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# ST ACTION

The World's Best Selling  
ST Games Magazine

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**CHECK OUT  
OUR SUPER  
SUBS OFFERS  
ON PAGE 44**

# GO ON

## 100% ST Games

## REVIEWS

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***All the best reviews  
first from the  
no nonsense  
ST Action team!***



D/Generation



Ultima VI



Amberstar



Euro Champ

## WIN

Your chance to win the  
original Ork artwork or  
one of four gruesome  
horror masks in  
two amazing  
competitions.



**Pages 46 & 53**

## WORK IN PROGRESS

Three fabulous previews  
for you to devour. Nigel  
Mansell's Grand Prix, No  
Second Prize and the  
excellent Rookies all  
come under the cosh!  
**page 54-58**



# TENTS

## REGULARS

### Stories

The only real source of ST information for all you game hungry readers. Forget the rest, ST Action is the true bible of gaming news, info and stories.

### PD OR NOT PD

As well as five smashing PD games on the cover disk, you also get to see the latest of the recently released games from the Public Domain library.

### SMALL STAKES

Armed with a £50 note and a wealth of experience, our team of dedicated budget experts go to town and bring you the best of what's on offer.

### MY IDEAL COMPILATION

Dominik Diamond, Gamesmaster presenter and master of the double entendre, reveals all his gaming secrets about the world of computers.

## TIPS AND CHEATS

The best place to look if you're having a few problems in the gaming arena. You feel embarrassed about approaching a friend, so our team of agony uncles will offer advice to help you through these testing times.

## WRITE ON!

Your chance to unload all your views on to the man in the know. Our illustrious Editor puts fingers to keyboard to answer your queries.

## BUYER'S GUIDE

Summer in the software industry always brings lots of game releases which finds the average punter very confused. Lots of games to choose from but not enough money to buy them all. So, to make your decision a little easier, a four page Buyer's Guide of the best ST games available has been included. Now you can buy the game you really want without the disappointment.

## NEXT MONTH

Gives you the low-down on what you can expect to see in next month's issue. Lots of fabby reviews, news, tips, compos and previews for you all.

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

## FEATURE

### DUNGEONS AND DISK DRIVES p37

The best in Adventures and Role Playing

Explore the deep, dark, dungeons and conquer quests galore in this smashing guide to RPGs and Adventures.



## Cover disk

# 2000

## HINTS AND CHEATS!

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



Page 7

### PLUS 5 FULL PD GAMES

- D-REZ
- KLATRIX
- NOVA
- PLAXATAX
- ROCKFALL





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of orders. Please allow for cheque clearance. (**Dept SA 4 September 92**)



We've brought you some excellent disks before but now, for the first time, we've got something *very* special for you. On this month's disk we've crammed over 2000 hints, tips, cheats and level codes for hundreds of games. As well as that we've squeezed five full games on for you to play. Now you needn't be frustrated when you reach the end of a demo level only to find you have to wait six months for the finished product.

## FANTASTIC DEMOS

### 1 2000 TOP TIPS

To get at all the lovely cheats double click on View\_Tips. Then load in the first file which is Tips\_1.STA. Scroll through the text using the arrow keys. The other file Tips\_2.STA can then be loaded later.

### 2 5 PD GAMES

#### D-REZ

This is asteroids for the nineties. Open up the D\_Rez folder and double click on D\_Rez.TOS and the game will load.

#### KLATRIX

This clever combination of Klax and Tetris can be loaded by going into the Klatrix folder and double-clicking on Klatrix.PRQ.

#### NOVA

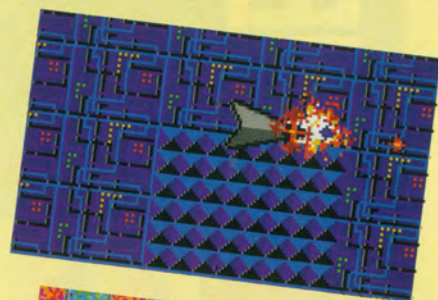
Shoot 'em-up time kids. Simply open up the Nova folder and click twice on Nova.TOS to play this game.

#### PLAXATAX

Dentistry for beginners in this game of the bacteria! Go into the Plaxatax folder and double click on Plaxatax.TOS.

#### ROCKFALL

A tasty little Boulderdash clone can be found in the Rockfall folder. Just double-click on the Rockfall.PRQ file.



**Back up**

**B**efore 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**

**I**f you do have any problems with your cover disk, pop it in a jiffy bag and send to this address:  
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Industrial Estate, Corby, Northants



COVER DISK

DISKS  
VIRUS CHECKED



● Okay so there's no disguising it. It's Asteroids with bells on. Loads of stuff to blow up as usual and a chance to register for extra levels

# TOP TIPS!

*It's the hottest cover disk in the world – it can't be beaten. And with all these cheats neither can you...*

**MORE THAN...**

# 2000

**HINTS, CHEATS AND  
LEVEL CODES!**

Here they are. Enough tips to fill up the other magazines hint pages for years to come! All put together in wonderful, sexy, alluring alphabetical order for easy reference. There's bound to be something in there that you can use. Finishing games will never be the same again!

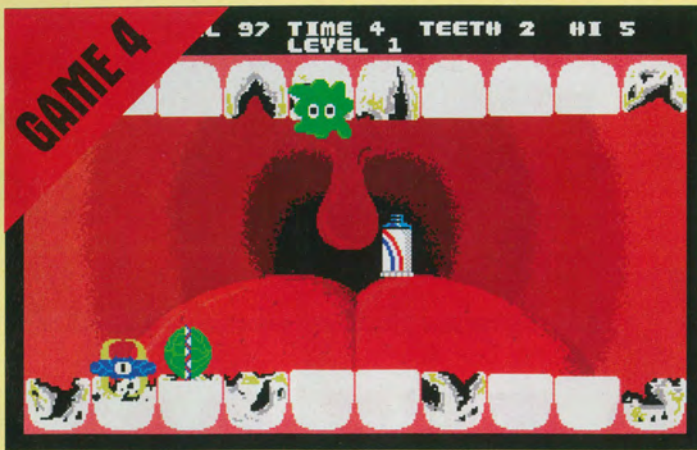


● Aaaaarrggggghhhh! It's Tetris! Hang on, no it isn't it's Klatrix and it's top. One to while away those hours while you're waiting for that important call!



● Fast firing action in Nova. It's you or them and let's face it, it's probably going to be you! You only get three lives and it's back to the start





● Those tubes of toothpaste just aren't value for money anymore! Two squirts and they've gone. No fillings today mum, just a touch of gingivitis!

# 5 FULL GAMES

## D-Rez

Asteroids brought up to date in the form of this game. There's some really good sound and the graphics aren't bad either. A comprehensive and easy to use menu screen will allow you to tailor it to your heart's content, providing you with extra lives and the like. You can register for this shareware program and get a load of extra levels for your trouble.

## Klatrix

A really good Klax/Tetris combination where you must play through levels of increasing speed and remove as many blocks as possible. Groups of three blocks or more together will make them disappear and give you a little space.

## Nova

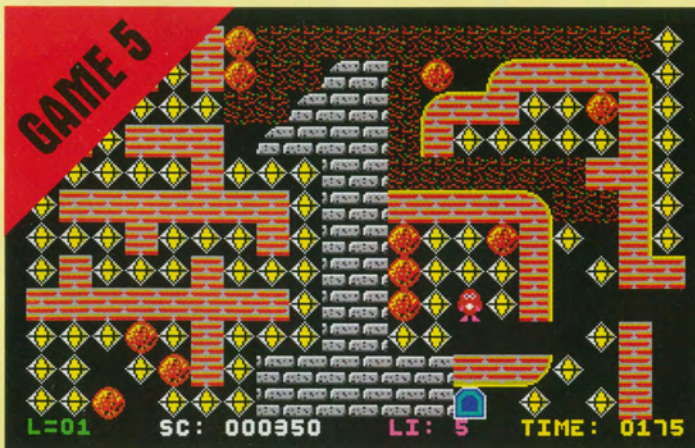
A strong little shoot'em-up from the continent that's very reminiscent of many an arcade game, from back in the days when this sort of thing used to cost 10p a go. It's not particularly easy and you may well die on the first few sheets a couple of times, but perseverance is definitely the key to this game. A good little shoot 'em-up!

## Plaxatax

It's been around for a while, but it's worth a place on anyone's coverdisk for its novelty value alone. They are the disease, you are the cure)...well actually you are a tube of toothpaste with a mission. Save the teeth from decay as the evil plaque attacks the poor mouth with a vengeance. Just make sure you've saved the required number of teeth by the time the clock runs down. Fail and you've lost the patient. Succeed (because that's what toothless parrots do!) and it's on to the next mouth! Become the dentist from hell and wipe out all those oral diseases with one squirt!

## Rockfall

There's no clone like a good clone and this is one of the better Boulderdash copies around. It's also very hard to get anywhere in the game. Lots of thought has to go into every move or you'll be frittering those lives away before you can say "This looks a bit like an old 8-bit game I can't remember the name of!". Be careful or it'll get you hooked and you might just miss your bus.



● Collect all the diamonds and only then will the door to the next level open and allow you to progress onwards. Be careful you don't get trapped in there!



## DEMO INFO

**COMPANY:** PD

**RELEASE DATE:** Out Now!

**GAME TYPE:** Various

**PRICE:** N/A

## PLAYING YOUR DEMO

**D-Rez** is entirely mouse controlled and the sensitivity of the little beast can be altered from the Options menu to suit your style of play. You can also increase the number of lives you have on this menu. Rotating the mouse while playing will spin your ship, the left mouse button fires your gun and the right mouse will thrust your ship forward. Couldn't be easier!

Playing **Klatrix** is just a matter of moving your joystick left and right to guide the blocks into position. The fire button will change the order of the colours so you can make lines. Lines of three or more blocks of the same colour will make 'em disappear buying you more time, increasing your score and speeding everything up.

What do you mean you can't play **Nova**? Oh come on, it's a shoot'em up. Left right and fire with your joystick. What other controls could there possibly be? There are no complicated joystick patterns hidden away in here.

No brain power required. It's just left, right and fire with the added bonus of being able to point your tube of toothpaste either up or down, depending on which row of teeth the germs are on. You have to be really quick to save enough teeth on the later levels. Cleaning those teeth can really give you wrist ache.

Standard joystick moves apply except the fire button which will allow you to restart each level should you ruin it. All the diamonds have to be collected before you can progress. Be careful it is possible to mess up a level so badly that you can't complete it and that's very annoying when you've got quite a way into it!



# STories

## Who's new with Atari?

# THE BAT AND THE CAT

**A**tari have announced the launch of a new Lynx pack. The latest addition to their promotional packs is the Batman Returns Pack. Retailing at £99.99 (inc. vat), you get the machine itself and the Batman cartridge.

The Batman game (soon to be released on the ST) is based around the caped hero as he battles against the evils of the underworld to save Gotham City. It has taken several months to develop and it is expected to be one of the biggest sellers this summer.

Atari are pretty pleased with it and they have shown this by awarding it an A+ rating. The pack is available from Silica who can be reached on: 081-309-1111.

● *The new Atari Lynx pack offers great value for money. Not only do you get the best in hand-held entertainment, you also receive the excellent Batman Returns game as well. Not bad for 100 quid, eh? And it's out soon on the ST*



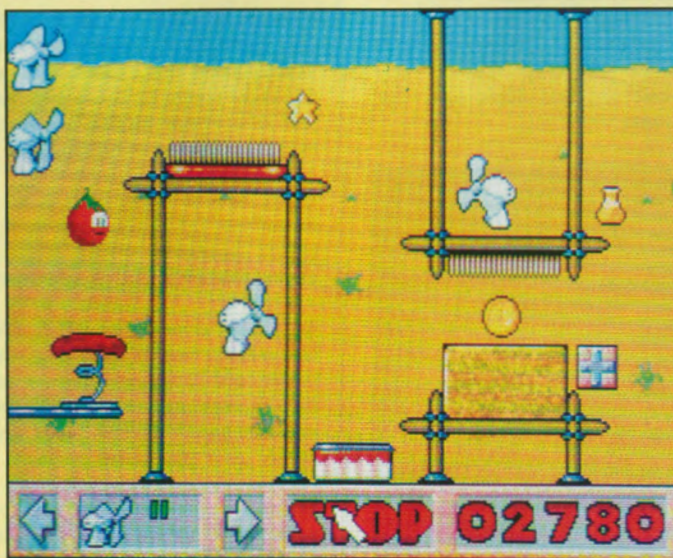
## Ketchup with a fruitful game

In Bill's Excellent Tomato Game you play the part of a heroic fruit! Your mission is one of love. Your girlfriend, Tracy, has been kidnapped by Sam Squirrel (groan – Ed) who is planning to use her for nefarious means (toast topper! – Ed).

As Terry Tomato, you must make your way to the top of a huge tree vine. Unfortunately, this tree only has a few branches so you'll have to make some more. To do this you must enter the doors and negotiate the 10 levels full of traps and puzzles.

If you successfully complete all of the 10 stages, you will appear back on the tree just in time to see two more accessible branches appear.

Lots of bonus items and some very pretty graphics. Due at the end of the year from Psygnosis at £25.99.



● *Hmm, time for interesting caption number 1129 – when you haven't a clue, make something up! "Excuse me sir, is this the correct platform for the 3.15 to Doncaster?" Okay, so it was poor. You try if you think it's so easy!*





# Air we go again

Following on from the success of the original comes the imaginatively titled sequel, *Armour Geddon II*. The main changes are advanced graphics making them a lot smoother and faster, more in depth gameplay and new missions. A far more sophisticated craft for you to pilot and lots more. The polygon engine is used to create the fast graphics with lots of special effects. Look out for the second flight later on in the year by Psygnosis for £25.99.



● Quite possibly the most awaited sequel to hit the ST. Is it possible that *Armour Geddon II* could be any better than the original? Psygnosis seem to think so and have put a top team on the job so expect something later this year

## Shell shock sim soon

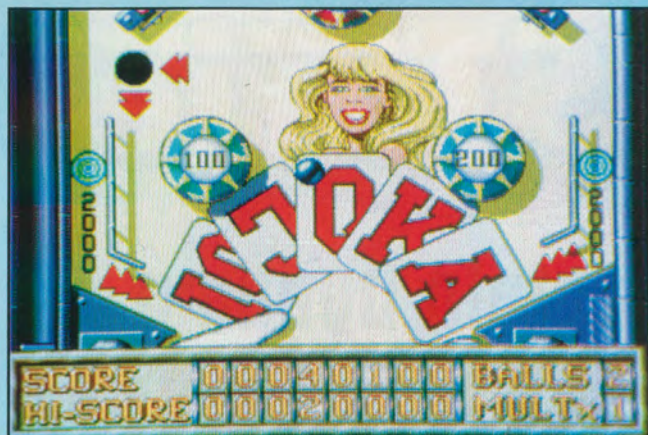
This is one for all you armchair strategists out there. *Campaign* is a war simulator set in WWII and featured way back in the May issue as a Work in Progress. The war consists of a number of campaigns, which in turn have various battles that must be completed in order to succeed.

The equipment has all the facilities available from the period, including all weapons and communication systems. Each vehicle is intricately detailed down to track and engine grilles. There are over 100 different modes of transport and each one can be driven instantly. Looks set to storm the market when it is released in September. Should be priced around £29.99.

● With excellent graphics and amazing sound effects, *Campaign* looks set to be a real winner. With over 100 different modes of transport at your disposal, you'll still be playing this next summer.



● Lots of World War II action in this battle simulation from Empire. Try to help your country to victory in the guise of a fully equipped tank. Choose from different vehicles as you try to win back your beloved country.



● A highly original game from the Codemasters and not an egg in sight! A unique approach that combines the thrills of pinball with the aggression of football to bring you another smash hit

## Flipped on footie

All you pinball enthusiasts are in for a treat with Codemasters next release. Although there isn't an egg in sight, *Soccer Pinball* offers you the chance to play a pinball game with various soccer touches. You must control the flippers (no, not the dolphin kind) as the

ball is sent spinning across the table knocking the football players and building up points. If you're skillful enough, you'll leave with a 3-0 win and travel on to the next match. Priced at £7.99. You should be able to pick it up around the middle of August.

## He's a helluva guy

In a similar vein to the *Dragon's Lair* games, *Guy Spy* casts you in the role of the government's most skillful secret agent. Your services are called upon once again when intelligence reports confirm the locating of the Crystals of Armageddon by the evil Baron Von Max. The power of these jewels in this madman's hands is unthinkable!

The game is set over various screens of beautiful animation where you must decide what actions your character must take. Controlled by the joystick, your choice of action will determine whether you stay alive and progress or fail and die. Look out for a release in the summer from Empire and expect a price of £25.99.



● Almost film like animation and graphical genius are two of the ingredients of *Guy Spy*. Help the government's top secret agent as he battles against all odds to defeat the evil Baron Von Max. A definite treat in store



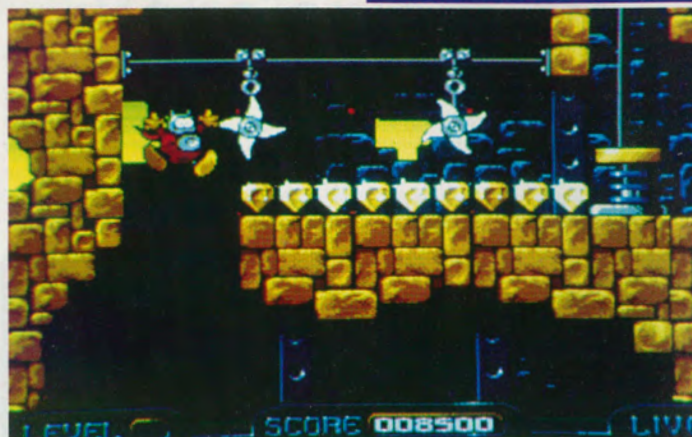
# STories

## Captain Dynamo DYNAMIC

**T**hose of you looking for something a little bit different should be well pleased with Captain Dynamo from Code-masters. The story has you in the role of an elderly ex-serviceman who is asked to come out of retirement to rid the world of a new evil – Mad professor Austen Von Flyswatter. The game is divided up into various

levels of platform fun. You must make your way through each stage, collecting diamonds as you go.

As you run through each level you will encounter such nasties as conveyor belts, rope slides, pinball flippers, falling platforms and spinning spike wheels. Captain Dynamo should be released in time for summer. Price £7.99.



● Do you fancy the chance to become a super hero with a difference? If you answer yes then Captain Dynamo is just the game for you. Take on the role of a geriatric pensioner as you battle against the might of a mad professor



## RECOMMENDED

The games listed below are some of the great releases from the past few months that we think should be part of your collection.

For a more detailed choice, check out our mega buyer's guide at the back of the issue.

**SHUTTLE**  
**AMBER STAR**  
**D/GENERATION**  
**PARASOL STARS**  
**ULTIMA VI**  
**FORMULA ONE GP**  
**SENSIBLE SOCCER**  
**CHAMPIONSHIP MANAGER**  
**EPIC**  
**ELVIRA II - CERBERUS**

## CHART



### TOP TEN FULL PRICE

- 1 Formula 1 GP £34.99
- 2 Epic £29.99
- 3 WWF Wrestling £25.99
- 4 Parasol Stars £25.99
- 5 Robocop 3 £25.99
- 6 Euro Superleague £24.99
- 7 Robocop 2 £25.99
- 8 Cartoon Specials £14.95
- 9 Lemmings £19.99
- 10 James Pond £25.99

### TOP TEN BUDGET

- 1 1st Div. Manager £7.99
- 2 Magicland Dizzy £7.99
- 3 Rainbow Islands £7.99
- 4 James Pond £7.99
- 5 World Cricket £7.99
- 6 F-16 Combat Pilot £9.99
- 7 Lotus Challenge £9.99
- 8 Midnight Resist. £7.99
- 9 Chase HQ £7.99
- 10 Robocop £7.99

## Grandslam tee off

Currently under development is the latest golf game from Grandslam. Nick Faldo is billed as the state of the art golfing sensation that utilises many features that have never been used before. The main view will be a second person view (just behind the golfer) looking down the course.

The player's actions are controlled via the mouse. There are also lots of camera angles, course maps

and a caddy who will offer you advice on the best club to use when driving and also remove the flag when you are attempting a putt.

The idea that hasn't been used before is the training section. It allows you to learn little bits of useful info when you play. This is based around the Nick Faldo golf video volume one where you can learn to play with the master. Out soon at £25.99.



● Nick Faldo's Golf looks set to become another milestone in the computer arena. Lots of things to do and some nice piccies too!



● Another novel feature is the tutorial section where you can learn some tricks of the trade from the great master himself

## Yak's Back!

The hairy genius has returned! Jeff Minter, programmer of such memories as Attack of the Mutant Camels, Defender II, Llamatron, Rox, Sheep in Space and Void Runner is soon to release his latest epic.

Strangely titled Hard Core is similar to Hellgate, a classic game produced for the Commodore 64. Everyone thought Hellgate was unplayably and stupidly fast, Hard Core is supposed to be faster! Lots of well detailed sprites and stunning backgrounds should combine to make this another hit. A five level demo is out now on shareware and they are hoping to release the game in the near future.



● Lots of top class fun in this latest frenetic shoot'em-up from Jeff Minter. Will it be as successful as his others?

## Fully booked up

Philips have announced the launch of their latest reveloutionary television system. The Your TV 2 boasts a wealth of features including a scart socket for easy connection to your computer or video, a headphone socket, tilt and swivel mechanism for easy viewing and a handle on the top for carrying!

This range has been launched on the back of the very successful Discoverer TV, an novel idea in the shape of a space helmet. The Your TV 2 has been called The Book by some. This is because the sides and back fan out like the pages of a book. Retail price £249.99.





**Games are what ST Action's all about and as usual we've got some juicy old titbits for you this month...**

# REVIEWS

**Watching Top Of The Pops, an idea dawned on our STA boys on how they can make some mega cash: a new pop/rap act to replace fallen teen idols - New Kids on the Block - is needed. And so, in a bedsit in East Manchester, Pop Sheep with a Sampler are born. Their album - Totally Flocked Off sells a million copies in the first month alone. We can now bring you the first interview with 'the Beatles of game reviewing'.**

## Jason 'Take That' Dutton

"Well it's a bit of a strain trying to run a mag around a successful pop career, but I feel as though we owe it to all those girls out there. We're trying to pick up an older audience, you know the ex-Brossettes with ripped jeans and nobody to idolise."

**Fave Games:** Amberstar, D/Generation, Ultima IV



## Simon 'Sweet Soul' Kirrane



"When you buy those tunes it's my voice that's just making those girlies out there swoon. They've called me the 'White Barry White' in the press. Check out the funky moves on next weeks TOTP. We've got this new routine we worked out in front of the mirror in Brad's bedroom. It's really cool."

**Fave Game:** Air Bucks

## THIS MONTH

**There really isn't any choice when it comes to finding out what's a good game and what isn't. Every latest title we get our hands on undergoes the rigorous Action Test and our STA1 rating should be your benchmark to whether a game's worth buying or not.**

**On top of the regular reviews you'll find pages packed with previews detailing the best in forthcoming products that we believe will be well worth looking out for in the near future. You really can't beat ST Action for its quality coverage of the ST games market. The pack aren't even closing in.**

**Let's face facts, if you don't find everything you're looking for (on the ST games front) in this magazine, then you are a sad blundering geek.**

## Paul 'DJ Crap' McNally

"I'm getting a special new streaked blonde hairdo early next week to tie in with the look the posse are trying to portray. It's all about image you see. We're role models to millions of girls, so I suppose it's all about girls really."

**Fave Games:** D/Generation, Championship Manager



## Brad 'Mack Daddy' Burton



"All those people sayin' rap is dead don't know what time it is man. These songs we're kickin' out at the moment have got more than a funky swingbeat and a fresh lyric. They got sweet soul. We all gotta kick the ballistics and get with the programme. If we don't, we ain't gonna know what time it is. Know what I'm sayin'?"

**Fave Games:** Civilisation, D/Generation, Amberstar

<b>D/Generation</b> .....	<b>14</b>
<b>Amberstar</b> .....	<b>18</b>
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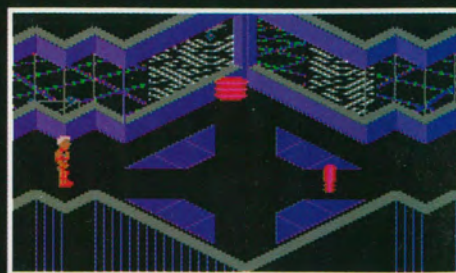




● Those jetpacks come in pretty handy. Well there's the entrance to Genoq. Where to next?



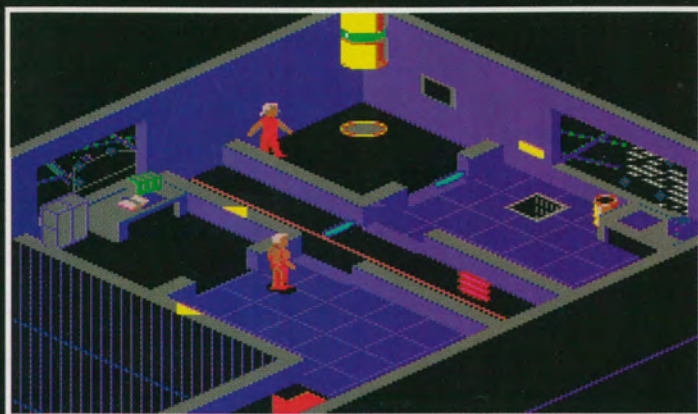
● It's no fun being gobbled up by a nasty old A/Generation. That's another life gone



● Running the plasma gauntlet is a dangerous job for anyone, especially an untrained courier

# D/GENERATION

**Take a trip back to the old style of making games. Bags of playability, oodles of addictiveness and a reasonable price tag...**



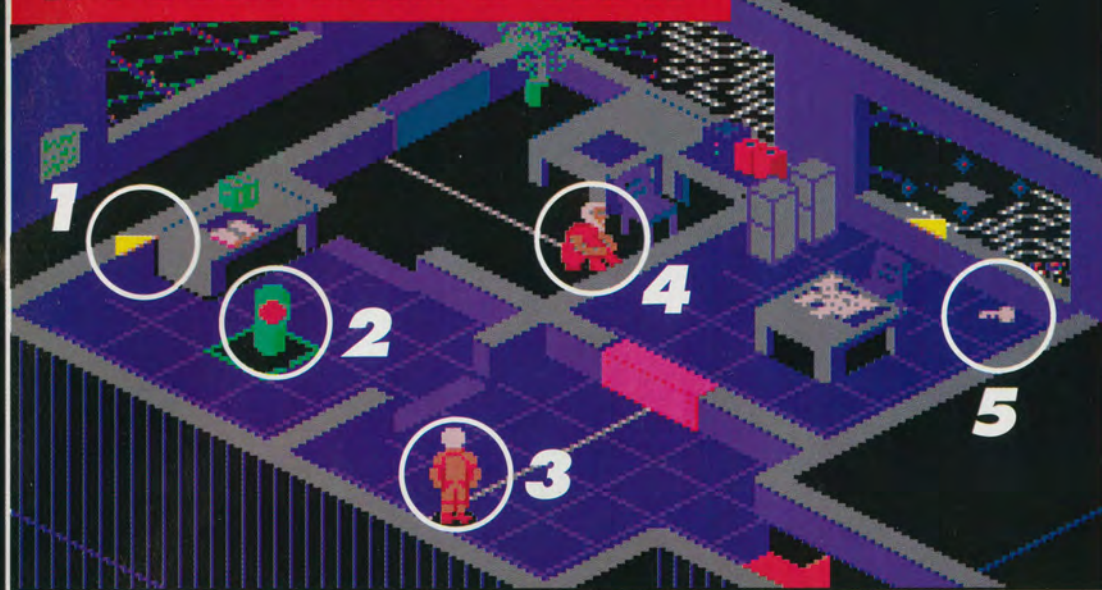
● There's the transporter to the next level. Heaven knows what waits at the other end. Whatever it is, you'll have to get past everything to deliver the package



● Each floor is clearly marked so you should never lose track of your whereabouts. There's still another nine floors before you get to the top



# A room with a view



1. Operating these yellow switches will open doors

2. Security guns will blast any human that crosses its revolving line of fire

3. That's you. The hero. All round good guy and courier

4. Survivors have to be freed before you can glean any information from them

5. Special keys allow you to open up some security doors on each level

Let me tell you a little secret. It's all about how to stop people buying your game. What you do, is you have a really fine game that lots of people are bound to want to play, and you stick it in some really unappealing box, make it one meg and release it!

Having said that, if you've got a one meg machine and you're brave enough to take the plunge, you're in for one of the most enjoyable games of the year. To say it was a puzzle game would be unfair as it could well put a lot of people off right at the start.

Working out how to go about things though is one of the major problems you'll face throughout the game. Objects like keys have to be found and taken to the correct doors in order to progress onwards, as well as avoiding everyday, life-endangering puzzles.

So then, what's going on? Well, you take the role of a

courier commissioned to deliver a package to the Genoq Biolabs in Singapore. Unfortunately, you arrive on the day of a big industrial accident. Many staff are dead, and the rest are trapped in there, held prisoner by rampaging genetic mutants, designed for war and generally there to make a mess of people.

## Questions and answers

Through questioning various survivors you find that the package you have could hold the key to preventing the Neogens (as they are known) from escaping into the outside world. Delivering it is vital, but the head of the company is trapped many floors above you, so you'll have to fight your way through the rooms full of deadly thingies to supply the package.

The killer genes come in four different generations labelled A to D. A/Generations bounce around the

rooms like Space Hoppers consuming any humans they come across. B/Generations are cylindrical and move about at speeds of over 70mph. If one lands on top of someone, they are instantly compacted into a squidgy mess. C/Generations are humanoid shapeshifters that can disguise themselves as any object, animate or inanimate before decapitating their hapless victims.

The final strain of Neogen, the D/Generation is the one being currently worked upon. Nobody but the top scientists know what

shape or form it takes. There is only one though, and if it's any consolation, you won't meet up with it until later on in the game.

## Get an angle on direction

Most of the rooms are laid out in isometric 3D style and this means that the control system involves you using the diagonals on your joystick a lot.

So if you've got a naff one, you may have the odd problem moving where you want to go, especially if you're in a hurry. While wandering

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



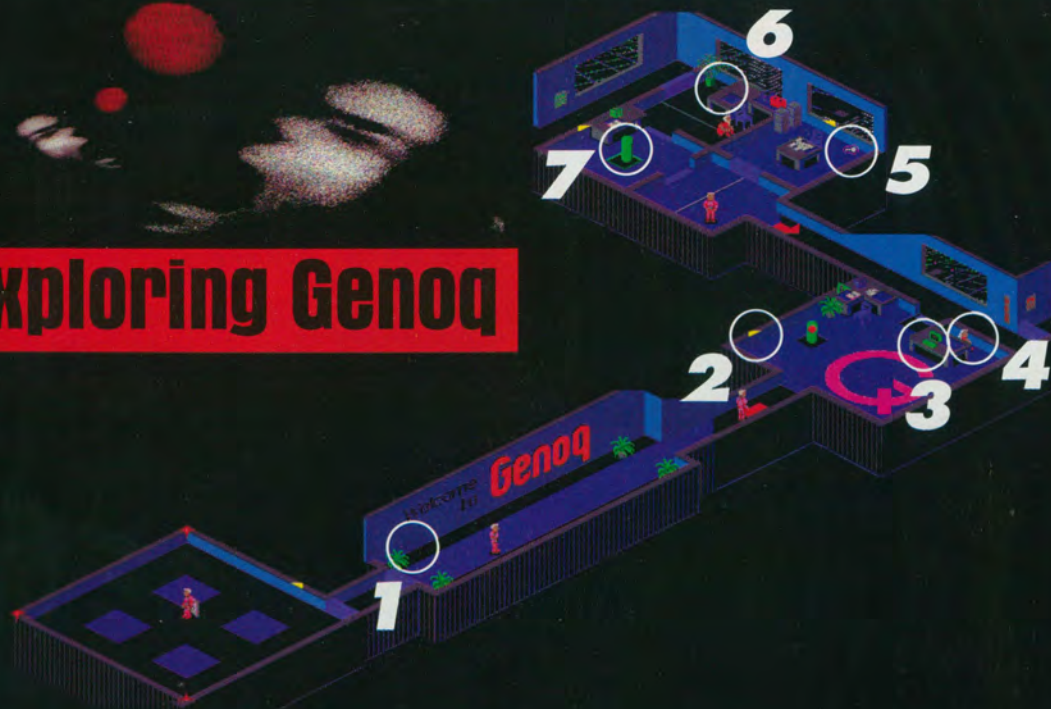
• There are lots of security doors here that all need separate keys to get past and on to latter stages of the game. All keys are in adjacent rooms



• The B/Generations move faster than you can, so it's a good idea to steer clear and kill 'em from a distance otherwise you'll get squished on the floor



# Exploring Genoa



1. Electronic eyes will seal doors
2. Some yellow switches will deactivate security guns
3. Reception computer welcomes guests
4. The receptionist cowers behind the desk
5. Pick the key up to open doors
6. You may find a laser behind here
7. One of your worst enemies - Auto-Guns

around, the first thing on the agenda must be to find a laser. Without some form of weaponry you'll be dead before you know it. While travelling about, encounters with survivors of the disaster are inevitable. Information can be gleaned from them as to the whereabouts of important people you must meet.

Occasionally extra artillery will be handed over in exchange for helping them out of the building. By leading the survivors out of the room the correct way will save them and give yourself an extra life to play with.

## Generation game

A number of obstacles will stand in your way. The security systems have gone haywire and are blasting anything human instead of Neogens. These safety measures are stringent and will take some deft joystick work to get past without getting blown to bits.

On top of all this there are locked security doors which need keys of a sufficient security level to get past. Thankfully these keys are lying around in adjacent rooms, just waiting to be picked up.

The aim of each floor (you start at 80 and have to get to 90) is to get to the teleporter lift while collecting as many useful goodies as possible, and keeping your lives intact. Many traps have to be overcome before you get to each one. It's all too easy to lose concentration and walk straight onto an electrified plate on the floor. As far as

the graphics go, they really are spot on.

At first they may seem a little unimpressive and bland, but upon closer inspection they can't really be faulted. Everything glides smoothly around the screen and each room is packed full of detail.

The same can't be said for sound. Volume switches can't half be useful when awful high pitched bleepy sounds blast from your telly, this is one of those times.

D/Generation is a step back to the good old days of gaming. £19.99 seems like a real bargain these days, and it's not a crappy game either. There hasn't been a game like this for ages. It's like a breath of fresh air flowing through a particularly smelly sewage plant, if you know what I mean!

Paul



● How many ways can you be killed in D/Generation - Answer: Lots of ways!

## ACTION

£19.99

1040 ONLY



1 PLAYER

Produced by  
Mindscape

INFO

## ACTION ANALYSIS

This is definitely my favourite game for ages. It's like a trip back to when games were playable and fancy graphics and sound were a figment of people's imagination. D/Generation has everything every game should have. An original plot sets it all off, good puzzles and that addictiveness that makes you want to progress, all tie in to make this a game that all one meg owners should have. Added to which it's very economical at £19.99. The only slight wobble is the control is a little iffy at times. Fine game, shame about the memory restrictions.



93%



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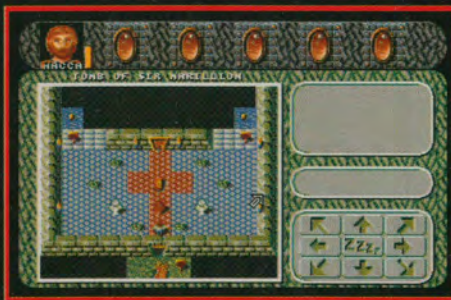
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● It's night time in the city of Twinlake. Once the sun goes down you're in bandit territory



● This temple can't be that small can it? There must be a secret room in there somewhere



● By all accounts you're a pretty weak and feeble excuse for a human being aren't you?

# AMBERSTAR

Make yet another journey into the realms of an unknown world facing enemy after enemy...

**ACTION**

**£29.99**



**1 PLAYER**

Produced by  
Thalion

**INFO**

It's a reviewer's worst nightmare. The game comes in. It's an RPG obviously enough, that's no problem. The package is opened to reveal the disks, manual, freebie poster with some tasty artwork on it and the manual - in German!

Don't worry though, because the manual is currently being translated, and once that's completed, role playing fanatics in this country are going to have a gorgeous new game to freak over. Amberstar has it all really. All the best aspects of the most popular RPGs have been extracted and bundled together to provide one of the best games of this style

for a long time. It comes on three disks and can either be installed to your hard drive if you're rich enough to have one (I'm not!) or it can be installed onto three separate floppies.

Whichever method you choose, it can't be played from the original disks. So you have to have three blank disks handy too. A little annoying if you're short, but then, what are all those coverdisks for?

Installation is fairly tedious but only takes about 10 minutes. Once that's done, you can play to your heart's content or your characters die. The starting party consists of yourself and to begin

with you find yourself in a graveyard, next to your parent's grave. Recently you witnessed their murder by a band of orcs (one had a guitar and the other a sharpened pair of drumsticks!) and so, grief still wracks your soul.

Awww, bless him. That's enough of the poetic side of things. These characters are here to fight!

## Change of scene

Played in two perspectives, the first of which is a bog-standard 2D overhead view of your characters as they move throughout the land and traverse cities, forests and deserts. However the whole scene changes as soon as you enter a city or town of any sort.

Once you go through the gates the whole perspective changes to first person similar to Dungeon Master. The same style of maze confronts you but thankfully here there is an automapping system that allows you to keep track of where you are going.

Until later on though you won't have a compass, so it will be easy to lose track of what direction you are travelling in.

While wandering freely around each maze you will come across various doors. Some of these will need to be opened by keys, others will lead to shops and traders.

These premises are only open during daylight hours. Any attempt to enter them during the night will result in you being thrown out of the establishment. From places



● The automapping function will come in handy. Especially when you get lost in the numerous mazes about the world. The key shows you where all the important locations are including exits and entrances to shops





such as the herbalist or the merchant, essential goodies can be purchased, as long as you have enough gold available. Other useful buildings contain stables and raft merchants. All essential peripherals when it comes down to making your journey simpler and quicker.

Certain doorways lead you into other buildings that can be explored. Upon entering one of these, the view switches back to the overhead one and your character can then move freely about the new locations. Treasure and other useful artifacts can be picked up while searching these places. At the end of the day though there will be times when the peaceful approach to life won't work and you'll be pressured into dismembering something. The combat sys-

tem works a treat and you can move each individual member of your party around to wherever you want and let them launch attacks from there.

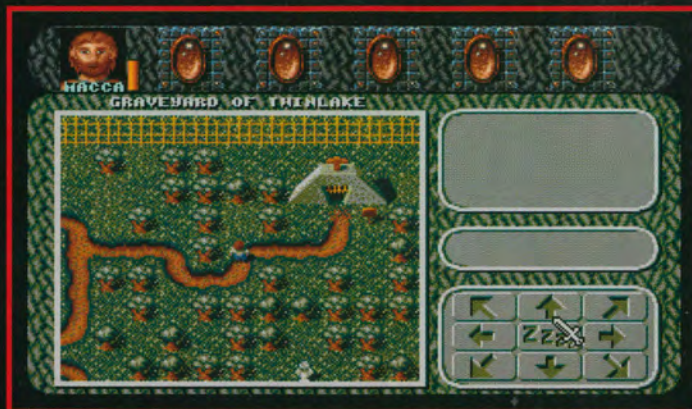
Some games of this type suffer from slow jerky movement. Not Amberstar. The Germans seem to be into fast, fluent scrolling routines at the moment and this RPG benefits from them too. It all scores brownie points by removing any frustrating factors. Amberstar is up against the might of Ultima VI this month and it just about sneaks it. Both games

are playable from a hard drive but Amberstar is a lot faster and nicer to play than its Mindscape counterpart. This is a very classy role playing game that should be taking up some of your valuable shelf space. **Paul**

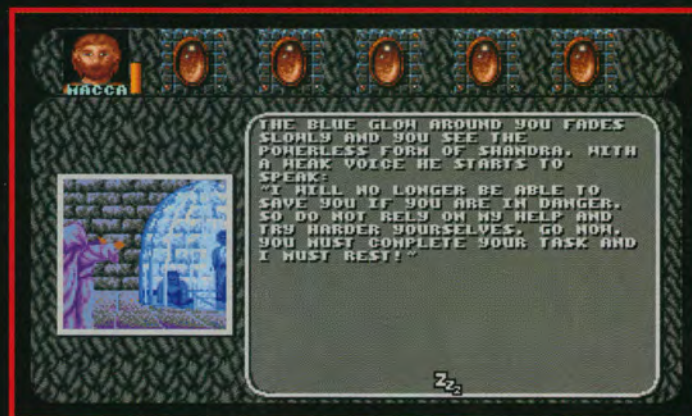
**ST**  
**ACTION**  
**AT RATED**



● Your backpack can hold many goodies, most of which you'll need at one time or another so make sure you don't throw anything important away



● Once in the graveyard the perspective changes to 2D overhead and you can see all around you, at least until it begins to get a bit darker

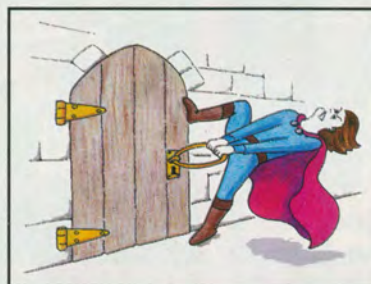


● Oops. You're dead. That wasn't a very clever thing to do was it? Fortunately there is a chance you'll be resurrected if you meet the right people



## ACTION ANALYSIS

Everything about Amberstar smacks of quality. You can tell it's not from this country! From the way the screen scrolls smoothly to the size of the quest at hand. The combat system works well and is easy to operate effectively. The graphics are good, if a little small. Ultima VI is the one everybody's been waiting for, but this actually goes one better and beats it. There're hours of play tucked away in here and it isn't too difficult to get into either. Good stuff all round. There hasn't been a really decent role playing game for a while and it's nice to have a change.







# FASCINATION

*If you fancy a bit of the old slap and tickle, a dose of how's your father, then roll up. This isn't 'carry on' though, it's 'carried away'...*



**N**ow, I'm not in rash and ready generalisations about different nationalities – but the French really are a bunch of randy, dirty raincoat types.

I do have good evidence for this claim though. First I draw your attention to the adulterous married French lass in Eldorado, who never wears a bra, and then you have the latest release from the French firm Coktel Vision – Fascination.

This purports to be a point and click adventure/mystery game. However, it's more like a cross between Mission Impossible and The Sport. You play the game as sexy airplane Captain, Doralice May

(may? She definitely would!) on a mystery trail, to find some vials. That leaves many dead – including, half the time, your sex kitten alter ego.

## It's so hard (phweep)

The puzzles included in this game are incredible, they defy belief. Some are so obscure that I guarantee they'll have you puzzling for months. If, that is, you are the kind of gamer who can stick at these things for aeons and won't call it quits after the first 48 hours stuck on a single puzzle.

The greatest distraction is that playing Doralice makes quite a change because, as you are female and sexy, you can do things like



● Doralice always keeps an electric appliance close at hand. She's got an AC/DC adapter too!



● The hotel lounge has the kind of reading matter that you would find in a Soho backstreet



● With scruples like this I'd be surprised if Doralice didn't have a few politician friends



# Hook



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

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take a shower and take a long hard gape at your bod – thus rendering the game an over 18s affair. Hand in hand with this, the game is littered with more double entendres than you'd find in most ST Action tea breaks. It has even got, wait for it...swear words.

Well this is an event, a game that uses the word \*\*\*\*, I'm sorry I just can't bring myself to use it. All of this debauchery though, is a bit silly. The nudity and mild obsceni-

ties aren't anything other than voyeurism, thus getting all the 'right on' kids morally indignant, and boring the rest of us to tears (because we're above all that aren't we?).

Come on, I can get nudity and swear words in Leisure Suit Larry. But because Larry Laffer is a git and the whole thing is a parody on pervies, it manages to get away with it.

Along with this, although there is a storyline and a main character, there is no sense of continuity. Not once during the game did I get the feeling of unravelling a mystery. Mostly you are aware only of the one task in hand.

You find yourself concentrating on ridiculously well hidden items and 'using' them for the craziest things. 'Use spigot tightener on Peruvian mountain guide' is the sort of command that would not surprise me in this game.

The graphics are alright and there is a nice little tune, but it just doesn't make up for all the game's faults. There are lots of codes to decipher, people to phone and bizarre routines to go through...it's all too much. There are better games to buy than this in the same style, and if you're tempted by the digitized soft porn, well you're sad, but you might as well buy a copy of The Sport.

Simon



## ACTION ANALYSIS

*At one stage in the game I had to chat to a policeman. you know the score, get the chat right or blow the game. Well when I blew the game I was told that I'd either said too much or not enough, leaving me thinking what a rip! Anyway the point is, the balance you have to get is near impossible and not dissimilar to the balance a programmer has to get when dealing with puzzles. This must be right or the game will either be too easy or much too hard. In this case the latter is unfortunately true. Also if you forget your save game disk you'll go off your nut.*



**69%**

## ACTION

**£25.99**



**1 PLAYER**

**Produced by  
Coktel Vision**

**INFO**





# INTERNATIONAL

**The all jumpin', all shootin', all divin', all cyclin', all swimmin', all runnin' sports challenge (pewh)...**

**W**ell what a great surprise this is: a sports game, previewed back on our January cover disk, but somehow with a delayed release.

Now why would that be? Surely it's not some shrewd marketing device to coincide the release with the Barcelona Games. Whatever, I'm sure it wouldn't influence you.

Do you fancy your chances as a great sportsman? Have you got the talent to tackle the sports of, diving, showjumping, swimming, cycling, shooting and even the gruelling 26 mile marathon? And what is even more relevant, is this game a contender, or what?

OK, enough questions I can see you're itching for some answers. Well the pack you're given here has

some good innovation, some fun and in two player mode it has a great competitive edge, but (and you knew that word was coming, didn't you?) it hasn't got the bite it could have – more like a nibble.

## Learner diver

With the diving, although it takes a little practice, eventually you'll be pulling half pike double tucks, with twisting somersaults and a side order of fries before you know it. Unfortunately, due to the control system, you have to spend all your time watching the control device in the corner of the screen and not the aquabatics.

Similarly with the swimming, you are spending so much time looking at various bars and indicators to be able to enjoy the graphics, which are enjoyable. As you are aware though, these things pall and enjoyment is magnified when you are in two (with an option of up to four) player mode.

Showjumping is very weird, you have a behind the head view along with a map and, believe me by the time you have been playing it for

five minutes you'll be unconsciously jogging up and down in your seat in time with Dobbin. This is fun but it is very, very, strange.

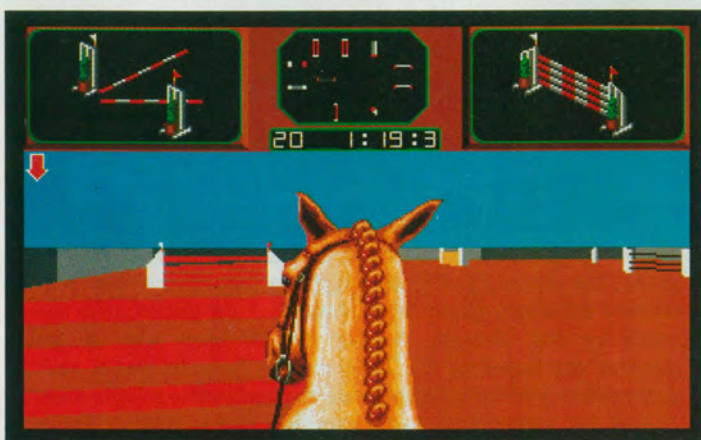
When I used to go cycling, I can never remember returning home with a sore wrist (no comments please), but here you do. Yep it's the good old waggle your joystick control method that has jogged many a pint off the arcade machine in my local. It's a real pain in the hand and you do look like a geek but again these criticisms wane in the two player mode.

## Stop the pigeon

The last event is shooting and, as in the other sports, there is a variety of events, skeet and target and so on. All of which rely rather heavily on your reflexes with the mouse.

This was my favourite sport though as it's an Olympic class sport there is none of that gratuitous violence that appeals so much.

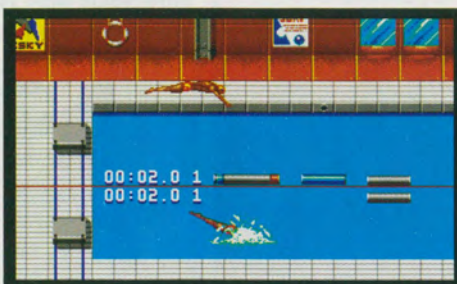
You see, pigeons are clay and the boars are wooden. So there isn't any blood and gore to get your teeth into. All of which leads us to the piece de resistance of the game, or



● *Dodgy Dobbin the dapper nap approaches another fence, judging by his last attempt he's not so nimble now...the glue factory beckons*



● *The young Portuguese medicine man is a real long distance guy can you stand the pace though?*



● *It's aquaman off to a flying start, keep your eyes on the bar or you'll be suppin' chlorine*

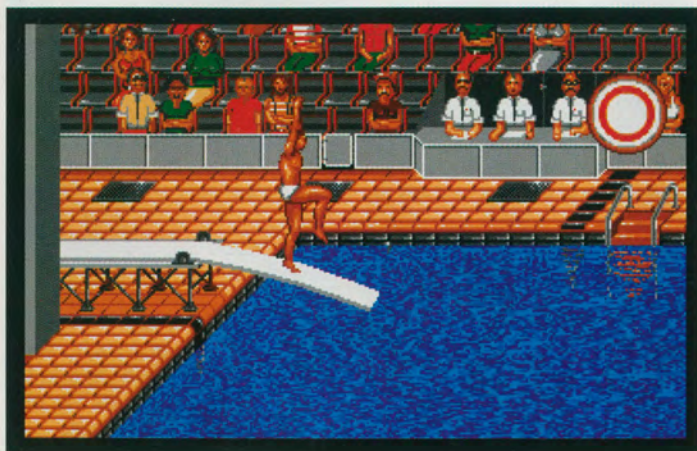


● *Another one bites the dust, I've got no sympathy for these little varmints*





# SPORTS CHALLENGE



● This is the first Cherokee entrant in the diving arena. After this little dance it's down to you to follow the guide in the top right



● Pursuing the opposition...you'd better get a wagglin' that thar joystick, more power to your wrist

at least it appears to me that this is Empire's favourite part: the marathon. This is played as a real strategic sport along the lines of Chris Brasher's quote: "Marathon running, the most punishing event in

the world's sporting calender, is all in the mind."

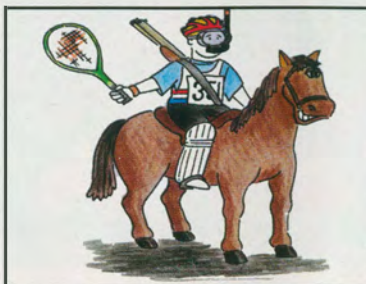
Just who Chris Brasher is I'm sure I'll never know, but I know what he's getting at. And it is this mental aspect that is emphasised here, you only have to waggle your joystick to adjust your speed, not all the way through the race.

Along with this, you have to gauge such things as your effort, your rhythm and even slipstreams – if you are running in the pack. The idea is to have you gripping the edge of your seat with the excitement of it all...but it didn't me.

You see, marathon runners, when they are in mid race pass through the pain barrier and get a massive blast of natural painkiller courtesy of a gland in the brain. In this though, you don't get a blast of painkiller to set your mind in a nice relaxed and peaceful frame, so you just get bored by it all. If you've got a sports sim then you needn't bother with this, except as a curio. If you haven't, it could fit the bill. **Simon**

## ACTION ANALYSIS

*There's a lot in International Sports Challenge to get involved with. Lots of events and difficulty levels and so on. However, you aren't grabbed by any of the events or enthralled by an overall Olympic ambiance. As is tediously becoming the norm, the sound effects are bobbins. There is a nice New Order meets Rocky signature tune but other than that everything from shooting to swimming sounds like a maniac wrestling with Bacofoil. Empire should be commended for rejecting the tired and tested athletics format, but I couldn't eek out any stunning gameplay.*



79%

## ACTION

£29.99



1-4 PLAYERS

Produced by  
Empire

INFO





# ORK



***It's off to the trials on a far off planet. Are you up to the challenge or will you flunk it?***

**L**et's get it out of the way with right here. Yes, the character does move like the one out of *The Killing Game Show* and yes, the two games are completely different...

The whole scenario behind *Ork* is a little tedious to be honest. You are a prospective captain of a Heyadahl battle-cruiser, but before you can be promoted to this esteemed rank, you have to get through training.

Only then will you be accepted as one of the best. This hardly sets you up for a big atmospheric planet-saving battle. Deadly as the training may be, it's no substitute for believing that you're saving a race

of people. Or is it me being picky? The game itself pulls its socks up however and the world where the action takes place is weird to say the least.

The monsters (especially on the first level) are prehistoric in style and you can expect to come across all manner of beasties. From Ptery-dactyls right down to the full grown, Nessie-type dinosaur (and yep, I haven't a clue what they're called!).

## Weird weaponry

Your character (Captain Ku-Kubal) sits astride a sort of two-legged mechanical beast that walks along and is mounted with a very large gun. If you want a sort of rough idea of the way it moves, just think of the



● *If it isn't Nessie, popping her head up and trying to kill you. Timing is of the essence here as one bad move and you'll be fried alive*

Scout Walkers in the *Return of the Jedi*. The gun I mentioned is more than capable of blowing away any of the thingies you'll come across. Some naturally, take longer than others to finish off but the end is the same for everything you decide to shoot at.

Certain creatures (like the sort of spiky tortoise) can only be hit when they are walking about. When

they stop and hide under their protective shell, they are completely invulnerable, so timing your shooting is also important.

It's probably about the right time to mention that *Ork* isn't just about blasting dinosaurs. There's a lot of puzzle solving to be done too. Sometimes you'll need keys and other security devices to continue further. This can then lead to a mass



● *That jetpad could come in handy. Now all you need is a little fuel and off you go up in the sky above all those nasty little creatures*



● *A quick trigger finger is required to wipe out this flurry of aliens attacking you. Your power is displayed by the indicator in the top middle of the screen*







● The gold you need is in there, you'll have to get through that locked gate first though, and that means you've got to get the key of course

search around large areas of the game, hunting for the right object.

While traversing the levels you will come across computer terminals which you will be able to access and operate. These come in handy if you've located an object and are not sure what it's for. Analysis of items is only one feature though. With the correct pieces of equipment, a scanner can be brought up to show you a rough map of the area.

### Jet Lagged

Later on in the game you can also locate fuel which, when used in association with a jetpad, will operate your jetpack and allow you to fly around wherever you want. Once that fuel runs out, it's back down to earth though. Care must be taken that you don't end up in a place where you can't escape from.

Graphically, the game is pretty good, although the colours can be pretty bland at times. There is also a

tendency at times for the main sprite to blend in with the background and sometimes you are straining to keep track of where you are.

As far as sound is concerned, this is one of the few games this year where you can say the sound is of a good quality. A lovely intro tune is accompanied throughout the

game by beefy sound effects that help make it that bit better than most of the games out there.

Psygnosis really do make an effort with their presentation and sometimes it outshines the final product. Fortunately, this time, the combination is good enough to carry this through.

Paul



● There is a heavy element of platforms in Ork and learning to jump from one to another is important early on



● You've paid your toll and the Guardian of the Gate opens the passageway to the next level

## ACTION

£25.99



1 PLAYER

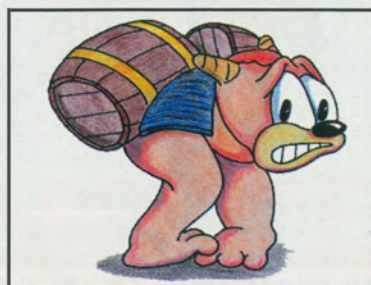
Produced by  
Psygnosis

## INFO



## ACTION ANALYSIS

*This was so close to getting a rating. Unfortunately for Ork, while being a really good game, once you get into it a couple of niggling things lost it marks. Most noticeably the sprite being awkward to see (just have a look at the screenshots) and also the precision that some things have to be done with. For example: dropping the gold at the toll gate. Do it in the wrong place and you're left sitting there! However there are many redeeming features. The sound is good and the gameplay is addictive, as is generally the case with Psygnosis games. Definitely worth a look.*



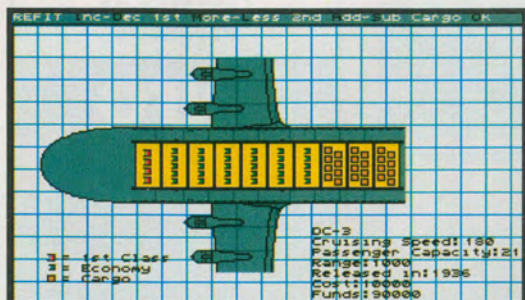


# AIR BUCKS

**Richard Branson did it. Freddie Laker almost did it, now take your chance to rule the air...**



● This is where it all takes place, the world! Get your aircraft flying all over it and you'll make a fortune!



● So how much cargo do you intend to carry and is there enough demand for first class seats?



● There isn't much cargo to pick up, looks like that cargo space might as well be converted into seating the masses

**R**ailroad Tycoon was one of those games that you really had to play to appreciate. To look at, it was drab, tedious and had absolutely no lasting appeal at all. To play it though could hook you almost instantly and keep you there for hours on end.

Air Bucks is Impression's answer to the Microprose giant. Normally associated with war games it's their attempt to broaden out a bit more into the strategy market in general. The idea behind it is more or less identical, except the trains have been removed and replaced with aeroplanes, so now the whole world is your oyster and no destination is too far away.

## Wing and a prayer

Every airline has to start somewhere and yours begins with just one plane in 1946. All you've got is a crappy old DC 3 and that can only fly as far as a well lofted golf ball, before being refuelled. Another problem is that you only have the rights to land at one airport –

Miami, and as flights to Miami from Miami are not really what the public wants. It may be an idea to acquire the rights to land at another airfield a suitable distance away.

## Know your rights

The rights are obtained by a trained negotiator and once they're firmly in your filing cabinet you can plot a few routes and maybe even start raking in a bit of cash. Expansion is the name of the game here and more planes will be needed before the business starts to flood in.

These extra aircraft can all be fitted out to exact requirements. For example if a cargo plane is what you require then a cargo plane is what you can have. Having said that if a luxury airliner is needed to ferry important passengers between two major cities then with a few mouse clicks, one will soon be waiting at your airport.

The idea is to get a decent monopoly offering good prices and a top quality service running world-wide. As time goes on better advancements are made in technology and before you know it you

could well be the world's only Supersonic airline! When all's said and done, Air Bucks is a brave attempt to emulate one of the classic strategy games of all time. It isn't as good, but then could anything beat Railroad Tycoon? **Paul**

## ACTION

£29.99



1-4 PLAYERS

Produced by  
Impressions

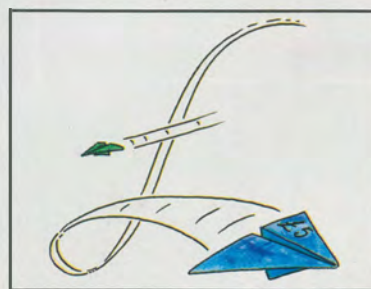
## INFO



● How comfortable do you want your journeys to be? Is service your middle name? Do you care or do you just want that money at the end of the day?

## ACTION ANALYSIS

*It's a pleasant change to see a game from this company that isn't a wargame, that doesn't involve mass troop movement and doesn't have big battles every two minutes. Air Bucks is obviously an attempt at doing a Railroad Tycoon style game. It could have been disastrous but they've pulled it off, making a playable simulation of an aircraft company. It's fun to play, the manual is informative and the graphics certainly don't let it down. If you've got railways stretching to all four corners of the land, maybe it's time to start flying there. It's much better for the environment.*



81%



● Zoom up close to examine the cities and see how far one is from the other, before planning your appropriate routes to the population centres



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● Having penetrated the rather weak defence, our striker lets fly a rather half baked attempt at the goal. No kissing and hugging this time fortunately



● Once again the bumbling obese referee interferes with the course of play, amidst chants of "where's your white stick, and dog you blind oaf, etc etc"

# EUROPEAN



● A high flying knee sends the yellow player to the floor and into a Maradona type huddle

# FOOTBALL CHAMP

**W**e've seen it all before – football this, football that. How many soccer games can one machine handle?

A couple of months ago we brought you a feature, showing practically any soccer game worth buying and also a section of games that were about as successful as Iceland entering a song in the Eurovision song contest titled "Do dah da hoc hoc."

If you happen to frequent amusement arcades or even your local boozier, it's more than likely you'll have played this already. Like its arcade counterpart this is the only soccer sim where you can punch and kick the opposition even if they are nowhere near the ball, just like the real championships.

That's as close as it gets to the recent competition though. This isn't supposed to be a serious simulation, just a jovial kickabout. The

game is not devoid of play acting either. Sometimes a simple tackle can bring a player to the ground. In an attempt to catch the referees attention they hold their leg and cry like a baby peeling a ripe onion.

This is a cracking game if you want slapstick humour. The ref plays a big part here; unlike those on other games who generally don't get involved. He is the fattest, clumsiest man you're ever likely to see in a computer game. Indeed, this doddering old fool even falls on his fat ar (watch it – ed) err face, and makes ridiculous decisions, disallowing perfectly good goals, something real life refs would never do!

## The Referee's a ...

This in itself adds a bit of character to the game, because initial elation can turn to anger when one such

goal is wrongly judged. This guy is as blind as a bat wearing a pair of FREE Game Boy Action sunglasses (plug). On the down side, the graphics are dodgy and the scrolling... well it may as well be flip screen as it's not very smooth. As usual a few cheers and thuds are the only sounds in the game but are effective

enough. Kickwise, double taps on the fire button can make your man do lots of spectacular moves, including back heels, diving headers and the posey scissor kicks. If you find yourself losing a game, simply hospitalise as many of the other players as possible. But make sure tubby doesn't see you. **Brad**

## ACTION

£25.99



1/2 PLAYERS

Produced by  
Domark

INFO



● As we can see here the game brings new meaning to "mark your man"

## ACTION ANALYSIS

*There's a very fine line to tread in this style of game; had the programming on the non-soccer part been a bit more extreme, we may have had a 22 man brawl on our hands. Instead, it is a soccer game, and although technically crap, it does redeem itself with all its original features, what with the heavy tackles and dodgy referee. If you're the kind of gamer who takes his football far too seriously and watches Saint & Greavsie on a Saturday afternoon, avoid it. If on the other hand, you can't kick a ball for toffee and like a good laugh, then this is for you.*



81%



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● Pan is victorious, well he would be! This isn't the most arduous of games, even for a game geek who rates as low as I do

**W**hat do we do with a drunken sailor? Well we ask him to program an adventure game that's what we do! Or at least that's what you do if you're in charge of the expensive and exclusive Hook licence.

You've seen the film, we've all seen the film. And if you haven't, then at least you can say you weren't drawn in by yet another great Hollywood marketing play. There were lots of stars and lots of childhood regression scenes – it

was very cutesy cutesy – and there was absolutely nothing else. In the game they have managed to follow this formula to the letter. There's a lot of advertising backing, there's a lot of cutesy stuff but apart from that there is nothing else.

However much I'd love to drag this game through the mire... I can't do it. I enjoyed the film, albeit on a very basic level, and the same goes for the game. The plot ties in very closely with the film and will be very difficult to describe without giving the game away.

You are Peter Banning and it is your job to become Peter Pan and rescue your kids from the tick-tock and crocaphobic Captain Hook. To do this you have to perform a series of tasks and problems, aided and abetted by the lovely Tinkerbell, appearing here in the guise of a flickering light with a serious emotional problem.

### Flash in the Pan

The action begins in the town, filled with various rough and tumble pirates and even a Doctor Chop whom I can't seem to place in the film. From here you progress to Hook's ship and then to the Lost Boys hangout, following the line of the film closely.

The graphics work very well and add a little humour to the proceedings as does the dialogue that you get from interacting with the



● Peter Pan... is this guy the youngest swinger in town or what? I think it's about time this chap thought a little more about growing up and being responsible

# HOOK

**Ready for some swashbuckling action? 'Cos here's the Pan...**

characters. Comparison with Monkey Island is unavoidable (for the lazy reviewer) and in this case Hook will not benefit.

Whereas Monkey Island has lots and lots of puzzles, has you traipsing over countless islands and could have you racking your brains for years, Hook has a few difficult puzzles but it won't take you too long to solve them and complete the

game. This is a pity really as like I said, I enjoyed the game. I mean, come on, who doesn't like Peter Pan? And who doesn't believe in fairies? If you just said not me then where exactly do you think Boy George is coming from?

If you're a real graphic adventure fanatic then Hook should prove to be a slight diversion for some short while, though I'd wager that

## ACTION

£25.99

1 PLAYER

Produced by  
Ocean

## INFO



● Dr. Chop the molar masher... I know Dustin Hoffman is the lead but surely this is a scene from Marathon Man, not Hook

## ACTION ANALYSIS

*Oh dear, so near and yet so far. This could have been a very good game and a challenger to Monkey Island if only a little more time had been spent adding to the puzzle element. The puzzles that are included aren't exactly the easiest there are, and will no doubt lead to a certain amount of head scratching but because they are so few, once complete the game will be redundant. So it's up to you. If you're sure that you're a real geek with these games then this could keep you happy but if you're a puzzle game fanatic then don't bother.*



78%





● These are supposed to be tough pirates but they look like a bunch of woosies from darn sarf who can't take their beer



● Everything is a bit up in the air for the Banning kids. Still, if you ask me, it's bound to be a little traumatic finding out dad dresses up with the fairies

you'd complete this quicker than most other games. If you are a real berk when it comes to these things then Hook might well be a good introduction to the kind of lateral thinking you have to employ to complete them and not a little ego boost to boot.

This really is a bit steep at 26 quid, whether I enjoyed it or not, and so I can't really recommend it – unless you are the type of game-splayer who is going to keep coming back to this time and time again. Nothing can be faulted apart from the longevity of it all, which is a real pity. The potential is here for the game of the year, it's just not realised.

**Simon**



● The watery bints have taken time out from chillin' with Arthur and Excaliber just to give our hero some aquatic advice

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● The entrance to this new world is not a pleasant one. Scaly creatures grasp your body and bind you



● Although you are not a weak bodied person, the restraints are too tight for you to slip out of



**don't know! These Ultima games are getting a bit like the Friday the 13th films aren't they? What's the next one going to be? Ultima 27 - Lord British draws his pension?**

Anyway, Ultima 6 is the latest in a long line (five? - Ed) of magical adventures set in the mythical world of Britannia. Ruled by the peaceful Lord British, the world has come under the influence of evil once more. You take on the role of the legendary Avatar, a man who has survived the most perilous of missions, as you attempt to rid the land of its menacing presence.

The Gargoyles, hideous creatures similar in looks to dragons and lizards, have infested the land, murdering the inhabitants and destroying the things they live for. As you start the game, you must first define your character. This is done by first

selecting your gender, a nice portrait of yourself and then finding out where your strengths lie.

A trip to the local gypsy will sort that out. When you arrive, she will sit you down at the table and ask you a few questions. Various coloured liquids will be poured into a beaker depending on how you answer. After eight questions, the liquid must be drunk to determine your characters skills and weaknesses.

### Same old scene

Once you get into the game, experienced Ultima users will see nothing special by way of change. The graphical content has been improved to give a lot smoother feel and the colours are reasonably impressive. Newcomers to this series will be astounded by the great attention to detail. Anything you can touch can be used if necessary and everything is how you'd imagine it, even down to the sleep-

ing occupants of the houses. The actual game is viewed using an overhead view that is pretty popular with games of this ilk. You and the rest of your team, incidentally the three guys who rescued you from the Gargoyles, must make your way around Britannia using the mouse, finding things of use and gaining useful pieces of information to lead you to your final objective.

The controls and actions of your party are done via the mouse and a selection of user friendly icons. Each icon is responsible for your main actions such as search, take, give, talk and fight. You can also look at each characters attributes and inventories by simply clicking on their name.

Starting off in the Castle of Lord British, you first talk to him to discover the various lores of the land and also gain some info on the strange Moonstone that you find in your possession. A brief fight will also occur

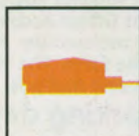


● You arrive home from school after another hard day. You settle down in front of MTV to relax to some decent music.

## ACTION

£30.99

1040 ONLY



HD

1 PLAYER

Produced by  
Mindscape/Origin

## INFO

# ULTIMA VI

**Want to know more about Ultima than Mia does?  
Read on and beat Mindscape at their own game!**





● Your captors seem to cry with glee and move away from the altar as a huge, beast appears



● You fear the worst and look forward to death as his hand is raised, signifying your end



● An arrow appears in the priest's head and your three pals unbind your pain ridden body



● You try to gather as much info as you can from a regular guard. He doesn't tell you much so you thank him and leave quietly.

giving you chance to explore and test combat system.

You will undoubtedly come into conflict during your many travels of the land. Combat is performed by way of a semi-automatic command system. Your characters actions must be decided each round of combat but the rest of your party can be given strict commands that they will follow. The most useful commands are the positioning of your men. Each man can be told where to stand and who to attack be it the smallest, largest or strongest of your aggressors. This is very handy in the heat of battle as it gives you the chance to organise your strategies.

The towns and villages are seen from the outside as in real life so you can't see inside a house unless you are standing in front of a door or window. Each building can

be entered at any time during the game, although you will have to break in if it's night time.

The contents and inhabitants can be examined, chatted to or even removed if necessary. All the people of the village will talk to you if they have time. They can offer you valuable information on everything that happens in the land. You can also ask them for help or even see if they are willing to join your party. Talking is done by typing in certain words or phrases. Some

words will be different in colour. Pay attention to them as they offer you a clue to what you should say next. Lots of things to do, see and feel (hmm) make this an absolutely smashing game. This will definitely appeal to fans of the Ultima series but is also worth trying out if you're after something different. **Jason**



● The sewers under the castle house some incredible creatures. Daros is the master of the sewer and he can provide you with some vital information

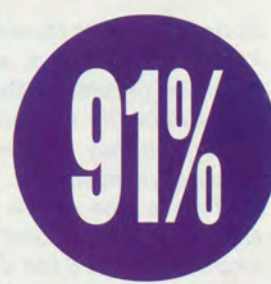
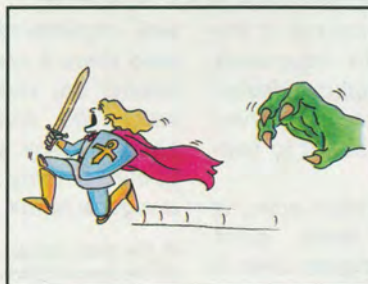
## Know your screen

1. This is your party of stalwart adventurers.
2. These icons can be used to control your team.
3. A text window will inform you of any changes.
4. You can use the Inventory to check your items.
5. From here you can alter what you are using.
6. Mia will tell you all you need to know about Britannia.



## ACTION ANALYSIS

Although this kind of game is usually limited to a certain audience, it will still appeal to the novices out there. The simple to use control system eases the frustrating gameplay and the character interaction keeps you aware of what's going on. The graphics are well detailed and animate reasonably well. A nice tune plays through the intro and character generation screens and a pretty samey tune blasts throughout the game. The music then stops whenever you engage in combat or talk to someone, which is pretty often. Overall, an absolutely fabby game!





# PD OR NOT PD

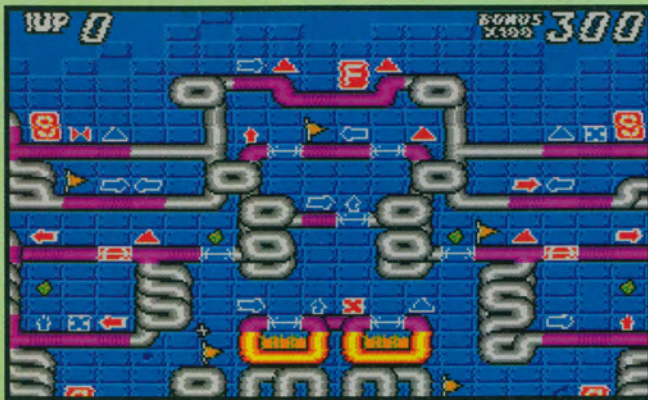
We've got some more PD goodies here this month. Go pig farming in **Sim Pig**, blast things with **Nova** and get lost in **Dungeon Lord**...

## SIM PIG

*Sim City* still has thousands of people hooked. *Sim Earth* was a massive success on the PC. Now *Sim Pig* has arrived! Manage a pig farm and grow a big healthy stock. Sell 'em off to the abattoir and make loadsa money! What's going on? Pig farms have never really been the subject of many computer games but if this is anything to go by there's definitely an untapped market!

Okay so it's supposed to be a parody, and it's written in STOS, but the novelty value alone sees it through the few downpoints. It's simplistic and for that reason it could well become one of the PD successes of all time! As you can guess, we liked it!

Details of *Sim Pig* can be obtained from Crown Software, 0753 823349.

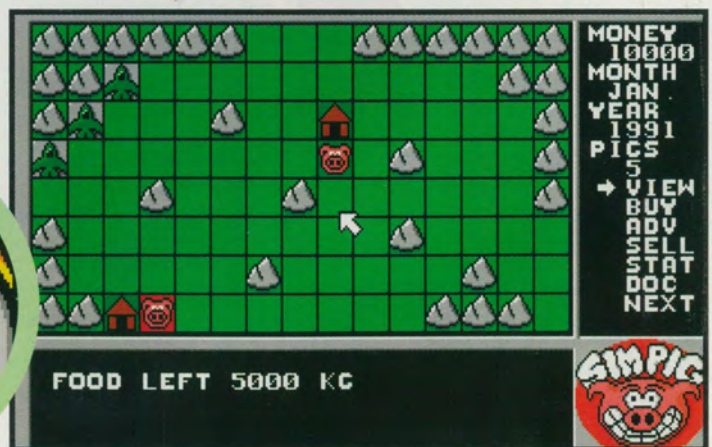
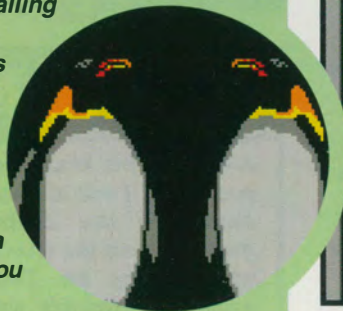


● Penguins may not be a regular source of material to make a puzzle game of. Now it's time for the cuddly arctic birds revenge

## PENGUINS

Cute arctic character time! Save the penguins from extinction by making a path for them that doesn't involve any sort of hazards. For one reason or another this reminded me (only a little mind) of *Brat* from Mirrorsoft. It was just something about the way you stop the little birdies from falling here, there and everywhere.

It's a puzzle game, and that is bound to stop a lot of people getting it in the first place but the graphics are cute enough and of a standard higher than you can usually expect from the PD market. This is well worth a second glance though, if you consider yourself a good judge.



● The game of the pig is here. Farm your way to a fortune, save your bacon and whatever you do, don't make any rasher decisions

## DUNGEON LORD

*Dungeon Master* clones are rife in the Public Domain and with Psygnosis about to re-release *Dungeon Master* and *Chaos* in one pack, DM fever looks as it may well be about to take off big style again.

This is one of the better ones, it scrolls quickly and really quite smoothly, even if the dungeon area is a little small. The combat system is

well implemented. For a couple of quid there's plenty here to keep you happy, so, design a character and enter the forbidden realms. You should enjoy yourself, especially if you've already waded through every dungeon in the country!

● The dusky maiden is carried from the dungeon by the rampant hero. *Dungeon Lord* will appeal to all manner of maze freaks







● Just one life left and wave after wave of alien spacecraft come zooming towards you relentlessly. What happens next...you die!

## NOVA

Hmmm, PD shoot'em-up time again. This is one of the best there is though. It's fast, scrolls well, has plenty to shoot and imaginatively designed aliens which all add together to make this a nice little disk.

Set in space with nothing too clever about the plot, *Nova* is okay when you've got that proverbial 10 minutes to spare. *Xenon 2* it isn't, but it's a whole lot better than the majority of offerings these days, have a look at it on our cover disk!



● It doesn't look brilliant does it? Thankfully it moves quickly, scrolls smoothly and is addictive enough to make you come back for a bit

## BLAT!

*Tetris* is an 'in' word in the computer fraternity at the mo; everywhere you look you can see blocks falling all over the show.

People wake up screaming things like, "Aaaar-gggghhhh! I can't fit that in anywhere!" Millions of dads across the world suffer regularly from *Tetris* finger! A spin-off game called *Columns* is becoming increasingly popular, especially on the Sega consoles. The idea is the same really but you have to get columns of matching colours, generally of three or more blocks to make them explode and disappear.

These lines can go anyway including diagonals, so some interesting chain-reactions can be started off, hopefully removing as many blocks as possible, thus prolonging your game for a while. *Blat* is the best ST version of the game we've seen so far but it will unfortunately only run on an STE. Okay fair enough, but the patronising message you get upon trying to load it on a regular STFM is extremely annoying.

If you've got an STE though and like things like this, you can't really go far wrong.



● Alright, so we've seen it all before. This time though it's all been done a lot better and made far bigger, spreading itself over four whole disks

## PHALEON GIGA DEMO

It's been in development for almost two years and has been built up as the king of all demos. Does that mean scrolling messages with crowns on. Well, I'd be lying if I said there were no scrollers waiting to pop up and annoy you at every available opportunity but there really is an awful lot of other stuff tucked away in there somewhere.

The thing that separates this demo from most of the others is the novel menu system. There's different menus, including a couple that are very reminiscent of *Shadow of the Beast* and *Dungeon Master*. In the *Beast* one, you control your character with the cursor keys and enter the doors by pressing enter. It all looks identical to the game itself, even the parallax scrolling is there in all its glory.

The *Dungeon Master* section is a little more tedious, as it involves wandering around the place desperately trying to find a screen to look at. It's all nicely done but some people just hate mazes, and I'm one of 'em. Doubtless some people will enjoy spending years wandering around looking for goodies. Not me though!

The demo comes spread across four disks and is an essential purchase if you collect this sort of thing. Plasmas are definitely my favourite graphic effect (the screenshot will only give you a rough idea of what to expect if you've never seen them

before) and there are a good few scattered about in there.

Something for everyone who likes demos really. Easily the largest demo ever on the ST and you can check it out at Caledonia PDL. There's even a puzzle/platform game just in case you get bored.



## WHERE TO GET IT FROM:

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

Caledonia PDL, 250 Oldtown Rd, Hilton,  
Inverness, IV2 4PT

PD4U, 4 Sintonville Ave, Belfast BT5 5DG

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- U001 Dir printer, RAM disks, Snapshot screen save, Desk Acc. loader.
- U003 Desk Accs formatter, calendar, Disk Manager, calculator
- U008 68000 Assembler, Address/Mailing List, Autodial Utility
- U009 PICSWITCH 7 changes pics graphics res, Mono/colour emulators, SWITCHER, 2 probs in memory FSEL 5.5
- U010 STE BOOT UP, boot medium res
- U014 ARC file compiler, BI CLOCK set time/date, MONOEMUlator v5.0.
- U016 IBM compatible disk formatter, ARC SHELL v1.91, MEGA formatter
- U019 DRFLIPPY, disk editor, SCODE make ASCII for data transfer
- U023 Packed with various probs for printing all kinds of labels \*M\*
- U024 CHK 2.3, All you'd need to know about a disk. IBM MODIFIER, alter DS Atari disks for use on IBMs.
- U027 ANTIDOTE, detect & kill most bootsector viruses.
- U028 DISKMECH disk analyser/archiver/editor, edit/format sectors etc. full docs, CPANEL
- U030 AMC GDOS
- U032 MOUSE TRICKS, extensive control over mouse, movement etc.
- U033 MX-2 v2.3 a multi-tasking environment, up to 7 concurrent tasks. \*D\*
- U034 DOUBLE CLICK format v3.03 910 sectors, 80/82 tracks.
- U035 DEC edit clone. Disk engineer v3.01 do asborts to a disk via GEM.
- U040 AUTO GEM autoboots Gem programs, VC Spreadsheet non-GEM.
- U041 ADDRESS LOG, Address book & label printer, disk catalogue.
- U046 SUPERKILLER detects 5 viruses, 7 anti-viruses.
- U050 GEMINI Desktop replacement. English version "DXS"
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- U057 GEMDOS USER GUIDE, full of info about GEM-DOS
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- U063 MEMFILE 2.0. Memory and disk editor with powerful features.
- U065 STDOCAT v4.0, disk catalogue.
- U067 ARCSHELL v3.0, Arc V6.0
- U068 HIT-CHICKERS PD shareware disk 2.0
- U069 ST Zine shell, Disk map development tool.
- U070 SUPERB Intro creator, sprite, pics, text & music
- U073 SUPERBOOT V7.0
- U075 ST TOOLS, many features
- U077 GOODIES, multiple featured desk accessory
- U080 JAMES, the desktop butler.

## GRAPHIC, FONT AND ART/DRAWING DISKS

- A005 PALART, excellent art program with full doc files. \*C\*
- A009 COLUMBIA, Drawing prog, some 3D elements. Studio (\*X\*), Drawing package. Both German
- A012 DODDLE, mono & colour versions. Also some Mandelzoom pics.
- A013 ST GRAPH, Comprehensive graph prog, handles bar, horizontal/stacked bar, line & dot charts.
- A015 FONTS2, 7 screen/desktop fonts, inc. Columbia, Devoll, Hudson
- A018 CANVAS, great art package
- A020 PALETTE MASTER, art package, up to 512 colours. \*C\*
- A024 FRACKTAL drawing program from Germany, Mono/Col.
- A025 FONTKIT 3.31 \*D\*
- A027 ANI-ST, ex-commercial package, quality animation system
- A029 MASTERPAINT drawing package, excellent, Mono & Col
- A030 PICWORKS, enlarge/reformat pics up to 3 times normal size. \*M\*
- A034 PUBLIC PAINTER, \*M\*
- A036 SNOOPY cartoon pics. \*C\*
- A042 STCAD v2.1, a med/high res CAD package. Full docs. CALC-PLLOT, scientific calculator
- A043 THE ARTIST, Great drawing package with many options. \*M\*
- A048 JIL CAD, Shareware. \*XD\*
- A053 MOVIE CONSTRUCTOR, FACE ANIMATOR. \*M\*
- A054 SIMPLE DRAW v3.4, art package. Docs foreign. Med/Hi-res
- A059 MASTER DODDLE, shareware art package for the younger user.

## CLIP ART

- C002 Human figures, cartoons, titles.
- C003 Sports figures, July 4th logos.
- C010 Occasional Clips, Characters etc.
- C011 Loads more fruit, vegetables.
- C012 Herbs & Kitchen parts.
- C013 Humorous clips, Letters A-Z
- C015 Babies, boys and girls
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- C017 Ardeco, Baby boy & girl
- C018 Varied Humorous Clips.

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- S001 DATABASE 1, GEM driven database.
- S002 ST SHEET, quality spreadsheet. \*C\*
- S005 B/STAT v2.01, sophisticated graphing & stat analysis. \*DX\*
- S007 OPUS v2.2, GEM based spreadsheet & charting program. \*DX\*
- S009 WG DATA, high quality DTB. Full docs.
- S011 DOUBLE SENTRY, fully working accounts package (no VAT)
- S012 PERSONNEL DTB, Names & addresses DTB.
- S013 INVENTORY PRO V2.0 stock control system.
- S014 TCOS, tree structured DTB.
- S015 ZAPCARD easy to use card type DTB.
- S016 SHEET V2, spreadsheet. Similar to Lotus 123. docs.
- S017 DATAPLOT, sophisticated data plotting package.
- S019 FASTBASE, absolutely brilliant, sophisticated shareware database. Excellent features.

## WORDPROCESSING & DESKTOP PUBLISHING

- W001-006 TEX, 6 Disk Pack, document processor. \*M\*
- W008 1st WORD wordprocessor. Professional fully GEM based
- W009 Easy Text v1.2 fully working DTP demo (w010 for DS users)
- W013 STPAGE, super fast editor
- W015 HYPERTEXT, Shareware prog. Produce professional docs. \*MD\*
- W017 ST Writer Elite V4.1 top quality wordprocessor
- W018 WORD 400, Desk Accessory WPR. Fully featured

## PROGRAMMING/LANGUAGE DISKS

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- P002 STOS SOUND FX creator.
- P008-P10C LANGUAGE DISKS 1, 2 & 3 of Elementary C, a set of 3 disks.
- P012 CPM EMULATOR, CPM-8 v2.0.
- P013 CPM UTILITIES for P012.
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- P019 Nigel Smith's ST 6800 pop-up ref. guide.
- P020 SOZOBON C, Great C compiler. \*D\*
- P022 SPRITE EDITOR, Create and save sprites.
- P023 C TUTORIAL, disk manual
- P026 MKRSC a simple GEM resource construction utility.
- P027 MODPAS, Pascal Compiler. \*D\*
- P029 GFA EXPERT, all you need to know about GFAv3 basic.

## GAMES DISKS (colour unless stated)

- G001 Warzone, Daleks, etc.
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- G016 NAPOLEON, wargame sim. \*M\*
- G017 EMPIRE BUILDER property developer, LOST TREASURE & JUMPSTER
- G018 RUSH, move bricks to create a way out for the ball.
- G020 YAHTZEE, popular game.
- G021 UPSTART shoot cherries. \*S\*
- G022 COMPANION shoot 'em up in outer space
- G025 ENGLAND Team Manager
- G027 DIE ALIEN BLOB, a great shoot 'em up, excellent graphics.
- G028 TREASURE SEARCH, find the hidden treasure. \*SD\*
- G033 ADVENTURE WRITING SYSTEM
- G037 TUNNEL VISION, maze game
- G038 BERMUDA RACE 2
- G039 INVASION, adventure
- G041 Hack! is a D&D adv.
- G045 AYATOLLA, terrorists attack. \*S\*
- G046 ROBOTZ, 40 levels, great
- G047 FRUIT MACHINE simulator
- G056 SLIDE, 3 levels, puzzle. \*S\*
- G063 SOLITAIR 3D graphics. Macpan. Galaxy & Sprengmeister. \*M\*
- G064 ATOMS mentally challenging, KILLERCHES fast & furious, AMMO TRACK'S a superb race & blast 'em.
- G068 SKIDPAN, motor racing. \*S\*
- G069 STOCKMARKET, Wheel & Deal, Galactic Warriors, shoot 'em up.
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- G090 TALESPIN, Wolf and 7 kids
- G092 FUZZBALL platform game
- G093 SHIPWRECK, educational maths with graphics. \*S\*
- G094 ZOG a great blasting game, SUPER SENSOR!
- G095 A DUDLEY DILEMMA, adv.
- G097 WIZZARD'S LAIR adv.
- G098 UNDER BERKWOOD Massive graphic adventure
- G100 NAVAL BATTLE, Battleships
- G102 CENTAURI, shoot 'em up.
- G106 VIRUS, great graphics & sound. \*S\*
- G108 FLYOVER, bombing raid
- G109 GLOB, you collect cherry cakes while avoiding pursuers.
- G111 TRACKER, you drive your tracker through enemy territory.
- G112 OVERLANDER, shoot 'em up.
- G113 CHANCE, battle the Archons.
- G114 ESCAPE FROM THE TOMB OF RA.
- G115 MUTANT, reactor out of control, rollers mutate.
- G116 KEY TO ATLANTIS, underwater scrolling shoot 'em up.
- G118 MARS MAZE, platform game.
- G119 STEEL, blast everything.
- G122 HEDGEHOG, Frogger clone. \*S\*
- G123 THE NAME GAME, editor.
- G128 TARK, great text adventure
- G129 BATTLE FOR THE THRONE.
- G130 LLAMATRON, a great Shareware game by Geoff Minter. \*D\*
- G131 VIDEO POKER, Las Vegas poker playing machine.
- G132 DERRICK THE DROID, platform, shoot 'em up & puzzle game in one.
- G136 PORK II, ZORK send up.
- G137 MORIA: Fantasy RPG. \*D\*
- G138 SHOOT 'EM UP BUILDER KIT. \*D\*
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- G145 ELVEN CRYSTALS II: Adv
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- G172 ENTOMBED, platform 5 levels.
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- G177 GRAV, rotate & thrust.
- G178 MAZE, split screen, 2 players & editor, great.
- G181 OZONE, platform/puzzle, many enemies, shareware game.
- G182 PDBOLO, excellent Arkanoïd clone, colour & mono. \*DX\*
- G183 INFILTRATION, defeat the aliens, shareware.

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- CD009 HAGTERM ELITE v3.3 powerful shareware comms package

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- MO16 CASIO CZ SOUNDS & EDITOR
- MO20 XBIOS Music Const. Kit
- MO21 PERCUSSAMAN, 4 track, 16 instrument, synthesised sequencer.
- MO22 SOUNDTRACKER PLAYER & MODULES. D\_DREAD 1, D\_DREAD 2, PAT\_MIX, RVB, DEMO, SPREAD.
- MO25 MFP, Music design package. \*DXM\*
- MO26 CHORDX tool for learning major/minor chord shapes.
- MO29 MIDI v2.0 monitor, Med/High res. Shareware EX800 v2.0.
- MO31 DBR4802, daybreak stop time sequencer v.3.
- MO35 ACCOMPANIST 2.4, 16 voice shareware sequencer.
- MO40 EDSYNTH 1.2 music synthesiser.

## EDUCATIONAL

- E002 WORLD MAP GAME
- E004 Spelling Made easy
- E005 SPELL WRITER, design & print rebuses. Samples included.
- E006 BARNYARD, pair the animals from memory. \*C\*
- E007 WELCOME TO CHEMISTRY V2. \*S\*
- E008 CHUNNEL, A French to English & vice-versa tutorial game. \*C\*
- E010 PERFECT MATCH, PENTOMINOES
- E011 TYPING TUTOR (2) with full documentation.
- E013 MATHS MADE EASY
- E014 KIDGRAPH, KIDMUSIC, KIDPIANO, KIDPOTATO \*C\*
- E015 KIDPUBLISHER, KIDSONG
- E016 DOT 2 DOT, includes creator.
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- F005 CONSTELLATIONS, A comp rehensive astronomers disk \*M\*
- F006 PLANETARIUM, get stats on almost any planet or moon.
- F009 THE PLANETS. \*D\*
- F012 AUTOURITE, working demo covering the south of England.
- F013 POOLWISE V3.5, pools predictor, MED RES.
- F016 ST TOUR, guided tour.
- F017 YOUR SECOND ATARI MANUAL.
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- F029 COMPACT OFFICE MANAGEMENT, excellent accounting program for small business and sole traders. Comprehensive. \*D\*

## DEMO'S

- D005 THE DEFINITIVE DEMO. \*D\*
- D006 SLATATANCY CULT, Music Demo I & II. \*D\*
- D007 ASTERIX DEMO.
- D008 BOMB THE BASS.
- D009 TRANSYLVANIA DEMO. \*D\*
- D010 SOUND CONNECTIONS. \*D\*
- D011 THE NEW YEAR DEMO. \*D\*
- D012 STRINGRAY DEMO.
- D017 COUNTERPOINT DEMO.
- D018 CUDDLY DEMOS. \*S\*
- D019 MASTERSOUNDS DEMO.
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# Dungeons and Disk Drives

**People who played text-based adventure and RPG games used to be the objects of ridicule as they were seen to be boring and unsociable nonces. This is all a thing of the past now as the games have become a lot more advanced with excellent releases such as Amberstar and Ultima VI. Join the Ed as he gives you a run-down on what great RPG/adventure games you can buy for your ST.**



# The Best Adventure

The adventure and RPG scene has usually been restricted to a certain breed of gamer. Fortunately, this seems to be changing.

A lot of people still consider RPGs and adventures to be one and the same. This is true in some respects as you always put yourself in the shoes of a fictional character to perform a mission or quest. The differences between the two game types are usually something to do with the time setting, character generation process and user interface.

Most RPGs are set in a golden age of wizards, warriors and elves where lots of magic and sharp steel rule the world. The adventures can be set in any time period with any type of character from Alice in Wonderland to Leisure Suit Larry.

The character generation and improvement process of RPGs is one of the main attractions. People always want to improve and given the chance to be a powerful wizard or a six stone weakling, I know which one most would choose!

The text based adventure games are long gone with only a few games still using this aging method of control. The obscure adjectives and ridiculous sentences just didn't score highly enough in gameplay and longevity was always questionable.

Anyway, whichever kind you prefer, the few I've mentioned will perhaps help you when you're contemplating adding to your existing collection of RPG/adventures or starting off in the wonderful world of make believe.

## RPGs

### Amberstar Thalion

One of the best Role Playing Games I've ever played. This seems to have thought of everything from convenience to thoroughly compelling gameplay. Combines lots of interacting tasks with an excellent control system and quick, uncomplicated movement.

Everything is identified with a simple point of the mouse cursor and all collectables are icons, for easy recognition. Atmospheric graphics and a mystical tune add to this amazingly addictive piece of software. A sequel has already been penned in and is currently under development, so keep your eyes peeled.



● Amberstar is one of the best Role Playing Games ever. Fabulous graphics, gameplay and sound make it a winner

### Elvira II—Jaws of Cerberus Accolade

Successful sequel covering the raunchy exploits of the Mistress of the Dark. Elvira II classes as an RPG in my mind because the more puzzles you solve, the higher level of experience you reach. This in turn allows you to cast more powerful spells and attack faster and harder. The graphical content is very well done with some nice background shots, and the characters you meet all look the part too. Gruesome effects with a tune to match make this a definite buy if you're after a shocking experience at night-times!



● Working out the whereabouts of super vixen Elvira can be a real harem scare, if you know what I mean

### Ultima VI Mindscape/Origin

Set in and around the imaginary world of Britannia, Ultima VI follows on from a series of progressively better RPGs from American based Origin. Nice graphics and a user friendly icon system that controls your movements.

Filled with lots of things to do and many creatures to fight, the only criticism with this is the slow movement of your party. All this aside, it's still a top class product.



● The realm of Britannia calls for your help once again in Ultima VI. It is your duty to help them if you can

### Legend of Faerghail Reline Software

Pretty unknown when up against the likes of Ultima and Amberstar, but this game scores highly in playability.

Nothing special in the graphics or sound area, but it contains that certain something that draws you in and doesn't let you out. There's also an easy-to-use character generation option that gives you several chances to find your ideal party.



● Although it is not the prettiest game to look at, Legend of Faerghail offers limitless playability and things to do





# re of All...

## ADVENTURES

### **Monkey Island** US Gold/Lucasfilm

Justifiably rated as one of the best games available. Take the role of would be pirate, Guybrush Threepwood, as he embarks on an adventure of a lifetime. Complete the three trials to successfully become a pirate and then find the evil pirate LeChuck on his deserted Monkey Island where the love of your life has been kidnapped and is faced with a marriage proposal she can't refuse. Fabby graphics, neat sound and side-splitting humour make this a classic.



### **Indy Jones and the Last Crusade** US Gold/Lucasfilm

Become the architectural adventurer in this fabulous adventure as you search for your father and the legendary Holy Grail. The game is set in 1938 and Adolf Hitler is searching for the most elusive artefact of all.

Using your father's diary, you must first locate him and then find the Grail before it falls into the hands of the Third Reich. Inspiring graphics, atmospheric audios and the chance to become the most famous Steven Spielberg character ever created. A superb game.

### **Lure of the Temptress** Virgin

Rightfully billed as Britain's answer to Lucasfilm and Sierra titles. Revolution Software's LOTT gives you control of an unsuspecting peasant boy who goes by the name of Diernid as he tries to free the land from the clutches of the evil Temptress and her hordes of nasty Skorls. Beautiful graphics, digitized sound and an easy-to-use, novel control method take this home grown product way out in front of the competition. Can you afford to miss it?

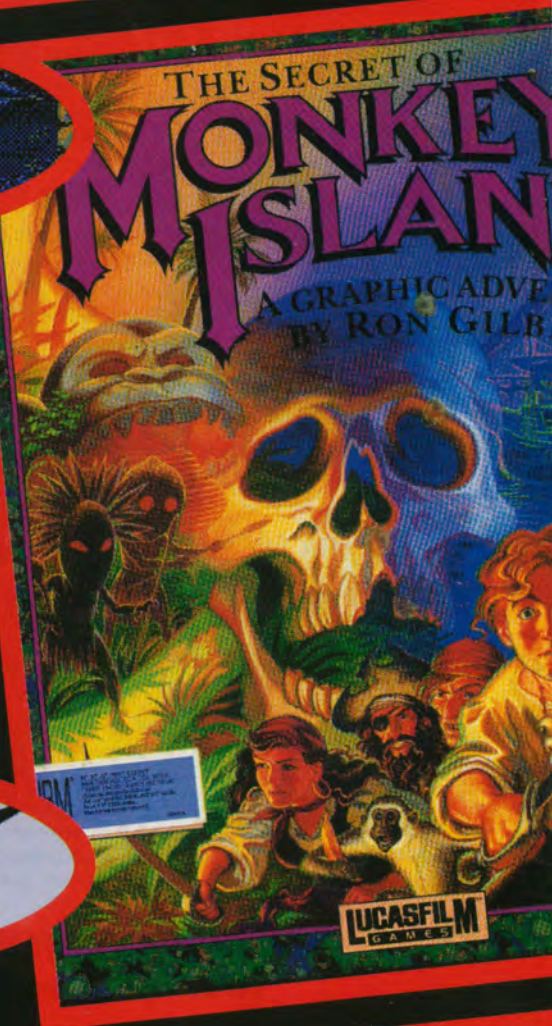


### **Zak McKracken and the Alien Mindbenders** US Gold/Lucasfilm

Hmm, definitely slips into the different category. You play a pretty average reporter who has just uncovered an extra terrestrial plot to rule the world. Using the many phone lines around the city, they are somehow managing to turn everyone into mindless cabbages. You must uncover the ET's behind it and put a stop to it before it's too late. Doesn't lose anything, even though it is a lot older than its main rivals. A good, sound product.



**I hope this helps you if you are about to make the transition from mindless shoot'em-ups to intellectual and stimulating adventures. Happy gaming!**





# SMALL STAKES

**Come on budget buyers, if you want to know the hits and misses of the month of the latest releases, read this...**

## PANG

**The Hit Squad £7.99**

What a laugh this is, balloons are invading and you – Pang – have to travel through various locales in order to rid the poor world of the megalomaniac party decorations. The biggest feature here is addictiveness, Pang is the opium of the puzzle game world. You progress rather well at first and this draws you in but after a few levels things start to get pretty tricky and very frustrating. The graphics are fine and all the pick-ups, like time stops and different weapons add to the fun.

As do the between stages; Japanese style graphics of Bonsai Ninja types, I've been running around in my pajamas with a headband on all week. Say sayonara to the hot air menace and blast them to the great rubber rest room in the sky.

**75%**



● Hey is this chap cool or what? How much enthusiasm do you want, and I've only made it to the second level, pretty dodgy hat...but I won't take the pith

## NIGHTBREED

**The Hit Squad £7.99**

Ooooh! How scary is that box cover? (Reviewer holds hands 8 foot apart) that scary. And how scary and atmospheric is this game?... Ooooh about (reviewer holds hands 8 millimetres apart) that scary.

This is a pretty dull old time, the graphics are gaudy and very unrealistic and gameplay is dull, though normally I enjoy this kind of scary (ha) platform shoot'em-up. Add all this together and you just can't be bothered carrying on, I killed off my character so many times he thought he was a sprite from Lemmings. On the box cover a mag called Nothing sorry Zero says it's a "...compelling and rewarding game...plenty of atmosphere."

Je pense pas. Don't bother with this, just read the Clive Barker books and spend your nights wide awake listening to the water in the radiator imagining it to be an axe-wielding psychopath from Milton Keynes or somewhere equally as vile.

**50%**

## YOGI'S BIG CLEAN UP

**Hi-Tec £7.99**

"Heeeey Boo Boo, I'm in my 0000wwwwn game and do you know what?"

"What Yogi?"

"liiii's bobbins."

This is a pretty sloppy job and a resounding 'MISS' from the resident panel of Albino Albanians. Nope, don't bother with this, it appears to be fun at first but you'll soon get bored. Control is really difficult and tends to nark you off tremendously. Graphically it's very good, Yogi is very true to life – or fiction depending on your outlook – which leads me to believe that so much time was spent on Yogi and the license tie-in that everybody and his dad forgot about playability. I didn't though, I got bored after five minutes....This game is what bears do in the woods.

**49%**



● Looks great doesn't it? Yeah well, don't be lured in by good looks or you could end up with a game true to the license that's no fun to play

## HEROES OF THE LANCE

**Kixx £7.99**

No no no. Get this game out of my sight. I don't want to be a wizard...or a troll...or a chieftan's daughter. I don't care about skill or dexterity or want to rescue the coins of Croydon (shouldn't that be the Disks of Mishakal – Ed).

There is a lot to be done in this game, lots of work reading through the whole kit and caboodle understanding the lie of the land and generally being a Dungeons and Dragons freak. You know the score, in Bod Monthly some geeky anorak chap will tell you that the more you put into this game the more you'll get out of it...still they told me that in the Cubs...and then they made me get out. If you want to waste half your life trying to be a Hero of the Lance (I can't get rid of this image of a nurse in a loincloth approaching a boil) then by all means play this, I have no complaints about graphics or really plot. It's just too difficult to get into and manages to alienate you right from the moment that you load it up, unless of course you're a troll.

**60%**



## ADVANCED DESTROYER SIMULATOR

Action Sixteen £9.99

What a corker! If you like the idea of reliving the days when you could consign a few hundred men to a watery grave without getting a pat on the back from The Sun (Gotcha). And if you hate having to read through fifty thousand words, learning fluent jargon and taking a Royal Navy Perishers course before you can play a boat sim. Then this could be your lucky day! Simple to start off with this sim has enough action and pitfalls to keep you happy for quite a fair while and you haven't really got more than twenty odd keys to learn. There are different missions ranging in difficulty to keep you on your toes, the graphics cope ably, the sound is acceptable but playtime this is. Get your tenners out and drown some krauts.

85%

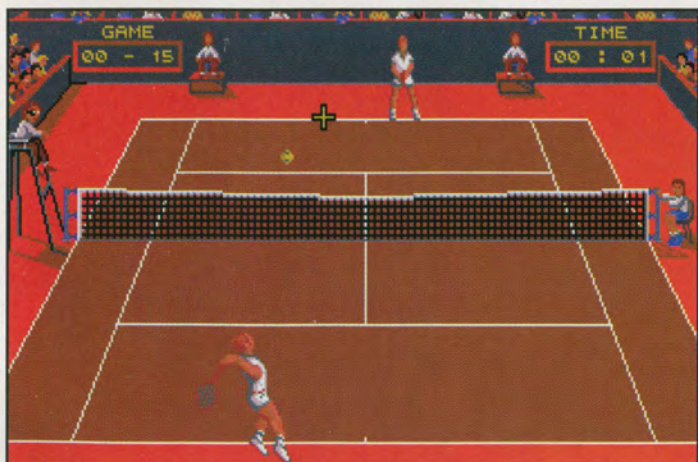


● Sail the seven seas to protect the realm and serve king and country, or just blast everyone you sea out of the water, that boat above was Rainbow Warrior

## PRO TENNIS TOUR The Hit Squad £7.99

Quick pass the Robinsons I'm absolutely parched. I've just played this game non stop for five days, become champion of the Tennis world and had Steffi Graf on the phone all week, talking about my seed. Once you get used to the control method on this game you're in for quite a laugh. It's all quite good fun and I would think I am an exception to the rule but I did get pretty obsessed with this. There are no tricks to this game, no real flash aspects that fail dismally or superb special effects but the playability, which is what we're looking for, is just right.

80%



● Who the hell is Agassi, at least when I won this I didn't cry my eyes out. I don't know, there are too many woosies in Tennis today...apart from Martina of course

## BSS JANE SEYMOUR GBH Gold £9.99

This puzzling Dungeon Master in space is deceptively difficult to begin with and once you get passed the first stage it becomes *actually* difficult. Many features are included; lots of things to pick up, different rooms and tasks to perform. There are robots that follow you around and of course there are the inevitable monsters that appeal to the real man behind the adventurer allowing you to shrug off your geek cloak and blast things apart. At first this was going to get a bobbins score as I lost patience with it, then after a few more visits I was hooked and the game received this much envied accolade: budget game of the month.

BUDGET GAME OF THE MONTH  
89%



● Where are these programmers coming from? There is absolutely no need to name this game after Jane, those guys are so wacky, I don't think

## DISC Action Sixteen £7.99

Yes the storyline about being in the third millennium and everyone playing the sport Disc is pretty dodgy. Luckily though it doesn't lose anything to this, just a little integrity. On your own this is a pretty tough game and you'll find it hard to become Expert or Grand Master Flash or whatever the hell they want to call you when you win. Still as a two player bash this is a real doozy (I'm sorry did I just say doozy?). You'll be competitive and conniving and if you lose, you'll sulk and tell your mate to bugger off and play on his Commodore 64. I can't really compare this to anything for all the lazy and unimaginative out there, but it is a fun game.

80%



● Disc is truly addictive, once you start a tournament you'll be hooked and you get to play with a spritely bloke in a latex suit



# "My Ideal Compilation"



# DOMINIK DIAMOND



**Dominik Diamond, master of the double entendre and gameshow host extraordinaire, takes time out to reveal his gaming secrets...**

## MR DIAMOND SAYS...

*"Sports sims are far and away my favourite type of game. Why should you pay an extortionate amount of money for a shoot'em-up or platform game that you'll probably finish in a week or get fed up of when you get wasted and have to start at the beginning again? My benchmark for a game is the availability of a two player option. If it has that, even if you complete it, you'll still kak on the Gamesmaster producer, Adam "I may pump iron but I'm kak at games" Wood, every single lunchtime!"*

The Gamesmaster TV show is known to almost every computer owning kid in the country. Set inside the confines of an abandoned church where smoke and cobwebs are commonplace, the illusion of ancient mystery is shattered as a man suddenly appears along with bright lights and high-tec computer equipment to put a series of challenges to the sporting persona.

Over three million viewers saw the last series where famous celebrities battled it out with teenage gamers at a pixelated version of their chosen sport. The winner would walk off with the coveted Golden Joystick award and the loser would pall in comparison to this display of pure skill.

A lot of the show's success must be put down to the charismatic presenter. Dominik Diamond, master of the subtle innuendo, is now a cult figure among the teenage computer/console owning population. Many a child sat in front of the TV with a fixed stare waiting to see which top quality stars would be appearing on the show and also wondering if Dominik could utter a complete sentence without using the word 'throbbing'!

Although they are soon to begin shooting the next series, we spoke to Dominik Diamond and asked him what six games would make it onto his Ideal Compilation.

## SENSIBLE SOCCER

Published by: Sensible Software  
Released: 1992

Recently reviewed in ST Action, Sensible is considered by some to be on equal terms with the legendary Kick Off 2.

Although they are both football games, they sit side by side on the throne for different reasons. Kick Off 2 earned a place for the blistering, fast paced action and heart stopping fun it provided in two player mode.

Sensible Soccer allows you to view a greater section of the pitch so intricate passing movements can be implemented along with some nifty looking goals. "My favourite game of the moment and the best footie game ever. Way ahead of the completely over-rated Kick Off 2."

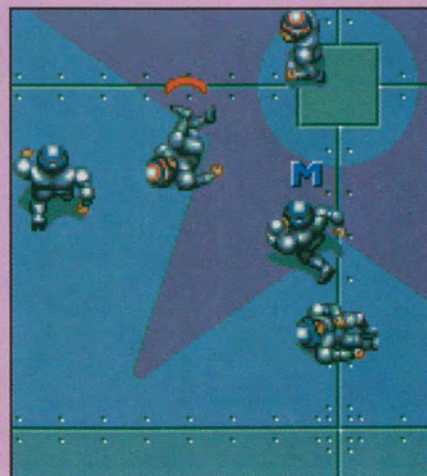


## SPEEDBALL 2

Published by: Renegade  
Released: 1991

One of the best Bitmap games ever. Followed on the enormous success of the original by speeding up the action and including some vicious opposing teams. Smashing graphics and atmospheric sound combined to make this an instant hit.

A one player league or knockout cup game was good fun but a two player lose-all-your-friends-instantly-if-you-win game is the bees knees! "The most sensual two player experience that doesn't involve Haagen Daaz Ice Cream!" Well put, that man!





## LEMMINGS

Published by: Psygnosis  
Released: 1990

These green haired little rodents became the base for the most original game ever. Suicide fever caught on like the plague and virtually every one has heard of the little critters.

You had to guide the Lemmings across various levels using icons that control their special abilities. Absolutely enthralling puzzle mania with an interesting two player mode thrown in for good measure. "The first non-console game I ever played. I know it's a predictable choice but it's far and away the most original computing idea since the ZX-81 Virtual Reality add-on."



## DYNABLASTER

Published by: Ubi Soft  
Released: 1992

Probably one the most instantly addictive games of all time. Up to five people could play against each other. You must control your little man through several mazes dropping bombs to try and catch the other players out. Get caught in their explosion and it's good night Vienna!

Bonus items like extra bombs and extended flames can be picked up by revealing the bonus squares. "As a solitary experience, it's more fun than a cuticle trim but as a five player gaming orgy, it's beautiful."



## VOLFIED

Published by: Empire  
Released: 1992.

A conversion of an old arcade licence from way back called Qix. Originally from Taito, the ST transition was done by Empire and received mixed reviews from the press. The action is furious as you directed a small thingie about the screen, avoiding the nasties and sectioning off parts of the screen. A percentage has to be achieved before progression is allowed. "Qix was one of my favourite arcade games as a surprisingly spot-free adolescent and this updated version is a near perfect arcade experience."



## STRIKER

Published by: Rage  
Released: 1992

Another football game that decided to try and beat Kick Off in the originality stakes. An extremely fast 3-D football extravaganza that has many outstanding features.

Speed, great graphics, neat sound and lots of options to change all add up to make a very professional package. "Also better than Kick Off 2. Breath-taking speed and no realism whatsoever! The bending freekicks are outrageously bendy, giving you more curves than Sharon Stone!"



Well, there you have it. You'll have to wait until next month to see the next megastar we have lined up for the hot, leather chair. Rumour has it that the Prime Minister will be making a guest appearance but this has yet to be confirmed! Stay tuned and find out next month!



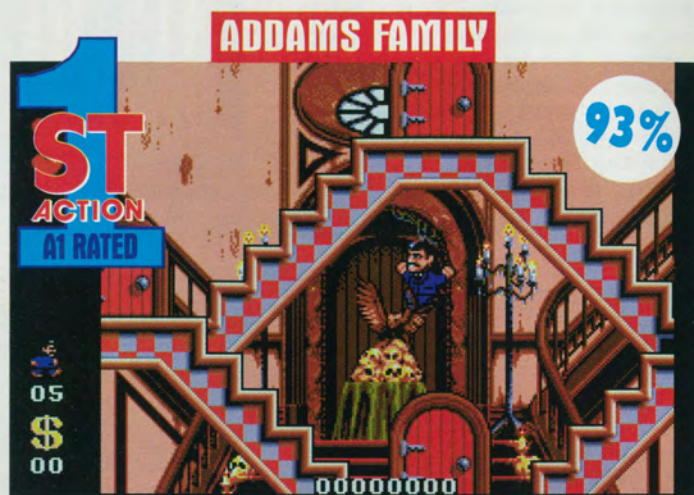
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## ST ACTION

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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 June '92*

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## QUEST & GLORY



## SPACE CRUSADE



What a ridiculous offer. Not one free game but four on this wonderful compilation. From the Bitmap Brothers acclaimed Cadaver to Mike Singleton's massive Midwinter, as well as Iron Lord and Bloodwych all the games on show have been rated by critics worldwide.

*Unbeatable value for money. Four classics bundled together in one package. You can't knock that.*

*Reviewed in STA May '92*

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*

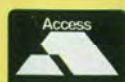
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# GENERATION GAME



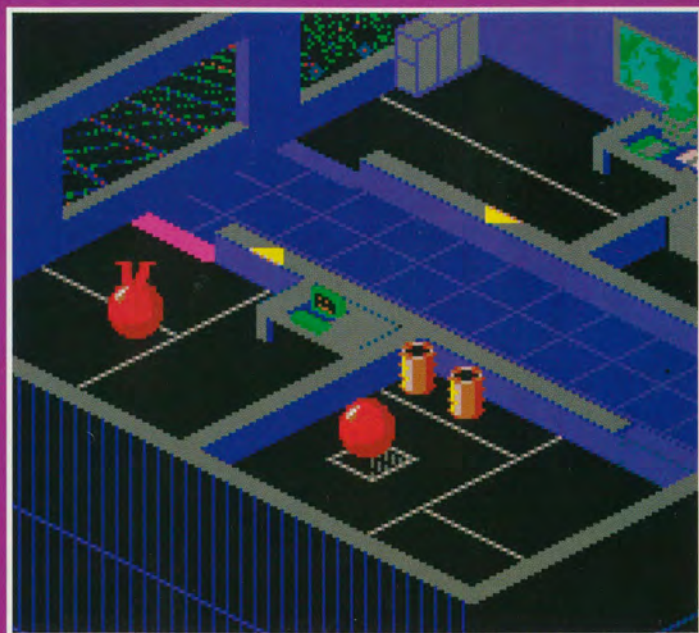
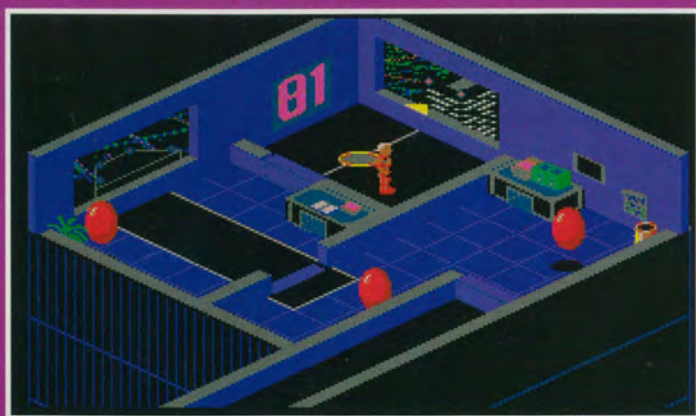
Mindscape's **D/Generation** has received massive ratings in this issue of **ST Action** for its originality and inspiring gameplay. As a young, fresh-faced courier, you have to deliver a package to the head of a huge corporation dealing in genetic engineering, where a freak accident has left mutated creations roaming around free.

In conjunction with the game, we are giving away some smart masks. Ooohh, how scary are these masks! If you can cope with the terror and read on, I'll tell you what you have to do to stand a chance of winning one. The **D/Generation** is the most vicious of all

the mutant genes and no one actually knows what it looks like. One of the masks you see on the page could be the dreaded gene.

All you have to do to win one of these smashing prizes is draw a picture of what you think the **D/Generation** looks like. It can be anything from a horrifically mutated human to an alien from another world. The more bizarre your entry, the better chance you have of winning.

The first four people out of the proverbial hat will receive one of the masks (of our choice!) and an **ST** copy of the fabby **D/Generation** game. Six lucky runners-up will also walk away with a copy of the game for the price of a stamp! Good, eh?







## The "I want to improve my looks compo"

Name:.....

Address:.....

.....

.....

.....

**Send your completed entry forms to reach us no later than 15 September to: The Generation Game, ST Action, Europa House, Adlington Park, Adlington, Macclesfield SK10 4NP. As usual, the Ed's decision is final and no correspondence will be entered into.**

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



# TIPS AND CHEATS

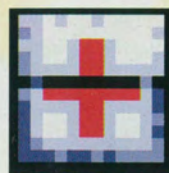
# DIE HARD

*After a heroic sorte across the Amazon, roving adventurer Colin Nelson came back with this complete guide to Die Hard 2. Judging by the state of his anorak, lightning really did strike twice!*

## Assets...

### 1. Medical Kit.

These can be shot and are essential if your life bar is not on its highest level. Medical kits should take priority over everything else, as they are the most useful. Although they don't completely fill your energy, they should still be shot. It's common sense really, no matter what weapon you have the game ends when your health completely runs out.



### 2. Grenades.

When shot, they give you an extra one to add to your supply. Grenades are most useful on end of level baddies, so they should be collected and saved for use later on when you are faced by a myriad of marauding meanies.



### 3. Weapons.

There are five different types of weapons :

#### Beretta:

A pretty weak single fire pistol. You'll need a few direct hits to kill the terrorists, which can become quite frustrating.

#### Glock:

Triple-fire hand gun. One blast with this will kill a terrorist, though they lack in speed.

#### M16:

A machine gun so you don't get finger ache. Keep an eye out on your bullets, as they are only available in well guarded places.

#### AK47:

A great fast-firing machine gun useful for killing terrorists. Just one quick blast and they're history.

#### Uzi 9mm:

The ultimate weapon. A very quick and powerful weapon. It uses bullets fast, so pick up every gun and cartridge in sight.



### 4. Flack Jackets.

This mild form of body armour will spring out of the dead terrorists when they are shot. Collecting it will provide you with a brief moment to relax. They are extremely useful as it means you can forget about the terrorists whilst you are trying to get a medical kit or something else.

Keep a look out, as they only last for roughly a minute or so. Although useful on the later levels, they are a luxury you can afford to miss on the earlier ones. Get them if you want to, but divert your attentions to the med packs. They come into their own against the end of level chaps as they protect you when you are blasting the scene with your grenades. At times like this, although the action is over quickly you can sustain massive damage.

## Level Tips...

### Level 1. Luggage Conveyers.

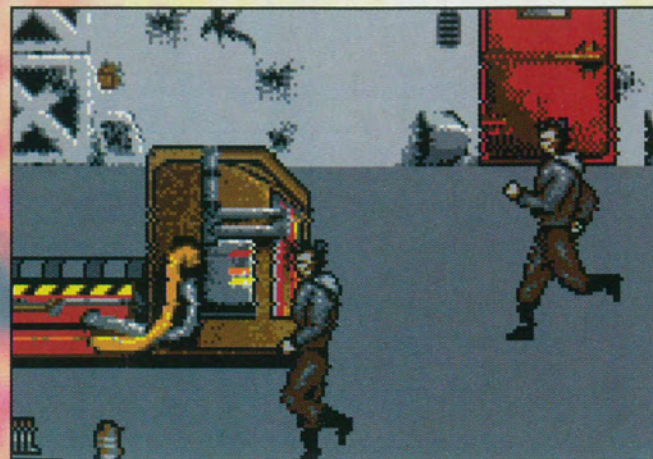
The boxes and conveyers are good cover for the terrorists so watch out.

There are plenty of bombs available here, so collect as many as possible along with another weapon. There are only a few bombs available on the next level, so collect as many as possible.

The terrorists appear in a set order so get used to who appears and where, so you can get to the stage where you blow up luggage prior to it being used as cover.

Also beware of shooting the civilians who always seem to appear at the worst possible time and in the most dangerous place. If you do hit them, it will result in a rather unhealthy loss of points!

● Any minute now a guy is going to blast through that door, as if you haven't got enough to do! "I can always give you some more work?" - Ed





# D2

## Level 2. The Airport Annexe.

The M16 is available on this level. Terrorists pop up in all sorts of places such as on the mechanical walkway and behind baggage.

If there are televisions at the top of the screen and there are terrorists on the mechanical walkway, shoot at the support holding the TVs to the roof. It will fall and kill all the unsuspecting terrorists underneath.

The civilian to beware of here, is a little girl wandering around with her balloon. About as out of place as Lassie in Beruit!



● I wonder if there are any Pot Noodles in those boxes because it's always best to eat after killing someone, apparently it stops you from throwing up

## Level 3. The Generals Arrival.

On this level you can get the AK47, a very useful gun indeed. Every so often, a man may appear to the left of the screen and seem to do nothing. Kill him and you'll get a medical kit. For fun you can also take out conning towers and damage the planes.



● The plane's just hidden by grey sky, honest! "We are obviously in London" - Ed. Yeah lets blow up all the sad southern g\*\*s

## Level 4. The Snow Bike Chase.

This is a boring level even if you have the Uzi. Collect the medical kits and cartridges. Confusing as it is, try and get to grips with the speed at which things fly past.



## Level 5. Shootout On Aeroplane Wing.

● What a strange place to sunbathe. Personally I would wait until I got to the Costa del Sol



Easy if you get all the guns. The Uzi stops the men from doing too much damage but watch for the terrorists coming out.

Don't forget to cover the windows by giving them a bullet spray every few seconds which isn't too difficult.

## End of Levels...

*These vary in difficulty but if you do not have the right equipment they can all be really tough.*

## Level 1

The best way to do this is to use three grenades immediately and then shoot the remaining man. Make sure your aim doesn't falter.

## Level 2

This is similar to the first end of level baddie. Use grenades but this time you will need to use four. Without them you won't last, so do save them.



● Oh dear, "Many guns make quick death." As one great poet once said; I'm not sure which?

## Level 3

Follow a similar strategy to level one by using three bombs and shoot the remaining man. Once you have done this, the boss will run across the screen but can't be killed. Acquaint yourself with the pattern the men follow. In this way you can destroy cover before it is used.

## Level 4

There is no end of level baddie on this level so just blast all the snowsleds in the background before they get close and cause you any damage. Just keep your eyes on the road and your finger on the trigger.

## Level 5

As with the previous level there is no end of level baddies, the name of the game is perseverance. Eventually you get a very pretty plain blue screen saying "YOU HAVE COMPLETED YOUR MISSION". Well worth all the hard work - I don't think!



# TIPS AND CHEATS



# PUSH-OVER

***Ocean's crispy little treat has been well and truly crunched by curly Jim Coles of Frome in Somerset. Here then are the codes to take you to all 100 levels of Push-Over...***

1. 00512	11. 07168*	21. 15878	31. 08206	41. 31246
2. 01536	12. 05122	22. 14854	32. 24590	42. 32270
3. 01024	13. 05634	23. 14342	33. 25103	43. 31758*
4. 03072	14. 04610	24. 10246	34. 26126	44. 29726
5. 03584	15. 04098	25. 10758	35. 25614	45. 30238
6. 02560	16. 12290	26. 11782	36. 27662	46. 29214
7. 02048	17. 12802	27. 11270	37. 28174	47. 28702
8. 06144	18. 13826	28. 09222	38. 27150	48. 20510
9. 06656	19. 13314	29. 09734*	39. 26638	49. 21022
10. 07680	20. 15362*	30. 08718	40. 30734	50. 22046

\* Levels which earn a packet of Quavers

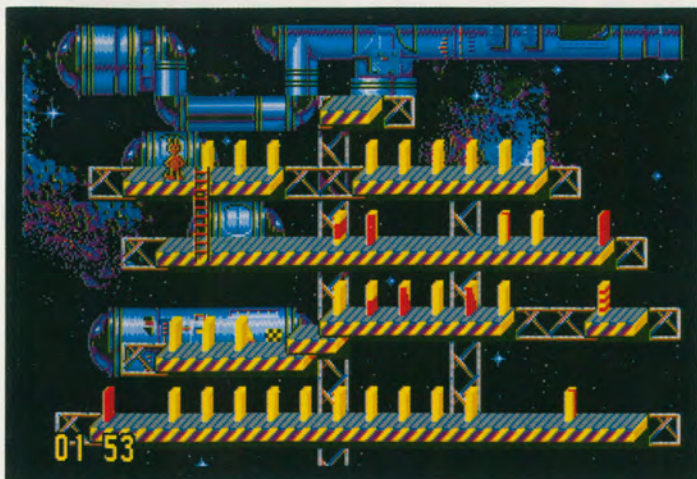


● Colin prepares to practice his boomerang throwing. Not sure about that yellow suit mind. How can such a cool dog dress like our Publisher?



● He's here. The one. The only G.I. Ant. Back to save the day and Curly Colin's Quavers. Now all he needs is help from G.I. Uncle (geddit?)





● It's like Record Breakers. Any second now Roy Castle will come bounding on telling us how many dominoes have fallen. Where's the excited Japanese chap?



● How's our little industrious friend going to get those dominoes at the top, down to the bottom? He's not, he's going to enter the level code we gave him!

- |             |             |
|-------------|-------------|
| 51. 21534   | 76. 21631   |
| 52. 23582   | 77. 22143 * |
| 53. 24094   | 78. 21247   |
| 54. 23070   | 79. 20735   |
| 55. 22558 * | 80. 28927   |
| 56. 18494   | 81. 29439   |
| 57. 19006   | 82. 30463   |
| 58. 20030   | 83. 29951   |
| 59. 19518   | 84. 31999   |
| 60. 17470   | 85. 32511   |
| 61. 17982   | 86. 31487   |
| 62. 16958 * | 87. 30975   |
| 63. 16510   | 88. 26879 * |
| 64. 16511   | 89. 27647   |
| 65. 17023   | 90. 28671   |
| 66. 18047   | 91. 28159   |
| 67. 17535   | 92. 26111   |
| 68. 19583   | 93. 26623   |
| 69. 20095   | 94. 25599   |
| 70. 19071   | 95. 25087   |
| 71. 18559   | 96. 08703   |
| 72. 22655   | 97. 09215   |
| 73. 23167   | 98. 10239   |
| 74. 24191   | 99. 09727 * |
| 75. 23679   | 100. 44543  |



● Wow it's Curly Colin, out for a quiet stroll in the country with his 10 packets of Quavers. I wonder what's going to happen to them?

● The trusty insect has gone and rescued a bag of Quavers. He couldn't have done it without our help though





# TIPS AND CHEATS

# GRAHAM TAYLOR'S SOCCER CHALLENGE

**Are you having as much trouble as the England manager? These fabby hints and tips will make your decisions a bit easier...**

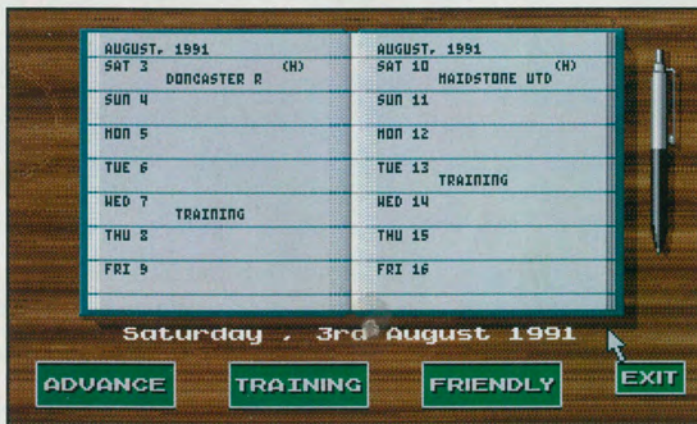
## Training methods

To get the best results from your schedule, train four times every week and use team training whenever possible. The selection of your training method is important as each programme will effect your skills differently. Circuit training will effect stamina, outdoor activities will benefit overall skills and set pieces, and the indoor game will increase passing abilities.

Avoid too much of the same thing. Using the same method too much will cause injury to your players and have a detrimental effect on their abilities. You may give your team a well earned rest in June, so avoid training until you reach July.



● Although you don't actually play the match, there are a number of options at your disposal. Choosing the right tactics could make all the difference



● The diary page is where most of your training is scheduled. Clicking on one of the options will arrange a friendly match or implement some hectic workouts

## Dabbling in the transfer market

When placing players on the transfer list, try not to price them too high. Examine a player's value from the contracts screen and use a figure similar to this. Remember to send a scout or watch a player in action before purchasing in order to avoid wasting valuable time and money.

If you start to climb the leagues, think about getting rid of as many of your old players as possible. This will enable you to replace them with fresher legs to combat your opposition. Always bear in mind that one good player is worth more than two average players.

The best type of player to go for first is a really good goalkeeper. When you are in division three, try to save 100,000 plus for a goalkeeper as this will solve half of your problems.

It is possible to make money by giving a full contract to a trainee (making sure you only select the best), and then putting him straight on to the transfer market. Give him time and his skills will blossom, allowing you to sell him for a higher price, or keep him on your own squad.

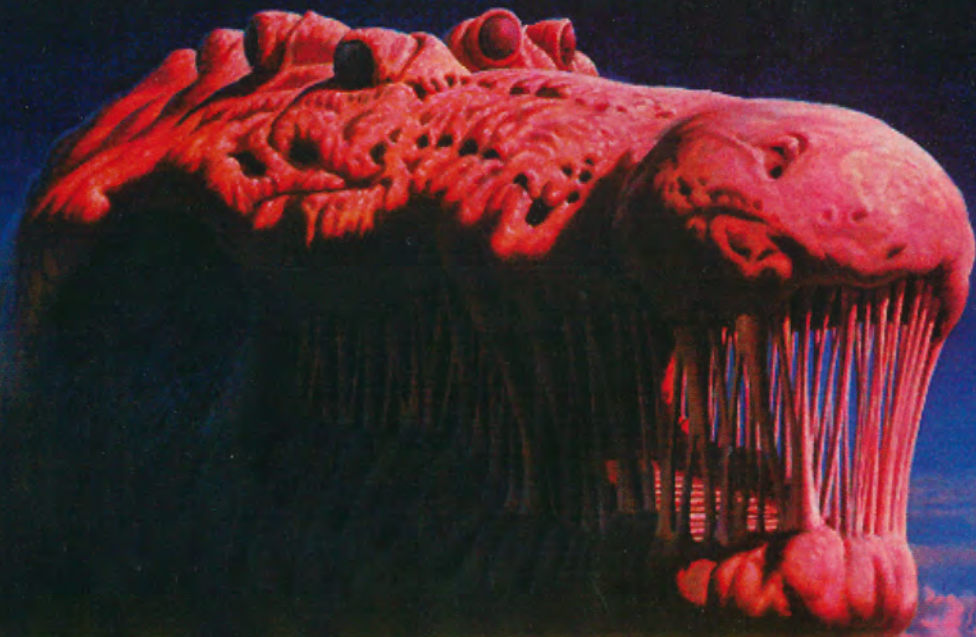
## General tips on the game

- 1) When you are picking your team, play people out of position if necessary rather than using a trainee.
- 2) Watch as many of the matches as you can. The result will be a more realistic representation of your team selection and player skills.
- 3) Choose your words carefully when commenting after a match. Use words like praise, no comment and reprimand whenever possible.
- 4) Remember to check your players contracts and re-negotiate with your more valuable players. A player out of contract may choose to walk away and you won't receive full value for him in compensation.
- 5) When seeking a new job or just starting out, try to select clubs that attract large crowds. As a basic guide, go for clubs like Burnley, Carlisle or Cardiff, and avoid Doncaster, Halifax and Torquay.



● A newspaper will detail your previous performances and describe the result of your match. They are ruthless so try not to make too many comments





# SMASHING ARTWORK UP FOR GRABS



It's time for another bowel shattering ST Action competition. To coincide with the imminent release of Ork, this is your chance to win an absolutely stunning prize courtesy of Psygnosis.

The winner will receive a beautiful framed copy of the original Ork artwork that

adorns the packaging, plus a goody bag that contains: a copy of Ork for the ST, a super Psygnosis coffee mug, a t-shirt, a lapel badge and an amazing baseball cap.

Pretty darn fab, eh? 10 lucky runners-up will also receive a copy of the game and a mug. All you have to do

to win is make up a funny phrase using the letters ORK. For example you could put something like Omni Robotic Killers. It can be anything you like but the funnier it is, the more chance you have of winning the goodies.

## I Was Framed Guv'nor

Ork stands for ....

O:.....  
R:.....  
K:.....

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Address:.....  
.....  
.....  
.....

Send your completed entry forms to:  
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**Any entries received after the closing date of September 15th will be disregarded and used as bedding for my pet hamster, if you're lucky so there!**

**No correspondence will be entered into and the Editor's decision is final.**

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





● This is probably your only chance to race a cabriolet in excess of 180mph. That's very fast so you'd better make sure you haven't just done your hair!



# NIGEL WORLD

**Join the famous Isle Of Man bobby as he zooms around the world winning Grand Prix willy nilly...**

**Y**ou might have guessed from the title that this game is based around the considerably successful exploits of British racing hero Nigel Mansell. Despite some unfortunate problems last year, the combination of sheer class and performance from the Williams Renault car combined with his own skill and ability, have made Nigel a firm favourite to capture the '92 title.

The acquisition of the exclusive world rights to develop games based on Mr Mansell gives

Gremlin the opportunity to program a racing game with a personality. Games such as Lotus Esprit Turbo Challenge, Supercars 2, Toyota GT4 Rally and Team Suzuki have shown with great clarity that Gremlin are the masters of the racing game.

This latest motorised masterpiece is based on the '92 Grand Prix season, where you must try your hand at Formula One compe-

tion driving with other drivers and over 16 racing circuits. Just like the real thing, you will gain points depending on how successful you

are in each race. The higher you finish, the more you get. Your points will be

added up at the end of the season and the champion will be announced.

Each race is viewed from a first person perspective where you sit behind the steering wheel.

You will be able to see all angles of the track from various camera positions. A large selection of difficulty settings can be altered to your own likes. Automatic gearbox is one of the most useful as it allows the computer to change gears for you.

## Lap it up

A special learner mode is also available if you think you'll need it. This will allow the computer to take semi control of your car, giving you the chance to practice any track you wish. The Nigel

**"Nigel Mansell's World Championship looks set to be a world beater."**



● Excellent sponsorship deals have been made by the Cheltnam Bridge Building Co-operation (CBBC!). Lots of photos and no Andi Peters in sight!



● Various signs will be posted on the road to inform you of any changes in the direction of the tarmac





● You will have to overcome many hazards in your bid to take the World Championship. The bridges can obscure your view so make sure you're careful

**PROJECT:** Nigel Mansell's  
World Championship

**PUBLISHER:** Gremlin

**AUTHOR:** Damien Hibbard

**GRAPHICS:** Damon Godley

**INITIATED:** January '92

**RELEASE:** October '92

# MANSELL'S CHAMPIONSHIP

Mansell coach option furnishes you with advice on how to drive each track, giving hints on cornering, speed and braking tactics.

The tracks themselves incorporate a series of testing obstacles for you to avoid. Trees, tunnels and bridges will appear at random to cause you as much grief as possible. A brush with an object will cause you to lose speed and a

direct hit will bring you to a dead halt. From everything that we've seen, Nigel Mansell's World Championship looks set to be a world beater.

Although it has some very stiff competition in the guise of Formula One Grand Prix and the soon to be released Lotus 3, it looks set to give them a good run for its money. Keep your mincers peeled.

## GRAPHICS

The graphical side looks similar to most of the arcade types of this genre. Good, detailed cars that move smoothly about the circuits give you an impression of "being there". The trackside obstacles move along very well and this makes the overall package look extremely impressive. The car and instrument panel are well detailed yet clear enough to give you all the information you need to know without fuss.







● This building is heavily guarded for a reason. Get your guys in there and find out what it is they're hiding behind those four walls

Those of you that take time out to dream of heaven might think about serene angelic forms, radiating in their own goodness and a superior fish-like being called Cod or something. Among the computer gaming world there is only one vision of perfection, one true meaning of heaven – Lemmings with missions!

Rookies is a game based on the military antics of a group of soldiers under your command. You must control the individual actions of your trainees as they attempt to negotiate their way through approximately 50 perilous missions each with their own obstacles and objectives.

### Mission impossible

After you have chosen your initial mission, an intro sequence will detail any enemy buildings, show you the position of your intended target and indicate your starting point. A small map will display these by highlighting various boxes, magnifying them and then pin-pointing their location.

As each mission begins, you will see your troop of crack soldiers arrive in their designated map positions. They can turn up by land, sea or air depending on how they finished their last mission. So if you finish the first mission by boat, you'll arrive at the next one by boat. The mis-

# ROOKIES

**Take command of your very own platoon of soldiers and send them to certain death...**

sions gradually increase in difficulty so you will begin to experience more of the many features of the game. The first level concentrates on moving the sprites around, the second introduces guns and the third will use joystick and keyboard controls and so on.

The game itself is viewed by way of the increasingly popular isometric 3-D perspective. You are given your group and they will be able to move around the map, constructing various types of buildings and attacking the enemy troops whenever possible. All in-game actions are controlled via the point and click mouse method.

### Pill popping party

Each member of your party will be armed with one of the various weapons available. Hand guns, machine guns, flame throwers, bombs and mortars can all be used against your enemy. Power pills can be picked up and they will increase your weapon by one so if you pop a pill when you have

**PROJECT:** Rookies

**PUBLISHER:** Virgin

**AUTHOR:** Perfect Set

**DESIGN:** Perfect Set

**GRAPHICS:** Andy Jones

**INITIATED:** Early '92

**RELEASE:** Sept '92

a hand gun, you'll move up a level and be given a machine gun.

At the end of each mission, you will be shown a kill screen that details your performance on that mission. This screen will show how

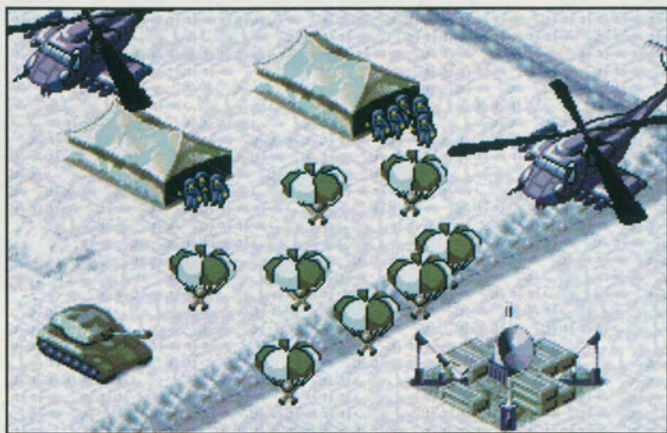
many troops have been killed, how many tanks have been destroyed. As well as giving the details of your final score, and informing you of your success or failure on the mission.

## CONTROLS

The control system is pretty easy to get the hang of. After the obvious mouse control, there are also a few keys that can be of use. The HELP key will stop all your soldiers from moving, the function keys will pin-point a particular spot on the map and the F key will stop the screen update causing an increase in sprite movement.

## GRAPHICS

Although small, the main sprites are well detailed and animate extremely well. There are also some nice touches when your party members become bored. They will start smoking, go to relieve themselves behind a wall, scratch their heads and so on. Most of these comic animations will be triggered after 30 seconds without activity. The landscapes are also well drawn. Snow, night time and desert scenarios have all been included.



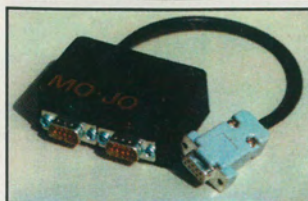
● There are better places to parachute into that don't have big green tanks waiting for you. Those gunships don't look too healthy either!



● The firefight begins and troops from both sides steam into battle, guns ablaze. Get them before they get you, and then get the hell out of there



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● The low-flying chase helicopter follows the leading bike so you always get a good idea of whereabouts he is on the track all the time

# NO SECOND PRIZE

**Roar off in a game where there is only one winner...**

**T**he Thalio guys have been working for over a year and a half on a new motorcycle simulation based along the same principles as Team Suzuki and the more recent Red Zone (reviewed last month).

Okay so they're diving head first into a market that's already occupied and hasn't yet really produced a stormer of a game as yet, but if what we saw has anything to do with it, No Second Prize will be lapping the competition before you know it.

Most of the time the game has been in development, work has been carried out using the graphic routines and the result has been stunning. What you have is some of the fastest, smoothest scrolling

3D graphics you'll ever see. To watch it, it looks like some fancy animation demo, released onto the PD by some smart alec Danish bloke. When you realise you can play it, your jaw drops.

## Take control

As with the other two games in this category, control is easier if you use a mouse and even then, at first, you'll find the bike slews too easily all over the track.

As with most things, practice makes perfect and once the controls have been mastered you can start having a little fun. Anyone who's played the Gremlin or Psygnosis offerings will be pretty much at home with the system anyway. The whole thing is some time off

**PROJECT:** No Second Prize  
**PUBLISHER:** Thalio  
**AUTHOR:** In-house  
**SOUND:** In-house  
**GRAPHICS:** In-house  
**INITIATED:** Dec '90  
**RELEASE:** TBA



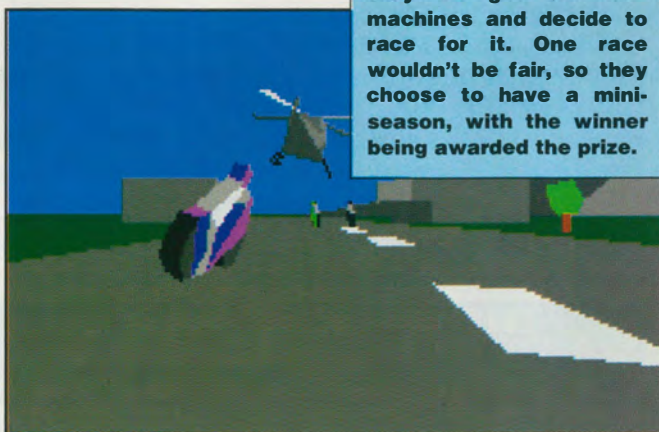
● Solid 3D vectors form the other competitors in each race. This game has easily the best graphics seen in this type of game

## YUPPIE FUN

In an effort to make the game "fun", No Second Prize really has quite an unusual storyline. The six riders in this game are all yuppies and they all put their cash together to buy an old English bike. They can't decide who should keep it, so they all get on their machines and decide to race for it. One race wouldn't be fair, so they choose to have a mini-season, with the winner being awarded the prize.



● All roadside objects zoom quickly past you. It's taken a year and a half to get No Second Prize to run as fast as it does, and the benefits show up



● You're closing in on the rest of the pack. It's now only a matter of seconds before you're in the lead, chasing the ultimate prize



*the No.1 mag for  
the No.1 hand  
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# 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.**

## STILL MONKEYING AROUND

First of all, let me say that I have been reading your mag for over three years now, but have only been saving them since last November. It is the best Atari games magazine out, and I must say I like the new style. Although I did like Punter Power as well!

Anyway, we've had our 520 STFM for quite a while now, and along the way we've had to have new diskdrives and ports and stuff. At the moment, when you load a game, a beeping noise (the one you get when you press the keys down while loading!) comes on and the machine locks up and won't work. I don't know what's up with it and neither do any of my friends. I'd take it to get repaired but it really is stupidly expensive just to get it looked at.

Finally, I wrote in last month about Monkey Island and you answered me. Now I've got to the bit where you can't go any further without a one megabyte machine, so I immediately looked up how much an upgrade would cost. I was shocked when I saw they were £59 quid. Do you know if I could get it cheaper from anywhere?

**Craig Welburn, Whitchurch**

*Glad you like the new look mag. We prefer the new sytem to the old Punter Power because it's a hell of a lot simpler to understand. There's no need to refer to charts and diagrams. Whether a game is good enough is now instantly apparent from the overall percentage score.*

*You're the second person this month who's after an upgrade and unfortunately you probably*

*won't find one much cheaper than the price you've already been quoted. The only thing I can suggest is that you keep scouting around and scanning all the adverts for a better deal.*

*As I mentioned earlier though, fitting upgrades is only easy if you know what you're doing. It can be disastrous if you don't!*

*As to your current ST problem of the annoying beeping. Again my machine used to do something similar. It may sound stupid but check your autofire switch on your joystick and mouse. When it beeps try loading without anything plugged into the ports. If it still makes a noise I'd say there was probably something wrong with the ports which will need repairing by a professional.*

## MANAGING NICELY

Many thanks for publishing my game - The Manager on your coverdisk, registrations are beginning to come in thick and fast. The new version of the game is now available and includes four divisions, 1300 players, physios and training, Extra Time, Play Offs and up to date data, as well as lots of other little refinements.

Could you please inform your readers that they can obtain the latest copy from the address below for £2.50 or £10 for the registered version.

Just one small point, my name was printed as Robert Johnson! Everyone keeps calling me Robert, how embarrassing!

**Richard Johnson,  
116 Longlands Park Cres,  
Sidcup,  
Kent, DA1J 7NQ**

*Thanks for your letter Richard, and many apologies for being too dim to get your name right! I'm sure there will be a lot of people out there eager to get their hands on the latest version of your game as it's been a very successful demo for us as well as yourself. We'll be having a look at the new version in more detail next month.*

*It just goes to show what a bit of mass publicity can do. If you're a talented programmer with something to offer, get in touch with us at STA and we'll see what we can do.*

## PANZA PONDER

Could you please help to answer a couple of queries I have. Firstly, why was Panza Kickboxing withdrawn from the market? Secondly, I am desperate to get hold of a copy, any ideas how this can be achieved?

Lastly, is there any other game on the market similar to Panza Kickboxing?

**Paul J King, Margate**

*To us, Panza Kickboxing was one of the most under-rated games ever. For some reason, very few people appreciated it for the ridiculously good fighting game that it was. As to why it was withdrawn, who knows. Maybe it wasn't selling (due to bad marks and not enough advertising no doubt!).*

*Anyway, you'll be pleased to hear that it's now available on budget on the Kixx label and the bargain price of £7.99 so dash out and get it now. The same applies to anyone else who missed it. Look out for it in the budget next month.*

## FRENCH FANCY

**Why does it seem that games from France always seem to be of a better quality than those written over here. Surely British programmers are as imaginative as those abroad. Why is it then, French games look and sound more attractive and are generally more original in concept. Maybe it's because our software houses just want to play it safe and get the games that will make the money, rather than take the risks that the punters want to see. I don't know about everybody else but I don't like buying the same type of game over and over again.**

**Jonathan Weller, Cardiff**

**True, foreign games do seem to be more imaginative, but maybe that's just down to culture and so on. For**

**example, you go abroad and see different shapes of building and think they look better than those we've got over here. Really they're not better, simply a different approach which catches our eye because we're not used to it, rather than it being a matter of commitment.**



## VITAL SIGNS

I am writing about advertising in magazines. Although some people complain about it taking up too much space and being a waste of time, I disagree. As well as it being a source of income for the magazine itself, which it can then use for making a better product, so for the consumers, it's very useful. There are mail order companies that sell goods much more cheaply than in the shops and they are now right at your fingertips. A4 size adverts for games with screenshots etc are vital for making the all-important decision of buying an expensive game or not.

To choose but one example from many in the May edition of ST Action, opposite the Adventurers Guild was an advert for a Play-by-Mail game called Quest. I wrote to the address shown and now spend many evenings of playing Quest, it may not be a computer game but I heard about through your mag. So keep the adverts rolling as they make ST Action an even better magazine that it is already.

**Sophie Atkinson, Birmingham**



Yep, without adverts ST Action wouldn't be as successful and as you have already mentioned they are pretty useful for the readers as they help you to find out what's coming up in the near future. The news section can only cover so much and a tasty advert can inform as well as help to make the mag look as nice as it always does.

## NO COMMITMENT

I am writing to you concerning the companies such as Mindscape, US Gold, Sierra, Ocean etc who aren't converting some of their games to the ST. The worst offenders are easily US Gold with a great number of their games not being released such as Monkey Island 2 and the Eye of the Beholder series.

I'm sure people who bought the first Monkey Island are annoyed about it not being released, it just isn't fair on ST owners. These companies should have a commitment to all us ST owners, after all, for many years we've made them a lot of money by buying their games, so they should convert all the games they release.

Also, I have an idea that if readers want to complain to a company, we send them on to you and once you have a substantial amount, say for US Gold, then you send them on to them. They do say there's strength in numbers.

Why don't Atari do some STE only games? and finally could you tell me of any cheats for Dragon Ninja please?

**Shaun Key, Kings Sutton**

Unfortunately, the companies who aren't producing all their games either think that the project is not viable for technical or financial reasons. Although just how they work their arguments out I'm not entirely sure. It certainly seems to be a waste, that when there are a bunch of ravenous games fiends roaming the streets, some people just won't feed 'em the stuff they love.

Along with that, as you so rightly pointed out, after chomping up so many of these companies' games in the first place you'd think they would repay your loyalty with something other than a swift kick in the rump. So as you might have guessed we'll gladly pass on any complaints that anyone has, perhaps with a few of our own. As for the cheat, try this month's coverdisk!

## ANCO FAIL TO TAKE SENSIBLE ATTITUDE

**I've heard a little rumour that Kick Off 3 won't be coming out on the ST. If this is true this is really disturbing after the success of the first and second games. I suppose this could also mean that Player Manager 2 won't be making it either.**

**What are Anco playing at. Sensible Software are going to sweep the board with Sensible Soccer. They must be laughing themselves silly. It just seems like a really stupid thing to do when Anco must realise they've got a guaranteed market to sell their game in.**

**If it's coming out on the Amiga there's no reason why an ST version can't be done. We can't just sit down and let our machine die around us. Everybody should write to these companies who are boycotting the Atari machines and just let off a bit of steam. If they get enough response, maybe they'll change your mind.**

**L. Waugh, Leeds**

We heard a similar rumour not too long ago and were a bit taken aback actually. It's a decision that Anco have obviously thought about, but we think it's a terrible one to be honest. There's very little to lose by releasing what would be sure to be one of the best selling ST titles this year if not of all time.

The market is there and about to be ignored. Whatever the reason's behind it are, it's another example why ST owners are understandably beginning to feel a little left out. People have been waiting for a long time

## LADIES WITH AN ATTITUDE

It seems to me that girls are still getting a raw deal in the computer marketplace. Every time you see a blonde head sat in front of a screen playing a game, every male in a five mile vicinity thinks she's really dim and doesn't know what she's doing, that she's only playing because she's got no cooking or cleaning to do. Ridiculous really isn't it?

I've had an ST since I was 15 (that's three years in case you were wondering). I know the basic theory behind programming and although I don't profess to be a Bitmap Sister, I can talk about code with the best of them. I'm not just a boring 18 year old with no social life and a technical brain. I love playing games. As well as my ST, I've had a Megadrive for over a year too.

My family even think I'm weird. I've had to endure such comments such as "You don't want another game for your birthday do you Joanne? Don't you want a nice new top?" Give me a break! You can't imagine the size of the argument that caused in my house. Even in the computer press, girls are few and far between, and the only time women are featured

heavily is on articles on sexism in computer games. Surely this is sexist in itself?

All I want is to be able to play games without being treated as some kind of female freak who only does it because she can't get a boyfriend. Every girl

out there must feel the same. I mean, the lads crowd round the Segas in Dixons without a problem. I get near a Lynx and I'm a laughing stock. Even though I can outplay any of them at any game they care to choose to challenge me at.

Everyone believes that the only game it is acceptable to see a girl playing is Sonic the Hedgehog, and that's only because it looks "girly". True, I like playing Sonic myself but so do a lot of males out there and they don't get anywhere near the same grief "Oh, just stick Sonic on and shut her up!" seems to be the prevailing attitude!

It's about time we stood up and were counted. The revolution is under way! Having said that I'm probably the only one and I'm making a right pratt of myself. Somehow though. I don't think so.

**Joanne Rowe, Minehead**

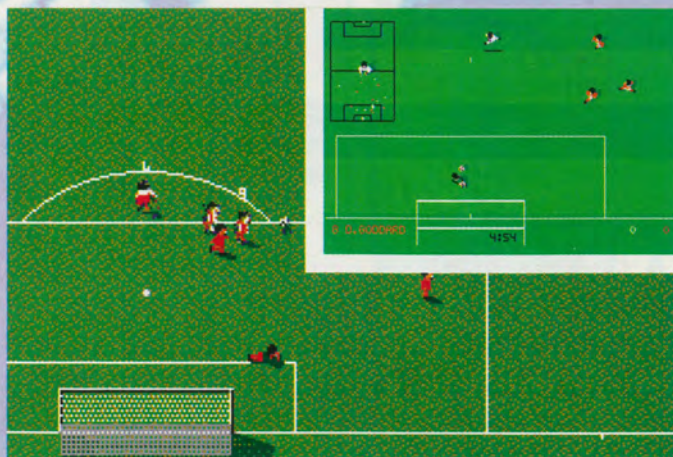
*That's what we want, forceful, controversial views. The stuff letters pages are made up of. No, We agree. ST Action does try to avoid sexism at all costs. Though realistically, there are more lads than girls playing games out there, but the attitudes that females have to face is at times quite worrying. How far has our society really got?*

*Old sexist values are still rife, but hopefully as the computer market evolves and matures further, they'll be as many girls around the machines in Dixons as there are lads. Maybe the Bitmap Sisters is the next step forward. The industry has managed to create a situation where one of the sexes feel intimidated where there is totally no need to. It's a crazy situation but for the time being all we can do is wait.*



for this game and this news is bound to disappoint an awful lot of them. As for Player Manager 2, I'd have to agree, the future doesn't look too rosy really does it? There's no reason why they'd do this one and not Kick Off 3.

There's nothing I can suggest you do other than get in touch with the people concerned and put your views across. With Sensible Soccer on the horizon, I can't see anything stopping that particular title from doing the business now. Before, the hardcore Kick Off faithful would probably have gone for the Anco game rather than trying something new, but now their options have been cut short.





**If you're stuck with a bit of cash, and haven't a clue what game to spend it on, then the ST Action Buyer's Guide is the only place to look. Four pages packed full of the best games ever...**

## BARBARIAN 2

**Psygnosis £25.99**  
**Action Adventure**

It was the sequel to a game that most people didn't even remember. Big rippling barbies rampaging around killing things. Good stuff.

## LEMMINGS

**Psygnosis £25.99**  
**Puzzle and Skill**

How can you respect something with green hair. If the idea was to get the rodents killed, it would have been more appealing!



## BATMAN THE MOVIE

**Hit Squad £7.99**  
**Action Adventure**

Fans of The Bat, The Cat and The Penguin will be upset here as this is the game from the first blockbuster, smash-hit, mega movie.

## DUNGEON MASTER

**FTL £24.99**  
**Arcade Adventure**

The game that sold more ST's than the Littlewoods catalogue. Huge, immense sprawling classic for lovers of good games everywhere.

## JIMMY WHITE'S SNOOKER

**Virgin £29.99**  
**Sports and Leisure**

Technically brilliant simulation of one of the most boring games on the planet. There will probably never be a more accurate sim of the sport.

## LURE OF THE TEMPTRESS

**Virgin £29.99**  
**Adventure**

Classy British graphic adventure on a par with the best from the States. Ingenious control method and belting graphics. Truly Excellent.

## XENON II — MEGABLAST

**Imageworks £9.99**  
**Shoot'em-up**

Ah, Ah, Ah Yeah! The best ST blaster ever. Five levels of organic mayhem all backed up with a Bomb the Bass soundtrack.

## M1 TANK PLATOON

**Microprose £29.99**  
**Land and Sea Sims**

Handle bar moustaches at five o'clock Commander! Stunning tank simulation with fast vector graphics and good sound to boot.

## HEAD OVER HEELS

**Hit Squad £7.99**  
**Puzzle and Skill**

The 8-bit classic converted straight to the ST. No fancy sound or graphics, just oodles of addictive, cutesy gameplay for all the family!

## FORMULA ONE GRAND PRIX

**Microprose £34.99**  
**Racing**

Nigel Mansell could buy the entire world stock of this with his earnings from one week. And why shouldn't he? It's the best race sim ever!

## THE ADDAMS FAMILY

**Ocean £25.99**  
**Platform**

Funky console style platform action with the Addams. Fun to play and not a blue hedgehog in sight anywhere.



## ARKANOID 2 — REVENGE OF DOH

**Hit Squad £7.99**  
**Puzzle and Skill**

Take a bat, a ball and some bricks. Put 'em together, re-release on budget and sell loads because it's one of the most addictive games yet.

## JAMES POND

**GBN £7.99**  
**Platform**

Scale new heights with our fishy little friend as you try to defeat the naughty Dr. Maybe in his bid to pollute the world in this green game!

## ROBOCOP 3

**Ocean £25.99**  
**Action Adventure**

The best of the trio of Robocop games. The other two were platform, this is 3D vector. Brilliant stuff. Your move creep.



## LEGEND

**Mindscape £29.99**  
**RPG**

The game that HeroQuest should have been. Everything that an RPG fan could ever desire (well not quite everything).

## ELF

**Ocean £25.99**  
**Action Adventure**

How hard is this game? If you're up to a challenge then Elf is for you! Lots of stuff to manipulate and use and confuse you.

## CHAOS STRIKES BACK

**FTL £25.99**  
**Arcade Adventure**

Identical in style to its older brother - Dungeon Master. Why alter something that sells well seems to have been the policy here.

## SECRET OF MONKEY ISLAND

**Lucasfilm/US Gold £29.99**  
**Adventure**

Software piracy of the legal kind. Bound aboard a galleon and set sail in Lucasfilm's amazingly funny graphic adventure.

**BUYER'S GUIDE**



## MIDWINTER 2

**Rainbird £29.99**  
**Arcade Strategy**

Mike Singleton made his name on the 8-bit machines and carried over his programming class with games like this one.

## KICK OFF 2

**Anco £24.99**  
**Sports and Leisure**

Lightning fast footy simulation for those with the quickest of reactions. The best game ever to a lot of dedicated followers.

## BLOOD MONEY

**Sizzlers £7.99**  
**Shoot'em-up**

The Sequel to Menace surprised a lot of people with its quality. Hard to complete, but with slightly dated graphics and sound these days.

## SILENT SERVICE II

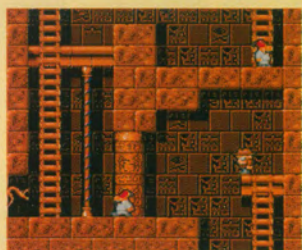
**Microprose £24.99**  
**Land and Sea Sims**

Up periscopes. Detailed sub simulation packed full of features and missions. Can you sink the enemies before they sink you?

## RICK DANGEROUS

**Kinx £7.99**  
**Platform**

Psst, Rick Dangerous, £7.99 at B&Q. Not! Mind you at this price, this platform cutie is a steal. Worth anyones shelf space.



## RAINBOW ISLANDS

**Hit Squad £7.99**  
**Platform**

Here's a game to give your girlfriend while you go down the pub. It's got everything she'd ever want. Platforms and fluffy cute sprites.

## SUPERCARS II

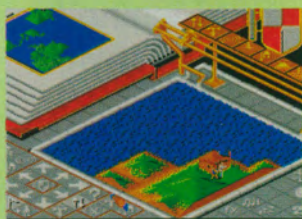
**Gremlin £24.99**  
**Racing**

Excellent sequel from the guys behind the Lotus games. Super-Sprint clone with the addition of weaponry and difficult tracks

## POPULOUS

**Star Performers £9.99**  
**Strategy**

Bullfrog's first excursion was billed as a classic. Bettered by the recent sequel but worth a good hard look at this price.



## FLIGHT OF THE INTRUDER

**Mirrorsoft £29.99**  
**Flight Sims**

Amazing flight sim from the now defunct Mirrorsoft. Worth digging out because it is one of the best. Link up option too!

## LOTUS

**GBH £7.99**  
**Racing**

The best multi-player arcade racing game from Magnetic Scrolls. Hard to put a finger on the reason why this is so good. It just is!

## NITRO

**Sizzlers £7.99**  
**Racing**

Another super sprinty game with extras like night sequences. Set in the future around weird cities. Nitro can be played by three people.

## GODS

**Renegade £25.99**  
**Action Adventure**

Those Bitmap Brothers couldn't leave the platform genre alone. This was their first effort and it did the business. Lots of puzzles.

## PUSHOVER

**Ocean £25.99**  
**Puzzle and Skill**

The game of the Quaver features 100 levels of domino toppling action, all tied in loosely with Curly Colin Quaver.



## EPIC

**Ocean £25.99**  
**Arcade Strategy**

Some hate it, we love it. Super graphics and probably the best sound you'll hear on an ST. Slightly shoot 'em-upish really.

## BUBBLE BOBBLE

**Hit Squad £7.99**  
**Platform**

So old it comes on a cassette. Just kidding. You can still get hours of entertainment from this ancient budget platform game.

## SWIV

**Sales Curve £24.99**  
**Shoot'em-up**

There's only one level, but it's massive and as blasters go, this is one of the nicest looking you'll come across on your travels.

## PARASOL STARS

**Ocean £25.99**  
**Platform**

Another cutesy platform follow up to Rainbow Islands and Bubble Bobble (sort of anyway, it's too complicated to go into here).

## PACIFIC ISLANDS

**Empire £24.99**  
**Land and Sea Sims**

Recent follow up to the acclaimed Team Yankee. More of the same really but that's no bad thing in the end.



## STUNT CAR RACER

**Microstyle £9.99**  
**Racing**

Geoff Crammond made his name with games like this, before making his money on Microprose Grand Prix. A classic nevertheless.

## FALCON

**Spectrum Holobyte £9.99**  
**Flight Sims**

Held the title of the best flight sim for a while, until other companies stepped up the pace. Something of an antique these days.

## MEGA LO MANIA

**Mirrorsoft £25.99**  
**Strategy**

Sensible Software's God game is worth getting just to hear the annoying sampled speech every nano-second!



## INDY JONES CRUSADE

**Lucasfilm £29.99**  
**Adventure**

Released to tie in with the movie, Lucasfilm's continued their impressive record of good titles with this graphic adventure.

## SHADOW WARRIORS

**Hit Squad £7.99**  
**Beat'em-up**

Bring on the Teenage Mutant Ninja Ninjas in this ageing beat 'em-up. Still worth battering a few oriental enemies in your spare time mind.

## DISCIPLES OF STEEL

**Megasoft £29.99**  
**RPG**

Role playing fans should do their best to hunt this little gem out. Visually dire but the gameplay more than makes up for it.

## POPULOUS II

**Electronic Arts £25.99**  
**Strategy**

Wiped the board with all the opposition, including its prequel this year. 100 levels of absorbing land battles against opposing deities.

## GOBLIINS

**Kotex Vision £25.99**  
**Puzzle and Skill**

Freaky, wacky French game with fiendish puzzles and weird humour. Nice animation and sound keep it going.

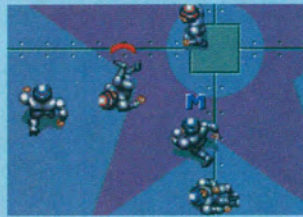




## SPEEDBALL 2

**Imageworks** £9.99  
Sports and Leisure

Combine your everyday game of football with the blood and guts of Rollerball and you have the Bitmaps' Speedball 2.



## ELVIRA II — JAWS OF CERBERUS

**Accolade** £29.99  
Adventure

Another recent sequel that takes a similar line to the original. Features the Mistress of the Dark in a movie studio this time.

## SPECIAL FORCES

**Microprose** £29.99  
Arcade Strategy

What would you do with an entire platoon of SAS men? Get 'em killed that's what. Good beginners entry into the strategy genre.

## KNIGHTMARE

**Mindscape** £25.99  
Arcade Adventure

Tony Crowther of Captive fame worked long and hard on this. Based around the telly series, but only loosely really.

## TURRICAN II

**Rainbow Arts** £7.99  
Shoot'em-up

A sequel to a brilliant game had to be brilliant and thankfully was. Good supply of weaponry and long, hard levels to provide the challenge.

## ROBOCOD

**Millennium** £25.99  
Platform

No more fish jokes I've got a terrible haddock! This was a really good game that owes a lot to Sonic the Hedgehog.



## TEAM VANKEE

**Empire** £25.99  
Land and sea Sim

Bettered recently by Pacific Islands but if you liked that, then it may be worth digging out this original tank simulation.

## FIRST SAMURAI

**Mirrorsoft** £25.99  
Beat'em-up

Another game that's pretty hard to get hold of since Mirrorsoft's untimely demise. Oriental action at it's best. Good graphics and sound.

## STORM MASTER

**Silmarils** £29.99  
Strategy

French god style game based around wind changes. Sounds interesting eh? Seriously though, it is bordering on a classic!

## SHADOWLANDS

**Domark** £25.99  
RPG

Revolutionary new lighting system set this one apart from the others. It's just a pity that the controls were less than simple to use.

## ANOTHER WORLD

**US Gold** £25.99  
Action Adventure

Delphine came up with a corker of an arcade game here. Once completed it's easy to do, but it's very awkward at first.



## KLAX

**Domark** £7.99  
Puzzle and Skill

Inspired by Tetris and following along a similar vein. Klax is basically another vertically block catching game. Worth it on budget.

## ARMOUR GEDDON

**Psychonosis** £25.99  
Arcade Strategy

Sort of wargame where you had to manufacture your vehicles before actually putting them to battle. Loads of missions.

## HEIMDALL

**Core Design** £30.99  
Arcade Adventure

Huge area to explore in Core's viking classic. Pillage a village and find the path to claim your heritage with your trusty band.



## F-19 STEALTH FIGHTER

**Microprose** £29.99  
Flight Sim

Standard Microprose flight simulation. Looks like the majority of others but still a good effort anyway. Edging towards a shoot 'em-up.

## THE MANAGER

**US Gold** £25.99  
Sports and Leisure

Involved football management game from Germany with nice little match highlights and most other features you could want.

## SPACE QUEST SERIES

**Sierra** £29.99  
Adventure

Sierra have gone all quiet on the ST but will be remembered for the adventures of Roger Wilco. Primitive by today's standards.

## SILENT SERVICE

**Microprose** £25.99  
Land and Sea Sim

The original sub simulation from Microprose. To be honest there isn't much difference between this and the sequel. Choose carefully.

## TURRICAN

**Rainbow Arts** £7.99  
Shoot'em-up

Only eight quid. But it's one of the best games of all time. So much blasting you'll get bored of it all. Good fun.





## BATTLE OF BRITAIN

Lucasfilm £24.99  
Flight Sim

Hmmm, now what could this one be about? Take to the skies and blast the dreaded Hun out of them in this battle for air superiority.

## VROOM

Lankhor £24.99  
Racing

Ridiculously fast Formula One game. It just shows what the ST is capable of. Controls were a little bit off until you got used to them.

## NINJA WARRIORS

Sales Curve £7.99  
Beat'em-up

When those robotic ninja warriors arrive, there's bound to be trouble.. Sales Curve went for the throat and came up with a good little game.

## UTOPIA

Gremlin £29.99  
Strategy

Yet another of the god game genre saw you taking control of a far off colony with the single aim of making it self sufficient.

## FIRE AND ICE

Renegade £25.99  
Platform

Cool Coyote storms onto the ST platform scene. Not as good as Robocod but the main sprite's cuter and it has a big play area.



## MEGATRAVELLER

Empire £29.99  
RPG

The sequel's almost upon us but this slightly bugged RPG still has a lot to offer in terms of lasting challenge. Good character generating.

## LOTUS TURBO CHALLENGE 2

Gremlin £25.99  
Racing

Many people believe this to be inferior to the first one. This is more of an arcade game, based along the principle of Outrun in a way.

## PANZA KICK BOXING

Kixx £9.99  
Beat'em-up

The best fighting game ever, but strangely under-rated by a lot of people. Accurate representation of a brutal sport.



## CHAMPIONSHIP MANAGER

Dokmark £25.99  
Sports and Leisure

Massive statistic based football management simulation. Absolutely everything in there making it the most realistic as yet.

## ELITE

Firebird £25.99  
Arcade Strategy

The years have just rolled by for this, and it still hasn't aged. Does this make it the greatest game ever? Quite probably it does.

## CAPTIVE

Mindscape £29.99  
Arcade Adventure

Set out far in the future on a prison planet, you have to escape with your party as intact as possible. Good enthralling gameplay.

## THUNDERHAWK

Core Design £29.99  
Flight Sims

Possibly the best flight sim ever. Based around a mythical helicopter gunship sent around the world to various war zones.

## SENSIBLE SOCCER

Renegade £25.99  
Sports and Leisure

Anybody who doesn't like Kick Off 2 finally has an option with this. Not as fast though, better passing is possible.



## IK+

Hit Squad £7.99  
Beat'em-up

Archer MacClean tried his hand at beat 'em-ups in the past, and although dated now, this ruled the roost for some years.

## POWERMONGER

Electronic Arts £29.99  
Strategy

Extremely complex war style game with loads of different controls to get confused with. If you can play it, it's worth it.

## BARD'S TALE

Electronic Arts £7.99  
RPG

The grand daddy of role playing games. Out before my mum was born! Still an excellent game and well worth trying.

## STEG

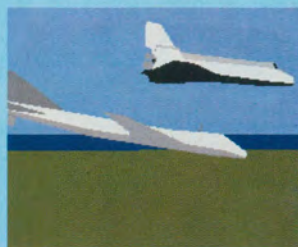
Codemasters £7.99  
Puzzle

The game of the garden pest saw Steg achieve fame and fortune in his very own game. Don't rub salt on the disk though!

## SHUTTLE

Virgin £30.99  
Flight Sims

It takes years to learn to fly one, how can you describe it in four lines? Loads of missions and a large price tag.



## DISC

Action 16 £7.99  
Arcade

Weird Tron style disc throwing game where the idea is to maim your opponent with your giant frisbee. It's like being at Blackpool.

## GRAHAM TAYLOR

Krisilis £25.99  
Sports and Leisure

Take your place in the England hot-seat and try to do better than the recent Sweden squad did. Long winded management game.

## PANG

Hit Squad £7.99  
Arcade

Balloon busting action in this conversion of the popular arcade game. One or two players can participate too.



## CODENAME ICEMAN

Sierra £29.99  
Adventure

Espionage and international high jinks galore in one of Sierra's last games for the ST. A hard drive comes in handy.

## SPACE CRUSADE

Gremlin £25.99  
RPG

Better than HeroQuest was, but still a touch on the easy side. Fans of the board game may be disappointed to coin a cliché.

## WWF

Ocean £25.99  
Arcade

Last Christmas' Number One game is still worth a look if you like the arcade. There's better games out there, but not wrestling ones.

## MICROPROSE GOLF

Microprose £34.99  
Sports and Leisure

Easily the best golf game on the market for the ST. Doubtful whether it will ever be beaten. Accurate and well presented.

## STRIKER

Rage £25.99  
Sports and Leisure

Novel 3D perspective sets this apart from the other footy games out there. Good fun to play especially in two-player mode.





**The Dark Knight Returns!**  
First look at the most long-awaited film licence of all time

**ST**  
**ACTION**  
The World's Best Selling  
ST Games Magazine

# Next Issue

**on sale**  
**September**  
**10th**

**Tips 'n' Cheats:**  
**Hook and Lure of**  
**the Temptress**

**Massive**  
**hardware**  
**feature**

**Megatraveller 2, Blades of Destiny, Legend of Valour,**  
**Carl Lewis Olympic Challenge, Jim Power, Castles,**  
**Archer MacClean's Pool, Myth, G-Loc and loads more.**

**Plus;**

**THE MOST INFORMATIVE NEWS, REVIEWS AND PREVIEWS**



THE DAWN OF A

**S**exy  
**U**nstoppable  
**P**owerful  
**E**xciting  
**R**aunchy

# NINTENDO ACTION MAGAZINE

UNWRAPPED!  
27th AUGUST

**SUPER**

**ACTION**

100% SUPER NINTENDO ACTION



**WIZBALL got married, had a kid...**

# WIZKID

for the  
**ATARI ST  
CBM AMIGA**

**"WIZKID IS A GAME THAT IS SERIOUSLY OFF ITS TROLLEY!"**  
"It REALLY is funny... hilarious in places. You can play it again and again and always find something new... I absolutely love this game to death... it is the most original, funny and clever arcade game I've seen in years. Buy it now." 92% THE ONE  
"The most refreshing thing in years, and so individual it's as much fun to play as it obviously was to write. If you don't buy WIZKID, your life will be a lot poorer." 91% AMIGA POWER  
**"WILD GRAPHICS AND AN EVIL SENSE OF HUMOUR!"**  
**"UTTERLY MAD AND EXTREMELY ORIGINAL... ADDICTIVE GAMEPLAY AND STONKING GRAPHICS"**  
"A truly 90s game... definitely one for the collection." 92% ST FORMAT

OCEAN SOFTWARE LIMITED  
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MANCHESTER M1 1PS  
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