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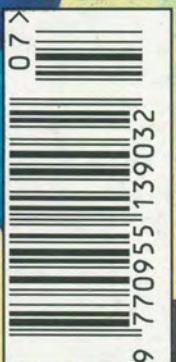
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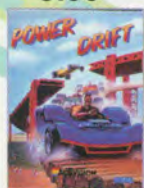
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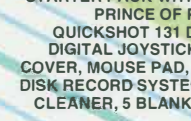
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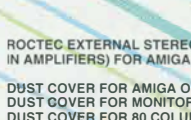
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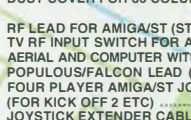
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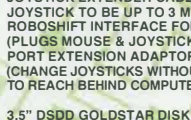
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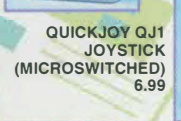
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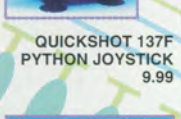
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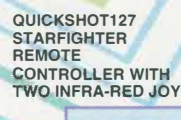
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# ST ACTION

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MAGAZINE...

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**PLUS** Four reviews  
of the best  
football games  
just released in  
the feature article.



Cover Artwork  
supplied by  
Paul Kidby

**EUROPRESS**  
INTERACTIVE

# WIN

Massive giveaway: the  
Elvira II Competition,  
based around the new  
game from the  
Queen of  
horror!



**page 84**

## WORK IN PROGRESS

Previews of Megatraveller  
the massive RPG, Jim  
Power, a great platform  
shoot'em-up. And  
Cartoons the quirky little  
number from Loricel.

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## REGULARS

### Stories

Three news pages packed full with the latest gossip to hit the ST scene including exclusive screenshots of Ocean's Lethal Weapon 3 conversion.

### ICON SEE CLEARLY

An intricate examination made easy by our user friendly icons. No mess, no fuss, just all the information you need to read before buying a game

### MY IDEAL COMPILATION

This month's programmer in the hotseat is Julian Gollop. The man behind Laser Squad and Lords of Chaos drools over his all time favourites.

### TIPS AND CHEATS

If you want the best in gameplaying advice, look no further. We've been battling away for months to tell you what's what on your favourite games.

**The best reviews, news, hints and tips in the only ST dedicated games magazine.**

## FEATURES

### FOOTBALL CRAZY THE GREATEST GAME ON EARTH

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**It's a funny old game!** 46

*All the best and worst football games released have been put into a league along with the old timers to bring you the ultimate buyer's guide for football enthusiasts. Everything you need to know about soccer sims, if it's not in here it's not worth knowing.*



### PD OR NOT PD

PD software seems to be picking up at the moment so ST Action's very own Paul McNally searches for the diamonds among the rough.

### THE GUILD

If adventure games are your forte then look no further than The Guild. Helpful advice and a wealth of knowledge combine to make this essential reading.

### SMALL STAKES

Four packed pages of cheapo games that have made their way into our budget section. But is it worth the gamble or not?

### SUPER LEAGUES

The most concise reviewing system in magazine history. Your chance to choose your games from this informative buyer's guide.

### THE LAST WORD

Join us at the end of yet another issue and find out just what's going on next month, what-do you mean you haven't finished this one, get reading!

## Cover disk

# 2

## GAMES

**TWO FANTASTIC  
PLAYABLE DEMOS**

**FIRE AND ICE**

**SPACE CRUSADE**

**Don't miss the new  
look cover disk pages  
bringing you the  
latest and the best  
game demos!**



**Page 7**





AMIGA IBM PC  
ATARI ST/STE  
(ST-Terrain Editor only)

# *your world in* **Action**

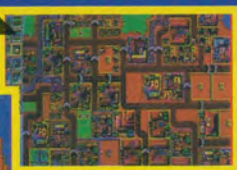
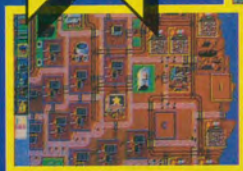
Building on the foundations of Sim City's success, these three add-on disks are an essential part of any Sim City collection



PC Screen Shots

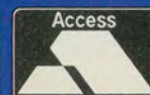
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# cover disks

This month's ST Action coverdisk is jam packed with two totally stunning demos for you to try out. As you all know from experience, there's nothing funny about buying a game only to be disappointed with the end product, so give Space Crusade and Fire & Ice a whirl because we think you'll buy 'em both after seeing what's on offer here.

## DEMOS

### 1 SPACE CRUSADE

You may have already noticed the three page review elsewhere within these pages so you can be sure you're in for a treat when you get to play the first mission (more or less) from the full version. If you're a fan of the board game or of Hero Quest you'll be happy with the latest demo brought to you by ST Action and Gremlin.

To run the demo, just put the disk in and double-click with the mouse on the SPACE.PRГ file that will be staring you in the face.



### 2 FIRE AND ICE

Cute characters and loads of platforms to romp on, everything's there in Fire & Ice from Renegade. Make up your own minds as to whether you think it's the ST's equivalent of Sonic the Hedgehog or not, but it does have a lot of that console appeal.

We've got level one of the first worlds here and it's pretty big. Collect all the parts to the key and find the keyhole. Don't forget to look for secret bits that might not be that obvious at first.

To run the Fire & Ice demo, simply double-click on the FIRE&ICE.PRГ icon.



**Back up**

**B**efore loading your mega demo disks please back them up so that if you do damage the disk in some way you won't lose the programs on them.

**Faulty disks**

**I**f you do happen to have any problems with your coverdisks, pop them in a jiffy bag and send them to this address: ST Action Faulty Disks, Beshara Press Ambrose Street, Cheltenham, Gloucestershire GL50 3LQ



**T**he Imperium has been around for quite a while now and during its time the galaxy has never seen such peace and tranquillity. And the people that deserve all the credit are the Space Marines. Genetically enhanced and trained in battle from the time they are born they are the ultimate space warriors. Whenever anything strange turns up on

the scanners they're the ones who pull on the Power armour and go and have a gander at the object in question before taking appropriate action.

If there's any threat they eradicate it - immediately - unless they end up getting themselves fried! Space Crusade is Gremlin's conversion of the popular board game and follows on from the success of HeroQuest.

# Space Crusade

**COMPANY:** Gremlin

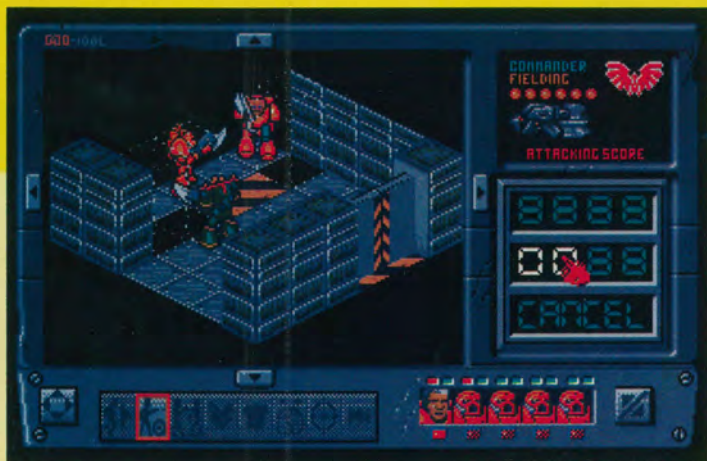
**PROGRAMMER:** Michael Hart

**TRACK RECORD:** HeroQuest and Klax among others.

**RELEASE DATE:** Out Now!

**GAME TYPE:** RPG/Strategy

**PRICE:** £25.99



● "As soon as I get around this corner I'm home and dry, then I think I'll look for another line of work."

● "It's times like this when I wish I'd joined the Territorials. You run round a forest with a gun that fires paint but there's no chance of dying."



● "Can we not discuss this over a beer. Negative feelings maybe we fight you, outside in the spaceport now."

## MARINE LIFE



- 1: Movement
- 2: Shoot Gun
- 3: Use Melee weapon
- 4: Issue Orders
- 5: Equip Item
- 6: Open Door
- 7: Scan Area

- 8: End Turn
- 9: Squad Status
- 10: 2D or 3D mode
- 11: Current Weapon
- 12: Chapter Symbol
- 13: Main View Screen
- 14: Monster

## playing the demo

**I**f you were a fan, or just happened to play Hero Quest then Space Crusade should bring back fond memories. The game looks and plays very closely to the former but is quite a bit more violent. If mindless alien killing is your forte then now you can get a bit of practice in before you decide to buy the full game. Now you can take out the nasties with weapons that unleash ridiculously large amounts of damage on any poor creature that happens to get in the way.

The controls follow suit and are extremely easy to get to grips with. Moving, shooting and killing are just a mouse click away and the annotation supplied on this page will inform you how to use your weaponry to its deadly best. Upon loading the demo you'll have to wait a few seconds for the two pages of introduction text to disappear. Don't think it isn't working and switch it off!

**ALWAYS WRITE PROTECT YOUR DISK AND TURN YOUR ST OFF FOR 30 SECONDS AFTER PLAYING THE DEMO, OR YOU COULD END UP AS A RIGHT NONCE CASE!**



**F**ollowing hot on the heels of last month's review comes a nice little playable demo from Renegade and Graftgold of the first level for you to have a bash at. There's been many attempts to get a game with a good console feel to it onto the ST and with Fire & Ice you've got all the essential ingredients - speed, smooth

scrolling and lots of cute characters including the star of the show - Cool Coyote.

The idea is to collect the six parts of the key which are revealed when you kill off the meanies that are on the rampage. Hidden around the level are poor little lost puppies which can also be rescued. Do this and they will help out by vanquishing some of nasties.



## playing the demo

**S**tandard joystick controls. Left and right are pretty obvious. Pushing up in a certain direction will make Cool Coyote jump towards the platforms. To kill the creatures that wander about the level you must first freeze them and then jump into them causing them to shatter. Do this by rapidly pressing the button until they turn to ice and then just run through them.



Snowballs can also be used to your advantage and they can be rolled down hills to hit nasties. This will freeze them and then it's just a simple matter of shattering them. Your objective is to freeze the creatures and shatter them to reveal the essential parts of the key that unlocks the exit to the next level. Collect all the parts and the doorway will open allowing you to progress. If you can't find all the pieces of the key but manage to locate the exit, retrace your steps, you might have missed a creature somewhere.

## Fire and Ice

**COMPANY:** Renegade

**PROGRAMMER:** Andy Braybrook

**TRACK RECORD:** Paradroid, Rainbow Islands

**RELEASE DATE:** Out Now!

**GAME TYPE:** Platform

**PRICE:** £25.99

*Ooops! You've been hit by some snowballs. You can use these to push down the hills though and freeze anything they come into contact with*



*Freeze the baddies before running through them to shatter them into millions of tiny pieces. If you have been lucky, you might be able to uncover one of the vital pieces to the exit key*



*By saving these cute little puppies you'll get valuable help in reaching the end of this coverdisk demo, puppies in the Arctic, yeah right*

**PLEASE CHECK YOUR DISKS BEFORE PLACING THEM IN YOUR DRIVE AS IT'S NOT OUR FAULT IF YOU'RE SAD ENOUGH TO MESS UP YOUR MACHINE, IS IT?**



# STories

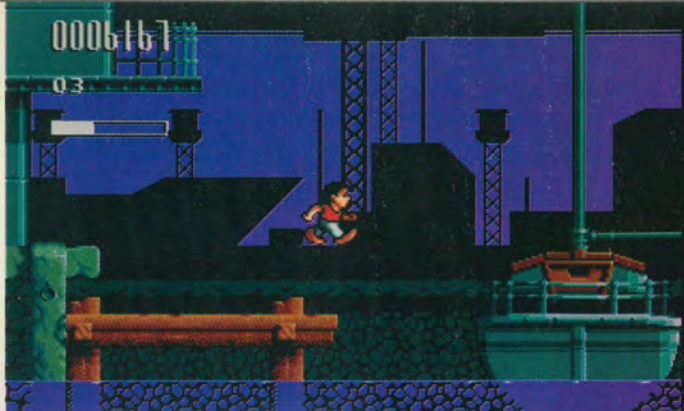
Arcade action on the way!

## LETHAL WEAPON III

**B**ased around the film of the same name (due to be released later this summer) Lethal Weapon III stars the suicidal Martin Riggs and the most sensible Sergeant Murtaugh in their latest bid to stem the increasing flow of crime entering Los Angeles.

These early ST shots give you a rough idea of what to expect from this action platform game that closely follows the plot of the film. Basically, you take the role of Riggs who must make his way through various levels of increasingly difficult criminal bashing. You'll also be able to pick up loads of extra weaponry, objects and energy. It'll be 'on the streets' in September courtesy of Ocean - price £25.

● These early screenshots from Lethal Weapon III look a bit Hudson Hawkish. Let's hope the game will be as good as that turned out to be



● Martin Riggs may be a psycho but he looks cute and harmless enough now as he moves about Ocean's new game



## CARL LEWIS: IT'S HARD TO BEAT

Following on from a recent spate of athletic games comes The Carl Lewis Challenge from Psygnosis.

Officially endorsed by the speed fiend himself, you take part in five events as you attempt to outwit the master in the Olympics.

The javelin, 100m sprint, 400m hurdles, high jump and long jump are on the agenda along with some nice digitized piccies of the athletes. Shoes are on in June and the starting price will be £25.99.



## Knight shift

An upgraded version of the successful adventure Paladin is to be launched by Impressions.

Using a similar style of gameplay that was found in the recent Breach 2, this latest release goes back to the days of legends and champions as you try to battle your way to the Knighthood you so richly deserve.

A construction kit has been included that allows you to adapt or even create new quests for your would-be warrior (this kind of thing usually extends the life of any game). Also featuring digitized sound, magic spells, amazing graphics and an 'acclaimed' (acclaimed by who we're not sure!) user interface, Paladin 2 should be well worth looking out for, especially if you were a fan of the original. Expect a release sometime in June priced at £25.99.



## COOL CROC TWINS IN A WHIRL

### Punk 'n' Funk croc



● Crocodile mayhem in the new game from Arcade Masters. How cool are those reptiles again? They're mean, green and they are the Cool Croc Twins

Another excellent platform game to soon be released on Empire's Arcade Masters label is Cool Croc Twins.

The story follows the adventures of Punk and Funk, two cool crocodiles with what's being described as 'a whole lot of street cred'.

They have to go and find their sweetheart, Daisy Crocette, who has run away after a bit of a lovers tiff. Set over 10 worlds and 60 levels, you must battle all kinds of evil to find your love, before you haul her back. Cool Croc Twins is due out in May priced around £25.99. Look out for a review next month.



FROM THE PROGRAMMERS WHO GAVE YOU RAINBOW ISLANDS...

# FIRE & ICE

## THE DARING ADVENTURES OF COOL COYOTE



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- With all the levels, power-ups, bonuses, features, hidden secrets and multiples that you'd expect from award-winning Graftgold •

"BEAUTIFUL AND EVOCATIVE...STANDS UP PROUD AMONGST THE BEST OF PLATFORM GAMES." Amiga Power

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# STories

## Get your essentials: ALL YOU NEED TO GET STARTED

**A**ll you new ST gamers may be on the look-out for some essential peripherals for your spanking machine.

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**STOS The Game Creator**

Bought separately the whole kaboodle would cost a good deal more than the asking price, so it's got to be a fair deal. See your local dealer for more details.

## BIBLICAL BYTES

Something we haven't really touched on before is the growing use of computer games in religion.

This trend is highlighted by a range of software from Evangelsoft who specialise in "Christian computer games for Church and family". The range is billed as "programs that preach, programs that teach, programs that build and programs that encourage".

The Story of Jonah is the latest addition to Evangelsoft's Study-base Starter range for the Atari.

Working with 16 programmers who work voluntarily on most formats of computers, Evangelsoft can be contacted for further information at the following address:

**Evangelsoft Ltd,  
PO Box 224,  
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Surrey  
KT1 2NX**



● Here's a PC screenshot of Disney's Rocketeer which will be propelled onto the ST shortly. Don't forget this is 256 colour VGA so we'll have to wait and see what the ST's like!

● The Tecno-plus Starter Pack will come in very handy if you want to build your ST collection up quickly (Below)



## FRENCH INVASION

There are still a lot of games making their way here from France (where the ST is absolutely huge). Loricel, for example, have got several titles on release over the next few months.

First up is Tennis Cup II, the original was easily the best tennis simulation on the ST until Pro Tennis Tour 2 came along. Now the sequel will be looking to claim back that title for itself. It'll be here in the autumn with a normal price-tag. More details next month...

## CHART



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## TAKING THE MICKEY

Walt Disney is coming to the ST with good ol' funster Mickey Mouse leading the charge.

French publisher Infogrames have recently announced the launch of several titles that you'll be able to play on your ST in the near future. For the most part the majority of releases have an educational bias. But The Rocketeer is 100 per cent game play.

Based on the famous comic/TV character it's notable for its incredible graphics on the PC, and it'll be very interesting to see how it ports across.

The Mickey Mouse software will be appearing in August while The Rocketeer will arrive around the same time. Infogrames

have cut a deal with Disney which allows them to publish plenty of cartoony games over the next year or so.

Look out for a bucketful of releases featuring famous faces later this year; they'll all be seen reviewed here.



● Cartoon character Mickey Mouse is about to make his ST debut in a series of top quality educational titles from Disney which you'll receive courtesy of the French company Infogrames



**YOU KNOW THE  
COMPUTER  
YOU'VE ALWAYS  
DREAMT  
ABOUT?**



# STories

## WATCH YOUR SCREENS

# GAMES MASTER

### THE LINEKER COLLECTION

With the European Championships seconds away from kick off it's inevitable that there's a whole world of footy stuff knocking about. As well as all the new games, Kixx have said that they're doing a compilation endorsed by none other than England's captain, Gary Lineker.

There are four games on it and it comes with a free wallchart. The games are Italy 1990, Hot Shot, Footballer of the Year 2 and International Soccer Challenge. We'll get a review to you soon, but in the meantime - Away the lads



Hewland International have released details of the second series of Gamesmaster, their highly successful weekly computer games show presented by the one and only Dominik "Joysticks at the ready" Diamond - winner of ST Action's Top Bloke all round award 1992.

Watched by an audience of over three million each week, the programme features three games challenges per episode where

members of the public can stake their claim to being a little bit good at games.

Anyway Hewland are now looking for people of all ages who are interested in appearing in their Autumn series which will this time have 26 programmes instead of six. What they want are reviewers, contestants and people to enter the Consolation zone (Gamesmaster's tips section).



What you have to do is send the following details to the address below:

- 1) Fave games and high scores if possible.
- 2) Background details - age, phone number and address.
- 3) A recent photograph if possible.

If you don't want to take part but would like tickets to be part of the live studio audience then you can also send your request to:

**Gamesmaster Stardom, PO Box 91, London, E14 9GT.**

## The Winning Formula

Grand Prix games seem to be popular fodder for computer programmers at the moment. We've already seen the success of Geoff Crammond's Formula One Grand Prix from Microprose

which stormed into the charts a couple of months back and looks set to remain there for some time yet.

American company Accolade have just announced their own race game grandly



entitled Road & Track Presents: Grand Prix Unlimited. The game is tied in with top American car magazine Road & Track (hence the name) and will feature everything you've come to expect from this type of game including fast scrolling 3D landscapes and all the leading cars.

We've absolutely no idea when anything on the ST will appear but as soon as we get any further news on the game you'll read it within these hallowed pages.

● Left: PC screenshots they might be but Grand Prix Unlimited certainly looks very impressive

## Pooling Resources

We've finally got our grubby little hands on some screenshots of Archer MacClean's Pool game. Everybody knows that it's the follow up to his amazingly successful Jimmy White's Whirlwind Snooker and also that the game uses the same "engine" as Snooker too! This virtually assures us of yet another top quality game as well with the only major noticeable difference in playability being that the

pockets will be larger, as in real life so pulling off that perfect pot will be a lot less frustrating than it was sometimes in his last game.

Pool will be released sometime in the Autumn, probably just in time for those nights drawing in when you've got nothing better to do with your time.

Rumour also has it that Archer wants to do Snooker 2 but that depends on his time.





# WELL, STOP DREAMING



## THE NEW AMIGA 600 HAS ARRIVED



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For example, it incorporates the very latest "Smart Card" technology which means quicker and easier loading than ever before.

What's more, the Amiga 600 will also run existing Amiga software titles – by far the largest range available for any 16-bit machine.

Of course, coming from the legendary Amiga family, the outstanding graphics, mind-blowing stereo sound and 1Mb RAM (expandable to 8Mb) will come as no surprise to anyone.

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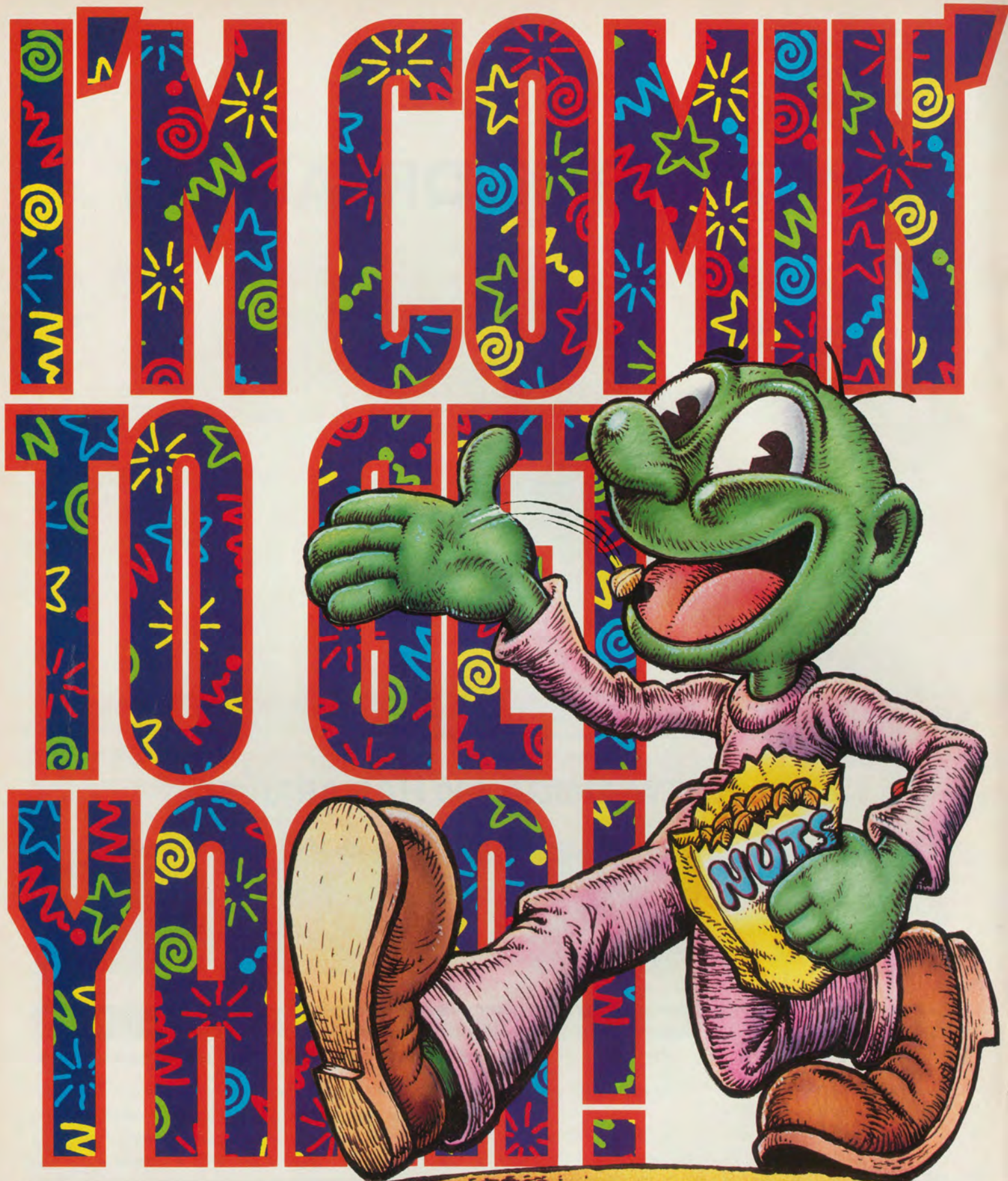
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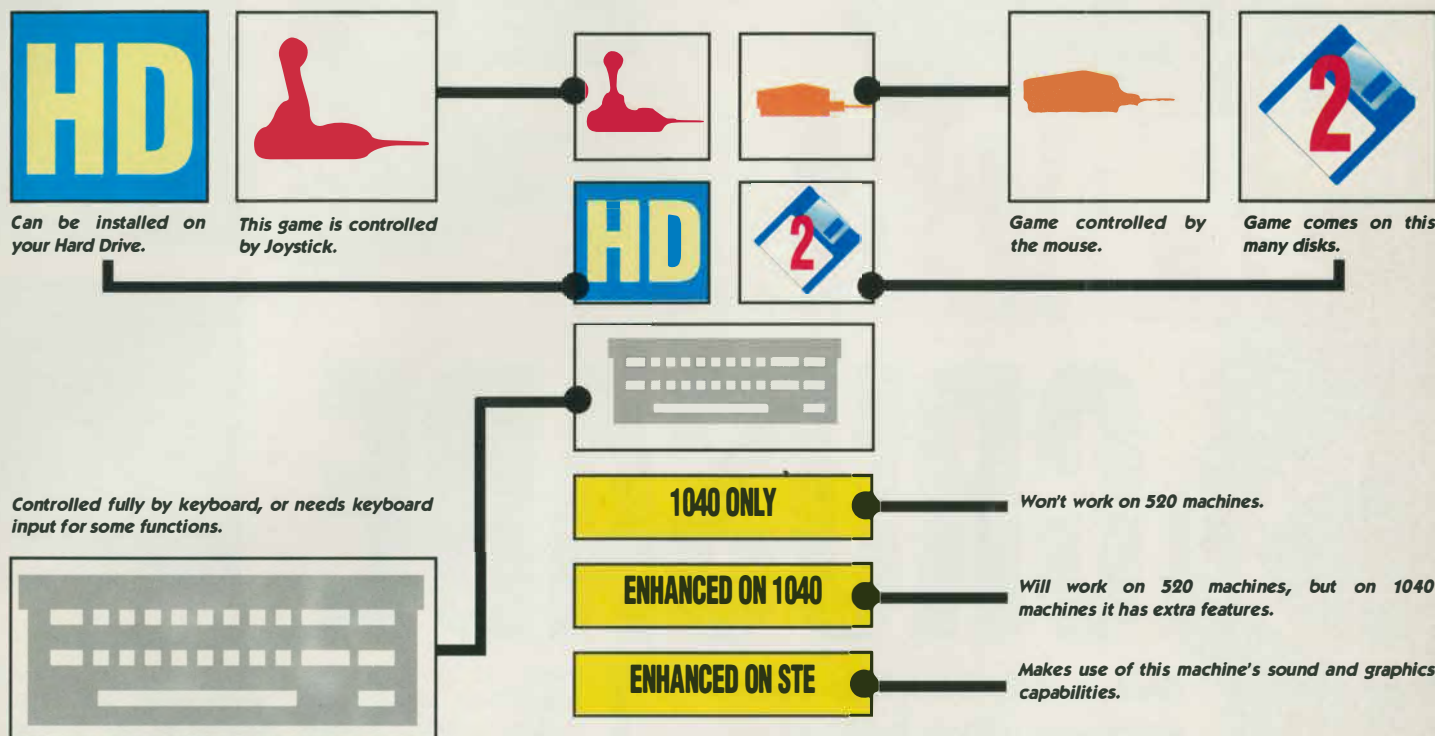


# ICON see clearly

The icon system has been designed by the ST Action team to give you all the details you require about the games you like to buy in a simple and no fuss way. Individual icons will appear on every review telling you the important things you should know such as how many people can play a game and should you have one meg of memory to run it? Along with the icon system, we also give you a full

guide to the best games available. The Super Leagues are the ultimate buyer's guide for ST games. We looked through the many ST releases and separated them into individual categories along with a brief description of what game fits what league. If you are looking for a particular game, look no further than these excellent pages. The league tables are also updated each month giving you

the chance to compare your latest software acquisition with the others in a similar category. Although we feel sure that our system works well, we are still open to suggestion. If you have any ideas on how to improve our system, write them down and send them to the address at the front of the mag. Who knows? You might just be the brainchild we have been searching for!



## SPORTS AND LEISURE

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

## 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.

## 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.

## BEAT'EM-UP

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

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

## PLATFORM

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

## 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.

## LEAGUE RATING

5 ANOTHER WORLD



6 LEANDER



7 SWITCHBLADE II

**ACTION ADVENTURE**

## RACING

Burning rubber and throttle twisting excitement goes here.

## PUZZLE AND SKILL

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

## 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.

## STRATEGY

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





● (Above) The Dreadnought is the fiercest of alien characters, with its two heavy weapons and one lightweight weapon this machine is an extremely deadly adversary

# SPACE

# CRUSADE

**Get ready to kick some serious alien butt....**

Lovers of role playing games will no doubt be waiting with bated breath for Space Crusade to materialise itself in the local computer shops they will probably also know what it's all about. For those of you left scrabbling around in the dark please follow me into the ultimate adventure, the world of Space Crusade.

Twenty five millennia into the future the discovery of Warp Space led to The Great

Expansion, an expansion of civilisation far into the depths of the cosmos. The inevitable discovery of Warp Space brought with it the existence of Chaos, a powerful force that had remained trapped until now.

### Quest for knowledge

Thriving for greater and more advanced knowledge, mankind ventured deeper into the Warp and in turn fell victim of the Warp's ever



## Blasting into action

*You'll need to know your way around:*

- A - Blast doors
- B - Marine statistics
- C - Combat dice rolls
- D - Marine characters
- E - Marine actions available



● To start a mission you first have to select which marine character you are going to move where. Marines are easily moved about by merely clicking on the chosen character and then selecting the 'move' option



● For each weapon you have to select which marine character you are going to move where. Marines are easily moved about by merely clicking on the chosen character and then selecting the 'move' option





● (Left)  
R u b b l e  
blocking the  
corridors has  
to be blown  
up in order  
to continue



● (Right)  
An alien is  
revealed on  
a random  
marine scan  
and proves  
little threat  
to the two  
remaining  
marines



● Scanning  
reveals all  
hidden aliens.  
It is wise to  
do this often  
as aliens can  
move around  
even if you  
cannot see  
them or their  
blips. Don't  
get caught  
out!



● The aliens  
have come  
from all sides  
and you seem  
to be in a no  
win situation.  
Is this the  
end? No way,  
don't be so  
wet. Just a  
few good  
aimed hits is  
all you need.

## WEAPONS COMMANDER WEAPONS



Heavy Bolter - good  
firepower but  
limited hand to  
hand skills



Power Axe and Bolt  
Pistol - minimum  
firepower as well  
as minimum hand to  
hand skills



Power Sword and  
Power Glove -  
excellent hand to  
hand skills but no  
firepower.

## MARINE WEAPONS



Assault Cannon -  
handy against any  
lone aliens



Missile Launcher -  
excellent against  
groups of aliens



Plasma Gun - useful  
in corridors as it  
contacts with  
anything that gets  
in its way



Bolter - at least  
one marine in each  
chapter should  
carry one of these  
light weapons

increasing power. Space  
ships disappeared only to  
reappear centuries after they  
had entered, distorted  
beyond recognition and  
infested with the minions of  
Chaos - Space Hulks.

This is where you come  
in... The Space Marines are  
split into three chapters or  
teams each chapter is made  
up of five fighting marines  
and one Commander. By  
allocating heavy weapons  
such as missile launchers,

assault cannons and plasma  
guns, as well as one light  
weight bolter to the marines,  
you create a deadly attack  
team that can be sent into  
the heart of action.

### Teamsters

Each commander is a  
crucial member of the team  
their ability to give various  
orders enables you to  
unleash a greater force  
against the opponent. Where  
your marines can be used as

a heavily armoured front line  
attack unit your commanders  
can dive into the action and  
prove deadly in hand-  
to-hand combat. Each  
marine can be moved  
and then made to fire  
at long or close range,  
if you decide to attack  
at close range a hand-  
to-hand combat option  
is also available.

All marines can open  
doors and activate the  
scanner however, the Com-

mander's scanner covers a  
larger area. When an alien is  
scanned a 'blip' icon is  
positioned on the map.  
These icons can be moved  
around the playing area  
by the computer con-  
trolled alien character  
and the blips identity will  
only be revealed when  
it enters a marine's  
line of sight. During  
your turn you can move  
as many of your  
marines as you wish



on held a different attack path is avail-  
or automatically works out which target is  
rticular weapon that is selected and also  
ce against the enemy



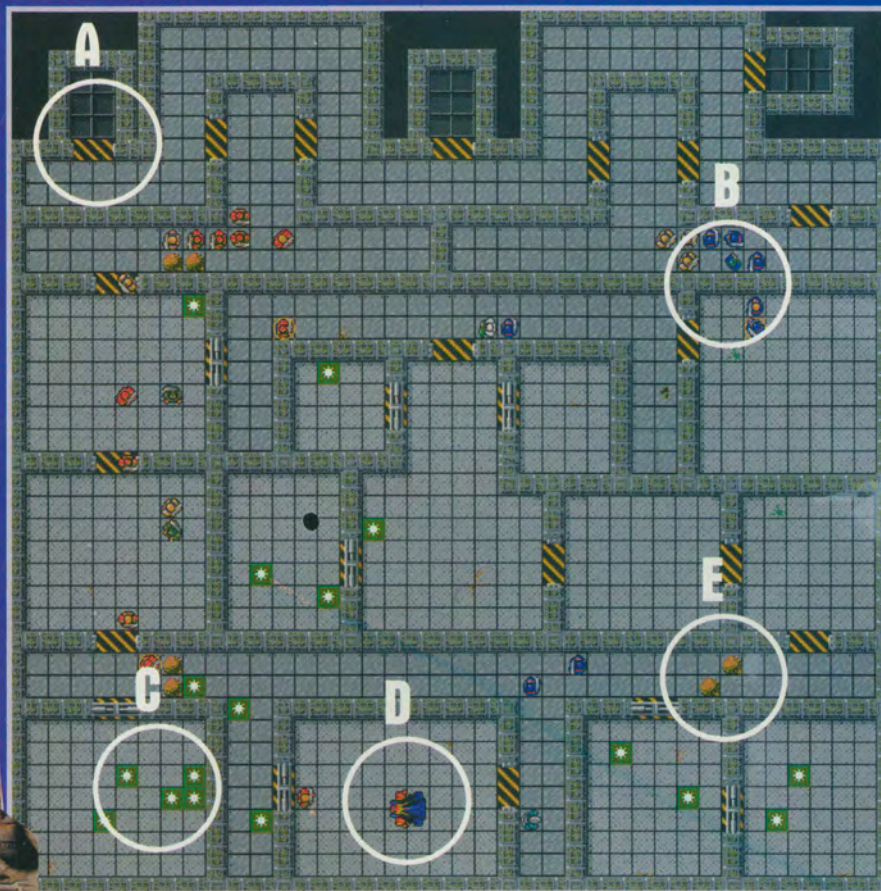
● A couple of Orks have tracked you down and are open-  
ing fire on one of your marine chapters. In this case it is  
best to use your bolters or assault cannons and not your  
missile launcher due to the close proximity of the aliens



● Bullseye! Your attacking score overwhelmed the alien's  
armour points only to leave the defenceless Ork nothing  
more than a smouldering pile of ashes. Good work, but  
watch out for the approaching Chaos Marine



# A slice of the action



**A** - Return each Marine Chapter back to its docking claw after a mission

**B** - Two Marine Chapters have joined forces creating greater firepower when confronting the aliens

**C** - Marine scans reveal the enemy hordes lurking around

**D** - The Primary Mission, the Dreadnought. One marine against this thing is futile, you'll need a whole chapter

**E** - Any obstructing rubble has to be cleared out of the way

## ACTION

£25.99

1040 ONLY



1 PLAYER

PRODUCED BY  
GREMLIN

## INFO

and attack any aliens that you come in to contact with. When you are satisfied with your strategy the alien player takes his turn - all or none of the blips will move as will the visible aliens, and nearly all will attack where ever possible.

When attacking, be it you or the computer, the same procedure is followed. Firstly, you choose a target and then you determine whether you wish to fire on it or attack it in hand-to-hand combat.

Secondly, you click on the desired icon and the computer works out the attack score - the ferocity of the damage depends on the weapon that

the attacker is carrying. Things don't end there however the victim has the opportunity to defend himself against the attack and again the computer works out the score for you whether the victim gets killed depends on the difference between the attack and defend score.

### Dogs d'armour

Each marine and alien character has a number of armour points and the difference between the score and the armour value determines whether you have a hit or a miss. Phew! Although you attack on the 2D map you actually see the action on a

3D isometric playing area. The update between screens is incredibly fast and some gorgeous animation has been included showing the playing characters firing and consequently getting blown up!

You can take your Marines to the top of the scale, but only if you're good. Are you that good? *Allie*

## ACTION ANALYSIS

With fantastic graphics and demanding gameplay, *Space Crusade* is almost perfect the only thing that seems to let it down is the immense difficulty found in actually getting anywhere in the later missions. The alien contingency seems to be, at times, bloody invincible and even after hours of gaming missions still hadn't been won. However, this could be a good thing but I suspect most will get fed up before they succeed. On the other hand though, this is far superior to *Hero Quest* in its design and is most definitely worth getting - an excellent arcade style RPG.

### LEAGUE RATING

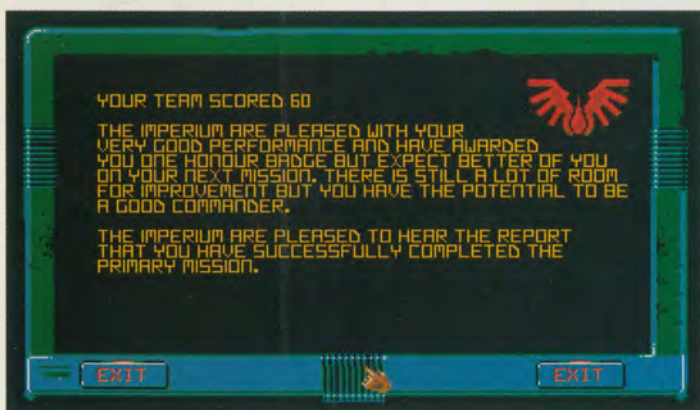
7 Elvira Mistress of the Dark

★ 8 *Space Crusade* ★

9 Obitus

ARCADE ADVENTURE

90%



● At the end of a mission you receive a debriefing from the Imperium, whether you did well or not.



COMPILATIONS

# SPORT'S BEST

**If you're feeling sporty with all the recent good weather, you could do a lot worse than take a look at the latest sport compilation...**



● In a few minutes these two guys will be beating the living daylights out of each other in the Kick Boxing ring. Is it the toughest of all sports?

## PANZA KICK BOXING

One of the finest beat'em-ups of all time is no doubt the great Panza Kick Boxing. Endorsed by Kick Boxing world champion – Andre Panza, the computer version of this brutal sport really is excellent. If you've got a one meg machine you can choose 13 moves from a selection of over 50 to take into your next fight. If you've only got a 520ST then you're limited to what you start with.

There are a number of opponents, each varying in difficulty and each holding different titles that you can take off them, right up to Panza himself and his coveted World Crown. There's an option to save your fighters to the disk too so you can carry on where you left off. Throw in training, replays and some of the best animation seen on the ST and this is well worth getting right away.



## TENNIS CUP

The only criteria for producing a good tennis game seems to be that you must have to be French! Ubi Soft have had enormous success with their Pro Tennis games, but up until Pro Tennis Tour 2, Tennis Cup reigned supreme as the number one simulation of the courts. It still has a huge advantage in two-player mode in that there is a split screen which means that no player is at a disad-



● The opponents take to the court, wish each other luck before taking their positions on the baselines in Tennis Cup

vantage as they both have a similar size court to hit at. Most of the shots you'd expect to see are in there, drives, volleys, lifts and so on, everything is catered for. There are also 32 different opponents to play against as well as an editor which will allow you to create your own opponents, thus giving the game more appeal.

## TURBO CUP

The oldest game on the compilation and the one that, it has to be said, looks like the space filler. It's a car game that does look pretty dated by the today's high standards but it does move pretty smoothly. The cars, for the most part Porches, while well drawn aren't animated that well and the game just looks a bit tacky on the whole. Going round corners is a bit of laugh as each vehicle only has a couple of frames of animation and seem to be driving around at an angle all the time.

There are four racing circuits to try out which isn't really that many but you probably won't be buying this compilation for Turbo Cup in the first place, which is probably a very good job indeed!

Paul



● The idea of Turbo Cup is to keep the car on the road. That's the brown bendy part of the screen!

## ACTION ANALYSIS

### SPORT'S BEST LORICIEL £29.99

Apart from Turbo Cup which is a bit naff when all's said and done the other two games are well worth having. Panza Kick Boxing is one of the all time great beat'em-ups of all time with its digitised graphics and sound. Tennis Cup reigned supreme over all the other tennis games until Pro Tennis Tour 2 came along. Very few compilations aren't good value for money these days as game prices are sky high – Unless you've got all the games already of course! Sport's Best Compilation is well worth saving up your pennies for if your shelves are beginning to look as bare as your wallet!

8/10





● Your energy goes down every time you make a mistake. Getting hit by a gate is definitely a mistake!



● A little bit of apple stealing never did any harm, but if I were you I'd look out for worms around here



● Well, here's the wizard. Now you've got to get him to talk to you before he'll be any help

Interesting title isn't it? No it's not a major spelling mistake either! Gobliiins has come to this country via a long route. Popular already in France where its native development team - Coktel Vision, enjoy quite considerable success. Strange perhaps that this company has yet to receive any great exposure on these shores, especially as they have classy products like this one tucked up their metaphorical sleeves.

**ST**  
**ACTION**  
**A1 RATED**

Gobliiins is a queer old mish-mash of styles. It looks like your standard Monkey Island/Lure of the Temptress type thing at first but it has to be described as a fiendish puzzle game with exceptionally good graphics and sound. Which all help to add to a completely original gaming experience.

### Pixelated Pixies

The idea is to manipulate the three goblins - Oops, Ignatius and Asgard - to complete the various tasks that will allow progression onto the next level. There are 22 in all, each one getting harder and harder and it's difficult to see

people remaining totally calm and not bashing their brains out against the telly in some orgy of frustration.

In case you're wondering why you've got all these tasks to complete, your king has suddenly flipped his bin lids and you've been enlisted to help cure him by finding the wizard Niak who is the only person in the world who may be able to find a remedy for the monarch's lunacy. Niak isn't the friendliest of wizards though and he'll have to be "persuaded" to help out.

It's probably worth mentioning the quality of the game's graphics even at this stage, because this kind of game isn't usually associated with the cartoon quality pictures and animations that Gobliiins possesses. It does stick out from the rest of the



crowd. The characters have many comic actions and stances that they perform in various circumstances - tapping their toes if they're waiting, jumping for joy if you do something right. As well as

this if you do something wrong you'll be rewarded with an amusing action like one of the guys beating himself around the head with a stick while the others look at him as though he's dim.



# GOB





● Well you're stuck yet again and there are no clues to help you. Now what haven't you done....

Sound is well catered for here with a good selection of digitized noises and I suppose what is sampled speech, although it is in language that we can't understand - fluent Goblin that is.

It's crystal clear and works really well especially in the intro where the king is tormented with a voodoo doll being stabbed and tickled and generally beaten around the room. From the second you start playing on the

opening screen you'll get the first inkling of what you're in for as you won't have a clue what to do. Trial and error is what's involved here but at least it's fun.

### Minor moan

If there was to be even the slightest quibble (and we're talking about moaning for moaning's sake here) it would be that because the game is so completely down to your own devices, it may just be too easy to get frustrated and

end up using the disks as hi-tech coasters. Having said that, a lot of people enjoy having to work things out both logically and illogically and that's why Gobliiins should get away with it.

Your team of goblins have an energy bar which is depleted each time something goes wrong or they come into contact with a baddie. Lose all of this and it's game over and right back to the start for you. To counter this a code system

## ACTION

£25.99



1 PLAYER

PRODUCED BY  
DIGITAL INTEGRATION

## INFO

has been included so you can start off at the last level you finished on. Successfully completing a level will provide you with the code for the next one which you should put in a safe place or you'll be cursing forever.

### Gobliiins' no turkey

The French are always willing to try new concepts and this is yet another example of that. It doesn't always work and they've had enough turkeys to make a handsome profit this Christmas, but Gobliiins is one of those games that's different and clever enough to still be good and keep your interest.

It could well become the classic puzzle game of all time. Only time will tell if its few flaws are what make the difference. Whatever happens you'll be burning the midnight oil getting past some of the puzzles. Paul



# GOLLIINS

The Gobliiins are here and ready to cause havoc!

## ACTION ANALYSIS

It's pretty rare to see something original these days. Be honest, most games are clones of what's gone before them. Gobliiins looks at the puzzle game genre in a different light. Excellent sound and graphics all add to making this into a game that will instantly impress you, as it did me. The gameplay is there, but as I've said it could be frustrating to some of you. Certain flaws do crop up from time to time, like the Gobliiins don't always go where you want them to, but forgive these and you'll be happy. But what are the three i's for? It's driving me insaaane!

### LEAGUE RATING

4 Pushover



5 Gobliiins



6 Klax

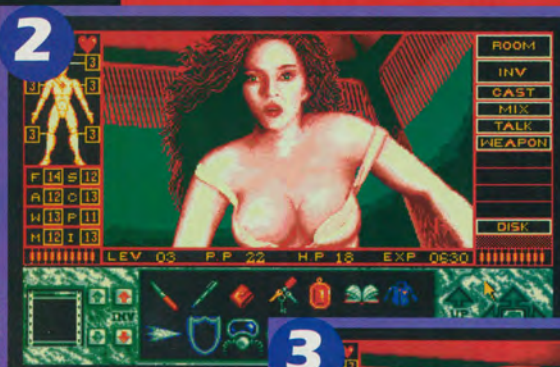
PUZZLE

86%



# Dream graphics

● The graphics in the game are of the highest standard, in the following scenes you come across a bedroom and decide to take forty winks, and so your weird dream begins...



● ...a beautiful girl appears in your subconscious and starts to remove her clothes as she begins to rhythmically move her body to a dance of passion...

● ...sadly things aren't quite what they at first appear and you will now have to wake up quickly



# ELVIRA

## THE JAWS OF CERBERUS

I must admit to having a bit of a soft spot for our heroine so I looked forward to the arrival of Elvira II with great expectations. The first game in the series was graphically brilliant and played just as well so this is gonna have to be something special to better it.

Okey, dokey, let's open up the box and see what we have. Wow, disk city or what! The first thing you can't help

but notice about Elvira II are the seven little blue disks that contain all the information you have just paid a fortune for so a hard drive is a worthy advantage.

Included in the package is a nice and informative manual, an off-disk protection system and a leaflet to apply for a hint book if you get stuck (thoughtful chappies aren't they?). After the initial problem of locating

**The buxom temptress is back and it's your job to save her...**

the boot disk and loading the game, you must first solve a little in-game puzzle that acts as the first step of the code wheel protection system. Your path is blocked by a steel gate that can't be overcome and your only alternative path leads to a

doorway that is locked. Sounds difficult huh? You ain't seen nothing yet!

The more astute of you may notice a small rock that lies just off the path that you are currently negotiating. This rock can be collected and thrown through the glass

### Faces of death

● Some of the graphics are rather gruesome. In this instance I'd probably advise the use of a Buoyance spell



● A garlic necklace would have prevented these gaping neck ornaments made by the lord of the undead



● Vicious vampire bats play havoc with your make-up in the graveyard. You should invest in a steel collar!

● Ghoulish goings on in the house have caused a slight breathing problem for our unfortunate hero







● After entering the master bedroom, you notice a blood-stained sheet covering a large double bed. There is also a small button under the duvet...

● ...you pull back the cover to reveal a recently mutilated corpse. He appears to be clutching a bunch of keys that might come in handy...



2

● ...A grab for the keys does you more harm than good as the ghostly apparition attacks you with its undead powers



3

partition in the locked door, thus enabling you to enter. You are greeted by a small desk, a coat stand with some clothes hung on it and a cupboard door with blood and guts spread all over the handle.

### Dead on arrival

Upon closer examination of the door, you turn the lever and hey presto, a blood soaked corpse slumps out onto the floor. This hunk of meat turns out to be the poor guard who appears to have met with an unfortunate accident with a meat cleaver! After choking back the bodily fluids that strain

to be released from the pit of your stomach, you kneel down and unhook his key chain. The first part is now almost complete.

After you have perused the noticeboard, you notice a control panel that looks as though it could have something to do with the security gate. A click later with the mouse button and your suspicions are confirmed as a keypad and key-hole appear on the screen. Instinct tells you to enter the key and press the button. Your next task is simple: match the pictures and words with the codewheel

**1ST ACTION**  
**AT RATED**

and you will be granted entry past the gate and your real mission can begin:

As you have spent most of your life jumping from one job to another, you get to choose your occupation from one of the four available as you attempt to rescue your sweetheart; Stuntman, Private Eye, Programmer or Knife Thrower. Each profession has been allocated a set number of statistics that will decide how well you can cope and adapt to certain, how shall we put this, pressures. The skills include: weapon proficiency (how good you are

with a weapon), accuracy (can you hit what you aim at?), will power (hero or coward), strength (Samson or Marjorie), constitution (the number of hit points you can receive), intelligence and, most importantly, power points (your ability to cast spells). Your stats will rise as you gather more experience by solving puzzles and winning fights.

### Search for a star

After you have chosen your starting job title, you can then go on to the entrance to the Black Widow Studio and begin your search for your loved one. Upon entry you are greeted by a foyer, a lift and three doors. The foyer contains nothing much of interest but it does allow you to familiarise yourself with the extremely easy-to-use control system.

The lift will grant you access to floor two and the basement (you are already on floor one). The basement is where the boiler room is located and also plays host to the Indian janitor.

The second floor is just a long corridor with half a dozen or so rooms

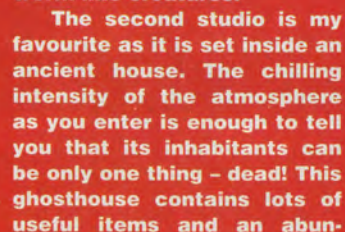


● Many of the studio inhabitants will take the time to speak to you even good old Henri, the mild-mannered janitor stops you to have a word about the evil in the house



● Oh joy! This is the chance of a lifetime. This is where Elvira changes clothes after every scene. Various items of lingerie are strewn about all over the place





dance of ghastly undead things to entertain you as you explore the place. The last set is a deserted path that goes through the centre of a bat-ridden graveyard to eventually stop at the oak door of a church. Inside you will find all the holy requisites to elicit proficient spell casting. You will also find a priest who might have been able to offer you some advice if only he were alive!

All of your actions are carried out via the mouse and a series of on-screen commands. The main playing area is divided up into sections that enable you to get a clear picture of what's going on and clicking on anything will bring up a small description and present your options to you. The majority of the screen shows your where-

*If you manage to forget about the occasionally tiresome disk swapping and concentrate on the program itself, you realise that you have a brilliant game on your hands. As expected, the graphics are as visually stunning as the first Elvira and the backgrounds are as well detailed as they can be without becoming overpowering. The gameplay allows natural progression that strongly challenges. The only low point is a rather monotonous tune that plays throughout the game and can't be turned off. Still, this an essential purchase, buy a copy at all costs, you'd be a fool to miss it.*



## ADVENTURE

# 90%

The most basic of spells can only be cast if you have managed to acquire three necessary items. The first is the spellbook that Elvira will give you at the beginning of the game (what do you mean the one you burnt in the incinerator!), next is the red

Each spell is listed in the manual, as are the correct ingredients you need to cast them, the amount of spell points it will burn up every time you use it and what level you must be to be able to mix the spell.

If you don't fancy your chances with the spell side of things, you can always take the old fashioned method of hacking them to bits with a meat cleaver. Combat is also divided up into four varying degrees that offer different risks and abilities to hit. Jason

**Jason**

The screenshot displays the game's interface for 'The Legend of Zelda: The Wind Waker'. The main view shows Link standing in a room with a brick wall, a sink, and a fire. Numbered markers 1 through 6 are placed on the screen. The top left shows a mini-map and a list of items. The top right shows a list of actions: ROOM, INV, CAST, MIX, TALK, WEAPON. The bottom shows a status bar with LEV 05, P.P 02, HP 23, EXP 1458, and a compass.

- 1) Your health is displayed by these figures that deplete when you get hit
- 2) These numbers denote your ability to perform various tasks
- 3) An inventory screen is available at all times to see what you are carrying
- 4) The arrows control your movements around the studios
- 5) Maybe the professor could offer you some help if you were his assistant?
- 6) Helpful commands will allow you to pick up the things you find

**£24.95**

**1040 ONLY**

## 1 PLAYER

**PRODUCED BY  
ACCOLADE**

## INFO





# Magical Medieval Adventure

# Gobliins

*Join three mischievous goblins in their hilarious medieval world and solve a myriad of original mysteries.*

AMIGA - £25.99  
ATARI ST - £25.99  
IBM PC - £25.99  
PC (256 VGA) - £29.99  
(hard disk only)

*DreamFactory*



PC Screen Shots

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**COKTEL VISION**





● Taverns can be a valuable source of information and friends, as well as enemies trying to chat up the barmaids

# ISHAR

**Enter the legendary fortress of Ishar as you Role play your way through Silmarils' latest RPG...**

**ACTION**

**£29.99**



**1 PLAYER**

**PRODUCED BY  
DAZE/SILMARILS**

**INFO**

**R**ole playing games seem to be in vogue at the moment. We've already got reviews of *Legend* and *Elvira II* elsewhere within these pages. Silmarils had a minor success with a game called *Crystals of Arborea* last year and have attempted to follow it up with *Ishar - Legend of the Fortress*.

A lot of the features that made *Arborea* different from most other RPGs are incorporated here too and for that reason there are a lot of similarities between the two games.

A similar viewpoint and perspective is used and as you can see from the screenshots the graphics are incredibly detailed. If you take into account that the view changes with every step forward

that you take and also that you can turn round to face in any direction, you have the possibility of seeing over 100,000 views. Pretty stunning stuff eh? The adverse effect of this is that there's an awful lot of wandering around to be done and sometimes it does seem as though it's pretty aimless as you can lose your bearings quite easily in what is, after all, a huge terrain.

## Map reference

You do have a map to refer to, which will help you out but you need to have fairly good orientation skills to be able to find your way about without any problem.

Going back to the graphics, they are all 32 colours which is unusual as most ST games tend to plump for the easier 16 colour



● Any of the characters in the game can be talked to, but not all will want a friendly chat



● The map may come in handy when you get really lost in the wilderness, just like an A to Z on the M25





● In this guild gaining spells is the name of the game, in the end it all boils down to what you can afford

option rather than to try something trickier. It's because of this that they are so pleasing to look at, but this tends to be a factor with most French games.

As the destruction of the fortress of Ishar is the main objective, recruiting some extra members to the party is probably a good idea. While wandering around you can expect to encounter many different characters, some of whom will join your forces without much persuasion, while others will need a little more cajoling.

### The party's over

The maximum number that can be in the party is five but these members can be killed off and replaced as necessary. A lot of RPGs allow unlimited saving so if a character is lost all you have to do is reload and continue on. In Ishar though there is a novel way of avoiding this kind of "cheating". Every time you save it costs you 1,000 gold pieces. This means that continuous saving is not a very good idea.

Unfortunately you can't save the game if you have to go out. You have to go round collecting extra cash first. This can obviously become a hindrance if a save becomes necessary but it does encourage character growth more openly than in a lot of other games.

As with all of Silmaril's games the sound has been well looked after. Upon loading a very good piece of sampled, tracked music

will begin which sounds like a tune you'd hear in a film such as Spartacus or any other epic.

An impressive part of the game is the way the sub-plots work. In one of the extra quests you have to take the daughter of a chieftan back to her tribe, but when you get there she's already fallen in love with one member of the party. This companion of yours must then be killed by you before the girl can return but if the character is well liked you may face a mutiny from the rest.

Ishar, The Legend of the Fortress is a fine addition to Silmaril's growing RPG collection. **Paul**



● In this house you can get your hands on certain useful medical utensils

## ACTION ANALYSIS

*I enjoyed Crystals of Arborea and this is a notable follow up. The wandering around aspect isn't going to appeal to everybody, there's a certain type of gamer who prefers this sort of thing, and the game is not all non-stop action, but everything in it works well, the screen update is relatively quick which is vitally important. I don't like the expensive way of saving games which means you can't perform a quick save if someone arrives unexpectedly. It's a good idea in theory but it can be downright inconvenient at times! There's a good game in here it just needs uncovering. There are definitely enough places to get lost in!*

### LEAGUE RATING

5 Crystals of Arborea

★ 6 Ishar ★

7 Shadow Sorcerer

RPG

84%



● This appetising young wench is more than willing to join your party

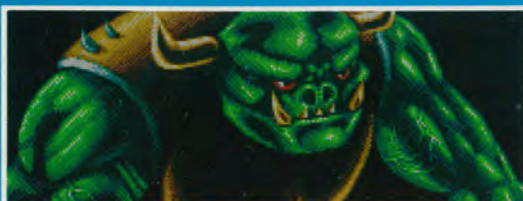


● This bridge is the only way across here so finding it quickly is of the utmost importance

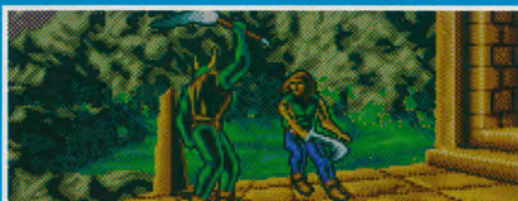


● The houses and cities can all be entered and inside you will find a wide variety of equipment





● Deformed creatures rise as the power of the evil one spreads through the land. Innocent village folk are mutated into foul creatures craving death and destruction



● Newly created minions of evil set about the other inhabitants of the village. Their inhuman strength and the will of their master is enough to drive them to victory



● Worried locals talk about the coming of four heroes who will be victorious against the evil



● Your warriors go into heated battle as the wizard tries out one of his magic wands. The effect causes them to attack themselves



● After discovering the stairs to another level, your wizard seems to be slightly disorientated as your assassin will soon find out

The everlasting battle between good and evil is something that will always be evident as the world grows and this is what makes it such a great platform to base an adventure game around. Most of us love the chance to don our embroidered robes and take on the role of a mystical wizard, or get out the old loincloths and portray the muscle bound hero.

### Isometric conversion

The next in a long line of successful isometric 3D adventure games including the likes of Space Crusade and Hero Quest is Mindscape's Legend. Although similar in style, Legend offers

a very welcome change with a combination of strategy and exploration.

You have been chosen to lead a party of great warriors on a mission that must succeed. The beautiful land of Trazere has been over run by a strange and malevolent force that is transforming the inhabitants of the city into hideous roaming monsters intent only on two things, death and destruction.

After the King sent word of their plight, four legendary men appeared from the corners of the realm to offer their services. From the North came a skilled killing machine in the shape of a mighty Berserker warrior. The South boasted a Runemaster

armed with magical spells. A Troubadour with the ancient songs of the Bards came from the West and an Assassin, skilled in stealth, agility and cunning came forward from the East.

### A new challenge

Upon loading, you will be asked whether you wish to load a save game or enter a new challenge. Choosing the 'new game' option will take you onto the character generation screen. From here you get to decide who will be in your party, what gender they will be and which of their skills will they be most proficient at. Your 10 ability scores can all be slightly altered by changing the four

elements. However this doesn't result in a very significant change.

Each of your abilities will affect a part of your game as you progress. Your dexterity will determine how quickly you move in combat, a high constitution will award you more hit points and offer greater resistance to magical attack and so on. The rest of your stats are divided into defence factor, armour class, strength, intelligence, speed, luck and hit points.

Once you are happy with your quartet, you can get into the action. The game is divided into two parts - the isometric 3D section and the strategic map. The isometric stages come into play when

YOUR LEGENDARY  
GROUP OF  
HEROES!

BERSERKER



● Berserkers are warriors who master the art of close combat. They excel at all forms of weapon use and are suited to any sort of armour. Their special skill allows them to enter Berserker mode where their damage is increased considerably

RUNEMASTER



● Incantations and spells are the Runemaster's life. He isn't much cop with any weapons except daggers, and armour proves too much of a hindrance but, given the right ingredients, he can be lethal with his magic spells and potions

TROUBADOUR



● Bardish melodies are where the Troubadour will be at his most useful. He has many songs at his disposal that can be used in combat to increase your party's vital statistics such as restoring hit points or improving armour class





● They arrive as though they can smell the evil in the air. A great warrior, a wise runemaster, a worldly Bard and a agile assassin. This is the party that will thwart the evil

you are asked to enter a dungeon or a cellar. The world map is always in use, unless you are negotiating one of the dungeons.

The world map is shown as a detailed portrayal of your country at war. All the neighbouring towns and keeps can be visited as they will be the source of valuable information as you go about your quest. All movement on this screen is done via the mouse and a simple click on one of the towns will bring up its name and whether it is enemy occupied or not.

### Doing the rounds

Entering the various establishments that can be found dotted around the playing area is the only way you are going to get ahead in this game. The various taverns are a local source of gossip, the blacksmiths will provide you with sturdy weapons (for a price) and the magic users will offer to sell you objects with magical capabilities.

Your main aim on the map screen is to keep your four outposts well stocked with soldiers so that they can defend their particular sections of the map. Gold is the only way to do this and you will need lots of it if they are to succeed. As the evil forces mass, they will form moving armies that will try to occupy some of



● As you get into the middle of yet another battle, your wizard tries his hand at a spell he recently concocted. Seems a bit miss directed, don't you think?



● A detailed map screen shows you that the blue banners of your armies are going strong. They will try to reinforce some of the other keeps

### ASSASSIN



● An Assassin is a master of stealth and agility. He has the ability to hide in the shadows and attempt to backstab his opposition. A successful backstab will triple the amount of damage inflicted on your opponent and can sometimes be fatal

# LEGEND

**A game of wizards, warriors and lots of fighting but is it the best RPG ever?**





your smaller cities. This will give them a place to gather and attack your capital in strength. Giving cash to the keeps is the only way to thwart this as your armies will become portable and meet the enemy soldiers and battle to the death. You can try to defeat the banners yourself but this isn't advised until you reach a later stage in the game.

Entering either the city of Triehadwyl or one of the other available capitals will bring up a menu that allows you access to a series of services such as information or shopping facilities. You will occasionally be allowed to enter a dungeon complex as well, where the game style will change considerably.

Your party is shown individually in the dungeon and each character can be manipulated to perform a number of tasks from opening doors to fighting creatures. Virtually everything in the dungeons can be searched and this is quite a good plan of action as some of the more tricky objects you will need later are very well hidden.

### Magic weapons

Some of the objects you will find are magical and others will be the run-of-the-mill standard weaponry. The weapons can be used by each character but some of the objects with magical properties can only be used by your Runemaster.

Your stats and skills will increase as you progress and begin to uncover more about the land. Winning battles and solving certain puzzles will award you with valuable experience points that are the key to better adventuring. Your abilities increase as you experience more of the wonders of the dungeons.

Everything you encounter in the dungeon will maintain a hostile attitude towards you. This is unfortunate but at least you won't be taken by a surprise attack as you should be expecting hostility. Anything dropped by your defeated adversaries can be collected and will usually come in handy later on in another part of the game.

Keys and levers play a major part in the dungeons. Certain doors can only be opened if you have the correct key in your possession and some levers must be pulled in order to reveal a certain thing or place that

will allow you to continue. As with most games of this ilk, spells play a major part in your quest. The system is complicated at first but soon becomes clear after practice. Each spell is made up of a series of runes and ingredients to be cast together to create the final potion.

Another nice thing about the spell system is the ability to multi-task your spells so you can think ahead. For instance, you can conjure up a spell that will fly towards the target, dispel any magical protection they may have, paralyse them and then cause loads of damage. This is invaluable in the midst of combat.

Also each character has a special ability that can be called upon when needed. The Berserker will enter 'Berserker Mode' when in combat and causes tons of damage. The Troubadour plays 'Bardish Melodies' that

## ACTION

£34.99



1 PLAYER

PRODUCED BY  
MINDSCAPE

## INFO

offer anything from protection to increased strength. The Runemaster casts a previously prepared spell and the Assassin has the ability to 'Hide in Shadows' and perform a backstab which triples his attack damage. Jason



● Spells have to be mixed via this screen. Your runes are displayed in the top right corner and your ingredients can be found in a strip along the bottom

## ACTION ANALYSIS

Wow! What an absolutely smashing game. First of all, let me bring the brilliantly atmospheric graphics to your attention. Just look at the detailed sprites, the beautifully intricate backdrops and the almost human animation. The next thing is the eerie sounds as you open the doors and a nice intro tune as well. The last thing to mention is the spot-on playability. Not too difficult progression is made possible with a bit of thought and this just puts the icing on the cake so to speak. A brilliant game that will envelope you with its magic for months to come.

### LEAGUE RATING

! LEGENDARY STATUS !



1 Legend



2 Bard's Tale

RPG

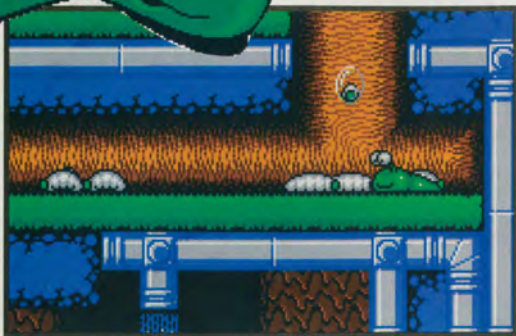
93%



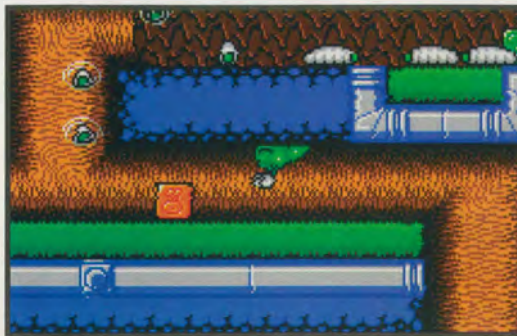
# STEG THE SLUG



**More mucus than anyone could handle. Will Steg enter the nation's consciousness as Dizzy did?**



● One of the grubs is on his way skywards, caught in a Steg bubble, during this early part of the second level



● Upside-down-Steg using his expertise at sticking to things and generally sliming around the levels

**S**omeone at Codemasters is pretty switched on. All of their games are original titles. However since the success of the Dizzy titles they have twigged that the public just lurve a cute central character in an eponymous game.

Following the principle that this is much better than some faceless chap in a shoot'em-up we've had Dizzy, then Little Puff, Seymour and even some chap called Spike. So what is their latest offering? A sloppy, slimy sloppy slug called Steg (a new breed of hero?).

In a very nineties kind of way this Steg character is head of a one parent family. It's just him and his five T'yungunz versus the world. Steg has the sole responsibility of feeding and looking after these T'yungunz, having to go out and herd tons of grubs in the right direction so that they don't starve.

The more astute among you will have spotted a game in that last paragraph and you wouldn't be

wrong. The trick is to control Steg and make him guide assorted grubs to the T'yungunz.

## Stegs legs

The problem is that as Steg doesn't actually possess any appendages things are a little tough. The only thing he can do is blow and, if he builds up enough breath, he will blow a bubble. This bubble will entrap a grub and send it floating off skywards until he hits an obstacle.

If the obstacle is smooth then the bubble will just stay there, if it is sharp then the bubble will burst and the grub will fall straight down until it hits something.

The ten play areas get gradually more convoluted as you progress through the game, but they all have common features. These include fans that blow the bubbles off course, pipes that the bubbles get sucked along and spikes that, quite obviously, pop the bubbles.

Often the ones that don't help or seem undodgeable can be turned off with switches, or a switch might

shift a bit of landscape that opens a new route. Also littered around the play area are some bonuses and quite a few Acme Bionic Bitz and Pieces pick-ups.

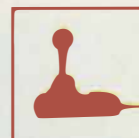
The bonuses will give energy and points, but might not be very good for you. The bionic bits are superb. Legs that allow Steg to walk and jump, a Rocket Pack for flying up and down shafts, but you have to be careful not to fry the grubs as you come into land.

So what you have is a damn fine puzzle game for eight quid, the levels aren't that difficult but the trick is to get the grubs to T'yungunz before they die of starvation. Have you the skill to run around and get the grubs to T'yungunz?

**Julian**

## ACTION

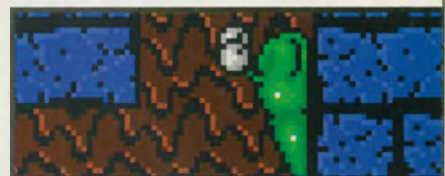
**£7.99**



**1 PLAYER**

**PRODUCED BY  
CODEMASTERS**

## INFO



## ACTION ANALYSIS

*Steg looks as though it will follow Dizzy and CJ into the hallowed halls of budget stardom. The main character endears himself to you very quickly and you feel duty bound to work as hard as possible, this is part of what makes the game so addictive. The other element is that while the level designs are simple, timing is crucial and you can often be tantalisingly near to success only to plummet head first into abject failure. Graphics and sound aren't really special but this is still highly recommended as it's a budget game though, it won't go into the Super League.*



**87%**



● Wow! Metallic stuff, but roboSteg and his legs can cope with a Teflon surface



# SAMURAI

As wargames become more popular, let's take a look at Impressions' latest offering...

## ACTION

£29.99



2 PLAYERS

PRODUCED BY  
IMPRESSIONS

## INFO



● Battlefields see many deaths before the day is ended. But in this game it's all about dying with honour

The world of the wargame is considered by many regular gamers to be a no-go area. "Oh, that's not my type of game" and so on are things that can often be heard around the shelves in the computer shops.

Impressions are continuing to battle against this kind of prejudice by making their games better looking, both with packaging and graphics than most of their kin before them.

### Simple Samurai

The company had, let's be honest about it, a distinctly average start with several distinctly average products, limited in their appeal to the more dedicated breed of wargamers. Now, with more people looking for something other than arcade games to test themselves with, Impressions seem to be timing their attack on the market just right.

The assault continues with *Samurai - The Way of the Warrior* which carries on the trend of generally prettying up the way this

type of game is presented, and making it as easy to play as possible. True, this might well put some of you more dyed-in-the-wool wargamers off a little, but I suppose that's the price you have to pay if you're trying to spread a game to a wider audience.

For the record *Samurai* is set on the Japanese island of Honshu in the 16th Century and puts you straight into the role of a "Daimyo", or one of the lords who owns a small state. It is your intention to take over the entire island by defeating the other warlords on it. To do this you must use your money to create armies which will then be good enough to beat up your opponents.

### Cunning Katana

Once your army encounters an enemy force you will be taken to a close up view of the battle. From here you will be able to choose which classic Samurai formations you want your men to adopt and then fine tune it and adapt it as the situations in the fight change.

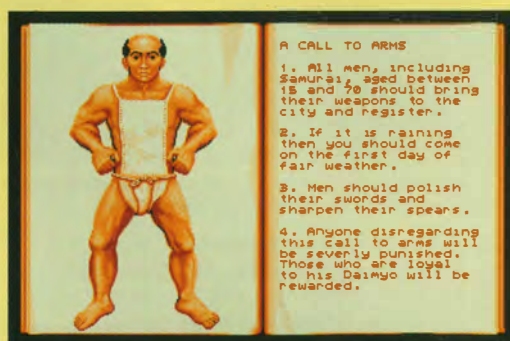
At any time you'll also be able to bring up the numbers of casualties that both sides have so far suffered and make a decision on whether to fight on or run like hell.

These battles can be pretty long-winded but it helps to turn the tide if you can be bothered to control it yourself. The graphics on this one are of a pretty good standard but sound is more dodgy. Every time a soldier fires a musket a noise not dissimilar to a land mine going off in a gunpowder factory blasts through your screen.

Wargames for everyone. Well we're definitely getting a bit closer to that possibility!

Paul

● Your men are called to arms ready for the ensuing war. Every fit man must report (Right)



● The island of Honshu (pictured above) is Japan's largest island and the location of your struggle for dominance. What a smashing place for a bloodbath

## ACTION ANALYSIS

One of the first games I ever reviewed for STA was *Blitzkrieg* by Impressions some 18 months ago. The distance they've travelled since then is enormous. My main gripe with *Samurai* is that it's similar to some of impressions' other titles, just tarted up a bit. If you give wargames a chance, it is stupidly easy to become absorbed in them and the tasks they set. This is certainly a good entry level as you can alter the difficulty considerably to suit your needs. This along with *Fighter Command* is probably one of Impressions' finest games to date.

### LEAGUE RATING

18 Dreadnoughts



19 Samurai



20 Breach

STRATEGY

77%







● Now you can choose to compete in a single race or go all out for the full championship season



● So that's what those crash helmets are for. Time to get the aspirins out to cure that nervous headache



● Two player mode and you've got the split screen. Now you can compete against your mates

# HOT RUBBER

**Tear away from the starting line at breakneck speed with Palace's latest...**

**Y**ou know how it is when you're having a really good day, the sun is beating down and you haven't got a care in the world - except for the one nagging thought at the back of your mind that you've got to review Hot Rubber sooner or later.

Hot Rubber (and we could do a million jokes about what a game called Hot Rubber might be about) is the latest racing game to hit the ST shelves and unfortunately it isn't very good.

There's no doubt that the first thing you'll notice is the packaging. Palace caused a bit of a furore a couple of

years back when they were accused of being sexist when they used a scantily clad Maria Whittaker on their boxes. Hot Rubber also has an attractive young lady plastered all over the box, this time dressed in bike leathers and very little else. If you're looking for some new wall coverings, you could do a lot worse than pinning up the poster that is included too!

Whether this alone will be enough to sell the game is debatable but let's get down to the nitty-gritty.

## Motor music

The music that accompanies loading is really nice and sets the scene well. In fact the whole presentation is good until you get to the race part, which I'm sure you'll agree is a pretty major part of the majority of race games!

From choosing the bike to selecting the track it's only when you actually start controlling the bike you realise that there's quite a serious problem. The controls just aren't up to it. The slightest twitch of the joystick flings your machine from one side of the road to the other. Cornering can be quite tragic when this occurs.

The actual race graphics are fast and smooth but for the most part pretty bland and uncolourful. There's an option to play in a two-player mode with a split screen. This feature enhances the gameplay by throwing in a little competition but it doesn't make the control faults go away which is a pity. *Paul*



## ACTION

**£25.99**



**2 PLAYERS**

**PRODUCED BY  
PALACE**

## INFO

## ACTION ANALYSIS

The major flaw with this game is the game itself, if you follow my meaning. It's fine up until you start the race but once the novelty value of watching your rider thrown off again and again wears off you'll be a bit upset with parting with £25.99. It's quite probable that you could become proficient at the game with a lot of practice. You may even learn to forget about the controls, but even if you do you'll probably still lose interest quickly in what is a distinctly run-of-the-mill game with a pretty girl on the box to help sell it. There are better games out there!

### LEAGUE RATING

27 Badlands

★ 28 Hot Rubber ★

29 Super Monaco GP

**RACING**

**58%**



## THE HOME COMPUTER

Over the last ten years, the computer has established a permanent place in the home, and the number of home computer users increases dramatically every year.

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**What about Multi Media?** It is now possible to create, reproduce and store sound using your home computer thus enabling you to unleash your own musical creativity and improve your musical performance. Video and visual interfaces are another rapidly developing field where you can edit and change your home videos.

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# FOOTBALL CRAZY

**With the European Championships now upon us we thought you'd like the chance to feast your eyes on some of the best ST football games available. We've spent hours slaving over a hot ST to bring you the definitive guide to soccer for your Atari.**

**As well as this brilliantly up-to-date guide, you also get to see the reviews of some of the latest games that are vying for the crown Kick Off 2 has held for so long. Will any of them be successful? Turn the page for the answer!**





# CHAMPIONSHIP

**Domark try their hand at football management. Will it be a classy opponent or will it suffer at the hands of the big league names?**



● This screen allows you to choose which team you are going to manage from a choice of four divisions



● Before you begin a full season, you can challenge any team to a friendly match to see how well your players cope



● An important section is the team tactics screen. You can choose your style of play and even issue a captaincy





# MANAGER

Everyone seems to be trying to cash in on the football craze at the moment. There's a big battle going on between Sky BBC1 and Granada over the rights of coverage for the new Premier League games and the computer industry has seen an abundance of football sims released including Domark's Championship Manager.

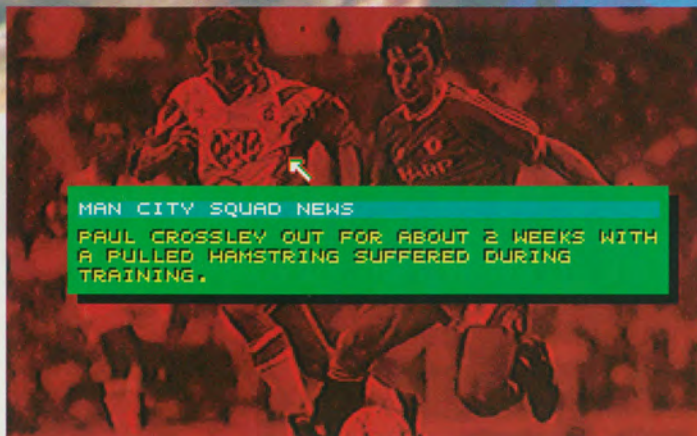
Based around the usual league and cup season, you fall into the shoes of a dodgy fourth division Manager who has to take his team of no-hopers up through the divisions to financial security. With a weakened squad of players and a less than competent coaching staff, you're gonna have your work cut out for you, if you're going to make it.

## What a great set piece!

After you have sat through the initial game set up (which takes about six minutes as in Player Manager) chosen your team and input your name, you will then be presented with an options screen that will become your lifeline to the game.

From here you control everything from team selection to club finances. The first thing you must do is see how good your opposition is. This helps when you are choosing your team and tactics for the match. When you have chosen your squad, it's time to go to the match.

The actual game is displayed as a series of bars that indicate your defence, midfield and attack. The more chances you have, the higher



● A report will be issued at the end of each match. It will detail any major incidents that have happened to your players, staff or opposition

your stats will go. Goals and other important pieces of info such as fouls and dismissals will be shot up on the screen along with any repercussions you might acquire. After you have suffered defeat or grasped victory, a stat screen will come up giving you a detailed numeric account of your players and how well they performed. This acts as a kind of guide to who you should play in the next game and who should be stuck on the transfer list. Each player has a series of statistics that give you an idea to their abilities.

The various numbers will tell you how fast a player is, what their best points are and whether they have the stamina to survive a full match or not. A player with high numbers will cost you more on the transfer market but they will be worth it on the pitch.

As expected, you have the financial backing of your board of directors when it comes to purchas-

ing more players to strengthen your squad. Playing in the transfer market can do wonders for your team but you can also get stung pretty heavily if you're not careful. Keep an eye out on their statistics before you part with the cash.

Another appealing feature is the ability to change your job should the chance arise. You are not tied to one club as is the norm with most management games. More lucrative job offers may come from other clubs if you are doing well and, on the other hand, the board could sack you if you are not living up to their high expectations.

Jason

## ACTION

£25.99



1040 ONLY

4 PLAYERS

PRODUCED BY  
DOMARK

INFO

## ACTION ANALYSIS

Championship Manager should be commended for the incredibly detailed statistics it has to offer. Everything you can think of may be completely checked out before you make a decision. The graphical side of the game is hardly worth mentioning, you get one of 10 digitized pictures behind every screen. The gameplay is very engrossing and you'll soon watch the hours fly by. If I had to gripe about anything it would be the inclusion of fictitious player names but don't let this stop you buying what is a thoroughly enjoyable, stat-packed management sim.

### LEAGUE RATING

10 Advantage Tennis

★ 11 Championship Manager ★

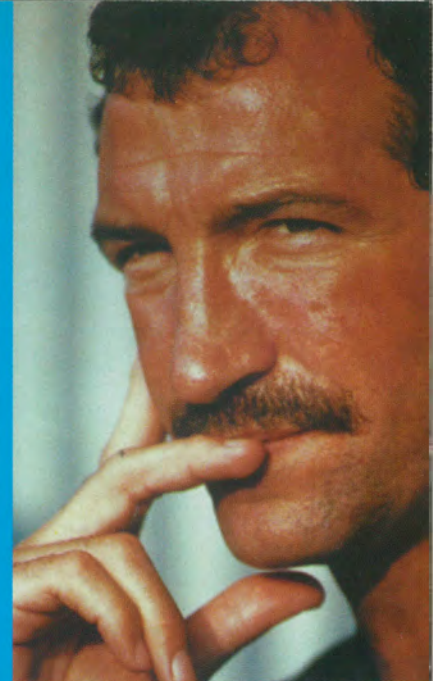
12 Tennis Cup

SPORT AND LEISURE

86%

Man City Squad													
Trns		Staf		Leag		Fixt		Accs		Info			
ALLEN G	MA C	ORMSEY S	MA R										
CHAMBERLAIN R	D C	PASKIN F	D R										
CROSSLEY P	MA R	PEARSON D	G										
GATES J	MA C	PHILIPS A	A LC										
U GATES M	D C	ROBSON M	MA C										
GROVES P	M C	ROCASTLE J	A RC										
HACKETT S	G	SELLARS K	D C										
HACKETT G	MA RC	SHIRTLEIFF L	D L										
HAY I	MA L	SUMMERFIELD F	MA L										
HOLDSWORTH S	MA L												
JUDGE B	MA C												
MILLAR K	D C												
MILLS C	MA C												
01	02	03	04	05	06	07	08	09	10	11	12	14	CLR SWP
GOAL	DISP		AV R		PREV		TACT		OFFS				
DONE				DEFS				MIDS				ATTS	

● Choosing your team is an important part of the managerial structure. Better hope your new signings were worth the money





SEEDINGS			
1. BRAZIL	17. HUNGARY	33. HUNGARY	49. JERSEY
2. FRANCE	18. GERMANY	34. GERMANY	50. JERSEY
3. ITALY	19. N. OF IRELAND	35. N. IRELAND	51. N. IRELAND
4. ENGLAND	20. NORWAY	36. NORWAY	52. NORWAY
5. SPAIN	21. SWEDEN	37. SWEDEN	53. SWEDEN
6. NETHERLANDS	22. DENMARK	38. DENMARK	54. DENMARK
7. ARGENTINA	23. GREECE	39. GREECE	55. GREECE
8. SCOTLAND	24. CZECH REPUBLIC	40. CZECH REPUBLIC	56. CZECH REPUBLIC
9. BELGIUM	25. POLAND	41. POLAND	57. POLAND
10. SWITZERLAND	26. CROATIA	42. CROATIA	58. CROATIA
11. AUSTRIA	27. SLOVAKIA	43. SLOVAKIA	59. SLOVAKIA
12. CZECH REPUBLIC	28. SLOVENIA	44. SLOVENIA	60. SLOVENIA
13. GERMANY	29. ROMANIA	45. ROMANIA	61. ROMANIA
14. POLAND	30. BULGARIA	46. BULGARIA	62. BULGARIA
15. HUNGARY	31. GERMANY	47. GERMANY	63. GERMANY
16. ITALY	32. ITALY	48. ITALY	64. ITALY

● Here are the 64 teams that will all take part in the tournament. Choose a higher seed for success



● Your formation could decide the overall result. Check your players are in position every time



● From this screen all the setting for the games can be altered including the pitch and controls

# STRIKER

**Striker mounts a serious challenge against the league champs...**

**W**ho'd have thought that the game of, not kings, but working class lads would be such a popular theme for computer games. For some reason everybody wants to take the title of "Best Football Sim Ever" from Anco's Kick Off 2.

Now with this month's European Championship's upon us there's the usual scramble to get top spot in the charts and Rage's Striker is going to be right up there among the pack leaders. Known to you and me better by the name Special FX, this is their first game under the Rage banner, so how does it compare with its competitors?

Well, after all, it is a football game and so this review will be totally devoid of plot, heroes, dragons, swords, cars and most of the regular computer game paraphernalia. At the end of the day it's all

about what happens on the park when those 22 men meet and battle it out to get that ball in the back of the net... Jimmy.

## South American stand off

There are 64 different teams from all around the world included, so if Brazil and Guatemala playing off is what takes your fancy then there's nothing stopping it taking place. All the teams included are seeded with squads like Germany and Brazil being among the best and Costa Rica and Ecuador at the lower end of the pile. The differences between good teams and bad teams for the most part are speed and ball control. The German players are probably the fastest in the game and playing against them will usually result in them streaking away constantly from tired defences. It's all

too easy to compare every footy game to Kick Off 2 but Striker at least tries to get away from the now standard overhead view. Anyone who's seen John Madden on the Megadrive or the 3D view on World Class Rugby will know the kind of 3D 'behind-the-goal' viewpoint that this game adopts. It may seem strange at first but the idea does work quite well. This is helped by the speed of the game which is pretty quick, all things considered and the way the players zip around the pitch causes no problems whatsoever. The control method also differs from Kick Off in that the ball doesn't fly around all over the place and to an extent stays with your man. This may be seen as backward step by some but Rage have tried to prevent this by allowing you to change



just exactly how much the ball sticks to you in the first place. Okay so those fancy dribbling manoeuvres are out of the window, but some of the runs do look quite dazzling with practice.

## Going for goal

There is a comprehensive options set-up which allows you to do things like change the pitch detail to speed up the proceedings, as well as the more standard stuff like lengths of halves and so on.

The game can be played with two players so long as you've got a couple of joysticks handy, but if a one player game is what you're after then you can enter the tournament mode. Here, all 64 teams are pitted against one another in a six round knockout cup competition where each round gets progressively harder to get through. Get to the semi's and the going will be tough, get to the final and it's time to struggle.

On the sound scale there's everything you'd expect these days including sampled crowd sounds, whistles but none of those annoying Brazilian drums, which is a smart move. All in all the sound is nothing spectacular, but then it is only a game of football isn't it?

**Paul**

● The ultimate test of nerve and skill for Goalie and Striker; the penalty







● Pressing "I" during the match will bring up statistics such as Time in Possession

## ACTION

£25.99



**2 PLAYERS**

**PRODUCED BY  
RAGE**

## INFO

● The keeper shows his flair and dummies the ball between his legs



● After a goal you can automatically have an action replay. You can also access this at any time during the match, as well as fastforward and rewind past events

## ACTION ANALYSIS

It's not fair to compare Striker with Kick Off 2 as, though they both may be about soccer they are totally different, each with their own plus and minus points. It's like comparing Xenon 2 and Silkworm just because they're both shoot'em-ups. Graphically and sonically the game is impressive and the 3D viewpoint works well. I really enjoyed playing Striker, it was instantly playable and didn't require months learning to trap the ball and so on. Kick Off 2 is the game for the footy connoisseur, Striker can be played by anyone who just wants to give it a go.

### LEAGUE RATING

6 Speedball

★ 7 Striker ★

8 Advantage Tennis

**SPORT AND LEISURE**

**86%**

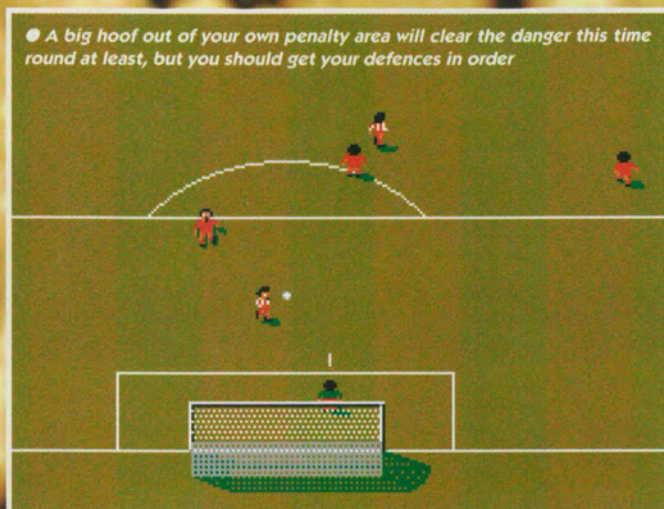


● The formations can be changed at any time during the game as well by pressing the Function keys, F1 payer one and F2 for player two



# SENSIBLE SOCCER

**Mega lo Mania was their last hit. They've got Cannon Fodder on the way. Now let's look at Sensible Software's Soccer...**



**It's been hyped up as being Sensible Software's tribute to Kick Off 2. The game that Anco's should have been. That's a pretty strong statement when you're up against what's recognised as being the greatest football game in existence.**

There are no frills and fancy 3D views here. Sensible have opted to go for a similar, but by no means identical, overhead perspective where you can see a larger section of the pitch than in Kick Off. The reason for this is that everything has been scaled down tremendously. While the players in KO2 were never

huge, in Sensible Soccer they could be described as almost tiny. To keep everything right the pitch is also pretty small but it all ties together well, unless you've got extremely bad eyesight as sometimes picking the ball out of a crowd can be a little awkward.

## Team tactics

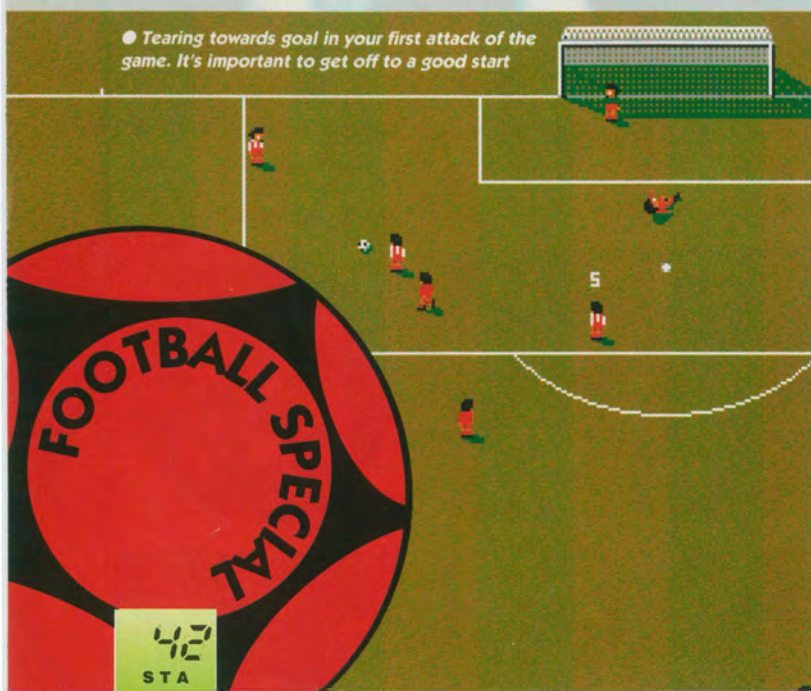
Sensible Soccer scores heavily over most of its competitors with its attention to detail. Every European national team you can think of is included as well as a large number of European club sides. Combined together there are well over 100 teams included. That's not all, as each team has a 16 man squad with

all the correct player names. When names are included they have a tendency to be out of date but the names in here are as up to date as they come! An option is included to edit any of these teams so you can add your local favourites in there and change all the player names to heart's content. In each team there are three star players who are all of a higher standard than the rest and these are the guys that must be watched carefully. There are a myriad of competitions and so forth including European Cup, Cup Winners Cup and even a Euro Superleague. Pile a

two-player game in there as well and you've everything you need to keep your interest going.

There's also something called the Designer Cup where you can tailor the competition to your requirements. If penalties are required only after a replay then it can be done. If Away Goals are to count, a press of the button and they will do, it really is simple to set up because of the classy presentation. When it comes down to the game itself, passing the football is dealt with differently to most other football games. All you have to provide is the general direction with your joystick and the ball

**1ST ACTION AT RATED**



## ACTION

**£25.99**



**2 PLAYERS**

**PRODUCED BY  
RENEGADE**

**INFO**







● This screen lets you play your favourite team if it isn't already included in the vast catalogue



● It's time to pick the team. Your choices here will affect the outcome of the match no end. It's win or lose time!

will travel towards the player who can then pick it up and hopefully continue the move.

## Skin deep

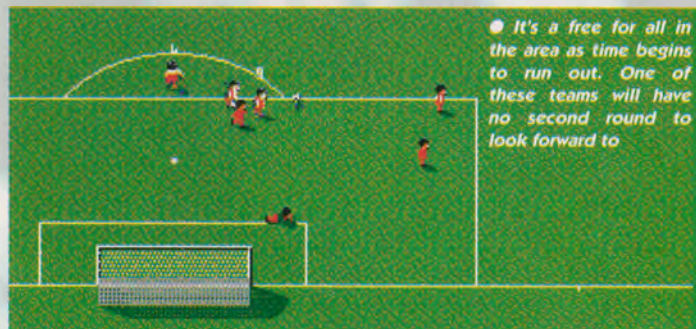
All the correct kits, both home and away, are included as are the player's skin colour and for the most part their hair colour. This attention to detail adds bags of realism as you watch Tony Daley streaking down the wing, and the on-screen character is fast and coloured and will whip around people like they weren't there!

It's awful having to compare games like Kick Off and Sensible Soccer as they're both fine football games with advantages and disad-

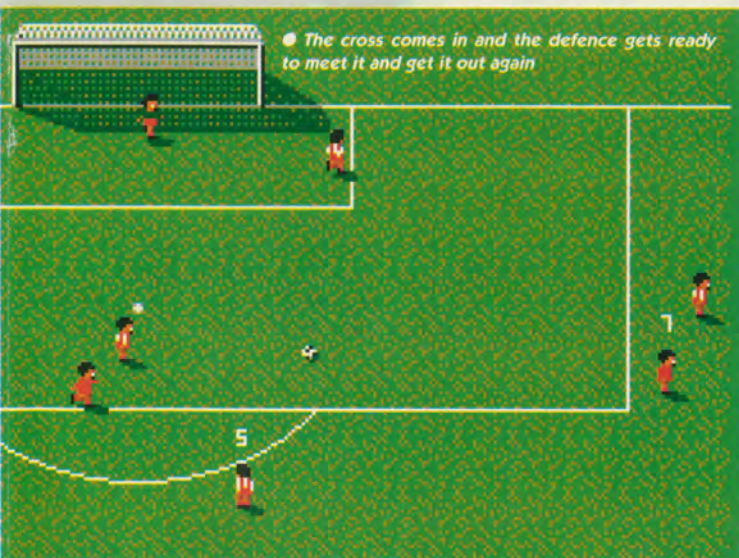
vantages over each other. You can build up moves and put crosses over in the latter but the pitch is bigger and the game faster in the former. Inevitably a comparison has to and will be made between the two. Hardcore Kick Off fanatics will never roll over and say this game is better, but there are a lot of people out there who don't like the classic and would prefer Sensible's offering, if only for its more sedate pace, that's not to say that it's slow, just slower than the Anco game.

Sensible Soccer is a great game but your preference will come down to individual choice – but maybe it's time for change at the top of the league!

Paul



● It's a free for all in the area as time begins to run out. One of these teams will have no second round to look forward to



● The cross comes in and the defence gets ready to meet it and get it out again

## ACTION ANALYSIS

Okay so the graphics are a bit pokey and small, but this has been done deliberately. The sound is of a good standard with constant crowd noises, although you do only get polite applause after a goal! Hard to please some people! Once you realise how simple it is to pick up you may find yourself trying to do things that you can't such as trapping the ball, Kick Off style. This may be a little frustrating to some, but Sensible Soccer's simplistic style will be a winner for others. The game has a phenomenal stats database that should keep the anorak type people happy out there.

### LEAGUE RATING

2 Kick Off 2

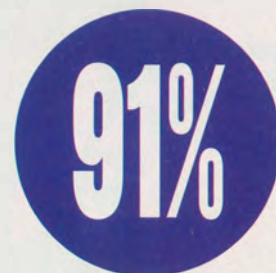


3 Sensible Soccer



4 Speedball 2

SPORT AND LEISURE







# THE

**A**mong ST gaming's intellectual elite, football management games carry about as much cerebral clout as a Pinky and Perky album. Even the clattering classes of sports action fiends and Kick Off maniacs find the whole affair one long drag.

However stick one of these things under the nose of a footie fan, and you've won another convert to the cause. The thing is, management strategy games answer every football fan's greatest fantasy, the chance to run a professional team.

## The greatest game

Chances are, you've played one before so I won't go on about how The Manager is structured. But essentially it's the English football league ahoj with all the frills of Euro action and cup sensations. It's outrageously simple to find your way around the game because every-

thing is laid out in pretty icons, and it's all organised a treat. There are none of those superfluous screens and mysterious icons that seem to dog less friendly games. So intelligent is the front-end design that there's not much chance of you forgetting things (like picking eleven players for instance).

## Soccer stars

Each club is populated by 'real' players, so if you fancy Alex Ferguson's job at Manchester United you'll have the likes of Bryan Robson and Paul Ince to (ahem) play with. Football addicts will notice a few inconsistencies in the club line-ups but on the whole they're all pretty much up to date. Also, actual statistics are sometimes awry (David Platt is a 32 year-old Villa player according to the stats, and not a 25-year old Bari star).

Each player has a number of variable factors – strength, skill and form – which will help you pick the team. This follows through to the whole team's ability to win games, and you can compare these facts and figures with opponents.

Every football manager likes to muck around with the line-up, and it's a simple matter of point and click if you want to play with a straight back four or with a sweeper. And it's easy to place different players in some odd positions (although this tactic has some dodgy results).

## Get some in

Once you've set the training schedule, picked the team, and arranged the tactics, it's off to the action screen to watch the match. Usually, this is where management games come to a stand-still, but thankfully US Gold have done a reasonably intriguing job. The time counts down, and every now and then a graphic comes up displaying whatever action there might be (goal, miss or nerve wracking penalty).

Okay, so they're pretty enough graphics albeit somewhat repetitive. Trouble is, the crowd noises are just as bad as in most of the other football games, and the likelihood is that you'll opt for the straight time-counter with no graphics, after a while – avoiding such distractions.

Dedicated strategy nuts like to get involved in all the club's finances but, frankly, I find it all a massively tedious business. Even so, Gold have compromised here with some elementary operations needed just

# ACTION

£25.99



4 PLAYERS

PRODUCED BY  
US GOLD/  
SOFTWARE 2000

# INFO





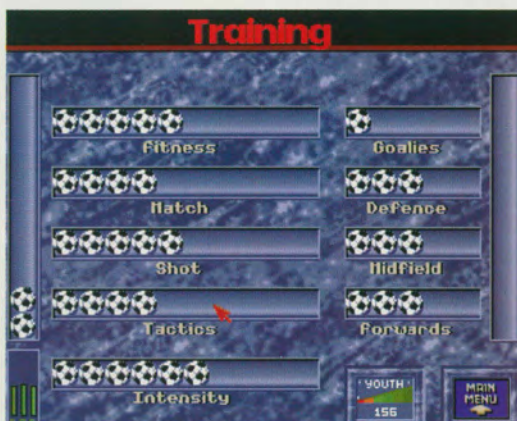
# MANAGER



**Of all the football management games available  
The Manager could be the one to lift the title...**



● This is the chance to make a name for yourself as the manager of a top football league team (except Man City!)



● These balls represent your teams abilities on the field. You can change them to increase your skill in certain areas

to keep the club and ground running. You can improve the stadium or up the admission price as you wish, but it's no more than a light diversion, and it certainly doesn't get in the way of all the hard football action. And so on to the really important bit. Is this fun to play? Well, yes it is, and not only that, but it's a darn sight more agreeable than most of its antecedents in this weary genre. It's not as painfully

**1ST  
ACTION  
AT RATED**

easy-peasy as the cheaper varieties, and not as excruciatingly bloody-minded and difficult as those games which attempted (and failed) to bring football management into the '90s (step forward Player Manager). If you like your footie, and have been finding management games a right old bore lately, then try The Manager. You won't go far wrong and anyway It's a lot more fun than Pinky and Perky...

**Jason**



● If you have made some money through a successful cup campaign, you might want to send some of your players to a health farm or special clinic to recover

## QUEENS PARK R.



● Picking your team and tactics is a pretty simple affair. Use the mouse to put your best players in their appropriate positions on the field

## ACTION ANALYSIS

At last. A management game that combines real world strategy with an excellent game system. I've played some dreadful games of this sort in the past, but The Manager may just have made up for all that mess. The brilliant statistical side allowing extensive research on your players as well as the good graphical representation of in-game sequences combine to make this an absolute scorcher and no mistake. Unless you're one of those strange people who doesn't like football, I suggest you buy this game or be force fed three shredded wheat by Brian Clough!

### LEAGUE RATING

4 Speedball 2



5 The Manager



6 Pro Tennis Tour 2

SPORT AND LEISURE

**90%**



**We've decided to put the top 10 games into a Premier League in order of preference so you can see just how well they fared up against the fierce competition. The brief description will tell you the good and bad points of each game, thus giving it a final placing in our league.**

# IT'S A FU



## Kick Off 2 – Anco



Hailed as the best football game ever due to incredible speed and brilliant controls. The only bad thing to say about this game is the lack of things to do once you have completed the league, which doesn't take long I might add. But besides that, this is an incredible game that everyone should own.



## Sensible Soccer – Renegade

This game has been programmed by Sensible, the team responsible for Mega Lo Mania and Microprose Soccer. A vast improvement on their last footie game including brilliant character response, excellent league and cup competitions, neat graphics and a disk full of sound effects!



## The Manager – US Gold



Very highly praised management game incorporating some of the best features you'd expect in a game of this type. Good statistical element giving you the chance to change players, formations and extra training. High position in the league due to neat graphical representation when playing a match.



## Player Manager – Anco

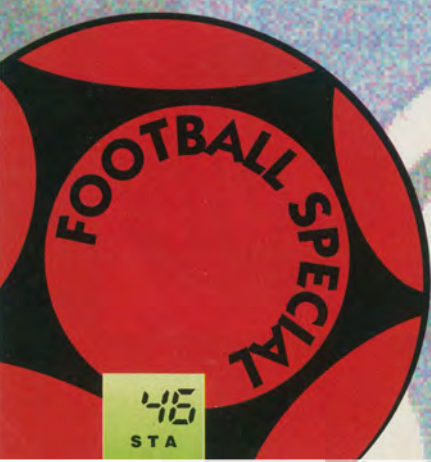
Released soon after the success of Kick Off, this management game was basically the same but with the option to buy players, change your squad and play as a single player rather than a whole team. Good fun but still very difficult game to beat. Good mix of strategy and arcade action.



## Striker – Rage Software



Different because of a 3-D perspective that allowed the game to retain the exhilarating speed of the real game but still gave you the time and means to perform the most difficult of moves. The neat controls and extremely detailed graphics make this a deserving entry in the league.





# NNY OLD GAME!



## Championship Manager – Domark

Making a name for itself due to an incredible database of statistical information. Over 1500 players, each having their own skills and career paths; 80 league and European teams, full transfer market and monthly awards for managers and players. Not much graphically but who cares.



## Emlyn Hughes Int. Soccer – Audiogenic



"Ohh, I know this one David". Ahem! Released almost three years ago but still a very good strategy/action game. Good control method that allowed you to run in one direction and shoot in the opposite one. Combined some strict management rules with good footie for a smashing game.



## Man United Europe – Krisalls

An arcade tie-in based on the travels of the famous Manchester club. Excellent graphics similar to Emlyn Hughes made this a joy to watch. The strategy side incorporated some intense negotiating on the transfer market and team selection from a skilled squad of international players.



## Football Manager – Addictive



Programmed by the legendary Kevin Toms, Football Manager is known by everyone. Hardly any graphics but loads of options to keep you interested. You could buy and sell players, haggle over coaching fees and even change your job if you were offered a more lucrative position.



## Microprose Soccer – Microprose

A conversion from the original Commodore 64 classic, this transition turned out to be good but did have a few faults. The general speed and flexibility in the control method was very good but this was let down by far too easy gameplay that became a bit of a bore after a while.



*Although still very competitive, these are 10 of the games, listed in no special order, that didn't quite make it into the Premier League.*

## First Division Manager – Codemasters



Good comical graphics, involved gameplay and lots of things to do. Only let down by the rather inconsistent results that prove irritating after a while.

## International Soccer – Microdeal



Lots of options on this sideways scrolling action game. Weather, kit changes and all of the usual substitutions. This is only let down by its age.

## I Play 3-D Soccer – Simulmundo



Bobbins 3-D game that gave you control of one stationary player while the pitch revolved around you. Some nice options but still bad. Pretty dire really.

## Footballer of the Year 2 – Gremlin



Not a bad little number this. Incorporated a neat question/answer system to gain money and chances to score. Unfortunately, lost appeal after a while.

## Pro Soccer 2190 – Vulture



Oh god! What an absolutely ridiculous attempt at a football game. Awful graphics, crap sound and the most unimaginative gameplay ever seem.

## Striker Manager – D + H Games



Similar in style to Player Manager, this game failed due to a pretty unbelievable arcade section. Good managerial parts though did rescue it from absolute failure.

## Gazza 2 – Empire



Better than the first licence but not by much to be honest. Badly done arcade section and pretty bland management combine to make this one to avoid.

## World Cup Soccer Italia '90 – Virgin



Initially very difficult gameplay could be overcome by repeating certain moves, eventually causing loss of interest. One of the better attempts though.

## Italia 1990 – Codemasters



A game of two halves really. You can compete in a skills section or an 11-a-side match. A training session is also included in this average pack.

## International Soccer Challenge – Microprose



Another game that tried to make a name for itself with a 3-D view. Not bad but too slow and a dodgy control method made it quite difficult to play.



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# SUBSCI

## ST ACTION

The World's Best Selling  
ST Games Magazine

- Now officially the world's best selling ST games magazine
- Reviewing ALL the games the minute they hit the streets
- Britain's ONLY 100% ST games mag. Just unbeatable!



In this arcade strategy game it is your task to help these suicidal creatures reach their place of safety with a minimum of fuss. The cute graphics and amusing sound effects make this product well worth purchasing.

*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 in STA Feb '92*

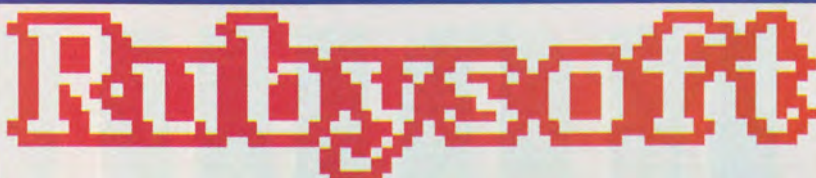
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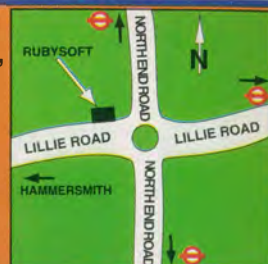




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# "My Ideal Compilation"

# JULIAN GOLLOP



**Julian Gollop agreed to give us his "Ideal Compilation", after we got him to answer the phone using a textbook pincer movement...**

*Laser Squad and Lords of Chaos are just two notches under the belt of strategic software programmer Julian Gollop. Way back in 1983 he programmed his first game, Rebel Star, a small arms combat game set way into the next century. As with most of the games from Target Games Ltd, they are innovative in one respect or another and these last two ST releases are no exception.*

*Laser Squad, brought many hours of enjoyment to all those hardened wargamers and to people new to this type of game. The basic idea behind the game was to obliterate your opponent using whatever means available to you using your team of five special force soldiers, known as the Laser Squad. Through a series of missions, be it assassinating a drug baron, to destroying computer terminals on a moonbase, it's the first and best of its kind.*

*Lords of Chaos, similar in style to Laser Squad but with a RPG fantasy environment to explore, with rival wizards fighting for the land in which they live. All manner of spells are available for you to defeat your opponent, ranging from monster creation spells to teleport and magic fire. This is a classic in it's own right.*

## SIM-CITY

Published by: Infogrames  
Released: 1990

*"I've only played the ST version a couple of times, this really is a great simulation, you take the role of a mayor and must build a city from scratch, houses/hospitals/police and various other amenities. If your city prospers more people will re-locate, more people mean more taxes and more houses to be built, never ending really but brilliant non-the-less."*



## DOGS

Published by: Microsoft  
Released: 1988

*"I'm not normally into arcade games, but this was one of the first games I played on the ST. It involved flying a little spaceship around a planet surface and destroying various targets. It's not as easy as it sounds because the gravity persists on dragging you down. As an added bonus the package included a construction kit so that you could create your own levels, it's still one of my favourites, great fun!"*

## BORODINO

Published by: Arc  
Released: 1990

*"I liked this one because of the way the 3D style that the game adopts makes it look quite realistic and the programmer has tried to make a genuine computer war game as opposed to a copy of a board game. I thoroughly enjoyed this program and the game-play really compliments the graphics."*

## POPULOUS

Published by: EA  
Released: 1989

*"The original Populous is an excellent game, but is flawed in a lot of respects because the problem is that the way the game works is that when you're winning you're almost deemed to win and when you're losing you're almost deemed to lose there's very little you can do to alter the circumstances, but I love it because it's original, the second was better though pretty similar."*



## DUNGEON MASTER

Published by: Mirrorsoft  
Released: 1989

*"I think Dungeon Master is a classic because it's so playable, exciting and large. The whole game system is superb and has stood the test of time over the years and is still being copied by a lot of game developers today. I nearly completed it but I gave up towards the end because a friend told me exactly what happens when you complete the game (don't you hate it when they do that?) unfortunately from then on my interest waned and I couldn't be bothered after that."*





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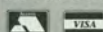
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# TIPS AND CHEATS

After a courageous journey to the top of Mount Olympus, we searched for knowledge on how, if humanly possible, we could make ST Action any better. After careful thought and deliberation, a booming, all-knowing voice replied, "Give unto the needy a small tips page of universal brilliance." And so it was done!

## the CHEAT

### SPACE GUN

Although the first few levels are pretty simple, things start to get a little difficult once you get into the middle of this game so this tipette from P. Essue of Manchester should come in pretty handy. He reckons that if you load the game and type ENKORTH on the title screen, you will be rewarded with infinite super weapons. Quite handy, eh? Thanks P.



### GOLDEN EAGLE

Another one of the brilliant but slightly strange games to come from the French. If you are having a spot of bother in keeping alive, pause the game and type FRED. This will give you unlimited energy so you won't be able to die unless you do something really silly like turn off the computer or something! All the usual thanks go to the Sex Kittens of Cheshire.



## the CHEAT

### THE GODFATHER

Hmm. If any of you actually spent money on this exercise in futility then you deserve all you get. I suppose you'll probably want the cheat so you can finish it and never play it again. Well, here goes, pause the game and type in PIZZA HUT without out spaces (very important this) for infinite energy. Kisses 'n' stuff go to a rather sun-tanned Mr A Chapman of sunny Jamaica.



## the BUDGET CHEAT

### MIDNIGHT RESISTANCE

To get infinite lives, loads of bullets and special weapons on this excellent scrolling shoot'em-up, press HELP to pause the game and type in SAMANTHA LYON without spaces. Pressing the F keys will cycle through the available weapons and extras.



### NAVY MOVES

An extremely difficult game even if it is only eight quid. Hold down CONTROL on the intro screen to enable the infinite lives facility. Enter 948411 as the access code to play the second part of the game.

### OPERATION THUNDERBOLT

We have a couple of cheats that do different things for this classic shoot'em-up. Try typing in SPECCY MODE to face loads of enemy guards, WIGAN NINJA to have infinite energy and EDOM TAEHC (Cheat Mode backwards) for loads of continues.

### I V A N H O E

To make your way through this epic romp, pause the game and type in JC IS THE BEST with spaces. You can now press N to take you to the next level, F10 to bypass the bonus stage and DELETE will rid the screen of any creatures.



# small tips



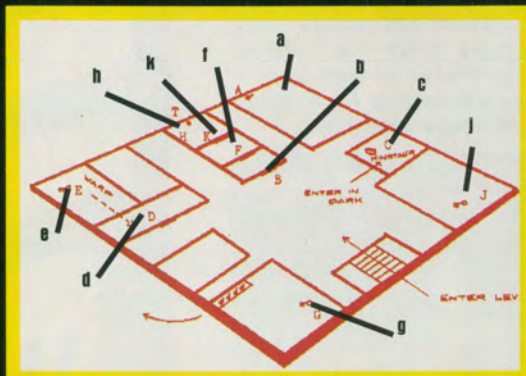
# TIPS AND CHEATS

# SHADOWW

Well folks, here it is, the long awaited sequel to the enthralling first part of our Shadowlands player's guide. With the aid of some great diagrams and crystal clear instructions, you will find all you need to know about completing the last levels from 6-13. Good luck!

## PART 2

### LEVEL 6



In this level, there are a number of keys and switches that can open doors anywhere in the level. The following diagram and key should clarify what does what and where. With regards to food, water, potions, equipment and any creatures you encounter the same rule applies as before.

### KEY:

- Switch A opens door B
- Key C, which can be found in the chest, opens door D
- Once through door D, throw fireballs down the corridor until key E appears.
- Key E opens lock F
- In order to collect key G, use the combination 2-4-3-1 (in quick succession) to gain access to the room.
- Key G opens lock H
- Collect key J, which opens lock K. You will need an empty chest to solve the "I am 1, act like 6" puzzle.
- Exit level via teleporter T.

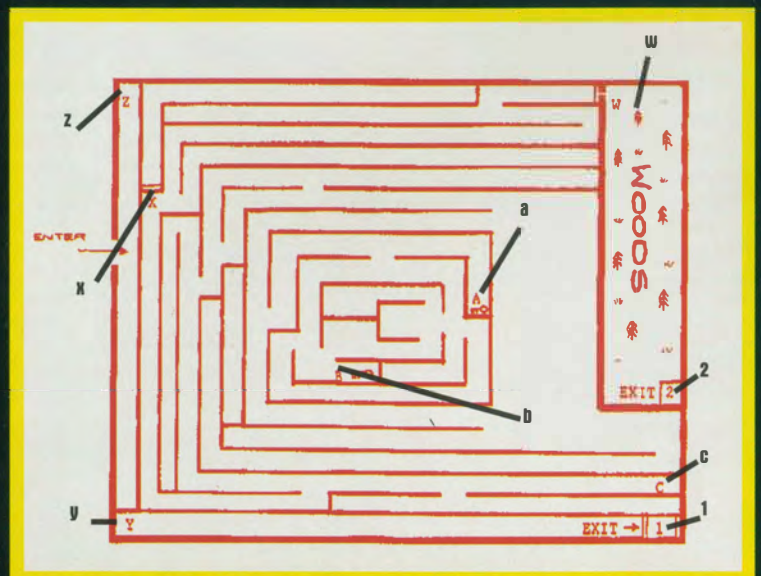
### LEVEL 7

## THE MAZE

Pretty complicated this, so just follow the map. NB. Map is not to scale!

### KEY:

- Switch C opens wall Z
- Key A opens door Y
- Key B opens door X
- Lock W is opened by the key at the end of the "Egyptian".
- Collect both keys (A+B), open the wall with switch C and go through Exit 1 to level 8.





# LANDS

## LEVEL 8

### EGYPTIAN LEVEL

Throw three coins at the fountain (or urn) at the end of the long corridor (past the Sarcophagi). Come back to the double doors near the entrance and press the secret switch near them. Now press the next secret switch in order to enter the "Zodiac Room". To get the key, you need to place two men on each pressure pad in the following order:

- 1> Capricorn
- 2> Aquarius
- 3> Pisces
- 4> Aires
- 5> Taurus
- 6> Gemini

(ie. the order they appear in the Zodiac sequence.)

NB. Your key collector can walk one step further each time a switch is activated without getting teleported.

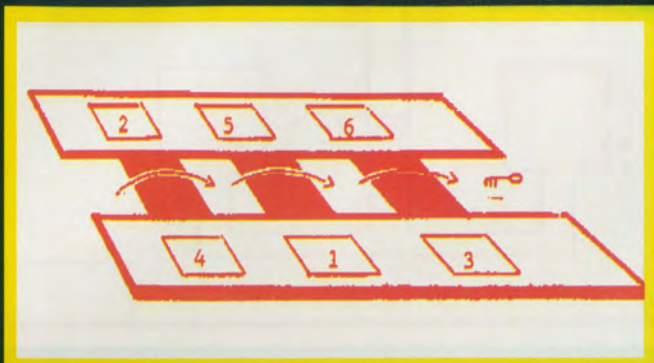
Collect the key and go through the double doors. In order to solve the "Sacrifice Puzzle", stand one character with no items at the end of the passage. Now have a second party member throw a fireball at him. The magic will explode inside the altar and the doors will open. Exit through these doors.

Now fire a second fireball into the teleporter created by the secret switch "Send an appropriate sacrifice". But be careful! If you mis-time the magic, it will reappear behind you. Walk the characters carefully around the pits (the switches do nothing), and push the secret switch in the alcove at the end of the passage (with snake and torch). Now enter the shop. Do not buy the third item!

Exit the passage.

"Read the Heiroglyphics" - light all the decorated walls by walking around them. Eventually, the keys you require will appear. All four keys must be collected in order to open the next series of rooms.

"Send me your champion" - operate the three switches and send your best fighter through the door. Leave all his items behind ("Travel Light") and walk him over to the switch. He will teleport beyond the Axe. Press the secret switch, enter the room and kill the minotaur using the torch. Collect the chest (containing two keys). One will let you out. Kill the other minotaur (also with a torch). Put the two spare keys in the two locks by the steps. This will create a teleporter back in the "send me your champion" room. Now reunite your characters via this teleporter and collect the chest in the secret room beyond the steps. Go down the steps into level 9.



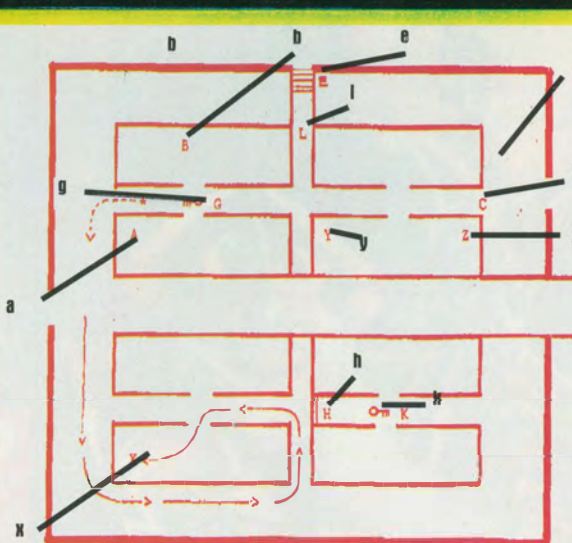
Use the chessboard to copy the switch pattern and lead your men in formation in order to operate the four switches simultaneously.

Throw a lit torch down into the pits in order to open the next doors ("Lightfalls"). Now extinguish both torches in order to open the next doors. Fireball into the rightmost teleporter to close the pit and open the wall. Go around to "Fire straight". Fireball straight over the pits and eventually two teleporters will appear. Go into them and warp over the pits.

## KEY:

- Read sign X. It will teleport you
- Try and read all the signs you encounter as they can move you around: X → Y → Z → A → B → C
- Key K opens lock L
- Key G opens door M
- \* teleport out and go around again to H
- Exit through E to level 10

## LEVEL 9



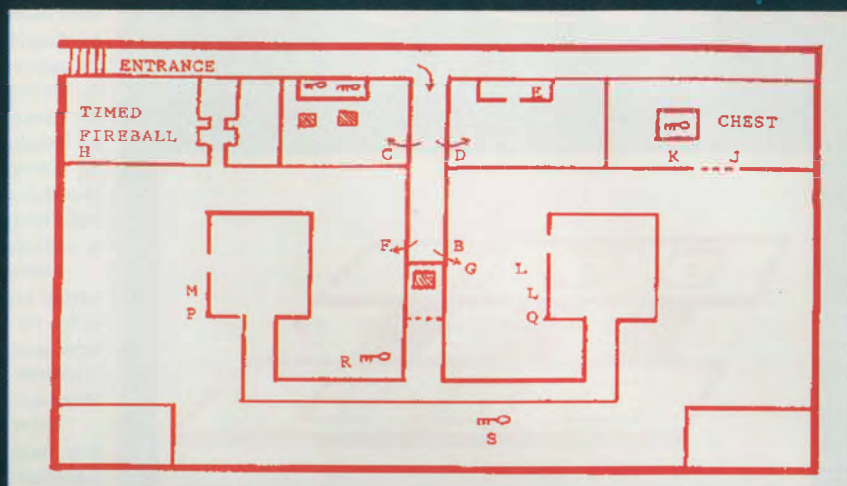


# SHADOWLANDS

## LEVEL 10

### KEY

- Pull switch A
- Push secret switch B. This will open walls C and D
- Open and go through door D. Stand in corner E. This will open walls F and G
- Solve puzzle H: Switch → Teleporter → Fireball. This opens door J. Go in and collect the chest which contains key K
- Use key K to open either locks L or M
- In order to open locks P or Q, collect another key (key R or S)
- Open the door. If you go via P, you will need 2.5kg weight, if you go via Q, you will need three gold coins, but no more!
- Kill the two anubises, collect the keys and exit into level 11



## THE LAST THREE LEVELS

### LEVEL 11

### GATEWAY

### LEVEL 12

### THE CAVE

### LEVEL 13

### THE TEMPLE

Use all the gateway keys that you have collected, go from room to room...until you get to the final teleporter. Once there, collect the woodland key and enter the teleporter.

You will reappear in the "Maze". Open the woodland door, find the steps and go down into level 12.

Exit this level via the teleporter and reappear on the last level.

Find and kill the Overlord (the guy with the cloak), collect his key and use this to get into the temple room.

**CONGRATULATIONS! YOU  
HAVE NOW COMPLETED  
SHADOWLANDS**







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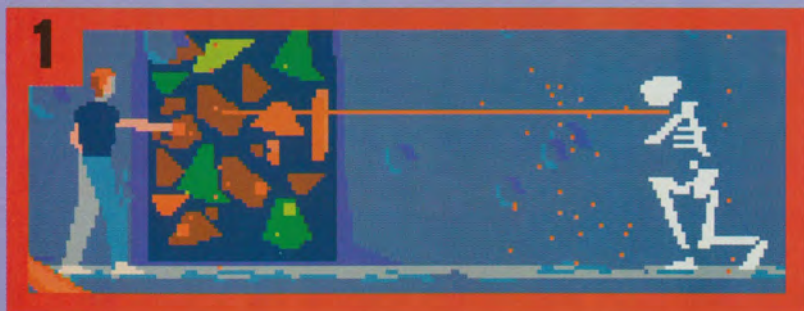
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# TIPS AND CHEATS

# ANOTHER

*Here it is then the long awaited last part of the Another World player's guide! Once and for all we are going to take you to the end of the game in readiness to get back to Another Earth. Get your joysticks ready because here we go, for the last time, into Another World....*



● Four guards will appear from the right and can easily be killed using the normal tactics – build a shield, fire a large laser followed by a small shot to kill the guard, then re-energise your shield.



● When all four guards are dead run to the right, you will be joined by your alien friend, after this continuing to run right, a laser blast will take the floor out from underneath you and you'll fall.



● A helping hand catches you in the nick of time and brings you back to safety, unfortunately, the helping hand does not belong to your friend.

● An alien guard kicks you off the screen, don't try and do anything because nothing will work!



● With your legs badly hurt you find it impossible to stand. Using all of the strength in your arms you try and crawl to safety while your mate slugs it out with the guard, what a good bloke!



# WORLD



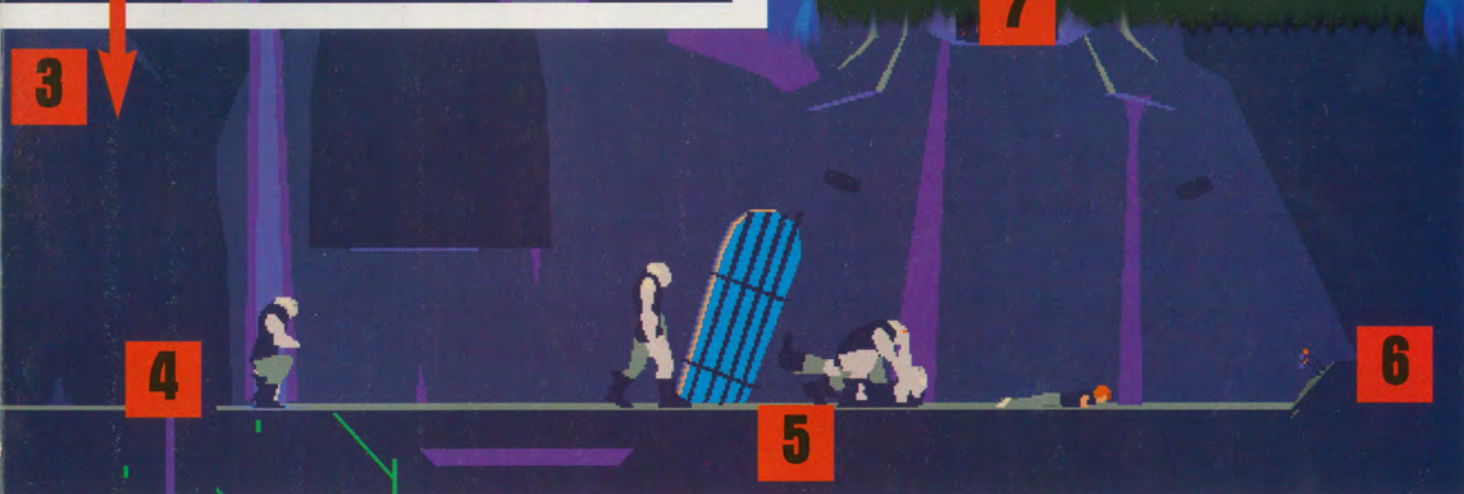
● Your last adventure saw you jettisoned out of an alien tank under heavy fire and now you must get ready for the rough landing...



...When you do finally land, don't stand around gaping at the mass of naked female bodies making hasty escapes, instead, make a quick exit yourself towards the right...



3

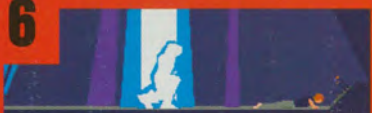


4

5

6

6



● You should manage to get to the control panel on the right before the guard throws your mate off the ledge. The guard will walk towards you and as soon as he gets underneath the portal in the ceiling, press fire to pull the switch

● The guard will be zapped in a flash of white light. Quickly press fire again and then immediately crawl backwards into the light. Laser fire will be all around you but if you were quick you should be transported up through the portal.

7



8



● Congratulations, you have successfully completed Another World but will you make it back to Earth just as safely?



# TIPS AND CHEATS

# KNIGHTM

*So how are you all coping with Quest four of Nightmare? Having problems? Starting to pull your hair out? Well, fret no more chaps because we've finally finished it and now we're going reveal all in this final player's guide of Tony Crowther's best...*

## QUEST

## 4

### PRIEST'S STAFF

- REM:** Restores energy quicker while asleep
- Fitness:** Restores a character's fitness
- Restore:** Restores a character's health
- Aid:** Heals a character's wounds
- Cure:** Cures a character's poison
- See:** Cures a character's blindness
- Destone:** Cures a character's Medusa stone spell
- IQ:** Cures a character's dumbness
- Youth:** Cures a character's ageing spell

*As always, cast as many spells as possible with both the priests staff and the genies staff on order to get the benefit of the more useful spells.*

### GENIE'S STAFF

- Confuse:** Confuses monsters
- Remove:** Removes false walls
- Shield:** Increases all four characters' armour
- Block:** Temporary large shield on all characters
- POW:** Increases hand to hand weapon skill
- Aim:** Increases missile weapon skill
- Quicken:** Increases all four characters' speed
- Age:** Reduces monsters strength
- Weaken:** Reduces monster's strength
- Poison:** Poisons monsters
- Retard:** Reduces monster's strength
- Freeze:** Temporarily freezes monsters

# TIPS

## 1. THE TRAINING ROOM

Check the second room on the left and recover the armour from the cupboard. The third room on the right is a safe house. Go up the ladder and search the very far end of the room, here you will find a chainsaw in a cupboard. This room is nothing more than a handy food store so if you're getting a little bit

peckish return here. Go back to the main corridor. Push the wall as far as possible, remembering to kill the dragons as you go.

In the second alcove on the right you will find a spanner and further on to the left you will find a new passage. Take the goodies that you find and flick the switch on the wall.





## 2. THE CONVEYOR OF LIFE

Go down the ladder on the left and stand in front of the pads. Throw the spanner down the corridor and kill the knight at the end for a key. Go back up the ladder and kill the dragon, pick up the sword.

Beware the invisible pad that releases bats. Simply run to the right and exit through the door. Flick the lever twice. Find the new passage and kill the dragon. Flick the switch, this will allow access to a floor pad and a new ladder.



## 3. TARGET PRACTICE

Climb in the train and face the bushes. Throw objects over the bushes until a wall to the left of you disappears. Cross the water by throwing all your heavy items to the other side and then quickly run. Yes you can walk on water!

Activate the doors to the wizard's lair using the pad – one of the wizards is a healer. Flick the switch in the third passage, now get back on the train and kill the snakes.

Go down the ladder and kill the knight for the gem key. Unlock the door and kill the knights behind, search the chamber for a switch. Now make your way back to the safe house.

Enter the new area and find a button operated door here you will find three switches. Call the switch on the far wall 1, the switch next to it on the left 2 and the switch to the left of that 3, now press 3133 and find the new passage with the knights and ladder. Use a 'Dispell' spell on the phantoms and then search next to one of the gates for a



small skull switch. Find a button operated door and throw something onto the pad to close the hole. Press the switch, explore the new area and find three holes in the floor. Stand on the left hand side and cast an open spell. Throw an object to close one of the holes. Kill the ogre for a key, now make your way back to the ladder.

Go back to the three switches and flick them randomly, open the door. Kill the two groups of knights

and search the chamber for a false wall. To the left and right of the new chamber are more false walls. Enter another chamber and flick the switch on the pillar. A new false wall has been revealed to the right.

Kill the dragon, collect the goodies and flick the switch. Find a newly opened passage with a pad on the floor. Step on the pads and kill the dragons. One drops a gem key. Head back to the original safe house and open the new lock. Go

down the ladder, move right, step on the pad and kill the wizards. Use a 'POW' spell to increase your hand to hand weapon skill. Collect the key and return to the ladder.

Kill the robots and pick up the twig, drop it on the centre pad. Enter the new area, step on the first pad, kill the dragon, step on the next pad, kill two more dragons, step on another pad, kill the dragons! Return to safe room and open the face door, go down the ladder.

## 4. THE ROUTE TO THE CASTLE OF FEAR



Walk into the far corner and an opening will appear. Kill the two beasts and pick up the key. Put the key in the lock and go through the door but avoid the square in the middle of the grates, it breeds phantoms. Flick the switch near the picture.

Go back to the right and enter the new passage, step on the pad and flick the switch. Cast an open spell at the door by the Help Oracle. Throw an object to close the hole and kill the guardian for a key. Go back to the picture, find the new passage, kill the knight and step on the pad. Use the key in the lock



then head right towards the face doors. Go through the portal. Climb down the ladder and kill the two ogres – keep climbing up and down the ladder while you are trying to kill the ogres.

Flick the switch in the ogre's room and go back up the ladder. Enter the room to the left of the oracle and kill the knight for a key.

Enter the other room, kill the skeletons and then stop next to the gate. The wall opposite the gate is false and beyond are two groups of skeletons. Walk carefully around the room to trigger invisible floor pads.

Climb down the ladder and kill the giants using the same tactics as before. Unlock the door with the key. Search the walls for a

secret passage leading to another guardian, he drops a key when killed, and then walk around the room to trigger more floor pads.

Go down the ladder and kill the four guardians then open the gate. Enter the right hand portal and flick the switch that is behind the door.

Enter the left hand portal and follow the ladders down four floors. Cast a 'Shield' spell and a 'Quicken' spell and then jump through the portal. Flick the switch, press the pad and exit via the ladder, but be bloody quick or the medusas will turn you to stone!

Return to the three portals. Enter the middle portal – it is actually possible to lure the medusa towards the portal and then kill her from the other side without receiving any injuries yourself. Open the button operated door and kill the knights for a key. Return all the way back to the top and use the key, this will then lead you onto the fifth section of Knightmare.



## 5. RETURN THE THREE STAFFS

The three pads on the floor are intended for exactly what the oracle says, to return the three staffs.

Each of the three ladders within this room lead to individual quests where, at the end, you will find a staff. When found return each of the staffs back to the pads – the first

one to the left hand one, the second to the middle one and the third staff to the right hand one.

When all three of the staffs have been returned a pathway will be revealed behind the three holes at the right of the chamber. Then, to start things rolling, go down the lad-

der into the pink garden. Jump in the train and flick the switch then jump off into the second train and then carry on jumping along into the third. However you must watch out for the zombies lurking around when you come across the swamp in the next section.



Kill the zombies who are wandering around the swamp using the door. The easiest way to cross the swamp is to drop an object in front of you to see if it bobs up and down, if it does then beware that square at all costs.

When you have gone as far across the swamp as possible face a tree that is situated near the far wall – as in this screen shot. Throw your heavy items at the tree and then run towards it. Fall down the hole on the left.



## 6. BEWARE THE SWAMP

## 7. ARE YOU DESIGNATED TO DIE OF OLD AGE

Go down the ladder, do not stand on the pad. Skeletons will approach you, kill them by going up and down the ladder. When you have killed two groups of skeletons step over the pad and find two switches.

*\*\*When refering to wall switches please call the left switch 1, the middle one – or sometimes right one when there are only two – 2, and the right one 3.\*\**

Flick 122211 to give you access to three more switches. Flick 2213 3322 and find an iron key. Go back to the three switches and flick 111. Find another three switches and flick 22133322 to unlock the door.

Don't kill the skeletons from the door instead circle around them. Go through the two doors and collect the key. Return to the three switches and flick 111, unlock the face door. Cast a 'Quicken' spell and run to the side of the pad, flick the wall switch.

Pass through the two doors and face the hole with the pad directly behind it on the right hand side. Throw something onto the pad and the hole on the left will close. Flick the wall switch and then get yourself back to the door. Now go to the top left hand hole. Cast a 'Shield' spell and a 'POW' spell and fall down. Flick the switch immediately to your left and run to the left towards the



portal and exit. Fall down the hole nearest to the portal – in a row of four holes it is the second from the right – kill the dragon from the portal alcove and collect the key.

Return to the three switches and flick 2312. Go to the next three switches and flick 2312. Find the door. There is a false wall to the left and then another false wall opposite the fireball launcher.

Cast a 'Block' spell to protect yourself from the blast. Look for two false walls and two switches. By now you should have found a staff. Place it on one of the pads and then climb up the middle ladder. Walk through the portal and search for a help oracle.

Cross the water in the boat and search for more help oracles. Each oracle gives a word – Alphabet Breaches Closed Doors. Stand on each pad in order – A, B, C, D. The middle pad resets should you make a mistake. Go down the new passage to the right.

Get in the train, kill the wizard at the bottom left, go through the false wall, step on the pad, get in the train and jump off to the left near a ladder. Flick the switch and use the 'Quicken' spell to run into the boat – beware of the fish. Find the uncovered door and kill baby spiders,



now look for a key hole. Walk through the wall opposite a keyhole and keep walking around until you find a door. Kill the large spider and step on the pad. Find another floor pad in the large chamber. Kill

spiders and find key. Look for another key lying on the floor. Open the face door and run into the boat. Go back through the ABCD room and open the door on the other side of the water. Phew!

## 8. THE ROOM OF THE HEALERS

Behind the doors are two healers. Step on the pads to release the evil genies and then follow the passages round until you find the

second staff. Go through the teleport and put the staff on the second of the three pads. Go down the third ladder and kill the ogre for a coin.





## 9. GOLDY LOCKS

Throw the coin, that you recently obtained, through the top of the gate and step on the pad, then find and fall down a hole. Step on each of the four pads and kill all the knights.

When the last pad is stepped on kill the ogre for another coin. Find another gate and throw the coin through. Step on the pad and climb down the ladder that you find.



## 10. THE DIZZY ROOMS

Number the four switches, from left to right, 1 to 4.

Flick switch 4, go through the left door to find the key.

Flick switches 44222 and kill the snake for another key – put the key in the keyhole.

Flick switches 234424 – kill the snake and get the key.

Flick switches 4224433112 – put key in keyhole.

Flick switches 133311131 and kill the snake. Put the key in a keyhole and find another key.

Flick switches 244221113334 – kill the last snake and flick the wall switch.

Walk to the left and step on the floor pad then flick the switch to the left of you. Face the way you came in

and throw an object at the wall to reopen the hole then step onto the pad behind you. Stand with your back to the entrance and walk right – beware of the monsters materialising. Flick the switch on the wall and then walk to the face door. Go right and flick another wall switch then walk right again and find a key. Unlock the face door and flick the switch to the left.



## 11. EVIL TO THE END

You will find two switches. The one by the lock is switch 1 the other is switch 2.

Flick switches 1122 – find a pushable wall.

Flick switches 12221112 – find another pushable wall.

Flick switches 221112221 – collect the key.



## 12. KEEP OUT PRIVATE

Run over the water and into the boat. Find two switches that join the pools together. Kill all the fish from the jagged causeway and the go to the left of the chamber and face a bush. Go right and forward and

then jump onto the small square of land. With your back to the boat run forward then right – use a quicken spell – now flick the switch.

Return to the boat. Go down a new passage and find another switch. Search for a new area. Find a key and flick the switch. Go up the ladder and unlock the door. Go up the next ladder and search the room for false walls. Find another ladder, open a door and go down the next ladder that you find.



Go back through to the other room and flick the first wall switch that initially blocked your path.

Go back to the four switches.

Flick 43122442 – put key in the lock to find another key. Flick 211133344224 – go back to the gate with the ogre behind and kill it for another coin. Go through the dizzy rooms and up a ladder. Throw the coin

through the gate and step on the pad, now find the new area and an ogre. Kill ogre for another coin, collect the third staff, throw the coin through the gate and then return to the three pads on the floor. Put staff on the third pad. Go through the new passage behind the three holes and down the ladder.

## 13. HUNT FOR A SWITCH

Flick the switch and search for a key. Use the key in the lock and flick the switch behind the door. Head towards the safe room at the beginning of the quest. Go down the new ladder and kill the creatures. Go down the next ladder. Kill

the next monster and then unlock Lord Fear. Pick up the Crown Of Glory. Find the safe house behind the portal to regain your health.

Go up the ladder and search for another portal near the first safe-house. Go through the portal where you first started the game. Get on the train. Put the Crown on the pad where it says 'Return Crown Here'. Step on the next pad.

**Congratulations! I can't believe we've done it, well at least we got our moneys worth out of this one! Who's for starting it again then?**

*well done on reaching*

*The End*





# PD or not PD

## Miner 2

Anybody who can remember the hallowed days of the 8 bit machines will probably remember the classic Bounty Bob. A huge smash on the C64, Amstrad and Speccy, you played Bob as he went underground into the mines collecting tools for one reason or another.

In case you're wondering what all this has to do with the ST Public Domain market, well Miner 2 is a version of the same classic game. It's all there, the character, tools and even the little nasties are all present and accounted for.

Collect the tools and colour in the floor and you can progress onto the next screen. Despite its flaws it's still addictive and worth having if only for posterity. On the disk named Bugam 100 from New Age.



● Back to the good old days with this version of the classic Bounty Bob games from the 8-bits. All the playability remains and all for a couple of quid

## CD Player

We'd better mention right at the start that this game is STE only because of the quality of the sound. What you get here is a program that plays sound modules created for it. It is designed to look like your bog standard CD player and by using a combination of keys you can change between the tracks quite easily.

There are only four modules on the disk which cover a variety of musical styles. These range from quiet, sedate mood music to a techno stomper. None of the tunes are particularly long and this German program is really only for collectors and enthusiasts, good though it is.

## Nut House

At last, one for the ravers out there. Get your woolley hats on and let's hear those whistles. What you get here is nearly 20 minutes of house and techno music all mixed together. They're all proper tunes too for those in the know – stuff like Cubik, James Brown is Dead and so on.

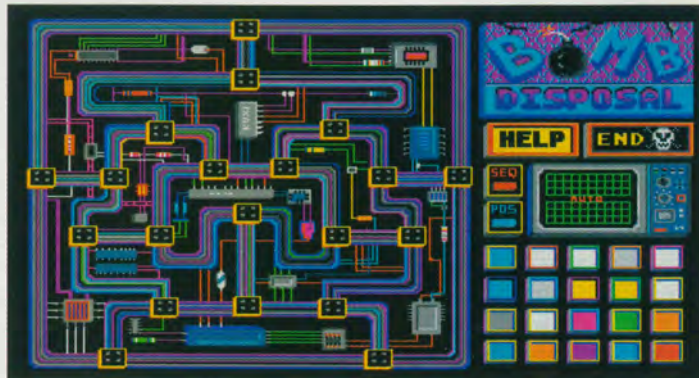
Visuals aren't that exciting with a rotating logo and tedious scrolling message from the coders who happen to be Dutch, which doesn't make for good English. The sound quality is really nice, not a hiss or crackle in earshot. In fact the only thing wrong with it is that the volume is perhaps a little on the low side. You'll need to hook this up to your hi-fi or amplifier to get some decent power out of it. Far and away the best dance music demo on the ST although you'll need one megabyte of memory to run it.

## Bomb Disposal

Now for our first Budgie game this month. On the same disk as Scrollpic from New Age PDL but don't let that put you off. Bit of a weird one this, another for the thinking masses among you. You have to place the correct coloured diodes in the correct places on the screen in order to stop you getting your head blown off by the bomb and you don't want to do that do you? Not really.

Finding which diode goes where is the trick thankfully there's a good instruction file included on the disk which should sort out most of your problems and make everything that bit clearer.

There's plenty of choice in the puzzle game market if it's PD you're after and you may as well add this to your collection if you're a fan of this sort of thing. It'll definitely keep you going for a while, but whether it will last is doubtful.



● Confused? Just make sure you put the diodes in the correct places and the bombs won't go off. It isn't as tricky as it might first look



# Ballpark

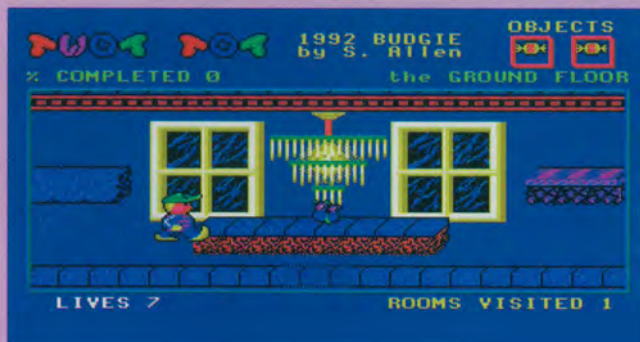
Yet another Budgie game, again supplied by New Age PDL. Ballpark is a sort of Puzzle and Skill game where you have to guide your little red ball around the track to the chequered flag without coming into contact with any of the blue balls rolling around while making sure you don't fall into any of the traps that can be found along the track.

It's fun to play and there are loads of levels to complete, some more difficult than others. Some are down to skill, others are just down to good timing. Anyway Ballpark includes sampled speech as well from coder Evil Andi. Better than a lot of PD games out there and you will find yourself playing it for a little while at least.



● One of the basic levels in Evil Andi's Ballpark. Get the ball to the chequered flag and you can then progress on to the next level

# Twot Tot



● The coolest tot around. Where did you get that cap from? Watch out for the meanies or you'll lose one of your valuable lives

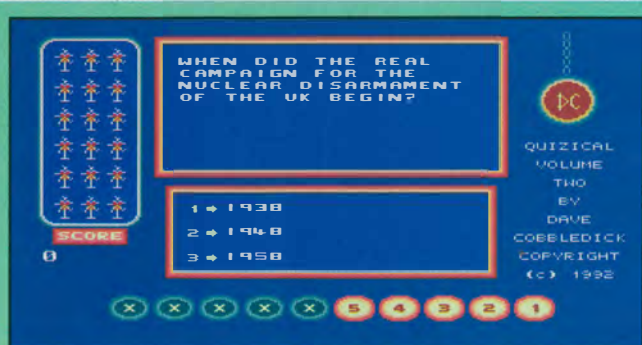
This game goes by the unusual title of Twot Tot and you play the part of a toddler, complete with cute baseball cap and trainers. Quite by chance you have wandered into the Mansion of Madness and now the inmates don't want to let you go home again.

Now it's getting near your tea time so you are determined to make a break for it but first you'll need to find all the equipment you need to escape. So you'll have to go exploring the mansion for stuff that may come in useful. Make sure you avoid all the monsters though or you'll be a bit dead, won't you? Every time you come into contact with a baddie you lose one of your precious lives.

Naturally you have got all of the standard moves such as jump and so on and along with this your character is quite nicely animated and extremely cute. Other controls are just standard joystick moves and objects are picked up using the fire button.

Twot Tot is pretty good by PD standards. It could easily have been sold at budget price but that's your good fortune. The Bugan 97 disk is the one you want.

# Quizical



● Quizical gives you the chance to brush up on your trivia skills on those boring nights when you're in on your own with nothing better to do

Trivia Quizzes seem to be taking of quite nicely especially Public Domain ones. We've seen a couple of really good ones in recent months. You can't really go wrong with a good quiz, you've seen the way the machines attract crowds in the pubs. This is nothing really outstanding but there are a lot of questions covering a variety of trivial subjects.

The game is divided into two different sections. Before you answer any questions you are presented with a wheel. As the wheel whizzes round you must press the space bar to stop it and you have to answer however many questions it stops on. This is version two of the game and it's been updated recently. Disk GM 93 from Caledonia PDL.

# Scrollpic



● Underwear sections in catalogues are still popular!

Some people must find stuff like this useful, otherwise there would be no need for people to keep doing it would there? This one allows you to load a few Degas (art package) pictures into memory and scroll through them. So you can join several piccies together and effectively make one big one.

This is best illustrated with the pictures that come with it. They are all of girls wearing different kinds of underwear, all catalogue shots mind, nothing too raunchy! If it's supposed to be stimulating it isn't and if it's supposed to be useful we don't know why!

## How to get your hands on it:

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Hi folks. This month I've got a treat for you in the shape of the guest article on AGT by Sue Medley, Syntax editor. Which reminds me, if you've been playing a good/bad ST adventure lately, why not write in and tell me about it? You could help an adventurer towards a great game or stop them making an expensive mistake.

Also in this month's packed Guild you'll find the regular features with adventure reviews on Sanity Clause, Blackscar Mountain and the Shards of Time, The Spelunker's Tremendous Cave Adventure and Phantom Zone.

There are plenty of reader's letters tucked away within these four pages too. Remember if you want to make any points about adventure gaming or anything related, then drop me a note at the regular address and I'll try and answer as many of your queries as is humanely possible.

If you ever find yourself at one of those really annoying points in a game where you simply can't go any further. You've done absolutely everything possible you can think of, well then Winks and Nudges is there to help people like yourselves out of these sticky, horrible situations.

This month there are hints and tips for people stuck in The Grimoire, Into the Mystic and Cortizone. Never fear, help is on the way. So without further ado let me introduce you to this month's esteemed guest, Sue Medley.

## AGT - The Judge's Verdict

If you're being especially eagle-eyed you will have noticed that many of the games I review each month are created with the Adventure Game Toolkit (AGT) adventure utility. Already, I

have had a few letters from prospective adventure authors asking questions like: What is AGT? Is it easy to use? Where can you get it from? Is it Shareware? Do I have to pay a registration

fee? How many games have been produced with it?

So, to answer your questions I've drafted in AGT expert, Sue Medley, to offer you some guidance and give you the lowdown on the important points of the utility. Besides being the editor of that friendly disk-based adventure mag, Syntax, Sue is also a judge on the 1991 AGT adventure contest which is held yearly, so she knows her onions. Take it away Sue!

### Sue's Views

If you've ever wanted to write your own text adventure on the ST but, like me, have little or no programming knowledge, the best idea is to use a utility. One that I've found very easy to get to grips with is AGT, an American shareware program by Softworks. All you need is the program, an ST, a word processor, imagination, some spare time and you're off!

Why a word processor? Because all the files you need to write an AGT game are written using one, and saved in ASCII format (without control codes - any good WP will do this). The language you use is simple and logical with conditions like AtLocation, IsWearing, SomethingInside and FirstVisitToRoom giving actions such as GoToRoom, GetIt, ShowScore and the ever-useful KillPlayer. There's a limited but comprehensive manual on the

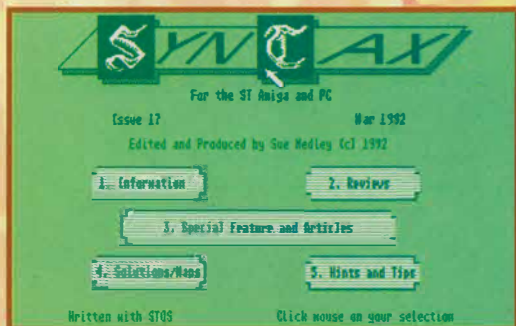
disk. Once you've written the necessary files, all you do is compile them and then run your finished game.

AGT adventures range from standard level (only using AGT's built-in verbs) to professional level (add any more extra verbs you want) and a new program called AGTBIG will let you write even larger games if 200 rooms, 100 nouns, 100 creatures and 250 messages aren't enough. More games are being brought out all the time by users - over 60 are available on the ST at the moment.

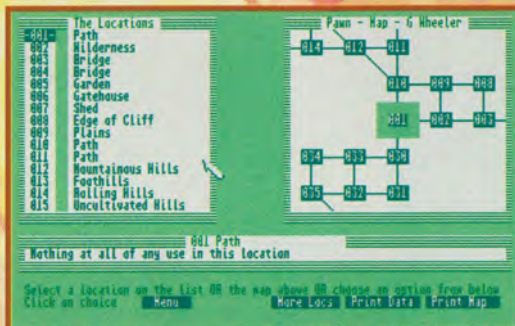
Softworks have also run an annual contest since 1987 to find the best game. I'm one of the judges of the 1991 contest, the biggest so far, and the standard is very high so it'll be hard to pick a winner from games as varied as Mop and Murder (a murder mystery set in one room), Sanity Clause (or why Santa didn't make it to your house that year) reviewed this issue - Paul, Deadly Labyrinth (loosely based on the Weis and Hickman Death Gate novels) and 17 others.

Registration of AGT costs \$20 from Softworks (\$35 with a 172 page manual). But the disks themselves can be bought in the UK from a few registered libraries including SynTax where the two-disk set of AGT and source codes for 10 games costs £3.50. A further advantage of AGT is that the text files you write can be ported over on to the Amiga, MAC and PC and compiled on those to give, effectively, four versions of the game. But, be warned - writing your own games can be as addictive as playing other people's adventures!

Thanks Sue, right hope that clears up a lot of confusion regarding AGT. For further information contact: Sue Medley, SynTax, 9 Warwick Road, Sidcup, Kent, DA14 6LJ.



● The main menu contains everything you need to know



● SYNTAX is useful if you need a map to help you out



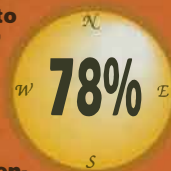
# GILDED GAMES

## Sanity Clause - £2.50

This piece of American Shareware is written by Mike McCauley, creator of Son of Stagefright. Sanity Clause is, basically, about Santa Clause's fight to do his Christmas rounds and stay within the midnight hours as he does so (keeping within a batch of designated world-wide time zones at the same time). The reason is that the midnight hours is the only time when ol' Santa can operate using the Christmas magic.

Created using the AGT system, Sanity is a game full of devious puzzles and some nifty programming to cram in those time zone shifts which has you flying all over the world. It is well written too, with lots of descriptive text in the right places. Though there are drawbacks initially. The game is pretty unforgiving, especially where Santa's magic runs out when you venture into areas you shouldn't. These 'sudden deaths' can be a little frustrating. Also, some of the parsing is a little skewed. 'Examine Ground' brought back a reply of 'What Garden?'. This happened a few times.

However, as you get further into the adventure Sanity Clause becomes more and more enjoyable and can be confidentially recommended to bend your brain a bit with the thoughtful gameplay it contains.



## Blackscar Mountain & Shards of Time - £3.95

Here's an adventuring double bill from Titan games created with the STAC utility. Blackscar Mountain follows the tale of a demon who, with the use of a crystal skull is able to remain on the earth spreading evil and mayhem wherever he applies his influence. Your task is to destroy the skull.

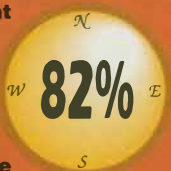
Blackscar contains a wide variety of puzzles which vary in quality and difficulty along with some very presentable graphics to add a little colour. The text, presented in a readable yellow-coloured font contains little in the way of flowery prose but it does the job. Blackscar is an excellent game that will have you hooked until the wee small hours.

In Shards of Time, as a member of the Time Patrol your task is to travel to three times zones (Ice Age, 14th Century and 19th Century) in an effort to find the three pieces of the time matrix crystal that allow people of your time to complete time jumps. However the recent explosion, into three fragments, of the crystal has altered the future. Basically, this means that your time no longer exists - which just adds to your task's incentive and the overall confusion. Containing a few fair quality graphics, Shards is a STAC adventure with a very good plotline, although the quantity of text used is fairly small. The EXAM command is still used pretty frequently, which does make up for the text's scarcity. The puzzles are real head-scratchers, too.

Overall, a cracking adventuring duo at a bargain price. Both adventures were commercial products retailing at £14.95 each!



● Created with STAC Blackscar Mountain will keep you hooked for hours



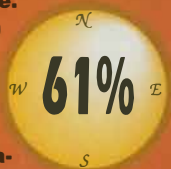
## Phantom Zone - £3.95

You don't get too many games produced by staff and inmates of a prison but Phantom Zone is one such game and the prison concerned is Risley. Do they have STs in Risley, then? Must do, I suppose to produce this adventure. Wonder if they've got many adventures? Imagine being locked up for years with nothing to do but play adventures. Hmmm...now where's that stocking mask and crowbar?

Phantom Zone is based on a strange curio, a mirror in fact, that holds a strange fascination for you. The scary bits happen when you get sucked in to the mirror after running your fingers over an odd inscription scribed on the mirror itself. Trapped, you decide to take a look around.

Created on the STAC Phantom Zone is a well presented adventure game with quite a few graphics and a high proportion of animation within which is quite a novelty in an amateur production. Another nice glossy addition is the sound which adds some welcome atmosphere. The suitably tense and down-beat music in the background is never over-bearing.

The bulk of the game appears to be rather linear in its structure. You cannot wander around for too long before you feel that you're being herded into the next location. Also, while there are a few decent puzzles in the game they are not the best I've ever seen and some of the logicity is suspect. Also, I did have some trouble trying to find the correct word to perform the required action. Great presentation, but our captive authors need to work on the design structure a bit.



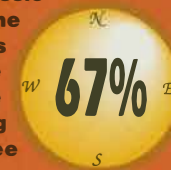
● The game that came from 'inside'. Phantom Zone is designed by staff and inmates at Risley prison

## The Spelunker's Tremendous Cave Adventure - £2.50

This AGT adventure written by Douglas Harter has its roots in the original 'Adventure' written by Crowther and Woods - the very first adventure ever written. However, its more direct descendent is an 8-bit adventure written by a programming team called St.Brides who wrote 'Very Big Cave Adventure', a well-received and very funny 'Adventure' spoof. STCA follows St. Brides with the spoof theme that continues the humour. For example, while in the gully you trick a bull to let you past. Why did it do that? Why because it's 'Gully-Bull'! <Groan>

This game is full of that sort of humour. To help you along the way you will meet a variety of characters and see weird locations such as the room that pushes you into a life-size Space-Invaders game! Your constant companion is Trixie, the stocking-clad lass who likes a chap to keep his hands to himself. I tried and got my arm broken!

Although not exactly an adventuring classic (the plot is nothing new and one or two of the puzzles are a little dubious) and despite its technical problems (I did meet a machine reset when I tried a 'Get All' command in one location, for example) STCA is an intriguing adventure for no other reason than to see where the next joke is going to come from!





# Recorded delivery

Thanks for letters this month, chaps. I got quite a variety through the ol' letter box including the following cry for help from my new chum, Bridget Willets who wants to know all about the game Legend of the Sword...

Dear Paul,

Please grant me a wish No - Paul to answer my problem. Legend of the Sword is the problem and its been bugging me since I got it which was about three years ago Gee, you must be in a pretty bad way by now, eh? - Paul. I can get everything from the island and kill everyone - except the living treants and the stag, but I can't get into the swamp. Please answer my questions for me as I am pulling my hair out in frustration and I don't think anyone wants to see me go bald Hey, you should see the state of M.K. Snelling over the page, he's nearly gone bald already! Keep using the glue MK! Sorry, Bridget, you carry on - Paul Right here goes my problems Life? Don't talk to me about life - Paul

1: How do you manage to kill the Trolls in the underground passage?

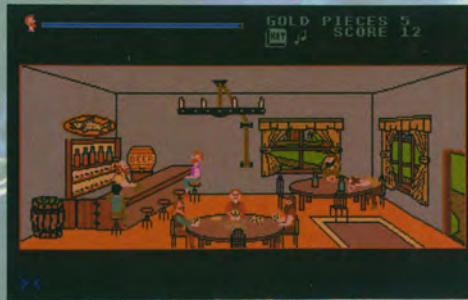
2: What is the wooden disc used for?

3: In the tunnel where the void and bats are, I have said the magic word, but I end up on the other side of the void. How do I give two pints of blood to the sphere without killing myself.

4: When I got to the other side of the void, I examined the walls and discovered a strange painted symbol. The symbol is the sign of the teleportation gateway. Beneath the sign an arrow points NE. Will the teleportation gateway help me get into the swamp?

Lots of Love,  
Bridget Willets, Happisburgh

Bridget, my vision of loveliness, your letter was sooooo big that I had to select a few questions to deal with. Otherwise, the whole mag would



● There's nothing quite like a relaxing drink



● There you go rolling down the pathways

## An Eye on Maddog

Dear Paul,

I am writing to you about Maddog Williams. I have had it since November '91 through STA's subscription. I've just recently discovered how to cross the bridge on Chapter 2 of the game. But now I don't know how to pass the Cyclops on Chapter 3.

1: How do I get past the Cyclops and get to the village of Lakeville?

2: What do I do with the staff (from the troll's cave) and the cup (in Maddog's home)?

Please help, I'm at my wit's end.

PS: My mates at school say you won't reply to my plea for help. So if you do it'll leave Rizwan Sabri gutted and thast

would be really good. Thanks for a great mag and keep up the good work.

Stephen Welton

Ha! Eat gut Rizwan!! Okay, Stephen here's a few answers:

1: Descend into the mouth of the statue to the maze. Now the maze only has one exit so at the exit save the game, or you'll be sorry. Type 'drink waters of changing' and move forward.

When the Cyclops approaches press <Return> after a set scene and Maddog will recover and you'll be able to carry on in your merry way.

2: The staff is for a guy in the Tavern later on.



● Now how do you get past this ogre without getting your head bashed in off that rather large club?

have been devoted to you. Try doing the following and see if you get some progress from them;

1: Have you thrown the Bottle of Antitroll? [left by the Leprechaun]

2: You'll need to put it on something in the Chapel later in the game.

3: Try throwing the sword at the bats, look up, take sword, SW, say password, SW, up, climb tree.

4: Try this - from the

mango crossroads, E, NE, E, S, S, S. Drop Sack and Bottle, Ask Cornilius for gold coin then show it to the sphere. You'll then be transported to the swamp.

Dear Paul,

I am writing about a game called Maniac Mansion yes, know it well - Paul which I am stuck on. What I would like to know (in some detail) is how do you get the key down from the chandelier? Do you have

to record something on the tape, if so, who has to do it? Also, how do you get the grate open that is welded to the floor in the room where the shelf is with the food and things on it. I would be very grateful if you could help me as this is my first adventure. Thank you.

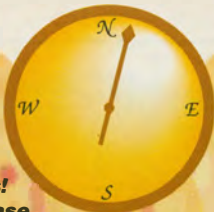
PD Williams, Poulton

Well, PD welcome to adventure games! Hopefully The Guild can be your source of



new games and help for when you get stuck on the things! But, please, include your first name next time, we're a friendly bunch in The Guild.

Onto the game, then. When you say the grate, is this the hidden one? If so, try sending one of your characters to the weight-lifting room to use the Hunk-O-Matic Machine. That character should be able to open it. Onto that key, now. Turn on the player and, with a bit of luck, the chandelier should shatter and the key (a rusty one I reckon) will fall from it.



## Maupiti Island

Dear Paul,  
Please! Please! Please! Help Me, steady on me ol' fruit, here, get this brandy down you - Paul I am pulling my hair out with frustration and I can't really afford to do that at 34! Right, then, I'll get some glue... Paul I can't get anywhere with Maupiti Island Have you tried Public Transport? - Paul. I am certain that Marie's kidnapper is Anita but I can't prove it.

So please can you give me some hints to help me on my way, before I end up

completely bald! Thanks!  
Mr M.K. Snelling, Eastleigh



● Maupiti Island will be confusing many of you out there

Okay M - first of all, don't be so quick to accuse people. It's difficult to offer help without knowing what you have and haven't done but still... have you examined Maggy's room? Have you looked behind the picture? Have you entered Lucy's room? Examined the bed? Asked people about Lucy? Seen anything interesting in Juste's stove? Also, check out Maggy's bedside lamp and look under her rug. Let me know how you get on.

## Winks 'n' Nudges

This is the section that covers the most requested hints and help from two or more readers - it saves space so I can cram more in. So if you wrote in asking about the following keep your eyes peeled.

### Cortizone

Andy Crompton (London) and Ned Stephen (Southport) are having trouble with Zenobi's cracker, Cortizone.

What to do to help the girl who's lost here doves?

Find the grain merchant on the. TALK TO MAN. ASK ABOUT GRAIN. It will cost 1 fals for a scoop of grain and 2 fals for the bag to carry it in. GIVE COPPER. Click on 'copper' THREE times and then on 'give'. Walk WEST (left) back to lone. Stand next to the cage. SCATTER GRAIN. The doves fly down and lone captures them in the cage. She tells you that she is part of your test and that you must now go back to the Seeress.



● Cortizone is a good adventure if you haven't got much cash to spare and want a good laugh

### Into the Mystic

Erica Rasburn (Wakefield) and Terry Simpkin (Hereford) want to know what to do with Fatima?

ASK ABOUT GRAIL. ASK ABOUT GALAHAD. ASK ABOUT CATACOMBS. ASK ABOUT HIEROPHANT. (Note: if you fell for her seduction line, you would find yourself eventually in the middle of Hezekiah's Aqueduct.

You would then have to head right along the tunnel, back to the Pool of Siloam, then retrace all of your steps all the way back to Jerusalem, and then to Fatima to try again - PROPERLY!).

ASK ABOUT TEST. Move close to her. GIVE PURSE. That should be all you need to know about Fatima.

### The Grimoire

Mary Jupp (Bournemouth) and Simon Mikmill (Rugby) want to know how to get the veil from Mari.

Arrive outside Mohammed's shop. LOOK AT WINDOWS. Stand directly under the upstairs window with the closed shutters. CALL MARI. She only has time for rich men. ASK MARI ABOUT VEIL.

She says that Ibrahim will never get the veil from her. THROW MIRROR TO MARI. She catches it then throws you the veil and closes the shutters. If, for any reason, Mari disappears after catching the mirror - or before you can throw it up to her, CALL MARI again and ASK ABOUT VEIL, and repeat the procedure.



● If you're stuck in the Grimoire then these handy tips might help you carry on

**CONTACTS:** The Spelunker's Tremendous Cave Adventure and Sanity Clause can be purchased from: Sue Medley, Syntax, 9 Warwick Road, Sidcup, Kent, DA14 6LG. Blackscar Mountain & Shards of Time and Phantom Zone can be purchased from: The ST Adventurers PD Library, JR Barnsley, 32 Merrivale Road, Rising Brook, Stafford, Staffs., ST17 9EB.



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● That's a ridiculously large set of pan pipes isn't it? You'd better hope that you don't run into whoever owns them in the first place



● Starports are always pretty tedious places as a rule and this one is just choc full of exciting long metallic corridors just waiting to be walked down

# MEGATR

**Empire's second game based on the most successful sci-fi role playing game ever should continue the trend towards RPGs...**

**W**ay back in March 1991, Empire released MegaTraveller – The Zhodani Conspiracy. Based on the ridiculously popular Traveller and MegaTraveller RPG games, the computer version attempted to recreate some of the atmosphere that millions of gamers regularly experienced while adventuring with “the pinnacle of science-fiction role-playing”.

Inevitably, although still very impressive, The Zhodani Conspiracy had its flaws. Also, because of its close resemblance to the non-computer version the game was aimed more at the hardcore

of role-players. You couldn't get into this one with five minutes gaming. The character generation alone took ages, but fortunately was so well executed that it was one of the most enjoyable sections of the game

## Party time

Everything was catered for, by the time your party was generated you had a good idea of what sort of physical condition they were in, what their careers had been and even what their interests and pastimes were. MegaTraveller 2 – The Quest for the Ancients is an attempt to take all that was good

from the original, and polish up what was bad before gluing the two together to give you what, in theory at least, should be one of the greatest role-playing computer games ever. 300,000 years ago the Ancients ruled the galaxy before destroying themselves in a huge civil

war. All that remains now are the ruins of their cities and the artifacts within them. For some unknown reason, one of these ruined sites has suddenly come to life and is threatening to destroy

an entire world. Millions will perish if a solution is not found and you must traverse across some 127 different worlds trying to find artifacts that will neutralise the site. Your ultimate aim is to find the

**“Millions of gamers have experienced the pinnacle of sci-fi RPGs”**

legendary Ancient leader who has reportedly been dead for 300,000 years. Only then will you be able to unlock the secret and maybe save millions of lives. The major improvements to this sequel should make it more user-friendly and appeal to a wider audience.

## THE PAL SYSTEM

MegaTraveller 2 uses the revolutionary PAL system to control the game's characters. Developed by Paragon in the states it has also been used in MT 1 and the forthcoming Twilight 2000. It works slightly different from most other conventional systems in that you are the leader of the party and the others act as your friends. You can give orders but they all act intelligently, based on their skills and characteristics, so they may not follow these instructions if they believe that another course of action will help you more.



● You can't fool us. We can see right through your little disguise Mr. Brynner. Just remove that ridiculous false beard!





● *Megatraveller 2 looks similar to the first game in the series. The same overhead perspective is once again used to great effect when moving men*

**PROJECT:** Megatraveller 2  
**PUBLISHER:** Empire  
**AUTHORS:** Glen Dill, S J Lennon,  
 Mark Miller  
**ST CONVERSION:** Attention To Detail  
**INITIATED:** Mid '90  
**RELEASE:** Autumn '92

# AVELLER 2

MegaTraveller 2 will feature a much more graphic-intensive presentation and a better trade and commerce system is implemented. This economic system is more realistic than before and benefits from the increased number of worlds.

## Meet the people

Toss into the bargain the hundreds of Non-Player-Characters you will come across wherever you wander, spread them liberally across the 127 planets that the game contains and you've got hours and hours of role-playing to enjoy and experience. Hopefully if everybody keeps their bits crossed we'll have the full review for you next month. Will MegaTraveller 2 live up to everybody's high expectations?



● *Denim shirts are still a serious fashion item even in the far distant future. Here our model sports the latest from Top Man*







Your weapon power can be increased by collecting the various icons that appear throughout the game. A simple blast will dispose of your enemies

**PROJECT:** Jim Power

**PUBLISHER:** Loricel/Digital Integration

**AUTHOR:** Alain Boisrame  
(programmer)

**INITIATED:** Early '92

**RELEASE:** Sept '92

# JIM POWER

The sceptics will no doubt exclaim "Oh, no, not another typically French game." But is it? Your chance to see Loricel's latest.

**A**rcade platform games are becoming more popular every day and this is your chance to gather yet another amazing insight into a new game before it hits the shelves. The game under our close scrutiny is Jim Power, which will be available around about now from Loricel at the regular game price of £25.99.

As you've probably gathered, Jim Power is an action platform game following a similar vein to the likes of Switchblade II and Wolfchild. Your objective is to battle your way through five levels of frenzied arcade action. The reason for your bravery is purely an ego boost, oh and to save the universe again.

## For the devil a daughter

The devil of your planet has kidnapped the daughter of the President and is demanding the key to the secret weapon in order to guarantee her safe return. You have been drafted in because of your superlative skill at rescuing fair maidens.

The game has been split up into five levels, three platform and two shoot'em-up, each level



containing the usual nasty creatures intent on thwarting your progress. Keys must be collected to open the various doors that have been positioned throughout the level blocking your route.

## Swap shot

The vast amount of creatures you must face can be destroyed by using your current weapon effectively. Your weapon can be changed by collecting the capsules that are scattered over the levels, giving you more powerful guns that fire three ways and so on.

Music is also worth a mention as it is a very nice tune that accompanies you as you play the game and it is done by a chap called Chris Huelsbeck. This gentleman of German persuasion has a very impressive track record including the brilliant Turricon.



● Keys must be collected to open doors that block your path. This dragon will fly about the playing area and try to knock you off the platform (Above)

● Each level is guarded by a giant monster that must be defeated in order to progress. He will take several shots before he goes (Above left)

## GRAPHICS

The graphical side of Jim Power is really colourful and uses the ST's capabilities quite well. The main sprite animates well as do his adversaries and the rest of the characters on-screen all seem to move rather well. The scrolling is relatively smooth so this makes things look good and there doesn't seem to be any lack of speed when the screen gets congested.



These dogs look as though they haven't been fed for months. You seem to have caught their eye



Some of the platforms will float in the air making it difficult for you to cross them without dying



Moving platforms must be negotiated on this level. Keep an eye out for the guards though



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**PROJECT:** The Cartoons

**PUBLISHER:** Loriciel/Digital Integration

**AUTHOR:** In House

**INITIATED:** Early '92

**RELEASE:** Oct '92

**The world of the cartoons is one of danger and excitement, step this way for an in-depth revelation.**

**M**ost of you are aware of the impact certain puzzle games have had on the gaming public. The likes of Lemmings and Push-Over have enthralled their audiences with their intriguing gameplay and thought provoking antics. Loriciel have decided to throw that perspective market a small morsel and hope to catch a bite!

The Cartoons is a game involving a great amount of object manipulation. Set over six levels, you play a kind of guardian angel who has the unfortunate task of keeping an eye on a young chap who finds it very easy to get into trouble.

The young man in question will wander aimlessly about the playing area, blissfully unaware of the multitude of traps that await him. You must clear his path of any obstructions and guide him to the safety of the exit. Your job is

one that requires speed, skill and a bit of thought. You must move and reposition various things of use to enable your child to continue towards the exit. Failing to do this will result in his untimely death. Die three times and your game is over.

### New blocks for the kid

Shaped blocks are the most important things of use as they can be placed in front of steps to allow your man to walk up and continue. Various fruit and other edibles can be collected to boost up your score and bombs can be used to remove any tricky bits of terrain.

A small scanner box is helpfully included at the top of the screen. This box will show you the position of your little man if you fly off the screen to position something a little further up. This quickly informs you of any poten-

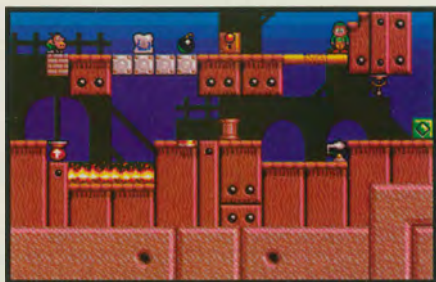
tial dangers before they happen. Picking up money can be very helpful to you. Later on in the game, you will come across a shop which can be entered if it is open. From here, you can purchase more powerful weapons and extra lives as well as health restoring potions. There are only a few shops in the game so make good use of them when you manage to locate one.



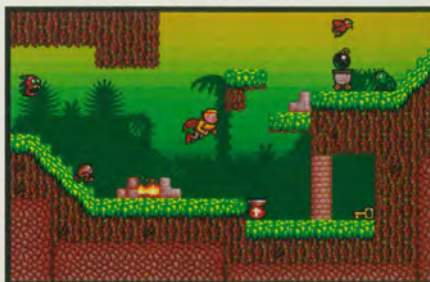
● Move the blocks to avoid a catastrophe. You must guide your friend safely around the levels

## GUARDIANS

At the end of each level, you will have to face an end guardian who must be defeated in order to progress. The game differs slightly here because you take control of the little guy who you've been protecting instead of the guardian angel chap. There is a puzzle element that must be overcome when you reach the guardian. He will appear at the bottom of the screen, you at the top, and you must work out how to get the blocks to hit him. Success will allow you to continue, defeat will signal the end of your quest.



● Avoid the fire by knocking the blocks over the flames, then walk your way to freedom



● Make sure you pick up the key or you won't be able to get through the exit at the end



● Visit the different shops to buy necessary items such as extra energy and valuable lives



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● Our hero Indiana Jones comes into contact with a dungaree wearing bald bloke who's intent on causing him a lot of damage



● Carefully moving around this power station, packed with technology, Indy encounters the chief technician who's not happy to see him



# INDIANA

Lucasfilm's classic hero Indiana Jones returns for yet another adventure courtesy of US Gold...

**Y**our favourite adventurer is back! Indy returns in his latest role of crusading cavalier as he attempts to locate the lost city of Atlantis. Based around a story by Hal Barwood, the year is 1938 and Indy discovers evidence that confirms the existence of the fabled lost city.

As always, someone with a gun tries to steal the small artifact and, after a struggle, more geographic evidence detailing Nazi interference is gathered. Following

a clue you make your way to your old colleague Sophia Hapgood whose name cropped up in a magazine taken from the would be thief and so your adventure begins in earnest.

## Away to Atlantis

You control the actions of Indy and Sophia with the joystick and several icons as they attempt to uncover the secret location of the entrance to Atlantis. Their only clue to the whereabouts of the city

is a map that has four islands circled in red. Your first objective is to make your way to a casino in Monte Carlo owned by the mysterious Trottier. You must play on the tables and make enough money to barter with him for the artifacts you need. Escaping via the roof is the only safe route away from the casino's Nazi occupants. After you

arrive at a Naval base, you slowly realise that the Nazis are going to try to stop you at all costs as watchtowers and electrified

**"Indy returns in his latest role of crusading cavalier to find Atlantis"**

perimeter fences guard the base. A secret code must be cracked once

you have located the lift that descends down into the sub docks. Once you have reached the docks, you notice a submarine



● The tribal leader sits on his wooden throne surrounded by this native henchmen



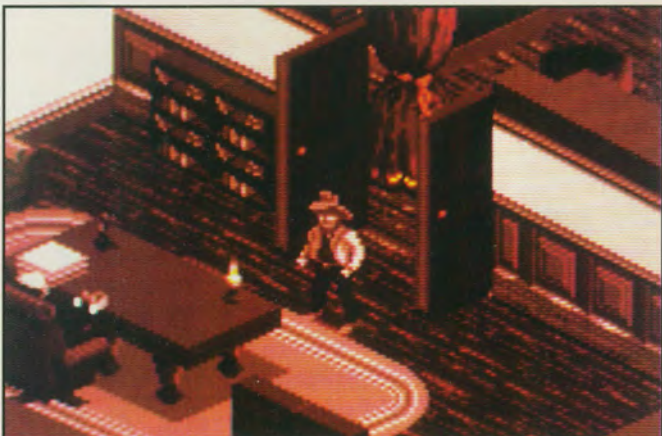
● Now you must cross the bridge with your beautiful girlfriend. Be ready for surprises



● The casino is a good place to earn a handy bit of extra cash in a hurry



● Yet another fight. Indy's knuckles will be red raw before this adventure is anywhere near over and done with



● There may be a few good hidden surprises in this room. Equipment you'll need to finish the game even





● As usual Indy has got himself into a spot of bother and will have to fight his way out in his usual heroic dare devil manner

**PROJECT:** Indiana Jones 4

**PUBLISHER:** U.S.Gold

**AUTHOR:** John Steel

**GRAPHICS:** Chris Gibbs

**SOUND:** John Williams

**INITIATED:** Jan '91

**RELEASE:** June '92

# JONES 4

about to set sail. Unfortunately, you can't get down to the open hatch so you must swing from a rope and land on the top of the sub. Failure will result in the end of your mission but success will take you to the next section set inside the submarine.

## Island Hopping

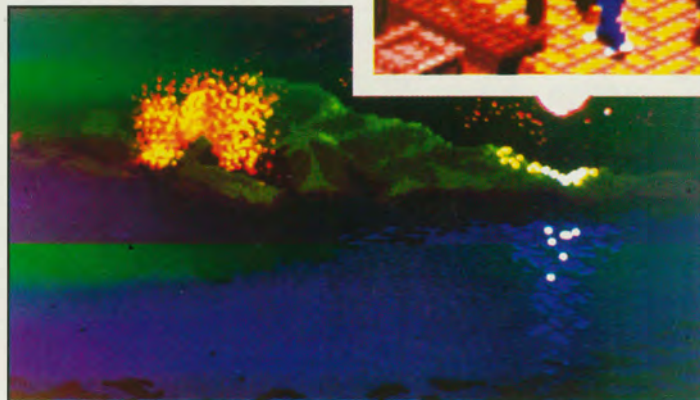
After initially disarming the booby-trapped entrance, you must then turn your attentions to steering the sub to your destination.

You can go to any of four islands but only one of them will hold the key to the entrance of the lost city. A map is hidden on board the sub detailing the correct island

to go to but if you don't find it, you'll still have a one in four chance of choosing the right one. If you manage to locate the right island, you will then need to find the chief's cave. He holds the key to the gate but you will have to do something to please him in order to progress.

Once inside Atlantis, you can then begin to unlock the secrets of the city and foil the Nazi's plans to build a super weapon using the strange materials found there.

You have only one small thing left to do: bring about the total destruction of the city you fought so hard to find, nothing could be easier, well not for Indy.



● The mysterious, long lost island of Atlantis as it evaporates into nothingness courtesy of a large well timed explosion that's caused havoc

## GAMEPLAY

Make your way through the five levels and then locate Atlantis on one of the four islands, so there are nine levels all together. Various puzzles and traps must be solved or disarmed on each level as well as avoiding the many adversaries you are likely to encounter. Control of the two characters can be swapped over if one of them gets caught (there are no deaths in this game only incarceration!) and a rescue plan can be initiated so you can plot the escape and get totally back to normal again.

## GRAPHICS

Graphical content is full of large, detailed sprites that animate smoothly, and intricate backdrops that set the atmosphere well. The characters are drawn accurately and this allows you to adopt the role of Indy. The rest of the in-game graphics are colourful and follow the particular theme well. A good, informative control panel is included to detail your energy, score, which character you are controlling and a host of other things that you'll no doubt find quite useful at some stage in the game.



● A brilliant right hook sends the technician reeling back across the room. It shouldn't be long before this fight is over



● Indy is getting used to being attacked by now. This time they're coming at him from all sides. Maybe it's time to get that old famous bullwhip out again



This section of the mag is dedicated to bringing you the best games for the cheapest price. We will try to look at every budget game released each month and give you a detailed account of its good and bad points to make your decision easier.

## ANARCHY

Sizzlers £7.99

The inspiration for Anarchy comes from, without a doubt, the classic arcade game Defender. Its ridiculously fast scrolling leaves you seriously brain-strained.

The idea behind the gameplay needs no introduction, the similarities between this and Defender are, at times, identical. You must guard valuable canisters that rest on the ground from the hostile aliens.

Apart from the ground, which is made up of four way parallax, Anarchy is devoid of any background graphics, but the sheer speed at which the game runs detracts from the lack of graphical presentation. All the aliens are small but easily identifiable, and the melange of colour on the screen at any one time is pleasingly effective.

### ACTION ANALYSIS

Very fast, very exciting, very good! Defender was the best and always will be, but this comes damn close. Stunningly soopah!

### ACTION RATING

89%

## PUFFY'S SAGA

The Hit Squad £7.99

Puffy and Puffyn - ahem - have been trapped in an alien and hostile world where danger lurks around every corner and death most certainly looms on the horizon. Their only chance of escape is to find keys that open doors, magic pellets that will give them extra weapons, and food that will replenish their health.

Naturally, all the arcade style levels - and we're not quite sure how many actually exist - are swarming with loads of really gruesome nasties, most of them coloured blobs but along the way you will find a few fire breathing dragons. The bonuses are nearly always guarded by a host of aliens so quick shooting is required to eradicate the problem.

### ACTION ANALYSIS

Puffy's Saga could be one of those really cute games that sells really well but unfortunately it's not which is a tad disappointing.

### ACTION RATING

64%

## SPELLBOUND

Sizzlers £7.99

As an apprentice magician, you rely heavily on the wisdom of your tutor, but when he gets himself kidnapped you realise that your career could come to an end.

Therefore, you must rescue him using your meagre knowledge of spells. In a

brightly coloured fantasy platform romp, you must venture through the strange lands in search of your tutor, unravelling puzzles as you go. Spellbound is better in its two-player mode as you do have to cooperate with each other to have any chance!



### ACTION ANALYSIS

Does not live up to the quality of the Psygnosis label. Quite good for £7.99 though, especially if you've got someone to play with.

### ACTION RATING

72%





## SHADOW WARRIORS

The Hit Squad £7.99

You are the Shadow Warrior, the last in a line of fierce Ninja heroes who fight for all the good things in life like Marmite sarnies. Now, your most dangerous mission lies ahead as a fierce oriental demon threatens the existence of the Ninjas.

With arms and legs flying all over the place you put your Ninja skills into good practice in order to battle the demon's strange manifestations who stand in your way. Ninja action for Ninja fans!

Shadow Warrior has reasonably good graphics and above average sound. It uses flip screen scrolling which gets a little off-putting and the main sprite moves very slowly but the action is a little limited and therefore the game suffers.

### ACTION ANALYSIS

For the price Shadow Warrior is quite good - it has a really nice intro too! Although it runs a tad slow and the action is a bit dull.

### ACTION RATING

73%



## TUSKER

Kixx £7.99

Journey into deepest Africa on a search that could be a wild goose chase. Your father had a dream - a dream that he would locate the legendary elephants' graveyard and all the mysteries and treasures that it holds.

Unfortunately he has now passed on and it's entirely up to you to fulfil his last wish. You must take control of the hero and set off to discover the hidden secrets.

There's a remarkable resemblance to Indiana Jones in the main character and the storyline is a very Indy inspired theme indeed. This doesn't detract in any way though and this arcade adventure (by System 3 of Last Ninja fame) will keep you busy for a good while.

### ACTION ANALYSIS

Tusker was one of those games that you could be forgiven for missing first time around. Now at £7.99 it is at least worth a second look.

### ACTION RATING

70%



## TURRICAN II

Kixx £7.99

When the original was so good there was always going to be a risk that the sequel would not live up to its expectations.

Thankfully any potential embarrassment was saved when Turrican II was released on an unsuspecting public. Receiving rave

reviews from all quarters the game isn't that different from its older brother and still features top quality blasting action that can be ridiculously difficult at times with loads of on-screen baddies. A true classic which should be in every software cupboard.



### ACTION ANALYSIS

One of the classic games from a year or so back. Well worth getting if you missed out when it first surfaced.

### ACTION RATING

86%

STREET





## NAVY MOVES

Hit Squad £7.99

Let's not beat around the bush here, this game is stupidly hard. We're talking harder than hard here. No chance of finishing it without the cheat (which is thankfully supplied in the box) hard. Okay we get your point - Ed!

You are sent on a deep sea mission that will test your nerves and reflexes to the limit as you fight for survival. Thankfully you've been equipped with an aquatic motorbike, a powerful underwater rifle and a flame thrower (ah, but is it an underwater flame-thrower?) to help you defeat the bad guys.

Believe us when we tell you that you'll need them all! Navy Moves is as hard as they come, so if you fancy a test....

### ACTION ANALYSIS

Whoever said this game was hard lied. It's very hard. Don't say you weren't warned, but if you're a sucker for punishment....

### ACTION RATING

63%



## STUNT CAR RACER

Kixx £7.99

Just as Geoff Crammond burns back onto the scene with Microprose Grand Prix, the game that helped to make him famous re-emerges on US Gold's budget label. Originally published by Micro Style (which was a division of Microprose) the game was a storming hit and some critics said that it is the best car game ever.

You take control of a hot-rod race car and raced it head to head with a computer racer or a friend via a null-cable link up. The track was the weirdest thing about the game as it was raised off the ground and so driving off it resulted in plummeting about 50 feet to the ground. Not a pleasant experience at the best of times. Still a classic race game.

### ACTION ANALYSIS

This is still well worth getting if you haven't yet added it to your collection. Especially good when linked up, for competition.

### ACTION RATING

88%

## APACHE FLIGHT

Atlantis £7.99

Ermm! An original budget game. Why is it hard to get up enthusiasm these days?

When the majority of budget games are coming from the full-price back-catalogue, can games like Apache Flight really be expected to compete with Lotus? The

answer, if this offering is anything to go by is a big No! It has to be said that it looks quite impressive from the back of the box, but unfortunately the game isn't as good. Sluggish control, dodgy sprites, no fun really unless you're a SWIV fan.



### ACTION ANALYSIS

It's probably worth getting so you can look at the awful cover illustration and cheer yourself up after your dog's died or something.

### ACTION RATING

50%





## TURBO OUTRUN

Kixx £7.99

It's a good few years ago since the original Outrun machine took the arcades by storm and because of its success, other versions were made. Now the computer version of the original was bobbins and this conversion is also pretty awful too.

You have to say if you were fortunate enough to miss out on this the first time around, God only knows what would persuade you to buy it now. You must take part in a 16 stage race across America, getting to the checkpoints before time runs out. Failure to do so will lose you one of your credits and if you're lucky you may lose them all in less than five minutes, accidentally lose the disk and boot up Lotus 2 by mistake.

### ACTION ANALYSIS

Yep, you guessed it, this is one sad game! Good stuff if you need a blank disk in a hurry for a savegame on Elite or something.

### ACTION RATING

41%



## SKIDZ

Kixx £7.99

A few years back there was a craze that swept the streets. Those streets could do with a good sweep now - Ed's mum. Every kid on the planet had a BMX and here's Gremlin's bicycle game back with a vengeance.

Of course there's more than just bikes involved. How could you have any street cred at all with your trusty skateboard clutched under your arm?

Now the sun's beating down you could do a lot worse than to relive those childhood days of yesteryear as you find decent obstacles to perform your stunts on.

Don't forget to don your protective gear (kneepads and so on), just like they told you to do on Blue Peter.

### ACTION ANALYSIS

Loads of rapid biking action with a bit of skateboarding thrown in for good measure. Good stuff, for a while at least.

### ACTION RATING

72%

## 1943

Kixx £7.99

A storming success down in the arcades. Capcom's success was converted to the lovely ST by GO! and it has to be said, suffered quite a bit.

Just over 40 years ago the famed Battle of Midway took place, a battle many say

turned the tide of World War II. You must get in and fly your twin engined P38 fighter plane in relentless attacks against the Japanese fighters and warships. Your success, or failure could determine the outcome of the war, so let's not mess about!



### ACTION ANALYSIS

Not quite as good as it could have been but nevertheless an enjoyable blast initially. There's better about and there's worse about.

### ACTION RATING

69%

# STREET STORIES





# THOUSAND POUND THROWAWAY...



Well, it's compo time again folks! To coincide with the recent release of Accolade's Elvira II (90% STA1 rated this issue) is your chance to walk away with one of the amazing 75 prizes on offer. The first 25

winners will receive a copy of the game and a video of the wanton temptress.

This tells the tale of her struggle against evil as she inherits an old house in a sleepy town where the inhabitants are everything but friendly. The 25 runners-up will each find a copy

of the video on their doorstep, courtesy of the postie. All you have to do to win is tell us what three things you would have with you when you settle down to watch the Elvira video.

The funnier your entry, the more chance you have of winning one of the fabulous prizes.

## Both my hands are full but I'm sure I'll manage competition

The three things I would have with me when I settle down to watch the buxom wench herself would be:

1:.....

2:.....

3:.....

Name:.....

Address:.....

.....

.....

Send your completed entry forms to: Elvira Mistress of dire innuendo and schoolboy smut competition, ST Action, Europa House, Adlington Park, Macclesfield SK10 4NP. All entries that reach us later than July 11 will be torn in to pieces and used at various Geordie football matches, so there!

☐ Tick the box if you do not wish to receive any promotional material from other companies.



# Got one of these?



## ***GB Action***

*The ultimate add-on  
for your Game Boy*

*Issue 2 out  
June 22nd!*

# Then get one of these!





# Write On!

**It's time for a few more letters from the mail bag. Remember the star letter gets a prize!**  
**Send your letters to: Paul McNally, Write On! ST Action Europa House,**  
**Adlington Park, Macclesfield SK10 4NP.**

## PADDING OUT THE ST

Could Atari make a control pad for the ST because I've been playing on my cousin's Nintendo and I can control better with a pad and they're not as bulky as a joystick. Have they any plans and if so, when will it be released?

**Joe Wiggins (age 12), Benfleet**

*There are no plans that we've heard of to make a directional pad for the ST. The majority of people would prefer to use a joystick and steer clear of "console controls". Personally I hate control pads but know other people who like you prefer to use them.*

## DIAL M FOR MERGER

I'd like to congratulate you on an awesomely spondicious mag. Before, I used to buy The One and **ST Action** and it was beginning to get a little heavy on my pocket! So imagine my delight when I walked down to my local newsagent and found you'd merged to make the ultimate 100% games mag. All for just £3.50.

To be honest, it couldn't have been better. The coverdisks were as packed and entertaining as ever and the reviews were even more descriptive, letting me know what was good value and what was a complete waste

of money.

The thing is some of my friends get other ST mags and when I open them they seem to be full of articles like "How to program your computer to make daft noises" and the like. If they've any sense they'll follow your example. They should cut the bore and add some awe!

**Duncan Lockey, North Shields**

*We've had a pretty good response from our merger with The One and a better mag has emerged from the union. If you're looking for games news you've no need to go anywhere else as we've got the lot. You know that being a reader, but it's up to you to spread the word to your mates. Show 'em a copy and get them to place their orders now, you know it makes sense!*

## AN EPIC WAIT

*I've been wondering recently if anybody else gets annoyed and disgruntled at the software companies when they advertise their forthcoming games months, sometimes years in advance of an actual release in the shops. The prime example of this has to be Ocean's Epic which I ordered from a mail order company some eight months ago. Fortunately they have been very good about the whole affair as we have been in regular contact with each other as we compared release schedules for this game!*

*Then, quite a few issue back now, ST Action reviewed the game and I thought my wait would soon be over. Then to my disgust I found the game had been delayed yet again. It must be some 18 months since the first advert appeared in the computer press and you still can't buy the damn thing!*

*Surely there must be something to prevent this sort of thing happening, even if it means resorting to the Trading Standards for help! I now hear that Epic is soon to be released, 'Of course it is' my reply to that. I reckon that the game is just a legend and will never see the light of day, except in dank, smelly offices belonging to computer magazines! As I'm desperate to play it, is there any chance of a job?*

**Paul Forsyth, Minehead**



*Believe me, you certainly aren't the only person who's found themselves waiting for a game to come out before now. Epic has gone through so many delays and hold-ups now it's become an industry joke. Surprising as it may sound, the game should actually be in the shops by the time you buy this mag. Companies have to advertise their wares in advance though to drum up interest and in a way all of the delays that affected Epic will have helped it because of the extra publicity!*

## STE RIP-OFF

I am writing because I'm very annoyed at the way, after ages of the STE being released, software houses still haven't really written anything except art packages and music programs which have taken advantage of the extra capabilities offered by this machine.

I mean, at the moment if I had bought an STFM all that would be different from my present set-up is a few less colours to play around with on my art pack and mono sound on my sequencer. Plus I'd have an extra £20 quid that I invested in my STE that I could buy a game with.

The whole idea of the STE was to make the Atari as good as the Amiga. The E stands for "enhanced" because it is better than the STFM but what have we got to show for it, better art

## QUESTION MASTER

Could you please answer me these questions.

- 1) Can you recommend any games similar to The Secret of Monkey Island or similar to The Rings of Silfen.
- 2) Please will you show some screenshots of Monkey Island 2 as I am thinking of getting it when it comes out.

*I would also like to state my views on the idea of bigger boxes! I like the idea because I can put them on the shelves so my sisters can't put any of their rubbish on the shelves as well! I also like Ocean's idea of putting the disks and manuals in a bag as younger people like my sisters might lose them!*

**Martin Macmaster (11), Kilmarnock**

**If you've got a one meg machine you might be interested in Lure**

**of the Temptress from Virgin as this is in a similar vein to Monkey Island. As for Monkey Island 2 it's unlikely that it'll be coming out on the ST now, so sorry about that!**





packs and music and a feeling we have been ripped off.

Come on Ocean and US Gold etc, you must have heard of the STE, it's a computer that is slightly better than the STFM and it's got lots and lots of owners who are wondering just when you lot in the industry are going to make games accordingly? Also I have a few questions that I would like to ask you:

- 1) Can you still get Samurai Warrior for the ST?
- 2) Do you know roughly when Sonic the Hedgehog rights will be released to US Gold and when to expect the game out?
- 3) Will Dizzy's Excellent adventures come out on the ST?
- 4) Will there be a conversion of Wrestlefest?

**William Nonce, Aberdeen**

*As usual another disgruntled STE owner annoyed with his treatment. The number of this type of letter over the past few months has been phenomenal. Perhaps instead of dropping the ST from their range, software companies would do well to get some STE stuff out. Are you listening out there?*

*In answer to your questions:*

- 1) You'll probably have to shop hard around the mail order places.
- 2) Not in the foreseeable future. Sonic is still selling too many Sega consoles for them to put in on the computer format.
- 3) Most of the Dizzy stuff is out now.
- 4) Not that we'd heard of, but we'll let you know if it changes!

## WARGAME WOE

Could you please help me concerning a Universal Military Simulator II (USMII) problem. Firstly I'll give you the background, early last year I read the review for USMII in your magazine and many others. I was sold on it right away and rang around trying to obtain it. I had a long wait only to find out that you would need to update your computer to one megabyte.

Now comes the crazy bit, I had been saving for some time towards buying a printer, however I was so obsessed by this game review, I used my money to upgrade my computer leaving just the right amount for my long awaited copy of USMII.

I was over the moon when my copy arrived and I instantly tried to obtain more info especially concerning the Planet Editor. I registered for all the latest news with Microprose. I received one newsletter in May 1991 and despite writing again and again received no further information at all. The most upsetting thing being no news on the Planet Editor for the ST, which I am sure you will agree is a must to unlock the game's full advertised potential.

Recently I rang the Microprose Helpline hoping they could at least give me some information about the Planet Editor. I was told they knew nothing at all about it and couldn't even tell me what the problem might be. I was surprised by the lack of this information from a company

as large as Microprose, not to say concerned. I feel most let down by this game. Am I alone?

**CS Wait, Melton Mowbray**

*We gave Microprose a ring to see if we could glean any more information out of them. They told us that the Planet Editor has been put back for a*

# STAR LETTER

## ABSENT ST

You are no doubt aware of the Gamesmaster programme on TV which recently ended its run. I have written to Gamesmaster enquiring why the ST was never mentioned while most other formats were. I have since had a reply from one of the researchers (printed alongside) which you may be interested in.

TV is an extremely influential media, especially for the games market where you can view the game before buying.

Gamesmaster was watched by millions of people including both computer and console owners, as well as people considering buying their first machine.

During the computer game challenges the make of the machine used was never mentioned. Though this was not the case during the review section. Each game was introduced by the presenter who specifically mentioned the computer on which it appeared.

The Amiga and PC were mentioned every week but never the ST. It was never stated that most of the games reviewed could also

be obtained for the ST.

Atari are losing out again. Even

though they still maintain a sizeable proportion of the market, can they afford not to be mentioned on

Gamesmaster?

What effect will this have on us as users of

the ST. We know it is quality machine but how long will this last?

**Michael Williams, Peckham**

**Gamesmaster replied:** Thanks for your letter and kind comments. Your concern with regard to the ST isn't really justified when you examine the situation. Virtually every game on the programme is available on both ST and Amiga. We never make a point of saying the game is available for the ST nor do we say they are for the Amiga or any other format.

For technical reasons we used an Amiga but on no occasion do you see the hardware used. During the reviews some of the journalists may have said Amiga and not ST, but we don't tell them what to say and nor does it change the situation - most of the games are available on both formats.

As you rightly say, the ST is beginning to "die" - a fact reflected in sales, games and magazine coverage, I agree that such a situation is unfair on ST users and Atari themselves - the ST is a good computer after all! However we simply reflect this trend by not bending over backwards to use the Atari name. We only have a half hour which by series two will be increasingly devoted to consoles.

I hope this letter has explained the situation as clearly as possible and I'm sorry if you've been disappointed in any way with the programme.

**Well, there you have it, straight from the horse's mouth. Don't forget you can air any of your views on these pages. Let us know what you think about the ST and where you think it could be heading, it's your mag.**



**GAMESMASTER**

*while because it had encountered problems, but that it will arrive sooner or later (promise, honest guv, you can trust us. Of course you can!).*

## PERSONAL RECOMMENDATION

I have been getting ST Action for a year now and have no complaints. I hope you can answer these questions for me as my software collection is small, it will help me to choose in the near future.

- 1) How good is Total Recall and is it worth getting?
- 2) Which are the top three platform games?
- 3) Is Robocop 2 worth getting?
- 4) Are Chuck Rock and Supercars 2 worth getting?
- 5) What's the best joystick around?

**Ben Turner, Doncaster**

*Okay here we go.*

- 1) It's okay but its main problem is that it's very hard. Are you up to the challenge?
- 2) Rainbow Islands, Parasol Stars and Robocod.
- 3) Yes, it's pretty good on the ST.
- 4) Yes again to both games, especially Supercars 2 which is one of the best ST race games.
- 5) The Zipstick is a favourite with most of the reviewers here.

## MONITOR MADNESS

I am a great flight sim fan and eagerly awaited the launch of Thalion's A360 Airbus. After seeing the review in STA I went out and bought it. I took the heavy box home, backed-up the disk (following instructions) and loaded the game. To my shock, I found that the game only works on 60Hz monitors and televisions.

I think this should have been pointed out on the packaging to avoid people being unnecessarily disappointed.

**Paul Dunn, Liverpool**

*Quite a lot of people don't have modern TVs/monitors in this country but the game was designed in Germany which is probably where the problem arose in the first place.*

*This doesn't help the people in this country but it looks as though it's something that has been overlooked before it was released over here. Having said that, it isn't the first game that will only work on a 60Hz set-up. If you've got the equipment you'll appreciate it more, but if, like yourself you haven't then it really does mess you up as it makes the product inaccessible to you.*



*us that the Planet Editor has been put back for a*



# ST ACTION'S UNIQUE GUIDE TO WHAT'S HOT AND WHAT'S NOT FROM THE HUGE NUMBER OF ST GAMES EVER RELEASED

# BIG

## action adventure

- 1 Barbarian 2
- 2 Elf
- 3 Gods
- 4 Robocop 3
- 5 Another World
- 6 Leander
- 7 Switchblade ii
- 8 Last Ninja III
- 9 Golden Eagle
- 10 Gold of the Aztecs
- 11 Death Trap
- 12 Wrath of the Demon
- 13 Deliverance
- 14 Rick Dangerous
- 15 Head Over Heels
- 16 Rolling Ronny
- 17 Bonanza Bros
- 18 Voodoo Nightmare
- 19 Wolfchild
- 20 Horror Zombies
- 21 The Simpsons
- 22 Beast 2
- 23 Batman: Crusader
- 24 Time Machine
- 25 Brides of Dracula
- 26 Ran Xerox

## puzzle and skill

- 1 Lemmings
- 2 Pipemania
- 3 Arkanoid 2 - Doh
- 4 Pushover
- 5 Gobliins
- 6 Klax
- 7 Chips Challenge
- 8 Tetris
- 9 Devious Designs
- 10 Blockout
- 11 Light Corridor
- 12 Brat
- 13 Plotting
- 14 Nightshift
- 15 Welltris
- 16 Chess Champion
- 17 Sarakon
- 18 Guardians
- 19 Ishido
- 20 Puzznic
- 21 Nevermind
- 22 E-Motion
- 23 Logical
- 24 Trivial Pursuit
- 25 Atomino
- 26 Brain Blasters
- 27 Swap
- 28 Boston Bomb Club
- 29 Atomix
- 30 Shufflepuck Cafe
- 31 Revelations
- 32 Krypton Egg
- 33 Pick 'N' Pile
- 34 Quadrel
- 35 Lords of War
- 36 Kwik Snax

## 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 Millenium 2
- 21 Damocles
- 22 Interphase
- 23 Resolution 101
- 24 Moonfall
- 25 Hard Nova

## shoot'em-up

- 1 Xenon 2 - Megablast
- 2 Blood Money
- 3 Swiv
- 4 Z-Out
- 5 Turrican 2
- 6 Turrican
- 7 Silkworm
- 8 X-Out
- 9 Warzone
- 10 Atomic Robo-Kid
- 11 Strider II
- 12 Battle Squadron
- 13 Space Gun
- 14 Frenetic
- 15 Alien Storm
- 16 R-Type II
- 17 Operation Thunderbolt
- 18 Smash TV
- 19 Rubicon
- 20 Operation Wolf
- 21 Videokid
- 22 Steve McQueen
- 23 Armalyte
- 24 Mercs
- 25 Zone Warrior
- 26 Star Control
- 27 Shadow Dancer
- 28 Super Space Invaders
- 29 Battlestorm
- 30 Thunderjaws
- 31 Xenon
- 32 Anarchy
- 33 Line of Fire
- 34 Star Ray
- 35 Under Pressure
- 36 Rotox
- 37 Godfather

## land and sea sims

- 1 M1 Tank Platoon
- 2 Silent Service II
- 3 Pacific Islands
- 4 Team Yankee
- 5 Silent Service
- 6 Sherman M4
- 7 Strike Fleet

## Platforms

- 1 The Addams Family
- 2 Rainbow Islands
- 3 Parasol Stars
- 4 Robocod
- 5 Fire & Ice
- 6 Titus the Fox
- 7 Harlequin
- 8 James Pond
- 9 Blues Brothers
- 10 Magic Pockets
- 11 Robocop 2
- 12 Rodland
- 13 Hudson Hawk
- 14 Rick Dangerous 2
- 15 Toki
- 16 Nebulus II
- 17 Killing Game Show
- 18 Nebulus
- 19 Prehistorik
- 20 Mega Twins
- 21 Chuck Rock
- 22 New Zealand Story
- 23 Flood
- 24 Kid Gloves 2
- 25 Baby Jo

## racing

- 1 Formula 1 Grand Prix
- 2 Supercars II
- 3 Stunt Car Racer
- 4 Lotus Turbo Challenge
- 5 Vroom
- 6 Lotus 2
- 7 Jupiter's Masterdrive
- 8 Supercars
- 9 Combo Racer
- 10 Nitro
- 11 Team Suzuki
- 12 Test Drive 2
- 13 Lombard RAC Rally
- 14 Big Run
- 15 Super Hang On
- 16 Psyborg
- 17 Cisco Heat
- 18 Outrun Europa
- 19 Hard Drivin' II
- 20 Toyota Rally
- 21 Off Road Racer
- 22 RVF Honda
- 23 Continental Circus
- 24 Race Drivin'
- 25 Turbo Outrun
- 26 Hard Drivin'



# BEST GUIDE

## arcade adventure

- 1 Dungeon Master
- 2 Chaos Strikes Back
- 3 Captive
- 4 Knightmare
- 5 Heimdall
- 6 The Immortal
- 7 Space Crusade
- 8 Obitus
- 9 Hero Quest
- 10 Return of Medusa
- 11 Cadaver
- 12 Robin Hood
- 13 Murder
- 14 Xenomorph
- 15 Kult
- 16 Vengeance of Excalibur
- 17 Gauntlet 3
- 18 Warlock the Avenger
- 19 Zombie
- 20 Seigemaster

## 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 A320 Airbus
- 14 F-29 Retaliator
- 15 Flight Sim 2
- 16 MiG 29 Super Fulcrum
- 17 MiG 29 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 3
- 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

## sports & leisure

- 1 Jimmy White's Snooker
- 2 Kick Off 2
- 3 Sensible Soccer
- 4 Speedball 2
- 5 The Manager
- 6 Pro Tennis Tour 2
- 7 Microprose Golf
- 8 Speedball
- 9 Striker
- 10 Advantage Tennis
- 11 Championship Manager
- 12 Tennis Cup
- 13 Games: Summer Edition
- 14 Man Utd Europe
- 15 World Class Ldr Board
- 16 World Class Rugby
- 17 Player Manager
- 18 RBI 2 Baseball
- 19 Super Ski 2
- 20 California Games
- 21 Microprose Soccer
- 22 Fiendish Freddy
- 23 TV Sports Football
- 24 Int Soccer Challenge
- 25 Pro Tennis Tour
- 26 Jahingar Khan Squash
- 27 Disc
- 28 Grand Monster Slam
- 29 Masterblazer
- 30 Zany Golf
- 31 World Games
- 32 Projectyle
- 33 Purple Saturn Day
- 34 Stormball
- 35 Italy 1990
- 36 Rugby World Cup
- 37 Billiards II
- 38 Challenge Golf
- 39 I Play 3D Soccer

## 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 Deuterios
- 16 War Lords
- 17 Gettysburg
- 18 Dreadnoughts
- 19 Samurai
- 20 Breach

## adventure

- 1 Lure of the Temptress
- 2 Cruise For A Corpse
- 3 Secret of Monkey Island
- 4 Indy Jones Crusade
- 5 Elvira II - Cerberus
- 6 Space Quest Series
- 7 Leisure Suit Larry Series
- 8 King's Quest Series
- 9 Maniac Mansion
- 10 Elvira - Mistress
- 11 Wonderland
- 12 Operation Stealth
- 13 Zak McKracken
- 14 Maddog Williams
- 15 Conquests of Camelot
- 16 Leather Goddesses
- 17 Zork Trilogy
- 18 Suspicious Cargo
- 19 The Pawn
- 20 Demoniak
- 21 Hitchhiker's Guide
- 22 Maupiti Island
- 23 Planetfall
- 24 Guild of Thieves
- 25 Stationfall
- 26 Codename Iceman
- 27 The President Missing
- 28 Lurking Horror
- 29 Future Wars
- 30 Ultima Series
- 31 Police Quest Series
- 32 Loom
- 33 Manhunter Series
- 34 Deja-Vu 1 & 2
- 35 Shogun
- 36 Spellbreaker
- 37 Wishbringer
- 38 Chronoquest Series
- 39 Enchanter
- 40 Sorcerer
- 41 Beyond Zork
- 42 Zork Zero
- 43 Suspect
- 44 Beurocracy
- 45 Deadline
- 46 Crime City
- 47 Time

## rpg

- 1 Legend
- 2 Bard's Tale
- 3 Disciples of Steel
- 4 Shadow Lands
- 5 Megatraveller
- 6 Crystals of Arborea
- 7 Ishar
- 8 Shadow Sorcerer
- 9 Space 1889

Read next month's ST Action to see all the latest changes to the biggest brightest SUPER LEAGUES





# THE LAST WORD

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INTERACTIVE

## Hellos and Goodbyes

First of all can we just say a big sloppy northern hello to our new publisher Colin Campbell, yet another "southern person" who's seen the light and made the career move to Macc. Some of you may know of Colin from other magazines but if you don't then it doesn't matter.

Anyway good luck and all that stuff. We've also got hellos and welcomes to Brad Burton and Roger Bell who joined us a bit late in the month. There will be a lot more about these guys next issue, you can be sure of that.

On the goodbye front, as you may remember from last month Allie has now gone and this is now followed by the sad (snivel, sniff) news that both Jools, our ex-editor and Marc who's a bit arty are also off to pastures new. Jason takes over as editor but all the best to the chaps with their future careers.

## New GamesMaster

Every month you peel off the disks stuck to front of the mag, but until now you've not really had the pleasure of meeting the bloke who's been slowly going grey putting them together for you. Doug "Take one more photo of me and you can do you own disks" Johns is also leaving the north because he's gone and got himself a job working for those TV megastars at GamesMaster. When the new series starts make sure you watch out for his name on the credits. All the best to Doug too from all at ST Action.



## The Camera Never Lies

Seeing as we've had the camera out we've decided to run a couple of 'Last Word competitions over the next couple of months. Dead easy this, all you have to do is come up with a suitable caption for this photograph of Brian Sharpe from GB Action (our new sister mag for owners of Gameboys - plug, plug).

Send them in to "Why I think moustaches are top" at the usual address. The winner can have the copies of Utopia and Samurai that I have sitting on my desk waiting to be given away, so get your entries in quick before they get nicked. ST Action cannot be held responsible for anything ever again and somebody's decision will be final.



## Compo Charity

There are as of yet no competition winners for you this month folks, but don't worry we'll have twice the amount of lucky people on this page next month. Response has been tremendous and we decided to give the dozy late entries a chance, personally I'd keep the prize myself.



## Next Month

We've got a special guest to tell you what's in next month. Ladies and Gentlemen - Mr. Jim Bowen from TV's Bullseye.

### Castles

Innnn one! We're determined to get it in there, Build those fortresses and keep the invaders out. It's a super cuddly game of castles by Electronic Arts.

### Air Bucks

Innnn two! Fly a plane all round the world, but try to take off on time or you'll get there late in Impressions' Air Bucks.



### Aquabatics

Innnn three! It's summer, so don your trunks and join James Pond in Bathalona for some smashin' athletic antics. That's what I call deeply skinny dippy.

### Warriors of Releyne

Innnn four! A weekend for two in the ancient land of Keln. See for yourself the battling legions as they fight in special shows three times day and sample for yourself the famed Keln Strong Brew (and women).



### And Bully's Special Prize

God you're insatiable! You want more? Come on, we were all going to take a month off and go for an all-expenses paid holiday to Ibiza courtesy of the company. Fine, make us work! No rest for the wicked.

The next issue of STA will be out on 9th July (yes that soon), so there.



# LURE OF THE Temptress

LEAD US  
NOT INTO  
TEMPTATION,  
BUT DELIVER US  
FROM EVIL...

Sick and tired of playing the  
same old, sterile, graphic  
adventure?

Then envisage a new playing  
experience where each  
character can go about his or  
her own affairs independently  
of your actions, where each  
scenario is different every  
time you return to it, where  
you can experience "real  
world" environments.

It's happened.

LURE OF THE TEMPTRESS has  
been developed using the  
'Revolutionary' Virtual  
Theatre™ system.



AMIGA



ATARI ST

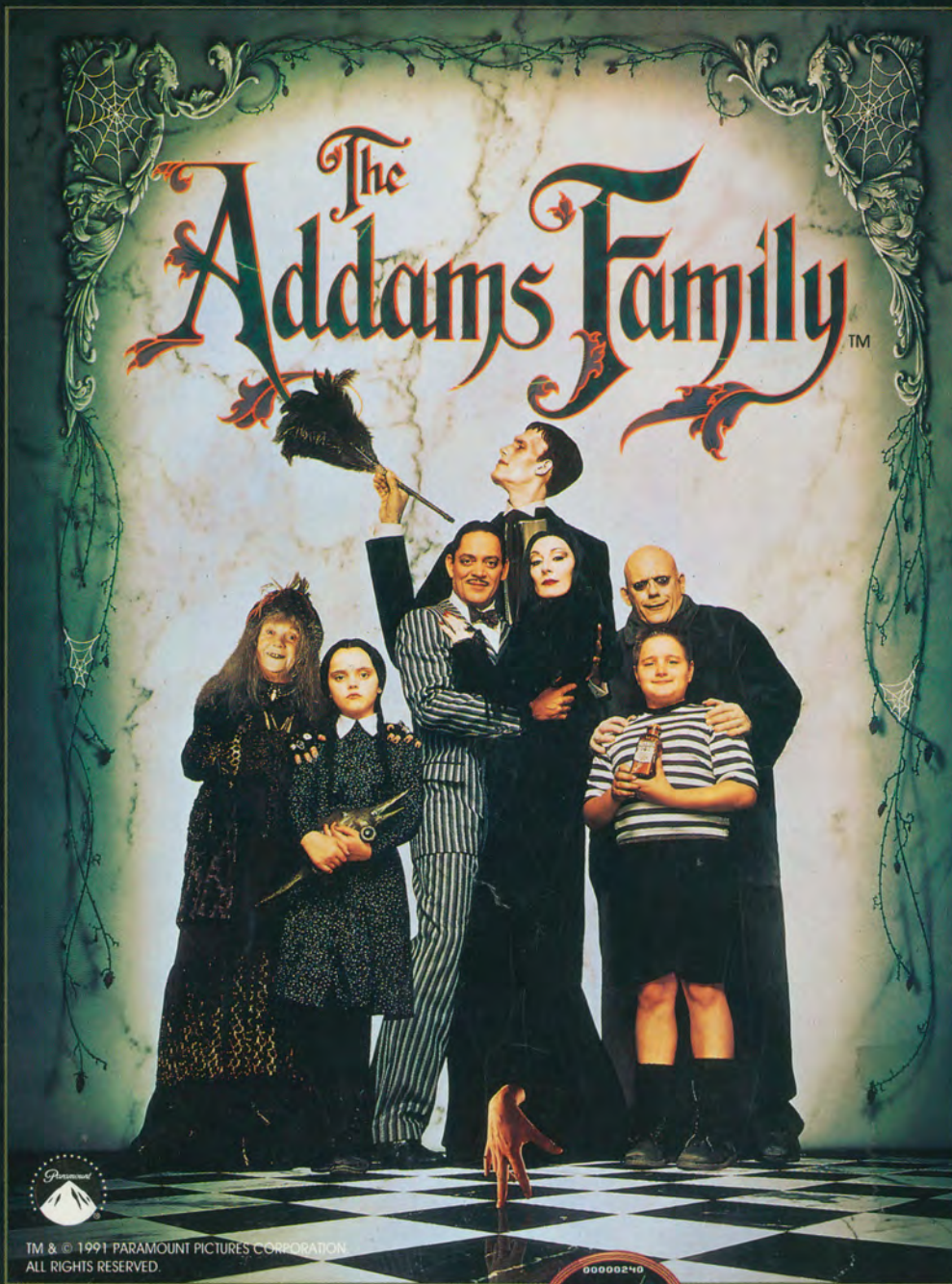


IBM PC





# Creepy, Kooky, Ooky, Spooky!



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## They do what they wanna do...

But not now that they've been evicted! Morticia, Lurch, Granny, Pugsley and Wednesday have gone back to their creepy abode to regain possession.



## say what they wanna say...

But not now that they've disappeared! As Gomez you must find your loopy loved ones in their spooky mansion house.



## play how they wanna play...

But watch out for Tully - he plays mean. Tully is the trecherous lawyer intent on stealing the family fortune and who has many a dirty trick up his sleeve.



## dance how they wanna dance...

And you'll be shakin', rattlin' and rollin' when the spikes, monsters and ghosts save the last one for you! If you solve the puzzles and follow the clues you might just save the Addams Family so that they can...

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## live like they wanna live!

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