£21.50	
Battle Chess.....	£17.50	£18.50	
Battle Command.....	£18.50	£18.50	
Bridge Player 2150.....	£20.50	£21.50	
Chaos Strikes Back.....	£15.50	£18.50	
Chase H.Q. 2.....	£14.50	£18.50	
Chase H.Q. 2.....	N/A	£18.50	
Duck Tales.....	N/A	£18.50	
Dungeon Master (1 Meg).....	N/A	£18.50	
Dungeon Master.....	£15.50	N/A	
Dungeon Master Editor.....	N/A	£8.50	
F16 Combat Pilot.....	£17.50	£18.50	
F29 Retaliator.....	£16.50	£18.50	
Flight Sim 2.....	N/A	£25.50	
Harpoon (1 Meg).....	N/A	£21.50	
Heroes Of The Lance.....	£17.50	£18.50	
Heroes Quest (Sierra).....	£27.50	N/A	
Knights of the Crystalion.....	N/A	£21.50	
Lost Patrol.....	£18.50	£18.50	
Lotus Turbo Challenge.....	£18.50	£18.50	
M1 Tank Platoon.....	£21.50	£21.50	
Maniac Mansions.....	£17.50	£18.50	
Mig 29.....	£25.50	£25.50	
Nam.....	£22.50	£21.50	
New Zealand Story.....	£14.50	£15.50	
Operation Stealth.....	£18.50	£18.50	
Pipemania.....	£13.50	£18.50	
Pirates.....	£17.50	£18.50	
Player Manager.....	£12.50	£13.50	
Populous.....	£17.50	£18.50	
Populous Promised Lands.....	£8.50	£8.50	
Rainbow Island.....	£15.50	£18.50	
ST Dragon.....	£18.50	£18.50	
Shadow Warrior.....	£18.50	£18.50	

Lots More - Phone us!!

!!! ATTENTION !!!

Buy an Atari ST for just £19.99!! Well, not quite, but nearly. We will give away a brand new Atari ST to the person that is lucky enough to be our 1000th mail order customer. NOT JUST ONE but every time we reach that 1000th magic figure, the lucky person will be a WINNER.

EDUCATIONAL		ST	AMIGA
French Mistress.....	£14.50	£14.50	
Fun School 2 (Under 6).....	£14.50	£14.50	
Fun School 2 (6-8).....	£14.50	£14.50	
Fun School 2 (8+).....	£14.50	£14.50	
Fun School 3 (Under 5).....	£17.50	£17.50	
Fun School 3 (5-7).....	£17.50	£17.50	
Fun School 3 (7+).....	£17.50	£17.50	
German Master.....	£14.50	£14.50	
Italian Tutor.....	£14.50	£14.50	
Lets Spell At Home.....	£15.50	£15.50	
Lets Spell At Shops.....	£15.50	£15.50	
Lets Spell Out & About.....	£15.50	£15.50	
Magic Maths (4-8).....	£17.50	£17.50	
Maths Mania (8-12).....	£17.50	£17.50	
My Paint.....	£23.50	N/A	

ACCESSORIES		ST	AMIGA
40 Lockable Disk box.....	£6.50		
80 Lockable Disk box.....	£8.50		
Atari ST 4 player adaptor.....	£8.50		
Amiga 4 player adaptor.....	£8.50		
Amiga 500 Dust cover.....	£4.50		
Pro 5000 Black.....	£11.50		
Pro 5000 Clear Extra.....	£13.50		
Quickjoy Jet fighter.....	£13.50		
Quickjoy Topstar.....	£20.50		
Quickjoy Python.....	£9.50		
Quickjoy Python (Microswitch).....	£11.50		
1000 Labels on Roll.....	£11.99		
1/2 Meg upgrade Amiga/Clock.....	£30.50		
50 3.5" Bulk Disks.....	£17.50		

100 3.5" Bulk Disks.....	£30.50
500 3.5" Bulk Disks.....	£146.00
Naksha Mouse + Op Stealth.....	£24.50
Speedking/Autofire.....	£10.50
UTILITIES	
A.M.A.S.....	N/A
A.M.O.S.....	N/A
A.M.O.S. 3D.....	N/A
A.M.O.S. Compiler.....	N/A
Deluxe Paint 2.....	£45.50
Deluxe Paint 3.....	N/A
Deluxe Paint 4.....	N/A
Deluxe Print 2.....	N/A
Digi Paint 3.....	£60.50
Digital.....	£28.50
S.T.O.S.....	£21.50
S.T.O.S. Compiler.....	N/A
S.T.O.S. Maestro.....	£17.50
S.T.O.S. Maestro Plus.....	£53.50
Wordsworth.....	N/A
COMPILATIONS	
Wheels of Fire.....	£10.50
Virtual Reality vol 1.....	£21.50
Computer Hits 2.....	£8.50
Heroes.....	£10.50
Hollywood Collection.....	£21.50
Powerpack.....	£15.50
3D Virtual Worlds.....	£22.50
Challengers.....	£20.50
Soccer Mania.....	£10.50
Mind Games.....	£15.50
World Cup Compilation.....	£8.50
Triad 3.....	£15.50
Test Drive 2 Collection.....	N/A
Grandstand.....	£22.50
Suprem Challenge Flight Command.....	£13.50

RUBYSOFT,
(Dept STA),
3 Crefeld Close,
London, W6 8EL.

No Callers - Mail Order Only

All titles/All formats
available on request

ORDERS
Tel: 071 381 5830
Fax: 071 610 1703

Orders under £5 add 75p P&P per item. For first class add 75p P&P per item UK only. EEC countries add £2.00 per item. Non EEC countries add £3.00 per item. Express air mail add £4.00 per item. All items subject to availability. All prices subject to change without notice. E&OE. Please note: Mail order companies may take up to 28 days to deliver goods from receipt of order. Please allow for cheque clearance.

Please make all Cheques and Postal Orders payable to Rubysoft.

ATARI REPAIRS FAST TURNROUND COMPETITIVE PRICES

- ★ Over 10 years experience with Atari Computers.
- ★ 20 Qualified technician engineers at your disposal.
- ★ Most computers will be turned around in just 24 hours!
- ★ Prices include full service check, overhaul and soak-test.
- ★ All repairs covered by a 90 day warranty.

★ Simply send your machine along with a £15 diagnostic fee and we will send you a written quote for the cost of repairing your machine, typically £45.00.

★ How to take advantage of this exceptional offer: Simply send or hand deliver your machine to the workshop address detailed below, enclosing payment and this advert and we will do the rest. (If possible, please include a daytime telephone number and fault description).

WTS Electronics Ltd, Studio Master House, Chaul End Lane, Luton, Beds LU4 8EZ. (0582) 491949 (4 lines).



Dept. STA

DOTTY'S...

This month's tips section is full to the brim with new and old cheats for you to digest. You'd be surprised how many letters I have received regarding games that are a couple of years old.



NARCO POLICE (1)

The first tip this month is for the excellent Narco Police. Paul Tanyous of Tayside, Scotland says that if you type in ABRIR you can open doors, NOENEMIG will vaporise all the bad guys, COMENZAR will bring them back again (should you want them back that is!), BLAST will activate the smart bomb and MUNICON will give you loads more ammunition.



HEROQUEST (2)

This cheat from Stephen Spurgeon of South Glamorgan should help all you would-be heroes.

If you want one of your characters to have 5000 gold pieces to spend, play the character in the 'Castle of Mystery' scenario.

When you have found the entrance to the Gold Mine, search for treasure and you will find 5000 pieces of Fool's Gold.

Now, let your character be killed by any of the monsters and then resurrect him. Go to the shop and you can purchase everything and still have 1680 gold pieces left.

Make sure you play the mission again immediately after, because the computer must take 5000 gold pieces away from your total.

INDIANA JONES AND THE LAST CRUSADE

If you are having serious problems

coping with the life of ol' Indiana, this cheat from Barry Simpson (any relation to Bart?) of Glasgow should come in handy.

Achieve a reasonably high score to gain access to the high score table. Enter your name as SILLYNAM (no space) and you should now find that you have infinite lives. Pretty good, eh?

STRIDER 2

Here's a little cheat for Strider 2. When the game starts, type in SWIFT and hopefully a little box will appear in the top left-hand corner with the word cheat and a smiling face in it.

Now, if you press the Space Bar, you can transform into the robot at any time in the game and pressing the cursor keys in all directions will give you super speed.

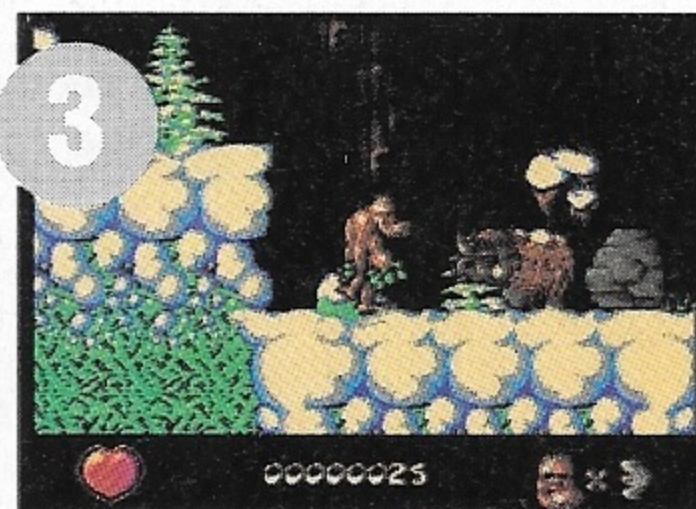
My gracious thanks go to Mr Stuart Barton of Warrington for that.

CHUCK ROCK (3)

Here's a couple of helpful codes courtesy of a Mr J Machin of Staffs.

Typing in ESTRANO and pressing the left Shift key will make Chuck fly. UNCLE SAMS will give you infinite energy. MORTIMER will allow you to select zones with the F keys and TURN FRAME will let you choose levels with the number keys.

Only those of you who play games with neolithic incompetence should have any more problems with this one!!!



SMALL TIPS

Now play the game...



THE ADVENTURES OF
ROBIN HOOD

MILLENNIUM

55
STA

GTGA...

Navy Seals has been divided up into eight levels. Here's a brief description of the levels and some helpful playing tips.

Level 1

In the Harbour you must plant detonators at each stinger missile while avoiding the enemy soldiers. The soldiers can be killed with a bullet from your gun or by landing on them from a heavy fall.

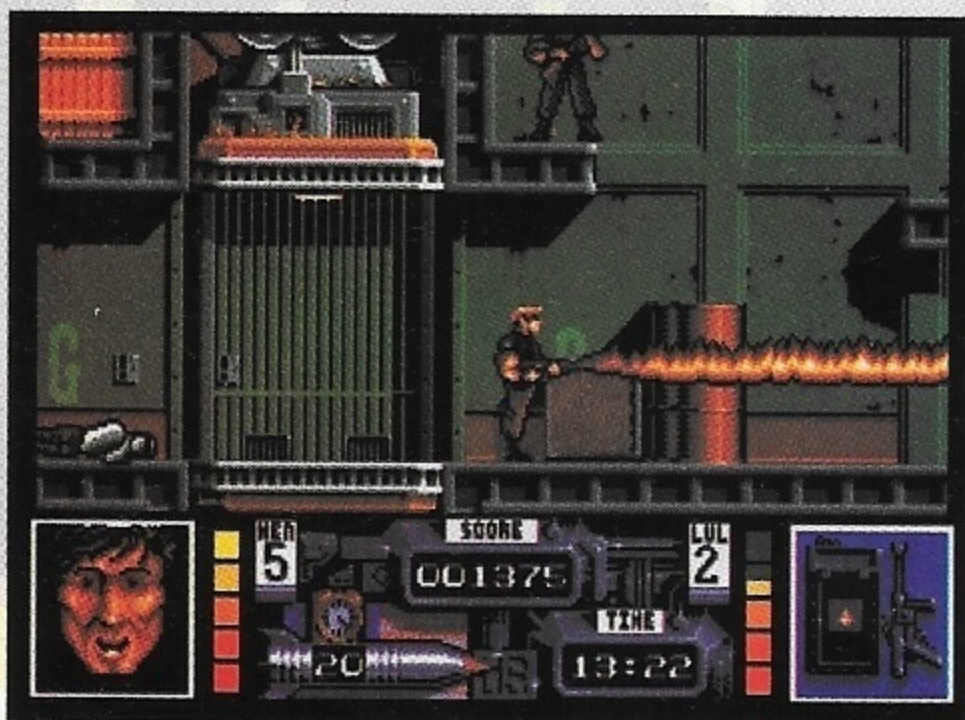
The easiest way to complete this level is to go to the top and work your way down. This way, most of the enemy can be surprised by a well-timed jump. Make sure you arm the missiles that are closest to you because if you die, you will start at the last missile you armed.



Level 2

The Communications Tower must be shut down to stop the terrorists communicating with their reinforcements. Afterwards, you must escape to the underground barracks.

This is one of the hardest levels in the game. The main reason for this is your ability to swing from the ceiling has been nullified due to the steel rafters that have replaced the normal wooden beams. This means that you can't drop on your opponents, so timing your shots is important.

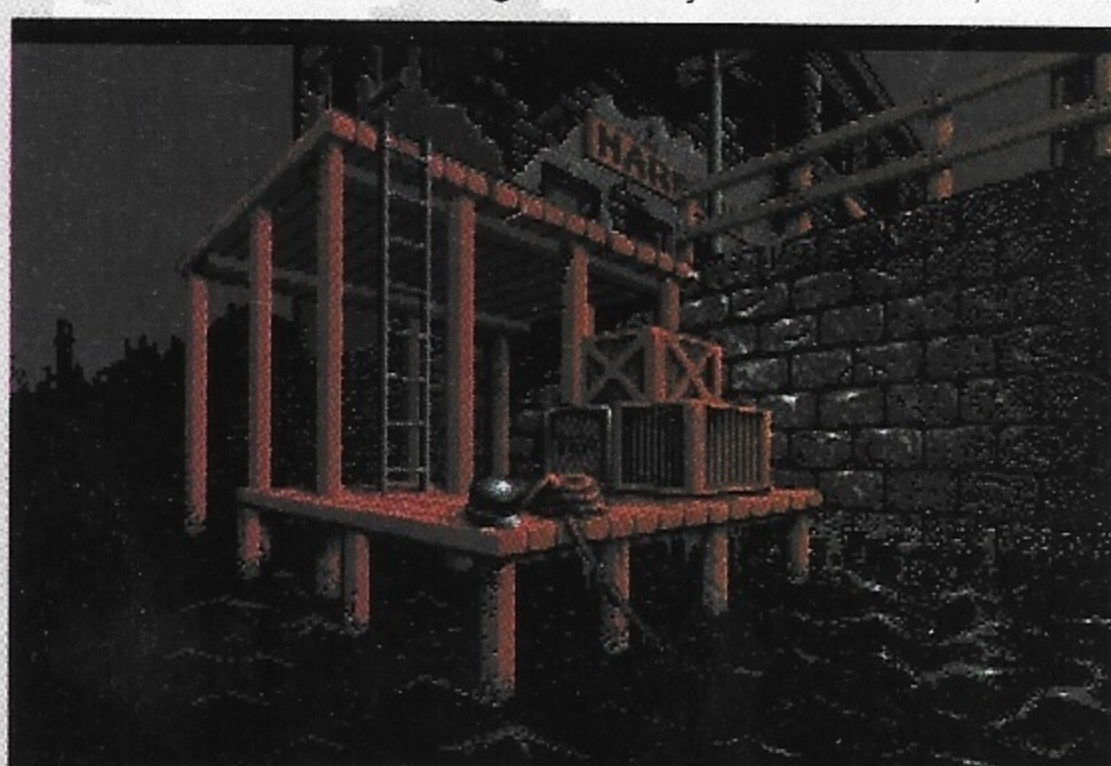
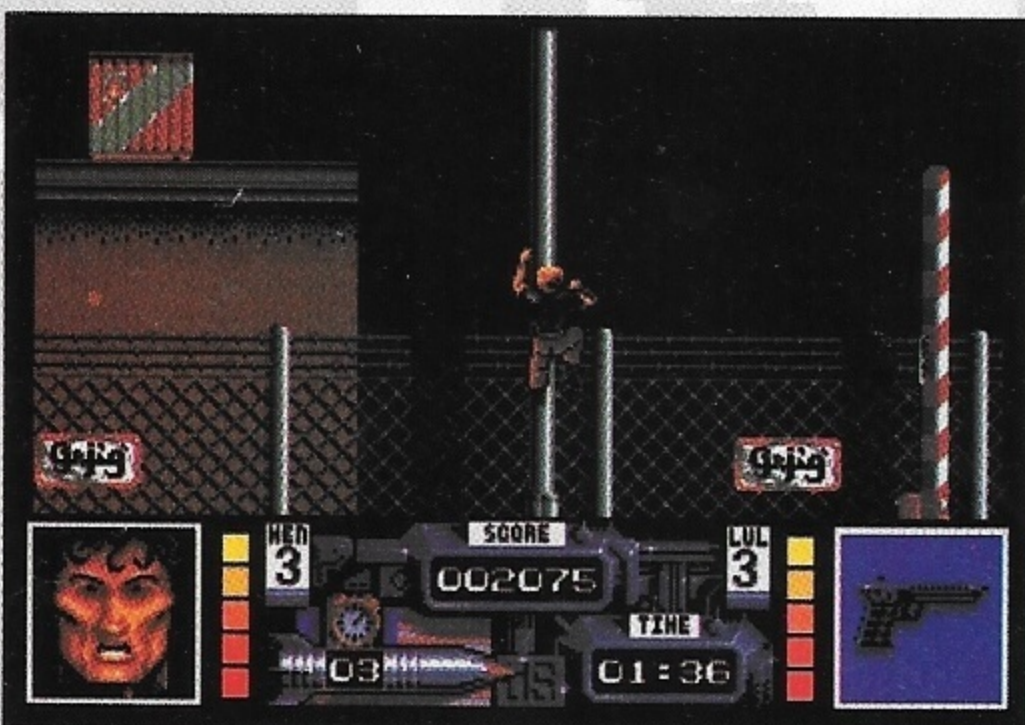


Make use of the crates on this level, you can hide behind them and surprise your enemy. The lift shaft can also be used to your advantage, but only if you know how. Try to avoid climbing up the ladder in case it comes down on top of you.

Levels 3 and 4

The barracks have been divided up into two sections. The first is a horizontal scrolling effort that you only have to find three missiles on. The second is similar to the rest of the game. There are only three missiles to find on this part of the level, so you shouldn't have any problems. To find a handy flame-thrower, climb up the first lamp-post and you will see a crate on the left. Shoot it open to reveal the weapon.

When you get onto the fourth level, duck immediately. There will be soldiers on both sides of you. Shoot each way once you have ducked. Thirteen



Navy Seals received a cracking review a while back, and although it was good, it was also very hard. Dotty's amazing Giving The Game Away takes you through the game and also provides you with some handy hints, so no more excuses!

missiles must be activated on this level, all of which are positioned near several guards.

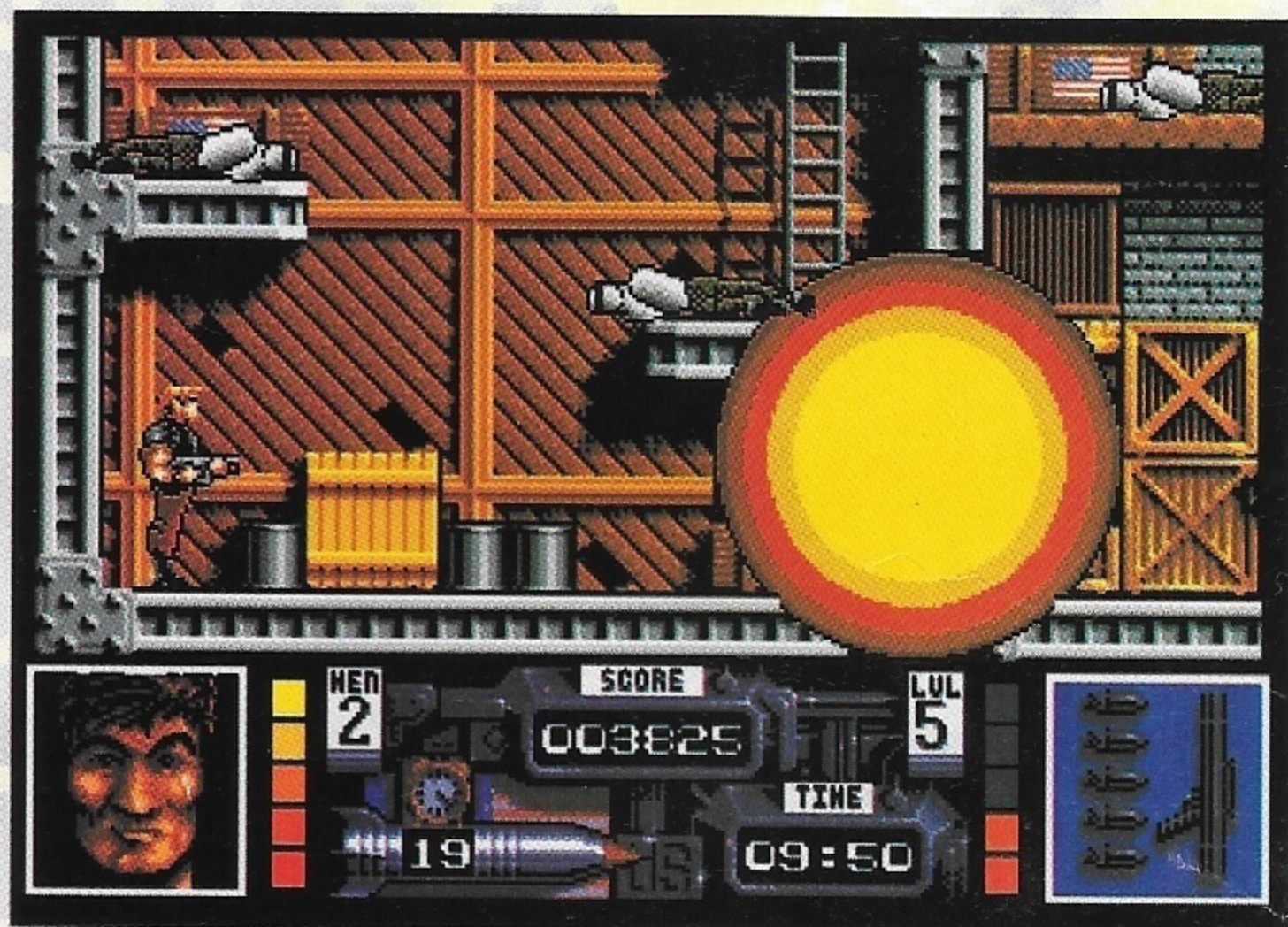
Most of the guards are looking one way, so if you can, shoot them from behind. Move to the bottom left of the screen and you will find a large collection of crates with various weapons inside.



Level 5

You must plant detonators on the Stingers and make your way to the prison where the pilot is being held captive. This level is quite difficult as most of the missiles are situated on vertical descents.

As you are working your way downwards, you can't see what lies below, so you end up falling too far and dying. Try and restrict your jumps if possible, making sure you can see your projected landing target before you leap.



Level 6

You must escape from the base as quickly as possible and rendezvous with the US helicopter. You only need to find four missiles on this level but they are quite hard to find.

When the screen stops scrolling to the right and the big tank appears, quickly run back to the left and it will fall through the bridge. Pay attention to the higher levels – all missiles will be guarded by some soldiers, so look



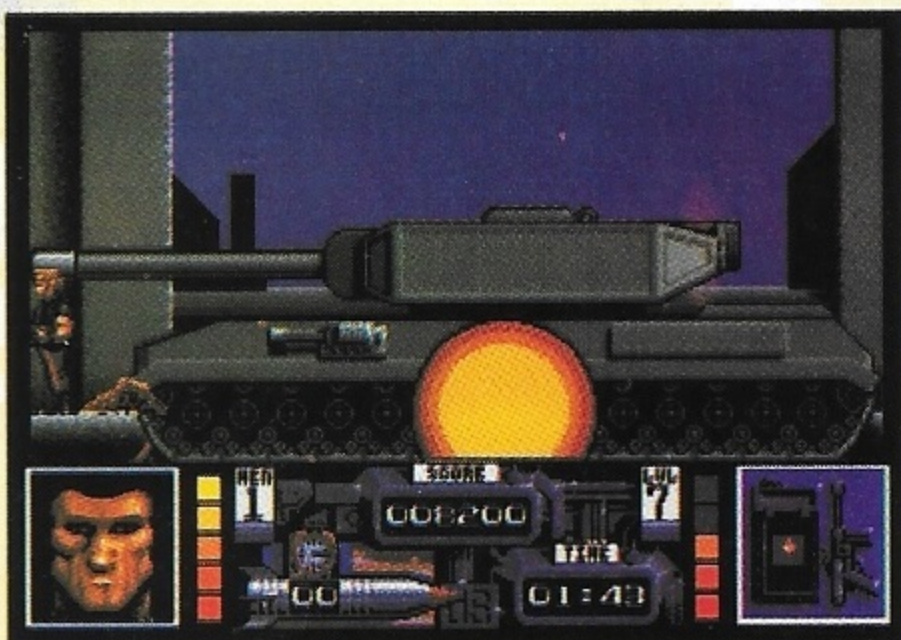


for the personnel. Lots of different weapons are available on this level, so choose wisely. The handiest weapon to have for level 7 is the flame-thrower.

Levels 7 and 8

Mission two has you battling your way through war-torn Beirut avoiding enemy fire. You must reach the Stinger missile stockade and destroy them.

This is one of the easiest levels in the game. All you have to do is go to the left and arm the missiles, collecting the extra weapons as you go and then go back to the right and up the stairs. Now go

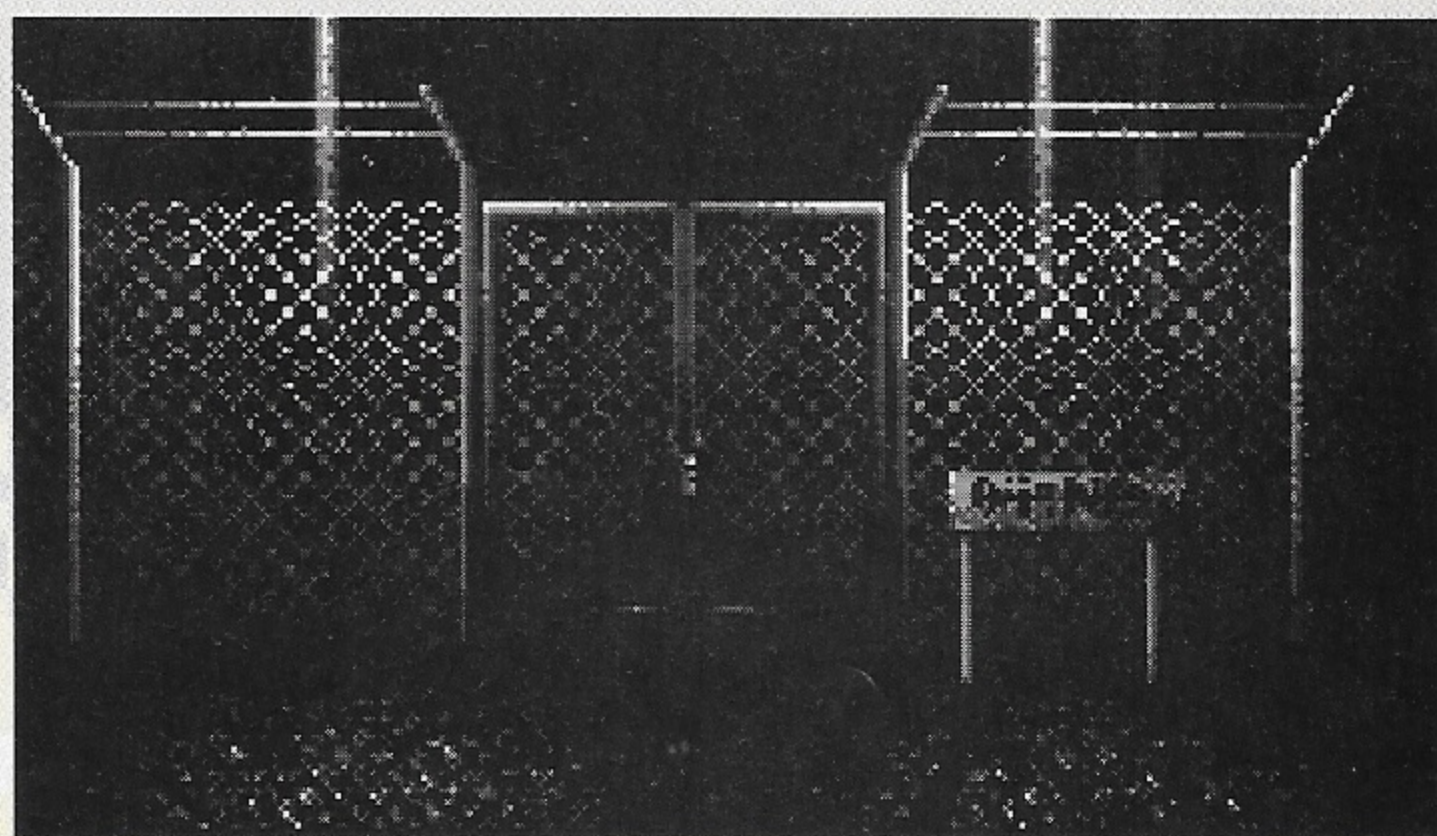


left and you will see a pile of boxes. Climb up these and continue right, arming the last 18 missiles which all appear in a row. There will be no enemy soldiers or bulletfire to dodge, so you shouldn't have any problems. Now sit back and watch the final ear-splitting explosive end sequence. Easy, huh?



Hints

- Try and secure yourself a better weapon as soon as possible.
- The enemy soldiers will only shoot if they see you. Try attacking when they are looking the other way.
- If you can't shoot someone, try dropping on them as you only lose one unit of energy.
- Make use of your cat-like ability to hang from the ceiling.
- If a jump looks too far for you to manage, attempt it anyway as you can often cling onto the edge and pull yourself up.
- Remember the positions of the enemy as they stay in the same places.
- Keep an eye out for quick routes to find the missiles. Try and remember the position of the weapon crates and use them to your advantage.
- On the later levels, the guards become more intelligent, so try and pick them off quickly.
- Avoid the ladders if possible. You can't shoot when you are on a ladder, so you're a 'sitting duck'.
- If an enemy soldier is out of reach of your weapon, cling onto the platform underneath and swing up to kill him.



Choose Your Weapons

Out of the four weapons available, the rocket launcher is the most effective. Below is a brief description of the weapons and their abilities.



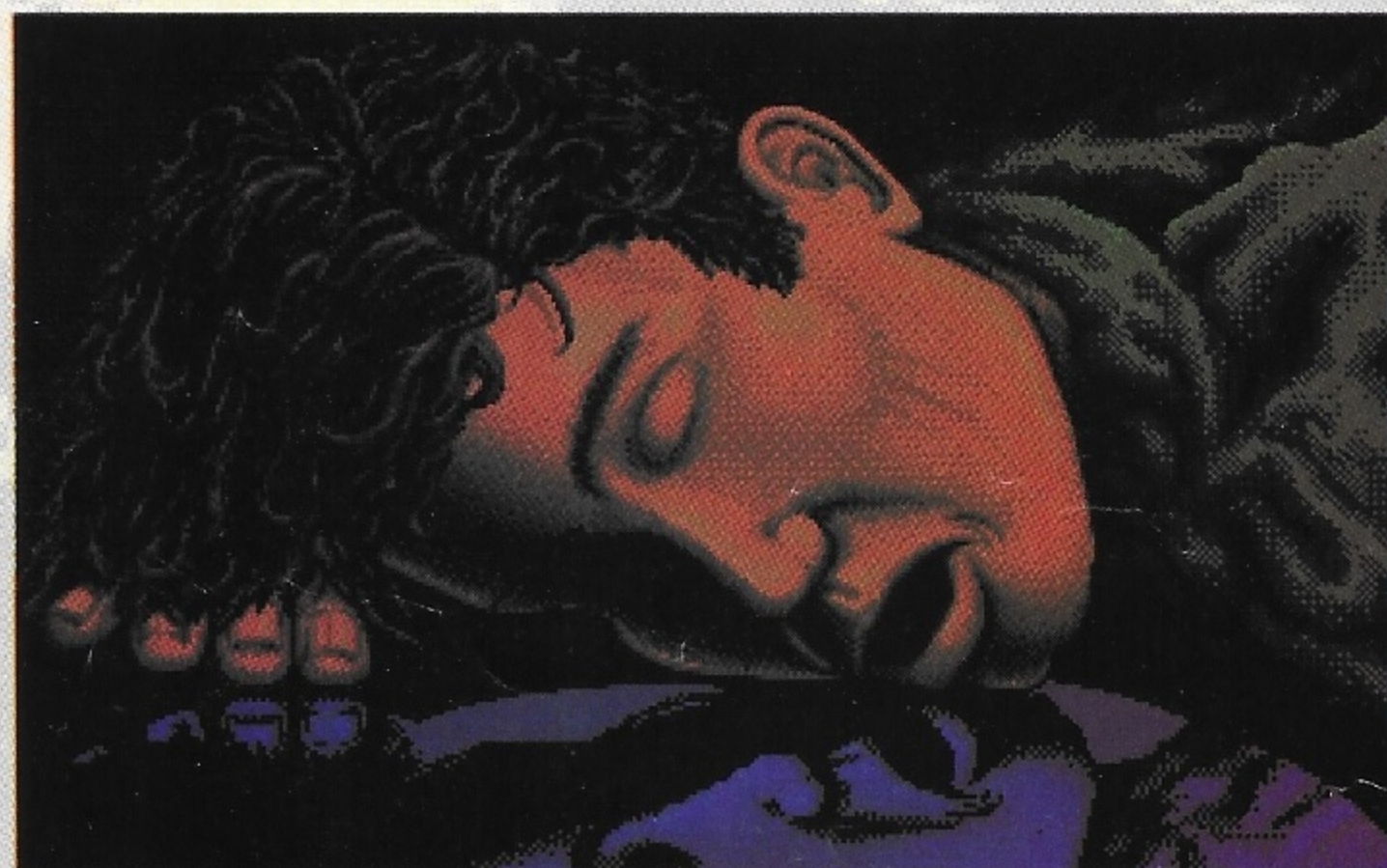
Pistol: The feeblest weapon of the four it can be used to shoot all the soldiers but it can only fire one bullet at a time. Avoid if possible.

Machine gun: Has similar characteristics to the pistol only it fires faster. You can have up to five bullets on-screen and they move a lot quicker.



Flame-thrower: Not bad this. A stream of fire will be propelled across the screen, torching anyone it touches and passing through boxes and crates. Very handy for guards who are in difficult positions.

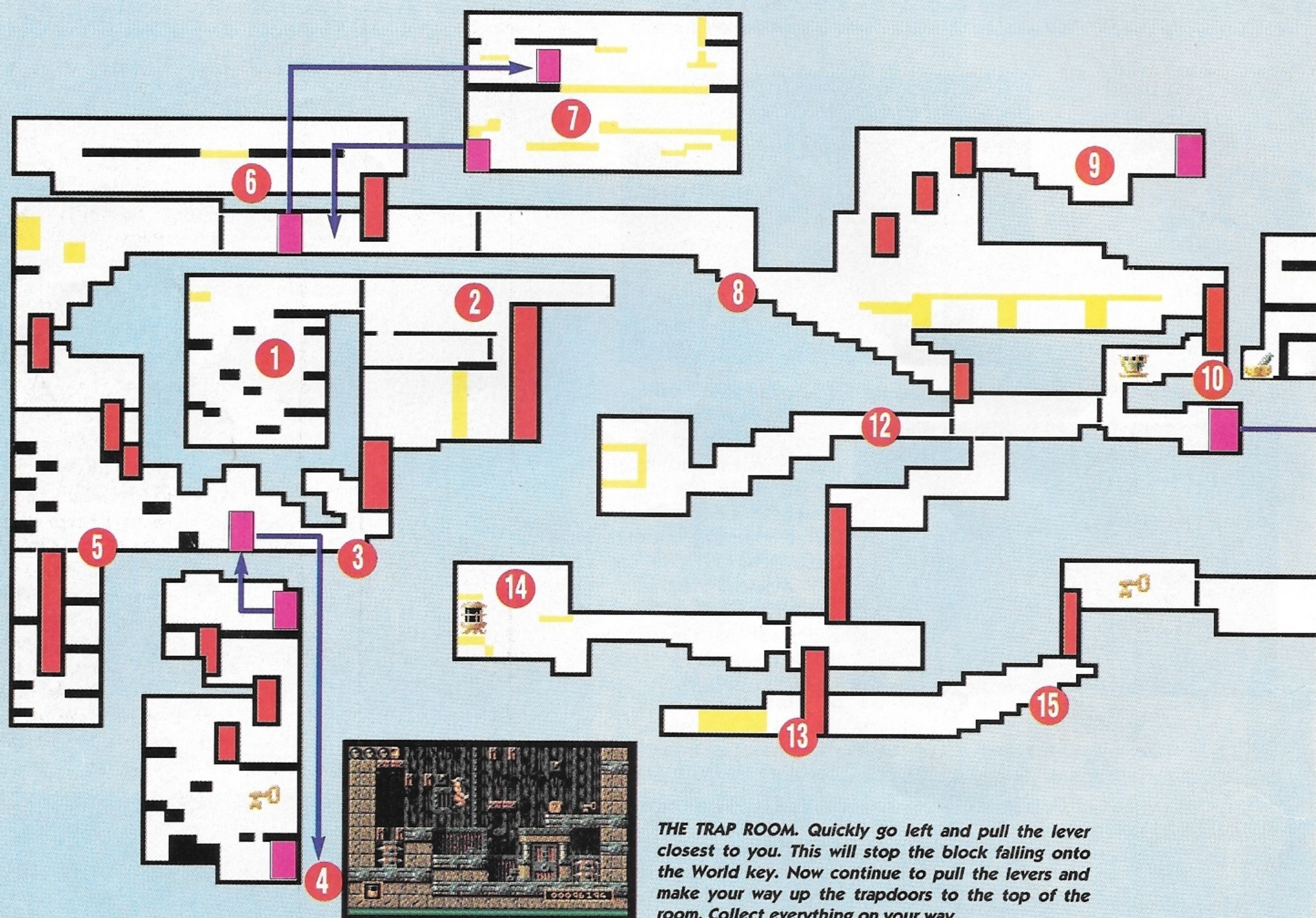
Rocket launcher: The best weapon you can ask for, this will explode its shells on contact, eliminating anyone on-screen. It also fires extremely fast, so there's no escape.



...NAVY SEALS

GTGA...

Believe it or not, some of our readers are still having problems with the epic, Gods. So once and for all, Allie West is going to end this fiasco and show you exactly how to become an immortal God.



THE TRAP ROOM. Quickly go left and pull the lever closest to you. This will stop the block falling onto the World key. Now continue to pull the levers and make your way up the trapdoors to the top of the room. Collect everything on your way.

Thanks to the wonders of modern technology, we have been able to present you with this pretty little map showing you how to finish the final level of the Bitmap's classic. By following both the map and text closely, you should be able to storm through to the end in no time (we hope so!).

Level four is teeming with hundreds of really evil creatures so you must be totally aware at all times. There can be absolutely no allowances for being scatty! You have been warned.

WORLD ONE (1)

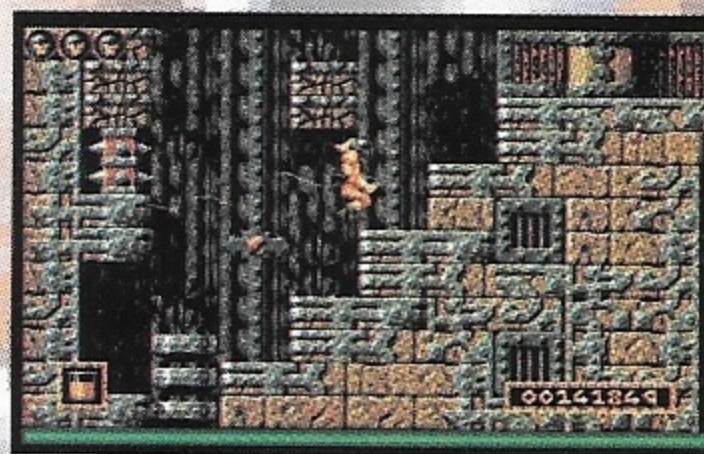
You're off! Make your way right to the very top of the room and pull the lever beside the door in order to collect the health bonus. Remember to shoot the

block on the left hand side to get the door key!

(2) Don't pay any attention to the little message. Drop down onto the spike and continue to go right. Jump onto the ladder and move down. Once at the bottom DON'T FLIP THE LEVER! Shoot the blocks first. Now pull the lever to release a smart bomb and a few creatures. Now go back up the ladder and collect the keys.

(3) Shoot the gun at the bottom of the next ladder but collect the orange gem at your own peril! Be careful how you move left because two creatures will appear either side of you. Enter the next room you come across.

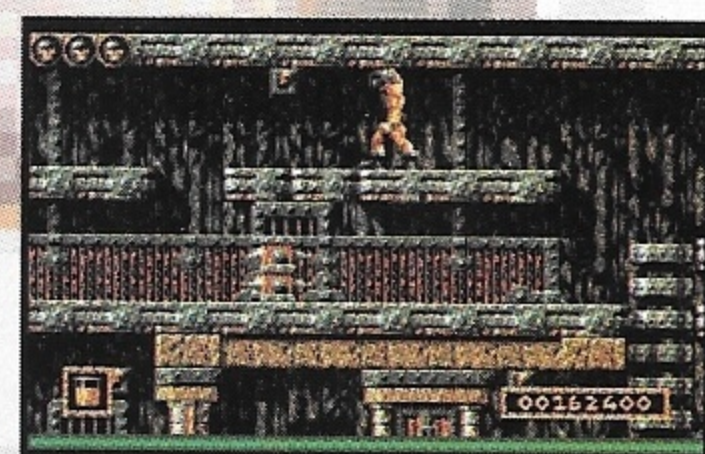
(5) Once out of the trap room,



continue left and flick the next lever. A trapdoor will open under your feet into the bonus room. Collect the key and the treasure chest, now go all the way up to the top of the platforms to reach the World door.

WORLD TWO (6)

The first thing you come across is a shop potion. If you have enough money it is wise to buy maces, but be careful because it takes a lot more hits



to kill the creatures than it would with an axe. Go up the first ladder and jump onto the top platform. As soon as you pull the lever quickly walk right to avoid falling on top of the spike. Collect the key and go back down to the first door.

THE BONUS ROOM (6)

Try to collect as much treasure as possible while avoiding the flying nasties and then find the oil lamp in



the bottom right-hand corner. Now make your way out. Continue right.

(8) While walking along the platform, creatures will appear on both sides of you. Shoot the ones in front first and then the ones behind you. Continue right, shoot the guns then quickly turn

platform and collect the treasure. The door will take you to the bottom of the three ladders. Continue all the way along the shattered platform to the next ladder.

(10) Kill the creatures that appear and one will drop a gold bowl. This is one of the three Alchemists' tools that you must find. Continue down the next ladder and go right at the bottom. Enter the room door and not the partition door.

THE THIEF ROOM (11)

Throughout this room take extreme caution. Kill all the creatures that

back up the first ladder. Pull the lever and enter the room.

(14) Collect the lamp and the treasure and head back down to the ladder and the bottom platform. Kill the creatures that will materialise behind you.



(15) Drop one of your treasures and pick up the key, then flip the switch. Pick up your treasure and head up the ladder into the alchemist's room. You're almost there! Make your way to the final world of your quest...

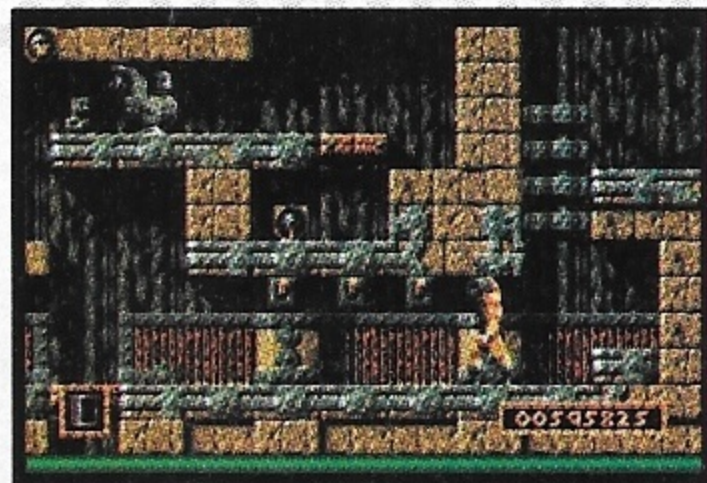
WORLD THREE (16)

This is reasonably straight forward but pay attention! Go right, collect the spear and jump up the ladder. If you are quick you will avoid the creatures that appear behind you.

(18) You are unable to collect the axes at the moment so head down to the door in the right-hand corner, and proceed through the next one as well.

(19) Turn immediately right, shoot the gun then shoot the ones on your left. You've got to be really quick! Now follow the ladders round until you reach three levers.

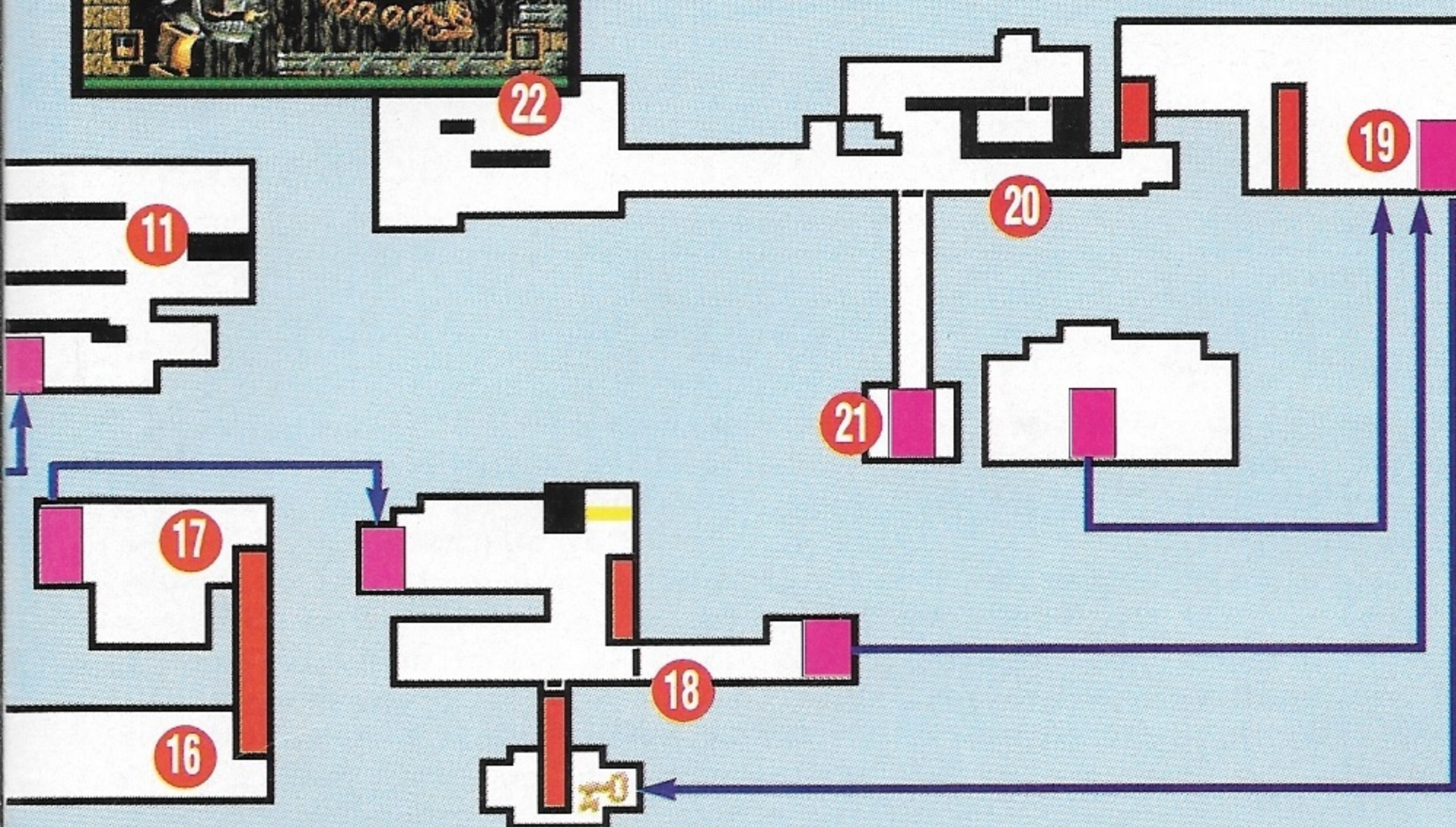
(20) Pull the levers in this precise order! First the left, then the middle, then reset the left, next pull the right and wait for the thief to approach you. Collect the mace and fall through the trapdoor, then collect the key.



(21) Keep going through all the doors, collecting the booty as you go, until you find the world key and a power potion in an oubliette. Go up the ladder and back into the room with the five axes. Push the button to move the block in front and shoot at the platform. The axes will make your final confrontation a little easier! Make your way to the end of the level...



You've done it, but it's not quite over yet! Stand on the platform by the door and keep firing. A snake will fly towards you but keep firing while dodging back slightly. The next snake will circle round and attack you from below so jump onto the middle platform. This guardian requires constant dodging so pay attention to what the snakes do and you should achieve your ultimate goal... Good luck!



Once at the top of the ladder, make sure do not jump off. Let the thief pick up the key, wait until he gets to the platform beside you, then kill him. Pick up the key and flip the lever twice. First the door will open and then a platform will slide across the spikes.

to kill the flying genies. Next, pull the lever and collect the familiar icon (this is given to you in exchange for the oil lamp) and move down three or four steps only. Face right and wait for the genies to fly in front of you. Collect the health gem.

(9) Do not go down the steps. Instead, jump onto the platform and up to the ladder. Continue up the ladders to the





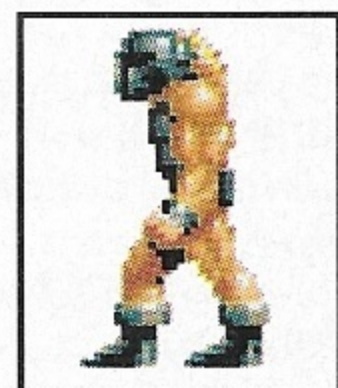
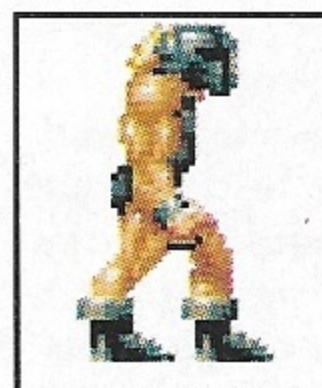
appear. One of the dogs will drop an attract potion, possibly behind the spike. Pulling the top lever will destroy it. Jump down and pull the middle lever to release a thief, he will then pick up the pestle and mortar, then move back down to the door. Finally, drop the potion and collect the treasure.

(12) Go back to the partition door and shoot the three dogs before going through. Push the first button but don't pull the lever! Go left to the door and enter the treasure room. Collect your goodies and then go back to the lever.

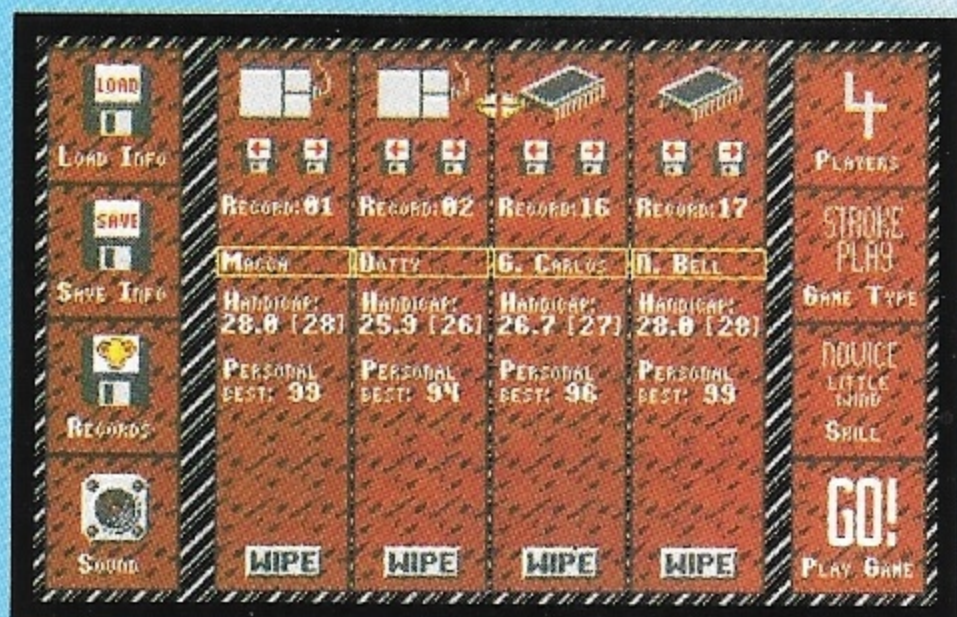
(13) Head down the next two ladders, shoot the blocks and then the gun to your left. Pick up the key and head

KEY TO SUCCESS

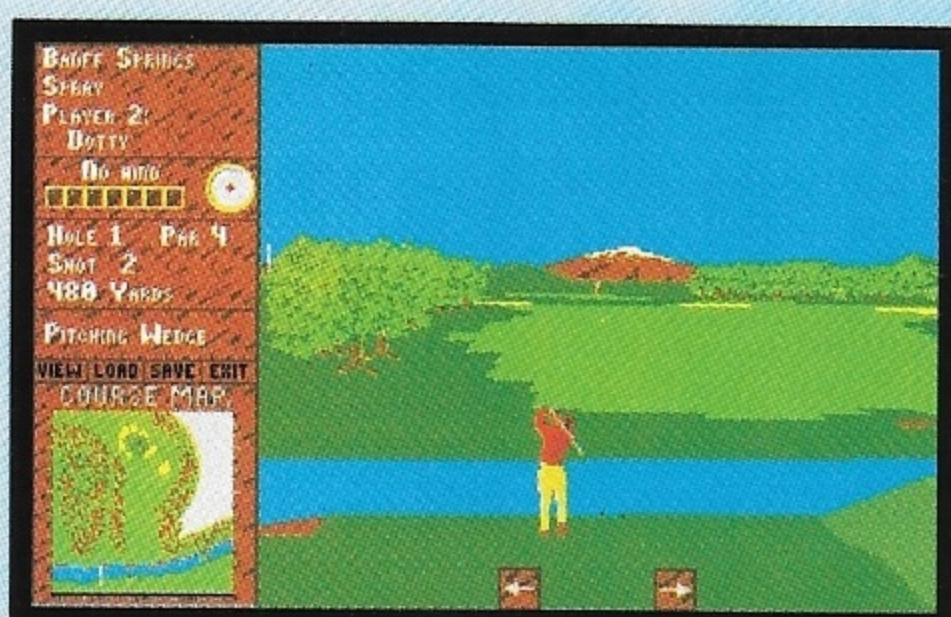
-  ALCHEMIST'S BOWL
-  ALCHEMIST'S PESTLE
-  ALCHEMIST'S LAMP
-  WORLD KEY
-  LADDERS
-  BREAKABLE BLOCK
-  ROOM DOORS



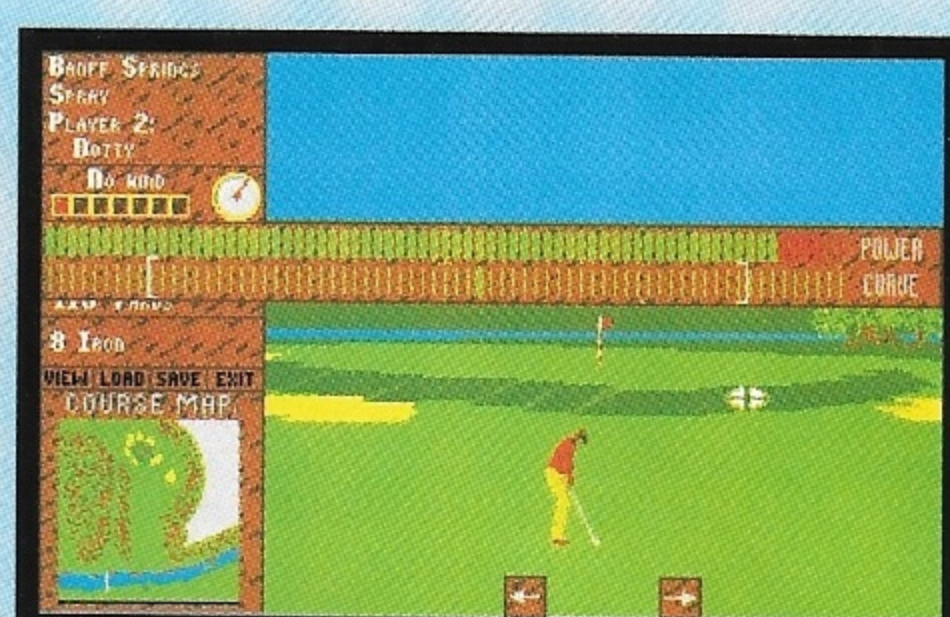
...GODS



The options screen can be utilised to set your preferences for the match ahead – type of play, number of players, skill level and so on.



The first shot is the most important you are likely to play. It can mean the difference between a par and a double bogey.



The putting green is viewed from an overhead perspective. You must control the ball using the arrow as an indication of the slope.

Challenge Golf

ON - LINE ENTERTAINMENT

Golf is increasing in popularity and now On-Line have decided to adapt the sport onto the computer screen. Challenge Golf can be played by up to four players, each either human or computer-controlled. You must battle over the preset course, matching your opponent's skill and aim, to hopefully beat him and collect the much sought after first prize – your name in the record books.

The first thing you must do is set your options. These can all be changed from one screen via the mouse. Participating players, skill level, sound FX or music and course records can all be altered to suit your own preferences. Loading and saving your present character can also be done via this screen. When you have made your choices, clicking on the GO icon will take you into the game.

You can choose which course to play on from a choice of four. Each course differs in difficulty from Banff Springs (the easiest) to Negativelan (the hardest). After selecting your course, you join your golfer at the first tee. The computer will show you a detailed aerial picture of the course, tell you how far away from the hole you are and also choose a 'safe' club for you. The chosen club might not be the best one for the shot but it will be regarded as a safe option.

Once you have made sure that you are facing the right

HISTORY'S A MYSTERY

I don't actually know how golf started but here is a popular version that circulates among the Elves when gathered around the campfire. Picture this scene.....

A calm, tranquil forest, inhabited by peace-loving Elves and the odd bunker or two! Off in the distance lies the cold stone of the Goblin mountains where cruel creatures live under the reign of a tyrannical king with bad breath!

The great Goblin/Elf war is still raging (since yesterday afternoon when little Elf 'Azard vomited on the Goblin chief!). The skies turn black (like me Mum's cooking!) as the charred bodies of their greatest warriors smoulder in heaps as the victorious combatant emits a cruel laugh and goes off in

search of another copy of the Sunday Sport.

As the Goblins are on the brink of defeat, they decide to get off it and their King enters the affray eliminating many of the Elves. An Elven lieutenant looks on, watching as the battle they looked to have won turns around to one of defeat. Something must be done! A cue for a song perhaps?

But no, before his aids could stop him, he picked up a club and with a shrill, piercing cry, shattered a fine collection of crystal glasses and galloped straight up to the Goblin King, swinging with all his might and knocking his head clean off for 50 yards and down into a rabbit hole.

The great Golfimble was dead and the sport we now call golf had been created.

DOTTY'S DODGY GOLF DATA

Golf: An enjoyable walk through the countryside spoilt by lugging 3 tons of metal around in a bag and searching long grass for a little white ball.

Fairway: How far it is to walk from the tee to the green.

Rough: How you feel after a night celebrating a hole in one.

A bad lie: What you tell the missus the morning after.

Sand trap: A place for good practice in searching out buried treasure.

Tee: A nice flat bit of grass which has a wooden placard stating how far you've got to walk before you can have another sit down.

Green: Another nice flat bit with no long

grass, identifiable by a long flag pole sticking out of a rabbit hole.

Divot: A huge chunk of fairway removed during a golf shot that often travels a whole lot further than the ball.

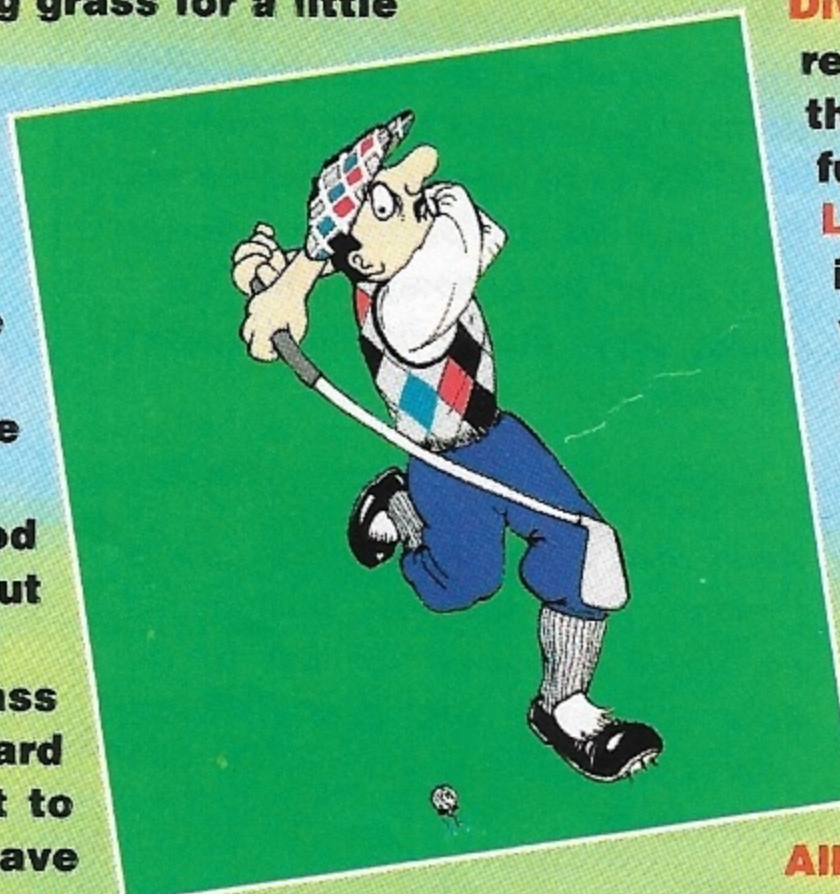
Leaderboard: A list of names in case the players forget who they are.

Caddy: The player's advisor and carrier of clubs who could have probably won the match if he hadn't been caddying.

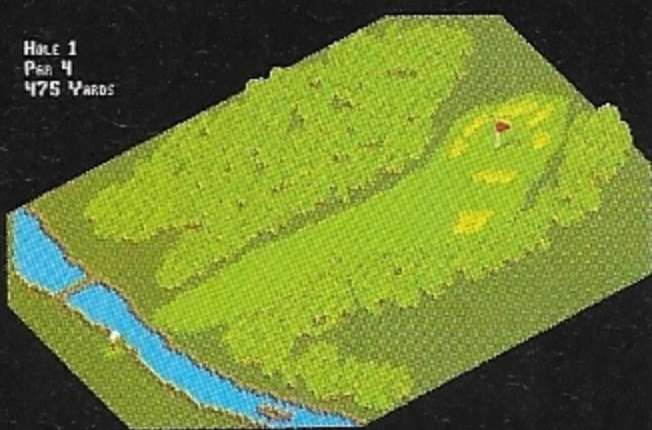
Chip: A shot that would have been a putt if the golfer had been any good.

Birdie: A lucky putt.

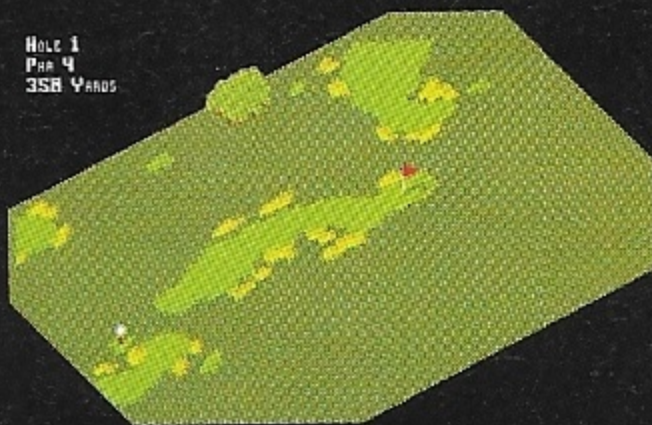
Albatross: A massive bird that apparently made friends with some ancient codger in a boat.



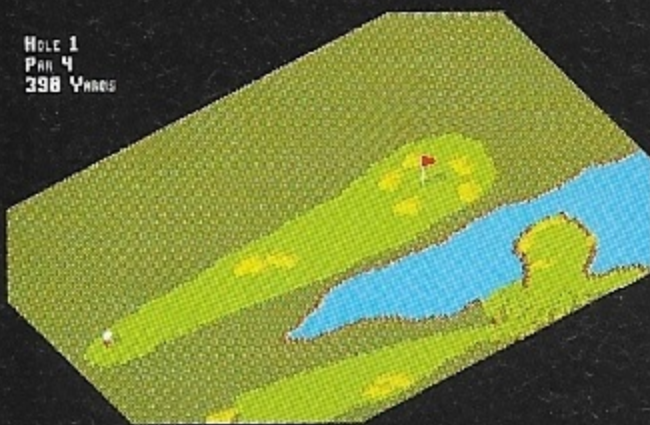
Hole 1
Par 4
475 Yards



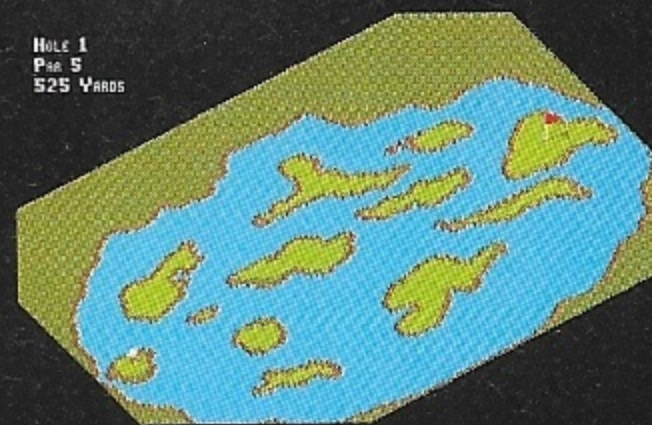
Hole 1
Par 4
358 Yards



Hole 1
Par 4
398 Yards



Hole 1
Par 5
525 Yards



FORE!

- 1) This is the chap you control. His trousers bear an uncanny resemblance to Paul's current wardrobe – tasteless!
- 2) These arrows are for fine tuning the direction of your shot after you have initially decided on it.
- 3) This little white sphere is the ball that you must direct with a 38 inch steel shaft called a golf club.
- 4) This is a small but detailed view of the present course. You can judge distance and power easier this way.
- 5) This information panel shows you what par the hole is, how far away it is and how many shots you've had to get to it.

PUNTER-POWER™

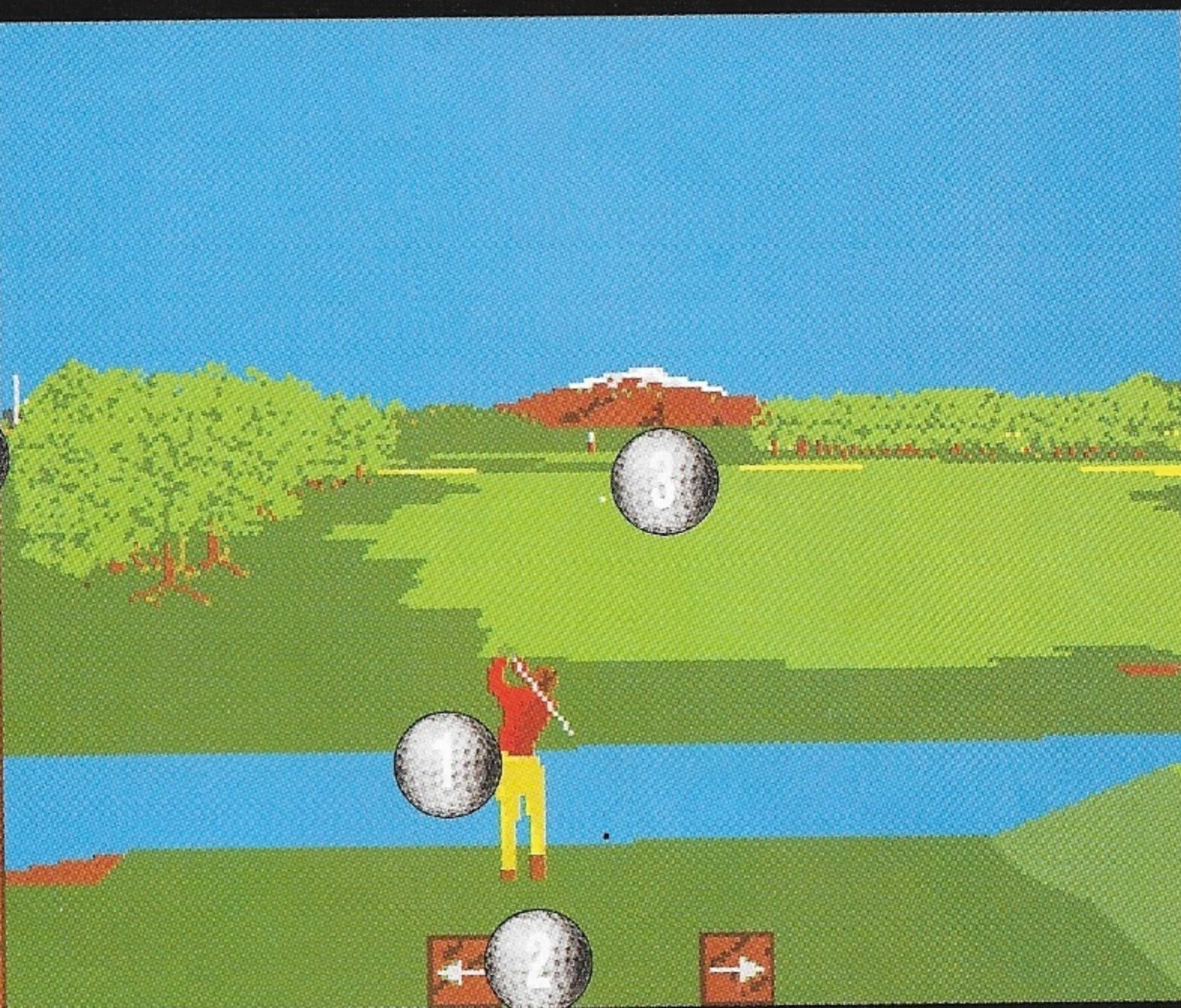


GAME: CHALLENGE GOLF
PRICE: £24.99

Most of you will remember the classic Leaderboard golf game from US Gold. This attempt to reproduce a similar game fails due to some slight playability flaws. Graphically it's nothing special but what there is does the job in hand. Sound has been restricted to the expected 'ball going down the hole' noise but this can be turned off on the options screen. The most notable flaw has to be the putting aspect of the game. The graphics look blocky on this particular section and you have to be pin-point in your accuracy, otherwise you will see the ball annoyingly lip the cup time and time again. Most of the other parts of the game look and play quite well, making Challenge Golf a game that will appeal to people who like an occasionally frustrating challenge.

GAMEPLAY:
SOUND:
GRAPHICS:

RATING=78%



Choose a course

You have four courses to choose from. Each is represented on this map by a small flag.

direction (this always helps when trying to play a shot!), you then click on the mouse button and a power bar will appear. A small line will repeatedly move along the bar – the closer it gets to maximum power, the harder the shot will be.

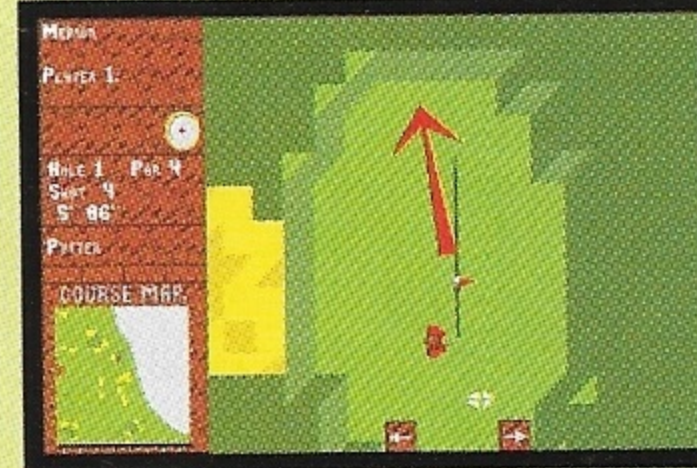
Once you have selected the power, another line will appear for the accuracy of the shot. If you can click with the line in the middle you will produce a straight shot and to the left or right will hook or slice the ball.

After the shot has been played you are shown a miniature overhead replay so that you can see exactly where a ball has finished in relation to the hole.

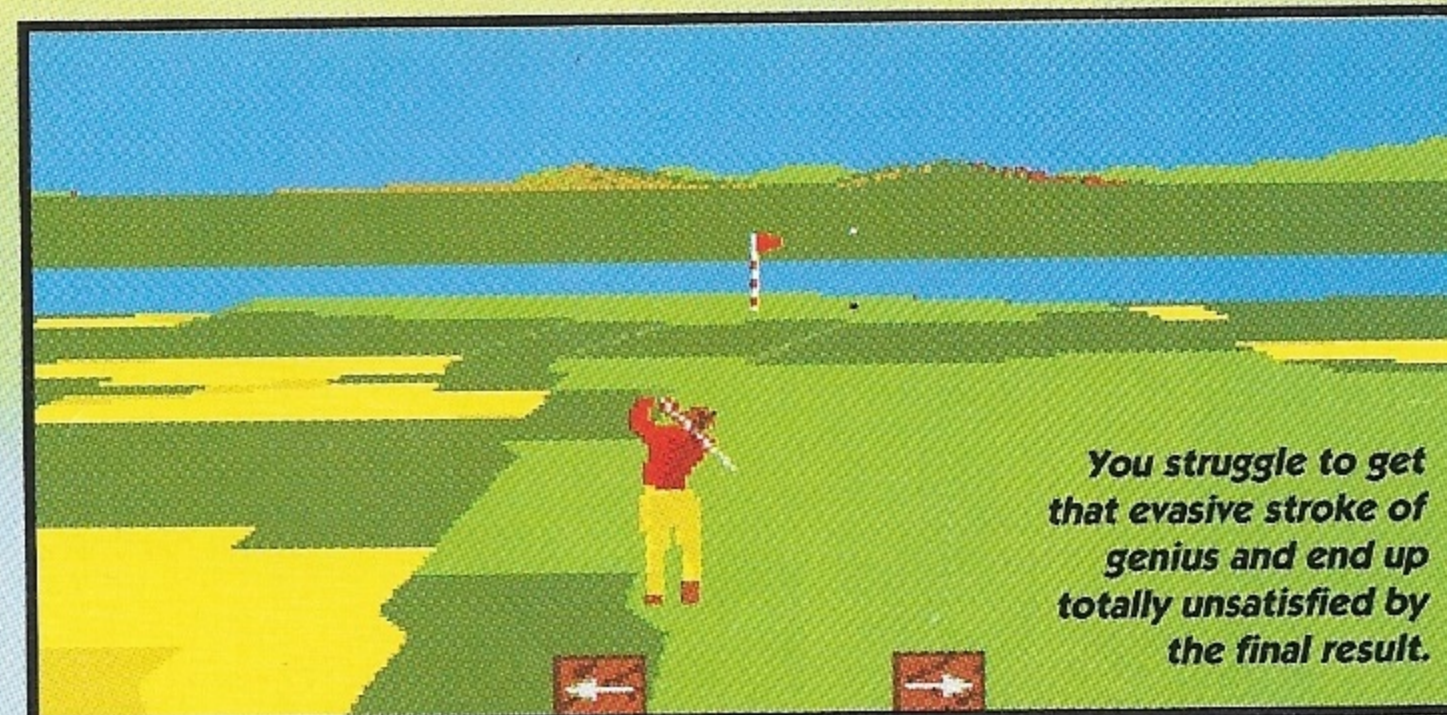
All the normal rules that apply to golf have been incorporated: hitting a shot into the water will lose you a



Golf's a funny old game, ain't it? Whoops, wrong sport but nevertheless still very true.



After a good opening shot, you eye up the green and decide to go for the putt. Your next club will be the putter.



You struggle to get that evasive stroke of genius and end up totally unsatisfied by the final result.

stroke and also make you play the shot again. Landing in the bunker will make your next shot more difficult and hitting obstacles will send your ball off into another randomly chosen direction. All the regular score phrases are used. Bogey, Par, Birdie, Eagle or Albatross will be displayed on screen to report your success or failure on a particular hole. Jason



The ball soars into the air to the glee of the crowd. You, on the other hand, are not satisfied until you see the ball land in the hole, what luck.

Football Director 2

D + H GAMES

Actress Cheri Lunghi has a lot to answer for! Ever since she made football management trendy in the television programme 'The Manageress', everyone is going management crazy. Whatever happened to the basics of simply watching or playing a game of football?

Management games are giving a new edge to the football sims, allowing the punters to experience the trials and tribulations off the pitch as well as on. But managing a team isn't as easy as it appears to be. What is?

The idea behind Football Director II is to create a winning team by scouting or transferring players while continuing to keep profits rolling in! Bankrupt the club and you

could very well get the sack.

The trick is to build up a good youth team and use these as new players because continually buying in good division players will increase the difficulty level of the game.

FDII is going to take a lot of time to master, for it contains all the pitfalls of real life. The same as playing football, managing doesn't always constitute a win so the idea is to have strategy and tactics tucked firmly into your shorts!

The secret behind the whole game is to keep enough funds in your bank account should any minor mishaps occur, such as your top player getting a nasty tackle and breaking his ankle! But of course this isn't going to happen, is it?

Good luck, guys.

Allie

Striker Manager comes from the same software house as Football Director II and naturally follows along the same lines. The major difference, however, is the ability to play in a two player mode and the arcade style 'on pitch' action! All good stuff.

Also, unlike Football Director II, this game weighs more heavily on the manager/player relationship and the ability to find the winning formula. Striker Manager allows you to concentrate on scouting for the right players and building up the winning team that will eventually lead you to the UEFA Cup!

Once you have negotiated a transfer, you can then start rearrang-

ing your team to cope with your new signing or even use him to replace an injured team member. Then you can take the steps to insure your new 'wonder player' in order to secure all the money you've just spent on him. Maybe you could invest in a physiotherapist too, just to be on the safe side!

Now you're really hotting up! It's time to see how your team fares on the pitch. With a little bit of ducking and diving, weaving and dealing you eventually score a goal, but it's about time you showed your team what for, so why not venture on to the pitch yourself as the next Bobby Robson or Graham Taylor in your player/manager guise?

Allie

Striker Manager

D + H GAMES

STRIKER MANAGER

D & H GAMES

PRICE £24.99

This is much more exciting compared to Football Director II as it allows you to compete on the pitch as well as delving your hand into the executive side of life. Full of arcade thrills, Striker Manager proves to be a League champion with both complex gameplay and colourful graphics. If you are a fan of strategy sport sims then this is definitely the winning ticket. Well worth a look.



FOOTBALL DIRECTOR II

D & H GAMES

PRICE £24.99

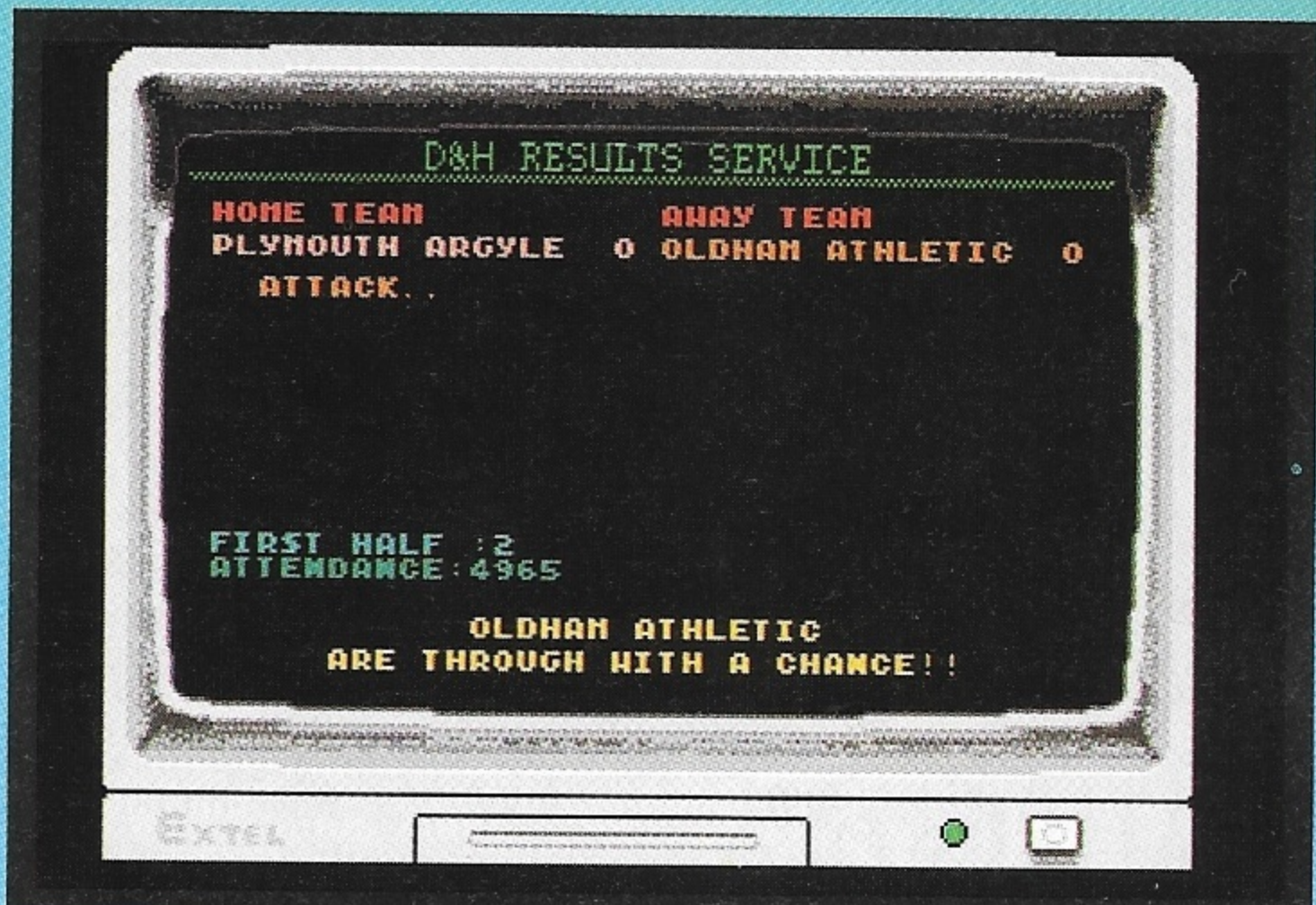
If you're fed up with dribbling the ball backwards and forwards across the pitch, but still want to be involved with football then this is probably just what you're looking for. Football Director II is an in depth experience into the fortunes of directing a club rather than managing the team and relies very heavily on a good financial mind. The gameplay is extremely complex and rewarding.

1st team			Reserves		
1	K. Todd	1+	13	S. Deacon	3+
2	T. Harris	1	14	F. Hayes	2
3	A. White	1	15	W. Quarry	4
4	R. Lambert	1	16	R. Lake	4
5	T. Robson	1			
6	C. Hill	2			
7	L. Saunders	3+			
8	I. Morgan	2+			
9	D. Underhill	2			
10	E. Stewart	2			
11	P. Elson	4+			
12	E. Wyatt	3+			
Sub			Goalkeeper		
			Defence		
			Midfield		
			Attack		
Temper 41			Bank £224729		
Total 2.1			Menu Change Field Edit Tran Info Sack		

FOOTBALL DIRECTOR II

PLAY MATCH
CHECK MATCH
SQUAD
YOUTH TEAM
VAGES/CONTRACTS
INJURIES/GOALS
EXTRA TRAINING
LEAGUE TABLES
SAVE GAME
CLUB HISTORY
FIXTURES
BANK
OFFICE

EMPLOYEES
SCOUTS
GOALSCORERS
OFFERS/NEGS
DIRECTORS
ALTER LEVELS
RE-NEG CONTRACT
BUILD STAND
BONUS PAY
TICKET PRICE
INSURE TEAM
QUIT
ZPRINT



SPECIAL LAUNCH OFFER

UPGRADES ★ UPGRADES ★ UPGRADES

1/2 Meg Solderless upgrade for Atari STFM
Only £49.99

All Upgrades Full Populated and includes either Free Memory
Checker or Demo Disk and Full Technical Support

3.5 inch DS/DD Disk's 100% Error Free	1-49 35p each 49-99 31p each 100+ 28p each
All Disk's include Free Labels	
40 Cap Locking Disk Box 3.5 inch	£3.99 each
80 Cap Locking Disk Box 3.5 inch	£4.99 each
Null Modem Lead for Back to Back Communications	£3.99 each
Amiga 4 Player Adaptor Lead	£4.99 each
ST 4 Player Adaptor Lead	£4.99 each
Joystick Extension Leads	£4.99 each
Amiga and ST Dust Covers	£2.99 each
Mouse Mats Top Quality	£1.99 each

All prices include VAT. Postage and Packing is extra. Please ask when ordering
Credit Card Hot Line 0602 464188

Cheques, Postal Orders to:

**Richards Developments, 14 Windmill Way, Kegworth,
Derby DE7 4FA**

All products carry a full five year warranty.
Public Domain for the Atari STFM and Amiga available.
For Full Catalogue send £1.00.



L.A.P.D.

Quality P.D. for the Atari ST/STE
80 Lee Lane, Langley, Heanor, Derbys, DE7 7HN
Tel: 0773 605010/761944



- Same day service, quality virus free disks ●
 - P&P 50p on orders under £5.00, Free on orders over that ●
- THIS IS A SMALL SELECTION FROM OUR CATALOGUE

THESE DISKS ARE ONLY £1.00 EACH (all S/S) ...

- B.14 **ROBOTZ**: The best P.D. shoot 'em up to date.
B.15 **ROLL N' NUDGE**: A working fruit machine.
B.19 **VIDEO POKER**: As close to the Casino game as possible.
B.20 **HACMAN**: 50 levels of Pac Man action.
B.21 **PICTURE CONCENTRATION**: Childrens recognition and matching game.
B.23 **TENNIS**: Centre Court Action.

THESE DISKS ARE ONLY £1.50 EACH ...

- D.189 **SYNTAX TERROR**: Super Mega Demo with two addictive games. D/S.
D.216 **FISH 'N' CHIPS**: A mega-demo from Sewersoft. D/S.
G.53 **STUMPED**: Cricket sim with all major rules catered for. S/S.
G.77 **CHAOS STRIKES BACK**: Ten new dungeons on two disks (£3.00). Requires original game to play.
G.80 **TETRIS/PILE UP**: Two very good adaptations of the Tetris game. D/DS.
G.96 **PORK I**: Hilarious parody of the famous 'Zork' adventure. S/S.
G.119 **NAPOLION**: Strategy wargame form Germany. Similar to 'Risk'. S/S.

THESE BUDGIE GAMES ONLY £2.95 EACH (all S/S)...

- BU.5 **PRO DARTS**: Lets look at what you could have won...
BU.17 **MAKE A BREAK**: Trivia Quiz with a snooker connection.
BU.23 **SPACE BLOB**: Addictive game, plays like Bombjack.
BU.53 **FROM LITTLE ACORNS**: A Goblin adventure, highly rated.
BU.65 **DOUGLAS II**: Rockmoor is back!! 1/2 meg and 1 meg versions included.

BUDGIE PRODUCTIVITY RANGE. ONLY £3.95 (all D/S)

- PRO.2 **PROGRAMMERS LIBRARY**: Machine code routines for you budding programmers.
PRO.5 **SPRITES PORTFOLIO**: 500+ super sprites ready to add to your own programs.
PRO.16 **ST-68K REFERENCE**: Info for the serious programmer.

For a FREE copy of our latest catalogue disk just send a blank disk and s.s.a.e. to the address above and we'll send you one by return. Alternatively send us £1.00 and we'll send you a catalogue on one of our disks. The catalogue disk also includes details of a selection of commercial games at Budget prices. The catalogue is easy to use and is exceptionally user friendly. Don't be put off if you've had poor catalogue disks from other libraries. Ours is different. Try it! (Please quote STA1).



CUSTOMERS WORLDWIDE ARE FINDING WE ARE THE ONES TO DEAL
WITH FOR QUALITY AND SERVICE



MAIL ORDER MADNESS



**POST &
PACKING
FREE!**

1992 CALENDARS £4.99

CALENDAR DETAILS	QTY	PRICE	CALENDAR DETAILS	QTY	PRICE
KEVIN COSTNER			JASON DONOVAN		
TOM CRUISE			THE DOORS		
JAMES DEAN			GUNS 'N' ROSES		
MICHEAL J FOX			MC HAMMER		
MEL GIBSON			MICHAEL JACKSON		
DAVID HASSELHOFF			KYLIE		
MARILYN MONROE			MADONNA		
MICKEY ROURKE			METAL LADIES		
SHWARZNEGGER			METALLICA		
PATRICK SWAZYE			GEORGE MICHAEL		
BLUES BROTHERS			NKOTB		
TERMINATOR 2			POISON		
GHOST			SEX PISTOLS		
AC/DC			SKID ROW		
BEATLES			SPRINGSTEEN		
BON JOVI			TINA TURNER		
DAVID BOWIE			U2		
THE CURE			WHITSNAKE		
DEF LEPPARD			NAUGHTY GIRLS		
DIRE STRAIGHTS			SOCCER STARS		

T-SHIRTS £6.99

T-SHIRT DETAILS	SIZE	QTY	PRICE	T-SHIRT DETAILS	SIZE	QTY	PRICE
JAMES DEAN				GUNS 'N' ROSES			
A-HA				HULK HOGAN			
QUEEN				INSPIRAL CARPERTS			
BON JOVI				JAMES			
AC/DC				KLF			
WHITSNAKE				MC HAMMER			
SISTERS OF MERCY				STONE ROSES			
PRINCE				MADONNA			
INXS				CHESNEY			
WET, WET, WET				NKOTB (JOEY)			
SIMPLE MINDS				NKOTB (JORDAN)			
NKOTB				NKOTB (TOUR)			

T SHIRTS AVAILABLE IN S, M, L & XL

GIANT POSTER BOOK £6.99

POSTER DETAILS	QTY	PRICE	MISC DETAILS	PRICE	QTY	PRICE
BROS			NKOTB JIGSAW	1.50		
GUNS 'N' ROSES			NKOTB CAP	4.99		
MADONNA			JOKE PACK	6.50		
NKOTB			POP MAG PACK	1.99		

I ENCLOSE A CHEQUE/PO FOR £

NAME

ADDRESS

DEPT
ST

POSTCODE

MAKE PAYABLE & SEND TO: MEGA MAIL ORDER,
SANDYLANDS HOUSE, MORECAMBE, LANCASHIRE, LA3 1DG.

It is the 19th century. The whole world is experiencing changes on a broad scale. Mechanisation is gradually taking its place in society. Anyone with half a brain can see the opportunity to make tons of cash and obtain phenomenal power.

You've chosen the railway as your method of getting rich quick. Having scraped a load of capital together from various sources you can now enter the world of the locomotive – so you set up your own railway company.

In Railroad Tycoon, you get the choice of four different scenarios



Having chosen England as the place where you'll make your millions, the computer then generates all the mountains and other physical features of the landscape.



The wonderful Stockport Crossing depot is where your engine shop is located. All your first trains will be constructed here.

Railroad Tycoon

M I C R O P R O S E

and time periods in which to create your network. Your choice will affect what kind of locomotives you have available, as obviously you're not going to have new British Rail diesel engines in western USA in 1830.

At the beginning of the game (after you've got past the manual protection) you have the option to name your company so you can add that personal touch! Then it's time to plan where you're going to build your track.

For each piece of track that you lay you have to pay a set amount of cash to purchase that land. It makes sense that this is cheaper if it is just vacant land as opposed to a town or village.

After you've laid a few pieces close to a town or industrial centre you can choose to build your first station. Pressing the F8 key will bring up a diagram showing you the different types of station you can build and how far people will travel to use them. For example, the local population will come from further away if it's a terminal, but won't travel as far if it's only a depot.

At the first station you build, you'll also be



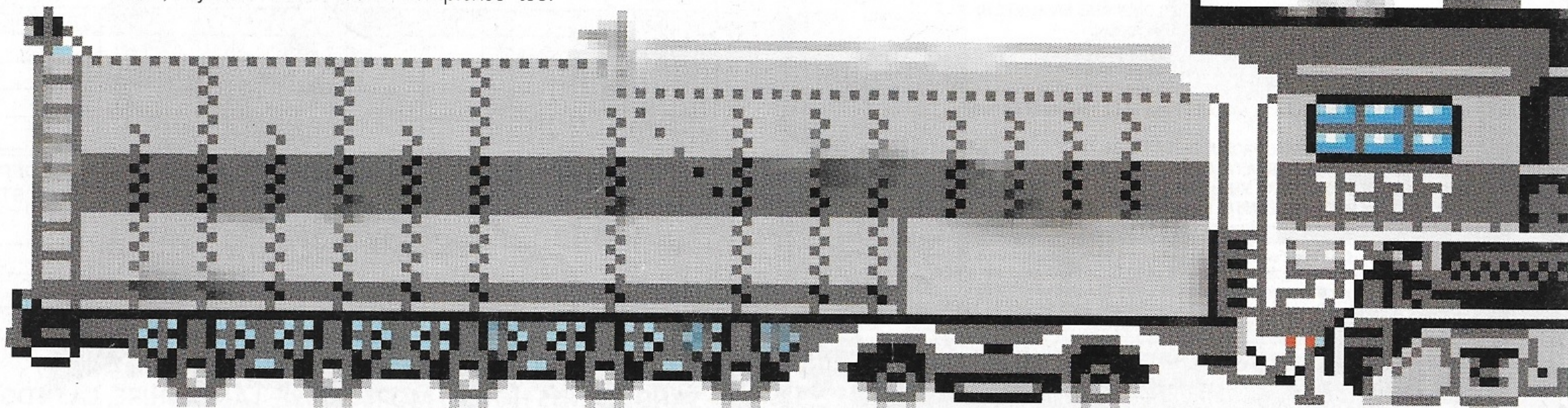
Here are all the chaps sitting round the table. From here you can choose where in the world you'll make your fortune.

charged a little extra because you have to build an engine shop for your train construction. This means that all your engines will at first be built here, but later on you can build engine shops onto other stations.

Various other buildings can be attached onto station complexes too.

These can include livestock pens, post offices and even hotels for passengers to stay at.

The idea behind the game is to find the routes which will be the most profitable before your competitors do. Each station will usually attract some form of goods to be shipped





Quickly zipping across to western USA for a quick change of scenery, you'll have to start out again now.



As you try and start off a new line near Vancouver you must first spend money on building a good bridge.



Having built the bridge, construction work can now commence on Vancouver Station.

(such as mail, steel, passengers and so on). By assigning the correct type of carriage to your engine you can pick them up and deposit them somewhere else which will accept them.

For each successful movement of goods you will be paid cash and as getting cash is the idea,



this is a pretty important part of the game!!!

Occasionally you will be asked to do a Priority Shipment. This may be something like two cars full of steel that's needed somewhere else for a mining accident. You will be offered a huge sum of money that inevitably

Balance Sheet: 1866		
Macca's Funkie Railroad		
	Total	YTD Changes
Assets:		
Operating Funds:	\$ 1,000,000	\$ 0,000
Treasury Stock:	\$ 00,000	\$ 00,000
Other RR Stock:	\$ 00,000	\$ 00,000
Facilities:	\$ 0,000	\$ 0,000
Industries:	\$ 0,000	\$ 0,000
Real Estate:	\$ 0,000	\$ 0,000
Track 0 miles	\$ 0,000	\$ 0,000
Rolling stock	\$ 0,000	\$ 0,000
	\$ 1,000,000	
Liabilities:		
Outstanding Loans:	\$ 500,000	\$ 0,000
Stockholders Equity:	\$ 500,000	\$ 0,000
PROFIT:	\$ 00,000	YTD: \$ 00,000

The balance sheet is an invaluable method of keeping track of your cash. As you've only just started, it only shows debt.

0-4-0 Grasshopper	20 mph 500hp \$10,000
4-2-0 Norris	30 mph 1000hp \$20,000
4-4-0 American	40 mph 1500hp \$30,000
2-6-0 Mogul	25 mph 2000hp \$30,000
4-6-0 Ten-Wheeler	45 mph 2000hp \$40,000

When you wish to purchase a train, you'll be shown a screen containing the types you can choose from.

Train #1: Mixed Freight Local at Vancouver (4-6-0 Ten-Wheeler/\$6,000)	Speed: unloading/loading	Exit
0 tons of Wood		
0 tons of Food		
0 tons of Paper		
\$ 0,000	TRAIN ORDERS	\$ 0,000
Priority Orders:	Priority Consist:	
Scheduled Stops:	New Consist:	
Vancouver		

From this screen you can alter the types of carriage your engine pulls and where it will make its stops.



Every now and then newspaper headlines will pop up and inform you of various world events.

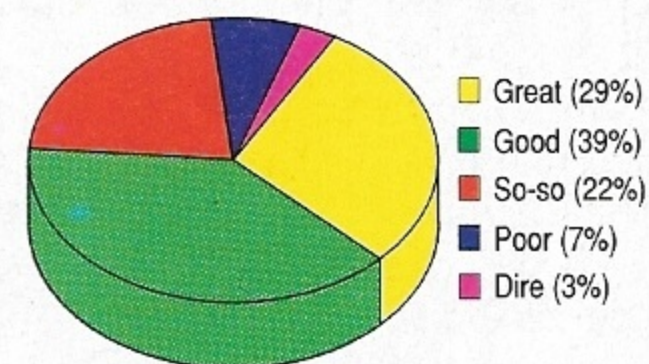
decreases the longer you take to make the delivery.

As picking up a Priority can sometimes completely mess you up with other goods deliveries you may sometimes decide it isn't worth your while taking it. This will upset the company involved who may then think twice before asking you again.

There's plenty more to the game than just laying



PUNTER-POWER™



GAME: RAILROAD TYCOON
PRICE: £29.99

This came out on the PC ages ago and has now been converted pretty faithfully to the ST. The thing about this type of game is that they don't instantly appeal to everyone - you need to sit down and actually concentrate quite hard to fully appreciate them. It's then you get hooked. Don't be put off by the size of the manual either. You don't have to be a train spotter to understand it all. Once you know what you're doing and have got trains running all over the show, you're not going to turn it off your machine for ages. The game is so easy to get into and control too. Railroad Tycoon has everything that made Sim City a smash hit and if you were a fan of that you should check this out. Miss it at your peril.

GAMEPLAY:
SOUND:
GRAPHICS:

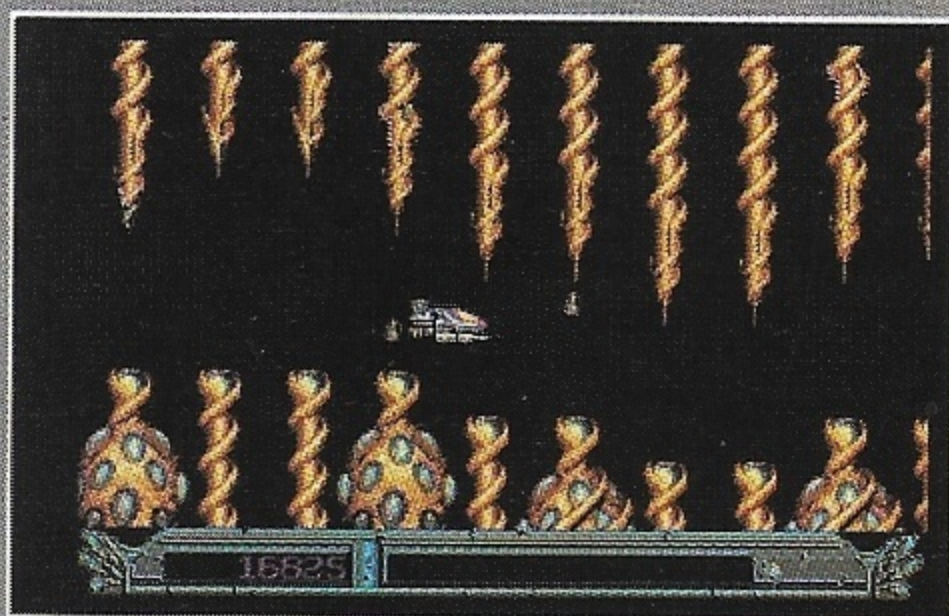
RATING=87%

track and directing trains. Another aim of the game is to fend off your competitors and make larger profits. If you wish you can select Cut-Throat competition at the start. This will allow your competitors to buy shares in your company and maybe even buy you out if you're not careful. Of course you can do the same with them.

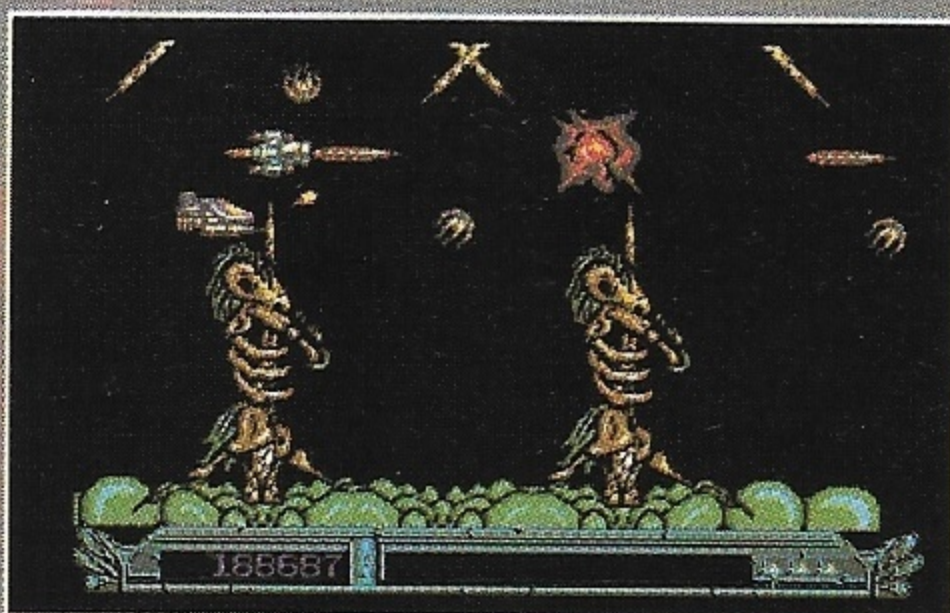
The game is played with a combination of mouse and keyboard and is really simple to get into, although the manual is a bit overbearing at first.

Sound is minimal but there are the old chug-chug noises of trains and the odd whistle now and then to bring the childhood memories flooding back on once again.

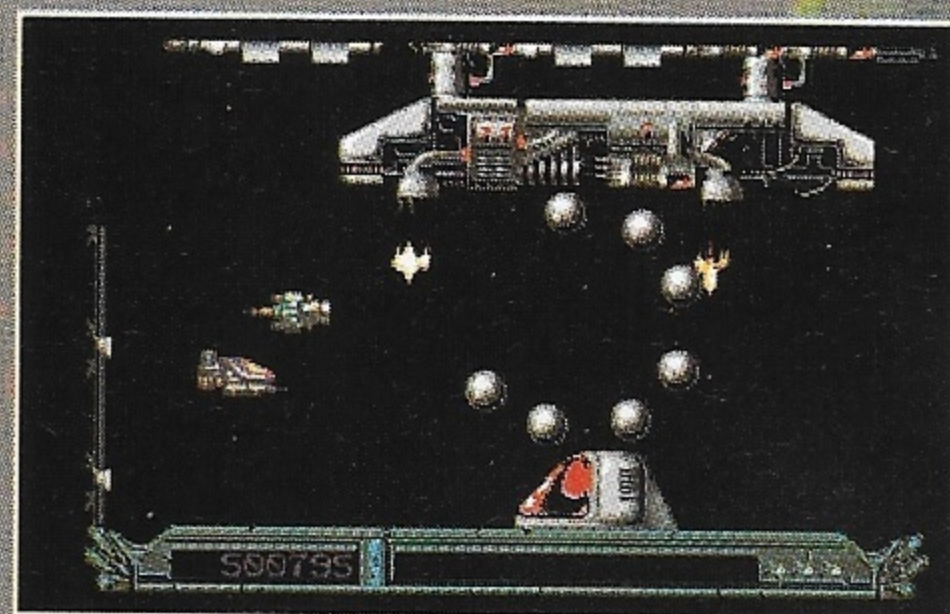
Paul



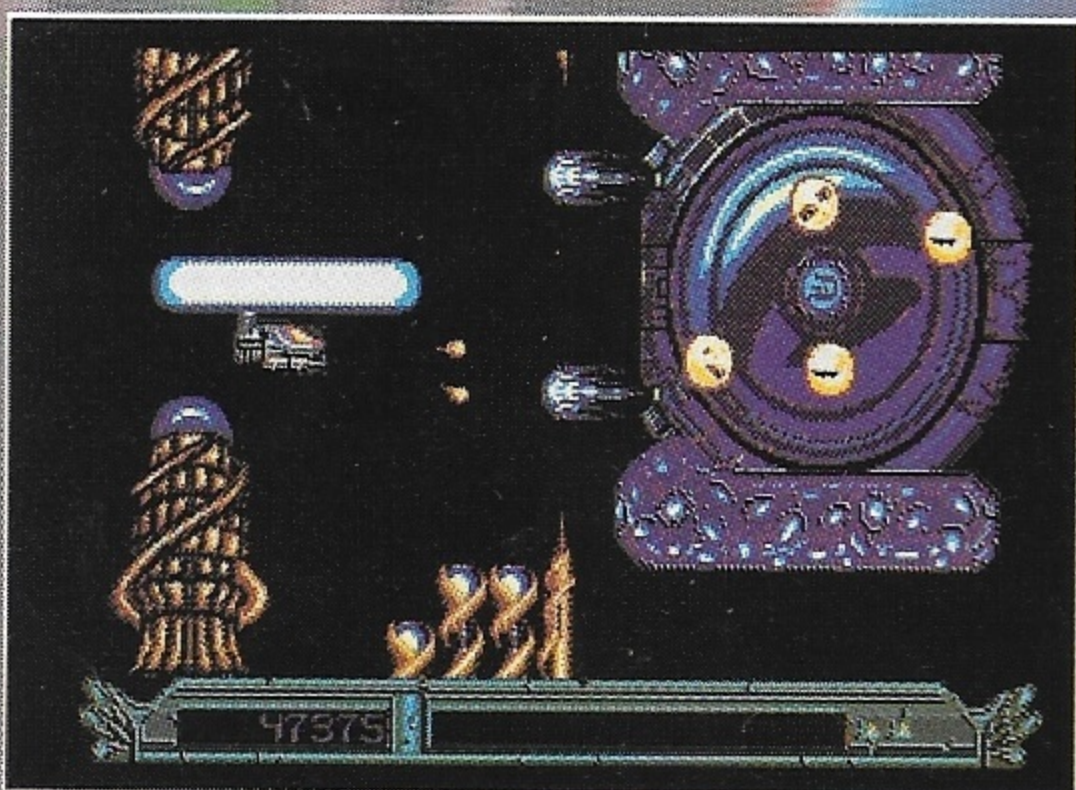
Guide your craft through the narrow opening, being careful not to touch the spikes or the green droplets that fall from above.



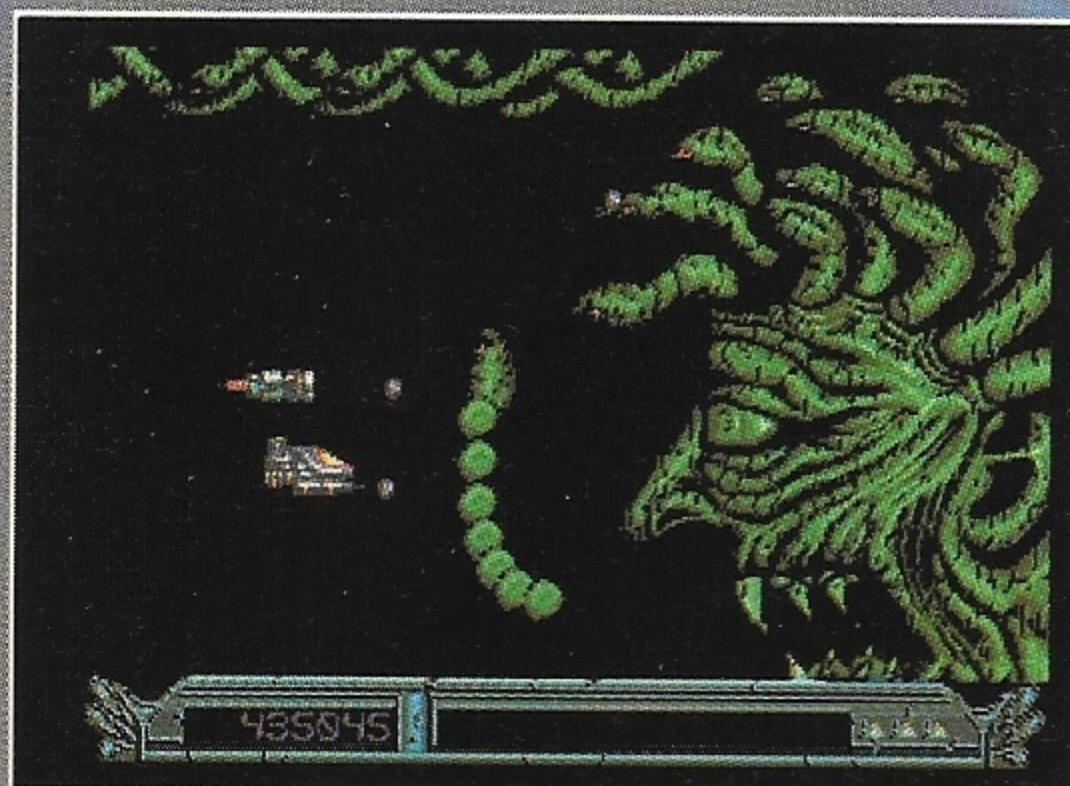
You blast through the barrage of aliens with the combat droid helping you from above with its laser and impenetrable armour.



You must fly into the rotating circle and exit when the opening faces to the right-hand side. Not that difficult, really.



Dodge the large laser beams and plasma balls to give yourself a chance of shooting the end-of-level guardian.

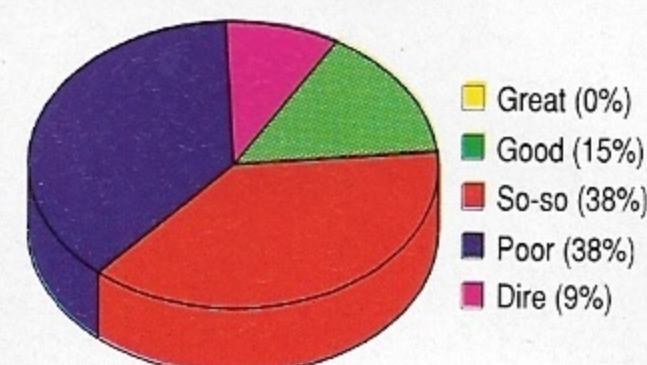


The green Medusa type monster has a writhing head of snakes that fire at you as you attempt to blow them off!

Armalyte

THALAMUS

PUNTER-POWER™



GAME: ARMALYTE
PRICE: £25.99

Armalyte has three problems. Firstly, the collision detection is very poor at times. Bullets sometimes pass through your craft and running into obstacles is occasionally allowed when, of course, it shouldn't be. Secondly, the slight inertia effect imposed upon your craft when shifting about the screen is questionable and shouldn't have been incorporated. Thirdly, it's much too difficult. On the more positive side of things, the sound effects are explosively pleasing and the sprites are neatly drawn. Armalyte had promise but finished as a frustrating and rather disappointing shoot'em-up.

GAMEPLAY:
SOUND:
GRAPHICS:

RATING=70%

Armalyte, if you don't already know by now, is a conversion from an old Commodore 64 game. It was originally released when the CBM64 was in its prime and the game proved to be an immediate success. Is the same success beckoning on the ST?

Reminiscent of R-Type and Z-Out in more than one way, it can be assumed that Armalyte has potential. The main gaming element is obviously frenzied shoot'em-up. Pressing fire launches small laser beams of little power. Holding down the fire button increases the power of your

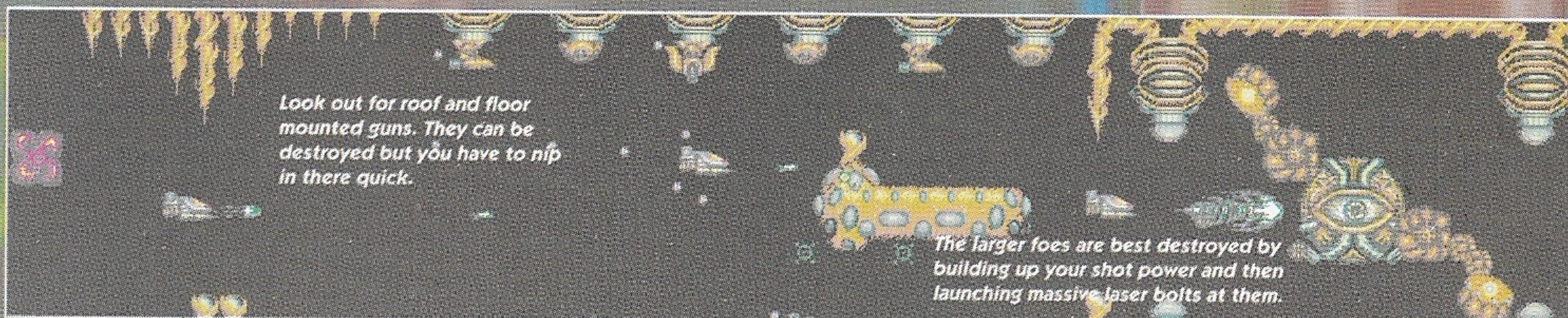
laser and you simply release the pressure when you want to shoot the massive beam of destruction. The length of time you keep the fire button pressed down determines the power of the shot. If you've played R-Type or Z-Out, you'll know exactly what I mean!

There are hordes and hordes of aliens to destroy. This would be an impossible task if there wasn't something to assist you in any way. Fortunately, by blasting open certain pods that can occasionally be found lingering in space, you can find inside bonus weapons that can be collected by manoeu-

ring your craft into them. Such weapons include three-way fire and a special combat unit that floats a short distance away from you, firing when you do. Other pods assist you in a less aggressive manner such as increasing your speed about the screen.

There are five levels to fiercely battle through. At the end of each demanding level is a tough guardian who can sustain quite a number of direct hits before exploding. It's useful to note that the guardians don't hesitate in firing back!

Alan



Look out for roof and floor mounted guns. They can be destroyed but you have to nip in there quick.

The larger foes are best destroyed by building up your shot power and then launching massive laser bolts at them.

WHO IS DARKMAN

?

DARE TO
FIND OUT ON...

0898 345 675

Hundreds of great prizes are available
in the "WHO IS DARKMAN" Mystery
Game based on Sam Raimi's major new
film DARKMAN.

CD PLAYER, GAMES
CONSOLES, CASH, VIDEO
FILMS, T-SHIRTS, POSTERS.

Calls charged at 33p per min, cheap rate. 44p per min all other times.
PHONE PROGRAM COMPANY, SHEFFIELD S1 4FS.
Darkman © 1990 Universal City Studios Inc.
All rights reserved. Licensed by Merchandising Corporation of America.

POST HASTE

ALL PRICES INCLUDE VAT & DELIVERY TO YOUR DOOR!

Select any 3 game titles valued 7.99 or less and you pay only £20

SOFTWARE

The following games titles are limited offers at the
time of going to press. Please order early to avoid
disappointment

We stock all the latest and currently available titles
which we offer at 30% off of recommended retail
prices!

3D Pool	9.99	Better Maths (12-16)	16.49
Airborne Ranger	6.99	Better Spelling (8+)	16.49
Anarchy (Defender Type Game)	6.99	Donald's Alphabet	17.49
Barbarian (Palace)	6.99	First Letters & Words	14.49
Black Tiger	6.99	First Shapes	14.49
Blood Money	7.99	Fun School II (2-6)	14.49
Cape 'n' Carnage	6.99	Fun School II (6-8)	14.49
Carrier Command	7.99	Fun School II (Over 8s)	14.49
Centrefold Squares	7.99	Fun School III (Under 5s)	17.49
Chambers of Shaolin	4.99	Fun School III (5-7)	17.49
Chuckie Egg II	7.99	Fun School III (Over 7s)	17.49
Classic 4	5.99	Goofy's Railway	17.49
Colossus Chess X	7.99	Henrietta's Book Spell	17.49
Daily Double	7.99	Hooray for Henrietta	17.49
Dan Dare III	6.99	Junior Typist	12.99
Defender of the Crown	7.99	Kid Talk	14.49
Deluxe Strip Poker	7.99	Lets Spell at Home	14.49
Demons Tomb	6.99	Lets Spell at the Shops	14.49
Double Dragon	6.99	Magic Maths (4-8)	16.49
Double Dragon 2	7.99	Maths Mania (8-12)	16.49
Dragon Breed	7.99	Mickey's Runaway Zoo	17.49
Dragons Breath	8.99	Math Talk Fractions	20.42
Dragonscape	4.99	Prof Hunts for Words	17.99
E-Motion	7.99	Prof Looks Words	17.99
Enchanter	7.99	Prof Makes Sentences	17.99
Escape from Planet Robot Monsters	7.99	Prof Plays a New Game	17.99
European Super League	12.99	Puzzle Book	14.49
Falcon Mission Disk 1	6.99	Puzzle Book II	14.49
Fantasy World Dizzy	5.99	Sesame St. Number Count	14.49
Fast Food Dizzy	5.99	Sesame Street Letters	14.49
Ferrari Formula One	7.99	Smoothtalker	14.49
Fiendish Freddy	7.99	Spellbook	14.49
Football Manager World Cup	7.99	Things to do with Numbers	14.49
Galdregons Domain	6.99	Things to do with Words	14.49
Gremilins 2	7.99	SERIOUS	
Guardian Angel	5.99	Big Band	121.99
Hammerlist	7.99	Bookkeeper	81.49
Hard Drivin'	6.99	Canvas	10.99
Hard Drivin' II	7.99	Cash Trader Sterling	81.49
Hitchhikers Guide to the Galaxy	7.99	Cashbook Controller	35.99
Hong Kong Phooey	6.99	Cashbook/Final Accounts	49.99
Hostages	6.99	Deluxe Paint	41.99
Hot Rod	4.99	Devpac 2	42.99
Impossible Mission II	6.99	Digibase	35.99
James Pond	7.99	Digicalc	28.99
Joan of arc	6.99	Easy Draw 2	35.99
Kick off & Extra Time	6.99	Equinox Organiser	40.99
Kid Gloves	7.99	EZ Track Plus	46.49
Klax	7.99	Final Accounts	21.49
Last Ninja 2	6.99	First Word Plus	57.49
Leather Goddesses of Phobos	7.99	FM Melody Maker	57.49
Little Puff the Dragon	5.99	Hi-Soft Power Basic	35.99
Lombard RAC Rally	6.99	Home Accounts	17.99
Mr. Heli	7.99	K-Data	35.99
New Zealand Story	6.99	K-Graph-3	35.99
Ninja Rabbits	5.99	K-Ministrel 2	21.49
North & South	6.99	K-Spread 4	92.99
Pacmania	7.99	K-Word 2	28.99
Planetfall	7.99	Mailshot plus	35.99
Postman Pat	7.99	Mastersound 2	29.99
Powerdrome	7.99	Mavis Beacon Teaches Typing	21.49
Predator	6.99	Neo Desk 3	30.99
Pro Boxing Simulator	6.99	Personal Accounts Plus	24.99
Pub Trivia	4.99	Personal Finance Plus	28.99
R-Type	6.99	Personal Tax Planner	28.99
Roadblasters	6.99	Playback	21.49
Robocop	7.99	Prodigy	92.49
Rocket Ranger	7.99	Prodata	57.49
Ruff 'N' Ready	6.99	Protext V5	107.49
Shadow of the Beast	9.99	Quartet	35.99
Shadowgate	7.99	Replay Professional	92.94
Shinobi	6.99	Small Business Accounts Cash	57.99
Silent Service	7.99	Small Business Accounts Xtra	82.49
Silkworm	6.99	STOS	21.42
Spindizzy Worlds	7.99	STOS 600 Sprites	10.99
Steve Davis Snooker	6.99	STOS Compiler	14.49
Subbuteo	6.99	Studio 24	109.99
Super League Soccer	4.99	Superbase Personal	13.99
Targhan	12.99	Superbase Personal 2	71.49
Teenage M.H. Turtles	6.99	System 3	35.99
Tennis Cup	6.99	Timeworks	71.49
Thunderblade	6.99	HARDWARE	
Tower of Babel	7.99	520 ST Discovery Pack	259
Treasure Island Dizzy	4.99	520 STE Discovery Pack Extra	279
Turrican	7.99	* 520 STE with 2Mb Ram *	369
Turrican II	12.99	* 520 STE with 4Mb Ram *	459
Vigilante	6.99	1040 STE (Family Pack)	359
Warhead	7.99	512k Plug in Upgrade for 520STE	29
Wheels of Fire Compilation	12.99	512k RAM Expansion for 520STFM	49
Wishbringer	7.99	1Mb External Drive	54
Xenon	6.99	1Mb Internal Drive	79
Xenon II	7.99	Philips CM8833-mk2 Colour Monitor	239
Yogi's Great Escape	6.99	Star LC200 colour Printer incl. Lead	209
Zork, Zork II or Zork III	7.99	Star LC24-200 colour incl. Lead	299
EDUCATIONAL		Citizen Swift 9 colour incl. Lead	199
Three Bears	16.49	Citizen Swift 24 colour incl. Lead	299
		Zydec Microswitched Mouse	17
		Naksha Mouse (Inc Operation Stealth game)	24
		Amiga 500 Screen Gems 1Mb	379
		Amiga 500 Cartoon Classics	379
		Amiga 500 Basic Pack	319
		Amiga 500 + 10 Games	339
		Atari Lynx, PSU, Comlynx + Any Game	119
		Gameboy	68

You name it... We do it... Just phone and we'll quote... We are faster and cheaper!

PRICES QUOTED ARE SUBJECT TO AVAILABILITY.....

SOME OFFERS ARE LIMITED SO ORDER EARLY TO AVOID DISAPPOINTMENT

Cheques/PO Orders to POST HASTE, 11a Burgate Lane, Canterbury, Kent. CT1 2HH

TELEPHONE HOTLINE 0227-764204 9.30am to 7.00pm

(Answerphone outside normal hours)



VISA, MASTERCARD and EUROCARD orders welcome

Visa, Mastercard, Eurocard and PO Orders are despatched same day!

Please allow up to 4 working days for cheques to clear. Overseas orders add £2.00 postage.

MAIL & TELEPHONE ORDERS ONLY.... NO PERSONAL CALLERS PLEASE!

WE MUST BE MAD

Due to massive bulk buying and low cost
advertising we can offer you THE BEST DISKS
AVAILABLE AT THE MOST COMPETITIVE PRICES

3.5" DSDD DISKS FROM 31p INC VAT + LABELS For Qty's of 100+

Qty's below 100 @33p each; 250+ @30p each; 500+ @29p each

ALL DISKS CERTIFIED 100% ERROR FREE

SONY 3.5" 38p 3.5" DSHD.....65p
DSDD BULK 5.25" DSDD.....21p
5.25" DSHD.....36p

100 Capacity Disc Box.....4.25 50 Capacity Disk Box.....3.50

Mouse Pockets1.75 Mouse Mat.....2.25

Printer Stand4.25 Amiga/Atari Dust Cover2.95

Posso Box15.95 3.5"/5.25" Cleaning Kit1.95

Amiga 512K RAM Expansion with clock24.95

Amiga/Atari External Drive (Zydec)54.95

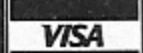
THIS MONTHS SPECIAL OFFER 200 3.5" DSDD DISKS + 2 x 100 CAP BOXES 66.95

Please add £3.35 p&p/next day £8.50. Cheques/POs to
PLC COMPUTER SUPPLIES (Dept STA)

11 Meakin Avenue, Clayton,
Newcastle, Staffs STA 4EY.

TELESALES HOTLINE

0782 212970



**JET
ONLY
£7.99**

**SPINDIZZY
WORLDS
ONLY £7.99**

TURBOSOFT

**ROCKET RANGER
AMAZING VALUE
ONLY £4.00**

**SIM CITY &
TERRAIN EDITOR
ONLY £22.99**

FORTHCOMING ATTRACTIONS

4D Boxing	£17.99
4D Driving	£17.99
Alcatraz	£16.99
Barbarian II (Psynosis)	£16.99
Beast Busters	£17.99
Billy the Kid	£16.99
Birds of Prey	£24.99
Blue Max	£19.99
Cadaver Levels	£12.99
Carthage	£16.99
Champion of Raj	£17.99
Chessmaster 2100	£19.99
Darius +	£16.99
Das Boot	£27.99
Deathbringer	£21.99
Death Trap	£16.99
Demoniak	£20.99
Elf	£17.99
Epic	£13.99
Final Command	£16.99
G-Loc R360	£18.99
Hunter	£20.99
Jimmy Whites Snooker	£17.99
Kings Quest V	£27.99
Last Ninja 3	£16.99
Lotus Turbo 2	£17.99
Magic Pockets	£17.99
Master Blazer	£17.99
Master Golf	£24.99
Mega Twins	£17.99
Megomania	£21.99
Nebulus 2	£17.99
Outrun Europa	£17.99
P.P. Hammer	£17.99
Prophecy	£16.99
Realms	£21.99
Robocod	£17.99
Secret Weapons of the Luftwaffe	£20.99
Shadow Sorcerer	£17.99
Shuttle	£19.99
Silent Service 2	£24.99
Son of Zeus	£17.99
Space 1889	£21.99
Storm Across Europe (SSI)	£20.99
Swap	£17.99
Terminator 2	£17.99
The Simpsons	£17.99
Thunder Jaws	£17.99
Ultima 6	£21.99
Unreal	£20.99
Utopia	£27.99
Wild Wheels	£17.99
World Tour Rugby	£17.99

Please note that the majority of the forthcoming attractions are not released at time of going to press. These will be despatched within 24 hrs of release subject to availability

ACCESSORIES

40 Lockable Disc Box	£5.99
80 Lockable Disc Box	£7.99
Atari ST 520/1040 Dust Cover	£4.99
Atari ST 4 Player Adaptor	£7.99
Cheetah 125+	£7.99
Disc Cleaning Kit	£2.99
Konix Navigator	£11.99
Konix Speedking + A/Fire	£11.99
Maverick Game Controller	£14.99
Mouse Mat 6mm	£3.99
Pro 5000 Clear Extra	£12.99
Quickjoy Topstar	£19.99
Quickshot Python	£8.99
Quickshot Python (Microswitch)	£10.99
Stingray Handheld Joystick	£13.99
2M Joystick Ext.	£6.99
Twin Joystick Ext.	£6.99
Zipstick Super Pro	£14.99

TOP 50 CHART

3D Construction Kit	£27.99	Maurti Island	£18.99
AH73M Thunderhawk	£20.99	Mega Traveller I	£20.99
Armour Geddon	£17.99	Mercs	£17.99
Chuck Rock	£17.99	Metal Masters	£17.99
Cruise for a Corpse	£19.99	Metal Mutant	£17.99
Darkman	£17.99	Midwinter 2	£24.99
Deutros - Next Millenium	£17.99	Player Manager	£11.99
Elvira	£20.99	Powermonger	£19.99
European Superleague	£17.99	Prehistorik	£17.99
F15 Strike Eagle 2	£24.99	Pro Tennis Tour 2	£17.99
F19 Stealth Fighter	£18.99	R.B.I.2 Baseball	£20.99
Final Fight	£17.99	R-Type 2	£17.99
Flight of the Intruder	£24.99	Railroad Tycoon	£24.99
G.O.D.S.	£17.99	Secret of Monkey Island	£17.99
Gauntlet 3	£18.99	Shadow Dancers	£17.99
Golden Axe	£16.99	Shadow of the Beast 2	£20.99
Heros Quest (Gremlin)	£17.99	Speedball 2	£16.99
Hero Quest - Data Disc	£12.99	Spirit of Excalibur	£21.99
Kick Off 2	£12.99	Super Cars 2	£17.99
Killing Cloud	£17.99	Switchblade 2	£17.99
Lemmings	£17.99	Their Finest Hour	£19.99
Life and Death	£17.99	Total Recall	£16.99
Logical	£17.99	Turrican 2	£16.99
Maddog Williams	£21.99	Viz	£14.99
Man. Utd. Europe	£17.99	World Class Cricket	£17.99

PLATINUM COLLECTION - ONLY £17.99

Ghouls N Ghosts, Strider, Forgotten Worlds, Black Tiger

WHEELS OF FIRE - ONLY £9.99

Hard Drivin' Chase HQ, Powerdrift, Turbo Outrun,

VIRTUAL REALITY Vol. 1 - ONLY £20.99

Midwinter, Carrier Command, Int. Soccer Challenge, Starglider 2, Stunt Car Racer

COMPUTER HITS II - ONLY £7.99

Tetris, Tau Ceti, Tracker, Joe Blade

HEROES - ONLY £9.99

Running Man, Barbarian 2, Licence to Kill, Star Wars

SUPREME CHALLENGE FLIGHT COMMANDO - ONLY £12.99

Eliminator, Skychase Strike Force Harrier, Lancaster, Skyfox II

POWER PACK - ONLY £14.99

Xenon 2, Bloodwych, T.V. Sports Football, Lombard Rally

HOLLYWOOD COLLECTION - ONLY £20.99

Robocop, Ghostbusters 2, Indiana Jones & Last Crusade, Batman the Movie

3D VIRTUAL WORLDS - ONLY £21.99

Driller, Total Eclipse, Castle Master, The Crypt

WORLD CUP COMPILATION - ONLY £7.99

Tracksuit Manager, Kick Off, International Soccer

CHALLENGERS - ONLY £19.99

Pro Tennis Tour, Kick Off, Fighter Bomber, Super Ski, Stunt Car Racer

SOCCER MANIA - ONLY £9.99

Football Manager 2, Microprose Soccer, Gazzas Soccer, Football Manager World Cup Edition

TRIAD 3 - ONLY £14.99

Rocket Ranger, Speedball, Blood Money

MIND GAMES - ONLY £14.99

Waterloo, Austerlitz, Conflict in Europe

GRANDSTAND - ONLY £21.99

Gazza Soccer, Pro Tennis Tour, World Class Leaderboard, Continental Circus

CLASSIC COLLECTION

3D Pool	£8.99
Advanced Destroyer Sim	£17.99
Atomino	£17.99
B.A.T.	£24.99
Batman the Movie	£13.99
Battle Chess	£16.99
Battle Command	£17.99
Bridge Player 2150	£19.99
Cadaver	£17.99
Captive	£17.99
Chaos Strikes Back	£14.99
Chase HQ	£13.99
Chase HQ 2	£17.99
Chess Champion 2175	£19.99
Chuck Yeagers A.F.T. V2	£17.99
Colditz	£17.99
Colossus Chess X	£12.99
Daily Double Racing	£9.99
Dragons Lair	£27.99
Dragons Lair 2 - Timewarp	£29.99
Dungeon Master	£14.99
Elite	£12.99
Emlyn Hughes Soccer	£16.99
F-15 Falcon	£13.99
F-16 Combat Pilot	£16.99
F29 Retaliator	£16.00
Ferrari Formula One	£7.99
Fire Brigade	£19.99
Flight Simulator II	£24.99
Football Director 2	£13.99
Frontline	£17.99
Gauntlet II	£7.99
Gettysburg	£20.99
Heroes of the Lance	£16.99
Heroes Quest (Sierra)	£26.99
Hillstar	£16.99
Int. Rugby Simulator	£4.99
Jack Nicklaus Golf	£15.99
Killing Games Show	£17.99
King Quest IV	£27.99
Leaderboard	£7.99
Leisuresuit Larry	£20.99
Leisuresuit Larry 2	£26.99
Leisuresuit Larry 3	£27.99
Lords of Chaos	£17.99
Lost Patrol	£17.99
Lotus Turbo Challenge	£17.99
M1 Tank Platoon	£20.99
Maniac Mansion	£16.99
Mavis Beacons Typing	£20.99
Midwinter	£19.99
M.I.G. 29 Fulcrum	£24.99
NAM	£21.99
Narc	£17.99
Navy Seals	£17.99
Operation Stealth	£17.99
Pang	£17.99
Pirates	£16.99
Populous	£16.99
Promised Lands	£7.99
Puzznic	£17.99
Rainbow Island	£14.99
Red Lightning	£19.99
Red Storm Rising	£16.99
Rick Dangerous 2	£17.99
Robocop	£16.99
Robocop 2	£17.99
Saint Dragon	£17.99
Scenery Disk 7, 9 or 11	£10.99
Scenery Disk Japan or Europe	£10.99
Shadow Warrior	£17.99
Space Ace	£27.99
Space Quest III	£27.99
Super Monaco Grand Prix	£17.99
Super Off Road Racer	£17.99
Supremacy	£20.99
Swiv	£17.99
Tank Attack	£9.99
Team Suzuki	£17.99
Team Yankee	£19.99
Test Drive 2	£17.99
Toki Goes Wild	£17.99
Toyota Celica	£17.99
Treasure Island Dizzy	£4.99
Ultima IV	£16.99
Ultima V	£19.99
Ultimate Golf	£17.99
U.M.S. 2 (1 meg)	£21.99
Wonderland	£21.99
Wrath of the Demon	£21.99
Z-Out	£17.99

SPECIAL OFFERS

Airborne Ranger	£9.99	On Safari	£4.99
Atomic Robokid	£7.99	Operation Wolf	£7.99
Austerlitz	£7.99	P-47 Thunderbolt	£7.99
Boulderdash Const Kit	£4.99	Pacland	£7.99
Brian Clough's Football	£6.99	Pacmania	£7.99
California Games	£7.99	Pro Boxing Sim	£7.99
Centrefold Squares	£7.99	Pro Tennis Tour	£9.99
Championship Wrestling	£7.99	Projectyle	£8.99
C.J.S. Elephant Antics	£6.99	Quest for the Time Bird	£4.99
Colorado	£4.99	R-Type	£7.99
Cosmic Pirate	£4.99	Rocket Ranger	£8.99
Deluxe Strip Poker	£7.99	Silent Service	£9.99
Double Dragon	£7.99	Sherman M4	£7.99
Drakken	£6.99	Shinobi	£7.99
Fantasy World Dizzy	£6.99	Speedball	£8.99
Fast Food	£6.99	Spy Vs Spy I	£4.99
Fish	£7.99	Spy Vs Spy II	£4.99
Flood	£8.99	Spy Vs Spy III	£4.99
Football Manager II+ Exp Kit	£9.99	Starflight	£8.99
Hammerfist	£6.99	Steve Davis Snooker	£9.99
Hard Drivin	£4.99	Stunt Car Racer	£7.99
Head Over Heels	£7.99	Super Gridrunner	£4.99
Indy Jones Adventure	£9.99	Superstar Ice Hockey	£7.99
Infestation	£4.99	Time Machine	£7.99
Iron Lord	£7.99	Turrican	£9.99
Klax	£7.99	Tusker	£4.99
Little Puff	£6.99	TV Sports Football	£9.99
Lombard RAC Rally	£7.99	Uninvited	£7.99
Loom	£9.99	Warhead	£7.99
Maya	£4.99	Xenon 2	£9.99
Monty Python	£7.99	Zak McKracken	£9.99
Night Hunter	£7.99	Zombi	£7.99
Oil Imperium	£4.99		

PLEASE CHARGE MY ACCESS/VISA NO

EXPIRY DATE

ORDER FORM



CUSTOMER NO.....

Please supply me with the following for

Computer.....

Titles Price

Date:

Name:

Address:

.....

.....

Post Code:

Tel:

Please make cheques
& PO payable to
Turbosoft

Credit Card orders taken, payment cashed only on despatch. Orders under £5 add 75p P&P per item. For first class add 75p P&P per item UK only. E.E.C. countries add £2.00 per item. Non E.E.C. countries add £3.00 per item. Express airmail £4.00 per item. All items subject to availability. All prices subject to change without notice. E. & O.E. Please note: Mail Order companies may take up to 28 days to deliver goods from receipt of order. Please allow for cheque clearance

FLOOD ONLY
£8.99

ATOMIC ROBOKID ONLY
£7.99

TURBOSOFT

FULL METAL PLANET ONLY
£9.99

DAMOCLES + MISSION DISK ONLY
£10.00

EDUCATIONAL

3 Bears (5-10).....	£16.99
Answer Back Junior.....	£13.99
Answer Back Senior.....	£13.99
Arithmetic Add On (A.B.J.).....	£7.99
Better Maths (12-16).....	£16.99
Better Spelling (8-14).....	£16.99
Donald's Alphabet Chase.....	£13.99
French Mistress.....	£13.99
Fun School 2 (under 6).....	£13.99
Fun School 2 (6-8).....	£13.99
Fun School 2 (8+).....	£13.99
Fun School 3 (under 5).....	£16.99
Fun School 3 (5-7).....	£16.99
Fun School 3 (7+).....	£16.99
German Master.....	£13.99
Goofy's Railway Express.....	£13.99
Italian Tutor.....	£13.99
Jigsaw.....	£9.99
Learn to Type.....	£10.99
Lets Spell at Home.....	£14.99
Lets Spell at the Shops.....	£14.99
Lets Spell Out and About.....	£14.99
Magic Maths (4-8).....	£16.99
Maths Mania (8-12).....	£16.99
Mickey's Crossword Maker.....	£13.99
Mickey's Runaway Zoo.....	£13.99
Postman Pat.....	£6.99
Prof. Plays a New Games.....	£20.99
Puzzlebook 1.....	£14.99
Puzzlebook 2.....	£14.99
Spanish Tutor.....	£13.99
Spellbook (4-9).....	£14.99
Spelling Add On (A.B.J.).....	£7.99
Things to do with Numbers.....	£14.99
Things to do with Words.....	£14.99

0.5 MEG UPGRADE
£34.99

SIM CITY ONLY
£14.99

DRAGON NINJA
£7.99

COMING SOON MEGLO MANIA
£21.99

NORTH & SOUTH ONLY
£7.99

SIM CITY & POPULOUS ONLY
£19.99

NEW ZEALAND STORY
£7.99

METAL MASTERS ONLY
£17.99

MONSTER SOUND CARTRIDGE
£19.99

COMING SOON UTOPIA
£21.99

INDY JONES ADV + ZAK McKRACKEN
£14.99

MIDWINTER 2 ONLY
£24.99

LOOM ONLY
£9.99

TCB TRACKER ONLY
£9.99

IN NOW - SECRET OF MONKEY ISLAND
£17.99

HARD DRIVIN ONLY
£4.99

P.P. HAMMER ONLY
£16.99

COMING SOON DEUTROS ONLY
£17.99

BACKGAMMON ONLY
£17.99

LEMMINGS ONLY
£17.99

DRAKKEN ONLY
£6.99

IN NOW U.M.S. 2 1 Meg
£18.99

ELVIRA-MISTRESS OF THE DARK ONLY
£20.99

NINJA WARRIOR
£7.99

STARFLIGHT ONLY
£8.99

RICK DANGEROUS ONLY
£9.99

LOMBARD RALLY ONLY
£7.99

IN NOW FINAL FIGHT
£17.99

STRATEGY/BOARD GAME GO-MOKU & RENJU ONLY
£7.99

FIRST WORD PLUS + GOLDEN IMAGE MOUSE ONLY
£59.99

NIGHT HUNTER ONLY
£7.99

GRAHAM GOOCH WORLD CLASS CRICKET
£17.99

TURRICAN 2 ONLY
£12.99

IN NOW CRUISE FOR A CORPSE
£27.99 ON;Y £19.99

CRYSTAL CASTLES ONLY
£4.99

UTILITIES

Degas Elite.....	£17.99
Deluxe Paint 2.....	£44.99
Devpac V2.....	£45.00
Digicalc.....	£27.99
Final Accounts.....	£27.99
First Word Plus V.3.....	£49.99
Fleet Street Publisher.....	£84.99
Harlekin.....	£34.99
Hisoft Basic.....	£59.99
Hisoft C Interpreter.....	£34.99
Hisoft Tempus 2.....	£27.99
Home Accounts.....	£17.99
K-Graph 3.....	£32.99
K-Spread 3.....	£59.99
Knife ST.....	£20.99
Lattice C V5.....	£104.99
Mastersound 2.....	£29.99
Neo Desk 3.....	£29.99
Personal Pascal.....	£59.99
Prodata.....	£59.99
Protext V.5.....	£119.99
Quartet.....	£34.99
Replay Professional.....	£105.99
ST Replay 4.....	£59.99
S.T.O.S.....	£20.99
S.T.O.S. 3-D.....	£24.99
S.T.O.S. Compiler.....	£16.99
S.T.O.S. Maestro.....	£16.99
S.T.O.S. Maestro Plus.....	£52.99
Superbase Personal 2.....	£29.99
Superbase Professional.....	£169.99
Timeworks D.T.P.....	£79.99
Wordwriter.....	£39.99

3.5" BULK DISKS

10 - £4.99
20 - £8.99
50 - £16.99
100 - £29.99
500 - £145.00
Bulk 1000 Labels £7.99

SPRING SPECIALS • SPRING SPECIALS • SPRING SPECIALS

AMERICAN DREAMS ONLY
£6.99

Bubble Ghost
Operation Neptune
Hostages
Super Ski

EUROPEAN DREAMS ONLY
£6.99

Stir Crazy - Bobo
Teenage Queen
Action Service
Billiards Sim

HIGH ENERGY ONLY
£16.99

Tin Tin on the Moon
Teenage Queen
North & South
Fire & Forget
Hostages

FUTURE DREAMS ONLY
£4.99

Warlocks Quest
G-Nius
Spidertronic
Purple Saturn Day

SUPER QUINTET ONLY
£4.99

Chamonix Challenge
Bubble Ghost
Warlocks Quest
Passengers on the
Wind 1 & 2

No.1 ROCTEC SLIM DISC DRIVE ONLY
£62.99

Test Drive 2 £17.99
California Challenge £8.99
European Challenge £8.99
Muscle Cars £8.99
Super Cars £8.99
or
The Collection £45

POWER UP ONLY
£20.99

Chase H-Q, X-Out,
Rainbow Island, Turrican,
Altered Beast

WE'VE FOUND IT BUBBLE BOBBLE
£12.99
(ONLY 300 IN STOCK)

MEGA BUY
Welltris £7.99
Light Corridor £6.99
Mystical £6.99
or
ALL 3 FOR £13.99

F16 Falcon £13.99
Falcon Mission 1 £9.99
Falcon Mission 2 £9.99
OR
All 3 £29.99

Turbosoft

Unit 6 & 7
Acacia Close
Cherrycourt Way
Industrial Estate
Stanbridge Road
Leighton Buzzard
Beds. LU7 8QE

Telephone hours are:
Monday to Thursday 9.00am to 8pm. Friday 9.00am to 5pm.
Saturday 10.00am to 5pm (5 lines).
Showroom hours are:
Monday to Friday 9.00am to 6pm.
Saturday 10.00am to 5pm.

All prices include VAT

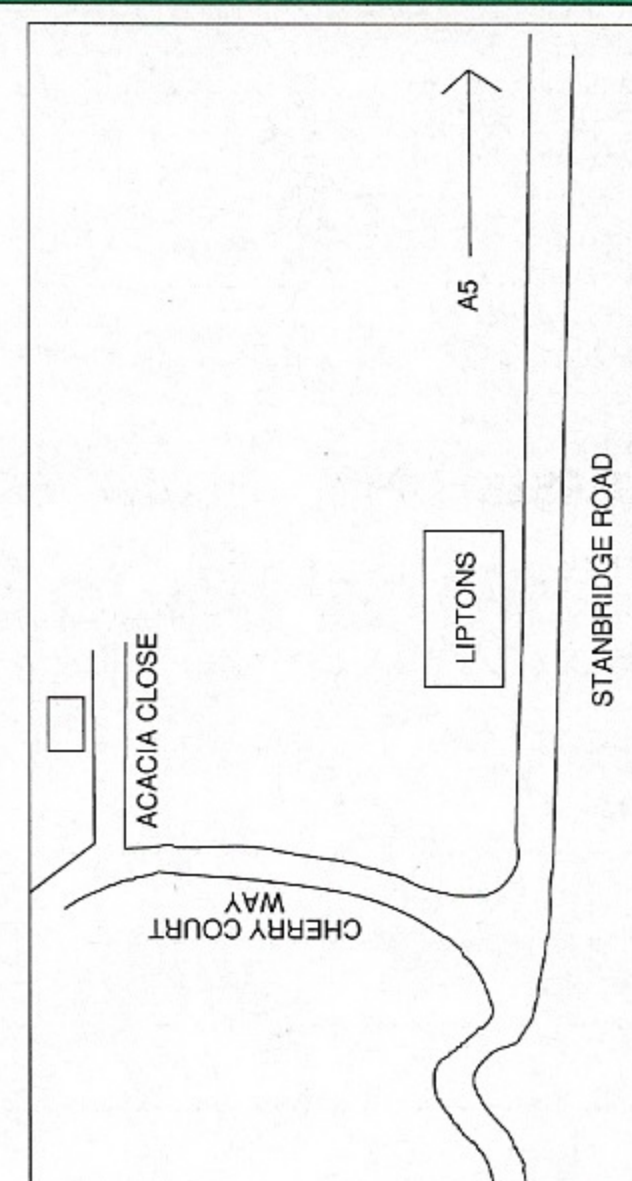
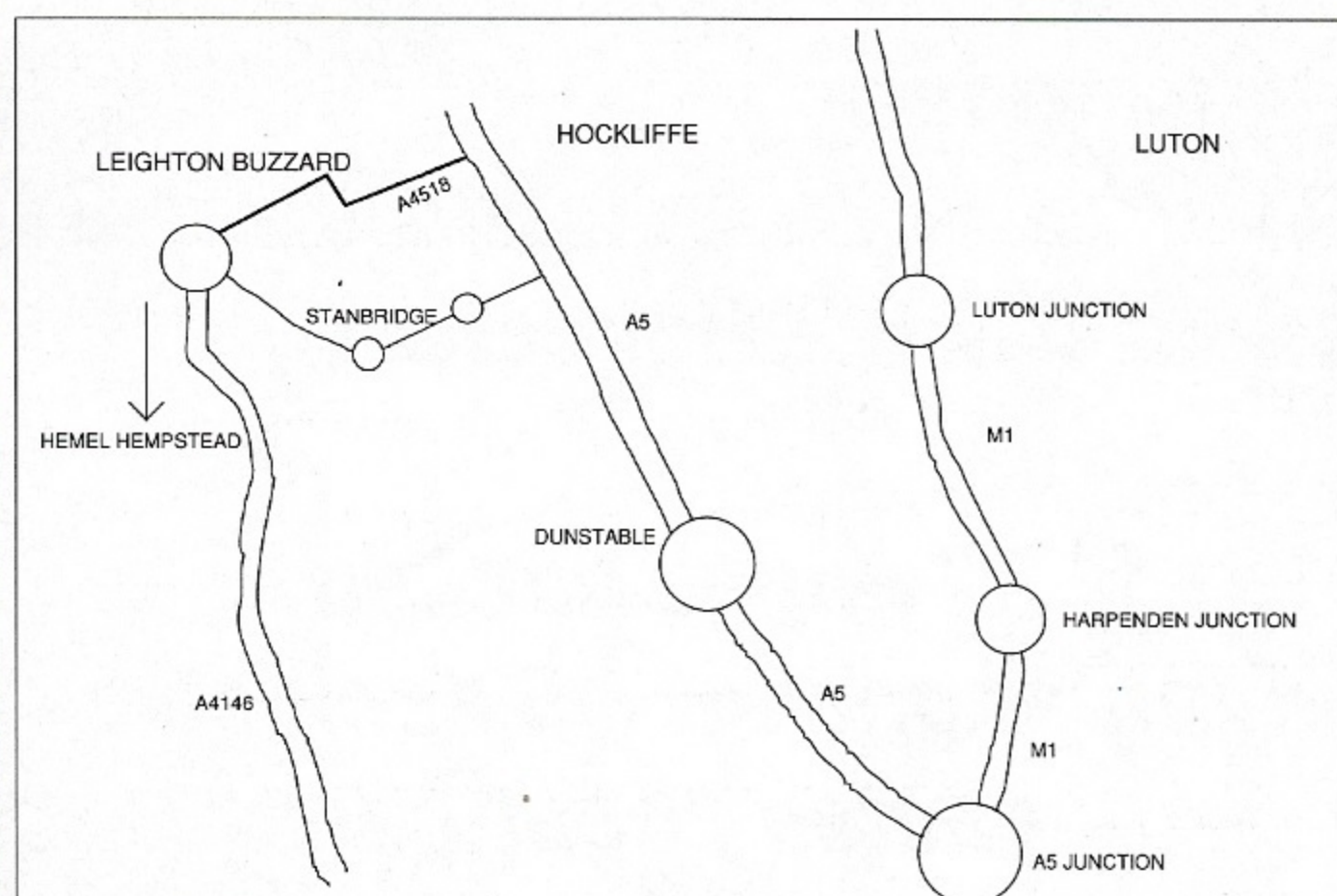
Tel: (0525) 377974
Fax: (0525) 852278

Independent Stockist,
Riomhaire Software,
Dublin Bazaar, Unit 34
Thomas St, Dublin 8, Eire.
Shop prices will vary.
Personal callers only

LOOK!! MEGA OFFER!! MEGA OFFER!!

For every £30 spent you can choose one of the following titles absolutely free!! (available singularly @ £3.99 each)
Action Service, G-Nius, Turbo G.T., Mr Do Run Run, Time Soldier, Space Defence, Installation, Iron Trackers, Operation Neptune, Question of Sport, T.N.T. Combat, Captain Blood, Bubble Plus, Warlocks Quest, Purple Saturn Day, Wanted, Trauma, Spidertronic, Phoenix, Hawkeye, Stir Crazy Bobo, Safari Guns

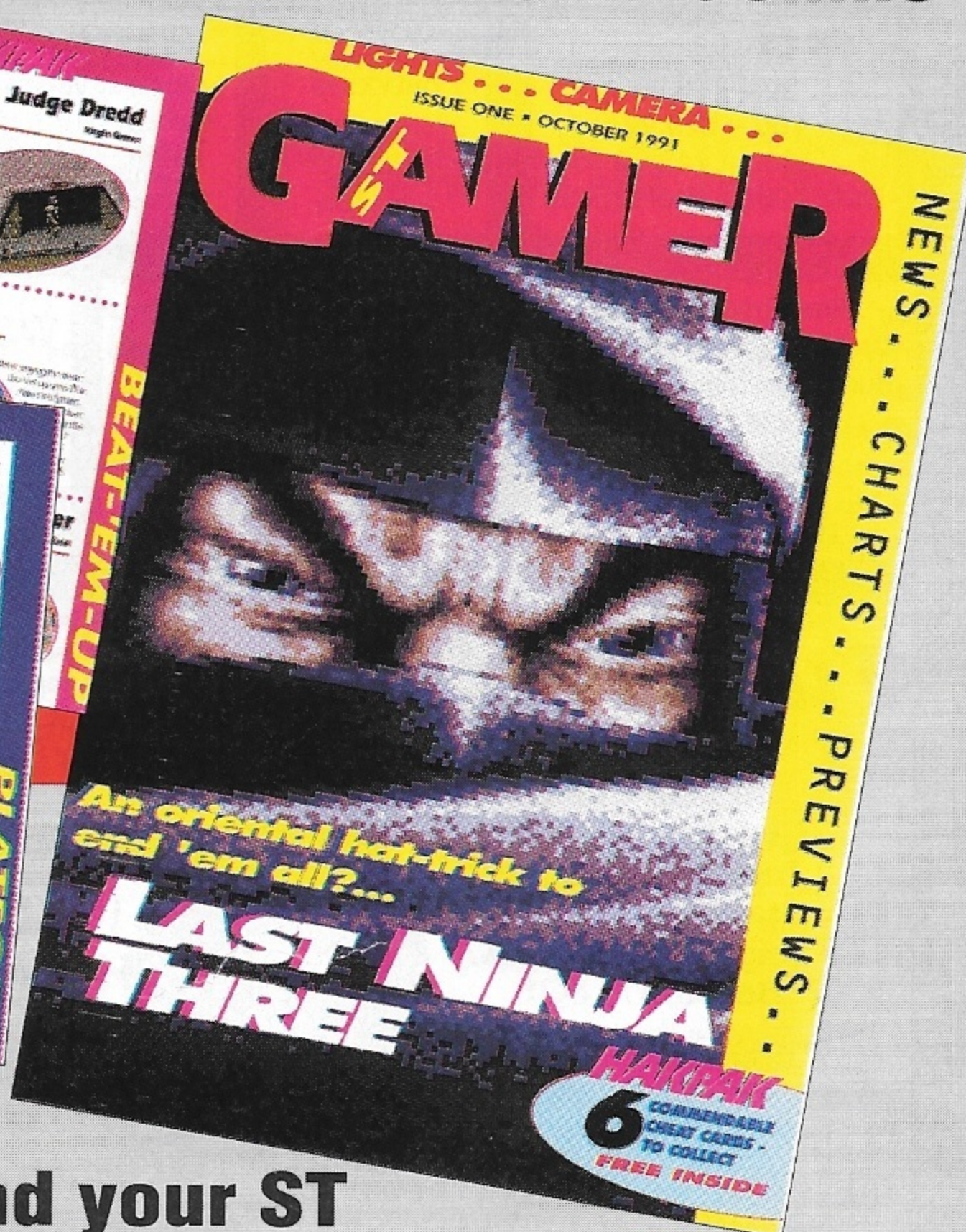
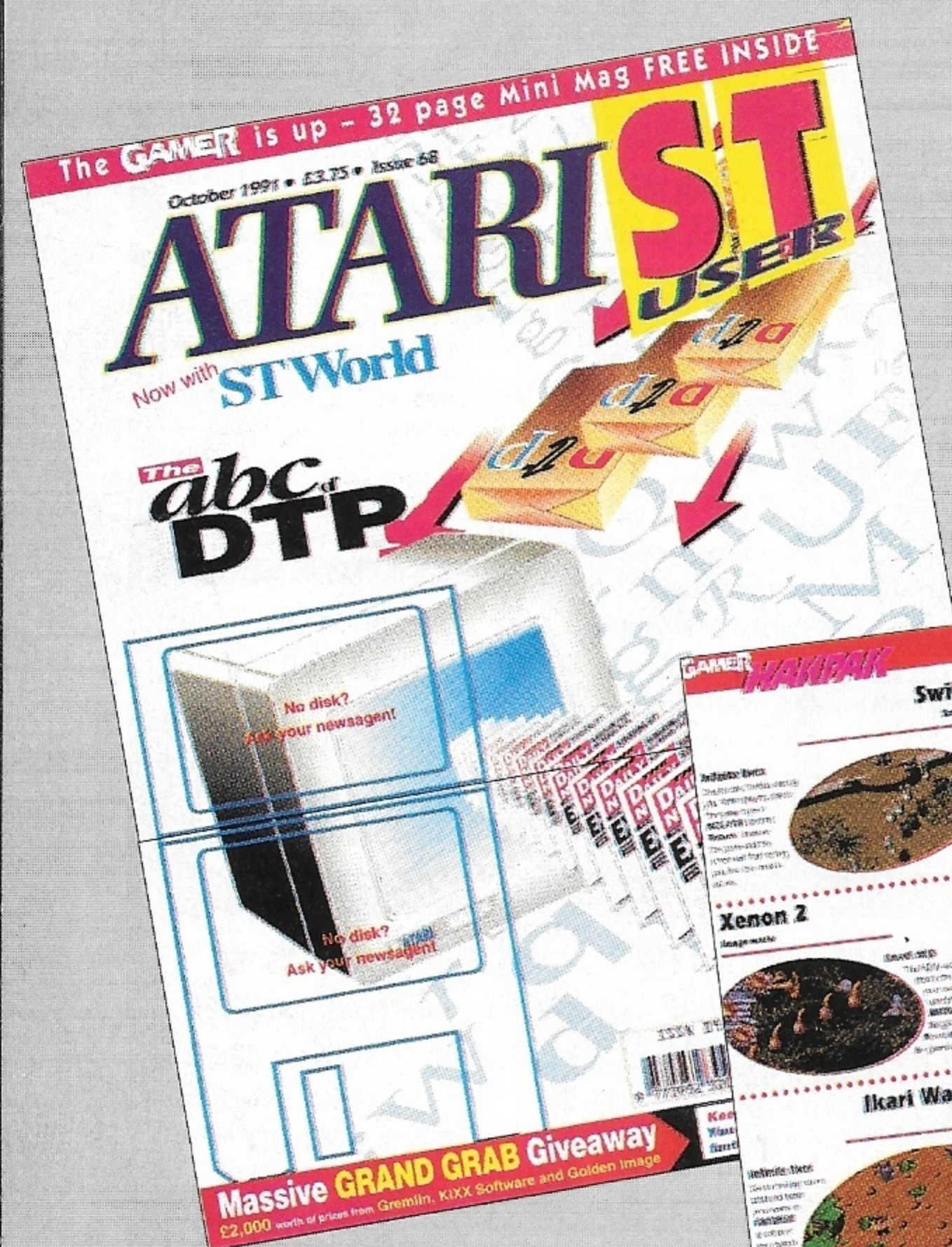
(Personal callers welcome)
HOW TO FIND US.....



Maps showing direct routes from the motorway and A5

STIMULATING READING!

There's a lot more to the Atari ST than just games! Every month Atari ST User explores the heart of the ST, with revealing reviews, informative supertests and educational tutorials, helping every user make the most of their machine



THIS MONTH

- The ABC of DTP – How to get started
- 2 superb coverdisks
- Audio samplers supertest
- SPECIAL REPORT – How to expand your ST
- 3 pages devoted to PD & shareware

PLUS

ST GAMER 32 pages packed with the latest games + 6 exclusive **HAKPAK** games cheat cards



1 MAGAZINE 2 DISKS 6 HAKPAK CARDS – ALL FOR ONLY £3.75

Last month the occupants of the ST Action Dungeon were at home, minding their own business when their afternoon was cut short. In the middle of playing a game of Nuclear War on their new Amiga (Boo, Hiss!), the dungeon was hit by a 100 Megaton warhead. That will be the last time Mitch and the Troll play on an Amiga! As a result the Dungeon has ceased to exist and a replacement for the Troll has had to be found. Welcome ...

Wengeli the Wizard

Few people know that the map of England is wrong. In the middle of Kent there is an area of land that is forever Wales. This was claimed for Wales by the Wizard Wengeli over 600 years ago, and has remained Welsh ever since.

He arrived in Kent having been banished from Wales, though time has made him forget the reasons why. Could Wengeli fill the shoes of Mitch and his clan, or would he need a larger pair?

The night is drawing near in deepest Kent. All about the place is coming alive, for this is the time when adventures begin. The country awakens each night and many people journey to the Kentish Domain of Wengeli. His residence is called "Y TY CNAU", not a name that easily rolls from the tongue! It is located on a hillside, away from prying eyes and Sun reporters.

During the day he may be spotted roaming the Downs with his faithful sheep Dai close at his heels. At times like this he appears sad, wishing he was back in Wales where he belongs.

When darkness falls this sadness goes, for at night he is the Master of Adventure. Wengeli the genius, Wengeli the wise. He who can solve all problems, right all wrongs and happily despatch all the stone men that Lord Chaos may send in his general direction.

For many centuries, young adventurers have come to ask his advice. Although they have come from far and near, eager to remain and be taught, only one has been allowed to stay and learn his secrets. This poor soul was deformed at birth, depraved by life, reads the Beano, and worst of all... he is a Scotsman. He is the Apprentice Adventurer. He knows that without the guidance and wisdom of Wengeli he will become warped and twisted, then finally attain the brain capacity of a stunted carrot... just as the Troll did.

Now at "Y TY CNAU" the evening's event is ready to start. As Wengeli appears the audience is silenced. Quietly he says "Let

the first questers approach". History will now be made. It is the first time his knowledge has been written down and recorded for posterity, so read on carefully. Walk into the realm of Wengeli and learn from his wisdom.

WENGELI'S LETTERS

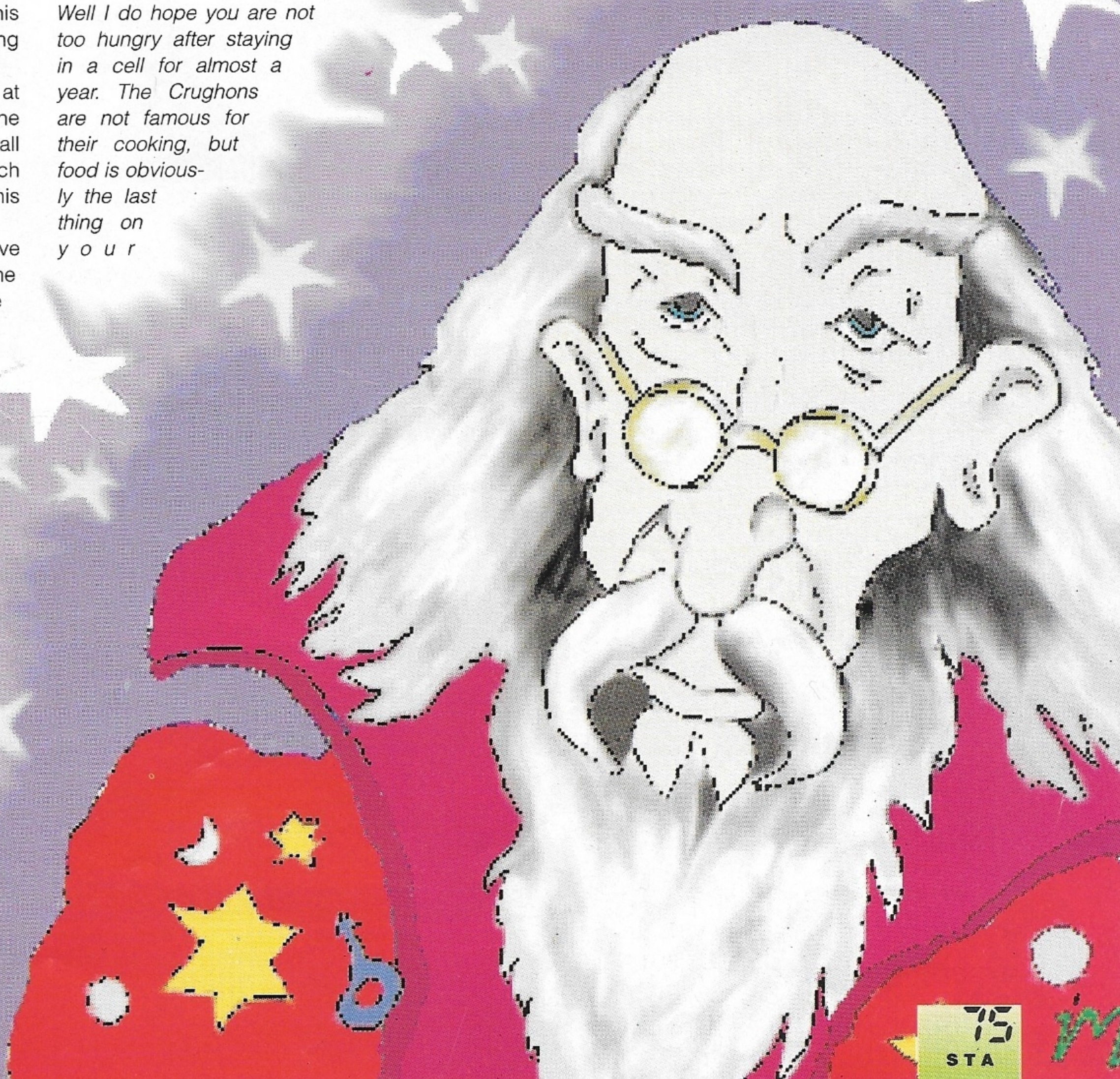
I am trapped inside the Crughon's prison cell and have been since October. I wanted to solve it myself but I can see no hope. My inventory is: Key, Empty Blowtorch, Newspaper, Lance and Documents. PLEASE HELP ME!!!

Mark Dixon, Cramlington

Well I do hope you are not too hungry after staying in a cell for almost a year. The Crughons are not famous for their cooking, but food is obviously the last thing on your

mind. In your haste you have missed a vital item.

Remember when you encountered the girl in the glass case, did you search around the case carefully? Obviously not, because you were far too busy admiring the girl to notice a GAS CANISTER which was obscured by the case. Let us just hope that you had the foresight to have saved a game before this particular stage in Future Wars.





If you value your life make sure you don't get caught impersonating a policeman. This one's as bent as a seven pound note!

You only have one match left in a box. You have a candle, a newspaper, a gas lamp, a cigarette and a blowtorch. Which of these items do you light first?

I will leave you to work this out, the answer is at the bottom of the last page. To continue...

In Chronoquest, you need to have light to be able to see. If you search carefully (with your lighter on) you will find a chapel-like room at the top of the stairs. In this room you will find a candle. You can light this with the lighter, put out the lighter, and then use the candle to see. Now you should be able to see for longer!

In The Colonel's Bequest the way to get the crank from inside the bell safely is to ring it from a distance. You should have a cane in your inventory, you could try and use this from a safe distance on the rope.

UNFORESEEN PROBLEMS IN DEJA VU II

I am having trouble with Deja Vu II. I need authority to see the bodies in the Chicago Morgue. Could you tell me how I do this?

C. Parker, Bolton

I am surprised that anyone would want to visit a morgue. I am glad that I did not have to identify the body of The Troll. He was ugly enough when he was alive, what must he have looked like when he was dead?

To be allowed to see the bodies in the morgue you must dress up in the policeman's uniform. This can be found at your girlfriend's house, in the closet. If you are not aware of where she lives you could start by searching the basement of Joe's Bar for a clue.

A "MAZE" D BY ELVIRA

I am having great difficulty getting through the maze in Elvira Mistress of Dark. Could you also tell me where I can get some Deadly Nightshade and is it possible to wear the armour from the armoury? I found the GTGA section on this game very helpful but these still baffle me.

Robert Storey, Cheshire

The Nest of Maze creatures should be your aim. To find their lair search out the Lily pond in the centre of the maze and nearby you will discover the nest.



The creatures may look cute from a distance, but let them get close and they will steal your boxer shorts.

TIME FOR TEA IN THE HITCH-HIKER'S GUIDE TO THE GALAXY

I have been playing The Hitch-Hiker's Guide to the Galaxy for a couple of months now and I am totally stumped. Firstly I can't get the watch from Mr Prosser. Secondly I can't become friends with Marvin. Thirdly I can't get past the annoying screen door and lastly, I get the vector plotter, tea substitute etc all rigged up and have jetted around the galaxy (with no apparent purpose but always seem to find myself lost in the maze after a while). Please could you instruct me in ways to overcome these various problems before I have a mental breakdown?

Stuart Miller, Ayrshire

Obviously the recent destruction of your planet has affected you badly if you want to befriend a manic depressive android. Although you may need Marvin's help later, you should be able to discover someone else to be your colleague (possibly a Psychiatrist!).

Don't bother with Mr Prosser's digital watch, in fact I find a sundial far more reliable. I've had mine two hundred years and have not yet needed to change the batteries!

Your problem with the screen door is that it is unimpressed by mere mortals, but if you have managed to get some REAL TEA as well as NO TEA then you have overcome your biggest problem. While holding the NO TEA take the REAL TEA, if you drop the NO TEA pick it up again. The door will be so impressed by your ability to have both REAL TEA and NO TEA that it will allow you to pass.

Finally the truly wise know that nothing in life is without purpose. Having set up the vector plotter, tea substitute machine you are taken on five quests. Take particular care to recover the four bits of fluff that you will find. You might also want to take the tools as Marvin may have a use for them.

POLICE QUEST II

I am stuck on Police Quest II. I can't find any SCUBA gear and can't find any

money to buy a ticket to Steelton with. I think the money is in the river, but how do I get it?

Mike Gregory, Woking

Unfortunately your guess about the money is wrong. There are a few things in the water to collect, but there is no money.

To get some SCUBA gear should be easy for a policeman. You can get access to a police diver. When you get called to Cotton Cove you should search carefully. Should you manage to find some evidence, your partner Keith will know what to do. Diving laws are quite strict, I do hope you have found your certification card in your wallet!

To get a ticket to Steelton you must have finished all the required activities. When these have been completed, your captain will phone the airport and pay for your ticket.

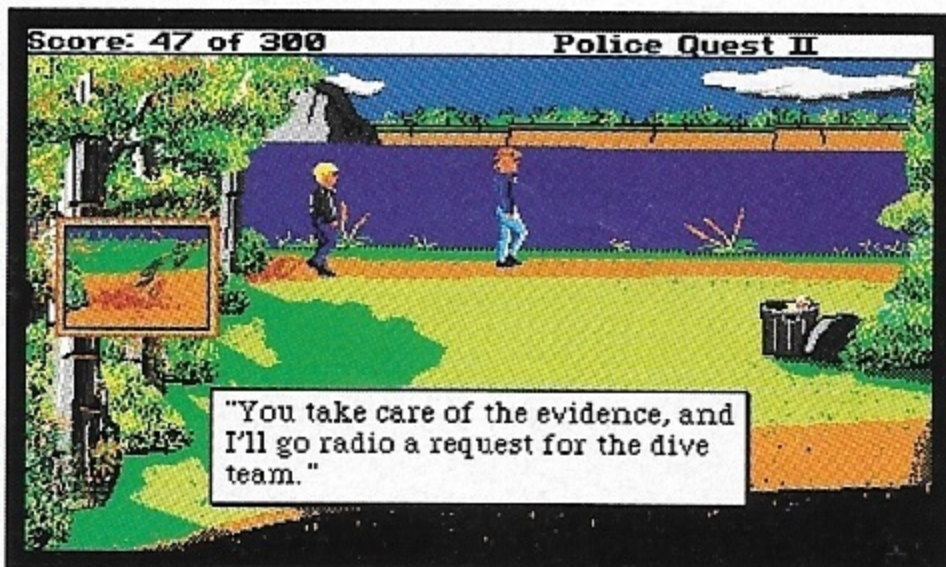
GETTING CRANKY ABOUT BEING LEFT IN THE DARK

I (Matthew) am stuck in Chronoquest. I cannot get down the secret passageway as an electrical shock kills me. I have three punch cards, but if I go up the dark stairs to get the fourth, the lighter goes out. Please help!

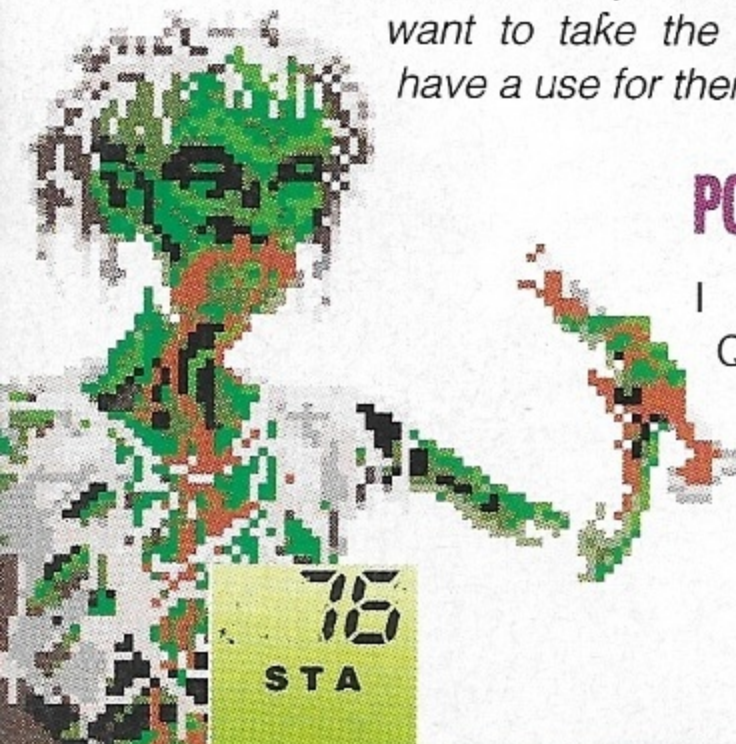
I (Catherine) am stuck in The Colonel's Bequest. I have to get the crank from inside the bell in the bell tower. I have oiled the bell and rung it but it falls on me. Please help me.

C & M Bailey, USA

These are the sorts of problems that keep my apprentice in suspense for months, so you are not alone. Your first question reminded me of a problem I set him last week:



Now you have done the hard work of finding some clues in Police Quest II, let Keith go and do his bit.



An old adventurer's tale tells that a slow but sure way to reach the centre is to follow one wall. It will take you to the centre and return you to the entrance. The PATH to success for finding Deadly Nightshade is invariably always to try your own BACKYARD first.

My apprentice tried the armour on but forgot to drink his potion of strength and spent all day as a knight.

ODE TO A DUNGEON MASTER

The story's old when said and done,
The game's provided so much fun.
The maps I've strived to make for it,
To guide me through avoiding pits.
I've fought and beaten many foes,
I've tried my best God only knows.
The problem is I hear you laugh,
To get my hands on the Firestaff.
I've strived right through until the end,
I've killed the Dragon, Lost some friends.
But now the point I'll get to that,
I do require a better map.
I've heard it said that I can get,
From 'Software Express' that very set.
'Way of the Firestaff' is what I need,
To finish the game Oh yes indeed.
Price and address I cannot find,
Could you supply; Oh be so kind.

M. M.

Both I and my apprentice enjoyed your poetry. He enjoyed it so much he begged me to let him write a poetic answer.

He spent most of the month trying to reply, reading his poems aloud. After two weeks of this torture, poor Dai the Sheep had moved to the Troll's Dungeon and I was ready to move back to Wales. When silence returned, he presented the following poem;

There was a young man, name of White,
Who was stuck in a terrible plight.
Many months did he spend,
Trying to get to the end,
But got stuck with it almost in sight.

As you can see he got a bit carried away and forgot to answer the question, but the address is as follows:

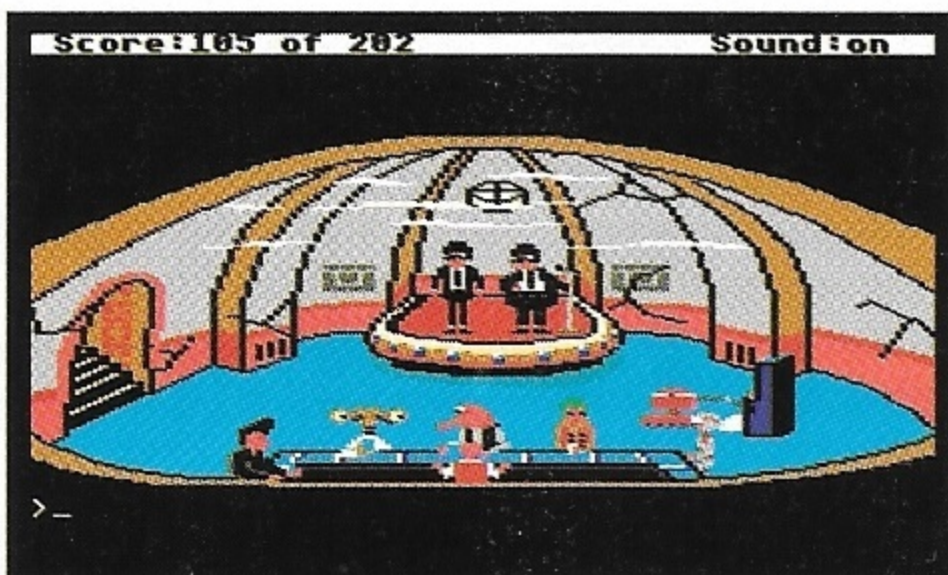
SOFTEX,
212-213 Broad Street,
Birmingham,
B15 1AY.

IF YOU LOVE SOMEBODY SET THEM FREE

I've told everyone that I know that I have been awarded "Dork of the Month" by the Troll. I am stuck with Police Quest I again. When I go to the jail to get Sweet Cheeks to help me, I am unable to convince her. What must I say or do to get her to help me?

R. Smith, Newcastle-on-Tyne

Well firstly can I welcome
an ex-"Dork of the Month"
to the realm of Wengeli. It
does make a change to
hear from
someone
who was
a



After a long flight in a skimmer to get here, you must feel very thirsty. How about a drink?

Dork for only one month, rather than my Apprentice who is a "Dork every month".

As you will know, in order to get Sweet Cheeks to help you, you must say exactly what she wants to hear. If you say "Sweet Cheeks help me with the hotel operation" you should convince her. With a chat-up line like that I really think you should be Larry Laffer rather than a policeman!

SECTOR IS PIECE OF CAKE

Could you please help me with Space Quest I. Currently I am still on the desert planet in the city. I have purchased a space craft and a droid. I have loaded the droid and entered the ship. The droid then asks which sector to head for and I have no idea what to do, please help.

Ben Ford, Ruislip, Middx

Well, in this part of the Galaxy it is known that the explorers meet for a drink in the bar. Knowing this you may want to go to the bar for a few drinks yourself. While drinking listen carefully to what is said, perhaps after a few drinks you may hear what you want.

It is a good thing that you cannot be stopped for drink driving in space. Back here on Earth you would have been over the limit after this particular game.



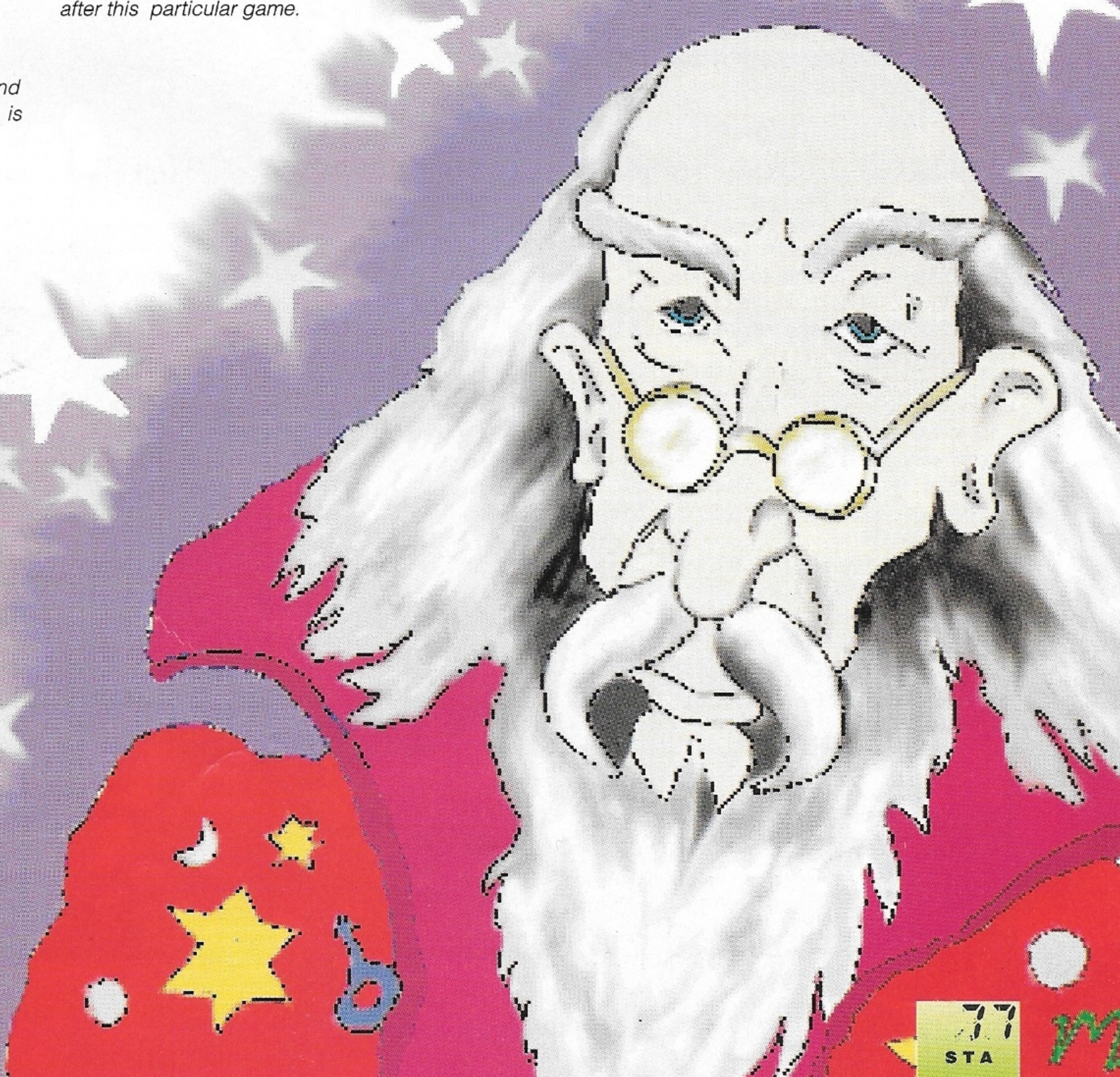
WOOD NOT WONDER AT THE WEIRD SISTERS

I am in great trouble, my band of merry adventurers are doomed unless you can save us. In the great game Sleeping Gods Lie by Empire, we have reached the Misty Mountains of Simala.

There we have found the old hermit who told us to go and find some wood to make a fire with. We cannot find it and usually end up freezing to death.

Mark Willson the Great, Berkshire

My old bones feel the cold so I prefer to find a warm cave to settle in while the apprentice does the searching. The wood can be found on the highest and most icy plain, in the care of the weird sisters. They will leave after giving you a message, allowing you to collect the wood.



Hopefully, the Hermit will have given you something more than advice which will allow you to start a fire to keep warm. The fierce wind blew out the apprentice's fire until he remembered to return to the cave. The shelter of the cave should allow your fire to get started and soon the warmth and comfort will carry your troubles away.

HEAR IT ON THE GRAPEVINE IN LEISURE SUIT LARRY II

Dear Sir Troll. I am yet again stuck in Leisure Suit Larry II. I know that you oh warty one will know the answer. I am off the plane and have reached the swamp. I have tried GRAB VINE everywhere but it just says "The vines here are too high for you to reach". Also in Leisure Suit Larry III I have changed into Patti, now what should I do?

John Burge, Upminster

Fortunately for you the Troll is no longer here, his only suggestion was for you to stand on Mitch's shoulders (that's what he had to do!). I shall however tell you the way. There is a faint pattern in the soil that shows you the areas upon which to walk. This route goes from where you stand to a large rock just south, then east via the monkey's starting rock to the edge of the scene. You should walk across the swamp, remembering that a wise adventurer would pause to save the game occasionally.

Now you should walk by the river, stopping beside the large GREY rock on the Northwest shore. You will be pleased to know you can now SWING ON THE VINE. As soon as you are on the 1st vine, SWING ON THE NEXT VINE. Then as soon as you are on the 2nd vine you must again, SWING ON THE NEXT VINE. Finally on the 3rd vine, RELEASE THE VINE and drop to safety. Now you can PULL THE VINE FROM THE TREE BRANCH (you never know when you may need it!), and continue Northeast to the Beach.

As for Leisure Suit Larry III, surely you can use your common sense! Do as any self respecting girl would do... and put some clothes on before you catch your death of cold!. Once you are 'decent' you must then go after Larry, now the object of your quest.

THAT SINKING FEELING ABOUT OPERATION STEALTH

Alas I am stuck again in Operation Stealth. The troll told me to change all my money to coins in the bank so I did this. When I was captured I swam to the shore and still had all my money. I then brought a bracelet and went to my hotel room where I was captured yet again!

I was taken onto a boat where I operated my bracelet. Next I was thrown into the water and inflated my bracelet, the ropes fell off but

I was unable to swim away. Please Help.

Gary McMillan, Belfast

For this one you are going to need help from someone with a boat, but first in true secret agent style you must rescue the girl. As I have heard the apprentice saying recently, "Stay Cool Dude", so when you are thrown into the water allow yourself to sink out of the kidnapper's view. When you have sunk close to the sea bed inflate the bracelet. This will allow you to swim to the girl and free her. On your return to the surface her friend is waiting for her with a boat, and may even give you a lift.

GOING UNDERGROUND IN FUTURE WARS

Help, Help, Help, I have a few problems. I am stuck in Future Wars, I have reached the RUINED CITY and got both the Blow Torch and Fuses but I can't seem to leave this location. How do I leave?.

I am also playing XENOMORPH, how do you complete this game? I am sure I have been everywhere at least twice but I just don't know what it is all about.

Yours completely stuck,

Russell Christie, St Annes, Lancs

You have obviously carried out a search of this area to try and find the secrets of the ruined city. In your haste however you have made the same mistakes as my useless apprentice. He insists on rushing about to collect the obvious, and manages to miss the more important clues and objects. If you had moved the rubble at the centre of the second screen then you should have uncovered the exit.

Perhaps my predecessor the Troll had psychic powers, unfortunately I have not. Wise though I may be I am unable to guess at what stage you are stuck in Xenomorph. If you should have a spare crystal ball that I

may use it would be appreciated, failing this a description of your dilemma would allow me to decide on your next move.

Unfortunately as both Wengeli and his apprentice have much work to do they are unable to send answers to individual questions. They will however try and answer as many as possible each month on these pages.

Please send all letters, etc to the following address:

**Wengeli the
Welsh Wizard,
Y TY CNAU,
c/o
27, Holmoaks,
Rainham,
Gillingham,
KENT
ME8 7DE**

(Answer to puzzle - the match!). It took my apprentice more than a week to get this one right, and even that was because he ended up asking Dai the Sheep!



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

It includes five different tests, each making use of more than 5,000 words – so much variety that you'll never get bored.

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



- **5 DIFFERENT TESTS**
- **OVER 5,000 WORDS**
- **FOR AGES 5 TO 15**

SPELL! only costs £8.95. It is now available on disc and tape for six of the most popular home computers and can be ordered on the form below.



3615

PHONE ORDERS: 051-357 1275

Super Splendiferous STA Survey

We at **ST Action** try hard to give you the kind of magazine you want. We use these surveys to assess the type of readership **ST Action** has, and then attempt to adjust the content of the mag accordingly. Hundreds of people responded to

our last survey. Now it's your chance.

The findings of other surveys were very helpful with the result that **ST Action** has tried to create additional pages to cater for its wide audience. Once you have completed your survey, return it to the address

below and you could win yourself a game of your choice. Send your survey to:

ST Action Survey, Europa House, Adlington Park, Macclesfield, Cheshire SK10 4NP.

1. How old are you?

- ☐ Up to 12 ☐ 12-14
☐ 15-19 ☐ 20-25
☐ 26-35 ☐ 36-50
☐ over 50

2. What is your occupation?

.....

3. What consoles/hand-held machines do you own?

.....

4. What type of ST do you own?

- ☐ FM ☐ E ☐ 520 ☐ 1040

5. Which computer magazines do you regularly buy? List them in order of preference (include **ST Action**):

- 1..... 5.....
 2..... 6.....
 3..... 7.....

6. What types of games do you like?

- ☐ Shoot'em-up
☐ Adventure
☐ War/strategy
☐ Simulations
☐ Role-playing (RPGs)
☐ Puzzle (Tetris, Puzznic)
☐ Racing
☐ Platform

7. How do you rate the following?

- | Great! | Good | Average | Poor | Naft! | |
|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------|
| <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | Game reviews |
| <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | News |
| <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | Coverdisk |
| <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | Coverdisk pages |
| <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | Monthly feature |
| <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | Sneak previews |
| <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | PD |
| <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | GTGA |
| <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | Wengali The Wizard |
| <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | Top 20 charts |
| <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | Competitions |
| <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | Budget Basement |
| <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | Letters |
| <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | Back Passage |

8. What are your 3 favourites from the above in order of preference?

- 1.....
 2.....
 3.....

9. How many people read your copy of **ST Action** (including yourself)?

- ☐ Just myself
☐ Two including myself
☐ Three including myself
☐ Four including myself
☐ More than four

10. Tick 3 of the following categories as your main reasons for buying **ST Action**.

- ☐ Price
☐ Up to date news pages
☐ Interesting reading
☐ Attractive layouts
☐ Adverts
☐ First with reviews
☐ Revealing previews
☐ Coverdisk

11. Have you ever bought games after seeing adverts or reading reviews in **ST Action**?

- ☐ I have bought games by mail order
☐ I have bought games from a shop
☐ No **ST Action** has not influenced me

12. How often do you buy games?

- ☐ More than once a month
☐ Once a month
☐ Once a fortnight
☐ Once a week
☐ Less

13. How much do you spend on software each month?

- ☐ nothing
☐ up to £25
☐ up to £50
☐ more than £50

14. This is issue 42 of **ST Action**, how many of the last 6 issues have you bought? Tick those issues you purchased.

- ☐ Issue 36 World of Horror
☐ Issue 37 Dial A Dream - Modem feature
☐ Issue 38 Caveman Capers - Chuck Rock
☐ Issue 39 Wonderful Wizardry
☐ Issue 40 Switchblade II
☐ Issue 41 Gauntlet III - The Final Chapter

15. Would you like to see extended budget coverage?

- ☐ Yes ☐ No ☐ Not bothered

16. How did you find out about **ST Action**?

- ☐ Stumbled on it in a newsagents
☐ Through a friend
☐ Advert in Games X

17. What do you think of **ST Action's** subscription offers?

- ☐ Good ☐ Average
☐ Poor ☐ Not interested

18. What sort of things would you like to see as a subscription offer?

.....

19. Have you read **Games-X**?

- ☐ Yes ☐ No

20. If yes, what are your comments?

.....

21. If you don't buy **Games-X** what are your reasons for not doing so?

.....

22. What would you like to see in future issues of **ST Action**?

.....

Name

Address

.....

Postcode

Phone number

My choice of game is

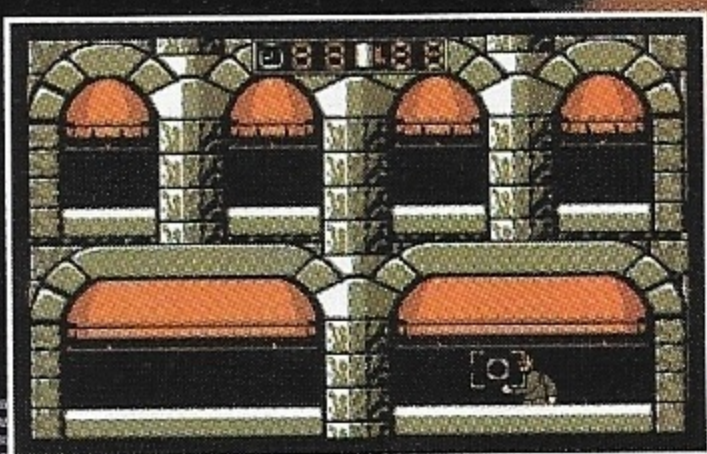
Thankyou for completing the **ST Action** questionnaire. With the information you have given, we will be able to cater for your requirements even more!

Now crime has a new enemy and justice has a brand new face...

Peyton Westlake was a genius of a man. Slaving for days on end, he eventually stumbled across a revolutionary development for creating artificial 'living' skin, excellent for plastic surgery and grafting. He didn't know at that time that he would have to eventually use his invention to rebuild his own life and face.

Robert G. Durant was the foulest of criminals. Somebody had stolen vital information of a criminal brain-wave that was about to be born; this person happened to be Westlake's executive girlfriend. Durant had to get it back and no-one was going to stand in his way.

Westlake was left for dead once Durant's men had set fire to the chemicals in his laboratory, thinking nobody could survive such a ferocious explosion. But they were wrong...



In order to get your perfect disguise, take as many pictures as possible of the villain.



Darkman

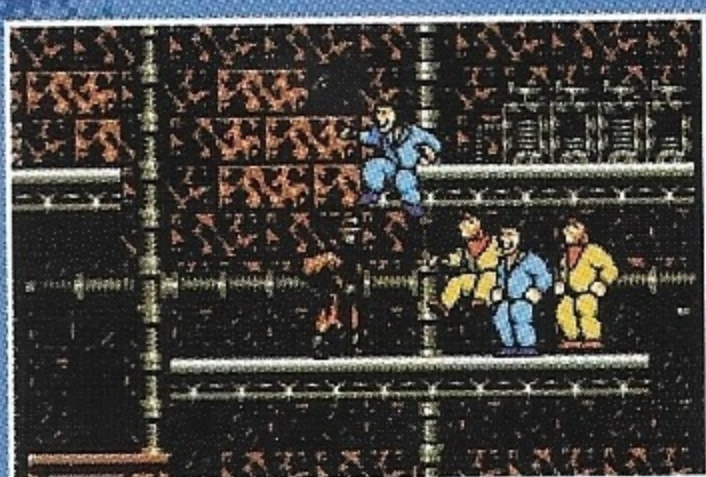
O C E A N

They had ruined his life and everything he had ever owned or loved. Someone was going to pay...

Salvaging some of the equipment from his lab, Westlake started to rebuild both his life and his ingenious creation. Using the artificial skin, Westlake would disguise himself as anyone he chose and cripple Durant's organisation from the very core. The Darkman will be their ultimate nightmare.

Being a big fan of the movie I suppose I am more than slightly biased but when the game actually loaded, I was shocked.

As Darkman, you first have to gain photographic evidence of Durant's mob and feed the information into your computer in order to start formulating your disguise. Throughout the whole game, you have to collect pho-



Your hideout is no longer hidden! After being discovered your only escape is to reach the roof!

tographs of three members of the mob, one of them being Durant himself.

All in all you have six levels to complete, the final being a confrontation with Durant on a skyscraper building site. But revenge isn't easy. The other five levels require you to collect enough funds to keep your operation moving, survive a bizarre rooftop chase and then a daredevil fight for survival while dangerously hanging from the bottom of a helicopter! Allie

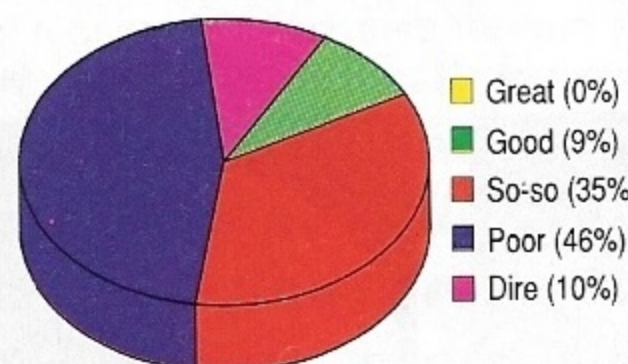


Help Darkman escape Durant by guiding him across the city rooftops while dodging the missiles.



Durant wants you dead at all costs even if it means killing you with an oncoming truck!

PUNTER-POWER™



GAME: DARKMAN
PRICE: £25.99

RATING=58%

Ocean what are you doing? Darkman is yet another scrolling beat'em-up with decidedly dodgy graphics and frustrating gameplay. Although the game follows very closely to the film plot, most of it sees you simply jumping from platform to platform kicking and punching your adversaries. All exciting stuff! The enemy sprites are of very poor quality and most of the time Darkman fades into the brown background. All in all, a very poor attempt.

GAMEPLAY:
SOUND:
GRAPHICS:

A Day At The Zoo

Deep in the heart of sleepy Gloucestershire is a place called Cirencester. And deep within Cirencester are Electronic Zoo. Behind their doors an assault on the Christmas games market is planned. STA now takes an in-depth look at some of the products lined up for the attack.

THE MAGIC GARDEN

When poor little Grobble the gnome gets ordered to take up the post of the King Gnome's gardener it completely destroys his peaceful gnome existence. The thing is, he desperately wants to escape, but the only possible way to do this is to grow a key to the garden on the key tree (obvious really!).

Unfortunately, the key takes time to grow, so, for the time being at least, Grobble has to carry out his duties as gardener. Being a Magic Garden, sometimes things a little out of the ordinary may occur. For example, forgetting to water the flowers will make them get up and walk around, causing lots of trouble.

This may not sound so bad unless the King Gnome comes down to check on his blooms, in which case you'll be for it and be banished.

The Magic Garden will be out at the end of September and will cost you £25.99.

SON OF ZEUS

A lot is being made of this particular title mainly due to its stunning graphics. You play Herackles, the mortal son of Zeus, and you must free the gods trapped by the evil Kronos on Mount Olympus.

To do this, you must find the 12 pieces of

shattered stone which holds the secret power of the Gods. Travelling across the whole of Greece, you must explore the different cities while doing battle with Kronos' minions.

Son of Zeus is being developed by Aeon Design, who are Brian van der Peer and Mick Tinker. It will be out on general release at the end of October, priced at £25.99.

CARDIAXX

Set to blast into the shoot'em-up market is Cardiaxx. Boasting some of the fastest scrolling and gameplay ever (trust us - we've seen it) it places you in the role of a pilot of the latest space technology in the year 3151.

You must speed through the many different space zones and landscapes confronting the alien fleets single handedly.

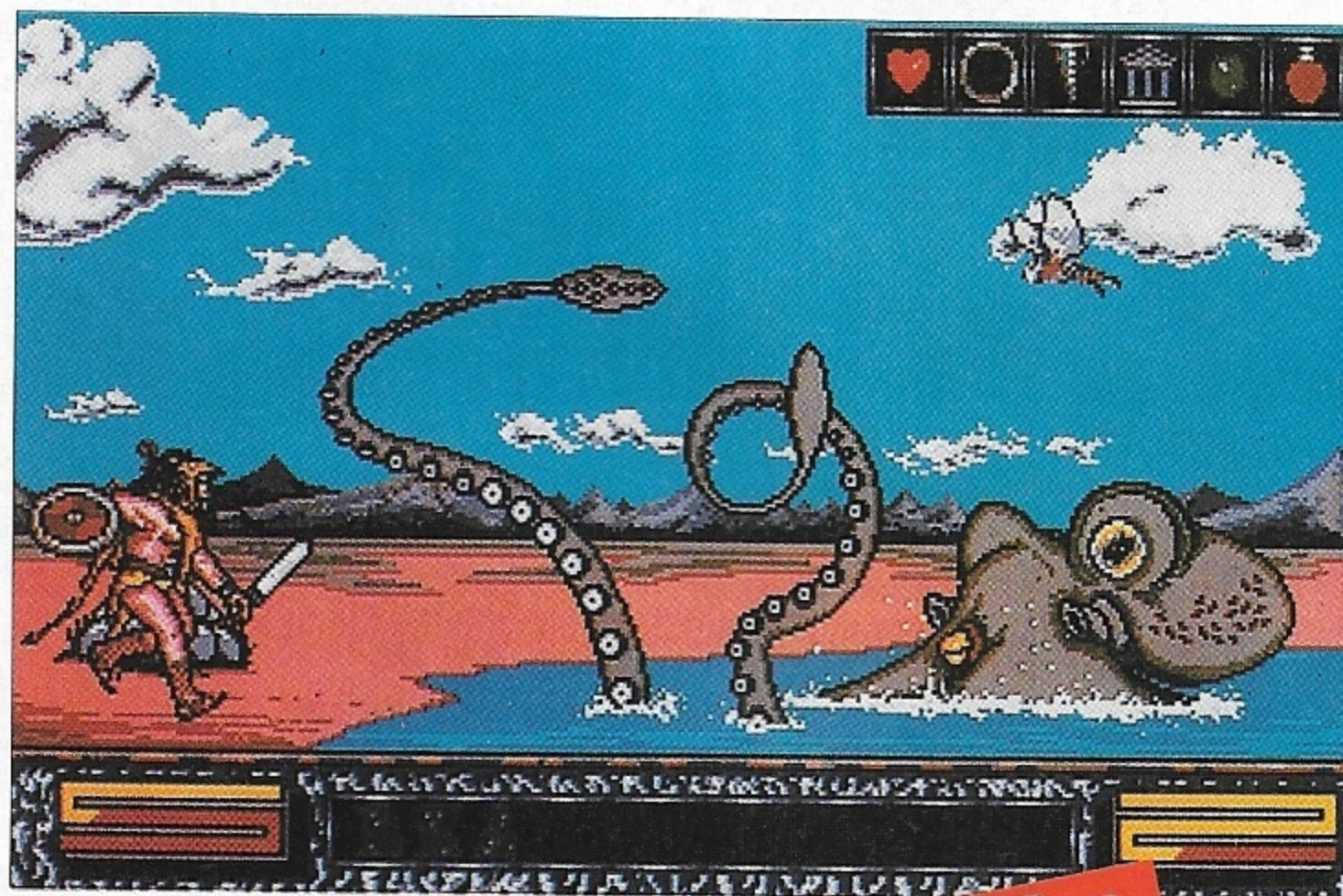
The game has five levels, each containing plenty of exciting zones to play in. There is also a two-player option that should make it worth a look in September.

UNDER PRESSURE

Winner of the Original ideas in an unoriginal plot award is Under Pressure. You take on the role of a badly distressed young man trying to find his gorgeous girlfriend, who has been kidnapped by the meanies.

Pretty uninspiring, eh? The story starts to liven up when you learn that the chap in question is actually a bit of a raver and can be seen regularly parading around in loads of trendy shell-suits and trainers. You must now set off in search of your tart.

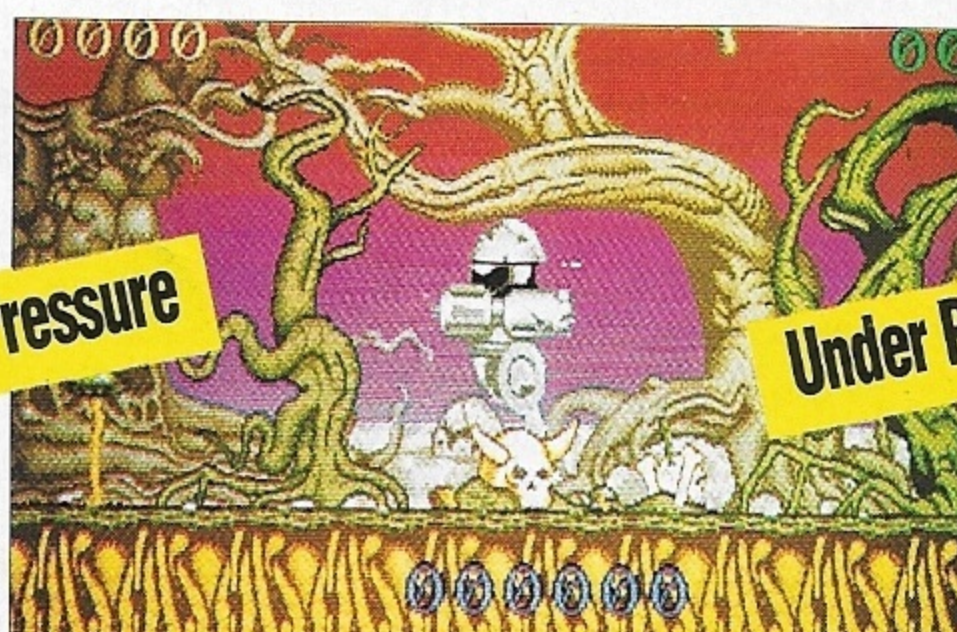
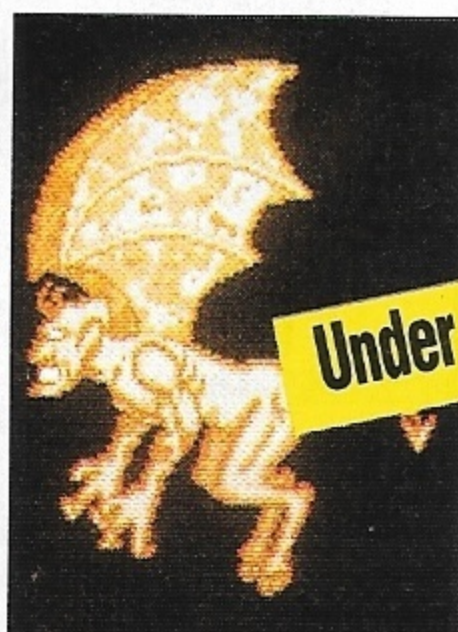
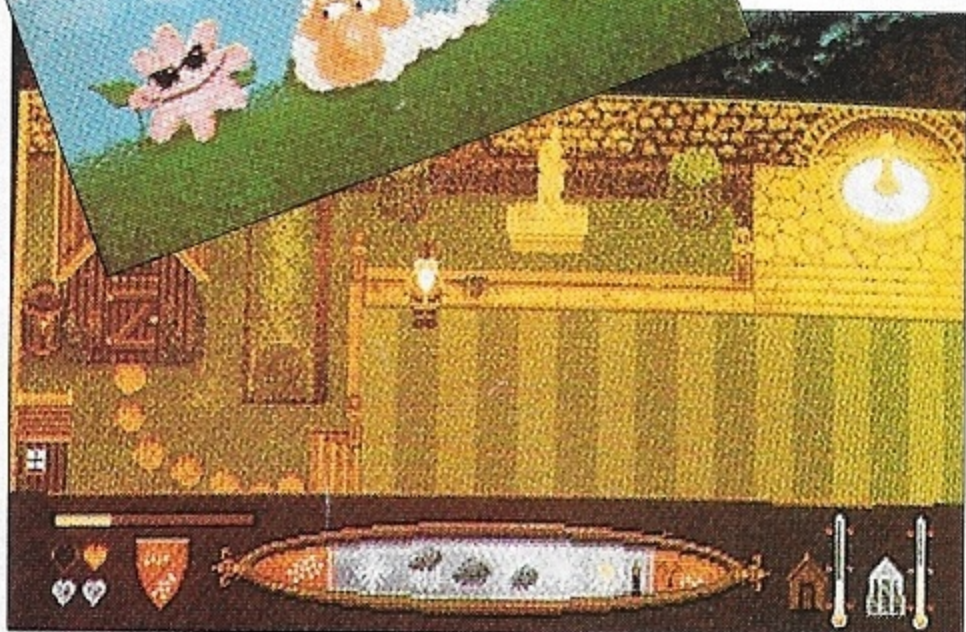
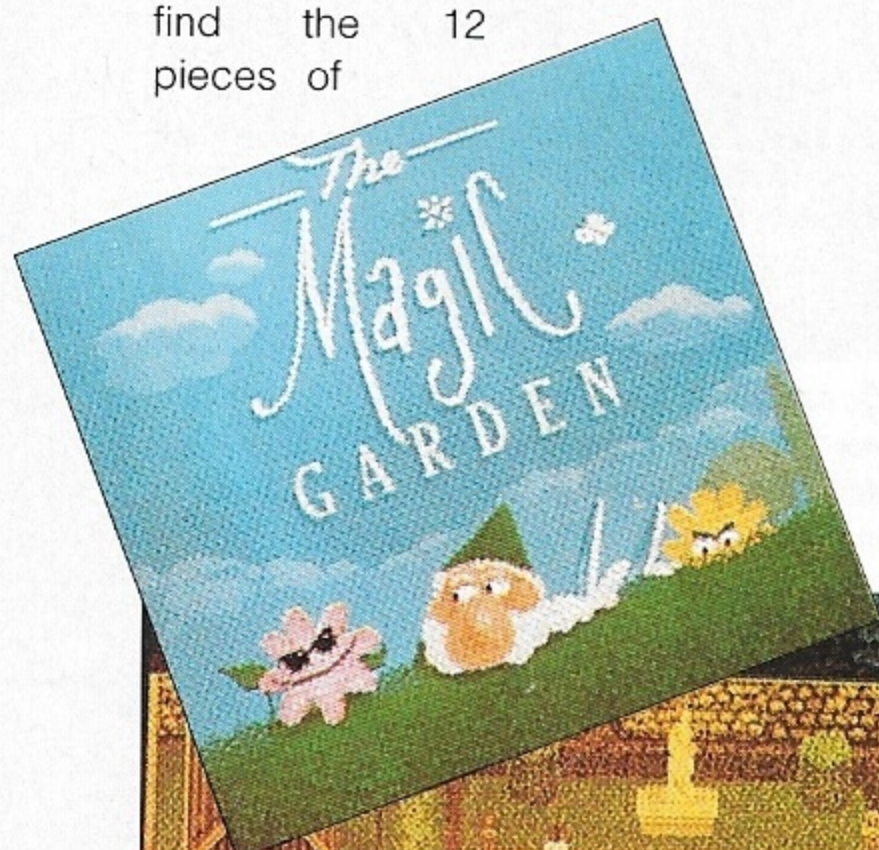
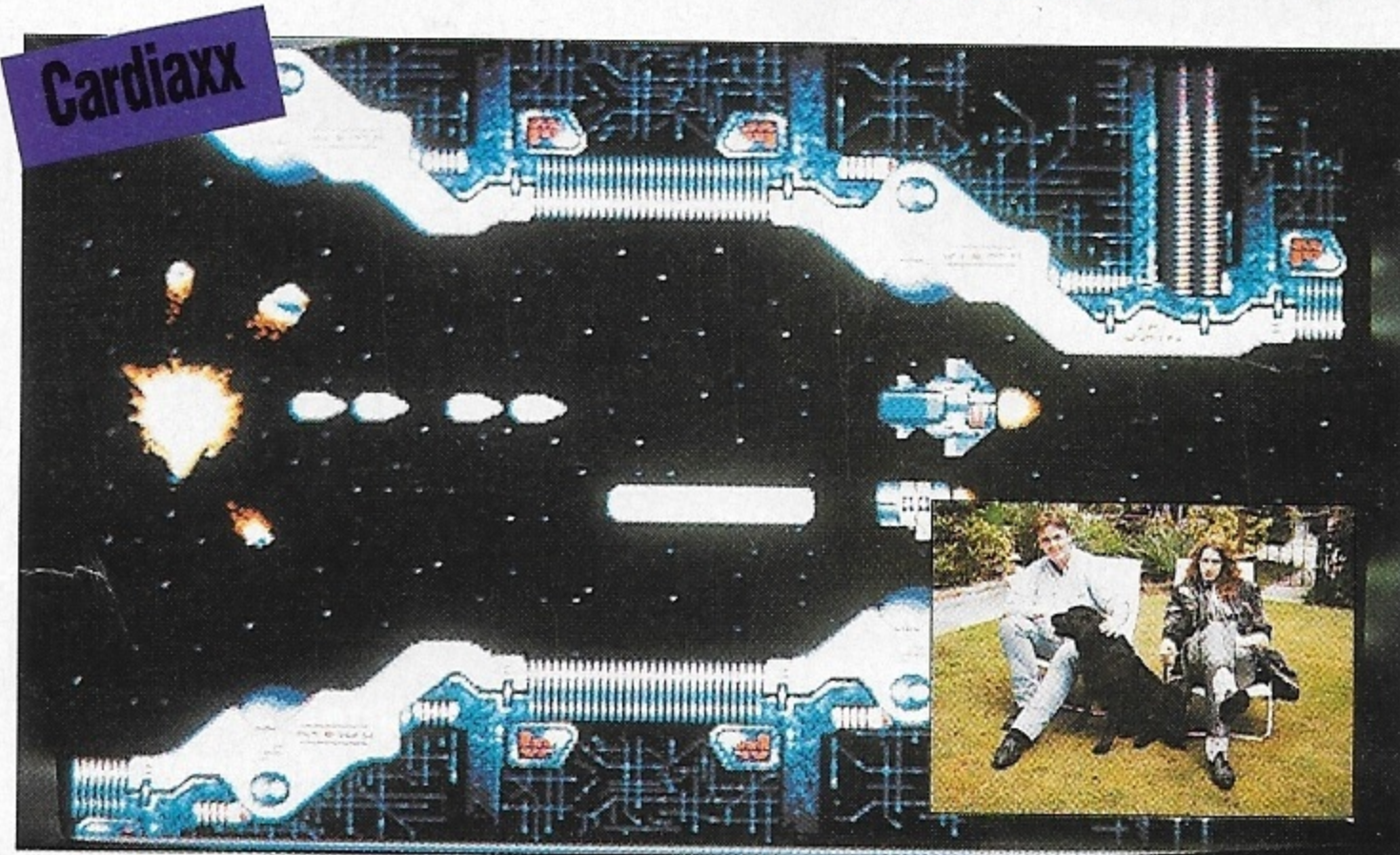
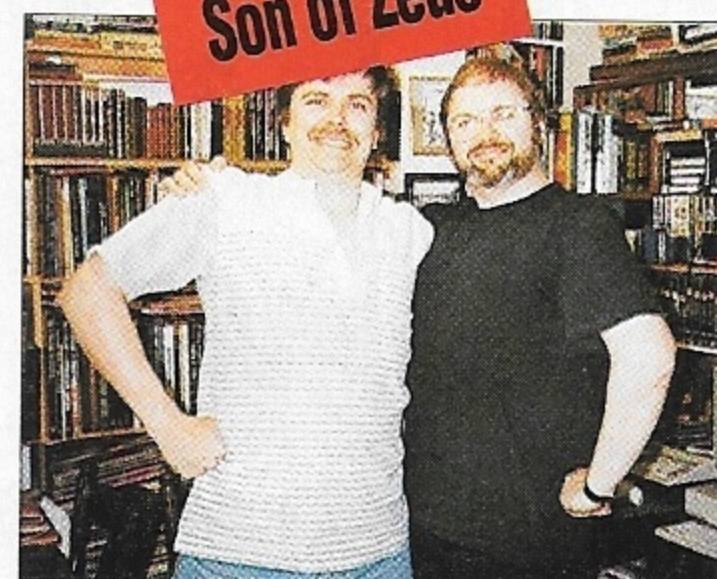
As there's no way he'll survive in his present gear, he must swap it for



body armour which he finds along the way.

Once in his complete get-up he should resemble some sort of sci-fi monster armed to the teeth with assorted weapons.

Eight levels of parallax scrolling along with original music and great graphics make Under Pressure one to look out for when it is due to make its debut at the start of November.



War To Break Out In England

...French declare war on England...Invasion force to strike soon...Prepare for bombing raids...Look out for powerful magicians...

Powerful what? Magicians, wizards, necromancers, the lot! That's what you can expect from Ubi Soft with Celtic Legends while Battle Isle dumps you in the middle of all-out modern warfare! Read on...

BATTLE ISLE

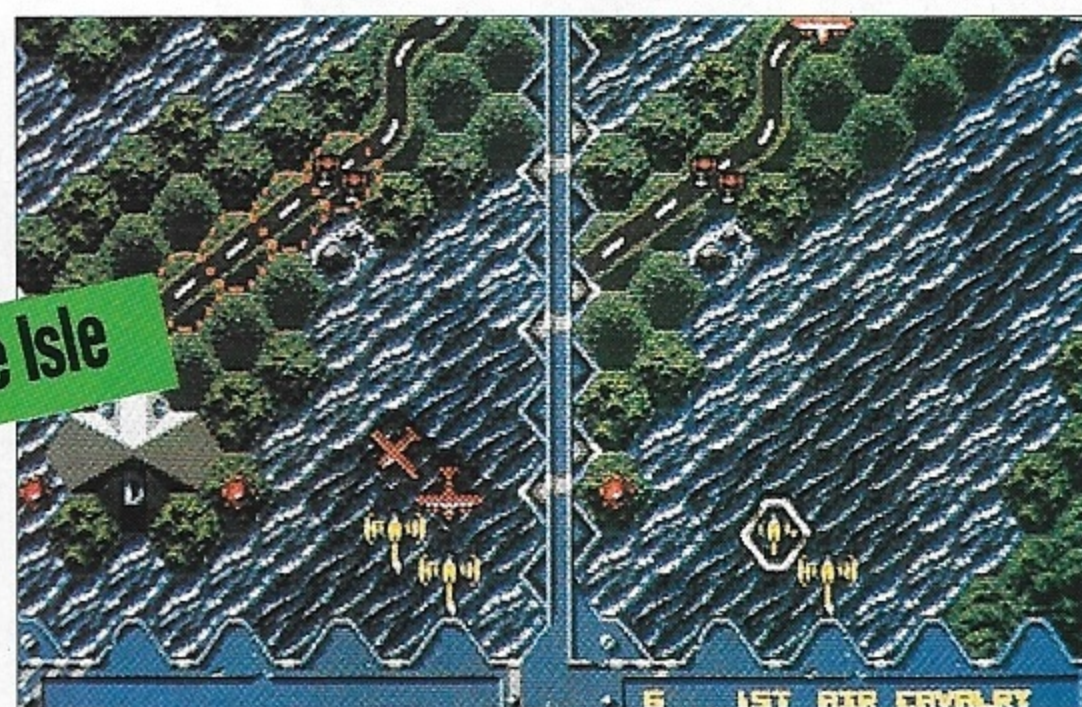
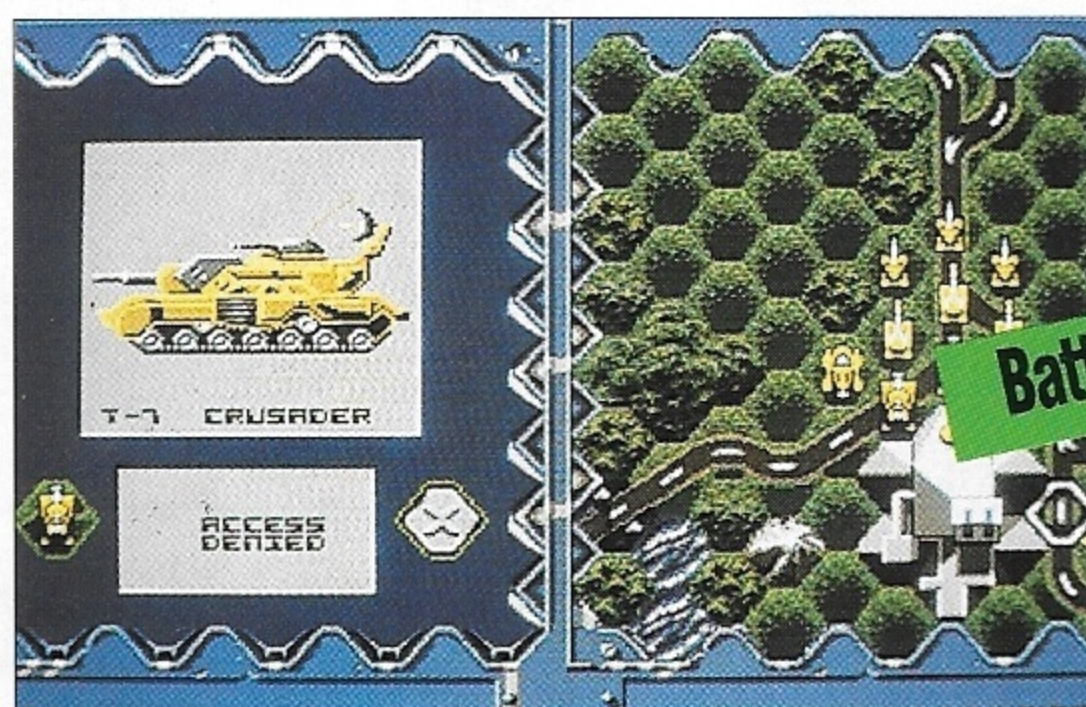
'A STRATEGIC ADVENTURE WITH UNBELIEVABLE REALISM!'

Or so they say! To be honest, Battle Isle is a highly enjoyable strategic game that is certainly worth waiting for. Unlike most strategy games, Battle Isle is extremely easy to understand, enabling you to become quickly absorbed in its enthralling and intriguing gameplay.

The game should sound familiar to you as we briefly mentioned it in our July issue. Programmed by Blue Byte (Pro Tennis fame), they claimed it would '...revolutionise the field of strategic games.' They weren't too far from the truth.

Played with a vertical split-screen view (either against the computer or a friend), you must simply, if warfare can ever be simple, defeat the enemy and evict him from the chain of islands scattered about the playing area. There are a vast number of maps and playing options so you can be guaranteed no game will ever be the same.

So what can you do during the



game? What is the best tactic to adopt? 'Nuke 'em!' might be your first response. That's not too bad an idea except that only conventional weapons are permitted. You've everything from submarines to aircraft, infantry to aircraft carriers, tanks to armoured troop carriers. Factories construct and repair vehicles while H.Q. must be protected at all costs.

To hinder your progress are mountains, hillsides, swamps, rivers and many more physical features of the landscape. You must judge where and when is best to negotiate them. For example, you don't want to

be struggling your way through forests when under attack from the air as your mobility will be undoubtedly severely restricted.

Battle Isle is definitely looking good. You shouldn't have to wait long for a full review so we'll give you all the details you need to know when it's ready.

CELTIC LEGENDS

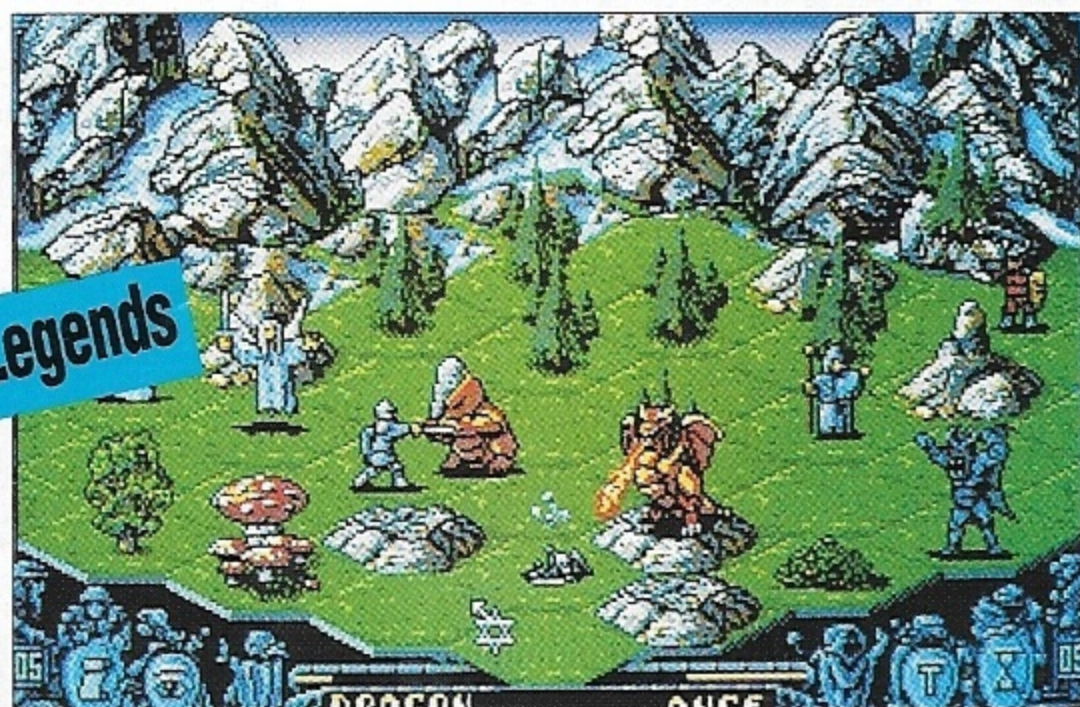
Graphically superb, Celtic Legends is another Ubi Soft title soon to be released onto the ST market. As another wargame, it is set in a less destructive era – back in the year

207. Bullets are replaced with lightning bolts and long-range missiles with magic ones.

Celtic Legends boasts some of the most colourful and detailed mythical creatures to be seen in a computer game. They're not just for decoration, of course. Your task is to defeat the necromancer (mean magical guy for the uneducated among you). To help you about the lands are your fighting friends which you must invoke while the evil Daimog Brulmur (Why couldn't his parents have called him John?!) reincarnates corpses into zombies and all other sorts of gruesome foes. Totally far out, man!

There is a vast array of spells for you to learn. By visiting magical shrines, you can enhance your powers to find yourself with, for instance, the ability to cast diseases on your sworn enemies.

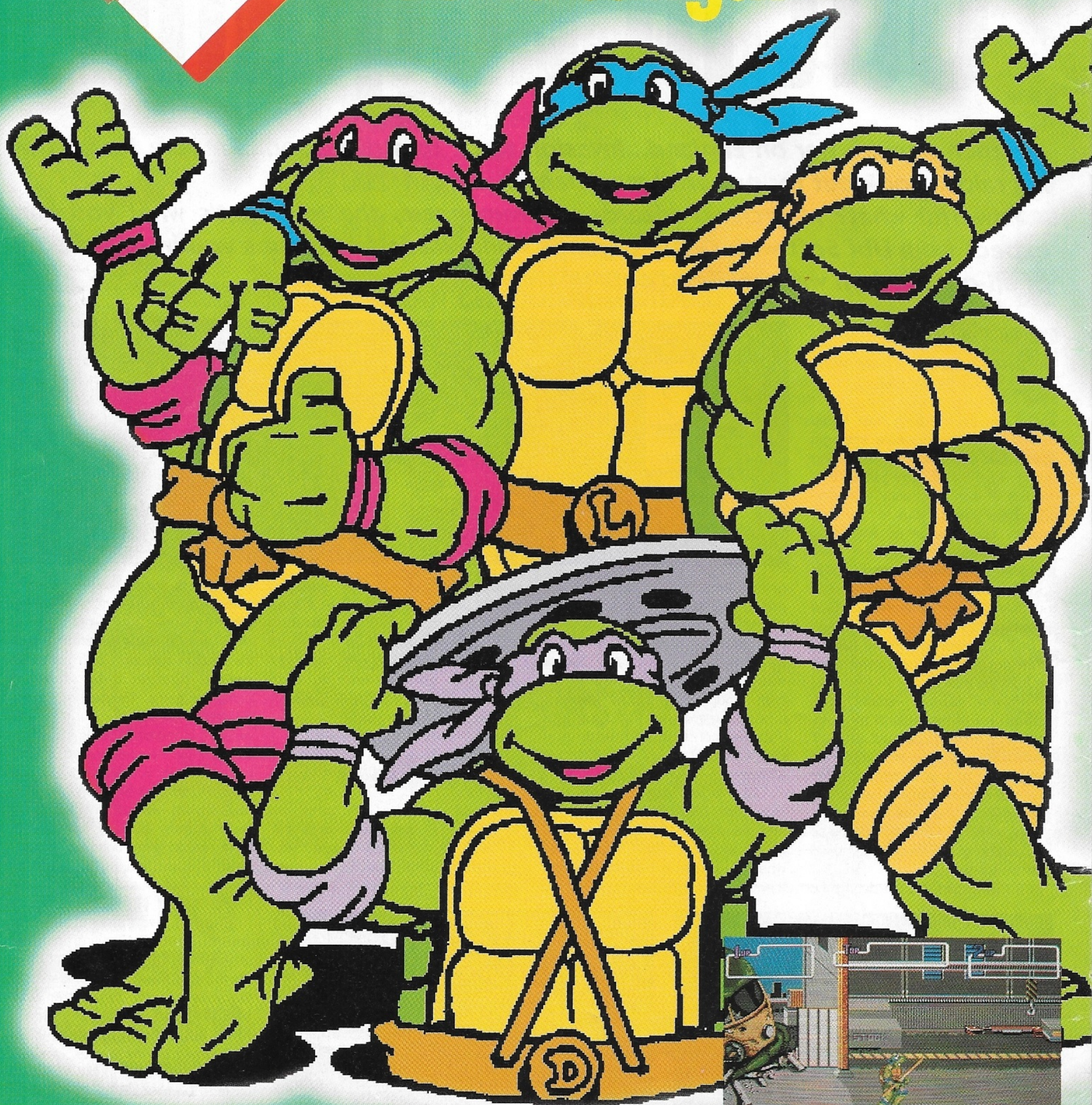
To label Celtic Legends as an RPG would be inaccurate. Strategy arcade is more exact so don't be misled. Even so, RPG fans should find Celtic Legends interesting with enough in terms of playability and gameplay to keep you all satisfied.





Turtles 2 -

Cowabunga!



The Arcade Game

On an extremely hot day, Allie grabbed her Michaelangelo face mask, strapped on a 'half shell' and disappeared off to sticky London to meet those wonderful people down at Mirrorsoft. Surprise, surprise, but everybody was totally and utterly turtle crazy!

"Teenage Mutant Hero Turtles, Teenage Mutant Hero Turtles, heroes in a half shell. Turtle Power!!!" Yes, we all know the corny tune, and at least half of you out there secretly sing along! Don't deny it. Deep down, we would all love to be some sort of hero and the Turtles just happen to be the cutest of them all.

Turtles 2 - The Arcade Game, is not to be confused with the first Teenage Mutant Hero Turtles Game or be connected with the Turtles 2 film. Instead, 'The Arcade Game' is exactly what it says. Mirrorsoft, along with Probe Software, are currently putting the finishing touches to the Konami coin-op conversion, of which the original can be found in every good amusement arcade.

As all you Turtle fans know, you can play the part of your favourite turtle, be it Michaelangelo, Leonardo, Raphael or Donatello, and then attempt to rescue your treasured April O'Neil from a burning building. But first you have to get past The Shredder's evil Footclan and his dozy sidekicks BeBop and Rocksteady! All tactical stuff!

Meanwhile, as you're trying to act all heroic, your Sensei, Splinter, has been kidnapped by Shredder. With April back in safety, you have to destroy the rest of the Footclan, rescue Splinter and then face Shredder in a final confrontation at the Technodrome.

The sanity and welfare of the city depends on the fearless quartet and now all the excitement is about to be launched into your home. Can you wait?

After viewing the next release in a long line of Turtles merchandising, I tapped into the Mercury phone system and talked to Fergus McGovern at Probe Software, the team responsible for the original game and now the arcade conversion. I was lucky enough to tear him away from a heavy schedule so he could give me the lowdown on Turtles 2.

Firstly, I had to ask Fergus if he was a Turtles fan himself, after all they have now done two Turtles games. His reply was:

"Naturally. Isn't everyone? I'm definitely a big fan!"

The release of the new movie has

revitalised the Turtle madness and it is completely obvious that the coinciding release of the game is a tactical marketing ploy on Mirrorsoft's behalf. I asked Fergus how long the Turtles game has been in the pipeline.

"The project is wholly a Probe Software in-house effort and we have been working on the programming for about six to seven months now. It has always been an intention to do the arcade version. The first game was based on the Nintendo console version, but the Konami arcade one is far superior and will no doubt be more successful."

Programming on the ST can cause more than it's fair share of headaches and with the ST market slowly deteriorat-

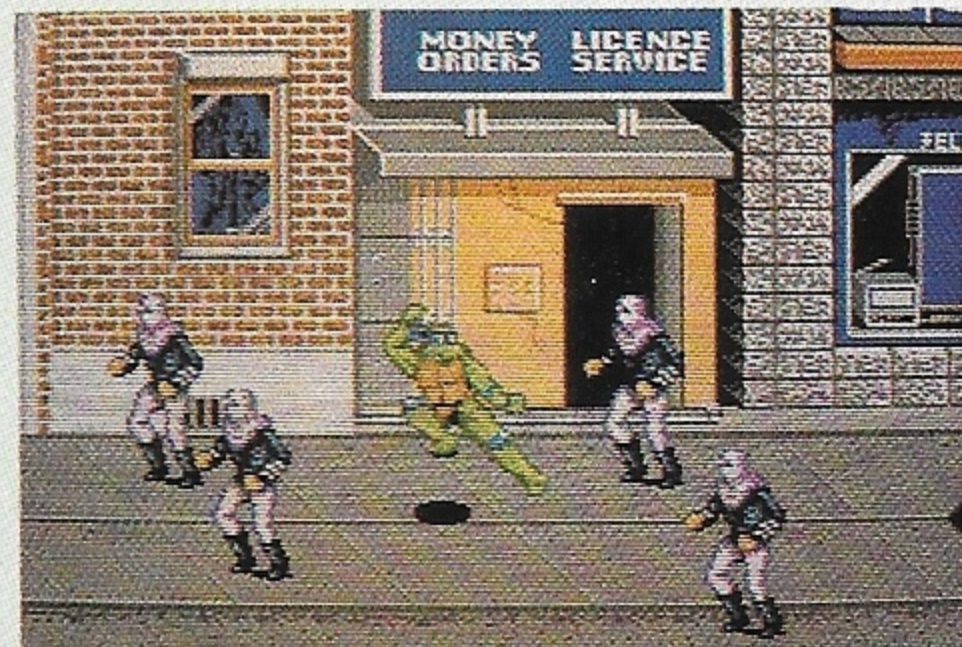
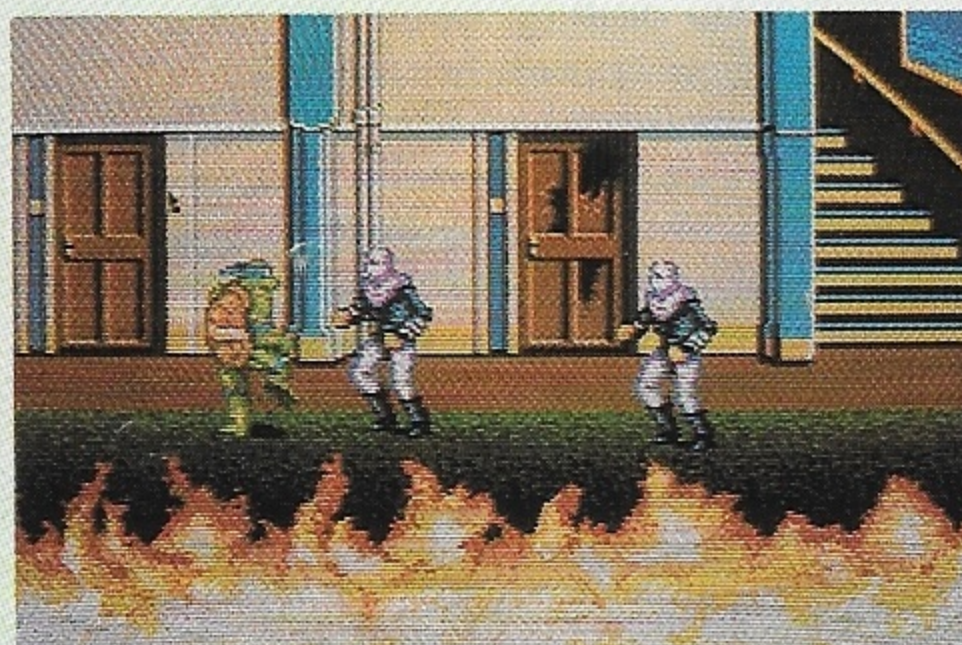


ing, a lot of teams would rather the ST was already dead and buried. Fergus commented that:

"Working on the Amiga is by far the easiest because of the better hardware. Converting the programs to the ST always causes a problem."

He continued, "I have clients asking us to do purely Amiga versions, and to be honest I'd rather do that but of course we would then limit our market. Unfortunately the ST market is declining but the demand is still there, so the ST versions have to stay."

Anyone who has played the arcade version will probably agree that it is incredibly fast and fun, with graphics of top quality. Converting such an impressive game can't be easy especially if you don't want to lose the impact of the gameplay, or the neat graphics.



"We videoed the arcade version and slowed it down just so we could get maximum detail. We've tried to get the conversions pixel for pixel, I don't think we could get it any closer than it already is."

Sounds impressive, but is the gameplay also the same as the original. Fergus continued, "Again it's identical. The game consists of seven levels, both horizontal and vertical scrolling but of course we've had to make some compromises for the Spectrum, etc. Apart from that, it's the same. We've even captured the amusing aspects such as falling down the drains, kicking billboards and breaking the fire hydrants!"

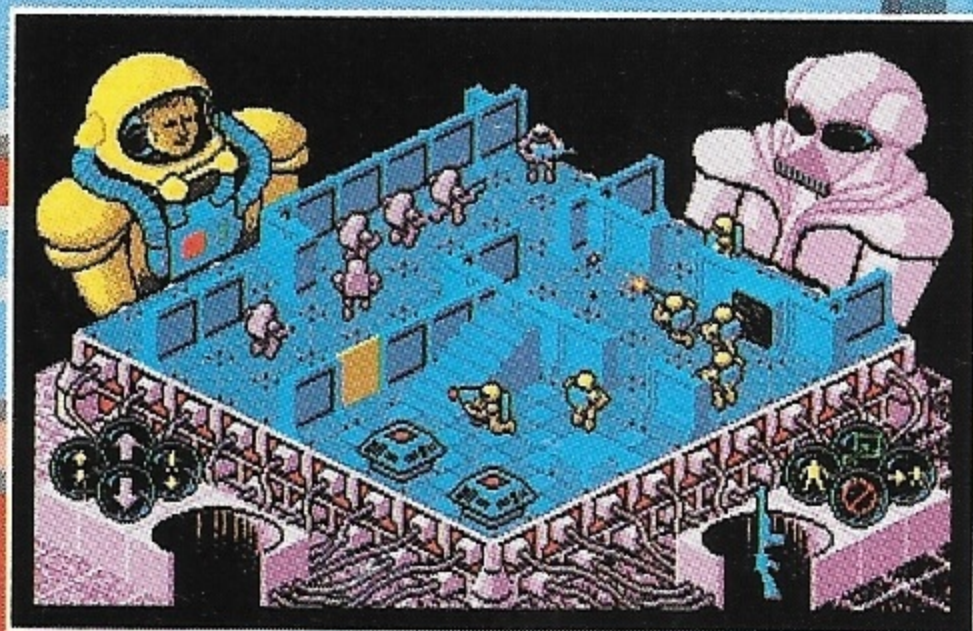
Probe Software have been incredibly lucky to get yet another Turtles commission. I asked Fergus what reason lay behind their good fortune. "I've got a plaque on my wall congratulating us on achieving 420,000 units of sale for the original game in November 1990 alone, the first month of release! Yes, we have been lucky, but basically we proved to Mirrorsoft that we could provide a good quality game and then achieve the all important sales. I think this was our ticket to the arcade licence."



You do realise that because Turtle-mania is hotting up again, in order to play the new game you have to put a green jumpsuit on, green tights over your head, strap a dustbin lid to your back and use an old scarf as a bandana. Then shout "Cowabunga dudes!" and "Totally Bodacious" a few times and amaze your friends by looking like the real thing (Hargh, hargh!). No problemo!

A big thank-you to Fergus McGovern at Probe Software for his time.

SNEAK PREVIEW



Most of you strategy fanatics will remember the release of the original *Laser Squad* a couple of years ago. The game was a sensation with its excellent graphics and gameplay. Now, a few years on, Mythos Games are developing the sequel – imaginatively named *Laser Squad II*. We decided to have a sneaky peek and let you in on what's what! We spoke to Julian Gollop, Managing Director of Mythos Games.

Laser Squad II is a one or two player, multi-level strategy game with fast action and arcade quality graphics. You take control of a well-trained group of combatants called Raiders. You must carry out 12 missions against such adversaries as Triffids, Aliens, Spiders,

Blobs, Imperial Guards and much more. You have a wide range of weapons to choose from including the old faithful Rocket Launcher.

Each mission has its own unique objective and mapped layouts. The maps will fully update as you progress, effectively hiding your enemies until you can smell their breath!

Longer missions are split into stages involving various enemies and terrain. A role playing system is used to recruit and train your men.

Squad members for each mission must be chosen from those available according to their abilities. Each unit is rated for health, reactions, accuracy and hacking. Survivors will be able to

develop their abilities which increase while moving up through the ranks.

Far superior to the original, *LS II* boasts detailed isometric 3D maps and fully animated graphics. A proposed sequel hasn't been heard of for some years, so Julian explained who was working on the product and what the hold-up was: "Myself, and my brother, Nick, are the only people working at Mythos. So, effectively, we are the Managing Directors as well as programmers and graphics artists. The main reason behind the elongated waiting period for the sequel is due to the fact that we were also putting the finishing touches to *Lords of Chaos* on almost every format.

Laser Squad II



"So, between two of us, it took quite a while before we could even consider making a start on Laser Squad II which has only been in development for a couple of months."

Lots of people who own the original Laser Squad will be keen to find out what the main differences will be between the two. As the playability level was so high in the first one, it will be a hard task to match it let alone better it. Julian continued:

"The main difference between one and two is the graphic styling. An isometric 3D perspective has been incorporated into the sequel along with a futuristic outlook on the backdrops. Terrain and firing have also been drastically improved to make the game more playable and a joy to look at."

"All the characters have 8 frames of animation so they can even kneel down when firing, making it a lot more realistic. The firing map has been changed to a 3D version so it's much more convincing when you fire or throw an object. "The missions have also been increased so there is actually double the amount of playable levels than in the first game. The idea is to complete one stage and then it will load in another, so one level could take quite a while to finish."

A lot of thought has obviously gone into the pro-

gramming of LS II so I asked Julian whether his team had any influences, especially regarding the isometric perspective.

"Many games nowadays are using the isometric graphic design as it is so popular. We looked at many games but we paid special attention to such games as EA's Populous, US Gold's Shadow Sorcerer and Grem-lin's Heroquest. Most of the improvement ideas came from myself and Nick."

Most of you will be wondering whether a game of such in-depth content could possibly run on a half-meg machine, so I asked Julian:

"Laser Squad II will run on all STs and will probably be on two or three disks but we're not sure yet. It depends really on how much space we have left and if we decide to make any more improvements."

The obvious question on everyone's lips is whether there will be a Laser Squad III or not. With the success of the first and the inevitable success of the follow-up, a third seems very likely. That decision lies in the hands of Julian and Nick who said:

"There are no plans for LS III at the moment but there will definitely be extra mission disks. There is also talk of a scenario editing disk that will allow you to make up your own missions, strengthening the already expected life span of Laser Squad II."

NAME: Jonlan

RANK: Veteran

Stat	Value
1	40
2	32
3	64
4	55
5	24
6	32
7	15
8	40
9	16
10	31
11	23



Death



Fear for your lives and run like hell, for a demonic sword of intense magnitude has a craving for your soul and it's leaving Oxford on the next British Rail slow train. You don't believe us? Well if you're sitting comfortably read on and let Allie West tell you a story...

Once upon a long time ago in a far and distant land, a mighty hero by the name of Karn was bringing law back to a land of Chaos (yes, another scantily clad, muscle-bound oaf with a brain the size of a pea). Unfortunately, the Chaos Lords weren't all that happy about Karn's acts of heroism and they were slightly miffed to say the least. Something had to be done.

These powerful, but evil, wizards summoned the forces of a high demon to help them in their quest to rid the land of the do-gooder Karn. Their demonic plan was to convince the apparition from hell to wreak havoc across the land in the form of a powerful sword, Deathbringer, and suck the souls of its victims to keep itself alive.

The ultimate aim was to defeat Karn, but by some quirk of fate it found itself in the very hands of its enemy

giving Karn a new lease of energy. And so Karn's destiny had been stamped firmly into the history books....

Working under the Empire banner, Oxford based programmers ODE or Oxford Development Enterprises if you want to be pedantic, are currently putting the finishing details to their latest product, the barbarianesque hack 'n' slash Deathbringer.

With the release date getting more and more imminent, John Wood was able to break himself away from the labours of programming in order to have little chat!

John, along with graphic artist Colin Swinborne makes up the brains behind the Deathbringer brawn, but John claims that the project is mainly designed by committee where someone puts forward an idea and they then try and work with it. Strange

set up, but it seems to be working to ODE's specification. He explained: "It's hard for a couple of people to come up with good ideas all the time, so with general help from the rest of the team we end up with a varied product."

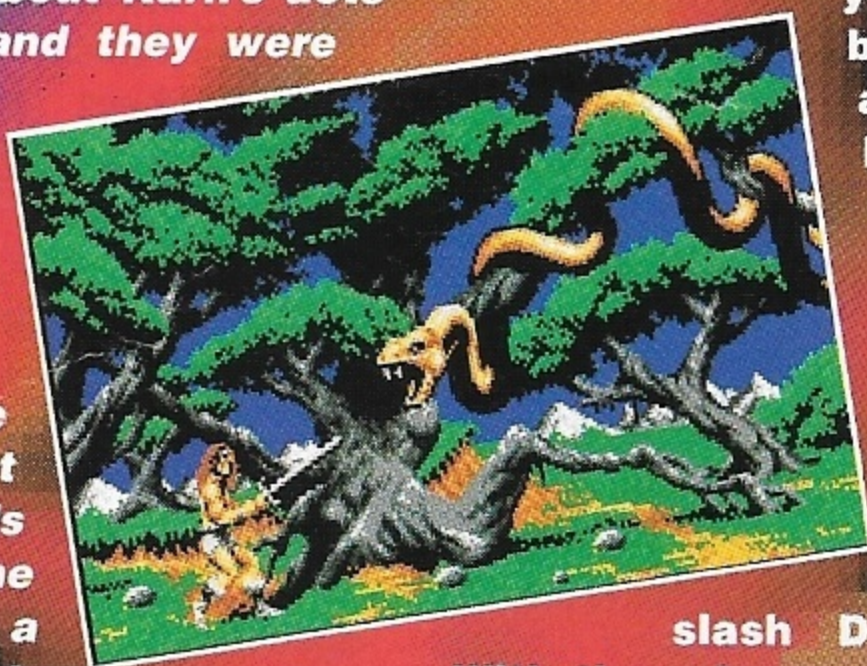
The RPG and Fighting Fantasy fans among you may notice the uncanny resemblance to author Michael Moorcock's eternal champion, Elric, and his doomed runesword Stormbringer. We asked if this was an intentional trait. "Er yes, in a way! We are more or less playing on Moorcock's ideas because the Stormbringer thing is such a good plot, but we are in no way ripping Moorcock off. It's more of a gentle dig!"

With both ODE and Empire hoping for a September release, John is very pleased with the progress that they have made and how far they have still got to go. "I originally started work on the

parallax sometime before Christmas and was intended for use in another game, but that didn't work out, so the main context of the game has been in progress since mid February. The coding is finished along with most of the graphics but there are always little bits you want to add to! It's mainly the data design left to finish now though."

The parallax scrolling that John has perfected for Deathbringer has to be the most adventurous programming ever to be seen on home computers.

We asked him to explain what it actually consisted of. "The main landscape is made up of 36 lines of 'proper' parallax, but there are three or four extra 'pseudo' lines making up the clouds and so on. We consider the complexity of the parallax to be relatively original; I don't think there's another game quite so adventurous!"



bloringer

On top of the impressive parallax, Deathbringer also contains nicely animated sprites, some that are guaranteed to bring a smile to your face.

John said of the tongue-in-cheek element: "I'm bored with the standard hack 'em up factor in games these days and I think we had to take the edge off straightforward violence.

"You also need something to keep the interest going, and by adding the comical creatures I think it gives the players the added incentive to find out how many more there are."

Deathbringer contains 32 different levels, or stages, over five landscapes and approximately 30 varying creatures to unleash your anger onto, including the fun ones, so you've definitely got your work cut out for you.

Considering how big Deathbringer's gameplay is we asked John if he would be including a code system after level completion. "There won't be an official one but you can start on the level you died on."

There is a catch though punters. John continued: "Unfortunately this doesn't apply if you switch the computer off, you've then got to start at the beginning again. It's all in order to keep the interest going." We believe you John!

ANCIENT ADAPTATIONS

Not satisfied with writing just one game, the ODE team are also working on Volfied, a conversion of the arcade game Qix (pronounced Kwix!) which was in turn a progression of another coin-op called Styx dating back to the original days of Space Invaders!! Phew!

The idea behind Volfied is to capture 80%, or over, of the playing field using a small craft to leave a trail behind it. Using the trail, you have to block off as much of the grid without the aliens destroying you first. Sounds complicated, but the gameplay is really simple.

Working on a basic idea, the other half of ODE are just as excited about their forthcoming release as their Deathbringer colleagues. The Volfied programmer, Richard Horrocks explains why: "It's got a really simple strategy based closely on the original arcade format, and it's not exactly that complicated. You can take the game whichever way you want, whether it's strategy based or pure fun. I think it's terribly addictive!"

Working with Richard on the Volfied project as the only other in-house writer, is Walter Bayer who is in charge of converting the arcade graphics, but there is outside help in the form of such groups as Digital Light And Magic, for example, who are working on the C64 conversion.

Richard commented on the team's progress as a whole: "The original work started, off and on, back in February but in total I would say that it's roughly four months

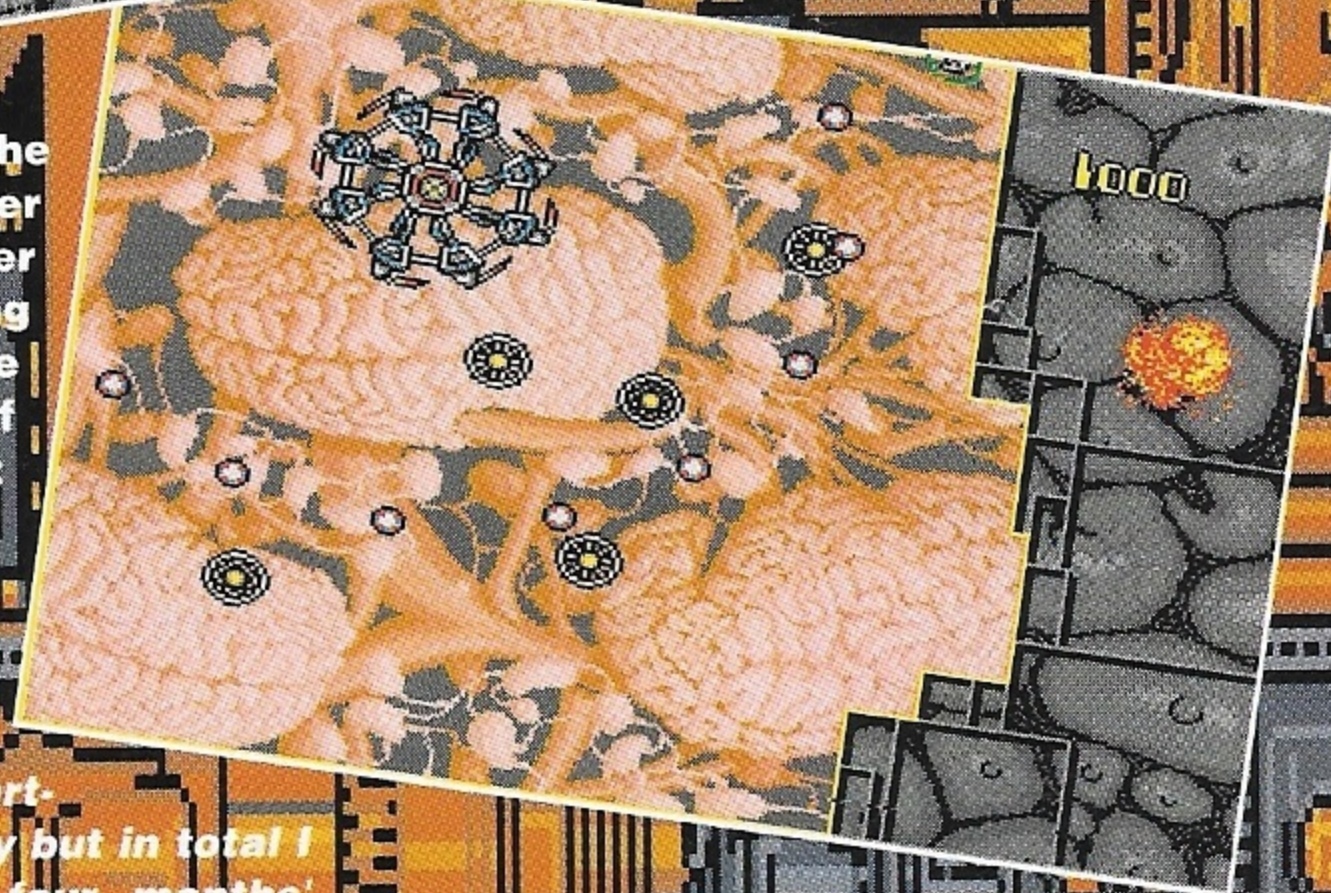
worth of work. We should hopefully be finished in another two or three weeks - we've just got to tweak the codes and the gameplay and then we're done!"

Richard continued: "We've taken a lot of time converting the arcade graphics as we wanted it to be as close to the original as possible. We wanted to capture the arcade properties and hopefully we've left nothing out."

Volfied has 16 different levels all taken from the original coin-op and it will also have the facility to choose between easy, medium and hard skill levels. Taking this into account, all in all the player is faced with approximately 48 playable levels of both action and thought.

As with Deathbringer, Volfied is set for a September release and although the Amiga version is extremely close to completion, Empire appear to be holding its release back to coincide with the ST version. We shall just have to wait patiently and see...

Thanks to John and Richard for sparing the time to answer the above little ditties.



BUDGET BASEMENT

RED HEAT

THE HIT SQUAD £7.99

The Hit Squad seem to be working overtime lately, releasing hordes of titles on their excellent budget label. Next up for the picking is yet another Arnie film, the Russian thriller Red Heat. Will we ever be spared from the Austrian superstar?

You play the part of Arnie who is a disciplined and particular Russian detective who gets teamed up with a laid-back American detective (James Belushi in the film) in a mission to capture a Soviet drugs dealer. In typical Arnie style, you have to rampage through the levels and defeat everybody in your path without getting killed yourself!

Following closely on the film plot, you meet your adversaries in a sauna, a hospital, a hotel and a bus depot, and they will try and thwart your mission any way they can. The only sure way you can accomplish your aims is to dodge the barrage of weapons that fly in your direction which include knives, glass, hot coals, gun-fire, and syringes to name but a few.

ACTION ANALYSIS

Although the playing area is incredibly small and leaves most of the screen dormant, Red Heat is an entertaining beat'em-up in true Arnie style. Unfortunately, the game only has four levels, all of which are relatively easy to complete, but the graphics are very defined and the controls are simple and effective.

ENJOYABILITY
RATING
74%

VALUE FOR
MONEY
7/10

BEACH VOLLEY

THE HIT SQUAD £7.99

When it's hot and humid outside and the sun is beating down from a clear blue sky and you're sitting in a stuffy non-air-conditioned office, do you start to day-dream about surf, sea and sand on a Californian beach? Or do you dream about a nice cool beer and putting your feet up in front of the telly? If it's the first then you're in luck. Read on!

Unfortunately, we're not offering you a holiday in the sun or even an hour on a hot and steamy sun bed. Instead we are giving you the opportunity to become the ultimate Beach Volley champion! Gee Whiz, scream the girlies. Yes, we ask you to take your position on a Volleyball court and prove your worth.

O.K. so you've never played volleyball in your life but it's not the end of the world, the rules are incredibly simple! The object of the game is to keep a ball off the ground using your fists and knock it over the net to your opponent's half. A point is won when one side drops or fails to return the ball.

ACTION ANALYSIS

Beach Volley is a nicely animated game with smooth scrolling and easy to control sprites, but the gameplay lets it all down dramatically. There are loads of much nicer sport sims on the market for a few extra pennies, and even though this is a budget game it falls decidedly short of the mark.

ENJOYABILITY
RATING
62%

VALUE FOR
MONEY
6/10

TV SPORTS FOOTBALL

MIRROR IMAGE £9.99

Touchdown!! Who will win the Superbowl? Who will defeat the famed L.A Raiders? Who will shake the San Francisco 49ers to the bottom of the League? You now hold the answers in your very hands! Whether you're a fan of Joe Montana or even the mighty 'Fridge', go for the long pass and amaze your friends!

Included in your package to the Superbowl is the facility to choose your team out of 28 and then pick and choose your players depending on their stats. Also, you can coax a friend into battling against your team to make things more realistic and exciting. Great stuff!

'But wait', I hear you cry! You don't like getting battered and bruised on the playing field and you want to play from the sidelines. You wimp!! Even though it's the cowards way out, yes you can play from the coach's point of view and manage your team's performance while staying clean and unhurt. What more could you ask for?

ACTION ANALYSIS

American Football isn't everyone's cup of tea and some may find it incredibly difficult to understand, but if you have the incentive and patience to work out the rules then you are in for a really entertaining treat. This is by far one of the best American Football sims on the market and too good to turn a blind eye to.

ENJOYABILITY
RATING
85%

VALUE FOR
MONEY
9/10



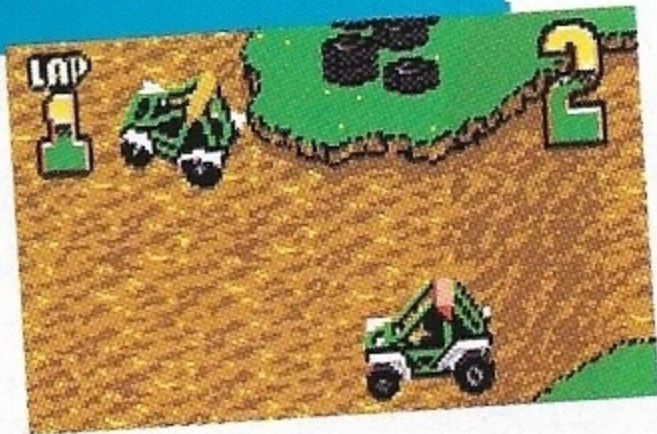
RUN THE GAUNTLET

THE HIT SQUAD £7.99

Did the TV programme start your adrenaline pumping furiously around your weak and feeble body, making you wish that you were racing for your country? Or did it make you switch channels to watch Songs Of Praise? Which-ever, Run The Gauntlet is now available on the budget label whether you like it or not...

As with the TV programme, you find yourself battling through mayhem on the off-road course, the water, and the assault course, in numerous different crafts. You have to cultivate your skills with speedboats, jet skis, hovercrafts, buggies and supercats, with the ultimate aim of bringing your team home victorious!

You have the choice to race under one of three flags - Great Britain, Holland or the U.S.A - with a mate or the computer. Playing under the two player option is an enjoyable romp through mayhem while bumping furiously into the other vehicles (ooh er!).

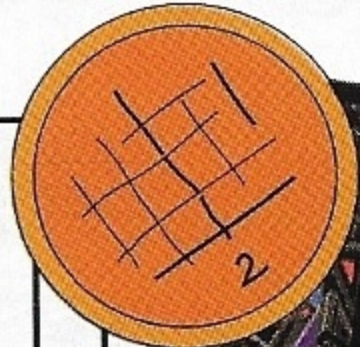


ACTION ANALYSIS

Run The Gauntlet is a unique racing/assault course game that follows very closely to the original TV creation. Unfortunately the game lacks the intense excitement and action, and the dodgy controls makes the lastability very thin, although the two player game can conjure up a few laughs. The graphics are nothing out of the ordinary and the sound is almost non-existent. However, as some budget games go, at least you'll get your money's worth, but look around for something a bit better.

ENJOYABILITY
RATING
70%

VALUE FOR
MONEY
7/10



L.E.D. STORM

KIXX £7.99

Yawn, Yawn! Another racing game. Let's all speed round an incredibly boring track bumping into all the crash barriers. Oooh Yip..! Yes on first inspection this appears to be another amazingly tedious "I'm Nigel Mansell" Grand Prix type thing. But look a little closer into the crystal ball me dearies!

You are in control of the latest futuristic and high-tech 'Storm' vehicle, equipped with sooped up engines and a jump system. It is also well capable of cruising through the nine 'battered and bruised levels'. Take heed, for we say battered and bruised for a reason.

LED Storm is unlike other racing games. You have to carefully guide your incredibly expensive wonder vehicle around suspended freeways (imagine racing around Spaghetti Junction!) and canyon cliff-sides, all with dirty great holes and crevices just waiting for you to fall into!

This is an extremely fast game and fun with it. Well worth a look.

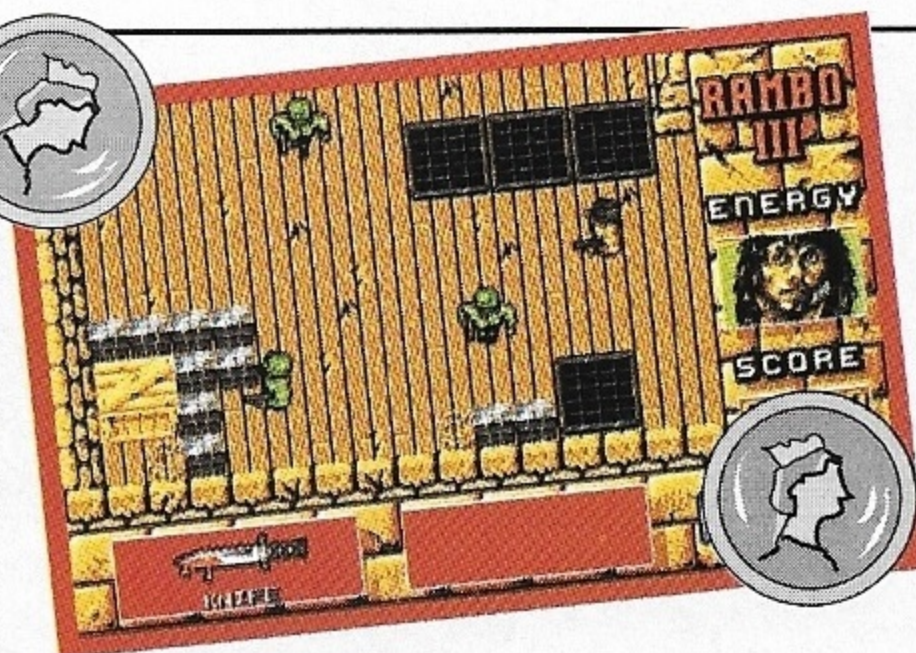


ACTION ANALYSIS

LED Storm has fast scrolling and pleasing graphics that surprisingly don't harm the old eyesight, thus creating a very playable game. By incorporating both driving and assault course extras, the game has more appeal than the average race game. The two player option is really fun and makes the LED Storm one of the best budget games for playing with a friend! If you can't afford the likes of Nitro or Jupiters Masterdrive, then this is a fair alternative. At only £7.99 you can expect a good value budget game.

ENJOYABILITY
RATING
82%

VALUE FOR
MONEY
8/10



RAMBO III

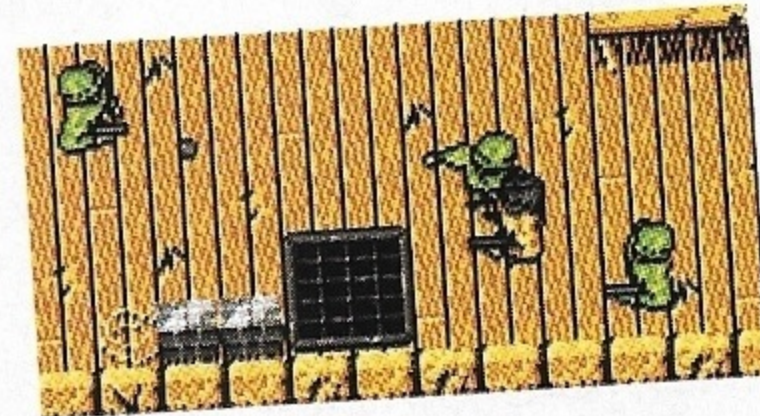
THE HIT SQUAD £7.99

Rambo III is yet another low price coin-op conversion of a very successful film, starring our illiterate friend Sylvester Stallone. Following closely to the Arnie romp Predator, Rambo III has you blasting your way through enemy terrain on an incredibly undercover mission.

You play the part of John Rambo on a quest to rescue your colleague Colonel Trautman who is being held in a heavily guarded fort and you haven't got a clue where. So you have to massacre everyone in your way until you locate him.

The game is divided into three sections of mayhem. The first requires you to discover the Colonel, the second involves you crossing a guarded compound to reach a waiting helicopter, and in the final section you must ram your way through a task force in a captured tank. All good fun!

You can pick up new weapons along the way to make the annihilation very easy!



ACTION ANALYSIS

If you like the old macho, muscle man type blast then you'll love Rambo III, with its scrolling shoot-em-and-run gameplay. It has loads of imperative objects for you to collect in order to complete your mission, and reasonably decipherable graphics. Rambo III is a lot more enjoyable and easier to play than its cousin Predator, and thus makes it more value for money. Quite good for a film rip-off! However, if you like the cute, girly platform games don't bother with this.

ENJOYABILITY
RATING
76%

VALUE FOR
MONEY
7/10



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.

KILLER MEDICINE

After reading issue 39 I thought I had best write this letter, hopefully helping a few of your readers, that is if you publish it.

As I was just beginning to start my adventure into the world of the ST and computing in general, I was naturally concerned about the risk of viruses and the damage they could do to my system.

I promptly got hold of a virus killer and set upon the task of checking my disks which mainly consisted of games. To my surprise and horror I found that some of them had become infected. After a few mouse clicks and a couple of whirrs from the disk drive the job was done.

Back to playtime now so I put my favourite game in the slot and turned on the computer, waiting for it to load. It didn't. I tried another – it refused to work. All in all I'd lost most of my collection – about 10 games.

I tried to find an answer to this and it seems that due to the weird formats that programmers use to stop illegal copying, the virus killers think the games are viruses. I took a deep breath and put it down to experience.

I just hope that this will stop a few readers suffering the same problem as I. Also in reference to issue 39 and Scott Ireland's letter, Virus Killers can be as deadly as Viruses.

RD Wells, Barnehurst

I suppose really that Virus Killers are just like real-life medicine – if used incorrectly you can lose the patient! It may be worth talking to the software companies of your damaged games, if you explain your situation they may look upon your plight sympathetically (keep your bits crossed!)

FIRST ON AMIGA!

I'm wondering why whenever you review a good game like Lemmings or Wrath of the Demon, it's always been out on the Amiga (boo, hiss!) for at least a month, so by the time I've bought a good game my friends with Amigas have already played and completed it! Could you please tell me why this is?

Jõe Hill, Milton Keynes

It wouldn't be untrue to say that the Amiga is a more popular machine in this country, so naturally enough games arrive earlier on it as very often they are developed for it and converted to the ST. As the months pass by you'll soon find Amiga owners saying the same thing about PCs. It's just one of those crosses we have to carry!

POOR EXCUSES?

Having read your reply to my last letter in the August issue of your mag, to be frank I was totally dissatisfied with the excuse given.



STAR LETTER



ST versus STE

Having only recently added an Atari STE to my growing stock of home computers (Apple Mac, TRS-80, Atari XE and Spectrum (uurghhh!)), I would like to ask a couple of questions and give some suggestions for your excellent magazine:

What are the basic differences between the ST and the STE, and if the STE is an improvement on the original ST, why are numerous games advertised as being *only for the ST*? Also my dealer advised me that it is not possible to use the STE in hi-res mode on a normal TV – I have to buy a hi-res monitor – surely that's not true? Also the STE has a socket for a Light Gun, but I haven't seen any games advertised that can use a gun – are there any?

As to your magazine, might I suggest that you do a feature on all the Atari games that have been based on Films/TV/Cartoons, as they always seem very popular. Finally your demos are excellent. Would it be possible to negotiate a deal with the software house so that if a reader really likes the demo, he can clip a

coupon from the mag and buy it at a discount?

Simon Clarke, Liskeard

The basic differences (very basic!) are that the STE has a stereo sound capability, the option of having more on-screen colours at any time and a Blitter chip (for funky graphics!).

The hi-res monitor thing is true to an extent, you can't actually get your machine in hi-res mode without a mono hi-res monitor. You can however get hold of various mono emulators from the Public Domain for a couple of quid, and while they aren't compatible with everything, they'll usually serve your purpose.

It's only usually older games that aren't STE compatible, it's very rare for non-compatible new software to be brought out.

We could virtually do a whole magazine on all Films/TV and Cartoons there've been that many of them.

The discount idea is quite a nice one in theory and we shall certainly mention it to the right people to see what they think. Suggestions are always more than welcome so keep your ideas pouring in!

In the last eight issues of ST Action, there have been no less than 24 demos and three sets of screen displays (some may say great) not one full game to be seen. The big question is – can

the same be said of your sister mag – Amiga Action and what are the statistics?

(The total rubbish about not being able to...! Come

on, pull the other one it plays the Bow Bells in C minor.)

This so-called new ruling would have affected both mags at the same time, so how come the Amiga was able to carry full games well after the ST had been banned. I recently bought a multi-format mag that carried a full game after this so-called ban came into effect.

A more reasonable explanation is in order don't you think? Either that or I'll be left with the following opinion: You are Amiga biased and the chance is that you had no intention of placing full games up for grabs at any time whatsoever, so

come on admit or explain properly.

JA Ettles, Ramsbottom

We're really not exactly sure quite what you want us to say, as it's obvious that whatever we say unless it's what you already think, you're not going to believe us.

Why on earth should we make up an excuse like that? Surely we'd have just binned your letter. A simple phone call to ELSPA will confirm everything we've told you. And, just as a matter of interest, the ST ban did come into effect before the Amiga one.

We all know what multi-format mag did full games after the ban, but that certainly doesn't mean that any of Europress Interactive's titles will also break the rules. Two wrongs don't make a right even to please people like yourself.

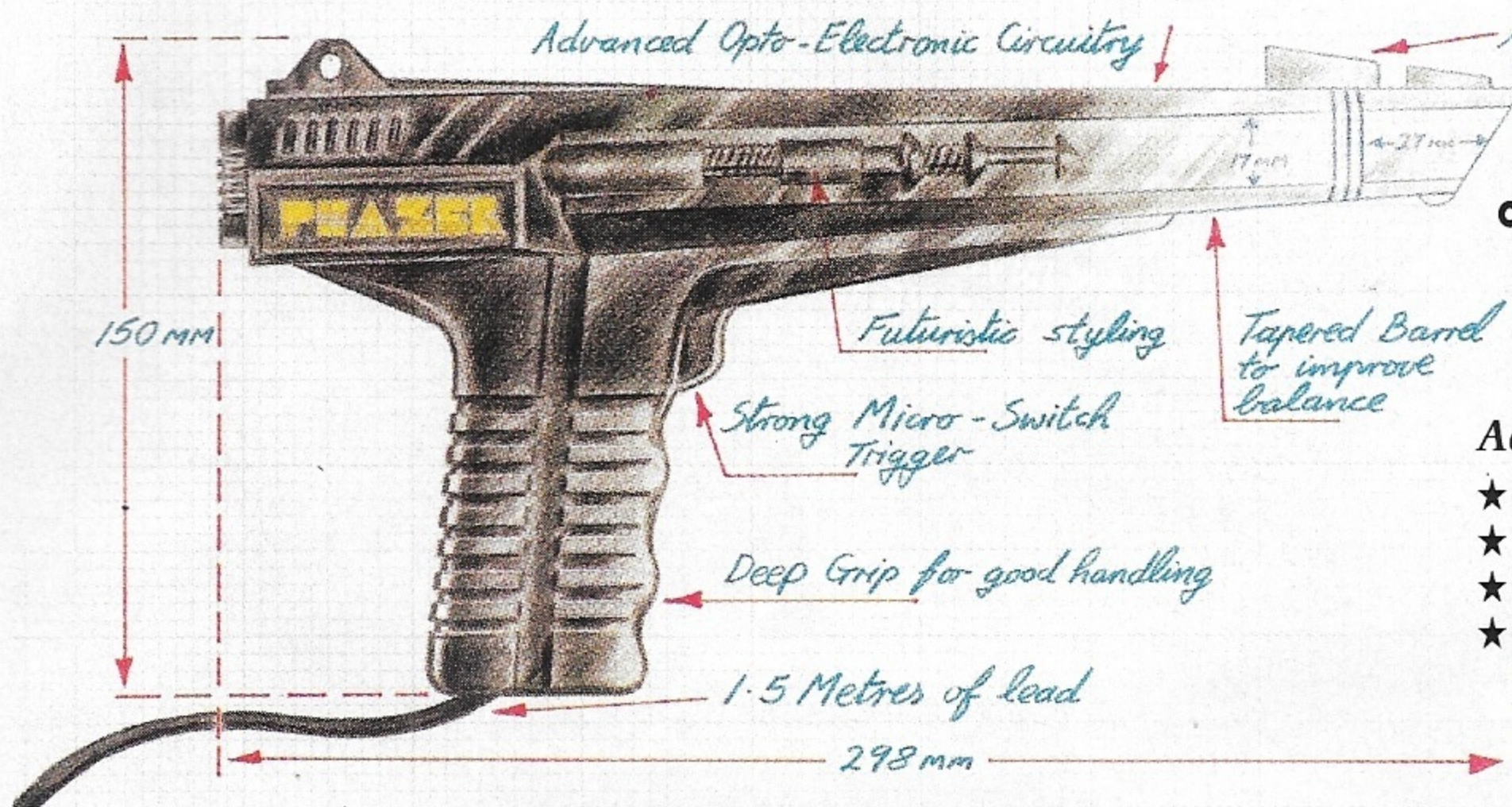
ST Action isn't, never has been and never will be Amiga biased. What would we gain from it?



Write On!

READER OFFERS

The TROJAN PHAZER GUN



The Trojan Phazer gun opens up a whole new phase of computer entertainment. This advanced light phazer presents a challenge of skill and accuracy for Atari ST gameplayers of all ages. The pack includes two free games, Orbital Destroyer and Skeetshoot, which will test your shooting skills to the extreme, and a full manual.

Advanced features of the Trojan Phazer include:

- ★ Opto-electronic circuitry to give excellent accuracy
- ★ Plugs into the ST joystick port
- ★ Long (1.5 metre) lead
- ★ Comfortable hand grip



Our Price
£39.95

BINDERS

Personalised with the ST Action logo, these handsome binders will hold 12 issues of your favourite magazine securely in place using a system of strengthened steel rods.

ONLY £5.95

Buy Back Issue Bundle and get binder FREE.

GASTEINER MOUSE

And when you've finished playing games, you won't do better than this mouse. It's a real winner! Replace that sluggish ST rodent with this elegant, high resolution Gasteiner product.

RRP: £26.95

Our price: £17.95



ST ACTION MOUSE MATS

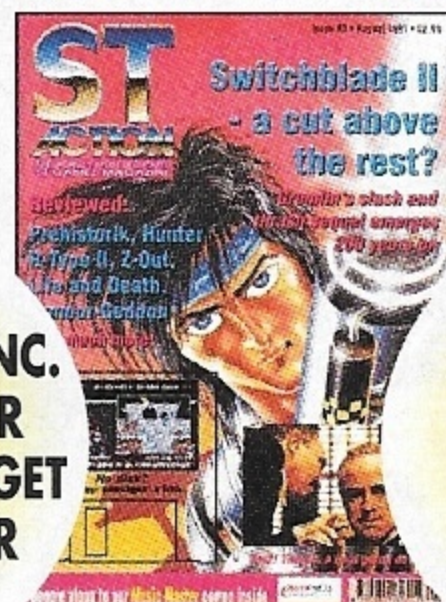
Our mouse mat, with the ST Action logo, is the perfect desktop environment for your mouse with its specially designed perfect grip surface. It ensures smooth movement, gives super positive control while protecting your table top from scratches.

ONLY £5.00

ST ACTION BACK ISSUES



JULY



AUGUST



SEPTEMBER

£3.00 EACH INC.
COVER DISK OR
BUY ALL 3 AND GET
A FREE BINDER

MOST OTHER
MONTHS STILL
AVAILABLE

NEED SOME EXTRA DISKS?

There's always a demand for spare ST disks - and at ST Action we have lots we will be happy to sell off at a really exceptional price. These are all disks that have been prepared as monthly cover disks but they are brand new and have never been used, so you can safely reformat them and use for any purpose you like.

At these prices while stocks last.

5 for £5.00 25 for £20.00

ORDER FORM

ST ACTION BACK ISSUES

July.....	£3.00	7969	<input type="checkbox"/>
August.....	£3.00	7970	<input type="checkbox"/>
September.....	£3.00	7971	<input type="checkbox"/>
July-September (+ FREE binder).....	£9.00	7863	<input type="checkbox"/>

PHAZER GUN

£39.95 7860 ☐

MONSTER STEREO CARTRIDGE

£19.95 7849 ☐

5 SPARE DISKS

£5.00 7817 ☐

25 SPARE DISKS

£20.00 7818 ☐

BINDERS

£5.95 7864 ☐

GASTEINER MOUSE

£17.95 7839 ☐

MOUSE MAT

£5.00 7826 ☐

All prices include postage, packing and VAT for UK orders.

For Europe and Eire add £3 and for Overseas add £5 towards postage (unless otherwise specified)

Payment: Please indicate method (✓)

- ☐ Cheque/Eurocheque made payable to Europress Direct
☐ Access/Mastercard/Eurocard/Barclaycard/Visa/Connect

Valid until 31.10.91

No.

Expiry

Date

Name

Address

Signed

Daytime telephone number

Send to: Europress Direct, FREEPOST, Ellesmere Port, South Wirral L65 3EB
(No stamp needed if posted in UK)

Products are normally despatched within 48 hours of receipt but delivery of certain items could take up to 28 days

ORDERS AT ANY TIME OF THE DAY OR NIGHT

By phone: 051-357 1275 By Fax: 051-357 2813

General Enquiries: 051-357 2961

Don't forget to give your name, address and credit card number

**WORTH MORE THAN A YEAR'S
SUPPLY OF YOUR FAVOURITE
ST MAGAZINE!**

FREE

EDITOR'S CHOICE

**MEGA
REVIEW &
COVERDISK DEMO
ONLY LAST
MONTH**

**MADCAP MAYHEM
WITH AN INVENTOR
EXTRAORDINAIRE IN
TIMES LONG GONE! - NEW
FROM GAME CRAFTERS**

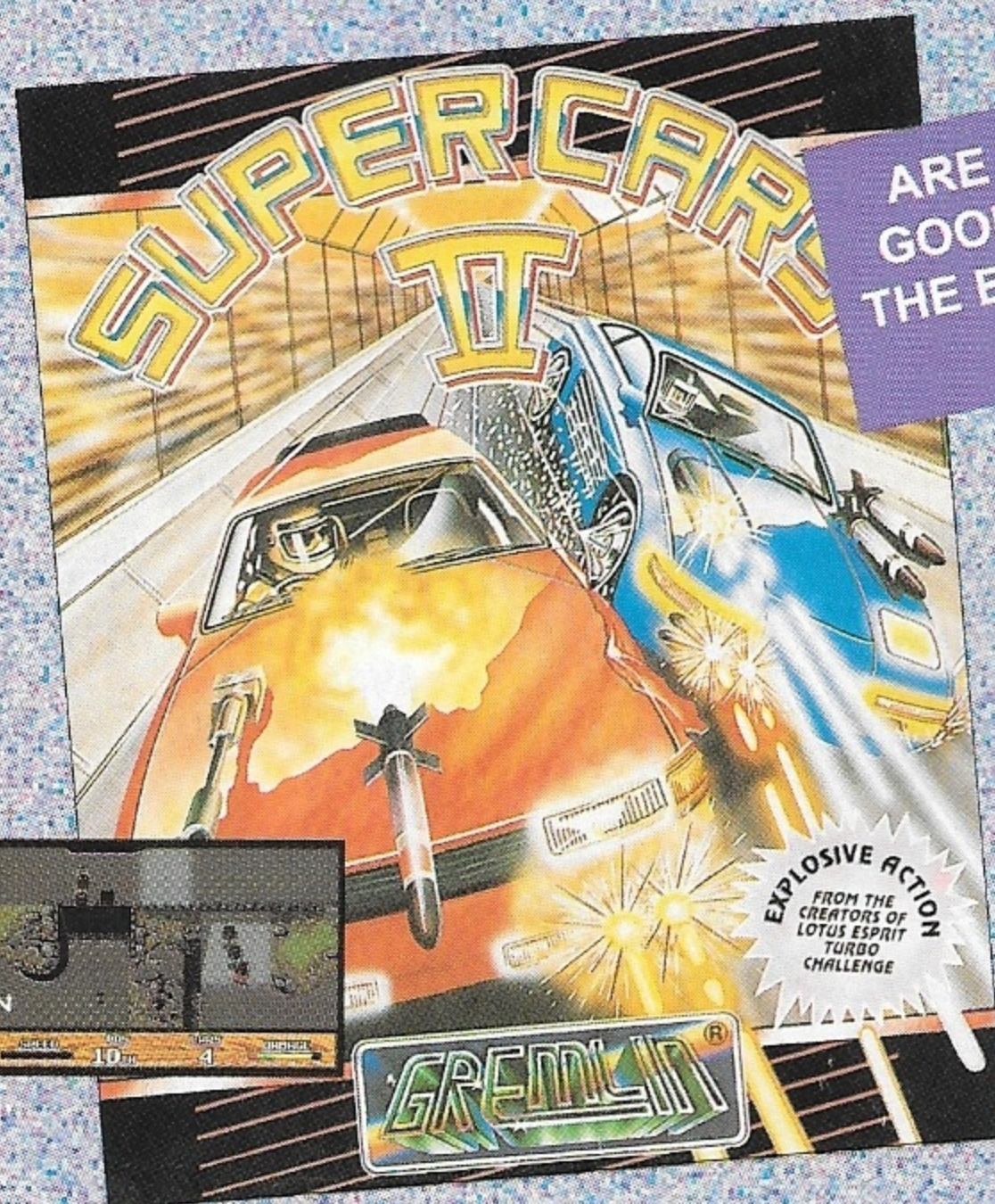
90%

**Subscribe
NOW!**

YOU'LL GAIN:

- **FREE SOFTWARE** Worth up to £30.00
- Choice between **FOUR** of the **LATEST GAMES RELEASES**
- **Plus** another **EXTRA GAME OPTION** This Month
- **12 Issues** of The Greatest **ST GAMES MAGAZINE** Before It's on the Shelves!
- The Best **ST ACTION-PACKED NEWS & REVIEWS** Every Month
- **COVERDISKS** - The Option is Yours!
- Less Wear on Your Wellies! **DIRECT DESPATCH** To Your Door!
- **DELIVERY FREE OF CHARGE**
When ST ACTION says **LATEST!** - We mean **LATEST!**
Free Software So Recent -
**SUBSCRIBERS WILL PLAY IT BEFORE MOST EVEN
READ ABOUT IT!**

"A fantastic debut from what must be regarded as a stylish and knowledgeable software house that understands the public's demands." STA September Review '91



**ARE YOU GOING TO BE
GOOD ENOUGH TO BEAT
THE BEST? - Retained from
GREMLIN**

86%

"Supercars was a racing classic but Gremlin have gone one better with the sequel - all the brilliantly addictive qualities of the original retained, with something else there too!"
STA Review June '91

**CREDIT
CARD ORDERS**
051 357 1275
**SUBSCRIPTION
QUERIES**

NIGHT AND DAY!

We're here 24 hours a day to speedily process and despatch your order. Simply phone our Hotline, quoting your name, address, credit card number and choice of **FREE GAME** - it couldn't be easier! We accept all major credit cards.



FREEPOST ORDERING

Complete the coupon indicating your **FREE GAME** choice and the method of payment you prefer (N.B Cheques should be made payable to Europsych Interactive). Send this coupon to:

**Europsych Direct, FREEPOST,
Ellesmere Port, South Wirral,
L65 3EB. Telephone 051 357 1275**

You do not need to put a stamp on the envelope if you live in the U.K.

GAMES

ALL **1ST**
A1 RATED

WORTH
UP TO **£30**

CLASSIC CIRCUIT-
CRUISING CAPERS!
- Latest from **UBI SOFT**

FULL
REVIEW
NEXT
MONTH

VROOM



"Going to be a bit special - for sheer speed and excitement there isn't much that's going to touch it!" STA September Preview '91

HEADING UP A
CRACK ASSAULT
TEAM CALLED
MERLIN - EXPECT
THUNDERHAWK
TO HAVE SOME
MAGIC! - Major
Release from
CORE

88%



"Thunderhawk being an excellent package is well worth looking at even if you're not a combat fiend!" STA Review October '91

A CUT ABOVE
THE REST!
- Retained
from **GREMLIN**

82%

Switchblade



"You won't be disappointed - it combines all the elements of an excellent product: fantastic graphics, fantastic sound, fantastic gameplay!" STA Review August '91

OKAY! - You've got yourself a deal! I've ticked my choice of FREE GAME.

PAYMENT METHOD: ☐ Visa ☐ Access ☐ Postal Order (UK Only) ☐ Cheque (UK Only)

☐ Maddog Williams ☐ Thunderhawk
☐ Switchblade II ☐ Supercars 2 ☐ Vroom

Credit card number Expires:

☐ Please also send me STA's Coverdisks (£12 inc VAT)

NAME.....

ADDRESS.....

.....POSTCODE.....

This order form is not valid after October 30th. STA Oct 91

Select appropriate box

I live in the U.K. (£24)

I live in Europe or Eire (£34)

I live outside Europe (£40)

New Sub Renewal

☐ ☐

☐ ☐

☐ ☐

BACK PASSAGE

ST Action is brought to you by:

Europress Interactive Ltd,
Europa House, Adlington Park,
Macclesfield, Cheshire, SK10 4NP.
Tel (0625) 878888, Fax (0625) 876669

Publisher: Hugh Gollner
Managing Director: David Hirst
Editor and Coverdisk: Alan Bunker
Art Editor: Sue Beattie
Production Editor: Alex Lee
Staff Writers: Jason Dutton, Paul McNally,
Allie West
Design Assistants: Paul McIntyre,
Mark Keating
Contributors: Neil Rattray, Gareth Jones
Systems Manager: David Stewart
Photography: Stephen Hepworth
Production Manager: Carolyn Wood
Group Advertising Manager: Nadia Lawlor
Tel (0625) 850874 Fax (0625) 876669
Senior Advertising Sales Executive:
Nikki Taylor Tel (0625) 850874
Ad Sales Executive: Gordon Wilson
Marketing Manager: Debs Ford
Circulation Director: John Burns
Circulation Manager: David Wren
Subscriptions enquiries:
Europress Direct Tel (051) 357 2813
Reprographics: Granville Repro Ltd
Printed by: Carlisle Web Offset

© No material from this publication may
be reproduced in any form without the
publisher's written consent.

Correspondence: Enquiries and requests
for information must be made by letter.

Legal bit: Whilst every care is taken, the
publishers cannot be held responsible for
errors contained in the editorial or adver-
tising of this magazine.

Newstrade Distribution: COMAG 0895 444055

EUROPRESS
INTERACTIVE

Now seems as good a time as any to introduce our new member of staff – young Alex the Production Editor (spell checker to you and me!!!). After a brief period on Games-X, our young star of North-Eastern persuasion decided he couldn't resist the temptation or charm of the STA staff and made the long trek across the room to join us.

And now in an effort to create that community feeling between our readers and ourselves, here's three things you'd never know about Alex if you hadn't met him.

1) Having moved to Manchester at an early age (to go to Poly), Alex soon developed into a freaky raver and can often be seen frequenting clubs such as the famous Hacienda, to see bands with dodgy names.

2) As the world's biggest Sunderland fan, Alex often doubles the gate at the North-east shrine of second division footy – Roker Park.

3) Alex was the sad lad in shorts on the Manchester to Blackpool train in the freezing cold on the August bank holiday. Did you see him? How come people can still be bothered going to Blackpool on a BH anyway? Ah well, that's life. As usual we wish him luck and a happy prosperous future with STA.

At the same time we'd like to wish all the very best to Alan McLachlan who's leaving us to go and work on a PC mag. Thanks for everything and good luck for the future.

QUOTABLE QUOTES

Many strange conversations take place in the office during the course of the week, what with all the stress and stuff. The most amusing this month occurred between our Jason and Interactive's Marketing Manager – Debs.

While on the hunt for an elusive mouse mat, our young heroine innocently asked him if he had a spare one. Dotty replied, "We've got this one, but I don't know if I can let you have it.", to which he received the gem of a reply – "Why? Doesn't it work?". Always willing to pick up on anyone's mistake, Debs then tripped over Jason's barbed tongue when he shot back: "No, you have to plug it in!" And she's not even blonde! (Only joking Debs, you're doing a great job!).



CREDITS!

A big thank you this month to Paul McIntyre, our Design Assistant for all his relentless hard work on this month's cover. Nice one Paul.



COMPO CORNER

Righty-ho. We've still got to give you the winner of the Predator mask that we promised you last month, so let's get that out of the way first. Congratulations to David Wilson of Doncaster who will be scaring his neighbours' kids for weeks.

Now for this month's lucky should-be-grateful-for-ever winners of our Toki arcade (well PCB board) machine: The chap who's going to be going bananas over this for a while is the rather fortunate Ben Sheader from Southampton. Well done and stuff.

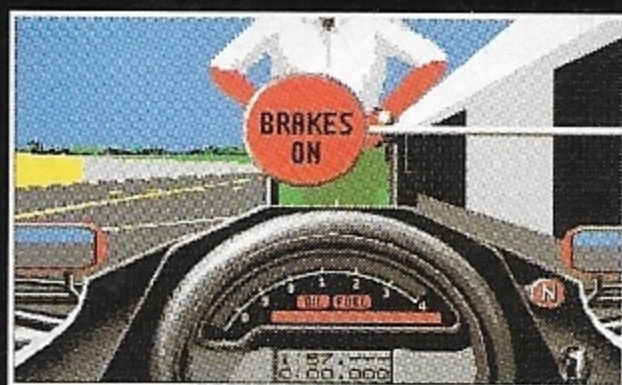
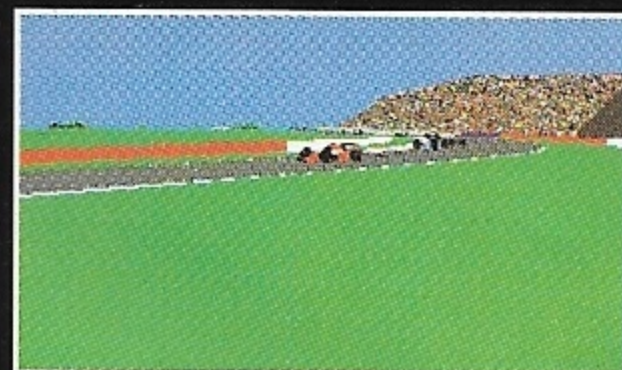
The five runners up are: Arfan Khurshid Ali, Glasgow; C Baldwin, Pinner; W White, Fareham; N Mayo, Maidstone; D Pentland, Burgess Hill.

NEXT MONTH...

Well, the next edition of STA will be out in mid-October which is getting quite close to Christmas really. So you'll be able to check out the following to see if they're worth buying for pressies!

MICROPROSE GRAND PRIX

Microprose are almost ready to release Geoff "Stunt Car Racer" Crammond's new title, which as you may have guessed is a racing simulator. Featuring all the correct teams and car colours, every single detail is there as you might expect from a Microprose title. See for yourself next month.



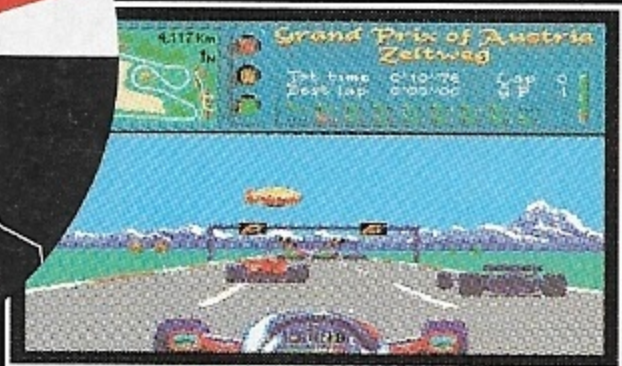
OUTRUN EUROPA

Tying in with this month's mega-competition we'll have the complete lowdown on US Gold's promising sequel – Outrun Europa. We're all hoping it'll be even better than the original which has been about for a few years now and was very popular at the time.

VROOM

We previewed it last month and we're proud to announce the full review next month. It's fair to say that we're quite looking forward to this one and to see how it'll compare with Outrun Europa and also with Microprose's Grand Prix game. It's all here next month so tune in then.

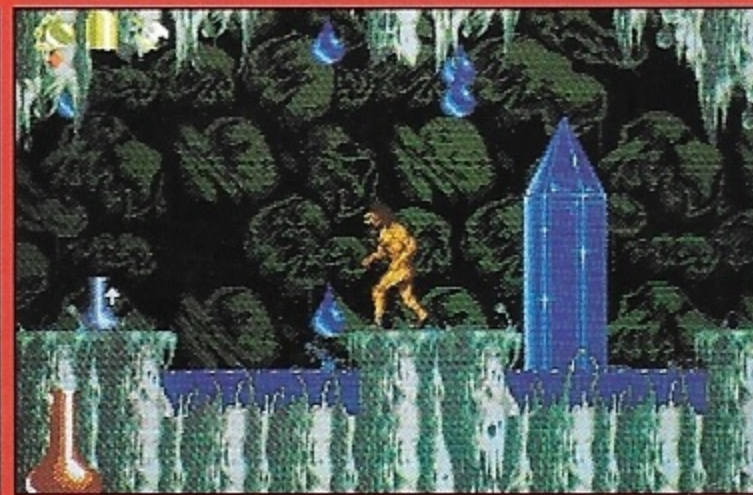
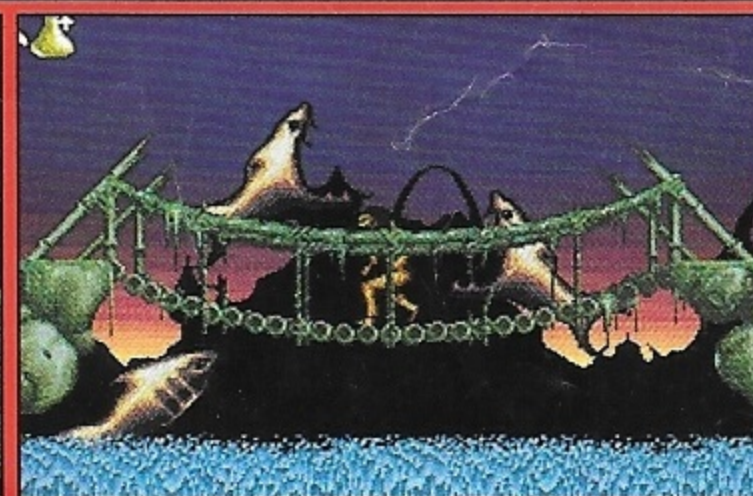
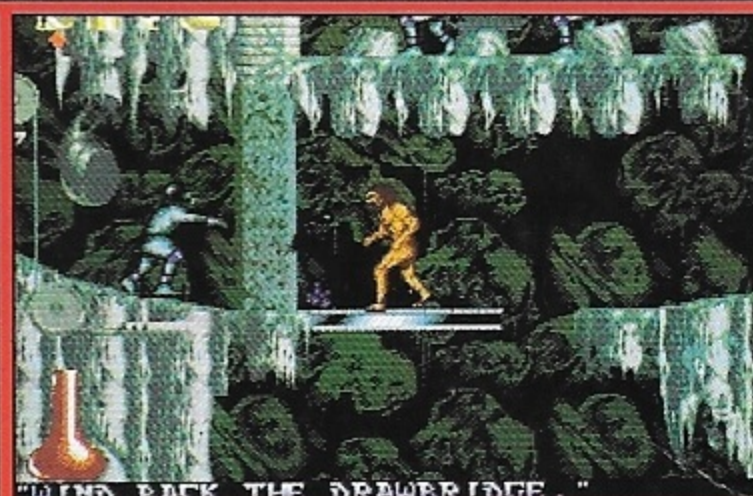
Wow! You've only got to wait until the 10th of October for the next issue, so pop down to your newsie and place an order, or you could maybe even take out a subscription!





SHADOW OF THE

BEAST II



Beast II
available
soon on
the ST

THE BEAST IS BACK!

THE CONFLICT CONTINUES...

Your deadly struggle for freedom against the dark forces of the Beast Lord is now but a painful memory. You try to forget the anguish of the past by concentrating on your prize for success in the bloody battle: the return of your humanoid body.

But as you slowly adjust to your newly-won physique, the pain you thought gone is about to return... The Beast Mage has kidnapped your sister! She must be rescued before she falls foul of his dark arts. You journey to a hostile alien world to face the malevolent hosts of the Beast Mage and interact with more friendly characters to learn of your unfamiliar surroundings.

You must fight your way through many enemy-infested levels collecting and using weapons and objects to aid your crusade towards conflict with the Beast Mage... before he makes your sister his own!

Screen Shots from the Amiga version

SEEING IS BELIEVING

MAGIC POCKETS

THE BITMAP BROTHERS



They've nicked his bike.
They've whipped his helmet.
This time they've gone too damn far...

NO ONE MESSES WITH THE BITMAP KID

features:

stacks of levels • heaps of weapons • swarms of intelligent nasties
bonus games • secret rooms • loads and loads of power-ups



C1, Metropolitan Wharf, Wapping Wall, London E1 9SS
© 1991 The Bitmap Brothers. Published by Renegade

