

ST ACTION

ISSUE 48 • APRIL 1992 • £3.99

Parasol Stars:

THE WORLD'S MOST DEDICATED
ST GAMES MAGAZINE

BIRTHDAY ISSUE

4



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Rainbow Islands beater?

europress
INTERACTIVE

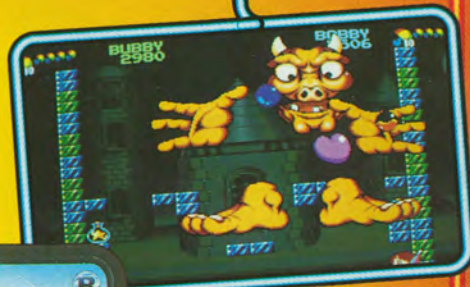
CRACK THE CODE IN POPULOUS II
WIN A SUPER FAMICOM WITH OCEAN
EXCLUSIVE LOOKS AT SENSIBLE SOCCER PLUS
OCEAN'S HOOK AND THE ADDAMS FAMILY



JUMP AT IT!

PARASOL STARS

RAINBOW ISLANDS 2



COMMODORE
64
ATARI ST
CBM
AMIGA

ocean

T&I TO

ST ACTION

THE WORLD'S MOST DEDICATED
ST GAMES MAGAZINE

ST Action is the single biggest source of high quality news, reviews, interviews and playing tips for Atari ST games players. Not only is STA's coverage the most thorough, it also gives you the chance to see how well the games compare with older releases in our newly adopted Super Leagues reviewing system.

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REGULARS

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72

With money so scarce at the moment, you need to be able to get your hands on top quality games at a reasonable price. That's what our budget pages are for.

ST TOP TWENTY CHARTS

14

The charts are the most comprehensive way of seeing what games are highly rated by you. Check these pages to see what you have put at the top of the heap.

SNEAK PREVIEWS

66

Four great previews for you this month; first we take a trip to Ocean to find out more about Hook and The Addams Family. Next on the list is a quick peek at Domark's Championship Manager and finally, we examine the transition to computer of probably one of the worst films ever, Plan 9 From Outer Space.

PUBLIC DOMAIN

58

Our esteemed PD pages have been drastically reduced by half to allow us to pack the mag with as much info as humanly possible for our ever-loving readers.

ACTION NEWS

02

Although we can't offer you anything on Britain's most wanted men, we can try to keep you up-to-date with all that's happening on the gaming circuit. We also bring you the latest developments on the Virtual Reality machines.

GIVING THE GAME AWAY

49

Cheaters look no further! The GTGA section is here to help all those people who are having problems with the latest games. We give you all you need to know about Populous II, Knightmare and Dragon's Lair II.

WENGELI THE WIZARD

61

Our most beloved wizard of Welsh persuasion is back with all the latest from the adventure scene. The Apprentice is also at hand to help with your inquiries.



2 ACTION-PACKED COVERDISKS FEATURING:



LEANDER



INDY HEAT



VIDEO KID



01
STA

THE ACTION TEAM



L-R Allie, Alex, Sue, Chicken, Simon, Dotty, Marc. All witnessing Jools' lynching as we hide in the bins.

The sight of Allie writhing in ecstasy the other morning, sorry morning, was enough to send most of the team dashing for buckets of cold water. The reason, a Queen concert sans head queen of course.

Chicken lickin, on the run from Colonel Sanders, is crowing over the new chick in his life. Feathers are flying down at the coop with the love birds.

Marc asked the other day, when would be the busiest time for the magazine. When we worked out the schedule he proceeded to book a holiday. Such loyalty (see Jools' entry).

Simon, having mended his buttock, then went out to get a flash new haircut. Unfortunately for him he didn't manage to come back with one. He hopes to audition for The Farm very shortly. Failing this a new career frequenting the seedier areas of London's West End beckons.

Sue has been struggling with her car of late. It seems that since a visit to the garage it can now only manage a top speed of 2.5 stalls a minute and drives like a Zimmer frame. She's battling on though the old girl (Sue, not the car) and still manages to deliver the Gazelle to the Station on time C. two minutes after the train has left.

Dotty purveyor of plastic posies came over all flowery recently, proclaiming his love if not vocally at least with an amount of polymer enthusiasm. These tat tokens unlike his love do last forever. The Valentine's Virus has struck him down!

Jools "not guilty" Boardman, our allegedly libellous Editor is running around pointing fingers at everybody in the computer industry, whilst us, his stalwart supporters are right behind him walking in the opposite direction. Bye Jools! It's been fun.

Alex has turned vandal of late, as we were leaving the office we spotted the maniac on top of Sue's car (see above) clawing at the windscreen wipers and gnashing at the aerial with his teeth. No explanation was proffered. However speculators might be interested in the fact that his favourite holiday town is Weston Super Mare and he loves Tandoori.

FORE!

We mentioned it last month and now we've got screenshots and a more detailed breakdown of Nick Faldo's Golf from Grand Slam.

The game is to take a brand new approach to taking the shot. Instead of the usual "try and stop the fast moving arrow at the right point on the gauge with the mouse type approach" the game gives you an opportunity to use the joystick on both the upstroke and the downstroke so that you control the wrist movement which governs both slice and hook.

Putting will be a little more realistic as well, as it actually shows the

head of the club by the ball, the distance between them, allowing you to determine the speed of the putt.

It sounds as though a lot of thought has gone into producing this, we just hope that the gameplay has received such careful attention or otherwise it will have been a bit of a waste of time.



FUNNY SHAPED BALLS

Strike Force Designs are a bullish new name to come into the sports management sim market, claiming their new Touchdown! American Football sim is the nearest thing to the poodle's parts you're going to see, a must for all those insomniac fans of the Superbowl.

Touchdown! they claim, is a constantly evolving management representation that beats all the "hobbyists" into submission on the first play. You will be able to play any NFL team for a 16 game season with Superbowl playoffs and trade different players realistically as the computer weighs up exactly what each player is worth (it says here).

If you are feeling really cunning and devious you will be able to send out scouts and spies to find out just how to match your players against your next opponent. But not only this, the reasonably slick presentation, means that you won't have to suffer with those awful workbench colours anymore, which is good news for your eyes.

Available some time in the early summer, you can expect the review in our July issue.



BORN TO BURN



Palace Software claim they are about to release the most realistic 500CC motorbike simulation ever.

Featuring one or simultaneous two-player action, the game also offers 12 international circuits to race around like a geek; three racing modes, training, race and championship; view the race from any bike (though quite why you'd want to...); manual or auto gears and much, much more.

Games have been called the best before but you'll have to wait for the full review, (possibly next month) before you can find out the truth.



TOP TED

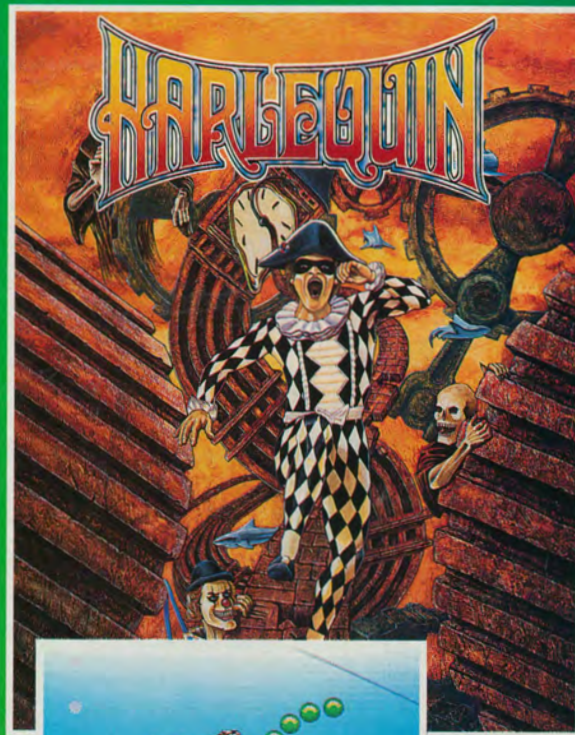
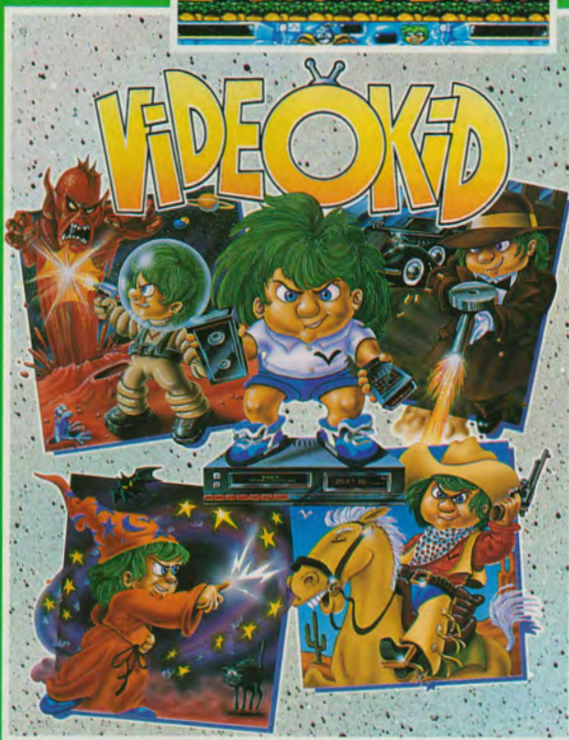
Is that Atari I hear blowing a Lynx shaped trumpet? I think so. Bill and Ted's Excellent Adventure has shot straight to the top of the Lynx chart, with barely a by-your-leave to Awesome Golf at number two. Atari blame this uncharacteristic success on the almost simultaneous cinema release of Bill and Ted's Bogus Journey. Atari hope to continue 1992 with the release of a number of other big name titles.

VIDEOKID

Another blockbuster video bursts onto your screen and you're thinking to yourself, what can that guy do that I can't? The room spins, you feel invincible and CRASH!....

... You're battling with an evil wizard in a far off medieval world, you have but one mission to travel through 5 time spheres and 20 battle planes out of your video!....

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HARLEQUIN

Can you mend Chimerica's broken heart?

Harlequin has returned to his beloved homeland Chimerica to find it locked, inaccessible and broken hearted.

Calling upon a myriad of methods, Harlequin must travel across this vast ever-changing land, to seek out and replace the four segments of Chimerica's broken heart.

Harlequin's determination in his task in this ultradynamic game is matched with equal venom by the weirdest assortment of characters ever known. Harlequin is played across 850 screens that will stretch even the most ardent games players skills.

Amiga Action Accolade 93% "Harlequin is one hell of a game that is extremely innovative, exciting and challenging."

Ace Trailblazer 900 "Harlequin comes across as one of the most athletic games stars since the Prince of Persia or the great Sonic himself."

The One 90% "A superior platform come puzzle game with bags of atmosphere."

Games X. X Rated XXXXX Game of the week
"Add Harlequin to the long list of must buys from Gremlin."

Gremlin Graphics Software Ltd, Carver House,
2-4 Carver Street, Sheffield. S1 4FS. Tel: (0742) 753423

BOUNCING BALTIMORES

Microprose have been chucking a bit of money around in the States lately, sponsoring a six-a-side soccer team called Baltimore Blast. Fine you might think but what has this got to do with you? Well, the lads from Blast came over to play an exhibition match with a Sheffield Wednesday six-a-side team in Sheffield Arena.

Six-a-side soccer, let me tell you now, is not five-a-side with an extra bloke, oh no, this is something else. In essence it is a sort of cross between five-a-side and Ice Hockey and coming up with something very odd. As in Ice Hockey the game has unlimited substitution, four fifteen minute corners, a sin bin and a rule similar to Icing, when the keeper throws out the ball it must bounce before the red line 3/4 of the way up the pitch.

The playing area is very similar to an Ice-Hockey pitch (except for the Ice, naturally) with the same curves at the corners and very high perspex boards at the edge mean-



ing that a skilled player can use the boards to expand his passing to all angles. Normal five-a-side rules apply apart from this.

This game is exclusively an American phenomenon (who else would have all the cheerleaders and loud music during the game?) so when Baltimore Blast came over, their expertise at maximising the potential of the boards and walls soon began to tell over the baffled Wednesday team.

There is no denying that Wednesday have a fine range of individual players when out on the park, but in the confined and alien

environment of a six-a-side pitch, against a team that knows every single angle, they were doomed right from the start.

Blast gave a fine performance, non-stop excitement all the way through, keeping the tempo of the game very high for the full hour. Unfortunately though Tricky Trev's Barmy army weren't quite up to the challenge losing, gallantly 8-3.

Still, the capacity 8,000 crowd, Wednesday supporters to a man, saw the funny side of loss, I think, and went home happy. How long before the game comes out, I wonder?



1492 AND ALL THAT

In about three months time you'll be very sick of hearing about Columbus, you know, the bod that discovered America. Impressions hope to avoid all this by releasing their Columbus cash-in during March before it all starts getting very silly.

Called Discovery - In The Steps Of Columbus, Impressions believe that it is set to become an epic as it combines elements as diverse as exploration and resource management as you fight to establish a colony and find out just how far it is to the Pacific Ocean.



COMPUTER GAMES OLYMPIAD 92

Yes folks, for just £10 you can enter the biggest computer games playing challenge ever, win a trip to Disney world, heaps of cash or some more hardware for your burgeoning collection. For just £10. All you have to do is enter one of more than forty regional heats and be good enough to win through. Look for the entry form later in the mag.

CORE HITS THE ROAD

Core Design has signed a deal with Jaguar motors for use in their forthcoming racing game. The first game will be based around the XJ 220, allegedly the fastest production car in the world.

Core have set their sights against some stiff competition, the game is inevitably going to be compared against the Lotus licenses, but the product is under strict quality control. Core take the view that there is little point in releasing a game that doesn't stand up to Gremlin's successes.

Due for release this summer.



Core (below) aim to steal Lotus' crown.



NOW WE ARE FOUR

Yup! This is ST Action's 4th Birthday issue. Four whole years of analysing and dissecting the ST Games scene. When ST Action started all those years ago it was the first ST Games mag, and along with its sister magazine ST World, these two led the way in the ST Magazine market, both of them being the first in their fields.

What are we doing to celebrate this event? Well each 2 page review features a competition giving you an opportunity to win a small memento with which to remember this happy month by, and we've introduced the new Super League reviewing system so you can look back over past games to find out how these new fangled games compare with your old favourites.

Altogether now..."Happy birthday to you, happy birthday to you..."

Hook™

PETER PAN has now grown up, far away from NEVERLAND, but his old enemy CAPTAIN HOOK has not forgotten and schemes his revenge.

Kidnapping Peter's children, he lures our hero back to the Island of PIRATES and "LOST BOYS" for a final confrontation.

With the help of TINKERBELL the faithful fairy, you take on the role of PETER in this magic adventure fraught with danger and excitement.

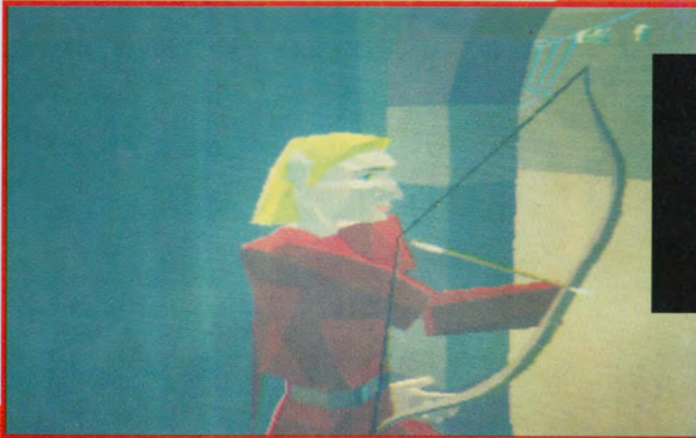


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REALITY ARRIVAL



Most of you will remember our reports on the progress of the Virtual Reality systems being developed by W Industries of Leicester. We have followed them from the beginning and brought you all the news and information as it happened, so when they announced the opening of their Legend Quest centre, we were hot on their trail.

Set in the heart of Nottingham, Legend Quest is the world's first fully themed, location based Virtual Reality

entertainment centre. Designed by Virtual Reality Design and Leisure Ltd and developed by W Industries, Legend Quest hopes to fulfill the promise in Virtual Reality by completely immersing the player in a computer generated, three dimensional fantasy world.

Up to four individual players can take part in the same game of Legend Quest. Taking the role of either Wizard, Warrior or Thief, the participating players must work together with their team-mates as they attempt to successfully explore the universe together.

In The Dungeon Of Targ-Athu (Test of Men) you are about to discover an evil force that is trying to

rule all the land that you see before you. To stay alive, you must use all your wits and newly found magical powers to the full. Failure will result in only one thing - death.

Once again, the graphical content of the Virtuality machines has to be experienced to be believed. Extremely smooth, colourful and atmospheric to an almost frightening degree, they really do take you to another world. Unfortunately, the

cost of a go on the machine is likely to put some people off. It will cost you about £2 for two minutes play and W Industries reckon that it will take an experienced player about three or four hours to complete. That adds up to... well, quite a lot anyway. Far too expensive for the average Joe's pocket.

As always, ST Action will keep you posted on any new developments in the Virtual Reality arena and, for that matter, anything else that we think you might be interested in. Watch this space, if you don't you might just miss the biggest news breaks in the computer business.



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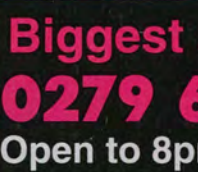
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Screen shots
from Amiga
format



Gremlin Graphics Software Ltd.,
Carver House, 2-4 Carver Street, Sheffield S1 4FS.
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Crusade" was developed in association with Games Workshop Ltd.



Probably the world's most playable coverdisk



Two player fun in Ocean's mega sequel to the smash hit Rainbow Islands, Parasol Stars.



This month's disks offer you a diversity almost unprecedented in the wonderful world of coverdisks. Change is in the air as well so if you're a single sided drive user then read carefully and act up.

PARASOL STARS - OCEAN

Ocean's eagerly awaited sequel to Rainbow Islands is here, and you've got the chance to play it first. Slot disk one into your drive and just sit back, relax and wait for the demo to load and run itself automatically.

INDY HEAT - STORM

Two player racing action is right at the end of your fingertips in this superb demo of the latest game from Storm. Wait for the desktop to appear and then insert disk one into the drive, open drive A and double click the left mouse button on the INDYHEAT.PRG icon to load the demo.

VIDEO KID - GREMLIN

The lads down at Gremlin have unleashed a playable demo of their amazing game, Video Kid. To load it you need simply wait for desktop to appear then insert the disk and open the drive A icon. Now double click the left mouse button on the VKID icon to load it.

LEANDER - PSYGNOSIS

The latest released from the lovely Liverpuddlians at Psygnosis. To load simply wait for the Desktop to appear and then open drive A and double click on the LEANDER icon with the left mouse button.

SINGLE MINDED

A lot of people have been writing in to STA saying there is no point having our demos split onto either side of the disk as there are no single sided drive owners left.

Well, I think they could be right so next month we will probably be going double sided only. However, if there are any of you out there with a single sided drive then send a letter to the address below to let us know.

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

FOR DOUBLE-SIDED OWNERS...

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

COVERDISK FAULTY?

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

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

**DISK
1**



BATTLE OF THE CUTE WEAPONS

A long, long time ago in an arcade far, far away – well just round the corner actually, a game called Bubble Bobble was born. In this mega game you (and a friend if you wanted) took on the role of two cute little dragons fighting through a huge cave, with delicate little bubbles as their only defence.

Soon a sequel to the game was developed named Rainbow Islands, where some equally cute children had to rid a group of islands from an evil tyrants rule, this time armed with lovely rainbows.

Now Ocean have completed the next game in the series, Parasol Stars and your weapons come

in the form of umbrellas. But as cute as they may be they're quite handy though you'll find that out in the demo itself. However before you start to play it take a gander at the instructions below to see just how you can use these mighty items.

KILLING IN THE RAIN

Although your umbrella might not look a lot, it's certainly very effective against the various nasties that inhabit the levels of the game.

With a quick swipe of your broly you can send a monster crashing to the ground, leaving him stunned for a few seconds. But he'll soon come round so you need to finish him off quickly.

The best way to do this is to pick him up on the point of your umbrella and throw him at another nearby monster. This will kill the monster you threw and render the other unconscious. Keep this up and you will soon have cleared the level.

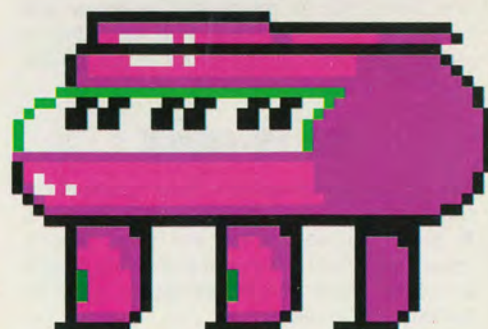
RAIN DROPS KEEP FALLING ON MY BROLY!

On some of the levels in the demo, droplets of water fall down the screen. If you stand under these with your broly up (remember to pull down on your joystick and press fire) the droplets will collect on top, for you to hurl them at the monsters.

However, if you wait for a while the droplets will turn into one huge drop that will do loads of damage to the bigger monsters.



Parasol Stars



**DISK
1**



Indy Heat

TWO'S COMPANY

Yes, it's another case of casting your mind back a few years to reminisce about a certain game. Well, the game in question is Super Sprint. I expect most of you will remember it.

Within Indy Heat you get to jump into the seat of a highly tuned racing car and taste some real speed as you battle for the chequered flag. Although you can have a maximum of two players in the demo, by far the best thing about the finished Indy Heat is the three player option. With two people on joystick and one on the keyboard you can all race around the track frantically trying to become the



champ. But be careful, as even your most trusted friends can turn nasty when your back is turned.

MASTERING THE MACHINE

Guiding your racing car round the tight track without causing damage will take a lot of practice, and once this is achieved you can start thinking about winning. But things are made easier by the user friendly controls that are logically allocated.



The fire button controls the speed of your car, and you need only to hold it down to increase your speed. Letting go of the fire button will activate an automatic brake that will slow your car down quite rapidly.

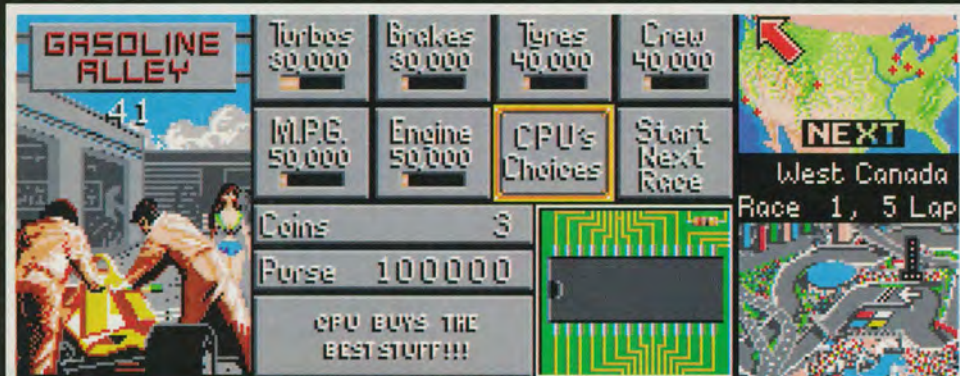
Pushing the joystick turns your car in the obvious direction, but the car is quite sensitive and tends to turn rather quickly so you'll have to be delicate with the stick unless you want to go careering into one of the many barriers.

Lastly, and probably most importantly, is the turbo. Activated by pushing the joystick forward (up) your car will be given a quick blast of extra power to send you speeding past any opponent. Unfortunately, turbos aren't unlimited so you'll have to use them wisely. Extra turbos can be bought with the prize money you get for winning a race.

IT'S THE PITS

Of course you're bound to receive a certain amount of damage during the race, and if it gets too much it's into the pits for you. Here your car will be brought back up to scratch as quickly as is humanly possible. You'll also need to make a brief visit if you fuel runs a little low.

All in all with this little demo you should be able to recreate some of that Grand Prix atmosphere and get your adrenalin pumping.



DISK
2



Video Kid



The Video Kid was quite a loner. He couldn't understand why the many people he knew at school would spend numerous hours outside the One Stop shop in the freezing winter, instead he preferred to stay in his nice warm, and very comfortable bedroom. Here he would spend ages watching his 52" FST TV complete with remote control and surround sound.

LACK OF PARENTAL CONCERN

His parents didn't seem to worry about the excessive time that he spent in his bedroom, and in fact only made things worse by buying him extras like a satellite dish. But then one day they made the ultimate mistake - they bought him a



video recorder, aaarrgh!

No sooner had the Kid been given the VCR than it was linked to his TV system ready to increase his viewing hours. But when he turned on the VCR he didn't quite get the response he expected. A strange swirling shape appeared on his TV screen and the lights went out in his bedroom. Then in an instant he was gone, dimensionally planed into TV world. What, in the wide world of TV would happen to the Kid Now?

KEEP ON MOVING

Although controlling the Video Kid is standard with movements on the joystick sending the kid in the respective direction, the main problem for the kid is the scrolling background. While frantically attempting to fight off the many monsters you must also make sure that you don't get caught in a dead end and crushed to a fine powder by the constantly moving scenery.

Of course there are a few extras that will turn up every now and then. These

come in the form of small orbs. Some of these can be collected to increase your firepower or make you invincible for a short period of time. But the best orbs of all are the ones that supply you with extra weapons.

These supply you with primary and secondary weapons to unleash on the monsters dotted throughout the level. What weapon you get from these orbs can be decided by shooting it a number of times and then collecting it when the correct weapon is shown on the orb.



**DISK
2**



LUCANNA'S ABDUCTION

Although Leander was only Captain of the guard he had managed to capture the heart of the Emperor's daughter, Princess Lucanna. But their love was one that had to be kept secret, and if news of it ever reached the Emperor's ears then Leander would surely pay with his head.

But even with his life at risk his love compelled him to meet Lucanna and spend many secret hours together. However, this was soon to end. Bent on revenge the evil Thanatos kidnapped Lucanna while wreaking havoc across the land and took her back to his lair. As Captain of the guard Leander must attempt to save her, but will he be good enough to rescue his beloved?

USING YOUR WEAPON

Controlling Leander as he roams about

the level couldn't be more straight forward. Moving left and right is done by pushing the joystick in the obvious direction, up makes you jump and down, crouch.

Pressing fire gives you a quick slash with your sword inflicting a small amount of damage on any monster unfortunate enough to get in the way. However, the strength of the blow can be determined by the amount of time you keep the fire button held down for.

If you're lucky you might get hold of a suicide weapon, and although it may not sound like just the sort of thing you want in your inventory, it is! If you come across a particularly nasty monster, then by holding down and pressing fire on the joystick you can activate the weapon and kill everything on the screen. You do lose a life, but losing one is better than losing two or more.



MONEY MAKES THE WORLD GO ROUND

Each time you kill a monster some kind of object is left behind for you to collect. These items are usually some kind of coinage, but every now and then you'll come across special extras.

The best of these is the 1up which will credit you with an extra life when it is collected, but these useful items are only left by major monsters or found hidden in chests. Helpful armour upgrades are quite common and keep you from getting too close to death.

As we've already said, 1ups can be found, but only if you're pretty lucky but don't hang around when you do. If you don't collect it within a few seconds then the icon will change itself into a skull. It isn't wise to collect the skulls because if you do Thanatos' ethereal form will appear and do its darndest to kill you.



Leander



ST GALLUP CHARTS

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20	▲9	LEMMINGS	PSYGNOSIS £25.55

- NE NEW ENTRY
- RE RE-ENTRY
- NON MOVER
- ▲ CLIMBER
- ▼ FALLER

FULL PRICE CHART

This month's full price chart plays host to a lot of jiggling about and only three new entries, including the two differently priced packages of Oh No! More Lemmings and Board Genius.

Manchester United Europe

dives back into the chart as a re-entry at No. 13 and Ocean's WWF Wrestlemania holds on to the coveted top spot for the second month running.

James Pond 2 - Robocod is the biggest climber of the month with a massive leap of 12 places from fifteen to No. 3.

- | | | |
|----|----|-----------------------------|
| 1 | ● | BUBBLE BOBBLE |
| 2 | NE | FIRST DIVISION MANAGER |
| 3 | ● | NEW ZEALAND STORY |
| 4 | NE | ROBOCOP |
| 5 | 4 | CHASE HQ |
| 6 | 5 | DRAGON NINJA |
| 7 | NE | WORLD CRICKET |
| 8 | NE | COLOSSUS CHESS X |
| 9 | NE | INTERNATIONAL NINJA RABBITS |
| 10 | 12 | SCOOBY DOO AND SCRAPPY DOO |
| 11 | 14 | STEVE DAVIS WORLD SNOOKER |
| 12 | 6 | FANTASY WORLD DIZZY |
| 13 | 2 | LOMBARD RAC RALLY |
| 14 | 8 | STUNT CAR RACER |
| 15 | 17 | RETURN TO EUROPE |
| 16 | 9 | DOUBLE DRAGON 2 |
| 17 | 10 | WACKY RACES |
| 18 | 15 | TURRICAN |
| 19 | NE | RICK DANGEROUS |
| 20 | ● | PRO BOXING |

BUDGET PRICE CHART

The budget chart has been graced with a few more new entries than its full price counterpart this month after six new games make a welcome appearance.

First Division Manager storms in at No. 2 while Robocop is hot on

its heels after acquiring the No. 4 spot. Unfortunately, Rick Dangerous only just scrapes into the chart at No. 19.

Bubble Bobble has remained at the top of the chart for another month and joins New Zealand Story and Pro Boxing as this month's non-movers.

BUDGET

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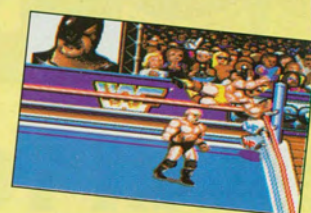
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Where's The Sense In That?

After Mega Lo Mania, Sensible Software looked as if nothing could stop them on 16-Bit machines, then Mirrorsoft got swamped by the tidal wave of debt caused by Bob Maxwell's final unsuccessful floatation and they were left without a publishing deal. Julian Boardman talks to Jon Hare, co-founder of Sensible, about the trials and tribulations of software development.



"Bloody hell! What are we up to? It's only the four of us!"

We pay people monthly, providing the work is done, there is a fixed amount of money against the project and there is a fixed monthly payment, we try to estimate how long the project will run and if things go wrong and then pay monthly accordingly do you know what I mean?

JB: Further down the line, do you see Sensible Software turning into its own company?

JH: No I don't think so, we've looked at publishing loads of times and the way we run a company is to keep our overheads down, and once we start becoming a publisher we've got all that stock, all that marketing we've got to worry about. We don't mind doing promotion. What we can really do well is develop games, design games, promote games, can't do any of the other stuff. It takes a bloody lot of time though.

We're spending a lot of time negotiating with people to make sure we aren't being ripped off. It's easy to get a deal, a standard deal, but were trying to change the way we work. We're just too pissed off with things like companies going down on us, like Mega Lo Mania sold forty three thousand copies but we won't see a penny in royalties off that because Mirrorsoft have gone down.

JB: Ouch!



JH: When you spend two years working it pisses you off, you know we haven't had that happen too much before, we've been in situations where companies haven't paid or haven't exploited rights properly that you've given them, and they won't let you do anything with them either.

So there are so many points we're trying to tighten up but doing it takes a long time. I think the publishers are starting to deal with certain developers that are worth more to them to deal with than others.

(chips arrive)

JB: What about turning Sensible into more of a "Cult" Bitmap/Renegade kind of thing?

JH: Oh that wouldn't be too bad! Haha! Cos, you know, essentially they're still just developing I mean it's easy to spread yourself too thinly, it's always tempting when you have a bit of success to spread quickly, isn't it? The most you can hope for is to stick at what your good at and try to work with people who hopefully you can trust. Problem is, me and Chris have been doing games for what, six, seven years now, we've

JB: What are the problems in running a development company as a business?

JH: Starting to use your manpower so you are not pissing any away in the wind because it's a lot of money to piss away. We've expanded as much as we should have done, maybe a touch more than we exactly wanted to.

The main reason we expanded, we upped it to two programmers when we were making the Mega lo Mania game, we decided to take one more then there was a demand for Mega lo Mania 2 because Mega lo Mania was a success we decided to take on someone else which is why we expanded maybe a touch more than we wanted to providing we take... I think that a problem everyone experiences is expanding too quickly

We looked at other people's development teams and thought



learnt it's just not worth trusting anybody. I mean you can sign a deal with a company, it'll be really good, then someone will leave and someone else comes in and it will just turn into a pile of s***. Or the opposite way round. I mean, we had real problems with a certain company, a certain person left, mentioning no names, and they became the most reliable company, in terms of paying us, we've ever worked with, but while we were developing the game, bloody awful, a nightmare.

We had a reasonable time with Mirrorsoft, all things considered, but, you know, when they go down you don't get your bloody money. At the end of it you think "Well, that's all very well, the company's been reasonable but if they don't have to pay you then they're not worth bothering with" You know?

We don't get motivated by making money, we get motivated by, initially, sort of thinking you do it because you enjoy it, yeah? You don't care. But after a while you just start to get pissed off about being ripped off, and you get pissed off about that so much you start thinking about the money purely because, not because you want it more than you don't want someone else to have it, you think "Well, seeing as there's money around, I want my share".

JB: You might as well, if you're



putting all of the effort in.

JH: I mean when we started out, you know, like we were working from Chris' bedroom. And now we're up here, we've both got mortgages, I've got kids, people working for us, your responsibilities change, and you start getting really, really pissed off with people ripping you off. A lot of publishers still treat developers, in our experience, in a really patronising way. I think that's why the Bitmaps got so pissed off and did their own thing.

Eventually you do learn to run your business a bit more like a business, but when you've gone through that learning curve you learn that you still get treated as though you haven't learnt.

JB: Couldn't you use that attitude to your advantage, by playing dumb and then stuffing them?

JH: No, because all it means is that your payment terms aren't so good, and they think it is easier to fob you off when it comes to giving you money. It seems like there are certain ways.... Maybe in that because most people involved in development learn to be business men to some degree, but aren't really business men at all and haven't got aspirations to be. It seems like we always try to pay people, instead of within 30 days, like on the day.

You see when you work for people who pay you within 30 days, and you've spent, say, an extra three weeks in development to make it good

anyway, so you're already massively out in terms of the money you're getting in and you have to wait another 30 days.

Also you can't go to the bank and ask them to lend you loads of money, because the bank goes, "Well what have you got?" "Well you see this contract, and you see this disk?" and they go "What the f*** is that worth?" Hahaha! But if you had, I dunno, a 1000 chairs that nobody wanted sitting in some warehouse, to a bank that is worth more money than a computer game that is actually worth a lot of money. If you've got stock... even if no one wants the bloody chairs anyway they'll still give you loads of money. But if they do give you money and you turn that money and that disk and that contract into profit, he's surprised. And it's like, "Look how many times do we have to go through this? You know? We told you once!"

It's not too bad, because they can only do so much for you, if you were in a different sort of business, and looked more like a business, God knows what you need to do, maybe they'd be more generous.

Learning to cope with all the business stuff isn't that easy. (pause) What we've come to learn is: we sussed out the development side quite a long time ago, but the business side has always been lacking.

What we're always up against is publishers saying they've worked with so many developers who haven't delivered, and we always argue that we've never done that, we've never not delivered. We might have delivered late a couple of times, a bit, but nine times out of 10 it had been worth the late delivery to get a better game anyway. We didn't ask any more money for the late delivery, so we've jeopardised our own income in order to do it.

JB: It's got to be in their benefit to treat you like that though?

JH: Yeah, but what we're turning

around now and saying to people is, if you are going to play it like that then goodbye.

JB: It helps having a strong product behind you though doesn't it?

JH: Well it does, yeah. What is in our favour is that we've got a lot of strong products behind us, for their time. I mean Mega-Lo-Mania has helped us 16-Bit wise, because it was our very first project on 16-Bit and a success.

Their temptation is to tar everyone with the same brush, they've been let down by a couple of kids somewhere doing their first game and couldn't handle it and your saying to them, "Well look, this is the twelfth game we've made in six years, we do know what we're doing".

Let's hope you do.



EXTRA SENSIBLE PRODUCTS

With four titles in development, three of which are due out in the next twelve months, 1992 looks to be the year for Sensible:

WIZKID

This sequel to Wizball, the 8-bit and 16-bit smash of 1988, is to be released around June by Ocean. Featuring the same manic humour of the original, some fast paced gameplay and blistering graphics should make this a real winner. As well as collecting musical notes to complete a world, you have to make Wiz solve a number of puzzles, some of which involve condoms, and other bastions of British toilet humour. A possible contender for arcade game of the year?

SENSIBLE SOCCER

Jon hopes this is going to be a Kick-Off 3 beater, as both will be appearing at around the same time. They've decided to show more of the pitch on the screen so that you can see the goal from the touchline and from about 40 yards out. Ball control is going to be very easy, no trapping of the ball here, simple press fire to pass in the chosen direction, then the nearest player starts running towards it, controls it as soon as he touches it, then another flick of the fire button to shoot or pass. Dead simple and it encourages swift around the park play. Some other neat touches will include sliding tackles, diving headers, and a facility that allows you to slide in for a ball, just get a toe to it and push the joystick in the desired direction.

Released to tie in with the European Championships they plan to include a certain degree of flexibility that will allow all the train spotters out there to faithfully reproduce the football league by using the Create League option. You'll be able to use this to design your own league, you know 12 points for a win and Arsenal are crap, put your own team names in, your own colours and look like Graham Kelly on TV when you draw out the FA Cup quarter final in the Design Cup part of the program.

They're fairly convinced they've got the playability sussed, they think the bigger pitch and more

moves for the players are the advantages it has over Kick-Off 3, and with added features like the league it promises to be something pretty special.



CANNON FODDER

Still in the early stages of development this has been described by Jon as a cross between Lemmings and Mega Lo Mania (wow!). The trick is to control groups of soldiers and direct them on missions against an enemy. After each mission the men gain in rank and experience in whatever skill they performed. If any one gets killed then they get replaced by endless conscripts, cannon fodder, but they are completely unskilled. Here comes the dilemma: do you risk a highly skilled officer on a mission, when he will be replaced by a geek if he gets killed?

Other problems arrive when you have one party ordered to shoot on sight and move south, and another of your parties ordered to retaliate, if they meet unexpectedly they'll wipe each other out. Aaagh, what a nightmare!

Don't worry you can tell them to identify their target first.



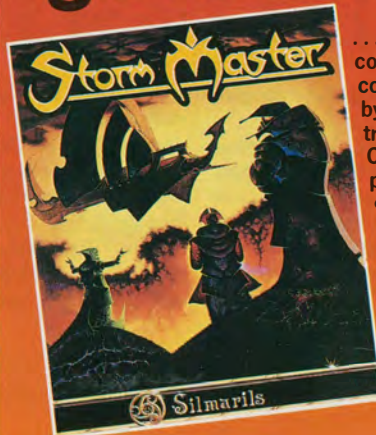
MEGA LO MANIA II

Still very early in development, but they are currently looking at how to represent different landscapes, and weather conditions to give an extra element to the gameplay. Vector graphics could be figuring in a big way but this isn't a certainty.



Storm Master

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Release: mid-March. ST-AMIGA-PC

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AMIGA ACTION

BOSTON BOMB CLUB

A Group of mad scientists meet in a nineteenth century Boston bar to create the ancestors of today's puzzle game...

"Boston Bomb club is a treat..."

"A fiendishly difficult but thoroughly enjoyable bit of brainteasing... witty and ingenious."

C.U. AMIGA 84%

OUT: MID APRIL. ST-AMIGA-PC

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COMING SOON
ISHAR: LEGEND
OF THE
FORTRESS

REVIEW GUIDE

Punter Power is dead, long live Super Leagues!

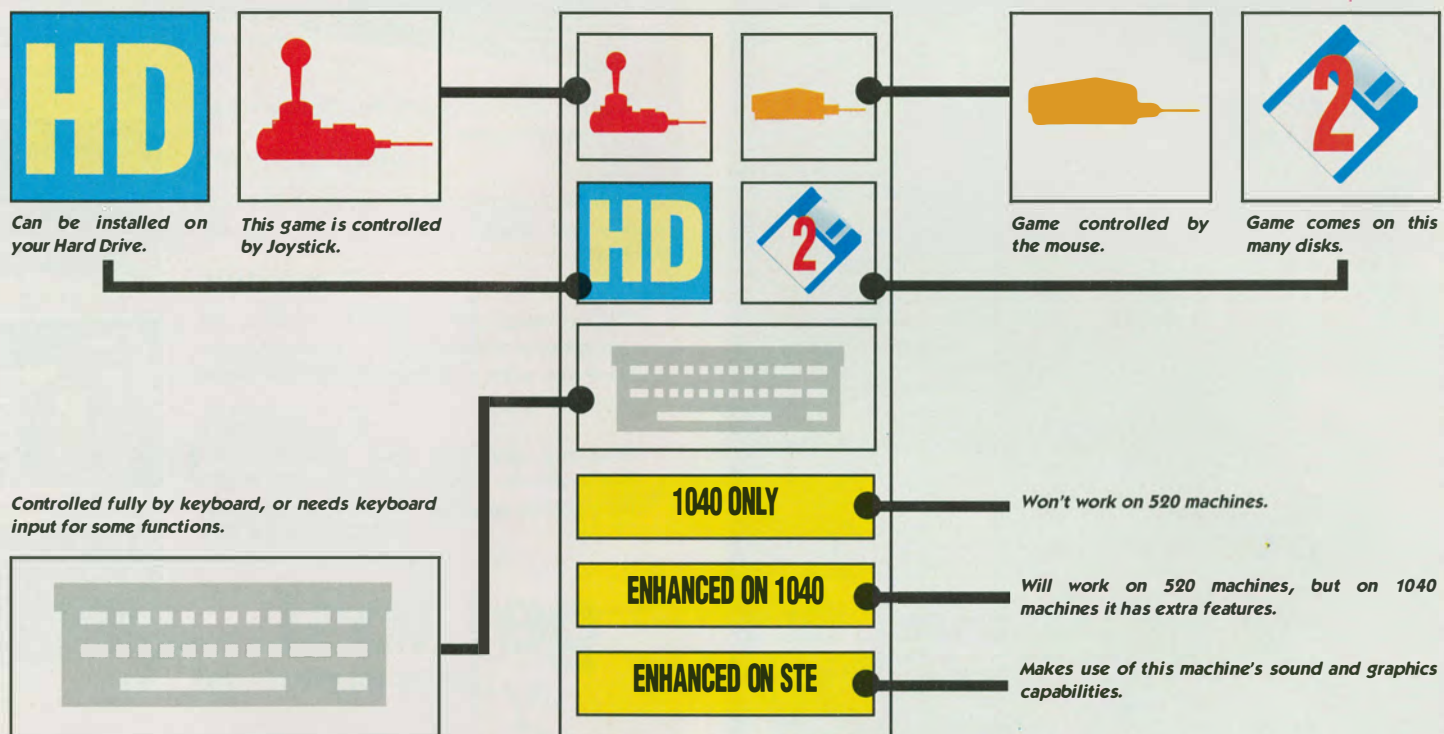
We felt that you needed a reference guide to see how this month's games compare with those we reviewed over previous months. We know you have percentages to compare from month to month, but with the league system you don't have to rescue issue 44 from the

cat's litter tray to find out whether Parasol Stars was one percent higher or lower than Rodland. All you have to do is check the relevant league to know which one ST Action thinks is best. Easier than bumping into Fergie on the piste.

So it's farewell to the pie charts, bless 'em, and a big hello and a slap on the back for League Panels, little boxes

that will show the games position in the league, and the games one place above and below them.

To make our reviews a little more helpful we will be printing icons with each review which give a little bit of info about each game. They are as follows (this will probably turn into some kind of idiots guide but it needs doing):



The leagues themselves have been designed around 13 categories, the definitions of which follow.

ADVENTURE

Those games based around text input, and fixed response text output whether or not you use a mouse or keyboard. They might have gorgeous graphics, but these aren't necessarily crucial to the actual gameplay.

ARCADE ADVENTURE

Graphically based games, generally icon driven that involve an exploration (usually of a "dungeon"). As well as object examination, puzzle solving and mouse driven fighting.

ACTION ADVENTURE

Those beat'em-ups/shoot'em-ups where you need you to do a lot more than that. The ones where you have limited puzzle solving, exploration and object usage.

ARCADE STRATEGY

You know the kind of thing, you have to

shoot a lot but you also have to plan for military objectives, or trading, but if you can't fight you won't stand a chance.

PLATFORM

If you bounce, jump or fling yourself around, this is where it goes.

STRATEGY

When you make important decisions over groups of people or objects, generally without experiencing the action first hand, then it's strategy.

PUZZLE AND SKILL

Any game that taxes the mind and/or requires quick reflexes.

BEAT'EM-UP

Punch, kick or thwack with a sword, it doesn't really matter.

SHOOT'EM-UP

Blasting aliens or dinosaurs, it doesn't matter, just so long as you use a gun.

FLIGHT SIM

Jump into the cockpit and strap on that leather hat, you're playing a flight sim.

RPG

Hit points, magic, movement parties, it all adds up to an RPG.

SPORTS AND LEISURE

Anything from a misspent youth, from snooker to soccer to paragliding.

RACING

Burning rubber and throttle twisting excitement goes here.

LEAGUE RATING

5 ANOTHER WORLD

★ 6 LEANDER ★

7 SWITCHBLADE II

ACTION ADVENTURE

AMIGA BUDGET

TITLE	AMIGA	TITLE	AMIGA	TITLE	AMIGA
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Afterburner	6.99	Double Dragon	6.99	Pacland	7.99
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Chuckie Egg 2	8.99	Gridiron	6.99	Stuntcar Racer	7.99
Colossus Chess	7.99	Hitch Hikers Guide to		Switchblade	6.99
Continental Circus	6.99	Galaxy	8.99	Thunderblade	6.99
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Disk	9.99	Last Ninja II	6.99	Football	7.99
Crazy Cars	6.99	Leather Goddess of		Treasure Island Dizzy	4.99
Daily Double Horse		Phobos	8.99	Vigilante	6.99
Racing	6.99	Michael Jackson		WC Leaderboard	6.99
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Defender of the Crown	7.99	Paperboy	6.99	Xenon 2	7.99

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ACTION ADVENTURE

- 1 BARBARIAN 2
- 2 ELF
- 3 GODS
- 4 ROBOCOP 3
- 5 ANOTHER WORLD
- 6 LEANDER
- 7 SWITCHBLADE II
- 8 GOLDEN EAGLE
- 9 GOLD OF THE AZTECS
- 10 DEATH TRAP
- 11 WRATH OF THE DEMON
- 12 RICK DANGEROUS
- 13 HEAD OVER HEELS
- 14 ROLLING RONNY
- 15 VODOO NIGHTMARE
- 16 WOLFCHILD
- 17 HORROR ZOMBIES
- 18 THE SIMPSONS
- 19 BEAST 2
- 20 BATMAN: CAPED CRUSADER
- 21 TIME MACHINE
- 22 RAN XEROX
- 23 NINJA REMIX
- 24 TERMINATOR 2

SUPER LEAGUES GIVE YOU THE CHANCE TO SEE HOW GAMES WE'VE REVIEWED COMPARE WITH ALL THE OLD FAVOURITES, WHICH GAMES YOU SHOULD HAVE IN YOUR COLLECTION AND WHAT OTHER GAMES ARE POPULAR IN YOUR FAVOURITE GENRE.

SHOOT'EM-UP

- 1 XENON 2 MEGABLAST
- 2 BLOOD MONEY
- 3 SWIV
- 4 TURRICAN 2
- 5 TURRICAN
- 6 SILKWORM
- 7 X-OUT
- 8 WARZONE
- 9 ATOMIC ROBO-KID
- 10 STRIDER II
- 11 BATTLE SQUADRON
- 12 SPACE GUN
- 13 FRENETIC
- 14 ALIEN STORM
- 15 R-TYPE II
- 16 OPERATION THUNDERBOLT
- 17 SMASH TV
- 18 RUBICON
- 19 OPERATION WOLF
- 20 STEVE MCQUEEN
- 21 ARMALYTE
- 22 MERCS
- 23 Z-OUT
- 24 ZONE WARRIOR
- 25 STAR CONTROL

PUZZLE AND SKILL

- 1 LEMMINGS
- 2 PIPEMANIA
- 3 ARKANOID 2
- 4 KLAX
- 5 CHIP'S CHALLENGE
- 6 TETRIS
- 7 DEVIOUS DESIGNS
- 8 BLOCKOUT
- 9 LIGHT CORRIDOR
- 10 BRAT
- 11 PLOTTING
- 12 NIGHTSHIFT
- 13 WELLTRIS
- 14 SARAKON
- 15 GUARDIANS
- 16 ISHIDO
- 17 PUZZNIC
- 18 NEVERMIND
- 19 E-MOTION
- 20 LOGICAL
- 21 TRIVIAL PURSUIT
- 22 ATOMINO
- 23 BRAIN BLASTERS
- 24 SWAP
- 25 BOSTON BOMB CLUB
- 26 ATOMIX
- 27 SHUFFLEPUCK CAFE
- 28 REVELATIONS
- 29 KRYPTON EGG
- 30 PICK 'N' PILE
- 31 QUADREL
- 32 LORDS OF WAR
- 33 KWIK SNAX
- 34 BOTICS
- 35 DAYLIGHT ROBBERY
- 36 BALLISTIX
- 37 SPACE ACE II

PLATFORM

- 1 RAINBOW ISLANDS
- 2 PARASOL STARS
- 3 ROBOCOD
- 4 JAMES POND
- 5 BLUES BROTHERS
- 6 MAGIC POCKETS
- 7 ROBOCOP 2
- 8 RODLAND
- 9 HUDSON HAWK
- 10 RICK DANGEROUS 2
- 11 TOKI
- 12 NEBULUS II
- 13 KILLING GAME SHOW
- 14 NEBULUS
- 15 PREHISTORIK
- 16 MEGA TWINS
- 17 CHUCK ROCK
- 18 NEW ZEALAND STORY
- 19 FLOOD
- 20 KID GLOVES 2
- 21 BABY JO
- 22 VIKING CHILD
- 23 CAPTAIN PLANET

ARCADE STRATEGY

- 1 ELITE
- 2 MIDWINTER 2
- 3 STARGLIDER 2
- 4 EPIC
- 5 MERCENARY 3
- 6 SPECIAL FORCES
- 7 ARMOUR-GEDDON
- 8 THE KILLING CLOUD
- 9 DRAGON'S BREATH
- 10 MIDWINTER
- 11 STEEL EMPIRE
- 12 NORTH AND SOUTH
- 13 SIMULCRA
- 14 HUNTER
- 15 BAT
- 16 IRON LORD
- 17 MEAN STREETS
- 18 AIRBORNE RANGER
- 19 PIRATES
- 20 MILLENNIUM 2.2
- 21 DAMOCLES
- 22 INTERPHASE
- 23 RESOLUTION 101
- 24 MOONFALL
- 25 HARD NOVA
- 26 CYBERCON III

LAND/SEA SIMULATIONS

- 1 M1 TANK PLATOON
- 2 SILENT SERVICE II
- 3 TEAM YANKEE
- 4 SILENT SERVICE
- 5 SHERMAN M4
- 6 STRIKE FLEET

RACING

- 1 SUPERCARS II
- 2 STUNT CAR RACER
- 3 LOTUS TURBO CHALLENGE
- 4 VROOM
- 5 LOTUS TURBO CHALLENGE 2
- 6 JUPITER'S MASTERDRIVE
- 7 SUPERCARS
- 8 COMBO RACER
- 9 NITRO
- 10 TEAM SUZUKI
- 11 TEST DRIVE 2
- 12 LOMBARD RAC RALLY
- 13 BIG RUN
- 14 SUPER HANG ON
- 15 CISCO HEAT
- 16 OUTRUN EUROPA
- 17 HARD DRIVIN' II
- 18 TOYOTA RALLY
- 19 OFF ROAD RACER
- 20 RVF HONDA
- 21 CONTINENTAL CIRCUS
- 22 TURBO OUTRUN
- 23 HARD DRIVIN'
- 24 BADLANDS
- 25 SUPER MONACO GP



ARCADE ADVENTURE

- 1 DUNGEON MASTER
- 2 CHAOS STRIKES BACK
- 3 CAPTIVE
- 4 KNIGHTMARE
- 5 HEIMDALL
- 6 THE IMMORTAL
- 7 ELVIRA
- 8 OBITUS
- 9 HEROQUEST
- 10 RETURN OF MEDUSA
- 11 CADAVER
- 12 ROBIN HOOD
- 13 MURDER
- 14 XENOMORPH
- 15 KULT
- 16 GAUNTLET 3
- 17 WARLOCK THE AVENGER
- 18 ZOMBI
- 19 SIEGEMASTER
- 20 BLOODWYCH

FLIGHT SIMS

- 1 THUNDERHAWK
- 2 FLIGHT OF THE INTRUDER
- 3 FALCON
- 4 F-19 STEALTH FIGHTER
- 5 BATTLE OF BRITAIN
- 6 FIGHTER BOMBER
- 7 BATTLE HAWKS 1942
- 8 F-16 COMBAT PILOT
- 9 F-15 II
- 10 GUNSHIP
- 11 KNIGHTS OF THE SKY
- 12 PRO-FLIGHT
- 13 F-29 RETALIATOR
- 14 FLIGHT SIM 2
- 15 MIG 29 SUPER FULCRUM

BEAT'EM-UP

- 1 IK +
- 2 PANZA KICK BOXING
- 3 SHADOW WARRIORS
- 4 FIRST SAMURAI
- 5 VIGILANTE
- 6 NINJA WARRIORS
- 7 METAL MUTANT
- 8 DEATHBRINGER
- 9 TORVAK THE WARRIOR
- 10 PITFIGHTER
- 11 GOLDEN AXE
- 12 DOUBLE DRAGON III
- 13 SHADOW OF THE BEAST
- 14 CHAMBERS OF SHAOLIN
- 15 METAL MASTERS
- 16 BLACK TIGER
- 17 SKULL AND CROSSBONES
- 18 WWF
- 19 FINAL FIGHT
- 20 DYNASTY WARS
- 21 FINAL BLOW

SPORTS AND LEISURE

- 1 JIMMY WHITE'S SNOOKER
- 2 KICK OFF 2
- 3 SPEEDBALL 2
- 4 PRO TENNIS TOUR 2
- 5 MICROPROSE GOLF
- 6 SPEEDBALL
- 7 ADVANTAGE TENNIS
- 8 TENNIS CUP
- 9 GAMES: SUMMER EDITION
- 10 MAN UTD EUROPE
- 11 W. CLASS LEADER BOARD
- 12 WORLD CLASS RUGBY
- 13 PLAYER MANAGER
- 14 RBI 2 BASEBALL
- 15 CALIFORNIA GAMES
- 16 MICROPROSE SOCCER
- 17 FIENDISH FREDDY
- 18 TV SPORTS FOOTBALL
- 19 INT. SOCCER CHALLENGE
- 20 PRO TENNIS TOUR
- 21 JAHINGAR KHAN SQUASH
- 22 DISC
- 23 GRAND MONSTER SLAM
- 24 MASTERBLAZER
- 25 ZANY GOLF
- 26 WORLD GAMES
- 27 PROJECTYLE
- 28 PURPLE SATURN DAY
- 29 STORMBALL
- 30 ITALY 1990
- 31 RUGBY - THE WORLD CUP
- 32 BILLIARDS II
- 33 CHALLENGE GOLF
- 34 I PLAY 3D SOCCER
- 35 W. CHAMPION SOCCER
- 36 STEVE DAVIS SNOOKER
- 37 FOOTBALL MANAGER 2
- 38 FACE OFF
- 39 PARAGLIDING

STRATEGY

- 1 POPULOUS II
- 2 POWERMONGER
- 3 MEGA LO MANIA
- 4 STORM MASTER
- 5 UTOPIA
- 6 SIM CITY
- 7 POPULOUS
- 8 SUPREMACY
- 9 REALMS
- 10 RAILROAD TYCOON
- 11 LASER SQUAD
- 12 FIGHTER COMMAND
- 13 BREACH 2
- 14 PALADIN
- 15 DEUTEROS
- 16 WAR LORDS
- 17 GETTYSBURG
- 18 BREACH
- 19 ARMADA
- 20 BORODINO

ADVENTURE

- 1 CRUISE FOR A CORPSE
- 2 SECRET OF MONKEY ISLAND
- 3 INDIANA JONES
- 4 SPACE QUEST SERIES
- 5 LEISURE SUIT LARRY SERIES
- 6 KING'S QUEST SERIES
- 7 MANIAC MANSION
- 8 WONDERLAND
- 9 OPERATION STEALTH
- 10 ZAK McKRAKEN
- 11 MADDOG WILLIAMS
- 12 CONQUESTS OF CAMELOT
- 13 LEATHER GODDESSES
- 14 ZORK TRILOGY
- 15 SUSPICIOUS CARGO
- 16 THE PAWN
- 17 DEMONIAK
- 18 HITCHHIKER'S GUIDE
- 19 MAUPITI ISLAND
- 20 PLANETFALL
- 21 GUILD OF THIEVES
- 22 STATIONFALL
- 23 CODENAME ICEMAN
- 24 THE PRESIDENT IS MISSING
- 25 LURKING HORROR
- 26 FUTURE WARS
- 27 ULTIMA SERIES
- 28 POLICE QUEST SERIES
- 29 LOOM
- 30 MANHUNTER SERIES
- 31 DEJA-VU 1 & 2
- 32 SHOGUN
- 33 SPELLBREAKER
- 34 WISHBRINGER
- 35 CHRONOQUEST SERIES
- 36 ENCHANTER
- 37 SORCEROR
- 38 BEYOND ZORK
- 39 ZORK ZERO
- 40 SUSPECT
- 41 BEUROCRACY
- 42 FISH
- 43 DEADLINE
- 44 CRIME CITY
- 45 TIME
- 46 CORRUPTION
- 47 JINXTER
- 48 SUSPENDED

RPG

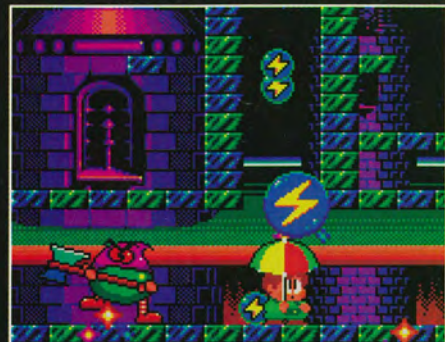
- 1 BARD'S TALE
- 2 DISCIPLES OF STEEL
- 3 SHADOW LANDS
- 4 MEGATRAVELLER
- 5 CRYSTALS OF ARBOREA
- 6 SHADOW SORCEROR
- 7 SPACE 1889
- 8 CURSE OF THE AZURE BONDS
- 9 PHANTASIE SERIES



The first level is quite easy to master. The enemy move pretty slowly and collecting that yellow heart will give you a points bonus.



Lots of penguins and ridiculous animals in scuba gear are causing havoc on this level. Time to open up your umbrella.



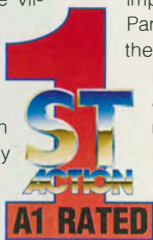
A different secret world this time. You have a full power lightning bolt precariously balanced on your head. One slip and it's curtains for you.

Parasol Stars

O C E A N

Some of you will no doubt recall the release of one of the best games to ever appear on the ST. Rainbow Islands was the unofficial sequel to Bubble Bobble, another classic recently released on the Hit Squad budget label. Now, Ocean have signed up the rights to Parasol Stars, Rainbow Islands 2.

Our intrepid heroes, Bub and Bob, are enjoying a well earned sunshine break after rescuing the villagers and defeating the evil minions who invaded the once peaceful Rainbow Islands. It is not long before their holiday is cut short when Chaostikahn, an extremely nasty warrior, unleashes his devastating powers on the inhabitants of the universe turning them into nasty, vicious monsters.



BUB AND BOB SAVE THE WORLD

As they have already attained hero status, the saving of the world is once again down to the twins. They pop off to the village Old One who gives them magic parasols in payment for their previous success and also as a subtle hint as to what lies ahead. Bub and Bob must save the villagers and free the universe from the evils of Chaostikahn.

You and a friend can control either of the twins as they attempt to thwart the evil plans of Chaostikahn. You must triumph over eight levels

of intense arcade action taking place all over the universe. Each level has its own individual inhabitants. Music world is overrun with pianos and other instruments. In Ocean world; crabs, seals and penguins abound. Finally Cloud world sees the introduction of planes, helicopters and even satellites and so on.

Becoming adept in the control of your character is probably the most important attribute to have in Parasol Stars. Left and right on the joystick will move your chap-py in the relevant direction and pushing up will make him nimbly jump in the air. Pressing fire will open the parasol out in front of you, stunning any creature it comes into contact with. Pressing fire and pulling down will cause him to open the parasol above his head. This is a valuable asset as it will allow him to do one of two things: either stun anything above him or catch some of the magic drops that increase your weapon power.

THE SEVEN DEADLY SECTIONS

Each level has been divided up into seven sections that must be completed in order for you to progress. Completion is achieved by clearing the screen of any nasties before your time runs out. If it does run out, Gaiko, an indestructible henchman, will appear and begin his never ending pursuit of our hero.

Destroying the monsters isn't as easy as it could be. You must first paralyse them by hitting them with your parasol or throwing an object at



Parasol Wand

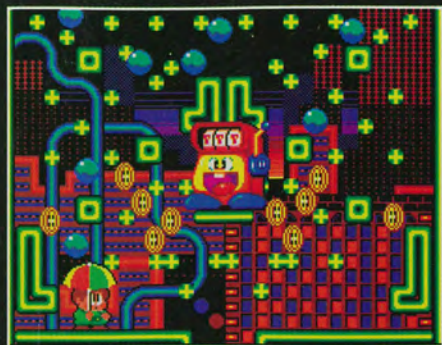


Money Bag

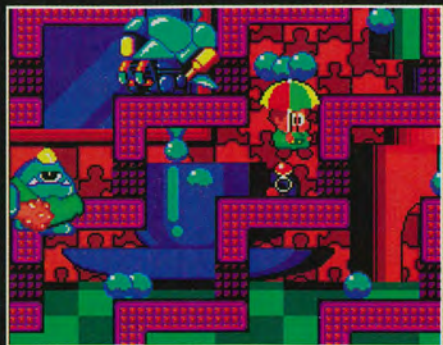


Chocolate Cake





The casino level contains loads of things you would probably find in Las Vegas. Tons of coins and a couple of over-sized slot machines.



You can use your parasol to enable you to float gently down the screen and direct yourself to the desired location.



The two player game can be even more fun because you can now pick up your pal and throw him across the screen. Fun, huh?



After you have finally managed to get to the end of level guardian, you are confronted by a rather large drum machine. Armed with your powerful lightning bolts, you must shoot him enough times to render him useless. When you have done this, collecting the fruits will award you with loads of points and possibly an extra life. Not bad for a young lad!



Ripe Strawberry



Crystal Ball



Tinkling Bell



500 Points



Magic Lamp



Secret Door



Large Key



1. These nasties will try to stop your progression.
2. This is one of the two heroes that you control.
3. Collecting the heart will give you a bonus.
4. The crook will give you loads of points.
5. The lightning bolts can be saved for later.
6. This tree stump generates enemy creatures.
7. These cuties aren't as sweet as they look!
8. This is the other chappie in the adventure.

GAME: PAROL STARS
PRICE: £25.99

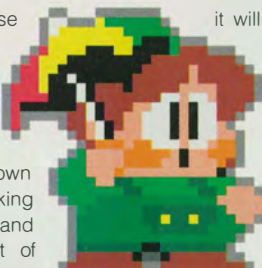
After the success of its predecessor, Parol Stars had a good platform to start on. Thankfully, Ocean have not relied on this to sell the product and they have continued to put a lot of thought and effort into the development. The graphics are as colourful and cute as they could be and are definitely console orientated due to its initial launch on the PC Engine. They move extremely well and create an almost cartoon environment. The sound is as you would expect in a game of this nature: very jolly with crisp sound effects. The playability is what sets it apart from other games of this type: an easy to use control system, 77 levels of arcade fun and not too difficult progression heavily increase its shelf life. My only gripes would be the slightly jerky scrolling and occasionally having too much on screen causes confusion. Overall though, teasingly addictive and enthralling to play, Parol Stars deserves all the praise it gets. Place an order now!

WIN A COPY OF PAROL STARS!

We have five copies of Parol Stars on offer courtesy of Ocean, all you have to do is tell me who sang the classic song, "Singing In The Rain". Send your answers to the usual address. Good luck!



them which will cause them to turn green or blue (depending on who stunned them). They can then be destroyed by being picked up and thrown against a wall or picking something else up and using this as a sort of impromptu missile.



it will also provide you with an extra continue.

At the end of each planet there is a special guardian who will try to stop you getting any further. These masters of mayhem can't be defeated by normal ways. Bub (and Bob) must first collect the

power flagons that will appear next to the guardian giving them temporary powers. Droplets will be generated on top of your parasol until they form a mega-drop that can be fired at the guardian thus depleting his energy bar.

As well as the end of level power droplets, you can also collect miracle icons in the game. Every time you manage to pick one up, it will be displayed at the top of the screen. When you have three, you will get a miracle that could open doors for you (hint, hint).

Jason

EAT FOR LIFE

You start the game with three lives and two credits. Points can be gained by killing the nasties, collecting the inexhaustible fruit and food supply or uncovering bonus items. Each food item collected will score anything from 10 to 10,000 and all the big food items will score 100,000 points. As the food you collect gets more valuable, keep an eye out for a gold coin with 100 written on it. Although it is only worth 100 points,



LEAGUE RATING

1 RAINBOW ISLANDS



2 PAROL STARS



3 ROBODOD

PLATFORM

GAMEPLAY:

SOUND:

GRAPHICS:

RATING=92%



THE COMPUTER GAMES OLYMPIAD 1992



WHAT IS IT? For the first-time in this country a National Computer Games Competition encompassing all your favourite games and the chance to win the coveted Computer Games Champion Award for your category.

WHAT ELSE CAN YOU WIN? Prizes will be awarded for style, gameplay and high scores as well as for positioning within each category. Prizes will be given both at regional and final levels and will include International Holidays including trips to Disneyworld, £10,000 Cash Prizes, Computers and Computer Games. Each entrant will also be given a certificate of attendance stating their position gained and the overall rating given by the

adjudicators. Due to our unique system at least 2,500 people will be winners!

WHERE IS IT? As much as possible we have tried to keep travel down to a minimum. On the right is a list of 40 towns which will all have regional heats. Any other towns or areas that have a large registration count will also be included in the regional heats. The finals will be held in London at Wembley on the 25th September 1992.

WHEN IS IT? Regional Heats and Finals will be held between May and August in the evenings and on weekends. The Finals will be held in September. Final Venue dates will be furnished on May 4th, 3 days after the final registration date.

HOW DO YOU ENTER? Easy, just fill in your registration card below and send it with your registration fee to the Olympiad Committee at the address below before the final registration date May 1st. On receipt of your application all your details will be placed into our competition database and your entrance number and ticket will be despatched to you as well as a complimentary spectator ticket for a friend. On May 4th you will be sent confirmation of the date of your local regional heat and the venue.

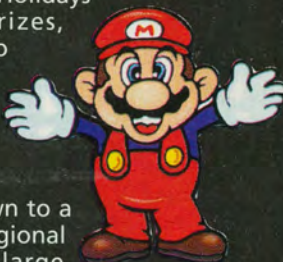
WHICH CATEGORY WILL YOU BE IN? Categories will be by computer type, age, gender and game type.

HOW WILL THE COMPETITION WORK? Prior to the competition starting at each venue, time will be allotted to each entrant to practice. For maximum enjoyment, each round will include competing both against other competitors as well as the computer itself. All entrants are guaranteed at least 20 mins gameplay. Adjudicators will be giving points for combat style and sportsmanship. Each region will produce 20-25 winners to go on to the finals.

ARE THERE ANY LIMITATIONS TO ENTRANCE? Yes. There will be a maximum of 10,000 competitors, and as we expect a good demand, we advise that players send in their registrations as quickly as possible. The minimum age for entrants is 13.

WHERE CAN I GET MORE INFORMATION? Call either of the registration hotlines for more details.

(This form can be photocopied)



VENUES

Aberdeen
Bath
Birmingham
Bournemouth
Brighton
Bristol
Cambridge
Cardiff
Dover
Edinburgh
Exeter
Glasgow
Gloucester
Guildford
Hereford
Hull
Ipswich
Leeds
Leicester
Lincoln
Liverpool
London N/S/E/W
Luton
Maidstone
Manchester
Middlesbrough
Morthampton
Norwich
Nottingham
Oxford
Perth
Plymouth
Preston
Salisbury
Sheffield
Shrewsbury
Southampton
Stoke-on-Trent
Taunton
York

The Olympiad Committee
Spike Island - 7 Essenden
Herts. AL9 6JF

OLYMPIAD 1992 REGISTRATION FORM

Registration Hot Lines
(081) 568-1429
(0707) 665980

Computer make & model: Acorn / PC / Atari / Nintendo / Amiga / Sega*

Title : Mr/Miss/Mrs

Top 3 Favoured Games

Hi-score/Level

Name:

1:

Address:

2:

.....

3:

.....Postcode:

Preferred times to Play: Evenings / Weekends* (Leave blank if either time slot is acceptable)

Daytime Tel No.:

Please find enclosed my cheque/Postal Order for the sum of £10 made payable to Barclay Computer Services Ltd. in respect of the registration fee with the Olympiad Committee for the Computer Games Olympiad 1992.

Evening Tel No.:

Age:Occupation:

SignatureDate

Left or Right Handed:

* Delete where applicable

STAAPR

WIN A COPY OF SPACE 1889!

We have five copies of *Space 1889* on offer courtesy of *Empire*, all you have to do is tell us who was the first man to step on the moon, back in 1969? Send your answers to the usual address. Good luck!



"Space, the final frontier. These are the continuing voyages of the starship *Enterprise*, whose five year mission is to seek out strange worlds and new civilisations. To boldly go where no man has gone before!..."

The mysteries that lie beyond our little planet, insignificant in the vast expanse of space and time, have always held a fascination to scientists, adventures and commoners alike ever since the time when man first became knowledgeable. From the ancient astronomer Copernicus right up to American President George Bush, everybody wants to find the answers to the many questions!

We all have our beliefs as to what lies beyond the stars and all have our dreams of what we would like to find millions of light years away. Take all the science fiction movies and TV series that have been made such as *Star Trek*, *Battlestar Gallactica*, *Star Wars* and *Red Dwarf*, for example. We all want to know what's out there, even if it does frighten us.

SCI-FI FUN

The great authors of the 19th century such as Jules Verne and H.G. Wells helped dramatically in the furthering of the science fiction story and it is from here that we find the basis of *Space 1889*. Space travel was naturally years away for the scientists of 1889 but they were most definitely working on it, and in these great years of exploration you find yourself at the centre of a fascinating role playing adventure....

As a compulsive adventurer, when you hear of the discovery of King Tutankhamen's tomb in Egypt you naturally want to be involved and be the first to find the legendary treasures. Your heart races and you immediately set out to find an expedition team, but finding the tomb and vital information is going to be hard and treacherous and could take you in to the outer reaches of space.

Your first action is to choose an exploration team, you may choose a default team if you wish or you can create your own character stats, previous careers, skills and charisma. A good mixture of differing abilities is a wise choice as is the case with all

role playing games.

The first part of your mission is to recover a report of the Tutankhamen find from a character called Von Schmelling who happens to be wandering around London. You control character movement using the mouse, joystick or the computer's arrow keys and view your current surroundings on an overhead map. Using a series of 'user friendly' options and icons, you can communicate with the in-game non-player characters, exchange, buy or sell goods, fight, rob, view and study the surroundings, cure party members and hunt for creatures and enemies.

When on the surface of any planet your progress and movement is measured not in hours or minutes, but Earth days. These do travel by very quickly considering the distance that you actually move in one 'game day', and can sometimes be very irritating especially when you have to feed your party and let them rest each day. Food can be bought at various markets (indicated by a little icon that looks uncannily like a slice of bread) and you buy in quantity for daily consumption as opposed to specific items.

Also, along the way you will come across weapon shops where you will be able to develop a pretty impressive arsenal, pawn shops that provide you with that little extra cash, and vehicle shops where you can borrow a boat, a Zeppelin or a horse, all for a price. Well, it beats the hell out of walking anyway!

You have the chance to interact with over 500 unique non-player characters that can, at times, provide you with important information and deals. Without their help you will find it very hard to succeed on your mission. Naturally many of the characters will try and hinder your expedition by ignoring you or even trying to kill you, but some can be bribed.

The title of the game says 'Space...' and therefore one would naturally assume that your adventure takes you into the outer depths of the universe. Well, one would be right! While searching for the treasure you will have to venture out into the cosmos in spectacular Interplanetary Ether Flying Ships whilst looking for clues. You will encounter strange aliens (Martians, Moon Men, Lizard Men and Selenites) who will try and



obstruct you but some do hold the answers that you seek.

SHIPBUILDING

As with most adventure games you are going to have to first build a ship before you can ultimately fly it. You will have to specify the hull size, the lift force, the propeller type, its speed, its boiler power level, the engine size, the amount of armour and finally, its weaponry. Yet again though, this is all going to cost you quite a sum of money.

Once built, you can navigate using stellar constellations, as all the ones included in the game are graphically and navigationally correct, and then journey out to Mercury, Venus, Mars and our own moon. Unfortunately, the outer planets such as Jupiter, Saturn and Uranus are out of reach due to the lack of solar light – the Ether ships cannot function without solar power.

Once on another planet, you will have no worries about feeding your party as food stores can be found in all locations. Don't forget, all the planets are already inhabited!

The manual is extremely comprehensive regarding technical information, the constellations, the functions of all the icons, and the facilities available to your adventurous party. One thing that is omitted however is the important help and guidelines that are needed to find out just what you are actually sup-



Choose your expedition party wisely. You will need a combination of useful skills rather than lots of brawn or lots of brain!



Wander around the landscape looking for Von Schmelling and other helpful people, and explore some of the buildings too!



If you have enough money you could always go to the harbour and purchase some sort of vehicle to get you across the land that little bit quicker.



Space

EMPIRE

posed to be doing.

It's fair enough to say that you must venture out into space to find clues about an Egyptian tomb, but once you're there, what next? Why not just hop on a Zeppelin and fly over to Egypt and search for the tomb there? Naturally, information such as this gets revealed the further you venture into the game but at first, especially to a beginner, this oversight can be very disheartening and extremely frustrating. But then again, even the illustrious Indiana Jones never knows what he's really letting himself in for!

Allie

GAME: SPACE 1889

PRICE: £29.99

Based on a role playing game by Game Designer's Workshop, Space 1889 is very complex and deep. Upon your first encounter with the game you really do wonder, "What the hell I'm I supposed to be doing here?" but as with all adventures, you really do have to persevere and this is no exception. The graphics are pleasant although not breath-taking, and the sound is a little sparse but of a good quality. The game screens are pretty similar but nicely presented and the control system is well executed. This would not be one of my first choices of adventure game to play but nevertheless it's quite impressive. Quite nice.

LEAGUE RATING

5 SHADOW SORCEROR

★ 6 SPACE 1889 ★

7 CURSE OF THE AZURE BONDS

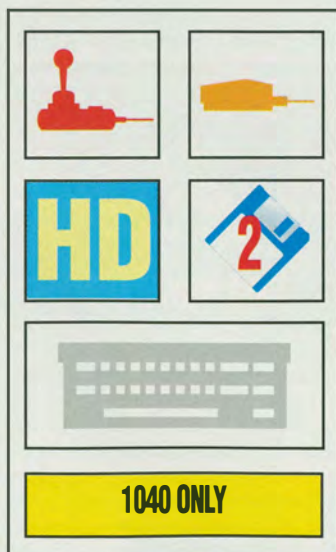
RPG

GAMEPLAY:

SOUND:

GRAPHICS:

RATING=78%



It was no fun being Captain of the Guard any more, not when all the rest of the lads knew you fancied the Princess like crazy. It was only gentle ribbing but if it ever got back to Emperor then you'd be short of your head. Having said that, what they didn't know was that Princess Lucanna returned this love and your secret rendezvous kept you going.

And so it came to her 18th birthday and the land of Honshu saw the biggest and best party ever; dancing dragons and magicians the whole works. Following which the Princess went for a walk in the gardens.

At about the same time as the party, the evil Thanatos having escaped from his magical prison was heading for Honshu. Despicable revenge was the only thing on his mind as he flew across the countryside, leaving all the land below, withered and dead. Finally he spied the city and the Princess in the garden. His evil hand descended from the skies and plucked the girl from her seat.

You and the guards rushed out but were powerless as she was whisked away. Later the dismayed Emperor called you to his chamber and explained that you must find and rescue her. Leaving you vowed never to return until the Princess was saved....

(Hands up, those who didn't realise that this was the plot to a new Psychosis game... come on admit it!)

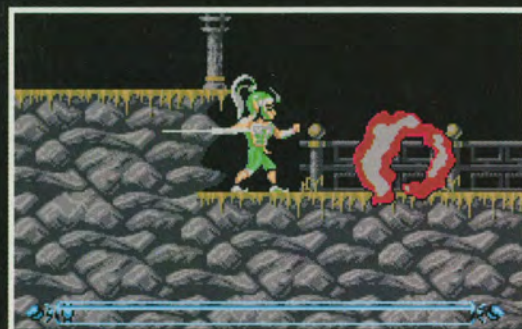
Leander is Psychosis' latest on the ST and as you can tell already it has exactly the same depth in the plot as



Your character is pretty big and is animated nicely. Watch for his armour colour changing.



By collecting the key you can now go through the exit into the next section of the world.



A couple of swipes with your weapon and this MONSTER HAS bit the dust.

every other title they've ever done. While they're not always the most original of storylines, they do at least give you a decent quest to go for, unlike so many other games these days.

QUIT THE CUTE'EM UPS!

You might be surprised to hear that this is in fact the plot for what is really a platform game. Games of this genre tend to follow the tried

and tested; cute sprite fires cute objects at cute enemy sprites while running along platforms that look like cakes and sweets. Cynical perhaps, but true.

In this case Psychosis have gone for a nice mythical/medieval look with a nice large sprite that's very well animated as he pounds around the platforms (some of which are pretty tricky to reach!) avoiding the guards and monsters that come chasing after you.

The aim of the game is to

get through the three increasingly difficult worlds which are inhabited by all manner of nasty, naughty thingies.

THIRD WORLD FLIGHT

These worlds are all split up into sections, each of which must be completed before you move on to another world. To complete a section involves you finding a key to get out. At the end of each world you'll have a huge monster to defeat. Victory over this creature will supply you

1ST
ST ACTION
A1 RATED



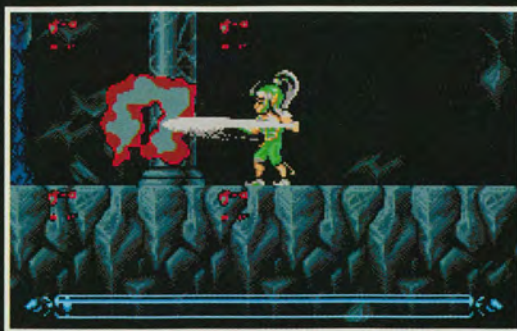
with a key to the teleport and then it's off to the next world.

If it's the third world you're on then it will be the mighty Thanatos himself that will oppose you. If you are successful here then you will rescue Lucanna and spend the rest of your life in wedded bliss (probably).

Along the way you'll be able to pick up coins and without this hard cash you won't be able to shop for better stuff. As you mooch around you'll come across stores where you can upgrade your armour and weapons.

Armour is one of the most important aspects of Leander as survival depends greatly on how good your current set is. The colour of your suit shows you how many hits you can take before you die and lose one of your lives. At the bottom of the pile is the purple coloured armour that you start off with and this then goes up to the black Mage Armour which will provide you with an extra six points of protection.

Your weapons can also be upgraded in a similar way if



Another monster wings it's way back to hell as Leander wreaks havoc on the minions.

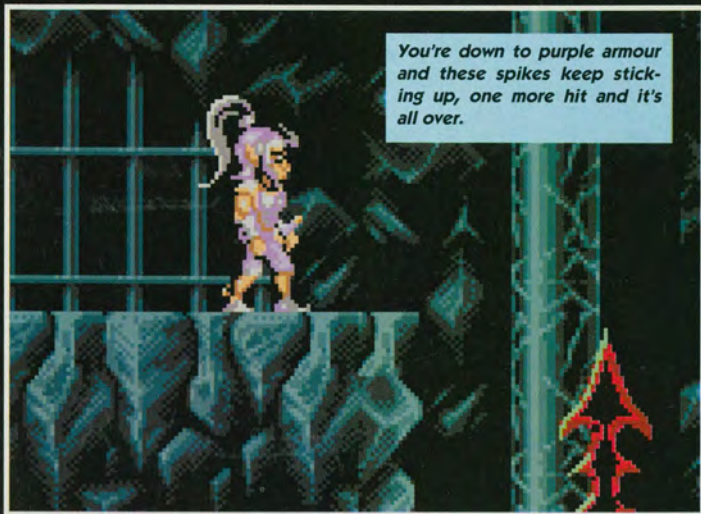


As in all platform games your character can leap to either side. Some of those jumps are difficult though.

you have the cash, but it's worth remembering that your armour is more important than your weapons.

Don't be fooled into thinking that just because it's a platform game it'll be dead easy to complete because Leander is quite a difficult game. It's also one that will get you hooked from start to finish. The graphics are very good and Psygnosis did the right thing removing the parallax backgrounds that grace the Amiga, this makes the game faster and smoother, so there is no problem there either. What more could you possibly want?

Paul



You're down to purple armour and these spikes keep sticking up, one more hit and it's all over.

Leander

P S Y G N O S I S



3 short sword
this sword inflicts 2 hit point damage when used.
it costs 200 gold coins.



7 6 5 4

1. THE SHOP KEEP
2. STOCK ITEM
3. INFORMATION SCROLL
4. LEAVE SHOP

5. SHOP STOCK
6. BUY ITEM
7. LEANDER'S STATS

WIN A PSYGNOSIS T-SHIRT!

All you have to do is answer this question: What cute cuddly creatures have been very successful for Psygnosis? Send your answers to "LEANDER" at the usual address.



GAME: LEANDER
PRICE: £25.99

Leander was pretty impressive in its other formats and it has come through the transition onto ST really well. The main sprite and enemies are really nicely drawn, but you do have to be prepared to die quite a bit as the game is none to easy. Sound is okay, but you shouldn't expect more than the usual fare of noises of people dying. Leander is a big game that will keep you going for ages. As platform romps go, this is among the best.

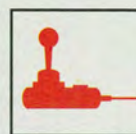
LEAGUE RATING

5	ANOTHER WORLD
★ 6	LEANDER ★
7	SWITCHBLADE II

ACTION ADVENTURE

GAMEPLAY:	■■■■■■■■■■
SOUND:	■■■■■■■■■■
GRAPHICS:	■■■■■■■■■■

RATING=86%

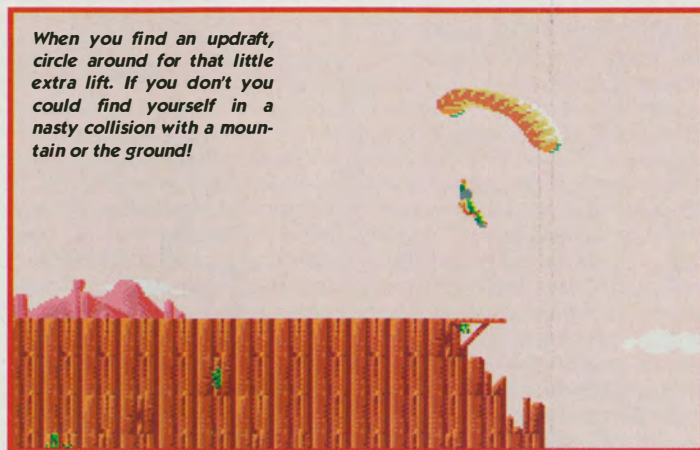




Paragliding

LORICIEL

When you find an updraft, circle around for that little extra lift. If you don't you could find yourself in a nasty collision with a mountain or the ground!



Well, what can I say about a paragliding simulation that you don't already know? Not a lot really! It's not every day that the Fred Bloggs or Joe Smiths of the world have a funny five minutes and decide to dangle from a piece of fabric and a few strips of string hundreds of feet above the ground, that's just for lunatics! Therefore, I think we can safely say that most of us have our marbles intact and will remain happily on terra firma.

However, handgliding or paragliding isn't simply a case of running off the side of a cliff with a parachute strapped firmly to your back. Oh no! Instead, it requires a strict training course (teaching you how to land without breaking your legs, avoid mountains and basically not killing yourself) and hours of dedicated practice. Strictly for all certified nutters if you ask me!

COWARDY CUSTARD

But now, if you're a complete coward like yours truly, you can experience the thrills and excitement of paragliding in the safety of your

own home. By viewing the landscape from side-on, you can guide your little man over the horizontally scrolling terrain, through the clouds and then watch for safe platforms where you can bring him safely back to earth.

This rather unusual sim not only lets you glide gently through the air for pleasure or under competition rules but also allows you to experience the more technical side of the sport as well. Combining the information within the manual and the knowledge built up through practice, you will soon begin to understand the ins and outs of updrafts and thermal movements (caused by wind and currents of hot and cold air), information vital to your paragliding success.

The reality of the game is just totally unreal. I mean, can't you just feel the wind rushing through your hair as you stare at this page? And can't you feel the danger of it all while sitting on the loo or in your favourite armchair? Not bloody likely! You could get more excitement watching the washing machine do its stuff, and more wind by eating half a tin of baked beans.

But, credit should be given where credit it's due and that's why this game is going to get zilch. I think we should ask ourselves a few questions about a product such as this and try to establish a few points. Why wasn't it programmed and presented along the same lines as a flight sim? At least it would add a bit more excitement and gameplay, and also, how Loriciel have the gall to release such an unplayable game that even the pro-paragliders are going to laugh at? Makes you wonder doesn't it?

Included in your package of 'excitement' and 'danger' comes the chance to avoid the odd mountain every now and again, dodge fellow handgliders, planes and flying carpets! Pick up little flags situated on the ground, try and land (on your feet preferably) and then find your updrafts. God, I'm going to wet myself with all the thrills and reality!

If you manage to stay awake long enough you can even find some other poor sod to play against you in a championship round. Whoop de-do! Well me, I think I'll grab myself a mug of horlicks and watch my washing machine go round and round and round and round and round and... (that's enough! - Ed)

Allie

GAME: PARAGLIDING

PRICE: £ 25.99

The scrolling of the game is far from smooth and the graphics are hardly inspiring, along with the music and dodgy sound effects. The gameplay is non-existent leaving the sim boring, unplayable and a waste of twenty-five smackers - a total throwaway product. However, one gold star goes to the presentation of the manual for its informative description of updrafts and in-depth history of paragliding (Hoorah! - the office). You do get some crap, don't you?

LEAGUE RATING

35 FACE OFF






36 PARAGLIDING



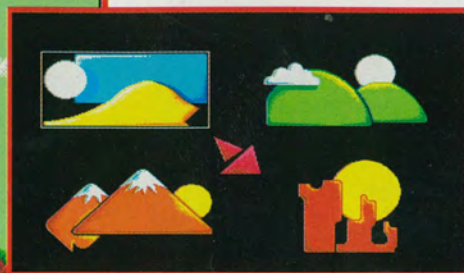
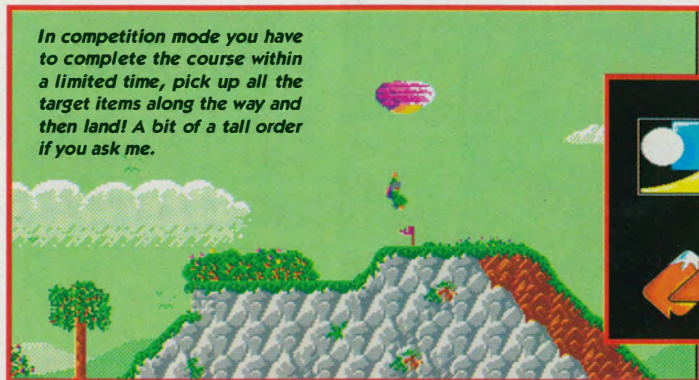
37 CIRCUS GAMES

SPORTS AND LEISURE

GAMEPLAY: 
SOUND: 
GRAPHICS: 

RATING=49%

In competition mode you have to complete the course within a limited time, pick up all the target items along the way and then land! A bit of a tall order if you ask me.





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You return home after another arduous days adventuring. You gently slip to the floor, releasing your sword as you drop silently to the surprisingly comfortable looking oak boards. You start a fire and become drowsy as the minutes drag by. Not wanting to waste you brief moment of relaxation, you unsheathe your loyal companion, a well worn broadsword of unspeakable age, and begin the cleaning process that you look forward to so lovingly. The gentle strokes as you clean the dried blood off your once shimmering blade seem to soothe your tired and weary bones and you look set for another night of solitude.

You listen to the almost hypnotic sounds of the heavy rain and cracks of lightning as they beat down on the tin roof that adorns your shack. Your senses suddenly become alert as you hear the sound of approaching footsteps and you watch as the door to your little palace swings open to reveal the unexpected guest: an old woman.

"Terine, the Great Goddess of all has chosen you to continue where your father left off. You must unite the world and defeat the last remaining leader of the evil army that brought so much misery to this once peaceful land." A swirling ball of mist appears in her gnarled and wrinkled hand and she shows you one possible future that could

Disciples Of

MEGASOFT



You begin your quest outside the city gates of Farnus. Your first priority is to enter the city and locate the castle. From here, you can speak to the Lord of Farnus and ask him for a quest.

become real if you are to fail. This vision inspires you to gather your courage and attempt the incredible.

That is the basic storyline for the game and also the content of the first of three disks that come with this offering from across the Atlantic.

Produced by Megasoftware, a relatively unknown software house, they have tried to recreate the formula that made such games as Bard's Tale and AD+D so popular.

Upon loading, which I must say is a lot easier and quicker if you

have access to a hard drive, the first thing that you must do is choose your team. Making the right choice of companions could well be the deciding factor between victory or your total annihilation.

TEAM TIME

Your team can comprise of any number of characters from one to a maximum of eight. After choosing their race and profession, of which there is a large and varied selection available, you must choose appropriate names for the individuals to set them off on the right foot. Once you have done this for every member of your party you will be a shown a detailed screen that will inform you of such important statistics as Strength, Intelligence, Spell Power, Money and, most importantly, Hit Points. Each statistic will give you special bonuses in certain aspects of the game and must be



You have entered a dungeon and the view has changed from overhead to a first person perspective. You round the corner to reveal a set of stairs in front of you and a door leading off to the right.



You searched the town until the early hours of the morning and decided to get some sleep. Fortunately, the Disciples of Steel Guild Hall is open all hours so you enter and are offered food and a warm place to rest.



Steel

watched with a careful eye.

After your selection, it is time for you to venture out into the world of Lananthor and try to piece together all the information you can about the war of Unthar. The game name derives from a guild that was established in most major cities to provide shelter and food for the warriors that attempted to overthrow the evil forces. After their legendary performance, they were known only as the Disciples of Steel.

Movement is performed via the mouse and if you prefer, a combination of rodent and cursor keys. Moving the mouse on the main playing area will make a direction arrow appear, depending on the position of the cursor and where you party is situated. Pressing the left mouse button will cause the whole party to move one step in that direction.

MOUSE TRICKS

Uncommon in this type of game is the importance of the right mouse button. Pressing it when you are in plain territory will bring up an options menu that will allow you to search the present area, attempt to steal something or most importantly, enter a chosen building.

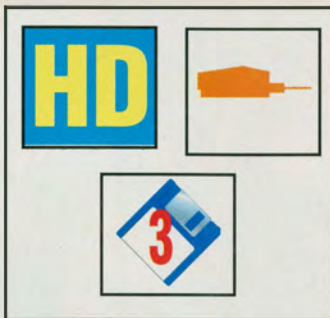
Attempting to negotiate the dungeons will transform the view to one of the 3-D perspective that is reminiscent of Dungeon Master. The controls will remain the same but various items of use such as keys and lock picking equipment can be collected for later use.

The combat system is pretty similar to others common to this type of product. The aggressors will appear next to your party and you will have the option to give your

characters individual commands depending on their own skills – Mages can cast spells, Priests can invoke healing powers, Rangers can fire their bow and arrows and so on. If a direct hit is incurred, the resulting damage will be displayed on screen along with a detailed report on the point of impact.

There are three types of magic available to three separate types of character. The magic of the Mage is powerful and is usually in the form of attacking spells that cause substantial damage to your opponent. Illusionist spells overload the mind of the victim with the will of the spell-caster in the form of frightening apparitions and objects. The Priest's magic is one of healing and is not intended to cause much harm. Spells like Bind Wounds will prove invaluable in your quest.

Jason



1) Your chosen characters statistics will be displayed here for you to look at and evaluate fully.

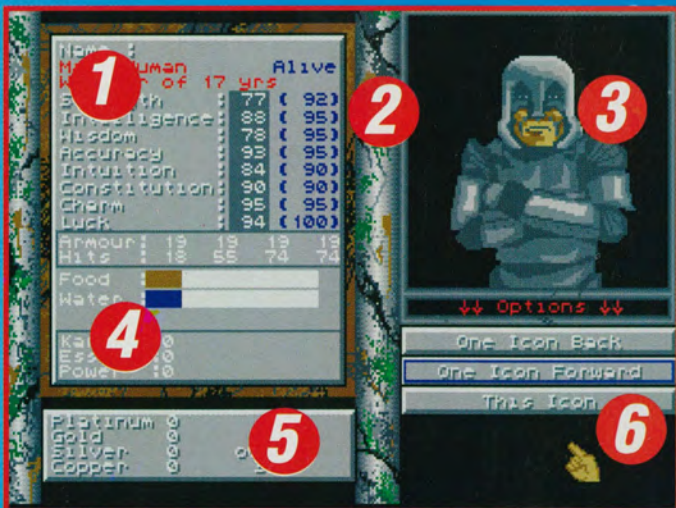
2) After the dice roll, the computer will position the score next to the statistic so you can choose his class.

3) When you have chosen your character's class, you will be able to allocate a body to the skills.

4) These bars indicate how much food, water and magical power you have at your disposal.

5) Your monetary gains from various dubious sources are shown here. They are detailed in numeric value.

6) These icons will allow you to browse through the applicants for the position of vacant adventurer.



To win one of the five copies of Disciples Of Steel we have on offer, all you have to do is name five of Jesus' 12 disciples. Send your answers to the usual address. First five out of the hat will win.



GAME: DISCIPLES OF STEEL PRICE: £25.99

A role-playing game that has a good character generation system is usually going to be good throughout. This game starts off very well as you can really get into the creation of your party and examine their statistics with a fine toothed comb. Graphically, the game is well presented but bland in parts this, though is usually the case with most games of the genre. The playability is set to a difficult standard and you may find yourself making use of the save game option pretty regularly but don't let this put you off. The intro music is intense and atmospheric and the in-game sounds are just as good. It makes a change to hear something decent and not have you reaching for the volume knob as is the case in most instances.

LEAGUE RATING

1 BARD'S TALE

★ 2 DISCIPLES OF STEEL ★

3 SHADOWLANDS

ACTION ADVENTURE

GAMEPLAY: [Progress bar]

SOUND: [Progress bar]

GRAPHICS: [Progress bar]

RATING=85%





The doors slide open to reveal the strategic map of the world below you.



All these lands can be occupied by you and your armies. The more you get the more money you raise.

Ever since the dawn of time man has had dreams of expanding his territory as far as possible. The annals of history show many a figure who has tried, often unsuccessfully, to master many lands. Now you finally get your turn, courtesy of Millennium's Steel Empire. Can you succeed where people like Hitler failed?

Two hundred years into the future, soldiers as we know them have become obsolete. Fighting is now done entirely by huge machines known as Cyborgs. Men have no chance against these giant, armoured governmental playthings. The only way to fight back is with bigger and better Cyborgs. Human involvement with war is now restricted to the minds of the scientists...

HOT METAL

Steel Empire is set in the year 2200 and can be played by up to five players. Once you've chosen how many you want you must choose whether they will be controlled by a human or the computer.

After who's playing as what has been decided, you must assign each leader to an Empire. From here on each player will have their own colour and flag which will distinguish which lands are which on the map.

Once all the odds and ends have been sorted out you'll have a choice of three different games to play. The Strategy Campaign will see you in a struggle for domination of the globe. You'll only be in command of one country to start off with, but with luck and success you should be able to expand out into the far reaches of the planet Orion to do some serious conquering.

You also have the chance to play a Complete Campaign which contains all the features that Steel Empire has to offer. Not only do you have to play the Strategy Campaign, you'll have to fight your own battles too. This is as an arcade sequence

Steel Empire

MILLENNIUM

Well it's Cyborg combat time again. One of these guys is going to get targetted for termination very shortly.





where you control your Cyborg as it rushes through the surrounding terrain in search of enemy targets.

The final choice is Tactical Battle, which is split into two categories (Showdown and Survivor). This is just the arcade section of the game, only now you have to progress as far as possible against an ever-increasing onslaught from Cyborgs.

As a General you have many different options, including building factories in a country from where you can manufacture your Cyborgs.

It is up to you to decide how good your factories will be, whether they need fortifying against enemy attack or not and also how effective your machines will be.

Following the pattern of most wargames everything you do is in turns. For example, you may want to build a couple of factories before moving some of your Cyber-Army into a neighbouring enemy territory.

At the start of the next turn is when the consequences of your actions will take effect – the battles for example. The game graphics are pretty good for this kind of game. Generally you expect naff graphics and sound, but both are up to scratch here, with a nice digitised female voice as well (and we're talking deep and husky!).

Steel Empire is like a posh version of Risk. There's loads in there if you look for it.

Paul

GAME: STEEL EMPIRE PRICE: £29.99

There aren't that many of these games out there and most have always been a bit dodgy. You could argue that this is only really a poncey electronic board game and you'd probably be right. Its attractiveness does lie within the fact that it has the multi-player option and you can have many a good hour crowded round the telly with your mates. Not as much fun on your own, but then again what is? Good sound and graphics and really nicely presented. It's not going to appeal to everyone but those who dare to try it won't be disappointed.

LEAGUE RATING

10 MIDWINTER



11 STEEL EMPIRE



12 NORTH AND SOUTH

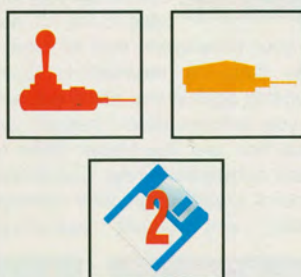
ARCADE STRATEGY

GAMEPLAY:

SOUND:

GRAPHICS:

RATING=82%



1040 ONLY



The Addams Family





Storm Master

S I L M A R I L S

With Silmarils recent departure from software house Palace, there was some doubt as to whether they would be able to hold up under their own steam. However, their first solo project Storm Master has all the vibrant and professional qualities that will surely prove the sceptics very, very wrong.

Storm Master IS original! Its basic principles lie in the arcade style power and creation category that houses such masterpieces as Populous and Mega Lo Mania. Combining war, politics, economics, power creation and survival in a single compact game, you have to oversee the complete running of a fantasy land and the destruction of its enemy.

Your fantasy haven, Eolia, is governed by the ever changing winds that sweep across the terrain all six months of the year. These winds are the life-blood of productivity and without them your factories fail, your fleet cannot attack or defend and your population eventu-

ally starves. Luckily, the winds never completely die down, they just fade slightly, but you have to understand the patterns and in turn become the Storm Master!

Your job as the Grand Magister of Eolia is to use the Council of Seven and maintain the efficiency and smooth running of your country. Naturally, this is not as easy as it sounds! The Council Of Seven are very finicky and can easily be upset, should this happen (misuse of their facilities or no use at all) they will disappear for a few months while they sulk. This can cause severe problems.

The Council Of Seven consists of The Ecclesiast, The Master Miller, The High Constable, The Joker, The Leonardo, The Inquisitor and, finally, The Commander. These important men supply you with an equally crucial service that covers all aspects of Eolian well-being, from food production to assassinations, therefore careful use and efficient planning will ultimately see you succeed.

Your enemy, Sharkaania, is structured very similarly to Eolia and progresses at roughly the same rate. They have exactly the same intentions as yourself (to destroy your seven cities by looting and bombing) and have exactly the same options and facilities that are open to you. You must quickly build up your resources (using a 2D map), defences and army in order to beat them at their own game.

You do this by firstly creating sufficient revenue to fuel your military escapades. Unfortunately, you cannot tax your citizens to the hilt due to your populations lack of food – they have no reservations about revolting against you which will lead to your untimely death! Instead, you must first use The Master Miller to plant substantial wheat plantations, Broomf breeding grounds (strange cattle) and Squiz apicultures

(honey that promotes intelligence) to create a prosperous food mountain.

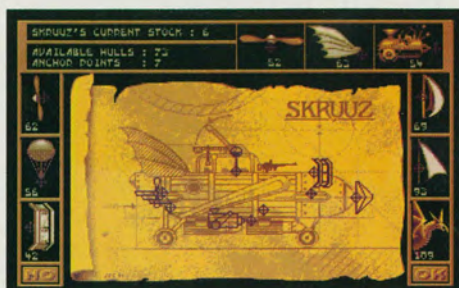
You must then create factories in which to build your military craft. The Master Miller can build these factories in the shape of windmills (don't forget, your economy runs on wind power!) and by placing them on differing terrain, you will produce varied commodities. For example, a windmill placed in the middle of a forest acts as a sawmill, one in a clearing acts as a sails factory, whereas one in the mountains acts as a steelworks. Productivity can be increased by financing the operation using Kaa, your local currency.

Once production is under way, you can visit The Leonardo who enables you to build and design your military craft. As long as you have enough elements you can design all four of the available craft on offer by customizing the basic structures to your own specifications. Now all you need is a crew!

The Commander enlists the new military hopefuls and you really need



A1 RATED



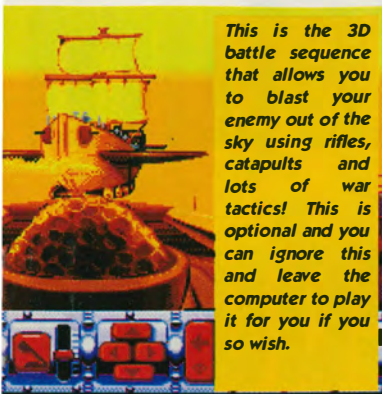
Experiment and try new ideas by customising your flying machines with the available components. Practice definitely makes perfect!



Once an army is assembled, you can fly your fleet over to Sharkaania using mouse controlled direction icons in order to bomb their cities.



Using the Master Miller you are able to create new food plantations and finance them with the local currency, Kaa.



This is the 3D battle sequence that allows you to blast your enemy out of the sky using rifles, catapults and lots of war tactics! This is optional and you can ignore this and leave the computer to play it for you if you so wish.

as many as possible, but by now you are no doubt running out of money. This can be solved by visiting the High Constable's auctions rooms and selling some of your stockpiled commodities, or perhaps creating a deal with a neighbouring country or even by taxing your citizens (be careful with this option).

Your population will only pay taxes if they have excess food and happy leisure time, this is where The Joker comes in. He provides an entertainment service and by allocating money to his expenditure, he will build leisure centres and the like to keep the people happy. Simple isn't it? Well, actually it's not.

The possible strategies that can be undertaken are too numerous to mention in detail. You have to watch the quality of your plantations which deteriorate with constant farming and therefore use your Ecclesiast to replenish the land, you can assassinate your enemy's Council Of Seven using The Inquisitor, finance education and colleges using The Leonardo, and so on.

The game is very complex and even allows you to take part in a rather bizarre ecclesiastical ritual in order for you to summon winds and storms to unleash on your enemy, and also take part in some 3D airborne fight sequences both of which are presented in stunning and colourful graphics.

There are six scenarios for you to try your tactical hand at, each one situated in a different time of Eolia's history, be it a golden age or one of depravation. Your goal remains the same, but the opposition gets tougher and tougher so quick thinking and more strategic tactics are the answer.

The whole game is controlled by the mouse with an easy 'point and click' facility. The graphics are colourful and included for added excitement are wonderful animation sequences such as test-flying your craft, the Temple ritual, the battle sequences and the bombing of your cities.

The game is very easy to get into and the manual is informative, helpful and very useful, but Storm Master will probably take you a lifetime to master.

Allie

ECCLESIAST



Build a temple for 40 Kaa



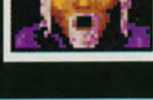
Move the Ecclesiast to another destination



Predict the strength of the winds



Replenish farming land



Summon the storms and winds

COMMANDER



Build an airfield for 50 Kaa



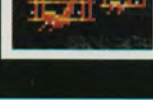
Build defences for 10 Kaa



Recruit your army



Move ships on to the airfield



Launch armada

MILLER



Plant wheat for 10 Kaa



Start cattle breeding for 20 Kaa



Start honey production for 20 Kaa



Build a mill for 30 Kaa



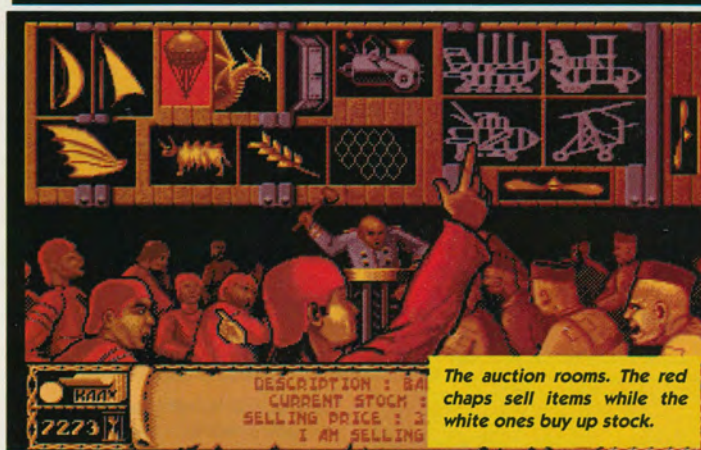
Finance an operation

WIN A STORM MASTER GAME

Storm Master is based heavily on windmills, all we want to know is which country is famous for its plethora of windmills? Send your answers To the usual address.



The Council Of Seven. Clicking on the characters allows you to access their services.



*DESCRIPTION : BA
CURRENT STOCK :
SELLING PRICE : 2
I AM SELLING*

The auction rooms. The red chaps sell items while the white ones buy up stock.

GAME: STORM MASTER PRICE: £29.99

Storm Master is yet another superb strategy product that is not going to look out of place alongside the likes of Populous II, Mega Lo Mania and Utopia. The graphics are stunning, the music is very effective (well above the standards of most ST games), and the arcade style sequences are fun and well executed. However, none of these qualities could ever cover up a bad game or dodgy programming, not that you'll see any here. This game been very carefully thought out and is delivered with finesse. The only let down may be the ease with which a couple of the scenarios can be completed, but it is only as hard or easy as you make it. Storm Master will be my lunch-time endeavour for a long time to come. Well done Silmarils, keep it up!

LEAGUE RATING

5 MEGA LO MANIA



6 STORM MASTER



7 UTOPIA

ARCADE STRATEGY

GAMEPLAY:
SOUND:
GRAPHICS:

RATING=92%



ENHANCED ON ST

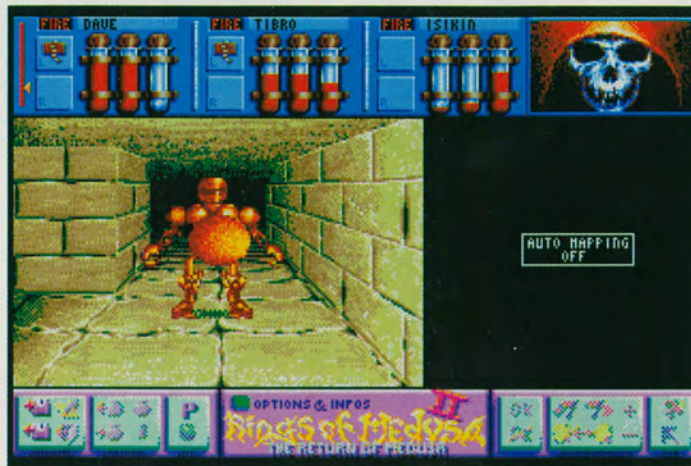
The Return of Medusa

S T A R B Y T E

After waking up from a blow to the back of your head whilst you were investigating noises in the palace gardens, you are once more confronted by Medusa. She tells you she is destined for the future, to bring havoc to all life, by the means of a time portal. Knowing this, you set off after her on your quest for 13 mystical keys that will allow you entrance to her domain so you can once again free the land of her evil.

The game struck me as being another Dungeon Master clone. After wandering around the first dungeon for a while solving various ever so hard puzzles such as putting the key in the lock, you escape this dungeon to the top part of the world where the game takes on a new shape.

There are numerous towns and cities to find and explore as well as many other hidden places, such as the invisible bunkers where the keys are guarded by superior monsters. Once you are inside a town you are able to do all sorts of things such as buy and equip an army, or visit the



(Left) Down in the murky depths of the subways you find all sorts of goodies as well as these robots who want nothing more than your destruction.

GAME: THE RETURN OF MEDUSA
PRICE: £25.99

The graphics in the game are certainly adequate giving the 3D dungeons better game-play. The mechanical monsters you may encounter in the subways are of the same standard, but I found that they are not all that easy to get rid of, as combat could be improved here, by allowing you to fire your weapons and move at the same time. On the audio side of things, sound effects are a bit scarce, but there is a pleasant tune as an alternative to listen to while you set about on your task. All in all this game is little bit more than just another role playing adventure of finding and killing all the monsters possible. So if you are into the role-playing style games but want a little more, then I would take a look at this product from Starbyte, worth a look.

bank, or just simply go exploring in the subways for more treasure, even perhaps setting free a prisoner to help you on your quest.

INSIDER TRADING

Inside the bank you are able to do all sorts of cash transactions, even rob the place! However such actions will render you unwelcome in the building for any sort of cash dealings. The bank will also give you a chance to deal on the stock market to buy and sell all sorts of commodities. After this you may want to visit the department store to stock up on various bits and pieces, for instance milk, cheese, computers, or even androids.

Or you may want to take a trip to the park to recruit some halflings or ogres for your armies. If you decide to look into the garage you will be able to purchase vehicles to move your supplies around, but don't forget the fuel! Failing all that you may just want to order a ship and crew to sail around the world in.

Movement is a combination of keyboard and mouse in the dungeons, anywhere else is just mouse. Money is the most important thing in the game, without it you can't do a lot, for instance you wouldn't be able to buy supplies for your army, or trade goods between cities and you certainly wouldn't be able to go very far in the subways without a good supply of batteries. **David**

(Below) An accurate look at your character to see just how close to death he really is, or you may just want to put something into his backpack.



(Left) In this building you will be able to trade goods between cities or may want to buy some supplies.

LEAGUE RATING

9 HERO QUEST

★ 10 THE RETURN OF MEDUSA ★

11 CADAVER

ARCADE ADVENTURE

GAMEPLAY:
SOUND:
GRAPHICS:

RATING=83%





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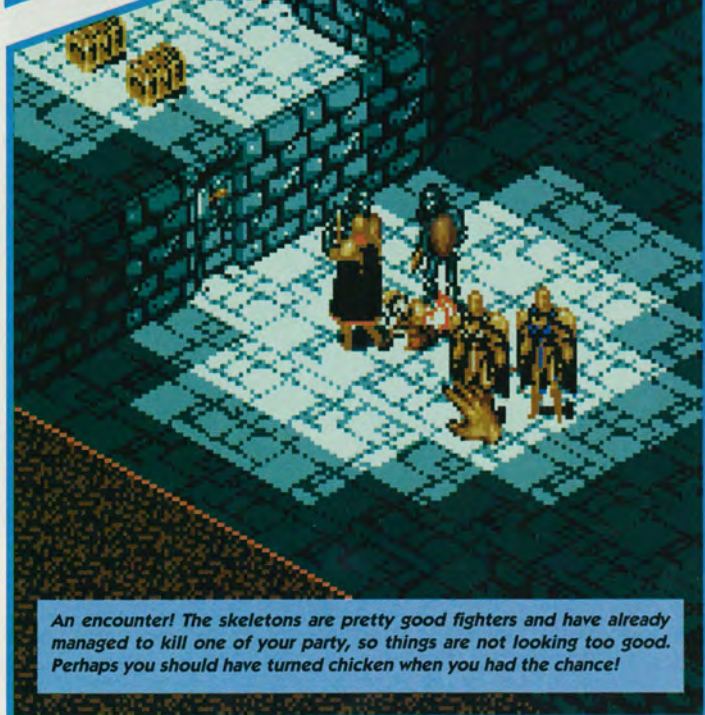
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Shadowlands

D O O M A R K

The dungeons are full of weird and wonderful things. The fountain will give you fresh water and allow you to fill up your bottles for the journey ahead. One of you should collect the key, it might come in handy.



An encounter! The skeletons are pretty good fighters and have already managed to kill one of your party, so things are not looking too good. Perhaps you should have turned chicken when you had the chance!

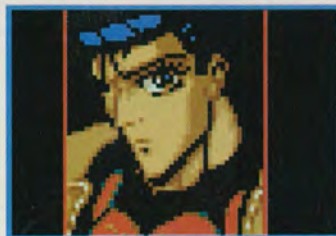
Role Playing Games aren't everyone's cup of tea. Some people find them too difficult and others just can't seem to get to grips with the controls or the playability. Too much text and not enough action are usually the most common cause of complaint. Domark have tried to eradicate these problems by releasing an RPG with a difference that has been programmed by Teque.

The story follows the tale of an ancient legend from a long time ago. After a horrific battle, in which there was no possible hope for victory, you fled through the Marshes of Doom only to be caught in the shallows and drowned by your enemies. Your dead body lies rotting in the Shadowlands but your spirit is still very much alive and craving for revenge. With the aid of newly

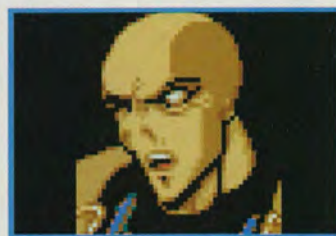
acquired supernatural powers, you take over the minds of four travellers and must now guide them through the very heart of the Shadowlands to find your corpse and take it to an altar where it can be united with your spirit in a holy ceremony.

Your party consists of four battle weary travellers. An Orc; a Warrior; a Priest and a Wizard. Each character must first be given a name and then you can choose to reroll his or her statistics. The four stats are strength, hit points, magic and force. Each stat will have a significant bearing on the game to follow. After you are convinced you have chosen the right party, you can then go into the realms of Shadowlands and begin your adventure.

Your party is controlled by the mouse and uses a pretty unique system. As well as being graphically



The Wizard will prove invaluable as he learns the mystic arts of magic.



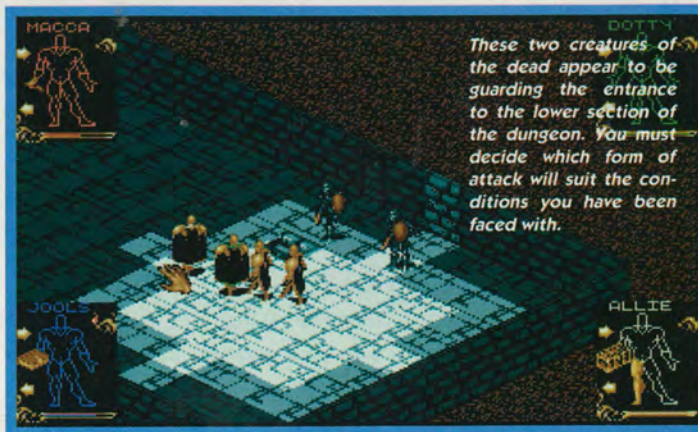
The Priest uses his magic to cure wounds but he can also fight as well.



The Orc is pretty good at everything. He can fight and use magic expertly.



The Warrior is pretty useless at magic but is untouchable at combat.



These two creatures of the dead appear to be guarding the entrance to the lower section of the dungeon. You must decide which form of attack will suit the conditions you have been faced with.

portrayed each member of your party is represented diagrammatically in their own corner of the screen. Clicking here on the individual limbs will allow a character to perform a prescribed response. The left arm will make your character pick up any available objects and manipulate switches, whereas the right arm can be used to attack your foes with the chosen weapon. The legs are responsible for your party's movement. The left leg will make a character walk around the playing area on his own (useful for tricky combat and collecting items) and the right leg will cause your guys to adapt a pre-arranged formation and walk together.

HEALTHY, WEALTHY AND WISE

Clicking the right mouse button on one of your characters will access the inventory screen. From here you can do a number of important things like checking a character's health, wealth and magical capabilities. You can also drop or use any objects that you find on your travels. Sleeping is also available via the inventory screen and helps to restore any energy lost through battle.

Once you have mastered the control system, you can then begin to explore the vast and often dan-

The first level is almost a tutorial where you can get used to the control system and the surroundings. You look at the sign and a shiver goes down your spine as you enter the realm of Shadowlands.



gerous realm of Shadowlands. Exploration is an important part of the game. Lots of necessary items can only be found by this means and their part in the adventure could be vital. The game is viewed from an isometric 3D perspective and defines your characters and their surroundings very clearly.

The game is divided up into various sections for you to explore. Paths surrounded by dangerous forests and dungeons must be negotiated if you are to succeed. The first level is basically a tutorial that allows you to slowly get into the game without too much hassle. Lots of easily located objects and puny

adversaries will be encountered on this level. After a quick session in the forest (no lewd comments, if you don't mind!) you will come across a small stairway that leads down into a dark dungeon.

STRIKE A LIGHT

Teque's newly designed system comes into operation more apparently when you enter a dungeon. Photoscape is a unique lighting system that illuminates your party's surrounding area realistically, as you explore dungeons and other parts of the game. Light is shone around your party as brightly as possible

depending on how many torches you have in your pack and if there are any present on the dungeon walls. If your torches are extinguished, your party will be shrouded in darkness, so having a healthy stock is vital.

Every object in the game has a degree of magical energy called Force. Once this magical force has been depleted, the object will be rendered useless. Torches will go out, bows will be incapable of firing and sticks will inflict less damage. Force can be increased by collecting spells and using them to their best advantage.

As expected, the dungeons have been filled with nasty and devious traps to thwart your party's progress. Some of them will inflict minor damage whereas others will throw you down deep pits and severely damage your health. Lots of switches and levels can be found in the dungeon. They can be used to open doors and some will release monsters on your unsuspecting party. Messages can also be found on some of the walls and they will reveal vital information and clues.

As well as the usual food and miscellaneous items, keys and money may be found lying around on the floor. Most of the keys will be used to open doors and some of the



1. These little boxes will show you what items you have in your possession.

2. These boxes will show you what you have in your hand.

3. Gives a brief description of what you are holding and how much it weighs.

4. Displays your food supplies and your attributes.

5. Shows your current formation.

6. Allows you to create a new formation.

7. Allows you to eat, drink and sleep.



WIN A COPY OF SHADOWLAND

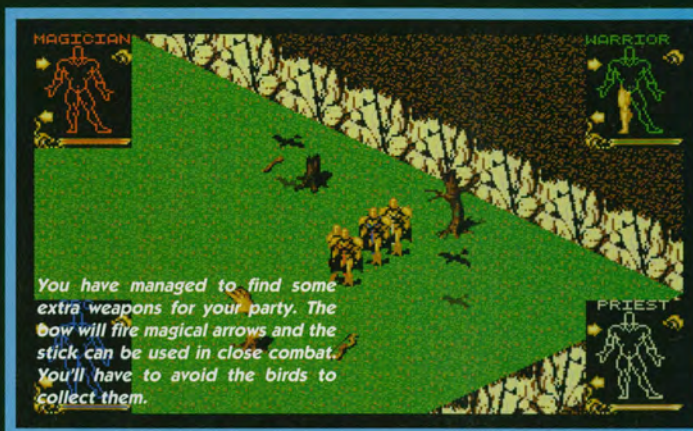
Answer the question below and send it in to the usual address.

Q: Shadowlands is being released by Domark at the generous price of £29.99. How much change would you receive if you bought a copy with 30 £1 coins?



coins can be placed in slots in the walls to offer clues and helpful hints. The clues are usually cryptic but aren't too difficult to understand.

Combat is something that you will definitely become involved in sooner or later as the dungeons and surrounding areas are full of vicious monsters. The creatures will attack you in several ways, the most obvious being the all-out attack. Some of them have specific attack patterns that they will not deviate from. This is pretty useful as some of them won't even leave the lighted areas of the dungeons so you can stay out of range and use your bows to kill



(Above) After finding an ancient spell-book, you can begin to experiment with the powerful magic that is available to your characters. The fireball spell is an extremely useful spell as these skeletons are about to find out.

GAME: SHADOWLANDS PRICE : £29.99

The first thing you will notice about Shadowlands is the extremely atmospheric graphics and the smooth and detailed animation of the main characters. The surrounding graphics are also of a similar high quality and this adds to the overall feel of the game. The sound is quite reasonable and almost eerie in places and the spot effects are nice and crisp. There are only two noticeable flaws in this program, unfortunately what most people consider to be the two most important in any game. The control system is pretty awkward to get to grips with and usually results in a lot of confusion when attempting tricky movements or combat, and the gameplay seems to move far too slowly for a game of this type. Unfortunately, this is one of those games that could have been exceptional but falls short of the mark. Shame really.

This trap can be activated by throwing a heavy object onto the plate. The hole in the middle will now close.

This plaque on the wall will provide you with valuable information if you decide to read it. Possibly an answer to a problem?

This collection of young adventurers is the party you control. All actions and movements will be carried out perfectly.

The holes that you will come across sometimes give you access to the lower levels of the dungeon if you fall down.

Light is an important part of Shadowlands. Collecting torches off the walls will illuminate your path and your surroundings.

This icon allows you to move your party, access their inventories and basically do anything you so desire.



LEAGUE RATING

2 MEGATRAVELLER

★ 3 SHADOWLANDS ★

4 CRYSTALS OF ARBOREA

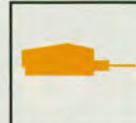
RPG

GAMEPLAY: ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

SOUND: ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

GRAPHICS: ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

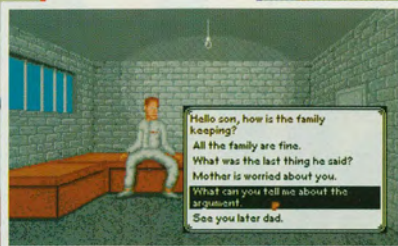
RATING=82%



ENHANCED ON 1040

This well-tasty young lady is your wonderful girlfriend! No wonder you want to ditch her!

Split up! Split up! How dare you suggest we split up. Get out of here and only come back when you have got some sense in that tiny little brain of yours.



There he sits, looking a bit thin and pasty. What a great role model to look up to!

This marvellous young lady can be found in the hospital. It's a pity she's having none of your amorous advances.

A nurse is here to help you.

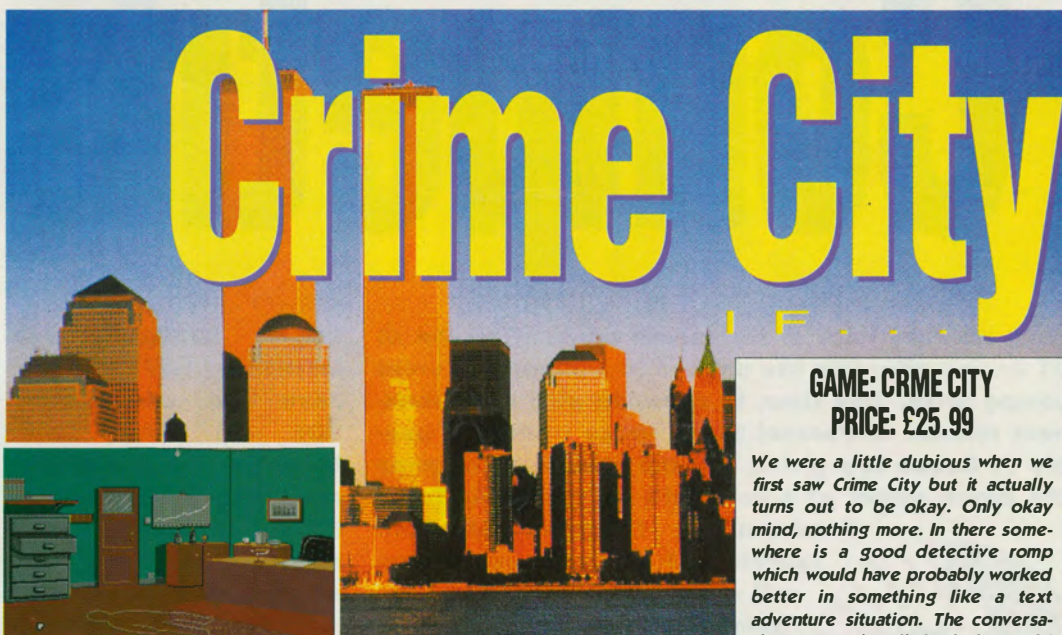
Do you want to go on a date?
Can I see the patient?
Can I join a First Aid class?
I wish to have some treatment.
Thanks for your help.

Okay Shweethearts Interactive Fantasy Fiction are here with their first effort on the ST and you've got the chance to test your detective skills to the full as you take your place in this latest role-playing adventure game.

The basic gist of the plot is that your father is in prison, accused of a murder you don't think he committed. His best friend and ex police partner was found dead after an argument with him, and all the evidence points to your dad being the guilty so and so that did it. You're in a race against time to save him from the hangman's noose by proving that he had nothing to do with the murder. Effectively you must find the real killer and make him pay.

Fortunately, the rent's been paid up at your father's Private Investigation offices, so, armed with £50 of Post Office savings you decide to continue on with his business, using his facilities to help prove his innocence.

Once you're sat at your new desk you'll see in front of you a computer, phone, letter rack and diary. Each one of these items will come in useful throughout your investigation. Some must be used in conjunction with others. For example, careful examination of the diary will reveal several phone numbers for you to ring, including that of your devastatingly attractive girlfriend, and that of your mother, who you must ring to



comfort in this her hour of need.

TRAVELLING MAN

As well as the objects on the desk there is also a noticeboard and map on the far wall. The noticeboard contains messages left by your father, whereas the map allows you to pick a place to travel to in the town, so you can carry your investigation out

into the streets. By clicking on a location you will be told the means of transportation you can take and how long the journey will last (as well as the cost if it's using public transport).

The search for the killer is carried out by asking various people questions at the right time in order to glean as much information out of them as is humanely possible without plugging them into the wall for a bit. Even harmless looking people like your old mum can have information which might not seem important to them, but could give you that vital lead that you've been searching for.

By clicking on a person you will be given a list of things that you can say to them, select the one you want and await their reply, click again and re-check the list, there may well be a new question that you can ask them, linked to what they have already told you. In this way you should be able to gradually get a good overall picture of what actually happened and eventually be in a position to do something about it. Who knows maybe he did do it...

Paul

GAME: CRIME CITY

PRICE: £25.99

We were a little dubious when we first saw Crime City but it actually turns out to be okay. Only okay mind, nothing more. In there somewhere is a good detective romp which would have probably worked better in something like a text adventure situation. The conversation system is a little dodgy and I didn't like the way you couldn't pick objects up, it just seemed strange having to leave evidence behind. Also the plot is slightly flawed in places, an example would be the death sentence hanging (excuse the pun) over your father, yet the game appears to be based in a Miss Marple type English country village and to my knowledge it's been a good few weeks since anyone was hanged in this country. A nice effort but Crime City never really manages to pull it off.

LEAGUE RATING

43 DEADLINE

★ 44 CRIME CITY ★

45 TIME

ADVENTURE

GAMEPLAY: [Progress bar]

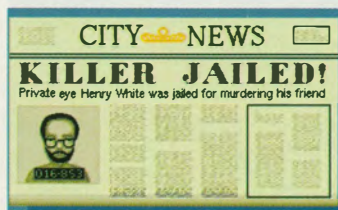
SOUND: [Progress bar]

GRAPHICS: [Progress bar]

RATING=69%



- 1: Select Map screen
- 2: Check diary appointments
- 3: Use Personal Computer
- 4: Read new mail
- 5: Use Telephone
- 6: Take nap (restores energy)



Parasol Stars Competition!

Well, it's that time of the month again when we at ST Action offer you the chance to win another great compo prize. This time, to coincide with their imminent release of Parasol Stars, those wonderful people at Ocean are giving you the chance to become the proud owner of a complete UK Nintendo Super

Famicom kit following its April launch and 10 lucky runners-up will each receive a copy of the game itself.

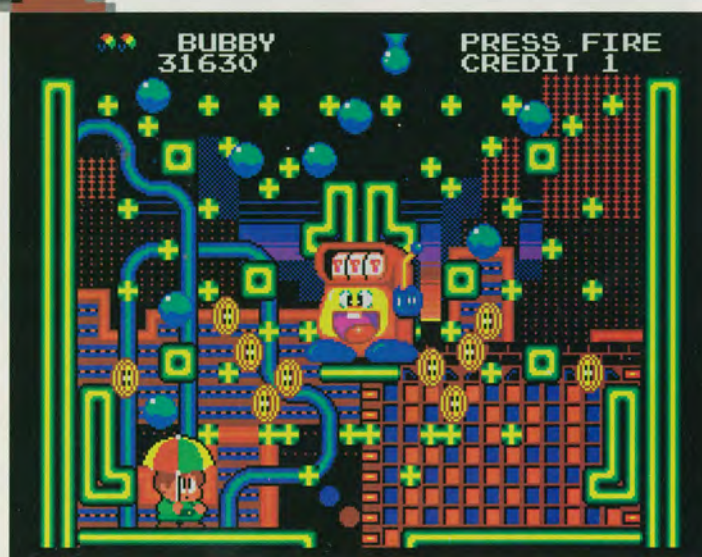
The kit will include the console, two pad controllers, all the connecting cables you could need and three great games for you to

play. The games will be chosen by Ocean's experienced games-playing staff, so they are sure to be packed with fun and excitement for all the family.

To win this once in a lifetime prize, all you have to do is make as many words as possible from the letters that make up PARA-

SOL STARS. For instance, you already have two with PARASOL and STARS and there are other simple ones like PARTS and RATS. No rules, just make as many words as you can, jot them all down on a separate piece of paper and send them in with the completed entry form to stand a chance of winning this great prize.

Send all those entries to: Stars In Your Eyes Compo, ST Action, Europa House, Adlington Park, Adlington, Macclesfield SK10 4NP. All entries must be received by the 15th May, 1992. No correspondence will be entered into and the Editor's decision is final.





STARS IN YOUR EYES COMPO

Name.....

Address.....

PLEASE TICK IF YOU DO NOT WISH TO RECEIVE PROMOTIONAL MATERIAL FROM OTHER COMPANIES. ☐



DOTTY'S..



Unfortunately, Allie is unable to write this month's Small Tips page because although she does possess far superior intellect than most men (yeah, right! Ask her about the electric bill – Paul) her other feminine cleaning duties are playing havoc with her hands (ooh, controversy, don't you just love it?). So once again Dotty is back where he belongs. After all, whose name is at the top of the page?



RUBICON

This release from 21st Century was graphically very good and extremely difficult to play. Have no fear, for those of you without a clue (pay attention Allie – Dotty) try pausing the game and typing in "Sadness Is Your Weakness" without any spaces and infinite lives will be yours. Not bad, eh?

RODLAND

Most of you will have read the review for this cutie game from Storm. Not that difficult to play but there are quite a few levels so things do start to get a little tricky the more you progress. This little tipette from

David Chong of Croydon, Surrey should be pretty useful. He says that if you pause the game and press the Help key five times you'll be presented with infinite lives. Your lives will still decrease as normal but when they reach zero, you can carry on. Oh, by the way, pressing the Space Bar will magically transport you to the next level as well. Cheers, David.

ANOTHER WORLD

Thankfully, this excellent product from US Gold included a password system that allowed you to start from any level. Listed below are some of the passwords we have acquired by various dubious means but I'm not quite sure what levels they will take

you to. Your best bet is to try 'em and see!

EDJI HICI FLLD EDIL FADK
CCAL KJIA FLAK FIEI KCGB
LIBC KCIJ LDCI ICAH LDIJ LALD
LFEK LAEA GABK

ROBOCOD – JAMES POND 2

Fishy happenings abound in this excellent adventure. To gain a shield that lasts for about 10 minutes, go right from the beginning and extend upwards until you see five objects on a ledge. There will be a Cake, a Hammer, an Earth, an Anchor and a Tap. Collect them in that order to spell cheat and the shield will be yours. There are two other similar collections of bonus items that can form cheat modes if done in the same way. One of them will spell LIVES and the other ENERGY. Both pretty useful don't you think?

OH NO! MORE LEMMINGS

As promised, here are the codes for the Wicked and Havoc level that Allie mentioned way back in last month's issue. I'm sure that they come in handy.

WICKED

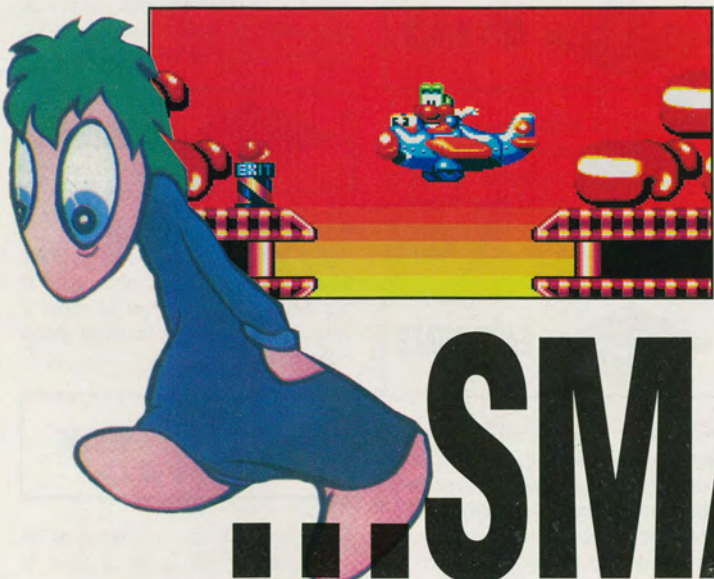
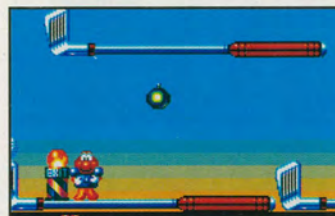
2 – FIBIHTUODR
3 – IBALTUFPDO
4 – BILTUFIQDH
5 – FAHPTDHBEJ
6 – IHPTDHFCEJ
7 – LPTDHFADPE
8 – PTDHFILEEI
9 – TDHFAHTFER
10 – DHFIHTTGEK
11 – HFALTTDHEH
12 – FILTTDHIEQ
13 – FAHPUDHJES



14 – IHPUDHFKEL
15 – LPUDHFALEI
16 – PUDHFILMER
17 – UDHFAHTNEK
18 – DHFIHTUOED
19 – HFALTUDPEQ
20 – FILTUDHQEJ

HAVOC

2 – IHPTFHFCFF
3 – LPTFHFADFS
4 – PTFHFILEFL
5 – TFHFAHTFFE
6 – FHFHTTGFN
7 – HFALTTFHFK
8 – FILTTFHIFD
9 – FAHPUFHJFF
10 – IHPUFHFKFO
11 – LPUFHFAFLF
12 – PUFHFMFE
13 – UFHFAHTNFN
14 – FHFHTTUOFG
15 – HFALTUFPFD
16 – FILTUFHQFM
17 – FAHPTDIBGM
18 – IHPTDIFCGF
19 – LPTDIFADGS
20 – PTDIFILEGL



...SMALL TIPS

GTGA...

You must be a bit sad if you haven't been playing Bullfrog's Populous II day and night recently. We have here in the offices (I suppose that's why you're a fortnight behind - Ed!) and we've come up with a little bit of stuff you might find useful.

To make the God-life a bit easier for you we're going to take a look at all the Divine Interventions and what they're good for.

PEOPLE EFFECTS



**RAISE/LOWER
LAND**

The only way your people can spread their settlement is if you flatten the land for them first. It's worth mentioning that on certain worlds you'll only be able to alter the contours if there is another building with a blue flag showing on screen.

A useful tip on how to save time filling and removing land is to always take a central point and keep clicking, this will raise and lower the land over a much wider area so you don't have to keep moving the mouse to finicky positions.



**PLACE PAPAL
MAGNET**

The ideal way to influence your followers to go where you want is to make good use of your Papal Magnet. By selecting the Go To Papal Magnet icon you can encourage your chaps to invade enemy settlements and so on. Useful for quick strategical moves.



PERSEUS

Turning your leader into Perseus will provide your wandering army with the most intelligent of Greek heroes. A strong and powerful soldier he can devastate enemy settlements, killing all in his path. An important ally that can turn a conquest in your favour. Try sending out a couple at a time for maximum effect.



**LAY
PLAGUE**

There's nothing quite like a good dose of plague to bring a family

closer together! Infect one of the enemy walkers, who will then spread the disease to every settlement he visits. If any of your people get the plague, destroy them immediately, it's not worth keeping warriors who'll die when Armageddon comes!



**DECLARE
ARMAGEDDON**

Party time! Only do this if you're assured of victory. It's not worth losing a land through being irrational and wanting to get out to the pub quicker. Stack the odds first!



VEGETATION



**GROW
FOREST**

Planting trees increases your popularity, but it can also be used to kill off your enemy. Plant large numbers of trees around an enemy camp. Start off a couple of fire columns on the trees and watch the fire spread throughout the forest you've created, destroying any nearby buildings.



**RENEW
LAND**

You've probably noticed that volcanoes are a pain! After one of these the land is totally useless unless you use this to plant flowers all over it to renew it and make it habitable again!



SWAMP

Swamps are completely devastating, especially early on in the game. The enemy soldiers, all being a bit dim just tend to wander straight into a sticky death.

Spread swamps around the enemy's main population centres and watch his followers dwindle as they all die in the mushy marshland. Relatively cheap in Mana, swamps are a good way of keeping his settlements under control



**PLANT
FUNGUS**

Fungus is deadly and should be planted around enemy settlements with great care. Once it starts spreading it will seriously damage your opponents chances of winning, be careful to keep it well away from your people though, or you may shoot yourself in the (athlete's) foot!



ADONIS

Many a land can be won by turning your leader into Adonis. After each combat, he divides into two, so after a few fights you could have up to ten heroes roaming the enemy's territory.



EARTH



ROADS

If you find your settlements are being invaded by creeping fungi, the only thing that'll stop it spreading are roads placed strategically in the way. They will also let your walkers travel faster, surprise surprise.



CITY WALLS

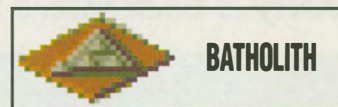
City walls will protect your followers from all but the strongest enemy warriors. Building them is a good way to guard your people but don't become complacent because the enemy is capable of breaking through them.



EARTHQUAKE

Another good usage of Divine Intervention that can wipe out a large number of your opponent's population is the earthquake. When used correctly entire settlements can be swallowed up whole, along with all the enemy soldiers in them. Try to set

them off in well populated areas away from your people.



BATHOLITH

This underground movement of rock will come up through the land and scatter enemy settlements. Their flat farmland will be turned into rocky wasteland and this should be used as a major way of disrupting your enemy's population growth. Don't forget to hold the button down for larger batholiths.



HERACLES

Big, butch and burly - that's Heracles. Send a couple of these powerful, crusading warriors into enemy territory and watch them wipe out all in their path.

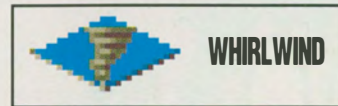


AIR



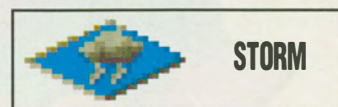
LIGHTNING

Not very effective this one, but on some worlds you won't get much else to play with. Useful for destroying enemy walkers who may be approaching your land, and it doesn't take up much too mana!



WHIRLWIND

Another piece of Divine Intervention that doesn't always seem worth the effort is the whirlwind, although if it passes over water it will turn into a whirlpool, which can result in much more devastation.



STORM

Good one this for causing a bit of havoc and frying a lot of land. If you've got some experience points



on it watch your storm rage for ages, firing down electricity. After a good storm, a large part of the surrounding area will be barren until treated!



HURRICANE WIND

A complete settlement wrecker here. Take care that the pointer is facing the correct way before you unleash your gale. Once it's going watch the enemy buildings get blown off the planet! Strong stuff, perfect for giving you the edge!



ODYSSEUS

If your assault on the enemy needs a bit of pace you can turn your leader into Odysseus, the fastest of the Greek heroes. Send a couple at a time racing into enemy settlements.

FIRE



FIRE COLUMNS

Fire columns are one of the first effects you'll get to use and are a fine way to destroy a bit of enemy land. Once you call Armageddon you can set off a load of these to destroy a lot of land as causing destruction gives you points, and the more you get, the more Lightning experience you'll receive.



RAIN OF FIRE

A totally devastating way of razing

enemy land. Especially potent once you've got some experience in your Fire category. Launch off loads of these in quick succession all over enemy territory to slow down his population growth.



VOLCANO

This is it, the big one. There's nothing worse than one of these so take every opportunity to use them on your enemy. It is possible to win back lands after you've been hit, but it's not easy. Renew damaged land with flowers and stem lava flow by raising a hill in front on it!



ACHILLES

Turning your leader into Achilles will transform him into a hero with a head of flames who runs through settlements burning all in his path. Again, he works best when duplicated so increased devastation is caused when you multiply the numbers.



WATER



BASALT

This can be used very strategically to stop the enemy expanding his land. Place basalt around his coastline and he'll find he can't expand his land much more. It's also quite handy for building bridges across the sea if you want to take a more direct route. The basalt won't stop him filling the land in, it'll just stop him building on it, unless it is renewed with flowers and so on.



WHIRLPOOL

Always make sure that you plant these well away from your land as they multiply quickly and if they get near your land they'll just eat away at it, leaving you with no land or people in the area!



BAPTISMAL FONTS

As you'll soon see there are certain places where it's good to put these and other where it isn't so clever. A good place to stick 'em is round your enemy's Papal Magnet, watch for the fighting when his people get there!



TIDAL WAVE

Another big time piece of Divine Intervention is the tidal wave. The only thing to remember here is to set them going well off the enemy's coast or you'll find yourself well and truly in it!



HELEN OF TROY

Helen of Troy can be right pain to deal with if you get her against you, but turning your leader into HOT will lead enemy soldiers a merry dance to their death in the sea. If you spot her in your camp a quick lightning bolt should do the trick successfully. Be warned she's a pretty elusive character who is quite wise and very aware of when you're trying to kill her off. Don't let her lead your men to a watery grave.

GENERAL HINTS

Good manipulation of your Papal Magnet is important as knowing when to lead your men into enemy territory is vital. Be selective when you tell your followers to Go To Papal Magnet as you'll be putting all of your eggs into one basket and leaving your people vulnerable whilst on the move.

Commanding them to fight is also a good way of reducing the enemy settlers, but having said that it is a good way of reducing your own!

The Gather Together icon is useful in that it allows you to band men together to form a stronger group that is harder to kill, and it is wise to do this before sending them off on a pilgrimage to the PM.

The Settle icon is for more placid people, but don't remain peaceful for too long!



...POPULOUS II

GTGA...

We are damn sure that many of you are ripping your hair out with frustration thanks to Mindscape's taxing Knightmare, that's why Allie has battled for days to find out all the little secrets in order to give you a helping hand. Feast your hungry eyes on this four page in-depth beginners guide to Quests One and Two....



FIGHTING TALK

With the right tactics you can eliminate most of Knightmare's monsters while obtaining very little damage to yourself.

The secret is to hit the creature once with all four leading weapons and then retreat one space before the creature can hit you back. By repeating this process (dodge around in circles if necessary) you will find that you can avoid receiving a lot of injuries.

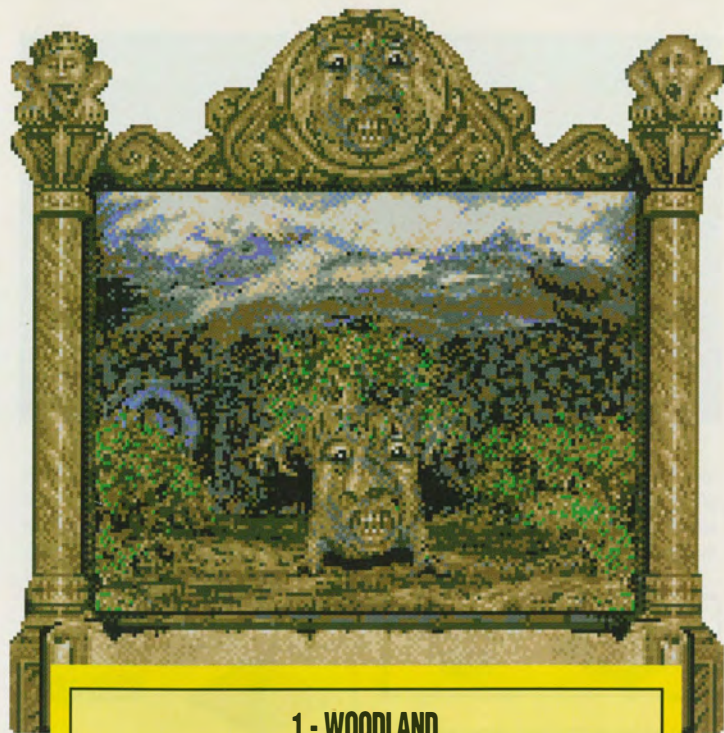
Where possible, using button operated doors as a means of attack causes the most lethal affect on all creatures. By luring the creatures into a doorway allows you to shut the door on them and attack at the same time, it also reduces the amount of hits that the creature will make on you!

HEALTHY OPTIONS

Use whatever food you have sparingly and only use it when the characters head turns red on the stats screen. Don't worry, your characters will not collapse if you let them starve a little, but don't leave it too long before you finally give them something to eat.

If you have little food left your characters are beyond starving and are now losing health points, give what food you have to the priest. As long as he has the Cross Of Aid and enough stamina, he will be able to restore a character's health and stamina by using the 'Restore' and 'Fitness' spells. Use this tactic only if things are getting desperate!

Sleep wherever possible to restore your health. Using the 'REM' spell on the Cross Of Aid allows you to sleep a lot better and thus restore your health faster. This is for all the impatient ones among you, who want to whizz through the game! Also, watch how much you carry in your backpacks. Although you have an efficient weight of 21 kg. per character, the weight soon builds up and can make you lose your stamina faster than normal, so don't carry unnecessary items.



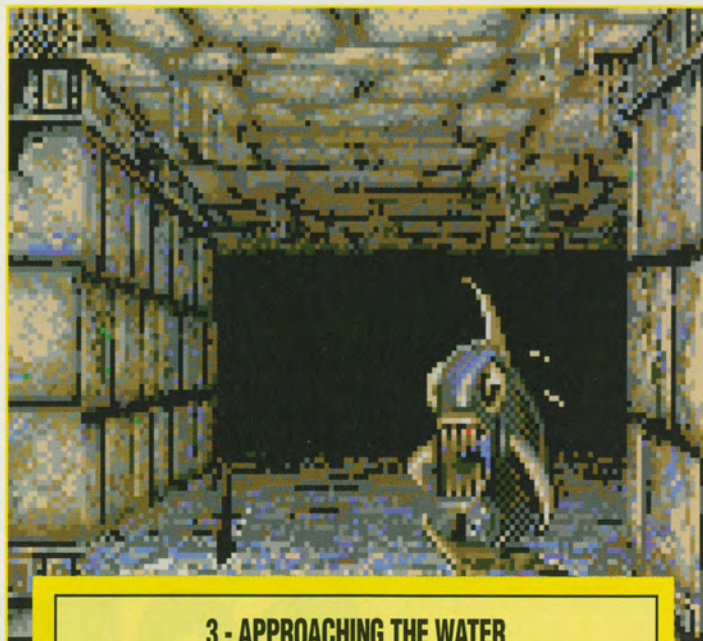
1 - WOODLAND

Treguard has littered a lot of clothing and weapons throughout the woodland area so search your surroundings carefully. When you enter the 'Shortcut to the Forest' pick up the twig that is lying on the floor near the entrance and also flick the switch. Both are imperative to your Quest.

While wandering through the forest you will encounter cute little bunny-rabbits that prove to be a vital source of food! Kill about eight and add the pies to your backpack, now go in search of a tree that has lost it's child. Throwing the twig directly at the tree causes it to disappear and allows you to pass.

2 - IN THE DUNGEON

Look everywhere for keys lying on the floor, at this stage you will not have to look for any other traps or hidden items. Beware of creatures at all times and use the attacking tactics mentioned above.



3 - APPROACHING THE WATER

When you first reach the water do not stand right next to the edge, you will soon find out why if you do! All the fish within the water have to be killed before you can continue safely so use the aforementioned 'attack tactics' and wait around for a while to make sure all are dead.

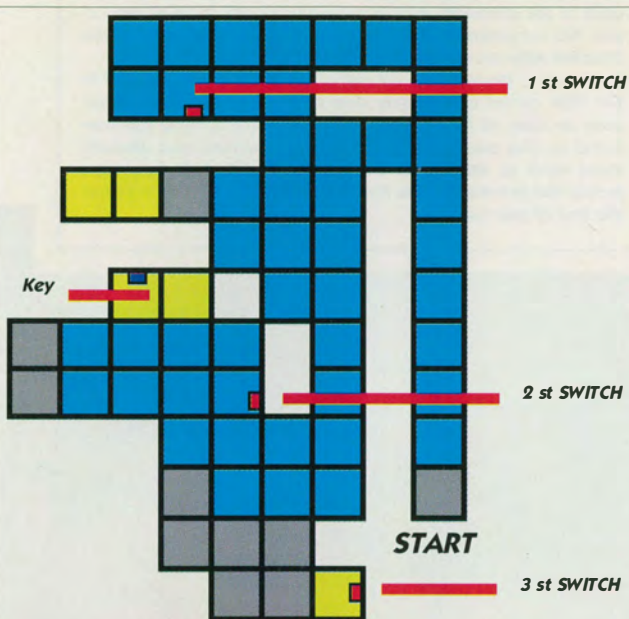
4 - AFTER THE FISH

Open the door with the button but do not enter. After a while a group of tree monsters will approach you, kill them using the door as a weapon. When killed, enter the room and step over the pad. Once in the room step back on to the pad and search the chamber (you will find a key in a cupboard), then step back over the pad and exit the room.

You should now notice that the other door is open, as the pad activates its opening and closing. A group of Goblins will exit the doorway and can be killed using the button operated door. You now find a locked door at the end of a passageway, the key you have found opens it. In the next passageway you will encounter three groups of goblins and one of trees, kill them by guiding them back to the button operated door then search for another key.

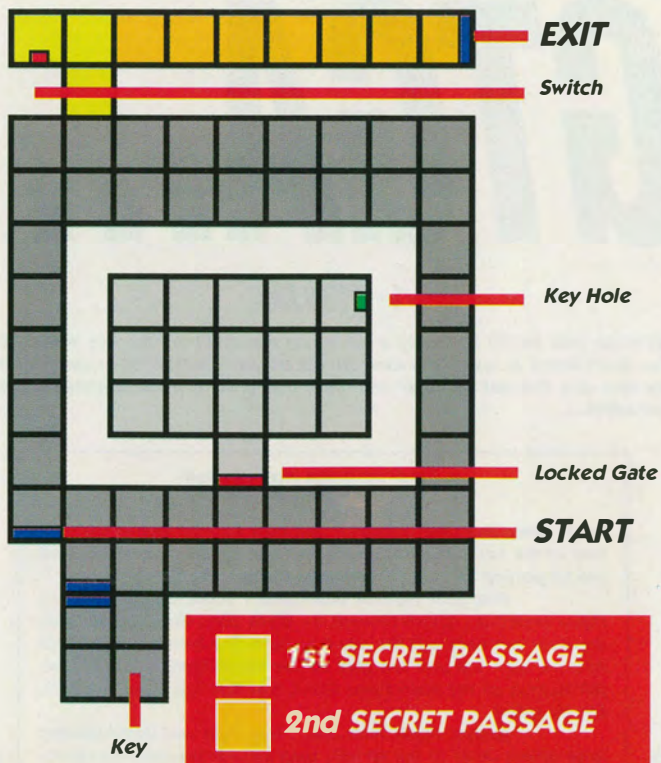
5 - SEWER ENTRANCE

As you enter the chamber beyond you will notice a pad on the floor. This pad makes the far wall disappear and in turn, reveals a chamber infested with Goblins guarding another pad in the middle of the next room. By making a quick dash for it, you should be able to rush over both pads and out the passageway in the far wall without suffering too many hits. If a clear path is unavailable, dodge around a bit until you can exit through the other passage and jump into the boat waiting at the end. You can kill the goblins from this position.



6 - IN THE SEWERS

As long as you managed to kill all the fish, your 'sea-faring' journey should be a safe one. Kill all the creatures lurking on the platforms and then look for two small switches on the sewer walls (see map). The switches reveal two secret passages behind the monster infested platforms. In one you will find a key in a cupboard and on the other you will find a switch. This switch reveals yet another secret passage and a boat that will allow you to use the key you've just acquired and let you enter the final part of the quest....

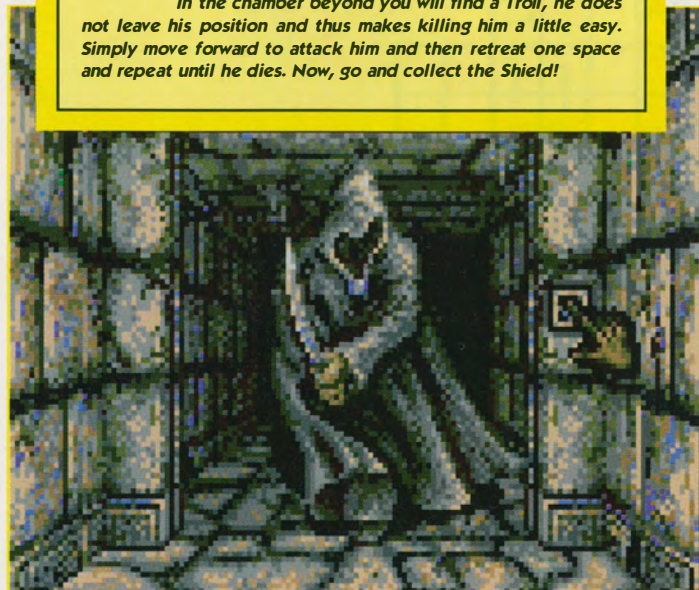


7 - THE PRISON

Once in the prison examine the chamber behind the button operated door and add the key to your back-pack. Next, find the secret passage (see map) by walking into the wall and press the switch that will release the monsters, then quickly walk back to the lockable door and wait for the creatures to come looking for you.

It will take a lot of patience and time to kill all the creatures but when done enter the centre of the prison chamber and put the key in the lock, this will reveal the second part of the secret passage (see map). Behind the locked door is a ferocious man who takes a lot of hits, but by using the door as another weapon and sleeping after each attack you should have no problems in eventually defeating him.

In the chamber beyond you will find a Troll, he does not leave his position and thus makes killing him a little easy. Simply move forward to attack him and then retreat one space and repeat until he dies. Now, go and collect the Shield!



...KNIGHTMARE

C O N T I N U E D

GTGA...

1 - WOODLAND

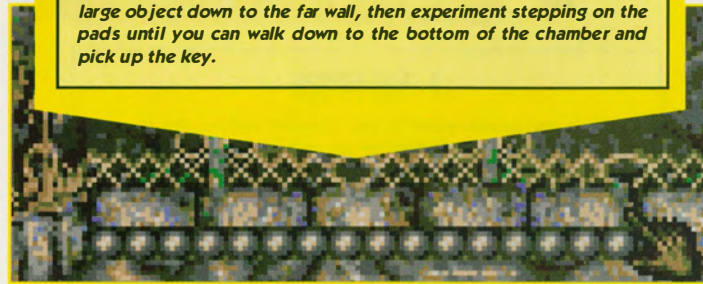
Replenish your health by taking a quick nap and stuffing your face with rabbit pies. Don't forget to take some along for the arduous journey! Go in search of the tree that says 'I've lost my cover' and throw the shield at it and continue on with your quest....

2 - THE MYSTIC CHAMBERS

Looks like a dead end doesn't it, but take a closer look at the bottom of the walls. You will notice that one of them has rollers and can be pushed forward for as long as the passage allows.

First left: 'No-one must enter'. Stand on the pad and throw something largish through the black door, then step through the door and back out the way you came. The barred door should now be open and you can pick up the key behind, and don't forget to pick up the object you threw. If at first this does not work, try, try again!

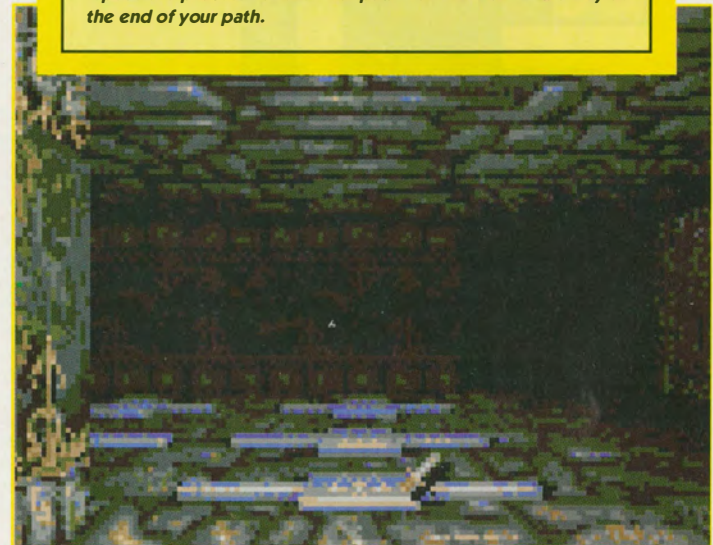
Second right: 'Holy Moly'. Turn right and throw another large object down to the far wall, then experiment stepping on the pads until you can walk down to the bottom of the chamber and pick up the key.



3 - MYSTIC DOOR

You will notice that the mystic door has four entrances, but do not step through any of them. Instead, throw an item through each of the entrances and secret passages will open all around you. Kill the creatures and find the key, then move round to the chamber with the nine pads on the floor.

Do not step on any of the pads, instead, stand in the little recess immediately next to the bottom left pad and drop an item on it. A fireball will whizz past but you can now stand on that pad and drop an item on the next one. Quickly move back to the recess and let another fireball pass then repeat the process for the final pad. You will now find a key at the end of your path.



4 - FIVE LOCKED DOORS

You should now have five keys in your possession. The door in front of you is one of five and creatures lie behind most of them so be prepared, they are easily killed if you guide them back to the fireball chamber.

5 - GOLEM'S LAND

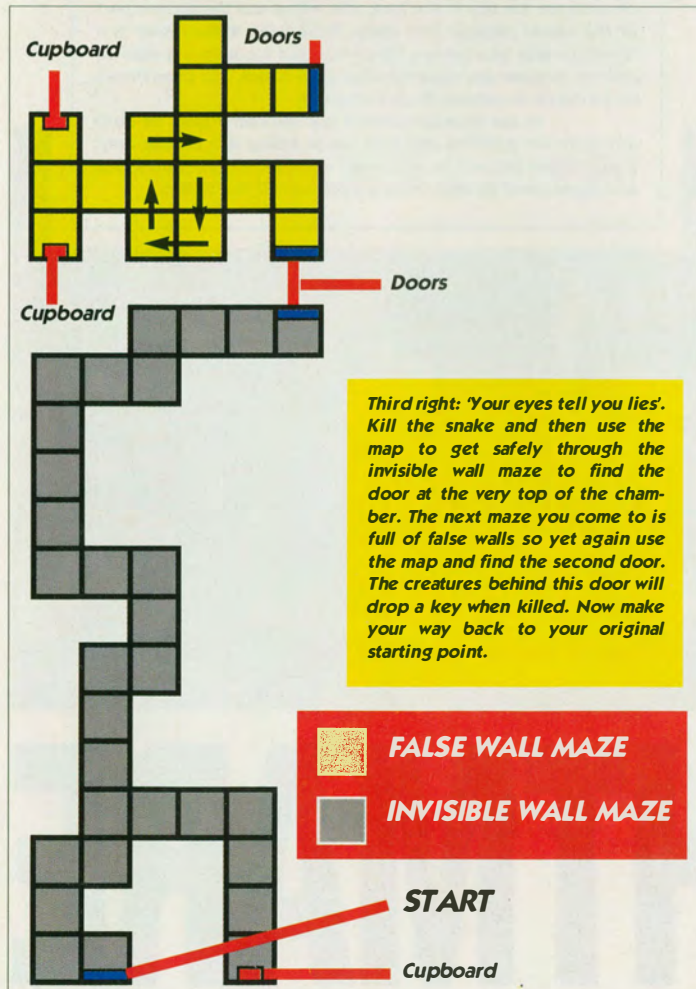
Explore but watch out for the snake that says "I see my dinner" lurking behind one of the doors. When dead, you will find a gem key in its place. While wandering about you should come across a chamber with a pad on the floor and a keyhole next to it. Put the gem key in the lock and step on the pad. This now opens the door to the 'Warp Maze...'

6 - WARP MAZE

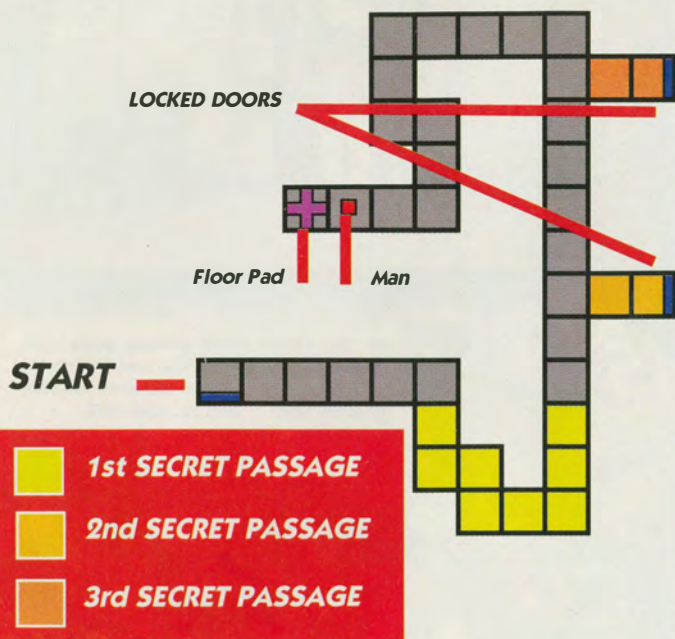
Follow the map carefully and journey round to the pad on the floor. A wizard should be waiting for you and you will have to kill him for the key that he drops. Pick up the key and step on the pad then follow the map back to the second secret passage. You should now see a locked door that can be opened using the key.

Search the chambers and pull a lever that is fixed to one of the walls, then enter through the two doors in line with each other (if you do not see the second one at first keep pulling the lever until it creates the right combination for you to pass). You should now be in a huge dark chamber, a floor pad and a door are situated to the top left.

Beyond the door lies a bronze key. Pick it up but do not put it in

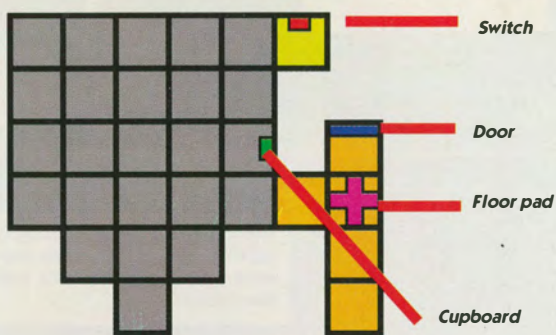


the locks that you will find, instead, go back out through the door and step over the pad twice (this opens a third passage). Now make your way back to the warp maze and follow the map to the next passage. Put the key in the lock.

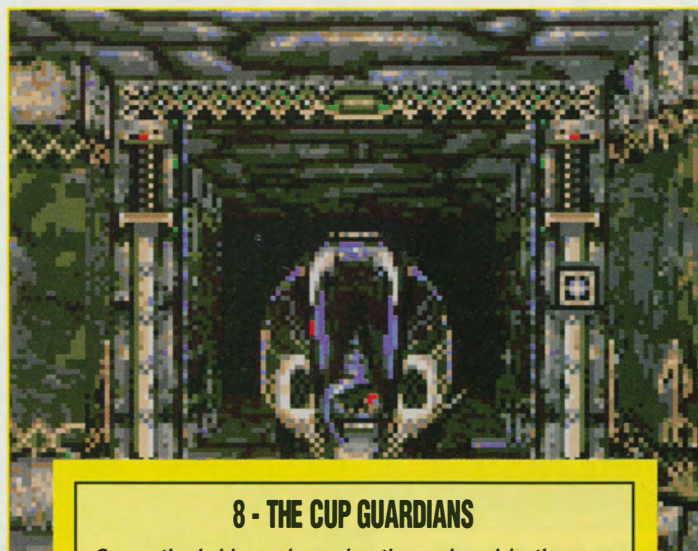


7 - SHORT CUT

A snake is wandering through the chambers beyond so watch your step - it will drop a key when killed. Search the passages until you find a large chamber with a cupboard filled with denim clothing. Next, use the map and find the switch that will activate the secret passage and then step on the pad. The door will open and you have successfully found the short cut back to the locked doors. Place the key in the lock.



- 1st SECRET PASSAGE
- 2nd SECRET PASSAGE



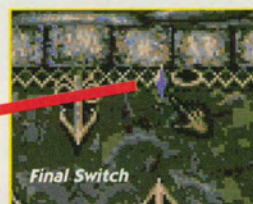
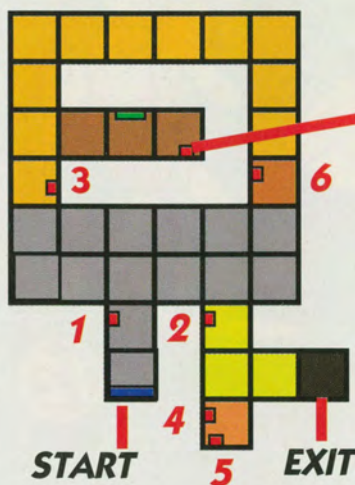
8 - THE CUP GUARDIANS

Go up the ladder and examine the cupboard in the room above. Beyond the door is the last, but trickiest, puzzle of Quest Two so pay attention and follow the map carefully. Your first trial is to kill the bats in the room, when done press the first switch and beware the wizard that suddenly appears.

Next, find the first secret passage and push the second switch. This will open another passage and allows you to press the third switch by the barred door. Then go back to the original secret passage and push the fourth switch, but get ready to make a dash for it back to the button operated door in order to kill the newly released bats.

Go back to the original passage and push the fifth button. As you exit the passage you will see a new one open in front of you with a button on the wall. This button releases the caged snake so when pressed, rush back to the door and wait for it. Upon its death the Cup drops miraculously to the floor!

Go and examine the passage that the snake was imprisoned in and step on the pad at the bottom. Turn right and push the small diamond shaped switch fixed to the wall. This opens the final secret passage and in turn releases your final danger, a dragon....



- Switch 1 opens this passage
- Switch 2 opens this passage
- Switch 3 opens this passage
- Switch 5 opens this passage
- Switch 6 opens this passage

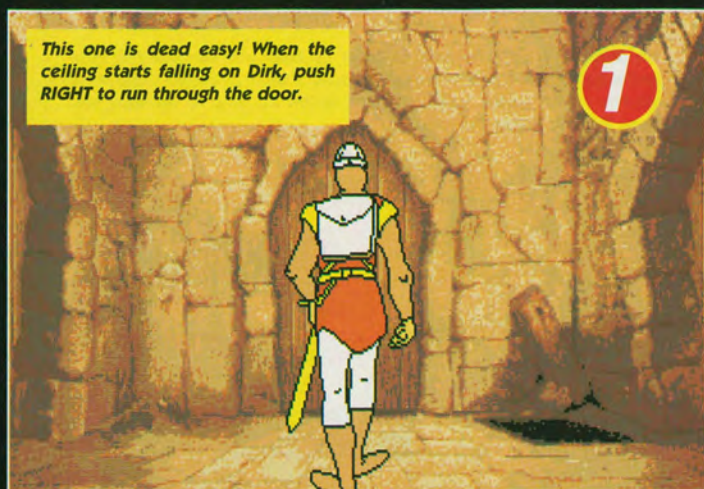
...KNIGHTMARE

GTGA...

Yet again we send praises, thanks and lots of sloppy wet kisses to Mr Peter Davison Of Great Gransden, Bedfordshire for this fabby players guide. What would we do without him?

This one is dead easy! When the ceiling starts falling on Dirk, push RIGHT to run through the door.

1



Let Dirk jump once and then push UP. When he lands, push UP again. Simple wasn't it?

4



As the sword starts glowing press FIRE. Press FIRE again when the sword starts to move towards you. Next the anvil will start to glow, when it does so, push LEFT.

5



When Dirk says "Hmmm!" push RIGHT and when the creature begins to move pull DOWN to duck. Then press FIRE to kill it!

8



As soon as Dirk emerges through the trapdoor press FIRE to kill the approaching Goons and then RIGHT to start up the steps. The view will change slightly so push UP to continue and when Dirk reaches the top, push LEFT.

9



12



An evil apparition appears in the mirror, press FIRE to kill it.

When Dirk looks to the left push RIGHT and then, about two seconds apart, push UP, LEFT and then RIGHT.

13



2

The secret to this one is crucial timing. When Dirk faces left pull DOWN and then as he leaps, push UP. When Dirk does the splits push UP again and then LEFT to exit the room.



When you see Dirk flying towards a flaming wall, push RIGHT to avoid it. Then, when you hear a crash push LEFT immediately in order to fall safely off the horse.

3



When Dirk says "Uh oh!" push RIGHT to grab hold of the rope. Push RIGHT again every time Dirk's hand leaves the rope.

6



7

As soon as this scene starts push LEFT and then LEFT again about a second later. As Dirk gets halfway down the corridor push RIGHT and then, when the scene changes, press FIRE to grab your sword. As Dirk moves to the right of the screen push LEFT to avoid the lizard then, about a second apart push RIGHT, DOWN and finally FIRE.



When you hear music push DOWN and then Dirk starts to leap through a geyser so push RIGHT. As you are given an overhead view push RIGHT to run and when Dirk leaps another geyser, push UP. As Dirk approaches the end of a bridge push LEFT and then RIGHT to leap into a cave.

10



11

Just as the portcullis drops, pull DOWN on the joystick.



As soon as the scene starts push UP to run away from the vines.

14



Be careful because there is one move for each scene. Push RIGHT immediately to dodge the electricity and then LEFT when Dirk gets blown to the right. The scene will change to Daphne, when it changes back to Dirk push UP to climb the steps and push RIGHT when the next scene appears. On the following scene, push UP and UP again on the scene after. On the final scene press FIRE to kill the Shapeshifter. Congrats, you've done it!

15



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A Long, long time ago in a far corner
of our galaxy, an event was taking
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tiny, dying planet of Olaxas, but
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vast Vander forests for most of its
needs. Then came the Great War. No
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period have ever been found and even
the Elders can recall nothing. It's
as though the past has been erased.

1

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scarce on the old STE, with most
things like this tending to be pro-
duced on the Amiga. Songs of the
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computerised hi-fi, complete with
bass, treble and volume.

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ferent tunes all of which sound really
clear and are tracked really nicely.
The only gripe really is that they're a
bit boring and by some stage you're
crying out for something like a rendi-
tion of Do the Bartman (Bart Simpson,
where are you now?)

A good example of what your
machine is capable of music wise and
the hi-fi idea is novel, but its lasting
appeal has got to be limited.

Disk STE 33 from Caledonia PDL.

THREE OF THE BEST (1)

A PD compilation of three text adven-
tures for fanatics of this sort of thing.
In fact if you're having problems satis-
fying your craving for this sort of stuff
then look no further than this particu-
lar library who'll sort you out with
whatever you need. The adventures
contained on this one disk are The
Hammer of Grimmold, Mutant and
Domes of Sha all of which are fairly
big with enough problems to keep you
going for a while. The vocab lists and
parsers are pretty good too.

Disk ZEN6 From ST Adventurers Club.

GENIUS DEMO (2)

Oh wow, another Megademo. Have
we seen it all before... well not all of
it, but the ideas are frankly becoming
a bit tired now lads. Another platform
main menu where you guide the char-
acter around to little doors contain-
ing demos. There are also a couple of
doors with Hidden written on them,
but I can't even get into them!

There's an STE only screen right
at the bottom which is a fine example
of full screen scrolling, but really, do
you want more scrolling messages and
bleepy chip music?

Disk D 0131 if you do.

SUPERIOR DEMO (3)

Yawn, yet another 'Megademo', this
time from these fair old shores. Pro-
grammed by a team known as the
Dynamic Duo, they have done other
stuff on the ST, but the Superior
demo is their major stand-alone
effort. True to Megademo form,
there's nothing really mega about this
one either.

You are treated to a couple of
really great digitised photos of the
lads themselves (looking all sexy in
dark glasses - yeah right) as well as
the usual plethora of annoying and
irrelevant scrolling messages and
bouncing objects. However it does
include a nice platform game which
is fun.

Disk No. MD 26 from DW Stables.

Yet more PD from the blossoming ST market. Remember, if you run a PD library, send your disks in to the usual address, where you can be sure we'll give them a good seeing to.s

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2

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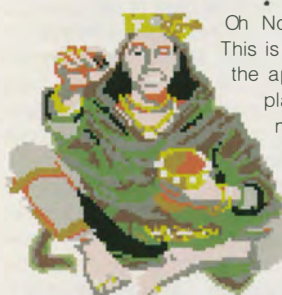
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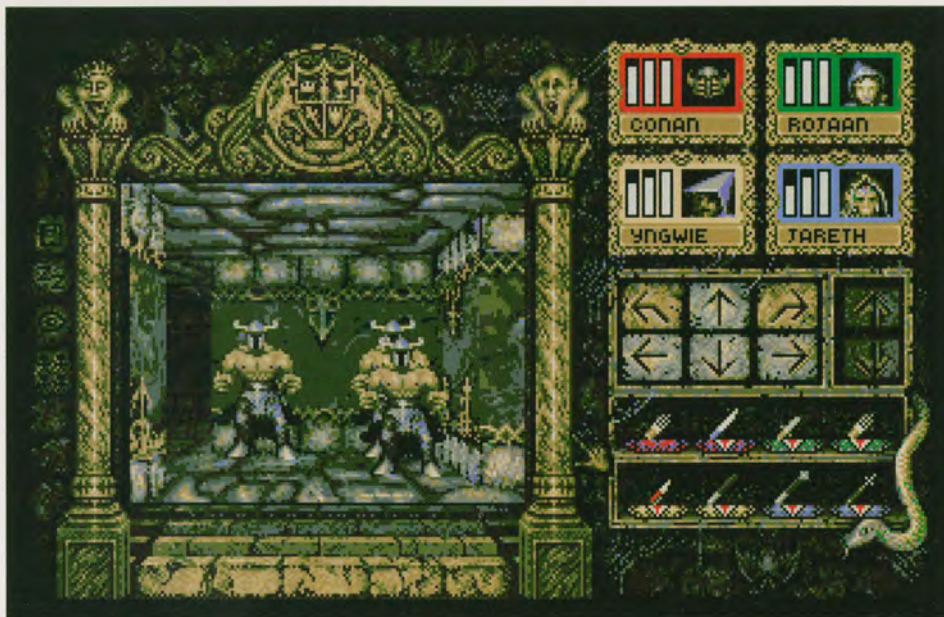
Yet again I have not been rewarded in the New Year's honours list. In order to remedy this situation, I tasked the apprentice to come up with ideas to attract the attention of Her Majesty the Queen... the apprentice's ideas for this included using the titles of as many Queen songs as possible! This is not exactly what I had in mind, but in order not to hurt his feelings I have had to play along with his plan. Who knows it may work, stranger things have happened!



Oh No! More Lemmings. This is a new game which the apprentice has been playing. It was sent to me, but I felt I had to reward him for the work he put in to last month's column. What with the house removals and having to write this column, he was really 'Under Pressure'.

Surprisingly he managed to answer most of your questions correctly, but insulted almost everyone in the process. I don't know why he had to be insulting, it's not as if he is perfect himself. It will be months before the postman gets over having to carry all the letters of complaint. The poor postie had a 'Sheer Heart Attack' when he saw the number of letters he had to deliver. The game is a continuation of the original Lemmings game. It cannot be even vaguely described as an adventure game, but so what! The strategy of saving your little green-haired friends can be challenging at times, even for a wizard of my calibre.

I am however unconvinced the apprentice fully understands that the point of the game is to SAVE as many lemmings as possible. The cries of "Oh No!" coming from his bedroom caused me concern at first. This concern vanished when I realised they were the apprentice's squeals of rage when a lemming managed to survive his attempts to kill it. Unfortunately this did not often happen, so there is a massive pile of several million dead lemmings outside the apprentice's window. Hopefully he will get the hang of this game



before Y Ty Cnau is totally buried! The poor boy must be getting quite bloodthirsty by now. Last night he was singing along to his "Queen" album whilst playing. He was screaming at the top of his voice "Another One Bites The Dust!"

Knightmare - where is it? Last Tuesday I woke up in the middle of the (k)night, because I HADN'T had a (k)nightmare. My worst fears were confirmed in that my copy of Nightmare had not been sent to me. I like to keep my readers informed about new releases, but because I could not 'Play The Game', I had to find out about it another way. I got the apprentice to create a Divination spell (a finding-out spell to the uninformed) for me to use.

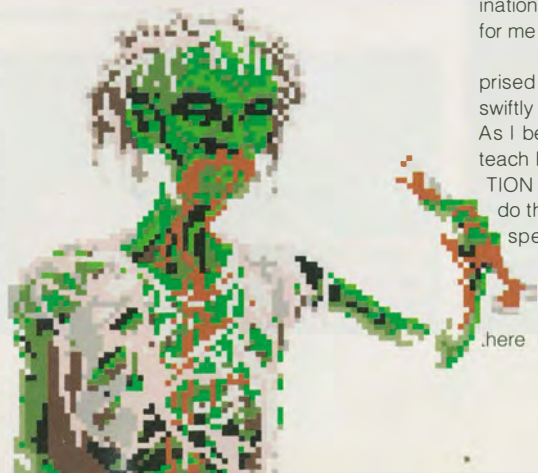
Used to his incompetence it hardly surprised me when I invoked the spell, was carried swiftly to the kitchen, then dropped into the sink. As I beat the apprentice about the head I tried to teach him the subtle difference between a divinA-TION spell and a (water) divinING spell! Best to do things myself I thought, and created the right spell myself.

Knightmare is based on the award winning TV series of the same name. The basic game-play is similar to Captive but here has obviously been more thought in the

design of the quests. The similarity in the game-play is to be expected as they share the same author, Tony Crowther. The game consists of four quests, the entrance to each quest being protected by one of four tree guardians. In order to pass each guardian you must give them what they have asked for, their question being in the form of a cryptic clue.

Do not be tempted to use brute force as these trees are invulnerable. The quests can only be attempted in the correct order, so a bit of detective work is needed to determine which quest is the first to attempt. On the completion of each quest you will have the necessary item to get past the next guardian. Your final goal is the Crown of Glory which may only be obtained upon the completion of all the quests. This isn't a game for beginners, so I would recommend that newcomers wean themselves into this type of game by playing a game like Dungeon Master first.

This is a more complex role-playing adventure as the puzzles are more mentally demanding. When the game was created, there were a number of traps built in which were designed to ensnare the confident, experienced adventurer. Strategically placed spinners and teleports are used to trap the cocky adventurer. He





will have perfected the art of stepping out from a corner to hit an adversary, then quickly stepping back out of reach. In this case, if the above is tried, your party will walk straight into an inviting teleport – to take them back to the beginning. A sneaky trick I agree, but it probably serves those who fall into it right.

This game is more a battle of wits between adventurer and game designer than against a random computer-generated scenario. Is this going to be the 1990's "Dungeon Master" – lets hope so (Get on with it or you're fired. Ed).

LETTERS

4D OR NOT 4D...

...that is the question. Sadly I have come to a dead end in Delphine's Cruise for a Corpse. After your helpful advice to talk to the Mermaid, in February's issue, she gave me the code 4D. This

is an umbrella and a question mark. The only umbrella I know of is in the linen room next to the coat stand, but I can only observe it. I am most heinously stuck, can you help me my most unprecedented friend?

K Farr, Slough



You have obviously taken our advice too literally, the code given does not actually refer to the pictures on the code wheel.

Let me try to explain in simple terms how it works. Each code refers to one step in the line of investigation, for example the relationship of Julio and Daphne. There may also be other lines of investigation which lead off from the original investigation. These will start off a new number, beginning with the letter a. Confused? – you should be!

What you really are interested in is what to do when you are stuck. Including these codes when

writing to me will allow me to answer your questions more precisely. I shall attempt to demonstrate this by answering your question. The code 4D relates to examining the bracelet in Niklos' roll-top desk. "I've already been there" I hear you say, but how thoroughly did you examine the bracelet?

Go back to the study and re-examine the bracelet. To the top right you will find that you can examine the clasp, to give you the initials of the owner. These are... ah, but that would be telling – try it yourself. In future you should look more closely at objects discovered, in search of details that may enlighten you further.

MELEE WITH THE SWORDMASTER

I am writing to you about Monkey Island and I have three questions. How do you beat the swordmaster? How do you get the idol out of its case? What do you do with the map? P.S. I am an expert with dynamite.

Daniel Key, London

You may have heard the saying that 'the pen is mightier than the sword', I find it is usually much less dangerous. An exception to this saying, was the occasion when the apprentice left his quill pen lying on my favourite armchair. This definitely did not get him a feather in his cap! In this case it is the spoken word and not the written word that will defeat the swordmaster. Before engaging the swordmaster, practice the cut and thrust of lively debate on the pirates that roam Melee Island. Continue this until you feel you have enough answers to defeat her "cutting" remarks.

I didn't need to get the idol out of the case as I have the apprentice who is idle enough for anybody. For those of you lucky enough not to have an apprentice, a FILE would open the locked case. You will have already been told this while in the mansion.

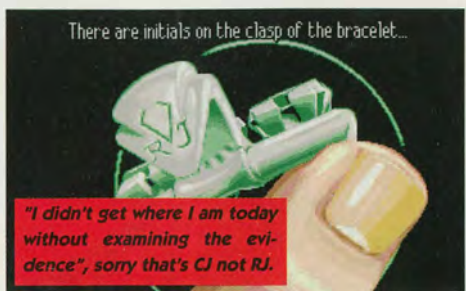
Try to persuade the prisoner to part with the culinary delight his mum baked for him. If only he had bothered to examine the cake he may have already managed to escape. This is a case of having your cake and not eating it. The map isn't worth the paper it's drawn on, the apprentice found that the best use for this was to turn it into a paper pirates hat. However, you must have it in your possession to be able to explore the woods in search of the lost treasure.

A SILVER CROSS, THAT'S HOT STUFF

I am having problems with Elvira, Mistress of the Dark, so please could you help me with a few things. Firstly, how do I dispose of the cook in the kitchen? What do I use to kill the Falcon, and where do I find it? How do I light the cannon?

Can I practice the crossbow on the archery target? I also know how to kill the Werewolf, I have melted down the silver cross and got the oven gloves to pick up the pot. Do I make a bullet for the pistol with the silver, if so how? The only way I could think of was to pour the silver into the recess of the cross from the altar, but it doesn't seem to work.

N Amor, Wiltshire



"I got this scar on my face during a mighty struggle" "Well, I hope you learnt to stop picking your nose" Guybrush not only "picking up the pieces" in Monkey Island



Elvira may be refusing to enter the kitchen because she has tasted the cooking. This could be improved by a little seasoning, how about a pinch of salt? Failing this, you could try throwing the salt over the cook. This will get rid of her, allowing Elvira to enter the kitchen and mix some useful spells for you. If you have not found any salt I think that someone has been using it to rub into the wounds of some poor victim down in the Torture Chamber.

You will need the crossbow to kill the falcon, which I deduce from your later question you have already found. But then the armoury is hardly a clever place to hide a crossbow. A supply of bolts can be found by searching the bedrooms. However, as your name is not William Tell, you should take at least three practice shots at the archery target before attempting to use the crossbow in anger.

You don't need to be a bright spark to light the cannon you just need a hot coal from the kitchen fire. Carry the hot coal to the cannon using the tongs. These, like the salt, were probably used to torture some poor soul and so are to be found in the Torture Chamber. The Werewolf can be killed by a silver-tipped bolt.

To make the bolt, get the silver crucifix from the Garden Shed, go to the Forge and look in the box on the right to find a crucible. Put the cross in the crucible, the crucible on the fire and then the bolt in the crucible. Shoot the werewolf with the bolt, using the crossbow, just as he starts to move towards you.

LOST LORD

One as knowledgeable as you has been insulted for too long. People asking for clues about

the simpler moments in role playing games, must be quite degrading for one so dignified and noble. So here is a nasty problem to brighten up your day. In Ultima V how do you get the group from the underworld, below the Dungeon Shame to the dungeon where Lord British is held?

Stephan King, Reading

This is one of the apprentice's favourite games. When he first played it he spent several weeks running around the house shouting out IN QUAS WIS.

This, as those of you versed in the eight circles of magic will know, should create an illusion of knowledge. In the apprentice's case this defies even the laws of magic. Lord British may be

found in Dungeon Doom which is located at the exact centre of the Underworld and may be reached in the following manner. Descend through Dungeon Shame until you reach a sign which will inform you that Level 7 is the deepest level, from here make four moves south and descend to Level 8 (the sign must have been lying!). On Level 8, go West then down (using Des Por) to the Underworld.

The exit, if you care to find it, is (from your entrance on Level 8): W - W - S - W - S - S - E - E - E through a secret door. From here, to find Doom, travel East as far as you can go then "Blink" (using In Por) to the Grassy Plain. Cross the water on the Magic Carpet.

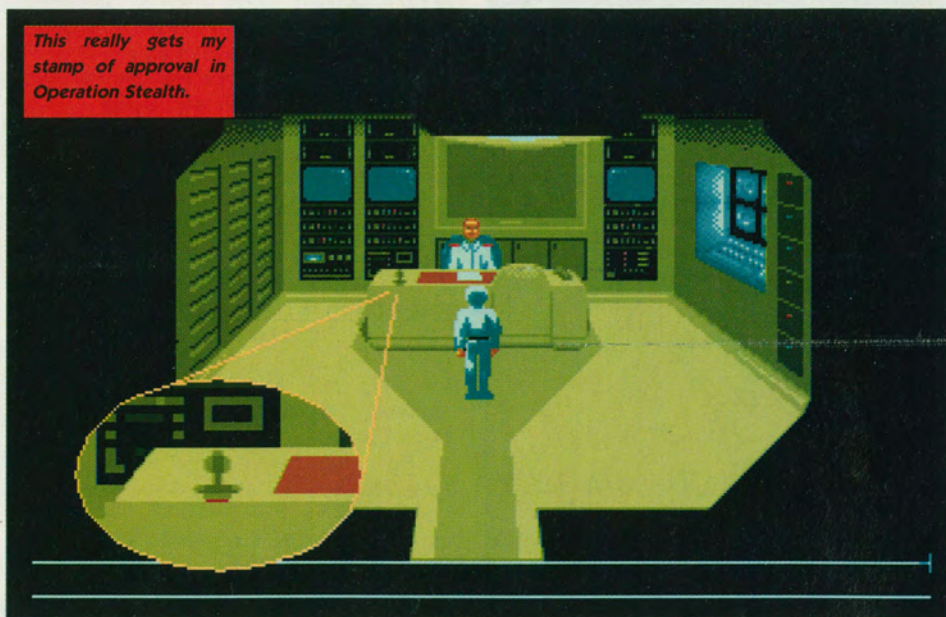
Remember the following:- You must have already killed all the Shadowlords before entering Doom. Here you require the Crown, Sceptre, Sandalwood Box, the Word of Power for Doom and the Amulet for getting through the dark area. You will find that rings of Invisibility don't work well here. Note that UP and DOWN spells cannot be cast here, so make sure you are properly prepared BEFORE trying to reach this area. Once here you may only exit by saving Lord British or by being killed.

FRENCH CONNECTION

I have got Operation Stealth and I am stuck at the point where I am in the control



This really gets my stamp of approval in Operation Stealth.



centre with the girl tied up. Otto is holding a gun at me, Dr Why is in a chair and the Stealth has taken off on its way to bomb the major capitals. Here is my inventory: Pen, Watch, Coin, Elastic band, 2 Ink pads, Fingerprint, Lifeboat, Cigarette case, 3 Cigarettes, Electric razor, Electrique cable, Red carnation, Case, Compact Disc. What do I do. Have I missed any items?

Paul Lasky, Ilford

You are not missing any items from your inventory, on the contrary, I see that you still have the Electric razor and Electrique cable. It is most unfortunate as you should have left these in the trashcan, in the corridor outside the control room. This is not as silly as it may seem, as it will provide a diversion when you are in the control room. Which, in turn, will attract Otto's attention long enough for you to disable the computer controlling the island.

As you should already know, the electric razor is a mini tape recorder. Before entering the control room connect the razor to the power socket in the corridor, using the power cable (these silly French people have called it an "Electrique Cable" – I still blame them for having to move Y Ty Cnau last month). Then, when you have finished cursing the French, switch the razor on and leave it running in the trashcan.

Now enter the control room and wait for the recorder to start playing, this is your chance to ACT. When Otto and the others are distracted, use your exploding cigarette to destroy the computer on the right of the screen. This should BRING THE HOUSE DOWN along with everything else on Dr Why's island. Before making your FINAL CURTAIN CALL you have just got time to overpower Otto. Once he is out of the way, disable the stealth aircraft's radar jammer then pursue Dr Why and rescue your girlfriend Julia.

KEEP KNOCKING BUT CAN'T GET IN

Forgive me for writing, but as a middle-aged computer gamer who only owns one adventure game, Operation Stealth, I need help. I have got stuck just beyond the security door that needs the thumb print. I have taken the print from the glass but cannot find a way past the electrified door, it turns me into a frazzle. What use if any is the blank stamp that I found in the drawer?

This game has had me enthralled for weeks now and to think I only got it because it came free with a new mouse I needed (Naksha). Are there any more adventure games of this type? I don't fancy typing in instructions. I hope you print my

solution so I can get a decent night's sleep.

Terry Ferrell, Sidcup

Well I am quite impressed that you have got so far on your first adventure game in only a few weeks. Having got this far I was surprised that you have not found a use for the blank stamp – though not shocked like you were when you tried the electrified door.

The blank stamp that you so astutely spotted is not a red herring – it's not even a penny red! It is used as a substitute for the real stamp that you need for the mission instructions, what you might call "a stamp of approval". The real stamp is lying on the front left of the officers desk, whom you gave the water to. What you are meant to do is to give the water to the officer and, while he is busy drinking, exchange the blank stamp for the real one. This effectively kills two birds with one stone as you get both the officer's thumb print (as you already have) and a stamp to endorse the blank mission instructions.

These instructions, once endorsed, may be placed in the slot to the left of the guards window. He will then deactivate the door for you to pass through. If you don't want to know what to do next then DO NOT read the answer to the previous question... what do you mean, you already have.

BARD DESTINED FOR NO. 1

Please can you advise me about the Bard's Tale. My party and I are in the Depths of Despair having braved the Mad God's Temple, Harkyn's Castle and defeated the Mad God we are now encamped in Kylearan's Tower by the remains of crystal statue. It has been three weeks now, I think all this waiting is beginning to affect us. The bard thinks he is Bryan Adams, the wizard has gone nuts and the warrior is grumbling that "his mate trashed Mangar ages ago on the faithful 8-bit conversion, why do the 16-bit's have to be so awkward...." Enough of that, we are uncertain as to where to find the wizard Kylearan and the Onyx Key. A pass-

ing Xorn (what's a Xorn?) advised us to contact you, please can you give us directions to Kylearan – in return we promise that if the Bard gets to number one we will send you the royalties...

Marcus (the thief), London

It must be a few hundred years since I last saw the Xorn. Which is fortunate for my cutlery as last time he came to tea he left all the bread and cakes but ate my best silverware. If he ever comes again I will get some plastic cutlery.

Since I don't get out to the Underworld as much now as I used to, could I ask you to pass on my regards to the Xorn next time you see him. Upon reaching the end of the Snakey Road on the East side of the maze, DON'T go through the South door. Take the door that goes West. You will then enter several rooms with Spinners and Teleports that make finding your way almost impossible! The way past these is Southwest. When you make it, you will be teleported to 14E 1N.

It is then an easy stroll to meet Kylearan himself. He turns out to be a friendly Wizard, not unlike myself, and gives you a key that allows you to get into Mangar's Tower. He then teleports you to the stairs exiting his tower.



HINTS FOR THE CLUELESS by the Apprentice

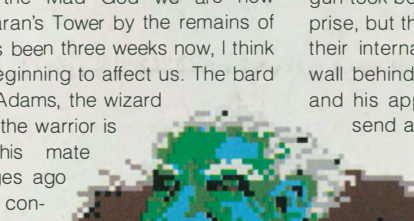
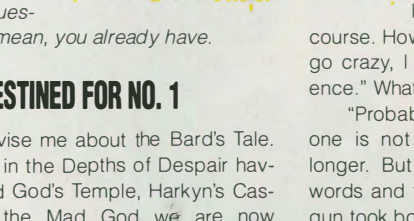
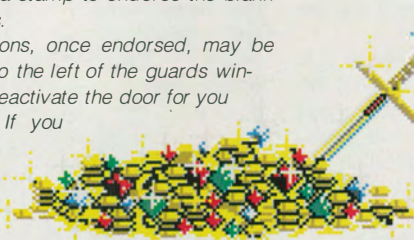
Chris Brittle, who asked the Shadowgate question in last month's issue says – In BLOODWYCH: Did you know that if you barter with the monsters, some of your characters can reach the same experience level as their current strength rating.

Firstly ask the monster what he has to sell then offer him a common key, before he can answer click on the YES button. You should now own the item he offered for the measly price of one key (these can be bought back for one gold!). By repeating this you will find that some members of your group reach the same experience as their strength rating.

To help my master's cause of impressing royalty, I said he should also impress Prince Charles. For this I suggested he should try songs like "Lets Go Crazy!" – by PRINCE of course. However my master said, "If you were to go crazy, I would be unable to detect the difference." What is he trying to tell me?

"Probably to find a new wizard because this one is not going to be around for very much longer. But then, neither will you. "The Editor's words and the staccato burst of the sub-machine gun took both Wengeli and the apprentice by surprise, but then so did the fact that the best part of their internal organs were splattered across the wall behind them. Unfortunately as both Wengeli and his apprentice are dead they are unable to send answers to individual questions. Thankfully we have managed to locate someone to take over. Please send all requests for help to:

**ST Action,
Europress Interactive,
Europa House,
Adlington Park,
Macclesfield,
Cheshire,
SK10 4NP
or Fax 0625 876669.**





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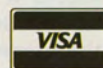
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As you may have heard by now, Ocean have signed up the rights for two big film conversions this year and are already under way with their development. The games in question are *Hook* and *The Addams Family*, so we popped off to their plush Manchester offices to see how things are going.

HOOK!

Hook the movie boasts some extremely impressive stars among its credit list such as Phil Collins, who gives a cameo appearance as a Scotland Yard Inspector. Mrs Luscious Lips herself, Julia Roberts, starring as Tinkerbell, Peter's favourite fairy. Dustin Hoffman playing the evil Captain Hook. Glen Close of *Fatal Attraction* fame, plays a cameo role as a pirate. Robin Williams of *Mork and Mindy* and *Good Morning Vietnam* fame plays the innocent Peter, who enjoys a good snogging session with Julia Roberts into the bargain, and Bob Hoskins well known for his appearance in *Who Framed Roger*



Rabbit who plays Smee, an apparently well known pirate-type chappie.

Ocean's graphic adventure is being programmed by the incredible Bobby Earl and includes graphical wizardry by Kevin Oxlard, Dawn Drake and Martin MacDonald.

Hook closely follows the plot of the film which is as follows: A young up and coming business man called Peter Banning is the ultimate success story. He has everything falling about his feet. His business ventures are always successful as he spends every available hour working. The cost for this success is the alienation of his family in favour of an averagely important meeting. Result: he arrives home with his wife to find his children have been kidnapped.

To retrieve his children, Peter must come to terms with the child in himself and travel

to Never Never land - a place chock full of dodgy pirates, fairies and buxom wenches. Here he must face his ultimate challenge and tackle the evil Captain James Hook to rescue his kids and then figure out a way to get back to good ol' London.

The game is similar in style to the *Monkey Island* games but they are hoping to go one better when it is finally released sometime in April. To rescue your family, you must make use of the

icons and control your character about the landscape, picking up vital objects and using them wherever necessary. Your first task is to find the correct attire to begin your role as a pirate. A hat, shirt and pants must be acquired before you can progress.

From what I have seen, *Hook* looks exceptionally good in the graphics department and the gameplay will take you through over 50 locations and gives you the chance to interact with over 30 different people including all the stars of the film. Looks set to be a real scorcher!

Oce



THE ADDAMS FAMILY

Once again, this conversion revolves around the film of the same name which stars the incredibly funny Christopher Lloyd and the beautiful Angelica Houston. Although the game includes all the characters from the film, it only thinly follows its plot. You play the part of Gomez, who has the unfortunate task of exploring his house to locate the five other members of his family who have been kidnapped by an evil force intent on stealing the family loot. Wednesday, Morticia, Fester, Granny and Pugsley must all be rescued before it's too late.

The ST and Amiga versions are taken from the Super

Famicom version that was also programmed by James Higgins (a noted genius!), the man who masterminded Navy Seals, Untouchables and many other great products. The game is set over 16 levels of frenzied arcade action. Each level is absolutely huge and the complete game adds up to over 1000 screens.

You must negotiate each level by successfully avoiding the many monsters and traps that inhabit your mansion. Your family members are being held by ferocious guardians that must be defeated in order to release your kin. There are eight guardians but only five of them are holding your family.

Each level is packed with traps and obstacles that will drain your energy if you come into contact with them. You start the game with a few lives and each life has two points of energy, so you can be hit a total twice before you lose a life.

Collecting hearts will allow you to replenish lost energy and defeating the three guardians that don't have any member of your family will award you with an extra heart up to a maximum of five.

Absolutely packed with traps and secret rooms (virtually every screen has got a



secret room entrance in it!), and containing graphics of an extremely high standard (all artists involved should be highly commended on both their time and effort), Addams Family looks set to be yet another great game from Ocean to add to your collection when it is eventually released in late April.

I'd just like to put fingers

to wordprocessor and thank Jamie, Warren, Bobby, Kev and Ken for all of their help and co-operation when I popped down.

My thanks must also go out to Adele, Alex, Jo and Sherry for just being there and putting up with Ken. Thanks ladies, I know it's a tough job but somebody's gotta do it!



an



SNEAK PREVIEW

In the early 80's a chap called Kevin Toms invented a little game on the Spectrum called Football Manager. Nobody knew what effect this simple program would have on the industry. Now, almost a decade later Domark have Championship Manager poised to take over at the top of the table!

Everybody knows the basic formula behind a management sim. You take over as boss of a struggling footy club, generally in a low division. From there you must nurture a team capable of bringing the glory days back. Doing this usually involves shrewd moves in the transfer market, bringing in the best players you can afford and getting rid of the donkeys.

At the end of the day a manager is only as good as his players and before each

game your team selection will be vital. If the results go your way you'll be loved by the board, if they don't you'll be sweeping the terraces when the punters go home.

Domark are about to enter the market with their own Championship Manager. Will the computer footy addicts be over the moon or sick as parrots? At the end of the day it's a game of three halves! All these football cliches can get annoying can't they?

Championship Manager

and rise Monthly Awards			
MANAGER OF THE MONTH		PTS	CLUB
1ST DIVISION	HILLS	1455	COVENTRY
2ND DIVISION	HOLDSWORTH	1455	CARSHAM
3RD DIVISION	FOOLE	955	MANSFIELD
4TH DIVISION	HONAB	455	ROTHERHAM
SENIOR PLAYER OF THE MONTH		AV R	CLUB
1ST DIVISION	G. TANNER	9.19	SHEFF UTD
2ND DIVISION	C. CURBISLEY	8.33	STOKE
3RD DIVISION	L. JONES	8.48	HIDDERSFLO
4TH DIVISION	A. HONAN	7.79	WIGAN
YOUNG PLAYER OF THE MONTH		AV R	CLUB
1ST DIVISION	C. BROCK	8.48	TOTTENHAM
2ND DIVISION	D. HARKIN	8.00	NOTTS C
3RD DIVISION	C. SHAN	8.00	LEYTON O
4TH DIVISION	H. SMITH	8.00	FULHAM

National League Awards			
RECORD	DATE	SCORE	VENUE
HIGHEST VICTORY	1970	10-0	WOLVES
HIGHEST DEFEAT	1970	1-10	WOLVES
HIGHEST DRAW	1970	1-1	WOLVES
HIGHEST LOSS	1970	0-10	WOLVES
Record for 1970			
HIGHEST VICTORY	1970	10-0	WOLVES
HIGHEST DEFEAT	1970	1-10	WOLVES
HIGHEST DRAW	1970	1-1	WOLVES
HIGHEST LOSS	1970	0-10	WOLVES

and rise Player Approach			
PLAYER	CLUB	APPROACH	RESULT
Swindon	Leicester	Want Alan Carey	they would offer about 300000
View Factfile	Refuse Approach	Refuse Approach	Refuse Approach
Refuse Approach	Refuse Approach	Refuse Approach	Refuse Approach
Refuse Approach	Refuse Approach	Refuse Approach	Refuse Approach

GAZZA ON THE BENCH			
DATE	SEASON	TICKETS	PRICE
1970	1970	1000	1000
1971	1971	1000	1000
1972	1972	1000	1000
1973	1973	1000	1000
1974	1974	1000	1000
1975	1975	1000	1000
1976	1976	1000	1000
1977	1977	1000	1000
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2023	2023	1000	1000
2024	2024	1000	1000
2025	2025	1000	1000
2026	2026	1000	1000
2027	2027	1000	1000
2028	2028	1000	1000
2029	2029	1000	1000
2030	2030	1000	1000

levels; 650 coaches, managers, trainers and scouts as well as accurate representation of injuries (some needing surgery and so on!).

In Championship Manager, you'll take part in the Barclays League, FA Cup, Domark Trophy and Challenge Cup. Success in these will open the door to Europe and its many competitions and possibly bring with it the fame that comes with being manager of one of Europe's most feared teams.

We'll have to wait and see but this promises to be the most comprehensive attempt at reproducing the life of a football manager yet. It certainly won't be let down by lack of realism.

Hopefully touch wood, cross your bits, smear goat milk all over your bedposts... ahem, (Paul, can I have a word? - Ed) we'll have a review full of loads of glossy piccies and so on next month. If you can't wait it should be out in the shops by the end of March (touch wood...). Oh! It's all over!



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Roll-up, roll-up. Just for you, the punter, we at ST Action can proudly bring to you the worst film ever made courtesy of Gremlin Graphics. Yes, THE worst film ever made, Plan 9 From Outer Space is here ready and waiting for your ogling eyes.



Laugh your underwear off as you witness the abysmal continuity errors! Fall off your seat in hysterics when actor Bela Lugosi's replacement enters two foot taller! Die in a fit of tears as the cardboard gravestones wobble manically when knocked! And roll around on the floor with gut-ache when aliens arrive in a flying saucers made out of hubcaps armed only with washing up liquid bottles!

All serious movie buffs will have heard of Plan 9 From Outer Space. Presented the Golden Turkey Award for the worst movie of all time, but few others will admit to its existence let alone actually seeing the pooper! Film critics loathe it and even fanatics of 'cult' movies disown it, but why? What makes this particular film even worse than all the other crap B-movies (I mean, did you ever see *Revenge Of The Killer Tomatoes?*)

Plan 9 was the last film actor Bela Lugosi ever made. He made his name in sad black and white horror films along with fellow horror nonce Boris Karloff, but while shooting Plan 9, Lugosi suddenly passed away. Unfortunately, part of the film had already been shot and due to the incredibly low budget they were unable to shoot Lugosi's scenes again. Thus, a replacement actor was

quickly called in to fill his shoes. The fact that the replacement was two foot taller than Lugosi seemed not to matter!

And so, from this example, you will be able to understand what path the rest of the film takes and believe me it's definitely a severe down-hill one! So why did Gremlin want to secure such a naff film

that will hopefully stand out of a market inundated with Hollywood's major successes. Gremlin could very well be that somebody.

Plan 9's plot is embarrassingly sad. Two pathetic aliens (from outer space funnily enough!) named Eros and Tanna have unsuccessfully tried to destroy the Earth eight times. Getting a little bit

actually) of bizarre grave walkers, with his bare hands? Too bloody right! Our hero is going to charge in to the heart of the hubcap space ship and face the aliens and their Fairy Liquid bottles with his two bare hands without a shadow of doubt or fear. The realism is staggering.

The plot thickens (ahem) and the tension builds (yawn)

Plan 9 From

licence? Well, they have wanted to secure a film licence for a long time but it was always a question of which one, especially when companies are grabbing film deals left, right and centre.

When a new big movie hits the cinemas worldwide most companies try and obtain some kind of licencing deal and the market eventually becomes a mish-mash of all the big titles such as *Terminator*, *The Turtles*, *Indiana Jones*, the soon to be released *Hook* and *Addams Family*, there's even *Aliens 3*. So it's about time that somebody released a real turkey

marked they dream up 'Plan 9: Resurrection Of The Dead', a plan that will, believe it or not, resurrect the recently deceased into mindless zombies who will ransack cities with their outstretched arms.

But luckily for the human race, one brave man by the name of Jeff Trent is just so goddamn brave that he is willing to take on the aliens and their zombies single-handedly in true Flash Gordon style in order to rescue his girlfriend from the clutches of evil! Whoop-de-do and fiddle me gum-sticks!

But how will he defeat the aliens and their band (three

and you are left clinging to the edge of your seat in anticipation. And what's that, you want more? Well, you aren't going to have to wait for long because Gremlin hope to have the game ready for release by April.

The actual game Plan 9 will not follow the plot of the film because it's just too crap, instead you will be looking for the priceless lost reels of the film in an adventure style icon driven romp. By communicating with characters from the film and visiting over seventy different quality illustrated locations, you will be able to piece together all the





Outer Space

clues that will lead you to the missing reels.

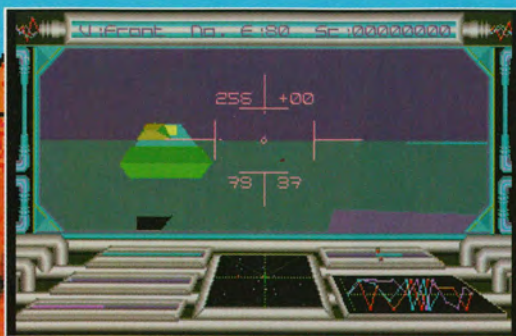
You will not have to use the keyboard at all whilst playing Plan 9, all interaction is done using the mouse and multiple choice statements, options and answers. You have the opportunity to travel the world in an attempt to find the reels. As you search you will discover sub-plots in the adventure, and towards the end of the game you may not be following the same objectives that you were at the beginning.

When you have found one or all of the reels, you have the chance to go to an editing room and actually watch parts lifted from the real film in all of its digitised glory! Therefore, all you lucky ones that have managed to avoid seeing this film will now be subjected to its sheer... well, crapness! Lucky you.

Plan 9 From Outer Space will be available on all models of ST's including the 520, but a price has yet to be announced. Can you wait until April?



RECESSION RELEVERS



VOYAGER

THE HIT SQUAD £7.99

In Voyager you play the role of Luke Snayles. Who upon returning home from a 50 year investigative exploration mission is tired, hungry and bored. On his home planet of Earth the gate crashers have arrived, they are a race known as the Roxiz. They are intent on stopping him enjoy his home-coming party.

Each of the 10 moons of Saturn must be cleared of hostile aliens. You have at your disposal a tank-like combat vehicle that can be used to your advantage. You must use the craft and all its extras like shields, on-board computers and rotating turrets to destroy 80 creatures on each planet. Extra fuel and energy pods can be collected to give you more petrol and better fire power thus allowing you extra playing time.

ACTION ANALYSIS

Voyager is quite a good and visually impressive shoot'em-up, containing some very smooth filled vector graphics. Playability is difficult at first but soon becomes easier once you get used to the control system. Definitely something to get your teeth into.

A.P.R. 87%



GHOULS 'N' GHOSTS

KIXX £7.99

Most of you will remember the classic Ghosts 'n' Goblins. Ghouls 'N' Ghosts is the sequel that everyone looked out for. Set over five levels of platform action you play the part of the gallant knight Arthur who must rescue his beloved, the princess Hus, from her place of incarceration. Various undead nasties will try to stop you and your magic lance will be used to the full.

Special weapons can be found hidden inside chests which will appear randomly about the playing area. Collecting these will give you one of a selection of powerful weapons that possess amazing destructive powers. Activated by holding down the fire button, these weapons can wipe out a whole screen of nasties giving the valiant Arthur a couple of valuable seconds.

ACTION ANALYSIS

Ghouls 'N' Ghosts had a lot to live up to because of its predecessor but does so quite admirably. The graphics are nice and colourful and the animation is reasonably well done. The gameplay is still infuriatingly tricky at times. Still a challenge even now.

A.P.R. 78%

RICK DANGEROUS

KIXX £7.99

Ever fancied the chance to become an English adventurer? Well, now's your chance. In Rick Dangerous you must battle your way through four trap-infested levels of platform fun. Your mission is to save the world from the evil chappy who has planted bombs on each of the stages.

Rick has some useful things in his rucksack to aid him in his quest. His gun can fire bullets, his dynamite destroys rock formations and he also carries a big stick that can be used to stun people with.

Absolutely loads of puzzles to keep you busy for the next decade or so and you could even consider buying the sequel when you've finished this one.



ACTION ANALYSIS

One of the best games to appear on the ST. Rick Dangerous is the ultimate in platform fun; great graphics, cute sound effects, exciting gameplay and a £7.99 price tag make this a must. Definitely one that will keep you coming back for more, time and time again. Buy it now!

A.P.R. 94%



IVANHOE

THE HIT SQUAD £7.99

You play the legendary Ivanhoe as he attempts to rescue King Richard from the evil forces of King John. Set in the majestic surroundings of the 12th Century, you must guide our hero across Europe by land and sea to Austria where your mission will begin in earnest.

Set over five levels of brilliantly animated action, entitled: English Forest, Boat to Europe, France to Austria, The Austrian Town, and eventually The Castle, each level will be full of evil minions all out to thwart your progress.

As well as your trusty sword, you will also be able to pick up various bonus weapons and items that proves invaluable in your quest. Shields, powerful weapons and extra lives will be available.

ACTION ANALYSIS

Ivanhoe offers some of the best animation to be seen on the ST in a long while. Crisp, smooth and extremely colourful, they combine with the exciting gameplay to make this a strong title that would make a great addition to your ever-increasing collection.

A.P.R. 84%



OPERATION THUNDERBOLT

THE HIT SQUAD £7.99

In the long awaited sequel to Operation Wolf, you take on the role of half of a crack anti-terrorist squad responding to a hostage situation onboard a DC10 aeroplane that was heading to Boston from Paris. Arab guerrillas have taken control of flight 102 and forced it to change course and landed it in Africa.

A one or two player scrolling shoot'em-up, Thunderbolt offers you intense arcade action in the comfort of your own home. Armed with an automatic machine gun, you must gun down the terrorists and rescue the hostages from their captors. This won't be as easy as it sounds because the terrorists will use them as shields if the going gets too tough and if you manage to destroy all of them, it's game over buddy!

ACTION ANALYSIS

After the success of Operation Wolf, the sequel was ready to be greatly appreciated by the gaming public. Excellent graphics, good sound and enticing gameplay set over some excellently detailed levels all for eight quid. What more could you possibly want?

A.P.R. 90%

LOMBARD RAC RALLY

THE HIT SQUAD £7.99

Most of you old enough to drive can only dream of being in the driving seat of a Sierra RS Cosworth 500 sports car (drool, slurp - Dotty). Lombard RAC Rally is the closest a lot of you will ever come.

The stages are all against the clock and some of them will take place in adverse weather conditions such as fog, ice or even snow. To qualify for the main event, a full Lombard RAC Rally, you must play all five legs at least once and finish at least third or better to continue.

Before each race, you can also have the chance to be interviewed to earn extra cash that you can then spend on enhancements for your car in the workshop.



ACTION ANALYSIS

Considering its age, Lombard RAC is an excellent conversion of a vastly underrated sport. Graphically good and well detailed, frightening real spot effects and realistic gameplay make this a must. Definitely one for the arm-chair boy-racers out there.

A.P.R. 89%

RECESSION RETIEVERS

REVISION RELEASES



TNT COMPILATION

DOMARK £29.99

HYDRA

One from last year is Ice software's conversion of Hydra. It's time to get in your 21st century Hydracraft and take on the role of super-courier, delivering to those places even DHL cannot reach! Loads of enemies to blast in this high-speed romp. Not bad really.

HARD DRIVIN' II

Jurgen Friedrich's follow up to Hard Drivin'. Really fast filled vectors make this superior to it's older brother as you might expect. Four completely new circuits are supplied for you to race around, but there's a track editor included so you can build your own. Good stuff once you get used to the controls.

STUN RUNNER

This was quite disappointing in the end, fun in the short term but rapidly running out of appeal. The effects all seem very 8-bit and the 3D graphics just didn't seem to work

here. You may be racing at over 900 miles an hour but this feeling never really comes across. Possibly the weakest on show.

SKULL AND CROSSBONES

One or two player pirate action as you battle your way to get to the treasure, jewels, gold and lusty wenches with large bits. Lots of stabbing and battling to the death made this a good little game. Colourful well-animated sprites and pretty backgrounds too. Again it's nothing devastatingly original, but it's worth a quick play when you've got some time.

BADLANDS

This Super-Sprint clone was a pretty big success in the arcades and features a futuristic post-holocaust scenario with cars screaming around corners firing missiles at each other. This ST counterpart is lacking that certain something that prevented it from being a top game, but fans of the arcade original will smile at the memories it brings back.

ACTION ANALYSIS

You've got five games here, none of which are particularly awe-inspiring but when put in the same box, TNT 2 becomes an attractive proposition. There is definitely gameplay in quantity here and this compilation is worth a look if you haven't got any of the games already.

A.P.R. 79%

SUPERNOVA

DREAMSCAPE £7.99

Fruit machine simulators have been around for donkey's years on computers, and nowadays they tend to come out on budget labels. Dreamscape's Supernova is the latest and features all the things you would expect on a modern Fruit machine. That includes Nudges and bonus games.

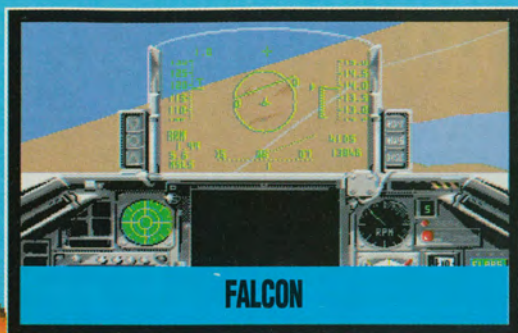
Basically you get five quid to spend in a machine and have to try and win as much cash as you can from that original fiver. A decent amount and you'll get onto the score table, where your name will be stored for posterity. There's also some serious plugging on the packaging of the reel editor that will let you alter any of the fruits on the reels. Standard stuff.



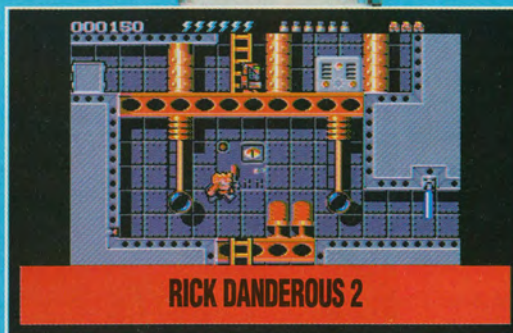
ACTION ANALYSIS

There's nothing wrong with this as fruit machine games go, it's just that the attraction of the things lie in the possibility of winning cash and gambling, this aspect is obviously removed in a computer game. Good for addicts as it may save them cash.

A.P.R. 75%



FALCON



RICK DANGEROUS 2

THE TOP LEAGUE

UBI SOFT £30.99

Good games come and go, but luckily they are never forgotten! How often do you sit at home thinking "God, I wish I'd bought that copy of Speedball 2 when I had the chance" or "Why oh why, did I swap my Falcon for that Dairylea slice?" Well, there's no need to fret any longer....

SPEEDBALL 2

The Bitmap's brilliant Speedball 2 stands alone when compared to similarly styled games and remains a firm favourite among the office staff. With its fast action and competitive gameplay, you will be no doubt rooted to the spot.

FALCON

Falcon involves a little more strategy and thinking, and therefore is totally brilliant for taxing those wasted brain cells. Excellent programming and impressive graphics add to the already superb gameplay. This is definitely an outstanding classic.

RICK DANGEROUS 2

Rick Dangerous 2 is one of the best platform romps around with its cute graphics and oodles of playability and it is sure to please even the most fanatic of platform gamers. A brilliant sequel to the fantastic Rick Dangerous (surprise, surprise!).

TV SPORTS FOOTBALL

TV Sports Football is probably the best American Football sim available and, whether you're a fan or not, this will give you loads of sporting enjoyment! Good graphics and relatively fast gameplay, this is a fine attempt at what could have been a disaster.

MIDWINTER

This was, and still is, a rivetting and excellent arcade strategy product. The vector graphics are smooth and colourful and the gameplay is complex and engaging. Still one of the best in its genre.

ACTION ANALYSIS

Good games, good price and good variety. This is a nicely presented package that covers a wide spectrum of gaming choices so there is something in it for everyone. The only gripe is that maybe Ubisoft could have found something a little better than TV Sports Football.

A.P.R. 90%

JAMES POND

GBH £7.99

Underwater agent supreme! Yes, it's James Pond ready to be launched back into action in his beloved watery kingdom. With environmental crises lurking around every fishy bend, James Pond is the only one that can save his habitat from disaster and a very sticky end. Prepare to help him save his friends and rid the world of radiation....

Most people will know the strife that our little aquatic friend gets himself into and I'm sure most of us will sympathise, so why not give him a helping hand. With cute and colourful graphics and bouncy sound, James Pond is a super little arcade adventure that will have you reaching for the cutey sick bin every time!



ACTION ANALYSIS

Good fun and most definitely a cute classic. For £7.99 it's very hard to go wrong with most GBH games and James Pond is sure to be a winner. Enjoyable every time, this comes highly recommended, so make sure that this is on your shopping list.

A.P.R. 88%

REGRESSION RELIEVERS

As the old saying goes, "a problem shared is a problem halved". If you've got any old moans, parcel them up and send them in to: Paul McNally, Write On!, ST Action, Europa House, Adlington Park, Macclesfield, Cheshire SK10 4NP.

SONIC SOUNDS OFF

I have had my ST for about a year now and have gathered quite a collection of games. The problem is, I am only 12 and saving up for games takes quite a while as they are very expensive. This means I have to think carefully about which game I wish to spend my money on. I am saving up for a game at the moment but I would like to have Sonic the Hedgehog. Could you give me any information on its arrival on the ST so I can wait for it rather than use my money on another game.

Jamie Forster, Bredon, Nr Tewkes



Unfortunately there are no plans to release Sonic on the ST, there were rumours a while ago that US Gold would do it, but these have died down of late. Because Sonic is such a big selling point for the Sega consoles, it is unlikely it'll make the transition to computers.

UNFURLING ST SALES

It is obvious that ST's are going out and the Amiga is more popular, I only know one person who has an ST and he is selling his. Everyone at my school has got Amigas and they all say my ST is rubbish. Is this true?

Because of all this I am thinking of selling mine. I have got about 30 games, an external drive and a 1040 upgrade. Is it worth selling or should I keep it.

Damien Delaney, Leek

There really is a lot of doom and gloom on the ST scene isn't there? No matter what anyone says Damien the ST is a fine machine, that's why ST Action has been going for four years this issue. The Amiga is a totally different machine with differing technical merits. Who knows, in a few months all the Amiga owners could be complaining of their machine's certain demise due to the rapidly expanding PC market. You've got enough stuff on your ST to make it worth keeping, but if you want a



STAR LETTER



AMAZING CAT LIKE QUESTIONS

A couple of years ago I had an STE for Christmas and last year a Lynx for my birthday. Now to be honest I was pretty impressed with both of them (particularly since I upgraded from a Spectrum!) in the graphics and sound department. But now I'm not so sure because the pathetic old STFM games are still being made, in the majority, with crap sound instead of crisp stereo, and in some cases rather poor colours and graphics.

What chance does it have against an Amiga?

The Lynx, on the other hand is brilliant. It has great sound and incredible graphics, but as usual Atari have botched up on the software support which is quite dismal. And although there are a few in the pipeline, there still aren't enough.

Could you please answer some of my following questions?

- 1) Are there any golf games on the Lynx?
- 2) Are any Disney games coming on the Lynx?
- 3) Are there any modern day flight sims on the Lynx?
- 4) When is Atari's so called Jaguar console coming out, and will it beat the Megadrive?
- 5) When will Atari's CD Rom come out into the shops and how much will it cost?
- 6) I heard that Eye of the Beholder would come out on the Lynx - is this true?

good price then now's the time to sell, that's your decision!

PILCH HATES ELVIRA

To anyone of you well-cool dudes at STA!

I have recently bought the game Elvira and was very disappointed with it (know anybody who wants to buy it cheap rate?!), and am always looking for cheats/tips for it - I don't want to buy the hint book because I don't like the game much. In STA 42 I saw a letter on Wengeli's page (from R Story) saying that you had done a GTGA on the game. I must have strangely missed that issue so can I have a GTGA on it? Please can you tell me if I can still buy a back issue with it in and how would I get it, or if someone could photocopy the page for me that would be even better!

I would like to know if you or Wengeli know of such a thing as an actual cheat for Dungeon Master, or if you could find out. You see I have had the game months - no, a year now, and don't you dare laugh, I've only just got to the start of level three! And I have the PD Hint/Map disk! You must understand that I like this game a lot, I'm just no good at

7) Will games like Robocop, Chase HQ, Tetris, Shadow of the Beast etc be put on the Lynx?

Paul Magee, Warley

Another letter about poor quality STE games. This is a sore point with many of our readers!

The ST has got enough going for it to compete with the Amiga. People always compare one machine to another, back to the days of the Speccy/C64 wars yet both were successful!

To help with your Lynx queries we gave Cuff a call. Unfortunately, the poor beggar is at home with a serious limp as he's just had the operation that prevents him from having lots of little Cuffs, needless to say, the vet isn't our furry friend's fave chap at the mo! Anyway here we go:

- 1) Yep, Awesome Golf and it's Purr-fect (I want it to be known that it's those prats at STA that make me say things like that - Cuff)
- 2) No plans as yet that we know of!
- 3) No, Warbirds is the only flight sim (type thing) we know of, and that's World War I.
- 4) A 1993 launch is planned and yes, technically it will be superior to the Megadrive.
- 5) There's no definite plans to even launch it.
- 6) Yep, this is a good possibility and it will certainly be very interesting to see the results.
- 7) Shadow of the Beast will definitely be out, I've seen it. As for the others, well, there's not as much chance because they are pretty old. Don't hold us to that though!



it! No hints can help me, I need some cheats!

Lastly, is there anyway to buy the really early issues of STA, like No.1? I love your mag so much but have not had my ST long? Any jobs going for 12 years olds?

Pilch (Richard North), Epsom

Alright matey! The Elvira GTGA was done by Dotty over TWO issues about a year ago, so you must have just missed out on those. Seeing as it's you, I'll try and sort you out with a photocopy!

As for the DM cheats, there is an editor disk knocking about that allows you to change the maps (unlock doors and so on!) but you're obviously a bit sad so we won't laugh.

To be honest you've got very little chance of getting the early issues (I've got an original issue No.1 and every other one so there!) unless somebody is willing to send them to you. If anyone wants to, just get in touch and we'll put you in touch with young Pilch!

As for jobs, when I was your age I was down the pit at the crack of dawn, chipping away at the coal with my nails. You don't know you're born!

Write On!

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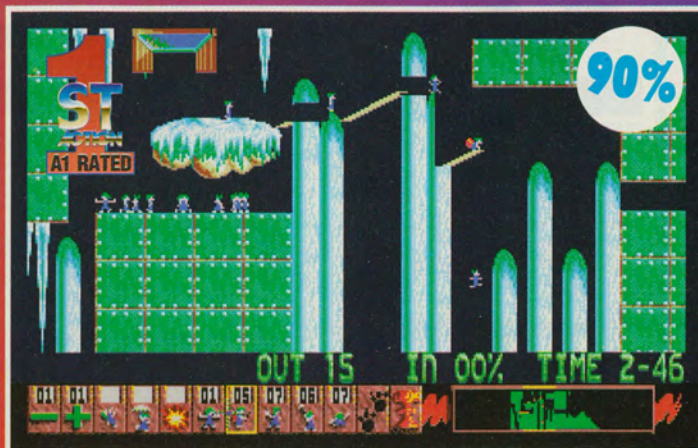
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Oh No! More Lemmings is one of the best data disks ever to be released. If you liked Lemmings, you'll love this. Buy it at all costs.

Reviewed STA Feb '92

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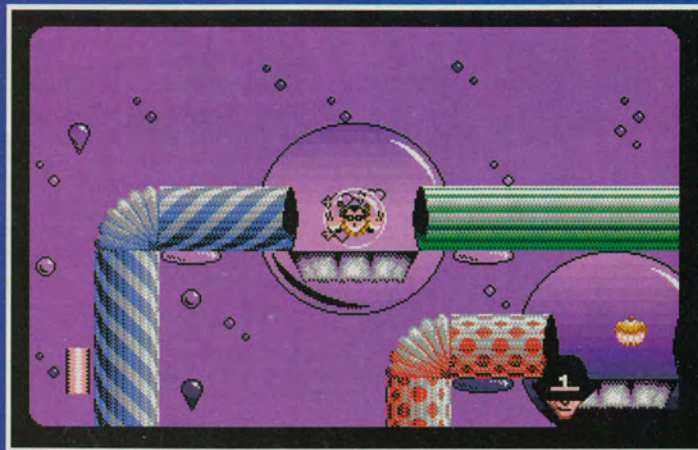
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Wolfchild... The graphics and presentation of this product are much higher than average.

Reviewed in STA March '92



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Harlequin... It wouldn't be out of place in Fantasia or any other Disney classic, it really does look that stunning.

Previwed in STA March '92

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INTERACTIVE

QUOTABLE QUOTES

Notable by its absence over the last couple of months, this section has been saved from obscurity by a young lady called Fiona from Amiga Action's art staff. During a conversation about hunky male actors she was heard to shout out "I really like that lad out of Bill and Ben's Excellent Adventure!" Say no more really - Flobber-lobber-lob!

UNQUOTABLE QUOTES

Don't be daft, we can't quote 'em can we!



HOORAY FOR HEIMDALL

And here he is, everyone's favourite STA star, he's been in the mag more times than Jason's had intelligent girlfriends (once then - Paul) so we decided to give him his own section in the BP, just in case you were missing him. Next month we feature him in a variety of exotic poses, clad only in a skimpy loincloth, so ladies watch out for that!

COMPO BONANZA

Well not really but we did have two in the Chrissy issue so here are the winners. First one is the Videokid comp with the first prize of a video recorder going to John Collins, Ilfracombe. A copy of Chart Attack goes to these runners up: S Marshall, Preston; J Boyden, Chesterfield; D Rulton, London; J Nicholson, Aston; R Gibbs, Tunbridge Wells; T Cummings, Stockport; A Carter, Abingdon; C Merrick, Ellesmere Port; J McCleary, Aberdeen; P Burgess, Gt. Yarmouth.

Now for the 10 winners of the Foot

Pedal Controller: Brian Roberts, RAF Bruggen; Carol Birch, High Wycombe; Ben Roberts, Deal; Nathan Jervis, Fulham; Chris Smith, Telford; Paul Davies, Abingdon; Michael Rosser, Southport; Neil Sutherland, Strathclyde; Andrew Wood, Knutsford; Allen Jones, Telford.



NEXT MONTH

One of 12 periods of time into a year is divided or any period between same dates in successive such portions.

FORMULA ONE GRAND PRIX

Game written by Geoff Crammond, expected to be rather good. Generally published by Microprose. Also means sheep shearing in Japanese (formulawang-ranpii).



BONANZA BROTHERS

Thieving types with odd looking bodies, often converted from arcade machines by people known colloquially as Brummies (US Gold). Taken from the french for a mating snail (Bon un sabrotheurs)



THE GODFATHER

Popular film conversion, also done by Brummies (see previous entry). Taken from Italian for mafia boss (The Godfather). Often used in context of fat greasy spaghetti eating men called Don.



The next issue of STA will be available in the shops on April 9th - April; a young girl who I went to school with in the mid-eighties. Failed Chemistry.

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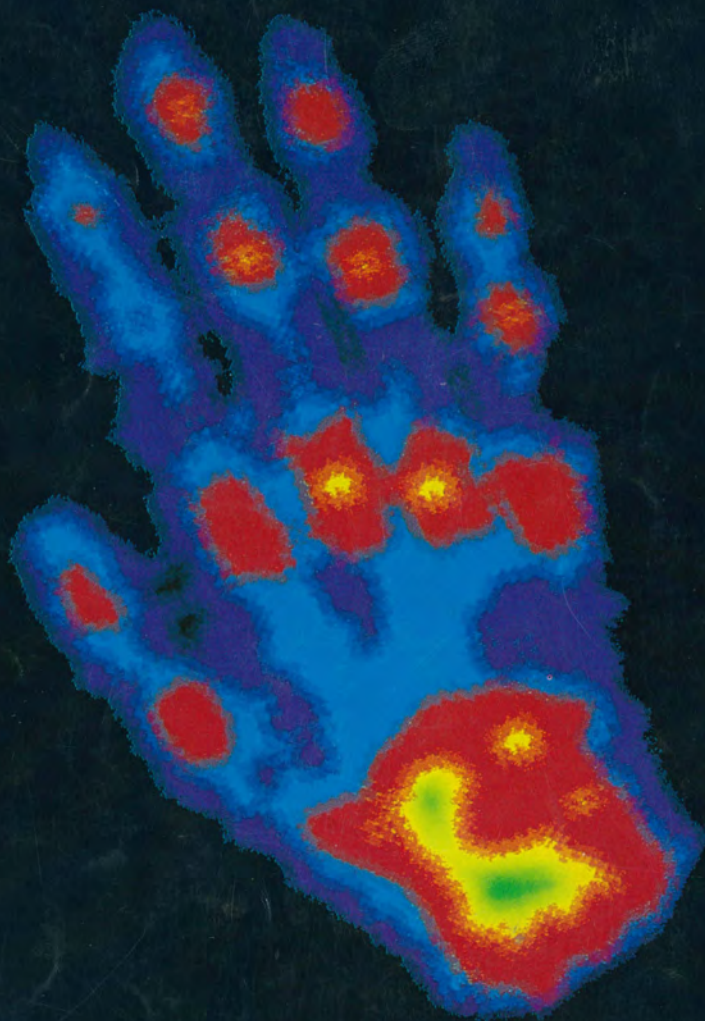
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