

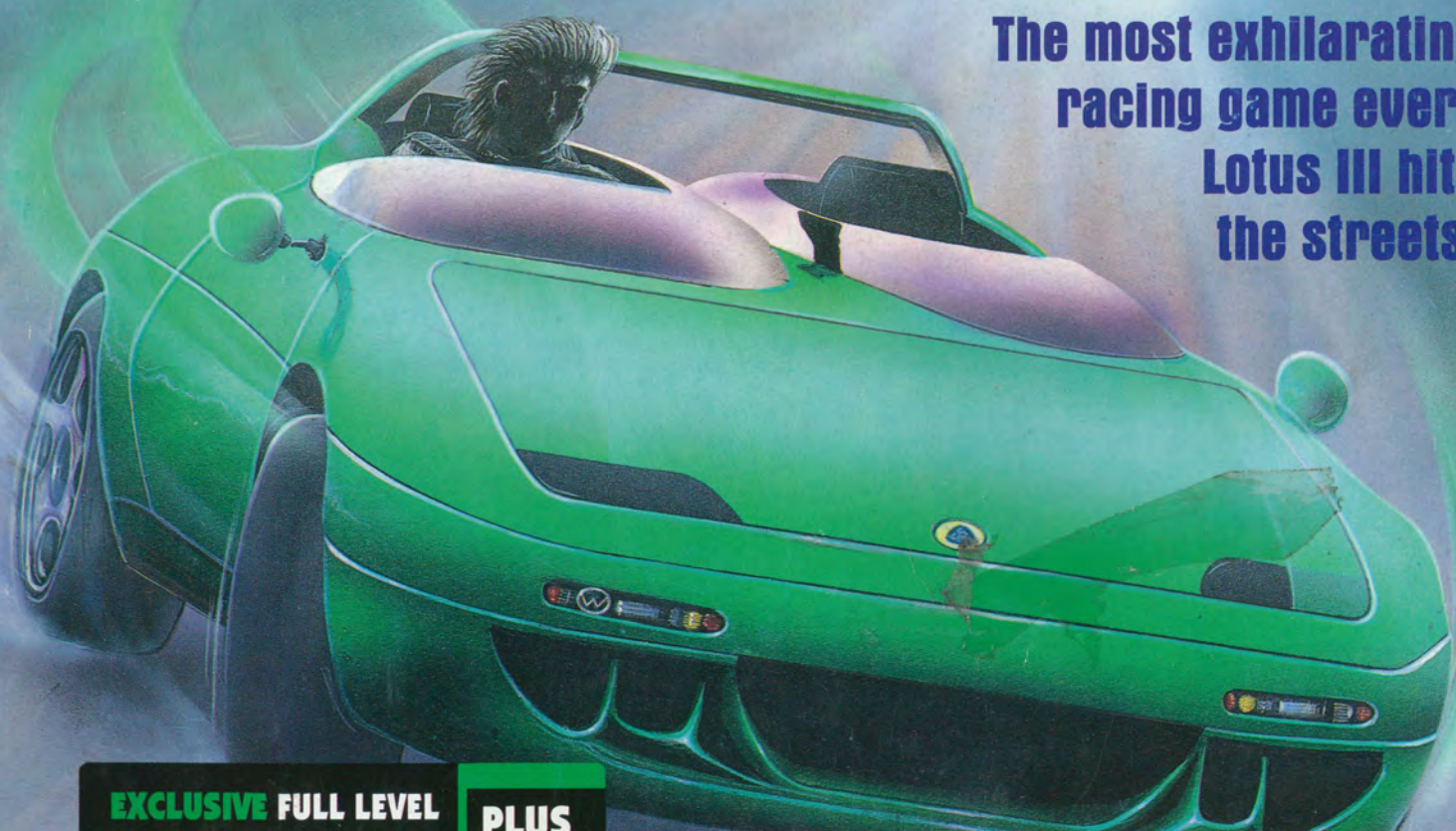
ST ACTION

First With Reviews
100% Action!

- **IDEAL CHRISTMAS PRESENTS?**
Daemonsgate, Big Nose, Cool World
and Universal Monsters previewed!
- **MASSIVE PLAYER'S GUIDES** on Plan 9
and Ishar. Plus loads of tips & cheats

LOTUS III

The most exhilarating
racing game ever?
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the streets!



EXCLUSIVE FULL LEVEL

LOTUS III

THE ULTIMATE CHALLENGE

PLUS

EXPLOSIVE
PLATFORM
ACTION
WITH GUY
FAWKES!

ST
ACTION

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

EXCLUSIVE ST PREVIEW



Streetfighter II - The best
2-player beat'em-up ever?

EUROPESS
INTERACTIVE



PRINTED IN THE UK

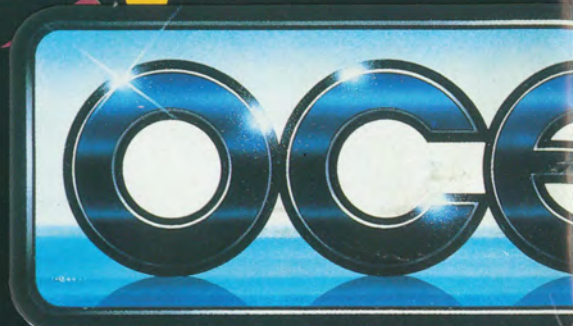
- **REVIEWED** Magic Worlds, Megasports, Games'92 and Paladin II
- **COMPO** Listen in with the Royals! Win a 100 Channel Scanner

THE SUPER STARS RETURN



EUROPEAN RAMPAGE

TOUR



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TELEPHONE: 061 832 6633 · FAX: 061 834 0650

The WWF logo is displayed in a stylized, blocky font with a blue outline and a yellow fill, set against a green background. It is partially obscured by a pink starburst graphic on the left.

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IBM PC & COMPATIBLES
COMMODORE 64



ST ACTION

**First With Reviews
100% Action!**

GOON

100% ST Games

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EUROPRESS
INTERACTIVE

REVIEWS

Lotus III18

This is one of the best racing games ever to appear on the ST. Only Crazy Cars 3 comes close. Beats its rivals due to an incredible track creation system.

Espana the Games '9222

Combines the intense atmosphere of the Olympic Games with stunning graphics, sound and ingenious gameplay. Err, not quite!

Megasports24

More events than the Olympic fortnight! More than 30 incredible events for you to participate in. An excellent compilation that provides great value for money.

Palladin II28

Climb through the ranks and finally become a legendary Palladin. You must first complete 20 quests if you are to fulfill your dream.

Caesar29

Play the Roman Emperor himself and fiddle as Rome burns (nice idea, wrong ruler! Doh! - Ed). Keep your eyes open and watch your back!

Magic Worlds30

3 classic RPGs rolled into one fabulous package. Dragon's Breath, Storm Master and Crystals of Arborea all for under £26. Now that's value for money!

WIN!

An incredible SAS-style 100 channel scanner courtesy of Krisalis. Now you can listen to Princess Di too!

Page 54



**Don't forget you can now
contact STA via a modem
on 0233 620228**

WORK IN PROGRESS

Once again, we have a packed preview section for you this month. Daemonsgate, Big Nose, Cool World, Universal Monsters and Streetfighter II all pop out of Santa's sack!

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FEATURE

Bad news Dominik

Yorkshire TV have been busily working on their latest programme. *Bad Influence!* is a computer entertainment program being presented by Children's TV star Andy Crane and the diminutive Violet Berlin. We popped down to interrupt filming and asked them a few questions about life, the universe and pop stars!

Page 33

● The power of your ST can be doubled by linking machines together for two-player mayhem. Find out how.



REGULARS

News10

Well, Christmas is almost on us and the ST scene is bulging with new and exciting releases!

Tips and Cheats36

If you're having problems with *Ishar* or *Plan 9 From Outer Space*, you're in the right place!

Budget50

Need a fix but don't have much cash? The budget section is where you should be hanging out!

Write On!67

A chance to give your opinions on any ST related subject. The Editor sits with pen at the ready!

Buyer's Guide70

Have you got money to burn but no idea of what you want? Look no further than the ST Action Buyer's Guide for all your purchasing needs.

Cover disk...

LOTUS III

EXCLUSIVE FULL LEVEL!

**PLUS EXPLOSIVE
PLATFORM
ACTION WITH
GUY FAWKES!**



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

Page 7

**CHECK OUT OUR
SUPER SUBS OFFERS ON
PAGE 52**



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The mystical crystal treasures of the Yolk Folk have been stolen from the temple of Zeffar! Return them fast or, as prophecy has it, Dizzy's world will be under the shadow of darkness for ever! Time is running out....

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CODEMASTERS

©1992 Codemasters Limited.

Lower Farm House, Stoneytorpe, Southam, Warwickshire CV33 0DL.

Tel: 0926 814132 Fax: 0926 817595.

Another knee-trembler from ST Action. A British exclusive of Lotus 3 is here for you to have a go at – remember this is just one of the five trillion tracks in the game! Plus a top demo of a new game called Guy Fawkes...

1 LOTUS III

Just bang your disk in the drive and a message will come up on screen asking if you wish to load the Lotus demo. Press Y as instructed and the Gremlin extravaganza will load. Just sit through the start which will select a car and the track, then get ready to play. Unfortunately, you'll have to reload after you've finished the track or run out of time. Don't worry, there's nothing wrong!



● That's the new car. Sleek isn't it? Thankfully Europress have a couple in as company cars already for us to use!!!



● It still looks a bit samey to the other Lotus games, but that's why it's so good. Perhaps the best game of the three so far!



2 GUY FAWKES

Once again designed especially for STA, this one level demo from The Code Monkeys puts you in control of the parliamentary perpetrator Mr. Guy Fawkes on his quest to bring down the government. Press any key when asked if you want to load Lotus and then when the desktop comes up simply click on the Fawkes icon to run the demo.

Unfortunately this demo will only work on a 1040

● Manipulate Guy Fawkes around the many platforms as he tries to accomplish his dastardly plan of killing off the PM!

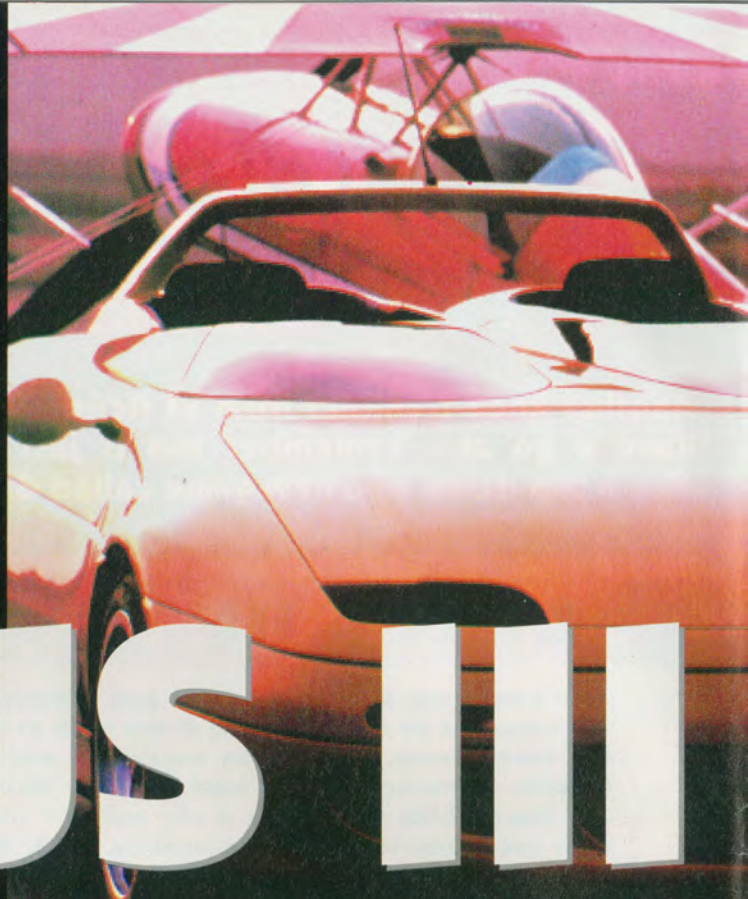


Faulty disk?

If you do happen to have any problems with your cover disk, pop it in a jiffy bag and send to this address:

Faulty Disk (ST Action),
Prosoft,
5 River Gardens Business Centre,
Spur Road,
Feltham,
Middlesex TW14 OSN

COVER DISK



LOTUS III

High speed sports car racing in the third game to come from Gremlin's Lotus licence. Try it for yourself with this demo...

DEMO INFO

COMPANY: Gremlin

RELEASE DATE: November '92

GAME TYPE: Racing

PRICE: £25.99

Okay, so Lotus Turbo Challenge and Lotus TC II set new standards in racing games in the 16-bit market. The third game in the series was originally billed as The Final Challenge. This has now been renamed as The Ultimate Challenge (suggesting there may well be more around the corner) and this demo will allow you to play one of the five trillion tracks included in the game.

In case you're unaware, Lotus III includes a track generator that allows you to create random tracks,

and that's why there's such a huge combination. The generator obviously isn't included here but you do get a track set in the new Future scenario. The start of the demo is a rolling display to show you the front end of the game. Just plug your joystick in, sit back patiently and wait until you get a car on the screen and you're off for your exclusive taste of Lotus III! Thanks to the Gremlin lads for their help

● The coverdisk demo features a race through one of the new scenarios included in the final game. Race here through the Future level



● The big green lean machine in its prime. That's what Lotus 3 is about

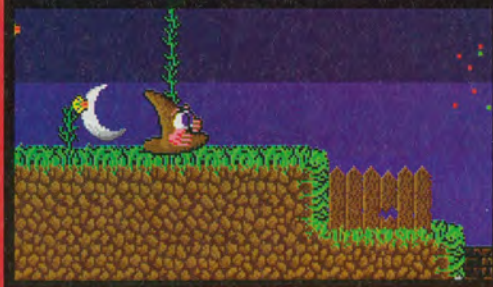


DRIVING LESSONS

Load the demo as instructed on the previous disk page and then sit through the first part of the demo. The playable bit is only one player but is an indication of how good the finished product will be. Pressing fire will make your car accelerate and pulling back will brake! Don't forget you have to reload after you've finished the track!



● Tapping the fire button will release one of your spells towards your enemy in a magical burst of energy



● Oh my! What large teeth you've got (That's the wrong story you goon - Ed!)



● Our hero looks more like a sack with eyes than a major party political perpetrator!



GUY FAWKES

Will Guy Fawkes set the "Standard" (top firework joke!) for platform games? Try this little offering...

What do you mean Bonfire Night's gone? Relive those happy memories with this little romper of a demo!

A top little platform game this which we hope to have a full review of shortly (hopefully in next month's Christmas issue). We don't know how the Code Monkeys have done it, but they've successfully made Mr Fawkes quite cute, inserted a fair bit of parallax scrolling, added a dose of sampled sound and come up with this fine first level demo. While we're on the subject many

thanks to the guys for toiling hard on this one for us!

There is absolutely loads of stuff in this demo, most of which we'll leave you to discover for yourselves.

But you've got a healthy chunk here to get your teeth into. If the finished game is half as good as this we're all in for something special.

BRINGING THE HOUSE DOWN

Guy Fawkes is controlled via the joystick. Pulling down will allow you to look below you. Shooting a firework is as easy as pressing the button. There are 8 different kinds of firework and you can switch between them by pressing the space bar. Guy can hold up to two objects in his hands which he picks up automatically as he walks over them. To throw objects away press Alternate for the left hand and CAPS Lock for the right hand. Other bonus items are used immediately (for example food and so on).

● This is Guy Fawkes (the cute one not the boney one!)



DEMO INFO

COMPANY: Code Monkeys

RELEASE DATE: Early Dec.

GAME TYPE: Platform

PRICE: TBA!

STories

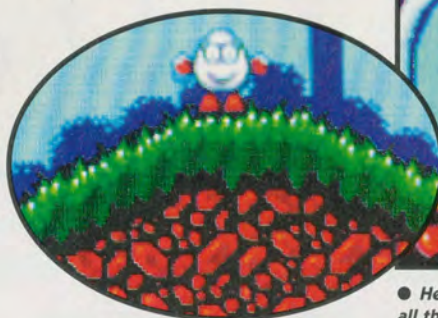
Dizzy's in a spin

THE EGG RETURNS

The latest addition to the hugely popular Dizzy collection is Crystal Kingdom Dizzy. You must help the famous egg as he tries to find the crystal treasures of the Prophet Zefar. The crystal chalice, crown and sword have been stolen by the nasty geezer and they are the only things that can protect the kingdom from an imminent curse.

Dizzy's adventure takes you through four individual quests: the Yolkfolk Village, Captain Blackheart's pirate ship, a desert island and finally to the Crystal Kingdom. Each quest can be played as a separate adventure thanks to a password-

entry system. Absolutely tons of things to do in one of Dizzy's greatest adventures. Should be out at the end of November from Codemasters. Priced at £19.99.



● The famous egg returns in his Christmas special. Crystal Kingdom Dizzy takes you through four individual quests after the crystal treasures



● Here we see our hero looking slightly shell-shocked (doh!). He must examine all the objects around him if he is to be successful in his quest

A slick move

Want a fantastic two-player racing game that combines smooth graphics with exciting playability? Well, you got one! Gather six of the most famous racing tracks from around the world, add three amazing modes of play and throw in a fabby two-player, head-to-head mode and you've got Slicks - the latest release from the Codemasters stable.

Take your car thought the qualifying stages to earn your right to compete

against the best in the world in the Grand Prix. Choose any of the six courses (Phoenix, Monaco, Monza, Le Castellet, Silverstone and Rio De Janeiro) in the practice mode. Or just challenge a friend in the head-to-head race where you must outskill your opponent. Looks great and should be with you by early '93. Price will be £7.99.



● Slicks is an overhead driving game from Codemasters and it looks pretty good

D-Day...again!

If you consider yourself one of these strategy types who enjoys nothing more than a good bunch of dates and a few historic landings, then D-Day could be just the game for you. You get the chance to relive the Normandy landings of June 6th 1944 in this three dimensional land, sea and air simulation.

You take the role of a foot soldier who must impress his superiors to build in rank until you finally make your way to Supreme Commander. You can choose to be in the infantry, paratroopers or even control a tank, ship or plane. As you gain in rank, you will be

allowed to control entire divisions or squadrons and lead them into various legendary battles. Tons of things to explore including adjustable difficulty levels, video documentary and 60 kilometres of coastline. Available from US Gold in November. Price has yet to be announced.

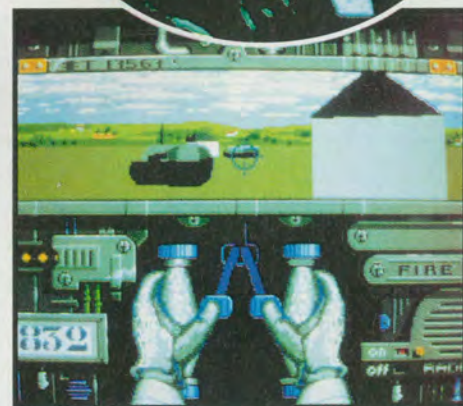


Kixx gets bigger!

After the huge success of their Kixx budget label, US Gold have announced an addition to the range - titled Kixx XL. This new label will be releasing various well known titles across a wide variety of formats including the ST. Atari owners can look forward to such fab games as Indiana Jones and the Last Crusade (graphic adventure), Future Wars, Battlehawks, Zak McKracken and the Alien Mindbenders, Midwinter and many others. Prices will be around the £12.99 mark except

for the Indy game which will cost you another two quid but it's well worth it! Release dates should be before the festive season.

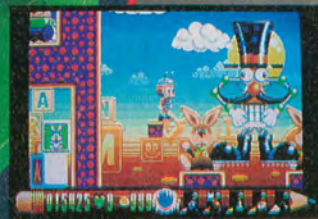
● Some excellent titles are planned for the Kixx XL label including the Indy adventure



● This is your one and only chance to relive the Normandy landings of June 6th 1944

Doodlebug

Limited Edition
Includes Rip
Wallet & Keyring



Doodlebug offers twenty levels of varied platforms spread across five themed worlds. Interactive characters within the game allow Doodlebug to buy buggies, submarines, helicopters, space ships and dragons to help him on his quest to rescue the lovely Princess Lady Bug.



Available on Commodore Amiga and Atari ST



CORE
DESIGN LIMITED

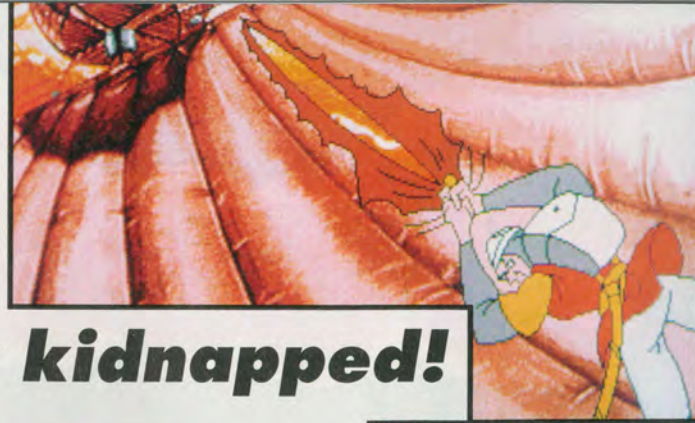
Screen Shots from
various formats



STories

Daphne and family kidnapped!

DIRK MUST DARE AGAIN



● Here we see Dirk the Daring having a bit of trouble with Tweedledum and Tweedledee! I think he should make use of his large weapon, don't you?



Most of you will be familiar with the heroic adventures of Dirk the Daring - the love-struck partner of the beautiful Princess Daphne and star of the Dragon's Lair games.

In the first three Dragon's Lair games, you had to help Dirk rescue his beloved bride from the evil clutches of Singe the dragon, then contend with the Shapeshifter before finally preventing her marriage to the maniac Mordroc.

The fourth game in the series involves Mordread - the psychotic

sister of Mordroc. This time she has kidnapped Daphne and your children in revenge for her brother's untimely destruction.

Once again, you are called on to perform more than your fair share of marital duties as you try to find your sweetheart.

Dragon's Lair III - The Curse of Mordread features full-screen animation, digital sound, over 60 screens of interactive fun and comes on at least 6 disks. Looks like it's going to be something special and it should be with us by November from Empire. Price £29.99.

Civilised Agreement

Already a huge hit on the PC, Microprose have decided to release the award-winning Civilization onto the ST. The scene is set in 4000 B.C. and you are responsible for the entire development of a small tribe of Nomads. As your population grows, you can send small groups to seek new lands and cultures. The tribe's success will depend

on your successful balancing of such important issues as politics, economics and defence. Be sure to keep up the technology level of your budding civilisation, or else you could find yourself defending your territory with a army of musket carrying foot men, against a battalion of armoured tanks.

The game will take place on a map of the real world or on specially generated computer maps. Your aim is to survive and grow through the various time periods up to the present and into



● Civilization gives you the chance to create your own world. You are responsible for the development of a tribe of Nomads in 4000 B.C.

the future. You will encounter such problems as nuclear energy in modern times, or you may even run into such unsavoury characters as Ghengis Khan or Napoleon.

The ultimate goal is to beat all the other civilisations in the race to colonise other planets. Looks set to be another smash hit from Microprose.

If this sounds like your cup of tea then simply save the price of £34.99. Oh, it'll be on your shelves shortly after Father Christmas has been!

Under New Construction

For all you 3-D Construction Kit addicts, this next piece of news could just about make your Christmas. Designed around Freespace 2 and 3-D Construction Kit, this sequel is billed as the ultimate tool for the design of your own virtual world. You will have the opportunity to create and plan real 3D environments, before actually walking into them and interacting with your surroundings.

Some of the new features include: A Clip Art disk that contains hundreds of objects which are instantly accessible. A sound effects editor, allowing you to implement your own sounds. A VCR mode that enables you to record and play back your world. A fabby print out option and lots, lots more. Should be available by the time you read this from Domark. Priced at £49.99.



● Some of the extra features included in 3-D II will allow you to make your own virtual reality

Sensible SOCCER



**WORLD CUP
QUALIFIERS**

**NEW SEASON
TEAM
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Sensible
SOFTWARE

C1, Metropolitan Wharf, Wapping Wall, London E1 9SS © 1992 Sensible Software. Published by Renegade



STories

Part Man, Part Ram?

Rampart is a conversion of a popular coin-op of the same name. Set in medieval times, it is a game based around the exploits of cannons, castles and battles.

You must build walls around your castles and place cannons in the correct places to keep out the bad eggs. The game is pretty fast paced and involves lots of attacking manoeuvres on your neighbouring castles and their forces.

Rebuilding your castle after you have been attacked is very important. You have to insert the correct shaped brick before the time limit runs out. A kind of Tetris with castles! The more castles you manage to defend, the more cannons you'll get to attack with.

Rampart can be played by up to three players and it should be released by Domark before Christmas. It will be £25.99 to you!

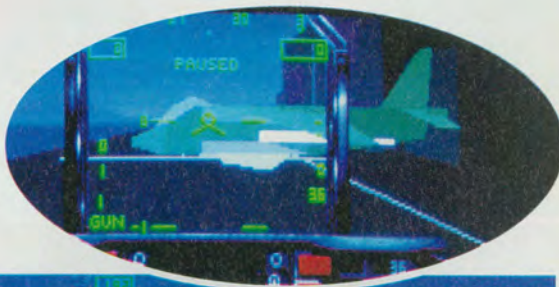


● Although it doesn't look anything special, Rampart is one of those games that you just can't put down. It'd make a great Christmas pressie!

Air Assault

Hoping to follow the success of MiG-29, Domark are in the middle of developing their new flight simulator based on the American Harrier aircraft - the AV-8B. Simis, the same team responsible for MiG-29, have been working on Harrier for more than a year. "Simis did a wonderful job on MiG-29", voiced an obviously impressed Matthew Tims, Domark's publisher. "While at British Aerospace, they worked on the Harrier's airborne software and we couldn't ask for a more dedicated or professional team for this project."

Based on the VSTOL aircraft used by the American Marines, the simulation will try to combine strategy and role-playing elements to produce an exciting product. You are placed in command of the Rapid Response Force and you will be given the opportunity to delegate troops and also support air reconnaissance missions. Sounds appetising eh? If this makes your eyes water with anticipation, form an orderly queue and wait by doors until later this year. Due in October from the mighty Domark, Priced at £39.99.



● Domark hope to emulate the success of Mig-29 with their latest flight simulation. Harrier certainly looks the business and should be out soon

● The Supervision consoles offer good value for money and give you a flip-top screen that can be altered to your own likings.



Holy Kryptonite!

Quickshot, the world's leading manufacturer of computer joysticks, have decided to enter the world of the hand-held console with their next release of the Supervision system. The console has a 61mm square screen, a unique hinge enabling the player to tilt the screen, volume and contrast controls and a two-player link.

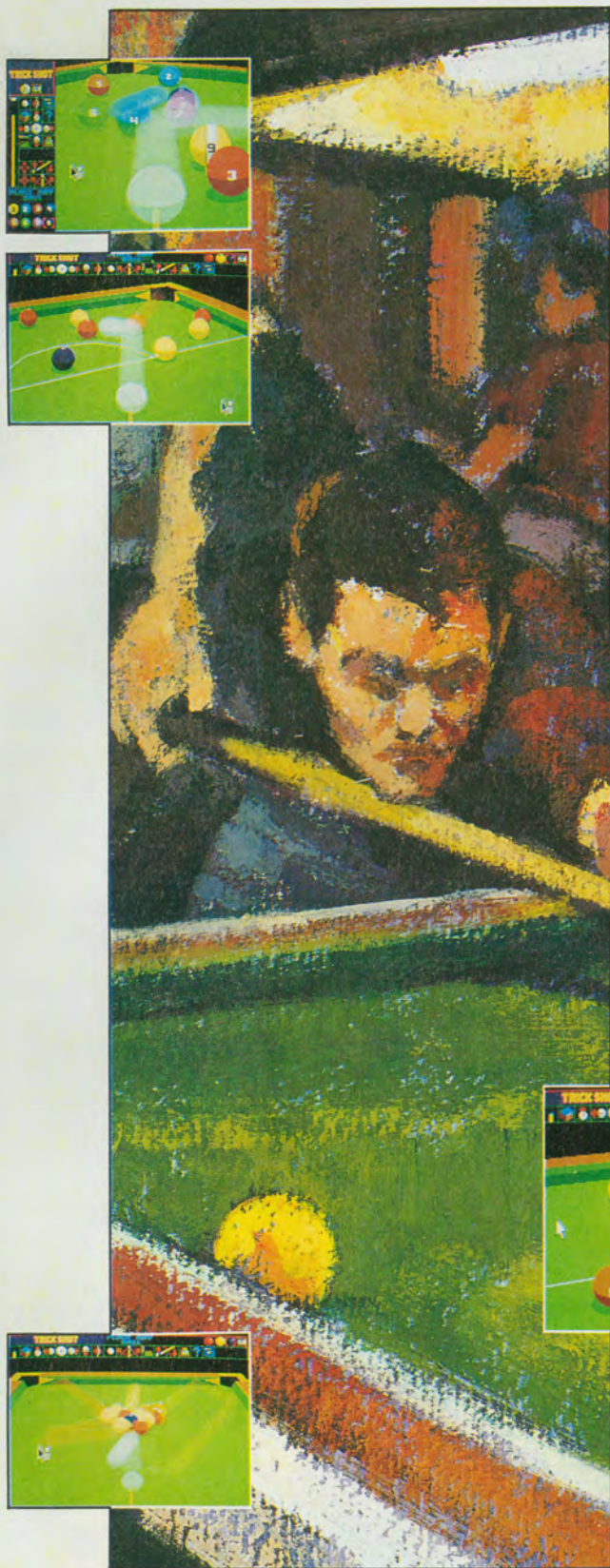
The unit comes complete with a set of earphones, batteries and a complimentary game for the very affordable price of £39.99. Quickshot are keen to ensure people that a steady supply of games will follow their machine. There are already 18 games available, and another nine are due to arrive in mid-October. By the end of November, owners should be able to choose from over 50 games.

The games range from frantic shoot'em-ups to particularly puzzling platform games and they all offer great value for money and addictiveness. You could do a lot worse than finding one of these systems in your Christmas stocking! Looks like another excellent product from Quickshot.

•CHART•



- 1 Sensible Soccer £25.99
- 2 Formula 1 GP £34.99
- 3 James Pond £7.99
- 4 Magic Land Dizzy £7.99
- 5 Captain Dynamo £7.99
- 6 1st Div. Manager £7.99
- 7 Panza Kick Boxing £9.99
- 8 Prince of York Folk £7.99
- 9 Lotus £9.99
- 10 J. Nicklaus Golf £7.99



ARCHER MACLEAN'S

done for pool what he did for snooker. Brought it balls, rules, baize and all to the home computer.

Pool features **three sets of rules**: 8-Ball UK Coin-Op, and 8-Ball and 9-Ball US Pro. You can practice or play a single match against a friend or one of **20 computer-controlled opponents**. Or why not involve yourself in a **tournament** as one of eight players?

You can leave the cue and small change at home. Archer Maclean's Pool is all you need.



FROM THE AUTHOR OF JIMMY WHITE'S WHIRLWIND SNOOKER

POOL

© Archer Maclean 1992. © Virgin Games Limited 1992.

FEATURES

- 8-Ball & 9-Ball Play ● Coin-Op & Pro Rules ● 8-Player Tournaments
- Special Trick Shot Table ● 20 True Computer-Controlled Opponents
- Fully Interactive Televisual Display.

Screenshots may be taken from a different version.

Virgin Games 338A Ladbroke Grove London W10 5AH



LOTUS III

THE ULTIMATE CHALLENGE



**racing
game
from
the
« future »**

incorporating **RECS**™
racing environment construction system

Lotus III is the greatest racing
experience. Incorporating the
awesome power of RECS,
a revolutionary concept
giving you the power to generate
a virtually infinite number



of unique racing
scenarios, The Ultimate
Challenge is ready to

give you the drive of your life.

- A vast range of landscapes and weather conditions.
- Race the Esprit, Elan or futuristic Lotus M200.
- Choose racing circuits or stages.
- Test yourself over 64 built-in courses or use the power of RECS.



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

REVIEWS

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.

Lotus III



Lotus III - hits the **ST** and joins **Crazy Cars 3** as one of the best driving games available.

p.18



Megasports

p.24



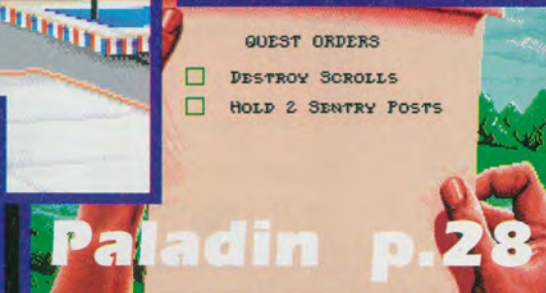
Over 30 events combine to make this good value for money.

Another strategy game that follows the success of the original.

GUEST ORDERS

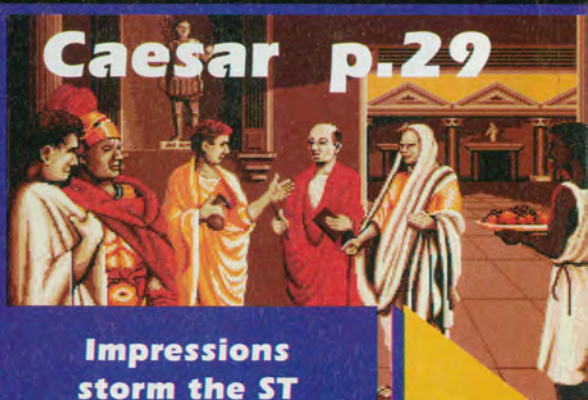
- ☐ DESTROY SCROLLS
- ☐ HOLD 2 SENTRY POSTS

Paladin **p.28**



Caesar

p.29



Impressions storm the **ST** market with two fine releases.

PLUS: Espana the Games '92...p.22 and Magic Worlds...p.30

● Look at the amount of traffic on the road it reminds me of London during rush hour!

● Learn to take bends correctly otherwise you'll never qualify on the tougher levels of the game.

LOTUS III

Hit the accelerator with this latest part of the most successful driving series ever!



ACTION

£25.99



2 PLAYERS

Produced by
Gremlin



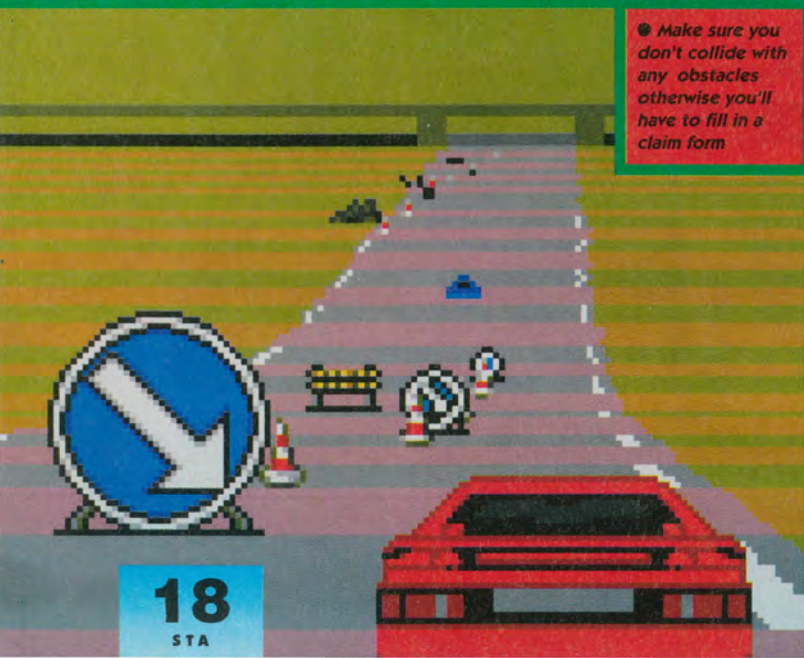
INFO

The Lotus returns, complete with loads of new features, or does it?

Lotus made it big time, it soared up the charts and stayed there. No other racing game could come close. When released it injected a thrill into the normal way racing games were looked upon. No jerky graphics, no slowing down, faultless in every way.

● Make sure you don't collide with any obstacles otherwise you'll have to fill in a claim form

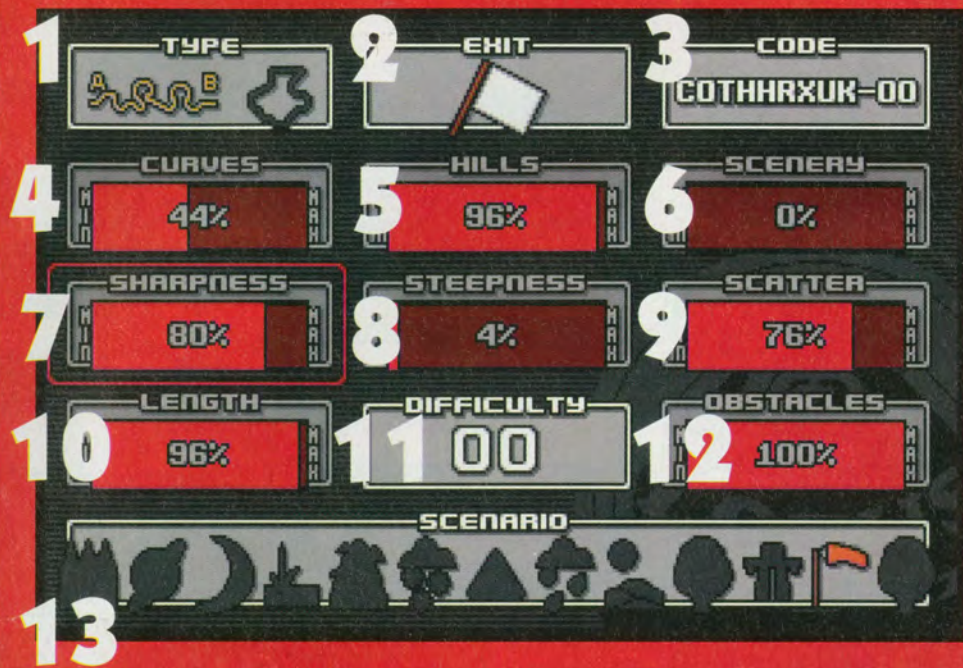
● The race is close, player one is right behind the leader one mistake could change it all.



● What better time to drive a super fast cabriolet, under the warm glow of the blazing sun.

● The white sports car is in danger of crashing if this type of driving keeps up.

Playing Lotus is as easy as 1...2...3!



1. Choosing your course
2. Begin the game
3. Track generation mode
4. How many curves?
5. How many hills?
6. How much scenery?
7. Do you want sharp bends?
8. Do you want steep hills?
9. Do you want a lot of trees?
10. How long is each race
11. Should it be hard or easy?
12. Should there be obstacles?
13. Choose your scenery

With a game of this unparalleled quality you would have thought that a sequel would have been out of the question but no, the mass of ST owners got the taste, and those nice people at Gremlin received loads of letters and phone calls from customers

who had bought the original game asking for a sequel.

Three times a Lotus

But how do you make the best better? Months and months of slaving over a hot keyboard produced a follow up that complimented the

first. Added features included turbo boosts, more tracks, different weather and the option to drive a different car, the fabulous Elan, oh and how can I forget, a two player option. Third time around what more can this computer game equivalent of the Police Academy series offer?

Well the biggest advancement has to be the addition of RECS? What the hell is that, I hear you cry. Well RECS stands for Racing Environment Construction System. Basically what you've got here is a

track construction editor. This system allows even the least technically minded person to create fabulous tracks in a very short space of time!

Other racing games which have featured construction sets generally follow the usual type of assembly, an overhead plan on which you add parts to a map, similar in style to the way you would fit a Scaletrix together.

This new system allows you to

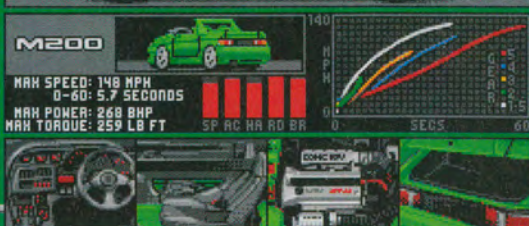


● The high performance Elans are going for it, the red one has got a good lead ahead.

ST
ACTION
A1 RATED



SELECT A CAR



Well this is what all the fuss is about. The Lotus M200 Concept car. It'll never be built commercially but this prototype is included in the game

construct a track by simply typing in a string of 11 letters and two numbers! It really couldn't be simpler, none of this bungling around trying to get the two ends to connect.

Drastic changes

Alternatively you can pick your joystick up and change the various parameters manually. You can change stuff like the size the type and amount of scenery on the level (a total of 13 different types of background are available). Some less drastic changes include the steepness of the hills and the amount of curves on an individual course all of which

A brilliant game which in every sense of the word is faultless. Of course it is similar to the others, but what with the addition of RECS this'll give you the justification for buying this classic. This unique construction set should mean you never have to buy another racing game again... Well at least until Lotus IV is released!

can be changed by simply moving the joystick!

There are five backgrounds that are new to Lotus 3, along with windy, muddy and roadworks which aren't overly special. You can race on two other types of race tracks, the spectacular mountainous level has you climbing



The Lotus drivers take to the desert in the last gruelling stage of the tournament.

a mountain with the rock wall on one side and a daunting drop on the other. A bit of a tip for this level, stay in the middle because you'll be in serious trouble if you drift too far on either side. This will cause you a considerable

time loss.

The most unusual level in the game has to be the future level. This section places our Lotus in a sort of futuristic arena. The goal is exactly the same, win the race. But there are the added hazards of lasers. These beams of light drastically slow down your super fast car. High powered magnets adorn certain sections of this tricky course. These

cause your

The Turbo Zone can be found in the new Futuristic scenario and you can speed up



You're coming to the end of the Turbo Zone and your advantage is about to come to an end

Lotus to be dragged to the side, requiring excellent handling of your mean machine.

No linking

Strangely though, one popular feature from the previous title has been dropped, the four player link up option. Instead using the RECS you can create a mini racing season, by linking up to 13 custom made tracks of your own together, a must for any budding Nigel Mansell impersonator.

We also see the intro-

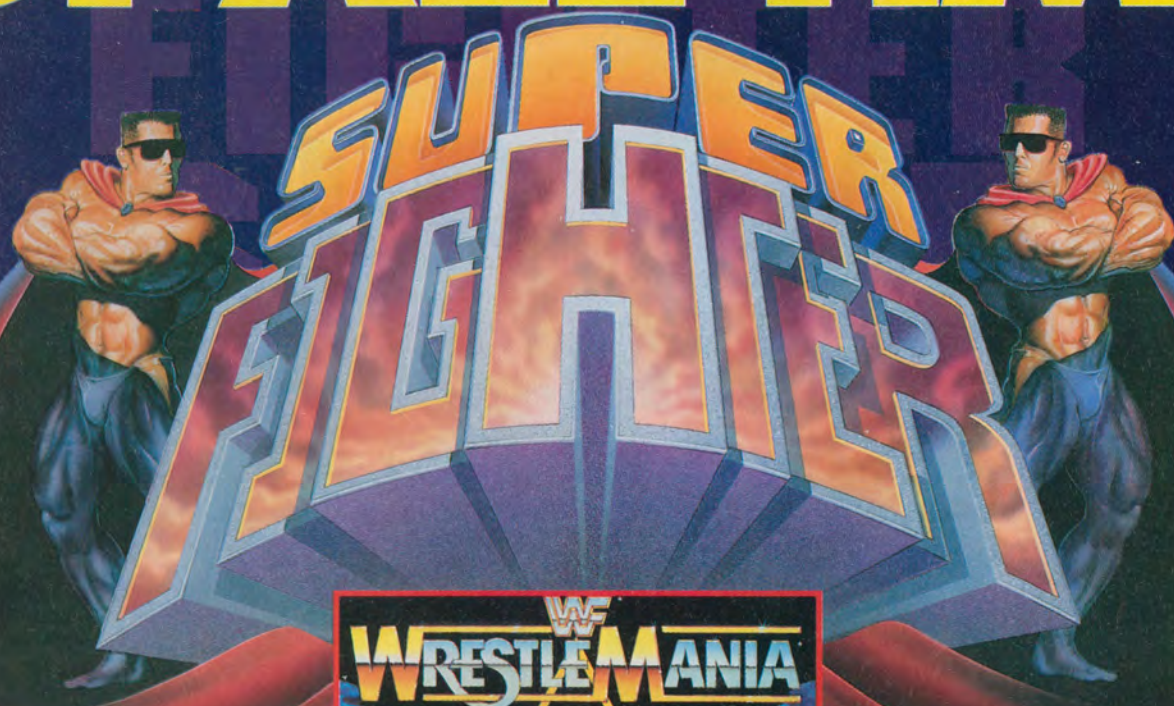
duction of the new Lotus M200 concept car which you can choose to drive. I think the real selling point has to be the speed and downright visual quality and atmospheric music.

Combine that with death defying courses that you can create trillions of yourself and you've got a real driving treat. Buckle your seat belt up and prepare for the ride of your life.

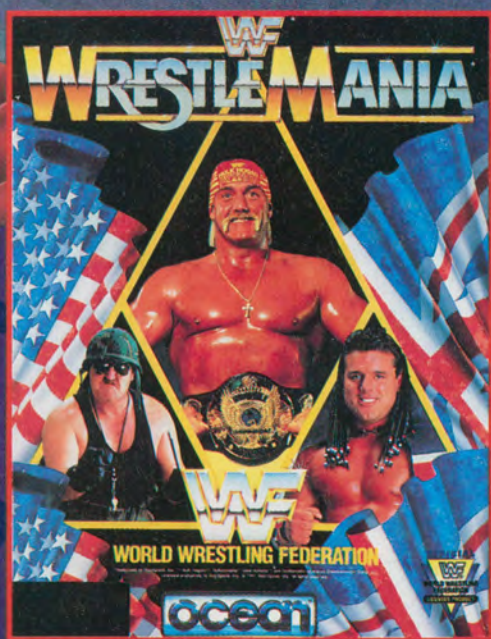
Brad

93%

THE HARD-HITTING BIG THREE JOIN FORCES TO BRING YOU
THE WILDEST
COMPILATION PACK
OF ALL TIME



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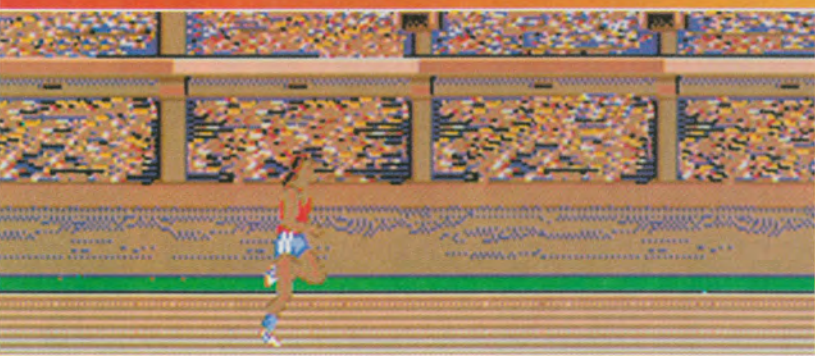
ocean

CBM AMIGA · ATARI ST
 SPECTRUM · AMSTRAD
 COMMODORE 64



ESPANA THE GAMES '92

A game that releases the beautiful atmosphere of the Games and combines ingenious gameplay with exciting graphics. NOT!



● The sprint and distance events aren't that hot to watch. The animation is pretty sluggish and there isn't much going on elsewhere. Pretty poor, really!

Quote: "More than 30 events in total create the most comprehensive computer simulation of the classic 'Games' ever".

That's what can be read on the packaging, however what the blurb fails to mention is that each and every one of the events is complete tosh.

It comes on four disks and, as you can imagine, the thought of the largest and finest sporting event in the whole wide world being magi-

cally squeezed into the data tracks of four tiny disks, is unbelievable!

Quote: "This has it all - management, databases, skill, strategy and arcade action". Yeah right!

After carefully putting the floppy into my eagerly-awaiting drive, the mechanism whirled, as did the butterflies in my stomach. Just imagine me, Brad Burton, the "male Plain Jane" of journalism representing the Commonwealth in a competition that could bring hope and glory to the country that has been so, so good to me. Hmm, it's a real shame it's all in my vivid imagination though.



● The 100 metre hurdles, a barrel of fun, I don't think. Even our expensive screenshot grabbing equipment can't make this game look any better.





● The pugilistic side of things does little to increase your enthusiasm as you drearily prance about the ring in your dodgy shorts and headgear



● Hmm, this event looks mighty interesting doesn't it? The shot putt takes a lot of timing and effort to make a world record throw



I suppose like all those Olympic hopefuls who came back from sunny Barcelona without a medal, my dream along with theirs was completely shattered.

User un-friendly

When the program eventually loads, after a long wait your monitor/TV displays a screen of options which is ever so fiddly to use. Generally, it's just a case of moving your cursor to an icon, clicking it and away you go. If only it was that simple.

A series of time-wasting options have to be chosen before the Games can commence. Once you have managed to wade through this abundance of unfriendly options, you'll eventually get to play one of the events. No matter what event



● The art of fencing promises more fun and is actually quite enjoyable for the first time you play it. Then, it's back to the same old tedious management screens

you choose to play, you'll find each and every one of them a complete waste of time. The main character graphics are awful and let me tell

ing certain events, when I genuinely wondered whether I was actually playing it, or just spectating.

Boring is the best word to

Its disgusting to think that Ocean's quality control has let this past, and then to have the cheek to charge £30 for what must be the worst ST full price game this year. If after reading this review you still go out and buy this game, then you may as well go and get the word "mug" tattooed on your forehead. Avoid it or believe me you'll be sorry!

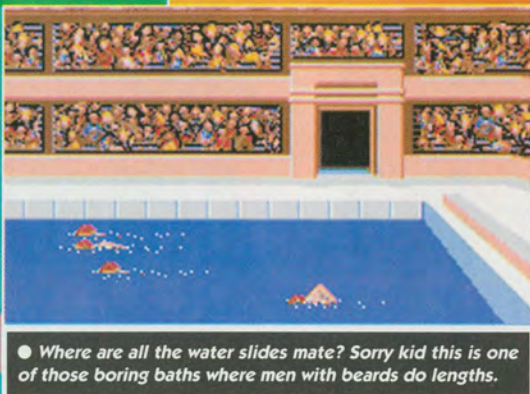
you they aren't the most animate of sprites. This can be very frustrating as you get further into things.

The control over your character is so sluggish there were times dur-

describe the track and field events. They are so sad it really is untrue. The 100 metres is bad and if Ocean think that anyone could actually enjoy competing in the 1500m, they're very badly mistaken indeed.

My achy breaky hand

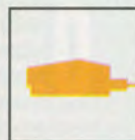
After wagging my stick for a good few minutes, the only thing I had achieved was an aching hand and a nasty puss-filled blister on my (stop right there - Ed) erm, digit!



● Where are all the water slides mate? Sorry kid this is one of those boring baths where men with beards do lengths.

ACTION

£29.99



1 PLAYER

Produced by
Ocean



INFO

The dangerous thing about awful games is the fact that in many cases they can still look quite nice in still screen shots; fortunately this isn't the case.

If you were to judge this game from the screen shots, you could be forgiven for thinking it was of average quality. Please, for my sake, don't make that terrible mistake. I wouldn't be able to sleep at nights knowing I could've stopped you.

As a special patronising bonus, one of the disks contains a dodgy database which contains loads of information about world records and other olympic trivia which you can call up when you like!

Brad

37%



● That wind's a bit strong. Then again if it changes direction it might get a bit warmer! Still you've always wanted that all-year tan

MEG

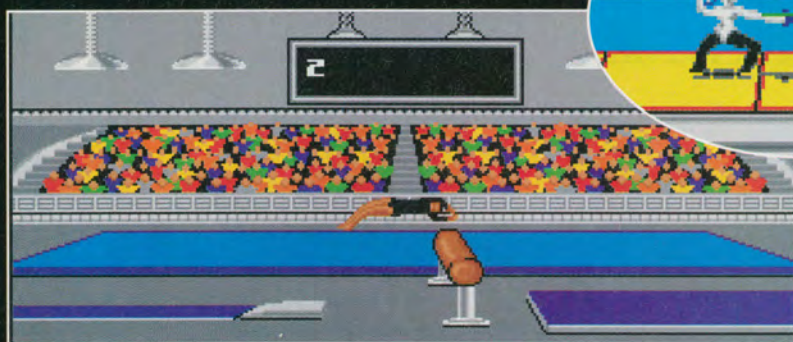
More events than a Grandstand Olympic fortnight! Over 30 sporting activities take their bow in this compilation...

1 Summer Games 1&2

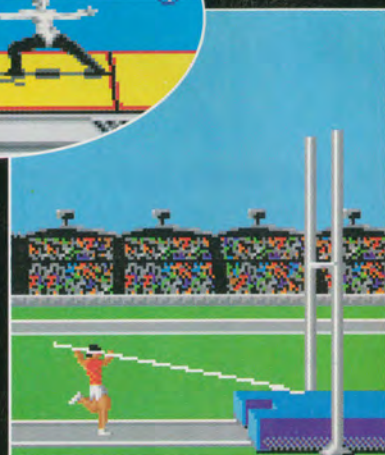
One of the first games Epyx produced was Summer Games. After its massive, nay huge, success came the inevitable sequel. This compilation wouldn't be complete without the pair of them and their events. I preferred the first to the second

as the events are easier to get into. Some of the events on the second game such as the equestrian and the rowing can get extremely frustrating and there is no way to quit.

Other events spread across the disk include diving, pole vault, relay and swimming. Presentation is still good if a little dated now but there is fun to get out of this trip down memory lane.



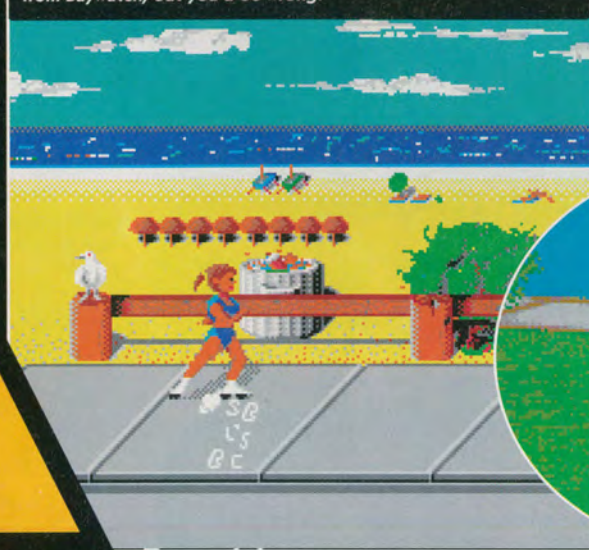
● What could be better than bouncing off a springboard onto a small wooden box, double flipping through the air and landing perfectly? Well, a Big Mac and fries for one!



● It's all about getting your pole in the hole as my PE teacher once said!

2 California Games

● You could be forgiven for thinking this is still video footage from Baywatch, but you'd be wrong!



Epyx took their Games series onto the sunny west coast beaches of the USA and in turn provided a number of wacky sports, most of which you'll never have heard of. Once again there's a sequel to this and you'll find a full review of the all new California Games 2 on page 24.

My favourite event here is the footbag, where you have to keep a small beanbag in the air as long as possible by kicking and heading it. Points are accumulated for the more tricky manoeuvres, like turns and flips, while making sure the bloody thing doesn't hit the ground. Other events include surfing (you can't go to California without doing a Patrick Swayze impression, half pipe (skateboarding dude!), roller-skating, BMX riding and flying disc (frisbees to you and me).



ASPORTS



● Not exactly Robin Hood eh? Ah well there's a gold medal at the end of all this. All you have to do is hit the damn thing a few times



● This always looks a bit painful to me. Fibreglass or not, you wouldn't catch me getting hit in the stomach with one of those poles!

3 The Games: Summer Edition

Far and away the most visually impressive of the games in this compilation - maybe that's to do with the fact that it was programmed later. Based totally around the Seoul Olympics of 1988, everything about the quality and presentation of the game is first class.

Large, well animated sprites and colourful backgrounds, not to mention easy to get into events (with the exception of the gymnastics which has got a stupid number of joystick controls to get to grips with!) make this a very classy sports sim. Programmed by the Code

Monkeys, it features a lot of nice touches and events like archery really couldn't be any better. It's easy to see that Ocean's recent effort for the Barcelona spectacular - The Games '92 owes more than a lot to this Epyx title. Pity it isn't in the same class though.

4 Winter Games

Programmed in 1986, I remember having this on my Amstrad years ago. The ST version is no big improvement, but the 8-bit version was good anyway. It's impossible for a game of this age not to look dated though, and while some of the events do look nice there have been better winter sports games produced since. Events included are the biathlon (a gruelling ski race), hot dog (aerial ski stunts), ski jump (jumping over yoghurts - that's not funny - Ed!) and figure skating.



● Oops! Now I'm not a betting man, but my money's on a good couple of weeks in intensive care for the world's first flying banana!

**Megasports
U.S. Gold
£29.99**

This is a pretty good compilation when all's said and done. There's plenty of variety in the events and for the most part all are fun to play.

The Games: Summer Edition is the pick of the bunch and Winter Games is probably the worst here because of its age. It could get repetitive, but the value for money's here and that's the most important part.

Paul

84%

Over 120,000 people have joined Special Reserve - the Games Club with no obligation to buy.



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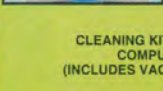
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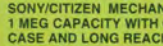


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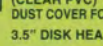
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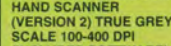


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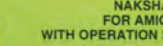


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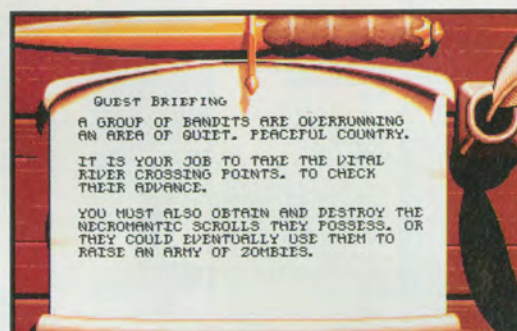
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PALADIN II

Omnitrend are at it again and Impressions have got the rights to put out this sequel...



● The battle's in full swing. There's bound to be a load of casualties in the fighting that's about to follow any second



● The quest briefing...well, briefs you about your quest! From here you can read all about what you must do

Another role-playing game is about to join the multitude already on the ST. This time it's a follow-up to the already successful *Paladin*. Although marketed by British strategy kings Impressions, it has been put together by the guys from Omnitrend. You may remember them from other hits such as *Breach and Breach 2*.

Taking control of a young character called Brandon (but he hasn't got sideboards like that annoying one from *Beverly Hills 90210!*), you'll start off as an Apprentice who has high ambitions of becoming a

mighty Paladin. Having said that it's not just a case of "becoming a top Paladin". Before you can get to these exalted heights though they'll be an awful lot of blood, sweat and tears. You'll get through many companions and allies and also a good 20 quests. Only then, can you consider yourself to truly be a Paladin.



there will be only one survivor. The mystical warriors have to use their magic powers to defeat the arcane related adversary. Other scenarios have up to nine members on each side. The party of warriors and wizards are controlled using the old

again, you have to get your thinking cap out and use your intelligence to overcome the enemy. For instance, I made my character walk around a corner, only to discover two heavily armoured guards pointing cross-bows at me! I'll launch a fireball at them, whoops I've run out of action points and now I'm dead!

Paladin II is really well presented, looks nice and plays like a dream. It's so easy to pick up and play after a few minutes and the

Quest for glory

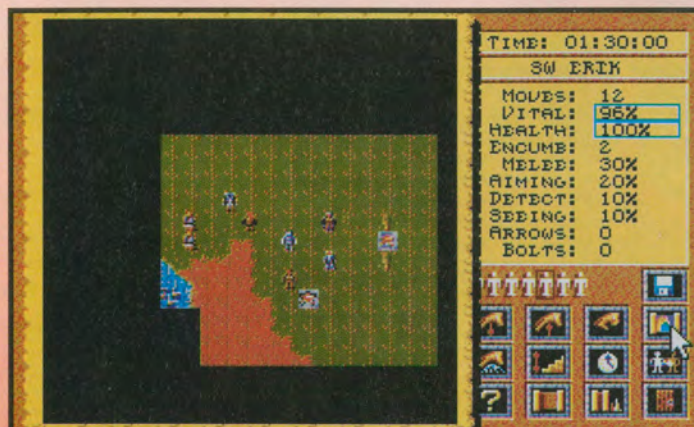
Right, enough plot. On with the gory details. 20 quests may not sound a lot but none of them (including the easy ones) are particularly short. Each and every one of them is extremely good to play though. Take for instance the Mage battle scenario that places two high level magic users in a conflict in which

Paladin II is a different way of looking at RPG's. The presentation is certainly up to par and there is a quality feel about it. It's easy to play but in depth enough to keep you interested. The Quest Builder adds an extra dimension to the whole thing if you can be bothered to create your own, and there's also another quest disk available from Impressions.

favourite - Movement Points. Instead of slamming your joystick around and stabbing fire now and

quests are lively and entertaining. If you think 20 quests simply isn't enough then you should be glad to hear that there is also a Quest Builder included, so you can even knock together your own conquests. It is possible to link up several different quests into one big Crusade where you can take the party through mission after mission building up their skills.

Paul



● The map screen will give you an overhead view of the area you have explored so far in the game. This will expand the further you manage to travel

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1 PLAYER

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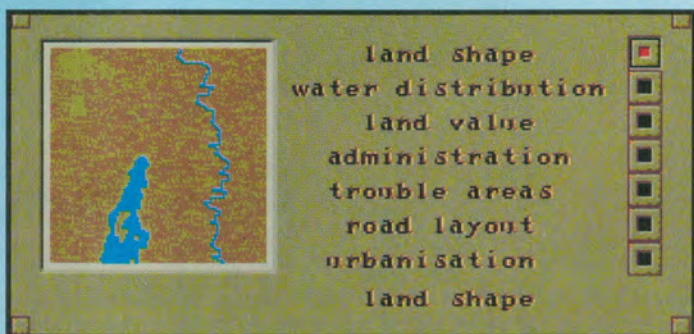
INFO

84%



CAESAR

Formula:- Populous + Sim City = Caesar.
It takes the best bits of the best, but does it work?



● This is probably the most essential screen in the game. Using the pointer you can gather information needed to keep your province running smoothly

I thought we had seen the last of these god/leader type of games a good couple of months ago, but oh no, those strategy masters have come right back with another title attempting to knock the others off the top spot.

Stepping into the sandals of Caesar Augustus your goal is to secure the future of the Roman Empire and in turn enhance your standing within the community.

You'll have to work hard to achieve this goal, you can't just take a few top people out for a free lunch. No siree, houses have to be built for the homeless and schools for the uneducated to name but two. Add to this the threat of military invasion or a peoples revolt, and as you can imagine you've got quite a lot on your plate. Once you've put your name in as the leader, it's just a question of choosing the amount of money you begin with. The more

money the easier, the less the harder. Then it's down to the main screen where you have to use slaves to build your city.

Caesar's Constructions

The first building you construct is a Forum, allowing you to speak out to your country men, then houses and the like. To make the city run fluently all the amenities have to be connected by roads. Roads cost money as does any construction so keep your eye on your coffers. If you run out of cash your city is in serious trouble. Another factor to keep your eye on is the water. If you ever want to progress deeper into the game

What has happened to Impressions recently? The last couple of games have incorporated new control systems and have seperated themselves from previous strategy flops. Caesar offers nothing exceptionally original, but the way the game is executed is slick and refined. Well done guys, let's hope this excellent quality is just the beginning.

you'll have to irrigate the land and make sure the water gets to all its citizens. Creating your city couldn't be easier, using the old mouse just

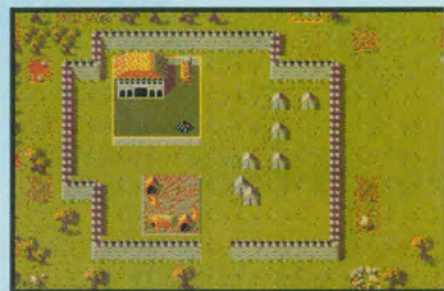
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INFO



● This small outpost is just one of the many dotted outside the city walls.

click on the easy to use icons and, whay-hay, within seconds you'll have your own land.

When a skirmish gets underway, like it frequently does, combat is resolved with a series of pretty bland numbers (snore). If, however,



● The large wall around the perimeter will ensure that any raiders' attempts to siege the city will be slowed down



● Would you believe this clump of tents would over the centuries advance and become the biggest empire ever?





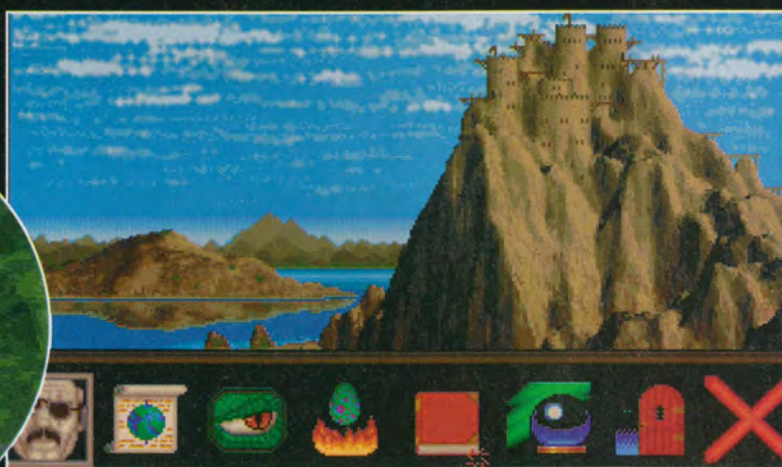
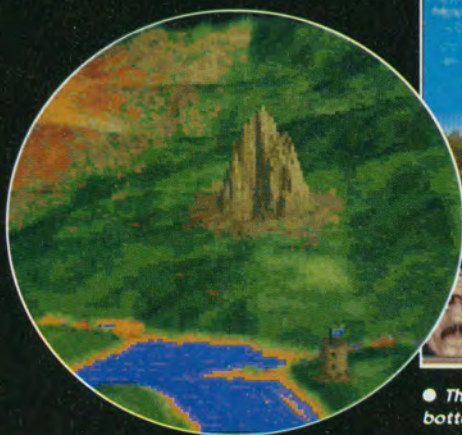
MAGIC

3 classic RPG's rolled into one package that normally retails at well over £80 – now for less than £30.

1 Dragon's Breath

A bit of a strange one this. The game puts you in the robes of a power hungry magic-user as you strive to conquer all the villages in the land of Anrea. Unlike similar type games, you don't have to control massive armies of soldiers and heavily armed knights. Instead giant fire-breathing dragons have to be reared from birth and then trained to fight battles. Another thing essential to your success is the mastery of magic, which could, if used correctly, sway the tide of even the

most demanding of battles. To do this you'll need to read and digest all the information that is written in the spell book (which of course is included in the packaging). There's even little arcade sections, like the sub-game in which you have to destroy an enemy village by breathing fire at all the buildings. Its fire-tastic (groan, Ed).



● This is the beautiful view of a large fortress on top of a hill, yesterday. The icons at the bottom of the screen can be used to access your statistics

2 Crystals of Arborea

On face value you would think that this was a sort of Dungeon Master in the wilderness type game. To a certain

extent you would be perfectly correct as the plot follows six heroes as they embark on a quest to find the mystical crystals of Harmony.

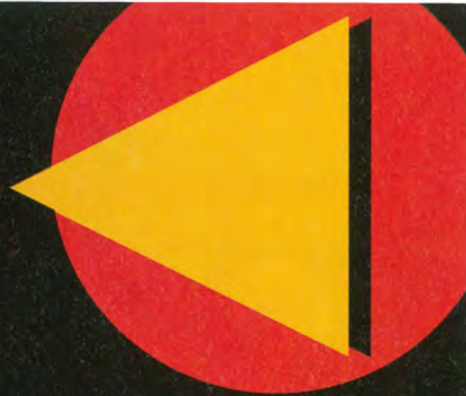
Lord of Chaos and his minions, have taken it upon themselves to create misery for all the nice people who want to live in peace. Only with the unearthly power contained within the magical crystals will the evil Morgoth be

Why you may ask? Well, the evil Morgoth

● Hidden deep in the haunted forest lies an old tower, but what mysterious secrets hide beyond the locked oak door?



WORLDS



brought to his knees (oo-er, Ed). The main selling point of this game has to be the amazing amount of locations, 16000 in total! Regardless of how nice the graphics are, I suppose the real problem lies with the similarity between locations. I spent a considerable amount of

time getting lost and wandering aimlessly around the forest type environment, trying to avoid vicious attacks from marauding nasties. This is one of those games that needs a hell of an input of time and patience if you're ever going to get anything out



3 Storm Master

is set on the windy warring planet of Urgaa, where a battle between several factions has been waging for thousands of years. The reason for which has long since been forgotten.

You are put directly in charge of a council of seven, who make the decisions for the people of Eolia. Together with the help of over 50,000 citizens, you vow to make their civilisation prosperous and ultimately the world leaders.

Another one of those strategy/role-playing affairs this one, with several unique differences - the graphics style is unlike anything I've ever seen. A sort of Da Vinci meets Middle Earth if you like!

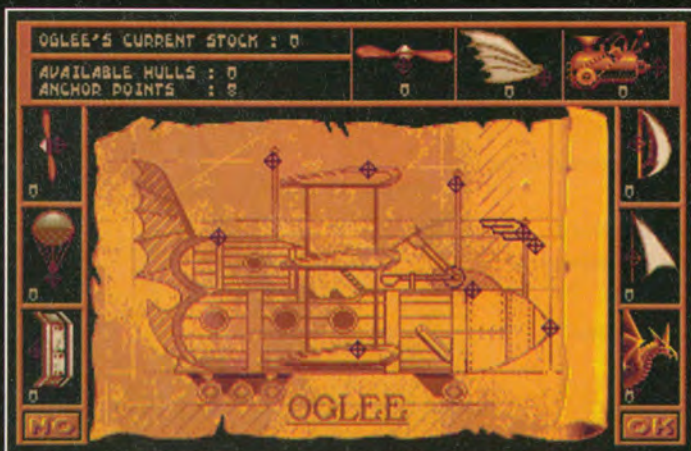
Strange Ideas

Using slightly bizarre designer, one of the key parts of the game is to create giant flying boats which will lead you into battle. A plan of the vessel is shown and then it's just a case of using your cursor to attach various bits and bobs to it: sails, cannons, rotors, that sort of thing.

Then it's down to the ship builders who'll actually build a prototype. If it performs well, you can produce as many as your treasury allows. At the time of its initial release it came up against the mighty Populous II and was preferred by some to the Bullfrog classic. The major selling point was the presentation which whisked it above many other strategy games.



● Isn't that the jester bloke from that top notch BBC childrens TV programme "Renta-ghost"? There's a prize in it for the first person who can send us a photo of the talented thespian who plays Mr Timothy Claypole.



● Leonardo Da Vinci would have been proud of my bizarre attempt at creating a sort of tank/warship combination.

Magic Worlds
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All the games are of a reasonable quality and of excellent graphical content. This is definitely aimed at the man who has more free time than you can shake a wand at. A very strong compilation that is the answer to any roleplaying withdrawal symptoms you may be having. So what're you waiting for, get your gold out of your pouch.

Brad

81%

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- Choose from eight meticulously recreated aeroplanes – Spitfire, Hurricane, Bf 109, Bf 110, Ju 88, He 111 or Do 117.
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- PC version includes multiple sound board support, 256 colour VGA graphics and Gaurad shaded aircraft for extra realism.

Available on PC and 100% compatibles, Atari ST and Amiga.



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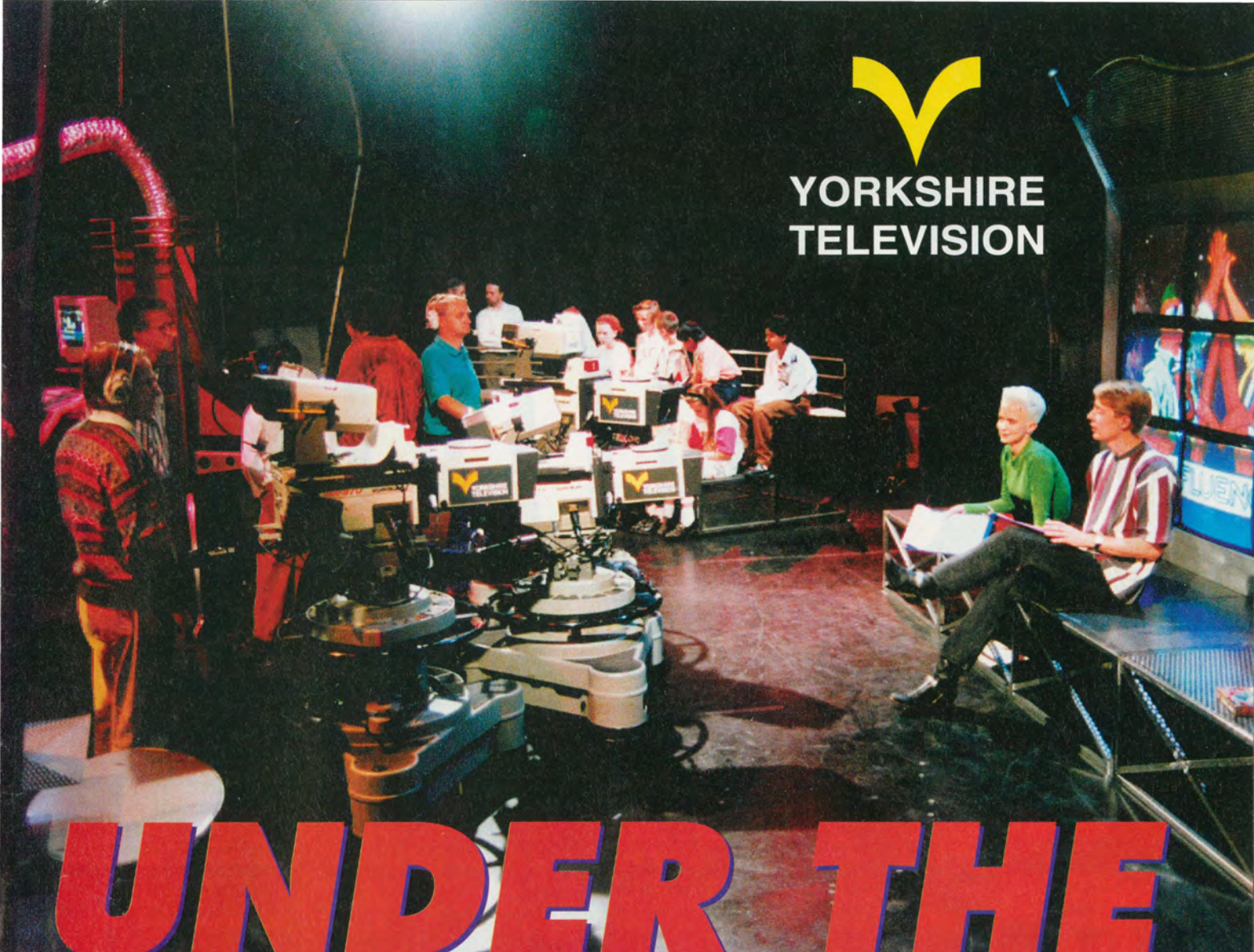


SUMMER 1940:
France is defeated.
Britain stands alone
against the enemy.





**YORKSHIRE
TELEVISION**



UNDER THE INFLUENCE!

ITV received a real shot in the arm when Yorkshire TV announced their release of a Gamesmaster alternative. *Bad Influence!* is the computer entertainment show that hit your screens last month, catering for computer entertainment junkies everywhere. The show is presented by kids' favourite Andy "Edd the Duck" Crane and diminutive sex goddess Violet Berlin and covers all aspects of video gaming, with a fair bit of fun and laughter thrown in. Violet and Andy are no strangers to video gaming so we popped into the studio to ask them a few questions about life, the Universe and completely dreamy pop legends...

BAD NEWS DOMINIK!

Newsflash! Dominik Diamond's job in jeopardy as Yorkshire TV launch Bad Influence! game show.

ST Action: What are your favourite video games?

Violet: I'd have to say, erm, Castlevania on the NES. I think it was the first game I ever really played. I picked up an NES a few years ago and I was totally hooked. I like most of the Castlevania series with the exception of number two. That was a pile of poop.

Andy: I'm a sporadic player. I like to use my Megadrive every now and then, but not obsessively. I like Sonic because it's fast and furious. Really easy to get into, I

think that's very important in a game. I like the look of Mario World but I've only seen it a couple of times. I'll probably get the chance to play more now that I'm doing the series.

ST Action: How did you both get introduced to the world of video games?

Violet: Everyone in my family is into video games with the exception of my older sister. Can you believe this, she lives in Japan and she says she's never even heard of Nintendo! I just plain like them!

Andy: Sega gave me a Game Gear before it was officially released over here. I liked Columns but I wanted to get something else with a little more action.

I wandered down to the local games centre and asked to see their selection. The bloke there told me the Game Gear wasn't out in Britain yet. I felt like a right goon so I just left the shop pretty sharpish!

ST Action: What machines do you own?

Violet: Just about everything: an NES, a Megadrive, a PC, a Super NES and even an Apple Mac - the games on that are actually quite good! Wow, what a gal!

Andy: Just a Game Gear and a Megadrive. I'm a bit of a Sega fan (we'd like to slag him off at this point but he's actually a decent enough bloke).

ST Action: We haven't asked any typically boring interview questions yet, so here goes. What (yawn) is the most ridiculous thing you've ever done?

Violet: I was playing on my Nintendo far too much and I wasn't getting any work done. So, in a fit of absurd stupidity, I cut the power lead so short that I couldn't plug it in any more.

I also gave my entire games collection away to a



● Here we see the hosts with the most, Andy Crane and Violet Berlin, showing off their particularly attractive legs!

● Andy and Violet show off some of the high-tec computer equipment that will be used on the show. It will cover a wide range of formats so everyone will be catered for.



● This is the Bad Influence! magazine that is being published by the world's most prestigious publishing firm. Us, naturally!



pal (this is quite true and not a sad attempt at humour, honest - Ed).

Andy: I was...(ignore his real answer and just check out the one below for something really stupid!).

ST Action: Last, but not least, have either of you ever met Martika? (Dead important question this!)

Violet: No, but I talked to her

on the phone once. I arranged to get her on a show I was working on. She seemed really nice, very sweet and very helpful. Really down to earth actually. (I knew it, God, I knew it! - Ed)

Andy: Well, she was on a Saturday Morning show with me one time but I didn't get the chance to speak to her because we were both really busy. (Big mistake, massive opportunity missed here, major spanner! - Ed)

Well, that pretty much ties things up at this end. I'll just take this opportunity to thank Andy and Violet for their time and also remind you that each episode of Bad Influence! can be seen on Thursday at 4.40pm. So be there!



● This is Patrick Titley, award-winning children's TV producer, and the man behind Bad Influence!

● Andy Wear is the man responsible for the Backdoor (cheats and solutions) section. He plays a character who is half man - half machine and goes by the name of Nam Rood.



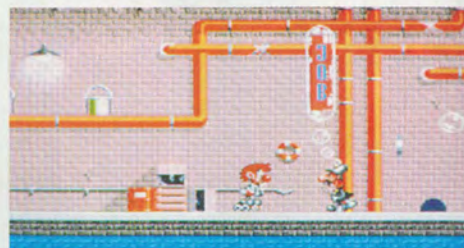
● A very rare behind-the-scenes shot of the Bad Influence! set.

SMALL TIPS & CHEATS

This month, ST Action bring you some really useful tips from some classic and not so classic games. Remember to get your tips and cheats sent in to the address at the front of the mag.

ROLLING RONNY

Money makes the world go round, the world go round and to get more money in Virgin's top platform romp keep pressing **F9** during the game and you can buy what you like.



BLUES BROTHERS

TOP CHEAT

For a level select, type in **HOULQ** at the player selection screen followed by the number of your chosen level. If you do it all correctly then you'll be whizzing through wherever you choose in no time at all. This game is well worth playing.



I V A N H O E

I've never actually played this game but here's a useful cheat for anyone lucky enough to own it. Type in **JC IS THE BEST** while playing and hit return. Then all you need to do is press **N** to skip levels or, for even more excitement, press **DELETE** to clear the screen of all enemies.

TERMINATOR 2

It's possible to skip levels in this completely rubbish Terminator film licence. Pause the game and select a level using the function keys. Then reset the ST, press escape and you're off.



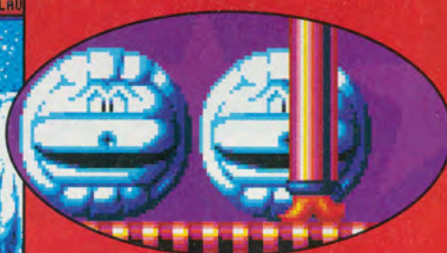
SUPERCARS

To get loads and loads of money type in **BIGC** or **ODIE** when asked to enter your name at the start of your game. You'll probably find the game is a lot easier than ever before thanks to this tip from Martin Rignall of Woverhampton. Thanks for that one and the other huge wadge of tips that you sent in. Remember, anyone can send their tips in and become famous by seeing their name in lights (well print at least).

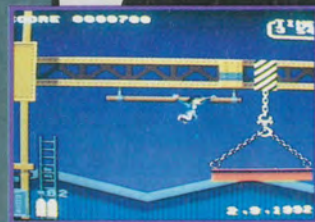
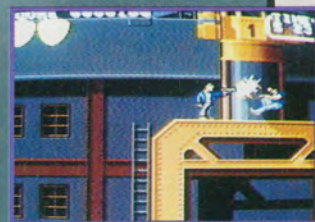


ROBOCOD

An extremely simple cheat this one. To get infinite lives in what has got to be the best platform game around, press **CONTROL** and **ENTER**.



LETHAL WEAPON



TWO COPS - BOTH LETHAL

A multi-level shoot 'em up based on aspects of all three LETHAL WEAPON movies. You can choose to be either one of the two high fire-power cops... each having his individual strengths - and weaknesses! There are many missions to complete including the rescue of a kidnapped girl, the pursuit and arrest of drugs runners, finding and arresting a police murderer, plus many more. You choose the level to suit your objectives within the game-play.

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AND LETHAL!**



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STREET

HITS THE STREETS ON NOVEMBER 19TH



AIM ONLY FOR THE TOP



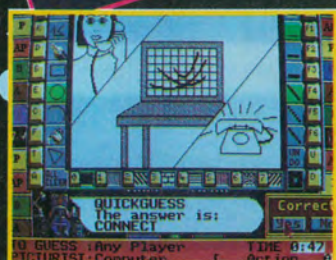
TEE OFF ON THE MOST CHALLENGING 18 HOLES OF MAJOR CHAMPIONSHIP GOLF WITH THE LEGEND WHO HAND PICKED EACH ONE - JACK NICKLAUS. PLAY THE BREATHTAKING 8TH AT PEBBLE BEACH AND DISCOVER WHY THE SECOND SHOT OF THIS PAR 4 IS JACK'S 'FAVOURITE SHOT IN ALL GOLF' IN PROBABLY THE MOST REALISTIC AND VISUALLY STUNNING GOLF GAME EVER MADE.

JACK NICKLAUS' GREATEST 18 HOLES OF MAJOR CHAMPIONSHIP GOLF ACCOLADE



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THE GAME OF QUICK DRAW

THE COMPUTER EDIT



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HIT NAMES • HIT GAMES
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The Duel
TEST DRIVE II



Accolade



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THE DUEL: TEST DRIVE II PITS THE FASTEST EVER FERRARI AGAINST THE FASTEST EVER PORSCHE IN A RACE THAT HAS ONLY BEEN RUN IN THE MINDS OF ENGINEERS AND ENTHUSIASTS... UNTIL NOW!

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JACK NICKLAUS IS NOT AVAILABLE FOR THE SPECTRUM & AMSTRAD

TOP CHEAT



Here's a chance to play the game of my niece (wonderful photograph of her isn't it?) This can be damn difficult at times. Ever found yourself longing for a chance to skip levels? Well now you can. How? Well just press one to eight for the corresponding levels.

© SKY MOVIES

G O D S

This particular cheat only works in early versions of the game so don't come moaning to us if it doesn't work! It's your own fault, you should've bought the game when it first came out! For those of you who have the right version, typing in **SORCERY** as the password will have a truly wondrous effect on the game, but we're not going to tell you what it does so you'll have to wait and see. If, on the other hand, you type **SORCERY** when you've got a later version of the game, absolutely nothing will happen.



RAINBOW ISLANDS

There is a secret room at the top of the level in this ancient but incredibly playable little game. To open it you must collect the crystals in the order of the spectrum. No, not the computer. For those of you who were too busy to go to school because you were playing the latest releases, the spectrum is as follows: red, orange, yellow, green, blue, indigo and finally violet.

T O K I

Infinite credits are up for grabs here just by typing **KILLER** during level one. You can also skip levels by using the function keys (**F1-F10**)

F L O O D

Type in **MEEK** when you are asked for a password, then by moving the joystick left and right you can choose any level between one and 42!



SUPERCARS 2

To win every race in this superb game, type in **WONDERLAND** when asked to enter your name as player one or **THE SEER** as player two. Okay so it removes any need for skill that you'll ever need but then if you're no good at games then that's exactly what you need. Thanks to K. Martham of Welling Garden City for that.



M I D W I N T E R 2

To make life easier in this huge sequel, liberate the islands of **CAMARGO, DHAFRA, NDOLA, MAKAT, LOBAS, DJOUM, GHAZAL AND SATARA** in any order and, hey presto, the others magically fall under your powers. Neat eh? Ta to Mike Waters of Manchester for sending that one to us.

H U D S O N H A W K

We were asked by Sarah Kent (of you guessed it), Kent for help with this. For infinite lives in this game of the film type in **SANITY-CLAWSISCOMINGTOTOWN**.

N I G H T S H I F T

This game is great fun to play although it can get very tricky later on, so once again it's ST Action to the rescue with the codes for the first ten levels.

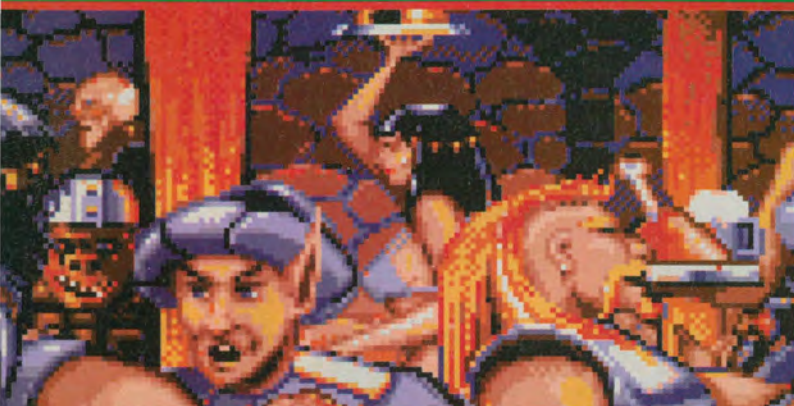
- 2) Cherry, Banana, Banana, Lemon.
- 3) Banana, Cherry, Pineapple, Plum.
- 4) Pineapple, Lemon, Pineapple, Pineapple.
- 5) Pineapple, Pineapple, Lemon, Cherry.
- 6) Cherry, Plum, Plum, Pineapple.
- 7) Cherry, Pineapple, Lemon, Banana.
- 8) Pineapple, Banana, Pineapple, Cherry.
- 9) Pineapple, Lemon, Lemon, Cherry.
- 10) Lemon, Banana, Plum, Plum.

PLAYER'S GUIDE

ISHA

Although very thorough in detail, this solution doesn't take into account the hazards of fighting. It is your job to take care of your team and their finances depending on their current situation.

Welcome to Kendoria



● The town of Kendoria is a valuable source of information and party members. You can pick up some excellent travellers if you look around

East - meeting with Borminh - he is a smooth talker - if you give him some money, he'll tell you the names of a few good inns. You can enlist him, but beware, he's a traitor! You'd better not fall asleep in his presence. On the other hand, he is quite useful in fights as he can soak up some of the blows intended for others.

Carry on eastwards - near a pool, turn south and in the birch-wood you can enrol Kiriela. Place her in the second row and prepare a fireball rune. Turn south-west again as far as the village. Angarah Village: fight a few orcs and visit the inn where you can recruit Kirian. Do a bit of shopping and visit the house of Akeer who will tell you about the quest you must pursue. A course is also on offer in the village.

● This is Borminh - he is a pretty smooth talking kind of guy. You can take him into your party but he will stab you in the back if you're not careful!



● Try and visit one of the shops as quickly as possible. Armour and weapons are very important

Continue to the south-west, skimming the bushes to the west where a few fierce orcs can be killed. Go into the house and recover the treasure. Pick up the teleporter on the way back. You can find it to the east of the house but you'll have to go around before you can locate it.

Teleportation: Turn south-east - cross the bridge and beware of the barbarian, he's a tough chap! A few fireballs should sort him out, so make sure you have some prepared. Lake City: Not much to do here. You can explore the two inns, take a course or visit the merchant. Don't enrol Golnol or Nasheer - they are traitors. Leave the city and go south along the river and take the first bridge.

Looking for White Iron

There is a psycho-analyst's hut to the south and a reptile's hut near to the night prowlers - in this hut, the message will be found uncoded if one of the members of your team is highly skilled in languages. Examine the bushes to find a purse full to the brim of gold coins.

Travel east as far as Rhudgast. Then head due north as far as the ocean and finally, return westward to Osghirod. In the bushes, a knight in white armour (White Iron) is waiting for you. Kill him and take his helmet. Now go back to Rhudgast.

The Dungeon of Rhudgast (Fortress)

Go south as far as the river and travel up-river to the east. There will be the occasional party of dwarves to dispose of on the way. After a while, you should find a purse. Pick it up and turn to the north. A few steps to the west and you will appear in front of the entrance to the fortress. Go in!

The fortress is divided roughly into two parts - east and west. The division being at the first crossing. The eastern part: release the handle to enter the north. There are several labyrinths that contain various pieces of treasure and quite a few skeletons that eventually lead to a room in the north-east corner of the fortress. Pick up the treasure and the key that you should find there. You may also find a handle in this eastern part but don't turn it. If you do, it will lock you in the fortress and you won't be able to get out!

The western part: eventually, you will reach a large room with

R

● Some of the village dwellers will offer you information in return for favours or money



● To kill the orcs, go forward, hit them a couple of times, and move backwards quickly

two entrances to the north. The western exit will lead you to a runic tablet after destroying some pretty feeble spiders. The eastern access leads to the magic phial which you need for the rest of the game. Be careful which route you take - the cross roads can be guarded by very fit giants who take great pleasure in beating you up!

Now leave the fortress and return to Osghirod. Travel alongside the river to the west and take the bridge which separates Osghirod from Lotharia.

Safari to Lotharia



● The doors of the village hold the secrets to many things. All you need to do is open them to find your destiny. Valuable information can be discovered

Enter the village to the west, knocking up a few panther trophies on the way. You should find an inn, a merchant and a spell-making course. Buy a mace from the merchant if you have enough money. Travel due south as far as the ocean and then turn west along the coast. Watch out for the Spirit of Azalhgorm who will appear among four birch trees and gives you information. Set off again and head due east along the beach. Eat the wild Sempiternals and then find a lonely looking pedestal. Examine it and take the runic tablet.

On the Predator's land

Give one of your characters the mental vision helmet and use it before going east towards Fimnuirh. (If you haven't put the helmet on, the predator will remain invisible and attack you for as long as you stay in the forest.) In the middle of the forest to the east, you will come to a clearing. In the middle of this clearing stands an isolated tree surrounded by little flowers. The predator should be waiting for you there. If it isn't there, go due west and you'll find him. Kill the predator and collect the four magic rings which will protect you from dragon's fire. Now travel north as far as the river and keep walking along it to the east. You will eventually come to a bridge that you should cross.

ARAMIR
WARRIOR
HUMAN

LEVEL : 2
EXPERIENCE : 820
VITALITY : 9
PHYSICAL : 89
MENTAL : 100



● Keeping a close eye on your statistics and monetary situation will allow you to access and solve any particularly nasty problems

The Guardian of the bridge

Rhudgast is a two-way journey between a village and a lake city. Make sure you keep at least 5000 gold pieces. Turn east and enter Aragarth. Continue to the east as far as the river - which is crossed by a bridge ruled over by a minotaur. Head to the north of the bridge until you find a merchant. Give him 5000 gold pieces and he will give you a potion which is essential for creating an eye-opening prescription. The dwarf Fragorn can be enrolled to the south of the bridge if necessary. He's quite a tough little character and can be useful in combat. Turn right onto the bridge and kill the minotaur. Wait until he has wasted his long-range and magic weapons before you approach him in close combat. After you have killed him, cross the bridge and enter Silmatil.

The Guardian of the tortoise

Travel north-east to the end of the land where the giant Gato waits for you with his mace. Kill him and pick up the tortoise (Ygwen) which is hanging about on the beach. Go south again and get past the warriors who wait for you with weapons drawn. Travel south-east to the Urshurak region. Continue southwards and skirt the ramparts until you come to the city gates. Enter the city.

Jon the Alchemist



● Various quests for information will be offered to you on your journey

Go west and enter Kandmir. You should come across lots of orcs to beat up. Enter the hut and take the parchment from Jon. It contains magic prescriptions connected with those given at the end of the manual.



● Top tights! How can you possibly command any form of respect when you prance around in particularly unattractive women's clothes?

Morgula the witch

A useful team member who has been turned into a pig by the evil magic of Krogh. Instead of killing the pig, mix an Arbool potion in the magic phial you picked up in the dungeon of Rhudgast. You can find the pig by travelling east from the city of Valather till you reach the forest. Now travel south along the edge of the forest where you will meet Zach the merchant - he has something useful to sell you. After meeting Zach, go east into the forest and you will find the pig.

An impossible love



● This top chick will offer you some assistance. Don't worry, your virtues are safe. She only wants to talk to you for a little while!

Make sure you visit the house of Irvan in the village of Halindor. He will tell you that his daughter has been kidnapped. She has been taken to the city of Elwing. If you can rescue her and return her to Irvan, he will give you a useful key. You can find the girl in the town square...lose a team member to make sure she comes with you.

One of the companions will fall in love with Deloria and will be decidedly unwilling to go with you anymore. The only solution to this problem is to get him to drink the anti-love potion (the essential ingredient is tortoise spittle!).

In the town of Elwing, you will also find Thorm. He will give you five monk robes that make excellent disguises. Now go west and take the teleport. Make sure you keep your eyes peeled for the wizard.

The dungeon of Valathar

The first thing you must do is gather up as much food, water pistols and treasure as possible. Make sure you search in every nook and cranny. Various passages will open up thanks to levers and special keys that you can find. You may have to swap between the towns to build up your team strength.

Welcome to the team

Open the door with the key you picked up at Irvan's house. At the first cross roads, go left (north) to the house of our living-dead brothers. There will be lots of rooms to explore but you will eventually find a key which you should take.

A visit to the Dark Knight

Continue until you reach the east cross roads. Turn south and find the Dark Knight before carrying on. You should also find another key. Go back to the Dark Knight's room and go through the door facing the east labyrinth. Find the exit and turn north.

Keep going and collect the key, using the levers to open up a passage. Go back to the previous crossing, continue south and then carry on to the east.

Follow the wide corridor until you reach a cul-de-sac. Pick up the key and return to the Dark Knight's room. Keep heading north until you reach a wall and then open the door to the east.

The wild levers

Keep going east until you reach a labyrinth that consists of two parallel corridors interspersed with doors which are controlled by various levers. Each lever operates two doors simultaneously. Take the compulsory passage south and then move east, ignoring the lever and entering on the left. Operate the lever and head back east.

Now turn right and then to the left, pulling the lever on the half-turn. Now go back to the previous room (west) then turn right and left again. Pull the lever and you can then leave the maze by continuing along this passage towards the east. Turn right at the end and then go left. You'll be in a small maze populated by blue creatures. Go south, find a key and a teleportation point.



● Make sure you have enough money to buy the weapons you want before you go selling all your equipment. You won't survive long without protection

Foul air

As you head south, you must turn east almost immediately. Now turn left again and you will arrive at another room with a lever. Make each member of your team drink the Worgaz potions (Aponea) and then pull the lever. Gas will burst into the chamber but you'll be okay.

Follow the corridor, making sure you examine. When you enter a new chamber, pull the lever and the gas will disappear. This room should have two access routes. The one to the south is the shortest. The path to the east is very important. After you pass the skeletons, you will find another key. Go back to the chamber, pass through the dodgy air and exit to the next section of the game.

Conjuring tricks



● This rather strange looking chap isn't very bright! Maybe you can extract some valuable info from him!

You have to find an access point heading west from the wide corridor. It will eventually lead you into a big, diamond shaped room. A demon is casting spells at you from the centre. Try the doors to the north and west and then take the route to the south at the end. Continue to the west and you should appear into a very broad corridor.

There's a lever to the right and a passage leading east. Follow this and open the door that's controlled by the previous lever. This is the entrance to the spider infested room. Collect the runic tablet.

Try all the walls as some of them are merely an illusion. Pick up all the top things you find. Now go back to the lever in the corridor. Head west and pass through the big maze. Try and find the door facing south in the broad corridor.

This door opens onto a small room guarded by a fearful magician who has a talisman that you need. Kill him and take the talisman. On one of the walls in the labyrinth, you'll find three levels. The correct combination must be used to open the door to the extreme south-east.



● "I'd love a couple of those!", he says, innocently referring to a pair (enough - Ed)

● Hmm, not exactly friendly looking, is it? Maybe you should offer him a biscuit!



● This tiny Dwarf can be asked to join your party when you find him. He is excellent in combat and also provides good map reading skills

Fix Bayonets

Medusa waits at the end of this corridor. Make sure you use the psychic shield. When you have killed her, a fire breathing dragon will try to torch you. He does appear to be quite a distance from you but he's well within range if you hit out. You will find a door at the end of the passage. Use the monk disguises and open the door. Kill the monk on the other side and cast a protective shield. Now teleport.

Shar

At last, you have reached the temple of Ishar. A long corridor awaits your exploration skills. You will have to fight three, well developed psychic monk guards before you get to see Krogh. Use the psychic shield again and kill them. Use another protective shield when it's over.

Krogh



● Whoops! I think this means you've just died. You're obviously not reading this properly then, are you? Pay attention, silly person!

The top dog will cast huge flashes of lightning at you. There is no escape so you'll just have to fight him. You might just do it so long as everyone has a runic tablet, your magician has a talisman, Morgula can cast anti-Krogh spells and he's not having the best of days!

Well, that's the end. Hope you had fun!

PLAYER'S GUIDE

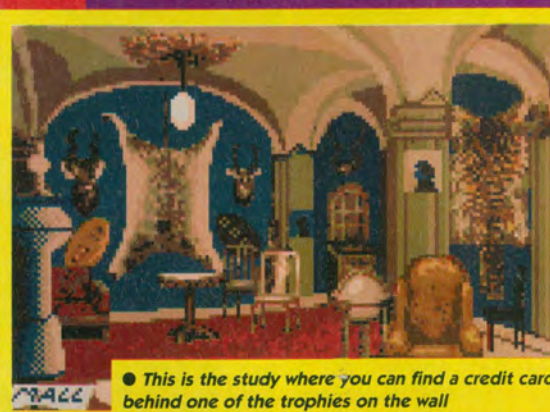
PLAN 2 OUTER S

Are you having trouble with aliens and missing film reels? Well, look no further than these hallowed pages for the best in home solutions!

- 1) Leave the producer's office and go downstairs out of the building. Walk down the street to the Hub Cap bar.
- 2) When you get inside, talk to the woman sitting at the bar. She'll mention the name of the street where Bela used to live. Now talk to the barman and buy the bottle of rum.
- 3) Go back to the hotel foyer and head for the producer's office. He should have gone by now so you can examine his desk. You'll find a key - it's for the editing room.
- 4) Go into his private room and examine the pictures on the back wall. Make sure you look at the one on the far left. You should discover an address - Lot 9, Pleasant Rest, Highgate.
- 5) Go downstairs and talk to the doorman. Ask him to call you a cab. Leave the foyer and enter the taxi. Tell the driver to take you to the Lot 9 address.



● This dodgy bird will allow you to access your safety deposit box



● This is the study where you can find a credit card behind one of the trophies on the wall

- 6) When you arrive, go into the cemetery and enter the crypt. Examine Bela's body to reveal a door key and a hammer.
- 7) Climb back into the cab and go to Vlad Street. Enter the house and make your way into the study.
- 8) Examine the flyer on the table next to the books - it's an advert for the local mall. Pick up the pictures of Bela from the same table.
- 9) Examine the trophies that are hanging up at the back of the room. Push the one on the left and a credit card should fall out. Pick it up and keep it safe.
- 10) Leave the house, enter the cab and go to the Mega-Mall.
- 11) Press the elevator call button. When the doors open, walk inside and go to floor two.



Buy the scary mask. (Pay for everything you buy with the credit card.)

- 13) Examine the mask and you'll find a note and a small key (read the note).
- 14) Enter the lift and go to floor three. Enter Ted's Travel Agents and buy a ticket to Rio.
- 15) Now go to floor five and enter the hardware shop. Talk to the assistant....say "Nice day for gatherin' corn." then buy the spade. (You'll have to examine the tool you wish to buy.)

Now use the passport with the photocopier and you'll get a copy of your passport photo.

- 16) Go to floor six and enter the bank. Talk to the teller and exchange some of your money for Washington, Brazil.



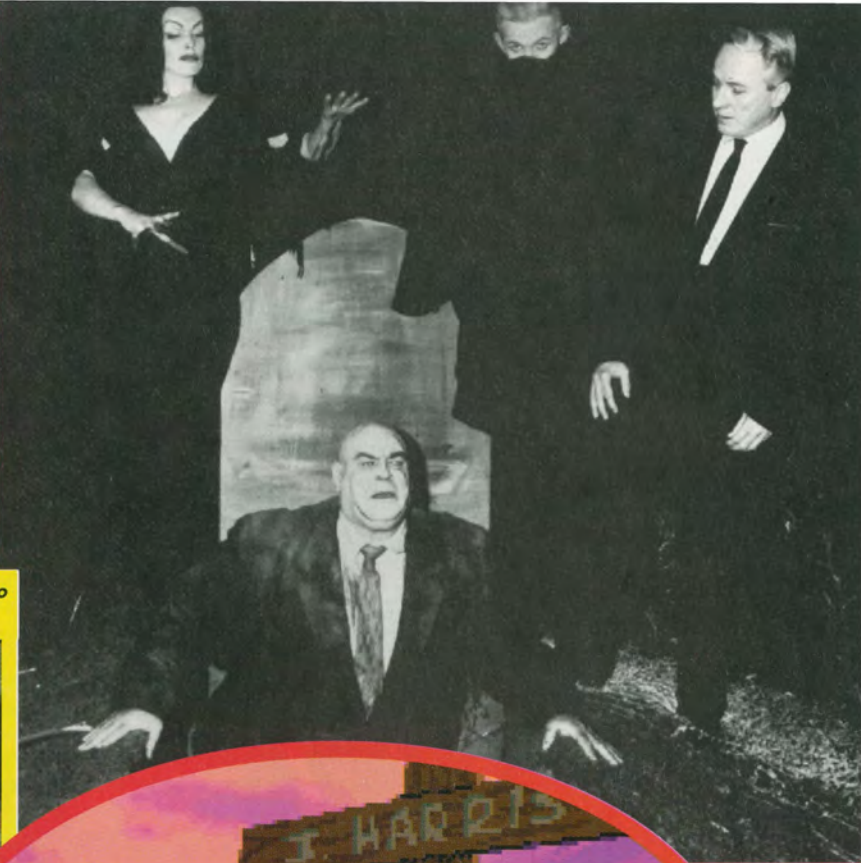
● Talking to the woman (?) at the bar will reveal some valuable information. You should also remember to take the bottle of Rum from the barman



● This is your mode of transport. A dodgy American cab in the middle of London? Go figure!

FROM SPACE

● This is the particularly sensitive owner of the hardware store. You will need to buy some tools from him so make sure you are nice!



● Digging up this grave will reveal a vital clue to aid you in your mission. Make sure you have purchased the spade

ian, Hong Kong and Australian currency. Examine the credit card and make a note of the number which is on the back - it should be 350143.

Give the key you found in the mask to the teller and she'll ask you for your safety deposit box number. Select 530143 and off you go.

17) Open the safety deposit box and take the reel of film. Examine it and it should have "Wun" on it.

There's a projection booth on floor four if you're interested in watching the content of the film.

18) Leave the mall and go to the cemetery for a spot of grave-digging. Walk around the graveyard until you notice a grave with a wooden cross for a head-

stone. It should have the name J Harris on it.

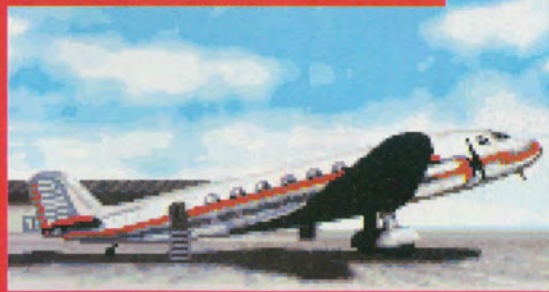
Use the spade to dig up the grave - you'll need to use the spade three times before you find the second reel of film. This should be marked "Of".

19) Head for the airport and give the rep the ticket to board the plane. Go inside to the cockpit and talk to the pilot (the guy on the right).

Ask him if he knows a place to stay in Rio. Listen to what he says and remember his name is Steve Peters.

20) Once you get to Rio, leave the airport and jump into a cab. You'll be taken to the hotel.

● This is another way to travel. You must first forge your pilots ID before they will allow you on-board



● This is the safety deposit vault in the bank. You can open your box if you have the correct key and personal identification number



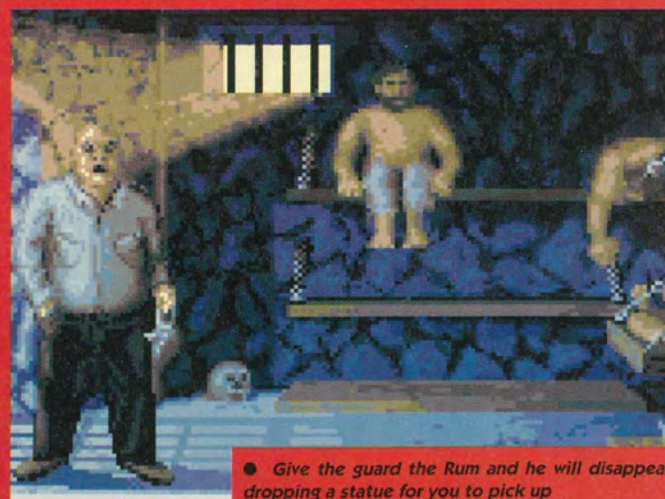
● The chap on the right is a pilot. If you ask him nicely, he will tell you all about your tropical destination - Rio De Janeiro



● This is the hotel room in Rio where you must locate the pilot ID. Try looking on the bed-side table next to the ashtray



● This is a nice house - it looks like Freddy Krueger's! Seven, eight, better stay awake! Whoah there horsy, time to take your medicine I think!



● Give the guard the Rum and he will disappear, dropping a statue for you to pick up

21) Examine the register to find out which room the pilot stayed in and ask for the same room.

22) Go up to the room and take the pilot ID from the table - next to the ashtray. Examine it to find out his address - 21 Aviation Way, Studio Town.

23) Replace his photo on the ID with the one of you (the one you got using the photocopier in the hardware store).

24) Now go into the cave at the beach. The bats should take the picture of Bela from you and leave you alone to

explore. Pick up the third reel of film, marked "Lo".

25) Go back to the airport where you will be nicked off some unfriendly security guards and taken to a police station.

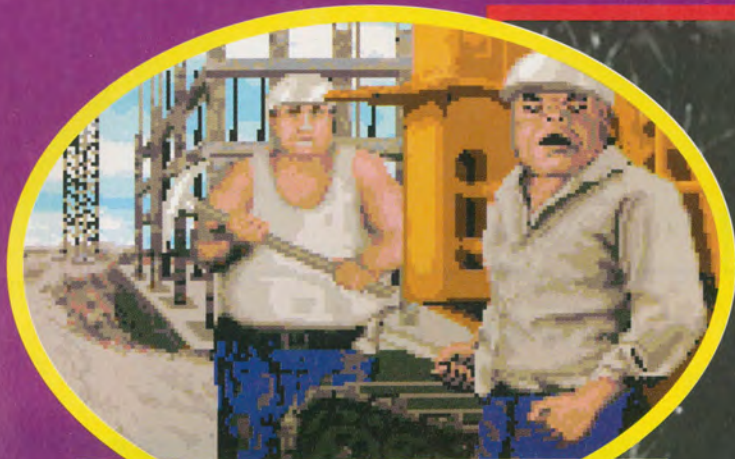
26) Don't bother trying to bribe the guard as it won't work. After an unfair trial, you'll be taken to a prison cell.

27) Give the bottle of rum to the prison guard and he'll leave the room - giving you the chance to escape. He'll drop a statue before he leaves so make sure you pick it up. Use the hammer on the statue to break it open. You'll find a slimy, Deathhead moth pupa.

28) Go back to the airport and give your ticket to the rep. When you get home, get the taxi to Aviation Way.

29) Use the credit card on the door to get into the house. Once you are inside, collect the scuba gear from the hall (you'll have to drop some stuff). Now go out to the garden and pick up the fourth





● The burly men will tell you about the aliens. You need to show them a particular object before they will reveal anything



piece of film, marked "Property".

30) Go to the store room in the studio and pick up the love beads. Now take a cab back to the airport.

31) Give the pilot ID to the rep and select Australia as your destination. Now board the plane.

32) Go to the beach and talk to the sexy bather. Say "Hi there, nice weather" and then ask her if she would like the love beads. She'll say yes and show you a path that leads to a hippy commune.

33) Fly back home and go to the building site. Talk to the two guys about the hippy commune. Now go to the diner and pick up the balloon. Go back to the store room in the studio and take the dictionary. Fly back to Australia and go to the hippy commune. Talk to the two hippies about Fred and they'll give you the fifth reel of film he left behind, marked "H.K.".

34) Go to the bridge and talk to the painter. You'll eventually walk over to him and slip, falling off the edge. Quickly use the scuba gear before you die. Pick up the crow bar and use the balloon with the scuba gear to shoot to the surface.

35) Now fly to Hong Kong and have a chat with the movie mogul. He'll tell you about the Netsuke which has been stolen from him.

36) Fly to Washington and talk to the chief. He'll send you on an important mission to Cuba. The guard will say something to you when you are standing on the wharf. Use the dictionary so you can understand what he is saying. After a long chat, he'll give you a box of cigars and a poster.

37) Go back to Washington and see the

chief. Give him the poster and the cigars and he'll tell you about the Smithsonian Institution.

38) Enter the taxi and he will automatically take you there. When you arrive, give the slimy pupa to the curator and then enter the warehouse.

39) You'll find yourself surrounded by loads of wooden crates. Examine all of them until you find one marked 'O.R. Yental, Hong Kong'.

40) Use the crowbar to open the crate and you'll find the Netsuke and the last piece of film.

41) Fly back to Hong Kong and give the Netsuke to the movie mogul. He'll then give you an ancient talisman.

42) Go to the border and walk along the

wall. A group of ninja will jump out on you and take you to a monastery.

43) Give the talisman to the monks and they will transport you to the 7th State of Nirvana to pay a visit to the aliens.

Now sit back and watch the very impressive end sequence!

Well done, Dudes!



● You can find a missing statue in one of the boxes in the warehouse. Try and use the crowbar to open the crates



● You must approach the painter so you will then fall overboard. You will find a handy crowbar in the water, so pick it up



GOING

Is that tenner still burning a hole in your pocket? Can't be bothered starting your Christmas shopping early? Then read on...

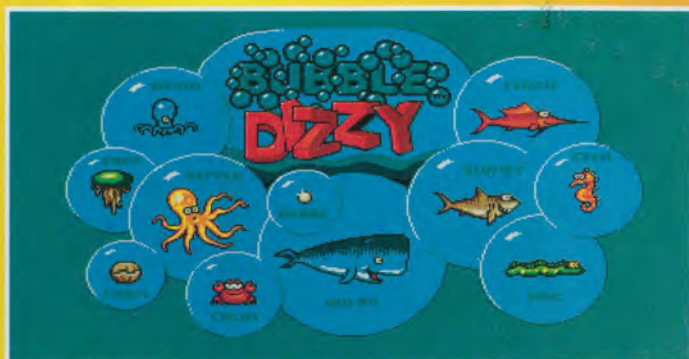
84%

BUBBLE DIZZY

Codemasters - £7.99

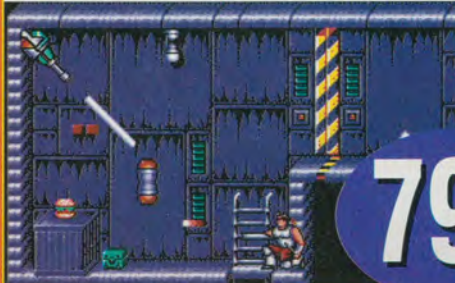
One of three Dizzy games released this month. This is quite different from the usual egg-related experiences as you have been forcibly removed from the luxurious confines of a pirate ship. The evil Captain Blackheart snatched the pearl necklace you were going to give your love from your hands and pushed you overboard into the deep blue sea.

You must make your way to the surface by jumping from bubble to bubble as they float to the top of the water. The bubbles move at different speeds and burst after a few seconds so you must quickly move to another one or find yourself floating to the sea bed again. Egg-cellent fun!



● These are some of the creatures you must avoid while trying to make it to the top of the deep blue sea. Make sure you remember the pearl necklace for Daisy!

● Switchblade II offers some intense gaming and also gives you the chance to kick some butt!



79%

SWITCHBLADE II

GBH Gold - £9.99

Another long awaited sequel hits the budget shelves. The story is set in a futuristic city called Cyberworld. You are the last of the Blade knights - ancient heroes who were scorned after they successfully defended the city many years ago. Many of them died and now only one remains.

You play the part of Hiro - the last of

the warriors. Set over six giant levels, you must use your many combat skills as you try to destroy the evil that has surrounded your world for a second time. Each level must be successfully negotiated by defeating the many adversaries that will try to thwart your progress. Good use of the various weapons and bonus items is vital if you're to save your world. A reasonable platform romp with loads to shoot and collect.



FALCON

Action Sixteen Supreme - £7.99

After many years of much improved offerings from the flight sim experts, Falcon still remains one of the best flight sims available for the ST. When it was initially released a good few years ago, the user was hit full-force with some of the smoothest 3-D graphic routines ever seen. Its main problem was the fact that it had only 12 easy missions. D.I. solved this by releasing extra mission disks.

Action Sixteen have now released Falcon and the mission disks at a very good price. There's no point in describing what a flight sim is but I will tell you about its good points. The control system is easy to use and this allows easy but challenging progress to be made without much fuss. The overall game offers three things - atmosphere, gameplay and addiction. These things combined with the extra missions make this a worthwhile purchase!

77%

DIZZY PRINCE OF THE YOLKFOLK

Codemasters - £7.99

This is billed as a limited edition, extremely rare Dizzy game. While out in a very unnerving looking forest of vast mystic proportions, the lovely Daisy came across a beautiful castle. She entered with the hope of finding Pogie the Fluffle - a strange pet responsible for the theft of a bowl of cherries! Inadvertently pricking her finger on a dusty old spinning wheel, she knocked herself to sleep for a 100 years. This has obvious repercussions on your social life so you set off to rescue her.

Lots of objects to pick up and plenty of things to do make this a worthy addition to your collection. The game design is similar to the other Dizzy games as you can converse with other characters and collect valuable advice before attempting to pursue your final objective. Excellent puzzling fun!

82%



● This top troll looks pretty hungry. Maybe you can offer him something so he will release the egg



● Although quite a few years old, Falcon can still provide you with a very stiff challenge

CHEAP!

SUPERCARS II

GBH Gold - £9.99

Another excellent oldie from the racing experts. This successful sequel offered much improvement over the original in almost every department. The graphics were enhanced visually, moved a lot smoother and the backdrops contained much more detail than before on all of the new tracks included.

The actual game put you in the driving seat of a high performance racing car. Set over various increasingly difficult tracks, you race against opposing cars over several laps. The winner receives a bundle of cash enabling him to enter the used car market or D.I.Y. weapons shop. Good stuff once again from the guys that now bring

BUDGET GAME OF THE MONTH
90%

you Lotus III (Southern and Morris) that will provide oodles of playability and entertainment for ages.



● The best budget buy of the month is Supercars II. Great graphics, great playability and great fun!



WORLD CHAMPIONSHIP BOXING MANAGER

GBH - £7.99

Management sims used to be all the rage a few years ago. Then they suffered an unexplainable demise in their popularity before coming on strong again in recent months. The most popular is obviously footy related but this puts you in the shoes of a heavyweight boxing manager.

You must compete against 17 computer controlled managers who each run their own stable of amateur pugilists. Your main aim is to train your boxers to championship material and then challenge for the vacant title. This is all done from inside your office where you will have access to all manner of files, records and statistics about your opposition. An excellent change from the monotony of football management.



● It was all going well until he hit me square on the chin! Know what I mean, 'Arry? Nice one,

81%

JAHANGIR KHAN WORLD CHAMPIONSHIP SQUASH

GBH - £7.99

Hmm, not one of my favourite sports but it does offer something different if you're getting fed up with platform games. This squash simulation is based around the exploits of top "squasher" Jahangir Khan. Six times world champion and winner of nine successive British titles, he continues to dominate his sport and amaze his audience with skill and endurance.



● Lots of fun with Dizzy and his family. This time our hero must rescue his pals from the Lord of Evil

SPELLBOUND DIZZY

Codemasters - £7.99

This time our hero has magically transported his pals to the underworld where they are now being held hostage by the Lord of everything evil and nasty.

As it was your stupidity that put them there, it's up to you to get 'em out. Again, the control and game idea is the same - you must collect objects and use them in the right places. Unfortunately, you are restricted to carrying only three different things so you must choose your bits wisely. Another breakfast sp-egg-tacular!

85%



● Not the most popular of sports but at least you

You can participate in two tournaments - Club (league) or World Championship (knockout). As well as a good control system, it offers a wealth of user-friendly options that allow you to set the game to your own preferences. Worth a look for novelty value.

72%

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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 July '92

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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EAVESDRO ENTER



Scanning is becoming even more popular everyday. Now's your chance to get hold of the item that has the airwaves buzzing.

Previewed last month, reviewed next month, Sabre Team, the SAS strategy combat simulator, is due for release by the time you read this. You'll just have to believe us when we say it's looking promising. Those nice people at Krysalis have given us one of those juicy scanner things, you know, one of those electronic eavesdropping devices that allow you to listen in on police lines, aircraft radio, portable phones and many other more obscure conversations. To win this excellent piece of covert operations kit, you'll have to do some homework. Simply answer the following questions (truthfully) and then fill in the tie-breaker in no more than 20 words.

Q1) Are you:

- a) A Columbian drug baron?
- b) A bespectacled computer freak with no social life?
- c) A ram raider?
- d) An anorak wearing train spotter ?

Q2) Put yourself in the hypothetical position of a reader who wanted to win a 100 channel hand scanner. How



POPPING ENTAINMENT



much money would you be willing to send in a view to bribing the officials who judge the competition?

3) In which month did the Iranian Embassy siege of 1980 happen?

4) Explain in 20 words what you plan to listen to when (if) you win the scanner? The seedier and more amusing the better as far as we're concerned.



IF I WAS AN S.A.S. MAN

- 1)
2)
3)

Name

Address

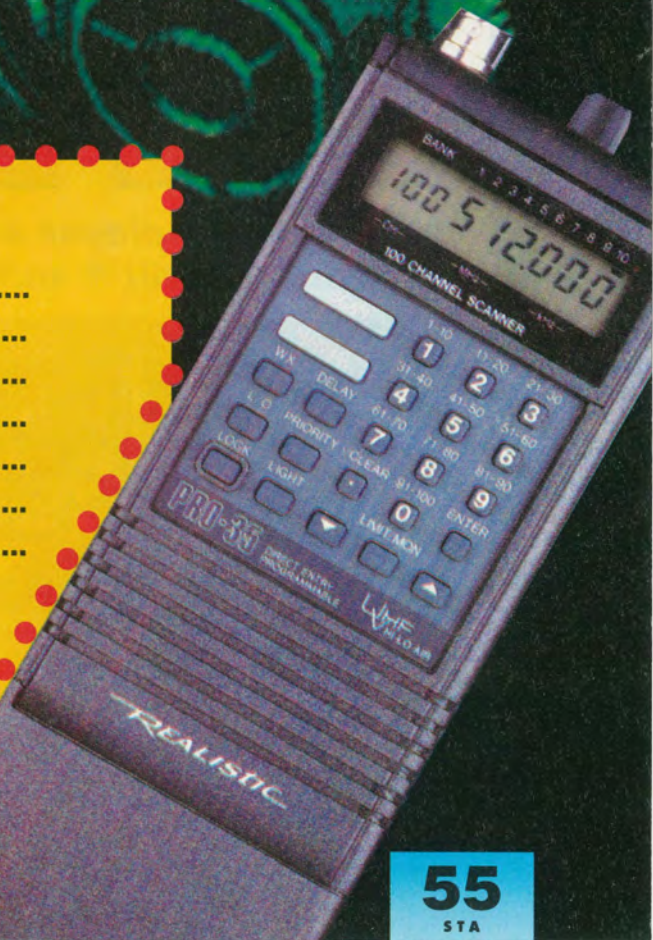
4) If I won the scanner, I would listen to

(NOT MORE THAN 20 WORDS)

Send your entries to: If I was an SAS man compo, ST Action, Europress Direct, PO Box 2, Ellesmere port, South Wirral.

Your entries must reach us by the 15th December

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





● Okay, so you don't want to dance! Geesh, I only asked!

The original Streetfighter computer game was taken from an impressive coin-op of the same name. Although the conversion fell short of expectations, it still sold considerably well and made quite a name for itself. The arrival of Streetfighter II on the Super NES machine was quite possibly the most advanced beat'em-up offering the world of computer entertainment had ever seen.

Smooth Operator

The incredible combination of lethal attack moves and beautifully smooth graphics combined to make this an absolutely smashing game. It received some very positive scores from all corners of the media and it has already been marked as the beat'em-up for others to beat.

You're probably wondering why I'm telling you all this. Well, the reason is pretty simple. It will

soon be coming out on the ST. Yes, that's right! The best fighting game ever will soon be in your bedroom. You will no longer have to put up with your friends who think their consoles are better than your Atari.

The original was based around a young chap called Ryu. He had mastered the arts of karate and had decided to travel around America, taking on all forms of

martial brilliance. He fought the best of the best and beat them all. He was the supreme champion.

After his initial elation, he grew bored with the lack of competition until someone suggested a kind of world tour. He could travel the world, fighting the champions of all the countries,



STREETFI

The best two-player console game ever is about to arrive on the ST. But how will it suffer in the delicate transition to the Atari?



● A devastating spinning kick sends Ken slapping to the floor. This is definitely a bird with a bad attitude!

until an ultimate master could be found amongst them all.

Unlike the first game, you can choose to control any one of the eight characters available as you try to defeat the other fighters. In a one player game, you will have to

fight and beat 11 of the top warriors if you are to be crowned champion. The people you fight and in what order is determined by your choice of character at the start of the game.

Karate kid

Each match takes place in a particular country and is set as a best of three match (the first player to win two rounds is the winner). Both players have an energy bar that depletes when you are hit by the opposing player. When it finally runs out, you will have lost that round and a new round will begin.

Inflicting damage on your enemy is done by connecting with





● Each character has a variety of special moves at their disposal

CHARACTERS

You can choose to play one of eight characters in a one player game. Ryu is one of the best characters because he can successfully combine speed and power to create devastating effects. Ken is similar to Ryu although he can throw his opponents a lot better. Honda is one of the slowest characters but also one of the strongest. He has some powerful moves including the deadly thousand hand slap. The only female character is Chun Li, the fastest of the competitors. She uses her speed to blind her victims. The rest of the characters all have their good and bad points and some of you may well prefer to play one of them instead.

PROJECT: Streetfighter II

PUBLISHER: US Gold

AUTHOR: Gordon Fong

GRAPHICS: Seth Walker

SOUND: Dave Lowe

INITIATED: January '92

RELEASE: December '92



● I think attack is definitely the best form of defence here!

IGHTER II

a volley of karate or streetfighting combinations. The various positions on your joystick represent an exciting attack move or defensive stance that will cause your opponent to quiver in fear.

As well as the normal kicks and punches, each character also has a variety of magic or super moves at his (or her) disposal. They can be implemented by quick joystick reactions and can prove quite damaging to your opponent. Timing is definitely of the essence though as you can be attacked from virtually all angles when you are preparing for a special move.

As well as a fabby one player game, the two player mode is out of this world. Each player can control

one of the characters in a battle to the death. You can play as many rounds as you want and the computer will keep score. The same combat rules apply but you can vary the difficulty levels so you don't lose as much energy when you get hit, thus prolonging each bout. All in

"This could be the best two-player beat'em-up ever seen!"

all, this adds to the enjoyment and keeps you coming back for more and more.

If it can retain some of the immense playability from the console version, this latest offering from US Gold could become one of the greatest games ever. From what we've seen and played, things are definitely looking up and you can expect some truly wonderful things for the ST in the very near future.

● The spectators watch as the two warriors battle to the death. Chun Li dodges a deadly punch and immediately retaliates with a groin chop!





PROJECT: Cool World

PUBLISHER: Ocean

AUTHOR: Twilight

GRAPHICS: Twilight

SOUND: Twilight

INITIATED: February '92

RELEASE: November '92

COOL WORLD

No prizes for guessing which corner of the page you looked at first! But in Kim's new film you'll see her in a different light!

When Who Framed Roger Rabbit first emerged in the cinemas, it was hailed as a revolutionary movie because of the way it successfully blended both cartoon and human actors (well if you can call a cartoon an actor that is. You know what I mean anyway). Using many complex procedures to pull the illusion off, the cost of the film was astronomical, but was worth it because of its box office success.



It's been a couple of years now since that particular piece of cinematic history and those Hollywood directors have decided to try out the formula again with Cool World. In WFR the sleazy, sexy, classy cartoon lady had her voice

provided by Kathleen Turner. In CW however Kim Basinger takes her turn to put her mouth in that special place and speak!

Ocean, as usual, have gone and got the licence to produce the game which will be out in the shops (all going well) before Santa fills your stockings (okay, that's the first and last Santa/stockings joke we're going to have this year - Ed) (Wanna bet? - Paul).

Real Cool World

The plot of the game will follow the film closely (but then everybody says that don't they?). The Doodles are altering the cosmic balance between the Real World and the Cool World by swapping objects from each place. A kindly copper called Harris has to fly between worlds returning all the objects to their rightful places. Of course the Doodles are all trying to stop him.

Controlling Harris couldn't be simpler, it's just run-of-the-mill joystick stuff. The levels consist of running about frantically collecting

coins, squishing bad guys and moving objects. It's all good clean fun that's bound to be yet another successful Ocean film tie-in.

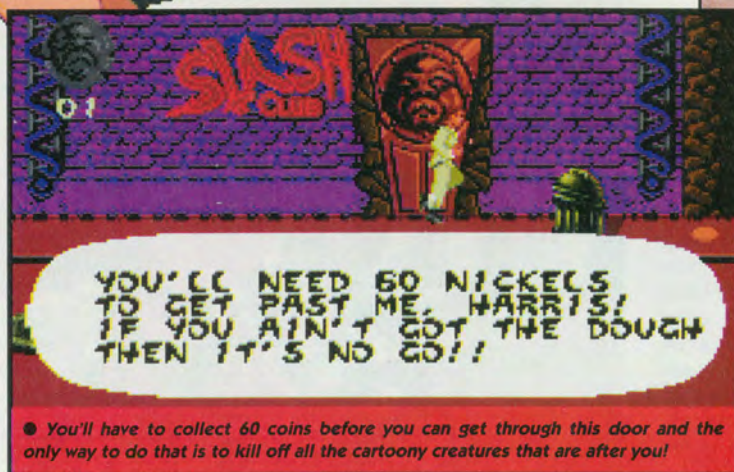
Ocean's yearly massive attack on the Christmas Number 1 spot is well and truly underway and with big names such WWF2, Lethal Weapon 3 and Universal Monsters to lead the assault, things are looking rosy again. We'll hopefully

have a review in next month's festering...I mean festive ish!

Getting back to the movie briefly, it's worth mentioning that the film hasn't done at all well on the other side of the Atlantic. It could almost be said that it flopped. However only time will tell if it will be a success in this country when it is finally released shortly before Christmas.

MOVIE MAYHEM

There's nothing like a good special effect to set a film apart from the rest, and while none of us here have seen the film in its entirety, what we have seen has been impressive enough to suggest that it could be successful over here. Its lack of popularity in the States could just be put down to the fickle audience that there is over there. We'll have to wait and see!



Rubysoft

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● Our big beaked caveman comes face to face with one of the many tough enemies. It'll take several hits before this baby submits

PROJECT: Bignose

PUBLISHER: Codemasters

AUTHOR: Obitus

GRAPHICS: Obitus

SOUND: Obitus

INITIATED: March 1992

RELEASE: Out soon

BIGNOSE

Copiously conked caveman capers in the latest game from the masters of code, budget style.

Christmas is just around the corner and stockings are just waiting to be filled with gifts. So what better time to release another one of those cuddly jump and jape games?

Millions of years ago when dinosaurs were kings, Bignose, the furry underpant wearing village leader, had a bit of a problem. It seems the people of his village didn't have enough food to carry them through the Christmas period.

So without second thought for his own life, our prehistoric Barry Manilow embarks on the hypothetical quest for the dinosaur equivalent of a turkey.

Okay, so it's not the strongest of story lines, but hey, this is the bizarre world of computer games. And as we all know, the Codemasters are renowned for their excellence at producing cheap, cuddly, high quality platform games.

The version we played only

had two finished levels, though the final product promises to have 4 giant levels of jumping fun. One press of the fire button and the game begins. You set off on your journey and leave your village with only a leathery pair of Y-fronts and a wooden club as your defence.

The Y-fronts are to keep you warm whereas the club is used to beat any of the would-be dinosaur adversaries to a bloody pulp.

The disadvantage of using this weapon is that your enemies have to be within nose distance before you can hit them.

Fortunately, items can be picked up on your travels which will aid you on your quest for meat.

For instance, large rocks can be smashed using your club, these in turn may reveal all manner of goodies like extra points and sometimes even valuable men!

Small stones can be gathered which are walloped towards the



● Cripes, look at the size of that deadly dinosaur. You'll have to overcome this and many other adversaries if you're going to get the food you want

antiquated aggressors, using your ad hoc baseball bat. If they hit home, you'll bring extinction that much closer to the target.

Correct me if I'm wrong, but I didn't realise that shops existed in the days when large leathery leaders were kings. They do where Big Nose lives but these stores don't contain useful things like deodorant or toothpicks, just boring things like deadly weapons and magical spells (just like real life!).

Christmas club

Not content with just your run of the mill platform game, the programmers have made that extra special effort in hiding loads of secret passages and rooms throughout the four levels.

All the levels feature giant boss monsters that guard the exits, these come in various forms. The guardian of the first level is Stinger, an agile scorpion who requires several hits to put him out of action. Who knows, it's early days yet in terms of development, but if the preview we played is anything to go on, then we may be seeing another excellent Codemasters hit on our hands.



● The dinosaurs are wandering around on the ground, so our hero takes to the trees. Unfortunately the pterodactyls can still get him

WARNING

Don't become a popstar because the chances are your nose will grow. That's the warning from top German scientist Prof Gruhn. Cher, who before her career as a songstress was said to have a perfectly formed button nose. What about Barbara Streisand and top dancefloor filler Barry "nosey" Manilow. "It's as plain as the nose on your face", said the eccentric Professor yesterday from the comfort of his beautifully cushioned room.



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● The magick selection screen isn't 100 percent complete yet, but even this early stage looks quite impressive. All manner of spells will be available in the finished version of the game released in January next year

FEATURES

- 100,000 screens set in different towns
- 5,000 completely independent and intelligent non-player characters
- 128 major non-player characters (who each hold information vital to your success)
- Advanced magick system that features five different types of magick and tons of spells
- Unique system which allows sensible conversation with anyone
- Detailed RPG system

DAEMONS

Armed with nothing more than a portable phone and a handful of expense forms, Brad Burton, the Europress equivalent of Frank Spencer made his way to Sheffield, the land of top software house Gremlin.

One British Rail standard issue cheese and tomato barm-cake later, I arrived at their classy offices. Once installed in a comfy chair I was shown a pre-production version of what is being tipped as the best role playing game ever to appear on the ST to date.

Daemonsgate is (yet) another one of those epic role-playing games that puts you in charge of a small band of soldiers. The plot takes a surprisingly different approach to the norm and goes

Epic scale films and epic scale games, the people love them all. Gremlin love 'em too!

something like this. Six months ago all contact with the ancient kingdom of Elsopea was lost. Suddenly, two months ago, reports started to filter in of a massive army of demonic soldiers moving through the land towards the city of Tormis. When these strange stories were confirmed, all the armed forces of the city prepared for battle and travelled to quell the demonic advance. Once the two great armies got within range, a massive skirmish began. The forces of Tormis suffered massive casualties. Some wounded stragglers managed to make it back to the city.

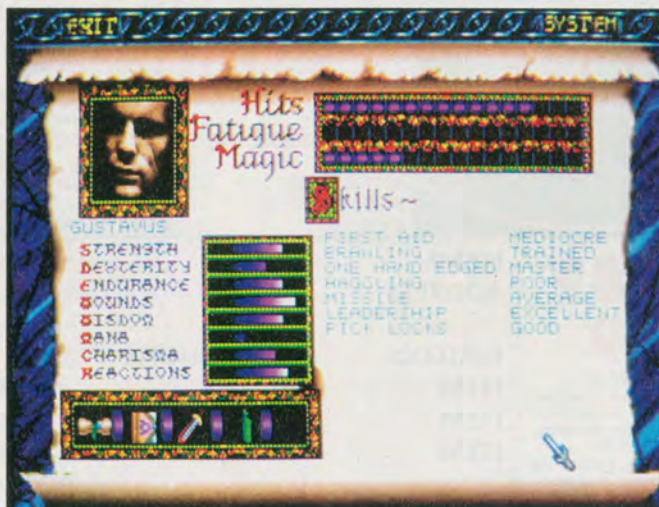


● Use all your skills to remain un-detected. Here we see our favourite Captain sneaking around an enemy keep at the dead of night

Once the news got back about the massive losses the city council gathered to discuss their options. It was decided that the people of the city should lock the city gates and place soldiers along the perimeter brickwork. Then thousands of the evil warriors gathered outside the city waiting, waiting.. With the food supplies dwindling it was decided that a small party of warriors should sneak out of the besieged city and try and get some help.

Well there's the plot. Your first problem is getting outside of the city walls undetected, then you have to find warriors, armies and the like to help you defeat the evil army. Initially your party consists of 8 individual human beings. Captain Gustavus is the leader of the party and he can be joined throughout the quest by any of 32 potential other party members. When these characters are not being controlled by the player, they go

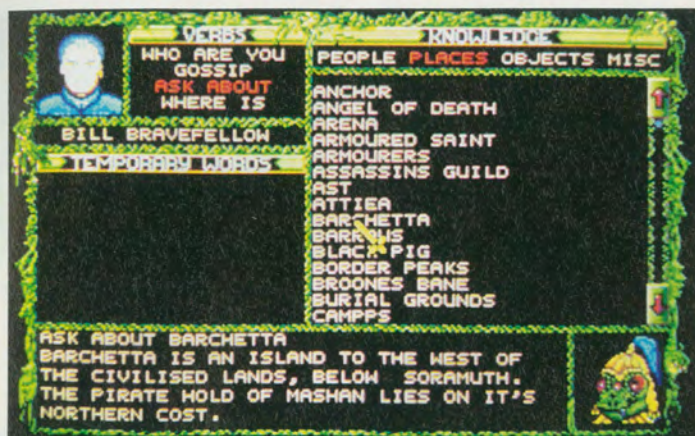
"The evil warriors gathered outside the city walls, waiting..."



● Each character has a plethora of skills. It is possible to share that knowledge with other party members by attempting to teach them

GREMLIN IN THE WORKS

This is Gremlin's biggest role-playing project to date. Previous RPG-esque fantasy adventures from the awesome software house include **HeroQuest**, **Space Crusade** and the excellent **BSS Jane Seymour**. **Daemonsgate - Dorovan's Key** is the first ST game that seriously concentrates on role-playing on this massive scale.



● Does the captured orc guard really know the exact location of the Island of Barchetta or is he leading our party into a big trap?

PROJECT: Daemonsgate - Dorovan's Key

PUBLISHER: Gremlin

AUTHOR: Lee Garnett

GRAPHICS: Stephen Lodge,

Andrew Walker and Julian Holtom

INITIATED: 1990

RELEASE: January 1993

SGATE



● The sun is rising and a new day is dawning. What will the future hold for our small band of freedom fighters? Only you can decide this but you'll have to wait

about their normal, everyday business like nothing of importance was going on.

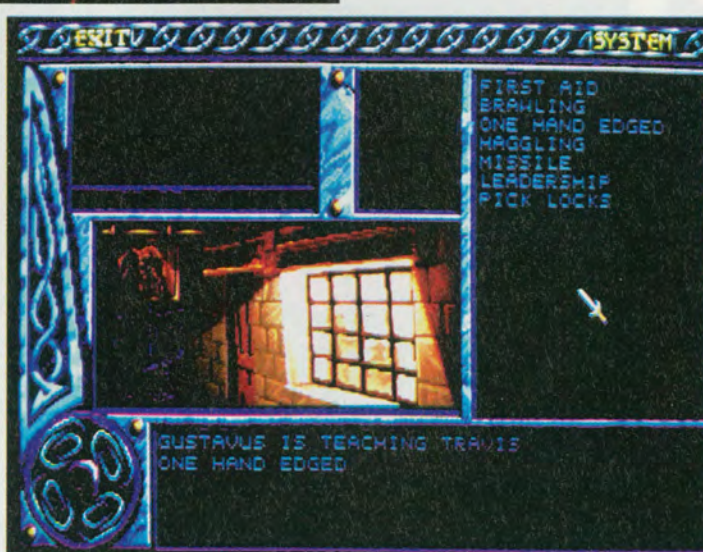
Each character is governed by a set of statistics representing the various physical and mental attributes they have.

A further set of stats also represent the individual's personality, thus creating a person who is totally controlled by his or her emotions.

For example, if a person is scared witless and is generally a right coward, you can't expect them to go wading into a party of attackers just because they have good fighting statistics!

Most of the travelling in the game is done across land. The player will have a free run over the entire map which is approximately 3000 screens in size. On this map, you will be represented by a simple icon, as will other groups as they mooch about.

In the final release you'll be able to send out scouts from your party to determine whether the other bands of travellers are hostile or not. It's looking good and it's just possible we've got the Ben Hur of computer games on the horizon. Start saving now, because time is running out at a rate of knots!



● Captain Gustavus, the leader of the pack, is teaching the youngsters and would-be warriors in the art of using one-handed edged weapons



● Oooh! Look at that big scary Frankenstein thing that's going to be coming after you any second now. Get through that door quickly to escape!



UNIVERSAL

If all things creepy give you the wibbles and you lost sleep over *The Addams Family*, then you're now in for another fright...



● There's a bit of a spiky problem ahead of our hero in this room

Ocean are at it again with the licences. Virtually every game for ages now has been a licence (with the notable exception of *Wizkid*). The latest in this long line are now *Cool World* (previewed elsewhere in this issue) and *Universal Monsters*.

Having recently produced *The Addams Family*, Ocean are getting on the scary tip once again with a game featuring all your favourite monsters like *Frankenstein* and *Dracula*. Professor Van Helsing, world-famous monster hunter has defeated his six worst enemies

and banished them to realms as yet unknown to man. But the inconsiderate bloke has gone and died, leaving his grandson, Alex Van Helsing, to come to his grandfather's castle and assume the coveted mantle of Keeper of the Bloodstar.

Sounds impressive doesn't it? However, when he gets there he finds to his dismay that the barrier has been breached and before

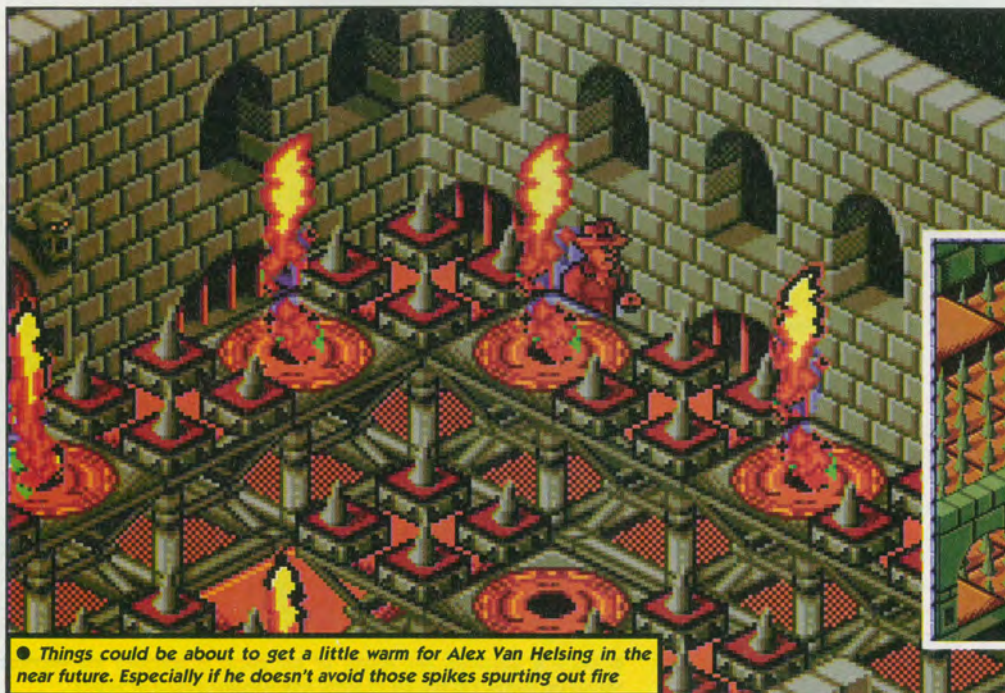
him stand Drac, Frank, his bride, The Creature from the Black Lagoon, The Wolfman and The Mummy. His skin begins to crawl and he quickly realises that he must find the six pieces of the shattered Bloodstar

"The whole thing is a race against time and Alex has to get to all the pieces of the Bloodstar."

that have been scattered around the Castle and surrounding grounds.

The whole thing will be a race against time as Alex has to get all the pieces before the last bits of the spell diminish and the bad dead guys are allowed out into an unsuspecting world to devour everything that moves!

As you can see from the screenshots on these two pages the game is played in the now



● Things could be about to get a little warm for Alex Van Helsing in the near future. Especially if he doesn't avoid those spikes spurting out fire



● Traversing the moving platforms gets you about some screens



PROJECT: Universal Monsters

GAME TYPE: Arcade/Adventure

PUBLISHER: Ocean

AUTHOR: Mike Hasslet

GRAPHICS: Martin McDonald,

Simon Butler

SOUND: Barry Leach

INITIATED: Feb '92

RELEASE: November '92

MONSTERS

KILLING THE CREEPIES

Each of the bad guys in the game has to be defeated by confronting them with the relevant object which can be found in chests lying around the place. Here's a brief run-down of what will kill what.

Dracula - A Crucifix

Frankenstein - A Spanner

The Bride - A Mirror

The Wolfman - A Silver Bullet

The Mummy - An Ankh

The Creature - A Harpoon

With all of this you'll be able to beat the game. It looks nice at this early stage but as always wait for the final review before passing judgement.



● Spikes, spikes and yet more spikes. Trip once and you'll look like a teabag. While you're at it you'd better watch out for those slug-type things as well!

classic isometric 3D style that Ultimate made famous in the early 80's. Graphically the game is nice to look at and the sprites are cartoony enough to make them cute. The pieces of the Bloodstar can all be located in chests that are scattered at random. These chests may also contain potions if you're really lucky and drinking these will make one of three things happen.

A green potion will reveal hidden platforms while a red one

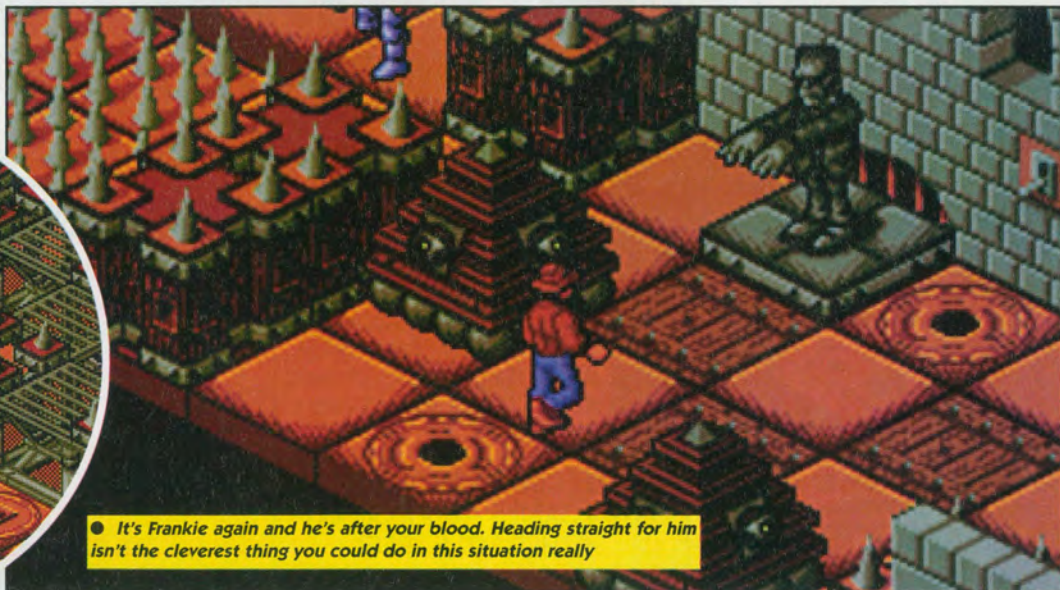
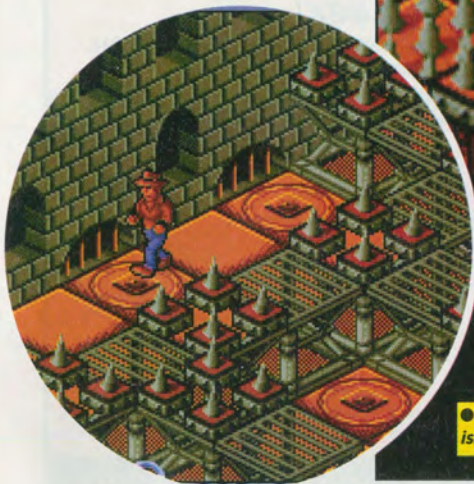
will make you invulnerable. Picking up a grey potion will freeze all baddies in the room you are currently in so you can take your time going about and picking them off. Besides the potions you'll also need a good supply of keys which can be found scattered around the

estate. Once again there will be three different types of key in the final version: green, red and silver.

These keys have to be used in a trial and error system to open the doors. There's no indication of what does what. So it will be important to make sure that you always have a

healthy supply of them. Thankfully not all doors need a key.

Another useful item you'll be able to pick up is the map. Finding this will make life an awful lot easier. Once you have it your present location will be shown in the central area of the status panel.



● It's Frankie again and he's after your blood. Heading straight for him isn't the cleverest thing you could do in this situation really

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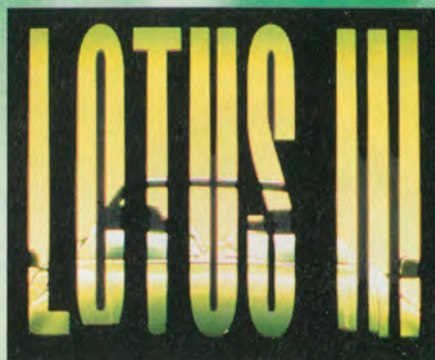
DUBIOUS DEMOS

I have been an ST owner for around four years and the first ST Action I got was in May 1989 (Issue 13). The reason I got it was because it looked well presented and was very colourful and stood out on the dull shelf. I knew that this mag had to be the best but there was something missing. Imagine my delight when you brought out your first playable coverdisk.

It had two FULL games on it (Ammotrack and Skulldiggery). These really were great games and I spent many hours of enjoyment playing them. I immediately assumed you would have great, full games every month. But then I started to find you putting these so easy to complete playable demos on your disk such as Rodland, Parasol Stars, Kid Gloves, Hudson Hawk, Prehistorik and Leander to name but a few.

The only two of your demos I have really enjoyed are Maddog Williams and Fireforce which were very good. I understand that people want to play the games before buying them, but couldn't you choose the slightly harder games and make them a bit longer?

I mean, even the most uncommitted gamesplayer can finish them within five minutes. I've watched my brother! The bit that really bugs me is just when you're doing really nicely you go into the next room and get the old "Well done, you've completed this demo, now buy the full game priced at £25.99". I mean, if you bought every game you liked the look of, you'd be broke! I always find they're only worth



playing once, and soon after that they turn into a mysterious blank, formatted disk. I mean, if you're going to put these lovely, attractive and bright labels on your disks, you should definitely make the games worth while.

Eventually, the disks find their way into my crusty old shoe-box, never to be touched by human hands for another thousand years! So come on STA, keep us occupied with these great PD games as well as your playable demos of commercial games. After all, it's us readers that keep you in business!

Nick Attfield (11), Bristol.

We've said it before, but the rules are extremely tight on full games unless they are PD. Coverdisk demos unfortunately aren't designed by us. We can't instruct a programmer, who's probably really busy on the full game anyway, to make a demo hard or long. Generally they are just a spare time project which, once underway, we won't see until completion. This is usually right on our deadline anyway so there's no way we can just chuck it back at them and say "that's not good enough lads".

People do want to play games before spending £30. You can't blame them for that and a coverdisk demo is the best way of getting hands-on experience other than playing finished product in a shop, and not all shops like people doing that. We will keep putting our full games on the disk as well as mixing it up with demos. That way there's something for everybody.

SEXIST PAP

I was very surprised to read Joanne Rowe's letter (Ladies with an attitude) about the sexism she has encountered while playing computer games. I for one have no problem with the so-called "weaker sex" playing Sonic the Hedgehog if they enjoy it. Without wishing to sound sexist though, it is really a game designed to appeal to girls and young children. Chances are, if you put Joanne in front of a game of UMS II, she would still be looking for platforms and blue spiky things until she was blue in the face! The same really applies to any girl. Only a certain type of game appeals to them.

Have you ever tried explaining Monkey Island to your girlfriend when she decides she wants to play it because she likes the box cover? I have! It's no fun, I can tell you! Maybe it's the fault of the companies producing the games that there aren't many lasses playing, because their games are aimed at the male population with all the violence and blood. What I'm asking is why aren't girls interested in all types of computer games?

Dave Payton, Sunderland.

Come on Dave, sure a lot of girls like Sonic, but then again so do I. I think it's totally unrealistic to suggest that it is solely aimed at girls and young people. Just because it's cute! True it appeals to girls, but surely that's an added bonus as 1) it not only introduces a lot of females to games, and 2) it increases the game's popularity.

You talk about Joanne not playing games like UMS II, well you do have to be a bit of a war-game buff to play games such as these. All the majority of people want to do is have a good time and a bit of fun and nobody should criticise them for that. Some people enjoy getting involved in strategic battles and playing for weeks. Girls may not be interested in all types of games, but neither are all the lads out there!

QUERY TIME

Congratulations on making ST Action the best mag for the ST in the universe. You should be very proud of yourselves and give yourself a raise. Every single coverdisk is totally awesome especially Entombed in issue 54. Could you please answer these questions because I am desperate to find the answers to them and if you don't then I'll just die.

1. Will Streetfighter II on the ST be the Champion Edition?
2. Will there be a Lemmings 2, if so, when will it be out?
3. Will Mario be out on the ST?
4. Will Sonic be out on the ST?
5. Will Atari make a 32 bit computer?

Stuart Carroll, Falkirk.

Thanks for your kind words Stuart. Let's answer those questions:

1. Nope, it'll just be the bog-standard SFII. There may be a Champions Edition at some point though!
2. Yep and with a bit of luck it should've arrived by Christmas time.
3. Can't see it really. The character sells too many Nintendos to convert to home computers.
4. Same as the above answer really.
5. Quite possibly, it's just a case of waiting for the technology to improve sufficiently to get it all in a box at an acceptable price.

CLUBBING IT!

Just thought we'd drop you a line to tell you about a radical new club my friend and I have started. It's called Gamer-Link and it's a pen-pal club for all Atari, Amiga, Sega, Nintendo and PC owners!

We hope to help gamers all over the world get in touch with each other and exchange cheats, advice and generally have a good banter about how brill the whole computing scene is!

Between my friend and I we have an Amiga, Game Gear, Gameboy, SNES, Mega Drive and a PC. It costs us a bomb in software 'cos there are so many brill games around, not to mention buying all the excellent mags available! But what the hell! It's worth it! What else is there to spend your dosh on unless it's down the pub?

Anyway, we thought we'd write to you to see if you could give us a mention and see if any of your readers are interested in joining? If so, could they send a SAE to us and we'll give them the low-down on the club.

Gamer-Link
28 Churchfield
Ware,
Herts,
SG12 OEP

Anything to oblige lads. Hope you have loads of success with your venture and we hope this gives you some decent publicity so you get loads of members! So readers, if you want a penpal really badly, get in touch with these guys and they'll be able to sort you out with a new mate with the same interests as you have!

STAR LETTER



ONE MEG MAYHEM

It is very true to say the ST is a fine machine and along with St Action they make a perfect match! This letter is about the importance of the ST on the public and the publishers of games.

The amount of games on the Amiga that use 1 meg can be counted to a certain high number, while the ST can only cope with a couple. The two most noticeable games are Lure of the Temptress and Monkey Island, both great games with mindblowing graphics. But the sequel to Monkey Island is pencilled only for the PC and Amiga. It can be made for ST but the publishers are just not willing to try.

This is the reason why I want to get an Amiga or PC as I enjoy a variety of games and hate it when a game I want doesn't come out on my ST. Atari are very busy with the new Falcon but it does still need to look after its founder machine, because

thousands of people will find themselves short-changed if the machine's popularity drops among company.

Come on Atari. People have to pay a

lot for the machine. Don't let them down!

One final point. Why does your Faulty Disks address keep changing? I have a number of faulty disks but failed to send them some from last year. Can I still change them? Please answer this question.

Long Mac, London.

That's a pretty good point actually. One meg St games are extremely rare. The reason behind this is simple though. Commodore always plugged their machine as a one meg one. They made upgrading from a half meg ridiculously cheap and easy and then eventually stopped producing half meg machines. The majority of Amiga owners now have a meg. They need it, anything less is pointless. With ST's it's not the same. People can and will, quite happily, survive with a basic 520 model. So the companies can't afford to do one meg games as they won't make any money, due to the lack of people who can use them!

The disk address keeps changing because our disks are duplicated at different companies each month. It all depends on schedules and other complicated factors. Therefore we have to change the address so that the right disks go back to the right companies for swapping! There's no point in sending last months disk back to the wrong company as they won't have replacement stocks!

CONVERTER CORNER

I buy your magazine every month and think it is brilliant, especially the letters page. I have heard that there is a converter available that allows you to play Amiga games on an Atari ST. Is this true? If so could you give me some tips to help me get through The Secret of Monkey Island 2?

Anthony Wallis (12), Glasgow.

Don't worry about getting hold of a converter. It doesn't exist. There is a joke one on the PD that will give your ST the look of an Amiga workbench, but it won't run any Amiga programs. It would be impossible to do and Commodore probably wouldn't be happy at all. Looks like you don't need those Monkey Island 2 tips after all. Sorry about that!

Poor Corner

I would just like to say thanks for printing my letter last month about Joanne Rowe. That was worth it. Joanne, what a nice name! Where am I? Oh yeah, when you printed my letter my name was not spelt right. My name is David Vine not Devasken. The title you gave me was Sad Case. I'm not sad, just unlucky with girls. Some girls at school don't know I exist. Others do, but they're my friends as in female mates, not girlfriends. The reason I wrote the letter was because that day I was dumped by my girlfriend. I wrote the letter because girls who play ST's are my kind of girls. Joanne, if you're reading this, your letter was wonderful. By the way, don't make fun out of me. It's hard being teenage in the nineties. Joanne, I think you should know that I go for girls who are good-looking on the inside as well as the outside. I like caring, loving, sweet and nice girls who know what to do. Joanne, if you want to contact me please could you write to me. Sad case I am not.

David Vine, London.



I'm still not overly sure if this is one big wind-up. Is Jeremy Beadle about to leap from a filing cabinet to stitch me up? First about your signature. Congratulations on possessing the worst signature on the planet! That said Devasken V. We even had an office sweep on what it might be.

Let's be serious mate, we're all really, really gutted your girlfriend dumped you but your chances of getting off with old Joanne are a bit thin. For one, she lives a good few miles away. Another thing is that she doesn't know you. You've got to get a grip on life here matey. There's no point trying to chat up girls

via us (aaarrgh, they'll be calling me Marge Proops next). It may be difficult being a teenager now, but we've all been there (some of us still are!). There's nothing wrong with being young, free and single. You can't say that girls who play ST's are your type of girls. They could go out and murder people after a quick game of Xenon 2. Seriously, we can't give you Joanne's address but if she does want to contact you, she can write in and we'll give her yours.

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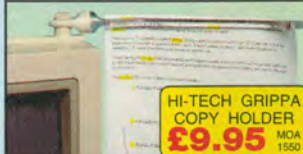
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Arcade Strategy

With Elite II on the horizon there's bound to be renewed interest in this ancient classic. Still the greatest game of all time.

ELVIRA II

Accolade £29.99
Adventure

Relying heavily on two rather major selling points, this sequel takes a similar line in style to the successful first game.



EPIC

Ocean £25.99
Arcade Strategy

Classy ST game hated by a lot of people. We like it though and it's helped by its presentation which is second to none.

F-19 STEALTH FIGHTER

Microprose £29.99
Flight Sim

Still one of the best ST flight sims even though it's clocking up the years now. Loads of fun to be had by shooting down the enemy.

FALCON

Spectrum Holobyte £9.99
Flight Sim

Slow jerky flight sim that should be in a museum by now. Comes wrapped in bandages and was found buried in Egypt.

FIRE AND ICE

Renegade £25.99
Platform

Another console-style platform game with a character that looked a bit too Sonicy for its own good really. Good though.

FIRST SAMURAI

Mirrorsoft £25.99
Beat'em-up

A classic beat 'em-up in its own right. Well programmed and well executed. Well worth digging out and buying.



FLIGHT OF THE INTRUDER

Mirrorsoft £29.99
Flight Sim

Confirmed as one of the finest flying games around by one and all. Play as either a sim or shoot'em-up. Either way, it's marvellous.

FORMULA 1 GRAND PRIX

Microprose £34.99
Racing

Geoff Crammond caught everyone out with just how good this game was. Destined to be a classic forever and ever Amen!

GOBLIINS

Coktel Vision £25.99
Puzzle and Skill

It's french, what more can you say? I've never seen anything like it. Not logical enough to appeal to everyone. Sequel soon too!

GODS

Renegade £25.99
Action Adventure

At the end of the day a lot of people like this game because it's from the Bitmap Brothers. It's good but not that good.

GRAHAM TAYLOR

Krisalis £25.99
Sports and Leisure

It takes years to get anywhere as you sit through tedious match highlights. It does get you involved though.



HEAD OVER HEELS

Hit Squad £7.99
Puzzle and Skill

Bizarre cute 8-bit game where two animals have to join together to make one big body. No fancy effects, just dead playable.

HEIMDALL

Core Design £30.99
Arcade Adventure

Pillage a village in Core's viking classic. Huge quest, classy graphics and good all-round island exploring for you to do.

IK+

Hit Squad £7.99
Beat'em-up

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

INDY JONES CRUSADE

Lucasfilm £29.99
Adventure

You can only get respect for so long wearing the same clothes throughout three films! All the money they made and no new wardrobe!

JAMES POND

GBN £7.99
Platform

How on earth can I be expected to think up fish jokes month in month out? It's giving me a right haddock trying. It really is.



JIMMY WHITE'S SNOOKER

Virgin £29.99
Sports and Leisure

Yep, it's a fine representation of snooker, it's just a pity snooker is as boring as golf really. Excellent if you like balls and pockets.

KICK OFF 2

Anco £24.99
Sports and Leisure

A monstrously stonking arcade style football game with the emphasis on pace and passing. Wondrous in every exciting sense.

KLAX

Domark £7.99
Puzzle and Skill

Similar to what was on our disk a couple of months back, except you've gotta pay for this one. Good but ageing rapidly really. Fans only.

KNIGHTMARE

Mindscape £25.99
Arcade Adventure

Lots of mazes to get lost in. Tony Crowther is Yorkshire's best programmer and Dungeon Master style games are his forte.



LEGEND

Mindscape £29.99
RPG

Classic RPG in the style of Hero-Quest. Much, much better and worth a look for any dice-roller worth his or her salt.

LEMMINGS

Psygnosis £25.99
Puzzle and Skill

Will a kind software house please make a puzzle game better than Lemmings because we're sick to death of the green haired gits!



LOTUS

GBN £7.99
Racing

Lotus represents two player speed thrills in its ultimate form. Smooth action and realistic car handling place it high above its competition.

LOTUS TURBO CHALLENGE 2

Gremlin £25.99
Racing

With the Magnetic Fields boys beavering away at Lotus 3, this sequel, inferior to the first game but still good, will be lucky to survive.

LURE OF THE TEMPTRESS

Virgin £29.99
Adventure

A right top treat this. Revolution throw down the gauntlet to the yanks. Beat this for a graphic adventure game.



M1 TANK PLATOON

Microprose £29.99
Land and Sea Sim

The game that sounds like a war on the motorway! Microprose's classy tank simulator still rates high. Difficult to find these days though.

THE MANAGER

US Gold £25.99
Sports and Leisure

Good german management game with just about everything included as well as animated match highlights. Up to 4 players!

MEGA LO MANIA

Mirrorsoft £25.99
Strategy

"The production run's completed!" Aaaaarrrggghhhhhh. If I hear that bloody sample one more time there'll be tears!

MEGATRAVELLER

Empire £29.99
RPG

Character generation was the strong point in this game. Precise and accurate to the real game. Could be tedious to non fans.

MICROPROSE GOLF

Microprose £34.99
Sports and Leisure

Okay so golf is really tedious but Microprose managed to make a really good game out of it. Far and away the best effort.



MIDWINTER 2

Rainbird £29.99
Arcade Strategy

The ice has melted in this Mike Singleton designed sequel. Massive play area and a ridiculously large task make this unmissable.

NINJA WARRIORS

Sales Curve £7.99
Beat'em-up

What is it that makes ninjas sell games by the bucketload? There really is nothing like a good oriental beat 'em-up is there?

NITRO

Sizzlers £7.99
Racing

Easily the best Super Sprint clone out there and up to three players can play at any one time. Unlimited levels means unlimited gameplay.

PACIFIC ISLANDS

Empire £24.99
Land and Sea Sim

Tanks for the memories. A 20mm barrel of fun. You really should shell out the cash for this superb combat simulation.

PANG

Hit Squad £7.99
Arcade

Freaky Japanese coin-op style game that's as addictive as hell. Especially when it's played in the two-player mode.



PANZA KICK BOXING

Kixx £9.99
Beat'em-up

Get the chance to wear red trousers and beat up your friend in this kick-boxing battle. A tremendous beat 'em up that has yet to be beaten.

PARASOL STARS

Ocean £25.99
Platform

So what is this! Rainbow Islands 2 or Bubble Bobble 3? I don't care really. We've seen it all before and it still works.

PLAN 9 FROM OUTER SPACE

Gremlin £29.99
Adventure

The game of the worst film ever, courtesy of Gremlin. Thankfully it isn't as bad as the original movie. But then again, is anything?

POPULOUS II

Electronic Arts £25.99
Strategy

Stunning stuff, but then there has been a lot of stunning stuff arrived this year. Huge game, but can get a little repetitive.



POWERMONGER

Electronic Arts £29.99
Strategy

Complicated god-game from the boys who brought us the Populous games. Loads of icons to get to grips with though.

PUSHOVER

Ocean £25.99
Puzzle and Skill

Wins all awards for weakest tie-in ever. Thankfully the puzzle aspect remains firm and Pushover is definitely fab!



RAINBOW ISLANDS

Hit Squad £7.99
Platform

Hmm, there's loadsa freaky colours in this ageing but classic platform caper that is sure to captivate any who dare to play it.

RICK DANGEROUS

Kixx £7.99
Platform

Join Nazi basher Rick in this "game of the fascist". Bound from platform to platform with guns blazing to save the day.

ROBOCOD

Millennium £25.99
Platform

Console-style platform games come to the ST with a bang. Coded by the man who wrote the first ever ST game - Steve Bak.



ROBOCOP 3

Ocean £25.99
Action Adventure

Digital Image Design got a bit fruity with this third Robocop game. Based on the film not yet released in this country.

SECRET OF MONKEY ISLAND

Lucasfilm/US Gold £29.99
Adventure

Har-har-har-har me harties. Treasure Island with jokes. A tad easy, but good to go back to because of its humour element.

SENSIBLE SOCCER

Renegade £25.99
Sports and Leisure

The game for football fans that don't like Kick Off. Precision passing is possible too! A truly tremendous sports game.

SHADOWLANDS

Domark £25.99
RPG

Not everybody liked this. Seems to appeal only to certain tastes. Awkward controls made this one difficult to get into mind.

SHADOW WARRIORS

Hit Squad £7.99
Beat'em-up

It's ninja time again. Lots of weaponry and oriental baddies launching attack after attack in this middle-aged beat 'em-up.



SHUTTLE

Virgin £30.99
Flight Sim

Scary game when all said and done. It's got a manual thicker than the Bible. Technically stunning flight simulator.

SILENT SERVICE

Microprose £25.99
Land and Sea Sim

Blip...Blip...Oh no you don't. Not again! More submarine mayhem from Microprose. Launch those torps and kill the enemy!

SILENT SERVICE II

Microprose £24.99
Land and Sea Sim

Blip...Blip...Blip...Blipity Blip...Fire One...whoosh...whoosh...Boom!!!! Blip...Blip. Whoever said life under the ocean waves was silent?

SPACE CRUSADE

Gremlin £25.99
RPG

Based on the Games Workshop boardgame of the same name. It combined great atmospheric graphics with fabby gameplay.



SPACE QUEST SERIES

Sierra £29.99
Adventure

Time has moved technology past what Sierra produced in the past. Still a series full of classics in their own right.

SPECIAL FORCES

Microprose £29.99
Arcade Strategy

Get your platoon of marines mercilessly slaughtered in impossible missions in foreign countries. Sort of strategy for beginners.

SPEEDBALL 2

Imageworks £9.99
Sports and Leisure

Futuristic bloodshed from the Bitmap Brothers. Brutality has never been like this before. Where's Jimmy Hill and that large geordie?

STEG

Codemasters £7.99
Puzzle

Slithering around may not be your idea of fun, but in Codemasters slug game you get the chance to feed baby slugs too! Yum!

STORM MASTER

Silmarils £29.99
Strategy

French game presentation at it's very best! Top graphics and sound in this novel approach to the god-game genre.

STRIKER

Rage £25.99
Sports and Leisure

A footy game that didn't attempt to take on Kick Off 2 to its credit. A novel 3D approach and super fast graphics made this what it is.

STUNT CAR RACER

Microstyle £9.99
Racing

What's the first thing you'd do when you spend all your cash on a new car? Drive it 100 feet off a ramp that's what.

SUPERCARS II

Gremlin £24.99
Racing

Get in the 'tow', brake into corners... Sod that! Pedal down to the floor and launch those missiles at the opposition.



SWIV

Sales Curve £24.99
Shoot'em-up

Vertically scrolling blast that was the unofficial sequel to Silkworm. Scrumptious graphics and triff sound creates a huge pile of fun!

THUNDERHAWK

Core Design £29.99
Flight Sim

Core's stunning helicopter simulation based on a mythical gunship. Smooth vector graphics make this well worth the cash.

TURRICAN

Rainbow Arts £7.99
Shoot'em-up

A healthy dose of shooting never did anybody any harm. Except the people you're shooting at. A good all-round blast.

TURRICAN II

Rainbow Arts £7.99
Shoot'em-up

Classic blast now out on budget for under eight quid! That's the equivalent of four pints and it'll last you about three years longer.



ULTIMA VI

Mindscape £29.99
RPG

Yet another game for the role playing fraternity to get to grips with. Huge in size but again a hard drive will really come in handy.

UTOPIA

Gremlin £29.99
Strategy

There's a data disk out for this now which helps to increase the challenge by adding to the original 10 worlds supplied.

VROOM

Lankhor £24.99
Racing

So fast you'll think there's something wrong with your machine! Amazing speedy routines make this the smoothest, fastest race game out.

XENON II - MEGABLAST

Imageworks £9.99
Shoot'em-up

Ch Ch Che Check this out! Bitmap shoot 'em-up with Bomb the Bass soundtrack. Hardcore U know the score.



NEXT ISSUE

On sale December 10th

THE BEST REVIEWS FIRST

ST Action features the best looking and most informative reviews in the entertainment business.

Next month's action-packed issue will include:

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The ST Action cover disk is a legend in its own right. More superb playable demos than you can shake a stick at!

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A Christmas spirit returns to bring you our top ten games of the year. Little Billy tells you all our darkest gaming secrets!

Plus our regular goodies including tips, cheats, previews and fabulous competitions...

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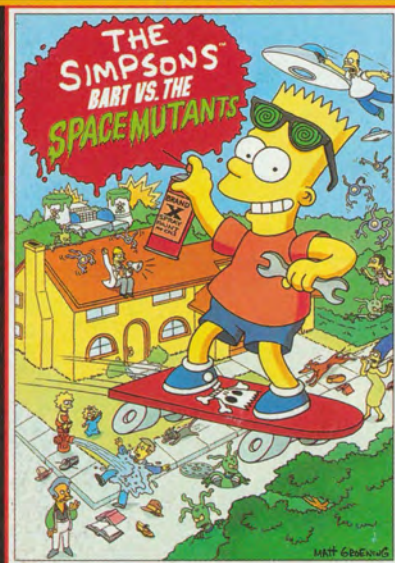
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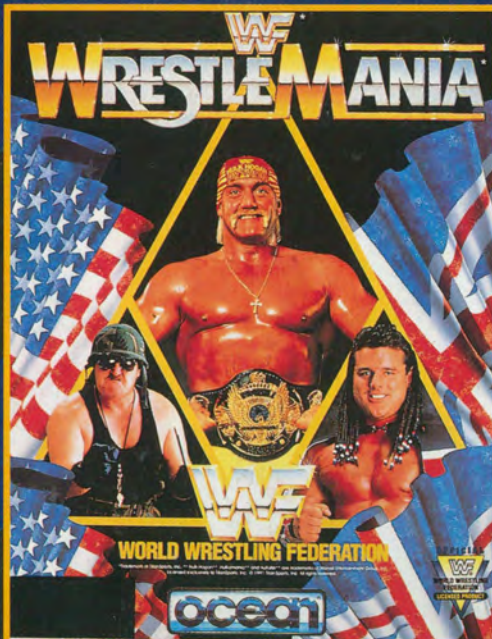
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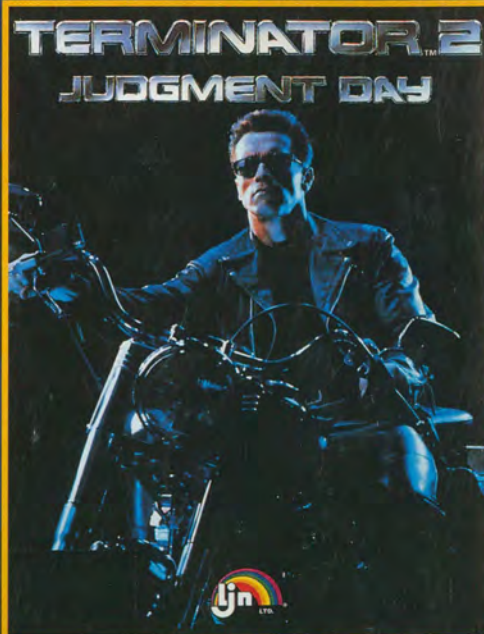


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THE DREAM TEAM



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