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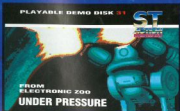
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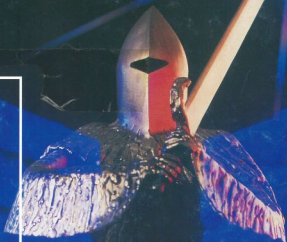


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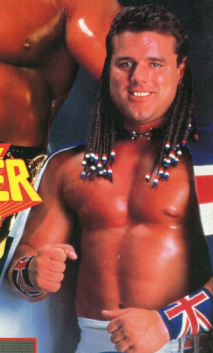
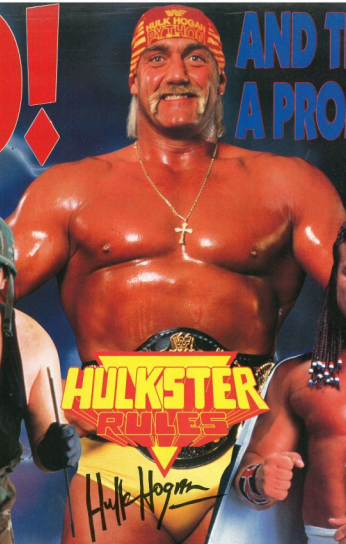
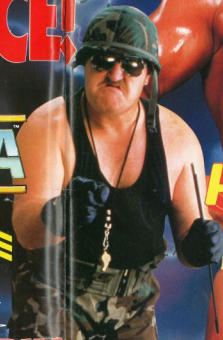
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ST Action is the single biggest source of high-quality news, reviews, interviews and playing tips for Atari ST games players. Not only is ST Action the most complete, it is also the most sophisticated. Notwithstanding as it does, the unique PunterPower™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

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ALL I WANT FOR CHRISTMAS

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Meet 'Little Billy', the newest member of the ST team and check out his top 10 games. Plus, find out what the ST Action team would like for Christmas.

FESTIVE FUN WITH CUFF LYNX

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Cuff takes you through the latest releases for the Atari Lynx and gives you his verdict on the best buys for the festive period.

SNEAK PREVIEWS

86

We take a peek at three great games that will soon be available for all you game hungry ST owners. An exclusive look at Tony Crowther's Knightmare, Golden Eagle from Loriciel and Gremilin's Space Crusade can be found on these most triumphant pages. You'd be a fool to miss 'em!

PUBLIC DOMAIN

84

We dedicate a page to give you all the info on the ever-increasing amount of Public Domain games to hit the ST scene.

REGULARS

ACTION NEWS

04

Each month we try to keep you up-to-date with what's happening in the industry. This month we have loads of pages full to the brim with new games and stuff. We also show you some pics of Empire's Team Yankee II - The Pacific Isles.

GIVING THE GAME AWAY

55

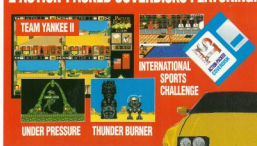
The second part of the Elf playing guide, an amazing trip through Utopia and a Mega Lo Mania special are all included on these rather cool pages. As usual, the Small Tips page is here just in case you are totally pathetic!

WENGELI THE WIZARD

73

Our Welsh ace has managed to avoid all manner of nasty creations as he attempts to keep all you adventurers happy.

2 ACTION-PACKED COVERDISKS FEATURING:



UNDER PRESSURE

THUNDER BURNER



THE ACTION TEAM



Clockwise from left: Jane Gulliver, Chickens, Marc Keating, a Sunderland fan, Albie, a Patsy mask, Sue Beattie and our Dotty.

It's been a strange month has this one. Sure's been off on holiday to the sunny island of Malta so we haven't had her making a constant racket in the corner of the office all the time, we've all had some well-earned peace and quiet.

In her place we've had Jane Gulliver from *Amiga Action* who stepped into the machine corner for her first No Art Ed, and she has at least attempted to make us work.

Dotty appears to have ditched the fringe sweater. Having taken so much stick over it last time, because we're not malicious we won't mention the "fashionable" apparel, she's the Boussette look! He's also looking for a new car as Christine - his 803i has recently taken to being a bit unreliable.

Albie, well she still has a rather dubious Cockney type accent, despite having moved to Manchester and a white back. She'll soon learn.

All Alice does all the time is whinge about the performances of the mighty Sunderland FC, who let's be honest, are setting new standards at the foot of Division 2.

Simon's Patsy Kenist fetish continues to get worse. He was devastated the other day when upon his arrival, he found all her pictures (which he keeps above his desk) had all disappeared and all he was left with was a cryptic ransom note. We can report that Patsy was found alive and well in his bottom drawer.

Despite many a request, Paul's still refusing to explain to the nation how he picked up the Chicken nickname as he says there's not enough space within these pages. Only one person knows the secret and that's the idiot who invented it - Dotty!

Finally, this month at least is Marc. A local lad who is under investigation following suspicious goings on in a carpet warehouse. This boy's so dedicated that while he's busy writing pages you can bet that the majority of the team will be at home watching *Nightvision* (or stuck in a traffic jam somewhere).

There's no Paul McIntyre this month as he's now Art Ed. on *Amiga Action*. Good luck to him anyway.

VOYEURS OF DISCOVERY

Five hundred years ago, Christopher Columbus set sail and discovered the New World. In commemoration of the great event Dorrah have teamed up again with Matthew Stobie, author of the successful *Nam* 1965-75, to produce Columbus, the computer game.

Set in Europe, the New World and the High Seas during the great age of exploration, the game will simulate the excitement of trade and empire building in the late Middle Ages.

You can choose to take on the nationality of one of six great exploring nations including England, Italy, France and Spain.

You'll have to finance and direct all your operations, be it legally or if you wish, you can resort to piracy.

Columbus will be out around the start of the new year. Expect the price to be around the £30 mark.

GREAT IMPRESSION OF A NAPOLEONIC BATTLE

Impressions have been busy producing quite a few games of late. All of them keeping in line with their strategy policy.

The latest game on the production line is called *Great Napoleonic Battles* and not surprisingly will feature some... great Napoleonic battles for you to fight in!

The game will feature three built-in battles for the user to play, as well as a Map Editor, Map Editor and War Editor. These last three features will enable you to customise the battles and armies, giving you endless possibilities and outcomes.

Included within the simulation are the battles of Brasnay, a little simulated battle leading up to Waterloo, the battle of Marengo which was Napoleon's first great victory and finally the battle of Waterloo, famous for it being the battle that ended

Napoleon's career! A lot of Impressions games have featured a similar style of control system to this, but here all will be played for Great Napoleonic Battles.

The game will be changing using a new hex based system developed by Impressions specifically to use the power and flexibility that is available on the 16-bit machines.

In an effort to appeal to the more casual wargamers out there, as well as the serious enthusiast, high quality graphics and sound effects have also been included.

It should be virtually ready for release by now so check your local shops right away.

The fully completed version will also include a one or two player option, variable difficulty levels and a rather sophisticated artificial intelligence, so there!

ONSLAUGHT REVISITED

Keep an eye on the budget charts this Christmas and you are bound to see a fair smattering of *Mirror Image* titles spread liberally throughout. Known for their high quality releases, their re-release of Hawken's *Onslaught* is bound to continue the trend.

At the time of its original launch its graphics were described as being some of the best ever seen on a

home computer. The combination of both shoot-'em-up and adventure style plot won't the game great critical acclaim any way back at the time of its release a couple of years ago.

Four distinct gameplay areas offer you frantic game-playing action all for the regular price of £39.99. If you're interested then take a look in your shops now.



DARGAN SEQUEL

Mirror Image are just about ready to really heat up the budget market in time for Christmas with the re-release of yet more quality products.

This time the games concerned were originally published by other software houses too!

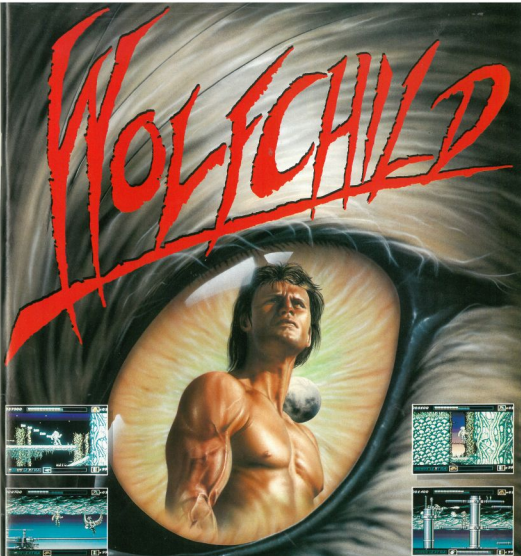
First up is the sequel to Jet Set's legendary computer epic - *Starglider*, which took the ST market by storm all those years ago.

Programmed once again by the Argonaut team, it was so successful that it was the first 16-bit program to top the all format chart in the UK. Quite an achievement at that time in the 16-bit market!

You are cast as the defender of Novordia, and you must thwart the attempts of the evil Egon to build a huge beam projector that will wreck your planet. Featuring top music and graphics the sequel was a considerable improvement over the first one.

It's bound to become a budget smash hit, so it'll be worth getting it quickly before it sells out in the Christmas rush.

As with all *Mirror Image* titles, *Starglider 2* will retail at the tempting price of £39.99, so you've no excuse not to spend your festive pennies on it have you?



Wolf Child - An arcade adventure featuring super smooth 360° parallax scrolling. Played through five levels and featuring over three hundred screens, you must reactivate the secret research programme PROJECT WOLFCHILD to annihilate the evil forces of the CHIMERA organisation.

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RULE BRITANNIA

Role-playing fans are going to be delighted at the news that Mindscape are to put Origin's *Ultima VI* out on the ST. Hugely popular, the *Ultima* series has captured the imagination of fans of this genre all over the world.

Once again you must assume the role of *Aelar*, fighting in the ser-

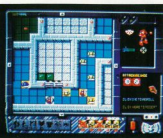
vice of Lord British, freeing the land of Britannia from the evil forces of darkness, you know the idea.

From the moment your life is saved at the beginning of the adventure you will be committed to help the allies once again.

All the usual spells, potions, weapons and so on will be included

and you can be sure that when *Ultima VI - The False Prophet*, is released, anytime now, it will doubtless contain enough for the fans to make it a follow-up smash.

You will need to have 1 MB of memory to run it, and an external drive is also highly recommended. Don't say that we didn't warn you!



CHAOTIC CRUSADE

After the success of *HeroQuest*, it was perhaps inevitable that Mindscape would also convert its latest product - *Space Crusade* - to the good old, reliable home computer.

Similar in design concept to *HeroQuest*, *Space Crusade* is set aboard a spaceship infested with terrifying aliens all armed with an array of awesome weapons.

You must enlist with the Space Marines and board the ship which has been infested by an alien race called *Chaos*. Battle to save humanity as you seek and destroy your deadly foe through the winding corridors of the wrecked spaceship.

The onus is on you to build up your characters experience and to resupply them with better weaponry as you go along, if you are to have any chance whatsoever of survival.

Space Crusade will have a similar style of graphics to its predecessor although the characters have been designed by a different chap from the one who did *HeroQuest*.

Expect to see *Space Crusade* in the shops at any time before Christmas priced at the usual £25.99.

Fans of *HeroQuest* should love it, as it is supposed to be much more difficult to complete. If you want more info on *HeroQuest*, have a look at the preview elsewhere inside.



SEXY BULLFROG

The Slough-based software house Electronic Arts are keeping themselves busy in more ways than one. Now we're not the ones to gossip (aren't we EA) but EA have just announced the details of its brand new licensing deal with Bullfrog.

The companies have already had a very successful relationship to date, with products such as *Populous* and *Powermonger* coming out of the partnership.

The new agreement will see EA handling all the distribution in Europe, the USA and Australia for Bullfrog. This deal will obviously include the promising *Populous II*.

On a completely different track but still concerning Bullfrog, Sean Cooper, their resident heart-throb recently reached the final eight of the BBC's *Clash Show* Model of the Year 1991.

Perhaps better known to you for programming *Flood*, all anybody could get out of Sean later on was "I'm too sexy for Bullfrog!". Where this will leave his latest project - *Bob*, is anybody's guess.

SPOIL FOR CHOICE

Okay, everybody wants a new puzzle for Christmas. The problem about putting it on your Crimble list is that you're bound to get the one you don't want. There's such a huge selection these days and *Spock* traidoos are about to make that choice harder with the launch of the *Mega Star* in the Quickplay range.

Effectively, the big brother of the *Quickplay Top Star*, the *Mega Star* also features a transparent shell and comes with seven extremely heavy-duty microswitches.

The whole feel of the stick is very "snappy" with the handle being short and stubby and the inclusion of the three chunky freeborders.

Don't expect it to be cheap, as the *Mega Star* costs a rather expensive £27.95. It'll take a lot to beat the *Zip-Stick* for both performance and price. As with any joystick, see if you can give it a test run first.



Knightmare



"You are setting forth into another place, another time, another world," said Treguard, The Dungeon Master. "And what makes you think that you four mere mortals will succeed in the Quest when so many others have failed?"

I understood, at that moment, that our mission was going to take all our endurance, all our collective skill, and, most of all a depth of courage, that I wasn't sure we possessed.

Ever since ITV's award-winning series hit our screens, the world has been waiting for a computer game worthy of the name. The wait is over.

Tony Crowther is among its creators but everything. Using the same game system that made *Captive* adventure game of the year for 1990, 'Knightmare' makes dungeons and dragons games seem like news splashing around in a muddy puddle.

'Knightmare' is a sophisticated role-playing adventure where you are

challenged to solve complex puzzles, logic problems and riddles that reveal a rich, ever-more rewarding storyline.

Your journey takes you deep into the dungeons of Dunsheim, to a cataclysmic meeting with Lord Fear and the unthinkable horrible FriggleKnight. Whether or not the meeting is terminal is up to you. You will need courage, tenacity, agility and, above all, courage. But you have all those things, don't you?

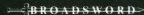


Available for Amiga & Atari ST



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TEAM TALK



Entertainment giant Disney have recently changed their UK distributors at a big press launch at the Ritz in London. We posted *Allie off duty* to attend this little breakfast time party which was apparently well attended.

In case you're interested Disney have changed from Entertainment International to French games company Infogrames and from now on all their products will come out of this stable. We don't know what they're working on at the moment, but when we do, you'll be the first to know.



The boys and girls at System 3 currently have quite a few titles lined up for release. As well as the obvious *Star Wars* and *Star Wars* II which you should already know about, there's also *Turbo Charge*, a car racing game (you can see much more on this next month) and *City Hunt* which looks very strange but very good.

If anybody interested in System 3 has just paid for the license for *Renai* as well, so you can expect to see a few titles based around *very red cars* in the new future.



French company Loriciel came to our offices recently to show us a dazzling array of products. The one which caught our attention the most was called the *Entity*. We only saw a video film of it but the graphics absolutely stunned us all.

It was all in French so we haven't a clue what's going on. But there are no pockets. Unfortunately, the bad news is that it won't be out until sometime, so you'll just have to wait to see. We'll try and get hold of some screenshots for next month.

A lot of people are slightly dubious about sending for games using the mail order system, even though most of these companies are reliable and efficient. Most people would rather only pay for a product which they've got in their hands, and that's where the new service from Deltronics comes in.

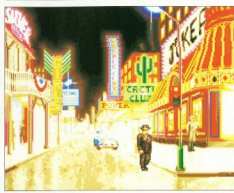
The Del-A-Game service is being offered to all 16-bit and console owners and involved interested customers phoning 0650-349491 or 081-7695668 (at normal phone rates) and ordering the game of your choice (as long as

RAPID GAME RELIEF

it's currently available). The games are slightly cheaper than you'll find them in the shops and the quoted price includes post and packing.

Once you've got through, you'll have your name and address taken and then you can sit back and wait. Most of the games are sent out immediately for next day delivery and when it arrives you pay cash on delivery. Easy peasy eh?

Del-A-Game is instant and involves no risk to you. It deserves to be a success for its innovation.



BIRMINGHAM'S COSA NOSTRA

US Gold's Godfather is nearing completion on the ST now and may just about make Christmas if we're lucky. The Birmingham based company have pinned a lot of hopes on this being a truly fine product and from what we've seen so far its set to fulfil all their wishes.

Featuring gorgeous graphics and beautiful controls, this shoot-'em-up looks like it'll take some beating when it does eventually arrive.

There's loads of detailed locations too so it should never get boring. Check out our full review as soon as we get it. Maybe next month, who knows? Wait and see.

YANK TANKS

A while ago Team Tanks stormed onto the simulation scene courtesy of Empire. Now they've been beavering away on the sequel which is to be known as *Team Yankee II: The Pacific Islands*.

The islands in question have just been over-run by Russian forces and you are the commander of Team Yankee. You must try to regain control of all the islands in a series of strategic tank battles.

As well as the actual battle bits, you will be in charge of the purchase and renewal of equipment on a regular basis. Improvements upon the original include better Russian strategy, the ability to deploy buildings with missiles and better control of your tank.



NEW KIDS ON THE TRACK

This is a bit unusual for a new item. In our efforts to bring you news first we've raided the local programming talent of Macqueline. The lads who have been working on this are called Digital Reality. You know them because they used to regularly brave the weather to get to our office for *Punisher Power*.

Digital Reality are Hamish Cooper and Pete Thorpe. These guys haven't even got a day for this yet, but they've let us have the disks to have a look at and it's nearly completed now.

The game is basically a Super-Sprint clone, but it is very, very fast. Trust us. Several companies have been approached with views to getting the product out on the streets. No doubt it'll be a matter of time, but we'll keep you up to date with what happens to it.

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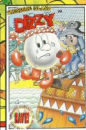
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CODEMASTERS
AMIGA screen shots shown. £40 versions better "DIZZY" instead of "WORM SHIRTS"
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Probably the world's most playable coverdisk



Yet again we've managed to acquire four mega demos for you to play to your hearts desire. **Team Yankee II** will take you into the midst of the action in true arcade strategy style, while **Thunder Burner** and **Under Pressure** will have your thumb pounding away on the fire button. But if you're the more passive type then take to the water in **International Sports Challenge**.

TEAM YANKEE II

Tank busting galore in Empire's stupendous sequel to the ever popular arcade strategy game of 1990. This demo allows you to explore an entire battlefield in search of enemy forces to blow to bits. Make your way through villages, forests and right into the heart of the enemies' base blasting all the way. Experience what it's like to command a tank in modern day warfare.

INTERNATIONAL SPORTS CHALLENGE

Climb up and step out onto the board in Empire's mega diving demo. There are three whole dives for you to attempt from various heights and believe me it'll be quite a while before you master them. And don't forget to read the loading instructions in the boxes to your right or you won't know what the fip you're doing.

THUNDER BURNER

You're due for a good old blast in Thunder Burner, both the ground and in the air. Taking control of a high-tech transforming vehicle you'll have to battle your way through a whole level before reaching the end of level guardian who is waiting for you way up in the clouds.

UNDER PRESSURE

Constructing a machine with a rather large similarity to ED-209 Under Pressure certainly lives up to its name. With a host of deadly weapons journey through this enormous level annihilating anything that has the misfortune to get in your way. Four outstanding demos that will bring you hours of enjoyable gameplay, just enough to keep you busy until the next superb coverdisks reach your newsagent next month.

SINGLE-SIDED OWNERS...

Pretty bad news for you single sided drive owners. Due to one of the demos not being programmed to our specifications we have had to slice three demos on one disk meaning that they can only be accessed if you've got a double sided drive. Sorry about this but next month we should be back to normal and we'll try to make things up to you then.

FOR DOUBLE-SIDED OWNERS...

How lucky people have got it pretty easy this month. But you will need a blank disk so that you can play the diving demo. Copy the diving demo onto this blank disk and then just click on the icon twice with the left mouse button to de-arc the program, ready to be loaded normally.

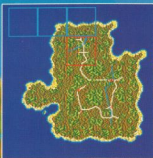
COVERDISK FAULTY?

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 Caswell Court, Salford Road,
Walden North Industrial Estate, Corby,
Northants, NN17 1JX.

DISK

1



Team Yankee II

It's not very often you get a demo for this type of game, but thanks to the guys at Oxford Digital Enterprises and Empire it has been made possible. There's a whole battlefield for you to savour and things are easy at the start to get you used to the game; if you weren't fortunate enough to experience the superb Team Yankee. But enough talk! Here are the instructions for the demo, but don't be too dismayed as it's really easy to get along with and you'll soon be taking out this enemy tanks like a true professional.



TEAM YANK-KEY

- | | | |
|-----------------|---------------------|----------------|
| 1. BEGIN BATTLE | 6. R.E.A.T. MISSILE | 11. DEAD STOP |
| 2. MAP | 7. SABOT MISSILE | 12. QUIT GAME |
| 3. STATUS | 8. TOW MISSILE | 13. PAUSE GAME |
| 4. EXPAND VIEW | 9. SMOKE MISSILE | 14. MACHINERY |
| 5. ZOOM | 10. MACHINE GUN | 15. DE-MAGNIFY |

HOW TO PLAY THE DEMO

Before you can start your onslaught on the enemy forces you will be required to choose a commander to control. Select one of the files that are shown and then allocate a name to it (your own name should do). This file will also record just how many victories and losses you achieve.

You now have to equip your tanks for the mission ahead, but you can save time by simply choosing the default equipment! These should be perfectly adequate for what lie ahead, and you can get into the action a lot quicker.

The in game controls are pretty much simple. Nearly everything is controlled via the mouse in a user friendly icon system. A list of the icons has been provided so you know what they mean. The best idea is to simply spend your first game getting



used to how your tanks work before playing seriously.

As you will see there are four view screens - one for each tank. These screens can show you a number of different things. The first and most important is your surrounding landscape from a first person point of view. By using the Zoom icon you can magnify the terrain.

Secondly is the map of the battlefield. This shows all the major targets and enemy tanks that are ready and waiting for you to turn up. Again you can zoom in and out of the map, but you also control the tanks speed from this screen.

Lastly, is the supplies list. Here you can keep an eye on what you've got left to throw at your opponents. Don't get too trigger happy if you'll find yourself in some pretty hot water. There's all you real-time in the demo but I'm afraid we haven't got the space to print it and finding it all out will be half the fun!

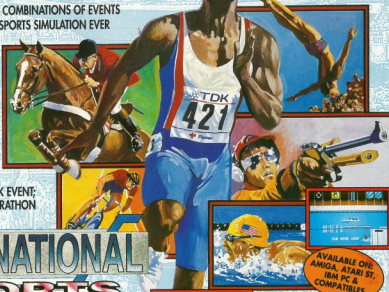
ly need to know for now to enjoy the game. There's quite a bit more in the demo but I'm afraid we haven't got the space to print it and finding it all out will be half the fun!

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"The main essence of sport is a race against opponents rather than against time... to win is the mark of the master"

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- SUPERB GRAPHICS
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- UNUSUAL PERSPECTIVES THAT MAKE FOR GREAT GAMEPLAY
- COMPETE AGAINST OTHERS FOR THE BIGGEST SCORE
- TOTALLY ORIGINAL LINK EVENT; THE MULTI-COURSE MARATHON



INTERNATIONAL SPORTS CHALLENGE

SHOW JUMPING

Unique perspective giving a realistic feel. Different course offering different challenges.

CYCLING

Using 3D vector graphics the unique gameplay combining strategy with sheer power on the joystick makes this sport like no other sport ever seen on computer.

MARATHON

This strategy event linking all the other sports allows the competitor to compete in the ultimate challenge, with 26 weeks being the average training period and etc. being as important

- 4 courses
- Choice of six different runners
- Changes in terrain, weather, altitude.



SHOOTING

4 totally different events offering a wide spectrum of challenges from pistol to double barrel shotguns.



DIVING

Over 40 dives to choose from. Unique control method makes for superb handling of

SWIMMING

Test your skills in the

- 100m Breaststroke
- 200m Freestyle
- 400m Butterfly or
- 4x100m Medley.



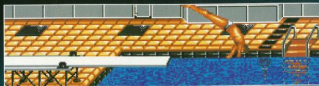
6 SPORTS COVERING 21 EVENTS

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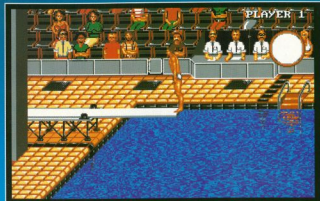


Swimming, Cycling, Show Jumping, Diving, Shooting and even the Marathon, all superbly recreated using a combination of stunning 3D vectors and big colourful sprites, to give Realistic Graphics and Enhanced Playability

DISK
1



International Sports Challenge



There have been a few sports games over the last few months of the Summer Games genre, but none of them have succeeded in becoming a worthy sequel. They either lacked in presentation, the gameplay had been totally lost, and sometimes both!

But now Empire have decided to fill the gap in the market for a good sports simulation. The game will feature six events, with several variations of each. However, don't be fooled into thinking that Empire are just going to make a new Summer Games with a few different events.

The programmers have really gone to town and have incorporated some neat ideas. The marathon is always the most boring event, especially the 5000 metres, so to solve this problem you can start the race and then play the other events while the race continues, coming back to it every now and then to see how your man is fairing.

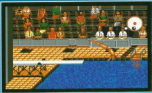
The show jumping will be breathtaking



as well, with vector graphics being used to really give you the feel of being there traversing those tricky jumps.

But back to the present issue. Empire have provided us with a one level demo for you lucky people to savour. The event featured is the diving and will see you whizzing through the air and into the water with perfect grace (you wish).

What's more, if you think that you've achieved a pretty high score, then send a letter to me and the person with the high-



HOW TO PLAY THE DEMO

To start the dive press fire; the power of the dive shown is set by hitting the fire button again when the power ring is at its largest. To perform the dive correctly move the joystick left and right to follow the path of the inner ball - you do not have to keep up with the ball, just follow the path it takes.

Once you have completed the competition dive the score board will show you how well you have performed the early elements of the dive, your entry into the water and of course the overall score.

That's all there is to it, but getting it all right is a lot harder than it looks and it's going to take you a long time to get it perfect, if you ever do manage to!

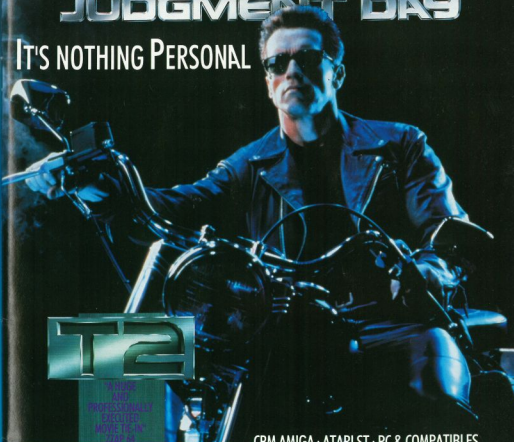
est score will get a free copy of the game as soon as it's released!

Send your entries to

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SK10 4NP

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*Variety is definitely the winning ingredient with Terminator 2. Ocean's hi-to game will be their biggest yet...and could be their best! **ZAP 64

"You'll keep coming back like Terminator himself... good game-play will attract and absorb you... get hold of this, it's as mean as Arnie!" YOUR COMM

*An accurate conversion that will appeal to the fans of the film or the muscle-bound hero himself. ST ACTION

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DISK
1



Thunder Burner



The Thunder Burner project had only just come to a close when a mission briefing emerged from the fax machine in the lab. Although the machine had been assembled the scientists that had worked on TB still wanted it to be tested. Sending it out on a mission while it still had faults could be fatal. But the men at the top weren't going to listen, and considering the circumstances it was totally understandable.



TB had been developed to fight the forces of the enemy, but somehow information about TB must have leaked out and the enemy realised that the only thing they could do was make an assault before the new machine was finished.

Numerous terrains will have to be crossed and countless enemies battled before TB eventually reaches the ene-



min base. And on top of that special guardians will have to be disposed of along the way.

When Thunder Burner begins his mission he is relatively unarmed, and the more powerful weapons that he can use have to be collected during the game. These extras come in the shape of large spheres that hover in the air. TB can use a total of four different weapons, each wreaking an enormous amount of damage on anything that it comes in contact with. There are also energy spheres that will recharge our metallic hero, enabling him to take to the skies and fly around for quite a while without crashing.



HOW TO PLAY THE DEMO

After clicking on the appropriate icon to load the game, most of the controls are activated via the joystick, a couple of the weapons that you'll collect can only be fired by pressing the space bar.

Controlling TB himself is pretty simple. Pushing forward on the joystick will make the ground version of TB run forwards; left and right will move him in the respective directions. If you stand still TB will crouch down enabling you to shoot any of the shorter enemies.

Now here's the good bit! Pulling back on the joystick will turn TB into a plane, enabling you to venture into the skies, make sure you've got enough energy or you'll find yourself dropping at an alarming rate towards the ground. That's about it really.



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OH NO! More Lemmings is now available at your local store for your Amiga and Atari ST at £25.99* and for your IBM PC or Compatible for £29.99*.

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ZyX

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DISK
2



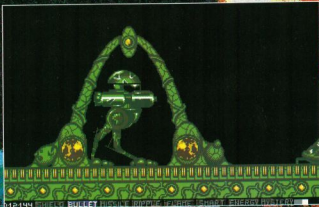
There's nothing better than having a huge robot under your control causing havoc with an even bigger gun. So, it's a sure bet that *Under Pressure* is going to appeal to you. Controlling an ED-209 type droid, you must destroy everything in your path - and a little bit more besides. So grab your joystick and prepare for some destruction.

Since *Under Pressure* has been developed, there have been a number of story lines to give the game a little atmosphere. Unfortunately, Electronic Zoo haven't liked any of them, and they keep on thinking up new ones. So, here's one that they liked, but it could change by the time it hits the street so don't blame me.



The imperial army were the best army to set foot on the evil wastes. No other force could compare to their fighting skills. The reason they were such good fighters was their teacher. A master of most weapons he was extremely experienced in the ways of war.

But as mighty as he was, he was not indestructible, and when a weapon blew up in his face it looked like the warrior would surely die. But the Empire did not want to lose their best asset and soon set about designing an armoured suit that would encase the man and hopefully save his life. Now the teacher is back and this time he's got his weapons built-in!



HOW TO PLAY THE DEMO

With a robot that strongly resembles ED-209 (of *RoboCop* fame) *Under Pressure* is obviously going to have a lot of firepower. From the start you will have quite a formidable array of weapons to wipe out any dangers that get that little bit too close. By pressing fire once you will fire a single bullet towards the enemy, but if you hold down the fire button, the robot's eye's start to go red and then unleash a wall of bullets inflicting loads of damage on any monsters unlucky enough to be in the way.

After a creature has been killed you can sometimes find a special bonus to be picked up and if you collect enough of these your weapons will be upgraded. Flaming bolts, laser beams and all other sorts of destructive things will be at your disposal - how nice!



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FULL PRICE

ST GALLUP CHARTS

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

- 1  JIMMY WHITE'S WHIRLWIND SNOOKER
- 2  TERMINATOR 2
- 3  MAGIC POCKETS
- 4  FINAL FIGHT
- 5  RAILROAD TYCOON
- 6  THUNDERHAWK
- 7  LEMMINGS
- 8  MANCHESTER UNITED EUROPE
- 9  FLIGHT OF THE INTRUDER
- 10  UTOPIA
- 11  TEENAGE MUTANT HERO TURTLES
- 12  RAINBOW COLLECTION
- 13  HUNTER
- 14  HERO QUEST
- 15  FLAMES OF FREEDOM - MIDWINTER II
- 16  BACK TO THE FUTURE 2
- 17  SILENT SERVICE 2
- 18  F15 STRIKE EAGLE II
- 19  LIFE AND DEATH
- 20  THE IMMORTAL

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FULL PRICE CHART

Yet again Jimmy White's Whirlwind Snooker has managed to hold on to the top spot, but with six new entries jumping in to the chart will it be able to hold out for much longer?

The Teenage Mutant Hero Tur-

ties is a re-entry yet again by leaping in at number eleven, while The Immortal just scrapes in at the bottom of the pile, number twenty.

Plummet of the month goes to F15 Strike Eagle II after making a massive drop to number eighteen from number six - oh dear!

- 1  SHADOW OF THE BEAST
- 2  RETURN TO EUROPE
- 3  DRAGON NINJA
- 4  BUBBLE BOBBLE
- 5  NEW ZEALAND STORY
- 6  TV SPORTS FOOTBALL
- 7  STEVE DAVIS WORLD SNOOKER
- 8  LOMBARD RAC RALLY
- 9  BATMAN - THE MOVIE
- 10  SUPERCARS
- 11  SCOOBY - DOO & SCRAPPY - DOO
- 12  HEAD OVER HEELS
- 13  TURRICAN
- 14  PRO BOXING
- 15  ALTERED BEAST
- 16  NINJA RABBITS
- 17  NORTH & SOUTH
- 18  LITTLE PUFF
- 19  FANTASY WORLD DIZZY
- 20  CABAL

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BUDGET

ST GALLUP CHARTS

BUDGET PRICE CHART

This month, Psygnosis' brilliant Shadow Of The Beast fights it's way to numero uno and kicks New Zealand Story all the way down to number five.

The biggest climber of the month is Steve Davis World Snook-

er after making it's way from number twenty all the way up to a prestigious number seven spot. There must be a lot of snooker fans out there!

So what's wrong with Cabal then everybody? It's dropped fifteen places to number twenty! That's a little bit unfair isn't it?



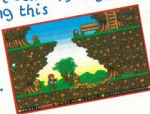
THIS CHART IS COMPILED BY GALLUP LTD
© EPLN

All I Want For Christmas...

dear father kristmas. ive bin a very good likkle boy this year so ive sent u a extra large pressie list filled with my fave games. i wud like to fend all of them in my stocking. ps. my brother wants a tall blond lady in his. thanks santa.

ELF

its obvious why i want this one, coz its got lots of likkle pixies and fairys in it. my brother hates fairys, he hit a lad last week after he called him one. ive seen my mate Dave playing this but he woudnt let me have a go coz hes dead tight.



UTOPIA

i really want this coz its by gremlin and i think gierno is dead sweet. me mam wouda batter me though if she knew id seen a 15 rated film. i liked pauls review in st action last month and it looks dead good. i want to wipe out some aliens with my massif armies.



THUNDERHAWK

Santa do you remember airwolf coz thats what this is like. you have to fly around in a helicopter and blow people up. it sounds really good. i played this ages ago on an st action demo disk but i cant take off, can i have a manual so i might get a bit better.



ELVIRA

My brother has 3 posters of elvira on his wall. he says its his girlfriend. i dont like girls coz they cant play football or fight properly. i went out with a girl called caroline once but she kept nikkink all my spoons to buy sweets. so i chucked her after pulling her hare. this game sounds really good though coz you can kill loads of people and see loads of blood.



MEGA-LO-MANIA

this game is by microsoft and it comes in an enormous box so you should be able to find it if you want to play this on my machine after your rounds then u can but leave it wen youve finished, try and take over a few worlds when you feel strong enuff but dont forget to tie up to the chimney coz taxis are expensive.

ARMOUR-GEDDON

this is by that scowser firm cignosis. that means that its a good game with a good box cover. my brother says that this is too simple hard for me to play coz its a fight.



JIMMY WHITE'S WHIRLWIND SNOOKER

Every time i tell my brother that this is by virgin he just laffs and ses ill know one day. coz u explain this to me. im a big fan of snooker and i can relate to the angles and tangents that the balls shoot off into and im really fascinated by the physics thing. how really. im just too small to reach me dads table.



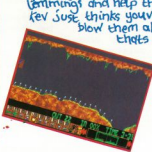
GODS

The bitmap brothers are dead good at making games but i dont think that there really brothers. is they wer they woud hate each other and always be fighting. gods is supposed to be hairy so u can give me the cheat as wel. i wrote a bottoy for it but never got an arser. i like platform games and ill play it for days and days.



LEMMINGS

i watched my mate kev play this in a computer shop and it looked real for. its probably one of the best games we ever seen. i think youve got to rescue all the likkle lemmings and help them escape. kev just thinks youve got to blow them all up. i gess thats why he cant get off the first level. ha ha.



CRUISE FOR A CORPSE

The graffiks in this game are well took. i dont know much about it but i do know that u have solv a merder on a boat. kev says that is you finish it then you can join the police force but hes a bit dim. is gold are really good at games thats why i want this one for kristmas.



HOT TOP 10

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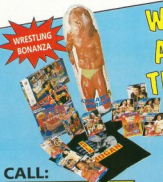
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TEAMWORK

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. At 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

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

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

We've also improved the presentation of reviews by including the best quality screenshots you're ever likely to see. And our perfectly timed Digiscap sequences show how the detailed mechanics of a game work. To add to the enlarged sprites we've christened Rise-Call, the labelled screenshot shots and informative captions, and you've got the best guide possible to buying entertainment software.

THE SCORE PANEL...

PUNTER-POWER™

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 approval for each coloured sector.



GAME: SAMPLE GAME PRICE: £19.99

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

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

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

GAMEPLAY: SOUND: GRAPHICS:

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

RATING = %

SOCCER STARS



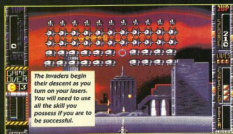
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The invaders begin their descent as you turn on your lasers. You will need to use all the skill you possess if you are to be successful.

Everyone has heard of Space Invaders. The small cabinet has been around the arcades for over a decade and is still a favorite when the time comes to spend your money.

The original machine was an uncomplicated game with an easy control method. You had to move a small base ship around the bottom of the screen and fire your laser at the advancing hordes of alien space-ships. The ships moved from left to right and descended every time they reached the edge of the screen.

The first thing you must do is choose your skill level from the two available: Normal or Advanced. If you choose Normal, you only have to complete about five of the 11 levels to finish the game. If, however, you choose the Advanced level, you will have to complete every level.

Extra power-ups will be available if you manage to shoot the bonus ships that occasionally fly across the

top of the screen.

When hit, they will drop a little capsule. Collect it and you will be awarded one of the extra weapons. They will do anything from leveling the screen to wiping them out.

SPACED OUT

The enemy space ships will move down the screen in a preset formation. Your job is to shoot them all before they reach the bottom. In this version, certain ships will fire the

The bonus screens give you the chance to earn some extra points. You must stop the aliens from collapsing the animals.



You reach the end of level guardian and start in one of its powerful weapons. You begin your assault as it starts to move.

Super Space Invaders

DOMARK

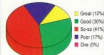
28
ATA

power to wear off from their course and plummet to the ground and others multiply or grow when shot.

Each level is divided up into three sections. At the end of each level, you must do battle with a giant alien guardian. Each one must be shot in a certain place if you are to destroy it.

After you have completed a certain number of screens, you will be given the chance to earn some extra points via a bonus screen. Strategically titled "Castle Mulsion" Aliens erupts descend and try to smash away your bonus buds. Your score depends on the number of cows you saved and how many ships you destroyed. Jason

PUNTER-POWER™



GAME: SUPER SPACE INVADERS
PRICE: £25.99

Domark have decided to rehash the old classic but add some interesting ideas as well. The idea remains the same: shoot the aliens with your little gun and stop them from landing on the ground. The graphics and colours have been updated to good effect and the sound has been improved. The gameplay is very easy to get into, I mean, let's be honest, it doesn't take the head of aldrich to shoot some ships does it? The normal level is quite easy and you should complete it after a few goes. The advanced level will keep you playing for days. My only qualm with Super Invaders would be its testability. Shooting little ships isn't the most interesting of pastimes and you could find yourself getting a little bored after a while.

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

RATING=74%

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COMPILATIONS

TARGHAN

The first game in the package is Targhan, an animated arcade adventure game with more than 120 different screens and 40 different characters for you to interact with in some way.

You must travel to the castle of the Evil One and find and destroy his dark secret. Only then will you and your people be safe.

Large very well animated figures and a good long-term challenge.

COSMIC PIRATE

Space piracy/trading games have always been a favourite of the computer gamer since the smash success of *Elite* all those years ago. Cosmic Pirate sees you in the role of a mercenary with nothing to lose.

You must traverse the galaxy attempting to complete missions given to you by various people. Each successful mission will result in a hefty cash reward so you can survive.

Cosmic Pirate is really quite good, just don't go expecting anything that's too earth shattering.

ON SAFARI

There have been plenty of Operation Wolf type games around over the years. Safari is a variant that sees you dumbled in the middle of a National

Park with a mission to kill the poachers and photograph the animals to highlight the area's plight.

To do this you must switch between the camera and the rifle and shoot at each target with the correct instrument.

It takes ages to load and it's unlikely you'll go back to it very much.

ELIMINATOR

This is one of Allie's favourite games (because it's pretty easy I suppose). You must set off on a trek down the Alien

Highway, through tunnels and out into space, blasting away all the objects and aliens that attempt to get in your way.

High speed blasting in this little, originally produced by Hewson. Once again, good for a while.

HOSTAGES

Now one of the classics, Hostages sees you in control of an SAS type unit, given orders to storm an embassy and get the hostages out alive. You'll have to do everything from positioning snipers to actually storming with your troops. Go in through the window and blow away all the terrorists with your automatic rifle without getting hit yourself.

This is one of the most atmospheric games ever. Not to be missed.

MAYA

Step into the Yucatan Jungle and search for the mysterious fetish of the Maya. You must

Another compilation in time to catch the Christmas market is Action Sixteen's Action Pack. Featuring 10 games usually retailing individually at £7.99, is this a steal at under £27?

Action Pack

ACTION SIXTEEN



drive your jeep across the jungle solving the riddles of the Maya temples along the way.

Keep an eye out though because your arch rival Dr Olrik Karloff will try to beat you to the prize.

Nice graphics but a little slow in places.

COLORADO

Billed as the ultimate in Wild West adventures, this Silmaris game is one of the best they've ever created. Set in the 1860s you have to go hunting after a bad winter with only your knife, axe and rifle for company.

Lots of tricky hazards to avoid and brain-teasing puzzles to solve in this graphically excellent product.

ROTOR

It's always been your aim to become one of the pilots in the Rotor Elite and now, by proving your worth in the simulator and completing 18 deadly missions, you may just achieve your dream.

Lots of stuff to destroy in this strategy cum arcade type game. Graphically it's not that impressive, but you can get into it if you try.

FASTLANE

A top racing simulation based on, the performance of the

SEBEC Cosworth powered C1 racing car. Take part in either practice or a full racing season. Choose your driver at and then set your car up to your own specifications.

(For example, types, suspension and so on.) This is a pretty good game which will keep you hooked for a bit if you like a nice car game.

SHERMAN M4

Simulations don't often make it onto compilations but Sherman M4 is here on the ActionPack. You can now drive your tank through

all the famous World War II battlefields and actually take part in an effort to change history.

You also have reconnaissance jeeps at your disposal so that you can gather important information. A good tank game although true simulation. Good stuff though.

ACTION PACK
U.S. GOLD
£26.99

The Action Pack contains games on sale at a value of £26.99 only. It's pretty good value for money. Although it doesn't have the best games ever on it, certain titles such as the fantastic Hostages really do stand out.

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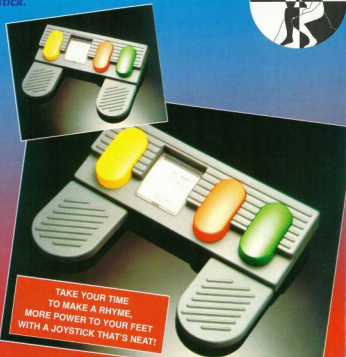
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ARCADE

Ooh goody goody, another fantastic STA compo! Yes folks, as a special Christmas treat we have got one more brainteaser for you to feast your hot and steaming eyes on. This time it's to win a revolutionary new joystick.



Send your entries to the usual address by 15th February 1992:
Joystick Compo, ST Action, Europa House, Adlington Park, Adlington, Macclesfield, SK10 4NP.



My Christmas verse for STA is:



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PUNTER-POWER™

| Response | Percentage |
|----------|------------|
| Great | 38% |
| Good | 48% |
| So-so | 17% |
| Poor | 5% |
| Dis | 2% |

RATING=91%

SPIC FIGHTER HAS BEEN DESTROYED ON PLANET

Epic is the latest Ocean/DJ collaboration. Most famous for the 1999 Retaliator, the Runcom-based developers have had this on the books for what seems like an eternity. It's being advertised now for the second time around, some 14 months after the first campaign.

While all this is going on you're treated to an intro sequence showing the launch of fighters out of the huge mothership and the overall feeling you get is one of awe. This isn't a far cry from the start of *Star Wars* or *Batman Returns*.

Knocking out these targets successfully will increase your fleet's chances of survival.

Depending on your mission you'll have varied weaponry. For example, in *Mission One* you'll just have simple lasers as it's really just a practice mission. The thing that sets *Epic* apart from other space shoot-'em-ups is that you can actually fly down to the surface of the planets to knock out strategic targets.

The game features a very high level of intelligence – one of the missions features a space battle involving some 500 ships. All with their own battle plans and intelligence. As you can imagine, this is no mean feat but it does work incredibly well.

The game's graphics and overall presentation are nothing short of stunning and there's a great wad of playability in there too. Ocean are on a sure fire winner here because Epic is a top class product. **Paul**

this planet is reached and all the pilots are prepared for action.



The incinerators are the cause of the present condition of the forest. You must destroy them while avoiding the lightning from the clouds.

On the first level, you must shoot life into the plants with the help of your Ring of Power. The cats are the remnants of your previous enemies.

Captain Planet

MINDSCAPE



Get rid of the toxic waste canisters and dodge the meemies. You overcome one nasty with a well timed jump.

Some of you will recognise the title of Mindscape's latest offering from the award winning TV show of the same name, Captain Planet and the Planeteers.

In six action-packed levels, you take the role of each Planeteer as you attempt to thwart the plans of the evil Eco-villains who are threatening our fragile environment. Sly Sludge, Looker Plunder, Duke Nukem, Gungliss Greedy and the evil Doctor Blight must all be stopped if you are to save the world.

To succeed in your mission, you must face each villain individually and cause their surrender. To help you with this task, each Planeteer has a special power that you must find and utilise. The power of the Five Rings can be used on each level with a different effect.

Before you begin each



level, you will be given a message by Gaia. She will explain what your mission entails and also brief you on the fate that has befallen this particular part of the world. She will also give you any information she has on the dangers you are likely to encounter. Once you have completed a level, Gaia will show you an 'Exit' sign for the level.

Each level has an environmental issue as part of its

You are half way there! You climb into the cockpit of your Eco-copter and proceed to blast all the ozone-destroying balloons out of existence.

scenario. Level one sees you in a rain forest that is being harmed and reduced in size by the Eco-villains. Armed with your Heart Ring, you must shoot life into the roots to allow the trees to grow again. Climb up the trees and access the difficult platforms.

OZONE PLAYER

Level two is based on the ozone layer situation. Sly Sludge is sending balloons up into the atmosphere. "This isn't criminal," I hear you say. It is when the balloons contain harmful CFC gas that will damage the layer and turn the planet into a huge sun resort for him to build hotels and beaches. The next three lev-

PUNTER-POWER™



GAME: CAPTAIN PLANET

PRICE: £25.99

Captain Planet is basically a platform game that will appeal to most people. The inclusion of some very worthwhile environmental issues is an attempt to open people's eyes as well as giving them some form of entertainment. The graphics are quite well drawn and the sprites animate fairly well. The sound is adequate for a game of this type and there are some nice spot effects. The only problem you may encounter with this product is the suitability factor. You may find yourself getting a little bit bored if you continue to play for a while. An average platform romp that should be commended for its attempt to create some awareness about some of the problems we face daily.

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

RATING=70%

els deal with the issues that affect aquatic life, rubbish and toxic waste.

Once you have completed the first five levels, you take the role of Captain Planet in the final challenge. Fly around the level in your Eco-copter and collect the various power capsules that have been placed around the caverns. You can only hold two at once, so make sure you use them wisely. Jason



Brides Of Dracula



In the depths of Transylvania lies the castle of the eccentric Egomaniac Vampire Superstar Count Dracula. In his never ending quest to prove what a guy he is to all his chums, he's decided to get seriously married. He already had a tip off that the nearby village of Blistriz is home to some thirteen particularly foxy chicks - just the number he was looking for!

"Only Gonzo Games could take what seems to be a sensible plot - mix it with Monty Pythonesque humour and twist it around until it is beyond recognition - and still bring off the idea superbly. That's exactly what Gonzo has done so expect the unexpected" Atari ST User Star rating Accolade 92%

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"SCREENSHOTS FROM AMIGA VERSION"

Baby Jo

LORICIEL

One of the most embarrassing moments of your life has to be the time when you invite your girlfriend over for tea and your mum gets the family photo album out. You spend the next two hours sipping cold coffee while your mum and your mum laugh at ageing photos of you wearing a nappy. Yes, quite amusing. I don't think.

Now, with Loriciel's latest offering, you have the chance to relieve your misery without the accompanying embarrassment. In Baby Jo, you must don your Pampers and battle your way through four levels of tubby action. It won't be easy but somebody's gotta do it!

HOMEWARD BOUND

The reason you are undertaking this journey is quite simple. You have somehow managed to strangle yourself from your tummy harness.

and now find that you are lost in a strange place. You must try and find your way home. Many nappies will try to stop you reaching your destination. But, fortunately, you are not totally defenceless.

As you walk around the four levels, dodging your enemies' projectiles, you will come across several bonus objects. One of the most useful items is the bonus nappy. Collecting

this will allow you to fire at your enemy, thus rendering them harmless. Each nappy can only be fired five times so you will have to try and save them for the more difficult parts of each level.

BABY BONUS

Some of the other bonus items will grant you extra powers but some will just boost up your score. Collecting the Super Caps will

give you temporary invulnerability and if you manage to feed the Super Happy, you will be able to run like the wind and jump like a gazelle!

As you are only a tiny, chubby new-born, you still have the occasional child-like need. Wandering about the level, your previous need will naturally make its way down through your digestive system and try to force its way out of the only orifice it can find. To remedy this, you must locate and utilise the fresh



You stand in front of the jack-in-the-box, waiting for it to disappear. The happy in the background will cure your tummy troubles!

nappies that someone has thoughtfully left on each level.

Barking nappies is quite a fine way to spend the day so your energy will go down as you progress.

To restore your energy and keep your spirits up, you can pick up and use baby bottles that contain the energy restoring milk. These are few and far between so you'll have to make sure you keep your cysts posted.

Your adventures in this mean world can be quite aggressive when they need to be. They can be anything from luscious buns to spitting flowers. They all have the same aim, to stop you find-

ing your way home. Some of the nasties, like the flying chicken, will drop harmful things onto your head but these practices, which turn into useful items once they have landed on the floor.

DAFT DUCK

Fortunately, not everyone is against you. You have only one friend in this cruel world. Your pal, a rather familiar looking black duck, will appear and occasionally offer you some useful pieces of information and advice. He does, however, have a bit of a reputation for being a practical joker, so it pays not to believe everything he says.

One of Baby Jo's strongest points is the large element of cuteness visible throughout the game. The main character does everything you would expect from a small child he burps when he finishes his milk, cries when he gets hurt and even wags happily from the balloons.

You start the game with three lives that can be increased by collecting the extra ones available on each level.

Each life is represented via an energy bar (known as a babies face) whose expression becomes increasingly grotesque the more he gets upset; that is depleted upon contact with anything that is hostile. If you should run out of energy, it will be ultimately be lost.

JASON



You enter the picnic level and enjoy a picnic as you feed your mother on the abundance of pressie boxes on this level.



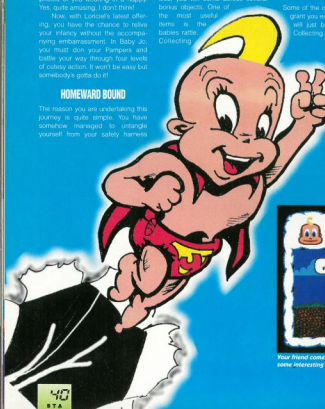
Your pal, the black duck, is your helper as you feed your eyes on the picnic box. The flying chicken in the background looks out of place.



Someone appears to have left your tummy behind. The answer what because could be contained in that tummy fast!



You use the balloon to access the rooftop and strike with terror when you see the nappy before you. A quick slip with the nappy should suffice!



Your face displays the obvious feeling of happiness you encounter after you discover a secret room packed full of bonus items.



Your friend comes out of his home to ask you the odd silly question and offer some interesting advice. The question is can you trust him?



PUNTER-POWER™



GAME: BABY JO
PRICE: £27.99

RATING=85%

Baby Jo is one of the cutest games to appear on the 3F for a long time. The main character wags with a wobbly, sucks his thumb and you have to see him when he gets his bottom burnt by the fire! The sprites and backdrops are colourful and well detailed. The music is a cute little tune that adds to an already tranquil environment. The difficulty level is reasonable, you won't complete the first level on your first attempts. Overall, infant-related fun!

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

COMPILATIONS

Chart Attack Compilations

G R E M L I N



LOTUS TURBO CHALLENGE

This is the game that really got Gremlin noticed as today's specialists in the racing games field.

The original Lotus is perhaps still the marker that everybody tries to pass these days when they are attempting to produce a really playable game.

With the option of one or two player (split-screen), the game excels in playability and competitiveness.

Fine graphics and rapid scrolling makes this game a must to add to your collection, and what better way than with this.

JAMES POND

Another successful game that's about to undergo the old sequel treatment is James Pond. Taking on the role of Double-Bubble Seven, you are the world's greatest underwater agent and must save the world by completing 12 missions all linked with

the environment. Don't let this green thing put you off though because all the time you're controlling what have to be cutest fish around.

From performing simple tasks like rescuing lobsters from pots to more complex things like plugging oil leaks at rigs, you'll be kept constantly on your toes in this arcade game.

Originally from Millennium, it's a very worthy addition to the Chart Attack pack and also well worth having in your collection.

Once again, the product was rated very highly when it first came out, and along with Lotus, it's the strongest title on show here.

VENUS

Set on Earth many years into the future there is a problem:

Gremlin have gone for a relatively small compilation in comparison to the others out this month. There may only be four games on Chart Attack, but when the games are of this quality who's complaining.

Over intensive farming and excessive use of pesticides has killed off every insect life-form, throwing the fragile ecological balance into disarray.

Scientists, as ever trying to put things right, have created a cybernetic race of insects. Unfortunately, an error in their DNA has caused them to go insane and turned them into rampaging killers.

Mankind's only hope of survival was to create the ultimate killer insect, with the power to seek and destroy these mutations. There was only one name it could be called - Venus: The Fly Trap.

GHOULS AND GHOSTS

It's been three years since the evil spirits last rose, but now they're back and once again

it's up to Arthur as he attempts to rescue the kidnapped princess Hus.

This one was a pretty good conversion at the time that it was released and has still retained a lot of its original playability. Although in parts it does look dated, it completes this strong compilation quite well.

Fast and furious arcade action can be expected right the way through as you charge to the rescue against a formidable army of gruesome nasties.

Ghouls and Ghosts seems the odd one out in this package, but that doesn't detract from a very good game.

CHART ATTACK COMPILATION
GREMLIN
£29.99

If you're looking for something to get for Christmas then Gremlin's Chart Attack is pretty safe money. Featuring four good games, a couple of which are among the best you can get, this represents a good buy for anyone who's just getting their ST for Christmas.

STEALTH

BY ktron

THE ULTIMATE GAMES CONTROLLER
It's too good to be called a joystick



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Atari 1020, 1025, 1026
Nintendo and Sega version to follow shortly.

Designed by Wyn Hollaway, the designer of the Spawdunk and Waspsticker Joystick

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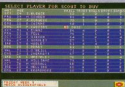
RUGBY COACH



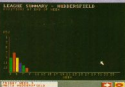
This is the main screen from where all the sub menus are accessed.



The Rugby League First Division is a highly competitive arena. The action's warning sign!



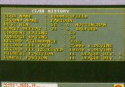
All of the teams can be scored for potential transfer targets by your talented scouts.



This graph will show you at a glance your progress (or lack of it) in the league.



How we all know the bank is an important place, but it's not all work, work, work.



The history of the club gives you info on your record signings and your record scores.

Rugby Coach

D & H GAMES



Management style games come and go fairly frequently. Most are based around football and vary considerably in both cost and quality. And's Player Manager is probably top of the current heap.

D&H Games don't really go for the flashy part strategy, part arcade type of thing. They tend to concentrate on the databases filled with

A good hiding is handed out to the local lads from Salford. Promotion seems unrealistic now.

statistics that appeal more to the hardcore fan.

They've had a go with the footy games and now they've branched out to tap the rapidly expanding rugby market.

The sport has undergone a great deal of media attention in recent weeks because of the Rugby Union World Cup, but it's good to see that Rugby League hasn't been left out this time.

Before you can load it up you have to insert the D&H "dongle" into the joystick port.

This little anti-piracy device is a very well and good except you can't play the game if you lose it, and it isn't exactly the largest piece of hardware you'll ever see! (In case you're interested we could only get Rugby Coach to run if the dongle was inserted into a joystick extender cable. It just wouldn't work if it was plugged directly into the machine. Hopefully that's just us though!) Once it's in and working the game will load and you can start off your new career as coach of a rugby team.

FUNNY BALLS

When it's in you can choose whether you want to coach a Union or League side (there's not much difference really, you

PUNTER-POWER™



GAME: RUGBY COACH
PRICE: £25.99

There's nothing ground-breaking about Rugby Coach really. Its presentation is much improved over previous D&H games but this isn't really the game to get you hooked on the sport. As management games go this is no worse than the majority, but there isn't really that much to do. It's quite interesting to see the players you know score all the time, but if you aren't a fan or once it wears off, the appeal will probably be limited. If you're a diehard rugby fan then it may be worth having. If you're not, then think long and hard before you spend that cash.

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

RATING=70%

still make basically the same decisions). You're then told which clubs are interested and must choose one.

From here it's all fairly standard managerial stuff: pick the team, buy the players, sell the players, you may even want to do a little training with your chapel. There are options to examine your finances and so on before you get to see your result too.

When it comes up to match time, you'll be shown each result and who got the points in all the matches. You can choose to skip through these or examine them in detail. The latter is quite useful if you're looking to strengthen your squad, as you can look for prolific points scorers to add to your team.

All the players' names and names of the club's grounds are correct up until about 1990. So there's a good chance you'll recognise a few names if you're a fan of either game. To add realism you can also buy players from the opposite code. For example you can make big money signings from the Rugby Union if you're a League coach. **Paul**

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First Samurai



First Samurai

IMAGE WORKS/VIVID IMAGE



And here, ladies and gentlemen, you will witness the Olympic synchronized leaping event!



Lucky old you, you're found a dagger! You can see up to a maximum of three daggers in conjunction with your sword for ultimate killing power.



Haven't you got a good grip? Climbing a near by wall might be your only route for escape and success.



Many hundreds of years ago, long before we were twinkles in our parents' eyes, dark forces swept across the Samurai country of Japan. These forces threatened its very existence and all those who lived within its cities, the lifeblood of Japan was about to drain away. But where there's evil good is always around the corner.

TIME TO FIGHT

Growing tired of seeing his beloved country turn to pulp, a powerful Wizard-Mage came forth from the sea to lay and stop the evil Demon King's ransacking. The battle raged

for many days and nights until the Demon King, fearing defeat, fled through the paths of time in to a far and distant world. Everyone rejoiced, for peace had finally returned to the land.

Unfortunately, one man did not share the enthusiasm and pleasure of his comrades, instead he wept at his masters' grave throughout the days of rejoicing. This young Samurai had lost his only friend and master to the clutches of the Demon King and now, he dreamt of a time when he could avenge his masters death and destroy the Demon King once and for all.

TIME TO TRAVEL

Our young hero, armed only with a magical sword and his samurai training, prepared himself to seek out and destroy the King, he knew that it would be no easy task. Unfortunately, he didn't realise the severity of such a quest for he failed to remember the fact that the Demon King had fled through time! Uno severe sang!

Luckily with the help of the Wizard-Mage, the young samurai managed to track down the exact time period that the Demon King had disappeared into, and successfully followed him to futuristic Japan; the year 2323 AD! He knew not of the dangers that lie in waiting for him, or what the outcome of the ultimate battle would be, only you can help him find his destiny...

You take control of our young hero after he miraculously been transported through time to the year 2323 AD. You have to guide him through the perils and dangers of futuristic Japan in an attempt to find the Demon King, while destroying as many of his minions as is humanly possible.

Your quest is no easy one and you have many problems to solve if you are to continually progress to the next levels. Many a time will you reach a seemingly dead end or a fatal hazard with no obvious

route for escape, but help is always at hand. Your friendly Wizard-Mage acts as a Fairy Godmother and can be called upon for help when all hope appears to be lost. But don't carelessly ring your bell when it really isn't necessary.

RING MY BELL

Also, along the way you will stumble across extra weapons that will prove to be a deadly asset but remember, in order to pick such objects up including the bell to call the Wizard, you must always have full mystical energy (indicated by a samurai sword icon). Without full energy the Wizard will be unable to help. But regular and controlled slaughter will keep this energy continually high.

This huge and grotesque head bones backwards and forwards in numerous passages and will squash any unsuspecting mortals.



When you ring your bell you summon the Wizard-Mage for help. In this case he will cause rain to fall on the fire bombs so you can pass.

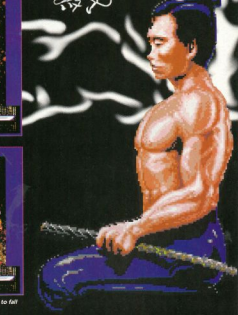


Oh yes, climbing ladders! A good few nifty moves will soon put an end to our miserable little lives.

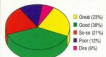
Fire on one side, a wall on the other and a platform above you. What the hell are you going to do now?



First Samurai



PUNTER-POWER™



GAME: BATTLEMASTER
PRICE: £24.95

First Samurai is not simply another hack 'n' slash scrolling graphical presentation with zero gameplay. Instead, this is a well thought out interactive arcade adventure that just happens to involve a lot of killing. The graphics, although comprising of one half of a better background, are detailed and colourful and control of the main character is easy and basic. This is a fun game to play and will have you returning hour after hour to solve its complexities, it's just a shame that the programmers haven't concentrated quite as hard on the gameplay element. Nevertheless, First Samurai is one of the new genre of games that includes problem solving as well as arcade thrills and it makes a pleasant change to what is generally becoming a stagnant market.

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

RATING=84%

MI-29M Super Fulcrum

Twenty thousand square kilometers of central South American soil have fallen under rebel control after a swift military coup, an area of vital importance to the UN and full of highly advanced military installations. Control of these installations by the rebel forces has resulted in a serious threat to international security and they must be expelled from the area at all costs.

PLANE CRAZY

A UN resolution, number 828, has recently been passed stating that all rebel forces must lay down their arms and surrender the area back to the appropriate government. Should they refuse and continue their coup, joint Soviet and US peacekeeping forces will enter the area and regain control immediately.

Flying from an air base at San Felipe, the UN force's main asset is the new MI-29M Soviet ace fighter with you at the controls! You have been given four mission objectives and only when all are completed will you have a successful mission.

You are to break the rebel supply lines, clear all air bases and land in order to claim them, destroy all strategic installations, and finally take the rebel HQ at Pavi. There's no doubt about having your work cut out for you!

Your plane is incredibly advanced and aerodynamic and the new 'fly by wire' control system gives you craft ultimate sensitivity and flying ability. It is an advanced technological progression from the original MI-29 and it has loads of new facilities and a better computer system.

The game has an electronic battle fielded so designed that whenever you alter the rebel's strategy a chain reaction of events is set off and one move could result in the demise of the whole rebel force. Therefore you

must plan your attack path very carefully and go for the vital attack areas first.

As with most flight sims you can track your enemy using a sophisticated radar

and also have the ability to view your plane from all angles, follow the flight path of your missiles, and view your craft from the enemy cockpit.

You can fly anywhere, as high or low as you like, and then take the enemy to smithereens. What more could you ask for? **Alfie**



Following your waypoint you're on route to a target and luckily have failed to encounter any enemy aircraft. Nice scenery isn't it? (Insert) You found your target. This bridge is a vital link for the rebel forces and its destruction will lead to their demise.

Quickly bank hard right in order to avoid the enemy aircraft or shoot him down in a flurry of missiles.



From here you will be able to change your waypoint markers enabling you to immediately fly to strategic rebel points.

Switch your engines on, throttle up, and off you go! Now follow your waypoint to the nearest military target.

Doesn't that look very good as you? Unfortunately your plane has crashed spectacularly to the ground and you're snuffed it!

PUNTER-POWER™

- Great (100%)
- Good (80%)
- So-so (30%)
- Poor (10%)
- Nice (5%)

GAME: MI-29M SUPER FULCRUM
PRICE: £25.99

The playing area is relatively huge and if you so desired you could fly all at right angles heading for the main strategic points. Each time you play MI-29M the course of events will keep changing, thus giving you hundreds of gaming possibilities time and again. The graphics are fairly smooth and of a good quality, and the depth of gameplay is excellent, you also have the facility to use the mouse, keyboard or joystick for control. The complexity of the game and the controls will have even the staunchest flight sim fanatic constantly on their toes, everything (including the kitchen sink) has been incorporated into your cockpit! Unfortunately MI-29M is not the calibre of Falcon or Pro-Flight due to a deficiency in gameplay still it is a very demanding game.

GAMEPLAY:
SOUND:
GRAPHICS:

RATING=80%

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DOT'S

What's the betting that Allie gets permanently lumbered with this page? Dotty is yet again too busy to squeeze this page in to his heavy workload, by the way Dotty, what do you do all day?



ELF (1)

Once and for all we are going to end this ridiculous 'tips' fiasco for O'Brien's £2. With Dotty's very useful GTQAs and the tips included in these prestigious pages, there will be nothing left for your tiny brains to work out for themselves.

Nevertheless, just because you're not as good as our very selves we're not going to kick you while you're down. Therefore, in conjunction with the CHOROPPO cheat you can press W and H to become either the wolf man or the cool dude when you get in to sticky situations.



RAMPAGE - LYNX

Following the footsteps of last month's issue we are yet again including some tips for Lynx games, unfortunately they are all usually very complex so you have to pay attention. In Rampage on the player choice screen press the pause button twice and start the game while holding down OPTION 1.

When the newspaper screen appears move the joystick for a level skip (you will see a number at the top of the screen changing depending on which level you have chosen).



ROLAND (2)

Would you believe that some people are already getting stuck on the sickly cute Roland? The game has hardly gathered any dust on the shop shelves and now you lot are asking for help. So what? What's wrong with spending a little time playing the game, you know you really shouldn't give up so quickly.

Back in the old days we never had games magazines giving us all the answers, we had to persevere on our own. What is the world coming to? Anyway I've decided to help you so read carefully because I'm not going to tell you again. Pause the game and press HELP five times, you will now have infinite lives. There I hope you're satisfied!



TERMINATOR II (3)

Not only have O'Brien managed to baffle you lot with ELF but they've also managed to totally bewilder you with Terminator II. Even though you're playing the incredibly strong and tasty Arnie Schwarzenegger the gameplay is proving to be a bit of a chore. But never fear for STA's here! We are going to help you give Arnie that little bit of extra comp! That will

You must keep button A held down until your ship's shield burns out, but remember DO NOT SHOOT while holding down button A. When your shield has finally burned out you should be invulnerable. Unfortunately, Arnie failed to mention if you still crash in to the scenery or not. I suppose we'll all just have to try it out for ourselves. Cheers for the tip though Arnie!

By the way dudes and dudettes, please feel free to write in with any good cheats or tips if you'd like to have your name upon these most triumphant pages!



GATES OF ZENDECON - LYNX

Gates of Zendicon is a totally excellent game and I'm sure that this invulnerability cheat from Alex Scott of Oxford will prove helpful to many of you Lynxers. Apparently, you have to choose the hard mode (button B) and then start the game by holding down button A.



...STA TIPS

GA...

As promised last month, here are the next few levels of Elf. Never let it be said that a game exists that I cannot complete. Despite struggling against all the odds, while I battled through this third stage of the elfin world I have finally completed it and was it worth the wait? You'll just have to find out for yourselves, won't you? Well, here goes!

LEVEL THREE

This level has you heading towards the lake and it is a lot easier than it looks. You must make your way across the screens from left to right while avoiding the enemies. The main problems you will encounter are the sometimes stationary platforms.

The solution to these are simple: switches can be found on many screens that must be, well, er, switched to enable you to continue. The little switches look like frogs with only one eye. The eye will change place once it has been shot.

There is a shop on the first screen so it is advisable to use it and stock up with some extra lives and better fire power. If you come to a platform that doesn't move, retrace your steps and shoot the first switch you come to. This will do the trick. About three quarters of the way through the level, you will come to some large logs that must be crossed by using some logs. The logs will quickly float across the lake, so just make sure you time your jumps correctly and you should be okay. Fortunately, you don't have to contend with a guardian at the end of this level.

LEVEL FOUR

After your success on the previous level, the swamp shouldn't cause you any problems at all. Ha, who am I trying to kid! The first thing you will notice about this level is the awkwardness of the platforms. They look simple but you have to be spot on with your steps or you'll find yourself taking an early bath!

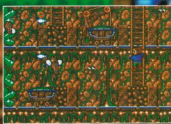
The first thing you must do is collect the **SMALL KNIFE** (the one with the blood



stains on it), you'll need it later on. Now, continue right and you will come to an unhelpful guard, ignore him for now.

Keep going until you notice a solitary switch. Shoot it so that its eye is on the left (this is important, so pay attention!). Continue right and you will have to cross a moving platform (this platform will be stuck if you didn't do the switch correctly). Keep going and collect the **BOXING GLOVES** from the top and you will notice a small cage hanging from a platform by a rope. Cut the rope using the knife and a small, gold idol will drop down. Collect the **IDOL** and leave going until you reach a shop. Enter the shop and buy some extra lives.

Now, go back and use the boxing gloves on the unhelpful guard. You must **ATTACK** him with the gloves rather than select the **USE** ability. He will now be knocked



unconscious and will drop a piece of paper with a password written on it. Pick the **PASSWORD** up and head right until you come to another guard who shouts "halt" and stops you from proceeding. Give him the password and he will let you past. Continue until you reach the Temple. Give the idol to the guy outside and he will let you go through into the temple where the guardian is. This chap is quite easy, just jump over his fireballs and

keep shooting his head.

LEVEL FIVE

This is the level that caused me endless problems. Although most of it is pretty simple, the level itself is absolutely huge! Rightly ho, the first thing you must do is find some **MECHANICAL NECESSITIES** that have been left in some pretty awkward places. The first four are obvious but the last one is guarded by creatures of the night. To get the last piece, follow the next bit carefully.

Collect the bone and give it to the peculiar monster who is sitting by an uncrassable chasm. He will pick you up and take you across. Follow the passages and you will eventually find a **BELT**. Take the belt and give it to the

larger along with the silver flute you should have found on the earlier levels. He will melt it down and give you a **SILVER CROSS** in return. Take the cross and go past the vampires to get the really important bit.

Now give the five mechanical bits to the dwarven mechanic who will give you a **PIECE OF PAPER** containing a password. Take the password and give it to the stubborn guard who will now let you past. Now all you have to do is find the **THREE JEWELS** and give them to the King who will let you progress onto the next level. Phew, am I glad that's over with!

I will be glad to bring the New Year in with a guide to the last three levels. Whoops, I almost forgot! Happy Christmas everyone!

...ELF

Tel (Home): Tel (Work):
 Company Name (if applicable):
 Which computer(s), if any, do you own? 64A

GTGA...

As it's the time of festive fun, frolics and goodwill (i.e. Christmas) we have chained Paul to the desk and made him give you a few hints and tips on obtaining yourself a perfect world in Gremlin's Utopia.



Okay, okay. My conscience won't let me take credit for most of these tips as a lot of them came from Gremlin, but here goes anyway.

TOP TECH TIPS

Those awfully nice chaps reckon that this will save all you single drive users out there a lot of tedious, annoying disk swapping.

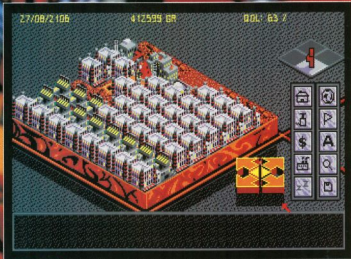
During play, load up the Map screen from the game disk and then keep the scenario disk in the drive. Now you can access the Map screen immediately, thus you do not have to swap your disks when you want to read a spy report! Oh, and always access the advisors with the function keys.

KEEPING WELL ADVISED

Not all of the info from the advisors is updated immediately. A lot of the time it only changes at the beginning of the month. Get into the habit of examining the reports on the second of each month. Keep a careful eye on the Administrator (12), as he will inform you if you are going short of anything.

POWER TO THE PEOPLE

Power can make or break your struggle for survival. If you get caught up in a war with no power, you'll lose your Command Centre, most of your functions, and a lot of your defences. As you can't really afford to give this sort of tactical advantage away



you should make sure you can store a fair bit.

Keep a good spread of flux pods throughout your colony so you can expand outwards quickly. If you do have a power shortage and come under attack, build a few missile launchers instead of laser turrets, as the turrets need a far greater amount of power to operate.

Try to avoid building any Power Stations at all, as they dramatically affect the Quality Of Life on your colony by producing hazardous waste materials. Build loads of solar panels all over to compensate for this.

BLEED 'EM DRY

At the start of the game check the tax up to 20% to rake in loads of cash to spend. Remember though, reduce the tax to 0% when you've got enough to make your people really happy. Once you've done this, try not to get into the situation where you run out of cash, as refaxing the people will cause your Quality Of Life indicator to plummet.

GIVING THEM A GOOD HINDS

Get your lads working on tanks and ships right at the

start so you're prepared for the inevitable attack. Try to cover your colony with laser turrets too. Build your tank yards around the edges of your colony so you've got defences at all sides.

Once you've developed Land Mines drop them in front of approaching enemy vehicles. When you have a lot of forces, put a marker at the edge of the map in the direction of the enemy city (your spies will tell you that).

Have a large number of your forces to this marker. When they get there send them all on to the alien city for a bit of fun. With a bit of

luck you'll wipe them out after a couple of these all-encompassing mass raids!

RESEARCH AND GRANTS

Invest in scientific research early on (by building labs and recruiting scientists). It takes time to invent things so don't waste any.

Try to keep both Military and Civilian research topped up with equal amounts of cash all the time. Don't let it drop to zero!

Also, keep your Intelligence grants at least at normal spying levels, or you may miss out on vital information.



...UTOPIA

The Name's...off Boy!



Seasons greetings everybody! Although the Christmas break is upon us yet again, we at STA have been hard at work trying to find you the pick of the games available for the yule tide period.

CRYSTAL MINES II

Upon viewing this game, you are greeted that Crystal Mines II had actually only been in the Atari office a mere two weeks and that we were the first people to see it.

Crystal Mines II is very similar to a game called Bubble Trouble that first appeared some ago. You have to control a little character, in this case a roach, and blast your way through rocks and debris using your rather nitily laser, in search of crystals while avoiding the customary mine.

You have an overhead view of the maze and are able to walk the boundaries of the crystals, nasties, pleasurable baddies, and paths already covered out. The creatures cannot burrow through the earth themselves and instead patrol the areas already cleared but they will quickly reappear.

Not all the recently available can be seen immediately when you enter a level, a lot of the bonuses are hidden underneath sections of earth and can be collected only when you blast them away. Likewise, since the computer has vast weapons hidden when destroyed.

When you have collected all the crystals and destroyed all the creatures only then will the level exit be revealed.



CUPS COMMENT

Crystal mines II is simple but fun. The gameplay is fairly addictive and it is not one of those annoying games that creates pure frustration, you are guaranteed a relaxing game.

The graphics are very colorful and the sound FX are few but impressive. Overall this is a good clean fun!



HARD DRIVIN'

Yes, we have got yet another racing game for you to feast your hungry little eyes on, this time coming in the form of an arcade conversion. Hard Drivin' is a fan favourite in arcades across the country and now has found it's way onto the Lynx for your home entertainment and like it's arcade original, is set to stun.

As with it's arcade predecessor, you are required to take the controls of a very powerful stunt car and speed round complex tracks in order to achieve the fastest lap.

Your car has automatic or manual transmission options and the game is fast enough to maintain the excitement originally found in the arcade version.

All the tracks included in the games have two possible routes that you could follow, a proper race track or a stunt track. The proper race track consists of long straight and gentle bends and enables you to try for the lap record, whereas the stunt track is designed to test your driving capabilities to the ultimate limit.

Obstacles to be found when driving the stunt track, cars are not to be trifled at. Along the way you'll find broken bridges, death defying loops, Monaco style embankments and infuriating hairpins.



CUPS COMMENT

This was a mistake to play Checkered Flag before Hard Drivin' because my first reactions and thoughts were those of disappointment. Unfortunately this lack in testability and gameplay, the stunt track is by far the best option of the game but can get tiresome. Hard Drivin' doesn't come close to Checkered Flag.



TURBO SUB

The Earth has been invaded by a maniacal race of barbarian aliens who have heavily outnumbered the Earth's meagre forces, and now civilisation is about to crumble into oblivion, or is it?

You are at the controls of a very sophisticated Turbo Sub, a craft with the ability to pop-up over the ocean waves or dive deep down towards the ocean floor, equipped with high intensity lasers you have to shoot down the incoming alien boards and, when available, collect game code and astro fells.

Game pods are the all important currency of the time and will allow you to buy extra weapons for your ship in the weapons shop found at the end of every level. On the other hand, Astro Fells are a valuable source of energy and will replenish your fuel supply or give you an extra life, depending on which is needed most.

The main dangers lie beneath the waves, with mines in the form of swimming aliens and randomly placed pillars jutting from the ocean floor. You must have all your wits about you as you attempt to destroy all the aliens and avoid the hazards. This is not a task for the faint hearted!



CUPS COMMENT

This has all the potential to be the best shoot-'em-up available for the Lynx, with excellent graphics and animation, superb in-game sound and FX, and a thrilling gameplay. The difficulty to fly both below and above the waves gives the game added excitement. Turbo Sub is good boy.



BILL AND TED'S EXCELLENT ADVENTURE

You dudd! Look who's back in town, it's the totally bodacious duo, Bill S. Preston Esq. and Ted Theodore Logan and they are the Wyldest Stylz!!!! If you've seen the film then you will know what I'm talking about, if not then skip the next paragraph!

Bill and Ted have got a little problem and it's called a history project. Due to their pursuit of a 'musical' career the awesome pair

have neglected their school work, and now their project has to be finished in 24 hours. Now, thanks to help from the future, they have the ability to travel through time and locate a few excellent paragraphs from the past in order to pass their project.

Visiting Bill and Ted from above, you must guide one of them around ancient Greece, New Mexico and finally France in an attempt to find Socrates, Billy The Kid and Napoleon. Along the way you must also pick up musical notes which will help you to form and succeed in the group The Wyldest Stylz.

CUPS COMMENT

Bill and Ted's Excellent Adventure is a super film and should have been left as such. There have been three computer versions on the market and all have been disappointing. Unfortunately the storyline doesn't work as a game and leaves it bland and tedious. The graphics are similar to those on the Sega Mega Drive and the tunes resemble the classic modscene tacky cash keyboard! Not excellent at all.



geese run and finally the bonus room all of which are hard to find but can give you endless extras.

In this horizontally scrolling romp Louie can find bags of money that have been carelessly left lying around and it is imperative that he collects as much money as possible in order to buy new weapons. Without these new sophisticated weapons Louie's quest may be seriously thwarted.

The actual gameplay is relatively simple and Berserked Day is really nothing more than a cute scrolling shooty type thing. Lacking in complexity, this is probably super for the kids among us.

CUPS COMMENT

Neither the graphics or the sound are very impressive, in actual fact both are rather bland. The game has very few colours and has been down in a cartoon style and therefore has appeal for the younger players. It has heavy, very testability and is so simple but the kids are going to absolutely love it.



CHECKERED FLAG

Following in the footsteps of Roadsters and STUN Runners, two previously reviewed Lynx games, Checkered Flag is yet another top notch racing game. Previously, this time you can race until your heart's content in the guise of a Formula One sex drive.

You have the ability to race in a practice event, this will determine your starting position on the grid, or dive straight in at the deep end and experience the thrills and spills of an 18 lap tournament. You can also choose which course you start on, the number of rivals in a race and how many laps.

CUPS COMMENT

Checkered Flag has the calibre of Lotus Turbo Challenge, with the quality graphics and sound to match. The controls are simple and the gameplay is incredibly smooth, and it also has excellent animation and crash sequences.

With bouncy lanes, realistic sound FX and arcade qualities, this has to be the best racing game available for the Lynx. Totally top-notch stuff, rush out now and unleash the boy racer in you!



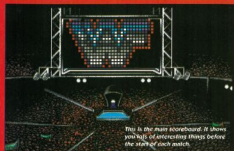


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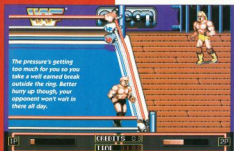
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World Wrestling



This is the main scoreboard. It shows you left of interesting things before the start of each match.



The pressure's getting too much for you so you take a well earned break outside the ring. Better hurry up though, your opponent won't wait in there all day.

A flying kick is a good way to deplete your enemy's energy.



Wrestlemania time grapple lens. Come on, admit it! How many of you settle down in front of the TV to watch a selection of sweetly man embarrass themselves as they try to overwhelm each other to become the proud owner of a pony belt? The slightest thought of ever having to watch this makes my bones ache.

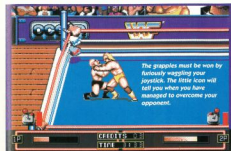
Your aim is to be successful and become the proud owner of the Wrestlemania belt. You will have to beat each wrestler in order to progress to the final and fight the current champion.

You can choose to compete as any one of the following three wrestlers: Hulk Hogan, affectionately known as The Hulkster, who claims to have the biggest arms in the WWF and sure can use them! He is also known for his speciality Pile Drive move. Ultimate Warrior, claims to have the greatest strength in the Federation and recently won the Summer Slam with Hulk Hogan. His secret move is the Gorilla Press. The last available wrestler is The British Bulldog. A good, strong, fighter who is well liked and respected by the other combatants. He uses the Power Slam with expertise.

After you have chosen your wrestler, you will be taken to the ring to face your first opponent. The first opponents are Mr Perfect (who uses the Perfect Plex), The Warlord (named for the Full Nelson), Million Dollar Man (speciali-



Federation



The grapples must be won by forcefully waggling your joystick. The little icon will tell you when you have managed to overcome your opponent.



The Hulkster tries one of his special moves on his victim. The Pile Driver will cause quite a substantial amount of energy loss.

PUNTER-POWER™



GAME: WWF
PRICE: £25.99

RATING=81%

The game itself is graphically very good. The main character sprites have been drawn with detail and colour, maintaining their likeness to the TV personalities. My only gripe about this product would have to be the lastability and the appearance. The ring looks quite bare as does the surrounding area and once you have mastered the waggling, I suspect the opposition will become increasingly easy to defeat. Still quite fun to play though.

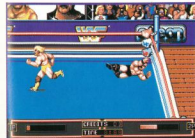
GAMEPLAY: ☐ ☐ ☐ ☐ ☐
SOUND: ☐ ☐ ☐ ☐ ☐
GRAPHICS: ☐ ☐ ☐ ☐ ☐

ing in the Back Breaker). The Mountain (uses the Drop Headlock) and the current champion, Sergeant Slaughter (known for the Camel Clutch).

Each bout will last for five minutes. The match can be won by pinning down your opponent to the canvas for a count of three. If no one is victorious, the match is declared a draw and your game will be over. There's no fame for second place!

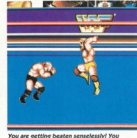
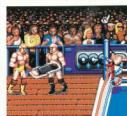
Each player is controlled via a joystick. You have at your disposal a selection of moves that must be used to drain your opponents energy. Once depleted, it will be easier to overcome him and knock him to the floor. Each of the five opponents have differing strengths. You must find their weaknesses and exploit them to your best advantage.

The competitors can be forced

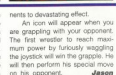


You skillfully avoid an attempted flying assault and set off across the ring to bounce off the ropes and continue the attack.

The players continue their struggle outside the ring. Your opponent is losing and resorts to unnecessary violence with a chair.



You are getting beaten senseless! You attempt a flying knee drop on your surprised opponent.



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Some games may not be released on scheduled time

Yengeli the Wizard

What wonderful Christmas weather we are having, here in the Bahamas. The apprentice and I decided to try out some teleport spells he found in a second-hand book shop. Curiously though he claims to have lost the page with the 'return home' spell in it, anyone would think he wanted to stay here forever!

The top of my head is beginning to catch the sun from lying on the beach. Because of this I decided to get into the shade and write to all you ST Adventurers shivering and cold back home in Britain. The new year games releases will soon be showered upon us. Though these may have glowing reviews or fabulous advertisements, there are still few of us who cannot afford more than one. If even that, at the prices ranging from £20 to £40.

From my own gaming experience, and from the letters I receive, the following budget games remain favourites. These have all been advertised in recent issues of ST Action for less than £10 each. Considering their low prices these games are still as good as, or often better than, many games costing several times as much.

Titles from this list would make ideal presents for adventurers who have many of the current games but who missed these adventures released a year or two ago. Also these are ideal for someone who has just started getting interested in adventure games, but has little money to spend. The games below are ones which even my experienced mum could afford to buy him for Christmas. Indeed you could ask your parents to buy them for you.

One of my favourite games was Zak McKracken, especially wearing my false nose and glasses while playing the game. The apprentice was so carried away reading the spoof newspaper that comes with the game, that he forgot to take the disks out of the box. Zak is a reporter for the 'National Inquirer' (the newspaper supplied with the game) and he has to stop the aliens and their spaceship machine from taking over the Earth.

Indiana Jones and The Last Crusade involves the search for the Holy Grail, however Monty Python is nowhere to be seen. This game shows what an adventure packed life Indy has, he must surely eat three shredded wheat for breakfast to be able to cope with the day ahead. Any one who has seen the film will recognise the storyline as they play the game, but it is no real disappointment not to have seen it.

Y O U must make

sure you DON'T PANIC when playing the Hitchhiker's Guide to the Galaxy. In this game you must be prepared to expect the unexpected as nothing is as it seems. You start off playing the role of Arthur Dent and must survive as the planet Earth is destroyed by the poetry-loving Vogons.

The eventual aim of the game is to reach the legendary lost planet of Magrathea (preferably in one piece). A knowledge of the book may help, but not as much as an imagination as deranged as my apprentice's.

In Uninvited you awaken, after a car crash, to find that your brother has vanished. You find yourself stranded in the middle of a thunderstorm outside a strange looking house and, as it is the only place for miles, decide to start looking for your him. Here he has in fact been kidnapped by the 'unlaid' residents of this house who are hell-bent on killing you.

In Deja Vu if you are in the unfortunate position of having to prove your innocence. You are suspected of stealing money from a gang, who will kill you if you cannot recover it. In this game you must save your neck, which you do by framing

1 in 6

bad guys. There are plenty of people out to get you, while you have very few friends to call upon. The exceptions being one of the casino croppers and the Taxi Driver in Chicago.

Stood outside the gate of Castle Shadowgate you find that you are the champion chosen by the Wizard Lakens. Your enemy, the evil Warlock Lord, is attempting to summon the Behemoth, last of the Titans, to unleash on your land. You must find the five artifacts hidden within the castle. These artifacts will aid you as you try to defeat the Warlock and save your world.

A final budget game that I



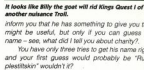


I am playing Kings Quest 1 and having problems with getting magic beans from the old man. I know I have to tell him his name but I always get it wrong. After three times he disappears and leaves a gold key behind.

I have been told I must say RUMPELSTILTSKIN using the alphabet backwards, but it never seems to work. Please, please, please help me to get the right name.

Erik Vettewinkie, Holland

You, like so many other writers, have been given
duff information at some stage. As I told the writer
of the previous question, the word is "RUMPLESTILTSKIN".
As you can probably see that is the reverse spelling of
RUMPLETILTSKIN (note the different spelling). Now you know, after being
given the wrong answer, in future if you have a
question by asking Wengell who knows, rather
than some mere mortal!



I am in dire straits (no not the pop group) stuck in Castle Shadowgate. How can I pass the mirrors? Do I have to go down the hole in the floor or the trapdoor? By the way, what ever happened to that "nice friendly Troll person", did he attack the wrong billy goat gruff or did he transform himself into a Welsh Wizard?

If you can help me I shall be eternally grateful and shall gladly lick your boots clean. If you do not print this letter I may be forced to cast a Vortex spell outside your front door, (not a nice spell in case you didn't know). Help me Wengell, you are my only hope.

Sean O Conaill, County Derry

The only Straits I have ever been in are the Menai Straits back home in Wales when my coracle sprang a "leek" during one of my visits to Dewey the Druid. Poor Dai the sheep almost had a heart attack here, he loathes having to 'have' a bath. Following on the subject of baths, I don't normally respond to threats involving a Domestic cleaning product so, I shall ignore your comment about Vortex (His Bloody H... Ed). However on this occasion I felt that any one so deluded that he could think the Troll capable of transforming himself into a Wizard very definitely needed help.

Wengell the Wise Welsh Man. I have been stranded on Monkey Island for 5 long hard months now and have only just managed to get to the pirate ship. A little help from you will be nice. Thanks very much.

On the pirate ship, as you well know, is the squeaky door – here lies the problem. I borrowed one of my friends mags to get some extra tips and it says "One groggy rat and a slippery door later..." I can get the ghost grog but the rat eludes me – please, please tell me how to get the rat and what to do at the squeaky door!

Andrew Muir, Scotland

I was quite insulted with being called a Welsh MAN, I am in fact a qualified Wizard with letters after my name. Fellow of the Association of Welsh Wizards, Warlocks and Witches (FAWWWWW) - you should see some of the parties that we have! However as our association has guidelines on helping those mortals such as yourself, I shall answer your questions. You may be able to tell a Welshman how to play rugby, but you still shall have to come and ask for help with Adventure games!

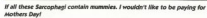
If, once you have got the grog, you walk out into the passageway you will find a hatch. This is unfortunately locked, but the key for this can be obtained from LeChucks quarters. Getting the key may prove difficult, but I wouldn't like to spoil your fun by telling you how to get it!

To continue, when you have opened the hatch you must then enter it. Having entered the hatch you will find a dish, quite a convenient place to put your grog! The rat will then take a sip of the grog from the dish and collapse, allowing you get past him. Once past him you will find some cooking grease that may be used to grease the squeaky door, allowing you to open the door in silence.

I am completely stuck on 'The Krystal'. Old game I know, but I picked it up for a fiver so what could I do. I don't know what to do anywhere, I've visited the planets but I can't seem to get into the game. You wouldn't happen to have a complete solution to help me out would you?

Glen Leighton, Kent

Well Glen, "I didn't get where I am today by using other peoples complete solutions to solve adventure names" *It*



has taken me many years of diligent research to uncover the solution of this game, and I am not giving it to just anyone! Therefore to help all those having problems with this game I had the apprentice produce a quick "Idiots Guide", a task to which he is particularly suited. This is intended to assist those uncertain of which path to follow.

The planets should be visited in the following order. Zapminola for Aunt Polly's mutipep and the hestpro tablets. Glysta for the Psychisorber. Feltna for the sword of Spheres. Zapminola again to hear some news, on the radio of course.

Once you have come to grips with the preceding hints you should be able to progress with the game. However I am very sure that, after such a monumental start to this game, I will indeed get several more letters from you for even more aid and assistance.

I have been playing Legend of the Sword for some while and am now stuck. I don't want the solution to the whole game, but can you help me on this point.

To get to the underground passages I need a password, what is the password and where do I find it?

Steve Clements, Middlesex

At the bottom of one particular staircase there is a room whose ceiling is covered with lots of cute and cuddly bats! (Have you had your head examined recently? ... Ed). These are obscuring an important message. Throwing something at them will cause them to disperse, allowing you to read the password.

I hope when you throw something at the bats you are most careful. Bats are in fact a protected species. If you are not careful you may get taken to court, though how a bat is ever going to take you to court I don't know.

1000

Well Glen, "I didn't get were I am today by using other peoples complete solutions to solve adventure names" *It*

Please can you help me with Codename Loamen from Sierra. I am

on the submarine with the decoding book and the caliper, but when I leave my room to the left the Captain makes me pilot the submarine. How do I do it? I always seem to muck it up! Also, does the **PLOT COURSE** function work here, I tried it with no luck.

John Burge,
Uppminster

When piloting the submarine remember to follow the captain's orders, as he should know what he is doing. The first thing is to CLOSE HATCH, obvious really. You should now use the keyboard to control the sub. Turn on the Closed Circuit Monitor and start the engines, slow ahead 1. As you get underway make a turn right to 180 degrees remembering to centre the wheel afterwards.

The apprentice and I both wish you all a pleasant Christmas and await the flood of questions about your new games in 1992.

BEAN THERE, SEEN IT DONE IT

Greetings oh great wizard! Don't laugh, but I do have some problems with Kings Quest I. I know that I have to climb a beanstalk to find the sling, but where do I get the beans? Also, I wonder how to kill the nasty ol' fire-breathing dragon under the well?

In return for this I will give you a cheat for Sierra's early games (not that there are any much later ones - Wengell). If you hold down the alternate key and press D an alert box will appear. If you press return twice and then type in TP you should be able to enter a room number and be transported to that room (number 19 in Larry I is a pretty nice one!).

Kris Hedman, Sweden

I do hope that you have at least managed to get across the bridge past that pesky Troll (they have always been a nuisance these Trolls haven't they?) and continued North. Here you should meet a crotchety old gnome who unfortunately has about as much charity and politeness as a Troll, and we know how little that is! He should



Roger Wilco narrowly misses a sticky end

Then make a second turn to 270 degrees. Adjust the sub's attitude until the green sub in the Attitude Indicator is centered with lines (does the attitude indicator show how fed-up the submarine is getting? ... Ed). Increase speed by one and prepare to dive.

Descend to a depth of 200 feet, monitoring your depth on the display in the upper right hand corner, then level out. At 200 feet change heading to 360 degrees and increase speed by two. Make a final turn to 355 degrees and stop the engines.

To use the plot course function you must first have a chart to plot it on. The captain will show you to the subs chart table after you have received your sealed orders.



ENLIGHTENED NOT UPLIFTED

I am in a big mess with Space Quest III. I have got through the broken eye in the robot's head, but all I can do after that is go up in a lift and get mangled. Please help. I have every faith in you.

Barry Skelton, Altrincham

Have I met you somewhere before? I am sure that you must have been at school with my apprentice. Anyone who can get stuck on Space Quest III so near the start of the game is obviously in severe trouble (did you go to school with Mitch too?). Well I shouldn't complain, it makes me (together with the rest of this planet) feel more intelligent.

Unfortunately the lift you have been using is not meant for humans but for junk. That is why the weight of the lift you first yourself on a conveyor belt leading to a crusher! As this is likely to do unmentionable damage to your frail human form I would advise you to get off it as soon as possible. In order to do this you must first STAND UP and then JUMP. This will cause you catch hold of the walkway above you, and pull yourself up. Once on here you will be able to follow the walkway round to the control room on your left. From here I must leave you to find your own way back.



HINTS FOR THE CLUELESS – by
the Apprentice

Now that my master Wengel has gone I shall talk to those of you who, like me, have to struggle to play adventures. Because of this I would appreciate to hear of all good games hints. Perhaps with these I may be able to solve some adventures without his help. Each month I shall try and mention the senders of the best letters. (Disks will be returned if you enclose an SAE) Here are comments on some of this month's letters, together with a hint taken from each one of them:

I received a letter from Paul and John Sumner of Bolton. They sent me a set of hints for BERMUDA PROJECT. One of their hints is DON'T FORGET TO IN THE JEEP BEFORE YOU USE IT. I think I am stupid if I would fail for That must be why my

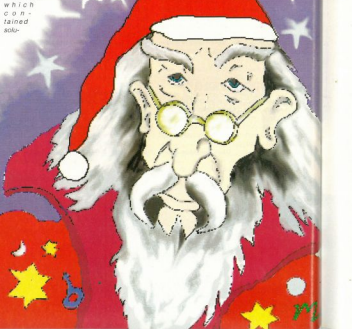
Mark Hart and Alastair Holman of Rugby sent me a letter which contained only

tions to Leisure Suit Larry I, II and III. They call themselves the "most dedicated Sierra 3-D Adventure Game players around". The least that would have to be done to earn this title is to send me the full solutions to Space Quest IV! Here is a hint from the LEISURE SUIT LARRY I solutions, DO NOT GET INTO THE TAXI WHEN YOU HAVE WINE WITH YOU. This is, because the driver steals you

Unfortunately as both Wengell 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, bribes, offerings and Christmas pressies to the following address:

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How who ever heard of people walking on the clouds while trying to avoid mad bombers and strange flying things? Our little hero has obviously!



Although you've got to handle a little full you mustn't forget to pick up that bonus hidden inside the cloud!



Mega Twins

U S G O L D



These guys are a little bricky as they don't stay still, but ain't for the contraptions extremes first and you should be OK!



Uh oh! Looks like our hero is in a bit of bother, but if all else fails cling on to a platform if you're a bit chicken. Try not to break a nail though!



The end of level guardian. This one homes in on your position and then makes an appearance but ain't for his arms and he'll soon be six foot under for good!



Hello boys and girls. It's story time again. Today we've got a sorry little tale about two orphans who were left all alone in the world without anyone to look them in all right. Isn't that awful? This little tale is unlike any other though my sweeties, this story about you to make up your own ending, now won't that be fun? Are you sitting comfortably? Good, then I'll begin.

Once upon a time in a far far away land there lived a good and friendly King who ruled over his Kingdom of Alesia with care and affection. All the people

adored him and he adored his people, he was very happy.

He ruled the fantasy world of Alesia with his pretty Queen and his two bouncing baby boys, twins to be precise and everything was as perfect as it ever could be.

One day, while the happy smiling Alesians were going about their business in a perfect sort of way, they failed to notice the large ominous dark cloud that was forming over the colourful landscape. They also failed to notice the evil creature that quietly descended from the cloud to reside in the castle's courtyard, and they also failed to notice the stream of ridicu-

lously grotesque creatures that followed their master.

WIPE OUT

Doomsday had arrived and the peaceful Alesians were unable to do anything to prevent it. These once happy and peace loving people had been living in harmony for thousands of years and did not know anything about the skill involved in mortal combat. Therefore my dear little murchkins, the Alesians were totally wiped out by the nasty rampaging creatures' devastation.

Alesia was left in a terrible state. All the people were dead including



Choices, choices! Shall I fly, swim or run first? Actually I'd rather have a chocolate milk shake - anyone for a tea break?



A lot of arduous dodging is called for here or the mines, creatures and spikes are all going to make mince-meat out of you!



Water, spikes and jellybeans, whatever next?

the nice King and his pretty Queen, leaving nothing more than the nasty creatures to roam the land in a merciless chase. But don't worry sweeties, all was not lost. What kind of a fairy-tale would this be if it had an unhappy ending?

Luckily, the King's two bouncing baby boys managed to escape the mayhem and were left totally unharmed inside the castle. For 11-

teen years they remained in hiding while teaching themselves how to fight and be skillful with a sword, until they were strong enough to take on the evil creatures in a quest to avenge their parents.

Eventually they were ready and they promised each other that they would fight until all the evil had been dispersed from the land and harmony had been restored. They knew that

their task was not going to be easy but nevertheless they started on their dangerous mission. To find the legendary gem, the Dragon Blue Eyes, for only this could fight the evil forces. The Mega Twins were ready for action!

succeed and live happily ever after? It's entirely up to you, so totter along to your computer class and see what happens. Isn't this fun? *Alesia*



FIGHTING SPIRIT

They fought them on the beaches, they fought in the seas, they fought them in the air, and they would never surrender! Aren't they brave? They had everything to gain and nothing to lose.

Subjected to perils beyond imagination they overcame all their fears against the hidden dangers of a sunken pirate ship, the storm filled skies, and the inflated caves back on terra firma. They both knew in their hearts that they had to succeed.

Now kiddy-winks, this is where you can create your own ending for our illustrious heroes. Do you want them to fall and be scattered in to oblivion or would you rather see them

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GAME: MEGA TWINS
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RATING=86%

If you can stomach the incredibly sickly sweet appearance of Mega Twins you will discover that underneath the cute exterior there lies an enjoyable platform jump. The graphics are of an excellent quality and scroll with an smoothness and ease while the sound compliments the game play completely giving Mega Twins a true arcade feel. This is a game that the kids will be enthralled by, and one that parents will play after the kids have gone to bed!

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



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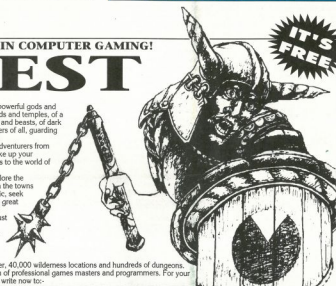
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Continuing in true STA style, we have yet again got a terrific competition for all you young hopefuls to enter. Created by those groovy people down at Gremlin, in order to promote their new up and coming release of VideoKid. They have therefore agreed to part with a few goodies, read on!



VideoKid is a total television dead simple questions, what a doodle!

VideoKid has to visit belong to wonderful parents who have him very much. Due to this overwhelming love, they have just gone out and bought him a glowing new video recorder and also given him some money to pop and live a film.

VideoKid settles down to watch his new movie but due to an extraordinary phenomenon he gets no further than the opening credits! VideoKid gets sucked in to the VCR! Now, trapped inside the VCR in Medieval surroundings, you are a mighty wizard fighting for his life. Things are definitely getting very strange, but how does this all fit in with our fantastic compo?

Gremlin have agreed that one lucky entrant will become the proud new owner of a super video recorder and ten runners-up will receive a copy of Gremlin's Chart Attack Compilation pack. All you have to do is answer these

World 1 - Medieval

Our hero loves to ransack the English countryside in a groovy pair of green tights and he never goes anywhere without his trusty bow and arrow. Our hero is definitely not dashing with wolves in this and

World 2 - Space

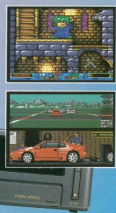
The Dark Side is attacking the good side with a force too powerful to comprehend. Our heroes have to face the enemy in not one but three films and are accompanied by a walking carpet and a tin can that talks!

Please Note: The video shown may not be the one that you receive.

World 3 - Horror

The film is set in a big castle and only exists in a time warp. The owner is a large german sausage who loves to be referred to as a sweet transvestite, his favourite colour is Magenta and he gets his coffin from Columbia!

House, Adlington Park, Adlington, Macclesfield, SK10 4NP.



THE RATHER SEXY VIDEOKID COMPO

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COMPILATIONS

Capcom Collection

STRIDER



The first in the two part Strider series was pretty successful and followed the arcade version quite closely. Your mission is to infiltrate the Russian Red Army and return enemy secrets to your superiors.

You begin in Red Square before battling your way to snowy Siberia and on through the Soviet Union. Finally you will return to face the Grand Master of the Red Army, and must defeat him in mortal combat.

Whatever you do, don't expect an easy ride. A fairly good game that'll keep you going for a while.

UN SQUADRON



For many years, the countries of the Middle East have been engaging in huge battles and wars with each other. Evil armies have infiltrated all the governments with false promises and now with the latest in weapons techniques have been turned against the countries of the Western world and only the UN Squadron - a multinational task force, can stop

them now.

In this colourful Capcom shoot'em-up you must fly through the levels blasting away at everything you can. Only then will the world finally be free from the terrorists.

LAST DUEL

Yet another Capcom Shoot'em-up this time sees you controlling both a car and a hoverplane (although it's a two player game you each take control of one of the vehicles).

There's not a great deal of plot in this one other than you must blow everything away and it's not that impressive really. Good for a while but the graphics and sound are dated by today's standards. It is one of the weakest titles on the compilation, but there is still seven other titles in here.

FORGOTTEN WORLDS

Emperor Bane, the God of Destruction has wandered off and collected eight evil Gods and set them about destroying the whole of civilisation. The spirits of the people's minds have combined and created two super warriors to fight back against these evil destructive demons.

Four different levels to

These days compilations usually come with four or five games in the package, but the latest US Gold bundle - The Capcom Collection, features eight arcade games, guaranteed to pass the cold hours of winter quickly.



battle through that'll keep you going for a while anyway.

GHOULS AND GHOSTS

Converted from the huge arcade smash hit is the ST version of Ghouls and Ghosts. Take control of Arthur as you try to rescue the gorgeous Princess Nunu (nice name!). Control your heroic little knight through five fiendishly difficult levels of medieval mayhem. Loads of special weapons and stuff can be found lying around, and will need every last one of them if you're to survive.

DYNASTY WARS

You must fight your way through eight legions of cavalry and eventually defeat the evil Warlord - Thung Chee.

You'll get a choice of four characters at the start, each with different traits and weapons. Your choice will be vital to the rest of your quest.

This is one of the more recent Capcom conversions and therefore doesn't suffer from as many of the ageing problems that some of the other do.

LED STORM

No compilation would be com-

plete without a racing game on it. Led Storm fills that requirement here. There's loads of stuff to collect to boost your performance and give you extra energy along the way.

You can also change your vehicle to a motorbike and pressing the firebutton will make your mode of transport jump in the air to avoid any of the obstacles.

STRIDER II

Having returned from the successful mission in the Soviet Union, our hero finds his services are required on another world!

It's a similar kind of thing to the first except you can transform into a robot at the end of each level before you face the guardian.

Five levels here to keep you going, nothing outstanding but okay nevertheless.

CAPCOM COLLECTION

U.S. GOLD £29.99

It's hard to put down a compilation with eight separate games on it but the great secret of it is you haven't got any of the games. It's worth looking at if you're after a good Christmas present or just to build up your collection quickly.

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NAME



Knightmare

Here at ST Action, we try our best to bring you all the latest news as and when it happens. In our search for yet another exclusive, Dotty and Paul popped down to blustery Sheffield to visit Tony Crowther, author of the excellent *Captive*, to check out his latest masterpiece.



Most of you will remember *Captive*, the game that won the Overall Game of the Year and Adventure Game of the Year industry awards for 1990. Tony has been involved in another project since then: the conversion of the popular TV programme, *Knightmare*, to the home computer.

The TV programme is described as a highly creative role-playing adventure, where you role-play for real. You are asked to solve various logic puzzles and problems in order

to progress. The first few stages are easy to get into but, as the gameplay develops, it becomes increasingly difficult as a rich storyline unfolds.

Tony Crowther's re-creation of the hit show looks set to instantly amaze. Tony has programmed *Knightmare* using the same sophisticated game system that he used for *Captive*. *Knightmare* puts you in control of a hardened group of warriors who have been given the chance of fame and fortune if they can complete four tasks.

You must first start by selecting your team and creating their attributes. After you are satisfied with your party, you must then choose the first quest you wish to undertake. Will you opt for the Shield of Justice, the Sword of Freedom, the Cup of Life or the fabled Crown of Glory? Each quest gets harder as you progress but the benefits also increase.

The playing area is similar in design to *Captive*'s. A small screen adorns the center and the surrounding area is full of lots of useful items and accessories. Controlling your team is done via the mouse and a selection of arrows on the right of the playing area. Simply click on the arrow to move your character in the chosen direction.

The action takes place inside a specially created world where every

thing is your enemy. Each level is divided up into various rooms. Each floor can be accessed via a number of strategically placed ladders. The floors are filled with monsters and wigs to chase you as many problems as possible.

Along the way, you can pick up a variety of useful objects that can help your weapons can be used when you are in combat with the many inhabitants and other items such as shields, food, armour and magic can all be found and utilised at the appropriate time.

You must choose your character from the certain races and professions available. The experience level of each member will rise as you earn in a particular category or create a new experience level if you are experimenting with something new.

For example, a samurai who uses a sword will increase his present level but if a wizard uses a sword, he will gain a new level of experience for his newly discovered art of sword thrusting.

The monsters all have their own unique intelligence levels and, believe me, they'll use their brain power to trap and devour you.

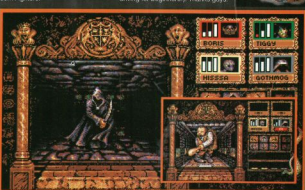
Each enemy can be killed in quite a number of ways. The most obvious is the use of weapons but heaping them in doors and unleashing powerful magic spells also does the job. When killed, some animals will have buried some food for you to collect. Eating this grub will restore some of your used stamina.

As you can see by the screen-



shots, *Knightmare* looks the business. Due for release in early December, *Knightmare* will set you back about £29.99. After the inevitably successful *Knightmare*, Tony has now set a year aside to begin programming the most eagerly awaited sequel to *Captive*, *Captive II - Freedom Fighters*.

It's thanks time again I'd like to take this opportunity to thank the following people for allowing me to write this impressive article: Tony Crowther and his beautiful family, Pam and Kirstie from Mindscape (for generosity) and rewriting phone conversations) and Steve (for the info on safe driving for beginners). Thanks guys.



SNEAK PREVIEW

Golden Eagle - The Return



Apparently, the original Golden Eagle was available on the Amstrad CPC quite a while back, but now, Loriciel have decided to tuck it up considerably and push it out onto the 16-bit market.

Unlike the majority of other games, this one has several possible endings and everything you do throughout the adventure has a bearing.

The Golden Eagle is a statue which is said to harbour mysterious powers. As the legend says: "A man coming from a far off land will awake the Eagle and dictate its future".

Nathum, a Master priest of a sect whose religion has been based around the statue sent his troops to capture it, in order that he could take its power. Unfortunately, he has failed to master it and has

separated the statue and hidden it around the city in an act of spite.

One man has the ability to re-locate the statue, but he was captured before the battles and enslaved in the city. However, the mutants who were banished, have set him free so that he can help them get revenge and find the missing pieces.

There are five of these pieces in all and you must take control of the Hero and guide

A year ago Futura produced Panza Kick Boxing. A fine simulation of the sport with some very smooth character animation. The same techniques have been used in Golden Eagle - The Return.

him through the city searching for them.

The animation of the character is as fluid as you could wish for. Once again, the character reacts and moves exactly as he would in real life. This is especially true when he draws out his gun and moves about with it ready to fire.

There'll be plenty of puzzles to solve when the game is released in December. So far we've got the French version but as our international linguistic talents are rather limited, we haven't got that much idea of what's going on. The game will also include lots of things to shoot at as you wander around the corridors of the city.

There's also a nicely animated intro sequence that will set the scene. Add to this a bonus Othello type game and you've got a product that may just take the Christmas market by storm!



SNEAK PREVIEW

Space Crusade

First we had Hero Quest, but that wasn't enough. Now, prepare to experience the second encounter, Space Crusade!



MB's board game, Hero Quest, caused quite a stir when it was released nearly two years ago and due to its success the sequel, Space Crusade, followed hot on its heels. Now, both Hero Quest and Space Crusade are two of the best selling games ever, giving a totally new concept to role playing games.

With the news that Gremlin are to also follow up their successful Hero Quest adaptation with a Space Crusade conversion, the RPG fanatics in the office are getting more than just a little bit excited. After witnessing these pre-

release still shots of the new masterpiece we have all agreed that Space Crusade is going to be something that's pretty extraordinary.

Space Crusade, as a board game, has more variety and excitement than Hero Quest and sees you controlling not just one character but six marines in a team. The creatures are more vulgar and the missions a far more complex, all in all creating a tense and riveting game.

In the computer version you will take command of a team either the Ultra Marines, the Blood Angels, or Imperial



Fists and battle it out against the enemy hordes which include the mighty Dreadnought, a machine of intense magnitude. Your team will have all the latest fire-power at their disposal but you will need your wits, and a little bit of luck, if you are to succeed in your primary missions.

Gremlin recreated Hero Quest perfectly and the end result was more than brilliant, and it can be assured that Space Crusade is going to be even better (is this possible?)

- Dep.Ed. Ian Richardson, PR executive at Gremlin, is hoping that Space Crusade will

be in the shops and ready for inspection by Christmas but unfortunately this still hasn't been confirmed as yet. You'll just have to keep your fingers crossed and keep an eye on this space.

For the mean-time, oodle over these games shots and pray that you won't have to wait too long before you can get your grubby little mitts on a copy. Then see how it fairs against our dedicated RPG'er in a future issue.





TURRICAN

KIXX £7.99

Legend has it that a three-headed creature once held a kingdom in an evil, vice-like grip. Morgul, as he was known, was the cause of all the fears and the evil that ran riot in the kingdom. The tale also tells of how a young hero came forth and banished the demon. He has returned!

The people have elected you as their hero to find Morgul and destroy him. They have armed you with the latest weaponry and you must battle your way across the many parts of his world, avoiding the multitude of enemies he throws at you and pick up various bonus icons that can be revealed to help you in your quest.

Five different worlds are included to battle through and you can pick up plenty of power-ups along the way too.

ACTION ANALYSIS

Turrican is one of the most playable games to ever appear on the ST. The graphics are very good and atmospheric as are the sound effects. Turrican is definitely one to purchase immediately if you missed it the first time around.

ENJOYABILITY RATING 90%

VALUE FOR MONEY 9/10

GHOSTBUSTERS II

THE HIT SQUAD £7.99

The famous band of demon destroyers had been discontinued. Their last job involved the destruction of a 100 foot marshmallow man and an up-town high rise building. Now they have been brought back together by Dana Barrett.

You play the role of each Ghostbuster as they attempt to stop the evil Vigo the Carpathian from ruling the world. The game has been divided up into three large levels, each one depicting various sequences from the original film. It is good stuff though.

ENJOYABILITY RATING 81%



HERO OF THE LANCE

KIXX £7.99

300 years ago, a huge cataclysm by the gods wrecked the world of Kryen. The evil Queen of Darkness, Takhisis, created a vicious race of creatures called the Dracnians and began her assault on the world.

You take control of a party of eight would be heroes who have joined together in an attempt to rid the world of Takhisis. The only way to do this is to initiate the revival of the old Gods. The peoples faith has been all but destroyed and only the reappearance of the legendary Discs of Mithakul can loosen her hold on Kryen.

You control each member of the party via the joystick. You can change members by accessing a menu and altering the party's current formation. Spells, weapons and other bits are also operated by menus.

ACTION ANALYSIS

Heroes of the Lance is not to be confused with a role playing game. It involves loads of dialogue to enter and platforms to jump over. The graphics and sound are quite good as is the difficulty level. A different but good addition to your collection.

ENJOYABILITY RATING 79%

VALUE FOR MONEY 7/10



ACTION ANALYSIS

Ghostbusters II provides a good source of varied entertainment for all ages. The three levels require some thought, skill and a bit of luck as well. The sound effects add a touch of atmosphere and the graphics are nice and colourful.

VALUE FOR MONEY 8/10



ALTERED BEAST

THE HIT SQUAD £7.99

You hear the cry of the gods and are compelled to respond. Zeus has called upon you to save his kidnapped daughter, Athena, who has been kidnapped by Neff, the evil Lord of the Underworld. You are brought back from the grave and given power to rescue her.

The game takes place over several levels of frenzied activity. As a man, you can collect the mystical power crystals and transform yourself into various beasts of awesome strength.

The evil minions of Neff will try to thwart your progress. They can all be defeated with various moves that can be utilized via the joystick. You can kick and punch at certain parts of your enemies bodies or just jump over them if they look too tough for you.

ACTION ANALYSIS

Altered Beast was converted from the arcade machine quite a long time ago. With its colourful graphics, strong sound effects and decent gameplay, it still remains a good arcade romp to add to your collection. Well worth a look at right now!

ENJOYABILITY RATING 84%

VALUE FOR MONEY 8/10

KID GLOVES

GBH £7.99

You must take control of the 'Kid' and help him find his way back to his Uncle's house. You will have to negotiate your way through many different time eras and pit your wits against the many adversaries that will confront you.

You start the game on the left-hand side of the screen and must make your way across it as an ant off to right. When you make it to the other side, the next screen will scroll into view. There are 50 screens in all and they are split into five time eras.

ENJOYABILITY RATING 80%



POWER DRIFT

THE HIT SQUAD £7.99

In Power Drift, you must race your way across 27 circuits. Choose your driver from a motley collection of felons like Jason the Skinhead who enjoys taking corners too quickly or Jeremimo the Mohican who puts fear into the others with his war cries.

Each race takes place on a different track. Some of the tracks will have special sections that have been included to cause problems. The Roller Coaster track is full of dips and the slip 'n' slide snow tracks will be covered with ice.

The game can be controlled with the joystick or a mouse. After you have completed each race, you will be shown a screen that tells you how you performed and what your overall placing was and whether you qualified or not.

ACTION ANALYSIS

Power Drift is one of those games that looks really good but turns out to be a little bit of a time waster to actually play it. The graphics are really colourful and well drawn but the overall playing was and whether you qualified or not.

ENJOYABILITY RATING 52%

VALUE FOR MONEY 5/10



ACTION ANALYSIS

Graphically quite reasonable and with 50 levels for you to explore, Kid Gloves is a good game to get to grips with if you find yourself getting bored over the Christmas period. Color and fun, what more could you possibly want from a game?

VALUE FOR MONEY 8/10



POPULUS STAR PERFORMER £10.99

Populus was voted one of the best games to appear on the ST in a long while. The simplicity of its idea coupled with the ingenuity of its design made it one of the most thought provoking games ever to be released. In conjunction with the recent release of its sequel, Populous II, the introduction of this old classic back onto the market will bring a tear to many an eye.

You play the role of an immortal god. As this divine deity, you have a group of followers from whom you get your power. Now, another god has become as powerful as you and he is trying to gain control of your world. You must do battle with him and rid the world of this evil.

There are 500 different worlds to conquer, so don't expect it to be easy.

ACTION ANALYSIS

Populus is an excellent game. The control system is easy to use once you get the hang of it. The graphics are small but well detailed and the sound effects add atmosphere. A terrific game that will appeal to the power hungry streak in everybody.

ENJOYABILITY RATING **94%**

VALUE FOR MONEY **9/10**

MAGIC FLY

STAR PERFORMER £10.99

XV Squadron had been called up to the Carrier to find their orders had changed and their usual space ships had been replaced. In the next few days, they were involved in the most intensive training they had ever experienced. They were all amazed at the firepower the Magic Fly supplied.

You take control of the Magic Fly as you attempt to destroy a complex run by the evil Ceti Triads, your world's arch enemies. It's heavily guarded by battleships though, so getting through won't be a doddle.

ENJOYABILITY RATING **74%**

THE IMMORTAL

STAR PERFORMER £10.99

You scan your mind and think back to the days when you were a young apprentice, eager to learn the spells of the ancient art. Your mentor, the old wizard Mordamir, patiently taught you everything he knew about sorcery. He taught you how to read and use the powers contained in the rune stones and helped you utilise the cunning your young bones possessed.

Many years have passed since you last saw Mordamir. He left to undertake a mission to find the true meaning of magic and never returned. You thought he was dead—that is, until a few days ago, when you awoke and recalled your previous nights dream. Mordamir had spoken to you and told you of his whereabouts. He was trapped in a bottomless cavern.

You must venture forth into the dangerous caverns and find Mordamir. He is being held deep within the seven levels of hell. You must negotiate the levels and do battle with the dragon who you will encounter on level seven. Various objects can be picked up and they must be used in specific places if you are to be successful.

During each level, you will be able to pick up spells that have been written on scrolls. Some of the spells will be of an attacking nature and some will just give you extra energy or a little piece of advice. Remember to use them wisely.

ACTION ANALYSIS

The Immortal is a splendid game to play. The graphics are atmospheric and extremely well done. The sound is almost eerie and gives the impression of being in the cave. The only drawback is the 1 meg of memory requirement.

ENJOYABILITY RATING **89%**

VALUE FOR MONEY **8/10**



ACTION ANALYSIS

Magic Fly is quite a good product. The craft that you use is easy to control and the vector graphics move well and look very good. The sound is about much as you could expect from this type of game. Overall it's not such a bad buy, although it's nothing to write home about.

VALUE FOR MONEY **7/10**

As the old saying goes, "a problem shared is a problem halved". If you've got any old means, parcel them up and send them in to:

Paul McNulty, Write Out, ST Action, Europa House, Adlington Park, Macclesfield, Cheshire. SK10 4NP.

HOW DO YOU DO?

Nearly all the good games on the coverslip, you have to copy onto a blank formatted disk.

Seeing as my dad is the only one who knows how to do that and he never has the time, I can't play any of the demos. Please could you tell me how to do it.

James Maddison, Sidmouth

Hi James. Seeing as we had a couple of letters from people having problems with copying files, we've decided to put together a definitive list of what to do. First get a disk you don't want and put it in the drive. Click on the Floppy Disk icon and go up to the file menu. Click on format and okay it.

When this has finished you'll have a blank disk ready to use. While protect your coverslip (so you can see through the hole). Open it up and highlight the file you want to copy by clicking on it.

Hold down the button and drag the outline to the Floppy Disk icon. You'll then be given a series of instructions telling you when you should insert the disks. (Remember, if you have your STA disk write-protected then everything should be all right).

ATARI ARTISTS

I am the owner of an Atari 1040STFM and would like to try my hand at computer art. I have seen HyperPaint at a friend's house and have heard of Paintworks. What I would like from you please is a recommendation for a good software package.

One important aspect of this package would have to be a large array of different colours.

Mr. PR Hayes, Stevenage

There are plenty of paint packages knocking about on the market. A favourite one within the industry is Degas Elite which being relatively basic by some standards, has enough features to make it a worthwhile purchase. If you want a top quality, classy product with the possibility of creating stunning pictures then Spectrum S12 is a good bet. Other than that the PD proggy Neochrome which is pretty good too.

STAR LETTER

STAGNATION?

I am writing with some concern about the future of the ST, as the popularity of the Megadrive and Amiga continue.

Before I buy lots of hardware I want to know if the ST is dying? In one of my local shops I saw a sign advertising 50% off ST software. I suspect went in but couldn't see the sign on the shelf. I then noticed this old box in the middle of the floor, almost in embarrassment. I fumbled through a box of dated games. Is this what it's coming to?

I have a friend weighing up the odds on a 16bit machine. How can I convince him to buy an Atari on this evidence?

The suggestion I would make to Atari is to offer some kind of trade-in on the STFM up to an STE with a fee of say £50.

Presumably the majority of parts could be used when assembling STEs or used as spares for repairs. If this was done I believe software houses would make use of the stereo sound.

I want to see the ST competing at the top again. I'm sure many ST owners would agree. Are you listening Atari?

LOCK UP YOUR DISKS!

I would like to share with you my views on piracy. Why do some people say pirates are criminals when software houses expect us, the public, to pay for software? £20-£30 per game when most people can get the same game for a couple of quid. If the software houses want to stop piracy why don't they use different methods of protection. I cannot see the companies stamping out piracy by getting the police to try and arrest the pirates.

James Ward, Barnhurst

Well James, the reason people say pirates are criminals and software houses aren't is because copying commercial disks is illegal, so if you do it you are breaking the law whereas charging £30 for a game (even if people say it should be!) isn't illegal. True the companies may not stamp out piracy by prosecuting everyone but if there's a risk there it may put some people off. Although for the most part FAST (Federation Against

I just hope I don't contribute in the demise of the ST by changing to a rival machine, but feel I may have no choice.

Scott J Barrance ST, Albans

It's true the Amiga and Megadrive from all reports especially the Megadrive are booming. This Christmas will see an awful lot of consoles bought for presents. We believe that there's still a definite place in the market for the ST to flourish in.

Although some companies are discounting ST products there's still more than enough still coming through to keep the machine alive. Top quality products too.

I don't know what the computer shops in ST Albans are like but there's nothing like the described happening in the many shops in Manchester. The ST games aren't relegated to scuffily bargain bins!

The trade-in thing is a really good idea and something along these lines perhaps should have been implemented a long time ago. Although I wouldn't hold your breath waiting for it to happen!

Software Piracy are more interested in breaking the suppliers of this stuff.

ABC OF ST

I've got a couple of questions on the ST you may be able to answer.

A) Are Atari going to release a computer with more colours and better sound than the Amiga? I am sick of hands boasting that the Amiga is better.

B) Why hasn't Eye of the Beholder been released on the ST?

C) When is Monkey Island II being released and will it be 1 meg only?

Craig Dickson, Formby

Thanks for your compliments which we didn't have the space to include. Sorry about that.

Pat. Now your answers:

A) Who knows what Atari will do next. They have got to put a console on the market. I guess, but other details are sketchy.

B) It may be yet, it just depends on the sales of other 4242 games from US GOLD on the ST.

C) Monkey Island II will be out in the new year although we don't know whether it'll be 1 meg or not.

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90%

"A fantastic debut from what must be regarded as a stylish and knowledgeable software house that understands the public's demands."
STA Review September '91

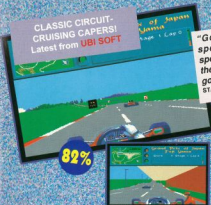
**HEADING UP A
CRACK ASSAULT
TEAM CALLED
MERLIN - EXPECT
THUNDERHAWK
TO HAVE SOME
MAGIC! Major
Release from
CORE**



88%

"Thunderhawk, being an excellent package, is well worth looking at even if you're not a combat fiend!"
STA Review October '91

**CLASSIC CIRCUIT-
CRUISING CAPERS!
Latest from UBI SOFT**



82%

"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



**A MESMERISING
METROPOLIS THAT
WILL MAKE YOU
BELIEVE IN MAKE-
BELIEVE!
Another classic
release from
OCEAN**



89%

"With over 100 superbly detailed screens and six thrilling levels, this platform shoot-em-up is going to be an incredible product!"
STA August Preview '91



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INTERACTIVE

FESTIVE FROLICS

Cricket! That's it for another year. By the time you pick up the next copy of STA it'll be 1992 - the year of the Euro-Community! What next, ST Action translated into French and German (a decent level of English would be nice - Production Ed.). And so, as the snow settles over wintry Macclesfield and the sound of children singing can be heard coming from those annoying school plays, it's time for us to pop off down the pub for a festive drink.

So let's take this last opportunity to wish all our readers a very happy and safe Christmas and New Year from everybody here at ST Action and Europress. See you all next year!

THE CHEAP XMAS CARD BIT

Because it's a special time of year we're going to devote a little space to ourselves so we can quickly say happy Christmas to a few mates so here we go:

Betty: My family, Brad, Joanne, Little Paul, Emma and Sue, Paul, Rob 'n' Ashley, Lisa, Carmen, Anita, Joanna, Caroline and the guys at work.

Paul: All my family, the Europress posse (Emma & Sue), everyone at work, Brad, Sad Paul, Joanne, Suzanne, Caroline, Joanne, Nicola & Caz and everyone else!

Allie: Especially my Mum and Dad, Val, John, Pete, Edy babes, Alex 'the lad', Claire, Collie, Faith, Adrian you said man and the gang at home!

Allo: All the best to Adele (girlfriend), me Mam, the family (and other animals), the lads from Northenden Victoria and Sunderland Football Club ad infinitum.

Simon: I'd just like to say hello to Dr. Pajama and remind him that I'll see him on Saturday for the therapy, oh yes and could the milkman just leave three pints on Tuesday.
Sam: To Ashy, all the family (Happy Birthday Mum), Nikki and Ian, Gary and Kenny, Tom and Colin, Simon and Andrea, Carol and Tippy? and Trixie the hairy hound.

KISSES UNDER THE MISTLETOE

Festive hugs and tidings of seasonal goodwill to the following people for their kindness in supplying prizes for various bits and bobs: Ian from Gremlin, Cathy from Microsoft and Tom from Renegade/The Bitmaps. Ta very much, happy Christmas!

OUTRUN COMPO WINNERS

The two lucky chaps who'll be going racing are: Mr J. Hughes, Nottingham and Mr J. Wright of Worthing.

The goodie bags go to: Thomas Hansen, Norway; Sammy Stott, Reading; Alvy Westbury, Stockport; Richard Evans, West Byfleet; Mark McGowan, Guildford; Mark Stivers, Cramlington; Paul St-John, Hastings; Russell Pottar, Braintree; Jake Chattey, Bilericay; M Burrows, Wilsch.



NEXT YEAR

In the next issue of ST Action you can expect to find lots of mistakes (what, more!) caused by booze. Oh, and just a few games as well.

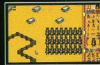
STRIKE FLEET

It's taken years to develop but Electronic Arts' naval simulation has just sailed onto the ST. Will it live up to the hype and will it have been worth the wait? Find out next month.



FORT APACHE

Impressions. Like the wargame theme into the wild west and give you control over the U.S. Cavalry. Will you get there in time? Find out next month in the usual places.



ROBOCOP

We had hoped it'd make it in time for Christmas, but we'll have to wait for the new year to see what Millennium have in store for us with this extremely promising title.



The next issue of ST Action will be available around the second week of January but it depends on how good a Christmas we have. Happy New Year!



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