

ST ACTION

The World's Best Selling
ST Games Magazine

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ISSUE 52 • AUGUST 1992 • £3.50

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Should you shell out
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STEG!
● Full gigantic level of
slippery arcade fun

THE MANAGER
● A whole season of footie
strategy - PD style

ST ACTION

Woah! No disk alert..?
See that newsagent now

CHAOS ENGINE

The evolution of the
Bitmaps' latest sensation!

EUROPRESS
INTERACTIVE



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IN THE UK

OVER **100** GAMES REVIEWED!

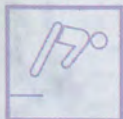
A TRULY OLYMPIC



COMPETE
WITH THE
BIGGEST



COMPETE
WITH THE
BEST

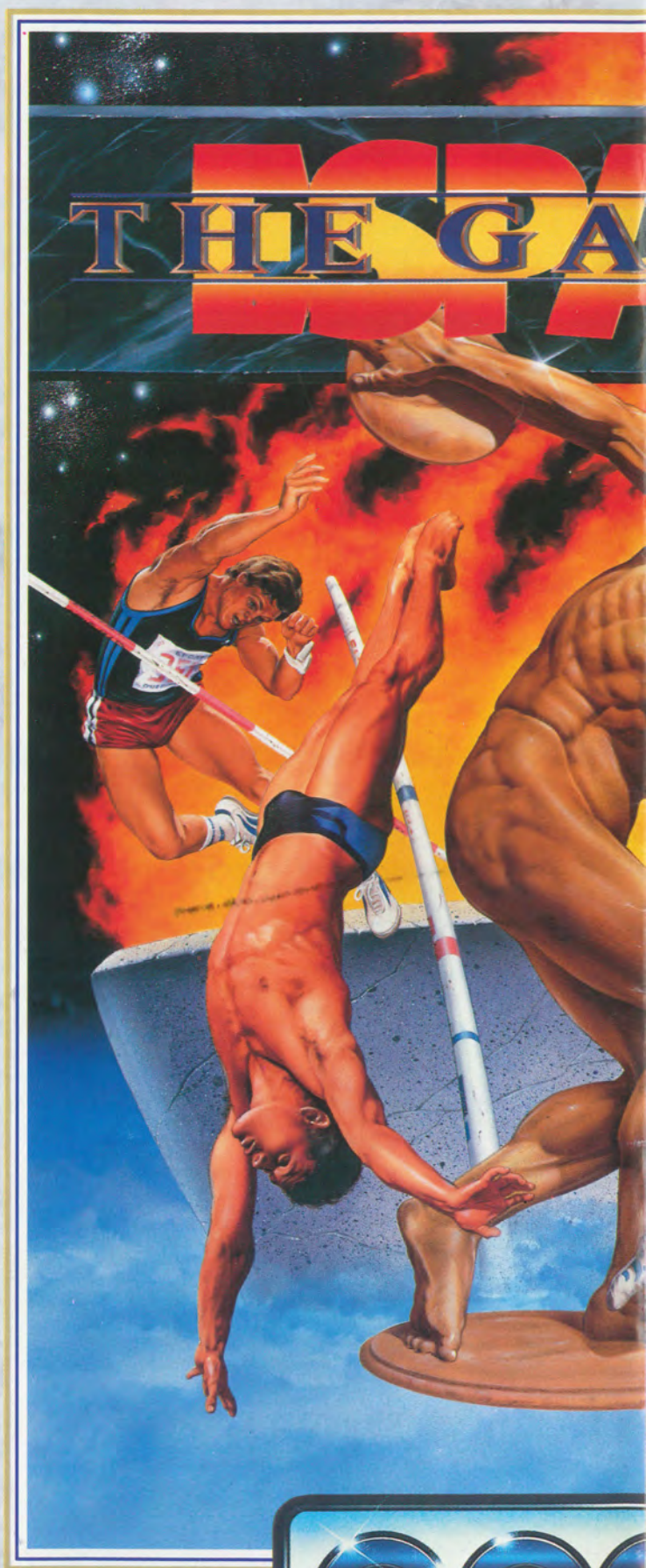
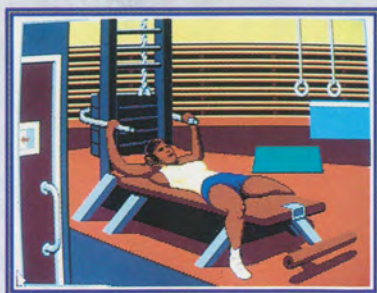


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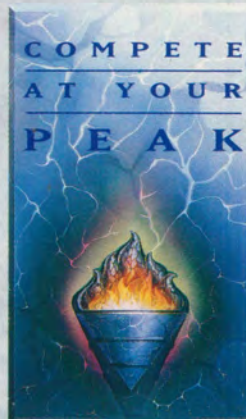
SPORTS SENSATION



AVAILABLE FOR:
ATARI ST · CBM AMIGA · PC & COMPATIBLES

TEAM MANAGEMENT

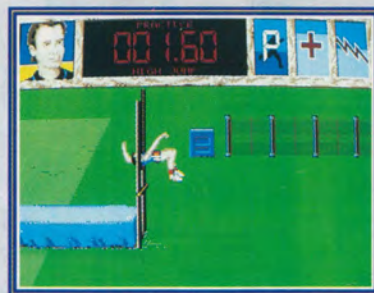
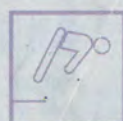
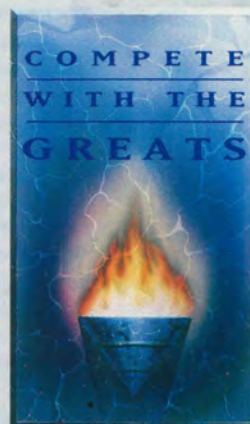
Put yourself in charge
of training your squad
for this summer's
competition.



HALL OF FAME

Includes the history of
the games and the
winning contestants'
achievements.

Compare your team
members' performances to
those of the all time greats
as you attempt to break
world records.



ST ACTION

The World's Best Selling
ST Games Magazine

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Paul Kidby

GO ON

100% ST Games

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brought to you by:**

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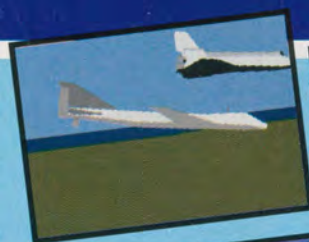
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euroPRESS
INTERACTIVE

**CHECK OUT
OUR SUPER
SUBS OFFERS
ON PAGE 56**

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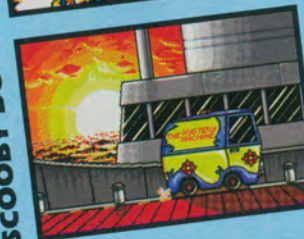
SHUTTLE



RED ZONE



DIZZY



SCOOBY DOO

WIN

Your chance to win a
smashing satellite sys-
tem, an ST version of
Shuttle or even
a fabby Virgin
t-shirt.



page 58

WORK IN PROGRESS

Two smashing previews
for you to feast your eyes
on. Athletic fun in Carl
Lewis' Olympic Challenge
and genetic mishaps in
D/Generation.

page 70-73

TENTS

REGULARS

STORIES

The World of the ST is fast paced and at times difficult to keep up with, we give the low-down on all the latest development in four pages of news.

SMALL STAKES

Two pages packed with the most expensive games available. NOT! Budget games expert, Simon Kirrane, searches to find a diamond among the rough.

PD OR NOT PD

The Public Domain market is experiencing a massive growth due to consumer interest. Your chance to examine the latest from your very own room.

MY IDEAL COMPILATION

Paul Finnegan, the man behind Rage Software, takes the leather chair to offer you his choice of classic games for this industry spearhead.

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

TIPS AND CHEATS

10 pages of the very best hints and tips for all you frustrated gamers. You get the lowdown on Pacific Islands, The Addam's Family and Robocop 3 as well as two pages full of incredibly sneaky Small Tips.

THE GUILD

If you've got any adventure queries, you've come to the right place. Lots of informative suggestions and solutions from the master of the dungeon.

WRITE ON!

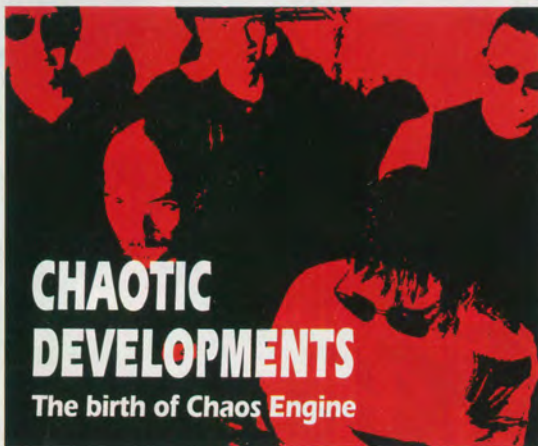
All your grievances are aired to the Ed who then tries to answer them as cleverly as possible. Will this man of many talents crumble under the strain?

BUYER'S GUIDE

Have you ever wanted to buy a game but found the shop assistant to be as useful as a chocolate fireguard? Well, we can easily identify with that so you have now got four pages solely dedicated to excellent games. No toadies will be found here only quality products including some great budget games. Never has buying a game been made so easy for you.

Cover disk

FEATURE



CHAOTIC DEVELOPMENTS
The birth of Chaos Engine

We bring you all of the latest details on the conception of the next smash hit from the Bitmaps'.



2 GAMES

TWO FANTASTIC PLAYABLE DEMOS

STEG

THE MANAGER - PD

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



Page 7



THE MIND-BLOWING BLOCK-BUSTER!

PUSH-OVER IS A BRILLIANT NEW
CONCEPT IN ACTION PUZZLE GAMES.

THIS GAME IS NO...

PUSH-OVER

FEATURING - G.I. ANT™

AND HIS BUDDY™ COLIN CARLY

**ATARI ST
AMIGA
IBM PC &
COMPATIBLES**

ocean

You've never played anything like this before!
In Push-Over you will meet Colin Carly™ and a new superstar, G.I. Ant™,
the most dynamic and instantly likeable character in video games.
Solve a series of mind-expanding puzzles using super-power dominoes
set in a series of stunningly designed themes.
Push-Over and G.I. Ant™ - together they add up to a winning combination!

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It's cover disk time again folks, Two more demos hot off the assemblers for you to try out. Last month we reviewed Steg the Slug and gave it a stormingly high 87%. Now we're proud to present you with a demo so, you can try it out for yourself. On the other hand we've got The Manager. A PD football management sim that'll keep you hooked for a whole season!

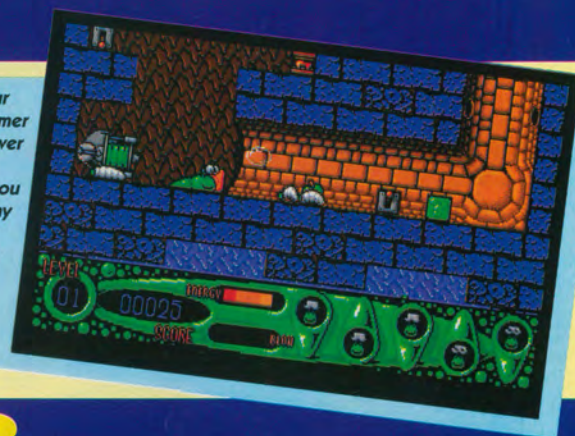
FANTASTIC DEMOS

1 STEG

Codemasters' "game of the garden pest" arrives on ST Action's cover disk. Steg is a slug and being a daddy he's got lots of hungry little slugs to feed and keep happy. Catching food is the name of the game (no it's not - Ed) and bringing it back to your youngsters is the aim.

This demo will boot up automatically. All you have to do is stick the disk in the drive and your ST will do the rest for you. Pressing the firebutton will take you into the game from the title screen.

● Steg your amiable slimer hits the cover disk this month, if you want to play a parental gastropod (eh?) sim look no further

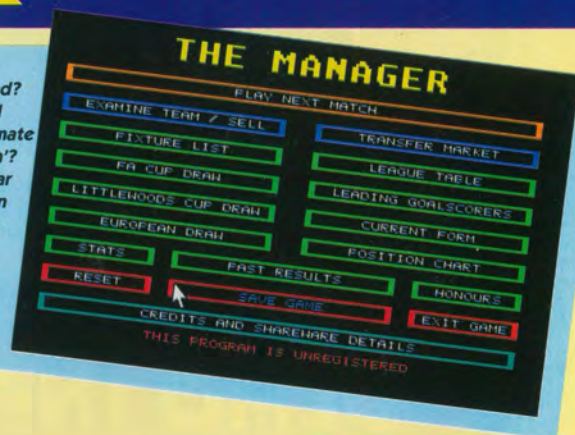


2 THE MANAGER

Why lash out tons on the US Gold game when you've got hours of amusement tucked away in this great PD management demo? Buy and sell players and generally do everything a real-life manager would do. Robert Johnson is currently working on an update so it's worth registering, details of which are included on the disk.

To play The Manager, insert a blank disk to bring up the desktop (the green screen). Double click on Runner.PRG, when the window returns double click on MANAGER.PRG.

● Are you opinionated? Do you call your best mate 'young man'? Do you wear a sheepskin coat in the Summer? Then The Manager is the game for you



Back up

Before loading your mega demo disk back it up because you might be one of these dumb chumps who can damage a disk just by looking at it.

Faulty disk

If you do happen to have any problems with your cover disk, pop it in a jiffy bag and send to this address:
**ST Action Faulty Disk,
PC Wise Unit 3 Merthyr Ind.Est.,
Merthyr Tydfil
CF48 4DR**

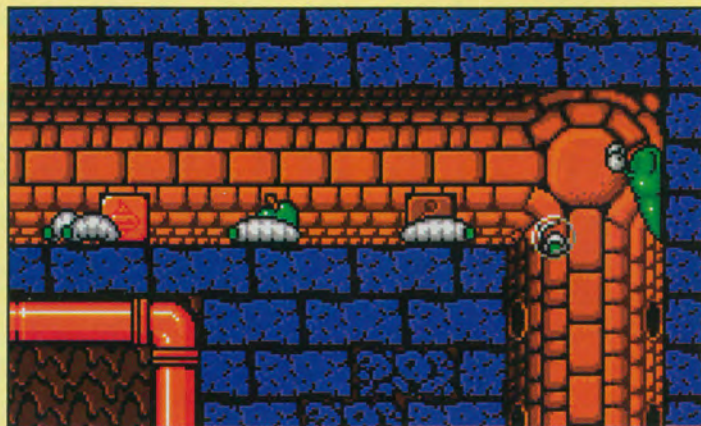
COVER DISK

STEG

Not one joke about the controls being sluggish in sight here!



● Some of the switches have to be operated before Steg can get any further on. Pulling this one will open up a large trapdoor for you



● Climbing up the walls is something Steg can do quite well. Here there's a grub trapped inside one of his spit bubbles and you must deliver it to your kids

Oozing onto this month's coverdisk is everyone's favourite garden pest. Yep, it's Steg the Slug and you get a free chance courtesy of Codemasters and ST Action to slide around feeding your offspring like every good daddy should do. This classy game was reviewed last month, and in case you missed it was awarded 87%. The idea of the game

is to feed the baby slugs to keep them alive. To do this you must capture the grubs that can be found mooching around the level and deliver them into the waiting mouths of T'yungunz (that's your family in case you were wondering). Without this regular supply of this food they will just waste away and die and the game will end, and we don't want that to happen, do we?



PLAYING YOUR DEMO

Being limbless, Steg is limited in the actions he can perform, for instance, he can't brew up or take part in a hectic game of footy. When it comes down to it, the only things he can do is move, climb and blow bubbles! Keep the button pressed to blow a bubble and try and aim it at a grub. If you trap a grub inside it you will be able to nudge the bubble along until you get back to your nest.

Be warned if the bubble hits something smooth it will just rest there, but if it comes into contact with something sharp it will pop and the grub will come tumbling down to the ground again! Remember Steg can climb walls and hang upside down, but falling from great heights will not do him any good, as you can imagine.

DEMO INFO

COMPANY: Codemasters

RELEASE DATE: Out Now!

GAME TYPE: Puzzle

PRICE: £7.99



● And Steg's on the ball, showing wonderful control with his head as he glides past the static defence. We're over the moon here Des!

SELECT TEAM TO MANAGE

ARSENAL	SHEFF UTD	MILLWALL
A.VILLA	SO' TON	NEWCASTLE
CHELSEA	SUN'D LAND	NOTTS CO
COVENTRY	SPURS	OLDHAM
C.PALACE	WIMBLEDON	OXFORD
DERBY	BARNLEY	PLYMOUTH
EVERTON	BLACKBURN	PORT VALE
LEEDS UTD	BRIGHTON	PORTSM'TH
LIVERPOOL	BRISTOL C	SHEFF WED
LUTON T.	BRISTOL R	SWINDON T
MAN. CITY	CHARLTON	WATFORD
MAN. UTD	HULL CITY	WEST BROM
NORWICH C	IPSWICH T	WEST HAM
NOTTM FOR	LEICESTER	WOLVES
Q.P.R.	MIDDLESER	

● All of the major teams are present and accounted for and you can choose to control any of them, even Oldham are up there, what a smart team

COVER DISK

THE MANAGER

No it's not the US Gold version but a high quality Public Domain football management simulation for you to have a fiddle with...

What you've got here – fresh from the improving ST PD market is a stats based football management game, that comes complete with correct player names (well near enough) for all the major teams. Take part in a whole season (and that's a lot of matches) experience the joys and

traumas that all managers go through. Just to make it worthwhile for the author, there's a key file missing that means you have to send off and register if you want to play more than one season. For just £10, you'll get the necessary file back return of post and then you can play until your heart's content and maybe even get into Europe!

FA CUP DRAW

ARSENAL	---	DERBY COUNTY
CHELSEA	---	BLACKBURN R
LIVERPOOL	---	MAIDSTONE UTD
LUTON TOWN	---	COVENTRY CITY
MANCHESTER C	---	GRIMSBY TOWN
MANCHESTER UTD	---	LEICESTER CITY
NORWICH CITY	---	STAFFORD
NOTTM FOREST	---	NOTTS COUNTY
SHEFFIELD UTD	---	IPSWICH TOWN
SOUTHAMPTON	---	NEWCASTLE UTD
TOTTENHAM H.	---	HALIFAX
WIMBLEDON	---	GILLINGHAM
BARNLEY	---	WEST HAM UTD
BRIGHTON & HA	---	ASTON VILLA
BRISTOL ROVERS	---	Q.P.R.
HULL CITY	---	WOLVES

● The FA Cup draw is of vital importance for any team wishing to bleed it's supporters dry. A fruitful draw and the profits could come rolling in

PLAYING YOUR DEMO

Before you start everything going, make sure you have a blank, formatted disk at hand as you'll need this to save you game on, and the program asks for it during loading. Once it loads, just pick the team you want and wait a while as the files are updated.

After this has finished, you'll be presented with a main menu which is fairly self explanatory and is operated with the mouse. Read the credit section as it'll tell you how to obtain the extra file.

DEMO INFO

COMPANY: PD

RELEASE DATE: Out Now!

GAME TYPE: Footie Management

PRICE: £10 to register

THE MANAGER

PLAY NEXT MATCH		
EXAMINE TEAM / SELL	TRANSFER MARKET	
FIXTURE LIST	LEAGUE TABLE	
FA CUP DRAW	LEADING GOALSCORERS	
LITTLEWOODS CUP DRAW	CURRENT FORM	
EUROPEAN DRAW	POSITION CHART	
STATS	PAST RESULTS	HONOURS
RESET	SAVE GAME	EXIT GAME
CREDITS AND SHAREWARE DETAILS		
THIS PROGRAM IS UNREGISTERED		

● From the Main Menu you can reach every feature of the game, easily with the merest click on the mouse button

STories

Here's Zool the...

CONSOLE CONTENDER

At last! A game to wipe the smile off console owning faces across the globe. Every minute you hear them raving on about Sonic and Mario but there's a new kid on the block. Zool is an undefinable character that looked slightly like an ant before he became a Zool! Anyway, whatever he is, he's gonna take the ST by storm. As a platform game set over seven worlds, each having three stages and an end of level

guardian, you must guide him through avoiding or killing all manner of nasties. Your weaponry includes a wicked punch and kick, a super jump that causes quite a severe headache as well as the ability to jump in the air and spin around with your sword drawn. Lots of bonus items and some of the nicest graphics seen on the ST in a long while. Zool is due to be released in September by Gremlin at the usual price of £25.99.



● There are lots of levels to Zool. Each one is set around a theme such as sweetie world where your adversaries will be chocolates and sweets

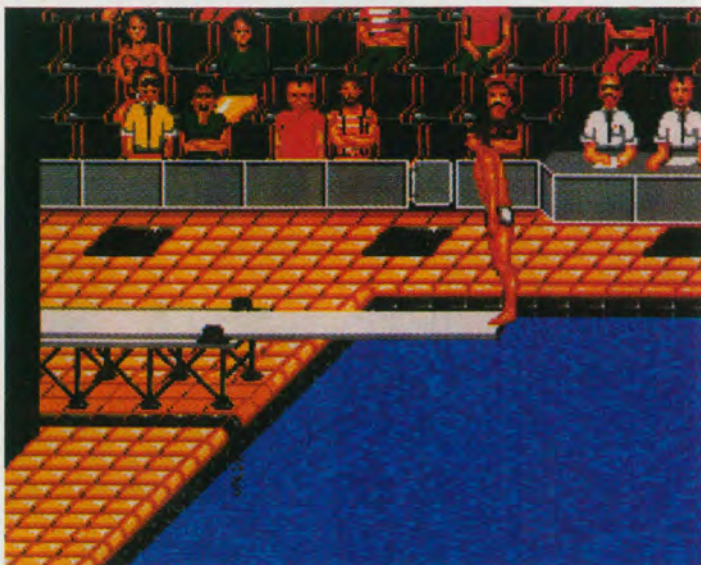


● Zool looks all set to take the ST by storm. Top notch graphics and console quality sound are brought together to bring us the game to shake up the Sonics and Marios of this world

OLYMPIC EXPLOITS

Timed perfectly for the upcoming Olympic festival, this is another chance to partake in the chosen sport of so many young individuals who see physical exhaustion as good thing. Somewhat different to usual athletics games, you get the chance to compete in various events from Cycling and Showjumping to Running and Diving.

The Showjumping and Cycling events are viewed from a first person perspective so you actually look as though you are leaning over the handlebars of the bike or the horse's head. Very nice indeed! The other events are graphically sound with big, well detailed, sprites and smooth animation. The playability is engrossing although not too difficult to master so it should keep you busy for a good while. Look out for a full review next month. Published by Empire at £25.99.



● International Sports Challenge combines some excellent field events with some exciting indoor activities. The diving event is one of the trickiest to master as it needs skill, perfect timing and a good sense of balance

GET SOME GUNSHIP DIPLOMACY

Fed up with strategic warfare and complex role playing games? Do you feel the need to let out a little bit of that aggression?

Apocalypse is a fully armed chopper waiting for its next mission. Your primary objective is to rescue as many POWs as possible, but who

cares if a few get in the way once the bullets start flying? Control your chopper over the Amazon Jungle and take out enemy gun installations, buildings, people and supply dumps in this all action thriller. Released later this year from Virgin. Price to be confirmed.

TWICE THE MICE

How annoying is it when you want to play a two player game, having to go through the whole routine of unplugging the mouse and swapping it with a second joystick. Now, we all know the ST's ports aren't noted for their user-friendliness and the wear and tear on them can become quite expensive.

The Mojo is a new device for gamers that allows you to plug both a mouse and a joystick into Port 0 at the same time and switch between them as and when required.

It comes in two different versions and automatic and manual with the former being the slightly more expensive.

Drawing its power from your computer, the device uses such a small current it will in no way affect the operation of your machine and the makers say "you'll soon wonder how you ever managed without one!". I bet they do.

Available from PD4U, 4 Sintonville Ave, Belfast, BT5 5DG priced at £13.95 for the automatic version and £10.00 for the manual device.

POT SHOTS WITH A TOP GUN

Taken from the superb coin-op, G-Loc R360 is a massive action flight sim in similar vein to Afterburner. Three different skill levels will take you over multiple missions, each having their own unique objectives.

This was a real smash in the arcade, not least because of its great sound, which will hopefully survive the transition to the ST.

One thing that won't be coming to a screen near you though was the arcade version's complete mobility - allowing you to fly a whole mission upside down. No if you

want that kind of stomach churning action then you'll have to strap a dining chair to the lightbulb - not recommended. On the graphics front, expect some big sprites and neat colours.

The release is coming from US Gold who brought us the likes of Monkey Island so it should be good, though they also gave us The Godfather and you know what we thought of that... 40%.

You can expect lots of frantic action in Mid summer priced around the £25 mark.

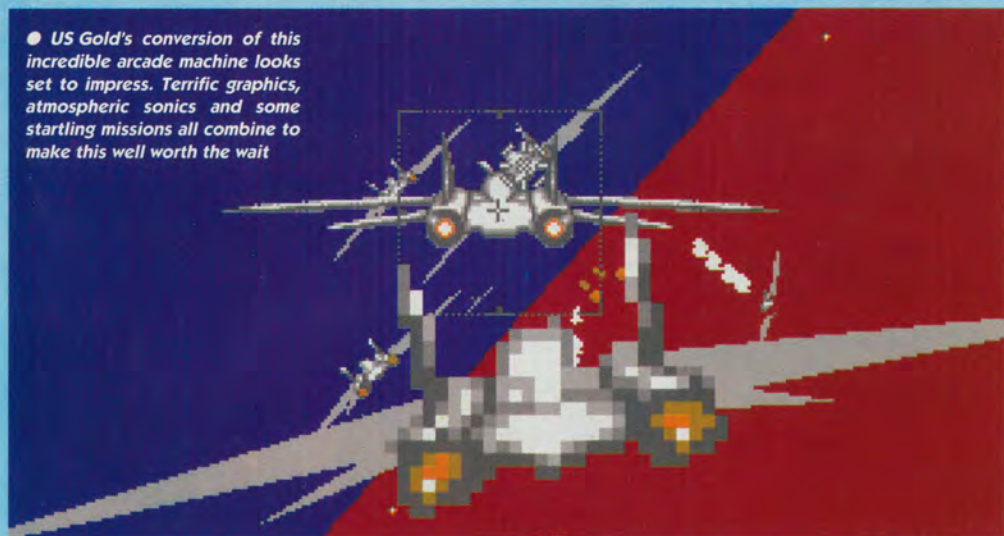


● Each mission has a specific objective. In this current mission, you must take out eight enemy planes before you are shot down. You still have a lot of work to do as you haven't managed to kill a single one yet



● Things seem to be looking up as you manage to finally locate the missile button! Your hits total rockets up as you rigorously press the launcher. If you run out, you can always revert back to your guns

● US Gold's conversion of this incredible arcade machine looks set to impress. Terrific graphics, atmospheric sonics and some startling missions all combine to make this well worth the wait



SOCCER VIOLENCE SIM

Taken from the popular Taito arcade game, this conversion seems to have retained all the best elements that were successful in the coin-op. The sprites are still as big and they appear to be just as colourful as well. The game is based around a knockout championship which is played on a European scale. Each squad is correctly represented in their own team colours, which includes an away kit as well.

The humour has also been retained along with a small smattering of violence. Punches and flying knees can be delivered if you can knock the referee down for long enough. If he gets up in time to see you commit the offence, your player will be immediately cautioned or sent off if it is his second bookable offence. Kicks off around July at £25.99.



● European Football Champ allows you participate in the famous championships as one of nine teams. This match sees Scotland on the attack as player ones forward looks on in despair

RECOMMENDED

This little list will give you a brief idea on what games we think are the best releases over the last few months. Check out our complete buyer's guide for a more in-depth review on these and many others.

POPULOUS II
ELVIRA - THE ARCADE
PARASOL STARS
SHUTTLE
ELVIRA II - CERBERUS
FORMULA ONE GP
LAST NINJA III
CHAMPIONSHIP MANAGER
EPIC
SENSIBLE SOCCER

KNIGHTMARE SUCCESS

Tony Crowther's excellent conversion of the popular TV show, Nightmare, has been awarded the Golden Chalice Award. The Adventure and Strategy Club, based in London, voted it tops at their annual meeting. Congratulations!

3-D RETURNS

Those of you who remember the original 3-D Construction Kit will be pleased to hear that a sequel is soon to be released.

Published by Domark, this latest offering boasts double the number of commands, new parameter types, structured programming, object manipulation and a user friendly control system. For the first time in a 3D product you will be able to make spherical objects stretch and change in every way possible. Released September with the price to be confirmed.

CHART



- 1 Epic £29.99
- 2 Magic Land Dizzy £7.99
- 3 Formula 1 GP £34.99
- 4 1st Div. Manager £7.99
- 5 Rainbow Islands £7.99
- 6 Lotus Challenge £9.99
- 7 World Cricket £7.99
- 8 F-16 Combat Pilot £9.99
- 9 Turrigan 2 £7.99
- 10 James Pond £7.99

STories

Hot news on...

OLYMPIC GAINS

Stressed out? Hmm, what you need is an olympic management game that combines lots of different events, some excellent decision making, brilliant graphical representation of the popular sporting pastime and lots of frenzied joystick waggling. Well, bugger me! What do we have here?

Games '92 is based on the olympic athletics event taking place this year. You are a budding athlete who must participate in over 10 events including the sprint races, field events and the gruelling steeplechase. Containing absolutely smashing graphics with big sprites and excellent animation, atmospheric crowd samples and some superb management sections, this athletic sensation from Ocean should be well worth the wait. Expect a release early July at £25.99.



● The Olympics are upon us and this has spurred lots of lovely athletics games. Games '92 certainly has the big sprites, excellent gameplay and brilliant effects that everybody is after but will it be worth the wait? We think so



● This is the options screen where you must choose your next event. All the choices are shown as small pictures that give you an indication of what is to come in the next stage



● This physio section looks very enticing indeed! The young lady on the table seems to have a slight thigh strain. Erm, pass the butter, waffles and sour cream please, ahem! Try to keep her alive doctor!

KOP A LOAD OF THIS

This superlative football game gives you the chance to take control of the most popular team in the country, Liverpool.

All the usual managerial decisions such as squad changes, team tactics and substitutions must be made before you can attempt to recreate the double winning success of the Merseyside 11. The game itself is played vertically up the pitch which has

been well drawn with all the correct pitch markings. All the usual footy things have been included like aftertouch, wind, substitutions and all disciplinary measures.

With a nice and simple control system to get the hang of, great management sections and brilliant in game action, Liverpool should be well worth the wait. Expect a release in July from Grandslam at £25.99.



● The famous red jerseys are on the rampage once again. Looks like another piece of silverware for the trophy cabinet unless Leeds can storm through as they did last season eh lads? Ah, well, better luck next time



● Ever wanted to put on the number 11 shirt of your footballing hero? Well, here's your chance, as long as he plays for Liverpool that is. Can you take the ex champions back to the top where they belong?

BAT 2 MEETS THE ELITE

Konami have been very busy recently. They have just finished the acquisition of what will surely be two of the hottest games this decade.

Batman Returns is the follow up to the hugely successful original starring the pointy eared Michael Keaton, Michelle Pfeiffer, Danny DeVito and bags of other stars. Lots of arcade platform fun with oodles of black leather suits too! Expect a release to tie in with the film around September.

Also from Konami is Elite 2 which is one of the most eagerly awaited arcade strategy games ever. It was almost four years since the original hit our shelves and took ST gaming into another dimension. You can expect much faster, prettier graphics and some excellent sound when it is released later in the year.

CAESAR — A ROMAN KNOWS

The latest in a long line of in-depth strategic games from Impressions is Caesar, based on the rise and fall of those ambitious Roman officials. At the start you are only in charge of a small community but your goals lie high in the clouds — you hope to become Emperor one day.

In order to occupy this position, you must prove your worth by maintaining a peaceful community, extending the glory of the Roman Empire, bringing culture to your citizens and giving them wealth. Lots of city designing and defence building in September for £25.99.



● Lots of Roman people cheering and jeering. This latest offering allows you to become an official for the day



● Wow, doesn't this look complicated? Don't worry, things aren't as bad as they seem. Once you have read the instructions, it will all become crystal clear and you'll be whooping everyone of the face of the earth



● Hmm, dodgy men wearing sheets. My mum used to warn me about those kind of chaps, until she married one that is (only kidding Dad!). Caesar should be a war strategy game to look out for, we'll keep you posted

I'M THE KING OF THE...

Brought to you by Interplay, the team responsible for the PC version that is doing very well at the moment, Castles is a game based around medieval conquests. You must design and build castles and fortresses to defend your land against the hordes of evil intent on stealing your wares. Lots of small but intricately detailed graphics, absorbing sound and devilishly cunning gameplay should combine to make this a winner. Due in September from Electronic Arts. Price remains unannounced.



● Lots of castle building and fortress defending in the latest smash from Electronic Arts

SECRETS AND SUBTERFUGE

An average building in an average area of London has a decidedly unaverage 13th floor where a government organisation apparently doesn't exist. You have taken over as the new Director General of floor 13, an organisation that secures and retains the government's reputation by dealing with all manner of psychos and fanatics.

You also have a dedicated team of specialists under your control who will assist you with your day to day tasks. A surveillance unit will spy on possible suspects, your pursuit team will trail them, the searching crew will look for any incriminating evidence and the interrogation squad will do the nasty stuff if necessary. Expect a release from Virgin later in the year priced somewhere around the £26 mark.

CANNON AND BRAWL

Programmed by Sensible Software, the team behind Mega Lo Mania and Sensible Soccer, Cannon Fodder puts you in a military battleground in charge of a ragged troop of able soldiers.

The game is set over various terrains including ice, sand and rock. You must battle through loads of missions with 20 men, each having their own artificial intelligence, avoiding all manner of danger. Weapons can be collected or acquired from various sources and used to your own advantages. Lots of mission objectives like hostage situations, suicide missions and destruction runs must be completed with as little casualty as possible. Due this Autumn from Virgin. Price yet to be decided but expect a £30 tag.

REACH FOR THE SKIES

Rowan, the team responsible for the award winning Falcon, are busily putting the finishing touches to a re-enactment of the most ferocious air struggle seen in World War II.

Reach For The Skies is a combination of three simulations as you can choose to be a pilot, a controller, or both. You can even choose to be a German or English naval aviator!

As a pilot, you are thrown into the thick of things as you attempt to intercept and shoot down various German or English planes. Should be available this Autumn.

STS FOR ALL

Silica Systems are offering you the chance to pick up a 1040 STe, Steinberg's Pro 24 MIDI sequencer, ST Basic, First Word and the Tenstar games pack all for the pretty cheap price of £349.99. Pro 24 is a MIDI sequencer that acts like a 24 track tape recorder. For more info contact Silica on: 081-309-1111.

MONITOR BARGAIN

If any of you are looking for a new, but reasonably cheap monitor then pay a trip to HCS. They have just released a new, 14" colour monitor for the ST.

The RRP is £280 and for this you get an anti-glare coating and excellent screen colours. Connection to an ST requires a special cable called the Multirez sync converter, which retails at £44.99.

PREMIERE CHOICE

Have you ever fancied the chance to appear in your own movie?

Well, this might be the closest you'll ever get with Core's Premiere. You take on the role of a hassled film editor whose latest project has been stolen on the eve of its debut.

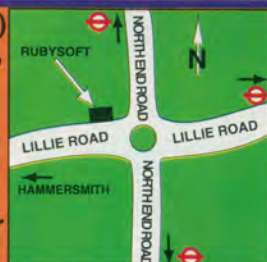
Set over lots of sets, each having its own theme, your man can run, kick, punch and jump his way through the levels. Should be released soon by Core at the reasonable price of £25.99.



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REVIEWS

YOUR REVIEW GUIDES

This month a strange occurrence befell the (wait for it) Action men (hmm), while playing with a strange lamp they somehow managed to release a Persian prestidigitator. This strangely dressed chap then went on to offer them a single wish, anything they wanted in the world, so they decided to bugger off, leaving you lot to fend for yourselves in the shark infested waters of the ST games world. So is this the last **ST Action** or what?

Jason 'Sheik' Dutton



The Ed decided get away from all the hassles of life and live in a Harem with some dusky Arabian Princesses. Armed with a portable fax machine a cup of lukewarm Bovril and an Ann Summers catalogue, he was whisked away to his desert paradise.

FAVE GAMES: Space Crusade, Kick Off 2 and Legend.

Paul 'Vicks' McNally

ST Action's resident raver asked to be taken to an eternity of sweaty dance floor antics. After a word of command, he was kitted out with a pair of goggles, a gas mask and with a cry of "MC Chicken is in the house, er office" he was gone.

FAVE GAMES: Championship Manager and Sensible Soccer.



Brad 'Cry Baby' Burton



Bradley Burton, decided to have a nervous breakdown. "Oh-no, they've all left me, I feel so lonely, I wish they were all back here with me." Duh, thickie. Ah well, after having their fun cut short the **ST Action** team thought they might as well earn some money and go back to work, which will take a weight off your mind.

FAVE GAMES: D\Generation, Goblins and Panza Kick Boxing.

What do you want? The best game reviews? You've got it. Do you want them first? Yep you've got that too. What about in-depth previews? You'll find those on page 70. Do you desperately need help with your favourite game? We've got 10 pages of GTGA starting on page 60 to take care of that.

In short we have set out and delivered all those needs for the discriminate ST games player. If there's anything you need, look no further – ST ACTION has it all... and a little bit more.

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1

● Even in 3D polygons, the Shuttle on the launchpad is still a daunting sight for anybody

2

● We have liftoff. Within minutes the crew will be orbiting the Earth, about to begin their mission

3

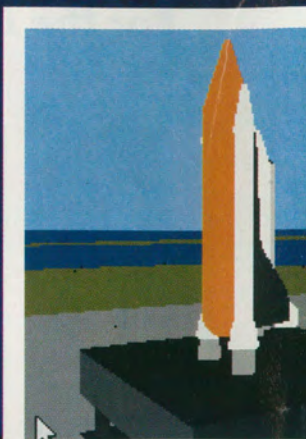
● The Solid Rocket Fuel Boosters are jettisoned off the main fuel tanks, they'll land and be reused

4

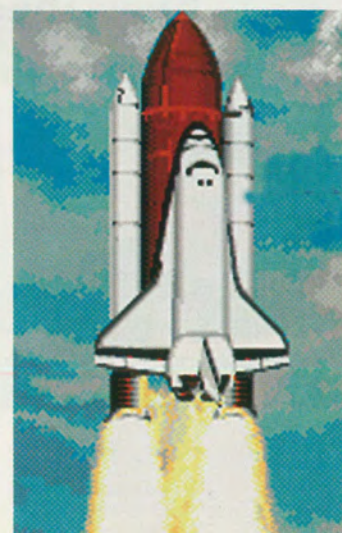
● Up in the atmosphere the astronauts can begin to prepare for their mission, whatever it may be

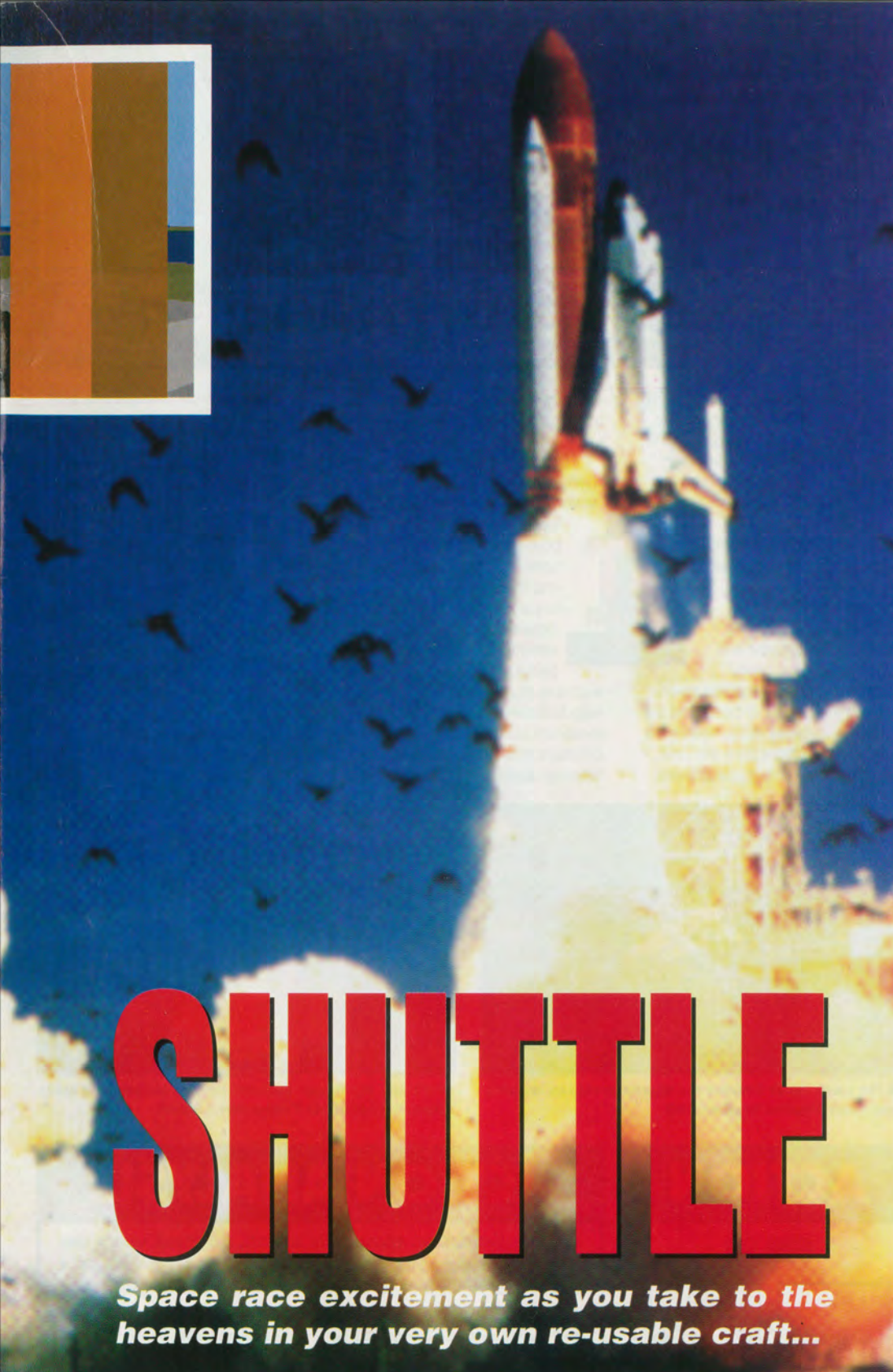
5

● The Shuttle separates from its aeroplane berth on a mission to test landing capabilities



● The views can be altered so you can see the Shuttle from any position you like





Something about the idea of space travel has excited men for hundreds of years. The prospect of going "where no man has gone before" (to coin a phrase) has endless appeal and when NASA launched their reusable Shuttle in 1982, space mania hit fever pitch.

Now it's been 10 years since the first launch and everyone knows of all the success and tragedy that has surrounded the Shuttle programme, but never before has there been the chance to take part, in computer form at least. None of us will ever get the chance to go up so Virgin's collaboration with Vektor Grafix will be the closest we get.

Astronauts have to undergo extensive training before being allowed anywhere near NASA's multi-billion dollar hardware. To play the game you'll have to undergo extensive manual reading instead. As soon as you realise that carrying the box home is like lugging your mum's weekly shopping from Sainsbury's, you'll be able to imagine the size of the documentation that you'll have to wade through.

Any game that comes with a huge poster showing you the instrumentation from the cockpit of a spaceship may seem like one packed with gimmicks. However when it slowly dawns on you that this is of great use, you should pick your jaw up from where it currently resides; scraping along the floor!

Hardcore simheads

It's only fair to mention that Virgin aren't attempting to market this as a game. They quite rightly know that this is a hardcore simulation that will only appeal to a very specific audience. Anybody who thinks Shuttle involves blasting off, killing martians and landing is wrong. Everything a shuttle astronaut has to do is in here – except sleeping upside down and eating through a tube (although sleeping upside down is optional).

A dozen missions are included for you to carry out. While this may not seem a lot they are extremely tricky and will probably take aeons (little spacey cliché for you there) to complete them all. An option is included to play the game in real time but this is a serious "enthusiast" function.

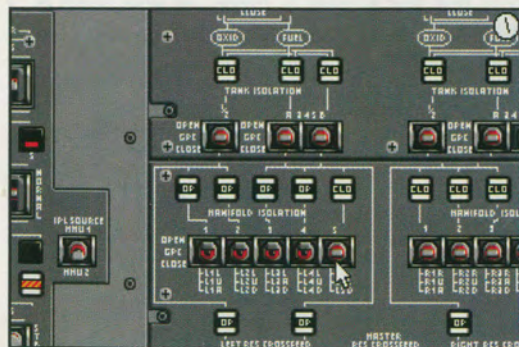
If you don't use the speed-up option it can take as long as seven hours (yes I did say seven) just to haul the Shuttle out to the launchpad. Then you've got to wait through the countdown before spending three days in space! Thank God for save game features.

It's all very well waiting if bolted into a seat in a cockpit 200 feet up, but I'm not sure how long the novelty value would last sitting in front of your 14" portable Sony TV set!

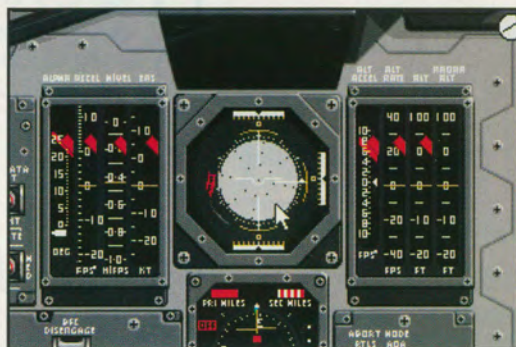
The missions vary from standard run-of-the-mill launches and landings, test flights and so on to

SHUTTLE

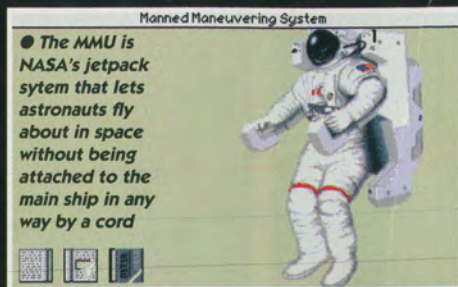
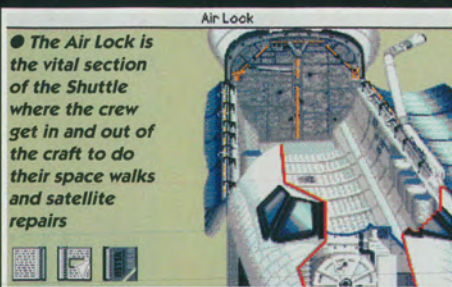
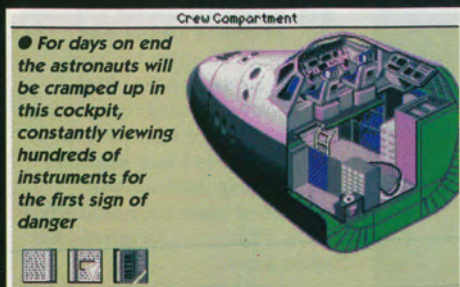
Space race excitement as you take to the heavens in your very own re-usable craft...



● All of these switches have something or other to do with your forthcoming flights. How complicated?



● Your radar will show you any objects that could get in your way when you're going up or coming down



Can I interest you in the latest NASA cabriolet sir?



full scale secret operations, launching military satellites, space walks using NASA's latest equipment and even launching the Hubble telescope, hopefully, without damaging it! Graphically the presentation is superb. Filled 3D polygons are the order of the day and as we all know the ST is pretty clever when it comes to these babies, hence the speed is not affected and the objects move pretty smoothly. A lot of detail has been put into the design of these and the Shuttle is instantly recognisable. As with standard flight sims the view can be changed to many different

external ones, some of which look really spectacular, especially the launch and close-up ones.

The most daunting prospect behind Shuttle is the control panel which is apparently an accurate representation of what's on board the real thing. The panel covers several screens and if you take full control at any point, you'll have to flick between them to find the control that you want. This will all become second nature after a couple of years playing. There's a help function that will guide you to these until you begin to get a grasp of what's actually happening. Nobody could really expect top

quality aural entertainment in a simulation of this nature. Only the bleeps and warnings of your instruments will be heard in this game.

Reviewing a game/simulation like Virgin's Shuttle is a daunting prospect for anyone. Perhaps this is how the guy who reviewed the first flight simulator felt. He'd never seen anything like it before and didn't have a clue whether it would be popular or not.

You could use the entire magazine going into the intricacies of this, explaining what does what and why but it would just frighten people off. It's unlikely you'll ever see a more technical game than this on the ST, don't be put off by that. **Paul**

1
ST
ACTION
AT RATED



● The earth shines beneath the Shuttle as NASA's reusable spacecraft prepares to enter orbit



● It's one big hangar that this baby is stored in. It takes seven hours to wheel it out before a launch

ACTION

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1 PLAYER

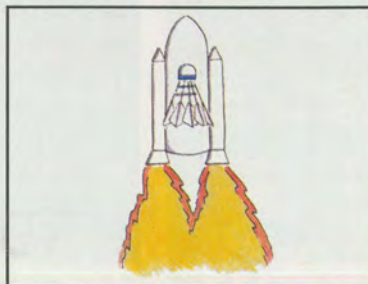


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ACTION ANALYSIS

Scary, intimidating, technically superb. All these words can be used in conjunction with Virgin's Shuttle game. It's a phenomenal project to undertake. There can be no doubt that a lot of people will be frightened of trying it as it is the most technical thing I've ever seen on the ST by a long way. If you're prepared to put the time in, you will find enjoyment in Shuttle. Not everybody can be bothered with this type of thing but the appeal is there, all you need is the commitment and you will get your money's worth. I'm going to take two aspirins now because my head hurts!



87%

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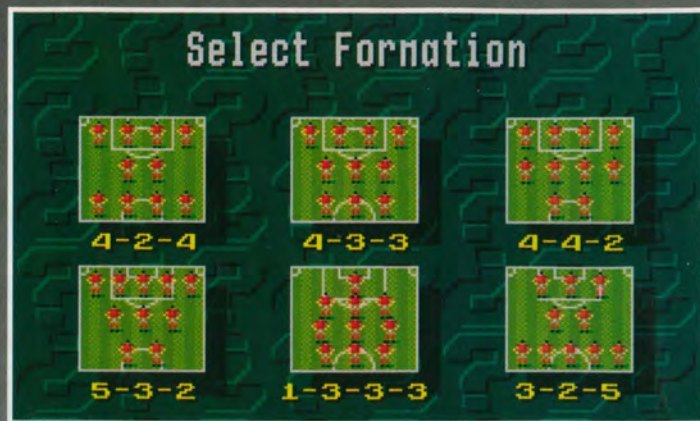
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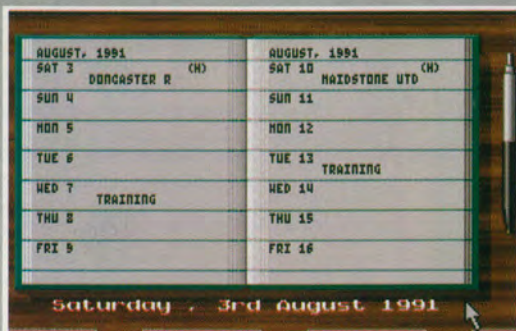
● From the main menu you'll be able to access everything from the transfer market to the weekly diary from where you can set up training methods



● Whatever formation you select here may well determine the eventual outcome of the match, will it be three points or extra training?

GRAHAM TAYLOR'S SOCCER CHALLENGE

Now we've finished moaning at England's European disaster. See how you'd fare as the man who can make or break a nation's heart...



From the diary you can choose to set training methods and generally prepare for the big match



You've made it to the first division and now you should check your forthcoming fixtures and plan ahead

Soccer games are arriving thick and fast and the first of Krisalis' two offerings this month is endorsed by Graham Taylor.

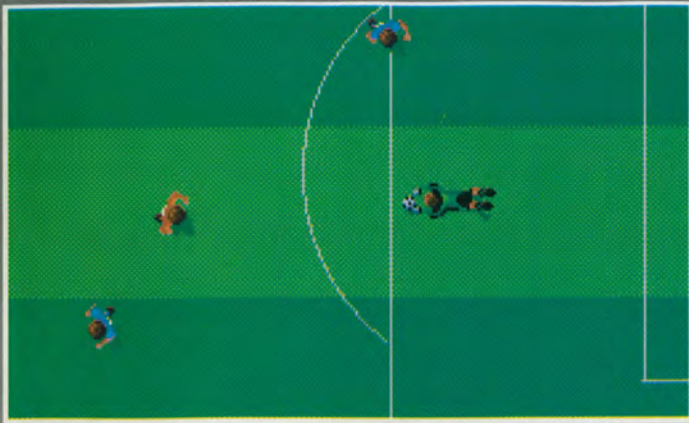
Just to point out right away that if you wish to follow in the footsteps of the England Manager, you will need a 1 meg machine. 520 owners don't get a look in which is a shame, but maybe it's time to consider that upgrade you've been promising yourself for the past six months. Down to business. Is it a bog-standard run-of-the-mill football man-



● The first round of the Rumbelows Cup has been drawn and sees your team pitted against mighty Scarborough on the road to Wembley



● Action from the match, will your boys be able to pull it off against the odds to gain those three vital league points and get your season off to a flyer



● It's a full length diving save that keeps this shot out of the net and the scores on level terms. It's a good job you bought that new goalkeeper

agement game or will you be given a club side, have to achieve success with them, before being plucked from obscurity to manage the pride of the nation?

Prove yourself

Yep, it's the latter of the two. There's no way you're just going to slide straight into the England manager's role here. Earning that position is what this is all about.

The game is in two parts, the first being your meteoric rise from the lower divisions to the height of the Premier League where you will then be offered the position of England manager. Part two is all about managing the national team. Getting your scouts out to games and trying to negotiate players being released from their clubs is what this section is all about.

At the end of it all is the European Championships. Success at the end of these and you will have accomplished your life dream and will get lots of praise from dodgy tabloids. The team selection and so on is all standard management stuff, the match itself isn't highlights but the full game and it takes more than five minutes to sit through.

Multiply that by over 30 and then by at least 3 for the number of seasons it'll take and you've got a heck of a long time before you start calling international squads together. That's the one real drawback, but for some it won't be a problem as there's something to get

ACTION

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INFO

your teeth well and truly stuck into. Graphically the game is very slick indeed. The match sequences are the best you'll find on this type of game and the menu system is of the quality you'd expect from Krisalis after the Manchester United Europe and Face off games.

Long term challenge is what's supplied in abundance here. If you're prepared to sit through match after match of insignificant third division action you will get rewards when you finally do make it up through the higher divisions and on to national team manager. **Paul**

FIRST HALF		
AT BLOOMFIELD ROAD		
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S. HORGAN		G. BROADBENT
R. COUGHLIN		T. FYFE
I. GORE		T. MCPHILIPS

● The teams have been decided and it's too late to make changes now. League progression is important if you are to one day achieve your dream



HEREFORD TIMES • SATURDAY • 3RD AUGUST 1991

Times

Sport

TAYLOR NAMES REOWN.



Sweet victory for United.

Hugent retires after injury

The newspapers tell the story on the match the next day. So then Mr Taylor, what do you think? Would you have left your star striker on the field?

ACTION ANALYSIS

Phew, if you want an international management sim, you'll have to work hard before you get what you want here. The graphics and presentation are spot on, with the match being the best representation of football I've seen in this kind of game. The only problem being that you can't really speed the match action up satisfactorily. Graham Taylor's Soccer Challenge is simple enough to pick up and play and that is one of its many advantages, but whether you'll stay with it right to the very end is the main question! It depends how much you're prepared to put into it.



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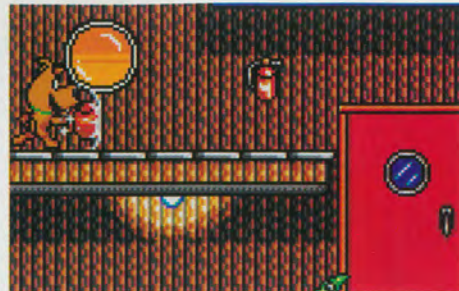
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● Energetic Scrappy Doo leaps around all the platforms trying to find away off this boat!



● Carefully avoiding that dangerous droplet of water, Scrappy decides to go over the top platform



● Keeping your finger on the button gives Scrappy a mega punch that knocks everything out of his way



SCOOBY DOO AND SCRAPPY DOO



Rooby rooby roo, jump into the crazy cartoon world of your favourite pixelated pooches and rescue that dippy hippy...

Hi-Tec pulled off a major coup not too long ago when they got their hands on the exclusive rights to design games around the famous Hanna Barbera cartoon characters.

Memories of twenty to five on a Thursday night after school came flooding back when Scooby Doo and Scrappy Doo arrived in the **ST Action** mailbag. The series that launched a thousand crap impressions of that ridiculous coward of a dog has been made into a game featuring Scoob, Scrappy and Shaggy, leaving out Wilma and the rest of the boring drips.

Having parked up the Mystery Machine, the boys decide to take a break from all the haunted houses and go for a cruise on the Bluebell yacht. However, Scooby and Shaggy are kidnapped by the evil Baron Von Drak and it's all down to Scrappy to rescue his Uncle and Shaggy.

Those pesky kids

There are nine levels in the game, all of them large and increasingly difficult. Even the first will cause you problems as you try to avoid the large number of ghosts and other nightmarish creatures that are floating around the game area.

The graphics are gorgeous with each of the main characters being faithfully recreated and instantly recognisable. The Scrappy Doo sprite even moves and punches just like its television counterpart and

the animation is extremely smooth. When you see some of the other budget games jerking and juddering along it makes you wonder why some people bother.

The sound isn't orchestra standard but as ST sonics go it's par for the course and I've heard worse on more expensive games, trust me! As a platform game this isn't in the same league as the likes of Robocod and The Addams Family but it is still fun to play.

There's nothing tremendously original about it, but in the days where most licensed products are generally awful it makes a refreshing change to find one that has a lot of playability packed into it. **Paul**



● The famous Mystery Machine pulls up to drop our heroes off for their holiday

ACTION ANALYSIS

Cartoon mayhem hits the ST. Surprising as it may seem, this is a very good game. I don't know why but I was apprehensive that it wouldn't be up to that much, but Scooby Doo and Scrappy Doo is great fun to play. Toss the daft price into the bargain as well and you're onto a winner that will give you loads of enjoyment. Let's hope that more companies follow Hi-Tec's lead and produce some good quality original budget games that people will like playing, get a lot of enjoyment from and not have to save for months and months to buy. Well recommended!



ACTION

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1 PLAYER

PRODUCED BY
HI-TECH

INFO

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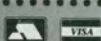
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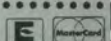
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What do you get when you cross Public Enemy with a pair crocodiles? The Cool Croc Twins...



THE COOL CROC



Yes indeed, cuddliness and coolness are definitely the order of the day in the topsy turvy fantasy land which Punk and Funk inhabit. Well anyway these two dudes have got a bite (sigh) of a problem, because they both love the same female croc (whatever turns you on) this however, is too much for Daisy.

So without saying goodbye, she runs away, and only by following the green skinned sexpot throughout 60 levels, will the twins be able to bring her around to their rather deviant, yet thrilling way of thought.

After watching the funky intro, in which the croc twins show Daisy their latest dance moves. None of that Saturday night fever tosh, we are talking MC Hammer meets James Brown here.

Crocodiles with Attitude

After this the fun really starts, generally with games of this type you would expect a scrolly Mario Bros type platform game with lots of secret passages and cuddly things in abundance. Well Arcade Masters have adopted a different approach with this, instead of your usual scrolly game, each level takes place on just one screen. To complete a level, several magic lanterns have to be

TWINS

banged into to turn them on, when this task is complete you are teleported to the next level (Bizarre, but hey this is a computer game).

DJ Carl Crox

The main game screen comprises various platforms with a traversable border, strangely there is no gravity effect here when you reach the end of a platform instead of falling off you travel around it, a bit like the way a spider would walk from the top of a table to the underside (like I said this is a computer game).

To leave a platform you must press fire and this will propell you in the direction you are facing. Navigating the platforms is not the only hazard in the game there are also lots of equally cool but nasty animals and humans who are out to hinder your



● This is love, our street cred crocs have a real Barry White thang for Daisy

ACTION

£25.99



2 PLAYERS

PRODUCED BY
ARCADE MASTERS

INFO

quest, jumping onto them will soon get rid of 'em though. Once a baddy is squashed a icon will appear and proceed to bounce around the screen erratically, if you happen to hit one of these, you may find you are whisked on to the next level, or better still get an extra life, lady luck denotes this.

Also incorporated in the game are various special tiles that will stop you in your tracks, send you in a unlogical direction, that sort of thing, the further you get into the game, the more taxing and tricky it becomes. Time is also against you as you race against the clock to complete each level, a nice feature, about the time limit is that you don't actually get to see how much time you do have left, until the screen

starts getting darker, indicating the end of the day. If you fail to complete the level before the dawn of the day then sadly you'll be turned into a handbag.

Kriss Krox

Thats life, or rather, death. At first the game seems pointless and unenjoyable but if you have a couple more games before making judgement it's just possible you will be surprised.

Two player games are always a lot of fun and this is no exception to the rule, because in this mode, the two players have to get 50 percent of the lanterns each, so therefore if you have completed your task you still have to stay alive and remain on the level, avoiding all the nasties until your chum finishes.

The editor and I nearly came to blows over this game because of my talent for games such as these and his lack of ability (and you have a lack of a job - Ed).

Brad

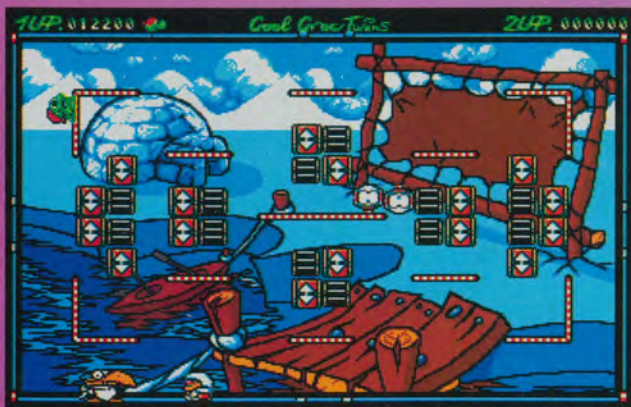
● Failing to locate his girlfriend, Punk decides to end it all. That popgun will not be as effect as you may wish Punk, can I suggest the .357 Magnum, it blow your head clean off



● Your search for Daisy begins in deepest Africa, here we see a lion, running along the bottom, I don't remeber them being this cuddly



● Funk, as cool as he can be, posing for this cool picture. What a dude, what a guy... what a perfect candidate for a pair of shoes



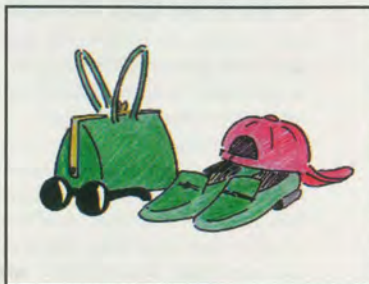
● The temprature of Iceland is just too cool for our reptillian hero. I wish I'd have listened to my mum and brought my mittens



● Sadly we could only review the childrens' version, here we see our hardcore croc chums playing "catch the girl, kiss the girl", in a version that could well be more entertaining the intro would show the twins indulging in a bit more risque fun. Speculation really, bah ! Alright the games up, it's a sordid fantasy of mine

ACTION ANALYSIS

If the idea of two crocodiles saying things like "keep on crockin" appeals to you then you might look through the samey graphics and dodgy controls and find where the real appeal of the game is. The gameplay is good but not excellent. There are better platform games around, so try it out first. It adopts an original, cuddly but cool look which I see as a nice development. The sound isn't as funky as I'd like, still you can't have everything. Hopefully we can rid the world of the cuddly "old school" and bring in the "bang on" cool genre. A nice try that falls short of the mark.



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● Hurling around corners designed to be tricky is hard enough at 180mph, add the pressure of trying to get the best time possible and you've got Red Zone



● The crowd await your qualifying lap with anticipation. You've only got one chance to get it right, mess this up and you'll be at the back of the grid

There are two different kinds of motorbike game. First is the arcade left, right dodge the other riders style like Super Hang-On and Hot (aaargh) Rubber. Second is the type where the game attempts to put you in the seat of the bike and the screen perspective alters as you corner. You know, as it was in Team Suzuki.

Psygnosis have elected to go for this latter option for their race game with a title reminiscent of the seedy areas of places like Bangkok. It didn't work for me in Team Suzuki, the big question is "have they pulled it off this time?". Well read on!

Starting out

High quality intros are virtually a trademark in Psygnosis games. Red Zone is no exception although it's a lot shorter than usual. All you get is a bike roaring towards you and screeching to a stop. Good, but not necessary.

After you've got through all the formalities there's a nice options section where you twiddle various aspects of the game. Spectator cheering can even be turned off from here.

Then it's time to get on the bike and prepare for a qualifying lap or some track practice. The qualifier is important as it will determine the position on the race grid when the event gets underway proper.

Choosing a track from accurate representations of real-life venues will then bring up a view of the motorbikes dashboard and the open track gaping away in front of you. Control can be with either mouse or joystick, but as with TS, mouse

RED ZONE

Team Suzuki lead the field in two wheel racing games, but now Red Zone's in town...

is probably the easier option. So, with the throttle open, the bike roars towards the first corner, you over-compensate with the turn and plough head first into the safety barrier.

The control system takes some getting used to and it'll be a while before the crashes stop occurring. Once you've got the hang of it, Red Zone can be quite fun to play. All

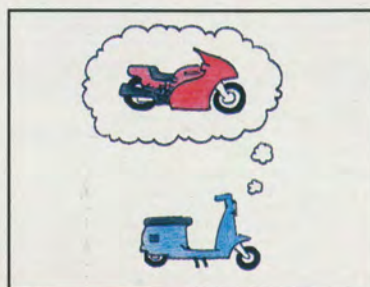
the tracks are accurate, right down to things like trees in the correct positions. The graphics are smooth and the update is quicker on the ST than the Amiga (because, as we all know, the ST proces-

sor is faster on things like this). The option to turn a lot of the detail off speeds up the game noticeably.

You can even play the game with wire-frame graphics which is a very freaky

ACTION ANALYSIS

Red Zone does bear more than a passing similarity to Team Suzuki, but it has been done a lot better. It's far from being perfect. Maybe it's just me. I hate the control and the viewpoint which I find disorientating and frustrating. Other people will love it, and deservedly so as it is a good game. It all comes down to which of the two categories you fall into. Sound and graphics fulfill all that can be expected and there are no problems at all with these. If you liked Team Suzuki, you'll love this. If you hated it, then it's worth trying out first.



ACTION

£25.99



1 PLAYER

PRODUCED BY
PSYGNOSIS

INFO



● Wire-frame racing is only for those who have practised long and hard. Where's the road gone and where are the buildings?

experience indeed. It is pretty awkward to tell the road apart from the graphics but it is a novel touch.

On the sound score, you can't really expect more than the usual roar of motorcycle engines (which never really sounds like the roar of a motorcycle engine does it?) and the crowd cheering you on.

Don't lose control

The whole control method is what will put a lot of gamers off the game. You do have things like the bar in the middle of the screen that allows you to centre the bike, and keys like F8 which puts you back on the track.

Nevertheless the system is a nightmare until you get used to it, but if you practice enough so you can control it, you will enjoy yourself an awful lot more.

In short then, in a race between Red Zone and Team Suzuki, Psygnosis' effort wins easily, but put it up against other good race games including the likes of Lotus and it will really begin to struggle! Paul



● It isn't very advisable to start looking over your shoulder as you bomb around the corners. You'll be off your bike before you know it!

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CARTOON COLLECTION

For the cutesiest of cartoon compendiums, walk this way...

TREASURE ISLAND DIZZY

If I were to say "Dizzy" to you, you would probably imagine Vic Reeves jumping about a stage littered with washing machines, but what we have here is the Cartoon Collection, a compilation of five popular Code Masters' games. Treasure Island Dizzy is based on the exploits of an egg called Dizzy on a mission to seek revenge after being thrown overboard while on a cruise, by Long John Silver. Finding himself washed up on Treasure Island and not being of violent nature the egg warrior doesn't just go and get a stick and beat his enemy to a bloody pulp, he explores the island accumulating treasure and objects as he goes, with a view to escape.

CJ'S ELEPHANT ANTICS

CJ's Elephant Antics finds you in the trainers of a rather large baseball jacket wearing mammal who unfortunately is captured and bundled into a transport plane ready for London zoo. CJ with no intention to remain in a cage for the rest of his days, breaks out of the plane and plummets to earth. Luckily for CJ he managed to take an umbrella which allows him to descend to earth safely (just like real life). Having landed in Paris you have to jump and shoot your way through the surprisingly platformy French capital.

SEYMOUR'S BIG BREAK

Imagine turning in for your first day at work, only to find your boss dead (probably, a blessing in disguise). Well this is what happened to our hero Seymour a strange potato shaped chap in Seymour's Big Break. You take over the action from the moment you arrive at the film



● An elephant with an umbrella, Frenchmen at Blackpool tower?

studio where you where you're supposed to start filming, but when you try to enter the studio the guard will not let you in, the only person who knew you had the job is the man that has died or perhaps he has been murdered (cripes).

The game takes 'a side on' view and has you jumping your way to various locations trying to find the objects that could solve the plot.

SPIKE IN TRANSYLVANIA

If you were a foolhardy viking what would be a really hard name, Roger, Stuart. Of course not, I think 'Spike' hit's the mark, which funnily enough is the name of our hero in this



● Don't talk to me about football, there's no way he should have played on Saturday afternoon, and that penalty he missed I couldn't believe it blah...blah...



● Seymour 's excited over a remote control, but what does it control?

scrolly arcade adventure. The story behind this game goes like this, Spike and his viking buddies became shipwrecked and separated so when Spike manages to make it ashore it's up to him to find his friends, original eh?

SLIGHTLY MAGIC

Slightly Magic could be the sequel to Spike; the only difference between the two is the name, graphics and sound, oh, and puzzles. I suppose that means it's nothing like a sequel, still, the similarities between the two is apparent if you play them. And you get to be Spike the viking again.

ACTION ANALYSIS

CARTOON COLLECTION CODE MASTERS £25.99

Imagine a compilation of five very similar games of budget quality compacted on two disks, packed in a box and priced £25.99. Lo and behold you've got the recipe for "The Cartoon Collection". All the games included in the bumper box are of the same graphic style and puzzle content and very enjoyable I must say. The graphics are a bit suspect but are cuddly enough to make the grade. The sonics are a bit bleepy but you really shouldn't care because the games are so much fun while being frustrating. The will to beat each and every game is immense.



FOOTBALL CHAMP

We thought we'd seen the back of football games until the next World Cup. How wrong can you be?



● This crunching would-be crunching tackle misses the mark, by a mile



● You've got the ball for the first time in the match. Will you live up to your high expectations or are you going to be pummelled into an abysmal defeat

Everybody wants to get in on the act with football games at this time of year. Every computer shop on the planet has stacks of the little beggars to wade through before you can get anyway near the other stuff on sale.

It's almost a year to the day since Simulmondo released the first (and so far only) game in their I Play series. Entitled I Play 3D Soccer, the game attempted to portray the game from a behind the player view.

I say attempted because, for one reason or another, they never quite pulled it off. Control was awkward, frustrating and messy and

there was no form of league or anything to keep you interested. Now, revamped or regurgitated, call it what you will, it's surfaced again under a new guise having undergone some treatment to tart it up. Simulmondo have the power to rebuild it...Football Champ is here.

Alright, alright, put your wallets away and finish reading before you dash out all excited! It's hard to say that Football Champ has been extensively redesigned. True it's had things added to it, but scratch beneath the surface and the game is the same as it was last time.

Slow learner

It might be labelled "the first and only real-time professional football simulator" but until you get used to calling for the ball and getting yourself in position, you'll find yourself lagging so far behind play you'll think you're a Rochdale reserve.

The main improvement is the addition of competition. Included now are all 76 teams from the English, Italian, French and German first divisions, along with the correct players - more or less. Team selection and positioning is now more important than ever before (that's for the rest of the team as you won't be able to get near the ball anyway, so don't worry about it!).

Thankfully there's a two-player option so you can get frustrated playing it with a friend too. This enhances the overall playability but it's hard to see two people settling down for a game of Football Champ while Kick Off 2 or Sensible Soccer sit temptingly in the disk box just waiting to be loaded up. **Paul**



● Connection is made and the ball cannons off the head of one of the opposition strikers

ACTION

£19.99



1/2 PLAYERS

PRODUCED BY
SIMULMONDO

INFO



● Picking your team isn't a very complicated affair as there are only 14 players that you can choose from, not what you'd call a vast array is it?

ACTION ANALYSIS

If this had arrived as budget I wouldn't have been surprised but it's strange that Simulmondo have decided to go for the full price option yet again, especially after the limited success that 3D Soccer achieved. It may be a cliché, but it isn't in the same league as the top games out there. Commendable for a novel approach, but when it doesn't work first time it seems pointless trying it again.



66%



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JOHN BARNES EUROPEAN FOOTBALL

The adopted scouse wonder has been pixelated to give you a new dimension to soccer. Put on your shorts and grab your Lucozade!

Those of you that enjoyed the last issue (yes, you!) will no doubt be aware of all the football releases due to the European Championship. Well, Krisalis have jumped on the bandwagon with the officially endorsed John Barnes Euro Soccer.

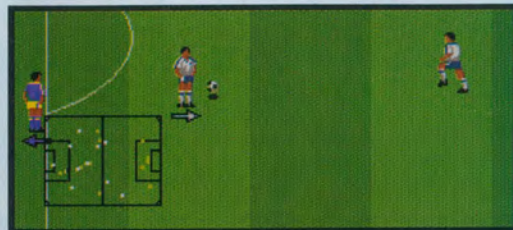
Based around the thrills and spills of the European Championships, you must manage your team of hopefuls through the qualifying rounds, past the semi-finals and finally into the last match of the tournament.

When you begin, you must first choose which nationality you wish to play as. There are eight to choose from including the mighty Holland and Germany. You can choose to participate as any one of the teams in either group.

The eight teams are divided up into two groups of four which are then played out as a mini league kind of thing. Each team plays once against the other members of the group and the top two teams go through into the knockout stage which starts at the semi-final stage.



● A blistering shot from the centre forward flies towards the goal. The keeper seems to have it covered though



● "Err, remarkable!" Gazza, The Geordie footballing sensation, has made an excellent move...to Lazio.

The two victorious semi-finalists will then meet in the final where the winner will be crowned the European Champion.

The group games are sorted by a points system. The winner of a game will collect two points, a drawn game one point and the losers will receive nothing. The group will be decided on goal difference if two or more teams finish up with the same number of points.

90 minutes of sheer Hell

After you have selected your team, you will then be able to go straight into the match. Played from left to right, you control the man nearest to the ball using the joystick. You can also choose to control John Barnes on his own or the complete team. A referee and linesmen will be present to award any disciplinary measures they deem necessary.

The match itself is graphically quite good with big sprites that animate reasonably well. The colours of the team strips are accurate and the players are racially represented. My only complaint would be the odd occasion when the players tend to run forward and completely avoid the ball.

A save game feature has been included as well as a host of other options for your convenience. You can select the duration of a match, change the weather, alter the control method as well as choosing your formation and turning the set-piece option on or off. Overall, a reasonable attempt to convert the popular sport to the computer.

Jason



● The kick off. Descriptive, huh? The chaps look all set to thrash the pants off lowly Sweden. Whoops! Spoke too soon didn't I? Should have played Gazza!

ACTION

£25.99



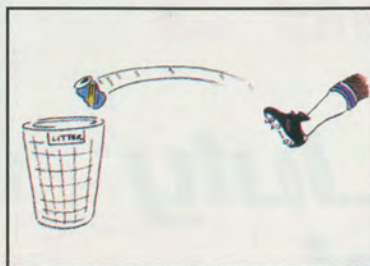
1/8 PLAYERS

PRODUCED BY KRISALIS

INFO

ACTION ANALYSIS

Although this game is quite fun to play, it does seem as though it is lacking in the longevity department. The gameplay is hard enough to be challenging but you can theoretically complete the whole game after only five matches. The graphical side of the game is commendable as they are colourful, accurately represented and animate quite smoothly. The sound however is pretty bobbins with horrible squeaks for the whistle and no crowd noises.



74%

INDY HEAT

Race around the circuits of the United States as you bid to become the world's number one...

People used to crowd round the old Super Sprint machines in arcades and guide their little cars around a track that could fit on one screen. Arcade game manufacturers saw the chance to cash in and continued making games in this style, and the public continued to drop coins into them, thus making the owners very rich indeed.

Indy Heat from Storm is the latest in a long line of clones. The same standard formula is there. Four tiny cars racing around a track on one screen. So where's the appeal? Most of it is in the multi player facility that Indy Heat doesn't fail to supply. Three players at a time can play this (that's with the unlucky one on the keyboard).

10 different circuits are there to be raced around. The only condition for carrying on is that the computer opponents (if any) don't win. Allowing them to do a stupid thing like that will lose you one of your credits, and you don't wanna do that do you?

It's the pits

The first couple of tracks consist of a fairly standard race, no obstacles to avoid but later on there are bridges and all sorts to ram your car under. Hitting any of them will slow you down and may well allow the other racers to get past you.

Indy Heat, although looking rather simplistic is full of nice little touches. When you roar off the ramps it is possible to run over one of your pit crew who'll stay there squashed on the floor. Later on the chalk marks around where the body was appear in the pits. Slightly morbid but funny the first time you see



● Trying to get a bit of speed up around the banks will help



● On this screen you'll be able to boost your cars performance by spending your winnings on new parts

it! Controlling the cars is really simple. Responsive to the last, just the slightest of jerks on the joystick will send your car careering wherever you want to go, round bends, past opponents and so on. You don't need a brain to work it out, just a little good old-fashioned dexterity.

Okay, so the graphics are tiny and won't win any awards, but the gameplay and addictiveness remain. Sound – well what did you expect; anything more than some annoying engine noises and other spot effects and you'll be disappointed. Thankfully the game pulls it through though.

If you were watching somebody else playing it in a shop, you wouldn't go near it with the longest of bargepoles, but if you've got a couple of mates and nothing better to do, you could do a lot worse without trying very hard.

Paul

ACTION

£25.99



3 PLAYERS

PRODUCED BY
STORM

INFO



● You nearly made it still, only the winners get the girls in this game



● The first of the tracks is just a dead simple race around wide, open road. You've still got to beat the rest though

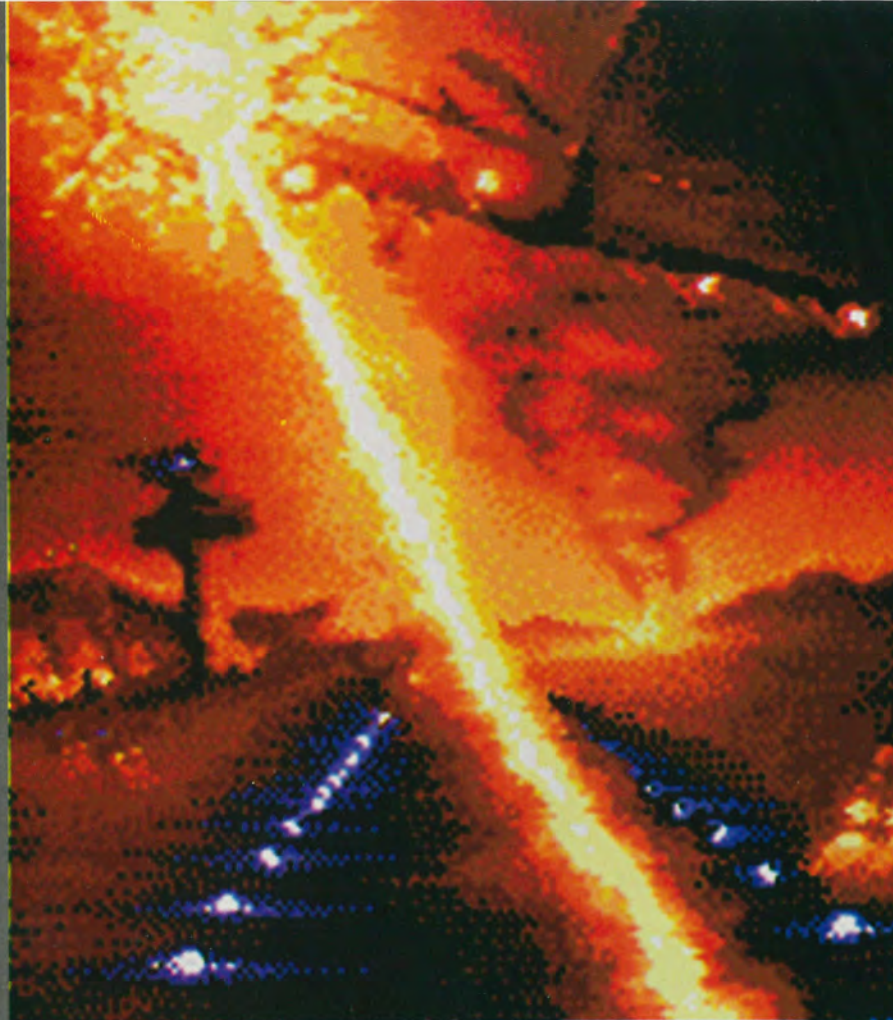


● You have to be eagle eyed to keep a watch on your car's progress, those ever decreasing fuel reserves and the maniac competition

ACTION ANALYSIS

Everybody says that multi-player games are the best. True enough, when you've got the friends around to play with, you can't beat 'em. It's when you're on your own that sometimes problems begin. Indy Heat when played as a one player game is definitely on the easy side. It shouldn't take most people too long to complete all the tracks. The fun is in competing with others. That's not to say it isn't worth looking at if you're going to be playing alone, just don't expect hours and hours of taxing gameplay. Good addictive fun, recommended for party animals!

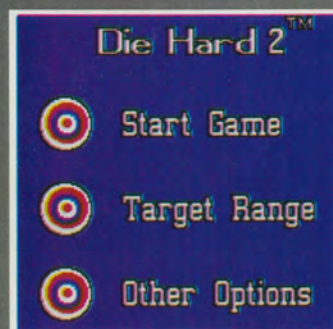




● Once again you're being shot at. It's a good job your weapon



● Once through this door you'll be on to the next section of the game, it just gets tougher and tougher



DIE HARD 2

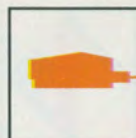
Slip into Bruce Willis' 'syrup' and get mean and macho at the airport. Is that gun smoking, or non-smoking sir?



● The target range allows you to practice your firing and helps to get your aim in

ACTION

£25.99



1 PLAYER

PRODUCED BY
GRANDSLAM

INFO

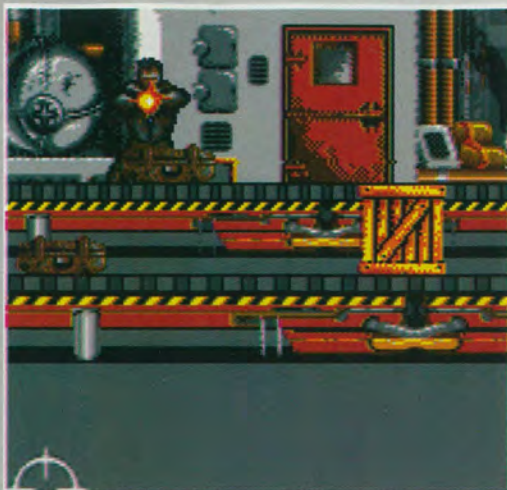
As they raced along the jetty, the ship began to pull away from its moorings and out to sea. The men stopped in despair, waving their copies of Die Hard II angrily in the air. They had just missed the boat!

Come on, the film's a good few years old, this tie-in just doesn't – well – tie in! As a wild stab in the dark, this licence has probably missed out on catching the enthusiasm the sequel created in the first place. A lot of gamers won't have seen the movie and won't know the plot, but thankfully this won't affect your enjoyment in the slightest.

Okay, so you can tell from the back of the box that it's an Operation Wolf, Predator 2 style game – Op Wolf started the craze and



ry is of the highest standard – you need it



● That's a .357 Magnum, the most powerful handgun in the world. It will blow my head clean off!



● In your sights and about to die. One of the terrorists is about to find the bullet with his name on it

Predator 2 set things back about four million years, you know, move the crosshairs about with the mouse and blast all the baddies away. It's old hat now, but the format has been highly successful in the past, so today's big question is "does it work this time around?"

Perhaps surprisingly, the answer is yes. First impressions of the game are not at all good. The crosshairs have a lot of inertia on them, and don't go where intended until you get used to it.

When you first play it, the inclination is to throw it through the window rather than have one more go. The graphics seem to be slow and jerky, and quite hard to distinguish from the backgrounds sometimes, it's all a bit hard on the eyes.

I have to admit, initially I was thinking of around the 40% mark for this, but once you learn how to control it (and it really doesn't take long before you get the hang of it), you find yourself hooked on it. It seems a strange transition to make. One minute you hate it, the next you want yet another go and suddenly you've got onto level three!

Yes, the sprites are all a bit samey, and it is hard to keep an eye on everything sometimes but at least it's fun to play.

There are only five levels, so the lastability is in question. If you're a good games player you'll probably



● You've blasted the airport monitors to smithereens, how about getting the terrorists now?

finish it relatively quickly, on the other hand you could find it still gets loaded up even after this!

Cop this Brucey

The five scenes all feature numerous terrorists attacking tough cop John McClane. Anybody who's seen the film will know that it's set in an airport and if the terrorists don't get what they want they're going to destroy all the planes in the air by altering their instrument readings.

Taking these baddies out is the order of the day. Some of them, when killed, kindly throw goodies like first aid kits and grenades in the air. Shoot these, and they are yours to keep and use against them in your battle. It is most important that you hit these regularly. It's not a

healthy situation to be faced with when you're out of ammo and being shot at by five maniacs. First Aid obviously increases your life, which is depicted by a bar in the top right of the screen. Grenades are always useful when you want to clear the screen quickly especially at the end of level sections which can be quite tough to get past.

Five levels aren't a lot and once the control method has been mas-

tered, there's no reason why this game will take ages to complete. That's not to say that it's too easy, not at all, but five levels (which aren't particularly big in the first place) can only last for so long!

Die Hard II doesn't attempt to offer much in the way of originality. What you do get is an enjoyable, playable game that'll keep you busy for a while to come. Don't expect to be stunned though!

Paul



● You're under attack from the terrorist masses. Only you can prevent thousands of people being killed in their stranded airliners high in the sky

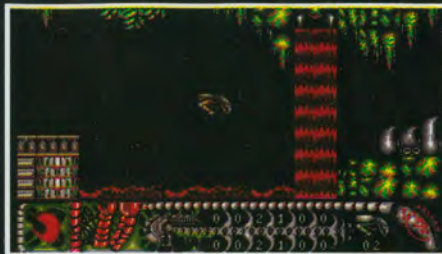
ACTION ANALYSIS

Extremely apprehensive would be a good way to describe myself when I first loaded this up. How wrong can you be. Once you get over the quirky control, there's a very addictive shoot'em-up here. But blasting baddies can only be fun for so long. Long term addictiveness is definitely under the microscope here. In the short term, you'll love it if you give it a chance and allow yourself to get used to the inertia on the control method. Let's face it, it's nothing original, but at least it's been done well enough to warrant playing it in the first place.





● These aliens are packing some serious hardware blast them to hell, or die trying



● This lava section will cause constant trouble with its fast firing fireballs and lava bolts



● That's it. All over. You're dead. Get out of your body bag and back to level one

ALIEN WORLD

It's cheap it's cheerful but does it give you the crazy shoot'em-up action you crave for?



● Your alien explodes in a fireball after taking too many direct hits

Up until now there's been only two real price brackets for games to fall into. Many people believe that the higher of those two is way too expensive, and the lower £7.99 one is generally reserved for regurgitated re-releases, given a new lease of life in the budget marketplace.

Hi-Tec, to their credit are trying to introduce a mid range £12.99 price which will give other companies who haven't been brave enough to try it, the option to join them at this level.

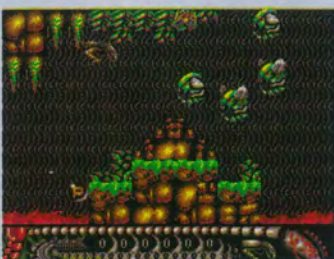
Venus Flytrap

The first release is Alien World. Is it a good game at a good price or just an expensive budget quality title? It's a great pity but this second rate shoot'em-up falls into the latter. Horizontal scrollers come and go and so should Alien World!

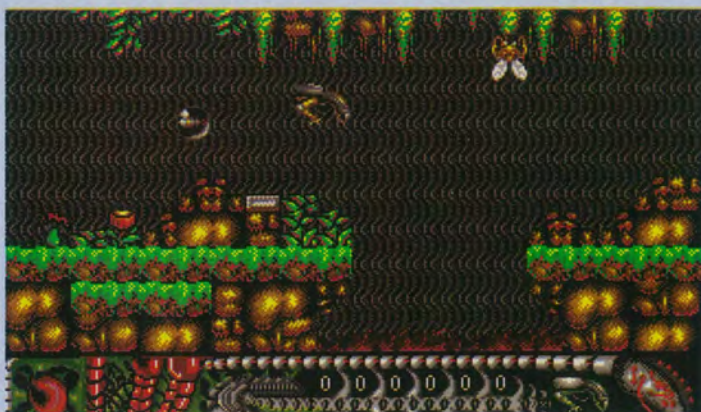
The main character looks like it's escaped from Venus The Flytrap, and the controls are just too sluggish to be of any use. In short, playing this isn't much fun at all. In Alien World it is the time of legends and

the world has been gripped by darkness. The wizard of evil limprisons your mind in the body of a ferocious alien and you are faced with a battle to regain your humanity, you have to go and kill everything in sight, but that's enough of all that plot lark.

Twelve "demonic" areas are included and there are plenty of different aliens that will attack you, some far more deadly than others. The usual range of power-ups are all liberally spread around and there are weapons like flame throwers, lasers, fireballs and atomic boomerangs. As is the norm there are big end of level guardians to



● Picking up the power-ups is vitally important if you are to have any chance of blasting the enemy



● Power ups abound on this screen. Pick everything up and you'll have a far better chance of progressing into the later stages of the game

complete with Defeating these is necessary if you want the later levels. A lot of blasting is required to see these guys off.

Parallax Problems

The graphics look all right from a series of still shots but movement is sluggish and it might have been a good idea to bin the parallax which doesn't really add anything anyway.

Sound has been well catered for and although it's only internal chip noises there are a lot of different effects and noises to be heard coming from the speakers!

Alien World is a brave attempt by a company noted for cartoon licenses which hasn't paid off. There's a game in there somewhere but you've got to be a shoot'em-up freak to be able to locate it. **Paul**

ACTION

£12.99



1 PLAYER

PRODUCED BY
HI-TEC

INFO

ACTION ANALYSIS

What a pity really. The idea of launching a tried and tested formula out at a brand new lower price seemed a sound one, not this time though. When you can buy blasting games like Xenon two for a tanner, you can't really justify £12.99, unless you really go for the original game idea. If the controls weren't so sluggish it would be a much better game, but maybe that's just my personal preference. Sound is okay and the graphics are just about adequate, but that's all that can be said about them. This isn't a really awful game, just not a very enjoyable one.



66%

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DIZZY'S

EXCELLENT ADVENTURES

We're being egg-bound over by fowl jokes and it's all down to an eggcellent and eggciting, compilation, oh well...

SPELLBOUND DIZZY

Dizzy! I'm so Dizzy my head is spinning. Like a whirlpool it never ends....Yeah, yeah, it's sad but who cares when you're talking about a heroic egg?

The wonderful little yolk, Dizzy, is a legend second to none. He has defeated the evil Zaks and has saved his kith and kin from impending doom, and now he has returned in a bundle of joy entitled Dizzy's



Excellent Adventures – all of his best and most exciting escapades have been packaged into one neat little box.

Spellbound Dizzy sees the little chap rescuing the yolk-folk from a nightmarish underworld that he spirited them to. How? Well, Dizzy has got this pal Theo the Wizard and although Theo is a stunning wand waver, he is not very good at the domestic side of things so his house is not the tidiest of places. During one of his frequent visits to 'chez Theo' Dizzy found Theo's spell book carelessly lying about, and being mis-



chievous, Dizzy accidentally read out a really, really powerful spell – one that must not be read out loud – and now all of the dizzy folk, including Theo, have been spirited into the underworld. Crikey! What

is Dizzy going to do? Like the true hero he is, Dizzy read out the spell once more and transported himself into the underworld, and it is only his cunning that can rescue everyone and bring them back

to safety. He has to find rotating stars and special objects in order to release everyone from their nightmares, and make good use of the magic mushrooms, solid clouds and speedy bonuses. As with all

Dizzy games you will find Spell-bound Dizzy challenging and rivetingly exciting. Good old fashioned action with the hard-boiled hero!

DIZZY PRINCE OF THE VOLKFOLK

Grand Dizzy is a bit partial to cherry pies, but catastrophe, Dizzy and Daisy have run out of them. So in order to satisfy Grand Dizzy, both the young eggs go out into the forest in search of the precious cherries. However, while searching they come across an old castle, one that seems to be deserted (geddit?).

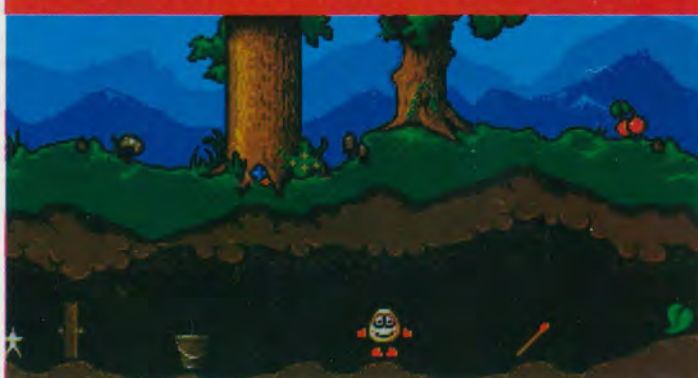
Being curious they both decide to have a little nosy around but while doing so, Daisy accidentally caught herself on a magic spinning wheel.

SPELLBOUND DIZZY



● The question is "How many egg yolks (I mean jokes) can you get in about one simple compilation where the hero is hard boiled!"

DIZZY PRINCE OF THE VOLKFOLK



● Dizzy the eggplant. Well I can't see this one sprouting up. It's been planted far to deep for that. Nature is a wonderful thing isn't it?

KWIK SNAX



● Out of the frying pan into the fire as they say. Dizzy's no chicken, although he has got a foul (ho hum) temper at times

In true Sleeping Beauty style, Daisy begins to get really sleepy. Dizzy gets really frantic as he can't wake her up and in his panic he fails to notice Rockwart the Troll creeping silently up on him.

Before he knows it, Rockwart has imprisoned him in an underground cavern, and now he has to figure out a way of escaping from his prison, reinstating King Arthur on the throne, saving Daisy and then getting home in time for dinner. What a day! The life of a hero is not an easy one. Apparently, this is an extremely rare limited edition Dizzy game and it is probably the best Dizzy product ever to surface on the market. The graphics are extremely colourful and the puzzles are some of the best to be included in any of the Dizzy games. Prince Of The Yolkfolk is fantastic!

KWIK SNAX

This game is a little different from the usual run-of-the-mill Dizzy adventures. Instead of wandering around enchanted kingdoms you will visit four strange worlds in an attempt to rescue your kinfolk in a platform game style romp. You suc-

ceed by pushing obstructing blocks out of the way and then collecting the bonuses that are littered around the screen, guarded by those menacing meanies.

Kwik Snax is the refreshing change to this compilation. In theory the game is very difficult, but in practice the gameplay is not so daunting and you will be



whisking your way through the levels in no time, but you do have to think. There are certain ways of pushing the blocks out of the way to collect the bonuses without getting yourself in too much hot water. The tricky part is figuring out which is the correct route.

The graphics are really neat and colourful, as with all Dizzy games, and the gameplay is yet again – excellent. It really is very hard to fault Code Masters and their wonderful Dizzy products.

BUBBLE DIZZY

Dizzy is an old romantic and to prove it he recently gave Daisy a beautiful pearl necklace. All say aahhh! But Daisy has been really careless and has accidentally dropped it to the bottom of the lake while Dizzy was gently serenading

PANIC DIZZY



● Fit the shapes into the boxes (they're not egg boxes are they?). Actually there are no eggs in sight here. They must have all been poached

her in a little rowing boat. Sickly sweet isn't it? Anyway, Daisy has gone and got herself all upset and she is kissing the ground Dizzy walks on to gain forgiveness, but Dizzy is a charming chap so naturally he's forgiven her. Unfortunately, the dilemma of the sunken pearls still stands, but as always, Dizzy is at the rescue.

Armed only with a snorkel and a rather fetching pair of goggles, our intrepid hero plunges into the watery depths in search of the treasured pearl necklace. With a seriously diminishing level of oxygen, Dizzy's only route of escape is to jump on the bubbles that float from the bottom of the lake while trying to avoid the customary nasty.

The bubbles do explode so Dizzy has to be totally alert and quick if he is to successfully leap from bubble to bubble. There are ledges on either side that Dizzy can stand on and take a well earned rest and some of the pearls can be situated in places such as these, so keep your eyes peeled.

PANIC DIZZY

Grand Dizzy's inventions are terrible, they never work – this is a fact – and now his new toy making machine has started to malfunction, but Dizzy and his mob are ready and willing to help. In a frantic and mad adaptation of Tetris, Panic Dizzy will have you pulling your hair out but leave you completely hooked as with most of this office!

The toy machine looks simple enough, with four pipes protruding from the top of the screen and a conveyor belt waiting patiently at the bottom. The idea of the game is to pay attention to multi-coloured shapes that fall from the pipes and then move the conveyor belt, using the joystick, in order to catch the shapes in the right holes. Sounds complicated but it's not.

Panic Dizzy brings back all those childhood memories when you used to try bashing a blue plastic circle in to another piece of plastic with holes in the shape of circles, squares, triangles and crosses! Probably everyone must of had one

of those Fisher-Price contraptions at one point or another and now Code Masters have used the same childhood puzzles in Panic Dizzy.

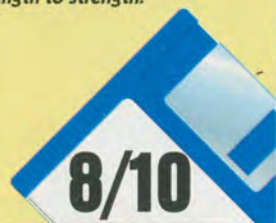
As you progress, the shapes increase in speed as they fall down from the pipes, and the more you fail to place the shapes in the correct holes the nearer the pipes get to the conveyor belt! A really simple idea and brilliant gameplay. **Brad**



ACTION ANALYSIS

DIZZY'S EXCELLENT ADVENTURES
CODEMASTERS £25.99

Ever since Dizzy shot to fame on the 8-bit machines, there has been a clamour to see our little boiled friend on the ST. Now he's here and in a fine compilation including games that have never before been released. You can't really knock it when the games are as addictive as some of these are. Diversity is also on show, with Panic Dizzy being a sort of Tetris game. Manic stuff that will keep you playing for ages. If Codemasters keep bundling gear like this together they'll be doing everybody a big favour. Well worth a look – the cutie goes from strength to strength.



KWIK SNAX



● Kwik Snax is another "game of the egg". What are the snacks in question though. Does Dizzy manage to scramble to safety.

WINTER SUPERSPORTS 92

How would you reproduce the spirit of winter? Sit in your fridge? Or play Winter Supersports 92...

It's that time of year when people like you and me are shedding our clothes - gone are the days of mittens, rupert scarfs and silver moonboots. It's summer and what better time to release an eight event game associated with the cold snowy season. Not.

As with most games of the games of this ilk, up to six human players can compete for a place on the winners' podium.

The package includes a plethora of downhill skiing events, one of which is the ski-challenge a race against a computer opponent or a friend, if you have one, to the

finish line. Hold on to your skis, get your head down to gather some speed. While making your descent it is possible to send your rival crashing to ground or even better into a tree (snigger) with a bit of well anticipated blocking.

Another event is the Luge, does the word "Luge" mean anything to you? Nor me, until I played this game, so what's it all about?

Win or luge

The "Luge" roughly translated means "a piece of kitchen lino being used as an ad hoc sleigh" or so I'm told. Basically you have to lie down on top of a bit of moulded plastic and then rocket yourself through a

bobsleigh-esque run at speeds of up to 70 km/h. So how does it translate onto machine? As opposed to the way most of the other events are viewed this uses a fast 3D routine to enhance the first person perspective viewpoint as you use your body-weight to counter the high speeds and tight corners.

Bale Jumping, yet another obscure event that involves you donning a pair of brown leather boots, and bombing around an oval track burdened with a bale of hay which must be leaped over at break-neck speeds.

Normally I'd go slow and carefully climb over them, but once again your rival is also on the track so timing is the order of the day. Unfortunately there's no physical contact allowed, bah!

Driving a ski-doo about a race-track covered is no joke; this is your last chance to get some points on the board, so you'll have to do well in this event. If you don't mind standing around in the sun clutching on to your snowgear step this way. **Brad**



(Above) "I could be at home with a nice cup of tea so why do I bother, is it something to do with the lady who loves Milk Tray?"

(Below) The luge event is graphically one of the best with its shaded graphics and fast 3D routines that help to enhance realism



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INFO



An example of just what to expect with the action packed speedskating event or is it bale jumping

ACTION ANALYSIS

Some of the eight events included in the game are too similar, for example bale jumping (it's never been the same since Ronny Biggs did it some 28 years ago) is only speed skating with a brown square thrown in for good measure. It just doesn't add up. The same applies to the downhill ski and giant slalom events, hmmm anyway all this aside the graphics and sounds are reasonable as are the digitized samples. The game is enjoyable when you are playing against a group of friends, but on your own the interest will wane rather quickly.



76%

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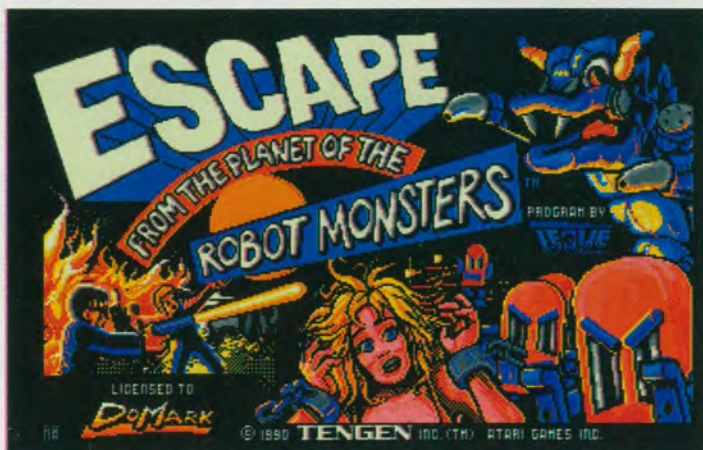
We sent our researcher deep into the Budget vault to drag up some best buys, along with a few warnings about what to steer clear of...

ESCAPE FROM THE PLANET OF THE ROBOT MONSTERS

The Hit Squad £7.99

This game fits into the quirky category. Controlling either Jake or Duke you run around blasting robots and rescuing humans and turning on escalators to allow you access to further isometric levels. The sprites are tiny and seem to be forerunners of Smash TV. In fact, a lot of the game's features appear to have been picked up by Smash TV, though the latter had more playability. What makes this quirky is the humour, your character gets in some rough scrapes and his reactions to hot floor pads and falling off platforms is amusing. Still this isn't enough to rescue the game from being too bland. If you've got Smash TV then you don't need this and if you haven't this won't make up for it, try it for a laugh but no more.

50%



● Look at the mayhem on this loading screen, it looks great, but when you get to playing you might well decide otherwise

Z-OUT

Kixx £7.99

Talk about frustrating – by the time you complete the first level of this game you'll have lost all the feeling in your legs. Z-Out is one of the most difficult shoot'em-ups that you'll ever encounter. The graphics are nice and there is an amount of enjoyment and certainly satisfaction derived from completing the levels which is about as difficult as juggling jelly blindfolded. There is the possibility that with a difficulty level this high you could get bored and skim the disk, but if this is your bag then by remembering the movement of each sprite and exactly how the scenery progresses then you might, just might, get on OK. I skimmed it. This is difficult but pretty and quite professionally turned out. Give it a go, but only if these games are your favourites and you enjoy an immense challenge that will have you tearing your hair out for years to come.

64%



● Talk about tough the difficulty level on this game takes the Custard Cream, so hard is this that unless you've got a will of iron you'll bin it after five minutes

ST DRAGON

Kixx £7.99

This curious twist on the shoot'em-up genre has you in control of a dragon that moves like a floating caterpillar. It's slow and pretty boring and once you've picked up a couple of power ups to give you the 'mother of all weapons' it's easy peasy. In fact I managed to get all my notes on the game jotted down and drink a coffee while blasting the first level of this and I am the king of bad games players. In its favour ST Dragon does have some nice monsters in it but generally it fails to be an enjoyable game, also at times it can get rather confusing when there's too much on the screen. Don't bother with this unless you have some personal interest, say you programmed it or something equally embarrassing. Horizontal shoot'em-ups aren't exactly thin on the ground and when one comes along that doesn't make the grade it's not going to be missed, it's going to get dumped on, and that's what this review is.

45%



● What a great alien landscape, but this is all just a bit too silly (and easy) to entertain you for any great length of time

SLY SPY SECRET AGENT

The Hit Squad £7.99

Never will you waste your time more than if playing this ridiculous excuse for disk space. This game has no, count 'em, redeemable features. It's category is bore'em-up and if you ever spend any money on it you are the greatest fool that ever lived and I have no sympathy for you. Tough talk granted but this really is the worst game ever and doesn't deserve budget status. The graphics are OK but the gameplay on level after tedious level would be matched by a 'watching paint dry' sim. I have no idea who decided that you could have any fun playing this, but the box looks exciting and will sell a few copies, though not if I can help it. Do not buy this game, do not borrow this game - if you bump into this game walking down the street cross over the road.

007%



● Remember this picture and if you ever see it on a game box walk away, if you notice this in a friend's collection, ridicule them till the end of time

HORROR ZOMBIES

GBH £7.99

Do you enjoy horror stories? Do you get a kick out of films called Driller Killer Zombie Blood Fiends In The Girls' Dorm? Well if you do and if you like a good puzzlesome platform game then Horror Zombies is for you. At first I found this far too difficult, but that's because I had an off day (yeah right - Ed) but once I got into it and trial and error came into play, well mostly error, things started to fit together and the levels flew by. The puzzles are tough the graphics are nice and gruesome and the price is right. The Addams Family this is not but it's better than a slap round the face with a rotting corpse and I have been recommending it to everyone this week. This is well worth a visit and it will appeal to everyone, it might lose its appeal in the face of the tough competition in the gory category but only if you're snobbish about budget titles

85%



● What a brave chap, stabbing Coco the Clown in the back like that. Still, you'd better get pretty sneaky if you're going to complete this corker

CASTLE MASTER

The Hit Squad £7.99

A 3D solid graphic arcade adventure is the pigeon hole we're dealing with here, actually what we're dealing with is a smart game. There are so many pluses to this game that I can't do justice to it here. It's tough enough to keep you playing time after time but it isn't anything you can't deal with. The graphics are very good and the layout is complex enough for you to enter train spotter mode and fiddle around drawing maps and plotting your progress. Using the keyboard you'll soon be whizzing around as the control method is easy to get to grips with, in fact everything is just right and I enjoyed myself playing this and will continue to do so. If you buy this game then you're waving bye bye to your social life, there is enough gameplay here to keep you off the streets till Christmas... '93. You have been warned.

88%



● So the horse looks a bit boxy, listen don't be so critical, this game is a gem whether Dobbin looks like a Volvo or not

FINAL COMMAND

Action Sixteen £7.99

This should have been subtitled 'What the hell is going on here'. I don't know, is it me? Have I lost it? As soon as I loaded this game up my heart sank, for a kick off you can't see anything. The French graphics are such that you cannot make head nor tail of what's going on. This is set up as a regular graphic adventure so it's a bit of a pain when the graphics are rubbish, but then the gameplay isn't much better. Normally I can cope with this sort of thing but not in this case. If you only play adventures and can't get enough of them then this might well be for you, there must be a game lurking around but it's damn hard to find and no doubt most of you will lose patience with it. These types of game seldom make it to budget so this is a double let down. There's plenty of other stuff on budget that would pass the time better, so forget this.

59%

PUZZNIC

The Hit Squad £7.99

What a good puzzle game this is; simple to follow and devilishly difficult to progress. Right from the start you are lulled into a false sense of security as you whizz through the first few puzzles at breakneck speed and then along comes a real nightmare level that proves almost impossible to complete.

The graphics are clear and do their job admirably, in fact everything just slots into place - right behind playability. If you want your brain turning to cabbage water then this will do the trick, just about as much fun as you can have with a puzzle game, it's even got the annoying little tune that is now synonymous with this genre.

80%

CHAOTIC DEVELO

It's the most technically advanced Bitmap Brothers' Game ever. Their most adventurous project, heralded as: 'a very meaty game indeed, even by Bitmap standards'.

THE STORY SO FAR...

Ever since the success of *Xenon 2*, critics have been gleefully predicting that the Bitmap Brothers will lay a turkey, and the longer the list of critically acclaimed and commercially successful titles grows, the greater the pressure to prove them wrong.

The Bitmap Brothers were the first game design team to attain pop-like stardom. This was mainly due to the non-too subtle, encouragement of the then Mirrorsoft public relations department. But although the original team members would be the first to admit that this 'fame' was a useful vehicle, the mantle sat uneasily on their shoulders.

An easy target

Being perched on a pedestal makes for an easy target for critics and the Bitmaps suddenly found themselves having to prove that they really meant business. As it happens, the original three Brothers had the knowledge, experience, know-how and flare to prove emphatically that there was something behind the hype.

When the original team met, Steve Kelly was cutting his teeth at Psion, Eric Matthews was doing game design for Leisure Genius and Mike Montgomery (apres a now-famous stint filling shelves for FW Woolworth - revelation Motor Mouth winter 1991) was also working for the aforementioned purveyors of adventures and computerised board games. The Bitmaps' first game, *Xenon*, had a long run as the competition game on the Saturday morning TV show *Motor-mouth* and over the next three years there has been the outstanding future sport *Speedball 2*, the marque shoot'em-up *Xenon 2*, the cerebrally-taxing, mature adventure *Cadaver* (winner of 'the coveted 'Golden Chalice', awarded by lots of anorak-wearing amulet rubbers) as well as the highly-enjoyable platform jaunts, *Gods and Magic Pockets*. Not a duffer among 'em! But where do the Bitmaps go from

here? During a period which has had its turbulent episodes, the Bitmaps managed to expand the business, gain critical acclaim and commercial success and, some time before Cap'n Bob Maxwell went for an impromptu dip in the Med, relinquished their bonds with Mirrorsoft to go it alone. This led to an alliance with music publisher Rhythm King, famous for Betty Boo and Bomb the Bass, and the launch of the publishing label Renegade, so-called because many publishers saw this as an insubordinate act that could induce an epidemic of programmer worms turning with two fingers thrust aloft. Today

there are ten Brothers including; top graphic-artist Dan Mallone, talented programmer Nick Alderton (son of John Alderton and Pauline Collins) bullet-proof coder Steve 'Manimal' Cargill and project manager Graham Boxall.

Each embroiled in various projects. But as Malone's Graphics painted the picture and his animation breathed life into this picture-book, Victorian scene, there's an air of excitement here.



PICTURES



BITMAP CONCEPTS

Life in the Bitmap HQ is one of strong comradeship, a lot of ribbing, but most significantly, hard work, commitment and occasionally skull numbing obsession. Coming up with the right concept for a game is of fundamental importance, especially when you consider the thousands of man hours and the frightening finances invested.

Ultimately the concept will directly affect the performance of the game - how it will sell and be criticised. Hitting the nail on the head, concept-wise, is something that the Bitmaps have a curious habit of doing on a regular basis. With *Xenon 2*, Eric Matthews grew tired of trying to design archetipal cyborg enemies which feature, in one shape or another, in just about every blast. So he looked up some natural history books. There he found his monsters, creatures which actually existed on our planet millions of years before. Then the meticulous research testing and fine-tuning of everything from interfaces to weaponry to enemy intelligence, with pedantic, fine tooth-combing to achieve the right formula.

Once the concept is correct, another strong Bitmap trait are those hooks - something that catches the eye or ear. An example could be, such as the music in *Xenon 2*, Tim Simmenon's Hip Hop on *Precinct 13*. Eric explains: "I was listening to *Precinct 13* on my way home one night - the music was just begging to be put in a shoot'em-up!" Then there's the small incidentals such as the little victory wiggle in *Speedball 2* and the mop up droids.



UTTER CHAOS...

The Chaos Engine is a great contrast to all the previous Bitmap Projects; the futuristic steel and granite world of Speedball 2 the weird interwoven fabric of Xenon 2, or the sadistic, murderous medieval dungeons of Cadaver. Chaos's initial concept, a Victorian adventure in the style of Jules Verne or H.G. Wells, was the basis for creating the whole Victorian ambience.

...and Dan said, 'let there be light'

Graphics craftsman, Dan Malone, lit the pixel world as if by gas-light to give it that sinister light and dark world of Jack the Ripper, Moriarty and Mr Hyde. Then the intro and status screens feature brass wood rivets and screws, just like the inside of Jules Vernes Nautilus or the facia in the burrowing vessel in Journey to the centre of the Earth - all nobs, dials and gauges!

The setting is a post holocaust Victoriana which goes against the grain somewhat as we were being all, brave and fascist empire-like massacring the Fuzzy Wuzzies and Zulus at the time.

The characters themselves which make an ill-fitting team of untrustworthies, thug, thief, inventor and mercenary. Each has his strengths, interests and objectives and the highly intelligent engine keeps them generated and motivated. The thief is constantly looking for personal gain, the thug'll brain anyone for the sheer hell of it, the inventor (a Peter Cushing type fella) is into the old

technical lark, while the mercenary will kill and sell vital organs while the body's still warm. The 'chaos' here is down to an old nutter called Barron Fortisque, who has created a terrifying machine hidden within his rambling mansion.

This machine has been whirring and buzzing away, supping the city grid dry and causing mutation and destruction. In fact it has done no less than disrupt the fabric of time. You control a team of three from six (selection really is important!). The ultimate goal for the team is to shut down the Chaos Engine.



The Bitmap team: From left Phil Wilcox (Design), DJRJ (Music and SFX), Steve Cargil (Code), Eric M (Design) and Dan Malone (Graphic Design)

TEAMWORK BITMAP-STYLE

The element of teamwork and setting character was inspired by Speedball 2 and with the team selected you can choose their character traits and aggression skills.

For example You need a forager who will search for treasure and resources, a strategist who has the ability to set traps and bombs. The personalities of your team determine how a character will perform and act during the course of the mission. For example, an aggressive

thug will charge at the enemy whereas a strategist sets traps. The computer-intelligence is the most astounding feature of the game. While you control one player, the rest of the party are fully computer-controlled and will fight the enemy conduct their specific objectives.

The arsenal at the teams disposal is considerable and designed for specific characters, such as the thug who is equipped with a non-too subtle bazooka which he can boost up and change the missiles. The inventor meanwhile, may have the ability to plant mines. The game is vast and sprawling

with your overall objective to locate and destroy the Chaos Engine but there are numerous other goals to achieve. The morale of your team must be maintained. Throughout the game there are electrical

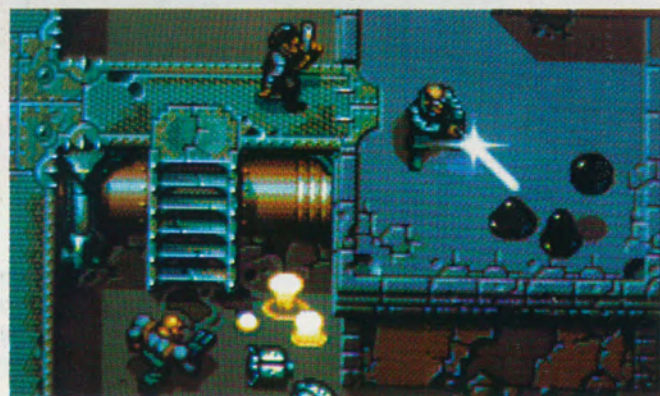


● This big thing looks like an end of level guardian that is going to take a hell of a beating

nodes which when activated illuminate with a bolt of lightning and open passageways and doors. There is an element of the mercenary in the game with your team foraging around for treasure and artifacts and this is put in a joint account so that nobody can cheat the others and the money can be used to buy better weaponry.

An increase in individual attribute is achieved by each of the team's performance, for example, how many enemies an aggressor has annihilated or how



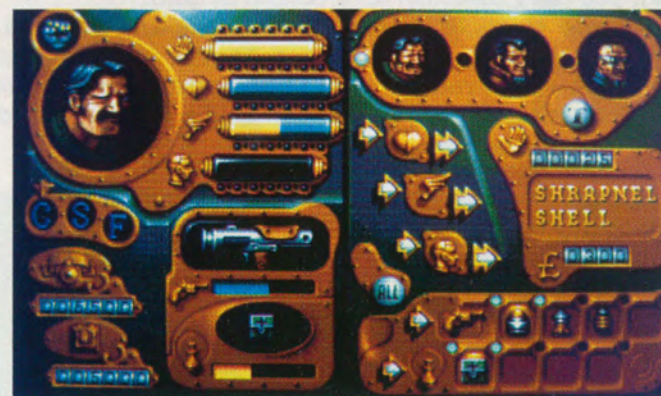


● Each layer of the terrain can be occupied. If there is only one human player, the other three are controlled by the artificially intelligent computer

much wealth a thief has gained. The teamwork element is perhaps the most significant aspect of the Chaos Engine.

Up to three players can control three of the team although if you're playing solo the computer gives first-class back-up - this is when the magic of the game becomes apparent. Eric Matthew

explains: "We didn't want the computer-controlled characters to just wander aimlessly after the leader, and so each character has real intelligence and a free will to fight the enemy set traps or rummage around for treasure - these and many other character elements have been the most difficult aspect to



● The weapons selection screen is an important part of the game. From here you must decide what items to take with you when you begin your mission

achieve. Likewise, the enemy has many different objectives and again, like the teams they have different levels of aggression and intelligence.

Chaos Engine is a massive game of meticulous detail. We can expect something really special from the Bitmaps this autumn - watch out for it!

PD OR NOT PD

Back with another two PD pages for you. All this month's games and demos can be obtained from the address at the end...

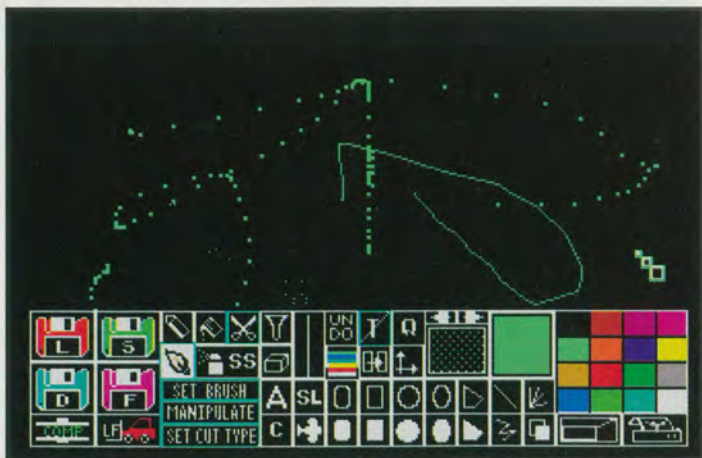


● This weird and wonderful title screen has been designed with the PD art package that won't hurt your pocket

ART WIZARD

Before we get into this one, we'd better tell you that you'll require one megabyte of memory to run it. If you're after an art package you're always better going for one of the commercial ones. But if your funds are limited then you can't complain for a couple of quid.

All the standard, expected functions are included, copying, airbrush, pencil drawing. They're all there and work very well. If you just want to see a little more about how art packages work before spending a lot more, send your two quid off now.



● So it might not be Picasso but there's no saying you won't be able to do any better than us with the one meg only program, Art Wizard

THE MANAGER

Yep this is it, the self same disk now residing on the cover of this illustrious magazine. There's nothing quite like a good footy management game to while away the hours and believe it or not, this one is really quite good. You can only play one season though, unless you choose to register and send some cash direct to the game's author.

This really is worth it though. All the correct player names are in there for all the teams and there's even the chance to get into the European competitions if you're successful enough. Well worth the asking price (Disk G147 LAPD)



SELECT TEAM TO MANAGE

ARSENAL	SHEFF UTD	MILLWALL
A.VILLA	SO'FON	NEWCASTLE
CHELSEA	SUND'LAND	NOTTS CO
COVENTRY	SPURS	OLDHAM
C.PALACE	WIMBLEDON	OXFORD
DERBY	BARNSLEY	PLYMOUTH
EVERTON	BLACKBURN	PORT VALE
LEEDS UTD	BRIGHTON	PORTSMOUTH
LIVERPOOL	BRISTOL C	SHEFF WED
LUTON T.	BRISTOL R	SHINDON T
MAN CITY	CHARLTON	WATFORD
MAN UTD	HULL CITY	WEST BROM
NORWICH C	IPSWICH T	WEST HAM
NOTTM FOR	LEICESTER	WOLVES
Q.P.R.	MIDDLESER	

● Choose any one of the current first division teams in the PD game, The Manager. Then play through an entire season of glory and misfortune

VIOLENCE

Public Domain shoot'em-ups tend to be pretty crap and written with the Shoot'em-up Construction Kit. Violence is different in that it isn't the most awful blaster possible. The ship is pretty large and the scrolling moves smoothly enough to make the game quite enjoyable.

This game isn't pretending to be Xenon 2 and the alien patterns do tend to be a little predictable. However the game is okay, especially if you've only got five minutes spare before running out for the bus.



● Looks like another PD shoot'em-up to us. The graphics are good though

HERO II

One megabyte only here but what we have here is a classy, large RPG complete with character generation and plenty of places to explore and monsters to kill off. Create a party and take them adventuring while trying to build them up enough to succeed in the dungeons.

It's a pity that the audience is restricted to those with machines with a larger memory, because Hero II is worth playing, although if you want a good game you have to make sacrifices sometimes.

If you don't like your games to be too arcade and just want a break from the run of the mill PD platform games, then Hero II will easily fit your bill. Role playing on the cheap. You can't beat that really



● There's a right mixed up mess on this screen. You can do this and more to any picture you like with the built in screen editor, then put it back together

SCRAMBLE

For one horrible minute, we thought that that this was a version of the old classic arcade hit! It's actually a slide puzzle. You know, the things you give kids on long car journeys to shut them up. There's an option



to scramble the pictures even more by turning some of the blocks on their sides too, just to add to the frustration. Adding your own pictures is simple too, any Degas, Neo and so on file can be added and mixed up.

SPACE THRUST

Words like bobbins were invented for bilge like this. Controlling an astronaut as he tries to deflect a satellite to his ship may well have seemed like a good idea to someone at the time. Poor unfortunate misguided soul!

Controls, graphics, gameplay all aren't worth mentioning. Instantly forgettable stuff that isn't worth the blank disk it's copied on in the first place.



● The Conceptors video digitizing program looks as though it could be quite good, except it's all in French and guess who doesn't speak a word of French!

PICTURE CONCEPT

Weird little art program this. By loading up a picture into memory, a whole variety of different things can then be done to it. The program is French and unfortunately so is the documentation. This is an obvious problem if you aren't of Gallic (or is that garlic?) persuasion!

It's pretty self-explanatory which options do what though, but there is another program on the disk which is a digitizer of sorts, but all the text here, including the options are in French.

Don't you wish you'd paid a little more attention back in third year now? A nifty little program which will be of use to some people who want to create freaky effects for whatever reason.



● Space Thrust is nothing to do with the Space Shuttle, you must control a little astronaut as he tries to rescue a damaged satellite and get it back to his ship

WHERE TO GET IT FROM:

**L.A.P.D, 80 Lee Lane,
Langley, Heanor,
Derbyshire,
DE7 7HN**

Public Domain



"My Ideal Compilation"

PAUL FINNEGAN



Paul Finnegan takes the hot seat this month and dusts off a few classics as he reveals his favourite games from yesteryear...

Rage Software may not mean that much to you at the moment but with the success that their footy game *Striker* could bring them, that could all change very soon.

Unfortunately, Rage's background is a lot more complex than just one game; formed from Special FX, they had a lot of success writing games for Ocean until the beginning of this year. At that time both companies decided to go their separate ways and Special FX slipped away into the ether.

Out of these unusual circumstances Rage were born, and with the success of collaborations like *Hudson Hawk*, *Robocop 2* and *Midnight Resistance* they and their reputation grew and grew.

Now *Striker* has come along, anybody who was planning on saying something along the lines of "I told you not to go it alone" looks as though they'll have to find something else to chat about. It seems that this could be one of the most popular sports titles of the year, which as we showed last month, is no mean feat.

The backbone to both Special FX and Rage is Paul Finnegan, who has helped to keep things together through both good times and bad. It is this amiable chap who we went to this month for his Ideal Compilation (although he may have had a little help from his friends!).

Things are really looking up for Paul (Managing Director at Rage) and his growing team of talent, based in Liverpool's plush Albert Dock. Just what kind of games do people who run companies play though? Are they the same as us normal people or do they prefer a quick bout of *Advanced Spreadsheet Simulator*?

As to future Rage titles, Paul was a bit cagey for obvious reasons, but *Striker* is currently being converted to all major consoles including the MegaDrive and Super Nintendo. On the side they're also working on a little bit of GameBoy stuff for other companies so keep your eyes peeled if you have a console. So just what games does Paul still like to fiddle with? Let's have a look at his choices.

STRIKER

Published by: Rage
Released: 1992

Without a hint of bias being suggested by either party Paul's first game choice was Rage's very own *Striker*. Reviewed only last issue in our football spectacular it got 86% and an ST Action 1 Rating.

"I think it plays more like football than any other game. I've been playing football all my life and this certainly has more of a real feel to it than anything else I've seen. I know you'll think I'm biased and maybe I am. It's a proper soccer simulator and I love it, and I don't think there's anything to beat it out there."



MICROPROSE GOLF

Published by: Microprose
Released: 1991

Far and away the best golf game that you'll find on the ST, this Microprose effort has everything in it that any fan of the fairways could ever want. Top quality graphics and thoroughly absorbing gameplay all add to the feeling of realism that you could only match by getting out in the rain and playing around, sorry, a round.

"I'm a bit of a golf fan and I started playing this about eight months ago and haven't stopped since (that's probably a slight white lie Paul, you can't pull the wool over our eyes you know!). *I like the whole thing, the accuracy and realism make it the best golf game there's ever been. Microprose went out and did something that nobody else has been able to do as yet, and I think it'll be a while before it's beaten."*



LEMMINGS

Published by: Psygnosis
Released: 1991

It had to be there didn't it? Yep, the little green-haired gits had to arrive somewhere and here they are. This game has won so many awards it doesn't even need an introduction. Needless to say, if you save the Lemmings you win the game.

"The game is so infuriating and, as puzzle games go, it set a completely new standard. No I haven't finished it, why do you ask? I've only done a couple of levels and it was just so frustrating I couldn't carry on, I sat sobbing in the corner for two days afterwards, dejected and alone. I was the only one on the planet who couldn't get off the Tame level of the Trainer mode!" (ST Action cannot be held responsible for doctoring any quotes that appear in these pages!).



SLAPSHOT

Published by: Ocean
Released: 1988

This is so old, most people won't remember it and no it isn't an Ice Hockey game as you might suspect. As shoot'em-ups go this isn't that impressive by today's high standards, but at the time...

"This is really old this, I don't know if you'll even remember it. It was done by Ocean years ago and was just so addictive. The spaceship travelled up the screen and you had to shoot things. It's difficult to explain really but the game was just so playable you had to keep playing it again and again."



MIDNIGHT RESISTANCE

Published by: Ocean
Released: 1990

When Special FX converted this massive coin-op success to the home computers they were in for a good hiding if it had turned out to be rotten. Thankfully, for them, it has become known as one of the best conversions ever for both its realism and accuracy to the original.

"I love this because it was so close to the original arcade game that it was untrue. The game was so playable, as was the arcade version, and it lost absolutely nothing in its transition. There was so much in it for people



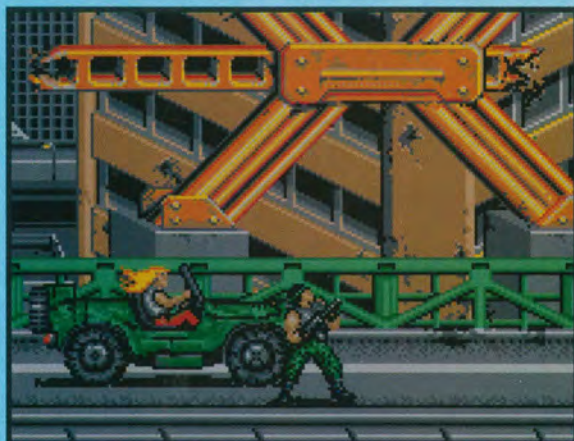
to do and shoot, that everyone just loved it and it got such good reviews from all the mags. It's just been re-released on budget now and I've just been reading the new reviews and it's still picking up great marks, even after all this time."

JACK CHARLTON'S FISHING

Published by: Martech
Released 1987

Come on Paul, you can't be serious. Big Jack has gone onto different sports now he's manager of the Republic of Ireland footy team, but he did once put his name to this extremely dodgy fishing simulator.

"I've put this in for a bit of a joke. It was a game I used to play when I couldn't sleep. You just used to drop a bit of string in a pond and come back to it in about half an hour. It was a classic in its own right."



WORLD CLASS LEADERBOARD

Published by: US Gold
Released: 1988

A bit of a golfing fiend our Paul, isn't he? The best golf game for years, until Microprose Golf came along, was US Gold's Leaderboard. Across every single format the game sold millions and became a way of life for an awful lot of people - who love golfing games.

"I've played this game for years and years and it's still brilliant. At the time it was another of those games that set new standards and there really is no way to describe it other than brilliant. I can still play it now, it isn't as good as the Microprose one but nevertheless it is an excellent game."



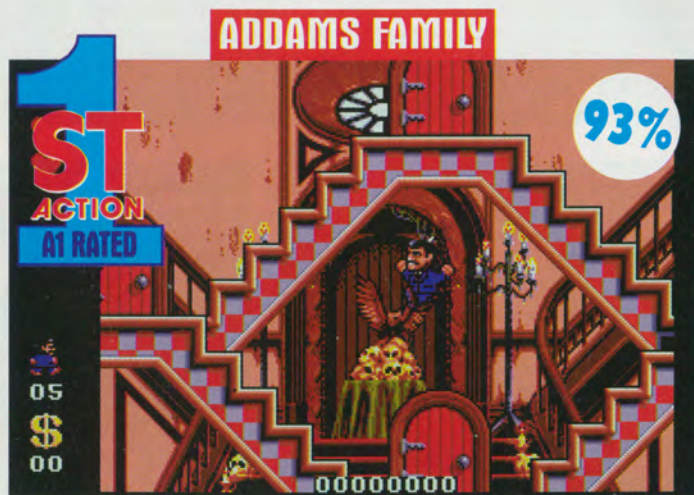
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This is easily one of the best platform games to ever appear on the home computer. Guide Gomez Addams over lots of intriguing levels, past devious nasties and uncover absolutely loads of secret rooms.

Graphically cute, expertly animated and very colourful. A definite contender for game of the year. This is the STs equivalent to Sonic and Mario.

Reviewed in STA Jun '92

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JAGUAR XJ220



Although not yet released on the ST but definitely available for you when you subscribe, Core's next product is going to be their best yet. Amazingly smooth graphics, thundering sound and enthralling gameplay will combine to make this a sure fire hit.

From what we've seen, things are definitely looking good for Jag. If anything deserves to knock Lotus off the top spot this is it.

SPACE CRUSADE



You take control of a crack troop of marines as they negotiate various missions on board an alien spaceship. Tons of superb weapons, multiple choice orders and lots of enticing missions. Startling graphical effects and atmospheric sound make this a must.

Far superior to Heroquest in design Space Crusade is most definitely worth getting - an excellent arcade style RPG

Reviewed in STA Jul '92

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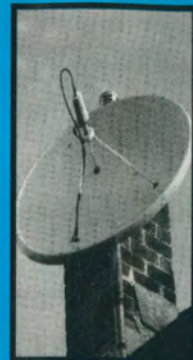
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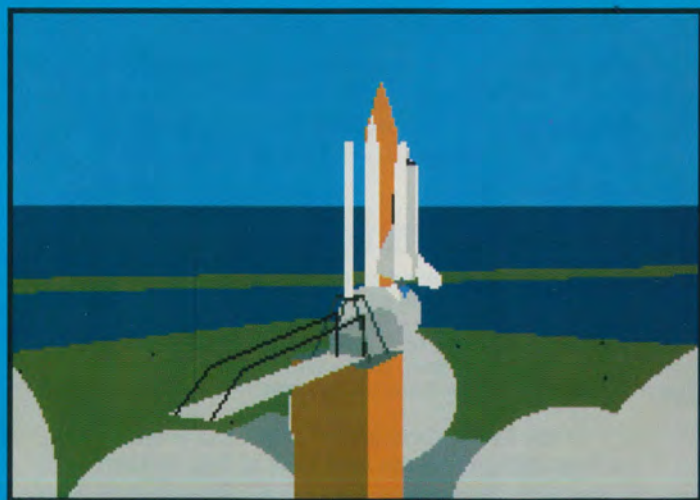
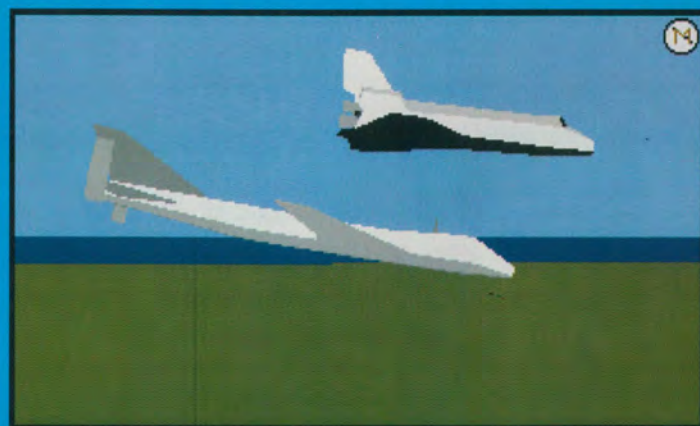
Why are you all upset? What do you mean ST Action don't love you any more? Of course we do! Okay, if you want proof, here it is.

To coincide with the recent release of Shuttle, this is your chance to win a complete satellite system or one of five lucky runners-up prizes courtesy of Virgin.

The Pace satellite system comes with 90 channels, a 60cm dish, an absolutely smashing decoder and the important receiver. You'll be able to get all your favourite channels and a pretty snazzy looking dish thing for the side of your house as well! You'll be watching MTV and films galore - in fact you'll probably

not see the light of day for a long time to come. Added to this the five runners-up will each receive an ST version of Shuttle as well as fabby Virgin t-shirt.

"What do we have to do to win?" I hear you say. Well, all you have to do is answer the three tough questions that are listed below and send them off to us.





That old Shuttle moves like poop off a shovel competition

Just how tough are these questions?

1: What does the acronym NASA stand for?

2: Who was the first man to set foot on the moon?

3: In which year was the first ever shuttle launch?

And the answers:

1:.....

2:.....

3:.....

Name:.....

Address:.....

.....

.....

Send those completed entry forms off to:

The Spiffy Satellite Sensation, ST Action,
Europa House, Adlington, Macclesfield
SK10 4NP. Any entries we find after the
15th August will be laughed at and
ridiculed so don't bother!



☐ Tick this box if you do not wish to receive promotional material from other companies

TIPS AND CHEATS

Yet again we have been inundated with cheats sent in by all of you helpful people. Due to this plethora of game tips it was decided that we should clear our backlog to make way for all of you new tipsters.

So here they are in all their glory and remember, if you have any tips or cheats don't hesitate to rush them off to us. Your fellow ST gamers need your help.

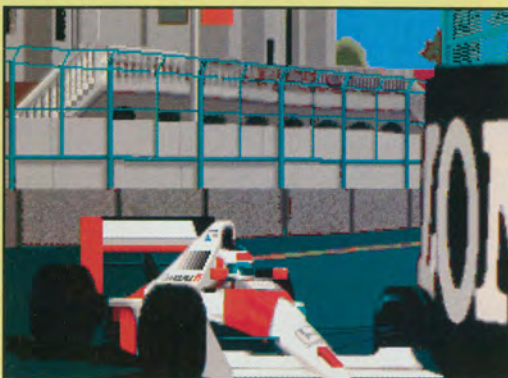
MICROPROSE GRAND PRIX

TOP CHEAT

Probably the best and without doubt most accurate racing game available to date. To get an initial fast qualifying lap you are allowed four sets of tires supposedly to be used for one lap only, however when you get the pit in light comes on.

Press the return key to ignore this as it's possible to have an extra lap or two out of each set, effectively giving you a total of 12 sets of tires.

Thanks to Gary (self confessed Grand Prix Master) Hamnett



CHASE HQ 2

This tip was requested by Phillip Moorson of Taunton and we are happy to oblige. Type in INAGARDENIN and once this is completed, just press T to reset your time to the beginning and press N to skip to the next level.

CRACK DOWN

This was recently released on budget so we'll help all you people out who have just gone and bought it. Pause the game with the P key and type in REVENGE OF THE MENTAL MOONMEN. After this, pressing 1 should give you 999 lives.

ENCHANTED LANDS

This German game never really got the acclaim it deserved, but some people out there are obviously still playing it. This cheat from Lee Harrison of Fulham proves that. Type in TCB RULES FOREVER. Then keys 1-5 will select the level. F2 followed by space will take you to the end of level guardian and F4 will kill it.

TERMINATOR 2

The T-1000 is a deadly adversary especially when you take the role of the poxy T-800 on a mission to protect the young boy John Conner. To make things easier simply pause the game, press the F-Keys 1 to 10 in that order, then un-pause and press escape and guess what? Yep, unlimited energy.

Many thanks to Joanne (Madonna) Rowe



TOP CHEAT

During the game press Shift and then type "The Didymen" and when you're bored of the level you're currently on, simply press Escape and you will travel to the next level. Don't spoil this class game by skipping the levels though, oh what the hell go for it!



BEAST BUSTERS SPECIAL FORCES

This tip straight from the pen of L. Waugh of Liverpool is for Activision's Operation Wolf style game. Just pause the game and you will find you can carry on shooting everything until the screen is completely cleared.



Not a lot of people know this, but when you reach a POW just press the escape key and your pickup helicopter will make its way to your position, don't even attempt to make it back to your initial landing zone or you'll all end up dead.

Thanks are due to Dave Day



FINAL BLOW

Heaven forbid that anyone's still playing this. If they are just pause the game and press F10 six times to mash your opponent up! Alternatively you could remove the disk from your drive, find a wastebin and proceed to drop it in.

small tips

TIPS AND CHEATS



PACIFIC

This extensive guide will take you through the entire first island along with some useful hints and tips...

BEGINNING...

There are a few general points to remember when you begin playing. M1 tanks have much more armour than any other vehicle so ensure that some of your units are entirely made up of them. These should be used for raiding missions, with the powerful TOW missiles on your other vehicles kept farther away from trouble. This makes sense because the TOW missiles have a range of about 4km, which is a pretty large distance.

If you find your opposition are destroying you too quickly, there are a number of things you can try to alleviate the problem..

1) If you use your engine smoke weapon, you will make yourself a much harder target to hit. The Soviet vehicles have very poor infra red imaging, so they won't be able to fix a good target on you. There's nothing to prevent you using engine smoke all of the time, so keep it on as much as possible. You may have to use your infra red as your view will be obscured by tons of smoke.

2) As your opponent will be shown on the map the minute they open fire, it is a good strategic plan to locate their position immediately. You'll find it easier to destroy them rather than run away. You can then begin to decide upon a plan of attack.

3) Use the areas of the jungle to move in if you can, particularly if you are under fire. If you position your tank just inside the tree line area of the jungle, you will be able to survey the battlefield under terrain protection. Your tanks will be camouflaged and the opposition will be unable to locate you.

4) Take note of the forthcoming battle and try to organise a provisional strategy before you start. If you know the general whereabouts of your mission objectives before you start, you'll be able to locate your target without wasting too much fuel.

The battle areas on the first island are as follows:



ISLANDS



TASK ONE...

The aim of battle one is to knock out two helicopters stationed on the runway at the centre of the map, destroy a radar installation at the north-east end of the runway, and blow up a fuel dump south east of the runway. You start off in the north and there is a road leading due south over a river to the runway. Don't take this route as the bridge is heavily mined and there are quite a few enemy units stationed nearby.

The best solution is to take a couple of your units on a broad sweep to the west so that you approach the runway from a westerly direction. Skirt the jungle to the south of the runway, keeping an eye out for any units that may engage you. Destroy the helicopters when you are in range and then go and fire a few missiles at the radar station to destroy that as well. Now head for the fuel dumps. There are four to be destroyed and each will need a few missiles before they blow up. When you have achieved these three objectives, the first scenario will be complete.



TASK TWO...

Head south making sure you replace any vehicles you may have lost. There are two major aims to battle two. You must knock out a Soviet tank manufacturing factory and a radar station. By the time you reach the factory, there will be a convoy of newly made tanks that must be destroyed as well.

Split your forces into two groups, sending one to the west along the tree line. The other group should take the eastern approach of the southern road, heading towards the radar station. When group one is in position, locate the factory (this is the large building south of the village) and let loose with some missiles. Now destroy the radar station with the other unit making use of your short range weaponry. You shouldn't come up against much opposition if you have chosen the correct route. Only after you have felt the heat of the fire and heard the roar of the explosions can you progress to the next level.



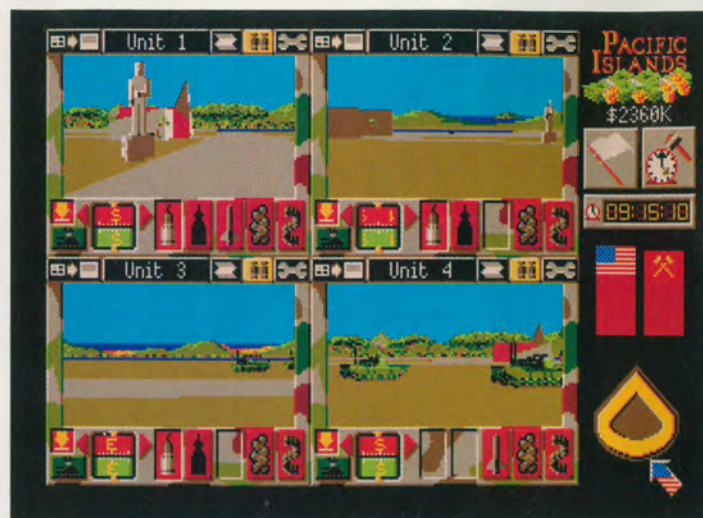
● Choosing the right commander isn't an essential part of your strategy. Only skill, courage and a bit of luck will see you through what is to come



● An important part of the mission is the correct selection of your weapons before you begin. Failure to do so could result in an early demise



● A strategic map will display your objectives for the current mission. Try to memorise these positions as you may not be able to refer to them again



● Some of the missions will require you to command different units in different places. A good navigational skill would be a handy utility at this time

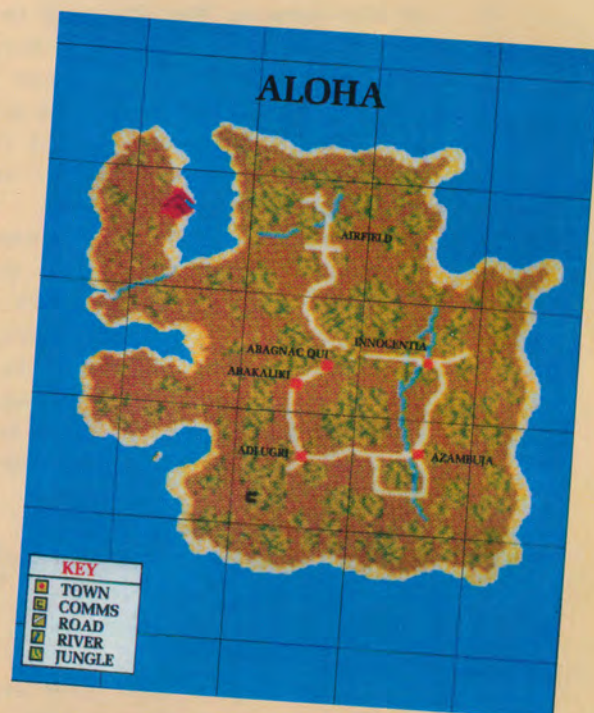
TASK THREE...

At the end of the second battle, you will have a choice of moving east or south. If you look at the island map that comes with the game you will notice an important communications area south-west of the island, so it's best to go straight to battle four. The longer it remains intact, the harder your opposition will become.

The two major objectives to this scenario are knocking out the satellite station to the south-west and defending the village from enemy attack.

You should be able to comfortably destroy the station with one unit so you can use your remaining three groups to defend the village. Use the roads to quickly reach the village, giving you more time to organise your defence.

The attacks will come from the forest so position your groups accordingly. You should consider hiding your most vulnerable unit inside the tree line to the north-east of the village, so that it doesn't get into too much trouble. If you manage to destroy the satellite station before any enemy tanks reach the village, you will win the scenario.



● This map of Aloha details all of the important mission objectives. These maps are included in the game package so you can use them in all their glorious wash wipe technicolour.





● The full screen view is thoroughly recommended when you are engaged in combat. Everything will be a lot bigger and clearer this way

TASK FOUR...

From the fourth battle, you can now retrace your steps over area two and approach battle three from the west. This area is dominated by a large village at the centre of the map. You must destroy a few enemy units and also take out a communications aerial using any weaponry you have at your disposal.

Send a unit to the north-east and knock out the comms station, trying to avoid any form of contact with the enemy units. The best way to take out the village is to adopt a tree line strategy.

Make your way north and look out for the outposts that harbour the enemy units. The village is heavily armed. These soldiers must be destroyed before you can claim the village and victory. Once you've defeated the troops and blown the comms station out, you can then go on to the last battle on the island that will really test your tank commanding skills.

TASK FIVE...

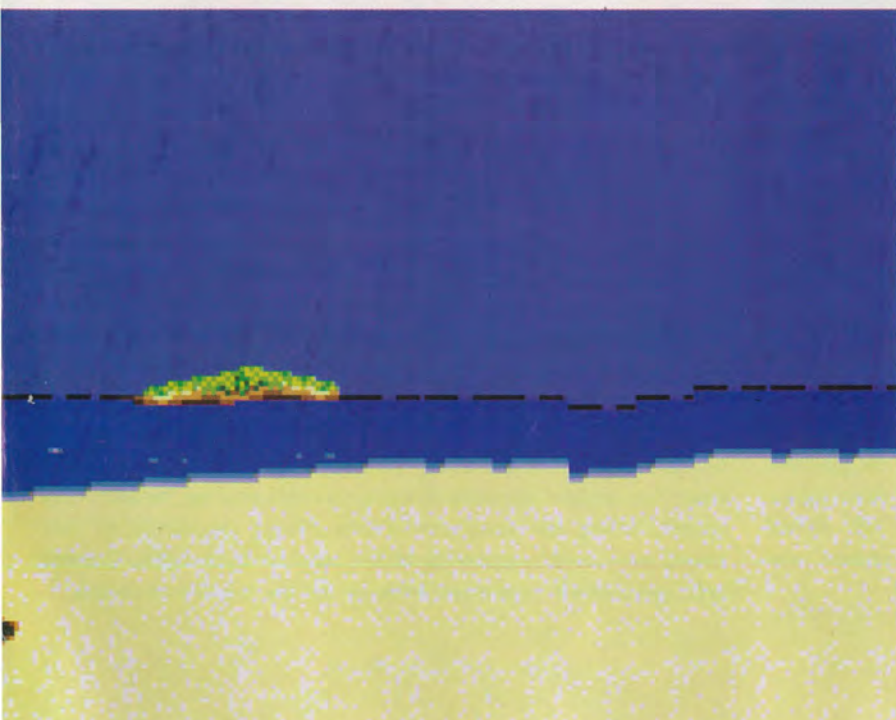
This is the most complicated battle on the island so you'll have to have your wits about you. There are a number of objectives to complete. First you must go to support a landing party of friendly tanks and escort them north to the village. You must defend the village from enemy attack as well as preventing a break out of enemy forces by the road to the east.

You may enter this battle by the north or the east, and in this case let us assume that you have entered via the north. You'll have to split up all of your units at the beginning. From the start, take out the two enemy tanks defending the bridge to the east of the village. Send one unit off to the east so it sits in the tree line, ensuring no enemy units break out to the east. (Equipping this unit with long range TOW missiles is a good idea). Send another two units south to sit in the tree line and defend the village, attacking any enemy units that approach.

Your most important job is to get at least one unit down to support the landing party that is due to arrive. A unit with four M1 tanks is recommended because the action may get a bit hot! Try to use the roads to achieve a greater speed. On your way, you may wish to destroy the radar station that you will pass as well as attacking any units you may encounter.

When you get through the forest gap into the region of the allied landing, you will almost certainly find enemy units placed there. The enemy units will only start moving north when they are sure you have eradicated the threat. Once you have destroyed the enemy, they will start to move north towards the village, virtually retracing your trip south. To defend this convoy, you will have to stay a little ahead of them, ensuring you look out for enemy attack units sniping in from the east or west. There are bound to be last minute attacks from the Soviets coming from the east and west sides of the forest, so all three of your units south of the village will have to keep an eye out.

If you succeed then you will have managed to capture the first island. Congratulations but there's still a long way to go.



TIPS AND CHEATS

ADDAMS

This smashing player's guide will help you through the levels and give you the all important codes that allow you access to various parts of the game.



Quite a few people wrote in telling us how difficult they thought Addams Family was so Jason "Festering" Dutton grabbed a copy and spent an afternoon playing it. Well, it took him a while but here are some helpful hints to take you through each level along with some all important codes.

The game is divided up into eight levels, of which five contain the missing members of your family. The other three add an extra heart to your energy quotation. I'll go through the five important levels first but don't forget to get extra hearts if you want a better chance of survival. Each level is set in a different part of the house or its grounds and there are also loads of bonus sections and secret rooms.

Collecting The Family Members The Crypt

The Crypt can be found by going to the right of the house when you are outside. Lots of werewolves and fire-breathing pumpkins must be avoided or destroyed by jumping on their heads before you reach the entrance.

you have made your way to the end of the level, you will come across a a big-footed ghoulish gnome thingie that fires skulls at you. Use the two platforms to get above him and jump onto his head when he goes below you. Repeat this about six times and you will have freed Wednesday.



The Stove – Inside the Kitchen

Quite a tricky one this as many of your adversaries are too hot for you to touch so you have to avoid them or lose a life. Lots of dodgy routes must be negotiated before you find Granny's captor.

The Dragon will spit his fierce heat at you so you'll have to be quick to avoid it. Don't get too close and you'll be able to see a pattern emerging as he goes from left to right. Watch the pattern, time your move and jump on him to reduce his energy. Granny will be freed upon completion.

The Games Room

Found at the top of the stairs, this is one of the hardest levels. Lots of little green things and spinning conkers on chains make up a large section of the traps on this stage.

Watch out for disappearing blocks and platforms as they can be decidedly menacing. An executioner waits for you at the end of this level, guarded by a series of spinning blades. Wait until the blades stop and jump through them onto his head. Your son Pugsley is the reward for this level.

Picture Gallery

Lots of deadly creatures inhabit this part of the house, as well as bearskin rugs that fire things at you. Avoid the rugs and make use of the furniture and objects that adorn this area.

You will have to face a witch at the end of the level but it is slightly different than the other levels as your Uncle Fester is walking about the screen and he must be used as a platform to reach her head. Jump on him and then direct yourself at her face, she will explode after about five hits. Fester will return to the music room when he is released.

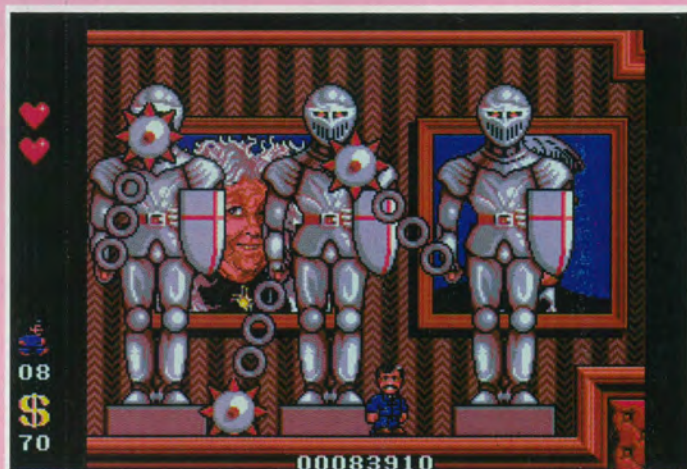
FAMILY

The Vault

The Vault must be accessed via the music room when you have released the other four members of your family. Morticia lies deep within the confines of the vault guarded by the evil Judge.

Collect all the dollar signs in the vault and then go down the last pile of coins to reach the caverns. Lots of perfect timing is required before you make your way to the boat where you must avoid the stars or start right back at the beginning. The Judge is at the end and he jumps about the screen and fires hammers down at you. Simple this; stay at the bottom of the screen, avoid the hammers and climb onto the bench, jump on the Judge's head.

He only needs about four hits and then you get to see the end sequence along with a witty picture gallery of the programmers, artists and managers. (although the original caricature of Gary Bracey was a lot more life like!).



● Gomez seems to be taking a little break at the moment while he still has time. Shame the chaps above with the big balls aren't feeling so thoughtful though!

Hearts

The last three levels, The big tree, conservatory and fridge will reward you with an extra life if you manage to complete them. The end guardians can all be defeated by jumping on their heads and they aren't that difficult to kill really.

The hardest of the three levels is the conservatory where you will have to deal with exploding, fragmentation bombs, dodgy plants and various other plant-like nasties. Just keep moving and try to search everything for secret rooms.



Handy Hints

1: Go left on the continue screen to get four lives.

2: On the main stairway of the house, go down to the bottom left hand corner of the screen and push up to find a secret door. Go through it and you will find another staircase. Go through the bottom right door and pick up the trainers (makes you go faster). Now enter the door above and jump over the gap and collect the flying hat.

Now quickly go to the next door above and fly to the top of the screen where the dollar signs and a door are. Enter the door to pick up 17 extra lives.

3: On the Picture Gallery level, try and go into some of the rugs as you may well find some extra lives and bonus hearts.

4: On the library section, some of the books can be entered to take you to other parts of the level.

5: Enter the chimneys on the house to find some bonus goodies and a few extra lives.

The Codes

These codes start you off in certain places with various extra goodies and family members.

CODE	POSITION
&1Y1M 3 hearts	(after Big Tree)
?191D 4 hearts	(after fridge in Kitchen)
B919R 5 hearts	(after the Conservatory)
V1S14 Pugsley	(Games Room)
V919B Fester	(Picture Gallery)
BG9K& Wednesday	(Crypt)
BLJK# Granny	(Kitchen)



TIPS AND CHEATS

ROBOCOP

This terrific 3-D graphic adventure was well received by the media but can prove difficult at times so this brilliant player's guide should come in handy...

Scene 1 – The Car Chase

Two people will shoot at you from the confines of a moving van as you patrol the streets of Detroit. The bullets will come from two places – the right passenger window and the back door. The van must be rammed off the road as you can't shoot back. Approach it from the left and turn into it as you draw level.

When the van is destroyed, you'll get a message telling you to go to a burnt out factory building to assist Lewis who is currently being held by the Splatterpunks. To enter the building, just drive straight past the car and into the raised black section.



● Always remember that you can't accelerate when you are negotiating a corner. Try to straighten up before you attempt an increase

Scene 2 – Rescuing Lewis

Lewis is being held captive somewhere inside the factory. Never walk straight past a side corridor as there will probably be someone waiting for you with a big gun. Try to walk as close to the walls as you can and then walk around the corner firing at chest height. Make sure it's an enemy you shoot at or your efficiency will suffer.

You can complete this level in one of two ways. Either find and rescue Lewis or just wait until she escapes herself. The latter is the easiest as you can just stand at the entrance for a couple of minutes until she breaks free.



● This section can be completed by just waiting at the door if you are too scared to enter the complex. This method is only for softies though!

Scene 3 – The Church

As you enter the church, you will see two directives flash up onto the screen. Obey the second and turn round and exit the building. You will now appear outside facing the Rehabs. If you obey the first and go down into the sewers, you will have to destroy the resistance and the game will be over.

Once you're outside the church, a warning will be sounded telling you to stand aside before they begin firing. When they do start to shoot, try to take out the lights so you can identify the officers who are shooting at you and fire back. Very difficult but at least you get to continue if you manage to mess it up.

Scene 4 – Negotiating the Sewers

Quite easy this level although you only have a small amount of efficiency to start with. All you have to do is keep running through the sewers shooting everyone until you get a safe distance away from the Rehabs. No hostages this time so kill everything you see.

Scene 5 – The 24 Hour Hotel Massacre

The first thing you must do is drive to the motel which is shown as a white dot on the scanner. There are no enemy cars on the road but you must concentrate to avoid bumping into any of the other road users. Once you reach the hotel, you have to



wander about checking each room for the elusive MacDaggart. This means every door must be opened but watch out for any armed guards.

Make sure you're not too trigger happy as there may be some civilians inside the rooms. You don't actually get to shoot MacDaggart but he can be found on the fourth floor before he escapes.

Scene 6 – Escaping Van

While searching the hotel, MacDaggart sneaked off in a van. This section is identical to the first stage so just approach it from the left and ram into it when you draw level. After destroying the van head back to the rebels' base in the south-eastern corner of the scanner map.



● The escaping van scene is pretty difficult to get the hang of but pay attention to these wonderful words of wisdom and you'll be okay

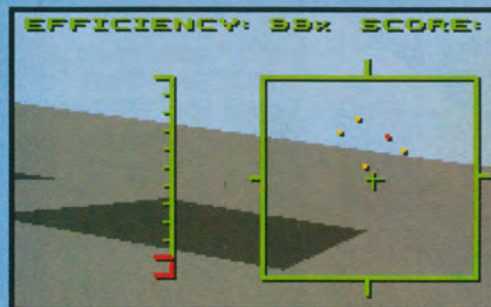
Scene 7 – Fighting Otomo

Welcome to your first introduction with Otomo. The main tip to offer here is try to keep a good distance from him and then wait for him to jump at you. When he springs forward, punch him in mid flight. Remember that you have a gun but you can only use it when Otomo has his sword drawn, otherwise he will kick it out of your hand.

Scene 8 – Take to the Skies

This is where the game swops over to a kind of little flight sim where you must do battle with ED-209s, helicopters and various ground assault vehicles. Try to stay low and destroy the tanks before attempting to get rid of the choppers. If you seem to be dying pretty rapidly, try practising on the arcade section first.

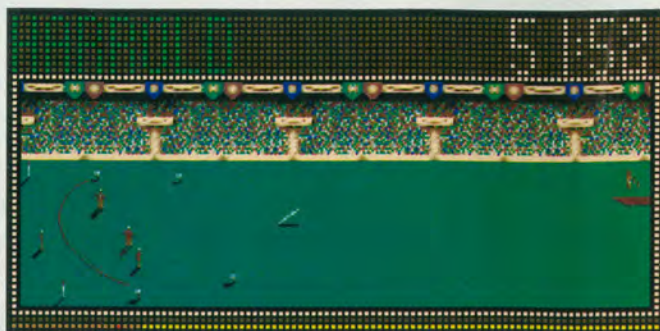
The last scene is another fight with Otomo so just adopt a similar strategy as before and you should be victorious. If you do manage to beat him, congratulations, you've completed the game.



● The flying section is one of the hardest parts of the game. Master the controls on the arcade section before you try for real



● All the events are shown in huge digitized sprites that animate incredibly well. The javelin is one of the hardest field events to participate in



● Your ability in the field events are displayed via this screen. The markings on the grass indicate how far you have thrown your particular projectile

THE CARL LEWIS CHALLENGE

Join that squeaky clean anti-drug hero with the speed of a whippet and a sponsorship deal around the size of Brazil's GNP...

Suppose you'd expect most companies to jump on the proverbial bandwagon and bring out an Olympics game to tie in with the upcoming festival of athletics but the darkhorse in the pack is Psygnosis who have announced their intention to release *The Carl Lewis Challenge*, sponsored by the great man himself.

This sim allows you to manage a complete squad of international athletes and organise their route to success. At the beginning you may choose to concentrate on their training methods, their actual competition performance or both. Up to four people can

play, with each player controlling an individual team of athletes via joystick, mouse or keys.

After choosing which country you wish to represent, you will then be allowed to train for the events to come. There are five events to compete in: The 100 metres sprint, 100 metres hurdles, javelin, high jump and long jump. Before the competition begins, you must take your squad through a rigorous five week training program. Each athlete has four main statistics that combine to make up both

strengths and weaknesses, namely agility, speed, power and stamina. Training in different events will boost your vital stats depending on your performance. Once the training period is up, you must then choose which members of the team will appear in the competition. Each event is

divided into various heats, finishing in the finals where all the medals can be won.

Each competitor must win the heat or at least make the qualifying time in order to progress. Fail-

ure to qualify for an event will terminate your involvement in that particular field.

The all important medals will be awarded to the three athletes who occupy first, second and third place in each event.

Speed freaks

The control system is also worth a mention as it tries to negotiate some of the problems found with earlier games of this ilk by giving you a choice of three controls.

Speed control is the most familiar method as it judges your athletes response depending on how quickly you can move the joystick from left to right. A very tiring

"....This sim allows you to manage a complete squad of athletes"



● All the usual sporting challenges have been included. The hurdles must be overcome in the fastest time possible. Only the winner can scoop the medal



● The high jump will test your nerves to the very end. Each athlete must attempt to clear certain heights to qualify for the next round.



● The little lady in the blue is the gal who can end your career. If she raises a flag after you have jumped, a foul jump will be called. Unlucky!

EVENTS

The longevity is questionable with a product of this kind, especially when there are only five events to compete in and they won't pose too much of a problem to you in the long run. This has been overcome by the inclusion of the managerial section that will take up quite a lot of your time as you will be responsible for the complete squad. The events have been well thought out and are a joy to play so although there aren't that many, what there is does the job.



● The sprinting races will test your endurance to the full. Excellent control of the joystick will be required if you are to succeed ahead of your opponents

affair. Rhythm control is a different kettle of fish as your chappie will impress if you manage to press the buttons at the right time in line with a swinging pendulum. Failure to do so will result in a loss of speed.

The last method is probably the easiest. Gearing control should really only be used by novices to this type of game.

This involves the inclusion of a pair of scanners on the screen. A small pendulum will swing, rhythmically between the two markers and

a well positioned press of the fire button will cause you to execute a particular move. Once you have begun to master this control method, things will appear a lot easier so you can then concentrate on proficiency on another method.

Either way, good controls and a keen sense of timing are vital if you are to capture the hearts of the crowd and take one of the medals on offer. The Carl Lewis Challenge, well worth running around the block for a peek at.

GRAPHICS

The graphical side of Carl Lewis has been done to a very high standard. The main sprites are huge, well coloured and extremely detailed as are the background graphics that contain some excellent crowd shots. The actual events are nicely represented as is the informative and attractive status panel. Speed hasn't suffered much due to the excessive size of the athletes so this is something that should be commended as it makes playing the game a lot easier. Overall, very colourful and beautifully put together.

PROJECT: The Carl Lewis Challenge

PUBLISHER: Psygnosis

AUTHOR: Tex Designs

INITIATED: July '91

RELEASE: July '92





● Something strange is going on in the Genoq laboratories. Where have all the people disappeared to and what is in that package you've got to deliver?



● The receptionist area is surprisingly empty. Apart from that tempting looking computer terminal in the right hand corner of the room

D / GENE

Watch the genes run wild around a laboratory in Singapore. How do you stop 'em? Enter the world of the Neogens...

Every now and then a game comes along with very little hype, no big licence and no huge advertising push, and yet the game turns out to be one of the best of the year.

D/Generation looks as though it could be the surprise package of 1992. Truthfully, it doesn't look that good from the box (which features artwork which resembles that of the film Jacob's Ladder quite closely) or if you're watching somebody else play it. You know games like Lure of the Temptress were good by looking at them.

The beauty of this game is in the playing. The nightmarish plotline is just believable enough to draw you into the story.

There has been no communication from the Genoq Biolabs, a large genetic laboratory in Singapore for a couple of days.

Next day delivery

You are a courier delivering a vitally important package to the boss of the institute. When you get there, a trembling receptionist informs you that the package is needed to control the strains of

Neogen organisms that are roaming around the building. If they get out then the whole planet will be at risk. As there's nobody left

to deliver the package you must get it to Professor Derida yourself. Walking willy-nilly around the complex isn't advisable though. Security systems are computer controlled and designed to eliminate any unrecognised intruders. Unfortunately that includes your charac-

ter! Viewed in a 3D isometric perspective, you'll start off on the 80th floor of the building, with only a vague idea of where your

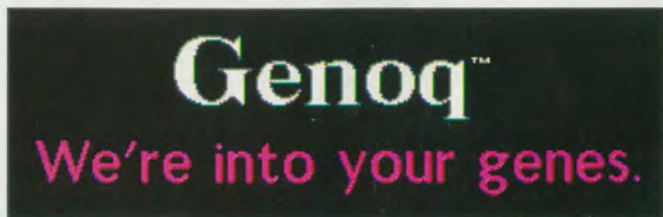
"The nightmarish plotline is believable enough to draw you into the story"

destination is. While travelling, survivors can be encountered who you must lead to safety and possibly even glean valuable information out of them first.

Getting these guys out includes getting them past the security systems too, or they'll get



● Oops! You've been nobbled by an A/Generation. Now you can quite easily claim to be the world's first hunian Space Hopper!



● Even the world's greatest biochemists need tacky advertising slogans to help market their products. Joe Bloggs and Wrangler eat your hearts out



● Plasma Bolts can be deadly to anyone who's stupid enough to try and walk through them. Timing is of the essence here or you're dead meat



● A survivor sits in one of the rooms here. The security system is primed ready to kill any human being that crosses its path though

PROJECT: D/GENERATION

PUBLISHER: Mindscape

AUTHOR: John Jones

GRAPHICS: Robert Cook and Jim Brown

SOUND: Sean Gugler

INITIATED: Mid '91

RELEASE: Now

RATION



fried as easily as you do. There are 120 rooms to explore and search (there's a laser gun in one of them that'll come in handy). This may not sound a lot when some games boast millions of locations, but most of the areas in D/Generation will require a great deal of thought before you can progress.

Graphically the game seems to take a step back towards the old 8-bit Ultimate classics such as Knight Lore and Alien 8 – and if you can remember those you can go to the top of the class!

Don't be put off by this because a lot of work has been put into these graphics. If they were any different, the game might not have worked as well as it does!



● The A/Generation Neogens bounce around waiting to bump into their innocent human victims



● A security key is necessary to get this survivor out. But where could it be hidden. Time to get searching



● Fried hero with sauce for lunch. Don't step on the electric floors



● The B/Generation is a much faster Neogen than its predecessor



● The teleport machine takes you up to the next floor where you can continue your extensive search for Professor Derida, the only man who can solve this whole mystery. Make sure that you've got everything

GAMEPLAY

The game plays like a dream and has hooked everybody I've seen play it up to now. There's something about this one that gives it that instant addictiveness and playability. It draws you into it because you want to progress further and that's what so many games fail to do these days. Graphics and sound should make the transition from the Amiga and PC smoothly as there is nothing too complicated to do, but we'll see for ourselves in next month's full review.

WHAT ABOUT THE NEOGENS?

The Neogens are the little beggars that are causing all the problems in the first place. Genetically designed over a period of years, they are a series of dangerous organisms, made to kill things, especially humans. Each generation has become increasingly sophisticated and the scientists had just created the fourth strain – the D/Generation. Here's a quick run down of them and what they do!

A/Generation: Bouncing red ball that smothers its target. Can also turn transparent.

B/Generation: Fast bouncing blue cylinder that crushes its target. Also hides in floor.

C/Generation: Humanoid that can disguise itself as anything. Decapitates target.

D/Generation: Project classified.

Hurrah! This month we've had such a massive response here at The Guild that we thought we'd let you blabber mouths do all the talking. We're here to help you adventurers get through those (ahem) sticky moments, so keep your letters pouring in. We'll take care of problems both large and small, just so long as they're adventure related we don't care a hoot. Maybe you can help fellow travellers with some tips?

The Guild

by Paul Rigby

Recorded delivery

First letter this month is from Bhavin Pathak who, as per usual for you lot, is stuck. This time on *Deja Vu* (rings a bell that). Right then lead on my fine frustrated friend.

Haven't we been here before?

Dear Paul,

I am a young adventurer (A noble profession – Paul) and I am stuck on loads of adven-

ture games. But I am stuck most on Mindscape's *Deja Vu II* – Lost in Las Vegas.

I have come to the laundry and managed to get free, I've taken what I can from the office and I have also taken the detergent.

But how in the universe do I get out of this laundry, if you can't help who can? By the way, how can I contact Sierra because I have a corrupted third disk to KQ4. I'd be grateful for your help.

Bhavin Pathak, Plumstead

Hmmm, I'm a little confused here, Bhavin, it's pretty easy – and that makes me a little bit suspicious. However why don't you try this:

Just open the front door of the laundry, exit, e.e.e.

Then enter Lucky Dice Lobby in order to enter the next part of the game. For help on that corrupted disk, ring Sierra on 0734 303322.

Hey diddle diddle a dwarf with a riddle

Dear Paul,

Could you possibly help me with an adventure game called 'The Legend of Faerghail'. I've been stopped in my tracks by an Elemental of the Earth, found on the fourth or fifth level of the Dwarven Mines.

He has asked me a riddle and will not let me continue until I answer it. I haven't got the faintest idea what the answer is and have been stuck for about a week trying to answer it.

Also, another Elemental of Water in the Elven Pyramid has asked me a riddle and will not let me pass. Please help me as I can't wait to continue with the game.

If you don't know the answers (not much chance of that – Paul) I will surely shelve the game indefinitely.

Anthony Gliddon, Barnstaple

Hello there Anthony, here are a batch of answers that can be matched by the bucket full of questions that can be fired at you:

king, water, plough, fire, square, circle, earth, eyes, flame, air, echo, stairs, mushroom, queen, knight.

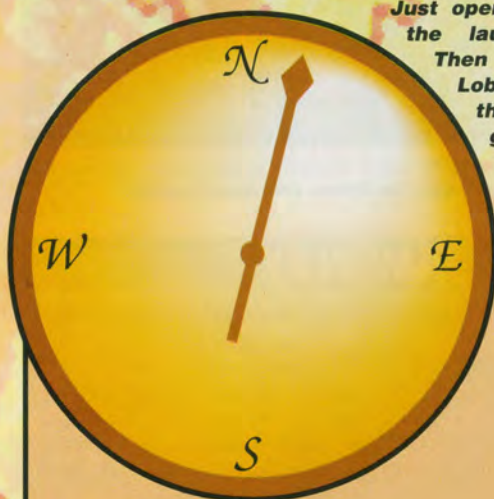
Who invited this chap?

Dear Dude!, (you can stop that nonsense straight away – Paul)

Please, please help. Boy am I ever stuck. For over six months now I have been stuck on *Uninvited*. Nobody seems to be able to help. As there are no hint books and very few people seem to have completed the game.

I have completed *Deja Vu 1* and *2* and *Shadowgate*. So I thought *Uninvited* would be easy!!! My problems are:

1 – How do I get past the spider under the church, or is it a red herring? (no, it's definitely a church – Paul)



Dear Paul,

Please help! (Quick dial 999 someone! – Paul) I am completely stuck on *Larry 3*. I don't know what to do at Fat City or The Hotel Reception. I've tried everything. Also could you tell me where Patti is, please? Finally, How do you get off with Tawni, the woman who is sunbathing on the beach?

Jonathan Stewart, Kirky-in-Ashfield

"...get off with"? Jonathan, please! What you mean is that you would very much like to know how you could introduce yourself to the young lady.

At Fat City enter, walk to the left door and use the card, look at it, open the locker, wear sweats, close the locker, walk to the top right door, then work out 22 times on each part of the exercise machine...you're on your own from there. Patti is in the resort lounge. Onto that nice young lady, Tawni (metaphorically of course), talk to her twice after looking at her then give her the credit card.

Well, what a lorra lorra Larry laffs



2 - I realise I should be giving the kiddie creature with the key something to eat, but what and how do I make it?

3 - I have got into the maze but what is in there apart from grave stones and zombies? Where can I possibly be going wrong?

Hope you can help cool dude of dudes (spit those words out, you don't know where they've been - Paul) I even took out a subscription to ST Action so that I didn't miss an issue in case a clue was published!

A Shandley, Wigan

Wigan! Ah Wigan. I like Wigan. Had a very nice Egg and Bacon lunch-type-thing in a little cafe not far from

the railway station, Wigan Pier was closed, but still, reeks of industrial history.

So 'A' (Include you first name next time!!!)

1 - Ignore it

2 - Try operating the plant on the creature.

3 - Yes, you can find the ghou! then operate the amulet on the ghou! drop the amulet, east twice and south twice, put the bouquet on the cross, W, operate key on the keyhole which will open up an object or two.

For any more enquiries write to:

The Guild,
C/O ST Action
Europa House,
Adlington Park, Adlington,
Macclesfield SK10 4NP

My dead body

Dear Paul,

I've read every issue of ST Action (fine, what do you want, a medal? - Paul) so I think I deserve a medal (ah - Paul), or even better (have one of the Deputy Editor's custard creams? - Paul), some help on the first Cadaver released. I am incredibly stuck and need your brilliant, exclusive help to reveal all (fine, but let's solve the adventure problem first - Paul).

1 - In a corridor or passage or whatever you want to call them (Kevin? - Paul) there are four buttons on the wall. If they do anything, what do they do and what order should I press them in?

2 - Whereabouts do I find the fire shield which I can use to kill the Dragon?

3 - Where can I find the spell which I can also use to kill the Dragon?

4 - Opposite the Urn Room there is a locked door with some birds flying above it. How do I open it? Well, I mean, where is the key? Please help me. I really need to kill (steady now - Paul) that Dragon and I will incinerate all my ST Actions, cancel my subscription and throw the game out of the window if you do not put this letter in The Guild and reply.

Richard Osbaldeston, Wokingham

Richard, I almost didn't include this letter - just to see what you'd do, but still, I'm a kindly soul.

1 - Yes, they do something, they unlock the door to the Dragon room. Press them in this order: 1,4,3,2.

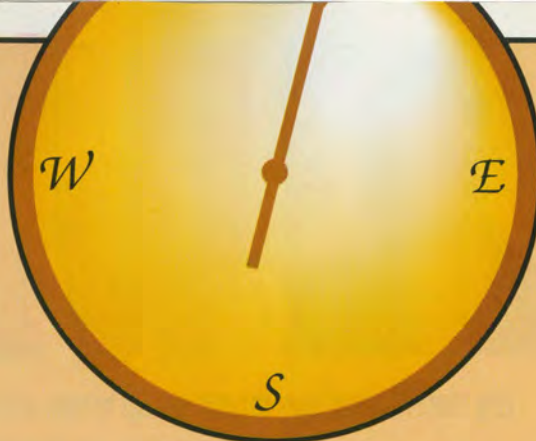
2 - To get the Fire Shield drop the gold funerary coin onto the tomb of Kazaa to get the Fire Shield potion.

3 - The Massacre spell is found by dropping the Urn of Lord Carolus onto his altar and then collect the spell that appears.

4 - If you open the rat found at the bottom of the pit there is a key inside it, is that the one you're after?



● Cadaver, the Bitmaps' attempt to change the face of the adventure game (see more on this on page 48)



Dungeon Master Maestro

Right now, WAKE UP MICHAEL WILLIAMS FROM LONDON because your problem with Dungeon Master, mentioned in issue 50, has been given a more thorough explanation by DM expert, Dave Barker, another Londoner I may add.

Take it away Dave,

To enter the tomb of the Firestaff that is on level 7 you need 4 RA keys. The first is on level 3, the second on level 9, the third on level 12 and the last back on level 7 beyond the third locked door.

Level 8 is largely a wide open area, a fireball generator releases massive fireballs, at regular intervals, from the passage in the top left-hand corner of the map shown in the June issue of ST Action.

When released they travel in a straight line until they pass through the blue screen, the white squares on the map, and are turned through 90 degrees. Thus, they criss-cross this large, open area until they expend themselves against the wall at the top edge of the map near to the spot marked with a "D". A hidden alcove near to the generator contains the "off" switch.

The easiest way to find this switch is to go down the first pit you find on level 8, wander around the passages below the pits until you find another pit and go down that one too. You will find yourself in a very small room by a transporter. Face and enter the transporter.

This takes you back to level 8, facing a wall with a button on it, this opens up an alcove. The button in here turns off the first blue screen preventing the fireballs from being turned into the centre of the room.

To hinder you this level has pressure pads, pits and monsters which included pesky thieves who steal objects from your non-weapon hand. You should check the perimeter walls for buttons that reveal hidden rooms.

Thanks, Dave! Right, Michael, hope that (finally!) answers your question.



● The entrance to the Dungeons, once you pass through this portal be prepared to have many sleepless nights



WRITE ON!

It's that time of the month again when all your points get made public for the whole world to read.

Send your post to: The Editor, Write On! ST Action Europa House,
Adlington Park, Macclesfield SK10 4NP.

IN PRAISE OF PD

I would just like to congratulate ST Action on adopting PD software on the demo disks. So far I cannot fault any of the games. The cricket game (issue 49) was hours of fun, whilst Master Break-out (issue 50) is quite simply the best clone version I have ever seen.

There is so much Public Domain and Shareware software available that it has helped ST users such as myself choose the good software titles which are on the market.

I have already delved into the PD market and can vouch for good software titles such as Llamatron and Carrier Attack. ST Action can only be commended for reviewing PD software in both its own section and also in The Guild. Finally I would just like to pay tribute to all of the programmers and designers of these games who have obvious-

ly put endless hours of work into their creations but who get very little, if anything, in the way of financial reward.

Michael Williams, Peckham

Public Domain is a sadly neglected area of the ST. Most of what is done is of reasonable quality, but only occasionally does something really stand out as being special.

We've tried to bring you some of the best over recent months and the response has been encouraging to say the least, we may well do some more in the future if the chance ever arises. It would be nice to see some more top quality stuff appearing on the market though.

A healthy Public Domain market means there are more programmers of a higher quality on the way up, and that can only be good for the future of the industry in the long run.

PARENTAL CONCERN

Could you please answer a couple of questions for me. First, as an ex-Spectrum user, do you know if any of the classic Speccy games are going to appear on the ST? I'm thinking in particular of the excellent Lords of Midnight.

Secondly, as a father my computer time is limited and games are so hard to complete. For example James Pond, I've only seen levels 1 to 4 and of other games only the first few screens. Is there a cheat for James Pond that gives unlimited lives and time?

J Osborne, Woodbridge

Lords Of Midnight. Now there was a classic game. It's unlikely that anything like this will ever get onto the ST though. If you're a fan of Mike Singleton games you could do a lot worse than take a look at the Midwinter games which were done by the man himself.

The difficulty of a game is always one of the hardest problems programmers face. Who do they design the game for? There are kids out there who will finish games far quicker than any of us can and it's only fair that they try to consider everybody. Having said that I agree that a lot of games are too hard and that the majority of gamers won't finish them without the cheat mode being activated first.

A game that is too hard will put people off, one that is too easy will just make people feel cheated out of their £25, it's a question of finding a happy medium, remember Doris Stokes?

Try typing MR2 in on James Pond and press the various number keys for different cheats and functions.

LISTED ENQUIRY

I've got a few questions, please could you answer them?

- 1) Is Final Fight good on the ST ? Better than First Samurai for instance?**
- 2) Will John Madden be coming out on the ST?**
- 3) I have a game called Nightmare based on the TV series with Treyguard, the funny helmet and all that. Only problem is, it's nothing like the Nightmare that was recently released. What is it?**
- 4) Finally, how can I link 4 joysticks to my ST?**

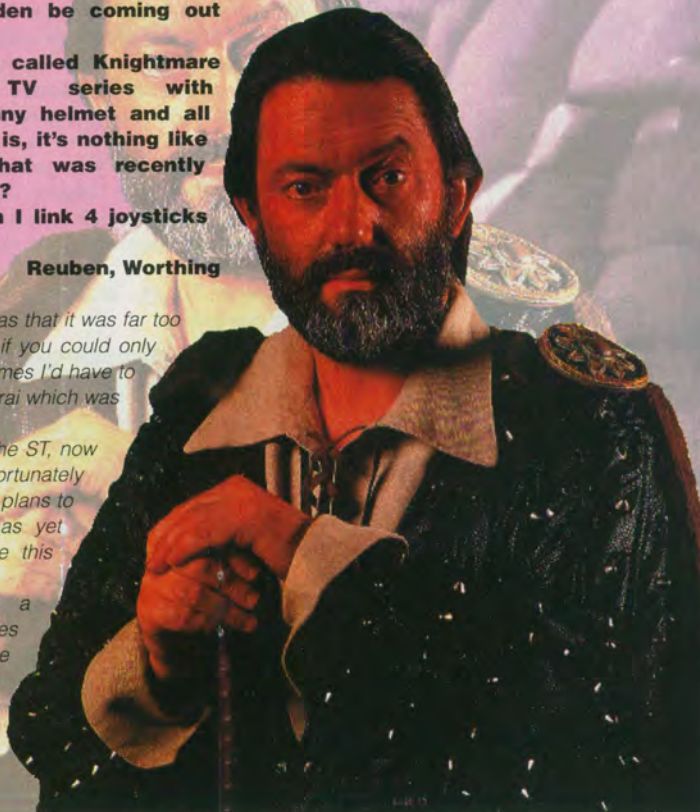
Reuben, Worthing

Final Fight's problem was that it was far too easy to complete and if you could only have one of the two games I'd have to recommend First Samurai which was a good game.

John Madden on the ST, now there's a thought. Unfortunately we've not heard of any plans to make an ST version as yet although decisions like this can change over night.

True, there was a game of the TV series Nightmare a long time ago and it was nothing to do with Tony Crowther, the guy behind the recent offering. From what

we can remember the game wasn't up to much anyway. As for linking four joysticks, there are very few games that use this option but if you still want to go for it then you'll need a four player adaptor which you can get from most good computer stockists.



I DON'T LIKE CRICKET... I LOVE IT

I am a great fan of cricket and was very satisfied to see the PD game on your coverdisk in your last issue. I have sent away for Graham Gooch's World Class Cricket but I am a little in the dark about it. I have only seen a demo which was graphically very impressive but had no sound and it was very limited in views, it only had one in fact, apart from the menu options.

The One for ST Games had said that it would have a number of other features and views, so as I have not yet seen a review of this before, could you please do one for me to satisfy my curiosity as I think very highly of your opinions. Also could you do a "head-to-head" with the other cricket game, Ian Botham's cricket.

Finally, could you send me some information on how to become a games reviewer on a magazine (hopefully one such as yours) as it really is my dream?

Phillip Street, Isle of Tiree

Graham Gooch's and Ian Botham's cricket games have both yet to be released on the ST, that's why you've not see a review in ST Action yet. You can be assured though that as soon as either is ready, they'll be featured in the magazine.

The only thing I've seen on GG is the same demo you've seen, and that was quite a long time ago now. I've played Ian Botham on the PC and that was good fun but I've no idea how the ST version will turn out. There is no reason why it should be awful though.

Getting into the games reviewing field requires a combination of ability and good luck. Very often it's a case of sending the right letter at the right time to the right people, although a healthy standard of English also helps (although sometimes you'd never guess). Once you're in the opportunities are countless though and it's well worth persevering until that door opens up in front of you. Who knows how far you could go?

FULL GAME FIASCO

Ever since I started to collect your magazine, I have always looked forward to the coverdisk as one of the best features allowing you to sample the game instead of reading about it. However, it is most irritating when the game just stops when you want to go on and see more of it, so please can you put a full game on the front once in a while, just to keep me happy.

I am also looking for an upgrade for my 520 STFM, which are very hard to find. Please could you tell me where I could get hold of one for a relatively cheap price.

Colin Porter, Stockport

The only time we can put full games on the cover is when they're PD games. An agreement by all the magazine publishers prevents us sticking just any old full game on our disks. So, if you're counting our PD games as full games you've had five over the past couple of issues and you certainly can't knock that!

Upgrades are getting harder and harder to find for older machines, although they are there if you look hard enough for them. Just keep looking at all the adverts and maybe give Power Computing a call on 0234 843388.

They may be able to help you out or tell you someone who can. Be warned though. STFM upgrades aren't cheap and unless you know what you are doing, are sometimes awkward to fit. A handy knowledge of a soldering iron is always useful and unless you're planning on getting it fitted for you (more money) is essential here.

STAR LETTER



those large
goodie-
packed
sleeves of
theirs.
Hopefully
the new
machine,
whatever
its speci-
fications may
turn out to be,
will be far better

WILL ATARI TAKE THE INITIATIVE WITH NEW LAUNCHES

In this exciting period leading up to the launch of the new Atari machines, I can't help hoping that Atari aren't going to mess up the launch of the Falcon in the way that the poor old ST was tortured. When I bought my ST about four years ago, I got it on the strength of a review of Star Trek in a magazine called Computer Gamer (sadly now defunct) which at the time (having only owned an Amstrad CPC previously) was simply stunning.

Doubtless other people were lured from the dreary world of the 8-bits into glorious 16-bit technicolour at a price which certainly wasn't cheap. Anyway, what happens next? Commodore wander in with their Amiga and suddenly all the ST owners are left clutching their copies of Dungeon Master proudly in their fist, while wondering what's going to happen to their machine which is being beaten hollow in the high street and left to rot in somebody's bedroom.

I'll be thinking long and hard before upgrading to another machine yet again. I know the new Atari computer will be of high standard. I'm just wondering whether it will be high enough to match what-

supported than the STE was. The problems with lack of STE support have already been well documented within your letters pages already this year. The number of people furious at wasting their hard earned money on one is apparent, and these people have every right to feel peeved at the way they have been, for want of a better word, conned..

Maybe this time, Atari will get both the marketing and the product right at the same time thus saving thousands of users from the pain of looking enviously over their Commodore counterparts shoulders and begrudging the money they've just parted with, and within six months they've wandered off into the ever-expanding console market.

Keith MacKenzie, Wigan

I think you're being a little hard on Atari, Keith. The ST is still, and always will be, a fine machine but I'm certainly not going to get drawn into a "my machine's better than yours" argument. This kind of thing has been the bane of many a letters page in computer magazines for years and years and it isn't going to start up here again. It isn't constructive and just causes unnecessary paranoia.

For the record though both the ST and Amiga have their own strengths and weaknesses, who's to say what's better than what. Obviously everybody has their own opinions and are entitled to them.

The Falcon will arrive and be well supported, just like the ST was. We'll just have to see how it goes from there, but I think the future will be bright for any new machines that Atari may decide to launch and judging them by any past problems isn't the best thing you could do. Let's keep looking ahead to whatever technical advances that can be made!

DUTCH COURAGE

First let me say that I really enjoy your magazine and over here in Holland there really is nothing to compare to it, right onto the letter.

I have had my good old ST for about eight months now and I'm trying to build up a good collection of games. I bought the ST from a friend of mine who told me that the game RVF Honda might be interesting for me, as a former bike rider.

After several attempts of ordering the game, I finally succeeded. Indeed, my friend was right. I enjoyed playing it very much...for about three weeks, then the entire program went blank. After sending it back to the software dealer who delivered the game, they told me that it was an old game, and it was not to be delivered any more.

Since I know most of the software is developed in Britain, I would like to ask if you know if there is any chance that I can order it over there, or maybe one of your ST Action readers actually owns the game and doesn't play it anymore, and might send the game (or a copy) over. I am willing to pay for it as well.

I hope you people overseas can help me solve this problem, and I can hardly wait for your answer to this letter.

R. Blokpoel, Raalte, Holland

I had problems with my ST version of RHF Honda a few years ago too. It may well be that one of our readers could sort you out with an original version of the game, but remember that copying software is illegal as is receiving pirated disks, so if you were to get hold of a "copy" as you ask, you would be breaking the law, which isn't very clever.

On the off chance that one of our readers want to sell Mr. Blokpoel their ORIGINAL copy of RVF, then get in touch with you and we'll be more than happy to supply you with his address.



Absolutely loads of amazing games have been packed into these four delicious pages to bring you the definitive buyer's guide for your ST. Stick to this and you'll never buy a bobbins game again.

BARBARIAN 2

**Psygnosis
Action Adventure**

A game of exploration and object manipulation that includes some great hack 'n' slash fun with a nice slice of humour.

LEMMINGS

**Psygnosis
Puzzle and Skill**

Widely rated as the most original game ever. Take control of a suicidal tribe over 100 ingenious levels and direct them to safety.



ELITE

**Firebird
Arcade Strategy**

Probably the best strategy game of all time. Space exploration and the ultimate in alien interplanetary relations. Spectacular fun even now.

DUNGEON MASTER

**FTL
Arcade Adventure**

Massive search and discover game that took computers through a new age in technology. Still incredible after all these years.

JIMMY WHITE'S SNOOKER

**Virgin
Sports and Leisure**

An excellent transition of the popular sport. Pixel perfect shots and a neat, easy to use, control system make this the best sports sim ever.

LURE OF THE TEMPTRESS

**Virgin
Adventure**

Easily the best game of its kind. Incredibly atmospheric graphics and gorgeous sound combined to make this an instant classic.

XENON II — MEGABLAST

**Imageworks
Shoot'em-up**

Still rated the best shoot'em-up by most gamers although it's years old. Great visuals and stunning Bomb the Bass soundtrack.

M1 TANK PLATOON

**Microprose
Land and Sea Sims**

Brilliant tank warfare that combined good, fast vectors with some excellent sound effects. One of the best currently available.

THUNDERHAWK

**Core Design
Flight Sims**

A helicopter simulation of the finest quality. A huge database of missions for you to attempt along with atmospheric sound and piccies.

FORMULA ONE GRAND PRIX

**Microprose
Racing**

Easily rated as the best car racing game ever. Written by the legendary Geoff Crammond, this should definitely be in your collection.

THE ADDAMS FAMILY

**Ocean
Platform**

Terrific film tie in that took platform games to a new height. Compelling gameplay made this the ST's Sonic or Mario.



ARKANOID 2 — REVENGE OF DOH

**Imagine
Puzzle and Skill**

Still one of the best games to date even though it's years old. Great puzzle element with some original graphics and strong sound effects.

IK+

**System 3
Beat'em-up**

Still remains a great game after all these years. Top graphics and some excellent animation made this game a sure fire hit.

ROBOCOP 3

**Ocean
Action Adventure**

This took 3D graphics to a higher level. Excellent scenarios that took on all aspects of the Robocop enforcement droid.



LEGEND

**Mindscape
RPG**

An example of a true RPG containing some truly amazing graphics. The kind of game that lets your imagination roam.

ELF

**Ocean
Action Adventure**

Lots of cutesy graphics and engrossing gameplay made this an instant hit. Very difficult gameplay will keep you panting for more.

CHAOS STRIKES BACK

**FTL
Arcade Adventure**

The successful follow up to Dungeon Master. Much of the same but because it appealed to so many it wasn't worth altering.

SECRET OF MONKEY ISLAND

**Lucasfilm/US Gold
Adventure**

Amazing graphical adventure that followed would-be pirate Guybrush Threepwood as he fought against the evil pirate LeChuck.

BUYER'S GUIDE

MIDWINTER 2

Rainbird
Arcade Strategy

Huge game set on the island of Midwinter after the great thaw. Brilliant filled vector graphics made this a real winner.

KICK OFF 2

Anco
Sports and Leisure

By far the most realistic football simulation ever. Incredibly fast paced footy action with small detailed graphics and sampled effects.

BLOOD MONEY

Psygnosis
Shoot'em-up

The follow up to Menace that is still heralded as one of the most difficult games to complete. There are better games around but not many.

SILENT SERVICE II

Microprose
Land and Sea Sims

Action packed submarine simulation that put you in command of a highly valuable piece of military hardware as you fought your way through hell.

PANZA KICK BOXING

Futura
Beat'em-up

A brilliant representation of a vastly under-rated sport. Great sampled grunts and groans in this epic sports sim.



RAINBOW ISLANDS

Ocean
Platform

An absolute classic in its own right. Great graphics and enticing sound. A couple of years old and still up there with the best.

SUPERCARS II

Gremlin
Racing

Very small visuals allowed for frantic gameplay as you tore around small, twisting racetracks firing weapons at your opponents.

SENSIBLE SOCCER

Renegade
Sports and Leisure

Came very close to stealing the crown from Kick Off 2. Still an excellent second place that scores highly for gameplay.



FLIGHT OF THE INTRUDER

Mirrorsoft
Flight Sims

Splendid sim that handed you the reins of a bomber in the midst of the Vietnam conflict. Lots of enemy infested missions. Pure class.

POWERMONGER

Electronic Arts
Strategy

Very in-depth strategy affair that pitted your wits against a variety of computer controlled opponents. A must for all strategists.

BARD'S TALE

Electronic Arts
RPG

So old it's a surprise some of you still remember it. Nothing special visually but this is made up for with excellent gameplay.

GODS

Renegade
Action Adventure

One of the finest games to appear from the famous Bitmap stable. The intricate puzzle system kept you playing for days.

PUSHOVER

Ocean
Puzzle and Skill

Recent release sponsored by the Curly Colin character from the Quavers adverts. Nice, intriguing puzzle element.



EPIC

Ocean
Arcade Strategy

Huge space journey from the team behind F-29 Retallator. Hugely praised by gamers across the globe.

CAPTIVE

Mindscape
Arcade Adventure

Written by Tony Crowther, the guy responsible for Nightmare, this space exploration game was graphically stunning.

SWIV

Sales Curve
Shoot'em-up

One huge level of frenzied gameplay. Fast moving sprites and good weaponry made this one to definitely have in your collection.

PARASOL STARS

Ocean
Platform

The follow up to Rainbow Islands that is equally as good. Cutesy graphics, neat sound and absorbing gameplay make this a winner.

PACIFIC ISLANDS

Empire
Land and Sea Sims

Follow up to Team Yankee that was well received by the media. More missions of increasing difficulty and improved graphics.



STUNT CAR RACER

Microstyle
Racing

A 3D vector racing game that placed a souped up drag car on a tricky stunt track. Lots of obstacles and opposition.

FALCON

Mirrorsoft/Spectrum Holobyte
Flight Sims

A bit dated now but by no means a bad game. Good flight sim that is only let down nowadays by the somewhat jerky scrolling.

MEGA LO MANIA

Mirrorsoft
Strategy

One of the all time great strategy games. There is lots of planning to do and battles to fight for you to become a great god.



INDY JONES CRUSADE

Lucasfilm
Adventure

An excellent tie in to the film of the same name. Followed the plot accurately and was one of the best adventure games of its time.

SHADOW WARRIORS

Ocean
Beat'em-up

Ninja antics of the most violent kind! Backflip your way over five levels of sumo-beating fun. Good control system and visuals.

DISCIPLES OF STEEL

Megasoft
RPG

Little known company dropped a nice little package when it was released. Poor graphics but absorbing gameplay made up tenfold.

POPULOUS II

Electronic Arts
Strategy

Took over from the original as the finest of its kind. A worthy successor that retained the playability but added a new dimension to depth.

GOBLIINS

Digital Integration/Coktel Vision
Puzzle and Skill

Original title that put you in control of three little Goblins that had to complete each level by manipulating various objects.



BUYER'S GUIDE

SPEEDBALL 2

Imageworks
Sports and Leisure

A superb, futuristic sports simulation that combined the speed of football with the violence of rollerball.



ELVIRA II – JAWS OF CERBERUS

Accolade
Adventure

The double barrelled Mistress of the Dark returns in a sparkling adventure of wit, gore and tricky puzzles set among the confines of a studio.

SPECIAL FORCES

Microprose
Arcade Strategy

Good military game that gave you control of a squad of highly trained assassins sent out on various important missions.

KNIGHTMARE

Mindscape
Arcade Adventure

Good adaptation of the popular children's programme. Only four missions but each of the quests is absolutely massive.

TURRICAN II

Rainbow Arts
Shoot'em-up

Multi-level extravaganza set over a futuristic planet. Lots of extra weaponry available along with the ability of shape change.

ROBOCOD

Millennium
Platform

Follow up to James Pond. More aquatic fun with the fish-like super agent. Lots of levels containing colourful graphics.



TEAM YANKEE

Empire
Land and sea Sim

Good tank sim that contained loads of missions with varying objectives. The nice control system and smooth graphics also helped get it in here.

FIRST SAMURAI

Mirrorsoft
Beat'em-up

Good oriental theme that complemented the good graphics and sound. Shame about the backdrops as they were a bit of a let down.

STORM MASTER

Silmarils
Strategy

Another superb strategy game that won't look out of place alongside such classics as Mega Lo Mania and Populous II.

SHADOWLANDS

Domark
RPG

Used a new lighting system that followed the movements of the character. Only let down by an awkward control system.

ANOTHER WORLD

US Gold
Action Adventure

Great angle on the Dragon's Lair theme. Various screens must be completed by selecting various different movements.



KLAX

Domark
Puzzle and Skill

Vertical block catching game inspired by Tetris and the likes. The more blocks you caught of the same colour, the higher you score.

ARMOUR GEDDON

Psygnosis
Arcade Strategy

Novel idea as you had to manufacture your vehicle before you could set off on one of the many missions included. Visually stunning.

HEIMDALL

Core Design
Arcade Adventure

Brilliant graphical tale of viking warfare. Choose your team of vikings and take them on the journey of a lifetime.



F-19 STEALTH FIGHTER

Microprose
Flight Sim

Flight sim set over various parts of the world. Nice, fast moving graphics and some neat sampled sound effects.

THE MANAGER

US Gold
Sports and Leisure

Good management sim that combined an exhaustive supply of information with a neat graphical view of the game.

SPACE QUEST SERIES

Sierra
Adventure

Collection of adventures in space about a would be adventurer. The satisfactory plots and great graphics combined superbly.

SILENT SERVICE

Microprose
Land and Sea Sim

Graphically inferior to its successor, this original is still not that bad a game. Good, engrossing gameplay make up for the shortcomings.

TURRICAN

Rainbow Arts
Shoot'em-up

Recently released on a budget label, this is a very good shoot'em-up. Colourful graphics and explosive sound effects.



BATTLE OF BRITAIN

Lucasfilm
Flight Sim

Excellent sim based around the Second World War. You could pilot either British or German planes in various day and night missions.

UROOM

Lankhor
Racing

Championship Formula One racing game with good, fast and smooth graphics and a nice, throaty engine noise.

NINJA WARRIORS

Sales Curve
Beat'em-up

Robotic ninja warriors infiltrate a military base to capture a nasty chappie who is causing grief. Neat graphics and good samples.

UTOPIA

Gremlin
Strategy

A class product that had you building a colony on another planet. Very detailed graphics combined with interesting sound.

FIRE AND ICE

Renegade
Platform

Cutesy platform game where you played Cool Coyote across various levels of tricky fun. Splendid graphics and good sound.



MEGATRAVELLER

Empire
RPG

Slightly flawed RPG that needed a lot of commitment if you were to fully enjoy its good points. Poor visuals but enthralling gameplay.

LOTUS TURBO CHALLENGE

Gremlin
Racing

Excellent in one player mode but absolutely smashing if you can get a pal round for a quick burn. Top notch stuff.

Budget Buyer's Guide

Although our Small Stakes pages are dedicated to reviewing all the budget games released, this section offers you a selection of what we consider to be the best value games available.

BATMAN THE MOVIE

Hit Squad
Action Adventure

Amazing five level spectacular that combined great car chase levels with flying ships and platform fun. Still great value for money as the difficulty still proves a good challenge for even the best gamers.

HEAD OVER HEELS

Hit Squad
Puzzle and Skill

Smashingly original puzzle and skill game that uniquely gave you control of two creatures; Head and Heels. Beautifully smooth graphics converted straight from the Speccy and the most enthralling gameplay ever.

JAMES POND

GBH
Platform

Fishy fun with the aquatic secret agent. Battle your way over several levels of underwater antics against all manner of evil things. Top fun with excellent graphics, brilliant sound and some fiendish puzzles.

RICK DANGEROUS

Platform
Kixx

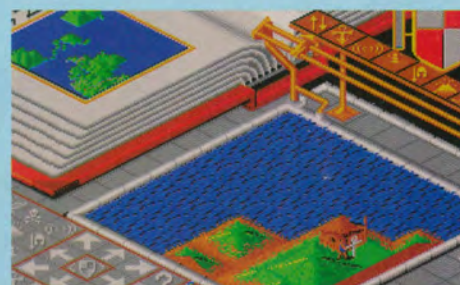
Platform fun galore. Lots of fiendish traps to solve and loads of periodic enemies to avoid. Atmospheric graphics over the four increasingly difficult levels and some nice tunes as well. Excellent value for money.



POPULOUS

Star Performers
Strategy

One of the best games of all time. Brilliantly atmospheric graphics that depict the rise or fall of your land. Battle against the gods to win special favours and increased powers. Absolutely smashing.



LOTUS

GBH
Racing

Excellent one or two player racing game set over a winding course. Each checkpoint must be reached in a set time limit or your game is over. Superb visuals, thundering sonics and competitive gameplay.

NITRO

Sizzlers
Racing

Cute little racing game that had you spinning around a racetrack collecting various additions for your car. Turbos, extra tyres and so on could be added to turn your humble buggy into a death machine. Good stuff.

BUBBLE BOBBLE

Hit Squad
Platform

One of the greatest games to grace the ST. Taken from the arcade original, this budget release is renowned for its incredible gameplay. Pretty basic graphics and sound but they don't really matter, do they?

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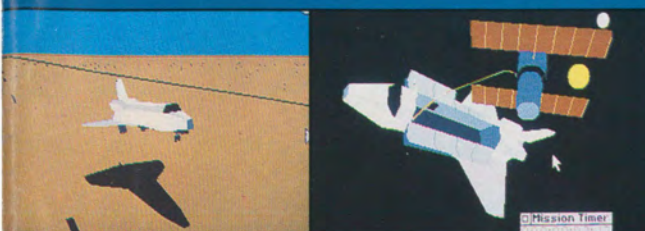
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